Starships D6 / Darkwing Squadron TIE Defen

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 Unlike the New Republic, which put its top elite squadron, Rogue Squadron, in older out of date starfighters, the Empire elected to give Darkwing Squadron the most advanced starfighters in the galaxy...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

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