Starships D6 / Splinter Interceptor



Splinter Interceptor

The Splinter interceptor (BTH-A3) was a follow up design based upon
the Splinter point defense fighter (BTH-A2). Meant to be a more
affordable and nimble craft, the Splinter interceptor would see much better sales than its older sister.

Small and lightweight, the Splinter interceptor would fill the same role for select Republic units that the TIE interceptor and Alliance A-wing would later fill during the Rebellion. In fact, the design of the Alliance A-wing was greatly influenced by the Splinter.

The A3 variant lacked the forward fins and ion cannons that the A2 variant boasted. This made the vessel much lighter, but required that a smaller sensor array be mounted in the main fuselage itself, just behind the cockpit. Aside from the lack of ion cannons and the weaker sensor array, the A3 interceptor is more or less identical to the A2 point defense fighter in every aspect.

Introduced: A year after the Battle of Naboo.

Model: Koensayr BTH-A3 Splinter
Type: Interceptor
Scale: Starfighter
Length: 10.3 meters
Skill: Starfighter piloting: Splinter
Crew: 1
Crew Skill: Varies widely
Passengers: None
Cargo Capacity: 20 kilograms
Consumbables: 1 day
Cost: 130,000 credits (new), 67,000 credits (used)
Hyperdrive Multiplier: None
Nav Computer: No
Maneuverability: 2D+1
Space: 8
Atmosphere: 255; 750 kmh
Hull: 3D
Sensors:
- Passive: 10/1D
- Scan: 30/1D
- Search: 60/2D

Focus: 1/2D+2

Weapons:

2 Blaster Cannons (fire-linked):

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-5/12/20

Atmosphere Range: 100-500/1.2/2 km

Damage: 4D

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