

Ship Name: CDX Starworks I-287B Defender (Defender)

Cost: 91,000 credits

Speed: 275

Accel: Excellent

Turn: Excellent

Shields: 10

Armor: None

Guns: Maximum of 3

Turrets: None

Space: 5 tons

Cargo: 1 tons

Fuel: 3 jumps

Length: 8 m

Mass: 9 tons

Crew: 1

Standard weapons:

3 Laser Cannons

My opinion: An extraordinarily low amount of shields makes this ship useless. It has virtually no cargo room, either, and has enough weapon space to carry a javelin launcher (but if you do end up in one of these you're probably going to want to invest in Armaplast armor). These ships are made for combat, too bad they don't hold up well.

Computer controled: With only three laser cannons, Defenders shouldn't be too much of a problem for most ships. They only attack by lining up with you and flying by you while firing wildly. Because of this poor tactic, you need only line up your ship with the Defender and fire when he passes near you. If your ship is equipped with 3 or more proton cannons you'll have destroyed on the first run.