Starships D20 / Liberator Carrier-Cruiser

Liberator Carrier-Cruiser

The SoroSuub Liberator's slender hull disguises the fact that it can carry a large sum of troops as well as six full squadrons of starfighters. For a capital ship, the Liberator is diminutive of size, but still finds room to host a formidable weapons complement consisting of ion cannons and heavy turbolaser batteries. Utilizing state-of-the-art hull armor, new shielding and drive unit technology, the Liberator is one of the most advanced warships in the galaxy.

The Liberator itself came to be a very versatile design and SoroSuub later fielded the Liberator missile frigate which was based off of the same hull as the original carrier-cruiser was. However, to reduce construction and maintenance costs in the missile frigate version, SoroSuub downgraded the shields and removed several of the weapon emplacements.

Craft: SoroSuub Liberator Carrier-Cruiser
Class: Capital
Cost: 12 million (new), 8 million (used)
Size: Huge (398 meters long)
Crew: Minimum 50, maximum 291 (normal +2)
Passengers: 1,250 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Hyperdrive: x1 (backup x12)
Defense: 18 (-2 size, +10 armor)
Shield Points: 400
Hull Points: 500
DR: 20

Weapon: Heavy Turbolaser Battery (24)
Fire Arc: 4 front, 8 left, 8 right, 4 back
Attack Bonus: +9 (-2 size, +2 crew, +9 fire control
Damage: 7d10x5
Range Modifiers: PB -4, S -2, M/L n/a

Weapon: Ion Cannon (20)
Fire Arc: 4 front, 8 left, 8 right
Attack Bonus: +4 (-2 size, +2 crew, +4 fire control)
Damage: Special
Range Modifiers: PB -4, S -2, M/L n/a

Starfighter Complement:
- 36 X-wings
- 24 Y-wings

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.