



Starships D6 / Darkwing Squadron TIE D

Darkwing Squadron's TIE Defender

Darkwing Squadron is the Empire's top elite fighter squadron. Unlike the New Republic, which put its top elite squadron, Rogue Squadron, in older out of date starfighters, the Empire elected to give Darkwing Squadron the most advanced starfighters in the galaxy... the deadly TIE Defender. Darkwing Squadron's TIE Defenders are slightly upgraded with better sensors, slightly stronger shielding and a faster hyperdrive than a standard TIE Defender. Darkwing Squadron is the is the highest decorated fighter unit in the history of the Empire and is used only on the most prestigious of missions.

Craft: Modified Sienar Fleet Systems' TIE Defender

Type: Multi-role starfighter

Scale: Starfighter

Length: 7.2 meters

Skill: Starfighter Piloting: TIE

Crew: 1

Crew Skill: Astrogation 8D, starfighter piloting 9D, starship gunnery 8D+2,
starship shields 8D+2, sensors 7D

Cargo Capacity: 10 kilograms (can be modified depending on missions)

Consumables: 3 days

Hyperdrive Multiplier: x0.66

Manuverability: 6D

Space: 17

Atmosphere: 520; 1,550 kmh

Hull: 4D

Sheilds: 2D+1

Sensors:

Passive 35/0D

Scan 60/1D

Search 90/2D

Focus 5/4D+2

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 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 General Purpose Warhead Launchers

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1/3/7 for missile and torpedoes, 1/2/5 for rockets and bombs

Atmosphere Range: 50-500/1/5km for missiles, 30-100/300/700 for torpedoes

Damage: 9D if a concussion missile or proton torpedo is used, 10D if a heavy rocket is used, 11D if a heavy proton bomb is used

Tractor Beam Projector

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5km/2 km

Damage: 5D

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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

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