



Starships D20 / TIE Defender

TIE Defender

Craft: Sienar Fleet Systems' TIE Defender

Class: Starfighter

Cost: Not available for sale

Size: Diminutive (7.2 meters long)

Crew: 1 (Skilled +4)

Passengers: None

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

Consumables: 2 days

Hyperdrive: x1

Maximum Speed: Ramming

Defense: 28 (+4 size, +14 armor)

Shield Points: 60

Hull Points: 120

DR: 5

Weapon: 4 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)

Damage: 6d10x2

Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Ion Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +16 (+4 size, +4 crew, +8 fire control)

Damage: Special

Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Concussion Missile Launchers (8 missiles)

Fire Arc: Front

Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)

Damage: 9d10x2

Range Modifiers: PB +0, S/M/L n/a

Weapon: Tractor Beam Projector (replaces cargo hold)

Fire Arc: Front

Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)

Damage: Special

Range Modifiers: PB -2, S -4, M/L n/a

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