

League escort 'sentry' class



Ship Type	escort	Captain	Crack Captain	Engines	fast
Origin		Crew	9	Shields	2
Grade	lander	Marines &	4	Sensors	Laser radar 5
SIZ rating	4	Passengers		Crew Rating	Average Crew
Dimensions	40x13x10	Cargo Space	30	Free HP	3
Hull cost	40,000 FB	Total Cost	92,550 FB	turrets?	1 small
Essential Crew Complement	pilot				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Data analysis system	300
3	Escape pod (3 man)	9,000
1	AI Autopilot	5,500
1	AI combat pilot	3,000
1	Cartography system	3,000
4	stored charts	2,000
		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	grappling gun	11	*	ignores shields, grapples target ship	1,000
2	Port	light laser	13	2	leaks on 1-3	4,000
1	Starboard	grappling gun	11	*	ignores shields, grapples target ship	1,000
2	Starboard	light laser	13	2	leaks on 1-3	4,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

Muster galliot 'van owen' class



Ship Type	<input type="text" value="galliot"/>	Captain	<input type="text" value="Crack Captain"/>	Engines	fast
Origin		Crew	15	Shields	4
Grade	atmosphere	Marines &	17	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	128,000 FB	turrets?	1 medium (1)
Essential Crew Complement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Data analysis system	300
1	AI Autopilot	5,500
1	AI combat pilot	3,000
1	Cartography system	3,000
6	stored charts	3,000
		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	Port	light blaster	11	3	leaks on 1-3	4,000
3	Port	grappling gun	11	*	ignores shields, grapples target ship	3,000
2	Starboard	light blaster	11	3	leaks on 1-3	4,000
3	Starboard	grappling gun	11	*	ignores shields, grapples target ship	3,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

League frigate 'castellan' class



Ship Type	frigate	Captain	Crack Captain	Engines	fast
Origin		Crew	20	Shields	2
Grade	atmosphere	Marines &	7	Sensors	EMS 8
SIZ rating	6	Passengers		Crew Rating	Average Crew
Dimensions	60x20x15	Cargo Space	30	Free HP	1
Hull cost	60,000 FB	Total Cost	158,400 FB	turrets?	1 medium (2)
Essential Crew Complement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Data analysis system	300
10	Escape pod (3 man)	30,000
1	AI Autopilot	5,500
1	AI combat pilot	3,000
1	Cartography system	3,000
6	stored charts	3,000
		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
60	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
			11	0	0	0
2	Md Turret	heavy laser	13	4	leaks on 1-3	13,000
2	Port	grappling gun	11	*	ignores shields, grapples target ship	2,000
5	Port	light laser	13	2	leaks on 1-3	10,000
2	Starboard	grappling gun	11	*	ignores shields, grapples target ship	2,000
5	Starboard	light laser	13	2	leaks on 1-3	10,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes

fast freighter 'courier' class



Ship Type	fast freighter ▼	Captain	Fair Captain ▼	Engines	fast
Origin		Crew	4	Shields	4
Grade	void	Marines &	2	Sensors	Laser radar 4 ▼
SIZ rating	8	Passengers		Crew Rating	Fair Crew ▼
Dimensions	65x33x25	Cargo Space	160	Free HP	0
Hull cost	80,000 FB	Total Cost	110,550 FB	turrets?	1 small
Essential Crew Complement	pilot, navigator, engineer				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Escape pod (3 man) ▼	3,000
	▼	0
	▼	0
	▼	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
80	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	▼ light laser ▼	9	2	leaks on 1-3	2,000
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0

Notes

small freighter 'caravan' class



Ship Type	small freighter	Captain	Fair Captain	Engines	standard
Origin		Crew	5	Shields	3
Grade	void	Marines &	2	Sensors	Laser radar 3
SIZ rating	10	Passengers		Crew Rating	Fair Crew
Dimensions	90x38x30	Cargo Space	230	Free HP	0
Hull cost	100,000 FB	Total Cost	127,350 FB	turrets?	1 small
Essential Crew Complement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
2	Escape pod (3 man)	6,000
		0
		0
		0
		0
		0
		0
		0
		0
		0
		0

Speed & Shields					
Shields	3	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	-	1%	2%	4%	6%
Au/24hrs	-	1.73	3.46	6.92	10.38
To gate	7		Total gate Trip 14		

Vitality

100

Current Vitality

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Fore	light laser	9	2	leaks on 1-3	2,000
			7	0	0	0
			7	0	0	0
			7	0	0	0
			7	0	0	0
			7	0	0	0
			7	0	0	0
			7	0	0	0
			7	0	0	0
			7	0	0	0

Notes

large freighter 'ambrim 5700' class



Ship Type	large freighter ▼	Captain	Fair Captain ▼	Engines	standard
Origin		Crew	7	Shields	3
Grade	void	Marines &	2	Sensors	Laser radar 3 ▼
SIZ rating	15	Passengers		Crew Rating	Fair Crew ▼
Dimensions	150x40x38	Cargo Space	310	Free HP	0
Hull cost	150,000 FB	Total Cost	179,350 FB	turrets?	1 small
Essential Crew Complement	pilot, navigator, engineer x3				

#	Ship Systems	Cost
1	Emergency Signals	0
2	Escape pod (3 man) ▼	6,000
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0

Speed & Shields					
Shields	3	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	-	1%	2%	4%	6%
Au/24hrs	-	1.73	3.46	6.92	10.38
To gate	7		Total gate Trip 14		

Vitality	Current Vitality
150	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
2	Fore	▼ light laser ▼	9	2	leaks on 1-3	4,000
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0
		▼	7	0	0	0

Notes

Hazred 'swell ingpup'



Ship Type	assault lander ▼	Captain	Average Captain ▼	Engines	fast
Origin	Hazred Shipyard	Crew	8	Sheilds	0
Grade	lander	Marines & Passengers	2	Sensors	Laser radar 5 ▼
SIZ rating	10			Crew Rating	Average Crew ▼
Dimensions	100x33x25	Cargo Space	350	Free HP	0
Hull cost	100,000 FB	Total Cost	111,750 FB	turrets?	1 medium (2)
Essential Crew Complement	pilot, navigator, bridge crew, engineer x3				

#	Ship Systems	Cost
	Emergency Signals	0
2	Escape pod (3 man) ▼	6,000
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0
	▼	0

Speed & Sheilds					
Sheilds	0	0	0	0	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	light laser ▼	12	2	leaks on 1-3	2,000
1	Aft	light laser ▼	12	2	leaks on 1-3	2,000
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0
	▼	▼	10	0	0	0

Notes