



# Starships D6 / SorroSuub Agravator Cruiser

## SorroSuub Agravator Cruiser

The Agravator class cruiser was built after the retaking of Coruscant by the warring factions of The Empire. Mon Calamari was under attack, and Sluis Van and Bilibringi were too overloaded with repair work, so nobody was producing any new ships.

SoroSuub took full advantage and created the new Agravator class medium cruiser. The ship was built to be swift and agile while still carrying a significant punch. The vessel was a perfect hit and run ship as the NR became more of a rebellion again.

The ship was produced as quickly as possible and put to work. However, after order was restored it was thought that hit and run ships were no longer needed by the New Republic and the series was discontinued.

Craft: SoroSuub Agravator Cruiser

Type: Medium 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: 1,200 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 6D

Shields: 3D+2\*

\* Has 4D of back-up shields. When a die of shield is lost, if the shield operators can make an Easy capital ship shields total, one of the back-up die codes of shields can be brought up to increase the shield back to 3D+2.

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 4/4D

Weapons:

42 Double Turbolaser Cannons

Fire Arc: 21 ventral turrets, 21 dorsal turrets

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

35 Ion Cannons

Fire Arc: 15 front, 10 left, 10 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere: 2-20/50/100 km

Damage: 4D

25 Quad Laser Cannons

Fire Arc: 10 Front, 5 Right, 5 Left, 5 Back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

8 Tractor Beam Projectors

Fire Arc: 2 Front, 2 Right, 2 Left, 2 Back

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 7D

Starfighter Complement: 3 Squadrons

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