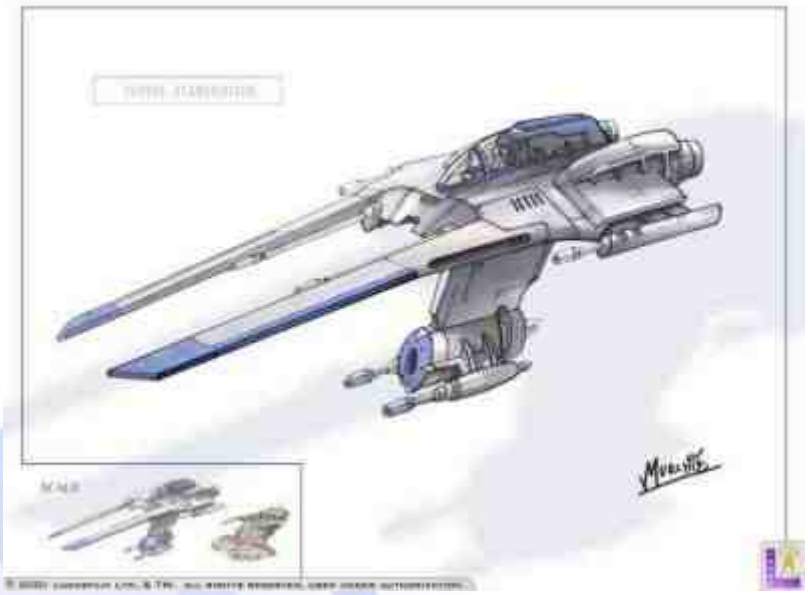
Starships D6 / AreoTech Toth Starfighter



Name: Toth Interceptor
Type: AreoTech Toth Starfighter
Scale: Starfighter
Length: 12.1 Meters
Skill: Starfighter Piloting - Toth
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 1 Week
Cost: 88,000 (used)
Cargo Capacity: 60 Kg
Hyperdrive Multiplier: X2
Hyperdrive Backup: NA
Nav Computer: Limited to 2 Jumps
Space: 7
Atmosphere: 350; 1,000kmh
Maneuverability: 2D
Hull: 3D
Shields: 2D
Sensors:
- Passive: 20/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 3/4D

Weapons:
- 4 Medium Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/10/20
  - Atmosphere Range: 100-300/1/2km
  - Damage: 7D
- 2 Extreme Range Laser Cannons (Fire-Linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 20-50/80/130
  - Atmosphere Range: 2-5/8/13km
  - Damage: 5D
- Proton Torpedo Launcher
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 9D

Description: The Toth Interceptor is a small production run Starfighter that although not outstanding in combat, was fitted with a pair of laser cannons which equalled the range of capital ship weaponry. This led to high sales for the fighter as an interceptor, even though it did not have a high enough speed to fulfil this role in normal circumstances. It was released at a similar time to the Naboo N-1 Starfighter, and with the fantastic press the N-1 received because of the Battle of Naboo, the Toths sales were shrunk to near zero, leading to the discontinuation of the line and the dumping of those already built onto the market.

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