



# Starships D6 / 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 standard 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 attendants)

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 compartments 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 XKH'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

Type: Custom bulk transport

Scale: Capital

Length: 95.4 meters

Skill: Space transports: XKH

Crew: 4, Gunners: 2, Skeleton: 2/+5

Crew Skill: Varies

Passengers: 10

Cargo Capacity: 35,500 metric tons

Consumables: 8 months

Cost: 750,000 (new), 390,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 3

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/1D

Scan: 50/2D

Search: 90/3D

Focus: 2/3D+2

Weapons:

2 Double Laser Cannons

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Space Range: 2-5/13/25

Atmosphere Range: 200-500/1.3/2.5 km

Damage: 4D+2

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