

Coalition

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The [Eastern Coalition](#) (or Coalition for short) formed on [Earth](#) from Russian, Chinese and Middle-Eastern colonies. It started a war with [Western Alliance](#), causing it to flee to [Sirius Sector](#) and soon themselves were forced to exile by [Nomads](#) and [Dom'Kavash](#).

1. History

Somebody who knows Starlancer good, add please some history, dates, etc, or maybe I will ... TBA

1.1. Their Own Medicine

Soon after Alliance sleeper ships left the [Earth](#), [Dom'Kavash](#) and their [Nomads](#) servants attacked the [Sol](#) system. Unable to fight overwhelming odds, Coalition launched their own sleeper-ships: [CNS Stalin](#), [CNS Moscow](#) and CNS Minsk. [CNS Stalin](#) reached [Sirius sector](#), but was destroyed by [Nomads](#). Moscow and Minsk, however, reached a system in [Altair Sector](#) which soon earned the name "[Sovetskaya](#)" ("Soviet system").

1.2. Still Alive and Found the Cake

Soon after [The Order](#) discovered [CNS Stalin](#) wreck, they caught the track of a smuggler Jack Blinch. Smuggler was knowing something and hid that data in a three separate containers. When one of Order pilots discovered the wreck, strange coordinates to [Sol](#) system were found. A strange sight was discovered by Order on those coordinates: the Transdimensional Rift that led to [Altair Sector](#). System in which Rift was leading to - called [Styx](#) - contained, beside of [Nomad outpost](#) and swarms of Nomad ships, also human-made jumpgates. Answer to question "Who made those gates" came a couple of systems later, where three gunboats with fighter escort were waiting. Three gunboats with red stars painted on their hull. Coalition ships.

1.3. The Enemy of My Enemy

With the return of the factions that once were Alliance things became clear for Coalition: fighting a war against two enemies is hopeless. But there were reasons to turn one enemy into friend. Soon after the discovery, Coalition sent a diplomatic mission to [Sol](#), to stop the discord between human factions. Offer was accepted and soon [the Order](#) diplomatic mission arrived to [Sovetskaya](#). And [The Order](#) and Coalition made their first mutual operation, discovering the systems from [Hieron](#) to [Menton](#).

1.4. Together We Stand

This part is reserved to CF 2.0. that will make things clear. Assumption made of [Dom'Kavash](#) ships no longer attacking Coalition in SP after IC quest is done.

2. About the Coalition

2.1. Community

We don't get any lore information about Coalition society. It can be either completely militaristic, or socialism akin to different USSR times.

2.2. Splitting

As a state, Coalition features quality that rare Sirius House can show: unity - either shipment and logistic companies, civilians, police forces, military or State Security are identified as "Coalition", only splinter faction is [Coalition Rogues](#). This unity could be caused by totalitarian or authoritarian society, where all companies belong to the state.

2.3. Resources

There isn't a lot of valuable asteroid fields that are in Altair, but for Coalition it isn't something to worry about. All their needs are covered by [Planet Murmansk](#) mining operation that both made the planet habitable and allowed Coalition to mine the metal directly from planet's liquid core, allowing Coalition to rebuild their power.

2.4. Military Might

Lore-wise, Coalition Space Navy isn't at its good days now. War with [Dom'Kavash](#) caused lot of losses in manpower and resources, while [Coalition Rogues](#) do their "best" to disrupt their supply lines. But in-game, we can see how many heavy ships are flying around in some Coalition systems and note the lore dissonance. But both in lore and in game, Coalition navy is well-equipped. While big ships don't pose much a threat due to weak turrets, their fighters are dangerous, they usually fly ships with stats similar to player's ship and have advantage in numbers (they fly in wings of two, or in three with Goliath transporter, or four when escorting capital ship) and in mounting five (sixth hardpoint is used for missile launcher) Coalition Gatlings. Against more powerful [Dom'Kavash](#) gunboats or overwhelming [Nomads](#) fighters wings they usually fail hardly, however they can assist player in destruction of said foes. [Coalition Rogues](#) fighters are equal to Coalition ones, so everything depends only of ship stats and quantity.

2.5. Technology

Back to Coalition War, Coalition was a lot ahead of Alliance in terms of military tech. Jumpgates, cloaking technology and heavy Ion Cannons were stunning display of that. However during the exile, it haven't changed much. All the ion cannons, jumpgates and cloaks Coalition uses now are mostly the same. Even ship designs haven't changed - only weaponry and internals got upgrades. It haven't changed much, but it haven't stayed the same - as proves some developments like Coalition Gatlings or warp buoys.

2.6. Reputation

Deeds made by Coalition during the Alliance war was something that is hard to live down. [Prisoners](#) were taken very rarely and were held in awful conditions. Coalition were the first to use cloaking technology at war - in the hands of merciless Black Guard Squadron. It is still unknown, if faction has changed, as there barely is any lore information. Still, people in Sirius doesn't tend to trust Coalition completely, and it is mutual - Coalition takes 3,750 000 [credits](#) to grant the allowance to their systems.

2.7. Diplomacy

Coalition is neutral to most Sirius factions, as they don't have crossings, except for Order. Main Coalition enemy are [Dom'Kavash](#) and [Nomads](#), however in SP Campaign when you return from [Inner Core Sector](#), [Dom'Kavash](#) doesn't fights Coalition anymore, leaving only [nomads](#) as a threat. Their secondary enemy are [Coalition Rogues](#), that are committing piracy acts throughout most of Coalition space. If you will buy two Coalition bribes in Multiplayer, you will be able to change your affiliation to Coalition one, however it will also make you hostile to [Coalition Rogues](#). In Single-player (SP), when you return from [Inner Core sector](#), you become hostile to [Coalition Rogues](#). Coalition is neutral to [ASF/CSF](#) conflict or is sided with [ASF](#).

3. Territory

[Er Riad](#) [Gagarin](#) [Gladius](#) * [Guangdong](#) [Gurm](#) *
[Kalinin](#) [Meschhed](#) [Nedjef](#) * [New Beijing](#) [New Hongkong](#)
[New Mekka](#) [Sovetskaya](#) ** [Tomsk](#) * [Vorkuta](#) [Yakutsk](#) *

* System doesn't have any dockable base

** Headquarters

4. Bases

Aden Station	Er Riad
Amman Depot	Meschhed
Baku Station	Sovetskaya
Bengbu Processing Facility	New Hongkong
Boridin Space Station	Sovetskaya
Charkow Outpost	Sovetskaya
Coalition HQ	Vorkuta
Donezk Station	Vorkuta
Dzerzhinsky Military Academy	New Beijing
Gansu Research Outpost	Gagarin
Gorkij Station	Vorkuta
Gorlowka Carrier	Sovetskaya
Govorov Trading Station	New Beijing
Hefei Ore Refinery	New Hongkong
Jinan Fuel Depot	New Hongkong
Kuibyschew Outpost	Sovetskaya
Lanzhou Shipyard	New Hongkong
Maskat Station	New Mekka
Odessa Station	Vorkuta
Pawlowdar Station	Vorkuta

[Planet Medina](#)
[Planet Murmansk](#)
[Singapore Station](#)
[Swerdlowsk Station](#)
[Yantai Station](#)
[Yinchuan Outpost](#)

[New Mekka](#)
[Sovetskaya](#)
[Guangdong](#)
[Vorkuta](#)
[New Hongkong](#)
[Kalinin](#)

5. Equipment

Ion Gun	Laser Cannon	Messon Blaster	Gatling Laser
Gatling Plasma Cannon	Vulcan Battery	Proton Cannon	Collapser Gun
Coalition Gatling	Coalition Turret *	Screamer Missile Launcher	Banshee Missile Launcher
Havok Missile Launcher	Imp Missile Launcher	Raptor Missile Launcher	Jackhammer Missile Launcher
Solomon Missile Launcher	Coalition Torpedo Launcher	Havoc Missile Launcher *	Cataclysm Missile Launcher *
Nemesis Missile Launcher *	Advanced Battleship Defense Turret	Advanced Battleship Flak Turret ..	

* - this piece of equipment can be only looted from wrecks.

All guns overview with stats can be find [HERE](#).

6. Ships

6.1. Fighters

Note: Only fighters that are used by Coalition (playable).

- [Azan](#)
- [Basilisk](#)
- [Saber](#)
- [Lagg](#)
- [Kamov](#)
- [Karak](#)
- [Kossac](#)
- [Saracen](#)
- [Salin](#)
- [Haidar](#)

6.2. Heavy and capital military ships

- [Anatov](#)-class
- [Yao](#)-class
- [Kurgan](#)-class
- Berijev-class
- Kresta-class
- Kozlow-class
- Kiew-class
- Krelow-class

6.3. Non-combat ships

- Scimitar-class
- Saladin-class
- Goliath-class

7. Known Facts

- Coalition fighters use Sirius-made equipment like [Catapult Missile Launcher](#), [Starkiller torpedo launcher](#), thrusters, etc. Also only weapon they sell AND use is [Coalition Gatling](#).
- Coalition Warp Buoys are impossible to disrupt like trade lanes. (Note: will change in CF 2.0)
- Most, if not all of Coalition capital ships have Russian names (like Bratsk or Irkutsk - named after towns), despite the fact that Coalition also includes China and Middle East. Same is with fighter pilots names, which also on occasion have diminutive names displayed.

Footnotes:

[1] We barely have any canon lore information about both Coalition or [Coalition Rogues](#).