COBRA MK3 OWNER'S MANUAL

Contents

Cargo Expansion
        WitchFuel Injector (W.F.I.)
        Missile DataLink
        Electronic Countermeasures System (E.C.M.)
        Reactor Upgrades
        Drone Bay
        Weapon Upgrades

8. Ship Identification Charts
        Adder
        Asp
        Cobra
        Cobra Mk3
        Fer-De-Lance
        Krait
        Mamba
        Moray Star Boat
        Orbit Shuttle
        Sidewinder
        Thargoid
        Thargon
        Viper
        Vogel

Introduction

Welcome aboard your new Cobra Mk3 block 52 space trading and combat vessel. This ship was designed and built by Faulcon deLacy Spaceways and distributed under the Galactic Co-operative of World's Open Trade Initiative (O.T.I.). If you are reading this manual, you have passed your flight exams with flying colors. This manual is designed to familiarize you with the most common occurrences a trader may find in the galaxy.
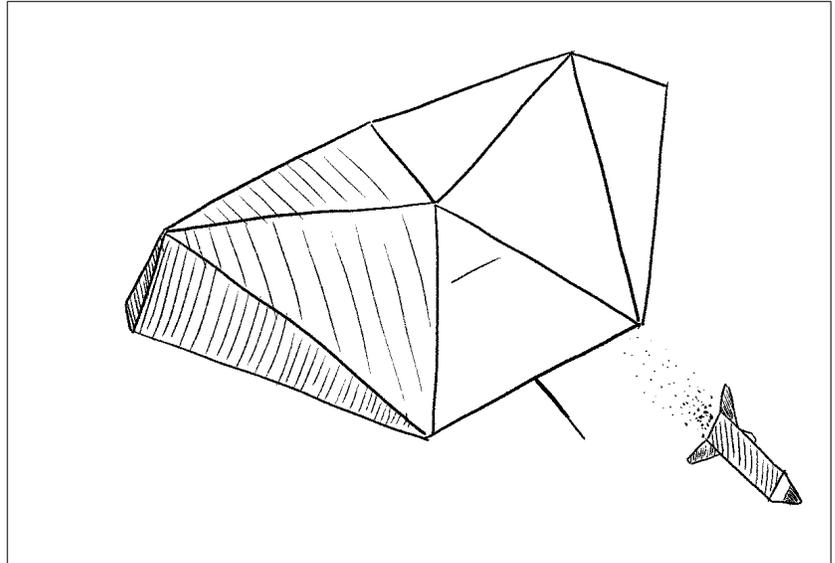
Cobra Mk3 firing a missile

You begin your career with a single pulse laser, three homing missiles, and a full tank of fuel.

The Cobra Mk3 design is one of the best multi-role ships made, with powerful shields and plentiful hold-space for its size. The Cobra is also highly upgradable should its commander require more specialized equipment.

The block 52 variant of the Cobra Mk3 is conforms to the O.T.I. specs, and as such lacks certain features of previous versions. The left and right laser pylons have been removed to reduce the carbon-emissions during production, and the split-shield system has been simplified into a unilateral system for ease of maintenance. The rear pylon has been removed, allowing for the installation of a WitchFuel Injector. Additionally, 5 tonnes worth of cargo has been removed to fit emergency life support and auto-medical systems for up to four passengers of varying race. This is to comply with part 419 of the O.T.I. specifications.

Basic Flight

Maneuvering

Using the "△","▷","▽","◁" keys you can maneuver your Cobra around
3d space by pitching and rolling the craft. To adjust your thrust,
hold the "⊗" key down and press "△" to accelerate or "▽" to
decelerate. When you hold "⊗", the pitch controls will lock in
place, allowing you to continue a turn while adjusting your speed.

The Button Panel
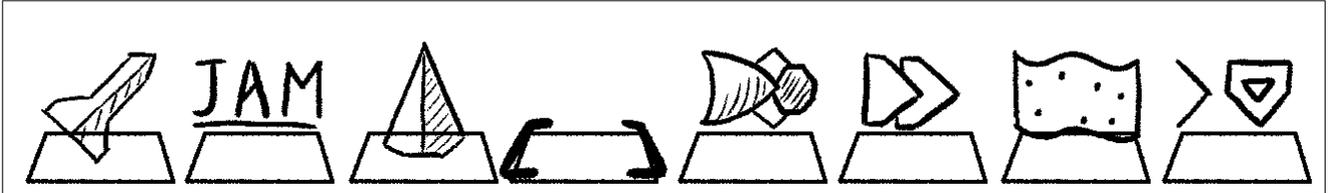
The button panel is a set of eight holographic symbols projected onto
your Heads-Up-Display (H.U.D.), to easily see what systems can and
cannot be used. Buttons will appear when their corresponding function
is available to the commander. The HUD is known to flicker when
significant power is being drawn from the shield system. Skilled
commanders have praised this "feature" as a life-saving system,
though more critical engineers call it "lazy wiring."

Holding down the "⊗" key will cause the "◁" and "▷" keys to move
the pink selector square left and right. Double-tapping the "⊗" key
will press the HUD button and activate its corresponding function on
the ship, such as firing a missile.

While docked, the buttons will all behave differently, as shown in
the Trade section of the manual.

A list of buttons shown:
1. Fire Missiles
2. Activate Jammer/E.C.M.
3. Deploy Vogel Drone
4. Blank Button
4b. Button Selector
5. Activate WitchFuel Injector
6. Time Warp
7. Open Map
8. Warp to Destination

Astronomical Objects

Stars, Planets, and Moons are large circular objects in space. Hopefully you knew that already. It is ill-advised to open your Galactic Map near astronomical objects as their gravitational pull can slowly draw your ship in to a rather unpleasant death. A blue Altitude display will show you the distance to the surface of the closest astral body. If you descend too low, a warning will sound to alert you of the danger. Every astronomical object orbits something else, so when you leave a station don't be surprised when the nearby planets and moons have moved.

Orbiting a planet in every system is a space station. A Coriolis station or a Dodo station are placed in orbit around the most habitable planet in a system and are used to ferry cargo around the system. These stations are considered safe-zones and any hostile action will result in the station's police vipers attacking the aggressors. These stations have very powerful defensive shields that protect them from all civilian-caliber weapons and inept docking attempts. Each station is approximately 1 cubic kilometer of usable space inside, and able to berth 2000 ships of smaller size as well as a crew compliment of 5000 personnel. In emergencies these stations have even been used as makeshift generation ships.
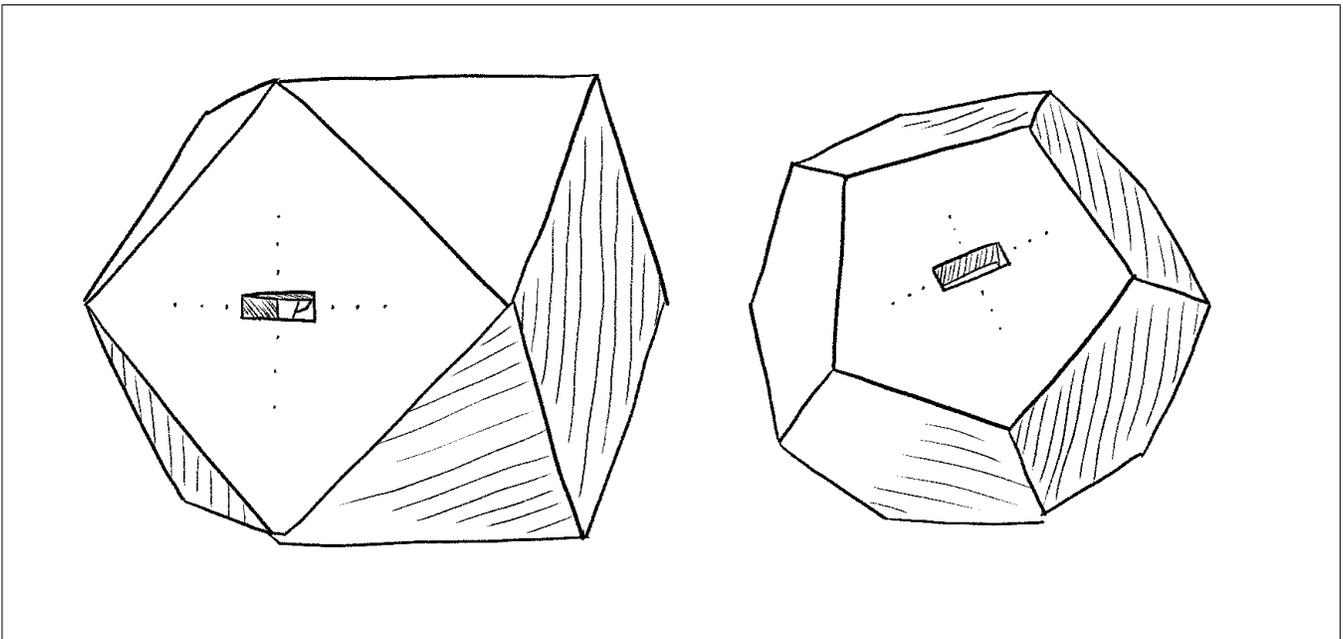
Coriolis Station (left) and Dodecahedron Station (right)

Navball

To the right side of your RADAR display is a circular instrument referred to as the Navball. It shows you the direction in 3d space to the nearest station. Think of it as a 3d compass. A filled circle means you are facing towards the station, while a hollow circle is facing away. The
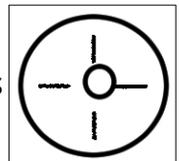
station may be behind another astral body, so don't blindly follow it into the sun.

Docking Procedures

Once you are close enough to a station you should see a green "S" next to the Navball. This means that you are in the station's safe-zone. Locate the station and its parent planet. The station's entrance will be facing the planet. Now fly towards the point in between the station and the planet. Once you are directly in between them, turn towards the station using your Navball as a guide. Now, align the rectangular docking port on the station with your ship so that the wide part is horizontal. Slowly approach the station, while keeping yourself aligned to the port. If you feel the approach isn't going well, turn around and try again. Colliding with the station is almost always fatal. If you successfully dock, you should hear the noise of passing through the shield bubble and be presented with the map screen.

Asteroid Belts

In every system there is a zone where asteroids are fairly common. This is due to the gravitational interaction between planets flinging smaller debris into certain parts of the system. Asteroids can be destroyed for chunks of metal as well as trace amounts of helium, hydrogen, and other fuels. Asteroids cause significant damage to cargo ships each year, so insurance companies pay a small bounty for the destruction of asteroids in most systems.

Scooping Fuel

If you have purchased the Fuel Scoops, you can fly near a star to gather hydrogen from the star. Alternatively, you can destroy asteroids to gather small quantities of fuel.

Scooping Cargo

If you happen to find a cargo container, disabled missile, scrap metal, or any other objects in space you can attempt to retrieve it using your Fuel Scoops. Align yourself to the object and slowly approach, keeping the object below your cursor. You want to position the underbelly of your craft very close to the cargo. Once you are close enough, the item will be moved into your hold and your display will alert you to what you picked up.
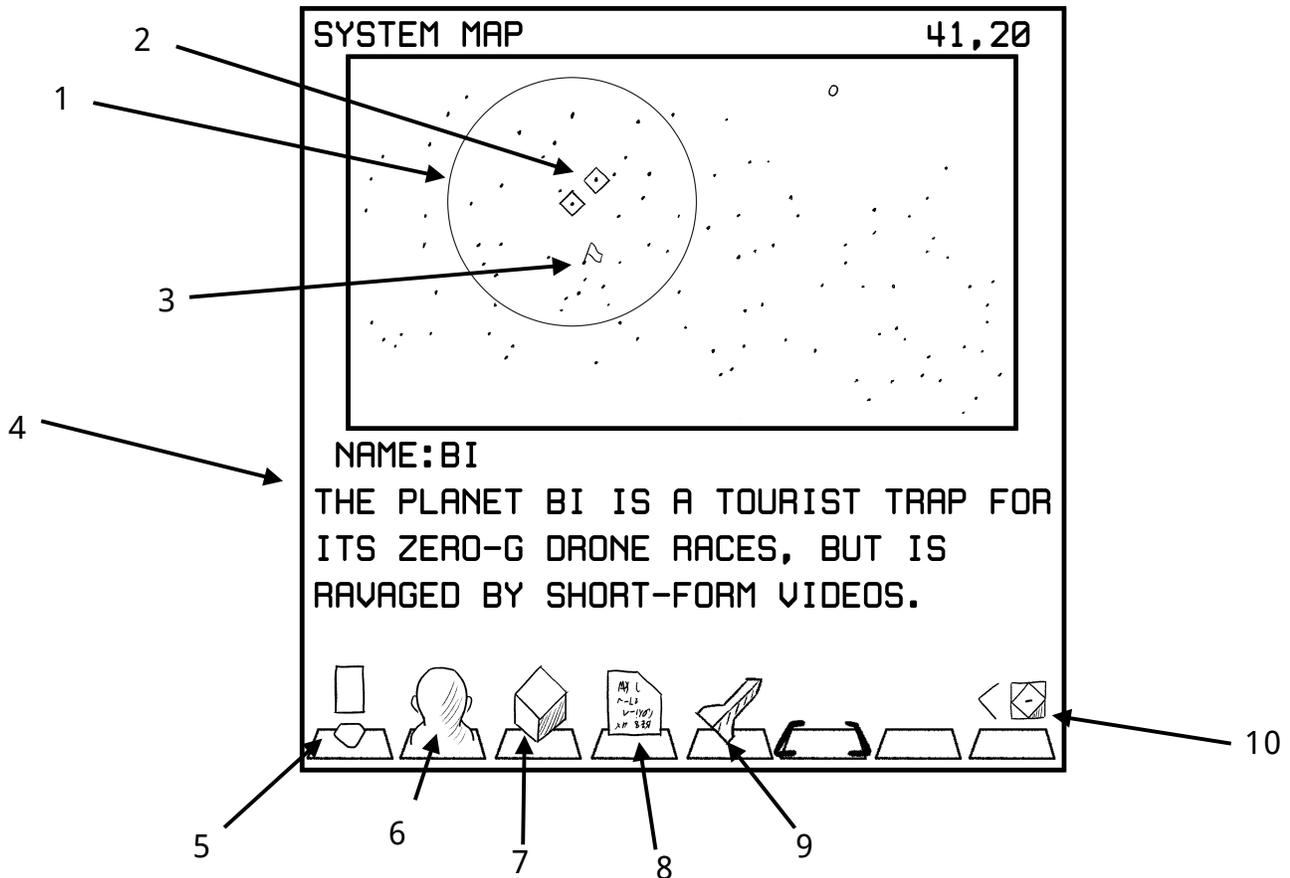
F.T.L. Jumping

If you have selected a destination on the Galactic Map and have the fuel to reach your destination, a "Warp To" button will appear on the far-right slot. Selecting this button will cause a 15 second countdown to occur before you warp to your intended system. Pressing the button again will cancel the warp.
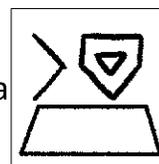
Trade

Trading is the intended use of the Cobra Mk3. A good trader must understand how each world's economy affects the supply and demand of certain goods. As the saying goes: Buy Low, Sell High.

NAME:BI

THE PLANET BI IS A TOURIST TRAP FOR ITS ZERO-G DRONE RACES, BUT IS RAVAGED BY SHORT-FORM VIDEOS.

Using the Map

The map screen shows the Galactic chart. By moving your cursor to a pixel you can select your destination (2). More detailed info can be seen in the System Data tab. A circle around your current star will show you your fuel range (1). You cannot warp to a system outside of this range.

If you have selected a special delivery mission, you will see a flashing red flag on the delivery's destination (3). Delivery payouts will decrease every time you dock at a station.

A description of your destination system will also be displayed (4). This information is computer-generated based on the average of every ComNet news feed, and the Orbit Space Authority takes no responsibility for the accuracy of this data.

At the bottom of the map screen you will have a row of buttons to access the other menus. The exclamation point symbol (5) opens the special delivery tab.

The Profile menu (6) shows your current financial and legal status.
Trading is done in the market tab (7).
Detailed system info can be found in the Data tab (8).
Weapons, Fuel, and Upgrades are purchased in the Equipment tab (9).
The far right button (10) is the button to undock from the station or
continue flying.

Races of the Galaxy

Humans were one of the first species to discover Faster Than Light
travel. While early explorers sought fame and fortune on these new
lands, the overarching disregard for the encountered locals left an
overall negative impression of the human race. The Galactic Co-
operative has fought tirelessly to repair the initial negative
impressions of the species as well as place legal restrictions on
colonization and the spread of human populations into less advanced
species' habitats. Because of this, human colonies are restricted to
unpopulated areas of a planet's surface.

Each species' appearance is documented in the System Data tab. It
should be noted that not every sapient species will look sapient at
first-glance, and not every intelligent-looking creature is actually
smart. Traders would do well to not make a fool of themselves by
attempting to talk with the local's farm animals.

Economy Types

The Economy Type gives a general overview of what you can purchase in
the system, as well as what types of cargo can sell well in the
system. Supply and Demand are what a good trader will understand when
analyzing a system's economy.

Agricultural worlds have an easy time producing more food and
beverages than they would ever use, but are often less adapted to
production of more technological goods. Poor agricultural worlds only
produce animal furs and basic foods, while Rich Agricultural worlds
produce significant amounts of handmade luxury items.

Industrial economies produce different products depending on if they
are rich or poor. Poor Industrial worlds only produce metals and
missiles, while Rich Industrial worlds also produce Luxury items and
Computers. Average Industrial worlds usually don't sell metals, since
their metal production is needed for their other products.

Think about what a planet needs to make a society function. Don't
trade expensive computers to a hungry world.

Cargo Types

Cargo is stored in Pentagonal 1-tonne cargo canisters. These canisters are durable enough to withstand re-entry from orbit, or a spacecraft exploding. The types of cargo that can be bought and sold is listed below:
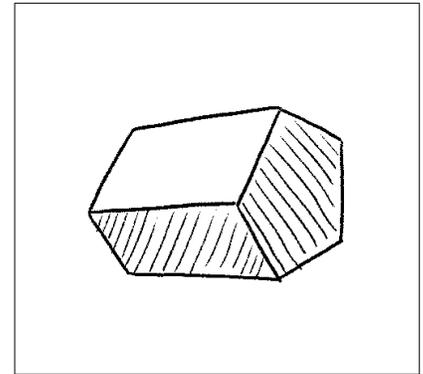
1-tonne cargo container

Item	Description	Average Price
Food	Simple organic products, usually frozen.	4.4cr
Beverages	Alcohols, Spirits, Sodas, or Wines.	30 cr
Computers	Thinking Machines, excluding Neural Nets.	70 cr
Furs	Leathers, Pelts, and Skins of varying creatures.	60 cr
Luxuries	Perfumes, Spices, Handmade Furniture.	80 cr
Metals	Scrap metal used for production of products.	45 cr
Missiles	Standardized homing weapons for spacecraft.	50 cr

Food are bulk amounts of higher-quality unprepared meat or plants from a world. Most species have overlapping dietary needs, so demand will always be present.

Beverages are expensive drinks made on a world. Agricultural worlds tend to make more beverages, while Industrial will pay more for them.

Computers are usually silicone-based devices specifically designed for one or two uses.

Furs are Leathers or Pelts of certain species. This can also include Wool-like substances that are sheared without harming the creature.

Luxuries Are often artisan crafts that are worth significant amounts of money. These are usually hand-carved furniture, but may also be books, paintings, and other "antiquated" technologies that are still sought after by certain groups.

Metals are usually bits of scrap collected in space, but may also be plating compressed and sold for refinement elsewhere. These materials usually are Titanium and Steel. Gold is not worth the cost of interstellar travel and is usually only acquired from asteroids in-system.

Missiles are stored in the cargo hold, usually inside their own containers. These can then be equipped at any station for no extra cost. It is advised to buy missiles while they are cheap and equip them later once needed. Missiles can also be scooped out of space and refurbished if they are disabled with an E.C.M. first. These missiles *usually* don't explode in the cargo bay.

High Piracy Worlds

Some worlds have much higher piracy than others due to the lack of government or police control in the system. For example: The Mantis of the planet Er aren't naturally aggressive but struggle to adapt to life in larger towns or cities. Because the race is unable to develop more advanced tech, pirates stay in the system with little fear of being interdicted.

Worlds such as Er pay a significant bounty for anyone willing to down these pirates, but the pirates also hunt in larger packs and are often more experienced. A yellow warning will be shown on your map if your destination has significant piracy. Don't try flying to these worlds until your ship is well-armed.

Combat

Combat is a necessary skill for any space faring trader. You may not go looking for trouble, but it will come to you eventually. Being able to utilize your craft to fend off or kill your opponent is of the utmost importance.
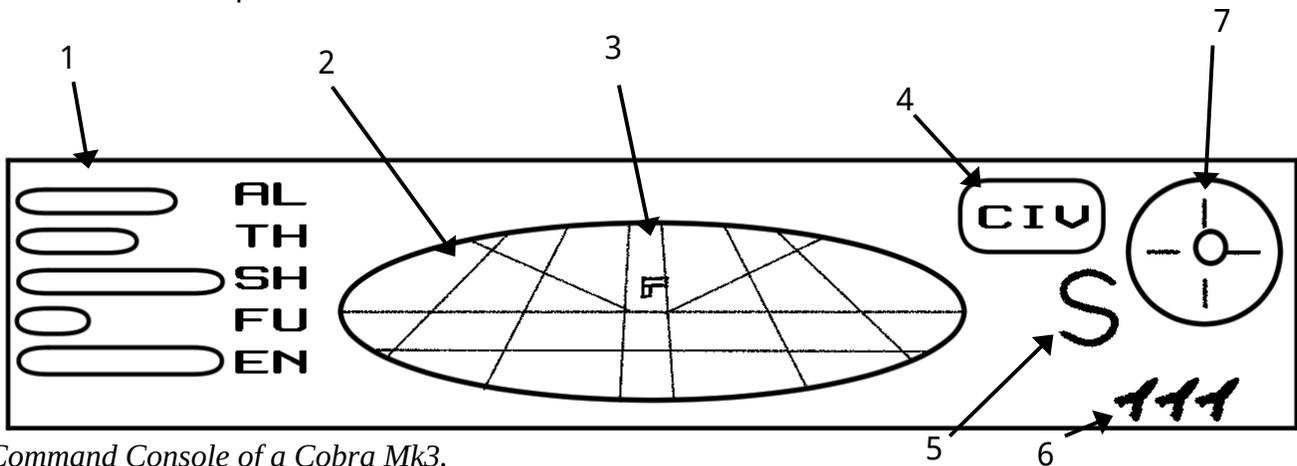
Command Console of a Cobra Mk3.

1. System status, showing Altitude (AL), Thrust (TH), Shields (SH), Fuel (FU), and Energy (EN).
2. Volumetric Radar Display.
3. Radar contact flag. This flag indicates that a target is above and in front of us.
4. I.F.F. Readout, currently displaying Civilian.
5. Station Safe Zone indicator. Will light up when near a station.
6. Missiles ready to fire, Currently showing three out of four.
7. Navball indicating direction to the station.

Lasers

Holding "0" will fire your forward laser array, if you have enough energy. Be careful, as firing on a station or a civilian vessel is illegal and may cause you to have a wanted status.

Using the RADAR (2 & 3)

Your RADAR is a standard Volumetric Display System (V.D.S.) and shows you your position in 3d space relative to other objects. Your ship is at the center of the display, but is not shown. If a Stealth system is equipped, a red circle will indicate your detection range around your vehicle. During combat, the display can be used to track and follow enemies that are out of sight.

Energy Usage (1)

Your energy banks (Shown as the yellow EN bar) are a set of capacitors that store large amounts of charge for use in short bursts. Firing your lasers, using E.C.M., or recharging your shield system all take power from your energy banks. Flying at full thrust significantly reduces the speed at which your energy banks recharge

as well. A good commander knows how to balance his engines, shields, and weapons as the battle progresses.

Shields (1)
Your shields (Shown as the green SH bar) absorb impacts from physical objects as well as radiation sources such as lasers or the sun. In combat, your shields can withstand a limited amount of hits before they fall back on emergency mode. In emergency mode, shields will forcefully draw power from the ship's energy banks to not fail. This is extremely inefficient and should be avoided at all costs. If there is no power in the energy banks shields cannot stop lasers from hitting the hull. A single pulse laser can almost always cut a hole right through a ship's hull without much effort, so a hit to an energy-less ship is almost always fatal.

Interrogate Friend or Foe (I.F.F.) (4)
Your computer has both a networked database of known pirates as well as a complex classification algorithm to determine if a vehicle is a threat or not. When you place your cursor over a target, the I.F.F. system will attempt to categorize it using a multitude of factors. Missiles and drones adopt the IFF state of their parent aircraft as well, a feature that is useful in more complicated battles.

I.F.F. Classifications are as follows:
Blank: This is not a ship, or shows no RADAR activity.
**CIV**: Civilian/Trader ship.
POL: Police vessel.
PIR: Known Pirate Vessel.
UKN: Unknown. Proceed with Caution. This has weapons/RADAR but doesn't have a classification.

Missiles (6)
Missiles automatically lock onto the ship under the cursor. From that point onward they will track the target with a gray "X" over it until launched. When a missile is launched from *any* ship you will get a notification on your H.U.D. alerting you of this fact. Missiles can be jammed by using an E.C.M.. Once jammed, missiles can be picked up with fuel scoops and refurbished for use again.
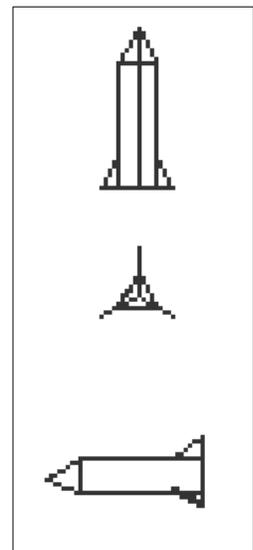
Standard Missile

Drones

Drones are cheap, mass-produced ships based on the Thargon design. They possess their own weak regenerating shields as well as a pulse laser. Insurance companies will give these drones out for free to any ships that are capable of carrying one. Strangely, they will give these out to pirates too.

Drones can be hard to hit, but are unable to move if E.C.M. is active. Ramming a drone is an easy way of getting rid of it, as the drone is too small to deal damage to a ship.
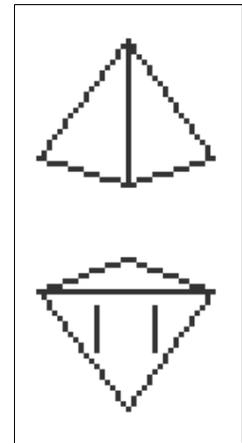
"Vogel" UAV

If a drone's parent is destroyed, the drone will deactivate and can be scooped up as scrap metal.

Electronic Counter-Measures (E.C.M.)

Electronic Counter-Measures are a Thargoid invention made to render all unprotected electronics unable to function. Using an E.C.M. will consume half of your stored energy and activate for 5 seconds. E.C.M. can temporarily stun Drones and Thargons by cutting off communication between the parent craft and the drone.

Surrendering

Some ships will eject their cargo and fly away in a sign of surrender. Pirates are not legally protected if they surrender, so many Bounty Hunters refuse. If a Pirate destroys a civilian vessel after it surrenders, this can cause their bounty to dramatically increase.

Alternatives to Trading

There are other ways of making money if economics doesn't sound that impressive to you. Whether it is delivering goods in a timely manner or bounty hunting, there are lots of jobs a commander with a good ship can find.

Mining

Mining asteroids will yield large amounts of metals that can be sold at a station. As pirates tend to avoid asteroid belts, this can be a peaceful alternative to other types of interaction. Miners should be wary of accidentally hitting Rock Hermits' homes in their endeavors.

Asteroids at different angles

Deliveries

Many people have special cargo that needs to be shipped in a timely manner. While docked, the deliveries tab will display each cargoes destination, payout, and quantity of cargo. The payouts will be more expensive if they are addressed to higher piracy worlds. Check the destination before accepting any cargo missions, you may be biting off more than you can chew!

Deliveries will decrease in payout each time you dock, so taking a trip with as few stops as possible will reward the greatest benefit.

Bounty Hunting

Pirates have bounties based on their previous illegal actions. Bounty hunters go looking for fights or escorting shuttles in hopes of getting kills.

Piracy

Attacking trader vessels will categorize you as a pirate. Destroyed trader vessels may leave behind their cargo to be scooped up. Larger vessels usually carry more cargo, but are very often well-armed. Pirates also get attacked by other pirates fairly often, so there is no safety in numbers. Your legal status will slowly be forgiven if you stop being a pirate, but bounty hunters will still see you as a good source of income.

The Dangers of Space
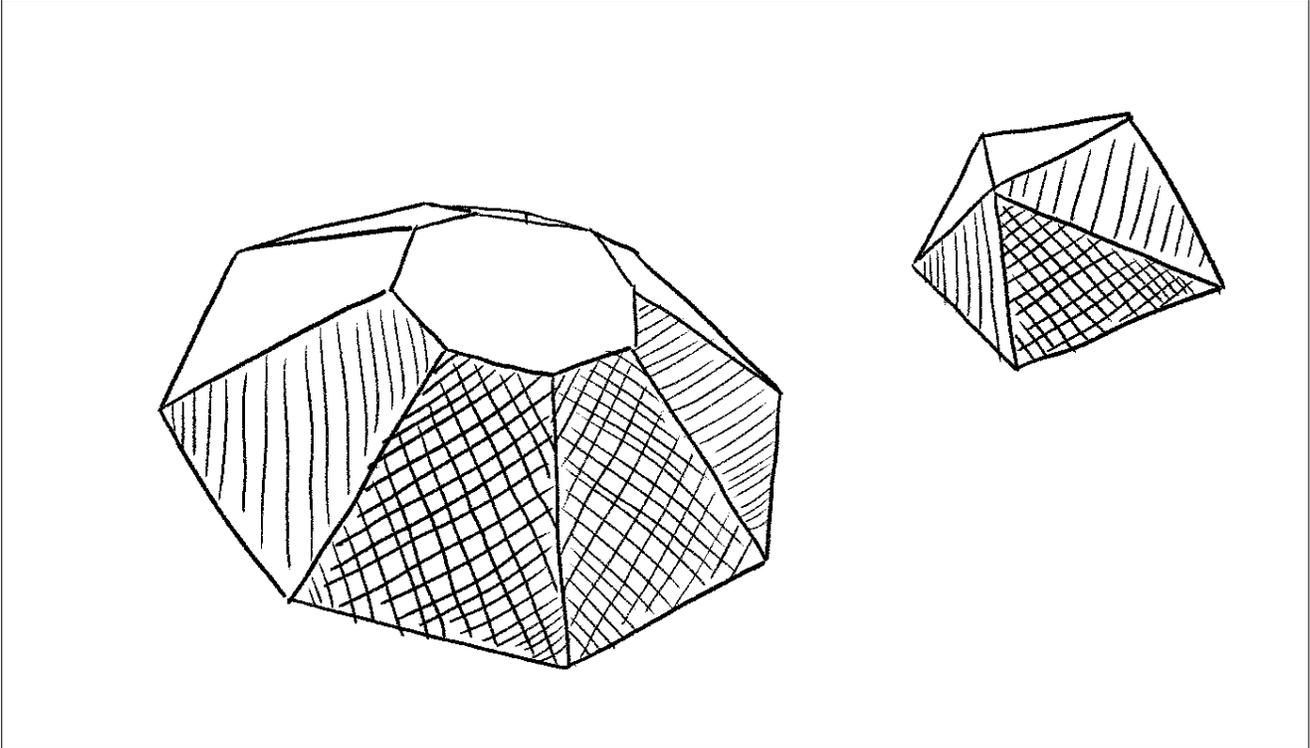
Thargoid (left) and Thargon(right)

Thargoids

Thargoids are a beetle-like species of hunters. Some evidence suggests that they are a hive-mind, though this is unconfirmed. Thargoid ships usually patrol around the edge of a star system or ambush ships as they finish a jump.

Each Thargoid ship has an E.C.M. system and several "Thargon" drone ships. These small drones are not very deadly on their own, but can quickly overwhelm an unsuspecting pilot.

Pirates

Pirates are classified as fugitives who have attacked or killed traders for their goods. Many pirates hunt in packs and use fast attack craft or refitted trader vessels for their work. Pirates will often avoid large convoys of trader vessels, so try to stick with other traders if you aren't well equipped.

A pirate's typical method of acquiring ill-gotten goods is to destroy their target, then use fuel scoops to pick up any containers that survived.

GalCop Vipers

The Galactic Co-operative has specialized police interceptors called Vipers that are built at every station. Viper ships are small, agile,

and have significant firepower. Many GalCop Viper pilots are former victims of the slave trade, and as such they rarely surrender or flee from a battle.

Bounty Hunters

Certain bounty hunting ships pose as traders in hopes to draw pirate attack. The most common of these are Pythons whose cargo holds have been adapted to carry a squadron of drone fighters, and Cobra Mk3s with upgraded weapon systems. Pirates should be wary of these ships if looking for prey.

Rock Hermits

Rock Hermits are solitary people who have chosen to live on asteroids for one reason or another. These hollowed-out asteroids have strong shields, missile launchers, and drone docks to defend them from attack. Miners should pay attention to their I.F.F. to avoid accidentally attacking Hermits.

Cobra Mk3 Upgrades and Equipment

Missiles
Missiles can always be bought at market price. If there are any missiles in the cargo hold, these will be equipped before new missiles are purchased. Up to four missiles can be equipped at once, one on each pylon.

Fuel Scoops
Fuel Scoops are a set of electromagnetic coils fitted to the bottom of a ship which direct solar wind into the ship for processing. Early traders used these magnetic fields to pull cargo containers and scrap from wreckages. Nowadays, Fuel Scoops are designed to collect larger objects and move them to the cargo hold as well as their primary function.

Cargo Expansion
One cargo bay expansion can be purchased, which increases the hold space from 15 to 30 tonnes.

WitchFuel Injector (W.F.I.)
WitchFuel Injectors function by dumping hyperspace fuel into the engine bell of the ship's sub-light engines. This is extremely inefficient and difficult to control, but can be a good way of escaping from a fight or crossing large distances.

Missile Data-link
A computer and transmitter pair that calculate more advanced guidance commands for a missile to follow. Missiles will attempt to intercept their target rather than pursue. This makes hitting targets flying perpendicular easier.

Electronic Countermeasures System (E.C.M.)
The electronic equivalent of a flash-bang grenade, E.C.M. cuts off radio communication between vehicles and can disable computers on smaller devices such as missiles.

Reactor Upgrades
Installs a second Fission reactor in the ship, allowing for twice the power generation. Energy banks will fill up at twice their regular speed.

Drone Bay
Installs a small docking port for a "Vogel" drone. This drone will attempt to shoot at missiles flying towards your ship and aggressors. Once deployed, it cannot be retrieved and must be replaced at a station. Replacements are free.

Weapon Upgrades

Inevitably every commander will want more than his basic Pulse Laser.
A second Pulse Laser can be purchased to double his firepower.

If more power is required, a Military Laser can replace the Pulse
Lasers. Despite the name, Military Lasers are not truly used by the
military. This is just a marketing term by Lance & Ferman.

The final weapon is the most powerful ship-borne laser available: The
Beam Laser. Also known as a Tactical Laser System, Beam Lasers are
over twice as energy efficient as other laser types and fire in a
continuous beam.

Ship Identification Charts

In most systems there are a few types of ship commonly encountered. Standardized designs across the galaxy have led to easy-to-replace parts for many ships. As such, it is wise for any aspiring commander to familiarize himself with the appearance and capabilities of the more common ships.

Adder

Commonly used by smugglers as well as traders, the Adder features re-entry and atmospheric flight capabilities due to its unique wing folding system, allowing it to land on most planets with ease. Carries one missile pylon for self-defense.

Pitch Responsiveness:	*4*
Roll Responsiveness:	*6*
Engine Thrust:	*2.4 kN*
Energy:	*70*
Shield:	*35*
Weapon Power:	*1*
Missiles:	*0*
Drones:	*0*
Cargo:	*2 tonnes*
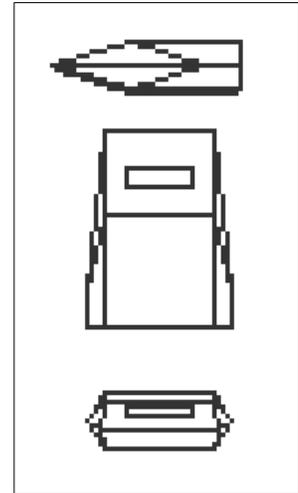
Asp

The Asp was once a Galactic Navy design intended for recon missions. It is now used by pirates due to its fast engine. It has very strong lasers, but only one missile pylon.
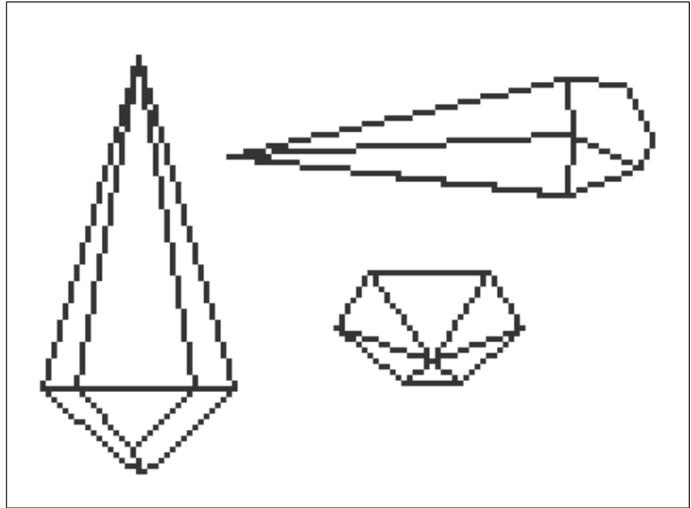

Pitch Responsiveness:	*4*
Roll Responsiveness:	*4*
Engine Thrust:	*4 kN*
Energy:	*100*
Shield:	*35*
Weapon Power:	*4*
Missiles:	*1*
Drones:	*0*
Cargo:	*0 tonnes*
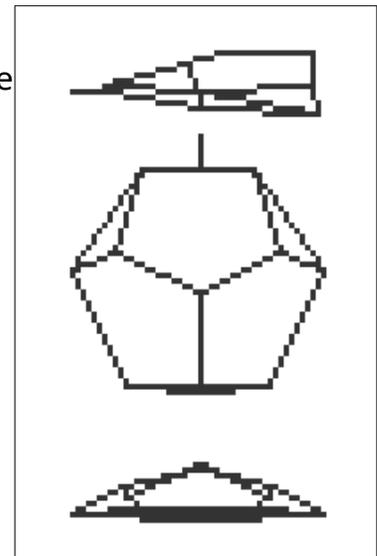
Boa Cruiser

Boa Cruisers are very maneuverable for their size, boasting Four missile pylons and three drone bays. With over 100 tonnes of cargo capacity, they are valuable targets for any pirates brave enough to try and take one on.
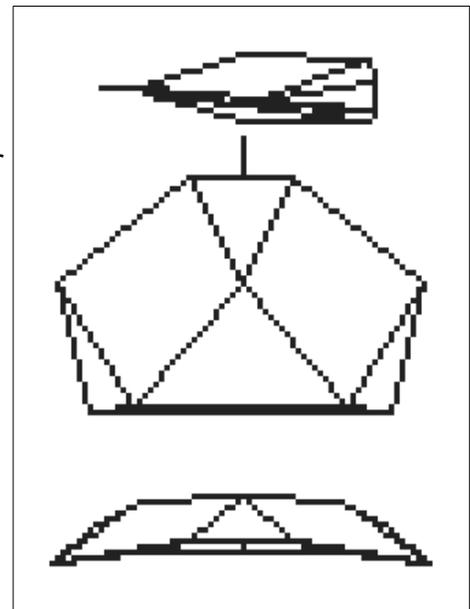

Pitch Responsiveness:	*4*
Roll Responsiveness:	*6*
Engine Thrust:	*2.4 kN*
Energy:	*100*
Shield:	*100*
Weapon Power:	*2*
Missiles:	*4*
Drones:	*3*
Cargo:	*125 tonnes*

Cobra Mk1

Combat and Trading craft favored more recently by pirates, the original Cobra was one of the first vehicles to be designed for a one-man trading crew.
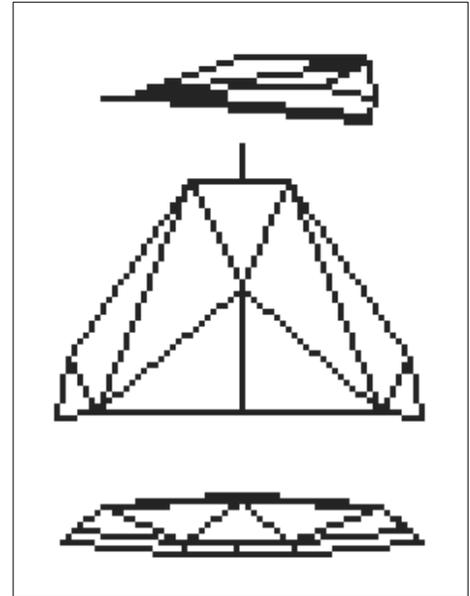

Pitch Responsiveness:	*6*
Roll Responsiveness:	*8*
Engine Thrust:	*2.6 kN*
Energy:	*70*
Shield:	*35*
Weapon Power:	*1*
Missiles:	*2*
Drones:	*0*
Cargo:	*10 tonnes*

Cobra Mk3

A ground-up re-imagining of the Cobra lineage after the failure of the Mk2. The Mk3 is considered the perfect Multi-role; never sacrificing too much of one characteristic for another.
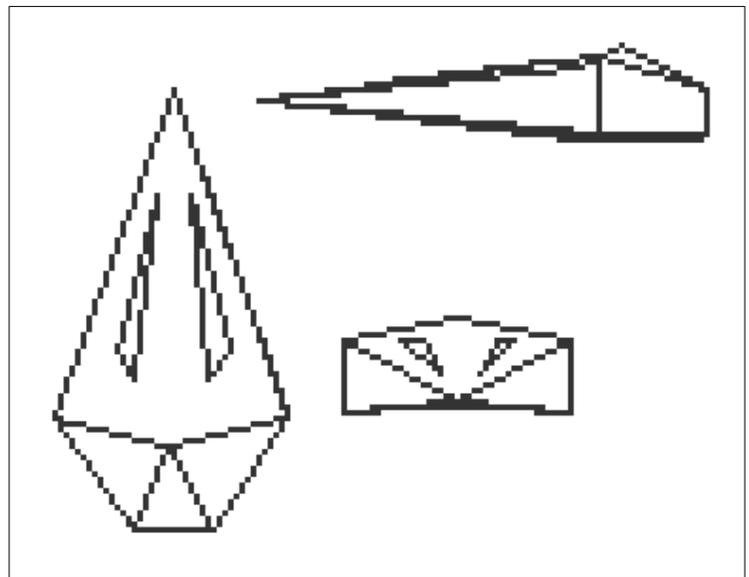
Pitch Responsiveness:	*8*
Roll Responsiveness:	*8*
Engine Thrust:	*3.1 kN*
Energy:	*100*
Shield:	*50*
Weapon Power:	*1.25*
Missiles:	*4*
Drones:	*1*
Cargo:	*15 tonnes*

Fer-De-Lance

A Zorgon Petterson Group designed vessel favored by bounty hunters and mercenaries. The Fer-De-Lance often is equipped with an E.C.M. system in addition to its strong shields.

Pitch Responsiveness:	*5*
Roll Responsiveness:	*7*
Engine Thrust:	*3 kN*
Energy:	*100*
Shield:	*60*
Weapon Power:	*1*
Missiles:	*2*
Drones:	*4*
Cargo:	*2 tonnes*

Gecko

The Gecko is a small fighter, easily produced by less advanced workshops. Due to its small size, the Gecko is quite maneuverable. Differential Thrust allows this craft to yaw to keep its target in front of it.
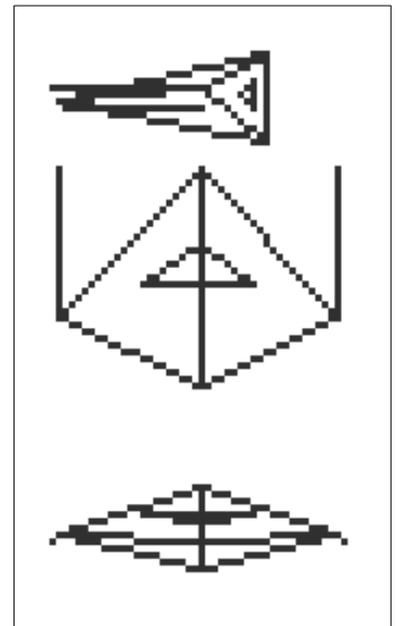

Pitch Responsiveness:	*7*
Roll Responsiveness:	*5*
Yaw Responsiveness:	*2*
Engine Thrust:	*3.2 kN*
Energy:	*50*
Shield:	*35*
Weapon Power:	*1*
Missiles:	*0*
Drones:	*0*
Cargo:	*3 tonnes*
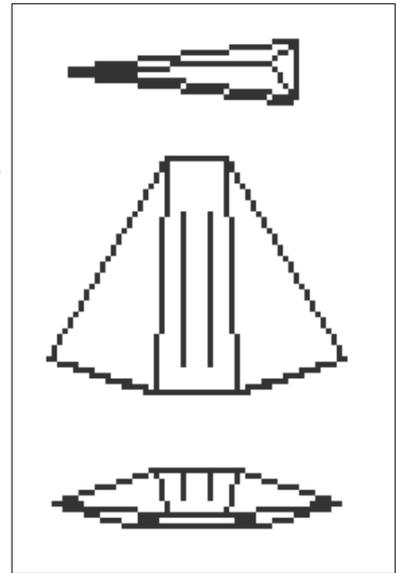
Krait

A common and reliable one-man fighter, nicknamed the "Fulcrum" by its pilots. Faulcon deLacy stopped producing the design hoping to sell their newer products. This caused many backyard ship-works companies to begin making aftermarket parts. Some versions of the Krait are ground-up redesigns of the classic vehicle, not sharing any true relation to Faulcon's original production line.


Pitch Responsiveness:	*6*
Roll Responsiveness:	*3*
Engine Thrust:	*3 kN*
Energy:	*100*
Shield:	*35*
Weapon Power:	*1*
Missiles:	*2*
Drones:	*0*
Cargo:	*10 tonnes*

Mamba

A fighter originally designed for racing, the Mamba is quite fast and is often equipped with an E.C.M. system for hit-and-run tactics.

Pitch Responsiveness:	9
Roll Responsiveness:	7
Engine Thrust:	3.2 kN
Energy:	100
Shield:	35
Weapon Power:	1
Missiles:	2
Drones:	0
Cargo:	10 tonnes
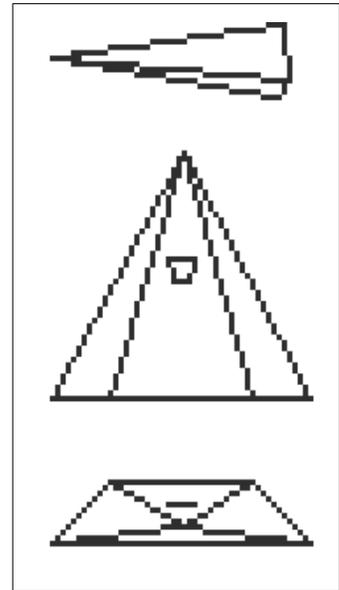
Moray Star Boat

Originally developed to ferry cargo to ocean worlds, the Moray Star Boat has navigation and weapon sets to allow it to function at depths of up to 55 fathoms, as well as having the crew compartment be designed for aquatic and semi-aquatic lifeforms. Morays are still used by humans due to the fact the crew compartment allows for liquid breathing. Standard fitting are two multi use missile/torpedo tubes for defending itself from both pirates and large subaquatic lifeforms.
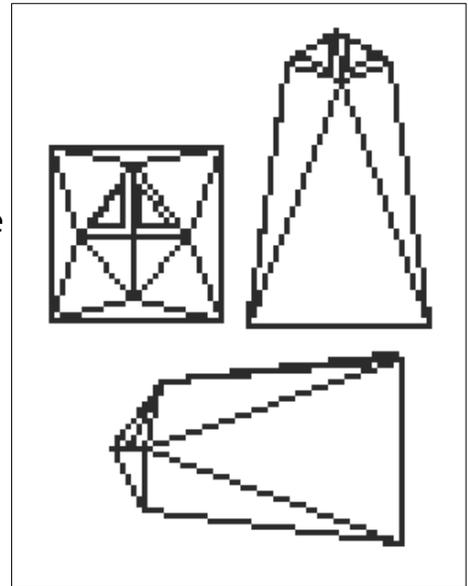
Pitch Responsiveness:	4
Roll Responsiveness:	3
Engine Thrust:	2.5 kN (0.6 kN submerged)
Energy:	55
Shield:	35
Weapon Power:	1
Missiles:	2
Drones:	0
Cargo:	7 tonnes
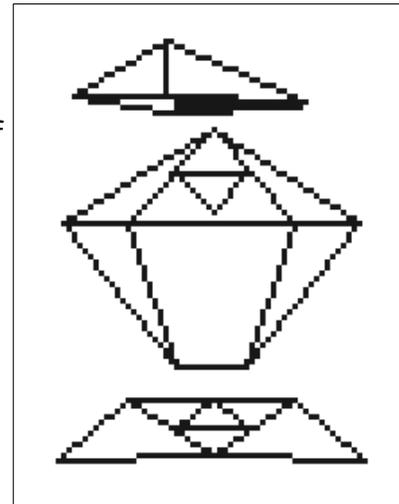
Orbit Shuttle

A basic design produced and used in almost every system, these automated shuttles fly cargo from the station to the different planets. Small-time pirates favor these ships because of their instantaneous release of their cargo when attacked.
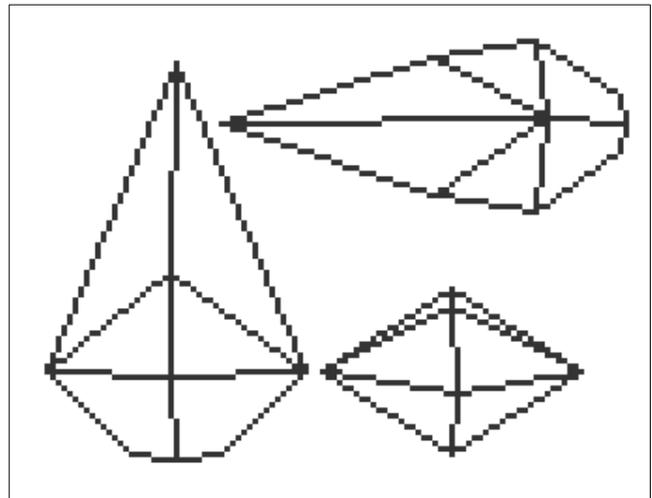

Pitch Responsiveness:	*4*
Roll Responsiveness:	*4*
Engine Thrust:	*0.8 kN*
Energy:	*100*
Shield:	*35*
Weapon Power:	*0*
Missiles:	*0*
Drones:	*0*
Cargo:	*60 tonnes*

Python Cruiser

Very slow to turn, Pythons have extremely potent laser arrays and yaw thrusters. If a ship ends up in front of a Python then it is almost certainly doomed.


Pitch Responsiveness:	*3*
Roll Responsiveness:	*5*
Yaw Responsiveness:	*2*
Engine Thrust:	*2 kN*
Energy:	*180*
Shield:	*100*
Weapon Power:	*2*
Missiles:	*3*
Drones:	*2*
Cargo:	*100 tonnes*

Sidewinder Scout Ship

A small and inexpensive ship designed to be mass-produced. The original design was to meet Navy specifications, though civilian explorers, traders, and mail carriers also use it for its speed.

Pitch Responsiveness:	*11*
Roll Responsiveness:	*7*
Engine Thrust:	*3.7 kN*
Energy:	*100*
Shield:	*35*
Weapon Power:	*1*
Missiles:	*2*
Drones:	*0*
Cargo:	*0 tonnes*
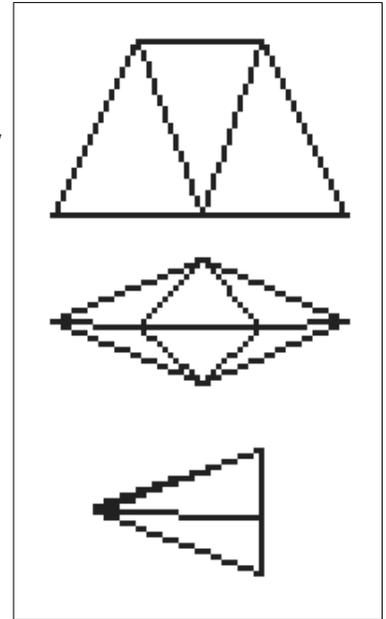
Thargoid Invasion Ship

Quite agile for its size, Thargoid invasion ships always have E.C.M. systems and may also carry human-made missiles scrapped from their previous victim's ships. Most Thargoid ships also carry Thargon drone-ships.

Pitch Responsiveness:	*5*
Roll Responsiveness:	*7*
Engine Thrust:	*3.1 kN*
Energy:	*100*
Shield:	*60*
Weapon Power:	*1*
Missiles:	*2*
Drones:	*3 Thargons*
Cargo:	*approx 60 tonnes*
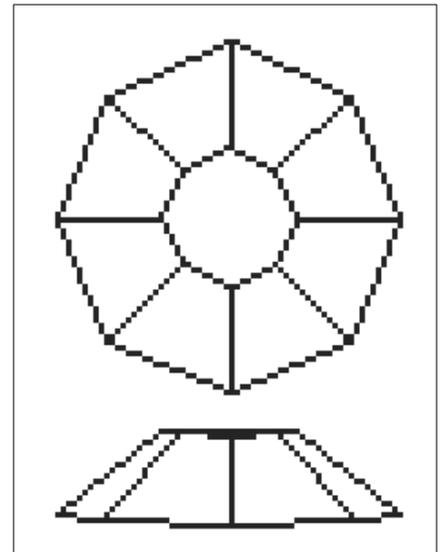
Thargon

Thargoid drones designed to surround and confuse their
prey with numbers, Thargons are unable to function
without a connection to their parent craft. Captured
Thargon drones led to the development of our own
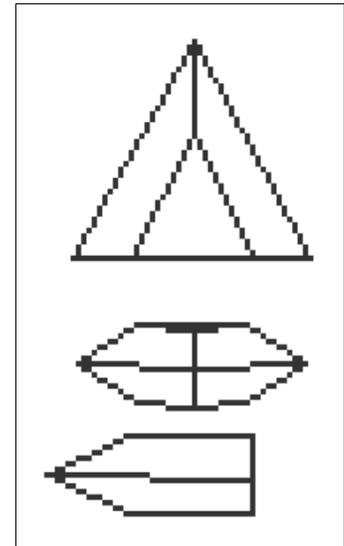"Vogel" drones.

Pitch Responsiveness:	*4*
Roll Responsiveness:	*6*
Engine Thrust:	*2.4 kN*
Energy:	*100*
Shield:	*35*
Weapon Power:	*1*
Missiles:	*0*
Drones:	*0*
Cargo:	*approx 1.5 tonnes*
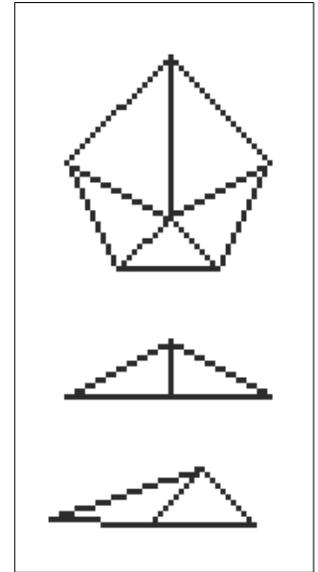
Viper Police Ship

Small and highly maneuverable ships, Vipers were
specifically designed for short range policing
work. While they have no cargo space, they can
accommodate up to ten humanoid passengers for over
a week at a time.

Pitch Responsiveness:	*7*
Roll Responsiveness:	*9*
Engine Thrust:	*3.2 kN*
Energy:	*60*
Shield:	*35*
Weapon Power:	*2.2*
Missiles:	*1*
Drones:	*1*
Cargo:	*0 tonnes*

Vogel Drone

A very small unmanned vehicle based on captured Thargon drones, these ships are very cheap to produce and don't pose much of a threat on their own. Vogels prioritize missiles coming towards their mothership and make good distractions in a large battle. As they have no on-board computing capability, E.C.M. can temporarily disable a Vogel, allowing it to be destroyed by lasers or ramming.

Pitch Responsiveness:	*5*
Roll Responsiveness:	*20*
Engine Thrust:	*3.6 kN*
Energy:	*10*
Shield:	*5*
Weapon Power:	*1*
Missiles:	*0*
Drones:	*0*
Cargo:	*0 tonnes*