

Name:

Toscan Fighter

Type: Koensayr ASL-B1 Toscan Starfighter

Scale: Starfighter

Length: 14.2 Meters

Skill: Starfighter Piloting - Toscan

Crew: 2+Droid; Skeleton Crew: 1

Crew Skill: Starfighter Piloting 4D, Starship

Gunnery 3D+2, Starship Shields 2D

Consumables: 1 Week

Cargo Capacity: 150 Kg

Cost: 60,000 (used)

Hyperdrive Multiplier: X1

Hyperdrive Backup: NA

Nav Computer: None (Uses Astromech Droid)

Space: 7

Atmosphere: 350;1,000kmh

Maneuverability: 2D

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 20/1D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

4 Medium Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Light Ion Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D



Description: A fighter from the early days of the Empire, built by Keonsayr the manufacturers of the highly successful Y Wing fighter. With the Y-Wing such a runaway success, Keonsayr decided to challenge the Z-95 Headhunters grasp on the fighter market with a dedicated fighter which would mimic the Y-Wings success on the Fighter-Bomber market. The design they came up with was the Toscan, which included a number of features in common with the Y-Wing, including the mix of Laser Cannons and Ion Cannons, but where the Y-Wing perfectly suited its role as a bomber, the Toscan seemed not to fit into any particular role well. Its 2 man crew allowed it to perform well in battle, however many purchasers felt that having twice as many crew members in their squadrons was a disadvantage, the Toscan is also fairly slow so although its Ion cannons would make it perfectly suited to disabling fleeing vessels, it wasn't even well suited to this role. However none of this stopped the Toscan fighter from selling well, and although it was never the runaway success of the Y-Wing or Z-95, Toscan's are common sights throughout the galaxy.

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