



## 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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