Al Malik Explorer 'odyssey' class

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

# Ship Systen	าร	Cost	Speed & St	neilds				
1 Emergency Signa	ls	0	Sheil ds	2	2	1	1	<u> </u>
1 Data analysis system	▼	300	Speed	stop	1/4	1/2	3/4	ļ
1 Cartography system	-	3,000	Combat Mod	-	+1	0	-1	İ
6 stored charts	-	3,000	Pursuit Mod	¦ 		0	+1	¦
1 AI Autopilot	▼	5,500	% of Light	-	2%	4%	6%	
1 AI combat pilot	▼	3,000	Au/24hrs	-	3.46	6.92	10.38	
2 Escape pod (3 man)	▼	6,000	To gate	5		Total gate Trip		10
4 Probe (returnable)	-	800						
	▼	0	Vitality		Curre	ent Vitality		
	-	0						
	▼	0	30					
		0		-				

# bank V		k	Weapon		Goal	DMG	Effect	Cost
	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

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al malik frigate 'spider' class

15,000

3,000

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Captain



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fast

EMS 6

1 medium (2)

4

7

Crew Rating Average Crew

Ship Type frigate ▼ Origin Grade atmosphere **SIZ** rating 6 Dimensions 60x20x15 Hull cost 60,000 FB Essential Crew Complement pilot, navigator, engineer x2

Ship Systems

Data analysis system 🔻

1 Emergency Signals

1 Cartography system

stored charts

AI combat pilot

1 AI gunnery core

6 AI gun hook ups

5 Escape pod (3 man)

1 AI Autopilot

#

1

6

1

10 Buoy

Crew 15 Marines & 10 Passengers Cargo Space 30 Total Cost 155,000 FB

Cost	Speed & Sh	eil ds					
0	Sheilds	4	3		2	1	0
300	Speed	stop	1/4		1/2	3/4	full
3,000	Combat Mod	-	+1	ĺ	0	-1	-2
3,000	Pursuit Mod	<u>-</u>	1		0	+1	+2
5,500	% of Light	-	2%		4%	6%	8%
3,000	Au/24hrs	-	3.46	;	6.92	10.38	13.85
3,000	To gate	5		Tot	al gate Trip		10
3,000							

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Engines

Sheilds

Sensors

Free HP

turrets?

Crack Captain



Current Vitality

ŧ	bank	k Weapon			Goal	DMG	Effect	Cost
	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

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al malik destroyer 'efreet' class ▼ Ship Type -Crack Captain destroyer Captain Engines fast Origin Crew 28 **Sheilds** 8 Marines & 20 Grade EMS 6 atmosphere Sensors Passengers Crew Rating Average Crew **SIZ** rating 10 7 Dimensions 100x33x25 Cargo Space 30 Free HP Total Cost 258,000 FB Hull cost 100,000 FB turrets? 2 medium (2) Essential Crew Complement pilot, navigator, bridge crew x2, engineer x5 Ship Systems Cost Speed & Sheilds # Sheilds Emergency Signals 0 8 6 4 2 0 Data analysis system 🔻 300 1/4 1/2 3/4 full 1 Speed stop 1 Cartography system 3,000 0 -2 ▼ +1 -1 Combat Mod 8 stored charts -4,000 -1 0 +1 +2 Pursuit Mod 10 Escape pod (3 man) ▼ 30,000 % of Light 2% 4% 6% 8% 3.46 AI gunnery core Ŧ 1 3,000 Au/24hrs 6.92 10.38 13.85 -8 AI gun hook ups • 4,000 5 To gate Total gate Trip 10 • 1 AI Autopilot 5,500 Current Vitality 1 AI combat pilot ▼ Vitality 3,000 10 Buoy Ŧ 3,000

#	bank		Weapon	Weapon		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

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