

Ever seeking to further ease tensions among potential (and former) customers, viewing Incom as disreputable for having such unfocused loyalties 400 years ago during the Galactic Rebellion, a problem that still plagues Incom to this day (albeit to a notably lesser extent), Incom decided to market an extremely low-cost, durable light personnel transport, hoping to appeal to the cost-conscious just looking for an efficient way to transport civilians in a fast, sturdy frame.

The LCST-15 features seating and small accommodations for 15 passengers, and enough storage capacity to handle whatever the passengers may wish to bring onboard; however, most of the space in the LCST-15 is taken up ensuring a modicum of comfort for the passengers. In addition, the LCST-15 is equipped with a high-quality civilian hyperdrive and more than adequate consumables, making the vessel the ultimate in affordable long-distance leisure travel.

In appearance, the LCST-15 is generally pod-shaped, borrowing appearance concepts from the FreiTek Fighter Pod, and Incom's own I-7 Howlrunner. The storage and engine compartments are along either side of the fuselage, as in the Howlrunner, but the size and shape of the fuselage are closer in appearance to the Fighter Pod, being larger and bulkier to accommodate for the number of passengers.

The LCST-15 has only a small amount of shield protection and hull support in order to cut costs, however, and is only equipped with one light laser cannon, though this single low-powered weapon is mounted on a turret. Already, purchasers of this craft (especially commercial transportation suppliers and private charter pilots) have raised their opinion of Incom, and the craft is slowly easing Incom back into a place of trust among the Republic—and back into a position to gain a more lucrative customer-base.

Incom Corporation LCST-15

Class: Starfighter	Crew: 1 (Normal +2)
Size: Tiny (Ing 20 m)	Initiative: +4 (+2 size, +2 Crew)
Hyperdrive: x2 (no backup)	Manuever: +4 (+2 size, +2 Crew)
Passengers: 15	Defense: 28 (+8 Size, +10 armor)
Cargo Capacity: 500 kg	Shield Points: 30
Consumables: 2 weeks	Hull Points: 90 (DR 5)
Cost: 95,000	Construction Points: 48
Maximum Speed in Space: Ramming (10 squares/action) (M: Average)	
Atmospheric Speed: 16 squares/action	
Weapon: Light Laser Cannon; Fire Arc: Turret; Atack Bonus: +4 (+2 size, +2 fire control); Damage: 3d10x2; Range Modifiers: PB +4; S +2; M/L n/a.	