

Starships D6 / Sorosuub Hornet II-class



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. Sorosub'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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