Starships D6 / SB-1 Firestorm-class Heavy Cr

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 missles in 4 minutes. This is possible by having 150 mini factories, each one producing a missle at the same time.

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Chuck Anderson, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.