# Starships D6 / Mon Calamari Commandship H



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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