



Starships D6 / Mobile Defense Ship

Mobile Defense Ship

The New Republic's Mobile Defense Ship was designed in by the Republic's top designers, the Verpine and the Mon Calamari. Stretching for nearly eight kilometers in length, the Mobile Defense Ship is a sleek vessel with a large hangar buldging from each side of the ship. It is designed as a large scale, mobile weapons platform for the sole purpose of planetary defense. Often the mere presence of such a ship is enough to make any attack force turn around and flee.

Craft: Mon Calamari/Verpine MCV-191 Mobile Defense Ship

Type: Command Ship

Scale: Capital

Length: 8,000 meters

Skill: Capital ship piloting: Mobile Defense Ship

Crew: 118,217, gunners: 1,540, skeleton: 35,510/+10

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

Passengers: 16,000 (troops)

Cargo Capacity: 90,000 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 0D

Space: 4

Hull: 10D

Shields: 8D

Sensors:

Passive: 100/2D

Scan: 150/3D

Search: 300/4D

Focus: 6/5D

Weapons:

150 Light Laser Cannons

Fire Arc: 25 front, 50 left, 50 right, 25 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 2D

150 Heavy Turbolaser Batteries

Fire Arc: 35 front, 45 left, 45 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-10/30/60

Atmosphere Range: 4-24/60/120km

Damage: 7D

70 Ion Cannons

Fire Arc: 20 front, 20 left, 20 right, 10 back

Crew: 7

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

40 Proton Torpedo Launchers

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 5

Skill: Capital ship gunnery

Ammo: 10 per launcher

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 6D+1

40 Tractor Beam Projectors

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 10

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 4D

On Board Craft:

12 A-Wings

36 B-Wings
12 E-Wings
12 X-Wings
36 Y-Wings
10 dropships
8 light freighters
40 Lambda Shuttles
6 small transports

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