

Erebus Variants

The [Erebus Class Missile Frigate](#), developed in [YE 43](#) by the [New Dusk Conclave](#), was introduced in parallel to a number of variants of the main class, each designed to fill a specific role. Though mostly identical, the weapons arrangement of each variant was changed to help the new variants fit their role better, and allow the small faction to make the most efficient use of its frigate production lines.

CSW-F2-1A, "Erebus"



The main design of the Erebus class, the Erebus is an escort and fire support ship, using its missile array and point defense cannons to protect more important vessels and provide fire support to a fleet in the form of missile barrages.

Armament

- 1x 20 tube vertical [Missile](#) array: [Tier 12](#)
- 4x [Cerberus](#) cannon: [Tier 10](#)
- 10x [Plasma Repeater Turret](#): [Tier 7](#)

CSW-F2-1B, "Styx"



Designed to bring a disproportionate punch to the table, the Styx variant of the Erebus class allows fleets of primarily light tonnage to bring heavier weaponry to bear and enables them to pose a threat to light capital ships, at the expense of their point defenses and secondary weaponry. This makes them vulnerable to attack by fighters and more maneuverable starships and useful only when adequately protected.

Armament

- 1x [Havoc cannon: Tier 13](#)
- 8x [Plasma Repeater Turret: Tier 7](#)

CSW-F2-1C, "Charon"



Initially designed based on a request from the [Duskerian Orbital Guard](#) for a new starship that could be used in anti-piracy operations against smaller pirate and smuggler starships, the new variant was soon co-opted into mainline service. The Charon variant of the Erebus class focuses in more on point defense and combat against small ships, with its large array of turrets enabling it to lock down areas and engage

large groups of smaller targets.

Armament

- 8x [Cerberus cannon](#): [Tier 10](#)
- 10x [Plasma Repeater Turret](#): [Tier 7](#)

OOC Notes

[Alex Hart](#) created this article on 2021/05/12 20:14.

As each Erebus variant is not sufficiently unique to warrant its own page, this page is intended to document the differences in weapons loadout between different variants, including the main Erebus, and serve as a quick reference.

☐ This article is a work-in-progress. Is it not currently approved.

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