

Core Command Mechanical Errata

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Striker-Class Fighter (Core Command)									
Production Type:		Mass Production							
Size:		55 (Very Large, 500m long, 200m wide, 200m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/30 (500 km/s CORE Command space scale) FTL (15,000 C; Range 1000 LY; 2 minute charge time)							
Maneuver:		+1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 2, Computer 1 (Smart, Level 4) (3 actions), Passengers 2							
Deployment Range:		13500 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (Full); Communications (+0, 20km), Satellite Uplink; Features: Accomodations (10,000 u ² *), Cargo Bay (95,000 u ² **), Cargo Bay (95,000 u ² ***), No Fuel Required (Permanent), Laboratory (Technical Sciences, 1), Sick Bay (1); Hostile Environment Protection: All, Radiation (8); Information Warfare: ECM (+2, 5km); Reinforced Systems: Chassis, Crew, Movement; Sensors(+0, 7km); Movement Flaws: Cannot Glide							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Ultra Buster Cannons	E	FF	+0	x20	7	+0	AD(1)	U, Linked
1	Quantek Barrier Shield	X	F	+0	x15	0	+0	E-Shield(All, F), Defensive	U
-	Quantek Barrier Shield	X	T	+0	x7	0	+0	E-Shield(All, F), Defensive	U

* - Includes recreation space, in addition to living quarters. While its crew is small, the Striker is still often deployed for months at a time. Real size: 100,000 m³

** - Provisions. Includes spare parts for the craft, hydroponics and other food production facilities. Real size: 950,000 m³

*** - Utility craft hangar. Includes facilities to repair and refurbish small craft. Real size: 950,000 m³

Broadsword-Class Heavy Fighter (Core Command)									
Production Type:		Limited Production							
Size:		68 (Very Large, 2000m long, 200m wide, 100m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 12/24 (400 km/s CORE Command space scale) FTL (12,000 C; Range 1000 LY; 2 minute charge time)							
Maneuver:		-1							
Armor:		27/54/81							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 2, Computer 1 (Smart, Level 4) (3 actions) Passengers 2							
Deployment Range:		9000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), 2x Life Support (Full); Armor: Reinforced (F, 3); Communications(+1, 15km) Features: Accomodations (12,500 u ² *), Cargo Bay (100,000 u ² **), No Fuel Required (Permanent), Sick Bay(1); Hostile Environment Protection: Vacuum, Radiation (10); Reinforced: Ammo/Fuel, Crew, Movement; Sensors (+2, 4km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Starsword Particle Accelerator	E	FF	-5	x20	20	-2	Huge, Haywire, Indirect Fire, AD(3)	U
1	Quantek Barrier Shield	X	T	+0	x12	0	+0	E-Shield (All, F), Defensive	U

* - Including significant space for engineers and engineering.

** - Provisions and spare parts. LOTS of spare parts for the PA

Pathfinder-class Destroyer (Core Command)									
Production Type:		Limited Production							
Size:		35 (Huge, 10km long, 1km wide, 500m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 10/20 (333 km/s in CORE Command space scale) FTL (120,000 C; Range 10,000 LY; 2 minute charge time)							
Maneuver:		-3							
Armor:		20/40/80							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 10, Computer 2 (Smart, Level 6) (5 actions) Passengers 20							
Deployment Range:		45,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), 2x Life Support (Full); Communications (+1, 50km), Satellite Uplink; Features: Accomodations (1,250,000 u ² *), Cargo Bay (2,000,000 u ² , provisions **), Cargo Bay (1,750,000 u ² , utility craft ***), Cargo Bay (2 km ² , open ****), Laboratory (Natural Sciences, 2), Laboratory (Technical Sciences, 2), No Fuel Required (Permanent), Sick Bay (2); Hostile Environment Protection: All, Radiation (15); Reinforced Systems: Chassis, Crew, Backups: Sensors (+1, 10km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (4)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Starblade AM Cannon	X	FF	-3	x4	10	-2	Disintegrator, Persistent, Wide Angle(10), AD(1), PH(2)	U
4	Antifighter Laser Batteries	E	All	+0	x20	4	+1	Very Large, Antimissile, AD(1)	U
1	Mega Buster	E	T	-2	x7	17	+2	AD(1)	U
1	Quantek Barrier Shield	X	T	+1	x10	0	+0	E-Shield(All, F), Defensive	U

* - This includes living space, recreational areas, commercial areas, etc. The Pathfinder is basically a small flying city. Actually 100,000,000 m³

** - Extensive space for provisions of all kinds, including raw autofac material, food-growing areas, spare parts. Actually 200,000,000 m³

*** - Extensive space for repairing, storing, and even constructing utility craft. Actually 150,000,000 m³

**** - Docking space for up to 6 Strikers OR an add-on module. Unscaled size listed.

Explorer-Class Cruiser (Core Command)									
Production Type:		Limited Production							
Size:		86 (Huge, 20 km long, 2 km wide, 2km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 7/15 (250 km/s) FTL (1,200,000 C; Range 100,000 LY; 2 minute activation)							
Maneuver:		-6							
Armor:		40/80/120							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 20, Computer 5 (Smart, Level 8) (6 actions), Passengers 80							
Deployment Range:		90,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, 4x Life Support (Full), Escape System (Pods); Communications (+1, 100km), Satellite Uplink; Features: Accomodations (15,000,000 u ² *), Cargo Bay (40,000,000 u ² **), Cargo Bay (15,000,000 u ² ***), Laboratory (Natural Sciences, 5), Laboratory (Technical Sciences, 5), Laboratory (Social Sciences, 3), Sick Bay (4); Hostile Environment Protection: All, Radiation (20); Reinforced Systems: Ammo/Fuel, Backups, Chassis, 2x Crew; Sensors (+2, 15km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (8)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Starblade AM Cannon	X	FF	-4	x10	12	-4	Disintegrator, Persistent, Wide Angle(10), AD(2), PH(3)	U
2	Broadside Plasma Array	E	L/Ri	-2	x12	16	+1	AD(2)	U
4	Antifighter Laser Batteries	E	All	+0	x20	4	+2	Very Large, Antimissile, AD(2)	U
1	Quantek Barrier Shield	X	T	+0	x25	0	+0	E-Shield (All, F), Defensive	U

* - Includes living space, recreational areas, gardens, etc. The Explorer is basically a flying city. Actually 1,000,000,000 m³.

** - Storage for provisions, including raw autofac material, food-growing area, and many spare quantek parts. Actually 4,000,000,000 m³.

*** - Hanger for utility craft. Capable of storing, modifying, repairing, and even constructing them. Actually 1,000,000,000 m³

Mobile Base (Core Command)									
Production Type:		Limited Production							
Size:		30 (Gigantic, 100km long x 100km wide x 100km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 3/5 (84 km/s Core scale) FTL (12,000,000 C; Range 1,000,000 LY; 2 minute activation)							
Maneuver:		-13							
Armor:		14/28/42							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 5, Computer 3 (Smart, Level 10), Passengers 2 (5 action)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), 2x Life Support (Full); Communications (+2, 100km), Satellite Uplink; Features: Accomodations (35,000 u ² *), Cargo Bay (400,000 u ² **), Cargo Bay (250,000 u ² ***), No Fuel Required, Sick Bay (3); Hostile Environment Protection: All, Radiation (26); Information Systems: ECM (+5, 20km), ECCM (+5, 20km); Reinforced Systems: 3x Ammo/Fuel, 3x Backups 4x Crew, 4x Chassis; Sensors(+1, 28km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(25)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Starblade Array	X	T	-4	x10	12	+0	Huge, Disintegrator, Persistent, Wide Angle(60), AD(2), Redundant x2	U
1	Starlance	X	FF	-8	x10	40	-3	Disintegrator, Persistent, Wide Angle (10), AD(2), (PH 3)	U
4	Antifighter Laser Batteries	E	All	+0	x20	4	+5	Very Large, Antimissile, AD(2), Redundant x5	U
1	Plasma Array	E	T	-2	x12	16	+3	Huge, AD(2), Redundant x3	U
1	Quantek Barrier Shield	X	T	+0	x6	0	+0	E-Shield (All, F), Defensive, Redundant	U

* - Habitat space. Includes recreational/common areas, commercial space, etc. multiplied by size.

Pratically a planet.

** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

*** - Hangar bays for smaller ships. Normally has two hundred Strikers/Broadswords, plus possibly a few larger ships (normally frigate size or smaller), as well as the usual fighter related autofac/autofac storage space. Capable of constructing several Strikers or Broadswords simultaneously. Includes surface facilities for destroyer and cruiser sized ships, although these are normally sealed off from the rest of the base when entering combat. Sweeper teams spend up to several days making sure no Dvor are hiding in the surface facilities after the battle as they are known to have hidden gurrella units in these points previously.

Skirmisher class Fighter (7 HW)									
Production Type:		Mass Production							
Size:		16 (Very Large, 250m long, 125m wide, 80m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/30 (500 km/s CORE Command space scale) FTL (12,000 C, 1000 LY, 2 minutes)							
Maneuver:		+1							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 1, Computer 1 (Smart, Level 2) (3 actions), Passengers 4							
Deployment Range:		6500 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (full); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (8,750 u ² *), Cargo Bay (10,000 u ² **), Fuel Efficient(x1.5), Laboratory (Technical Sciences, 0), Sick Bay (1); Hostile Environment Protection: All, Radiation(6); Information Warfare: ECM(1, 5km), Stealth(2); Reinforced Systems: Crew; Sensors (+0, 5km); Movement Flaws: Cannot Glide;							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Rail Repeaters	P	F	+0	x8	10	+3	Linked	1500
1	Light Plasma Missile Launcher	M	FF	-1	x14	7	+0	Guided, Seeking	10
1	Energy Barrier Shield	E	T	+0	x10	0	+0	E-Shield(Energy, F), Defensive	U

* - Includes recreation space, common areas, etc.

** - Cargo hold for provisions, utility craft, autofac raw material, etc.

Linebacker class Fighter-Bomber (7 HW)									
Production Type:		Mass Production							
Size:		18 (Very Large, 125m long, 80m wide, 320m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 13/26 (433 km/s CORE space scale) FTL (12,000 C, 1000 LY, 2 minutes)							
Maneuver:		-1							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 1, Computer 1 (Smart, Level 2) (3 actions), Passengers 3							
Deployment Range:		6500 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (full); Armor: Reinforced (F, 5); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (6,000 u ² *), Cargo Bay(10,000 u ² **), Fuel Efficient (x1.5), Laboratory (Technical Science, 0), Sick Bay (1); Hostile Environment Protection: All, Radiation (6); Information Warfare: ECM(2, 5km), Stealth(1); Reinforced Systems: Ammo/Fuel, Crew; Sensors (+1, 5km); Movement Flaws: Cannot Glide							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Light Rail Repeaters	P	F	+0	x6	12	+3	Linked	1000
2	Triple-Linked Light Rail Cannons	P	FF	-1	x5	15	+0	Huge, Linked	150
2	Heavy Plasma Missile Launcher	M	FF	-4	x10	20	+0	Huge, Linked	16
1	Energy Barrier Shield	E	T	+0	x15	0	+0	E-Shield(Energy, F), Defensive	U

* - Includes recreation space, common areas, etc.

** - Cargo hold for provisions, utility craft, spare parts, etc.

Imperial class Frigate (7 HW)									
Production Type:		Mass Produced							
Size:		(Huge, 3 km long, 600 m wide, 600 m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 12/24 (400 km/s CORE Command space scale)							
Maneuver:		+0							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 4, Computer 1 (Smart, Level 4), Passengers 3 (4 actions)							
Deployment Range:		18,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, 4x Catapult (2), Escape System (Pods), Life Support (Full); Communications (+0, 40km), Satellite Uplink; Features: Accomodations (80,000 u ² **), Cargo Bay (500,000 u ² ***), Cargo Bay (500,000 u ² ****), Fuel Efficient (x2), High Towing Capacity (Double), Laboratory (Technical Sciences, 1), Laboratory (Physical Sciences, 1), Sick Bay (1); Hostile Environment Protection: All, Radiation(11); Information Warfare: ECM (4, 20km), ECCM (4, 20km), Stealth(2); Reinforced: Backups, Movement; Sensors (+1, 8km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Rail Cannons	P	FF	+0	x3	13	+1	Linked	300
1	Heavy Rail Repeater Battery	P	T	-1	x10	10	+2	Very Large, Redundant	1000
1	Energy Barrier Shield	E	T	+0	x5	0	+0	E-Shield (Energy, F), Defensive	U
*	Disintergrator array	X	FF	-6	x12	5	-3	Desintegrator, AD (1), PH (3)	U
*	Energy Barrier Shield	E	T	+0	x8	0	+0	E-Shield (Energy, F) Defensive	U

* - Assassin Variant only. Disables the Rail cannons and Heavy Rail Repeater Battery when Equipted. Assassin's energy Barrier Shield replaces the normal Energy Barrier Shield. Anti-D'vor Vessel.

** - Includes recreational space, habitat space, some space for shops, etc. The Frigate is basically a flying small town.

*** - Storage for provisions, autofac raw material/output space, etc.

**** - Hangar space for small craft and fighters. Can hold 4 Fighter-Bombers or 4 Fighters w/about 250,000 u² left over. Also includes manufacturing and repair facilities for small craft.

Republic class Destroyer (7 HW)									
Production Type:		Mass Production							
Size:		(Huge, 8 km long, 1 km wide, 1 km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 9/17 (283 km/s CORE Command space scale) FTL (120,000 C; 10,000 LY; 2 minutes charge time)							
Maneuver:		-4							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 12, Computer 4 (Smart, Level 5), Passengers 25 (6 actions)							
Deployment Range:		35,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, 4x Catapult (4), Escape System (Pods), Life Support (Full), Communications (+1, 40km), Satellite Uplink; Features: Accomodations (1,500,000 u ² **), Cargo Bay (2,500,000 u ² ***), Cargo Bay (2,000,000 u ² ****), Fuel Efficient (x2), Sick Bay (2); Hostile Environment Protection: All, Radiation (14); Information Warfare: ECCM(2, 20km); Reinforced Systems: Ammo/Fuel, Crew, Chassis, Movement; Sensors (+0, 10km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (5)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Rail Cannon	P	FF	-5	x8	30	+2	Redundant	1000
2	Pulse Torpedo Launchers	M	L/R	-3	x4	25	+3	Guided	350
2	Plasma Bombardment Missile Launchers	M	F	-7	x16	35	-1	Seeking	16
2	Heavy Rail Repeater Battery	P	T	-1	x10	10	+2	Very Large, Redundant	1000
*	Grenadier AM Cannon	X	FF	-6	x10	30	-1	Desintegrator, AE (3)	10
1	Force Barrier Shield	E	T	+0	x10	0	+0	E-Shield (Energy, Physical, F), Defensive	U

* - Grenadier variant only. Remove the Heavy Rail Cannon, Pulse Torpedo Launchers, Heavy Rail Repeater Batteries, and Plasma Bombardment Missile Launchers. The desintegrator represents the Anti-matter stream, while the area effect is indicative of the size of the blast since it is often used in a sweeping motion across the target zone. This prevents it from being more devastating. The negative rof is simply there because of how long it takes to "reload" the cannon for a second shot. Anti-D'vor Vessel.

** - Habitat space. Includes recreational/common areas, commerical space, etc. The Destroyer is basically a flying town.

*** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

**** - Hangar bays for utility craft & fighters. Can hold 16 Fighters or Fighter-Bombers with about 1,000,000 u² left. Includes manufacturing/repair space for utility craft.

Sithian-class Shuttle/transport (Muran)									
Production Type:		Mass Production							
Size:		18 (Very Large, 125m long, 80m wide, 320m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/29 (483 km/s Core scale) FTL (12,000 C, 1000 LY, 2 minutes)							
Maneuver:		-1							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 1, Computer 1 (Smart, Level 2), Passengers 3 (3 actions)							
Deployment Range:		6500 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (full); Armor: Reinforced (F, 5); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (6,000 u ² *), Cargo Bay(10,000 u ² **), Fuel Efficient (x1.5), Laboratory (Technical Science, 0), Sick Bay (1); Hostile Environment Protection: All, Radiation (6); Information Warfare: Stealth(3); Reinforced Systems: Ammo/Fuel, Crew; Sensors (+1, 5km); Movement Flaws: Cannot Glide							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Light Laser Repeaters	E	F	+0	x4	12	+1	Concealed (1 action), Linked	U
1	Energy Barrier Shield	E	T	+0	x10	0	+0	E-Shield(Energy, F), Defensive	U

* - Includes recreation space, common areas, etc.

** - Cargo hold for provisions, utility craft, spare parts, etc.

Sciathan-class Frigate (Muran)									
Production Type:		Mass Produced							
Size:		13 (Huge, 3 km long, 600 m wide, 600 m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 14/27 (400 km/s Core scale) FTL (12,000 C; Range 1,000 LY; 2 minutes charge time)							
Maneuver:		+0							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 4, Computer 1 (Smart, Level 4) (4 actions)							
Deployment Range:		18,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (Full); Communications (+0, 40km), Satellite Uplink; Features: Accomodations (80,000 u ² *), Cargo Bay (300,000 u ² **), Cargo Bay (200,000 u ² ***), Fuel Efficient (x2), High Towing Capacity (Double), Laboratory (Technical Sciences, 1), Sick Bay (1); Hostile Environment Protection: All, Radiation(11); Information Warfare: ECM (3, 20km), ECCM (3, 20km), Stealth(5); Reinforced: Backups, Movement; Sensors (+1, 8km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Particle Beam Cannons	E	FF	+0	x4	13	+0	Haywire, Conc(0), Linked	U
1	Heavy Laser Repeater Battery	E	T	+0	x7	10	+1	Very Large, Redundant, AM, Conc (0 act)	U
1	Energy Barrier Shield	E	T	+0	x5	0	+0	E-Shield (Energy, F), Defensive	U

* - Includes recreational space, habitat space, some space for shops, etc. The Frigate is basically a flying small town.

** - Storage for provisions, autofac raw material/output space, etc.

*** - Hangar space for small craft.

Cwelan-class Destroyer (Muran)									
Production Type:		Mass Production							
Size:		35 (Huge, 8 km long, 1 km wide, 1 km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 7/15 (250 km/s Core scale) FTL (120,000 C; Range 10,000 LY; 2 minutes charge time)							
Maneuver:		-4							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 12, Computer 4 (Smart, Level 5), Passengers 10 (6 actions)							
Deployment Range:		35,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (Full), Communications (+1, 40km), Satellite Uplink; Features: Accomodations (1,500,000 u ² **), Cargo Bay (2,500,000 u ² ***), Cargo Bay (500,000 u ² ****), Fuel Efficient (x2), Sick Bay (2); Hostile Environment Protection: All, Radiation (14); Information Warfare: ECCM(2, 20km), Stealth (2); Reinforced Systems: Ammo/Fuel x2, Crew x2, Chassis x2, Movement; Sensors (+0, 10km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (5)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Particle Cannon	E	FF	-4	x10	30	+0	Haywire, Conc (0 act)	U
2	Particle Torpedo Launchers	M	L/R	-3	x4	25	+3	Guided, Haywire, Conc (0 act)	350
2	Heavy Laser Repeater Battery	E	T	+0	x8	10	+1	Very Large, Redundant, Conc (0 act)	U
1	Force Barrier Shield	E	T	+0	x10	0	+0	E-Shield (Energy, Physical, F), Defensive	U
*	Ion Accelerator Ladder (Stream)	E	FF	-4	x15	45	-3	Wide Angle (10), PH(5)	U
-	Ion Accelerator Ladder (Pulsed)	E	FF	-3	x6	25	+2	-	U

** - Habitat space. Includes recreational/common areas, commercial space, etc. The Destroyer is basically a flying town.

*** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

**** - Hangar bays for utility craft

* - Onalan variant. Remove the Heavy Particle Cannon and Particle Torpedo launchers. In stream mode the the Ion Accelerator is a long range support cannon and is powerful enough to damage Ravagers. Pulsed mode allows it to fight smaller targets effectively enough, although the Heavy Particle Cannon is just as effective and doesn't mess up the smooth exterior of the ship.

Wycran-class Cruiser (Muran)									
Production Type:		Limited Production							
Size:		86 (Huge, 18km long x 5km wide x 2km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 9/18 (300 km/s Core scale) FTL (1,200,000 C; Range 100,000 LY; 2 minute activation)							
Maneuver:		-7							
Armor:		38/76/114							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 25, Computer 10 (Smart, Level 7), Passengers 25 (7 actions)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), 2x Life Support (Full), Mining Equipment (Heavy Duty); Communications (+1, 80km), Satellite Uplink; Features: Accomodations (35,000,000 u ² *), Cargo Bay (80,000,000 u ² **), Cargo Bay (500,000 u ² ***), Easy to Modify (Fire Control), Fuel Efficient (3x), Laboratory (Technical Sciences, 4), Laboratory (Natural Sciences, 3), Laboratory (Social Sciences, 2), Sick Bay (3); Hostile Environment Protection: All, Radiation (18); Information Warfare: ECM(4, 12km), ECCM(6, 30km), Stealth (1); Reinforced Systems: 2x Ammo/Fuel, 2x Backups 3x Crew, 2x Chassis; Sensors(+1, 16km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(10)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Spinal Particle Accelerator	P	FF	-5	x19	20	0	Sniper, MR (-2), haywire, Conc (1 act)	U
2	Heavy Particle Cannon	E	L/R	-4	x7	30	+1	Haywire, Conc (0 act), Redundant	U
2	Heavy Particle Torpedo Launchers	M	L/R	-3	x4	25	+1	Guided, Haywire, Conc (0 act)	18
2	Heavy Laser Repeater Battery	E	T	+0	x8	10	+1	Very Large, Redundant, Conc (0 act)	U
1	Force Barrier Shield	E	T	+0	x25	0	+0	E-Shield (Energy, Physical, F), Defensive	U

* - Habitat space. Includes recreational/common areas, commerical space, etc. The Wycran is basically a flying town.

** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

*** - Hangar bays for utility craft

Galatic Transport (Muran)									
Production Type:		Limited Production							
Size:		18 (Gigantic, 100km long x 40km wide x 35km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 2/3 (50 km/s Core scale) FTL (1,200,000,000 C; Range 100,000,000 LY; 2 minute activation)							
Maneuver:		-13							
Armor:		10/20/30							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 2, Computer 1 (Smart, Level 10), Passengers 10 (3 actions)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), 2x Life Support (Full); Communications (+1, 80km), Satellite Uplink; Features: Accomodations (85,000 u ² *), Cargo Bay (400,000 u ² **), Cargo Bay (5,000,000 u ² ***), Fuel Efficient (x3), Sick Bay (3); Hostile Environment Protection: All, Radiation (26); Reinforced Systems: 2x Ammo/Fuel, 2x Backups 3x Crew, 2x Chassis; Sensors(+1, 16km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(30)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Laser Repeater Battery	E	T	+0	x8	10	+1	Very Large, Redundant, Conc (0 act)	U
1	Force Barrier Shield	E	T	+0	x4	0	+0	E-Shield (Energy, Physical, F), Defensive	U

* - Habitat space. Includes recreational/common areas, commerial space, etc. multiplied by size. Pratically a planet.

** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

*** - Hangar bays for smaller ships (almost anything really)

Akhir Class Fighter/Shuttle (Orb-Shakra)									
Production Type:		Mass Production							
Size:		16 (Very Large, 250m long, 120m wide, 80m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/30 (500 km/s Core Scale) FTL (12,000 C, 1000 LY, 2 minutes)							
Maneuver:		+2							
Armor:		15/30/45							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 1, Computer 1 (Smart, Level 2) (3 actions), Passengers 3							
Deployment Range:		6500 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (full); Communications (+0, 18km), Satellite Uplink; Features: Accomodations (6,000 u ² *), Cargo Bay(20,000 u ² **), Fuel Efficient (x1.5), Laboratory (Technical Science, 0), Sick Bay (1); Hostile Environment Protection: All, Radiation (6); Information Warfare: ECCM(2, 6km), Stealth(1); Reinforced Systems: Ammo/Fuel, Crew; Sensors (+1, 6km); Movement Flaws: Cannot Glide; Weaknesses: Exposed Movement;							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Mini-Stardirk	X	FF	+0	x4	5	+0	Disintegrator, AD (2)	U
1	Energy Barrier Shield	E	T	+0	x15	0	+0	E-Shield(Energy, F), Defensive	U

* - Includes recreation space, common areas, etc.

** - Cargo hold for provisions, utility craft, spare parts, etc.

Rajefar-class Frigate (Orb-Shakra)									
Production Type:		Mass Produced							
Size:		35 (Huge, 3 km long, 600 m wide, 600 m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 11/22 (366 km/s Core Scale) FTL (12,000 C; Range 1,000 LY; 2 minutes charge time)							
Maneuver:		+0							
Armor:		12/24/36							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 4, Computer 1 (Smart, Level 4), Passengers 3 (4 actions)							
Deployment Range:		18,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, 4x Catapult (2), Escape System (Pods), Life Support (Full); Communications (+0, 40km), Satellite Uplink; Features: Accomodations (80,000 u ² *), Cargo Bay (500,000 u ² **), Cargo Bay (500,000 u ² ***), Fuel Efficient (x2), High Towing Capacity (Double), Laboratory (Technical Sciences, 2), Laboratory (Physical Sciences, 2), Laboratory (Natural Sciences, 2), Sick Bay (1); Hostile Environment Protection: All, Radiation(11); Information Warfare: ECM (2, 20km), ECCM (2, 20km), Stealth(4); Reinforced: Backups, Movement; Sensors (+1, 9km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Stardirk	X	FF	+0	x2	9	+0	Desintegrator, AD(1)	U
1	Repeating Pulse Lasers	E	T	-1	x10	10	+1	Very Large, Redundant	U
1	Energy Barrier Shield	E	T	+0	x5	0	+0	E-Shield (Energy, F), Defensive	U

* - Includes recreational space, habitat space, some space for shops, etc. The Frigate is basically a flying small town.

** - Storage for provisions, autofac raw material/output space, etc.

*** - Hangar space for small craft and fighters. Can hold 4 Akhir fighter/shuttles w/about 250,000 u² left over. Also includes manufacturing and repair facilities for small craft.

Rajezeel-class Destroyer (Orb-Shakra)									
Production Type:		Mass Production							
Size:		35 (Huge, 8 km long, 1 km wide, 1 km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 11/21 (350 km/s Core scale) FTL (120,000 C; Range 10,000 LY; 2 minutes charge time)							
Maneuver:		-3							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 12, Computer 4 (Smart, Level 5), Passengers 25 (6 actions)							
Deployment Range:		35,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, 4x Catapult (4), Escape System (Pods), Life Support (Full), Communications (+1, 40km), Satellite Uplink; Features: Accomodations (1,500,000 u ² *), Cargo Bay (2,500,000 u ² **), Cargo Bay (2,000,000 u ² ***), Fuel Efficient (x2), Sick Bay (2); Hostile Environment Protection: All, Radiation (14); Information Warfare: ECCM(2, 20km); Reinforced Systems: Ammo/Fuel, Crew, Chassis, Movement; Sensors (+0, 10km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (5); Weakpoint: Systems							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Stardirk (Combat Mode)	X	FF	-3	x4	10	+0	Desintegrator, AD (2)	U
-	Heavy Stardirk (Engineering Mode)	X	FF	0	x1	10	+0	AD (2)	U
1	Repeating Pulse Lasers	E	T	-1	x10	10	+1	Very Large, Redundant	U
1	Force Barrier Shield	E	T	+0	x10	0	+0	E-Shield (Energy, Physical, F), Defensive	U

* - Habitat space. Includes recreational/common areas, commerical space, etc. The Destroyer is basically a flying town.

** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

*** - Hangar bays for utility craft & fighters. Can hold 16 Akhirs with about 1,000,000 u² left. Includes manufacturing/repair space for utility craft.

Zahzeen-class Cruiser (Orb-Shakra)									
Production Type:		Limited Production							
Size:		86 (Huge, 14km long x 5km wide x 4km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 8/16 (267 km/s CORE Command space scale) FTL (1,200,000 C; Range 100,000 LY; 2 minute activation)							
Maneuver:		-7							
Armor:		40/80/120							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 25, Computer 10 (Smart, Level 7), Passengers 150 (7 actions)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), 2x Life Support (Full), Mining Equipment (Heavy Duty); Communications (+1, 80km), Satellite Uplink; Features: Accomodations (35,000,000 u ² *), Cargo Bay (80,000,000 u ² **), Cargo Bay(20,000,000 u ² ***), Fuel Efficient (3x), Laboratory (Technical Sciences, 4), Laboratory (Natural Sciences, 3), Laboratory (Social Sciences, 2), Sick Bay (3); Hostile Environment Protection: All, Radiation (18); Information Warfare: ECM(3, 15km), ECCM(7, 30km); Reinforced Systems: Ammo/Fuel, 2x Crew, Chassis; Sensors(+1, 16km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(10)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Starblade AM Cannon	X	FF	-3	x4	10	-2	Disintegrator, Persistent, Wide Angle(10), AD(1), PH(2)	U
2	Broadside Plasma Array	E	L/Ri	-2	x12	16	+1	AD(2)	U
1	Repeating Pulse Lasers	E	T	-1	x10	10	+1	Very Large, Redundant	U
1	Force Barrier Shield	E	T	+0	x25	0	+0	E-Shield (Energy, Physical, F), Defensive	U

* - Habitat space. Includes recreational/common areas, commercial space, etc. The Zahzeen is basically a flying city.

** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

*** - Hangar bays for utility craft & fighters. Can hold 30 Akhirs with about 2,000,000 u2 left. Includes manufacturing/repair space for utility craft.

D Class Drone Fighter (Kom'Sov)									
Production Type:		Mass Production							
Size:		9 (Very Large, 125m long, 65m wide, 40m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/30 (500 km/s Core scale)							
Maneuver:		+2							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		2 Computer (Smart 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+0, 15km), Satellite Uplink; Features: Fuel Efficient(x1.5); Hostile Environment Protection: All, Radiation(6); Information Warfare: Stealth(2); Sensors (+0, 5km); Movement Flaws: Cannot Glide;							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Particle Blaster Cannon	E	FF	-1	5	10	-1	Huge	5
2	Particle Bursters	E	FF	0	8	5	+0	Linked	U

H-Class Frigate (Kom'Sov)									
Production Type:		Mass Produced							
Size:		13 (Huge, 3 km long, 600 m wide [1.2 km with ring], 600 m high [1.2 km with ring])							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 10/20 (333 km/s Core scale) FTL (12,000c, 1000 LY, 2 minute activation)							
Maneuver:		+0							
Armor:		7/14/21							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 4, Computer 1 (Smart, level 3)							
Deployment Range:		18,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (Full); Communications (+1, 40km), Satellite Uplink; Features: Accomodations (80,000 u ² *), Cargo Bay (500,000 u ² **), Cargo Bay (500,000 u ² ***), Fuel Efficient (x2), High Towing Capacity (Double), Laboratory (Technical Sciences, 1), Laboratory (Physical Sciences, 1), Sick Bay (1); Hostile Environment Protection: All, Radiation(10); Information Warfare: ECM (2, 15km), ECCM (1, 20km), Stealth(1); Sensors (+1, 8km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Particle Flak Array	E	T	+0	x10	8	+1	Very Large, Redundnat	U
1	Heavy Particle Missiles	M	F	-1	x2	25	+3	Guided	250
1	Energy Barrier Shield	E	T	+0	x4	0	+0	E-Shield (Energy, F), Defensive	U

* - Includes recreational space, habitat space, some space for shops, etc. The Frigate is basically a flying small town.

** - Storage for provisions, autofac raw material/output space, etc.

*** - Hangar space for small craft and fighters. Carries 25 D-class fighters

K-Class Destroyer (Kom'Sov)									
Production Type:		Mass Production							
Size:		35 (Huge, 8 km long, 1 km wide[2 km with ring], 1 km high [2 km with ring])							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 10/20 (333 km/s Core scale) FTL (120,000 C; Range 10,000 LY; 2 minutes charge time)							
Maneuver:		-4							
Armor:		18/36/54							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Living 12, Computer 4 (Smart, Level 4) (6 actions)							
Deployment Range:		30,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Accessories: Acceleration Protection, Escape System (Pods), Life Support (Full), Communications (+2, 40km), Satellite Uplink; Features: Accomodations (1,500,000 u ² *), Cargo Bay (2,500,000 u ² **), Fuel Efficient (x2), Sick Bay (2); Hostile Environment Protection: All, Radiation (14); Information Warfare: ECCM(1, 20km); Reinforced Systems: Ammo/Fuel, Chassis; Sensors (+0, 10km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (5)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Heavy Particle Blaster Cannons	E	FF	-5	x17	30	0	Redundant, linked, PH(1)	U
1	Very Heavy Particle Missiles	M	F	-2	x8	25	+3	Guided	350
1	Force Barrier Shield	E	T	+0	x10	0	+0	E-Shield (Energy, Physical, F), Defensive	U

* - Habitat space. Includes recreational/common areas, commerical space, etc. The Destroyer is basically a flying town.

** - Storage for provisions, autofac raw material, cargo bays, spare parts, etc.

Stalker-Class Fighter (D'vor)									
Production Type:		Mass Production							
Size:		12 (Very Large)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/30 (500 km/s CORE Command space scale) FTL (1,200 C, 100 LY, 2 minutes)							
Maneuver:		+1							
Armor:		35/70/105							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 3 (Smart, Level 2) (3 actions)							
Deployment Range:		13500 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+0, 15km), Satellite Uplink; Features: No Fuel Required (Permanent), Self Repair System (2); Hostile Environment Protection: All; Reinforced Systems: Chassis, Crew, Movement; Sensors(+0, 6km); Movement Flaws: Cannot Glide							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Technocorrosive acid*	X	FF	-1	x15	5	0	Persistent	U
1	D'vor Barrier Shield	X	T	+0	x7	0	0	E-Shield(All, F), Defensive	U

* - Technocorrosive acid is only useful against non-organic constructs. Note the Sanrok are considered completely organic for purposes of this weapon.

Prowler (D'vor)									
Production Type:		Mass Produced							
Size:		8 (Huge, 200 m long, 25 m wide, 25 m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 15/30 (500 km/s Core scale) FTL (120,000 C; Range 10,000 LY; 2 minutes charge time)							
Maneuver:		+0							
Armor:		9/18/27							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 4 (Smart, Level 4), Passengers 7 (4 actions)							
Deployment Range:		18,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+0, 40km), Satellite Uplink; Features: Accomodations (40,000 u ² *), High Towing Capacity (Double), No Fuel Required (Permenant), Self Repair System (1); Hostile Environment Protection: All, Radiation(11); Information Warfare: ECM (2, 20km), ECCM (2, 20km), Stealth(2); Reinforced: Backups, Movement; Sensors (0, 8km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Plasma Launchers	E	F	+0	x3	9	+1	-	U
1	Electro-Dischargers	E	T	-1	x15	12	+2	Very Large, Redundant	U
1	D'vor Tentacles	X	T	0	x3	M	0	Redundant x2, AC, Entangle, Stealth	U
1	D'vor Barrier Shield	X	T	+0	x5	0	+0	E-Shield (All, F), Defensive	U

* - This is more of a cargo bay for the transported troops used in invasions or boarding actions.

Hunter-Killer (D'vor)									
Production Type:		Mass Production							
Size:		24 (Huge, 2 km long, 750 m wide, 750 m high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 9/17 (283 km/s CORE Command space scale) FTL (120,000 C; Range 10,000 LY; 2 minutes charge time)							
Maneuver:		-4							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 16 (Smart, Level 5) (6 actions)							
Deployment Range:		35,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+1, 40km), Satellite Uplink; Features: No Fuel Required (Permenant), Self Repair System (3); Hostile Environment Protection: All; Reinforced Systems: Ammo/Fuel, Crew, Chassis, Movement; Sensors (+0, 10km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile (5)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Plasma Launchers	E	FF	-4	x12	30	+1	Redundant	U
2	Electro-Dischargers	E	T	-1	x15	12	+2	Very Large, Redundant	U
1	D'vor Tentacles	X	T	0	x6	M	0	Redundant x2, AC, Entangle, Stealth	U
1	D'vor Barrier Shield	X	T	+0	x10	0	+0	E-Shield (All, F), Defensive	U

Gatherer-Breeder (D'vor)									
Production Type:		Limited Production							
Size:		72 (Huge, 8km long x 10km wide x 10km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 8/16 (267 km/s CORE Command space scale) FTL (1,200,000 C; Range 100,000 LY; 2 minute activation)							
Maneuver:		-8							
Armor:		35/70/105							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 20 (Smart, Level 3) (6 actions)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+1, 80km), Satellite Uplink; Features: Cargo Bay(20,000,000 u ² ***), No Fuel Required, Self Repair System (6); Hostile Environment Protection: All, Radiation (18); Reinforced Systems: Ammo/Fuel, 2x Crew, Chassis; Sensors(+2, 20km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(10)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Electro-Dischargers	E	T	-1	x15	12	+2	Very Large, Redundant	U
1	D'vor Barrier Shield	X	T	0	x15	0	0	E-Shield (All, F), Defensive	U

Ravager (D'vor)									
Production Type:		Limited Production							
Size:		83 (Huge, 12km long x 3km wide x 1.3km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 8/16 (267 km/s CORE Command space scale) FTL (1,200,000 C; Range 100,000 LY; 2 minute activation)							
Maneuver:		-8							
Armor:		50/100/150							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 32 (Smart, Level 6) (6 actions)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+1, 80km), Satellite Uplink; Hostile Enviroment Protection: All; Features: Cargo Bay(20,000,000 u ² ***), No Fuel Required, Self Repair System (10); Hostile Environment Protection: All, Radiation (18); Information Warfare: ECM(2, 15km), ECCM(4, 30km); Reinforced Systems: Ammo/Fuel, 2x Crew, Chassis; Sensors(+1, 16km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(10)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Graviton Beam Cannon	X	FF	-5	x15	14	-2	Gravitic (All), Wide Angle(10), IFF (E, Always)	U
2	Heavy Plasma Launchers	E	L/R	-4	x12	30	+1	Redundant	U
1	Electro-Dischargers	E	T	-1	x15	12	+2	Very Large, Redundant	U
2	Landing pod Launchers	M	F	-5	x6	40	0	Seeking, AP, Persistent, Haywire	1000
1	D'vor Tentacles	X	T	-2	x11	M	0	Redundant x2, AC, Entangle, Stealth	U
1	D'vor Barrier Shield	X	T	0	x30	0	0	E-Shield (All, F), Defensive	U

Star Devourer (D'vor)									
Production Type:		Limited Production							
Size:		50 (Gigantic, 1000km long x 300km wide x 300km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 6/12 (200 km/s Core scale) FTL (12,000,000 C; Range 1,000,000 LY; 2 minute activation)							
Maneuver:		-15							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 3 (Smart, Level 10) (3 Actions)							
Deployment Range:		70,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+1, 80km), Satellite Uplink; Features: No Fuel Required, Self Repair System (8); Hostile Environment Protection: All; Reinforced Systems: 2x Ammo/Fuel, 2x Backups 3x Crew, 2x Chassis; Sensors(+1, 16km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(30)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Star Cutter Array	X	FF	-8	x5	M	-10	Anti-Structure, Disintegrator	U
1	Electro-Dischargers	E	T	-1	x15	12	+2	Very Large, Redundant	U
1	D'vor Tentacles	X	T	-3	x2	M	0	Redundant x2, AC, Entangle, Stealth	U
1	D'vor Barrier Shield	X	T	+0	x6	0	+0	E-Shield (All, F), Defensive	U

Stellar Devourer (D'vor)									
Production Type:		Limited Production							
Size:		80 (Gigantic, 100,000km long x 200,000km wide x 100,000km high)							
* Threat Value (TV):		n/a							
* Defensive Threat Value (DTV):		n/a							
Movement:		Flight 2/3 (50 km/s Core scale) FTL (12,000,000 C; Range 1,000,000 LY; 2 day activation)							
Maneuver:		-18							
Armor:		80/160/320							
* Miscellaneous Threat Value (MTV):		n/a							
Crew:		Computer 8 (Smart, Level 10) (4 action)							
Deployment Range:		70,000,000 hrs							
Reaction Mass:		n/a							
Perks & Flaws:		Communications (+2, 100km), Satellite Uplink; Features: No Fuel Required, Self Repair System; Hostile Environment Protection: All; Information Systems: ECM (+5, 50km), ECCM (+5, 50km); Sensors(+1, 50km); Movement Flaws: Cannot Glide; Negative Features: Large Sensor Profile(50)							
* Offensive Threat Value (OTV):		n/a							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Heavy Starcutter Array	X	FF	-8	x50	M	-10	Anti-Structure, Disintegrator	U
2	Graviton Lance	X	L/R	-8	x5	35	0	Gravitic (all), AC, PH(3)	U
1	Graviton Beam Array	X	T	-5	x20	14	+1	Huge, Gravitic (All), Wide Angle(60), IFF (E, Always)	U
1	Heavy Plasma Launcher Array	E	T	-4	x12	30	+3	Huge Redundant, Redundant	U
1	D'vor Barrier Shield	X	T	0	x10	0	0	E-Shield (All, F), Defensive	U