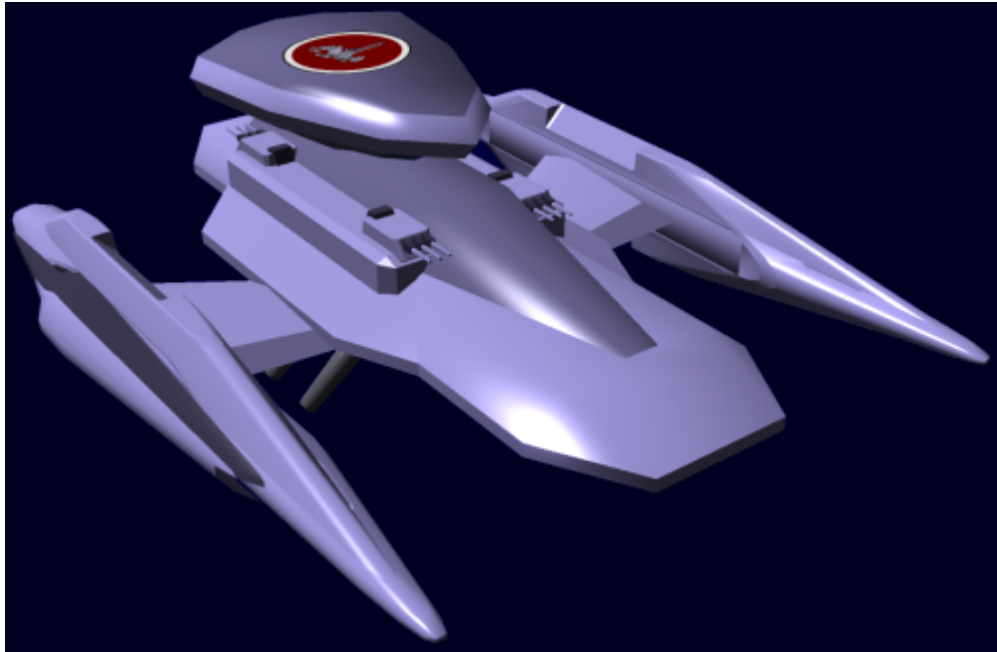# Sydney-class Infantry Carrier

The *Sydney*-class Infantry Carrier was the successor the Kyoto-class Carrier and Subjugator-Class Landing Ship. It can land on a planet's surface and deploy ground vehicles and troops.

This ship class has been discontinued and should be replaced.

About the Ship

Key Features

- Vehicle/Cargo Loading ramps at the front and rear of the ship.
- Mass Cloning Facilities for making fresh troops
- Has facilities for building power armor and vehicles to replace lost units
- Has sleeping room for up to 600 infantry soldiers plus regular crew
- Has ample room for vehicles and supplies
- Has excellent launching facilities for an invasion-by-shuttle
- Able to land on a planet's surface if needed
- Have facilities to care for Prisoners of War
- Well-shielded

Mission Specialization

The Sydney-class specializes in:

- Planetary Invasion
- Troop Transport

Appearance

The Sydney-class Carrier has a long, rounded main body with a triangular pod on top and two large nacelles (one on each side) connected to it by short wing-like pylons.

History and Background

The design process of the Sydney-class Carrier began in YE 29 and continued into YE 30. Development was slow, due to conflicting design projects and because the design, intended to be a mainstay of the Star Army of Yamatai, needed a great deal of thought put into it. Ketsurui Fleet Yards worked especially hard to eliminate weaknesses of previous designs and to make the ship as rugged and long-lived as possible, while at the same time using the ship's interior space wisely.

Statistics and Performance

General

- Class: Ke-C11-1
- Type: Mid-Range Planetary Assault Ship/Carrier
- Designers: Ketsurui Fleet Yards
- Manufacturer: Ketsurui Fleet Yards
- Production: Slated for mass-production
- Fielded by: Star Army of Yamatai

Passengers

Crew: 12 operators are recommended, but only three are required. Maximum Capacity: There are accommodations for 750 people. 1500+ people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Length: 116 meters (380.6 feet) Width: 96 meters (315 feet) Height: 32 meters (105 feet) Decks: 8 (Average 3.5 meters each)

Propulsion and Range

Speeds

Category	Starship Type	Sublight Engines	Distortion Field	Hyperspace Drive
1	Standard Warships	.375c (~112,422 kilometers per second)	18,750c (~2.14 ly/h)	394,470c (0.75 ly/m)

Range

Range: One month worth of travel Lifespan: Estimated 30 years Refit Cycle: Refits every five years

Damage Capacity

See *Damage Rating (Version 3)* for an explanation of the damage system.

- Hull: 35 (Small armored carrier)
- Shields: 35 (Threshold 3)

Inside the Ship

The inside of this small ship is cramped; practically every space aboard has been filled with troops and supplies.

Deck Layout

Deck	Contents
1	Crew Quarters, Sensors
2	Barracks
3	Bridge
4	Officers' Quarters
5	Engineering, Fabrication
6	Shuttle Bay, Cargo Hold
7	Vehicle Bay (STVs and such)
8	Storage Areas, Brig

Compartment Layouts

General

- Standard Star Army Maintenance Conduits
- Standard Passageways
- Standard Star Army Zero-Gravity Passageways

Control Center

- Standard Small Starship Bridge (Plumeria Type) (4 stations + captain)

Living and Dining Areas

- Barracks-style bunkrooms for the troops
- Standard Star Army Crew Cabin (Enlisted) (for permanent crew)
- Standard Star Army Crew Cabin (officers)
- Standard Star Army Crew Lounge
- Standard Dining Hall
- Standard Star Army Galley
- Standard Star Army Laundry Room
- Standard Captains Suite
- Standard Star Army Wardroom

Science and Medical Areas

- Sakura-type Medical Laboratory

Storage and Maintenance Areas

- Standard Star Army Cargo Area
- Standard Damage Control Station
- Standard Star Army Armory
- Standard Star Army Power Armor Bay
- Standard Star Army Shuttle Bay

Systems Rooms

- Standard Computer Room
- Standard Star Army Engineering Bay

Ship Systems

Armored Hull and Hull Integrated Systems

The hull of the Sydney-class carrier is two layers thick:

Outer Hull

The ship's outer hull is made of thick Xiulurium-coated Yamataium armor on a Yamataium frame. 1 meter thick.

Inner Hull

The ship's inner hull is made of Zesuaium plates on a Zesuaium frame (Alternatively, Yamataiaum can be used for the inner hull and frame). 1/2 meter thick.

Interior Compartment Armor

Interior Compartments are lined with Yarvex

Computers and Electronics

See: Warship Integrated Electronics System (WIES)

Emergency Systems

The Sydney is equipped with: Star Army Standard Starship Emergency Systems.

Escape Pods

The ship carries 20 Ke-S3-X2900 Escape Pod, each able to hold five people.

Isolation Doors

Key locations in the ship can be sealed off with Forcefield-Nested Isolation Doors.

Life Support System

The ship has a very thorough recycling system, tied into a Hemosynthetic Conduit System, which breaks down anything classified into "waste" into its atomic components. The air recycling system (which is segmented and highly monitored for security reasons) can support up to 2000 Yamataian or Nekovalkyrja, Type 33 personnel up to twenty years. Water can be recycled for twenty years as well.

Cooling System

All major heat-generating pieces of equipment are paired with appropriately-sized heat absorbers, which rapidly and effectively absorb thermal radiation and convert it to usable energy.

Psionic Signal Controller

See: Psionic Signal Controller

Power Systems

The Sydney Carrier's main power source is a high-output aether generator. If needed, alternate generators can be hooked up in the cargo hold or the ship can draw power from its sublight engines. The

Sydney boasts an extremely robust power distribution system that is built to withstand and control tremendous surges (such as those caused by electrogravitic and electromagnetic pulses and anti-matter ion weaponry).

Propulsion

The Sydney features three methods of propulsion: it carries auxiliary engines for sublight travel, has a hyperspace fold generator, and can also use its combined field to travel at slower-than-light and faster-than-light speeds.

Auxiliary Engines

Located in the Sydney's nacelles, these engines can move the ship up to cruising speeds of .375c and maximum speeds of .75c (although this can wear the engines heavily).

Combined Field

The primary method of travel in combat.

See: Continuum Distortion Drive and Combined Field System

Hyperspace Fold

The Sydney's fold system can reposition the ship to a new location to a new position in space. The hyperspace fold generator takes approximately one minute to charge.

See: Hyperspace Travel

Weapons Systems

- Orbital Bombardment Plasma Cannons: 6, DR 3 (Anti-Starship) (Area effect)
- Subspace-encased Positron Beam Cannons: 12, DR 4 (Anti-Starship) (Single Target)
- Star Army Aether Pods: 100, deployed as needed
- 2 Graviton Beam Projectors

Vehicle Complement

Shuttles

- 10+ Raccoon T7 Transport Shuttles

Fighters

- 5 Starfighters (type may vary)

Power Armor

- 500 Daisy M6 Infantry Power Armor

Ground Vehicles

- 100 Type 30 Surface Terrain Vehicle

OOC Notes

Authored and approved by Wes on February 2, 2008[1]

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
Products & Items Database	
Product Categories	starships
Product Name	Sydney-class Infantry Carrier
Nomenclature	Ke-C11-1
Manufacturer	Ketsurui Fleet Yards

[1]
https://stararmy.com/roleplay-forum/index.php?threads/sydney-class-carrier.1339/