Starships D6 / Sienar Fleet Systems DX-10 Tr



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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