

Xanthus Strike Frigate

Following the Earth Civil War in Y2261, Earthforce Command took a very hard look at its combat record during the uprising. The obvious result was an affirmation of Sheridan's Whitestar class unit's amazing combat record. Fast, rugged for its size and capable of taking down ships many times its own size, the Whitestars gave pause to many senior admirals' opinion that larger was better. The fact that a Whitestar fleet destroyed Clark's shadow technology enhanced Omega squadron added considerable fuel to this opinion.

As a result, a design study was commissioned to develop a small, high technology combat unit that would be capable of fighting a Whitestar on a near equal footing. To no one's surprise it immediately became apparent that such a design would not be possible using current Earth Alliance technology. With the exit of the shadows and their allies, further access to shadow weapons, energy diffusers and other support equipment would not be available for sometime, if ever. Finally, there had never been any aid from the shadows regarding jump technology, so a small jump drive like that possessed by the Whitestars was simply not possible. Reality was providing a harsh reminder to the Minbari's technological edge.

In short order, the project budget was slashed and its mandate changed to simply developing a light, high intensity combat unit. With its reduced budget, the project team determined that a ground up design of a completely new unit would not be possible. Instead they focused their efforts on the option of a pre-existing design that could be updated. The obvious first choice was the Tethys Police Cutter. First introduced in Y2130, the Tethys was established and available in relatively large numbers. The problem was age. Over 130 years old any growth potential originally included in the design was clearly used up. The design team then extended its search to outside the military circle and into the civilian sector, where they quickly settled on the Civilian Pirate Hunter. Light, maneuverable and well armed it made a perfect base to which improvements could be made.

The wish list of enhancements included the addition of a true heavy weapon, flexible medium weapons, interceptor/ewe capability, enhanced thrust levels, sensors and, of course, the inclusion of all necessary Earthforce fleet equipment. The obvious problem would be space. Even with numerous compromises to the wish list, the original Pirate Hunter hull was simply too small and was going to need more room. As a result, a hull plug was inserted into the middle of the of the basic Pirate Hunter hull to provide additional volume. The plug allowed the designers to keep most of the wish list items while retaining most of the original Pirate Hunter's finer points.

The forward command boom was reinforced to handle the upgraded retro thrust and a heavy pulse cannon in a fixed mount. The original medium pulse cannons, in a controversial move, were replaced with Laser/Pulse Arrays. The designers argued that the Laser/Pulse Arrays gave the new frigate unparalleled flexibility and hitting power. Unfortunately, they also gave unparalleled headaches to tech's responsible for maintaining the original prototype.

The prototype, now named the Xanthus Strike Frigate, was unveiled in Y2265. Reviews were mixed. While certainly a superior light combat unit it remained inferior to the Whitestar and its lack of artificial gravity (a technology many felt would be available in medium class vessels in a few more years thanks to Minbari support) left it holding the bag to most of the technology driven admirals. In addition, large combat units, especially the new Warlock and Apollo and the prototype Delphi and Cronos units were once again in vogue. Ultimately price was determined to be the real clincher. The Xanthus was expensive, both in terms of initial construction and followup support cost.

Destined to be a one-off prototype, the Xanthus was saved by the attack on Earth by the Drahk in Y2266. Faced with this new enemy and its combination of numerous light hard-hitting raiders backed by the super-huge cruisers and carriers, the Xanthus design was reinstated. War had come to the Earth Alliance yet again and with the poisoning of Earth, so to had vengeance. Fueled by a desire to make the Drahk pay, military budgets rapidly rose. Cost was no longer a limiting consideration and full scale production began in Y2270, but significant numbers of Xanthus would not reach the fleet until Y2276. However, it was not until Y2278, that the Drahk were finally exposed by Vir Coto. Having ascended to Centauri Emperor, Vir then ordered the Centauri Navy to seek out and destroy the Drahk once and for all. The Earth Alliance was quick to rally to the Centauri cause and joint Centauri/Earth Alliance fleets, supported by the new Xanthus, moved quickly to engage all Drahk forces.

EA Xanthus Strike Frigate (Alpha Model)

SPECS

Class: Medium Ship
In Service: 2265
Point Value: ???
Ramming Value: 40
Jump Delay: N/A

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (8)
Stb/Port Defense: 14 (10)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

FORWARD HITS

1-4: Retro Thrust
5: Hvy Pulse Cannon
6-9: L/P Array
10-11: Interceptor
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-10: Interceptor
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
Through Y2265 - Y2269
Limited Deployment (33%)
Through Y2270 - Y2275

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

PRIMARY HANGAR

0 Fighters

1 Shuttle Thrust: 3

Armor: 1 Defense: 8/10

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WEAPON DATA

Hvy Pulse Cannon

Class: Particle
Modes: Standard
Damage: 15 1d5 times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Laser/Pulse Array

This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Med Laser Cannon

Class: Laser
Modes: R
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med Pulse Cannon

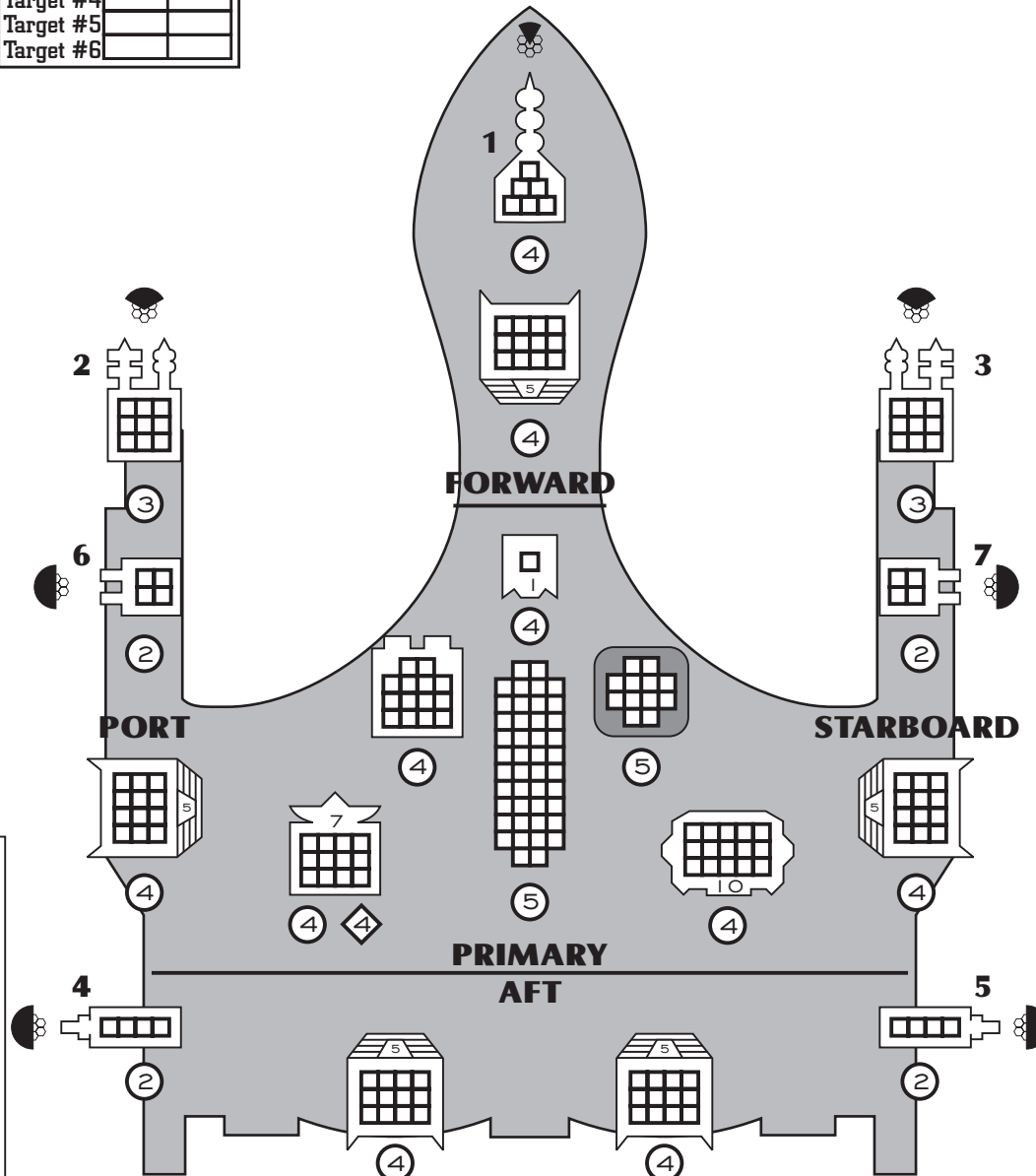
Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Standard Particle Beam











Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Hvy Pulse Cannon
-  Laser/Pulse Array
-  Std Particle Beam
-  Interceptor