Starships D6 / Aero-Tech Space Division SCV



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.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.