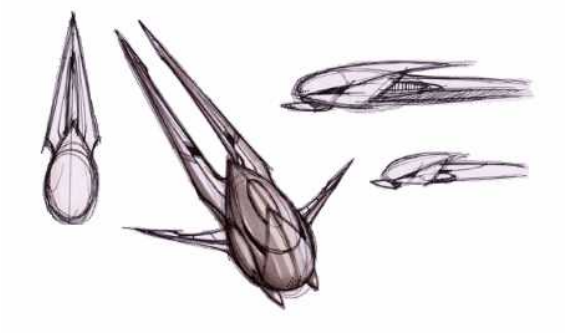
Starships D6 / Gwori Revolutionary Industrie



Droid Interceptor
Craft: IGBC, Gwori Revolutionary Industries Muunificator Starfighter
Type: Automated medium interceptor
Scale: Starfighter
Length: 8.2 meters
Skill: Starfighter piloting: Muunificator
Crew: none
Crew Skill: (droid brain) Starfighter piloting 6D, starship gunner 5D+1, sensors 4D+2
Cargo Capacity: 0kg
Consumables: 2 days
Cost: 50,000 credits (new)
Maneuverability: 3D
Space: 10
Atmosphere: 295; 850 km/h
Hull: 2D
Shields: 1D
Sensors:
Passive: 20/ 0D
Scan: 35/ 1D
Search: 50/ 2D
Focus: 3/ 3D

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Fire Control: 2D
Space: 1-3/12/25
Atmosphere Range: 50-250/1.25/2.5km
Damage: 5D

2 Light Concussion Missiles (2 missiles on ordnance hardpoints)
Fire Arc: Front
Fire Control: 1D
Space: 1/7/15
Atmosphere Range: 10-100/600/1.5km
Damage: 6D

Capsule: The specialized interceptor of the Banking Clan, the Muunificator is routinely seen escorting StarFlares and Muunificent Star Frigates across the galaxy. With their deep coffers and less expansive military needs, the IGBC decided on an automated starfighter that was more effective, and more expensive, than the ubitquitious vulture droids of the Trade Federation. Lightning fast and equipped with advanced combat computers, the droid interceptor is more than a

match for traditional organic-piloted fighters. Designed for use in Gwori’s proprietary RLB-1 (Rapid Launch Bays), the droid interceptor has a record deployment time for docked starfighters, but the intricate docking and launch mechanisms put it out of the running for fleet-wide deployment in the Separatist Navy.

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