



# Starships D6 / Y-4 Transport

## Y-4 Transport

D6

Craft: Incom Y-4 "Raptor"

Type: Military transport

Scale: Starfighter

Length: 29.6 meters

Skill: Space transports: Y-4 Raptor

Crew: 1, gunners: 2, skeleton: 1/+5

Crew Skill: Space transports piloting 4D, starship gunnery 5D, astrogation 5D, sensors 4D, starship shields 4D+2

Passengers: 40 (troops)

Cargo Capacity: 90 metric tons

Consumables: 1 week

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D (1D+2 with swing wings extended)

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 75/3D

Focus: 4/4D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (chief gunner)

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Double Laser Cannon

Fire Arc: Dorsal turret

Crew: 1 (secondary gunner)

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/13/25

Atmosphere Range: 100-300/1.3/2.5 km

Damage: 4D

#### Concussion Missile Launcher

Fire Arc: Front

Crew: 1 (chief gunner)

Skill: Starship gunnery

Ammo: 6

Fire Control: 2D+2

Space Range: 1-3/5/9

Atmosphere Range: 100-300/500/900

Damage: 9D

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