Ship: (0) Ferret

---

class: . . . . . .ship
type:. . . . . .light fighter
radius:. 120
mass:. 125
scale: 0x300
power: 3
fuel:. 200000
damage:. 5
explosive force: .4000
max velocity:. . .50
cruise velocity: .36
max acceleration: 3.4
max pitch: 9
max yaw: 8
max roll:. 8
angular inertia: 900
fore shield: . . .60
aft shield:. . . .60
bow armor: 65
stern armor: . . .65
port armor:. . . .45
starboard armor: .45

Weapons:

type: mass driver
position: 120, 80, 20
SELECTED

type: mass driver
position: -120, 80, 20
SELECTED

Ship: (1) Rapier

---

class: . . . . . .ship
type:. . . . . .medium fighter
radius:. 120
mass:. 135
scale: 0x300
power: 3
fuel:. 250000
damage:. 6
explosive force: .6000
max velocity:. . .45
cruise velocity: .25
max acceleration: 4.2
max pitch: 10
max yaw: 10
max roll:. 10
angular inertia: 1000
fore shield: . . .80
aft shield:. . . .80
bow armor: 65
stern armor: . . .65
port armor:. . . .50

Weapons:

type: laser cannon
position: 24, 36, 30
SELECTED

type: laser cannon
position: -24, 36, 30
SELECTED

type: particle cannon
position: -152, -28, 18
inactive

type: particle cannon
position: 104, -28, 18
inactive

type: DF missile
position: 8, 36, 26
SELECTED

type: DF missile
position: -8, 36, 26
inactive

type: HS missile
position: 32, 36, 26
inactive

type: HS missile
position: -32, 36, 26
inactive

type: FF missile
position: 80, 36, 26
inactive

type: FF missile
position: -80, 36, 26
inactive

Ship: (2) Broadsword

---

class: . . . . . .~~ship~~ Bomber
type:. . . . . .b~~omber~~ Heavy
radius:. 180
mass:. 160
scale: 0x360
power: 4
fuel:. 280000
damage:. 7
explosive force: .6000
max velocity:. . .36
cruise velocity: .15
max acceleration: 1
max pitch: 5
max yaw: 5
max roll:. 5
angular inertia: 3000
fore shield: . . .90
aft shield:. . . .90
bow armor: 360
stern armor: . . .360
port armor:. . . .280
starboard armor: .280

Weapons:

type: mass driver

```
cruise velocity: .15
max acceleration: 1
max pitch: . . . .5
max yaw: . . . . .5
max roll:. . . . .5
angular inertia:  3000
fore shield: . . .90
aft shield:. . . .90
bow armor: . . . .360
stern armor: . . .360
port armor:. . . .280
starboard armor: .280

Weapons:
    type:      mass driver
    position: 80, 120, 84
    SELECTED

    type:      mass driver
    position: 0, 100, 84
    SELECTED

    type:      mass driver
    position: -80, 120, 84
    SELECTED

    type:      tailgun
    position: 0, 0, 0
    SELECTED

    type:      tailgun
    position: 0, 0, 0
    SELECTED

    type:      tailgun
    position: 0, 0, 0
    SELECTED

    type:      torpedo
    position: 52, 60, 10
    SELECTED

    type:      torpedo
    position: 16, 60, 10
    inactive

    type:      torpedo
    position: -40, 60, 10
    inactive

    type:      torpedo
    position: -56, 60, 10
    inactive

    type:      FF missile
    position: 50, 85, 80
    inactive

    type:      FF missile
    position: 0, 0, 0
    inactive

    type:      FF missile
    position: 0, 0, 0
    inactive

    type:      IR missile
    position: 0, 0, 0
    inactive

    type:      IR missile
    position: 0, 0, 0
    inactive

    type:      IR missile
```

position: 0, 0, 0
inactive

Ship: (3) Epee

---

class: . . . . . .ship
type:. . . . . .light fighter
radius:. 100
mass:. 125
scale: 0x300
power: 5
fuel:. 300000
damage:. 5
explosive force: .4000
max velocity:. . .48
cruise velocity: .25
max acceleration: 4.4
max pitch: 10
max yaw: 10
max roll:. 10
angular inertia: 1000
fore shield: . . .60
aft shield:. . . .60
bow armor: 35
stern armor: . . .35
port armor:. . . .30
starboard armor: .30

Weapons:

type: particle cannon
position: -120, 20, 102
SELECTED

type: particle cannon
position: 96, 20, 120
SELECTED

type: HS missile
position: 84, 120, 10
inactive

type: HS missile
position: -72, 120, 10
inactive

type: DF missile
position: 52, 120, 10
SELECTED

type: DF missile
position: -76, 120, 10
inactive

Ship: (4) Sabre

---

class: . . Fighter ~~.ship heavy~~
type:. . . . heavy ~~.heavy fighter~~
radius:. 180
mass:. 150
scale: 0x300
power: 3
fuel:. 200000
damage:. 9
explosive force: .8000
max velocity:. . .40
cruise velocity: .22

ype:. . . . . heavy. [redacted]er
adius:. 180
ass:. 150
cale: 0x300
ower: 3
uel:. 200000
lamage:. 9
xplosive force: .8000
ax velocity:. . .40
ruise velocity: .22
ax acceleration: 3.8
ax pitch: 8
ax yaw: 8
ax roll:. 8
ngular inertia: 1000
ore shield: . . .75
ft shield:. . . .75
ow armor: 160
tern armor: . . .160
ort armor:. . . .110
tarboard armor: .110

eapons:
type: particle cannon
position: 156, 12, 50
SELECTED

type: particle cannon
position: 132, 8, 50
SELECTED

type: particle cannon
position: -192, 8, 50
SELECTED

type: particle cannon
position: -220, 12, 50
SELECTED

type: IR missile
position: 60, 36, 16
SELECTED

type: IR missile
position: 32, 36, 16
inactive

type: IR missile
position: -24, 36, 16
inactive

type: IR missile
position: -44, 36, 16
inactive

type: FF missile
position: 132, 36, 16
inactive

type: FF missile
position: -132, 36, 16
inactive

type: DF missile
position: 96, 36, 16
inactive

type: DF missile
position: -32, 36, 16
inactive

type: tailgun

position: 0, 0, 0
inactive

Ship: (5) Sartha

---

class: . Fighter .ship
type:. . . . . .light ~~fighter~~
radius:. 150
mass:. 125
scale: 0x300
power: 5
fuel:. 200000
damage:. 5
explosive force: .4000
max velocity:. . .40
cruise velocity: .22
max acceleration: 3.4
max pitch: 4
max yaw: 4
max roll:. 4
angular inertia: 900
fore shield: . . .50
aft shield:. . . .50
bow armor: 40
stern armor: . . .40
port armor:. . . .30
starboard armor: .30

Weapons:
type: neutron gun
position: 68, 72, 86
SELECTED

type: neutron gun
position: -68, 72, 86
SELECTED

type: DF missile
position: 4, 84, 34
SELECTED

Ship: (6) Drakhri

---

class: . fighter . .ship
type:. . . . . .medium ~~fighter~~
radius:. 150
mass:. 140
scale: 0x300
power: 7
fuel:. 200000
damage:. 4
explosive force: .6000
max velocity:. . .40
cruise velocity: .20
max acceleration: 3
max pitch: 7
max yaw: 7
max roll:. 7
angular inertia: 1200
fore shield: . . .55
aft shield:. . . .55
bow armor: 40
stern armor: . . .40
port armor:. . . .35
starboard armor: .35

Weapons:
type: laser cannon

angular inertia: 1200
fore shield: . . .55
aft shield:. . . .55
bow armor: 40
stern armor: . . .40
port armor:. . . .35
starboard armor: .35

Weapons:
type: laser cannon
position: 44, 68, 46
SELECTED

type: laser cannon
position: 0, 68, 46
SELECTED

type: laser cannon
position: -44, 68, 46
SELECTED

type: DF missile
position: 136, 100, 28
SELECTED

type: DF missile
position: 92, 100, 28
inactive

type: DF missile
position: -84, 100, 28
inactive

type: DF missile
position: -128, 100, 28
inactive

type: chaff pod
position: 4, 76, -8
SELECTED

Ship: (7) Jalkehi

---

class: Fighter . . .ship
type:. . . . . .heavy ~~fighter~~
radius:. 170
mass:. 200
scale: 0x300
power: 6
fuel:. 200000
damage:. 7
explosive force: .8000
max velocity:. . .36
cruise velocity: .20
max acceleration: 2.1
max pitch: 2
max yaw: 2
max roll:. 2
angular inertia: 1600
fore shield: . . .75
aft shield:. . . .75
bow armor: 65
stern armor: . . .65
port armor:. . . .55
starboard armor: .55

Weapons:
type: laser cannon

position: -12, 32, 54
SELECTED

type: laser cannon
position: 28, 32, 54
SELECTED

type: laser cannon
position: 44, 52, 80
SELECTED

type: laser cannon
position: -32, 40, 58
SELECTED

type: particle cannon
position: -12, 20, 96
SELECTED

type: IR missile
position: -52, 24, 16
SELECTED

type: IR missile
position: -40, 36, 26
inactive

type: IR missile
position: -88, 32, 2
inactive

type: IR missile
position: 36, 40, 18
inactive

type: DF missile
position: 64, 44, 0
inactive

type: tailgun
position: 0, 0, -48
SELECTED

Ship: (8) Grikath

---

class: . . . . . .~~ship~~ Anti Capital Ship
type:. . . . . .heavy ~~fighter~~
radius:. 180
mass:. 135
scale: 0x300
power: 5
fuel:. 200000
damage:. 7
explosive force: .7000
max velocity:. . .33
cruise velocity: .20
max acceleration: 2.4
max pitch: 3
max yaw: 3
max roll:. 3
angular inertia: 2000
fore shield: . . .80
aft shield:. . . .80
bow armor: 80
stern armor: . . .80
port armor:. . . .70
starboard armor: .70

Weapons:

aft shield:. . . .80
bow armor: 80
stern armor: . . .80
port armor:. . . .70
starboard armor: .70

Weapons:

type: neutron gun
position: -200, 0, 250
SELECTED

type: tailgun
position: 200, 0, 250
SELECTED

type: neutron gun
position: -300, 0, 0
SELECTED

type: neutron gun
position: 0, 0, 0
SELECTED

type: torpedo
position: 0, 0, 0
SELECTED

type: torpedo
position: 0, 0, 0
SELECTED

type: torpedo
position: 0, 0, 0
SELECTED

type: chaff pod
position: 0, 0, 0
SELECTED

type: chaff pod
position: 0, 0, 0
SELECTED

type: chaff pod
position: 0, 0, 0
SELECTED

Ship: (9) Strakha (Stealth)

---

class: . Fighter . . ~~ship~~
type:. . . . . .medium ~~fighter~~
radius:. 170
mass:. 120
scale: 0x300
power: 5
fuel:. 200000
damage:. 4
explosive force: .6000
max velocity:. . .40
cruise velocity: .25
max acceleration: 2.8
max pitch: 4
max yaw: 4
max roll:. 4
angular inertia: 1000
fore shield: . . .40

aft shield:. . . .40
bow armor: 40
stern armor: . . .40
port armor:. . . .35
starboard armor: .35

Weapons:
    type: laser cannon
    position: -120, 10, 20
    SELECTED

    type: laser cannon
    position: 0, 0, 0
    SELECTED

    type: torpedo
    position: 0, 0, 0
    SELECTED

    type: torpedo
    position: 0, 0, 0
    SELECTED

    type: DF missile
    position: 0, 0, 0
    SELECTED

    type: DF missile
    position: 0, 0, 0
    SELECTED

    type: cloaking device
    position: 0, 0, 0
    inactive

Ship: (10) Bloodfang (Personal fighter for Prince Thrakhath)

---

class: . . Fighter .ship
type:. . . . . . .medium ~~fighter~~
radius:. 160
mass:. 140
scale: 0x300
power: 7
fuel:. 250000
damage:. 8
explosive force: .6000
max velocity:. . .45
cruise velocity: .25
max acceleration: 3.9
max pitch: 8
max yaw: 8
max roll:. 8
angular inertia: 1200
fore shield: . . .70
aft shield:. . . .70
bow armor: 60
stern armor: . . .60
port armor:. . . .55
starboard armor: .55

Weapons:
    type: IR missile
    position: 0, 0, -60
    SELECTED

    type: IR missile
    position: 0, 0, -60

```
starboard armor: .55

Weapons:
    type:       IR missile
    position: 0, 0, -60
    SELECTED

    type:       IR missile
    position: 0, 0, -60
    inactive

    type:       particle cannon
    position: 0, 0, 0
    SELECTED

    type:       particle cannon
    position: 0, 0, 0
    SELECTED

    type:       particle cannon
    position: 0, 0, 0
    SELECTED

    type:       particle cannon
    position: 0, 0, 0
    SELECTED

    type:       DF missile
    position: 0, 0, 0
    SELECTED

    type:       DF missile
    position: 0, 0, 0
    SELECTED

    type:       DF missile
    position: 0, 0, 0
    SELECTED

    type:       DF missile
    position: 0, 0, 0
    SELECTED

    type:       DF missile
    position: 50, 45, 35
    inactive

    type:       DF missile
    position: 0, 0, 0
    SELECTED


-----------------------------------------------------------------
Ship:   (11) Clydesdale
-----------------------------------------------------------------
class: . . . . . .capital ship
type:. . . . . . .transport
radius:. . . . . .240
mass:. . . . . . .400
scale: . . . . . .0x300
power: . . . . . .3
fuel:. . . . . . .300000
damage:. . . . . .200
explosive force: .30000
max velocity:. . .15
cruise velocity: .10
max acceleration: 1
max pitch: . . . .2
max yaw: . . . . .2
max roll:. . . . .2
angular inertia:  20000
fore shield: . . .300
```

Clydesdale Class Transport (military)

aft shield:. . . .300
bow armor: 240
stern armor: . . .240
port armor:. . . .220
starboard armor: .220

Weapons:
    type: turret (flak)
    position: 0, 0, 0
    SELECTED

    type: turret (flak)
    position: 0, 0, 0
    SELECTED

Ship: (12) Free Trader

---

class: . . . . . .capital ship
type:. . . . . .transport (Civillian)
radius:. 240
mass:. 400
scale: 0x400
power: 4
fuel:. 300000
damage:. 60
explosive force: .10000
max velocity:. . .15
cruise velocity: .10
max acceleration: 1
max pitch: 2
max yaw: 2
max roll:. 2
angular inertia: 20000
fore shield: . . .95
aft shield:. . . .95
bow armor: 240
stern armor: . . .240
port armor:. . . .200
starboard armor: .200

Weapons:
    type: turret (flak)
    position: 0, 0, 0
    SELECTED

    type: turret (flak)
    position: 0, 0, 0
    SELECTED

    type: turret (flak)
    position: 0, 0, 0
    SELECTED

Ship: (13) Dorkathi

---

class: . . . . . .capital ship Dorkathi Class
type:. . . . . .transport
radius:. 200
mass:. 90
scale: 0x180
power: 4
fuel:. 20000
damage:. 30
explosive force: .8
max velocity:. . .20
cruise velocity: .10
max acceleration: 4
max pitch: 2
max yaw: 2

type:. . . . . .capital ship Dorkathi Class
radius:. . . . . .transport
mass:. 200
scale: 90
power: 0x180
fuel:. 4
damage:. 20000
explosive force: .30
max velocity:. . .8
cruise velocity: .20
max acceleration: 4
max pitch: 10
max yaw: 4
max roll:. 2
angular inertia: 3000
fore shield: . . .95
aft shield:. . . .95
bow armor: 350
stern armor: . . .350
port armor:. . . .300
starboard armor: .300

Weapons:
    type: turret (flak)
    position: 0, -204, 0
    SELECTED

    type: turret (flak)
    position: 0, 0, -200
    SELECTED

    type: turret (flak)
    position: 200, 0, 0
    SELECTED

Ship: (14) Lumbakh — CUT —

---

class: . . . . . .capital ship
type:. . . . . .transport
radius:. 26
mass:. 400
scale: 0x800
power: 5
fuel:. 250000
damage:. 40
explosive force: .16000
max velocity:. . .15
cruise velocity: .100
max acceleration: 0.8
max pitch: 2
max yaw: 2
max roll:. 200
angular inertia: 5000
fore shield: . . .0
aft shield:. . . .22364
bow armor: 26739
stern armor: . . .28777
port armor:. . . .24932
starboard armor: .24948

Weapons:
    type: turret (flak)
    position: 0, 0, 0
    SELECTED

    type: turret (flak)
    position: 0, 0, 0
    SELECTED

    type: turret (flak)

```
    position: 0, 0, 0
    SELECTED

    type:     FF missile
    position: 0, 0, 0
    SELECTED

    type:     FF missile
    position: 0, 0, 0
    SELECTED

    type:     FF missile
    position: 0, 0, 0
    SELECTED
```

Ship: (15) Crossbow -CUT-

```
class: . . . . . .capital ship
type:. . . . . . .corvette
radius:. . . . . .240
mass:. . . . . . .400
scale: . . . . . .0x400
power: . . . . . .5
fuel:. . . . . . .300000
damage:. . . . . .70
explosive force: .20000
max velocity:. . .25
cruise velocity: .10
max acceleration: 1
max pitch: . . . .3
max yaw: . . . . .3
max roll:. . . . .3
angular inertia:  4000
fore shield: . . .200
aft shield:. . . .200
bow armor: . . . .150
stern armor: . . .150
port armor:. . . .100
starboard armor: .100

Weapons:
    type:     turret (flak)
    position: 0, 0, 0
    SELECTED

    type:     turret (flak)
    position: 0, 0, 0
    SELECTED

    type:     particle cannon
    position: 0, 0, 0
    SELECTED

    type:     particle cannon
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED
```

```
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     IR missile
    position: 0, 0, 0
    SELECTED

    type:     torpedo
    position: 0, 0, 0
    SELECTED

    type:     torpedo
    position: 0, 0, 0
    SELECTED

    type:     torpedo
    position: 0, 0, 0
    SELECTED

    type:     torpedo
    position: 0, 0, 0
    SELECTED


-----------------------------------------------------------
Ship:   (16) Kamekh
-----------------------------------------------------------
class: . . . . . .capital ship Kamekh Class
type:. . . . . .corvette
radius:. . . . . .200
mass:. . . . . .200
scale: . . . . . .0x450
power: . . . . . .4
fuel:. . . . . .200000
damage:. . . . . .45
explosive force: .12000
max velocity:. . .15
cruise velocity: .10
max acceleration: 1.8
max pitch: . . . .3
max yaw: . . . . .3
max roll:. . . . .3
angular inertia:  4000
fore shield: . . .98
aft shield:. . . .98
bow armor: . . . .200
stern armor: . . .200
port armor:. . . .180
starboard armor: .180

Weapons:
    type:     turret (flak)
    position: 0, 0, 200
    SELECTED

    type:     turret (flak)
```

position: 200, 0, 0
SELECTED

type: turret (flak)
position: -200, 0, 0
SELECTED

type: IR missile
position: 0, 0, 200
SELECTED

type: IR missile
position: 0, 0, 200
SELECTED

type: IR missile
position: 0, 0, -200
SELECTED

type: IR missile
position: 0, 0, -200
SELECTED

type: IR missile
position: 0, 200, 0
SELECTED

type: IR missile
position: 0, -200, 0
SELECTED

type: torpedo
position: 0, 0, -200
SELECTED

type: torpedo
position: 0, 0, -200
SELECTED

type: torpedo
position: 0, 0, 200
SELECTED

type: torpedo
position: 0, 0, 200
SELECTED

Ship: (17) Waterloo

---

class: . . . . . .~~capital ship~~ Waterloo
type:. . . . . .cruiser
radius:. 600
mass:. 6500
scale: 0x600
power: 1
fuel:. 200000
damage:. 300
explosive force: .20000
max velocity:. . .20
cruise velocity: .10
max acceleration: 1
max pitch: 1
max yaw: 1
max roll:. 1
angular inertia: 20000
fore shield: . . .400
aft shield:. . . .400
bow armor: 300
stern armor: . . .300
port armor:. . . .250
starboard armor: .250

Weapons:

damage:. 300
explosive force: .20000
max velocity:. . .20
cruise velocity: .10
max acceleration: 1
max pitch: 1
max yaw: 1
max roll:. 1
angular inertia: 20000
fore shield: . . .400
aft shield:. . . .400
bow armor: 300
stern armor: . . .300
port armor:. . . .250
starboard armor: .250

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: turret (flak)
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

Ship: (18) Confederation

---

class: . . . . . .capital ship
type:. . . . . .dreadnought
radius:. 1000
mass:. 13000
scale: 0x975
power: 1
fuel:. 200000
damage:. 1000
explosive force: .30000
max velocity:. . .10
cruise velocity: .5
max acceleration: 1
max pitch: 1
max yaw: 1
max roll:. 1
angular inertia: 25000
fore shield: . . .5000
aft shield:. . . .5000
bow armor: 650
stern armor: . . .650
port armor:. . . .550
starboard armor: .550

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: turret (flak)

```
    position: 0, 0, 0
    SELECTED

    type:     anti-matter
    position: -200, 0, 250
    SELECTED

    type:     anti-matter
    position: 200, 0, 250
    SELECTED

    type:     anti-matter
    position: -300, 0, 0
    SELECTED

    type:     anti-matter
    position: 300, 0, 0
    SELECTED

    type:     anti-matter
    position: -200, 0, 250
    SELECTED

    type:     anti-matter
    position: 200, 0, -250
    SELECTED

    type:     anti-matter
    position: 200, 0, -500
    SELECTED

    type:     anti-matter
    position: -200, 0, -500
    SELECTED

    type:     phase transit
    position: 0, 0, 1000
    SELECTED


--------------------------------------------------------
Ship:   (19) Gilgamesh
--------------------------------------------------------
class: . . . . . .capital ship
type:. . . . . . .destroyer
radius:. . . . . .400
mass:. . . . . . .4500
scale: . . . . . .0x600
power: . . . . . .3
fuel:. . . . . . .200000
damage:. . . . . .200
explosive force: .15000
max velocity:. . .25
cruise velocity: .15
max acceleration: 1
max pitch: . . . .2
max yaw: . . . . .2
max roll:. . . . .2
angular inertia:  20000
fore shield: . . .300
aft shield:. . . .300
bow armor: . . . .250
stern armor: . . .250
port armor:. . . .200
starboard armor: .200

Weapons:
    type:     turret (flak)
    position: 0, 0, 0
    SELECTED

    type:     turret (flak)
    position: 0, 0, 0
    SELECTED

    type:     anti-matter
    position: 0, 0, 0
```

angular inertia: 20000
fore shield: . . .300
aft shield:. . . .300
bow armor: 250
stern armor: . . .250
port armor:. . . .200
starboard armor: .200

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: turret (flak)
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

Ship: (20) Ralatha

---

class: . . . . . .capital ship
type:. . . . . .destroyer
radius:. 375
mass:. 4000
scale: 0x525
power: 3
fuel:. 200000
damage:. 200
explosive force: .30000
max velocity:. . .25
cruise velocity: .15
max acceleration: 1
max pitch: 1
max yaw: 1
max roll:. 1
angular inertia: 10000
fore shield: . . .1000
aft shield:. . . .1000
bow armor: 1000
stern armor: . . .1000
port armor:. . . .1000
starboard armor: .1000

Weapons:
type: turret (flak)
position: 0, 0, -375
SELECTED

type: turret (flak)
position: 375, 0, 0
SELECTED

type: anti-matter
position: 0, 375, 0
SELECTED

type: turret (flak)
position: 0, 375, -375
SELECTED

Ship: (21) Fralthra

---

class: . . . . . .capital ship

```
type:. . . . . .cruiser
radius:. . . . . .600
mass:. . . . . .6500
scale: . . . . . .0x600
power: . . . . . .1
fuel:. . . . . .200000
damage:. . . . . .300
explosive force: .20000
max velocity:. . .20
cruise velocity: .10
max acceleration: 1
max pitch: . . . .1
max yaw: . . . . .1
max roll:. . . . .1
angular inertia:  20000
fore shield: . . .1000
aft shield:. . . .1000
bow armor: . . . .400
stern armor: . . .400
port armor:. . . .300
starboard armor: .300

Weapons:
    type:      turret (flak)
    position: 0, 0, 0
    SELECTED

    type:      turret (flak)
    position: 0, 0, 0
    SELECTED

    type:      anti-matter
    position: 0, 0, 0
    SELECTED

    type:      anti-matter
    position: 0, 0, 0
    SELECTED

    type:      anti-matter
    position: 0, 0, 0
    SELECTED


-----------------------------------------------------------
Ship:   (22) Rigakh                -CUT-
-----------------------------------------------------------

class: . . . . . .capital ship
type:. . . . . .carrier
radius:. . . . . .900
mass:. . . . . .11000
scale: . . . . . .0x1150
power: . . . . . .1
fuel:. . . . . .200000
damage:. . . . . .900
explosive force: .30000
max velocity:. . .20
cruise velocity: .10
max pitch: . . . .1
max yaw: . . . . .1
max roll:. . . . .1
angular inertia:  25000
fore shield: . . .500
aft shield:. . . .500
bow armor: . . . .500
stern armor: . . .500
port armor:. . . .450
starboard armor: .450

Weapons:
    type:      turret (flak)
    position: 0, 0, 0
    SELECTED

    type:      anti-matter
    position: -200, 0, 250
    SELECTED
```

max acceleration: 1
max pitch: 1
max yaw: 1
max roll:. 1
angular inertia: 25000
fore shield: . . .500
aft shield:. . . .500
bow armor: 500
stern armor: . . .500
port armor:. . . .450
starboard armor: .450

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: anti-matter
position: -200, 0, 250
SELECTED

type: anti-matter
position: 200, 0, 250
SELECTED

type: anti-matter
position: -300, 0, 0
SELECTED

type: anti-matter
position: 300, 0, 0
SELECTED

type: anti-matter
position: 0, 0, -500
SELECTED

type: phase transit
position: 0, 0, 900
SELECTED

Ship: (23) Human starbase

---

class: . . . . . .star base
type:. . . . . .space station
radius:. 1000
mass:. 13000
scale: 0x975
power: 2
fuel:. 0
damage:. 1200
explosive force: .30000
max velocity:. . .1
cruise velocity: .1
max acceleration: 1
max pitch: 1
max yaw: 1
max roll:. 1
angular inertia: 10000
fore shield: . . .1000
aft shield:. . . .1000
bow armor: 900
stern armor: . . .850
port armor:. . . .850
starboard armor: .850

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: turret (flak)

```
    position: 0, 0, 0
    SELECTED


-----------------------------------------------------
Ship:   (24) H supply depot
-----------------------------------------------------
class: . . . . . .star base
type:. . . . . . .space station
radius:. . . . . .400
mass:. . . . . . .18000
scale: . . . . . .0x700
power: . . . . . .2
fuel:. . . . . . .0
damage:. . . . . .100
explosive force: .25000
max velocity:. . .0
cruise velocity: .0
max acceleration: 0
max pitch: . . . .0
max yaw: . . . . .0
max roll:. . . . .0
angular inertia:  15000
fore shield: . . .300
aft shield:. . . .300
bow armor: . . . .180
stern armor: . . .180
port armor:. . . .160
starboard armor: .160

Weapons:
    type:      turret (flak)
    position: 0, 0, 0
    SELECTED

    type:      turret (flak)
    position: 0, 0, 0
    SELECTED


-----------------------------------------------------
Ship:   (25) K supply depot
-----------------------------------------------------
class: . . . . . .star base
type:. . . . . . .space station
radius:. . . . . .800
mass:. . . . . . .13000
scale: . . . . . .0x1100
power: . . . . . .2
fuel:. . . . . . .0
damage:. . . . . .900
explosive force: .25000
max velocity:. . .0
cruise velocity: .0
max acceleration: 0
max pitch: . . . .0
max yaw: . . . . .0
max roll:. . . . .0
angular inertia:  15000
fore shield: . . .450
aft shield:. . . .450
bow armor: . . . .400
stern armor: . . .300
port armor:. . . .400
starboard armor: .300

Weapons:
    type:      turret (flak)
    position: 0, 0, 0
    SELECTED

    type:      turret (flak)
    position: 0, 0, 0
    SELECTED
```

angular inertia: 15000
fore shield: . . .450
aft shield:. . . .450
bow armor: 400
stern armor: . . .300
port armor:. . . .400
starboard armor: .300

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: turret (flak)
position: 0, 0, 0
SELECTED

Ship: (26) K'tithrak Mang

---

class: . . . . . .star base
type:. . . . . .space station
radius:. 1200
mass:. 15000
scale: 0x1500
power: 2
fuel:. 0
damage:. 1200
explosive force: .30000
max velocity:. . .0
cruise velocity: .0
max acceleration: 0
max pitch: 0
max yaw: 0
max roll:. 0
angular inertia: 20000
fore shield: . . .600
aft shield:. . . .600
bow armor: 400
stern armor: . . .350
port armor:. . . .400
starboard armor: .350

Weapons:
type: turret (flak)
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

type: anti-matter
position: 0, 0, 0
SELECTED

type: turret (flak)
position: 0, 0, 0
SELECTED