

Alsinan Defense League Ship Sheet



Total: 700 Ships

**Not listed in this document for lack of interesting detail.*

Generation III

WIP

Generation II

Cunicule-Class Supercarrier (CVV) 15x

Length: 5300 meters

Being the pride of the ADGN, the Cunicule-Class Supercarrier are few in number, but extremely potent in terms of striking power. Unlike other carriers in the ADGN, there are no large spinally-mounted cannons or Gauss cannons, taking all available space for the holding of corvettes or fighter squadrons. Having two massive prongs at the front which can open, revealing massive taking-off decks for the numerous fighter squadrons, ranging between 100 and 180 squadrons of 12 of starfighters or bombers. These hangars can also dock a few corvettes or Y-Class frigates. The Cunicule-Class was specifically designed to fit into the fleet, especially with

the Y-Class and Ocino-Class, as their combat systems can interlink, transmit, and cooperate upon received data more efficiently than the ships cooperating as a normal fleet.

Having been developed from the ground up to be the ideal carrier for the ADGN's fleets, Cunicule-Class supercarriers focus on one thing above all else: their strike package. With this extreme size of these carriers, also comes a massive, massive target. As such, the Cunicule-Class are stacked with as many CIWS as can fit aboard, primarily intercept missiles and high-caliber rotary Gauss cannons. The sensor suite aboard the ships are average at best, not being anything special, relying on the Arsan-Class Interdictors or Alsina-Class Battlecruisers for spotting at longer ranges.

As armor onboard the Cunicule-Class is lacking for a ship of its size, shields and CIWS are being relied upon to make up for this, to mixed effect.

Logistics aboard the supercarriers has always been a nightmare, the varying ammunition types, each provided by a different company with different standards and safe storage practices, and overwhelming armament placed upon strike craft causing extreme backups in the hangars, making the effective strike package of the Cunicule-Class less than promised.

Alsina-Class Battlecruiser (BC) 35x

Length: 4000 meters

Alsina-Class Battlecruisers are the bulk of the fleet's strength, with massive turreted Gauss cannons and a large armament of anti-ship missiles, with massive sections of the ship capable of depressing and revealing the very first iteration of LRMS, or Long-Range Missile System, which can hit ships

across systems. This is only possible due to the exceptionally powerful sensor systems onboard, far in excess of the systems on the smaller ships, which is granted to it via the massive size. The CIWS systems are a mix of missiles, especially relativistic interceptors, plasma dispersers, and miniature rotary Gauss cannons. Due to the massive disparity in size between the Alsina-Class and the other ships of the ADGW, it's commonly used as a flagship. The lack of armor aboard has led to some concerns with survivability, especially against energy weapons. Having extremely small and spaced-out radiators, there is no one "weak point" on an Alsina-Class, especially with its dispersed reactors, which do run at lesser efficiency, but increase survivability even with its weak armor. The shields aboard the Alsina-Class have recently been upgraded, able to sustain much more fire than before.

Alsina-Class Battlecruisers also have more varied weapons than their smaller counterparts. A significant portion of the secondary armament is made up of sandcasters, creating a logistical nightmare as they are unique to the Alsina-Class and the Akule-Class cruisers. Some Casaba howitzers are also equipped, but their use is questionable as their short range is contradictory to the ADL's general fleet doctrine.

The Alsina-Class is essentially a new design, spawned from nothing in the past. The first foray into capital ship design by the ADL has gone unexpectedly well, though, with two major flaws. Lackluster armor, and the big bite: cost. Alsina-Class Battlecruisers are extremely expensive, and as such only 8 exist.

Bomber wings are also stationed on the Alsina-Class, specifically 10 squadrons of BF-55 Bombers, capable of carrying an exceptional level of missile armament to further extend the Alsina-Class' range.

Massive sections of the ship are capable of folding down to reveal more armament, such as more rotary Gauss cannons and LRMS systems, which

lead to the image of this massive metal behemoth "breathing," leading to the Alsina-Class to be seen as "Living SOB's." Maintenance crews hate working on the Alsina-Class, as the multiple reactors, extremely sensitive sensors, and FTL drive are overly complex.

Viper-Class Carrier (CV) 50x

Length: 850 meters

The Viper-Class Carrier is less of a full fleet carrier and more of an assault ship. With the capability to carry 12 squadrons of each smaller craft, it certainly doesn't lack punch. The Viper-Class also can hold some troops and use them as a landing force on hostile planets. The frontal plates of the Viper-Class recede, pulling down into the bowels of the ship, revealing the launching deck for the smaller spacecraft. Various panels aboard the Viper-Class can fold out as well, serving as cargo intakes or drop vectors for the men aboard. The Viper-Class forgoes the ADL's tendency to have very competent PD for its carrying capacity and usefulness as "power projectors" or diplomatic ships. Commonly seen as flagships. Gun armament aboard the Viper-Class has not been neglected, using the primary guns aboard the Y-Class, though with less efficiency as these guns tend to be loaded to the brim with anti-fighter rounds and incorporated into the CIWS system. That system is the most robust aboard any ship of the ADL, containing the larger caliber "Fulcrum" system on the Thunderstorm-Class and the incorporation of the primary weapons aboard the Y-Class as CIWS.

The Viper-Class was an idea which carried over from the wet navy's propensity to have more, smaller aircraft carriers, since the ADGW spawned out of a mix of the ADSA (Alsina Defense Space Agency), the ADAF, and ADN, the former two being drastically underfunded in comparison to the ADN. With the modularity in its design to carry troops, cargo, or more fighters, the Viper-Class maintains its role as the face of the ADGW, being sent on both "diplomatic" (read: political force) missions and humanitarian aid alike.

The fighters aboard the Viper-Class are the SF-72, commonly referred to by the pilots as the "Anaconda" since they can take a lot of punishment for a fighter craft, but they lack extreme maneuverability.

Akule-Class Cruiser (CA) 75x

Length: 700 meters

An oddball in the fleet, the Akule-Class was an attempt to make a close-range brawler of a ship to pin down enemies and allow the Ocino-Class and Alsina-Class to rain down fire from afar. Equipped with stronger armor and shields than ships of their size would normally have under ADL doctrine. It was also developed to fill a perceived lack in the fleet's strength: close-range attacks. As most ships of the ADL maintain longer battle ranges than other nations, naturally they would have thinner armor as it's unneeded weight at that range. This also has led to the armor manufacturing sector of the ADL to be underdeveloped compared to the rest of it. The planners which made the navy for the ADGN had a concern, though. "What happens if we are at close range?" Ultimately, the Akule-Class was the result.

The Akule-Class are equipped with the standard CIWS loadout for Ocino-Class cruisers while having stronger armor, spaced and layers plates, having spacer material and a bit of empty space in between each layer. The shields are taken from the Stalwart-Class, though refined and upgraded to fit the Akule-Class' smaller size.

Equipped with Casaba howitzers, sandblasters, and rotary gauss cannons, the armament of the Akule class is nothing to scoff at, especially at close ranges. The missile armament is nonexistent with the exception of CIWS.

The Akule-Class are not the fastest ships, but they are exceptionally maneuverable with the large thrusters placed on the side of the hull in order to turn to meet unusual close-range circumstances. These thrusters require a lot of radiators in order to dissipate the heat, leading to the glow from the sides of the Akule-Class to give it "horns."

Maintenance on the Akule-Class is nightmarish, as the essentially prototype Casaba howitzers have a tendency to not work every so often. The sandcasters, present on the Alsina-Class as secondary armament, are a more proven design, but the ammunition required to use them is in short supply due to the logistics train already being so stretched. The side thrusters also present massive weak points, causing rising calls for a retrofit for these ships which remove them in favor of more RCS.

Ocino-Class Cruiser (CL) 100x

Length: 500 meters

The Ocino-Class Cruiser is an odd duck amongst the ADGW. Being an intermediate ship between the Swift-Class and the Viper-Class, the Ocino-Class is a primarily missile-armed ship, with only one of the rotary Gauss cannon systems aboard, though it is in a turret instead of spinally mounted. Instead, there are a massive number of missiles from the retractable plates on the roof and underneath the ship, which give the Ocino-Class an incredibly large number of missiles, most of which are dedicated ship-busters, providing much firepower for any fleet which contains one. Although the Ocino-Class has its place within fleets, alone it often gets overwhelmed by fighters or smaller ships, as the anti-ship missiles tend to go in one side of the smaller craft and out the other. The CIWS systems aboard combine the "Hawkeye II" sensors with the large missile armament to have a deadly protection zone around it, both for the ship itself or its allies.

Swift-Class Destroyer (DD) 25x

Length: 300 meters

The Swift-Class Destroyer was both a development off of and a contemporary to the Thunderstorm-Class, fixing its primary downfall: the unsatisfactory protection with its shields. The Swift-Class has two spinal rotary cannon setups which fire rounds at relativistic speeds. Being extremely maneuverable and speedy, but also extremely expensive, the Swift-Class has not yet entered production, though there are debates within the Parliament on the amount of expansion of the Destroyer fleet. There is a catch to all these upsides, however: the armor onboard the Swift-Class is nigh nonexistent, which prevents it from using that speed and firepower at close range. Shields on the Swift-Class are greatly strengthened, being downgraded carrier shields rather than upgraded frigate shields, fixing the primary concern on the Thunderstorm-Class. The secondary gun armament has also been reduced, focusing ever more on that spinally mounted rotary gun system. The missile armament has been expanded, however, in order to cover the lack-luster gun armament. These missiles are fitted with warheads varying from the standard anti-ship missiles and anti-fighter missiles to more bizarre armaments, like plasma dispersion warheads which are part of the point defense system. Speaking of, the PD systems aboard the Swift-Class are par for the course, in terms of the ADGN's ships.

The Swift-Class was developed alongside the Thunderstorm-Class, though with a large amount of espionage and stealing good developments off of the Thunderstorm-Class, both attempting to fulfill the same contract from the Parliament. The Thunderstorm-Class was developed as Alsinan Alloy's answer, while the Swift-Class was Inzano Refining's answer. The Thunderstorm-Class was chosen over the Swift-Class as it was about 80% of the cost, which means that the ADGN could get more ships for the same

price tag. This has led to the Swift-Class being used as, while not obsolete, a smaller fleet unit, and very carefully moved and used.

Thunderstorm-Class Destroyer (DD) 300x

Length: 271 meters

The Thunderstorm-Class Destroyer is the primary bulk of the ADL's fleet, with a strong focus on a rotary Gauss cannon, mounted spinally in the ship's hull, three barrels spinning around and firing off once every few seconds, offset by a second or two apiece. It is a first-generation destroyer, taking lessons learned from the O and N-Class frigates but upscaling the designs with a popular rotary Gauss cannon, commonly known by ground crews in an artillery role as "The Peacemaker." With the primary weapon being this spinally mounted gun, the secondary armament and other gun armaments are lacking, to say the least. The missile armament has a number of configurations, primarily the anti-ship configuration with some anti-fighter missiles stored in the CIWS missile banks. Speaking of, the CIWS is a new development placed on the Thunderstorm-Class, specifically the "Fulcrum" system which uses larger caliber CIWS systems while replacing the older, and frankly, obsolete systems aboard the O and N-Class, being contemporary to the Y-Class, though upscaled. The "Hawkeye II" system is standard amongst these destroyers, though that makes each individual unit cost higher.

History of the Thunderstorm-Class is mired in constant political slowdown and squabbling, which led to the main issues on the Thunderstorm-Class being the lack of ammo for that spinally mounted rotary gun. The armor and protective systems on Thunderstorm-Classes are not amazing, with the armor prone to bending and flexing under extreme stress and the shields, while competent for smaller ships like frigates, not being satisfactory for a ship of a destroyer's size.

Y-Class Frigate (FN) 200x

Length: 138.5 meters

The Y-Class frigate is the most modern among the ADL's frigate fleets, and one of the most well-armed to boot. With strong emphasis on its main gun armament, the Y-Class can punch well beyond its size. The primary weapons, traditional shell-firing guns, have an extremely fast fire rate, being able to send a shell downrange every few seconds. The missiles aboard, having been massively overhauled from the aging "Medusa" missile defense system, now pose serious threats to any incoming strike from fighters. The shields are kept the same as they were on the O-Class Frigates, proving to be less useful in a frontline engagement scenario. The point defenses aboard the Y-Class are quite strong as well, though they struggle with the modern generations of fighters and bombers. The primary weaknesses of the Y-Class are its thin armor plating, hardly being enough to stop rounds from corvettes and especially poor protection from energy weapons, and the sensor suite. The "Hawkeye" sensor suite system was an experimental system which has proved itself to be unsatisfactory, leading to the effective range of the missiles fired from a Y-Class to be much shorter in practice than it is in theory.

The history of the Y-Class has to do with two previous ships: the O-Class and N-Class Frigates. Both of these previous ships had their downsides, with the N-Class being hopelessly under-armed for its size and the O-Class being much too slow and under-equipped in its point defense suite. The ADGN, seeing that these two classes could have their duties folded into one, developed the Y-Class as a successor ship. The energy which powers the expansive weapons and point defense suites come from a fusion reactor located under the internal bridge. The Y-Class also struggles to release its heat into space from the radiators, forcing it to maintain slower speeds than advertised.

Generation I

O-Class Frigate (FN) (Primarily in UEG Service, not used by ADL anymore)

Length: 112 meters

The O-Class frigate is a rugged first-generation frigate, having seen many decades of service as a front line unit, though it has recently been retired as a front line combatant. With its respectable armament in both main guns, secondary guns, and missiles, the primary downfall of the O-Class was its unacceptable speed and point defense suite, regulating it only useful for convoy duty. Guns are placed upon the O-Class roughly in pairs, both the primary and secondary weapons. Their fire rate is equally fast as their Y-Class successor. Onboard missiles are held primarily in anti-ship configuration, with a few being retained for short-circuiting enemy sensors, within the "Imperato" defense system suite having control over these missiles. Armor and shielding on the O-Class are quite strong for the ship's size, and the "Hawkeye II" sensor suite has been overhauled from the previously inadequate "Hawkeye" system, though mismanagement of funds has led these upgraded systems to be fitted onto the O-Class.

Being the second foray into ship design by the ADGW, the O-Class only had the hopelessly obsolete N-Class to draw inspiration from, so the ADGW just scrapped the idea of missile-heavy frigates to focus on gun-based frigates, the difference in cost between the shells and missiles being one of the primary concerns. The power plant is located underneath the internal bridge, and this is the first ship of the ADGW to have an internal bridge, creating a design tradition for the rest of the later fleet to follow.

The O-Class, despite its good design, has been obsolete since the introduction of the Y-Class, and is now held in second-line roles. It is well liked by its crews and referred to in the general sense as "Ol' Miss," coming from its extensive previous history as envoy ships