Starships D6 / The Independence and Home O



The Independence and Home One

The flagship of the Alliance, the Home One, was the largest warship in the fleet.
Twice the size of the Imperial Star Destroyer, Home One was a massive vessel from
which Admiral Ackbar himself commanded the Rebel fleet and personally led the assault against the second Death Star.

Despite its enormous form, the Home One wasn't outfitted for direct ship-to-ship combat. In fact, it was highly underarmed for its size and class, wielding only twenty-nine turbolaser batteries and thirty-six ion cannon batteries. Instead, Home One carried an impressive amount of starfighters, 120 in all, which was nearly twice the amount that the standard star destroyer had to offer.

Extensive shielding and armor allowed the Home One to take a beating for prolonged periods of time, if the situation called for it. Advanced communications, sensors, holo displays and tactical computers made it ideal for a command ship.

The Home One and the Independence quietly faded away during the days of the New Republic, they were retired secretly and their whereabouts after that point were kept highly classified. No official explanation about the Independence and the Home One being the same vessel or not was ever given, but they were never recorded together.

Craft: Mon Calamari Command Cruiser
Type: Command ship
Scale: Capital
Length: 3,200 meters
Skill: Capital ship piloting: Home One
Crew: 9,252, gunners: 167, skeleton: 2,510/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D+1, capital ship piloting 6D, capital ship shields 5D, sensors 4D
Passengers: 4,300 (troops)
Cargo Capacity: 39,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 8D
Shields: 3D *

* The Home One has 6D of backup shields. When a die of shield is lost, if the shield operators can make an Easy capital ship shields total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.

Sensors:
- Passive: 40/1D
- Scan: 60/2D
- Search: 120/3D
- Focus: 5/4D

Weapons:

29 Turbolaser Batteries
- Fire Arc: 9 front, 8 left, 8 right, 4 back
- Crew: 1 (12), 2 (17)
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D

36 Ion Cannon Batteries
- Fire Arc: 12 front, 10 left, 10 right, 4 back
- Crew: 1 (16), 4 (20)
- Skill: capital ship gunnery
- Fire Control: 3D
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 3D

5 Tractor Beam Projectors
- Fire Arc: 3 front, 1 left, 1 right
- Crew: 1 (2), 5 (1), 10 (2)
- Skill: capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 4D

Starfighter Complement: 10 squadrons

Designer Notes:
- Based on the notations and observations of Curtis Saxton.
- http://www.theforce.net/swtc/

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