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 Unlike the New Republic, which put its top elite squadron, Rogue Squadron, in older out of date starfighters, the Empire elected to give Darkwing Squadron the most advanced starfighters in the galaxy...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