



Mon Calamari Commandship Home One

Craft: Mon Calamari Command Cruiser

Type: Fleet commandship

Scale: Capital

Length: 3,800 meters

Skill: Capital ship piloting: command cruiser

Crew: 47,816; gunners: 584; skeleton: 12,490/+10

Crew Skill: Astrogation 5D, capital ship gunnery 6D, capital ship piloting 6D, capital ship shields 5D+2, sensors 4D

(Note: This vessel is configured to provide Mon Calamari their +1D for moist environments, which is not reflected above)

Passengers: 3,200 (troops)

Cargo Capacity: 40,000 metric tons

Consumables: 5 years

Hyperdrive: x2

HD Backup: x9

Nav Com: Yes

Maneuverability: 1D+1

Space: 5

Hull: 8D

Shields: 6D\*

\*The Mon Calamari Commandship is equipped with 6D of backup shields.

Sensors:

Passive: 55 / 1D

Scan: 110 / 2D+2

Search: 200 / 4D+2

Focus: 8 / 6D

Fighters: 120

Transports: 8

Weapons:

145 Turbolaser Batteries

Fire Arc: 45 forward, 35 left, 35 right, 30 back

Crew: 1 (25), 2 (75), 3 (45)

Fire Control: 2D

Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

### 52 Ion Cannons

Fire Arc: 16 front, 12 left, 12 right, 12 back

Crew: 2 (16), 4 (24), 6 (12)

Fire Control: 3D

Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 5D

### 12 Tractor Beam Projectors

Fire Arc: 5 front, 3 left, 3 right, 1 back

Crew: 3 (4), 7 (6), 10 (2)

Fire Control: 4D

Range: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 6D

Note: While all the Mon Cal vessels provided valuable capital ship firepower for the under-resourced Rebel Alliance, Home One and her sister ships served specifically as high-level command ships, with two of them acting as 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.

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