

Fleet Carrier (type FC): Using a custom 5000-ton hull, the fleet carrier is system assault ship, transporting a full battalion of mechanized marines and 64 fighters (a fighter wing) into a star system. It merges the capabilities of both troop transport and escort carrier, and is able to provide for its own defense with fifty weapon turrets. The fleet carrier typically forms the centre of a fleet, and so includes extensive command and control capabilities. It has jump drive-Z, manoeuvre drive-Z and powerplant-Z, giving the ship performance of jump-2 and 2-G acceleration. An auxiliary powerplant (type Z) functions as a backup, and used during maintenance time or when the primary powerplant is damaged in combat. Fuel tankage of 1170 tons supports the powerplant for sixteen weeks, allows one jump-2 (or two jump-1s) and provides reserve fuel for four weeks for every one of its small craft. Adjacent to the bridge is Model/7 computer and a Model/5 computer is held in reserve. A second bridge is used by the fighter wing controllers, but it can function as a fully equipped emergency bridge for the fleet carrier, in a crisis all systems can be controlled from it. There are two hundred and twelve staterooms and six hundred and sixty low berths. There are twenty triple turrets and thirty double turrets installed, with fire control; the triple turrets all mount beam lasers, fourteen of the double turrets mount defensive sandcasters, sixteen mount missile racks. A one hundred-ton magazine provides additional sand castners and missiles for the turrets and small craft. The power of the fleet carrier comes from its fighter wing of sixty four 10-ton fighters, organized into eight squadrons. The wing also includes a squadron of four 40-ton pinnances, equipped and deployed as ground assault gunboats. There are four air/raft for crew transport use. In addition the carrier has a 100-ton general purpose hanger bay, a sixty four-ton fighter launch facility, a thirty-ton troop assembly area, fourteen-tons dedicated for briefing and ready rooms, a one hundred-ton magazine and a twenty-ton command and control centre. The marine task force is carried down from orbit in a single 600-ton drop ship. Cargo capacity of the fleet carrier is 220 tons. The hull is streamlined to allow for gas giant refuelling operations.



The fleet carrier has a crew of 354, including fighter pilots and crew for the ship's boats, technicians to service the fighters and a full complement of sensor operatives and intelligence experts required to allow the ship to fulfil its command and control mission as well as thirty-eight onboard ship's marines. In addition, of course, two reinforced marine companies are carried in low berth cryogenic sleep, with twenty-eight low berths reserved for additional troops as required. Twenty staterooms are reserved for mission-related passengers, typically these are reserved for marine officers however, enabling them to carry out pre-mission planning and organization during jump. The ship costs MCr XXXXX and takes 36 months to build.

Most fleet carriers of the type illustrated are of the Thousand Year class. The first ship of the class was named the One Thousand Years, and those which followed carry similarly daring and adventurous titles. Examples include:

<i>Black Endurance</i>	<i>Predator of Asgard</i>	<i>Ghost of Caliban</i>
<i>Spirit of Ecstasy</i>	<i>Slayer Executive</i>	<i>Temporal Apocalypse</i>
<i>Retribution Gate</i>	<i>Doom of Aquila</i>	<i>Fury of Man</i>
<i>Nightmare Avenger</i>	<i>Bloody Hand of Regret</i>	<i>Thousand Years</i>
<i>Dark Imperative</i>	<i>Peerless Fortitude</i>	<i>Valiant Echo</i>
<i>Heavenly Destiny</i>	<i>Gorgon's Claw</i>	<i>Wraith Warlord</i>

Full Crew Complement: Commander, exec, 3 admin staff, 3 pilots, 3 navigators, 3 comm operators, 4 doctors, 6 nurses, 14 engineers, chief engineer, assistant chief engineer, 50 gunners, tactical officer, assistant tactical officer, 6 boat pilots, 6 boat gunners, 70 fighter pilots, operations officer, assistant ops officer, 4 sensor operators, flight control officer, 2 traffic controllers, 2 traffic sensor operators, 2 traffic comm operators, 2 briefing officers, planner, 2 clerks, fleet liaison officer, astrographic analysis, launch & retrieval officer, asst. launch & retrieval officer, weapon control officer, 6 missile loaders, chief steward, 4 stewards, safety & survival specialist, boat deck manager, 24 boat handlers, 40 boat technicians, logistics officer, 8 logistics operators, intel chief, 2 signals interpreters, 2 intel analysts, computer operator, 6 refuel technicians, 4 electronic technicians, marine commander, 37 ship-board marines.

Fleet Carrier (type FC)		Tons	Price (MCr)
Hull	5000 tons	-	500
Streamlining		-	50
Jump Drive Z	Jump 2	125	240
Manoeuvre Drive Z	2G	47	96
Power Plant Z	2; with another type Z as backup	146	384
Bridge	Includes an auxiliary 50-ton bridge	150	50
Computers	One Model 7, one backup Model 6	14	125
Fuel: Jump	One jump-2	1200	-
Fuel: Powerplant	Sixteen weeks operation	80	-
Fuel: Smallcraft	Reserve fuel for 4 weeks per craft	90	-
Weapons	20 Triple Turrets (beam lasers)		-
	14 Double Turrets (sandcasters)		-
	16 Double Turrets (missile racks)	50	131
Cargo	220 tons	200	-
Magazine	500 missiles, 500 sand cannisters (extra)	100	2.7
Staterooms	212 (50 single, 162 double occupancy)	848	106
Low Berths	220	306	30.6
Craft	4 Air/Raft	16	2.4
	4 Pinnances	160	80
	600-ton Dropship	600	119.55
	64 Fighters	640	1,152
Extras	Fighter Launch Bay	64	10
	Briefing Room	14	1.4
	Command & Control Operations Centre	20	5
	Military Assembly Area	30	-
	General Purpose Hanger Bay	100	-
Crew Complement	354 (including boat pilots and 38 ship's troops, but not frozen marines)	-	-
		5000	MCr 3085.65

Marine Contingent: Two Reinforced Lift Marine Companies

The Marine contingent is usually formed of two lift companies operating from grav APCs, reinforced with a platoon of grav tanks. The complete contingent looks like this:

- Headquarters Platoon
- Alpha Infantry Lift Company (split into 1st, 2nd & 3rd Platoons)
- Bravo Infantry Lift Company (split into 1st, 2nd & 3rd Platoons)
- Charlie Grav Tank Platoon

Vehicles: 4 grav tanks, 30 grav APCs

Personnel: 298