

Name: Imperial

DX-10 Transport

Type: Sienar Fleet Systems DX-10 Transport

Scale: Starfighter

Length: 21 Meters

Skill: Space Transports - DX9 Transport

Crew: 2, skeleton 1/+10

Passengers: 25

Crew Skill: Space Transports 5D, Starship Gunnery

4D+2, Starship Shields 4D

Consumables: 1 Week

Cargo Capacity: 40 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: n/a

Nav Computer: Yes

Space: 7

Atmosphere: 350;950kmh

Maneuverability: 2D+1

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 3/3D+1

Weapons:

Laser Cannon

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D



Description: The DX-10 Transport is an improvement of the standard DX-9 Stormtrooper Transport, and has more powerful engines allowing it to drop troops off and avoid attacking fighters far better than its ancestor. This is done however at the cost of its missile launchers, leaving the vessel armed only with a single laser cannon which leaves it disasterously underarmed when compared to other combat vessels. The short aerodynamic wings allow the transport to be surprisingly manueverable which is fortunate for the crew and passengers, who rely upon this for their very survival. The DX-10 has been produced in

moderate numbers, replacing some of the older DX-9's, but cost has stopped the Empire from buying more of these vessels, especially when they have proven unpopular with commanders who liked having the firepower of the DX-9's for close assaults on enemy vessels and stations.

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