Starships D20 / XKH Bulk Freighter

XKH Bulk Freighter

The XKH bulk freighter is a highly adaptable freighter series developed by Kashan Systems as a cheap ship that is capable of performing a wide variety of tasks. The standarrd XKH is marketed as a bulk freighter and sold to the general populace in the Palvar Sector and surrounding areas.

A standard XKH is constructed as a bulk freighter, for hauling large sums of cargo from place to place. This is mainly because the biggest demand is currently for bulk freighters for shipping war materials from Kashan to both the Imperial and Republic systems in the sector. However, there are several other variants of the XKH including the XKH-PL (passenger liner version), and the XKH-TT (troop transport version).

The stats for the XKH-PL are the same as the XKH except for the following:
D6 and d20
Craft: Kashan Systems' XKH-PL
Passengers: 1,050 (passengers), 25 (flight attendents)
Cargo Capacity: 2,500 metric tons
Consumables: 3 months
Cost: 805,000 (new), 450,000 (used)

The stats for the XKH-TT are the same as the XKH except for the following:
D6 and d20
Craft: Kashan Systems' XKH-TT
Passengers: 5,000 (troops)
Cargo Capacity: 1,500 metric tons
Consumables: 2 months
Cost: 850,000 (new), 480,000 (used)

All three of the main XKH variants are identical when viewed from the outside. The XKH is a long, tube-shaped vessel with massive pylons extending from either side to support the cargo compartments (or passenger comparments depending upon the particular variant). The crew compartment is located just aft of the bridge and near both of the double laser turrets. The volume of the main fuselage is taken up by the massive Setec 11S ion drive engines which are poorly powered by the KXH's small reactor.

The Palvar Defense Force has several of the XKH and XKH-TT vessels in its fleet pulling both cargo runs and participating in combat situations when needed.

Craft: Kashan Systems' XKH Bulk Freighter

Class: Capital ship
Size: Medium (95.4 m long)
Hyperdrive: x2 (backup x10)
Passangers: 10
Cargo Capacity: 35,500 tons
Consumables: 8 months
Cost: 750,000 (new), 390,000 (used)
Maximum Speed In Space: Cruising (3 squares/action)
Atmospheric Speed: Not applacible
Crew: 4 (Normal +2)
Initiative: +2 (+2 crew)
Maneuver: +2 (+2 crew)
Defense: 20 (+10 armor)
Shield Points: 100 (DR 10)
Hull Points: 300 (DR 10)
Weapons:
2 Double Laser Cannons
Fire Arc: 1 dorsal turret, 1 ventral turret
Attack Bonus: +0
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a

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