

## 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

12 A-wings

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