



Starships D6 / Zaltin/Kuat Drive Yards

Zaltin Bacta Hauler Mark II

Zaltin, one of the Chief Bacta Producing companies in the galaxy, needed a transport designed to specially haul the precious healing fluid safely. Their chief rival, Xucphra, had the same problem and went to the Corellian Engineering Corporation. Zaltin Instead went to Kuat Drive Yards for their tanker. The Mark II was a slightly Improved design, it's hull was reinforced and minimal shields were installed, after slightly enlarging the craft. Also two quad laser cannon turrets were added to fight off enemy fighters and extra room for security personnel was added to repel any boarders. This came after the Mark I's fell prey to raiding a lot.

Craft: Zaltin/Kuat Drive Yards' Bulk Bacta Hauler Mark II

Type: Heavy Bacta tanker

Era: 1 Year after Yavin +

Scale: Capital

Length: 190 meters

Skill: Space transports: Tanker

Crew: 5; Gunners: 2 ;skeleton: 2/+10

Crew Skill: Astrogation 3D+1, space transports 4D, starship gunnery 3D+1

Cargo Capacity: 100,000 metric tons (four liquid tanks)

Passengers: 16

Consumables: 3 months

Cost: Not Available For Sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Space: 2 (full load), 3 (half load), 4 (empty)

Atmosphere: 225; 650 kmh

Hull: 3D+1

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 30/1D

Search: 40/1D+1

Focus: 1/2D

Weapons

2 Quad Laser Cannons

Fire Arc: 1 Ventral Turret, 1 Dorsal Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7KM

Damage: 3D+2

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