

Avenger-Class Carrier

The Avenger-Class Carrier is the Elysian's response to the threat posed by the recent swarms of mecha created by the Grand Star Army. The Avenger is also the first vessel to come out of Veritas Orbital Shipyards, situated above the newly-colonized world of [Veritas](#). Due to limited resources for design and construction, the Avenger is built with maximum lifespan and maximum adaptability in mind, and can be converted to serve in a wide variety of missions.

- Government: Elysian Celestial Empire
 - Ship Type: Long-Range Multi-Purpose Carrier
- Class: Avenger Mass-Production Model, 1st Run
- Designer: Veritas Orbital Shipyards
- Manufacturer: Veritas Orbital Shipyards
 - Production Runs:
 - 1st Run: 100 ships made (YE 25)
- Crew: 667 Total
 - 0067 Crew
 - 0100 Seraphs
 - 5500 Mecha Crew
- Length: 4125 feet
- Width: 351 feet
- Height: 773 feet
- Decks: 28
- Mass: 279,180 tons
 - Speed (FTL): 7,500c
 - Speed (Sublight): 0.22c
 - Speed (Aerial): Mach 2
 - Speed (Aquatic): 150 mph.

Weapons

Forward Main Beam Cannons (12):

Twelve high-powered transphased plasmatic pulse cannons serve as the main weapons of the attack frigate. The cannons can only fire straight forward or up to a 45 degree angle from forward (albeit the angled shots do less damage than the direct ones). The cannons are built into the armored extensions on either side of the main body. Six fire forward, and four fire rearward.

Primary Purpose: Anti-starship Secondary Purpose: Assault Damage: Tier 11, Medium Anti-Starship Range: 1 million mile effective range. Rate of Fire: Once every second. Payload Effectively unlimited, so long as the ship provides power.

Anti-Warship Missile Launchers (6):

Built into the hull of the ship. Missiles are fighter-sized.

Primary Purpose: Anti-starship Secondary Purpose: Assault Damage: Tier 12, Heavy Anti-Starship Range: 2,500,000 miles Rate of Fire: Volleys of 2, 4, or 6. 15 seconds to reload. Payload 10 missiles per launcher for a total of 60.

Beam "Eyes" (160):

The beam cannon eyes are the equivalent of weapons turrets.

Primary Purpose: Anti-starship Secondary Purpose: Anti-mecha/Anti-fighter Damage: Tier 10, Light Anti-Starship Range: 2,000,000 miles Rate of Fire: 3 times a second Payload Effectively unlimited, so long as the ship provides power.

Systems

Main Hangar Bays: Located along the sides of the ship, massive bay entrances allow the carrier to rapidly launch vehicles and mecha. The bays are made with movable floors and walls, and can accommodate a wide variety of various vehicles.

Capacity (any of the following):

- 5,000 Power Armor (Human-Sized),
- 2,000 Mecha (50-foot), or
- 1,000 Fighters.

Systems

Organic Computer Suite: The complex DNA-based computer controls automated functions of the ship and provides a translation system from the ship's systems to the crew and back, breaking down the complex data into easy-to-understand steel-blue charts on the white control panels of the ship. The computer system is not sentient, but is adaptive and intuitive.

Organic Regeneration System: White goo pumps throughout the ship's "veins," patching and healing the hull, sealing breaches, and fixing key systems as they are damaged.

Sensors: The sensors of the ship are fairly limited. They include subspace mass sensors, basic microwave radar, various optics, and a crude scalar radar. Sensors and communications are integrated. The sensor palettes also include standard and subspace radios.

Hull: The ship has largely organic hull with scales. Like lots of other Elysian ships.

- Armor Type: Medium
- Structural Points: 32

Shield Systems: The ship has a decent shielding system, which provides good protection against standard starship weapons, both mass and energy based.

- Shield Points: 32 (Stopping power 3)

Stealth Systems: The ship uses a sophisticated active camouflage system, and a gravity displacement system that spreads out its gravity and aetheric "footprint" over a very wide area, keeping it from standing out on mass detector systems.

Telepathic Activity Scanner: This sensor, connected to the OCS, constantly checks the area in a one-light-year radius for brainwaves. Since ships tend to have persons aboard, it can usually pinpoint said ships by their crews. Because it is a passive sensor, it doesn't trigger the GSA's ADN devices (which would render the sensor useless).

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