

Replenishment Vessel (type QT): Using a custom 4000-ton hull, the replenishment vessel is a large fleet cargo carrier, a bulk transport and ammunition supply ship. It has jump drive-Y, manoeuvre drive-X and powerplant-Y, giving the ship performance of jump-2 and 1-G acceleration. Fuel tankage of 1620 tons supports the powerplant for four weeks, allows one jump-2 (or a number of short range jumps) and provides 800 tons of reserve fuel for other naval vessels. Adjacent to the bridge is Model/3 computer. There are eighty staterooms and twenty low berths. There are four hardpoints with four tons allocated for fire control should turrets later be installed. Two armed slow pinnaces are provided for general transport work, and extra hanger space is provided for up to 90 tons of small craft. There is a 20-ton area set aside for workshops and repair areas and a 20-ton loading, unloading and assembly area. Cargo capacity is 1500 tons. The hull is streamlined to allow for gas giant refuelling operations.



The replenishment vessel has a crew of 40; commander, executive, 3 admin staff, 3 pilots, 3 navigators, 3 com-techs, 6 loadmasters, 7 engineers, a logistics officer, 4 technicians, fuel pump operator, 2 boat pilots, 2 boat gunners, a doctor and 2 medics. Staterooms allow the billeting of up to 114 military personnel in double-occupancy. These may be marines, naval personnel travelling out to a new station, additional repair technicians and/or fleet courier crews receiving some respite from their cramped shipboard accommodations. The ship costs MCr 1075.86 and takes 35 months to build.

Most replenishment vessels of the type illustrated are of the Capital class. All ships in the class are named after worlds in the Core sector. Examples include:

<i>Lectorsen</i>	<i>Rison</i>	<i>Kiirri</i>
<i>Kaasdaga</i>	<i>Crompton</i>	<i>Umgadin</i>
<i>Morii</i>	<i>Khaashu</i>	<i>Thass</i>
<i>Rhylea</i>	<i>Zimiin</i>	<i>Fornol</i>
<i>Traak</i>	<i>Codsen</i>	<i>Syroe</i>
<i>Shion</i>	<i>Shudusham</i>	<i>Marlakasi</i>

Replenishment Vessel (type)		Tons	Price (MCr)
Hull	4000 tons	-	400
Streamlining		-	40
Jump Drive Y	Jump 2	120	230
Manoeuvre Drive X	1G	43	88
Power Plant Y	2	70	184
Bridge		80	20
Computers	One Model 3	3	18
Fuel: Jump	One jump-4	800	-
Fuel: Powerplant	Four weeks operation	20	-
Fuel: Smallcraft	Reserve fuel for ships of the fleet	800	-
Weapons	4 Hardpoints with space for fire control	4	0.4
Cargo	1500 tons; typically divided up as: <i>Dry Goods (300 ton), Ammunition (200 ton), Refrigerated (150 ton), Repair Parts (400 ton), Liquids (3 x 150 ton)</i>	1500	-
Staterooms	80 (6 single, 17 double occupancy, 57 passenger)	320	40
Low Berths	20	10	1.0
Craft	4 Air/Rafts	16	2.4
	2 Slow Pinnaces	80	36
Extras	Workshops and Repair Stations	20	5
	Refuelling ports and pumps	4	0.4
	Loading/Unloading and Assembly Area	20	-
	Additional Hanger Space	90	-
Crew Complement	40	-	-
		4000	MCr 1075.86