Starships D20 / TIE Defender

TIE Defender

Craft: Sienar Fleet Systems' TIE Defender
Class: Starfighter
Cost: Not available for sale
Size: Diminutive (7.2 meters long)
Crew: 1 (Skilled +4)
Passengers: None
Cargo Capacity: 75 kilograms (0 if tractor beam installed)
Consumables: 2 days
Hyperdrive: x1
Maximum Speed: Ramming
Defense: 28 (+4 size, +14 armor)
Shield Points: 60
Hull Points: 120
DR: 5

Weapon: 4 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+4 size, +4 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: +16 (+4 size, +4 crew, +8 fire control)
Damage: Special
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Concussion Missile Launchers (8 missiles)
Fire Arc: Front
Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)
Damage: 9d10x2
Range Modifiers: PB +0, S/M/L n/a

Weapon: Tractor Beam Projector (replaces cargo hold)
Fire Arc: Front
Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)
Damage: Special
Range Modifiers: PB -2, S -4, M/L n/a

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