Starships D6 / Mon Calamari MC95 Star Cruis

Mon Calamari MC95 Star Cruiser

During the years of the Rebel Alliance, the Mon Calamari's majestic star cruisers made up the bulk of main line warships used against the Imperial Navy. However, into the days of the New Republic, the Mon Calamari cruisers become an increasingly rare sight. The New Republic began designing and fielding more combat oriented starships - most Mon Calamari cruisers were converted luxury liners or exploration vessels.

Warships such as the Majestic heavy cruiser and Defender star carrier soon made up the bulk of the fleet, and some of the more classic starships used during the Rebellion such as the Corellian gunship and Nebulon-B escort frigate were being replaced by more modern conveyances of war.

However, the Mon Calamari continued to produce their streamlined cruisers in limited numbers - approximately one every six to eight months. The MC95 was a late model star cruiser produced by the Mon Calamari, designed to serve as a main line warship in any fleet formation.

Stretching for nearly two kilometers in length, the MC95 was perhaps one of the largest star cruisers ever constructed at the Mon Calamari shipyards. Its armaments were typical of most Calamari star cruisers of the Rebellion, with the addition of ten ion torpedo launchers intended to disable larger starships with an increased efficiency over traditional ion cannons.

Additionally, the MC95 was equipped with extensive primary and secondary shield generators, allowing it to take heavy punishment without receiving critical damage. This attribute made the MC95 a most valuable asset during any prolonged space conflict.

The MC95s carried a seven full starfighter squadrons which typically consisted of the New Republic's E-wing starfighters and K-wing bombers. The starfighters were stored in a ventral hangar bay, not unlike those found on the Empire's famed star destroyers. All the transports and support vessels were stored in a secondary hangar bay, also located along the ventral surface, near the bow of the vessel.

Due to the limited production capacity of the Mon Calamari shipyards, only three of vessels of this class were ever constructed: the Revelation, the Liberation and the Alderaan (named in memory of those lost on Alderaan).

Craft: Mon Calamari MC95 Star Cruiser
Type: Heavy star cruiser
Scale: Capital

Length: 1,900 meters
Skill: Capital ship piloting: Mon Calamari MC95
Crew: 9,523, gunners: 690, skeleton: 1,350/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1
Passengers: 10,000 (troops)
Cargo Capacity: 50,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 8D+2
Shields: 5D*
* Mon Cal star cruisers have 10D of back-up shields. When a die of shields is lost, if the shield operators can make an easy starship total, one of the backup die codes of shields can be brought up to increase the shield back to 5D.
Sensors:
- Passive: 60/1D
- Scan: 120/2D
- Search: 165/3D
- Focus: 5/4D

Weapons:
60 Heavy Turbolasers
- Fire Arc: 20 front, 15 left, 15 right, 10 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 6D

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

20 Quad Laser Cannons
- Fire Arc: 5 front, 5 left, 5 right, 5 back
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D

10 Ion Torpedo Launchers
- Fire Arc: 4 front, 2 left, 2 right, 2 back
- Crew: 15
- Skill: Capital ship gunnery
- Fire Control: 3D+2
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 6D (ionization)

40 Concussion Missile Launchers
- Fire Arc: 10 front, 12 left, 12 right, 6 back
- Crew: 3
- Fire Control: 3D+2
- Skill: Capital ship gunnery
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 9D

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

Starship Complement:
- 7 starfighter squadrons, typically:
  - 3 E-wing squadrons
  - 2 K-wing squadrons
  - 1 B-wing squadron
  - 1 A-wing squadron or 1 recon X-wing squadron
- 23 light transports or shuttles

Era Introduced: Endor + 12 years

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