

Starships D6 / Kuat Drive Yards Constant Bulk

Name: Bulk Transport
Type: Kuat Drive Yards Constant Bulk Transport
Scale: Capital
Length: 150 Meters
Skill: Space Transports - Bulk Transport
Crew: 8; Skeleton Crew: 4/+10
Crew Skill: Space Transports 4D, Astrogation 4D
Passengers: 2
Consumables: 1 Year
Cost: 400,000 (used); 50,000 per container
Cargo Capacity: 25,000 Tonnes x4
Hyperdrive Multiplier: X3
Hyperdrive Backup: N/A
Nav Computer: Yes
Space: 3
Atmosphere: Cannot enter Atmosphere
Maneuverability: 1D
Hull: 3D
Shields: 2D
Sensors:
 Passive: 20/0D
 Scan: 50/1D
 Search: 80/2D
 Focus: 4/3D
Weapons:



Description: The Constant Bulk Transport has been a reliable transport vessel since the final days of the Old Republic, and its huge sales made Kuat Drive Yards the starship construction giant it is today. These vessels can be seen in thousands of system, carrying every known type of cargo, and although they are unweildy and easily destroyed by any combat vessel, they are bought for their huge cargo capacity, and the easily detachable cargo containers that allow for fast turn around and stop these ships from blocking other cargo vessels in the congested orbital docking facilities around most populated worlds. Although the Constant isn't pretty, and has huge disadvantages, they still sell in large numbers and can be found with independant traders, large conglomerates, the New Republic and the Empire. And even though they are

essentially useless in any battle situation, they keep the commerce of the galaxy flowing and provide much needed lifelines to planets on the rim.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is from X-Wing Alliance upgrade project, copyright resides with LucasArts however.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

