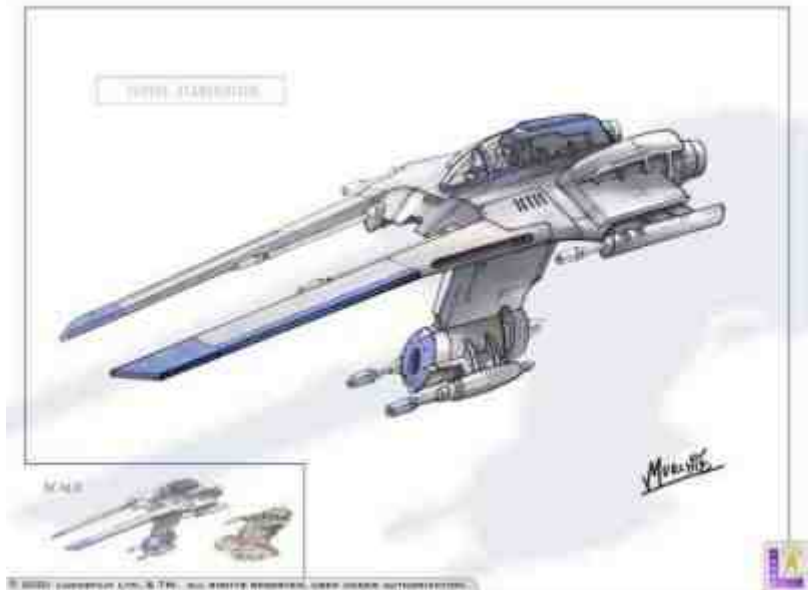


Name:

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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