

**Escort Carrier (type EC):** Using a custom 3000-ton hull, the escort carrier is a fighter transport and launch facility that supports fleet actions, protects troop transports and also acts as a command and control centre for a naval squadron. The carrier is a powerful force, its four squadrons of fighters able to provide a determined defence. 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 1340 tons supports the powerplant for sixteen weeks, 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 and a Model/4 computer is held in reserve. There are one hundred and fifty six staterooms and ten low berths. 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. The power of the carrier comes from its thirty-two 10-ton fighters, organized into four squadrons. Cargo capacity is 112 tons. The hull is streamlined to allow for gas giant refuelling operations.



The escort carrier has a crew of 202, 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. Four staterooms are reserved for mission-related passengers. In addition, two squads of marines are carried, with a junior officer in command. The ship costs MCr 1722.60 and takes 34 months to build.

Most escort carriers of the type illustrated are of the Victory class. The first ship of the class was named the Victory, and those which followed carry similarly ebullient titles! Examples include:

<i>Splendid</i>	<i>Repulse</i>	<i>Conqueror</i>
<i>Glorious</i>	<i>Illustrious</i>	<i>Invincible</i>
<i>Intrepid</i>	<i>Audacious</i>	<i>Valiant</i>
<i>Triumph</i>	<i>Swiftsure</i>	<i>Courageous</i>
<i>Renown</i>	<i>Furious</i>	<i>Brilliant</i>
<i>Fearless</i>	<i>Dauntless</i>	<i>Devastation</i>

<b>Escort Carrier (type EC)</b>		<b>Tons</b>	<b>Price (MCr)</b>
<b>Hull</b>	3000 tons	-	300
<b>Streamlining</b>		-	30
<b>Jump Drive Z</b>	Jump 4	125	240
<b>Manoeuvre Drive Z</b>	4G	73	192
<b>Power Plant Z</b>	4	47	96
<b>Bridge</b>		60	15
<b>Computers</b>	One Model 6, one Model 4	11	85
<b>Fuel: Jump</b>	One jump-4	1200	-
<b>Fuel: Powerplant</b>	Sixteen weeks operation	160	-
<b>Fuel: Smallcraft</b>	Reserve fuel for 4 weeks per craft	36	-
<b>Weapons</b>	10 Triple Turrets (sandcasters)	10	18.5
	10 Triple Turrets (beam lasers)	10	41
<b>Cargo</b>	112 tons	112	-
<b>Magazine</b>	90 sand cannisters (extra)	5	0.036
<b>Staterooms</b>	156 (60 single, 86 double occupancy)	624	78
<b>Low Berths</b>	10	5	0.5
<b>Craft</b>	2 Ship's Boats	60	32
	32 Fighters	320	576
<b>Extras</b>	Fighter Launch Bay	32	-
	General Purpose Hanger Bay	100	-
	Briefing Room	4	0.5
	Command & Control Operations Centre	6	1.0
<b>Crew Complement</b>	202 (including smallcraft crew and 20 marines)	-	-
		<b>3000</b>	<b>MCr 1722.60</b>

**Full Crew Complement:** Commander, exec, 3 admin staff, 3 pilots, 3 navigators, 3 comm operators, 2 doctors, 2 nurses, 14 engineers, chief engineer, assistant chief engineer, 20 gunners, tactical officer, assistant tactical officer, 2 boat pilots, 2 boat gunners, 40 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, weapon control officer, chief steward, 4 stewards, safety & survival specialist, boat deck manager, 6 boat handlers, 20 boat technicians, logistics officer, 8 logistics operators, intel chief, 2 signals interpreters, 2 intel analysts, computer operator, 2 refuel technicians, 4 electronic technicians, marine commander, 20 marines.