

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/24 hrs	-	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	Sheilds	8
Grade	lander	Marines &	18	Sensors	Densometer 5
SIZ rating	10	Passengers		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 & Sheilds					
Sheilds	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/24 hrs	-	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

elerian cutter 'syreene' class



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 Complement	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/24 hrs	-	3.46	6.92	10.38	13.85
To gate	5			Total gate Trip 10	

Vitality

60

Current Vitality

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

elerian reaver 'typhon' class



Ship Type	cruiser	Captain	Elite Captain	Engines	standard
Origin		Crew	40	Sheilds	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 Complement	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 & Sheilds					
Sheilds	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/24 hrs	-	1.73	3.46	6.92	10.38
To gate	7			Total gate Trip	
				14	

Vitality

140

Current Vitality

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