



Starships D6 / Clawbird Battlezone Salv

Clawbird Battlezone Salvage Ship

Taking a cue from the Ssi-Ruuvi RanCorp engineers designed a ship to salvage 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 install the new parts. After a while of service all clawbirds grow to become somewhat unrecognizable and no two "mature" clawbirds are exactly alike.

Craft: RanCorp Clawbird-class Combat and Salvage Ship

Type: Salvage 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

Maneuverability: 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)

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

All text and stats by Dave Maloney, HTML and logos done by FreddyB

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