Starships D6 / SorroSuub Agravator Cruiser

SorroSuub Agravator Cruiser

The Agravator class cruiser was built after the retaking of Coruscant by the warring factions of The Empire. Mon Calamari was under attack, and Sluis Van and Bilibringi were too overloaded with repair work, so nobody was producing any new ships.

SoroSuub took full advnatge and created the new Agravator class medium cruiser. The ship was built to be swift and agile while still carrying a significant punch. The vessel was a perfect hit and run ship as the NR became more of a rebellion again.

The ship was produced as quickly as possible and put to work. However, after order was restored it was thought that hit and run ships were no longer needed by the New Republic and the series was discontinued.

Craft: SoroSuub Agravator Cruiser
Type: Medium Cruiser
Scale: Capital
Length: 398 meters
Skill: Capital Ship Piloting: Liberator carrier-cruiser
Crew: 291, gunners: 92, skeleton: 50/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D, sensors 4D
Passengers: 1,200 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuvrability: 2D
Space: 6
Hull: 6D
Shields: 3D+2*
* Has 4D 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 3D+2.
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D
Focus: 4/4D

Weapons:
42 Double Turbolaser Cannons
- Fire Arc: 21 ventral turrets, 21 dorsal turrets
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 6D

35 Ion Cannons
- Fire Arc: 15 front, 10 left, 10 right
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-10/25/50
- Atmosphere: 2-20/50/100 km
- Damage: 4D

25 Quad Laser Cannons
- Fire Arc: 10 Front, 5 Right, 5 Left, 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

8 Tractor Beam Projectors
- Fire Arc: 2 Front, 2 Right, 2 Left, 2 Back
- Crew: 1
- Skill: Capital Ship Gunnery
- Fire Control: 4D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 7D

Starfighter Complement: 3 Squadrons

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