

# RPGGamer.org Starships D20 / The Independence and

## 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

Class: Capital

Cost: Not available for sale

Size: Colossal (3,200 meters long)

Crew: Min. 2,510; Max. 9,252 (normal +2)

Passengers: 4,300 (troops)

Cargo Capacity: 39,000 metric tons

Consumables: 5 years

Hyperdrive: x1 (backup x8)

Max. Speed: Cruising

Defense: 12 (-8 size, +10 armor)

Shield Points: 300\*

Hull Points: 800

DR: 30

Weapon: Turbolaser Battery (29)

Fire Arc: 9 front, 8 left, 8 right, 4 back

Attack Bonus: +6 (-8 size, +2 crew, +8 fire control, +4 battery fire)

Damage: 4d10x5

Range Mod: PB -6, S -4, M -2, L +0

Weapon: Ion Cannon (36)

Fire Arc; 12 front, 10 left, 10 right, 4 back

Attack Bonus: +3 (-8 size, +2 crew, +6 fire control, +3 battery fire)

Damage: Special

Range Mod: PB -6, S -4, M -2, L n/a

Weapon: Tractor Beam Projector (5)

Fire Arc: 3 front, 1 left, 1 right

Attack bonus: -1 (-8 size, +2 crew, +5 fire control)

Damage: Special

Range Mod: PB -6, S -4, M/L n/a

\* Back-up shield generators restore shield points at double the normal rate per minute.

Starfighter Complement: 10 squadrons

---

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

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).