

Name: Tie

Hunter

Type: Sienar Fleet Systems Tie/ht Hunter

Starfighter

Scale: Starfighter

Length: 6.9 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1,

Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 35 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: No

Nav Computer: Stores 4 Jumps

Space: 10 (Wings Open), 12 (Wings Closed) \*

Atmosphere: 415;1200kmh

Maneuverability: 3D

Hull: 1D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons: \*

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Twin Ion Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D

Proton Torpedo Launcher (12 Torpedo Magazine)

Fire Arc: Front



Fire Control: 3D+2

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

\* : The Tie Hunter has x foils similar to the X-Wing starfighter, allowing it a higher speed when the wings are closed and the weapons deactivated.

Description: This experimental TIE never saw much combat in the Galactic Civil War. The craft was produced in limited quantities and performed relatively well, but was pulled from the lines, due to the Empire's arrogance against using a weapon improved with the enemy's designs. Commissioned by the Empire's elite Storm Commando Corp, the TIE Hunter is an experimental fighter that sacrifices armour and firepower for flight speed. It is equipped with twin laser cannons, a proton torpedo launcher, and twin ion cannons. The design of this new craft integrates the folding s-foil design of an X-wing into the form of a TIE interceptor. However, the high speed closed wing configuration reduces the solar panel surface area so dramatically that no weapons can be fired while the wings are in a closed position. All available energy is transferred to the craft's advanced twin ion engines.

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