

Name: TIE Shadow

Type: Sienar Fleet Systems TIE Shadow

Scale: Starfighter

Length: 7.2 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 5 Days

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

3 Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

2 Concussion Missile Launchers (Fire Linked) (16 Missile Magazine)

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 8D



Description: The TIE Shadow is a remodeled version of the TIE Phantom, utilising many of the same systems, but also incorporating some more standard TIE components. Without the cloaking device this fighter is far cheaper to produce, and the larger frame allows the fighter to carry heavier armament than a

standard TIE Fighter. The treble heavy laser cannons are extremely dangerous, and the twin missile launchers add punch allowing the fighter to smash enemies. TIE Shadows were designed to provide a long range patrol capability to the TIE Series, extending the fighters range by many times, allowing the Empire to patrol huge areas without having to rely on Capital ships. These fighters were only built in small numbers, and have been pressed into service as patrol and interdiction fighters aiding lighter TIE Interceptors in securing space and capital ships against Rebel attacks.

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