



## Starships D6 / SB-1 Firestorm-class Heavy Cruiser

### Firestorm Cruiser

The SB-1 Firestorm class Heavy Cruiser is an anti-starfighter capital ship capable of holding its own against other capital ships. It looks like a cross between a small SSD and a Mon Calamari cruiser. Unlike traditional Star Destroyer designs, the Firestorm does not thin out towards the front, rather it has shield generators and backup generators housed there. A large tube runs along each side of the Firestorm, housing concussion missile factories, allowing the Firestorm to produce its own missiles for the 150 missile launchers. The 50 quad laser cannons work with the tractor beams in an automated system that uses the tractor beams to hold down enemy starfighters while the quad laser cannons automatically fire at the starfighter being held. Maneuvering jets placed on the sides of the tubes and on the top and bottom of the fore hull to allow quick rolls and maneuvers. The ship is rather sleek, the hull black in color. Using the most advanced miniturization and production technology, the factories are capable of producing 150 missiles in 4 minutes. This is possible by having 150 mini factories, each one producing a missile at the same time.

The forward bays hold enough materials for the construction of 3,000 missiles. The sheer speed of production is perhaps the most impressive thing about the SB-1. Each launcher may hold 2 missiles before requiring reloading. There is also no space aboard the Firestorm for missile storage other than in the launchers, so no pre-battle production is done unless the missiles are immediately transported off ship.

Model: Kuat Drive Yards' SB-1 Firestorm-class Heavy Cruiser

Type: Missile cruiser

Scale: Capital

Length: 1,200 meters

Width: 550 meters

Skill: Capital ship piloting: SB-1

Crew: 7,000; gunners: 379; skeleton: 3,245/+5

Crew Skill: Varies

Passengers: 3,000 (troops)

Consumables: 3 years

Cargo Capacity: 10,000 metric tons

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Hull: 5D

Shields: 4D

Shields: 3D (back-up)

Sensors:

passive: 60/1D

scan: 100/3D

search: 200/4D

focus: 6/4D+2

Weapons:

20 Quad Turbolasers

Fire Arc: 6 front, 4 right, 4 left, 6 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 8D

20 Heavy Turbolaser Batteries

Fire Arc: 10 front, 10 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

50 Quad Laser Cannons

Fire Arc: 15 front, 10 left, 10 right, 15 back

Crew: 2

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+2

150 Concussion Missile Launchers

Fire Arc: 80 front, 20 left, 20 right, 30 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

25 Tractor Beam Projectors (with quad/tractor automated system)

Fire Arc: 6 front, 6 left, 6 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Starship Complement:

22 A-9 Vigilance interceptors

2 light transports

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