

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

Consumables: 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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).