#### Decados Raider 'reaper'

#### **cl**ass



Ship Typeraider✓CapOrigin✓CreeGradelanderMaSIZ rating4PasDimensions35x12x10CarHull cost40,000 FBTorEssential Crew Complementpilot

Ship Systems

Escape pod (3 man) 🔻

1 Emergency Signals

1 Cartography system

stored charts

#

3

3

Cost

0

9,000

3,000

1,500

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Captain	Crack Captain 🔻
Crew	7
Marines &	6
Passengers	
Cargo Space	• 30
Total Cost	81,700 FB

Speed & Sheilds

2

stop

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5

Sheilds

Combat Mod

Pursuit Mod

% of Light

Au/24hrs

To gate

Speed

EnginesfastSheilds2SensorsEMS 6▼Crew RatingAverage Crew▼Free HP01turrets?1 small

1

3/4

-1

+1

6%

10.38

10

0

full

-2

+2

8%

13.85

Vitality 40

Current Vitality

1

1/2

0

0

4%

6.92

Total gate Trip

2

1/4

+1

-1

2%

3.46

#	# 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
	s	▼		•	11	0	0	0
		-		-	11	0	0	0

Notes

### decados frigate <u>'mantis' class</u>

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		frigate	Ship Type     frigate       Origin       Grade     atmosphere		Crack Capt	tain 🔻	Engines Sheilds	fast 4			
Gr	ade	atmosph	nere	Marines &	9		Sensors	EMS 6	EMS 6		
SIZ	IZ rating 6			Passenger	Passengers			ng Average (	Crew 🔻		
Dir	imensions 60x20x15 ullcost 60,000 FB			Cargo Space 30			Free HP	0			
Hu	lull cost 60,000 FB ssential Crew Complement			Total Cos	<b>t</b> 146,100	FB	turrets?	1 mediu	m (2)		
		•	-		• • •						
Ess	ential Cre	wCon	npl emen	t pilot, navigator	, engineer x2	2					
Ess #	Ship Sys		Cost	Speed & Sh	, <b>G</b>	2					
	1	tems		1	, <b>G</b>	3	2	1	0		
_	Ship Sys	<b>tems</b> Signals	Cost	Speed & Sh	eilds		2 1/2	<u>1</u>	0 full		
	Ship Sys Emergency S	<b>tems</b> Signals	Cost	Speed & Sh Sheilds	eilds	3	+	<u>1</u> 3/4 -1	<u>-</u>		
# 1 1	Ship Sys Emergency S Cartography sys	tems Signals stem 💌	<b>Cost</b> 0 3,000	Speed & Sh Sheilds	eilds	<u>3</u> 1/4	1/2		full		
# 1 1 3	Ship Sys Emergency S Cartography sys stored charts	tems Signals stem 💌	Cost 0 3,000 1,500	Speed & Sh Sheilds Speed Combat Mod	eilds	3 1/4 +1	1/2 0	-1	full -2		

5

Vitality	
60	

To gate

Current Vitality

Total gate Trip

ŧ	banl	<	Weapon		Goal	DMG	Effect	Cost
	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 <u>'lucretzia' class</u>

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10.38

13.85

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0 0 5 1 1	Ship Type Drigin Grade SIZ rating Dimensions Hull cost Sssential Cro	70,00	osph 3x1 <sup>-</sup> 00 F	7 B	nt	Captain Crew Marines & Passenger Cargo Spa Total Co pilot, navigato	rs Ice 30 st 135,700	FB	Engines Sheilds Sensors Crew Rati Free HP turrets?	ing	fast 4 EMS 6 Average 0 0 1 mediu	
Γ	# Ship Sys	stem	s	Cost		Speed & Sh	neil ds					
	1 Emergency	Signal	s	0		Sheilds	4	33	2	 	1	0
	5 Escape pod (3	man)	•	15,000		Speed	stop	1/4	1/2	ļ	3/4	full
	1 Cartography sy	ystem	•	3,000		Combat Mod	-	+1	0	Ì	-1	-2
	3 stored charts		•	1,500		Pursuit Mod		-1	0	¦	+1	+2
			•	0		% of Light	-	2%	4%		6%	8%

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Au/24hrs

To gate

Current Vitality

6.92

Total gate Trip

3.46

ŧ	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 assaul t lander 'defiler' class



Ship Type	assault lander 💌	Captain	Crack Captain 🔻	Engines	fast	
Origin	<u> </u>	Crew	13	Sheilds	8	
Grade	lander	Marines &	19	Sensors	EMS 6	-
<b>SIZ</b> rating	10	Passengers		<b>Crew Rating</b>	Average Crew	•
Dimensions	100x33x25	Cargo Space	<b>a</b> 30	Free HP	0	
Hull cost	100,000 FB	Total Cost	197,500 FB	turrets?	1 medium (2)	
Essential Cre	w Complement	t pilot, navigator, b	oridge crew, engineer x	3		

#	Ship System	IS	Cost	Sp
	Emergency Signal	s	0	Sł
6	Buoy	-	1,800	Sp
5	Escape pod (3 man)	▼	15,000	Cc
1	Cartography system	▼	3,000	Pu
3	stored charts	-	1,500	%
		-	0	A١
		-	0	Т
		-	0	
		-	0	Vi
	-	-	0	
	-	-	0	
		▼	0	

Speed & Sheil ds											
Sheilds	88	6	4	2	0						
Speed	stop	1/4	1/2	3/4	full						
Combat Mod	-	+1	0	-1	-2						
Pursuit Mod	<u> </u>	-1	0	+1	+2						
% of Light	- 1	2%	4%	6%	8%						
Au/24hrs	-	3.46	6.92	10.38	13.85						
To gate	5	г	otal gate Trip		10						



Current Vitality

#	banl	<	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
		-	_	1	11	0	0	0

Notes

### decados destroyer 'tupok'ta' class



Ship Type	destroyer 🔻	Captain	Crack Captain 💌	Engines	fast	
Origin		Crew	26	Sheilds	8	
Grade	atmosphere	Marines &	18	Sensors	EMS 6	-
<b>SIZ</b> rating	10	Passengers		<b>Crew Rating</b>	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, b	ridge crew x2, enginee	er x5		

#	Ship System	IS	Cost
	Emergency Signa	ls	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
		•	0

Speed & Sheilds									
Sheilds	88	6	4	2	0				
Speed	stop	1/4	1/2	3/4	full				
Combat Mod	-	+1	0	-1	-2				
Pursuit Mod	<u> </u>	-1	0	+1	+2				
% of Light	-	2%	4%	6%	8%				
Au/24hrs	-	3.46	6.92	10.38	13.85				
To gate	5	т	otal gate Trip		10				



Current Vitality

#	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 **Sheilds** 9 Marines & 15 Grade EMS 8 void Sensors Passengers SIZ rating 14 Crew Rating Crack Crew 2 Dimensions 140x47x35 Cargo Space 140 Free HP Total Cost 384,400 FB Hull cost 140,000 FB turrets? 2 large Essential Crew Complement pilot x2, navigator x2, bridge crew x3, engineer x8 Speed & Sheil ds Ship Systems Cost # 1 Emergency Signals Sheilds 0 9 7 5 3 0 10 Buoy Ŧ 3,000 1/4 1/2 3/4 full Speed stop 15 Escape pod (3 man) ▼ 45,000 0 -2 +1 -1 Combat Mod 1 Cartography system -3,000 -1 0 +1 +2 Pursuit Mod 3 stored charts $\mathbf{\nabla}$ 1,500 % of Light 1% 2% 4% 6% 1 Data analysis system ▼ 300 Au/24hrs 1.73 3.46 6.92 10.38 -▼ 7 0 To gate Total gate Trip 14 T 0 Current Vitality ▼ Vitality 0 Ŧ 0 140 • 0 V 0

#	# bank		Weapon		Goal DMG		Effect	Cost
3	Lg Turret(	-	light meson cannon	▼	14	5	overpowers shields	42,000
3	Lg Turret(	▼	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 dreadnought -Elite Captain Ship Type Captain Engines standard Origin Crew Sheil ds 53 12 Marines & 23 Grade EMS 8 void Sensors Passengers **SIZ** rating 25 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 Speed & Sheilds Ship Systems Cost # Sheilds Emergency Signals 0 12 9 6 3 0 12 Buoy Ŧ 3,600 1/4 1/2 3/4 full Speed stop 1 AI gunnery core 3,000 -2 ▼ +1 0 -1 Combat Mod AI Autopilot T 5,500 0 1 -1 +2 Pursuit Mod +1 1 Cartography system ▼ 3,000 % of Light 1% 2% 4% 6% stored charts Ŧ 6 3,000 Au/24hrs 1.73 3.46 6.92 10.38 -Data analysis system 🔻 300 7 1 To gate 14 Total gate Trip 20 Escape pod (3 man) ▼ 60,000 Current Vitality Vitality 2 Probe (returnable) \* 400 T 0 250

#	bank	Weapon		Goal	DMG	Effect	Cost
6	Lg Turret(3	<ul> <li>light meson cannon</li> </ul>	-	16	5	overpowers shields	72,000
3	Lg Turret(	✓ light meson cannon		16	5	overpowers shields	42,000
2	Fore	<ul> <li>Gremlin gun</li> </ul>	. 💌	16	*	ignores shields, target suffers -3 goal for 4 turns	6,000
6	Fore	<ul> <li>medium laser</li> </ul>	•	18	3	leaks on 1-3	18,000
8	Aft	<ul> <li>heavy blaster</li> </ul>	•	16	5	leaks on 1-3	32,000
2	Port	<ul> <li>grappling gun</li> </ul>	. 💌	16	*	ignores shields, grapples target ship	2,000
2	Port	<ul> <li>gatling laser</li> </ul>	_	16	1	short range, anti-missile	6,000
2	Starboard	<ul> <li>grappling gun</li> </ul>	-	16	*	ignores shields, grapples target ship	2,000
2	Starboard	gatling laser		16	1	short range, anti-missile	6,000
1	Fore	<ul> <li>heavy meson cannot</li> </ul>	n 🔻	16	11-20	overpowers shields	20,000

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