

Escort Carrier

Woolworth-class Escort Carrier			
HP:	40	ADF:	1
DCR:	75	MR:	1
HS:	8	Crew:	100*
Engines: 3 Size-B Atomic Drive			
Weapons: 2 Laser Batteries			
Defenses: Reflective Hull, 4 ICM			
Other Equipment: 3 Fighters, 1 shuttle, 2 cargo units			

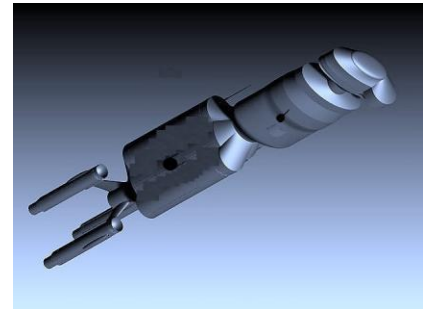
Escort Carriers are slower, less armed and armored, and carry fewer fighters. They are less expensive and can be built in less time. This is their principal advantage, as escort carriers can be completed in greater numbers as a stop-gap when fleet carriers are scarce. However, the lack of protection makes escort carriers particularly vulnerable and easy to destroy with great loss of life.

Most often built on a commercial ship hull, escort carriers are too slow to keep up with UPF fleets consisting of fleet carriers, battleships, and cruisers. Instead, they are used to escort convoys, defending them from

enemy threats.

The Escort Carrier (CVE) consists of a bridge section, crew section, flight deck, cargo hold and engineering sections. Finally the engine nacelles are last. The CVE Woolworth class, carries two Laser Batteries, on each side of the crew deck, top and bottom. The ICM launcher is on the bridge deck.

The *Woolworth* was the first Timeon Clipper class Freighter to undergo this refit, at the shipyards in Prenglar. Part of the way through her construction, she was bought out by the UPF Spacefleet, re-designated and the refit was initiated to make her an Escort Carrier.



~Notes~

This class of carrier has some obvious shortfalls but, it is designed to provide fighter cover without changing the balance of the game. Also, this is the Spacefleet's first attempt at an Escort Carrier. The USN had a similar experience with the USS Langley.

- 1. The Woolworth class CVE has no armor or upgrade hull, hence it's 40 hull points.*
- 2. Also, it does not benefit from military design, as the initial hull is civilian. Therefore, the CVE has to accommodate for the weapons, defenses and other equipment as a civilian starship. The weapons and defenses subtract 2 points from the initial ADF/MR of the Timeon Clipper (3/2) but, due to initial poor design and construction of the CVE, it is penalized 1 additional point. This is a personal preference as it is meant to be slower than the Fleet and Assault Carriers.*
- 3. The cargo hold of 8 units has been reduced to 2 cargo units. The other 6 units have been used to accommodate the increased crew size (mess hall & living quarters), flight deck and storage areas (fuel, ammunition and maintenance parts.*
- 4. The offensive and defensive weapons suffer from limited fields of fire. The Laser Batteries cannot fire directly to the rear. The ICM launcher is only able to react to rocket weapons in the forward arc of fire - not the sides and rear.*
- 5. Crew size consists of: 50 ship crewmen, 30 flight deck personnel and 20 personnel for the Command and Security.*

BOTTOM LINE - this is a first step in this class of starship, it is an improvement over Streel Corporation's Fishhook device, it is cheaper than an Assault Carrier AND provides fighters where one cannot.

**original Timeon Clipper stats & concept by Parriah; *design and assistance for Escort Carrier by Jaxon and Jedion357*