Starships D20 / 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
Class: Starfighter
Size: Diminutive (9.8 m long)
Hyperdrive: x0.9
Passangers: None
Cargo Capacity: 75 kg
Consumables: 1 week
Cost: Not available for sale
Maximum Speed In Space: Ramming (14 squares/action)
Atmospheric Speed: 1,500 km/h (28 squares/action)
Crew: 1 (Very Skilled +6)
Initiative: +10 (+4 size, +6 crew)
Maneuver: +10 (+4 size, +6 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 90 (DR 5)
Hull Points: 90 (DR 5)
Weapons:
  Four Laser Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +10 (+4 size, +3 crew, +3 fire control)
    Damage: 6d10x2
    Range Modifiers: PB/S +0, M/L n/a
  Two Ion Cannons (fire-linked)
    Fire Arc: Front

Attack Bonus: +9 (+4 size, +3 crew, +2 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a
Two Advanced Concussion Missile Launchers (fire-linked)
Fire Arc: Front
Attack Bonus: +8 (+4 size, +3 crew, +1 fire control)
Damage: 9d10x2
Missil Quality: Ordinary (+10)

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