



# Starships D20 / Darkwing Squadron TIE

## 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 Unlike the New Republic, which put its top elite squadron, Rogue Squadron, in older out of date starfighters, the Empire elected to give Darkwing Squadron the most advanced starfighters in the galaxy...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

Class: Starfighter

Cost: Not available for sale

Size: Diminutive (7.2 meters long)

Crew: 1 (Expert +8)

Passengers: None

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

Consumables: 3 days

Hyperdrive: x0.66

Maximum Speed: Ramming

Defense: 29 (+4 size, +15 armor)

Shield Points: 70

Hull Points: 120

DR: 5

Weapon: 4 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +16 (+4 size, +8 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: +20 (+4 size, +8 crew, +8 fire control)

Damage: Special

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

Weapon: 2 General Purpose Warhead Launchers

Fire Arc: Front

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

Damage: 9d10x2 (torpedo/missile), 10d10x2 (heavy rocket), 11d10x2 (space bomb)

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

Weapon: Tractor Beam Projector

Fire Arc: Front

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

Damage: Special

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

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