

Starships D6 / Modified Sorusuub Quasar

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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