Starships D6 / KDY Diomedes-class Carrier

Diomedes-class Carrier
Craft: KDY's Diomedes-class Carrier
Type: Short-range starfighter carrier
Scale: Capital
Length: 700m
Skill: Capital ship piloting: Diomedes Carrier
Crew: 2,480, gunners:888, skeleton:1,200
Passengers: 864(fighter pilots), 4,320(support personnel)
Cargo Capacity: 750 tons
Consumables: 2 weeks
Hyperdrive: X1
Hyperdrive Backup: X15
Nav Computer: yes
Manueverability: 0D
Space: 8
Hull: 4D+1
Shields: 4D
Sensors: 30/0D; 50/1D; 100/2D; 4/3D
Weapons:
8 Heavy Turbolaser Cannons
FA: 4 front, 4 aft
Crew:3
Fire Control:1D
Space Range: 3-15/35/75
Damage: 7D
Capsule: This vessel essentially looks like a long, narrow box with massive engines on both ends. Diomedes carriers were designed to be able to carry extremely large numbers of fighters and to be able to launch all of these fighters simultaneously. The entire surface of the ship is covered by TIE launch tubes, each of which holds a single fighter, a tractor beam to pull the fighter in, and a small amount of basic maintenance equipment.

This class of ship has a full fighter complement of 12 wings, for a total of 864 fighters. 144 of the launch tubes are large enough to holdTIE Bombers or Scimitar assault bombers. The rest of the tubes were designed for standard sized TIEs and cannot easily accomidate any other fighter type.

This configuration, while very efficient, does hurt structural integrity and the Diomedes cannot withstand the same kind of punishment that a similarly sized vessel can. In order to compensate for this the power of the shields has been boosted. One of the more interesting features of this ship is the fact that it has two sets of engines. This allows it to speed into a combat zone, launch a swarm of fighters, and reverse out at the same high speed at which the carrier entered the fray.

One of the main problems with this class of ship, aside from an extremely high price tag and the fact that the ship is very specialized, is that it is incapable of extended operations. These vessels carry enough equipment to maintain fighters after non-combat missions, but not enough to deal with the problems that usually show up after the stresses of combat. There are only 5 of these vessels currently in service, and while they are very good at what they do, due to the aforementioned drawbacks there are no plans to build more in the near future. A typical mission for

a Diomedes carrier is to support a fleet action, or to mount an assault on a world which has a large number of defending combat airspeeders, starfighters or cloud cars.

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