



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

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 maneuvering characteristics. The prerequisite skill is capital ship piloting at 6D.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ben Wafer, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).