Starships D6 / Clawbird Battlezone Salvage S

Clawbird Battlezone Salvage Ship

Taking a cue from the Ssi-Ruuvi RanCorp enginners designed a ship to salavge debris during a battle to replace losses. The ships are decently armored and jet about cutting apart and collecting the debris to be reworked in the onboard factories into something useful. The manufacturing plants make other ships, vehicles, small arms and even improve upon themselves relying on droids to isntall the new parts. After a while of service all clawbirds grow to become somewhat unrecognizeable and no two "mature" clawbirds are exactly alike.

Craft: RanCorp Clawbird-class Combat and Salvage Ship
Type: Salavage Ship
Scale: Capital
Length: 900 meters
Crew: 800; gunners: 416
cost: 400,000
Passengers: 1,278 (salvagers)
Cargo Capacity: 200,000 metric tons
Consumables: 6 years
Hyperdrive: x2
Hyperdrive Backup: x12
Manueverability: 1D
Space: 4
Hull: 4D+2
Shields: 2D
Sensors:
- Passive: 40/1D
- Scan: 70/2D
- Search: 150/3D
- Focus: 4/3D+2 (+2D for detecting useful metals)

Weapons:
16 Turbolasers
- Fire Arc: 4 front, 4 left, 4 right, 4 back
- Crew: 1
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 1-3/12/25 km
- Damage: 3D

400 Cutting Lasers
- Fire Arc: Ventral
- Crew: 1
- Scale: Walker
- Skill: Cutting lasers
- Fire Control: 2D

Atmosphere Range: 2-4/6/10
Damage: 8D

Onboard Factories:

3 Capital Ship Manufacturing plants
6 Starfighter Manufacturing Plants
20 Vehicle Manufacturing Plants
35 Small Arms Manufacturing plants
18 Ship addon plants (makes additions to the mining ship thus expanding the ship)

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