



## Starships D6 / Liberator Carrier-Cruise

### 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

Type: Medium carrier-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: 1,250 (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: 7

Hull: 5D

Shields: 4D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 4/4D

Weapons:

24 Heavy Turbolaser Batteries

Fire Arc: 4 front, 8 left, 8 right, 4 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

20 Ion Cannons

Fire Arc: 4 front, 8 left, 8 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere: 2-20/50/100 km

Damage: 3D

Starfighter Complement:

36 X-wings

24 Y-wings

12 A-wings

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