### League escort 'sentry' class



Ship Typeescort▼CapOriginCreeCreeGradelanderMaSIZ rating4PasDimensions40x13x10CarHull cost40,000 FBTorEssential Crew Complementpilot

EnginesfastSheilds2SensorsLaser radar 5▼Crew RatingAverage Crew▼Free HP31turrets?1 small

ŧ	Ship System	S	Cost	Speed & Sh	neil ds				
1	Emergency Signal	s	0	Sheilds	22	2	1	1	0
1	Data analysis system	►	300	Speed	stop	1/4	1/2	3/4	full
3	Escape pod (3 man)	▼	9,000	Combat Mod	-	+1	0	-1	-2
1	AI Autopilot	▼	5,500	Pursuit Mod		-1	0	+1	+2
1	AI combat pilot	▼	3,000	% of Light	-	2%	4%	6%	8%
1	Cartography system	Þ	3,000	Au/24hrs	-	3.46	6.92	10.38	13.8
4	stored charts	►	2,000	To gate	5		Total gate Trip	1	10
		▼	0						
		▼	0	Vitality		Curre	ent Vitality		
	_	▼	0						
	_	•	0	4(					
		•	0						

#	bank	< C	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

		class					
Ship Type gallio	t 🔻	Captain	Crack Captai	in 🔻	Engines	fast	
Origin		Crew	15		Sheilds	4	· · · · · · · · · · · · · · · · · · ·
	osphere	Marines &	17		Sensors	EMS 6	<b></b>
SIZ rating 7		Passengers			Crew Rati	<b>-</b>	Crew 🔻
Dimensions 70x2		Cargo Spac		<b>D</b>	Free HP	0	(4)
Hull cost 70,0 Essential Crew C	00 FB	Total Cost		В	turrets?	1 mediu	m (1)
		nt pilot, navigator,					
# Ship System	ns Cost	Speed & She	ilds		1		
1 Emergency Signa	ls 0	Sheilds	4	3	2	1	0
1 Data analysis system	▼ 300	Speed	stop	1/4	1/2	3/4	full
1 AI Autopilot	▼ 5,500	Combat Mod	-	+1	0	-1	-2
1 AI combat pilot	▼ 3,000	Pursuit Mod		-1	0	+1	+2
	▼ 3,000	% of Light	-	2%	4%	6%	8%
1 Cartography system		Au/24hrs	-	3.46	6.92	10.38	13.85
Cartography system stored charts	3,000					1	0
<u> </u>	<ul><li>▼ 3,000</li><li>▼ 0</li></ul>	To gate	5	Т	otal gate Trip		
<u> </u>	3,000		5	T	otal gate Trip		
<u> </u>	<ul><li>3,000</li><li>▼ 0</li></ul>	To gate			t Vitality		
<u> </u>	▼ 0   ▼ 0   ▼ 0   ▼ 0				• •	-	
	▼ 0   ▼ 0   ▼ 0   ▼ 0	To gate			• •		

#	bank		Weapon		Goal	DMG	Effect	Cost
1	Fore	▼	grappling gun	_	11	*	ignores shields, grapples target ship	1,000
2	Port	▼	light blaster	<b>_</b>	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

10   Escape pod (3 man)   ▼   30,000   Combat Mod   -   +1   0   -1     1   Al Autopilot   ▼   5,500   Pursuit Mod   -   -1   0   +1     1   Al combat pilot   ▼   3,000   -   2%   4%   6%     1   Cartography system   ▼   3,000   -   2%   4%   6%     6   stored charts   ▼   3,000   To gate   5   Total gate Trip   10		fast	5	Engines	ain 🔻	Crack Capt	Captain	•	frigate	hip Type
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     #   Ship Systems   Cost   navigator, engineer x2   1 medium (2     #   Ship Systems   Cost   Speed & Sheil ds   1     1   Emergency Signals   0   1/4   1/2   3/4     10   Escape pod (3 man)   30,000   Speed   stop   1/4   1/2   3/4     1   Al Autopilot   ▼ 5,500   Speed   stop   -1   0   -1     1   Al combat pilot   3,000   3,000   -1   2%   4%   6%     1   Cartography system   3,000   ✓   0   -1   0   -1     1   Cartography system   3,000   ✓   0   -1   0   -1     1   Cartography system   3,000   ✓   0   -1   0   -1     1   Cartography system   3,000   ✓   0   -1		2		Sheilds			0.0	<u> </u>		Drigin
Shift Systems   Cost   Cargo Space 30   Free HP   1     Hull cost   60,000 FB   Total Cost   158,400 FB   turrets?   1 medium (2     #   Ship Systems   Cost   300   Speed & Sheil ds   1   1     1   Easential Crew Complement   300   Speed & Sheil ds   1 <t< th=""><th></th><th></th><th></th><th></th><th></th><th>•</th><th></th><th>ere</th><th>atmosph</th><th></th></t<>						•		ere	atmosph	
Hull cost   60,000 FB   Total Cost   158,400 FB   turrets?   1 medium (2     #   Ship Systems   Cost   pilot, navigator, engineer x2   1 <t< th=""><th>N 🔻</th><th>Average Cre</th><th><u> </u></th><th></th><th></th><th></th><th>•</th><th></th><th>-</th><th>•</th></t<>	N 🔻	Average Cre	<u> </u>				•		-	•
#   Ship Systems   Cost     1   Emergency Signals   0     1   Data analysis system   ▼     300   30,000     1   Data analysis system   ▼     300   30,000     1   Al Autopilot   ▼     1   Al combat pilot   ▼     1   Cartography system   ▼     3000   ↓   10     1   Cartography system   ▼     3,000   ↓   10     6   stored charts   ▼     0   ↓   0	(0)	1					• ·	-		
#   Ship Systems   Cost     1   Emergency Signals   0     1   Data analysis system   300     10   Escape pod (3 man)   30,000     1   Al Autopilot   ✓     1   Al combat pilot   ✓     1   Cartography system   ✓     30,000   ✓   3,000     1   Cartography system   ✓     30,000   ✓   3,000     1   Cartography system   ✓     30,000   ✓   0	(2)	1 medium	s?	turrets		,				
1   Emergency Signals   0     1   Data analysis system   ▼   300     10   Escape pod (3 man)   ▼   30,000     1   Al Autopilot   ▼   5,500     1   Al combat pilot   ▼   3,000     1   Cartography system   ▼   3,000     6   stored charts   ▼   3,000     ✓   0   10						engineer xz	pilot, navigator	prement	ewcom	
1   Data analysis system   ▼   300     10   Escape pod (3 man)   ▼   30,000     1   Al Autopilot   ▼   5,500     1   Al combat pilot   ▼   3,000     1   Al combat pilot   ▼   3,000     1   Cartography system   ▼   3,000     6   stored charts   ▼   3,000     ▼   0   10						eilds	Speed & Sh	Cost	tems	# Ship Sys
10   Escape pod (3 man)   ▼   30,000   Combat Mod   -   +1   0   -1     1   Al Autopilot   ▼   5,500   Pursuit Mod   -   +1   0   +1     1   Al combat pilot   ▼   3,000   ✓   6   5,500   +1   0   +1     1   Al combat pilot   ▼   3,000   ✓   -   2%   4%   6%     1   Cartography system   ▼   3,000   ✓   -   3.46   6.92   10.38     6   stored charts   ▼   3,000   ▼   0   -   10	0	1		1	2	2	Sheilds	0	Signals	1 Emergency S
1   AI Autopilot   ▼   5,500   Pursuit Mod   -   -1   0   +1     1   AI combat pilot   ▼   3,000   % of Light   -   2%   4%   6%     1   Cartography system   ▼   3,000   Au/24hrs   -   3.46   6.92   10.38     6   stored charts   ▼   3,000   ▼   0   10	full	3/4	į	1/2	1/4	stop	Speed	300	ystem 🔻	1 Data analysis s
1   Al combat pilot   ▼   3,000   % of Light   -   2%   4%   6%     1   Cartography system   ▼   3,000   % of Light   -   2%   4%   6%     6   stored charts   ▼   3,000   To gate   5   Total gate Trip   10	-2	-1	Ì	0	+1	-	Combat Mod	30,000	man) 🔻	Escape pod (3 i
1   Cartography system   ▼   3,000   Au/24hrs   -   3.46   6.92   10.38     6   stored charts   ▼   3,000   ▼   0   To gate   5   Total gate Trip   10	+2	+1		0	-1	-	Pursuit Mod	5,500	•	1 AI Autopilot
6 stored charts ▼ 3,000   ▼ 0	8%	6%		4%	2%	- i	% of Light	3,000	-	1 AI combat pilot
	13.85	10.38	1	6.92	3.46	-	Au/24hrs	3,000	stem 🔻	1 Cartography sys
		10	ip	tal gate Trip	To	5	To gate	3,000	-	6 stored charts
								0	•	
▼ 0 Vitality Current Vitality			/	Vitality	Current		Vitality	0	-	
									-	
							1 6 (		-	

#	bank	<b>(</b>	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
	<b>_</b>	-	-	•	11	0	0	0
		-		-	11	0	0	0
		-		-	11	0	0	0

Notes

### fast freighter 'courier'

#### **class**

Ship Type	fast frieghter <	Captain	Fair Capt
Origin	<u> </u>	Crew	4
Grade	void	Marines &	2
<b>SIZ</b> rating	8	Passengers	
Dimensions	65x33x25	Cargo Space	160
Hull cost	80,000 FB	Total Cost	110,550
Essential Cre	ew Complement	pilot, navigator, er	ngineer

Captain	Fair Captain	-
Crew	4	
Marines &	2	
Passengers		
Cargo Spac	<b>e</b> 160	

Total Cost 110,550 FB

Engines fast Sheil ds 4 Sensors Laser radar 4 Crew Rating Fair Crew Free HP 0 turrets? 1 small

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#	Ship System	s	Cost
1	Emergency Signal	s	0
1	Escape pod (3 man)	▼	3,000
		▼	0
		▼	0
		▼	0
		-	0
		-	0
		▼	0
		-	0
		-	0
		-	0
		▼	0

Speed & Sh	eilds				
Sheilds	4	3	2	1	0
Speed	stop	1/4	1/2	3/4	full
Combat Mod	-	+1	0	i -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		Total gate Trip	)	10



Current Vitality

#	bar	ιk	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 frieghter	Captain	Fair Captain <	Engines	standard
Origin		Crew	5	Sheilds	3
Grade	void	Marines &	2	Sensors	Laser radar 3
<b>SIZ</b> rating	10	Passengers		<b>Crew Rating</b>	Fair Crew
Dimensions	90x38x30	Cargo Space	230	Free HP	0
Hull cost	100,000 FB	Total Cost	127,350 FB	turrets?	1 small
Essential Cr	ew Complement	pilot, navigator, e	ngineer x2		

#	Ship System	IS	Cost
1	Emergency Signal	s	0
2	Escape pod (3 man)	-	6,000
		-	0
		-	0
		-	0
		•	0
		-	0
		-	0
		-	0
		-	0
		•	0
		▼	0

Speed & Sheil ds									
Sheilds	3	3	2	1	0				
Speed	stop	1/4	1/2	3/4	full				
Combat Mod	-	+1	0	-1	-2				
Pursuit Mod	<u> </u>	1_	<u> </u>	+1	+2				
% of Light	-	1%	2%	4%	6%				
Au/24hrs	- İ	1.73	3.46	6.92	10.38				
To gate	7	т	otal gate Trip		14				



Current Vitality

#	bar	nk	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 Sys	stems Co	st	Speed & Shei	lds				
Essential Cr	ew Compl ei	ment	pilot, navigator, e	ngineer x3				
Hull cost	150,000 FB		Total Cost	179,350 FB		turrets?	1 small	
Dimensions	5 150x40x38		Cargo Space	310		Free HP	0	
<b>SIZ</b> rating	15		Passengers			<b>Crew Rating</b>	Fair Crew	▼
Grade	void		Marines &	2		Sensors	Laser radar 3	•
Origin			Crew	7		Sheilds	3	
Ship Type	large freighter	-	Captain	Fair Captain	-	Engines	standard	

#	Ship System	S	Cost
1	Emergency Signal	s	0
2	Escape pod (3 man)	-	6,000
		-	0
		-	0
		-	0
		-	0
		-	0
		-	0
	•	-	0
	•	-	0
		-	0
	-	•	0

Speed & Sheil ds									
Sheilds	3	3	2	1	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	- İ	1%	2%	4%	6%				
Au/24hrs	- İ	1.73	3.46	6.92	10.38				
To gate	7	То	tal gate Trip		14				



Current Vitality

#	bar	nk	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 'swellingpup'



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Ship Type assault lander   Origin Hazred Ship   Orada lander			Captain Crew Marines &	Average Ca 8 2	otain 💌	Engines Sheil ds	fast 0		
Grade SIZ rating Dimensions	lander 10	.05	Passengers	-		Sensors Crew Rati	<b>-</b>		
Hull cost			Cargo Space Total Cost pilot, navigator,	111,750		turrets?			
# Ship Sys Emergency		Cost 0	<b>Speed &amp; Sheil</b> Sheilds	ds 0	0	0	0	0	

Ħ	July System	3	COSL
	Emergency Signa	ls	0
2	Escape pod (3 man)	۲	6,000
		Þ	0
		۲	0
		۲	0
		۲	0
		٠	0
		۲	0
		۲	0
		٠	0
		٠	0
		٠	0

Speed & Sheilds									
Sheilds	00	0	0	00	0				
Speed	stop	1/4	1/2	3/4	full				
Combat Mod	-	+1	0	-1	-2				
Pursuit Mod	j		<u> </u>	+1	+2				
% of Light	-	2%	4%	6%	8%				
Au/24hrs	-	3.46	6.92	10.38	13.85				
To gate	5	Тс	otal gate Trip	1	0				



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0

Current Vitality

		<ul><li>▼ 0</li><li>▼ 0</li></ul>		1	00					
Weapon Systems										
bank		Weapon		Goal	DMG	Effect	Cost			
Fore	-	light laser	•	12	2	leaks on 1-3	2,000			
Aft	٠	light laser	•	12	2	leaks on 1-3	2,000			
	٠		•	10	0	0	0			
	٠		•	10	0	0	0			
	۲		•	10	0	0	0			
	۲		•	10	0	0	0			
	•		¥	10	0	0	0			
	٠		•	10	0	0	0			
	٠		•	10	0	0	0			
	bank Fore	bank Fore Aft	Aft	Bank Weapon   Fore Ight laser Ight laser   Aft Ight laser Ight laser   Ight Ight laser Ight laser   Ight Ight laser Ight Ight laser		Image: second systems   Goal   DMG     bank   Weapon   Goal   DMG     Fore   Ilight laser   Ilight laser   Ilight laser   Ilight laser     Aft   Ilight laser   Ilight laser   Ilight laser   Ilight laser     ¥   10   0     ¥   Ilight laser   Ilight laser   Ilight laser     ¥   Ilight laser   ¥   10   0     ¥   Ilight laser   ¥   Ilight laser   Ilight laser	weapon Systems     bank   Weapon   Goal   DMG   Effect     Fore   iight laser   12   2   leaks on 1-3     Aft   iight laser   12   2   leaks on 1-3     Aft   iight laser   10   0   0     Image: State			

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