Starships D6 / MC85 Star Cruiser



MC85 STAR CRUISER

(* has notes below for further reading and explanation)

Craft: MC85 Star Cruiser
Model: Corellian Engineering Corporation/Mon Calamari Shipyards MC85 Star Cruiser
Type: Heavy cruiser
Scale: Capital
Dimensions:
-Length: 3,438.37m
-Width: 706.55m
-Height: 461.61m
Skill: Capital ship piloting: The Raddus
Crew: 7,678*
-Gunners: 332
-Skeleton: 760/+10
Crew Skill*: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+2, starship gunnery 5D
Passengers: 2,400 (troops)
Cargo Capacity: 500,000 metric tons*
Consumables: 2 years
Cost: Not Available For Sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Speed:
-Space: 5
-Atmosphere: N/A
Hull: 8D
Shields: 4D
-Backup Shields*: 6D
Sensors:
-Passive: 50/1D
-Scan: 75/2D+1
-Search: 150/3D+2
-Focus: 6/5D

CRAFT CAPACITY*:
-24 starfighters
-12 T-85 X-Wing starfighters
-12 A-Wing starfighters
-12 U-55 Loadlifters

-6 Shuttles and other craft
-free space for 6 transports or other ships

WEAPONS*:
108 Heavy Turbolasers
Fire Arc: 24 front, 42 right, 42 left
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 5-25/50/75
-Atmosphere: 10-50/100/150km
Damage: 7D
Rate Of Fire: 1

108 Heavy Ion Cannons
Fire Arc: 24 front, 42 right, 42 left
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Range:
-Space: 1-10/25/50
-Atmosphere: 2-20/50/100km
Damage: 5D
Rate Of Fire: 1

80 Point-Defense Laser Cannons
Fire Arc: 20 front, 34 right, 34 left, 12 back
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 4D
Range:
-Space: 1-3/15/30
-Atmosphere: 100-300/1.5/3km
Damage: 5D
Rate Of Fire: 1

36 Heavy Concussion Missile Launchers
Fire Arc: 6 front, 15 right, 15 left
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 2-12/30/60
-Atmosphere: 4-24/60/120km
Damage: 10D
Ammo: 10 concussion missiles per launcher
Rate Of Fire: 1

DESCRIPTION:

The MC85 Star Cruiser was a Heavy cruiser manufactured by Mon Calamari Shipyards and Corellian Engineering Corporation after the Galactic Civil War. It was used by the New Republic Starfleet and the Resistance navy. One ship, the Raddus, served as the flagship of the Resistance navy, and was crucial in the Evacuation of D'Qar. It was subsequently destroyed during the Attack on the Resistance fleet when Vice Admiral Amilyn Holdo purposefully entered hyperspace into the Supremacy, splintering the massive vessel in two, with the debris cutting through various nearby Resurgent-class Battlecruisers.

An MC85 Star Cruiser was acquired by the Resistance, renamed The Raddus, and made their flagship after extensive modifications.

GAME NOTES:

-Backup Shields:

Mon Cal Star Cruisers have 6D of backup shields. When a die of shields is lost, if the shields operator(s) can make an Easy capital ship shields total, one of the backup die of shields can be brought up to increase the shields back to 4D.

GAME DESIGN NOTES:

-Crew:

While the MC85 Star Cruiser is treated like an enlarged x3 version of the MC80 in many respects, in other respects, not so much. For crew, the MC85 has a higher number, but not as high as many might expect. This is done along the thught process that the First Order may not be the only ones using better automation technology in their ships, and that the New Republic might have considered doing the same. This is also in consideration of the Raddus, the Resistance's flagship, which was heavily modified, removing unnecesarry equipment and computer equipment so they could operate the Raddus with as little crew as possible (1,139).

-Crew Skill:

This is mostly the same as an MC80 Star Cruiser, as the New Republic might have adopted the skill sets of the Rebel Alliance as a standard for their military, though the Raddus would have better stats as they are meant to be as skilled as possible to better operate on their own with greater autonomy and less reliance on outside help.

-Cargo Capacity:

What I did here is something I do when making up stats for a ship similar to another ship but different in size. (1)I figure which is the larger and smaller ship. (2)Figure out how many times the smaller ship multiplies up to the larger ship's size (x1/2, x2, x10, etc). (3)Then I multiply the cargo capacity times that size, but then I multiply it again, and then again. This triple multiplier is because when you enlarge something to x2 "size", it does not have x2 "volume" in internal mass, but more like x8 (x2 length, by x2 width, by x2 height). So, I do this for cargo capacities on ships too, but looking for similar ships in shape, as well as size (otherwise, you just have to guess).

In this case, I looked up the MC80 Star Cruiser in the WEG Special Edition Trilogy Sourcebook, checked its given length, multiplied that up to match the width of the MC85 Star Cruiser (about x3 length), and then went from there. The MC80 has 20,000 meteric tons cargo capacity, so x3 length = 60,000, by x3 width = 180,000, by x3 height = 540,000. I rounded down and knocked the "40,000" off for a nice, round number, and left it at that.

[NOTE] The Raddus, due to having been modified to operate with a much lower crew, would have excess passenger space. This in turn could be converted using rules in Galaxy Guide 6 Tramp Freighters to have more cargo capacity. All this extra room in the Raddus could be used for more equipment to aid the Resistance in operating autonomously without need for outside resupply, such as installing fuel converters or hydroponics to grow food and extend the 2 years consumables limit, again from Tramp Freighters.

-Craft Capacity:

The numbers here are not mean to be accurate, but given anyway as the ship needed some numbers for starfighters and other ships. These numbers also help when doing up the Raddus' numbers, which makes use of modifications (see entry for details when it posts).

-Weapons:

The weapons listed here are the same as those listed for the Raddus and the basic MC85 Star Cruiser. However, I make the assumption that the MC85 info may just be a copy of the Raddus, that there is no official info on the standard MC85 (yet), and that it probably would of had many more weapons equipped than those listed here. I also state that the Raddus may have such a low number of weapons because the resistance may not have been able to get a hold of more for varied reasons (couldn't find them, couldn't get them legally, couldn't afford them, expected to rely more heavily on old Rebel Alliance starfighter tactics and strategies, or any mix of these).

If GMs/players agree with these assessments, simply multiply the weapons and their crews given above somewhere between x6 to x9, adjust the crew stat accordingly, perhaps even make batteries out some of the weapons compliment, and you're ready to go.

[NOTE!: This write-up is not made based on official information. At the time of this write-up there is little-to-no information available to use, and much of this was made up using info scraps, guesswork, imagination and creativity. Future official info releases may render this write-up incompatible with the Star Wars canon.]

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