Starships D6 / Mon Calamari MC80B Star Cru

Mon Calamari MC80B Star Cruiser

The MC80B averages 1,200 meters in length and uses the organic form characteristic of Mon Calamari starships. The most significant upgrade on the MC80B line is a more heavily reinforced hull and multiple backup shield generators. This reinforcement gives the MC80B line a decisive edge in extended battles, where the Mon Calamari cruiser could take a severe beating but blast through the limited shielding found on Imperial warships. The MC80B's forty eight turbolasers are linked in backs of twelve, while the ion cannons are linked in banks of four, allowing intense fire to be brought to bear against a single target.

Craft: Mon Calamari MC80B Star Cruiser
Scale: Capital
Length: 1,200 metres
Skill: Capital ship piloting: Mon Cal cruiser
Crew: 5156, gunners: 249, skeleton: 1230/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D+1, capital ship piloting 6D, capital ship shields 5D, sensors 4D
Passengers: 1,200 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 1.5 years
Cost: not available for sale
Hyperdrive: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Hull: 8D
Shields: 4D*
* The MC80B has 8D 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 4D.
Sensors:
- Passive: 50/1D
- Scan: 65/2D+1
- Search: 115/3D
- Focus: 5/4D

Weapons:
48 Turbolaser Batteries (can be linked in 4 banks of 12)
- 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 (10D linked)

20 Ion Cannon Batteries (can be linked in 5 banks of 4)
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 (7D linked)

3 Tractor Beam Projectors
Fire Arc: 1 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: 4 squadrons

Designer Notes: This is my version of the MC80B as opposed to the MC80B that is found in the Dark Empire Sourcebook.

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