

# Delranes Fighting Ships

2270 IA EDITION

Forward By General  
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FOR EA PERSONNEL  
ONLY

## FORWARD

Over the past few years the galaxy has seen some incredible changes, the Shadow War, the EA Civil War, the attack on Earth by the Drakh and the rebuilding of humanities home after a cure for the Drakh plague was found.

The militaries of the races making the IA have not been idle in the time since the foundation of the IA. Dozens of new classes as well as refits have entered service within the IA. From the smallest Police Cutter to mighty Dreadnoughts and Battleships the IA has not been idle. Earthforce was hardest hit in the Drakh war and has now almost entirely recovered from that attack and I am proud to be part of the resurgent Earth Alliance.

This book covers the newest ships in service with the IA and takes a look at those in Drakh service as well as the vessels of the Centauri Republic.

Susan Ivanova

Please note that some of these ships are not in service yet and the information has been provided by the ships designers. Delranes Inc would like to thank the builders for providing there help. Information on Centauri Vessels is extrapolated from many sources.

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# EARTH ALLIANCE

Since the Drakh War the EA has introduced a variety of new ships to fill its order of battle. Most of these ships fall into the Patrol/Medium Cruiser bracket. The Hyperion Class is almost not entirely decommissioned with larger numbers of successor classes entering service. The EA still employs a large number of Nova Dreadnoughts and a huge number of Tethys Cutters but these are now the oldest ships in the EA and are in dire need of replacing. With most of Eartgovs budget focused on rebuilding Earth and the Omega Fleet the number of new hulls is somewhat limited.

The EA is re-introducing weapons that had fallen out of favour such as the Railgun and LPA. These weapons are finding homes on many of the new EA vessels. The EA is currently carrying out R&D on a more advanced form of Railgun although it is unknown when this new weapon will enter service.

## Tempest Class Cruiser

### Unique Ship

Designed during the EA Civil War as a Hyperion prototype the Tempest is an example to all ship builders when politics and the military cross swords. The design was radically altered time and time again until the ship was equally unpopular with both parties. Plagued by power shortages and electrical faults the only ship of the class had a chequered career that was cut short when a serious accident on a exercise and fire in the ships bow led to it being decommissioned. Nowadays the Tempest hull design lives on in the Sirocco Class Cruiser, its immediate and more successful replacement.

## Sirocco Class Cruiser

### Limited Deployment 33%

Built out of the original Tempest hull the EAS Sirocco was a return to the more tried and tested systems common within the EA. The Tempests hull was completely gutted during the rebuild. The addition of a more powerful reactor and simpler computer system eliminated the power shortages that plagued the Tempest. The Sirocco is armed much like an Omega Alfa, with a mix of lasers and pulse cannons with a battery of particle beams for close in defence and short range anti shipping duties.

The Sirocco has a unique hangar arrangement that allows it to carry only eighteen fighters instead of the usual EA twenty four but this arrangement has proved successful. With its modern lines and high speed for an EA ship the Sirocco class is a powerful but expensive replacement for the Hyperion class. Only the production cost of this class limits the number of hulls in service at the moment.

### **Arctic Class Heavy Cruiser**

Limited Deployment 10%

The Arctic was the brain child of Admiral (Retd) Singh of the EA. With the introduction of the heavy particle cannon into EA service he designed and built (largely funded by himself) a prototype cruiser to field the new weapon. Neutral during the Civil War the Arctic performed well in a large number of skirmishes. The ship returned to the EA after the war and Singh retired. In an attempt to increase the size of Earthforce the EA begun limited construction of the Arctic class over Proxima.

The Arctic class is large and well armed, boasting the fearsome Heavy Particle Cannon backed up by two heavy lasers and an array of secondary and tertiary weapons. A dozen fighters and an enclosed gravity positive section make this ship ideal for lone actions or long range patrols. Due to the cost and maintenance intensive nature of the heavy cannon and the internal gravity positive section the EA is only producing limited batches of these ships and they tend to act as Squadron leaders for Chronos class Frigates.

### **Triton Class Advanced Monitor**

Unique Ship – Only 4 exist.

In an attempt to replace the ancient Orestes Class monitor the FDB (Fleet Design Bureau) built a replacement on a scaled down Arctic hull. The newly designated Triton was small for an EA Capital ship but packed a lot of firepower into its hull. Unfortunately in the rush to complete the ship the first four hulls had a significant number of flaws in their construction such as unreliable engine systems and an unstable power grid. The Triton hull came in overweight so to save weight the hull is lightly armoured compared to other EA ships. Its cramped size means that the Triton class was uncomfortable to serve on due to the small hull volume the ship possessed. Further construction has been halted whilst the design is looked at again. It is currently unknown if there will be a series production of this class once all the design flaws are solved.

### **Callisto Class Light Cruiser**

When looking for a Hyperion replacement Earthforce went for a high/low mix of ships. The low end ships would perform more mundane roles of patrol and convoy escort whilst the high end ships would find their place in the line of battle. The Callisto represents the 'low' end design the EA wanted although it is a formidable ship



by many races standards. The ship is almost identical to an Omega class destroyer in every respect except size, the Omega is a third larger than the Callisto but at a distance the two classes are almost indistinguishable.

The Callistos armament is centred round a pair of rail guns and two LPAs to provide frontal firepower whilst two LPAs cover the ships stern. Eight particle beams and berths for a dozen fighters round out this formidable ships armament. Most noticeable are the wide firing arcs of this ships main armament.

Due to the relative cheapness of the design and its low production cost due to the inclusion of as many Omega parts as possible the Callisto is a common sight in Earthforce. Many ships serve in the battle fleets of the EA as well as the patrol squadrons.

### **Medusa Class Battleship**

Limited Deployment 10%

Whilst any other race would call the Warlock Class Advanced Destroyer a Battleship the EA refused to acknowledge it as such. Shortly after its construction it was hoped the Warlock would replace the Omega as the main ship of the EA but this is an impossible dream as the Warlock is too expensive to maintain and produce in large enough numbers. Whilst the Warlock is more common in service than a few years ago (33% deployment) the EA has now introduced an official Battleship.

The current Medusa is descended from a ship built during the dark days of the EA/Minbari War. The first Medusa was designed to engage and destroy Minbari Sharlins. The ship was hurriedly completed and launched but was destroyed in its first engagement over Io. The new Medusa is a massive and impressive vessel, although unusually for an EA vessel it lacks any form of fighter compliment.

Whilst lacking any new weapon systems the Medusa has more firepower than four Omega Class Destroyers or two warlocks due to the sheer number of weapon systems.

### **Omega Picket Destroyer (Rho)**

A simple weapon swap makes the Rho Omega a deadly threat to light fighters or those with weak armour. Replacing its particle beams with light pulse cannons the Rho Omega can produce a torrent of short ranged firepower. It is not as popular with EA Commanders as thought as EA Captains appreciate the utility and added firepower of the particle beam

**Chronos Escort Frigate (Beta)**

## Common Chronos Variant

Technically a destroyer due to its firepower the Chronos Frigate is likely to have a number of variants to cover different roles. The first into production is the Escort Frigate. After the retiring of the last Artimis Zeta two years ago the EA has been without a dedicated heavy escort. Whilst the EA has superb fighters they can not be everywhere and don't have the range to protect convoys or single ships without a base or mothership. The Chronos Beta is well armed and solidly built making it a tough prospect for hostile strike fighters or small craft.

The addition of a single AEGIS pod make this ship even more formidable against hostile fighters, although the classes anti shipping power is somewhat limited.

**THE MINBARI FEDERATION**

With out a doubt the Minbari are the most powerful military force in the region. As one of the founding members of the IA the Minbari have brought a massive and powerful fleet into the Alliance. Their ships are almost unchallengeable and are far in advance of anything fielded by other members of the Alliance.

The Minbari have introduced only a few new ships into service, but these are powerful combatants in their own right and are as powerful as they are graceful. It is believed that a portion of the Sharlin Fleet will receive a partial refit to mount a number of Molecular Pulsars, but it is not known when this refit will be carried out. A recent addition to the Minbari Fleet is the Enfali Class Patrol Ship, large by most races standards for a Police vessel it is an ancient hull even by Minbari standards but finds a useful role in the Rangers as a replacement for Whitestars in less arduous missions.

**Tinsharra Class Light Cruiser**

The largest new construction Minbari hull to be built in nearly a century the Tinsharra is a powerful and impressive 'light' cruiser with the firepower to take on most heavy cruisers/destroyers. Only lacking in fighters the ship has a versatile mix of neutron lasers, pulsars and fusion cannons. Combined with its high sensors and advanced jamming systems the Tinsharra is a force to be reckoned with. Thanks to the strength of Minbari industry the class has been produced in large numbers and is now a fairly common sight. Possibly the classes only weakness is a lack of armour on the stern which is quite unusual for a Minbari vessel of its size.



**Tinsarral Class Attack Cruiser**

Rare Tinsharra variant

The Minbari are generally slow to introduce new weapon systems. The heavy molecular pulsar has been in development for a long period of time having been developed before the Shadow War. The Tinsarral is the testbed of the new weapon replacing its INLs for HMPs. The bow mounted pulsar is replaced by an INL to retain a long ranged punch. Once trials are complete on the Tinsarral it is believed the HMP will enter common service on Minbari hulls both new and old.

**Enfali Class Patrol Cruiser**

The oldest serving hull in Minbari service the Enfali was original designed to be a counter to the ships of the Orieni Empire and Centauri Republic which were smaller and faster than anything the Minbari had. Hostilities never broke out between the Minbari and the two major bordering powers and with increasing production of larger more powerful warships such as the Tinashi the Enfali Class was decommissioned and placed in Mothballs. With the enlargement of the Rangers after the formation of the IA the Rangers were short of hulls to use as there were not enough Whitestars to go around. The Minbari solved the problem by reactivating the Enfali Class.

By modern standards the Enfali is a second rate ship, its armament is centred towards dealing with fighters although the flexible light neutron cannon gave the ship a sharp punch. These old ships are only truly suited towards patrol and policing missions as they are too vulnerable in the line of battle.

**IA/Minbari Allegiance Light Cruiser**

Limited Deployment 33%

With out a doubt the Allegiance class is a technological marvel combining the best of Minbari technology with the incredibly advanced technology of the Vorlons. Unfortunately for the IA the means and methods to produce the advanced adaptive armour and the inclusive EM shield has been lost since the Vorlons departed. What few of these ships have been produced are likely to remain the only ones of their class unless the ability to produce adaptive armour to cover a large vessel is discovered or learned.

The Allegiance resembles a Whitestar but on a much larger scale. The Allegiance is better armed and fields a flight of fighters. These ships act as command ships for large groups of Whitestars.

## THE NARN REGIME

In the aftermath of the Centauri withdrawal from Homeworld and Narn space the Narns set about rebuilding their devastated fleet. Fleet strength and size was boosted by the repatriation of captured hulls and a captured fleet.

The Narns produced as many G'Quan class Cruisers as possible to defend their border and begun the restructuring of their fleet. The now smaller Regime required fewer ships to patrol its borders but the Narns continued with the production of a large war fleet as they rebuilt their shattered worlds.

After the bombardment of Centauri Prime and the massive payment the Centauri paid the Narns the Narn began constructing new ships and fighters to bulk out their fleet. Narn ships tended to be a single role unit, but the new construction hulls are more flexible.

### **Na'Rok Light Cruiser**

The Na'Rok seems to be an evolution of the G'Karith hull, although the Na'Rok is larger and far better armed. The resemblance is noticeable with the ships secondary armament of four medium pulse cannons and the six berths for fighters. The Na'Rok makes a good partner for the G'Quan class and may displace it in the line of battle due to its enhanced versatility.

### **Kta'Lin Fast Cruiser**

Limited Deployment 33%

The Kta'Lin seems to be a Narn copy of the Centauri Centurion Class as a fast strike cruiser. Armed with a mix of laser and pulse weapons the Kta'Lin also berths six fighters. The Kta'Lin class is capable of very high speeds.

The class was designed before the War of Retribution but all were destroyed in that conflict. Only now does the class enter service, although in limited numbers.

### **Var'Nit Escort Cruiser**

The Var'Nit (it is impolite to call these ships the Varmint class when Narns are in earshot) is an expansion of the Var'Nic Class using two of the Var'Nics angular hull sections to create a larger vessel.

The Var'Nit has spawned to different variants based on the same hull, the first is a support cruiser which fields two Ion Torpedoes in the place of the usual medium pulse





cannons. The second is a gunship which boasts four medium lasers and a single heavy laser but lacks the defensive armament of its two siblings.

### **Tor'Eth Multi Role Fighter**

The latest addition to the Narn OOB is the new Tor'Eth fighter. Designed before the War of Retribution the fighter is set to replace the Frazi as the Narns premier attack fighter. The Gorith is due to remain in service due to its high manoeuvrability and speed. The Tor'Eth was originally called Project 37 which had the goal of producing an advanced multi role fighter to compare to the EAs new Thunderbolt fighter. The Tor'Eth features an advanced modular system which allows the ships to be configured for a number of roles from normal interception/escort to missile firing strike craft. The Tor'Eth is being produced in large numbers and every fighter produced is quickly shipped to a ship. The fate of the many Frazis in Narn service remains an important question. The IA is reluctant to see large fighters finding their way into the hands of black market arms dealers.

### **Narn Fleet Rebuilding progress**

The Narns have been producing shipping as fast as possible to enlarge their fleet. A large number of G'Quan and G'Quanths have already entered service along with an appreciable number of the new hulls. The Narn have already completed eight new Bin'Tak class hulls as well as two starbases over Homeworld. With new hulls coming online all the time it is believed that the Narn fleet will be back up to pre War of Retribution strength in the next two years.

## **BRAKIRI SYDICRACY**

The Brakiri have rebuilt their fleet and it is a valuable contribution to the IA's military defence. The Brakiri for the first time have worked together to produced the bleeding edge Rameshka Dreadnought which features the best of Brakiri technology.

### **Rameshka Dreadnought**

Limited Deployment 10%

The Brakiri have been looking to build a suitable replacement for the unreliable Courami Class Dreadnought for decades and the Rameshka is its replacement and is superior in every respect. Combining heavy armament, a good short ranged weapon



system (lacking in many Brakiri ships) good protection and durability the Rameshka is a superb class.

The inclusion of Gravitic shielding only makes this impressive class even more powerful. The Brakiri are currently developing a new fighter for the pride of their fleet but no details of this craft have been released.

### **Tolkat Fast Destroyer**

Unlimited deployment.

Originally developed as a testbed of new technology the Tolkat prototype proved so successful that it entered series production. The class uses a pioneering new drive system called the 'Compressed Field Graviton Thrusters' which give the ship an impressive turn of speed for its size. The main armament of the class is also a new weapon, the heavy Graviton Pulsar which is likely to see wider deployment in the Brakiri fleet with the success of the Tolkat.

## **CASCOR COMMONWEALTH**

Cascor ship development has been limited to a pair of new vessels which fill gaps in their OOB. A new Battlecruiser provides more firepower for a Cascor squadron whilst a new cruiser design will see use as a heavy escort and patrol cruiser. The Cascor have developed a series of new Ion weapons, some of which feature on these new ships.

### **Norca Battlecruiser**

Limited Deployment 33%

The Norca is a development of the common Norsca hull. Whilst the Norsca is an armed carrier (like most Cascor vessels) the Norca is designed for direct combat. Armed with a mix of Ion Cannons and Ion Beams the ship also fields the brand new Heavy Ion Cannon. The new cannon has a tremendous range and high rate of fire and does more damage than any other Cascor weapon. The Cascor are currently developing a pulsed Ion weapon and it is presumed that this new weapon will also be deployed on this class when it passes its development trials.

Unlike its Norsca brother the Norca does not carry many fighters and can only berth either twelve Tiqincc fighters or two dozen Caccars.



## Carssati Class Light Cruiser

Based on the common Carssati class scout hull the Carssati fills a large gap in the Cascor fleets OOB. With a mix of ion cannons and lasers as well as two ion torpedoes for long range sniping the Carssati is a much valued escort for the larger but under gunned Norsca Battlecruisers.

## DRAZI FREEHOLD

The Drazi enthusiastically joined the IA with the aim of obtaining technology, specifically technology relating to weapons development. The Drazi quickly set to work on two new classes and one variant. The Drazi had long hoped to deploy a heavy particle cannon on a dedicated warship instead of a support unit like the Deathfalcon, and they have succeeded in deploying it on the new Roc class Battlecruiser.

### Roc Class Battlecruiser

Limited Deployment 10 %

The Roc is the largest Drazi vessel to mount a heavy particle cannon. Previously only the Deathfalcon assault ship carried a heavy particle cannon as the Drazi lacked the ability to make the weapon fit on a dedicated warship. To fit the cannon the Drazi had to make several sacrifices. The new hull armour is actually very weak and the ship mounts few secondary weapons. Its sensors are sub-standard too.

Whilst the ship is deemed by some to be a failure the hitting power of the cannon can not be ignored. The ships high speed and manoeuvrability (a typical Drazi trait) allow it to easily slip into a good firing position for the cannon to do its work.

## GROME AUTOCRACY

Even though the Grome Fleet was savaged during the League Wars and the Shadow War the Grome have rebuilt their fleet quickly.

They have also demonstrated some 'advanced' weapons. The Blast Rail Cannon seems to be nearly identical to the archaic Blast Cannons once fielded by the EA. These 'new' weapons have been placed on a new class of cruiser which after completing successful trials in now entering series production, all be it in limited numbers.

**Graan Class Warcruiser**

Limited Deployment 10%

The Graan is the first Grome vessel to use the Blast Cannons and as such is a technology demonstrator. The frontal firepower of the Graan is comprised of two heavy blast cannons and two railguns. The ships secondary armament comprises of two medium blast cannons and two light railguns. Defensive fire is provided by the eight flak cannons that adorn the ships hull. For a Grome vessel it is an advanced vessel but the Graan is no match for anything but the most poorly armed vessel of any other race in the IA apart from the Hurr.

**HYACH GERONTACRACY**

Much has already been said on the slow but steady refit of Hyach ships to the 'Venerable' Status, but it shall be repeated here for your benefit.

The Venerable upgrade is a sweeping weapons and systems overhaul that has improved the firepower of the Hyach fleet for little cost. The aged medium laser has almost entirely disappeared from the Hyach inventory and has been replaced with the longer ranged and more flexible ADCAP Laser. The damage output of the Spinal laser has been increased at the loss of the ability to fire in sustained mode. The biggest development is of the Splinter Maser. This weapon vastly increases the poor anti fighter defences of Hyach ships and makes them a more deadly prospect for hostile strike fighters.

The updated information on all Venerable upgrades will appear at the back of this book.

**HURR REPUBLIC**

Much like the Grome the Hurr have rebuilt their fleet after the devastation of the League and Shadow Wars. The Hurr have largely deployed the same ships that have been in service for decades. There is an increasing number of ships with more modern weapon systems like particle cannons and bolters. The latest is the Noroca Class Advanced Gunship.

**Noroca Class Advanced Gunship**

Rare Boroca variant



Building of the experience gained in the construction of the particle cannon armed Brocada Particle gunship the Noroca takes the development one phase further. Armed with two of the newly developed medium bolters and a single particle cannon the Noroca lacks some of the raw firepower of the Boroca Gunship but has a more flexible armament. Two class S missile racks provide the main punch and the ship is also armed with eight light bolters but lacks a hanger.

## KOR-LYAN KINGDOMS

The Kor-Lyan fleet was limited by its somewhat odd choice of warships. The Kor-Lyan fleet was capital ship heavy and was lacking a common destroyer/heavy escort. With the prompting of the IA the Kor-Lyans have begun production of extra hulls to fill the serious deployment faults in their fleet.

### Merkuf Class Cruiser

Based on the large Lekant Scout Cruiser the Merkuf is a more general purpose design which is cheaper to build than the Koskova Battlecruiser. In terms of armament the two classes are similar, both feature a mix of missiles and particle weapons to provide their main firepower. The Merkuf has fewer weapons than the Koskova but can carry a flight of fighters. The lack of a jump drive is a major drawback, but the Kor-Lyans are to produce a command variant of this ship with a jump drive and revised armament.

### Solklar Class Destroyer

A heavy conversion of the Vaklar Logistics Frigate the Solklar conversion was suggested by IA advisors to the Kor-Lyan when it was noticed that the Kor-Lyan fleet was lacking a suitable destroyer as the expensive Solryn was too much of a drain on logistics to deploy in large numbers. The Solklar is armed with a pair each of class L and S racks and a nose mounted particle cannon completes its armament.

A reload rack is retained from the original design whilst twelve fighters take up the space formerly used by the ships cargo bay. The result is a simple destroyer than performs well in action or on patrols.

## Notes

The Kor-Lyan are believed to be producing a battleship but no data on this new vessel is available at the time. With the recent introduction of Class B racks on Kor-Lyan OSATs as well as the purchase of the Class LR the Kor-Lyan fleet is becoming quite powerful.

## **YOLU THEOCRACY**

With the Yolu becoming a more active member of the League and now the IA the Earth Alliance has access to the latest information on Yolu vessels. All of the ships described were completed prior to the League Wars with others entering service during that period or just after. Due to their isolationist mindset these new ships were rarely seen but they were a major surprise for any race that attacked the Yolu during the League War. The Yolu fleet is now a very powerful fleet with a wide range of cruisers and smaller vessels to provide escort for their larger brothers.

### **Udran Command Cruiser**

Rare Ulana Variant

The Udran is designed to lead Yolu fleets and formations in large scale or important battles much like the massive Yuan Dreadnought. Armed with the brand new heavy fusion cannon as well as destabilizer beams and fusion agitators the Udran can engage hostile vessels from a far greater range than most Yolu ships. The ship also has organic fighter support with berths for six Yutan fighters.

### **Nashana Light Cruiser**

Although called a light cruiser the Nashana is larger than many races destroyers or heavy cruisers. Designed as a supplement to the Ulana class the Nashana has a long ranged punch centred round a destabilizer beam and two fusion agitators. Heavy and standard fusion cannons provide the ships secondary armament and a flight of fighters finishes off this well designed and well rounded vessel.

### **Hastan Escort Frigate**

Designed to escort the larger Yolu cruisers and protect them against hostile fighters and wolf packs the Hastan is a large and impressive vessel roughly the same size and displacement as a Minbari Tinashi Frigate. Armed with heavy fusion cannons and

fusion cannons the Hastan has a lot of firepower which it can bring to bare on a hostile force. These ships usually accompany Ulana Patrol Cruisers on a patrol of Yolu space.

### Yolu Notes

The Dilgar war traumatized the Yolu. Although their Homeworld never came under direct attack the Yolu saw the collapse of their fleet doctrine that had lasted for decades. The Yolu fleet was primarily tasked with scaring off a potential foe or destroying the odd raider that entered Yolu space. The Dilgar would not be intimidated or scared off by the Yolu's far superior technology and the Yolu were bottled up in their home system. The few major engagements that did take place between the Yolu and Dilgar saw Yolu ships falling to massed fighter waves and were generally out ranged by their Dilgar foe. The new Yolu ships developed in the 2240s were designed not just to scare off a potential foe but to fight a determined invader. The Yolu carried out massive exercises to train themselves how to fight a foe that could not be intimidated. The new construction hulls and training certainly paid off during the League and Shadow Wars as the Yolu saw off attacks from the Ipsha, Kor-Lyans and Shadows.

The Drakh have raided Yolu space a few times but have always been beaten back with heavy casualties.

## CENTAURI REPUBLIC

After the bombardment of Centauri Prime the IA placed a limit on the number of ships the Centauri could have in their fleets. This number is strictly monitored and the Centauri appear to be keeping their word in regards to hull numbers.

There are rumours that the Centauri are producing a series of new vessels but these rumours appear to be just that. Whilst two new hulls have been seen all that could be obtained was a picture of their outline. No scans were carried out before the ships were out of range.

The Centauri have also carried out a sweeping refit of their oldest ships in service. Those belonging to the various House Fleets such as the Optine or Celerian classes have been thoughtouly overhauled and brought up to modern standards.

### Centaurum II Battleship

Limited Deployment 33%

The Centauri solved many of the problems that plagued the Centaurums that served in the War of Retribution and have drastically extended the ships service life. The

addition of heavy array instead of the more traditional matter cannons greatly improve the ships close range firepower whilst it still retains the typical Centauri long range punch.

The ships systems are still vulnerable to damage due to the age of the ships wiring and circuitry but this is a rather minor flaw. The new Centaurum is a capable battleship and should be treated with respect if engaged in combat.

### **Optine II Battlecruiser**

Limited deployment 33%

The Optine use to be the most common capital ship in Centauri service until replaced by the Primus. The Optine now soldiers on having benefited from a full and thorough overhaul. In terms of main armament the Optine is identical to the much larger and more expensive Octurion class Battleship. A quartet of battle lasers and pair of matter cannons give this class an impressive punch. Seven twin arrays provide fighter defence and close in firepower. The biggest drawback to this class is its lightly built structure. The Optine like the later Primus is incapable of sustaining heavy damage before being crippled or destroyed.

### **Celerian II Warcruiser**

Restricted deployment 10%

A much older Centurion type cruiser the Celerian was designed to be a pack hunter and engage and destroy other hostile ships at close quarters. Due to their great age and declining numbers the actual number of Celerians in Centauri service is limited to a few dozen.

Now armed with a mix of plasma accelerators and matter cannons the class is still a serious threat at close quarters. Unusual for a Centauri ship the Celerian has rather poor anti fighter defences and suffers from the lack of structure that affects nearly all Centauri capital ships.

### **Talvan II Attack Cruiser**

The immediate precursor to the Centurion hull the Talvan is another close quarter brawler. Armed with a battle laser for long range harassment and a mix of matter cannons and plasma weapons the Talvan is more than capable of destroying a vessel if it gets close enough to use its weapons. Like the Celerian which it replaced the Talvan has a distinct lack of anti fighter defences but is more solidly built than the previous class.



**Talvan II Strike Cruiser**

Rare Talvan Variant

Armed with a pair of ballistic torpedoes, heavy particle beams and a single battle laser this ship seems like a much larger Demos class vessel in role and armament. It is possible these rare variants are designed to lead Demos squadrons in combat to provide extra firepower.

**Balciron Destroyer**

Limited Deployment 33%

A large but old HCV the Balciron sees most service in the House fleets, part of the upgrades applied to House forces the Balciron now is similar in armament to an Altarin class vessel. A capable escort the Balciron is not much of a threat to a modern warship.

**Balcirax Attack Destroyer**

Limited Deployment 33%

Armed much like the later Vorchan the Balcirax is designed for close quarter ship busting. The plasma accelerator and assault laser combined with four twin arrays means this class outguns the Vorchan class by quite a margin.

**THE DRAKH EMPIRE**

Little is know about the Drakh Empire, their Homeworld was the Shadow World of Za'Ha'Dum but since its destruction they have been without a world to settle. The attack on Earth three years ago showed the power of the Drakh military and the abilities of their ships. The Drakh are a constant threat to shipping and the security of the IA. Until their home bases have been dealt with the IA must remain ever vigilant for further Drakh attacks.

**Mothership**

These gargantuan vessels are larger than many space stations. It is believed that these ships are larger than the Babylon 5 space station in terms of length and mass. Despite their massive size these ships are almost unarmed. They function as mobile bases and carriers for smaller Drakh warships. The Mothership is capable of berthing a dozen HCV class vessels, two dozen MCVs and up to thirty six LCVs or a mix of all

three. Destruction of these ships is a priority when encountered but they are always heavily guarded and are supremely rare sights.

### **Tender**

A smaller Mothership style vessel the Tender is still a massive vessel roughly the size of an EA Explorer Class vessel. Like the larger Mothership the Tender is a mobile base and carrier capable of carrying twenty four LCVs. This make a Tender a nightmare for convoys as a Tender can deploy its LCVs and then jump out and return once the attack is over and the area secure. Tenders are barely armed for their own defence and should be targeted on site.

### **Dreadnought**

Limited Deployment 10%

The Drakh Dreadnought is a stellar monster. Armed with the light molecular slicer once found on Omega Epsilons the Dreadnought can challenge a Sharlin and come out victorious. This class's biggest weakness apart from its rarity is its lack of anti fighter defences but it carries up to ten LCVs for attack and defence roles. These ships must be engaged with a superiority in numbers. At least three to one odds are recommended for Capital class ships when engaging a Drakh Dreadnought. A lack of secondary and tertiary armament is this class's only drawback.

### **Tanker**

Ships of this class were responsible for spreading the plague on Earth during the Drakh attack. These ships are considered priority targets due to the possibility that they could be used in similar attacks. Destroy on sight. They are lightly built and have little in the way of defences.

### **Attack Ship**

The most common large attack vessel in the Drakh inventory the Attack ship is a large HCV roughly the same size as a Olympus class corvette. Equipped with advanced weapons and four LCVs the Attack ship is a threat to vessels far larger than itself. During the attack on Earth ships of this class were routinely besting Omega class Destroyers due to their greater manoeuvrability and speed which allowed them to avoid the worst of the EA vessels firepower.

On a note, these vessels have poor anti fighter defences and are vulnerable to strike fighters as was proven during the attack on Earth and the battles that followed.

**Patrol Ship**

A MCV sized ship, this is the Drakhs second most common attack unit. Heavily armed but poorly defended they operate in packs to hunt down larger vessels. The firepower displayed by these ships is formidable for a craft of their size.

**Scout Ship**

Uncommon Patrol Ship Variant

The most common Drakh scout encountered it is unlike any other scout in service in the IA. These small scout ships have sensors equal to a Delphi class scout and use their sensors to provide extra targeting information for LCV packs as well as the more usual defensive ELINT uses a scout is tasked to carry out.

**Raider**

The ubiquitous Drakh Raider is the most commonly encountered Drakh unit. Deployed from the larger Drakh ships this LCV performs the role that fighters have in IA service. The firepower of these small ships should not be underestimated and they are a deadly threat in packs.

For a LCV sized vessel they are relatively slow but are faster than most ships that outgun them. They are very vulnerable to fighter strikes due to their lack of defensive armament.

**FLEET ANALYSIS OF THE DRAKH EMPIRE**

The Drakh Fleet seems to be mainly centred on hit and run operations and raids behind the front lines. The Drakh employ LCV swarms as their main combatants supported by HCVs and in larger engagements with Capital ships. The Drakh use their tenders and larger vessels to deploy Raiders to raid convoys and small naval squadrons. Raiders use hit and run tactics to break up IA formations as ships suffer more damage, once a ship is isolated it is swarmed by the Raiders who engage from close quarters. Drakh vessels use their manoeuvrability to avoid as much firepower as possible and rely on their advanced and hard hitting weapons to destroy IA vessels before they suffer too much damage. Tenders and Motherships almost always withdraw if threatened and thanks to their massive construction are capable of suffering a massive amount of damage before being appreciably damaged.

## Enhanced Armour:

The Drakh have an advanced armour composite that covers their ships hulls. This 'enhanced armour' makes Drakh vessels look very organic almost Vorlon thanks to the brown colouration the Drakh ships tend to be. The Enhanced armour whilst not as powerful as that of their Shadow masters is still more advanced than any armour used by the IA.

Enhanced Armour has the following rules:

Plasma Weapons do not ignore half the armour of a icon when hit.

Matter weapons count armour as being two points less than normal instead of negating armour totally.

Enhanced armour is still vulnerable to armour destroying effects or weapons (Plasma Stream or Molecular flayer for example).

Weapons which cause a special EM effect have their effect half. For example a Shock Cannon causes 4 points of damage, it would only count as two.

Enhanced armour does not gain any advantages against missiles or breaching pods.