

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: CL8
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: MMF1
Type: MMF
Hull Points: 50
ADF: 1
MR: 2
DCR: 75
Weapons:
Mx20 LBx2 Sx4
Defenses:
RH ICMx4
Speed:
Damaged Systems:

Name: MMF2
Type: MMF
Hull Points: 50
ADF: 1
MR: 2
DCR: 75
Weapons:
Mx20 LBx2 Sx4
Defenses:
RH ICMx4
Speed:
Damaged Systems:

Name: MMF3
Type: MMF
Hull Points: 50
ADF: 1
MR: 2
DCR: 75
Weapons:
Mx20 LBx2 Sx4
Defenses:
RH ICMx4
Speed:
Damaged Systems:

Name: DD1
Type: DD
Hull Points: 50
ADF: 3
MR: 3
DCR: 75
Weapons:
LC Rbx4 LB Tx2 EB
Defenses:
RH Msx2 ICMx5
Speed:
Damaged Systems:

Name: DD2
Type: DD
Hull Points: 50
ADF: 3
MR: 3
DCR: 75
Weapons:
LC Rbx4 LB Tx2 EB
Defenses:
RH Msx2 ICMx5
Speed:
Damaged Systems:

Name: AS1
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS2
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS2
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS3
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS4
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS5
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS6
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS7
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS8
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS9
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS10
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS12
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS13
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
Speed:
Damaged Systems:

Name: AS14
Type: AS
Hull Points: 15
ADF: 5
MR: 4
DCR: 50
Weapons:
 ARx3 LB
Defenses:
 RH
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: