



# Starships D6 / TIE Defender

## TIE Defender

Craft: Sienar Fleet Systems TIE Defender

Type: Advanced space superiority starfighter

Scale: Starfighter

Length: 7.2 meters

Skill: Starfighter Piloting: TIE Defender

Crew: 1

Cargo Capacity: 75 kilograms (0 if tractor beam installed)

Consumables: 2 days

Cost: 300,000 credits (new)

Availability: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: Yes

Manuverability: 5D

Space: 14

Atmosphere: 520; 1,550 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive 30/0D

Scan 50/1D

Search 75/2D

Focus 4/4D+1

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Light Ion Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

2 Concussion Missile Launchers

Fire Arc: Front

Skill: Starship Gunnery

Ammo: 4 per launcher

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-500/1/5 km

Damage: 9D

Tractor Beam Projector (replaces cargo hold)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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