Starships D6 / Sorosuub Hornet II-class Carri



Sorosuub Hornet II-class Carrier
Craft: Sorosuub Hornet II-class Carrier
Type: Assault carrier
Scale: Capital
Length: 450 meters
Skill: Capital Ship Piloting: Hornet carrier
Crew: 1,724; Gunners: 99, Skeleton Crew: 860 / +15
Crew Skill: Astrogation 4D+1, capital ship gunnery 5D, capital ship piloting 4D+2, capital ship shields 4D+1, sensors 4D+1
Passengers: 240 (troops)
Cargo Capacity: 2,500 tons
Consumables: 9 months
Cost: Not available for sale
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1050 kmh
Hull: 4D
Shields: 2D+2
Sensors:
- Passive: 30/1D
- Scan: 45/2D+1
- Search: 95/3D+1
- Focus: 4/4D+1

Fighters: 30 starfighters
Shuttles: 6 Shuttles

Weapons:

4 Heavy Turbolasers
Fire Arc: turret
Crew: 4 each
Fire Control: 3D
Space Range: 3-15/36/75
Atmospheric Range: 6-30/72/150 km
Damage: 6D

12 Twin Turbolaser Batteries
Fire Arc: 4 forward, 4 left, 4 right
Crew: 2 (9), 3 (3)
Fire Control: 2D

Space Range: 2-12/30/60
Atmospheric Range: 4-24/60/120 km
Damage: 4D+2

12 Ion Cannons
Fire Arc: 3 forward, 3 left, 3 right, 3 back
Crew: 3 (8), 4 (4)
Fire Control: 3D
Space Range: 1-10/25/50
Atmospheric Range: 2-20/50/100 km
Damage: 4D

4 Tractor Beams
Fire Arc: 2 forward, 1 left, 1 right
Crew: 4 each
Fire Control: 3D
Space Range: 1-5/15/30
Atmospheric Range: 2-10/30/60 km
Damage: 4D+1

Description:

In the early years of the war, the Rebellion had to deal with decades-old warships held together by the sweat and ingenuity of the Rebel technicians. With major-shipbuilding worlds like Sullust and Dac throwing their support behind the Alliance after the Battle of Yavin, Mon Mothma asked for their full effort in modernizing the Fleet. In an effort to speed up development, Sorosuub targeted older designs and updated key systems with state-of-the-art technology. The first result of this was the Hornet II Carrier.

Based on Sorosuub?s B30 Heavy Escort and original Hornet Carrier from the Clone Wars, the Hornet II is an assault carrier that boasts powerful ion drives and an array of offensive weapons. Its speed allows the Hornet to engage superior enemies and retreat for backup before being overwhelmed. The design is balanced to carry a large number of starfighters while still supporting heavy weapons capable of fighting capital ships. An advanced targeting array maximizes the effectiveness of the limited weapon emplacements.

The new Hornet Carrier first entered the Republic Fleet a year after the Battle of Endor, and it performed admirably during the Core Campaigns that led to the liberation of Coruscant. As the New Republic worked to earn legitimacy as the governing power in the galaxy, the Hornet and its fighter squadrons helped maintain regular patrols of allied sectors, keeping an eye out for outlaw warships and Imperial raiders. Sorosuub?s assault carrier played a significant role in the Fleet for decades; many Hornet Carriers were still in active service during the Yuuzhan Vong invasion.

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