

Ivan Drago's 2nd republic 'cutter'



Ship Type	Cutter	Captain	PC Captain!	Engines	fast
Origin		Crew	14	Sheilds	4
Grade	lander	Marines &	0	Sensors	Neutrinos 10
SIZ rating	4	Passengers		Crew Rating	PC Crew!
Dimensions	35x12x10	Cargo Space	30	Free HP	0
Hull cost	40,000 FB	Total Cost	138,900 FB	turrets?	2 medium (1)
Essential Crew Complement	pilot, engineer				

#	Ship Systems	Cost
1	Emergency Signals	0
3	Escape pod (3 man)	9,000
1	Cartography system	3,000
12	stored charts	6,000
2	Probe (returnable)	400
1	AI Autopilot	5,500
1	AI combat pilot	3,000
1	AI gunnery core	3,000
2	AI gun hook ups	1,000
		0
		0
		0

Speed & Sheilds					
Sheilds	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
40	

Weapon Systems						
#	bank	Weapon	Goal	DMG	Effect	Cost
1	Port	grappling gun	0	*	ignores shields, grapples target ship	1,000
1	Port	rocket launchers	7	2	ignores shields, travels for 4 turns, -2 to evade	2,000
2	Port	medium blaster	0	4	leaks on 1-3	6,000
1	Starboard	grappling gun	0	*	ignores shields, grapples target ship	1,000
1	Starboard	rocket launchers	7	2	ignores shields, travels for 4 turns, -2 to evade	2,000
2	Starboard	medium blaster	0	4	leaks on 1-3	6,000
2	Md Turret	light blaster	0	3	leaks on 1-3	8,000
2	Md Turret	light blaster	0	3	leaks on 1-3	8,000
			0	0	0	0
			0	0	0	0

Notes

The Cutter is a Second republic design used in its day for lightning raids, a role in which its combination of hard points, turrets and sheilds serve well on such a compact and fast hull. The power core of the ship is overcharged, allowing the mounting of medium class weapon systems.

plague barge 'pestilence' class



Ship Type	assault lander ▼	Captain	Elite Captain ▼	Engines	fast
Origin		Crew	14	Shields	8
Grade	lander	Marines & Passengers	18	Sensors	Densometer 5 ▼
SIZ rating	10			Crew Rating	Elite Crew ▼
Dimensions	100x33x25	Cargo Space	30	Free HP	0
Hull cost	100,000 FB	Total Cost	181,550 FB	turrets?	1 medium (2)
Essential Crew Complement	pilot, navigator, bridge crew, engineer x3				

#	Ship Systems	Cost
1	Emergency Signals	0
6	Probe (one way) ▼	300
1	AI Autopilot ▼	5,500
1	Cartography system ▼	3,000
6	stored charts ▼	3,000
	▼	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
2	Port	▼ grappling gun ▼	16	*	ignores shields, grapples target ship	2,000
2	Port	▼ heavy blaster ▼	16	5	leaks on 1-3	8,000
2	Starboard	▼ grappling gun ▼	16	*	ignores shields, grapples target ship	2,000
2	Starboard	▼ heavy blaster ▼	16	5	leaks on 1-3	8,000
		▼	16	0	0	0
		▼	16	0	0	0
		▼	16	0	0	0
		▼	16	0	0	0
		▼	16	0	0	0
		▼	16	0	0	0
		▼	16	0	0	0

Notes

el erian cutter 'syreene' cl ass



Ship Type	frigate	Captain	Elite Captain	Engines	fast
Origin		Crew	15	Sheilds	4
Grade	atmosphere	Marines &	7	Sensors	Neutrinos 6
SIZ rating	6	Passengers		Crew Rating	Crack Crew
Dimensions	60x20x15	Cargo Space	30	Free HP	0
Hull cost	60,000 FB	Total Cost	160,500 FB	turrets?	1 medium (2)
Essential Crew Compl ement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
2	Probe (returnable)	400
6	Buoy	1,800
1	AI gunnery core	3,000
1	AI Autopilot	5,500
1	Cartography system	3,000
3	stored charts	1,500
1	Data analysis system	300
5	Escape pod (3 man)	15,000
		0
		0
		0

Speed & Sheilds					
Sheilds	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	Port	torpedoe launchers	23	6	ignores sheilds, travels for 8 turns	4,000
3	Port	medium blaster	14	4	leaks on 1-3	9,000
1	Starboard	torpedoe launchers	23	6	ignores sheilds, travels for 8 turns	4,000
3	Starboard	medium blaster	14	4	leaks on 1-3	9,000
1	Fore	grappling gun	14	*	ignores shields, grapples target ship	1,000
2	Md Turret	EM pulse gun	14	2	burns out shield for one turn	11,000
			14	0	0	0
			14	0	0	0
			14	0	0	0
			14	0	0	0

Notes

el erian reaver 'typhon' class



Ship Type	cruiser	Captain	Elite Captain	Engines	standard
Origin		Crew	40	Shields	9
Grade	void	Marines &	15	Sensors	Neutrinos 6
SIZ rating	14	Passengers		Crew Rating	Crack Crew
Dimensions	140x47x35	Cargo Space	30	Free HP	-2
Hull cost	140,000 FB	Total Cost	370,700 FB	turrets?	2 large
Essential Crew Compl ement	pilot x2, navigator x2, bridge crew x3, engineer x8				

#	Ship Systems	Cost
1	Emergency Signals	0
4	Probe (returnable)	800
12	Buoy	3,600
1	AI gunnery core	3,000
1	AI Autopilot	5,500
1	AI combat pilot	3,000
1	Cartography system	3,000
3	stored charts	1,500
1	Data analysis system	300
	Escape pod (3 man)	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
2	Port	EM pulse gun	14	2	burns out shield for one turn	6,000
6	Port	heavy laser	16	4	leaks on 1-3	24,000
2	Port	grappling gun	14	*	ignores shields, grapples target ship	2,000
2	Starboard	EM pulse gun	14	2	burns out shield for one turn	6,000
6	Starboard	heavy laser	16	4	leaks on 1-3	24,000
2	Starboard	grappling gun	14	*	ignores shields, grapples target ship	2,000
			14	0	0	0
			14	0	0	0

Notes