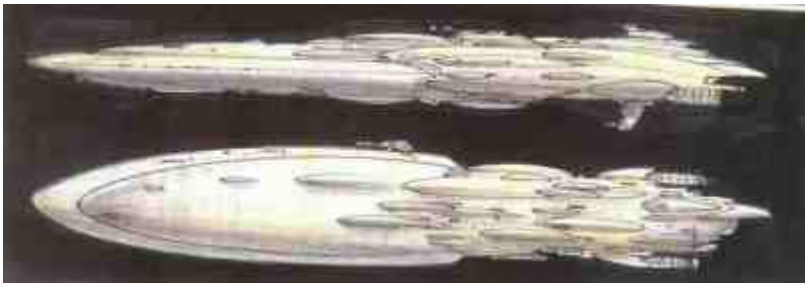
Starships D6 / Mon Calimari Shipyards MC-30



Mon Cal MC-30
Type: Mon Calimari Shipyards MC-30 Cruiser
Scale: Capital
Length: 800 Meters
Skill: Capital Ship Piloting: MC-30
Crew: 2521; Gunners: 221, Skeleton
Crew: 800/+10
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 700 (Troops)
Cargo Capacity: 12000 Tons
Consumables: 2 Years
Cost: Not available for sale
Hyperdrive Multiplier: X1
Hyperdrive Backup: X9
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: None
Hull: 5D+2
Shields: 3D *
Sensors:
- Passive: 60/1D
- Scan: 90/2D
- Search: 160/3D
- Focus: 6/4D

Fighters: 18 Starfighters
Shuttles: 3 Shuttles

Weapons:
- 36 Turbolaser Batteries (Fire Separately)
  - Scale: Capital
  - Fire Arc: 9 Front, 9 Left, 9 Right, 9 Back
  - Skill: Capital Ship Gunnery
  - Fire Control: 2D
  - Space Range: 3-15/36/75
  - Atmosphere Range: 6-30/72/150 Km
  - Damage: 4D
- 24 Heavy Laser Batteries (Fire Separately)
  - Scale: Starfighter
  - Fire Arc: 6 Front, 6 Left, 6 Right, 6 Back
  - Skill: Capital Ship Gunnery
  - Fire Control: 2D

Space Range: 1-3/12/25
Atmosphere Range: 10-30/1.2/2.5 Km
Damage: 5D

20 Ion Cannons Batteries (Fire Separately)
Scale: Capital
Fire Arc: 5 Front, 5 Left, 5 Right, 5 Rear
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

3 Tractor Beam Projectors (Fire Separately)
Scale: Capital
Fire Arc: 2 Front, 1 Left, 1 Right
Skill: Capital Ship Gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

*: Mon Cal Ships have 6D of back up shields. When a die of shields is lost, if the operators can make an Easy - Capital Ship Shields total, one of the back up die codes of shields can be brought up to increase the shield back to 3D.

Description: The MC-30 is actually a later design than the MC-80's which were involved with the Battle of Endor, however they again were converted passenger ships refitted into ships of war. The MC-30 was somewhat smaller than the MC-80, but had only a slightly smaller amount of weapons, but was fitted with anti-starfighter batteries, allowing it defend itself instead of being reliant on its starfighter squadrons as its bigger brothers were. Which is perhaps just as well, since the MC-30 could only carry a meagre 18 starfighters in its single hangar. The MC-30 in use operated somewhere between a frigate and a cruiser, filling a similar role to that which the Nebulon-B frigate performed for the Empire, but being larger and more heavily armed it was also capable of standing up for itself in combat against other capital ships. The other advantage that the MC-30 had was its powerful sensor package, which although weaker than the military grade electronics built into Imperial vessels like the Star Destroyers, was still significantly better than other capital ships that the Rebel Alliance had available.

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