

Avenger Heavy Carrier

The Avenger Heavy Carrier's history will always be tied to the fighters it carried. Designed in conjunction with, and expressly to carry, the first of the Starfury fighter line, the original Avengers were also meant to follow their fighters into combat. For that roll, the Avenger relied on a combination of light lasers and medium/light plasma cannons, backed by the new interceptors and the state of the art energy web. War games with the new carrier and a few actual battles would quickly show the folly of risking large, jump capable carriers in direct combat. This realization resulted in the Beta version which de-emphasized direct combat by reducing the anti-ship firepower in favor of increased numbers of lighter defensive weapons and more interceptors. However, the primary plasma weapon suite was retained to allow the Avenger to close and finish off targets worn down by fighter strikes. It would be the Beta version that would successfully shoulder the burden of fighter support during the Dilgar war.

It was also the Dilgar war that finally pressed home the foolishness of using a dedicated carrier in any form of attack roll. As a result the Avenger carrier was upgraded with the new light pulse cannon and enhanced thruster performance which would allow the venerable carrier design to keep up with the newest ships of the line and, more importantly, avoid the enemy while slipping in to recover its fighters which were, by far, its most important attack element. However, the resulting Gamma model, in a cost cutting move, retained its medium plasma cannons instead of having them upgraded to medium pulse cannons. In fact, EarthGov would continually be defer all future planned improvements and upgrades until it was too late.

Too late was the beginning of the Earth Minbari War, during which, the Avenger carriers conducted numerous hit and run raids on Minbari forces that usually resulted in little more than the sacrifice of the fighter wings and often times the carrier itself. By the wars sudden end there were but a handful of Avengers left. In years immediately following the war, these vessels became the cores of ragtag squadrons whose primary roll was to present the illusion of continued military strength. Operated continuously while the next generation of ships-of-the-line were assembled, the remaining Avengers were quickly worn down with no Earthforce budget tagged for their refurbishment. Destined for the breakers, a pair were saved when, in a surprise move, President Clark ordered two refurbished and slightly updated for a special mission. The update replaced the medium plasma cannons with medium pulse cannon and updated the interceptors to Mk-II standard. These two carriers would see action during the Earth Civil War, and in a surprise attack, scored the only real victory Clark's forces would see against the forces of John Sheridan. Following the end of the Civil War, the two carriers would see service for several more years as Earthforce once again rebuilt before finally being scrapped. Though no more, the Avenger legacy lives on in the fighters it carried. What was once the Aries is now the Thunderbolt but all are Starfury's and owe their lineage to the first carriers that took them to war.

Designer Notes

The Avenger is a bit of a conundrum, especially when one considers the weapon layout of the Beta and Gamma versions. Why was the Std Particle Beam never used or the Lt Particle Beam for that matter? Instead there is this bizarre plasma weapon suite which implies more of a direct combat role. In order to keep the flavor established by "official products", my Alpha version was design as more of a "Strike" carrier and used a mixed bag of then current generation anti-ship weapons (plasma and laser) to produce a vessel similar in concept to the Russian large carrier (A ship designed to field a decent number of late generation fighters while retaining a significant anti-ship missile suite). I then theorized that while this doctrine did change for the Beta version, the legacy of an anti-ship capable platform was slow to be removed. Thus the beta version replaced the lasers with the new interceptor and some additional light plasma. The interceptors improved anti-fighter capability and interception while the light plasma's allowed the Avenger to retain its close range punch lost with the removal of the lasers.

When the Gamma finally arrived it was as a result of the Dilgar War and its massive numbers of fighters and fast attack ships. Thus, once pulse technology arrived, the Lt pulse weapons were all fully committed to anti-fighter and interception with the whole sale replacement of the Lt plasma cannons with Lt pulse cannons. I was forced to theorize that the reason the medium plasma were not similarly upgraded was as a cost saving measure.

Initially Agents of Gaming indicated that all of the Avengers were all destroyed during the Earth-Minbari War. However they then included a pair in a Earth Civil War scenario. The Delta version I created is meant to be those carriers finally outfitted with a complete pulse cannon suite like they ultimately should have been.

EA Avenger Heavy Carrier (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2168
Point Value: 420
Ramming Value: 260
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 5/4 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 17 (15)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	5	6	7	8	10	12	13	14	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Interceptor Prototype
Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

HANGAR

0 Fighters
2 Shuttles Thrust: 3
Armor: 1 Defense: 8/10



OTHER HANGARS

6 Fighters
0 Shuttles

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Plasma Cannon
7: Med Plasma Cannon
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Med Plasma Cannon
6-7: Lt Laser Cannon
8-11: Port/Stb Hangar
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

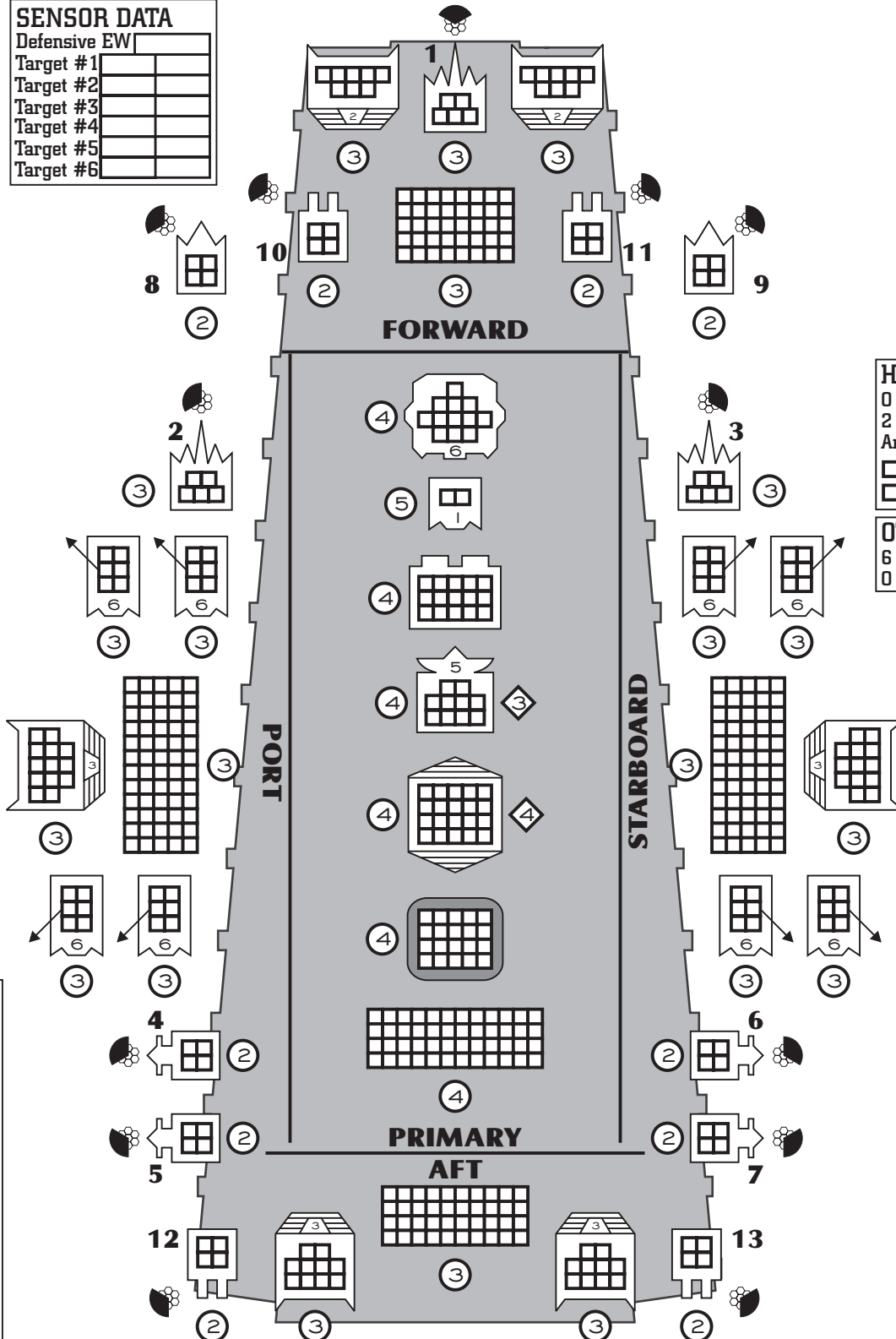
PRIMARY HITS

1-10: Primary Structure
11-12: Jump Engine
13-14: Sensors
15-16: Engine
17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Lt Plasma Cannon
- Lt Laser Cannon
- Interceptor Prototype

EA Avenger Heavy Carrier (Delta Model)

SPECS

Class: Capital Ship
In Service: 2261
Point Value: 650
Ramming Value: 260
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 5/4 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 17 (13)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	5	6	7	8	10	12	13	14	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES

Unique Ship (Only 2 Exist)

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Pulse Cannon
7: Med Pulse Cannon
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4: Med Pulse Cannon
5: Lt Pulse Cannon
6-7: Interceptor
8-11: Port/Stb Hangar
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Jump Engine
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SENSOR DATA

Defensive EW

Target #1		
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