SCVN Carrier-Cruiser

The SCVN carrier-cruiser is an older model space carrier used in limited
numbers by the Old Republic during the opening months of the Clone Wars. The
Old Republic had only twelve of the ships in service, each of which were
serving as a heavy support vessel for a high-priority sector command.

The SCVN is very box-like in appearance with landing pads and docking bays
lining nearly every side of it. The SCVN was originally intended to pursue
the role as the standard fleet carrier in the Old Republic Navy, although
the cost of the vessel itself as well as several contracting problems
between Aero-Tech and the Old Republic eventually resulted in only twelve of
the ships ever being completed, all of which found their way into the Old
Republic Navy. Those twelve were quickly sent out to twelve separate high
priority command sectors across the galaxy.

The standard SCVN in the days of the Old Republic was designated as a heavy
carrier-cruiser which was reserved only for only those assignments in which
a massive number of starfighters would be needed. Aero-Tech designed the
SCVN to be able to carry and maintain a regiment of soldiers as well as any
transports, boarding craft, dropships and other support vessels that they
may require during standard operation.

Unfortunately four of these mighty vessels were lost before the end the of
Clone Wars and the rest saw various fates. There are only three known SCVN
cruisers still in existance today, only one of them serves their intended
role as a carrier-cruiser, the other two were converted into heavy troop
ships. All three are in the service of the Rebel Alliance.

Model: Aero-Tech Space Division SCVN Carrier-Cruiser
Type: Heavy carrier/battle cruiser
Scale: Capital
Length: 525.6 meters
Skill: Capital ship piloting: SCVN
Crew: 3,228, gunners: 98, skeleton: 780/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting

4D, capital ship shields 4D, sensors 4D+1, starship gunnery 4D+2

Passengers: 1,008 (navy troops), 1,344 (army troops), 565 (special forces)

Cargo Capacity: 15,000 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x3

Hyperdrive Backup: x18

Nav Computer: Yes

Maneuverability: 0D

Space: 3

Hull: 5D

Shields: 1D

Sensors:

      Passive: 20/1D

      Scan: 45/2D

      Search: 80/3D

      Focus: 2/3D+2

Weapons:

1.2 GW Laser Pulse Cannon

      Fire Arc: Front dorsal turret

      Crew: 4

      Skill: Capital ship gunnery

      Fire Control: 1D

      Space Range: 3-15/35/75

      Atmosphere Range: 6-30/70/150 km

      Damage: 9D

2 450 MW Laser Pulse Cannons

      Fire Arc: 2 dorsal turret

      Crew: 2

      Skill: Capital ship gunnery

      Fire Control: 2D

      Space Range: 3-15/35/65

      Atmosphere Range: 6-30/70/130 km

      Damage: 6D

6 300 MW Laser Pulse Cannons

      Fire Arc: 6 dorsal turret

      Crew: 2

      Skill: Capital ship gunnery

      Fire Control: 2D

      Space Range: 3-15/35/65

      Atmosphere Range: 6-30/70/130 km

      Damage: 6D

4 50 MW Laser Pulse Cannons

      Fire Arc: 4 front turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-9/25/45

Atmosphere Range: 100-900/2.5/4.5 km

Damage: 4D+2

Phalanx II Missile Launcher

Fire Arc: Dorsal Turret

Crew: 2

Skill: Capital ship gunnery

Ammo: 30

Fire Control: 3D+2

Fire Rate: Up to 30

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 7D

72 Kew/Torpedo Launchers

Fire Arc: 36 left, 36 right

Crew: 1

Skill: Capital ship gunnery

Ammo: 10 each

Fire Control: 3D

Space Range: 2-10/25/50

Atmosphere Range: 4-20/50/100 km

Damage: 4D+2

Starship Complement:

168 starfighters

14 shuttles

4 light picket craft

4 medium transports

16 dropships

8 light transports

8 light scout ships

Designer Note:

The SCVN carrier-cruiser is based off of the U.S.S. Saratoga SCVN-2812,
Space Carrier Vehicle - John F. Kennedy class, as seen in the TV show,
Space: Above and Beyond.

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