# Starships D6 / KDY R/M/C Facility Mk. VI

Craft:KDY R/M/C Facility Mk. VI
Type:mobile shipyard
Scale:capital
Length:variable
Skill:Deepdock piloting(A): Mk. VI
Crew:5,881, skeleton: 2,100
Passengers:280,734(workers and techs), 8,500(troops)
Cargo Capacity:200,000 tons (pressurized storage)
Consumables:10 years
Cost:extraordinary
Hyperdrive Multiplier:4
Hyperdrive Backup:25
Nav Computer:yes
Maneuverability:ha ha ha
Space:1
Hull:10D
Shields:4D
Sensors:150/1D; 300/2D; 600/3D; 20/5D+2
Weapons:
8 Tractor Beam Projectors
  fa: varies depending on configuration
  crew:6
  fc:4D
  space range:3-15/35/75
  atmosphere range:6-30/75/150km
  damage:12D
Notes: This deepdock has 25 modular workbays, each large enough to hold a Strike cruiser. These bays can be combined in varying configurations (a very time consuming transformation) to work on larger ships, for example 15 can be combined to work on an Imperial Star Destroyer. Approximately 600 small repair craft of many different types, and 140 standard shuttles are carried aboard this mobile station. Deepdock piloting is an advanced skill due to the difficulties involved in moving something this size which regularly changes shape, and thus regularly changes manuevering characteristics. The prerequisite skill is capital ship piloting at 6D.

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