

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)

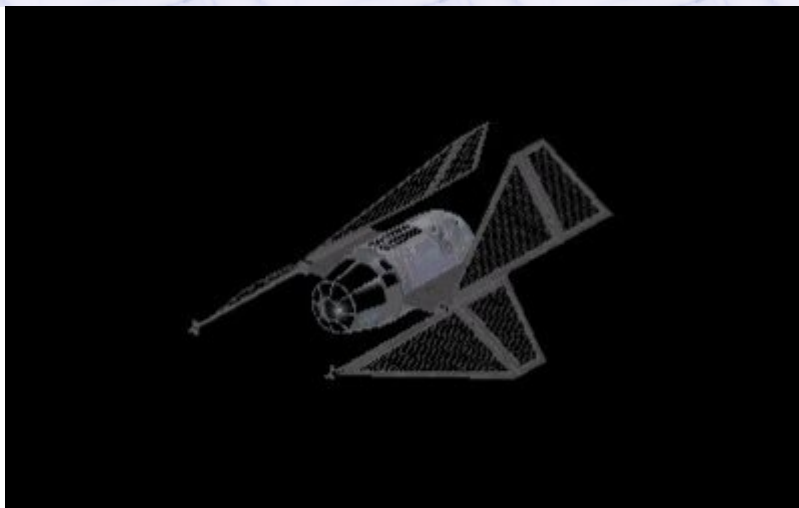
Fire Arc: Front

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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