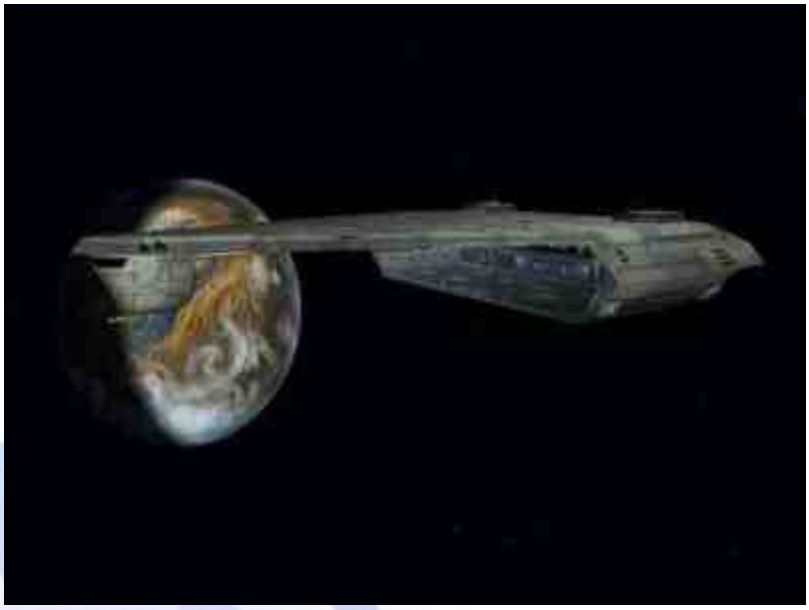
Starships D6 / Modified Sorusuub Quasar-Fir



Name: The Rebellion
Model: Modified Sorusuub Quasar-Fire class Cruiser Carrier B
Type: Modified Bulk Cruiser
Scale: Capital
Length: 350 Meters
Skills: Capital Ship Piloting Quasar Fire Cruiser-carrier
Crew: 99, gunners: 64, Skeleton 14/+10
Crew Skills: Capital Ship Gunnery 4D, Capital Ship Piloting 4D, Capital Ship Shields 4D, Starship Gunnery 4D
Passengers: 70 (starfighter Technicians), 100 (Troops), 24 (StarFighter Pilots), 30 Speeder Pilots
Cargo Capacity: 24 Starfighters or 2,000 Metric Tons
Consumables: 1 Year
Cost: Not Available For Sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull:4D+2
Shields: 3D
Sensors:
- Passive: 50/2D
- Scan: 100/3D
- Search: 150/4D
- Focus: 5/5D

Weapons:
- 4 Heavy Turbolasers
  - Fire Arc: Left/Front/Right
  - Crew: 5
  - Skill: Capital ship Gunnery
  - Fire Control: 3D
  - Space Range: 1-5/10/17
  - Damage: 7D
- 8 Turbolasers
  - Fire Arc: Left/Front/Right
  - Crew: 3
  - Skill: Capital ship Gunnery
  - Fire Control: 3D
  - Space Range: 1-5/35/70

Damage: 5D
4 Triple Laser Cannon Turrets
Fire Arc: All
Crew: 1
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-4/8/12
Damage: 7D
2 Tractor Beam Projectors
Fire Arc: Left/Right
Crew: 3
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 4D
2 Ion Cannons
Fire Arc: Left/Front/Right
Crew: 2
Skill: Capital ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 5D
4 Concussion Missile Launchers (Firelinked in 2 pairs)
Fire Arc: Front
Crew: 2
Skill: Capital ship Gunnery
Fire Control: 3D
Space Range: 1/3/7
Damage: 3D
Internal Hangars:
Lambda Class Shuttle
{Empty} (Used for visitors, freighters, etc)
Fighter Compliment:
1 Squadron of 12 X-Wing Fighters. (Heretic Squadron)
4 A Wing Fighters. (Interceptor Flight)--\
4 Y Wing Fighters. (Bombard Flight)------|-(Guardian Squadron)
4 B Wing Fighters. (Crusher Flight)------/

Description:

When the Sullistans allied with the rebellion, they secretly modified a number of their Quasar-Fire class vessels. The modified ships became Cruiser Carriers capable of carrying 48 fighters, this was more than any other Alliance vessel (Mon Calamari vessels can only carry 36) making these an important asset for the Rebellion. However all but three of these vessel were crippled during the liberation of the Virgillian system, the rest required dry dock repairs before they could be used once again.

Although most were refitted back to their original status, three were once again modified (The Rebellion, The Liberation and The Freedom). The modifications made to these three vessels were to improved their versatality in combat, the original versions were lightly armed for defence and

usually dropped their fighter before retreating. They also devoted most of their crew to maintaining the fighters on board.

The B variants of the Modified Quasar-Fire cruiser carriers were more heavily armed and armoured to allow them to take an active part in a battle. They have improved shields, ion drive, hyper drive, sensors and also carry 100 troops for boarding and ground actions. While retaining an internal hangar for a smaller vessel to be stored (any ship up to 40 meters can be held). These modifications cost the ship 2000 tonnes of cargo space, which means that the B variant can only carry 24 fighters. Also added were briefing rooms for the troops and pilots and a well equipped sickbay, these allow the ship to provide an all round mission profile.

The three B variants have been used for diplomatic missions, and for exploration, where a less well equipped vessel could not manage.

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