Starships D6 / Covey Carrier-Cruiser

Covey Carrier-Cruiser

The Covey is an Impressive feat of engineering on the part of SorroSuub. Admiral Daala had just attacked the just recovering water world of Calamari and SoroSuub had taken advanatge as they had during the time of the Reborn Emperor with the Agravtor class cruiser. SoroSuub had had success with their Liberator Carrier-Cruiser so they decided to make a newer, light Carrier-Cruiser.

Smaller than the Liberator, the Covey used a frame similar to that of Carracks and dreadnaughts with spear-like shape. It had overlapping armour with a set of snugly fit plates overtop for apperance's sake. This actualy ended up fitting with the theme of the Covey.

The entire Covey ship is built around the diea of modular design, however, the New Republic soon learned it was also very well camoflauged. The Covey-class ships look, to all who don't know better, like just a light cruiser. It has snugly fit light hull plates over the strong overlapped armour shell underneath. It's limited weaponry is nicely distributed over the entire ship but nothing to get worked up about.

Rather than having a typical fighter bay, it simply has a small ventral shuttle bay and hidden fighter launch racks. Seen up close, it is possible to make out 24 boxy plates of the exact same size on either side. There are two sets of rows on each side, a top and bottom, each with 6 plates, before and aft of the turbolaser turret on that side. These plates are the disguised launch racks. They extend outward revealing a casing around a fighter. The casing consists of four rods, one connected to each corner of the plate, and clamps holding onto the fighter which release upon launch. The Upper rows house E-wings, and when they extend the inner portion raises up lifting the ship clear of the frame, then releases letting the e-wing rocket free and away. The lower rows house A-wings, which upon extending actually release the clamps and use a short reverse polarity tractor burst to push the A-wing down. From there the A-wing's own thrusters carry it free of the launch rack. This launch method was developed to save space and allow the Covey to launch all four of it's housed squadrons at once. The combination of A-wings and E-wings was chosen so that A-wings would act as interceptors and escort for the E-wings which could act as main assault craft.

The Covey itself can fit into all sorts of roles within the fleet. In pairs or groups of 3-4, the ship can act as excellent escort for a convoy. It can also act as a patrol craft, or supplement an attack group. It can serve as a customs ship to some extent, or even as part of a system defense fleet.

The New Republic learned to love this craft but not until SoroSuub had produced them for a couple years. After the Black Fleet Crisis the New Republic underwent

a major armament overhaul and this ship was looked at and decided it was a great tool. SoroSuub had a small success with it up to that point, usualy selling it to individual members of the New Republic, but the NR Fleet as a whole boguht the ships on a grandiose scale after the bloody conflict with the Genocidal Yevethans.

Craft: SoroSuub Covey Carrier-Cruiser
Type: Medium carrier-cruiser
Era: 7+ years Post-Endor
Scale: Capital
Length: 280 meters
Skill: Capital Ship Piloting: Covey carrier-cruiser
Crew: 244, skeleton: 25/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D, sensors 4D
Passengers: 1,200 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuvrability: 1D+2
Space: 6
Hull: 5D+2
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 4/4D

Weapons:
5 Heavy Turbolaser Batteries
- Fire Arc: 3 Front, 2 Back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 7D

4 Turbolaser Turrets
- Fire Arc: Dorsal, Ventral, Left, Right
- Crew: 1
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-3/20/35
- Atomsphere Range: 100-300/2.0/3.5km
- Damage: 5D

12 Dual Laser Cannon Turrets
- Fire Arc: 6 Dorsal Turret, 6 Ventral Turret
- Crew: Copilot; 1

Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atomsphere Range: 100-300/1.2/2.5km
Damage: 5D

2 Ion Cannon Turrets
Fire Arc: Ventral, Dorsal
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere: 2-20/50/100 km
Damage: 3D

Starfighter Compliment:
24 A-wings
24 E-wings

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