Starships D6 / KDY Super Carrier XI

KDY Super Carrier XI

A rare failure for KDY, the Super Carrier XI was constructed in response to requests by certain factions of the admiralty, led mainly be Admiral Drez, for a larger version of KDY's standard Escort Carrier. Due to insufficient funding and interest from the rest of the admiralty, the result was largely unsatisfactory, and only a few thousand vessels of the class were ever commissioned into the Imperial Navy.

Based on the spaceframe of the Super Transport XI, the Super Carrier XI has several marked improvements over the Super Transport implemented to make it a viable combat ship. Even so, the vessel is barely combat worthy with only a half dozen anti-capital ship twin laser cannons. Its anti-starfighter defenses are somewhat better, mounting 24 of the quad laser cannons found on the Lancer-Class Frigate. The hull has been strengthened slightly from the original design and a rather anemic shield generator has been installed. The main ion drives have been upgraded slightly, but the hyperdrive units are still as slow as ever. The sensor package is also stock for the original design. The design team assigned to build the ship had intended to install a series of maneuvering thrusters, but only got as far as mounting the drive spars and support pylons before funding ran out. As such the ship moves with all the grace of a drunken bantha. The main reason any ships of the class were purchased at all, and the only real saving grace of the design, are the massive hangar bays. Able to accommodate two full wings of TIEs or one wing of Skiprays, these ships are able to deliver massive amounts of fighter support to any conflict they are involved in. Due to their unprecedented capacity for massed Skipray deployment, over 78% of the Super Carriers used by the Imperial Navy are stocked entirely with Skipray Blastboats. Due to the weak combat ability of the carrier, standard doctrine has one squadron of Skiprays or two squadrons of TIEs assigned to guard the ship any time fighter deployment is called for. The Empire has also begun quietly slipping these ships into convoys of bulk transports. One particularly effective tactic is the use of the Super Carrier XI in conjunction with convoys of Super Transport XI's. Since the two vessels look virtually identical, most raiders won't realize one of the "bulk freighters" is a carrier until the fighters begin launching. No known pirate armada can hope to survive against the onslaught of two wings of TIE fighters or an entire wing of Skipray Blastboats. Typically one Super Carrier is assigned for every five Super Transports in a convoy. Though a failure with the Imperial Navy, KDY has secured permission to market the Super Carrier XI on the Independent Market. The vessel has been received with much more enthusiasm by planetary militias due to its ability to serve as a mothership for planetary fighter corps. Since the vast majority of worlds have no more than two or three squadrons of fighters anyway, these

ships more than meet the needs of most worlds. They are also quite useful for intimidation purposes, as raiders rarely expect a single Outer Rim world to have a ship nearly the size of a Victory-Class Star Destroyer guarding it! Experienced pirates know that these vessels are weakly defended, but many neophyte raiders will turn tail and run rather than confront so massive a ship in combat.

Craft: KDY's Super Carrier XI
Type: Heavy Escort Carrier
Scale: Capital
Length: 840 meters
Skill: Capital Ship Piloting
Crew: 420 or 840 depending on fighter complement, Gunners: 60, Skeleton: 73/+15
Crew Skill: Astrogation: 3D+2, Capital Ship Gunnery: 4D, Capital Ship Piloting: 4D+1, Capital Ship Shields: 3D, Sensors: 3D+2, Starship Gunnery: 3D+1
Cargo Capacity: 500 metric tons
Consumables: 1 year
Cost: 80 million credits
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Hull: 4D
Shields: 1D+2
Sensors:
- Passive: 30/1D
- Scan: 40/2D
- Search: 50/2D+2
- Focus: 4/3D

Weapons:
24 Quad Laser Cannons
- Fire Arc: 6 Front, 6 Left, 6 Right, 6 Back
- Crew: 2 Each
- Scale: Starfighter
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 4D

6 Twin Laser Cannons
- Fire Arc: 1 Front, 2 Left, 2 Right, 1 Back
- Crew: 2 each
- Skill: Capital Ship Gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 3D

Support Craft:
- 2 Wings (144) of TIE-series craft

or
1 Wing of other models of fighter, including Skiprays
and 6 Shuttlecraft

Modification Notes: Due to the mounting of drive spars and support pylons for a maneuvering system, anyone able to acquire the parts (a Moderate Bargain roll can get them for 2 million credits, a Difficult Con roll can lower that price to 500,000 credits) can install maneuvering thrusters on the vessel greatly improving its combat worthiness. Actual installation requires 3 weeks of work and either a Very Difficult Capital Ship Repair roll or a Moderate Capital Ship Engineering roll. The thrusters will provide a between 1D+1 and 2D+1 maneuverability depending on the quality and power of the units installed.

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