Starships D6 / TIE Defender Mark 2

TIE Defender Mark 2

The Yuuzhang Vong invasion route bypassed Bastion, but left the Empire feeling incredibly insecure. To complement the new "Resurgence" class Star Destroyers, a new generation of fighters was needed. All were based on the venerable TIE line. Sienar was quite relieved when they got the orders because it indicated to the leadership of Santhe/Sienar Technologies that they had somewhere to run to if things go too hot in the New Republic. All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" shields.

The TIE Defender Mk.2 is a slight enhancement to the original. It replaces the expensive and maintenance intensive Multi-role Warhead Launchers with a simpler pair of Advanced Concussion Missile Launchers. The Defender needed this small change when it was dediced by Imperial High Command to put this starfighter back into production as a space superiority fighter. Its previous task had been multi-role fighter, a task which required bombing capability. Imperial High Command also decided at that time that strike missions were best left to a dedicated bomber.

Craft: Sienar Fleet Systems TIE Defender Mk.2
Type: Space Superiority Starfighter
Scale: Starfighter
Length: 9.8m meters
Skill: Starfighter Piloting: TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1,
Starship Shields 3D, Astrogation 3D
Cargo Capacity: 75kg, .3 cubic meters
Consumables: 1 week
Hyperdrive Multiplier: x0.9
Nav. Computer: Limited to three jumps
Maneuverability: 4D
Space: 15
Atmosphere: 515; 1,500 kmh
Hull: 3D
Shields: 3D
Sensors:
Passive: 25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2
Weapons:
Four Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3km
Damage: 6D

Two Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/1.5km
Damage: 4D

Two Advanced Concussion Missile Launchers (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1/5/10
Atmosphere Range: 1-50/100/250m
Damage: 9D

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