Starships D20 / E-2 Asteroid Miner

E-2 Asteroid Miner

While the Byblos Drive Yards E-2 asteroid-mining ships appear at first to be small insectoid ships, the mining vessels are actually over one hundred meters long. E-2 mining ships, found throughout the galaxy, offer a simple and cheap alternative to using tractor beams to move asteroids. They have rugged claws with which to dig through solid rock and attach to an asteroid. Once they are locked in place, their thruster jets are fired to move the trapped asteroid to a specific location. An E-2 miner has plasma drills to cut through useless rock, while a central suction tube draws material up into the E-2's filtration system: valuable ores are stored in the cargo bays, while waste material is used as fuel for the E-2's thrusters. Each mining ship normally has a command crew of four, a bridge crew of ten, and over a hundred asteroid miners.

Craft: Byblos Drive Yards E-2 Asteroid Miner
Class: Capitol
Size: Large (107.2 m long)
Hyperdrive: x2
Passangers: 100 (miners)
Cargo Capacity: 50,500 tons
Consumables: 5 months
Cost: 700,000 (new), 320,000 (used)
Maximum Speed In Space: Cruising (2 squares/action)
Atmospheric Speed: NA
Crew: 14 (Normal +2)
Initiative: +1 (-1 size, +2 crew)
Maneuver: +1 (-1 size, +2 crew)
Defense: 19 (-1 size, +10 armor)
Shield Points: 100 (DR 10)
Hull Points: 330 (DR 10)
Weapons:
  Plasma Drill
    Fire Arc: Front
    Attack Bonus: +0 (-1 size, +1 fire control)
    Damage: 4d20x2
    Range Modifiers: PB -4, S -2, M/L n/a

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