

# Mole Claws

Mole Claws were developed by a group that were closely working with the [Mining Guild](#), the [Department Of Engineering](#) created more of it for all [ANT Power Armor](#). beginning in the middle of [YE 41](#)

## About the Mole Claws

The affectionately named Mole Claws were created after the Guild and the Engineers from the Department created the [ANT Power Armor](#). Deeping an upgrade needed to replace the primitive tools they had at their disposal, the mole claws were created as a much more efficient way to dig through dirt and grime to get at the ore that the Miners were seeking. The piece of equipment was created after a great deal of trial and error to find something that would aid the Miners work to a much more efficient way.

The Miners had to undergo a specific set of safety testing due to the fact that while not meant to the claws can hurt organic life. The Guild wanted to avoid accidental deaths, so of the miners who have joined, only those who have proven that they can handle the responsibility would be able to enter the Power armor and use the claws.

The material that makes up the entirety that was the Mole Claws was exclusively Titanium steel alloy, which was carefully made to have the capability of withstanding almost anything that they were forced into. During the various mining shifts, in which the Miners were in their Power armor, the Claws vibrate at such a high frequency that the dirt becomes dislodged the moment it is made contact. The ore they were seeking is soon chipped away so that it becomes dislodged and can be taken to processing. But there were rocks that were much more durable than the Claws can penetrate, that's when they clutch their fingers, doing so shrinks the claws a little, and the [Plasma Cutter/Torch](#) be used against rocks.

## Nomenclature Information

Here is a bit of information:

- Designer: [Aeta Kurosaki](#), [Nyx Pine](#), Engineers ,
- Manufacturer: [Mining Guild](#), [Department Of Engineering](#)
- Name: Mole Claws
- Nomenclature: [Nomenclature System Found Here](#)
- Type: tools
- Role: Mining Equipment
- Length: 2 feet in length
- Weight: 220 lb

## Appearance

Due in part to the length of the actual Claws, each of the fingers were long in appearance when the Power Armor is occupied and a user is using it. The vibrations that the Claws activate causes the Claws to become almost invisible to the naked eye. This is caused by the frequency of the vibrations and only those whose eyes are enhanced whether genetically or through technology would be able to truly see the Claws at work. Each claw is a perfect balance of length, width and height that with a curved edge, almost like a shovel that allows the claws to penetrate the position, and dig right through.

When switching to Plasma torch mode, the vibrations disappear, and the claws shrink a little, before becoming a closed fist.

## Energy Source

Below is the energy source:

- Ammunition: [BW-PC-1B "PowerPak"](#)
- [Purpose](#): Tier 4 - Light Armor

## Weapon Mechanisms

Weapon mechanisms are as follows:

- Loading

The Mole Claws use the power of the Power Armor itself and due to this, it is loaded with a plasma cell, created by the NDC. After a switch from using the Plasma Cutter/Torch, due to which the Mole Claws are turned off for safety reasons, there is a short 0.01-second delay

- Operation

The Mole claws vibrate at a frequency, which, when put to the dirt allows it to be dislodged, making the ore much more visible, and due to the frequency and the strength behind the Mole claws, the ore can be removed easily from the wall.

- Mode Selector

Each Power armor has a HUD, and through an image, the Mole Claws will enter the mining mode, which allows it to be used, or a shut off mode, if the Miner has to vacate for whatever reason and also a switch to change whether the Miner needs to use the Mole Claws or the Plasma Cutter/Torch.

- Safety Mechanism

The Mole Claws cease functioning when the Miner switches to Plasma Cutter, and if the Power Armor is turned for whatever reason and not facing a wall of dirt and rock, the Miner will see a huge X on their screen and both the Plasma Cutter/Torch and the Mole Claws stop working until they are in the proper position.

- Weapon Sight

The Helmet section of the Power Armor has a view screen that allows the Miner to have a clear picture of what they are doing, The Mineral Scanners will allow them to see if they are getting any ore or not.

## Availability

The Mole Claws are given to the Miners for free the first time they arrive at the Guild's supply store, however, if they have miss used the Mole claws and have broken it, then there's a hefty fine that they have to pay in order to get a new set. For profit, however, The Mole claws can be sold to trusted sources.

## Pricing

Pricing is below:

- (Mole Claws): (48 DS)

## Replaceable Parts and Components

Replaceable parts and components can be found below:

- (dig part/attachment): 100 DS/48 DS

## OOO Notes

[Charaa](#) created this article on 2019/09/07 20:52.

Approved by Ametheliana November 19 2019

Products & Items Database	
Product Categories	tools
Product Name	Plasma Claws
Nomenclature	MG
Manufacturer	<a href="#">Mining Guild</a>
Year Released	<a href="#">YE 41</a>
Price (KS)	50.00 KS
DR v3 max	Tier 4
Mass (kg)	220 kg

Last  
update:  
2023/12/21 01:18 corp:mining\_guild:equipment:mole\_claws [https://wiki.stararmy.com/doku.php?id=corp:mining\\_guild:equipment:mole\\_claws&rev=1700312352](https://wiki.stararmy.com/doku.php?id=corp:mining_guild:equipment:mole_claws&rev=1700312352)

---

From:  
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=corp:mining\\_guild:equipment:mole\\_claws&rev=1700312352](https://wiki.stararmy.com/doku.php?id=corp:mining_guild:equipment:mole_claws&rev=1700312352)

Last update: **2023/12/21 01:18**

