Starships D6 / The Emancipator

The Emancipator

The Emancipator was the first joint venture by Mon Calamari starship designers and an outside corporation. After the Black Fleet Crisis, the New Republic realized just how close they came to taking extremely heavy losses due to insufficient firepower. After tearing a part the only Super Star Destroyer they acquired from the Empire and turning it into a museum more or less, the Republic was left at a serious disadvantage against the massive fleet of the genocidal Duskhan League.

The New Republic military budget didn't have the funds to spend on contracting Kuat Drive Yards to construct any new Executor-class warships to serve as command vessels for the New Republic Navy so they took the cheaper alternative, designing their own smaller and cheaper vessel.

The Emancipator left the construction yards above Calamari nearly three years later to serve as the command ship of the Fifth Fleet, but not the flagship of the New Republic Navy (Navy Command worried about it being seen as a sign of aggressive power if it were showed off too much).

The Emancipator was essentially a massive floating combat platform, equipped with the most advanced weaponry in the New Republic's arsenal and carrying a complement of twelve starfighter squadrons (composed mainly of the new E-wings and K-wings) as well as enough ground forces to mount a small planetary assault.

Craft: Mon Calamari/Kuat Drive Yards Emancipator-class Command Cruiser
Era Introduced: Endor+15 years
Type: Command Ship
Scale: Capital
Length: 4,500 meters
Skill: Capital Ship Piloting: Emancipator
Crew: 198,056 Gunners: 933; Skeleton: 40,000/+10
Crew Skill: Capital ship piloting 6D, capital ship shields 5D, capital ship gunnery 5D+2, astrogation 6D, sensors 8D, communications 7D
Passengers: 15,050 (troops)
Cargo Capacity: 150,000 metric tons
Consumables: 5 Years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D
Space: 5

Hull: 12D
Shields: 8D
Sensors:
- Passive: 150/2D
- Scan: 250/4D
- Search: 400/5D+2
- Focus: 15/7D

Weapons:
150 Heavy Turbolaser Batteries
- Fire Arc: 50 Front, 35 Right, 35 Left, 30 Back
- Crew: 2
- Skill: Capital Ship Gunnery
- Fire Control: 1D
- Space Range: 5-20/40/60
- Atmosphere Range: 10-20/80/120 km
- Damage: 10D

100 Turbolaser Batteries
- Fire Arc: 25 Front, 25 Left, 25 Right, 25 Back
- Crew: 2
- Skill: Capital Ship Gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere: 6-30/70/150 km
- Damage: 7D

100 Ion Cannons
- Fire Arc: 25 Front, 25 Right, 25 Left, 25 Back
- Crew: 1
- Skill: Capital Ship Gunnery
- Fire Control: 4D
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 6D

75 Quad Laser Cannons
- Fire Arc: 25 Front, 20 Right, 20 Left, 10 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

50 Proton Torpedo Launchers (60 torps each)
- Fire Arc: 20 Front, 10 Right, 10 Left, 10 Back
- Crew: 5
- Skill: Capital ship gunnery
- Fire Control: 3D+2
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 6D+1

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: 9D

Starfighter Complement:
2 A-Wing squadrons
1 B-Wing squadrons
5 E-Wing squadrons
3 K-Wing squadrons
1 Recon X-Wing squadron

Support Starship Complement:
5 dropships
2 shuttles
10 landing craft
4 other light transports/freighters

Ground/Air Complement:
2 prefabricated garrisons
20 NR-AWs (New Republic Assault Walkers)
30 Freerunners
or
2 prefabricated garrisons
5 V-Wing Speeder Transports Type A
20 V-Wing Airspeeders
10 Republic AT-ATs (different than NR-AWs)

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