Starships D20 / 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.

Craft: Koensayr BTH-A3 Interceptor
Class: Starfighter
Cost: 130,000 credits (new), 67,000 credits (used)
Size: Tiny (10.3 meters long)
Crew: 1
Passengers: None
Cargo Capacity: 20 kilograms
Consumables: 1 day
Hyperdrive: None
Max Speed: Ramming
Maneuver: +5 (+2 size, +3 engine quality)
Defense: 22 (+2 size, +10 armor)
Hull Points: 90
DR: 5

Weapon: Blaster cannons (2, fire-linked)
Fire Arc: Front
Attack Bonus: +7 (+2 size, +2 fire control, +3 equipment bonus)
Damage: 4d10x2
Range Modifiers: PB +0, S -2, M/L n/a

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