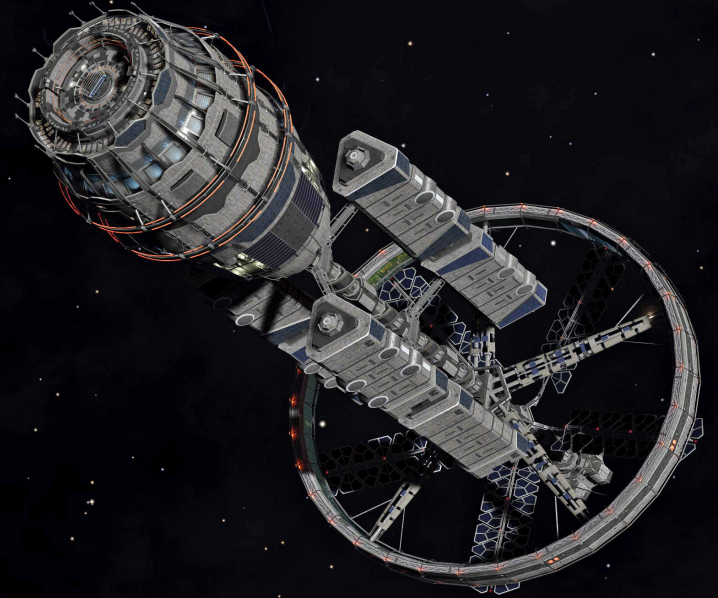
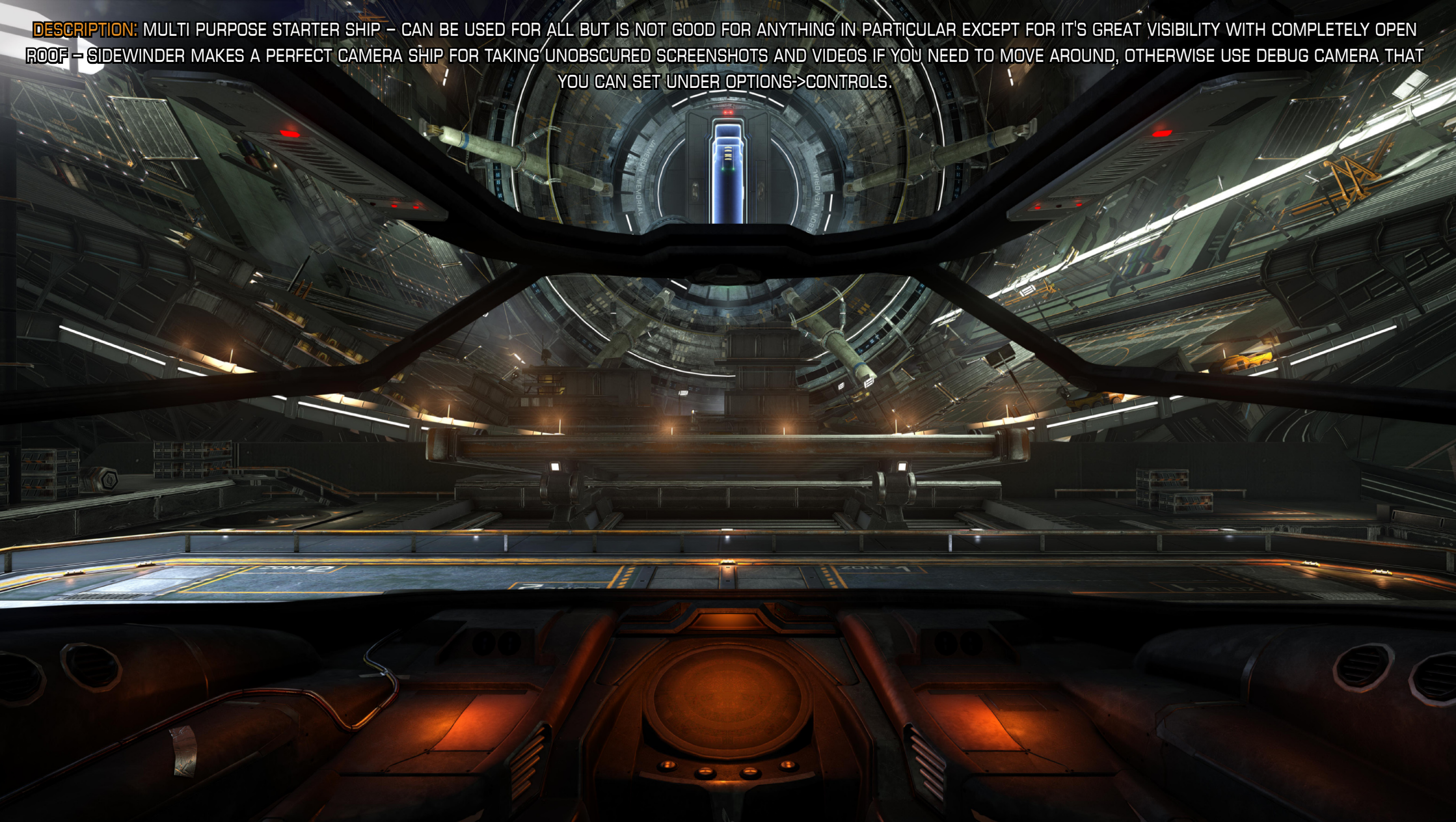


SIDEWINDER



DESCRIPTION: MULTI PURPOSE STARTER SHIP – CAN BE USED FOR ALL BUT IS NOT GOOD FOR ANYTHING IN PARTICULAR EXCEPT FOR IT'S GREAT VISIBILITY WITH COMPLETELY OPEN ROOF – SIDEWINDER MAKES A PERFECT CAMERA SHIP FOR TAKING UNOBSCURED SCREENSHOTS AND VIDEOS IF YOU NEED TO MOVE AROUND, OTHERWISE USE DEBUG CAMERA THAT YOU CAN SET UNDER OPTIONS->CONTROLS.



MIRRORED SURFACE COMPOSITE	I	1	+
BULKHEADS		8	
POWER PLANT	A	2	+
REACTOR BAY		2	
THRUSTERS	A	2	+
THRUSTER MOUNTING		2	
FRAME SHIFT DRIVE	A	2	+
FSD HOUSING		2	
LIFE SUPPORT	D	1	+
ENVIRONMENT CONTROL		1	
POWER DISTRIBUTOR	A	1	+
POWER COUPLING		1	
SENSORS	D	1	+
SENSOR SUITE		1	
FUEL TANK (CAPACITY: 2)	C	1	+
FUEL STORE		1	
SHIELD GENERATOR	A	2	+
INTERNAL COMPARTMENT		2	
SHIELD CELL BANK	A	2	+
INTERNAL COMPARTMENT		2	
BASIC DISCOVERY SCANNER	E	1	+
INTERNAL COMPARTMENT		1	



SIDEWINDER

FAULCON DELACY

TOP SPEED	▼ 255M/S
BOOST SPEED	▼ 37 1M/S
MANOEUVRABILITY	▲
FSD RANGE LADEN	▲ 13.53LY
FSD RANGE UNLADEN	▲ 13.53LY

SHIELDS	▼ 95
ARMOUR	▲ 210
HULL MASS	25.0 T
CARGO CAPACITY	▼ 0.0 T

HARDPOINTS	2× UTILITY MOUNT(S)
	2× SMALL HARDPOINT(S)

INTERNALS	1× SIZE 1 INTERNAL COMPARTMENT
-----------	--------------------------------

MOST PILOTS START THEIR CAREERS IN THE SIDEWINDER. IT IS A CLASSIC SHIP DESIGN THAT HAS BEEN IN USE (IN VARIOUS CONFIGURATIONS) SINCE 2982. ITS ORIGINAL DESIGN WAS A LIGHT SUPPORT SHIP AND IT LACKED JUMP CAPABILITY. MODERN COMPACT DRIVES HAVE ENABLED JUMP-CAPABLE VERSIONS TO BE CREATED, MAKING THIS A USEFUL ALL ROUNDER. SOME NAVIES STILL USE THESE SHIPS AS FIGHTERS AND PATROL CRAFT.



SMALL HARDPOINTS

PRICE: 32K CR COMBAT FITTED: 1,2M CR MAX CARGO: 10 TONNES WEAPONS: 2 SMALL HARDPOINTS UTILITY MOUNTS: 2 MASS LOCK FACTOR: 6.
MAX JUMP RANGE: 24LY TOP SPEED: 4PIPS-237 M/S 0PIPS-108 M/S BOOST: 371M/S 360 DEGREE PITCH: 4PIPS-8 SEC 0PIPS-10,8 SEC.

EAGLE



DESCRIPTION: BASIC COMBAT SHIP WITH GOOD WEAPON PLACEMENT FOR FIXED WEAPONS, MORE AGILE THAN SIDEWINDER WITH BETTER SHIELDS BUT WORSE ARMOR.
COCKPIT IS TIGHT WITH VERY GOOD VISIBILITY ALL AROUND YOU.





EAGLE

CORE DYNAMICS

TOP SPEED	▼ 278M/S
BOOST SPEED	▲ 406M/S
MANOEUVRABILITY	▲ -----
FSD RANGE LADEN	▲ 16.02LY
FSD RANGE UNLADEN	▲ 16.02LY
SHIELDS	▼ 122
ARMOUR	▲ 140
HULL MASS	50.0 T
CARGO CAPACITY	▼ 0.0 T
HARDPOINTS	1x UTILITY MOUNT(s) 3x SMALL HARDPOINT(s)
INTERNALS	1x SIZE 1 INTERNAL COMPARTMENT(s) 1x SIZE 2 INTERNAL COMPARTMENT(s)

MIRRORED SURFACE COMPOSITE	I	1	+
BULKHEADS		8	
POWER PLANT	A	2	+
REACTOR BAY		2	
THRUSTERS	A	3	+
THRUSTER MOUNTING		3	
FRAME SHIFT DRIVE	A	3	+
FSD HOUSING		3	
LIFE SUPPORT	D	1	+
ENVIRONMENT CONTROL		1	
POWER DISTRIBUTOR	A	2	+
POWER COUPLING		2	
SENSORS	D	2	+
SENSOR SUITE		2	
FUEL TANK (CAPACITY: 4)	C	2	+
FUEL STORE		2	
SHIELD GENERATOR	A	3	+
INTERNAL COMPARTMENT		3	
SHIELD CELL BANK	A	2	+
INTERNAL COMPARTMENT		2	
BASIC DISCOVERY SCANNER	E	1	+
INTERNAL COMPARTMENT		1	

THE EAGLE IS A PROVEN COMBAT FIGHTER WITH A DISTINGUISHED HISTORY. IT IS ONE OF THE SMALLEST FIGHTERS AVAILABLE WITH JUMP CAPABILITY. IT HAS THE DISTINCTION OF BEING THE ONLY SHIP THAT HAS BEEN SO SUCCESSFUL VERSIONS HAVE BEEN BUILT FOR BOTH THE FEDERATION AND IMPERIAL NAVIES. THIS ROLE HAS BEEN SUPERSEDED BY THE RESPECTIVE NAVIES' SHORT RANGE FIGHTER PROGRAMMES, BUT THE EAGLE STILL SEES EXTENSIVE SERVICE ACROSS HUMAN SPACE. CORE DYNAMICS ARE NO LONGER BUILDING THESE SHIPS, BUT DO STILL PROVIDE PARTS AND SERVICING DUE TO THEIR POPULARITY.



SMALL HARDPOINT



SMALL HARDPOINTS

PRICE: 44,8K CR COMBAT FITTED: 1,9M CR MAX CARGO: 14 TONNES WEAPONS: 3 SMALL HARDPOINTS UTILITY MOUNTS: 1 MASS LOCK FACTOR: 6.
MAX JUMP RANGE: 25 LY TOP SPEED: 4PIPS-251M/S OPIPS-188 M/S BOOST: 406 M/S 360 DEGREE PITCH: 4PIPS-7,2SEC OPIPS-8,6SEC.