





Name: CR5  
Type: CR  
Hull Points: 80  
ADF: 2  
MR: 1  
DCR: 150  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  PS                  SS                  ICMx4  
Speed:  
Damaged Systems:

Name: CR6  
Type: CR  
Hull Points: 80  
ADF: 2  
MR: 1  
DCR: 150  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  PS                  SS                  ICMx4  
Speed:  
Damaged Systems:

Name: CR7  
Type: CR  
Hull Points: 80  
ADF: 2  
MR: 1  
DCR: 150  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  PS                  SS                  ICMx4  
Speed:  
Damaged Systems:

Name: CR8  
Type: CR  
Hull Points: 80  
ADF: 2  
MR: 1  
DCR: 150  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  PS                  SS                  ICMx4  
Speed:  
Damaged Systems:



Name: CL4  
Type: CL  
Hull Points: 70  
ADF: 3  
MR: 2  
DCR: 100  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  SS                  ICMx8  
Speed:  
Damaged Systems:

Name: CL5  
Type: CL  
Hull Points: 70  
ADF: 3  
MR: 2  
DCR: 100  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  SS                  ICMx8  
Speed:  
Damaged Systems:

Name: CL6  
Type: CL  
Hull Points: 70  
ADF: 3  
MR: 2  
DCR: 100  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  SS                  ICMx8  
Speed:  
Damaged Systems:

Name: CL7  
Type: CL  
Hull Points: 70  
ADF: 3  
MR: 2  
DCR: 100  
Weapons:  
    DC                    LB                    EB                    PB  
    Rbx6                  Tx4  
Defenses:  
    RH                  ES                  SS                  ICMx8  
Speed:  
Damaged Systems:









Name: FG6  
Type: FG  
Hull Points: 40  
ADF: 4  
MR: 3  
DCR: 70  
Weapons:  
    LC                    Rbx4                    LB                    Tx2  
Defenses:  
    RH                    Msx2                    ICMx4  
Speed:  
Damaged Systems:

Name: FG7  
Type: FG  
Hull Points: 40  
ADF: 4  
MR: 3  
DCR: 70  
Weapons:  
    LC                    Rbx4                    LB                    Tx2  
Defenses:  
    RH                    Msx2                    ICMx4  
Speed:  
Damaged Systems:

Name: FG8  
Type: FG  
Hull Points: 40  
ADF: 4  
MR: 3  
DCR: 70  
Weapons:  
    LC                    Rbx4                    LB                    Tx2  
Defenses:  
    RH                    Msx2                    ICMx4  
Speed:  
Damaged Systems:

Name: F1  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F2  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F3  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F4  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F5  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F6  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F7  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F8  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F9  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F10  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F11  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F12  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F13  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F14  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F15  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F16  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F17  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F18  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F19  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F20  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F21  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F22  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F23  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F24  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems:

Name: F25  
Type: Fighter  
Hull Points: 15  
ADF: 4  
MR: 5  
DCR: 30  
Weapons:  
    ARx3  
Defenses:  
    RH  
Speed:  
Damaged Systems: