

**Dreadnought:**

Archon Class/"Space-Audi":



45.000 Armor. Plasma Broadside(14s), Heavy Torpedo(60s), Stasis Pulse(30s), Steep Turnover(14s) OR Light Autoturrets(Dur. 40s Reg. 40s), Hardeners(Dur. 10s, Reg.30s). Plasma Cannons 60.

Zmey:



60.000 Armor. Nuclear Missile(95s), Flechette Missiles(35s), Light Anti-Missile Lasers(Dur. 20s, Reg. 40s), Damage Amplifier(40s). Heavy Plasmacannons 20(limited, but fairly far range. After ~5-7s the shots disappear, Heavy Flak turrets 15

Monarch Class:



80.000 Armor; Ballistic Broadside(10s), Vulture missiles(50s), Heavy Autoturrets: active 9s(50s), Warp Drive(30s)

**Support:**

Light: Defender Class



20.000 Armor; Beam amplifier, Wasp Missiles(35s), Repair Turrets(Dur=45s, Reg. 40s)(, Target Warp to any friendly Ship in LoS(15s). Medium Beam & Tesla Turrets, unlimited Ammo.

Medium: Aion/Hors Class;



25.000 Armor, Beam Aplifier(Dur=13s Reg:36s) or Sentry Turret(80s), Wasp Missiles(35s), Repair Turrets(duration=45s Reg:40s), Target Warp(30s)/Autorepair(Dur. 3s Reg: 57s) Medium Beam Turrets: unlimited, Light MG: 20 / Light Rocket Turrets: 20

Heavy: Hecate Class



Armor: 30.000 Proximity Repair Drones, Repair Pod Overclock Pulse, Autorepair. Heavy Repair Beam (unl. ammo) & Light MGs (20). Best used in support-only, can't be really effectively used on offense/attack.

**Assault:**

Vulcan Class:



Renegade/Morena Class:



40.000 Armor; Tempest Missiles, Weaponbooster Missile, Scrambler Pulse, Ability Reboot.

Triton Class:



Heavy nuclear Torpedo(70s), Scrambler Torpedo(45s), Medium Autoturrets(Dur. 20s Reg:31s), Warp Drive(19/20s). Ballistic Cannons 32, Flak Turrets 4.

**Corvette:**

Light:



Nemesis 10.000 Armor; Blink Warp(5s), Heavy Torpedo(45s), Light Anti-Missile Lasers, Immelmann Maneuver(Dur:4s Reg. 3s). Dual Heavy Autocannons 20, Bolt Guns 8.

Medium: Fulgora Class.



Bunk Warp, Light Proximity Mine, Anti-Missile Pulse, Purge. Dual Repeaters, Beam Turrets

Heavy: Hyperion.



Damage Amplifier, Torpedo Salvo, Autoturrets, Afterburner. Dual Scattercannons, Bolt Guns

**Artillery:**

Light: Nyx;



15.000 Armor Siege Mode(duration: 6s=4 shots. Regen: 54s), Flechette Missiles(35s), Anti-Missile Pulse, Stationary Cloak(40s). Particle Turrets 10 shots, Light Flak Turrets 10s(?)

Medium: Svarog;



Siege Mode/Rapid Fire Mode(Dur=6s, Reg:53s), Drain Missile/Flechette Missiles(35s), Heavy Anti-Missile Lasers, Dive Maneuver(Dur=1s, Reg.:18/19s) Good vs. Destroyers wanting to Plasma-ram you.

Heavy: Seraph

