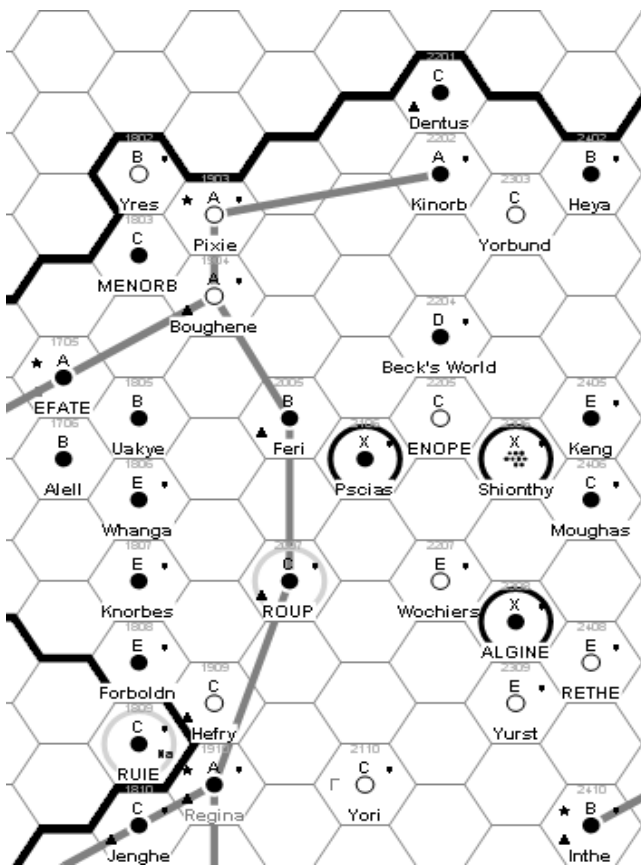


The 193rd Fleet



The 193rd fleet is based in, and patrols, the Regina subsector. It has enough ships to do many jobs at once, collecting those required for a mission and dispatching them under the command of a commodore. A vice admiral has overall command of the fleet, with headquarters at the naval base on Efate, with elements deployed at Inthe, Jenghe, Regina and Pixie. General Shipyards, a subsidiary of General Products maintain major shipyards at Efate, Regina and Pixie.

A naval fleet is designed to project its force, either throughout interstellar space or onto enemy or occupied worlds. The core of every fleet is its fleet carriers, which transport four fighter squadrons from system to system, and its troop transports, which are able to drop a full battalion onto a world within an hour. These big ships are protected by strike cruisers, missile cruisers and destroyer escorts. Additional fleet assets include scout ships, fleet couriers, replenishment vessels, hospital ships, and tankers.

The 193rd Regina Fleet is a typical imperial fleet and is made up of: 3 Fleet Carriers, 2 Troop Transports, 2 Battle Cruisers, 4 Strike Cruisers, 2 Missile Cruisers, 9 Destroyer Escorts, 6 Fleet Couriers, 4 Scouts, 3 Patrol Cruisers, 6 Replenishment Ships, 1 Hospital Ship.

Ship Types

Fleet Carrier: A fighter carrier, used to strike at enemy ships or provide support for the troop transports. The heart of the fleet.

Troop Transport : Three of these carry a full marine battalion and can drop it onto any world within an hour.

Battle Cruiser: Tough fighting ships with long cruising times and a garrison of marines onboard.

Strike Cruiser: A long range strike ship with plenty of firepower.

Missile Cruiser: A mid range cruiser dedicated to missile fire, either against enemy ships or installations and targets on a world's surface. Perfect for supporting a marine landing.

Escort Carrier: A tough fighting ship that can protect carriers and transports, or carry out patrol sweeps through nearby systems.

Scout Ship (Type S): A recon ship, the fleet has plenty of these. Mission: to find the enemy.

Patrol Cruiser (Type T): A light customs ship, the fleet will take several along on exercise, but most of these ships operate independently, sweeping systematically through all the systems within a subsector.

Replenishment Ship: Food, repair parts, ammunition, fuel, computers, weaponry, equipment and many other things keep the fleet in business. These ships allow the 193rd to remain out of port for longer, particularly when engaged with the enemy.

Hospital Ship (Type M): Dedicated medical ships to which casualties or the sick are taken to be cared for.

Fleet Courier: These dedicated ships provide fast communications with other parts of the fleet, and with headquarters.

Squadrons

A squadron can be detached from the fleet, typically to perform some military mission given to it by fleet headquarters. It may be tasked to quarantine a world, destroy a pirate base, deal with a Vargr raiding party or quell a rebellion. A squadron is commanded by a commodore.