Starships D6 / Mon Calamari Shipyards MC80



Name: Mon Calamari Shipyards MC80 Home One type Star Cruiser
Type: Cruiser
Scale: Capital
Length: 1,200 meters
Skill: Capital ship piloting: Mon Calamari cruiser
Crew: 5,402, gunners 266, skeleton: 1,230/+10
Crew Skill: Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D
Passengers: 1,200 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Cost: 112,000,000 (standard)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Customization Points: 4
Shields: 3D (6D backup)
Sensors:
- Passive: 40/1D
- Scan: 60/2D
- Search: 120/3D
- Focus: 5/4D

Weapons:
- 29 Twin/quad heavy turbolaser batteries
  - Skill: Capital ship gunnery
  - Fire Control: 0D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 Km
  - Damage: 8D
- 36 Heavy twin ion cannon batteries
  - Fire Arc: 12 (front) 12 (left), 12 (right)
  - Skill: Capital ship gunnery
  - Fire Control: 3D
  - Space Range: 2-15/40/80
  - Atmosphere Range: 4-30/80/160 Km
  - Damage: 4D
- 80 Quad laser cannon batteries
  - Fire Arc: 20 front, 30 left, 30 right
  - Skill: Capital ship gunnery
  - Fire Control: 3D

Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

6 Heavy tractor beam projectors
Fire Arc: Turret
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Complement:

36–120 starfighters
Shuttles
Landing craft
Gunboats
Assault craft
Planetary vehicles
Landing barges
Rebel personnel carriers

Game Notes:

1. Mon Cal star cruisers have 6D of back-up shields. When a die of shields 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.

Description: The MC80A Home One Type Heavy Star Cruiser, also known as the MC80A star cruiser, was a model of MC80 Star Cruiser used by the Alliance to Restore the Republic and New Republic. During the Galactic Civil War, several of these ships participated in battles such as Endor and Jakku. Around 30 years after the Battle of Endor, the MC80A Star Cruiser was still used by the Resistance.

One famous example was the ship Home One, which was a modified version of the MC80A Star Cruiser, and the most advanced vessel in the Alliance Fleet.

Characteristics

Dimensions

No two Mon Calamari ships were identical, each being individually designed and constructed, but they were gradually standardized by the extensive refitting and adjustments made to the hulls when the vessels were converted for combat duty. Most ships were 1.2 km in length, but individual ships were 1.4 km or even bigger.

Even the Home One and its sisters formed a uniform design type: cylindrical hulls, with a tapered bow, hangar bays amidships, and bulbous stern mounting ten huge sublight thrusters: four M8.0-StarDrive main thrusters and six M4.5-StarDrive maneuvering engines.

Home One was originally designed for deep-space exploration, and it was constructed with massive panoramic viewports, which had to be removed when it was rebuilt as a warship. This may have been true of its sister ships as well.

The Home One was described as the largest Star Cruiser in the Rebel Alliance fleet as it gathered for the Battle of Endor, potentially indicating a variation in size and tonnage between the sister

ships. Taken together, ships of this type were arguably the most prominent capital ships in the Rebellion, serving as command ships as well as battleships. Like most warships, all MC80s were classified as cruisers in one standard system and capital ships in another.

Crew complement
The standard crew of the Home One type consisted of 5,402 individuals, 78 gunners, and a passenger complement of 1,200 troops. A minimum operating crew of 1,230 was shared by the Home One, and by its sister ship, the Independence.

Hangar complement
The number of starfighters carried appeared to vary: whereas the Home One was said to have carried ten squadrons, the Independence was limited to two squadrons of X-wings, in later years under the New Republic. It is unknown whether the hangar facilities were the same on different ships, although three of the known vessels had a large hangar on the starboard side of the hull. Internal design differences may also have affected cargo capacity, which was 20,000 metric tons aboard the Home One.

Offensive and defensive systems
The Home One types had more armor and armaments than the Liberty type, and were subsequently rarer. Standard armament for the subclass included 36 turbolasers, 36 heavy ion cannons, and six tractor beam projectors. Home One types lacked the Executor's point defense laser systems because their turbolasers' tracking systems were sufficient in targeting and destroying smaller craft and starfighters. Their turbolasers were also capable of planetary bombardment, although they were seldom used in this capacity.

Home One carried heavy hull armor and powerful shields, comparable to an Imperial-class Star Destroyer, but it was said to have carried the heaviest armor and weaponry in the Rebel fleet, at the Battle of Endor, indicating that the other ships of the subclass were less protected.

Bridge tower
Home One type ships appeared to have multiple command pods scattered across each ship protruding from both the dorsal and ventral areas of the hull. One of these served as the command center for the ship.

Main bridge
The commanding officer could be situated in a chair attached to a swiveling robotic arm that overlooked both the bridge crew and a panoramic window out into space. The bridge contained a CS-Mark 12 holoprojector table situated in the middle of a briefing room section, which crew members used to monitor events during a battle.

The Home One, like almost all early Mon Cal cruisers, retained its original, species-specific bridge control systems, meaning that, while the bulk of the crew was drawn from the many species that made up the Rebellion, the command crew was made up entirely of Mon Calamari. There is some evidence, however, that one ship of the class was modified for a human command crew.

History
Rebel service
At least seven Home One type ships were used by the Alliance, with three of them identified by name: the Home One itself, the Independence, and the Defiance. All began military service early in the Galactic Civil War, sometime prior to the Battle of Yavin.

As mentioned, the Home One was originally designed for deep-space exploration. It was among the first ships selected for militarization when the Mon Calamari joined the Rebellion, being selected by Ackbar as his personal flagship. It is probable that its sister ships had a similar pre-war role, and they seem to have been refitted for war at around the same time, and they shared a similar prominence when they entered Rebel service.

While all the Mon Cal vessels provided valuable capital-ship firepower for the under-resourced Rebel Alliance, it appears that the Home One type served specifically as high-level command ships, with at least two of the three known ships acting as a mobile headquarters for the Alliance High Command.

The Independence served in this role, before the Battle of Yavin, and the Home One from the Battle of Hoth onwards. The third known ship of the type, the Defiance, is less directly linked to the High Command, and seems to have served primarily as Admiral Nammo's flagship, but there are occasions where it may have been the fleet command ship closest to the Rebel leadership: in the Anoat sector immediately after the Battle of Hoth.

During the climactic Battle of Endor, most of the Alliance's naval resources were gathered into their offensive fleet, and the Home Ones added their firepower to the effort, being the largest Rebel capital ships used in the engagement. The Independence served as communications ship, while the Defiance was placed in the rearguard, and Ackbar used the Home One as his fleet command ship. It appears that General Crix Madine also commanded a division of the fleet from a ship of the same type, possibly the Independence. At least one cruiser of the type was destroyed during the battle, however, as the second victim of the second Death Star's superlaser. In the aftermath of Endor, the Defiance was used to hunt down rogue Imperial elements.

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