Starships D6 / Converted Botajef Shipyards A



Rebel Light Carrier
Craft: Rebel Light Carrier
Type: Converted Botajef Shipyards AA-9 Freighter-Liner
Scale: Capital
Length: 330 meters
Skill: capital ship piloting: star freighter
Crew: 427; gunners: 26; skeleton: 115/+10
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D, capital ship piloting 4D, communications 3D+2, sensors 4D
Passengers: 400 troops, 100 starfighter support personnel
Cargo Capacity: 10,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive: x2
Backup Hyperdrive: x12
Nav Computer: Yes
Space: 3
Maneuverability: 1D
Hull: 3D
Shields: 1D+2
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 6/4D
Weapons:
4 Turbolaser Cannons
Fire Arcs: 4 turret
Crew: 3
Fire Control: 2D
Space Range: 3-15/35/75
Atmosph. Range: 6-30/70/150 km
Damage: 4D
14 Laser Cannons
Fire Arcs: 3 forward, 4 left, 4 right, 3 back
Crew: 1
Scale: Starfighter
Fire Control: 2D
Space Range: 1-8/12/25
Damage: 4D

Starship Complement: 2 squadrons of starfighters, 3 small landing shuttles

Capsule: Alliance technicians are famous for converting pedestrian starships to military duty, and many times this was a resounding success. A common redesign with mixed results was the Rebel Light Carrier. A small fleet of AA-9 freighter-liners ended up in the hands of the Alliance many years before the battle of Yavin, remnants of a refugee relocation task force used during the Clone Wars and afterward sold at auction on the open market. The star freighter's hull was deemed unfit for sustained military duty, but the open dorsal holds seemed perfect for starfighter docking bays. The techs did a complete refit of the primary cargo hold, converting it into four separate docking bays, capable of holding two full squadrons of starfighters. They also reinforced the blast doors and key hull locations, added military-strength magnetic shielding to protect the deck personnel, upgraded the sensor array, and installed some basic weaponry for self-defense.
Early on, the majority of the Alliance's starfighter squadrons were not equipped with hyperdrives, and the new light carriers gave these fighters much-needed mobility. However, the carrier was never designed to take on other capital ships, so captains were ordered to stay out of the combat zone once their squadrons were launched. In a few sectors, light carriers simply act as mobile bases for hyperdrive-equipped starfighters, staying in deep space and never entering the combat arena.

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