

Name: Emissary-class Republic Cruiser Type: Heavy Cruiser Scale: Capital Length: 900m Skill: Capital Ship Piloting: Emissary-class Crew: 400; Skeleton Crew: 20/+15 Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D Passengers/Troops: 800 Longbeam and Vector Pilots: 900 Cargo Capacity: 2000 Tons **Consumables: 2 Years** Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 0D Space: 5 Atmosphere: 350; 950kmh Hull: 6D Shields: 3D Sensors: Passive: 40/0D Scan: 80/1D Search: 120/2D Focus: 3/3D

## Weapons:

4 x Missile Launchers (12 missile magazine each) Scale: Capital Fire Arc: Front Fire Control: 3D Space Range: 2-12/30/60 Atmosphere Range: 4-24/60/120 km Damage: 7D Light Turbolasers (30) Scale: Capital Fire Arc: 12 Front, 6 Back, 6 Left, 6 Right Fire Control: 2D Space: 3-15/36/75



Atmosphere: 6-30/72/150 Km Damage: 3D Tractor Beam (2) Scale: Starfighter Fire Arc: 1 Front, 1 Back Fire Control: 3D Space Range: 1-5/15/30 Planetary Range: 2-10/30/60 km Damage: 4D Point-defense cannons (18) Scale: StarFighter Fire Arc: 6 Front, 4 Back, 4 Left, 4 Right Fire Control: 2D Space: 1-5/15/25 Atmosphere Range: 100-500/1.5/2.5km Damage: 4D

Complement:

53 Jedi Vectors28 Longbeam cruisers

Description: The Emissary-class Republic Cruiser was a class of heavy cruiser used by the Galactic Republic and its Republic Defense Coalition during the High Republic Era. Being constructed in an era of peace, Emissary-class starships resembled works of artwork, covered with crenellations and spires, having been designed to be symbolic of the Republic. One such cruiser, the Third Horizon, was sent to the Hetzal system during the Great Hyperspace Disaster to assist in saving the system from the hyperspace debris threatening it.

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