# **Phalanx Interceptor**

Phalanx Interceptor Type: Space Vehicle Category: Starfighter

Item Aspect/Upgrade Slots available: 3

7 270,000

**Owned by:** Arx Starship Acquisitions

## Prototype: Phalanx Intercepto

The Phalanx Interceptor is a 9.6-meter long prototype Starfighter designed by the Severian Principate. Designed as an evolution of the Tie Interceptor, the Phalanx maintains exceptional maneuverability and speed while also adding increased firepower, rudimentary deflector shields, and limited hyperdrive capability. The Phalanx Interceptor's eight laser cannons are powered by deuterium cells and experimental kyber focusing crystals mined from the moon of Thillon.

#### Armament

8 laser canons (2 on each internal wing and 4 below the cockpit)

**Complement** 1 Crew

### Out of the Shadows (Space Vehicle Combat Modification)

The Phalanx Interceptor contains extensive stealth technology that can render it nearly invisible to all but the naked eye. A combination of a specialized coating on the hull and special hardened electronics make it incredibly hard to detect with standard starship sensors. Due to the sensitive nature of the electronics involved, when the stealth system is enabled, all non-essential systems other than maneuvering thrusters and life support must be fully shut off, rendering the ship vulnerable to attack, and unable to defend itself.

### Blackout (Space Vehicle Cosmetic)

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### Electronic Warfare Suite (Space Vehicle Combat Modification)

The Phalanx Interceptor has been retrofit with an extensive electronic warfare suite in the vessel's lounge area. The modifications include: encrypted holonet feeds, broad spectrum receivers for communications interception, high power signal jammers and dedicated computers for breaking enemy encryption. These modifications are highly illegal and difficult to conceal should any military or law enforcement officials board Phalanx for inspection. The electronic warfare suite is also a huge drain on the vessel's available power requiring full or partial shutdowns of other subsystems such as weapons, shields or other modifications while in operation.

