

Al Malik Explorer 'odyssey' class



Ship Type	explorer	Captain	Crack Captain	Engines	fast
Origin		Crew	4	Shields	2
Grade	lander	Marines &	4	Sensors	EMS 5
SIZ rating	3	Passengers		Crew Rating	Average Crew
Dimensions	30x10x7	Cargo Space	30	Free HP	0
Hull cost	30,000 FB	Total Cost	70,600 FB	turrets?	1 small
Essential Crew Complement	pilot, engineer				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Data analysis system	300
1	Cartography system	3,000
6	stored charts	3,000
1	AI Autopilot	5,500
1	AI combat pilot	3,000
2	Escape pod (3 man)	6,000
4	Probe (returnable)	800
		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
30

Current Vitality

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

Notes

al malik frigate 'spider' class



Ship Type	frigate	Captain	Crack Captain	Engines	fast
Origin		Crew	15	Shields	4
Grade	atmosphere	Marines &	10	Sensors	EMS 6
SIZ rating	6	Passengers		Crew Rating	Average Crew
Dimensions	60x20x15	Cargo Space	30	Free HP	7
Hull cost	60,000 FB	Total Cost	155,000 FB	turrets?	1 medium (2)
Essential Crew Complement	pilot, navigator, engineer x2				

#	Ship Systems	Cost
1	Emergency Signals	0
1	Data analysis system	300
1	Cartography system	3,000
6	stored charts	3,000
1	AI Autopilot	5,500
1	AI combat pilot	3,000
1	AI gunnery core	3,000
6	AI gun hook ups	3,000
5	Escape pod (3 man)	15,000
10	Buoy	3,000
		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	missile launchers	19	4	ignores shields, travels for 6 turns	11,000
4	Port	rocket launchers	18	2	ignores shields, travels for 4 turns, -2 to evade	8,000
4	Starboard	rocket launchers	18	2	ignores shields, travels for 4 turns, -2 to evade	8,000
			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

al malik destroyer 'efreet' class



Ship Type	destroyer	Captain	Crack Captain	Engines	fast
Origin		Crew	28	Shields	8
Grade	atmosphere	Marines &	20	Sensors	EMS 6
SIZ rating	10	Passengers		Crew Rating	Average Crew
Dimensions	100x33x25	Cargo Space	30	Free HP	7
Hull cost	100,000 FB	Total Cost	258,000 FB	turrets?	2 medium (2)
Essential Crew Complement	pilot, navigator, bridge crew x2, engineer x5				

#	Ship Systems	Cost
	Emergency Signals	0
1	Data analysis system	300
1	Cartography system	3,000
8	stored charts	4,000
10	Escape pod (3 man)	30,000
1	AI gunnery core	3,000
8	AI gun hook ups	4,000
1	AI Autopilot	5,500
1	AI combat pilot	3,000
10	Buoy	3,000
		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	missile launchers	19	4	ignores shields, travels for 6 turns	11,000
2	Md Turret	missile launchers	19	4	ignores shields, travels for 6 turns	10,000
7	Port	rocket launchers	18	2	ignores shields, travels for 4 turns, -2 to evade	14,000
7	Starboard	rocket launchers	18	2	ignores shields, travels for 4 turns, -2 to evade	14,000
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0
			11	0	0	0

Notes