



Federated Suns ship designers found the plans to the Alexander Class Heavy Cruiser in the ruins of an old Challenge Systems base on the planet of Muskegon in 2912. They were smuggled off the planet and returned to New Avalon where the plans were evaluated and stored away for future use. There they would have laid if not for the Grey Death Memory core found on the planet Helm. The plans were reviewed and after many years of delays, and a Civil War, the decision was made for the Federated Suns to build a series of these ships.

Federated Suns naval forces lost many good ships in the Civil War and was in need of a strong cruiser to protect the fragile borders of the Suns. The Alexander was originally designed to be a match for the Sovetskii Soyuz Class Heavy Cruisers and addressed many of the weaknesses of that vessel. The Civil War pointed out several design flaws in many of the warships of both the Federated Suns and her neighboring states. Most notable was the lack of adequate anti-fighter defenses and the reliance of ammunition hungry weapon systems. There were many times in those campaigns when ships had to withdraw from battle at a crucial moment because they were almost out of ammunition.

The inability to mount sustained assaults on an enemy systems naval forces was blamed for several lost engagements. To correct his problem the vessels weapons systems were completely rethought. The new ship was given variety of capital weapon systems that allowed the Alexander to be a danger to enemy ships at any range and enough ammunition to complete the job it started. All the old naval autocannons were removed and replaced with the Federated 30 Series Naval Autocannons. This system has a very long range and allowed the ship hit any vessels that tried to escape it with superior speed. Then the capital scale energy

ALEXANDER (HEAVY CRUISER)

weapons were simplified, replacing the Naval Lasers and lighter Naval Particle Cannons with the new Johnston Model 3-M Naval Particle Cannons, and increasing the numbers dramatically. The old missile specific launchers were discarded and replaced with the new Multi-M launchers that allowed flexibility in naval engagements. A crippling array of anti-fighter weaponry was then added to the ship and two wings of Aerospace Fighters were also added to protect the ship from enemy fighters and assault dropships. The ship was given an ample fuel supply to allow the vessel to operate on extended missions that were so common in the Federated Suns.

Two additional docking collars (now totaling six) were also added to allow the ship to carry additional assault dropships to protect forces landing planet-side during system assaults. The ship, on paper, seems to be a well round out design that will perform as expected when built, but only the future will tell if the design ever gets that chance to prove itself.

ALEXANDER (HEAVY CRUISER)

Tech: Inner Sphere
Introduced: 3067
Mass: 990,000 tons
Length: 899 meters
Sail Diameter: 1,202 meters
Fuel: 8,000 tons (20,000)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 5
KF Drive Integrity: 20
Heat Sinks: 3,406 (6,812)
Structural Integrity: 89
Battle Value: 271,408

Armor

Fore: 307 Fore-Sides: 307
Aft-Sides: 307 Aft: 281

Cargo

Bay 1: Fighters (20) 3 doors
Bay 2: Fighters (20) 3 doors
Bay 3: Small Craft (10) 2 doors
Battle Armor Points/Squads (9)
Bay 4: Cargo (6,824 tons) 2 doors

Dropship Capacity: 6
Grav Decks: 3 (95 meter diameter)
Escape Pods: 60
Life Boats: 40
Crew: 135 Officers, 355 Enlisted/Non-Rated, 83 Gunners, 84 Marines, 184 Bay Personnel

Ammunition: 2,400 rounds NAC/30 (1,920 tons), 2,400 rounds LB10-X (240 tons), 80 Killer Whale (4,000 tons), 80 White Shark (3,200 tons), 240 Barracuda (7,200 tons), 2,640 rounds AMS (220 tons), 120 Screens (1,200 tons)

Notes: Lithium Fusion Battery, 1,762 tons Lamellor Ferro-carbide armor, 9,900 tons spare parts

Weapons and Equipment	SRV	MRV	LRV	ERV	Class
Nose (810 heat) Type					
4 Medium NPPC	36	36	36	36	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
5 ER Large Laser	4(40)	4(40)	4(40)	--	Laser
3 LB 10-X AC (300 rounds)	2(18)	2(18)	--	--	LB-X
4 AMS (480 rounds)	--	--	--	--	PD
FL/FR (2,366 heat) Type					
5 Medium NPPC	45	45	45	45	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
3 AR10 (20 KW, 20 WS, 60 B)	*	*	*	*	Capital
4 ER Large Laser	3(32)	3(32)	3(32)	--	Laser
LBS/RBS (1,358 heat) Type					
3 Medium NPPC	27	27	27	27	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
5 ER Large Laser	4(40)	4(40)	4(40)	--	Laser
5 LB 10-X AC (500 rounds)	3(30)	3(30)	--	--	LB-X
4 AMS (480 rounds)	--	--	--	--	PD
AL/AR (1,590 heat) Type					
2 Medium NPPC	18	18	18	18	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
3 AR10 (20 KW, 20 WS, 60 B)	*	*	*	*	Capital
3 ER Large Laser	2(24)	2(24)	2(24)	--	Laser
3 LB 10-X AC (300 rounds)	2(18)	2(18)	--	--	LB-X
3 AMS (360 rounds)	--	--	--	--	PD
2 Screen Launcher (40 scms)	--	--	--	--	Screen
Aft (687 heat) Type					
3 Medium NPPC	27	27	27	27	Capital
2 NAC/30 (200 rounds)	60	60	60	--	Capital
4 ER Large Laser	3(32)	3(32)	3(32)	--	Laser
5 LB 10-X AC (500 rounds)	3(30)	3(30)	--	--	LB-X
4 AMS (480 rounds)	--	--	--	--	PD
2 Screen Launcher (40 scms)	--	--	--	--	Screen

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