

Name: Tie

Retaliator

Type: Sienar Fleet Systems Tie Retaliator

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 1 Days

Cargo Capacity: 45 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415;1150kmh

Maneuverability: 2D+2

Hull: 3D

Shields: N/A

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

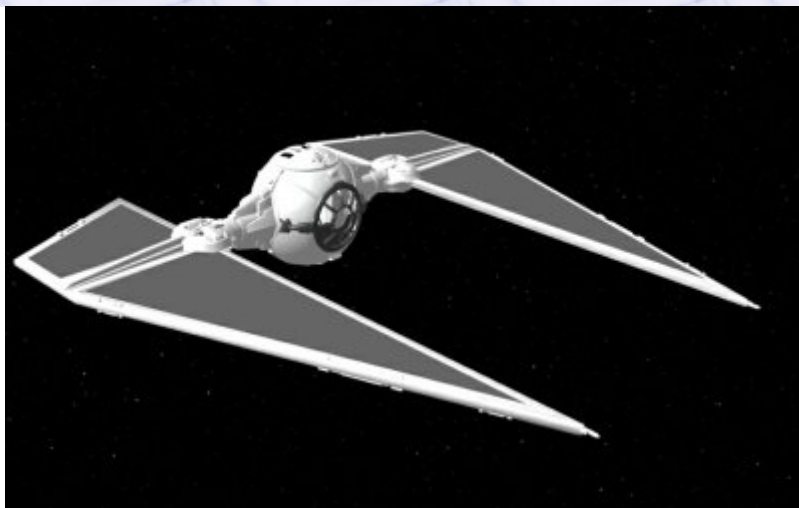
Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D



Description: With the Empire always seeking to lower costs and find ways of producing more vessels for the same money, Sienar Fleet Systems developed the Tie Retaliator as a cheap version of the Tie Interceptor. Using the Tie Fighters control pod, and fire-linking the twin cannons in the chin to those on two of the blade panels of a Tie Interceptor, they produced a cheaper fighter, with the same firepower as the Interceptor, and using standard parts already in use by the Empires fleet of Tie's. However the smaller solar panels led to a decrease in performance, both speed and maneuverability wise, so the design was retired before production ever began. However after the Battle of Endor, with Imperial

resources stretched to their very limits, this cheaper fighter was resurrected and found itself popular with some of the factions of Imperial Remnants, but even then it was only produced in small numbers and is seen only in some parts of the galaxy.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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