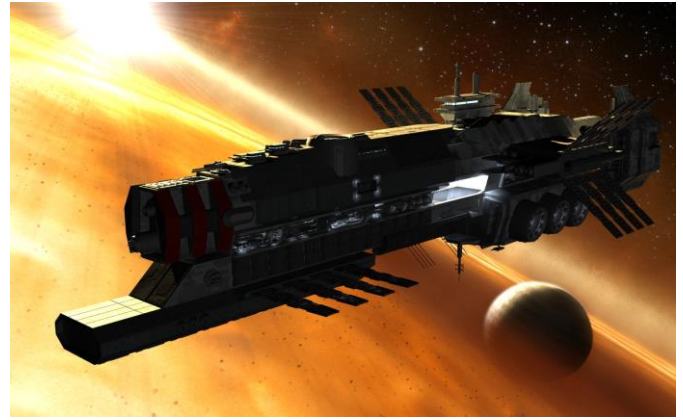


Troop Transport (type TT): Using a custom 3000-ton hull, the fleet carrier is a troop transport and assault carrier able to ferry and then deploy one third of a marine battalion from one star system to another. It has jump drive-Z, manoeuvre drive-Z and powerplant-Z, giving the ship performance of jump-4 and 4-G acceleration. Fuel tankage of 1267 tons supports the powerplant for four week, allows one jump-4 (or a number of short range jumps) and provides reserve fuel for four weeks for all of its small craft. Adjacent to the bridge is Model/6 computer. There are sixty-three staterooms and two hundred and twenty low berths for the transport of the marine personnel. There are twenty triple turrets installed, with fire control; ten mount beam lasers, ten mount defensive sandcasters. Two armed ship's boats are provided for general transport work. Eight 95-ton shuttles are preloaded with marine vehicles and weaponry and together can drop the units and their vehicles onto a world simultaneously. A seventy-one ton reserve loading bay is adjacent to the hanger bays, and allows one shuttle to offload its marine equipment for maintenance or other duties. A briefing room and eleven-ton military assembly area are included in the design. Cargo capacity is 100 tons. The hull is streamlined to allow for gas giant refuelling operations.



The troop transport has a crew of 116, including shuttle pilots and crew for the ship's boats, technicians to service the shuttles and a full complement of sensor operatives and planners required to allow the ship to fulfil its complicated logistical mission. Twelve of the staterooms are reserved for mission-related passengers or for marine officers who do not follow their troops into the cryo-berths. The ship costs MCr 1340.81 and takes 34 months to build.

Most troop transports carriers of the type illustrated are of the Deneb class. The first ship of the class was named the Deneb, and those which followed carry the names of bright white or blue stars. Examples include:

<i>Vega</i>	<i>Rigel</i>	<i>Altair</i>
<i>Sirius</i>	<i>Procyon</i>	<i>Mizar</i>
<i>Canopus</i>	<i>Bellatrix</i>	<i>Suhail</i>
<i>Dubhe</i>	<i>Achenar</i>	<i>Acrux</i>
<i>Denebola</i>	<i>Eltanin</i>	<i>Alnitak</i>
<i>Regulus</i>	<i>Spica</i>	<i>Polaris</i>

Troop Transport (type TT)		Tons	Price (MCr)
Hull	3000 tons	-	300
Streamlining		-	30
Jump Drive Z	Jump 4	125	240
Manoeuvre Drive Z	4G	73	192
Power Plant Z	4	47	96
Bridge		60	15
Computers	One Model 6	7	55
Fuel: Jump	One jump-4	1200	-
Fuel: Powerplant	Four weeks operation	40	-
Fuel: Smallcraft	Reserve fuel for 4 weeks per craft	27	-
Weapons	10 Triple Turrets (sandcasters)	10	18.5
	10 Triple Turrets (beam lasers)	10	41
Cargo	128 tons	128	-
Magazine	90 sand cannisters (extra)	5	0.036
Staterooms	63 (22 single, 53 double occupancy)	252	31.5
Low Berths	220	110	11
Craft	2 Ship's Boats	60	32
	8 Shuttles	760	264
Extras	Military Assembly Area	11	1
	Briefing Room	4	0.5
	Equipment Loading Bay	71	-
Crew Complement	116 (including smallcraft crew, but not marines)	-	-
		3000	MCr 1340.81

Full Crew Complement: Commander, exec, 3 admin staff, 3 pilots, 3 navigators, 3 comm operators, 4 doctors, 4 nurses, 7 engineers, chief engineer, 20 gunners, tactical officer, 10 boat pilots, 10 boat gunners, operations officer, assistant ops officer, 4 sensor operators, traffic controller, briefing officer, clerk, astrographic analysis, launch & retrieval officer, chief steward, 4 stewards, boat deck manager, 2 boat handlers, 4 boat technicians, 1 logistics officer, 3 logistics operators.

Marine Contingent: Lift Marine Battalion

The Marine battalion is an independent combat unit, it is broken up into three roughly equal parts for transport in three Deneb troop transports. These equal parts are all combat ready, with infantry and grav cavalry equally divided. Division of the battalion is a necessary practice brought about the limits of space on board ships of military-grade drives. An added bonus however, despite the additional costs, is that a single ship destroyed through accident, combat or misjump, does not wipe out the entire battalion.

The complete battalion looks like this:

- Headquarters Company
(split into sections: command, comms, scout, medical, point defence, maintenance, mess & transport)
- Alpha Infantry Lift Company (split into 1st, 2nd & 3rd Platoons)
- Bravo Infantry Lift Company (split into 1st, 2nd & 3rd Platoons)
- Charlie Infantry Lift Company (split into 1st, 2nd & 3rd Platoons)
- Delta Grav Tank Company (split into 1st, 2nd & 3rd Platoons)
- Echo Artillery Company (split into 1st Drone and 2nd MRL section)

When packed onto three Deneb troop transports, the battalion is split up like this:

<p>INS Deneb Alpha Infantry Lift Company 1st Grav Tank Plt ½ HQ Company command section comms section point defence section scout section medical section</p> <p>[total: 35 vehicles, 201 troops]</p>	<p>INS Vega Bravo Infantry Lift Company 2nd Grav Tank Plt ½ HQ Company maintenance section mess & transport section</p> <p>[total: 34 vehicles, 185 troops]</p>	<p>INS Eltanin Charlie Infantry Lift Company 3rd Grav Tank Plt Echo Artillery Company</p> <p>[total: 33 vehicles, 202 troops]</p>
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