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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