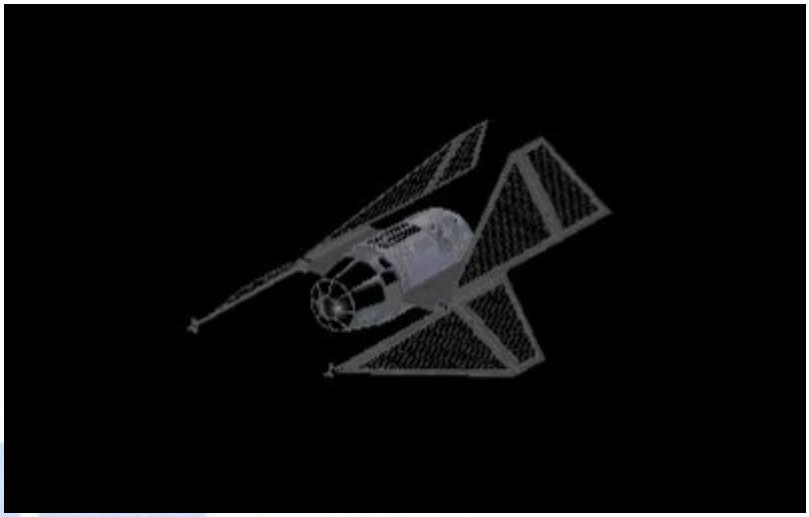
Starships D6 / Sienar Fleet Systems Tie Infiltr



Name: Tie Infiltrator
Type: Sienar Fleet Systems Tie Infiltrator Starfighter
Scale: Starfighter
Length: 11.1 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D
Consumables: 1 Month
Cargo Capacity: 1 Tonne
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Space: 9
Atmosphere: 400;1100kmh
Maneuverability: 2D
Hull: 3D
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: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D

Description: The Tie Infiltrator is more of a single person transport vessel than a dedicated starfighter, with an elongated main cabin the vessel has cramped but adequate living space as well as a small cargo carrying capacity which can easily store a speeder bike or swoop. While still a fast and capable starfighter, the Infiltrator was developed as a transport to carry Imperial Agents from place to place without needing to provide them with a shuttle or capital ship, serving the same purpose as the Howlrunner would later serve. Although the vessel found itself with a number of fans among the Imperial Services, larger more flexible vessels were far more useful and a standardised ship made agents stand out from the crowd so the Infiltrator found itself sidelined and used by a very small minority of Imperial Agents.

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