Starships D6 / Nubian Alpha 10 Light Transpo

Nubian Alpha 10 Light Transport

Based upon X-1 prototype bomber developed by the Nubians five years prior to the Battle of Naboo, the Alpha 10 use the same hull and power generators as the X-1, but featured several downgraded systems to reduce the market price.

Despite the technology downgrade from the X-1 to the Alpha 10, the Nubians opted not to replace the power generator, citing that it left consumers the chance the upgrade systems on their own without upgrading the generator as well - this often times made modification to the Alpha 10 much cheaper than modification on a Corellian YT-series transport.

In comparison to other light transports, the Alpha 10's cargo capacity is very small. Only capable of hauling up to fifteen metric tons of cargo, the Alpha 10 was often overlooked by spacers who relied on trading to make a living. However, it was much more popular among private spacers who simply wanted to own their own starship either for recreational purposes or for private travel.

Nubian advertising focused on the Alpha 10's passenger capacity and space on board for moving around. Some advertisements, targetting the hobbyists, told consumers about the Alpha 10's easy to modify design and over-powered military-grade power generator. The advertising campaign paid off, more than 2,000 Alpha 10's were sold in the first month alone. Sales increased over the next twenty years to the point that the Alpha 10 became a fairly common vessel across much of the galaxy.

Model: Nubian Alpha 10 Light Transport
Type: Light transport
Scale: Starfighter
Length: 22 meters
Skill: Space transports: Nubian Alpha 10
Crew: 1, gunners: 1, skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 5
Cargo Capacity: 15 metric tons
Consumbables: 2 weeks
Cost: 100,000 credits (new), 40,000 credits (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 0D
Space: 3
Atmosphere: 255; 750 kmh
Hull: 4D

Sensors:
- Passive: 15/0D
- Scan: 30/1D
- Search: 50/2D
- Focus: 2/2D+2

Weapons:

2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Crew: 1 (pilot)
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 5-9/15/25
- Atmosphere Range: 500-900/1.5/2.5 km
- Damage: 3D

Blaster Cannon
- Fire Arc: Dorsal turret
- Crew: 1 (gunner)
- Skill: Starship gunnery
- Fire Control: 1D
- Space Range: 1-5/9/14
- Atmosphere Range: 100-500/900/1.4 km
- Damage: 2D

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