

Decados Raider 'reaper' class



Ship Type	raider	Captain	Crack Captain	Engines	fast
Origin		Crew	7	Shields	2
Grade	lander	Marines & Passengers	6	Sensors	EMS 6
SIZ rating	4			Crew Rating	Average Crew
Dimensions	35x12x10	Cargo Space	30	Free HP	0
Hull cost	40,000 FB	Total Cost	81,700 FB	turrets?	1 small
Essential Crew Complement	pilot				

#	Ship Systems	Cost
1	Emergency Signals	0
3	Escape pod (3 man)	9,000
1	Cartography system	3,000
3	stored charts	1,500
		0
		0
		0
		0
		0
		0
		0

Speed & Shields					
Shields	2	2	1	1	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	-1	-2
Pursuit Mod	-	-1	0	+1	+2
% of Light	-	2%	4%	6%	8%
Au/24hrs	-	3.46	6.92	10.38	13.85
To gate	5		Total gate Trip 10		

Vitality	Current Vitality
40	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	light laser	13	2	leaks on 1-3	2,000
1	Sm Turret	light laser	13	2	leaks on 1-3	4,000
1	Port	light laser	13	2	leaks on 1-3	2,000
1	Port	grappling gun	11	*	ignores shields, grapples target ship	1,000
1	Starboard	light laser	13	2	leaks on 1-3	2,000
1	Starboard	grappling gun	11	*	ignores shields, grapples target ship	1,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

decados frigate 'mantis' class



Ship Type	frigate	Captain	Crack Captain	Engines	fast
Origin		Crew	15	Shields	4
Grade	atmosphere	Marines &	9	Sensors	EMS 6
SIZ rating	6	Passengers		Crew Rating	Average Crew
Dimensions	60x20x15	Cargo Space	30	Free HP	0
Hull cost	60,000 FB	Total Cost	146,100 FB	turrets?	1 medium (2)
Essential Crew Complement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Cartography system	3,000
3	stored charts	1,500
5	Escape pod (3 man)	15,000
8	Buoy	2,400
		0
		0
		0
		0
		0
		0

Speed & Shields					
Shields	4	3	2	1	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	-1	-2
Pursuit Mod	-	-1	0	+1	+2
% of Light	-	2%	4%	6%	8%
Au/24hrs	-	3.46	6.92	10.38	13.85
To gate	5			Total gate Trip 10	

Vitality	Current Vitality
60	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	grappling gun	11	*	ignores shields, grapples target ship	1,000
2	Md Turret	medium blaster	11	4	leaks on 1-3	11,000
4	Port	medium blaster	11	4	leaks on 1-3	12,000
4	Starboard	medium blaster	11	4	leaks on 1-3	12,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

decados galliot 'lucretzia' class



Ship Type	<input type="text" value="galliot"/>	Captain	<input type="text" value="Crack Captain"/>	Engines	fast
Origin		Crew	14	Shields	4
Grade	atmosphere	Marines &	16	Sensors	<input type="text" value="EMS 6"/>
SIZ rating	7	Passengers		Crew Rating	<input type="text" value="Average Crew"/>
Dimensions	70x23x17	Cargo Space	30	Free HP	0
Hull cost	70,000 FB	Total Cost	135,700 FB	turrets?	1 medium (1)
Essential Crew Complement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
5	Escape pod (3 man)	15,000
1	Cartography system	3,000
3	stored charts	1,500
		0
		0
		0
		0
		0
		0
		0

Speed & Shields					
Shields	4	3	2	1	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	-1	-2
Pursuit Mod	-	-1	0	+1	+2
% of Light	-	2%	4%	6%	8%
Au/24hrs	-	3.46	6.92	10.38	13.85
To gate		5	Total gate Trip		
			10		

Vitality	Current Vitality
70	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	grappling gun	11	*	ignores shields, grapples target ship	1,000
2	Starboard	grappling gun	11	*	ignores shields, grapples target ship	2,000
2	Starboard	light blaster	11	3	leaks on 1-3	4,000
2	Port	grappling gun	11	*	ignores shields, grapples target ship	2,000
2	Port	light blaster	11	3	leaks on 1-3	4,000
1	Sm Turret	EM pulse gun	11	2	burns out shield for one turn	5,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

decados assault lander 'defiler' class



Ship Type	assault lander ▼	Captain	Crack Captain ▼	Engines	fast
Origin		Crew	13	Shields	8
Grade	lander	Marines &	19	Sensors	EMS 6 ▼
SIZ rating	10	Passengers		Crew Rating	Average Crew ▼
Dimensions	100x33x25	Cargo Space	30	Free HP	0
Hull cost	100,000 FB	Total Cost	197,500 FB	turrets?	1 medium (2)
Essential Crew Complement	pilot, navigator, bridge crew, engineer x3				

#	Ship Systems	Cost
	Emergency Signals	0
6	Buoy ▼	1,800
5	Escape pod (3 man) ▼	15,000
1	Cartography system ▼	3,000
3	stored charts ▼	1,500
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0

Speed & Shields					
Shields	8	6	4	2	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	-1	-2
Pursuit Mod	-	-1	0	+1	+2
% of Light	-	2%	4%	6%	8%
Au/24hrs	-	3.46	6.92	10.38	13.85
To gate	5			Total gate Trip 10	

Vitality

100

Current Vitality

Weapon Systems

#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	▼ grappling gun ▼	11	*	ignores shields, grapples target ship	1,000
2	Md Turret	▼ EM pulse gun ▼	11	2	burns out shield for one turn	11,000
2	Port	▼ medium slug gun ▼	11	5	0	6,000
2	Starboard	▼ medium slug gun ▼	11	5	0	6,000
		▼	11	0	0	0
		▼	11	0	0	0
		▼	11	0	0	0
		▼	11	0	0	0
		▼	11	0	0	0
		▼	11	0	0	0

Notes

decados destroyer 'tupok'ta' class



Ship Type	destroyer	Captain	Crack Captain	Engines	fast
Origin		Crew	26	Shields	8
Grade	atmosphere	Marines &	18	Sensors	EMS 6
SIZ rating	10	Passengers		Crew Rating	Average Crew
Dimensions	100x33x25	Cargo Space	30	Free HP	1
Hull cost	100,000 FB	Total Cost	248,700 FB	turrets?	2 medium (2)
Essential Crew Complement	pilot, navigator, bridge crew x2, engineer x5				

#	Ship Systems	Cost
	Emergency Signals	0
10	Buoy	3,000
1	Cartography system	3,000
3	stored charts	1,500
10	Escape pod (3 man)	30,000
		0
		0
		0
		0
		0
		0

Speed & Shields					
Shields	8	6	4	2	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	-1	-2
Pursuit Mod	-	-1	0	+1	+2
% of Light	-	2%	4%	6%	8%
Au/24hrs	-	3.46	6.92	10.38	13.85
To gate	5			Total gate Trip 10	

Vitality	Current Vitality
100	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	grappling gun	11	*	ignores shields, grapples target ship	1,000
2	Md Turret	EM pulse gun	11	2	burns out shield for one turn	11,000
2	Md Turret	EM pulse gun	11	2	burns out shield for one turn	11,000
6	Port	medium slug gun	11	5	0	18,000
6	Starboard	medium slug gun	11	5	0	18,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

decados cruiser 'grigori' class



Ship Type	cruiser	Captain	Elite Captain	Engines	standard
Origin		Crew	39	Shields	9
Grade	void	Marines &	15	Sensors	EMS 8
SIZ rating	14	Passengers		Crew Rating	Crack Crew
Dimensions	140x47x35	Cargo Space	140	Free HP	2
Hull cost	140,000 FB	Total Cost	384,400 FB	turrets?	2 large
Essential Crew Complement	pilot x2, navigator x2, bridge crew x3, engineer x8				

#	Ship Systems	Cost
1	Emergency Signals	0
10	Buoy	3,000
15	Escape pod (3 man)	45,000
1	Cartography system	3,000
3	stored charts	1,500
1	Data analysis system	300
		0
		0
		0
		0
		0
		0

Speed & Shields					
Shields	9	7	5	3	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	-1	-2
Pursuit Mod	-	-1	0	+1	+2
% of Light	-	1%	2%	4%	6%
Au/24hrs	-	1.73	3.46	6.92	10.38
To gate	7		Total gate Trip	14	

Vitality	Current Vitality
140	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
3	Lg Turret(3	light meson cannon	14	5	overpowers shields	42,000
3	Lg Turret(3	light meson cannon	14	5	overpowers shields	42,000
6	Fore	light laser	16	2	leaks on 1-3	12,000
6	Aft	medium blaster	14	4	leaks on 1-3	18,000
3	Port	gatling laser	14	1	short range, anti-missile	9,000
3	Starboard	gatling laser	14	1	short range, anti-missile	9,000
1	Fore	grappling gun	14	*	ignores shields, grapples target ship	1,000
			14	0	0	0
			14	0	0	0
			14	0	0	0

Notes

decados dreadnought 'anikrunta' class



Ship Type	dreadnought	Captain	Elite Captain	Engines	standard
Origin		Crew	53	Shields	12
Grade	void	Marines &	23	Sensors	EMS 8
SIZ rating	25	Passengers		Crew Rating	Elite Crew
Dimensions	250x80x62	Cargo Space	50	Free HP	0
Hull cost	250,000 FB	Total Cost	611,400 FB	turrets?	3 large
Essential Crew Complement	pilot x2, navigator x2, bridge crew x5, engineer x10				

#	Ship Systems	Cost
	Emergency Signals	0
12	Buoy	3,600
1	AI gunnery core	3,000
1	AI Autopilot	5,500
1	Cartography system	3,000
6	stored charts	3,000
1	Data analysis system	300
20	Escape pod (3 man)	60,000
2	Probe (returnable)	400
		0
		0
		0

Speed & Shields						
Shields	12	9	6	3	0	
Speed	stop	1/4	1/2	3/4	full	
Combat Mod	-	+1	0	-1	-2	
Pursuit Mod	-	-1	0	+1	+2	
% of Light	-	1%	2%	4%	6%	
Au/24hrs	-	1.73	3.46	6.92	10.38	
To gate	7		Total gate Trip			14

Vitality

250

Current Vitality

Weapon Systems

#	bank	Weapon	Goal	DMG	Effect	Cost
6	Lg Turret(3	light meson cannon	16	5	overpowers shields	72,000
3	Lg Turret(3	light meson cannon	16	5	overpowers shields	42,000
2	Fore	Gremlin gun	16	*	ignores shields, target suffers -3 goal for 4 turns	6,000
6	Fore	medium laser	18	3	leaks on 1-3	18,000
8	Aft	heavy blaster	16	5	leaks on 1-3	32,000
2	Port	grappling gun	16	*	ignores shields, grapples target ship	2,000
2	Port	gatling laser	16	1	short range, anti-missile	6,000
2	Starboard	grappling gun	16	*	ignores shields, grapples target ship	2,000
2	Starboard	gatling laser	16	1	short range, anti-missile	6,000
1	Fore	heavy meson cannon	16	11-20	overpowers shields	20,000

Notes