

## Starships D6 / Incom P-606 Light Scout

Name: P-606 Starfighter  
Type: Incom P-606 Light Scout Starfighter  
Scale: Starfighter  
Length: 12.2 Meters  
Skill: Starfighter Piloting - P-606  
Crew: 1 + Droid  
Crew Skill: Starfighter Piloting 5D+1, Starship  
Gunnery 5D, Starship Shields 4D  
Consumables: 5 Days  
Cargo Capacity: 50 Kg  
Hyperdrive Multiplier: X3  
Hyperdrive Backup: No  
Nav Computer: None (Uses Astromech  
Droid)  
Space: 6  
Atmosphere: 300;800kmh  
Maneuverability: 1D  
Hull: 3D  
Shields: 1D  
Sensors:  
    Passive: 20/0D  
    Scan: 40/1D  
    Search: 60/2D  
    Focus: 2/4D



### Weapons:

Laser Cannon  
    Fire Arc: Front  
    Fire Control: 1D  
    Space: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5km  
    Damage: 4D

Description: The P-606 is a hyperspace capable light scout fighter which Incom developed shortly after the Z-95 Headhunter, but before the X-Wing. Although underarmed compared to more modern fighters, the P-606 was a revolution at its time being capable of short hyperspace jumps as well as high sublight

speeds. Most P-606's now are modified with extra weapons to replace or augment the fighters single laser cannon, however its weapon was considered to be powerful and lethal enough for its era and could take out all other fighters of its time. This combined with a shield generator made it an effective and powerful starfighter, which unfortunately for Incom was made outdated by Keonsayr's introduction of the Y-Wing forcing the P-606's replacement with more powerful Incom fighters.

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