

Name:

Defender Starfighter

Type: Kuat Drive Yards Republic Defender
Starfighter

Scale: Starfighter

Length: 6.8 Meters

Skill: Starfighter Piloting - Defender

Crew: 1+Astromech

Crew Skill: Starfighter Piloting 4D+2,

Starship Gunnery 4D+1

Consumables: 2 Months

Cost: 55,000 (used)

Cargo Capacity: 90 Kilograms

Hyperdrive Multiplier: x4

Hyperdrive Backup: NA

Nav Computer: uses Astromech

Space: 6

Atmosphere: 330;950kmh

Maneuverability: 3D

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/1D

Scan: 30/2D

Search: 40/3D

Focus: 2/4D

Weapons:

Laser Cannon

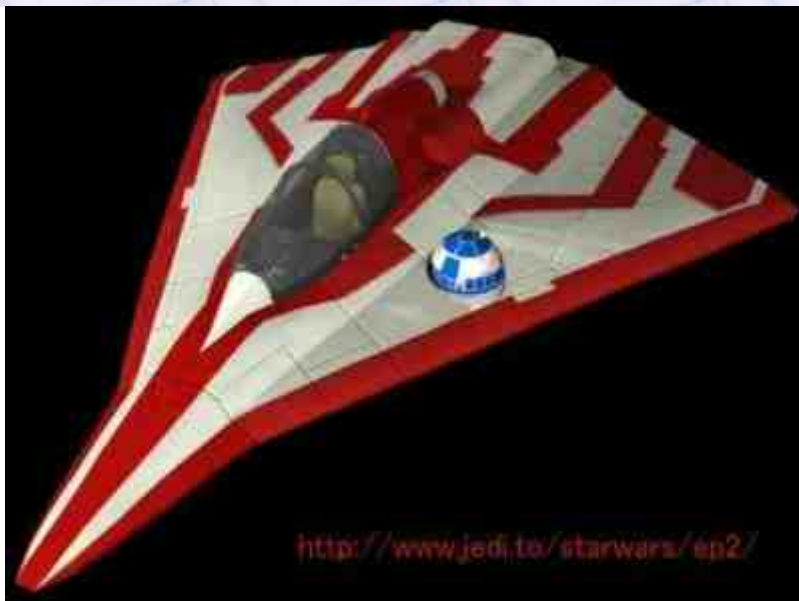
Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D



Description: A earlier model of the starfighter design that would evolve into the Jedi Starfighter, the Republic Defender is a small fighter with very little armament and capability in comparison to newer designs of starfighter. However its small size, and good maneuverability makes this fighter still popular for defence forces based upon civilian space stations where storage space is at a minimum, and a fast

fighter is at no advantage while fighting close quarters to the space platform.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is from TheForce.net, Copyright resides with the artist.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)