



# Starships D6 / KDY Mobile Mining Facility

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

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