Starships D6 / Mere 12K Bulk Freighter

Mere 12K Bulk Freighter

Dating back to the days of slow interstellar travel, bulk freighters such as the 12K would make the long hyperspace jumps, hauling thousands upon thousands of tons of cargo from planet to planet. Often times these ships would remain in hyperspace for weeks or months, making the long haul that smaller transports simply could not do without making several layovers.

The 12K was a rather unremarkable design with nothing outstanding about it at all. Much of the internal space was used up by the massive sublight drives, which did make the 12K fast at sublight speeds when compared to other vessels of its class. The bridge was located at the front of the vessel, with the crew and passenger bunks located directly behind it. The mess and refresher units were all located in a room just behind the bunks. This was all the living room that crew and passengers were able to enjoy, the rest of the ship was dedicated to cargo space.

The 12K was commonly found making the long transport runs from the Core worlds to the Colonies and Mid Rim, dating back a century even before the Republic's Dreadnaughts were first designed. Sometime after the Battle of Naboo, many of these vessels were converted into "Resistance Cruisers" by the Mere.

Model: Mere Space Development's 12K
Type: Bulk freighter
Scale: Capital
Length: 160 meters
Skill: Space transports: Mere 12K
Crew: 5, skeleton: 2/+15
Crew Skill: Varies widely
Passengers: 20
Cargo Capacity: 50,000 metric tons
Consumbables: 3 months
Cost: 250,000 credits (new), 120,000 credits (used)
Hyperdrive Multiplier: x4
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 255; 750 kmh
Hull: 4D
Sensors:
- Passive: 15/0D
- Scan: 30/1D
- Search: 50/2D
- Focus: 2/2D+2

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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