

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

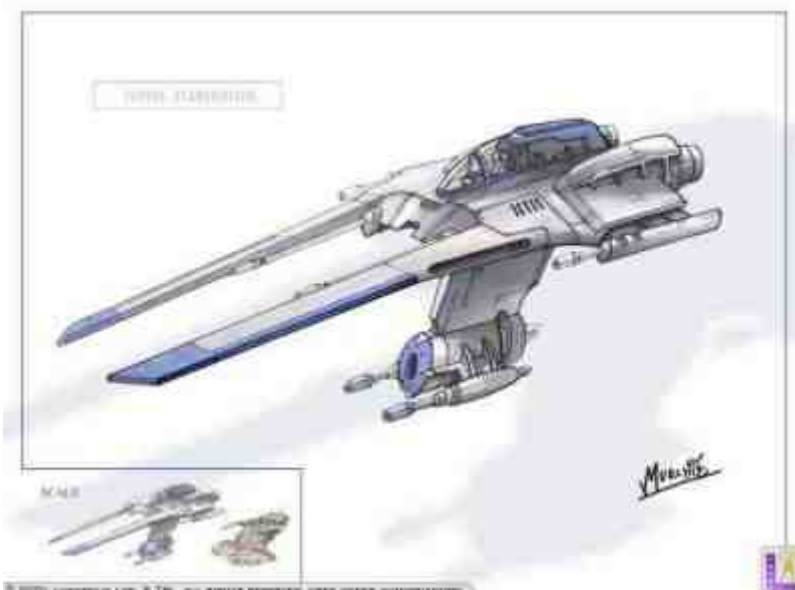
Atmosphere Range: 2-5/8/13km

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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