Starships D6 / KDY Mobile Mining Facility Mk

Mobile Mining Facility
Craft: KDY's Mobile Mining Facility Mk.1
Type: the creative name kinda says it all
Scale: capital
Length: 885m
Crew: 800, skeleton:624
Passengers: 1278(miners)
Cargo Capacity: 20,000 tons
Consumables: 6 years
Hyperdrive: 4
Backup: 16
Manueverability: 0D
Space: 1
Hull: 5D+2 (underbelly is only 3D)
Shields:2D
Sensors: 40/1D; 70/2D; 150/3D; 4/3D+2 (+2D for detecting ore)
Weapons:

12 Turbolasers
fa: 3 all
Crew: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 1-3/12/25km
Damage: 3D

400 Cutting Lasers
Scale: speeder
Fire Arc: bottom (can only be used when on the ground)
Crew: 1 miner
Fire Control: 2D
Space Range:-
Atmosphere Range: 2-4/6/10m
Damage: 8D

Capsule: This ship was designed for strip mining on worlds with little or no atmospheres. The cumbersome vessel lands on the surface, and then lowers a durasteel curtain around the edge of the flat bottom of the craft which actually digs up to 5m into the ground. The enclosed area is then pressurised and mining can begin. The cutting lasers are mounted on durable mechanical arms capable of pointing in virtually any direction, and can be extended down fairly long tunnels if such is required. The Imperial Navy purchased a number of MMFs ostensibly to study whether it was cost-effective for the military to do it's own mining, but the real
reason for the purchase was in order to maintain the secrecy of many construction projects.

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