Starships D6 / TIE Defender

TIE Defender

Craft: Sienar Fleet Systems TIE Defender
Type: Advanced space superiority starfighter
Scale: Starfighter
Length: 7.2 meters
Skill: Starfighter Piloting: TIE Defender
Crew: 1
Cargo Capacity: 75 kilograms (0 if tractor beam installed)
Consumables: 2 days
Cost: 300,000 credits (new)
Availability: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Manuverability: 5D
Space: 14
Atmosphere: 520; 1,550 kmh
Hull: 4D
Shields: 2D
Sensors:
- Passive 30/0D
- Scan 50/1D
- Search 75/2D
- Focus 4/4D+1

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 Light 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 Concussion Missile Launchers
- Fire Arc: Front
- Skill: Starship Gunnery
- Ammo: 4 per launcher
- Fire Control: 2D

Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D

Tractor Beam Projector (replaces cargo hold)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800/1.5/2 km
Damage: 5D

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