Starships D20 / The Independence and Home



The Independence and Home One

The flagship of the Alliance, the Home One, was the largest warship in the fleet.
Twice the size of the Imperial Star Destroyer, Home One was a massive vessel from
which Admiral Ackbar himself commanded the Rebel fleet and personally led the assault against the second Death Star.

Despite its enormous form, the Home One wasn't outfitted for direct ship-to-ship combat. In fact, it was highly underarmed for its size and class, wielding only twenty-nine turbolaser batteries and thirty-six ion cannon batteries. Instead, Home One carried an impressive amount of starfighters, 120 in all, which was nearly twice the amount that the standard star destroyer had to offer.

Extensive shielding and armor allowed the Home One to take a beating for prolonged periods of time, if the situation called for it. Advanced communications, sensors, holo displays and tactical computers made it ideal for a command ship.

The Home One and the Independence quietly faded away during the days of the New Republic, they were retired secretly and their whereabouts after that point were kept highly classified. No official explanation about the Independence and the Home One being the same vessel or not was ever given, but they were never recorded together.

Craft:Mon Calamari Command Cruiser
Class: Capital
Cost: Not available for sale
Size: Colossal (3,200 meters long)
Crew: Min. 2,510; Max. 9,252 (normal +2)
Passengers: 4,300 (troops)
Cargo Capacity: 39,000 metric tons
Consumables: 5 years
Hyperdrive: x1 (backup x8)
Max. Speed: Cruising
Defense: 12 (-8 size, +10 armor)
Shield Points: 300*
Hull Points: 800
DR: 30

Weapon: Turbolaser Baterry (29)
Fire Arc: 9 front, 8 left, 8 right, 4 back
Attack Bonus: +6 (-8 size, +2 crew, +8 fire control, +4 battery fire)
Damage: 4d10x5

Range Mod: PB -6, S -4, M -2, L +0

Weapon: Ion Cannon (36)
Fire Arc; 12 front, 10 left, 10 right, 4 back
Attack Bonus: +3 (-8 size, +2 crew, +6 fire control, +3 battery fire)
Damage: Special
Range Mod: PB -6, S -4, M -2, L n/a

Weapon: Tractor Beam Projector (5)
Fire Arc: 3 front, 1 left, 1 right
Attack bonus: -1 (-8 size, +2 crew, +5 fire control)
Damage: Special
Range Mod: PB -6, S -4, M/L n/a

* Back-up shield generators restore shield points at double the normal rate per minute.

Starfighter Complement: 10 squadrons

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.