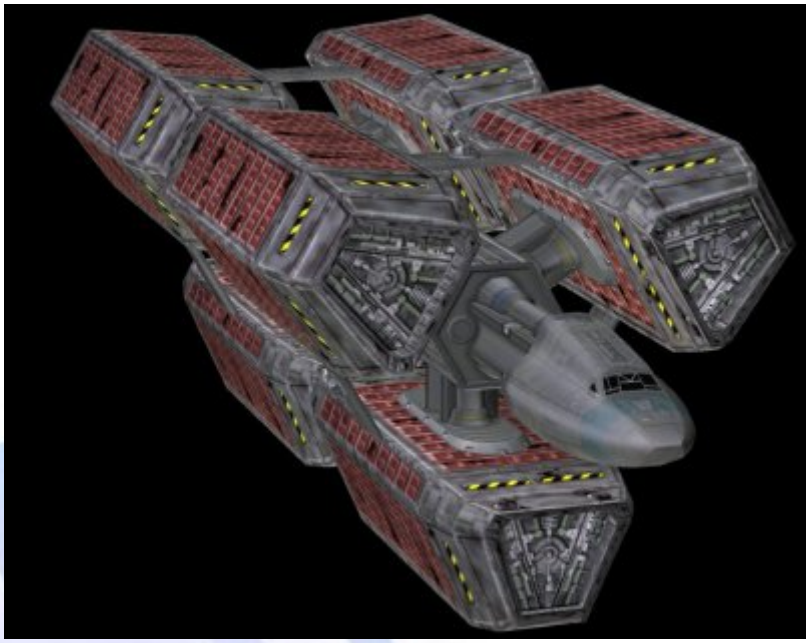
Starships D6 / Xizor Transport Systems Cont



Name: Container Transport
Type: Xizor Transport Systems Container Transport
Scale: Capital
Length: 175 Meters
Skill: Capital Ship Piloting - Container Transport
Crew: 12; Skeleton Crew: 6/+10
Crew Skill: Capital Ship Piloting 4D, Astrogation 4D
Passengers: 6
Consumables: 2 Years
Cost: 375,000 (used); 50,000 per container
Cargo Capacity: 25,000 Tonnes x6
Hyperdrive Multiplier: X5
Hyperdrive Backup: N/A
Nav Computer: Yes
Space: 3
Atmosphere: Cannot enter Atmosphere
Maneuverability: 0D+1
Hull: 3D
Shields: 1D
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 35/2D
- Focus: 2/3D

Weapons:
- 3 * Twin Laser Cannon Turrets
  - Fire Arc: Turret
  - Scale: Starfighter
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D

Description: Although originally built for the use of Xisor Transport Systems, the Container Transport has become a common sight across the galaxy due to the massive amount of cargo it can haul. Although slow and vulnerable to attack, Xisor Transport themselves relied upon protection from Black Sun's organisation, other owners of these vessels however find themselves glad of the 3 defence turrets mounter between the forward containers. The standard containers used by this vessel allow easy loading and distribution of cargo, making these extremely efficient vessels which owners find well worth the money demanded for second hand models. Construction

of these vessels ended with the demise of Xisor Transport Systems which was nationalised by the Empire after Prince Xisors criminal activities came to light during the time between the battles of Hoth and Endor. Most of these vessels are owned by corporate interests instead of owner captains, and while they make juicy targets for pirates very few of this design are taken to include as part of pirate fleets due to the low hyperspace speed and their inability to keep up with the mobility needed for a pirate fleet.

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