Starships D6 / Splinter Point Defense Fighter



Splinter Point Defense Fighter

The Splinter was supposed to be Koensayr's promising follow up to their ever successful line of Y-wing fighter/bombers. Designed as a quick and maneuverable point defense fighter for capital ships or space stations, the Splinter more than pulled its weight in combat.

In space, the Splinter could out perform many of the other starfighters of its time and bring a surprising amount of firepower to bear. Boasting a pair of slit-shaped Koensayr 3KL maneuvering jets (one on each side), the fighter could easily pull off quick and tight turns or impressive rolls.

The two fins jutting from the fore section of the fuselage contain the power units for the light ion cannons as well as the craft's sensor arrays. Damage to just one of these fins often times overloaded the systems in the adjacent fin as well, rendering the sensors and ion cannons useless.

The Splinter's basic design was later ripped off just prior to the onset of the Clone Wars and used in a much more heavily armed fighter with an additional fusial ion drive on a ventral mounted fin. The design would also later inspire many innovations featured within the Alliance's A-wing interceptor.

Republic Splinters were often stored on board of light carriers or modified bulk transports to aid in convoy protection. The Z-95s would dominate the rest of the Fleet due to their versatility.

Introduced: A year prior to the Battle of Naboo.

Model: Koensayr BTH-A2 Splinter
Type: Point defense fighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter piloting: Splinter
Crew: 1
Crew Skill: Varies widely
Passengers: None
Cargo Capacity: 20 kilograms
Consumbables: 1 day
Cost: 156,000 credits (new), 80,000 credits (used)
Hyperdrive Multiplier: None
Nav Computer: No

Maneuverability: 2D
Space: 7
Atmosphere: 255; 750 kmh
Hull: 3D
Sensors:
Passive: 15/1D
Scan: 35/1D+2
Search: 65/2D
Focus: 2/2D+2
Weapons:
2 Blaster Cannons (fire-linked):
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 0D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D
2 Light Ion Cannons (fire-linked):
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 2-6/15/30
Atmosphere Range: 200-600/1.5/3 km
Damage: 3D

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