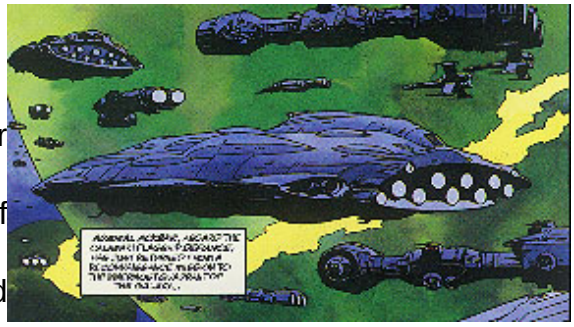
Starships D6 / Mon Calamari MC90 Star Cruis



Mon Calamari MC90 Star Cruiser (revised)

The MC90 Defiance was the first Calamarian cruiser purposely designed as a warship, and came into service 5.5 years after the Battle of Endor. It has improved shields, propulsion, power generators and weaponry. Six fighter squadrons are carried, and one docking bay located on the port side. Spacecraft systems are more standardized among ships of this class, and the displays and controls have been adapted to be operable by other species. Several MC90 ships participated in the Second Battle of Calamari.

Craft: Mon Calamari MC80a Star Cruiser
Scale: Capital
Length: 1,255 meters
Skill: Capital ship piloting: Mon Cal cruiser
Crew: 5,402, gunners: 249, skeleton: 1,230/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D+1, capital ship piloting 6D, capital ship shields 5D, sensors 4D
Passengers: 4,500 (troops)
Cargo Capacity: 21,000 metric tons
Consumables: 2 years
Cost: not available for sale
Hyperdrive: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D+2
Space: 6
Hull: 6D+2
Shields: 3D*
* The MC90 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: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D
Weapons:
29 Turbolaser Batteries:
Fire Arc: 11 front, 9 left, 9 right,
Crew: 1 (3), 2 (8), 3 (18)

Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 4D

36 Ion Cannons:
Fire Arc: 16 front, 10 left, 10 right,
Crew: 2
Skill: capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 3D

4 Tractor Beam Projectors:
Fire Arc: 2 front, 1 left, 1 right,
Crew: 1
Skill: capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 4D

Starfighter Complement: 6 squadrons

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