



# Starships D6 / Zaltin/Kuat Drive Yards B

## Zaltin Bacta Hauler Mark III

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 still falling pray to well equipped pirate raids so an even more well defended tanker was needed. the Mark III was equipped to deal with both Capital and Starfighter threats and it's tanks were moved partially inside with hull plates wrapped around them to make them less vulnerable.

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

Type: Heavy Bacta tanker

Era: Endor +

Scale: Capital

Length: 210 meters

Skill: Space transports: Tanker

Crew: 6; Gunners: 6 ;skeleton: 2/+10

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

Cargo Capacity: 120,000 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+2

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 30/1D

Search: 40/1D+1

Focus: 1/2D

Weapons

2 Double Turbolasers

Fire Arc: 1 Ventral turret, 1 Dorsal Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

#### 4 Quad Laser Cannons

Fire Arc: 2 Left Turret, 2 Right 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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