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Fscorp Military Assets

The Frontier Service Corporation consists of multiple branches, each one managing a fleet specialized in the necessary roles for the branch.

Howard Station Defense Fleet

Tasked specifically for the defense and support of Howard Station during its construction, these vessels remain only minutes away as they orbit Planet Osman.

Name	Mo	del		Captain Crew Assignment		Assignment		
FSS Wailing Wind		adsword Class iser		CAPTAIN	50	Patrol Planet Osman, defend Howard Station, and prevent unauthorized acc to planet		
5 Wahoo Interd	eptor	, 5 U-1	Production M	lodel Variable I	Чесhа			
FSS Arden		roadsword Class ruiser		CAPTAIN	50	Patrol Planet Osman, defend Howard Station, and prevent unauthorized access to planet		
5 Wahoo Interd	eptor	, 5 U-1	Production M	lodel Variable I	Mecha	-		
FSS Stellar Flare	Broa Cru	adsword iser	d Class	Katerina Fiona	50		Osman, defend Howard revent unauthorized access	
5 Wahoo Interd	eptor	, 5 U-1	Production M	lodel Variable I	Mecha			
FSS Horizon	Broa Cru	adsword iser	d Class	CAPTAIN	50		Osman, defend Howard revent unauthorized access	
5 Wahoo Interd	eptor	, 5 U-1	Production M	lodel Variable I	Mecha			
Drones								
Serial		Model	Assignment					
FsDHS1-FsDHS1000			Defensive perimeter					
FsRHS1-FsRHS300			Sensory network/reconnaissance					

Mission Fleet

FsLHS1-FsLHS200

FsTHS1-FsTHS100

Given the most flexible of assignments, this fleet consists of the finest crewmen the corporation has to offer. They are trained to be adaptable to ever changing situations and respond to both rescue missions and combat missions when necessary.

Logistical management of spacecraft and cargo

Marks traffic lanes

Name	Model	Captain	Crew	Assignment
FSS Star Adder	Broadsword Class Cruiser	Neven Demaci	75	Focus on fighter defense

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Name	Model	Captain	Crew	Assignment
5 Wahoo Intercept	tor, 5 U-1 Production Mode	l Variable Mech	a	
FSS Stone Anthem	Broadsword Class Cruiser	Kontar Gaber	75	Focus on fighter defense
5 Wahoo Intercept	tor, 5 U-1 Production Mode	l Variable Mech	a	
FSS Phoenix.2	Kouken-Class Escort	Huang Lin	50	delivery of armored infantry and mecha
5 Wahoo Intercept	tor, 5 U-1 Production Mode	l Variable Mech	a	
FSS Rising Valor	Rebuilt Carrier	NAME	65	Dedicated aerospace craft and supply carrier.
30 Wahoo Interce	otor, 10 U-1 Production Mo	del Variable Me	cha	

Drones					
Serial	Model	Assignment			
FsDMF1-FsDMF10		Defensive and offensive reinforcement			
FsRMF1-FsRMF5		Reconnaissance and enemy detection			
FsLMF1-FsLMF20		Logistical management and deployment of drones			
FsTMF1-FsTMF5		Provide optical camoflage			

Trade Fleet

Frontier Logistics Service

Name	Model	Captain	Crew	Assignment		
FSS Prosperity Dawn	Caravan Heavy Freighter	Luka Tachi	20	Interstellar Trade		
5 Wahoo Interceptor,	5 U-1 Production Model V	ariable Mecha				
FSS Blue Caribou	Caravan Heavy Freighter	Sampson White	20	Interstellar Trade		
5 Wahoo Interceptor,	5 U-1 Production Model V	ariable Mecha	-			
FSS Belle in Red	Caravan Heavy Freighter	Janice Baldwin	20	Interstellar Trade		
5 Wahoo Interceptor,	5 U-1 Production Model V	ariable Mecha				
FSS Chrome Star	Caravan Heavy Freighter	Chralphua Rookson	20	Interstellar Trade		
5 Wahoo Interceptor, 5 U-1 Production Model Variable Mecha						
FSS Gypsy Moth	Caravan Heavy Freighter	Keve Poward	20	Interstellar Trade		
5 Wahoo Interceptor,	5 U-1 Production Model V	ariable Mecha				
FSS Solar Zephyr	Caravan Heavy Freighter	Rena Jamorr	20	Interstellar Trade		
5 Wahoo Interceptor,	5 U-1 Production Model V	ariable Mecha				
FSS Close Encounter	Broadsword Class Cruiser	Ershel Nexhip	50	Pirate defense		
5 Wahoo Interceptor, 5 U-1 Production Model Variable Mecha						
FSS Vagabond	Broadsword Class Cruiser	Padungsri Kattiya	50	Pirate defense		
5 Wahoo Interceptor, 5 U-1 Production Model Variable Mecha						
_						

Drones					
Serial	Model	Assignment			
FsDMF1-FsDMF5		Defensive reinforcement			
FsRMF1-FsRMF5		Reconnaissance and early warning			

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FsLMF1-FsLMF15	Logistical management and deployment of drones
FsTMF1-FsTMF5	Provide optical camoflage

Osman Defense Force

Where ships cannot go the ground-pounders must. With extensive accelerated training the local populace of planet Osman were a natural choice to police Howard Station and Osman City during the tumultuous economic collapse of YE 40. Their controversial tactics of pressuring the public into the hastily restructured economic planning implemented by the Frontier Banking Service resulted in a mix of fear and appreciation as they also worked tirelessly to suppress both riots and terrorist activities. Viewed as both corporate bullies and public defenders, the various ground forces of FSCorp have distinguished themselves as capable soldiers with a wide variety of skills.

Howard Station Defense Force

Howard Station Space Force

Differing from the Naval assets task, HSSF is tasked with the close in defense of Howard Station's ports. They work closely with both naval and station bound assets to guide ships to docking facilities, perform routine scans, assist in emergencies, and restrict unwanted planetary landings. In order to do this they make heavy use of FSC's in-house variant of the OI-M1-1A Ashigaru mecha made from locally produced components(not for sale), along with U1 variable fighters and Wahoo interceptors.

- 50 OI-M1-1A Ashigaru FSC Variant.
- 30 U-1 Production Model Variable Mecha
- 20 Wahoo Interceptor
- 10 Starbryte

Howard Station Security

Trained in close combat and EVA tactics the Howard Station security force is leagues better than any team of corporate mall cops. This security force was present during the attempted takeover of Howard Station during the economic collapse of YE 40 during which they successfully maintained control of the station. It would take years to fully purge the station of all threats and are responsible for the corporate policy requiring all personnel to be armed in the event they needed to be deputized the future takeover attempts.

- 200 Light Infantry equipped with militarized FMS Powered Suits with exoframe, laser weapons, and shields.
- 200 Heavy Infantry equipped with militarized FMS Powered Suits With exoframe, heavy weapons, and energy shields.
- 50 Bulldog Light Weapon Platform
- 10 Starbryte

Osman City Armored Division

Osman City Security

A farcry from the OSO's Buttonless Brigade, the word "security" is a loose-fitting description of these hardened soldiers. sporting heavy armor, tanks, and mecha they are clearly intended for more than law enforcement. Between policing the well armed populace of Osman City and the ever potential threat of Mishhuvurthyar invasion Osman City Security Forces are equipped and trained extensively for every potential planetside combat operation from riot control to armored warfare.

1st Osman City Infantry Company

- Unit Type: Infantry
- Composition: 200 infantry soldiers in 20 squads of 10, 20 light vehicles, 5 Bulldog Light Weapon Platforms
- Equipment:
 - Militarized FMS Powered Suits with armored exoframe and flight pack.
 - PGP Weaponry
 - Pulse laser MG(Tier 4) on vehicles.
- Description: A standard infantry unit trained for a variety of ground-based combat missions.

2nd Osman City Infantry Company

- Unit Type: Infantry
- Composition: 200 infantry soldiers, 20 light vehicles, 5 Bulldog Light Weapon Platforms
- Equipment:
 - Militarized FMS Powered Suits with armored exoframe and flight pack.
 - PGP Weaponry
 - Pulse laser MG(Tier 4) on vehicles.
- Description: A standard infantry unit trained for a variety of ground-based combat missions.

3rd Osman City "Repo men"

- Unit Type: Infantry
- Composition: 200 Armored Infantry, 20 armored vehicles¹⁾, 5 Bulldog Light Weapon Platforms
 - Militarized FMS Powered Suits with armored exoframe and personal Shields.
 - PGP Weaponry
 - Flash and stun grenades.
- Description: Another infantry unit, this one specialized in urban operations.

4th Osman City Powered Infantry

Unit Type: PA Infantry

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- Composition: 50 heavy infantry soldiers, 2 heavy troop transports.
 - Militarized Impulse Powered Armor, shielded with flight capability.
 - PA grade PGP Weaponry
 - 2 Heavy Transports²⁾ armed with a Recoilless Graviton Howitzer and 4 T8 GPDs.
- Description: Well-equipped heavy infantry shock troops specializing in direct confrontations and fortified positions.

5th Osman City Artillery Company

- Unit Type: A company of mecha kitted out for long range artillery support.
- Composition: 15 Cordoba Combat Mecha with Recoilless Graviton Howitzers in fireteams of 5, 30 combat engineers, 3 heavy transport trucks³⁾
- Equipment:
 - Militarized FMS Powered Suits with armored exoframe and flight pack.
 - PGP Weaponry
 - HEC Projectiles ammunition on vehicles.
- Description: Dedicated to artillery combat.

Mecha Force Alpha

- Unit Type: Mechs with infantry support
- Composition: 15 Cordoba Combat Mecha in teams of 5, 50 infantry in teams of 10, 30 combat engineers in teams of 10, 3 heavy trucks⁴⁾ kitted for making repairs and loading ammo.
- Equipment:
 - Militarized FMS Powered Suits with armored exoframe, advanced repair tools, and Liquid Allys.
 - PGP Weaponry
 - Pulse laser MG(Tier 4) on vehicles.
- Description: Dedicated to armored combat, engineers follow at a safe distance to provide technical support for protracted battles.

Mecha Force Beta

- Unit Type: Mechs with infantry support
- Composition: 15 Cordoba Combat Mecha in teams of 5, 50 infantry in teams of 10, 30 combat engineers in teams of 10, 3 heavy trucks⁵⁾ kitted for making repairs and loading ammo.
- Equipment:
 - Militarized FMS Powered Suits with armored exoframe, advanced repair tools, and Liquid Allys.
 - PGP Weaponry
 - Pulse laser MG(Tier 4) on vehicles.
- Description: Dedicated to armored combat, engineers follow at a safe distance to provide engineers follow at a safe distance to provide technical support for protracted battles.

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Mecha Force Omega

- Unit Type: Mechas operating with no support.
- Composition: 10 Cordoba Combat Mecha and 5 U-1 Production Model Variable Mecha in teams of 5 operated by the most elite pilots on Osman.
- Equipment: Full access to the best FSCorp weapons. An Omega pilot's wish is always granted.
- Description: Dedicated to armored combat. Each pilot was hand selected from the best of Mecha
 Force Alpha and Bravo and includes pilots with both years of experience and heavy usage of
 combat enhancing prosthetics and drugs. They are notorious for their speed and extreme violence
 in battle, which makes any non-mecha support impossible. Then again, with such inhuman pilots,
 it's often the enemy who finds themselves in need of support.

Air Cavalry Wing

- Unit Type: Air Cavalry
- Composition: 6 Corona Heavy Gunship in pairs of 2, 4 Wahoo Interceptor in pairs of 2, 10U-1 Production Model Variable Mecha in teams of 5.
- Equipment:
 - Corona's commonly have a door gunner in Militarized FMS Powered Suits with armored exoframe and heavy PGP machine gun.
 - Wahoo's generally handle the delivery of heavy ordinance, overloading their wings and relying on speed to deliver large bombing runs. Alternatively there is potential for them to handle orbital interception.
 - U-1's ensure air superiority. They will dogfight, deliver bombing runs, or even assist ground assets. U-1s never tire.
- Description: A wing of aircraft specialized for air cavalry operations, including transport, attack, and reconnaissance missions.

Logistics Company

- Composition: 30 infantry, 10 URSA Armoured Transport Unit, 5 Bulldog Light Weapon Platforms.
- Equipment:
 - Militarized FMS Powered Suits with armored exoframe and flight pack.
 - PGP Weaponry
- Description: Responsible for logistics and supply chain management, ensuring resources reach the frontlines efficiently.

OOC Notes

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☐ This article is a work-in-progress. Is it not currently approved.

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