Starships D6 / The Invincible Faith (Mon Cala



Name: The Invincible Faith
Craft: Mon Calamari MC80 Liberty Type Heavy Star Cruiser
Scale: Capital
Length: 1,200 metres
Skill: Capital ship piloting: Mon Cal cruiser
Crew: 5156, gunners: 246, skeleton: 1230/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D+1, capital ship piloting 6D, capital ship shields 5D, sensors 4D
Passengers: 10,000 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Cost: not available for sale
Hyperdrive: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Hull: 6D
Shields: 3D*
* The MC80B has 6D of back-up shields. When a die of shield is lost, if the shield 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.
Sensors:
- Passive: 50/1D
- Scan: 65/2D+1
- Search: 115/3D
- Focus: 5/4D

Weapons:
- 48 Turbolaser Batteries
  - Fire Arc: 12 front, 12 left, 12 right, 12 back
  - Crew: 1 (12), 2 (10), 3 (26)
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 km
  - Damage: 4D
- 20 Ion Cannon Batteries
  - Fire Arc: 8 front, 4 left, 4 right, 4 back
  - Crew: 1 (6), 4 (6), 12 (8)
  - Skill: capital ship gunnery
  - Fire Control: 3D
  - Space Range: 1-10/25/50
  - Atmosphere Range: 2-20/50/100 km

Damage: 3D
4 Torpedo batteries
Fire Arc: Front
Crew: 5
Skill: capital ship gunnery
Fire Control: 3D
Space: 2-10/30/60
Atmosphere Range: 2-10/30/60km
Damage: 9D
6 Missile tubes
Fire Arc: Front
Crew: 4
Skill: capital ship gunnery
Fire Control: 4D
Space: 2-10/30/60
Atmosphere Range: 2-10/30/60km
Damage: 7D
6 Tractor Beam Projectors
Fire Arc: 4 front, 1 left, 1 right
Crew: 1
Skill: capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Starfighter Complement: up to 10 squadrons

Description: The Invincible Faith was an MC80 Star Cruiser in service to the Alliance to Restore the Republic prior to the Battle of Endor.

The Invincible Faith served as a Rebel Security cruiser prior to the Battle of Endor and intercepted a coded transmission from Moff Raythe to Imperial forces detailing their plans to trap the Alliance Fleet at Endor. While the rebels were tasked with decoding the transmission, Inferno Squad Commander Iden Versio allowed herself to be captured, and was brought on board the Invincible Faith in order to erase the transmission so that the Rebel Alliance could remain unaware of the Imperial plans. After an interrogation by the ship's captain, she relayed the activation code of her droid as it was about to be analyzed by a technician.

The droid reached Versio's cell and freed her, and she reached the ship's communications center and erased the message. Deleting the message caused the Invincible Faith to enter alert status, resulting in Versio fighting her way to an airlock. After contacting the Corvus, she opened the airlock and launched into space, with the Corvus soon coming out of hyperspace and opening its hangar doors. Versio landed in the hangar, and the Corvus entered hyperspace just as the Invincible Faith opened fire with its ion cannons.

Stats by FreddyB, descriptive text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.