Starships D6 / Republic Missile Frigate

Republic Missile Frigate

The Republic Liberator-class missile frigate is a recent addition to the New Republic's arsenal. Its intended roles is that of a heavy assault vessel, designed to launch barrage upon barrage of concussion missiles into an enemy starship. A pair, in theory, could decimate something along the lines of a Victory-class Star Destroyer.

Upon the liberation of Sullust from both Imperial forces and from the corporation that enslaved the world, SoroSuub, the New Republic was forced to question what it needed more. Warships or a reputation of not tolerating slavery. In a rather shocking move, the New Republic Senate voted to both seize all SoroSuub weapon and starship designs while in turn making sure that SoroSuub altered its ways and began making up for years of slavery over Sullust.

The Liberator missile frigate was the only starship design that the New Republic deemed worthy of constructing in any numbers. Production began shortly after Sullust's liberation and by the time that the Imperial Civil War broke out in the Core and Colonies, the Liberator was well on its way to becoming one of the more common warships in the New Republic Fleet.

Craft: SoroSuub Liberator-class Missile Frigate
Type: Frigate
Scale: Capital
Length: 398 meters
Skill: Capital ship piloting: Liberator missile frigate
Crew: 890, gunners: 90, skeleton: 200/+5
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 5D+1, sensors 3D+1
Passengers: 100 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Hull: 5D
Shields: 2D
Sensors:
- Passive: 30/1D
- Scan: 60/2D

Search: 90/3D
Focus: 4/4D

Weapons:

10 Turbolasers
Fire Arc: 6 front, 2 left, 2 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

25 Concussion Missile Tubes
Fire Arc: 10 front, 5 left, 5 right, 5 back
Crew: 2
Fire Control: 3D+2
Skill: Capital ship gunnery
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

2 Tractor Beam Projectors
Fire Arc: Front
Crew: 10
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D+2

Starfighter Complement: 1 fighter squadron

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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