

Ship Description:  
**TCS MIDWAY**  
**CVX 1**

**Length:** 6000 Feet (1.17 miles)

**Crew:** 6000 naval personnel, marines and pilots

**Armament:** 16 light laser turrets

8 medium ion cannon turrets

6 anti-fighter missile vertical launch installations

**Shielding:** Very heavy

**Armor:** Light

**Fighter Complement:** Approx. 200 fighters and support craft

**Additional Complement:** Equipment for two full Marine armored brigades

**Additional Visible Features:** Communications arrays, fighter launch tubes, fighter recovery bays

**Description:**

TCS *Midway* is the first in a new class of Confed "megacarriers" intended to replace the rapidly aging fleet of war-era vessels. Almost as much a mobile starbase as a conventional CV, *Midway* is intended to assume the roles of several carriers and Marine assault vessels at once, providing an extremely powerful presence across an entire sector where previously many starships would have been required. While impressive in its own right, this philosophy of "putting one's eggs in one basket" is driven largely by simple economic and industrial factors: the long-term costs of building and supporting half a dozen smaller carriers within a single sector has become prohibitive.

*Midway* has been designed with extensive and sophisticated defenses, further reducing fleet-wide costs by minimizing her need for escort vessels (though some may nevertheless be desired to provide an anti-starship element). Her fighter complement includes three full air groups of varying capabilities (previously assigned one a piece to smaller carriers). These include several squadrons of highly specialized point-defense interceptors which greatly enhance *Midway's* defensive capabilities. The starship also embarks all armored vehicles and support vessels for her two Marine expeditionary brigades.

To further lower operating costs, *Midway's* design incorporates many revolutionary automated features. In particular, the traditional hangar decks of previous carriers has been replaced by an expansive fighter stowage system which runs the full length of the ship. Here fighters are stored nose-down in low-G conditions on automated "racks", where they may be repaired and maintained without the hindrances of full gravity. When a launch is required, the rack mechanisms lower the fighters into individual launching bays where they are armed and fueled by additional automated systems and take on pilots. They are then ejected vertically through launch tubes on the bottom of the starship. (Several specially enlarged launch tubes accommodate Marine planetary assault heavy transports.) For recovery several landing bays are mounted in the ship's stern, from which the fighters can be re-introduced directly into the stowage area. These bays also include provisions for shuttle landing, stowage, and launch.