

Droid Interceptor

Craft: IGBC, Gwori Revolutionary Industries Muunificator

Starfighter

Type: Automated medium interceptor

Scale: Starfighter

Length: 8.2 meters

Skill: Starfighter piloting: Muunificator

Crew: none

Crew Skill: (droid brain) Starfighter piloting 6D, starship gunner 5D+1, sensors 4D+2

Cargo Capacity: 0kg

Consumables: 2 days

Cost: 50,000 credits (new)

Maneuverability: 3D

Space: 10

Atmosphere: 295; 850 km/h

Hull: 2D

Shields: 1D

Sensors:

Passive: 20/ 0D

Scan: 35/ 1D

Search: 50/ 2D

Focus: 3/ 3D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 50-250/1.25/2.5km

Damage: 5D

2 Light Concussion Missiles (2 missiles on ordnance hardpoints)

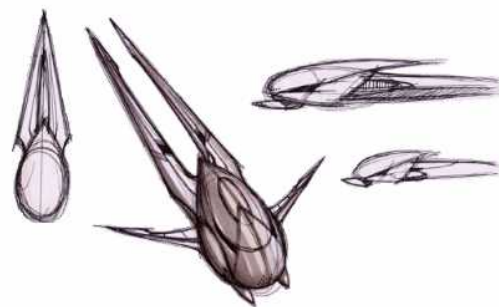
Fire Arc: Front

Fire Control: 1D

Space: 1/7/15

Atmosphere Range: 10-100/600/1.5km

Damage: 6D



Capsule: The specialized interceptor of the Banking Clan, the Muunificator is routinely seen escorting StarFlares and Muunificent Star Frigates across the galaxy. With their deep coffers and less expansive military needs, the IGBC decided on an automated starfighter that was more effective, and more

expensive, than the ubiquitous vulture droids of the Trade Federation. Lightning fast and equipped with advanced combat computers, the droid interceptor is more than a match for traditional organic-piloted fighters. Designed for use in Gwori's proprietary RLB-1 (Rapid Launch Bays), the droid interceptor has a record deployment time for docked starfighters, but the intricate docking and launch mechanisms put it out of the running for fleet-wide deployment in the Separatist Navy.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Weston Schreiber based on Battlestar Galactica, HTML and logos done by FreddyB

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