Starships D6 / Aero-Tech/Rendili StarDrives M

Medium Space Carrier Vehicle

The Old Republic ruled over the galaxy for several thousand years, facing threat upon threat with courage, bravery and a high tech arsenal of ships and weaponry.

While the now infamous Dreadnaughts once served as the backbone of the Old Republic's fleet it did not fill all of the required roles that most modern capital combat starships do. The Dreadnaught's main downfall was a lack of starfighters (which was later fixed by Imperial technicians). Like both the Empire and the New Republic, the Old Republic simply fielded dedicated star carriers and carrier-cruisers to fill this gap.

Notable models included the famed Aero-Tech Space Division SCVN-class carrier-cruiser which, if it were still in service, could rival modern star carriers with ease. The problems that arose with the SCVN were both its astronomical operating costs as well as the fact that it was designed to act as a multi-purpose fleet carrier which could be assigned to almost any combat scenario. This made the SCVN too valuable and impracticle for mass deployment throughout the fleet.

The answer came from a joint Aero-Tech and Rendili venture which produced a medium sized dedicated space carrier, the Medium Space Carrier Vehicle (MSCV).

The MSCV is just slightly more than half the length of a standardized Old Republic Dreadnaught heavy cruiser. Wide spread automation was incorporated into the ship using a refined version of the slave rigging protocols that were first employed into the lost Katana Fleet. This greatly reduced the manpower required for each starship, making them much easier to quickly produce and crew.

The standard MSCV in the Old Republic carried a crew of 1,525 (gunners inclusive) along with a platoon of troops to fend off any boardings. Its main purpose as a starfighter carrier required that a large portion of the crew be dedicated to piloting, maintaining, repairing and tracking the fighters.

The internal layout of the MSCV is rather simplistic in nature. The hangar is located at the front of the vessel and is easily closed off by massive blast doors to protect the valuable starfighters housed within. The flight deck is split into two separate levels, each housing a squadron of fighters as well as a shuttle or light transport. The ships' crews are housed in quarters with doors leading directly into their respective flight decks,

allowing for quick scrambles in case of emergencies.

The MSCV carries little in the way of defenses and thus relies heavily upon escorts. Its arsenal consists only of six turbolasers, a concussion missile launcher with a magazine of thirty missiles and a pair of tractor beam projectors which are used to guide ships in and out of the hangar bay.

In the later days of the Old Republic, the MSCV was a fairly common vessel and hundreds were lost during the Clone Wars and some of the conflicts that broke out at the declaration of the Empire. Nearly a hundred of the vessels survived into the days of the Empire but the Imperial Navy only deployed them to the lower priority sectors. Those that the Rebel Alliance got a hold of were used in any number of ways. Many Alliances MSCVs were used just how they were intended while others were converted into transports, medical vessels or planetary landers (with heavy modification).

Model: Aero-Tech/Rendili StarDrive's MSCV
Type: Medium space carrier
Scale: Capital
Length: 389 meters
Skill: Capital ship piloting: MSCV
Crew: 1,510, gunners: 15, skeleton: 950/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D+, capital ship shields 4D, sensors 4D+1
Passengers: 40 (troops)
Cargo Capacity: 1,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D+1
Space: 5
Atmosphere: 280; 800 kmh (high atmosphere only)
Hull: 4D+1
Shields: 1D+2
Sensors:
- Passive: 25/0D
- Scan: 40/1D
- Search: 80/3D
- Focus: 2/3D+1

Weapons:
6 Turbolaser Cannons
- Fire Arc: 2 front, 2 right, 2 left
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 2D

Concussion Missile Launcher

Fire Arc: Front
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Ammo: 30
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

2 Tractor Beam Projectors
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D+1

Starship Complement:
24 starfighters
2 light transports or shuttles

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