

Squad Loadout

Trev

ChillyButtons

Heller

Jack from Virtu...

Chad Wyck (Gray...

Examine Enemy Squadron

TIE/D DEFENDER (FIGHTER)

Based on prototype blueprints, this experimental TIE defender's systems offer amazing performance to pilots skilled enough to manage them.

Max Hull	320.0 (-80.0)
Max Shields	1,440.0 (+240.0)
Max Speed	169.0 (+39.0)
Max Acceleration	217.6 (-38.4)
Maneuverability	64.6 (-11.4)

ACTIVE COMPONENTS	PASSIVE COMPONENTS
PRIMARY WEAPON Burst Cannon	HULL Agile Hull
LEFT AUXILIARY Anti-Starfighter Missile	SHIELDS Fortified Deflector
RIGHT AUXILIARY Ion Missile	ENGINE Thrust Engine
COUNTERMEASURES Seeker Warheads	

Alt: anti starfighter for rockets

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TIE/IN INTERCEPTOR (INTERCEPTOR)

Flown by the elite pilots of the Imperial Navy, the TIE interceptor combines high speed and four laser cannons ideal for hunting down Republic starfighters.

Max Hull	775.0
Max Speed	170.0
Max Acceleration	256.0
Maneuverability	85.0

ACTIVE COMPONENTS	PASSIVE COMPONENTS
PRIMARY WEAPON Standard Laser Cannon	HULL Standard Hull
LEFT AUXILIARY Ion Rockets	ENGINE Twin Ion Engine
RIGHT AUXILIARY Rockets	
COUNTERMEASURES Chaff Particles	

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TIE/SA BOMBER (BOMBER)

Slower than the standard TIE fighter, the TIE bomber boasts increased armor, an impressive explosives arsenal, and heavy blasters ideal for assaulting large targets.

Max Hull	3,300.0 (+1,100.0)
Max Speed	115.0
Max Acceleration	109.8 (-59.2)
Maneuverability	56.3 (-18.8)

ACTIVE COMPONENTS	PASSIVE COMPONENTS
PRIMARY WEAPON Rotary Cannon	HULL Reinforced Hull
LEFT AUXILIARY Boost Extension	ENGINE Twin Ion Engine
RIGHT AUXILIARY Multi-Lock Missile	
COUNTERMEASURES Chaff Particles	

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TIE/LN FIGHTER (FIGHTER)

The TIE/LN fighter is the unforgettable symbol of the Imperial fleet. It is designed for high-speed dogfights against starfighters, and is flexible enough to challenge enemy capital ships.

Max Hull	1,550.0
Max Speed	150.0
Max Acceleration	211.0
Maneuverability	80.0

ACTIVE COMPONENTS

PRIMARY WEAPON

Standard Laser Cannon

LEFT AUXILIARY

Boost Extension

RIGHT AUXILIARY

Piercing Torpedo

COUNTERMEASURES

Chaff Particles

PASSIVE COMPONENTS

HULL

Standard Hull

ENGINE

Twin Ion Engine

Alt: Piercing torp for ion torp

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TIE/RP REAPER (SUPPORT)

The TIE reaper is a support starfighter with advanced utility, meant to aid their squadron by empowering allies, disrupting enemy starfighters, and protecting the Empire.

Max Hull	800.0 (-200.0)
Max Shields	1,200.0 (+200.0)
Max Speed	130.0
Max Acceleration	165.6 (+21.6)
Maneuverability	80.5 (+10.5)

ACTIVE COMPONENTS

PRIMARY WEAPON

Standard Laser Cannon

LEFT AUXILIARY

Supply Droid

RIGHT AUXILIARY

Targeting Beacons

COUNTERMEASURES

Chaff Particles

PASSIVE COMPONENTS

HULL

Agile Hull

SHIELDS

Fortified Deflector

ENGINE

Twin Ion Engine