



[\[Lizards\]](#) [\[Birds\]](#) [\[Fastist\]](#) [\[Privateers\]](#) [\[Cyborg\]](#) [\[Crystals\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#) [\[Colonials\]](#)

BANE'S FED FLEET REVIEW


[\[Page 2 \]](#) [\[Page 3 \]](#)

	Mass:	75	Fuel:	260	Cost:	50
	Beams:	1	Engines:	1	Trit:	40
	Torps:	0	Tech:	1	Dur:	20
	Cargo:	40	Crew:	180	Moly:	5


OUTRIDER CLASS SCOUT is not intended for combat. This small vessel has very limited use in the fleet. Due to other more effective ships available for a marginal cost increase, the only legitimate reason to build is to function as an external fuel tank for larger warships.

	Mass:	32	Fuel:	180	Cost:	40
	Beams:	2	Engines:	2	Trit:	20
	Torps:	0	Tech:	3	Dur:	10
	Cargo:	30	Crew:	70	Moly:	3


BOHEMIAN CLASS SURVEY SHIP is the warming Terraformer in the fed inventory and has two real functions. Heating up colonies to a perfect 50 degrees and minimal anti-scout defense. It can greatly improve the fed economy.

	Mass:	35	Fuel:	110	Cost:	30
	Beams:	2	Engines:	2	Trit:	3
	Torps:	0	Tech:	4	Dur:	4
	Cargo:	30	Crew:	78	Moly:	13

EROS CLASS RESEARCH SHIP is the cooling terraformer in the fed inventory. This ship in tandem with the Bohemian gives the fed the ability to turn any world into a perfect planet. Also serves as minor anti-scout defense.

	Mass:	90	Fuel:	140	Cost:	100
	Beams:	4	Engines:	1	Trit:	45
	Torps:	0	Tech:	7	Dur:	4
	Cargo:	30	Crew:	162	Moly:	35

BRYNHILD CLASS ESCORT with the Bioscanner, this ship's usefulness is limited to the detection of natives on unvisited worlds. In fast developing empires, freighters often outrun the range of the Bioscanner. With a 20% chance of detecting natives, the Brynhild is reduced to a novelty more than a tangible asset.

	Mass:	90	Fuel:	180	Cost:	70
	Beams:	4	Engines:	1	Trit:	50
	Torps:	2	Tech:	1	Dur:	25
	Cargo:	50	Crew:	190	Moly:	7


NOCTURNE CLASS DESTROYER For a small increase in cost from the Outrider, this is a vast improvement. It can be built early and in large numbers. It is cost effective and can be useful in late games. Don't depend on it due to it taking so many to kill a Battleship or Carrier.

[[Page 2](#)] [[Page 3](#)]


[\[Lizards\]](#) [\[Birds\]](#) [\[Fastist\]](#) [\[Privateers\]](#) [\[Cyborg\]](#) [\[Crystals\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#) [\[Colonials\]](#)

BANE'S FED FLEET REVIEW


[\[Page 1 \]](#) [\[Page 3 \]](#)

	Mass:	120	Fuel:	140	Cost:	110
	Beams:	4	Engines:	2	Trit:	47
	Torps:	2	Tech:	6	Dur:	22
	Cargo:	80	Crew:	336	Moly:	53


BANSHEE CLASS DESTROYER is a ship without any justifiable purpose in the fleet. At a cost increase in minerals and cash of 33% for the hull alone over the much cheaper and longer legged Nocturne. There are few gains for the expenditure. The ability to tow, take one minehit, and 30 more cargo sums the gains over a Nocturne. Buy Nocturnes, you'll have saved the money and minerals to load the Nocturne with torps.

	Mass:	100	Fuel:	140	Cost:	170
	Beams:	4	Engines:	2	Trit:	23
	Torps:	4	Tech:	5	Dur:	12
	Cargo:	30	Crew:	79	Moly:	57


VENDETTA CLASS FRIGATE is the "great disappointment". At first glance, the Vendetta appears to be a bargain, however looking at the crew tells a different story. There is one thing worse in combat than losing your ships in battle. And that is giving your ships to your enemy. 4 beams and 4 torps do not make up for this deficiency. Build a Nocturne or Arkham instead.

	Mass:	170	Fuel:	470	Cost:	390
	Beams:	4	Engines:	2	Trit:	61
	Torps:	4	Tech:	6	Dur:	42
	Cargo:	350	Crew:	430	Moly:	73

NEBULA CLASS CRUISER is the all purpose armed freighter of the fleet. Any good fed leader makes sure that they have a good percentage in their fleet. With the same armament as the Vendetta without the liabilities, it serves as an effective multi-role warship. Nebulas move long distances and lay massive minefields. It also serves as an excellent supply ship for fleets. During invasions, this ship can carry clans for developing right at the front.

	Mass:	150	Fuel:	120	Cost:	70
	Beams:	6	Engines:	2	Trit:	43
	Torps:	3	Tech:	8	Dur:	12
	Cargo:	90	Crew:	328	Moly:	67

ARKHAM CLASS FRIGATE an often underused and overlooked asset in the fed arsenal. In mineral poor universes and when not fighting crystals and pirates, this ship is one of the best ships for the fed to buy prior to building the really powerful warships

	Mass:	101	Fuel:	140	Cost:	170
	Beams:	2	Engines:	2	Trit:	20
	Torps:	4	Tech:	8	Dur:	10
	Cargo:	8	Crew:	265	Moly:	43


LOKI CLASS DESTROYER the cloaker's nightmare. Pirates hate it, birds and fascist despise it. If the ES bonus is 50%, this ship lays waste to bird warships. Lizard's of course are immune to it.

[[Page 1](#)] [[Page 3](#)]


[\[Lizards\]](#) [\[Birds\]](#) [\[Fastist\]](#) [\[Privateers\]](#) [\[Cyborg\]](#) [\[Crystals\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#) [\[Colonials\]](#)

BANE'S FED FLEET REVIEW


[\[Page 1 \]](#) [\[Page 2 \]](#)

	Mass:	173	Fuel:	160	Cost:	130
	Beams:	1	Engines:	2	Trit:	55
	Torps:	8	Tech:	9	Dur:	35
	Cargo:	95	Crew:	370	Moly:	89

THOR CLASS FRIGATE is the little warship that could. This ship is often overlooked and shouldn't be. If the Shield bonus is set to 33% or higher this ship becomes the nightmare of many carrier commanders. 3 of these little gems can often kill even the Gorbie. For such a small cost and such powerful hitting, this ship should be used more than it is.

	Mass:	173	Fuel:	280	Cost:	195
	Beams:	4	Engines:	2	Trit:	45
	F-Bays:	6(9)	Tech:	9	Dur:	25
	Cargo:	65	Crew:	370	Moly:	49


KITTYHAWK CLASS CARRIER is a ship that is a must for any fed fleet. This is the mop up artist. When the ES bonus is on at 33% or higher, this ship in combination with the Diplomacies and Thors becomes a real threat to the other races. 2 Thors and 1 Kittyhawk kill even the Gorbie. And when you do the math, trading 2 dinky Thors for a Gorbie is one heck of a deal.

	Mass:	180	Fuel:	350	Cost:	410
	Beams:	6	Engines:	2	Trit:	53
	Torps:	6	Tech:	9	Dur:	35
	Cargo:	95	Crew:	328	Moly:	79

DIPLOMACY CLASS CRUISER is the smallest battleship in the game. Yes, I know it's a cruiser, but for all its' firepower, "pocket" battleship is an appropriate title. With or without the shield bonus, this ship is extremely useful in the fed fleet. Mineral costs are minimal and for the firepower this ship wields, it's a bargain. The Diplomacy sees its' best days when the shield bonus is above 33%.

	Mass:	395	Fuel:	260	Cost:	510
	Beams:	8	Engines:	2	Trit:	143
	Torps:	6	Tech:	8	Dur:	140
	Cargo:	170	Crew:	810	Moly:	150

MISSOURI CLASS BATTLESHIP is the fed main ship of the line when there is no shield bonus. It's heavy enough to withstand a minehit and not be crippled and it sticks in a fight far longer than any lesser ship in the fed inventory. The mineral cost is high compared to lesser ships. If the shield bonus is on 33% or higher, then the feds are often better served by the Diplomacy/Thor/Kittyhawk's.


	Mass:	650	Fuel:	560	Cost:	810
	Beams:	10	Engines:	4	Trit:	343
	Torps:	10	Tech:	10	Dur:	240
	Cargo:	320	Crew:	1810	Moly:	350

NOVA CLASS SUPER-DREADNOUGHT until the 500 ship limit is hit, this ship is far too expensive in mineral costs to build. Costing as much as the far more effective heavy carriers and not returning much for that investment. If the fed *CAN* build these ships without cutting production numbers then it is worthwhile, based on the build the best principle. But considering the cost, the fed can often build more bases and produce more ships than wasting a base's worth of minerals to build a single Nova.


[Feds] [Birds] [Fascist] [Privateers] [Cyborg] [Crystals] [Empire] [Robots] [Rebels] [Colonials]

BANE'S LIZARD FLEET REVIEW


[Page 2]

	Mass:	55	Fuel:	160	Cost:	40
	Beams:	2	Engines:	1	Trit:	33
	Torps:	0	Tech:	1	Dur:	15
	Cargo:	20	Crew:	35	Moly:	5

SERPENT CLASS ESCORT has only one use. HISSss. Build it early at new starbases to increase your cash flow so that you can replace it with better ships. Due to its' low crew count, this ship gets captured too often to be useful for anti-scout defense. Look at the Eros for minor defenses instead of the Serpent..

 CLOAK	Mass:	60	Fuel:	120	Cost:	50
	Beams:	4	Engines:	2	Trit:	33
	Torps:	0	Tech:	3	Dur:	22
	Cargo:	50	Crew:	45	Moly:	15

REPTILE CLASS DESTROYER Never bring the Reptile into combat against a real warship. It only has four beams and low crew/mass will cause it to get captured or destroyed. This is a good cheap freight raider and minor ground assault ship. If you can afford it, build the Saurian instead.

	Mass:	35	Fuel:	110	Cost:	30
	Beams:	2	Engines:	2	Trit:	3
	Torps:	0	Tech:	4	Dur:	4
	Cargo:	30	Crew:	78	Moly:	13

EROS CLASS RESEARCH SHIP is the Lizard's lone terraformer. It is a much better anti-probe and anti-scout platform than the Serpent. The advantages of the Eros are quite obvious when you consider that two engines allows towing along with terraforming, hissing and minor defenses.

	Mass:	100	Fuel:	140	Cost:	170
	Beams:	4	Engines:	2	Trit:	23
	Torps:	4	Tech:	5	Dur:	12
	Cargo:	30	Crew:	79	Moly:	57


VENDETTA CLASS FRIGATE is no better in lizard hands than it is in fed. The low crew is this ship's achilles heel. There are some interesting "combat" tactics putting the low crew to advantage. But the functions are a bit limited and for the expenditure, go with the Lizard Cruiser or Saurian, the gain of cloak makes up for the loss of 1 or 2 torp tubes.

[[Page 2](#)]


[Feds] [Birds] [Fascist] [Privateers] [Cyborg] [Crystals] [Empire] [Robots] [Rebels] [Colonials]

BANE'S LIZARD FLEET REVIEW


[Page 1]

 CLOAK	Mass:	120	Fuel:	260	Cost:	85
	Beams:	4	Engines:	2	Trit:	67
	Torps:	2	Tech:	7	Dur:	32
	Cargo:	150	Crew:	336	Moly:	23


SAURIAN CLASS LIGHT CRUISER is the prime choice for scouting duties of the lizard fleet. Giving up a modest 30Ly of range from the Reptile, the gains are many. Three times the cargo, 2 torp tubes, 6 times the crew and all the advantages that means. The Saurian has a very useful place in the lizard fleet. An extra 100 LY of range over the Lizard cruiser means a lot.

 CLOAK	Mass:	160	Fuel:	330	Cost:	190
	Beams:	4	Engines:	2	Trit:	81
	Torps:	3	Tech:	4	Dur:	42
	Cargo:	290	Crew:	430	Moly:	30

LIZARD CLASS CRUISER is the bread and butter warship of the Lizard fleet. A good lizard rarely has too many of these. Lizards win early with the use of this warship. 30:1 ground combat is staggering and most planets cannot withstand the solo ship assault of the LCC's. When the surprise attack is 5 or 10 planets on the same turn... Bases and colonies, watch your enemy shudder as you bring these to bare. The LCC also proves very useful in the late game for securing those planets that your enemy hasn't protected. And in combination for stealing those really well defended bases.

	Mass:	331	Fuel:	290	Cost:	420
	Beams:	4	Engines:	2	Trit:	123
	F-bays:	5	Tech:	9	Dur:	110
	Cargo:	150	Crew:	910	Moly:	90

MADONZILLA CLASS CARRIER this carrier looks like a joke to most players due to it's 4/5 weapons array. But the lizard lives by this warship. 2 or 3 TRex's and a Madonzilla can destroy the big carriers. The Lizard fights a war of numbers. The Madonzilla helps reduce those numbers from 4-6 per carrier down to 2 or 3.


	Mass:	421	Fuel:	490	Cost:	350
	Beams:	10	Engines:	2	Trit:	153
	Torps:	5	Tech:	10	Dur:	140
	Cargo:	190	Crew:	810	Moly:	100

TREX CLASS BATTLESHIP is the hammer that the lizards use to smash their opponents. Be aware that the well played Lizard will have more TREX's than any other race will have battleships. The low cost and high mineral extraction is why this ship shows up in great numbers so early in games. Long before your enemies are rolling out numbers of battleships and carriers, the Lizard will have rolled out a fleet that destroys most. In tandem with the LCC ground pounding, never think the lizard is a wimp race. Arguably, the Lizards are the strongest race in the game.


[Feds] [Lizards] [Fascist] [Privateers] [Cyborg] [Crystals] [Empire] [Robots] [Rebels] [Colonials]

BANE'S BIRD FLEET REVIEW


[Page 2]

 CLOAK	Mass:	45	Fuel:	170	Cost:	60
	Beams:	2	Engines:	1	Trit:	20
	Torps:	0	Tech:	1	Dur:	6
	Cargo:	20	Crew:	126	Moly:	5


SWIFTHEART CLASS SCOUT is your spy vessel. It costs little and can fly forever. With Intercept attack, this can also be your freight killer of choice. Arm it with Plasma bolts, you want to kill freighters, not capture them. If the freighter is escorted, your ship kills the freighter and dies fighting the escort. It also serves well as a spotter for heavier warships to Intercept Attack.

 CLOAK	Mass:	120	Fuel:	430	Cost:	110
	Beams:	4	Engines:	2	Trit:	61
	Torps:	1	Tech:	3	Dur:	32
	Cargo:	140	Crew:	150	Moly:	33


WHITE FALCON CLASS CRUISER is best used as a sacrificial lamb and for resupply of either the Resolute and Darkwing. It makes for a good minelayer and freight raiding. With the big fuel tank, this ship can get deep into enemy territory early and cause real problems.

 CLOAK	Mass:	80	Fuel:	90	Cost:	140
	Beams:	2	Engines:	2	Trit:	43
	Torps:	4	Tech:	3	Dur:	22
	Cargo:	40	Crew:	122	Moly:	15


BRIGHT HEART CLASS DESTROYER is a ship that has the same problem as the Vendetta. Low mass and low crew cause this ship to be captured quite often in combat. Further, with the puny fuel tank, this ship is incapable of getting very deep behind enemy lines. In a game without addons, this ship is nearly useless.

	Mass:	30	Fuel:	180	Cost:	25
	Beams:	2	Engines:	1	Trit:	2
	Torps:	0	Tech:	4	Dur:	2
	Cargo:	50	Crew:	15	Moly:	20

SMALL TRANSPORT is a ship I find to be worthless in the bird fleet. The Birds are better served by building the cloaking Swift Heart than using this. Look elsewhere.

	Mass:	150	Fuel:	360	Cost:	180
	Beams:	6	Engines:	2	Trit:	81
	Torps:	1	Tech:	5	Dur:	52
	Cargo:	240	Crew:	300	Moly:	63

FEARLESS CLASS CRUISER is a good armed freighter. As a combat vessel its' use is very limited. It's a good sweeper, mine layer, armed medium freighter. If you can afford it, go with a Resolute instead.


	Mass:	150	Fuel:	370	Cost:	250
	Beams:	4	Engines:	2	Trit:	61
	Torps:	2	Tech:	5	Dur:	52
	Cargo:	250	Crew:	270	Moly:	83

SKYFIRE CLASS CRUISER is another ship with very limited if non-existent purpose in the Bird fleet. The combat value is nil, the non-cloaking is a liability, the cargo capacity can be better served by a Fearless. To summarize, don't buy this.


[Feds] [Lizards] [Fascist] [Privateers] [Cyborg] [Crystals] [Empire] [Robots] [Rebels] [Colonials]

BANE'S BIRD FLEET REVIEW


[Page 1]

	Mass:	180	Fuel:	190	Cost:	380
	Beams:	7	Engines:	2	Trit:	61
	F-Bays:	3	Tech:	6	Dur:	52
	Cargo:	80	Crew:	322	Moly:	123

VALIANT WIND CLASS CARRIER is often a ship without a purpose. The three launch bays are insufficient to make it an effective carrier against big carriers and against torpers, it doesn't have the mass to last long enough to do any real damage. But!!! There is a function for this warship. If you can afford the fighters, this ship is a wonderful Patriot Killer. Potentially, it can kill 3 Patriots in one battle. Although, it may cost more money to have done the job, killing 3 enemy ships with one is worthwhile.


	Mass:	113	Fuel:	140	Cost:	280
	Beams:	6	Engines:	2	Trit:	45
	Torps:	4	Tech:	6	Dur:	25
	Cargo:	35	Crew:	240	Moly:	89

DETH SPECULA CLASS FRIGATE is a good heavy hitter in situations where you're assured not to have to fight more than one battle, or using it as a front ships. It also makes a good planetary raider. But due to its' small fuel tank, you're often better served by using the Resolute.


	Mass:	180	Fuel:	480	Cost:	380
	Beams:	8	Engines:	2	Trit:	71
	Torps:	3	Tech:	7	Dur:	52
	Cargo:	280	Crew:	348	Moly:	93

RESOLUTE CLASS BATTLECRUISER is the Birds long range assault and resupply warship. With 480 fuel, this ship can reach deep into an enemy's back yard. With 280 cargo, this ship can carry clans, supplies and torpedos for doing the job that it is best at. Economic Raider. When deep in an enemy territory and in large enough numbers, this ship can be the distraction needed for opening a door

in an enemy's defenses.

	Mass:	70	Fuel:	85	Cost:	150
	Beams:	2	Engines:	2	Trit:	37
	F-Bays:	2	Tech:	8	Dur:	22
	Cargo:	60	Crew:	40	Moly:	15

RED WIND CLASS CARRIER has caused many players to ask...WHY? It has no range, no combat ability and is tech 8??? It's a potential trade to the Colonials and it makes for a nice fighter mover when you're wanting to beef up forward bases. Beyond that, it's usefulness is almost nil.


	Mass:	491	Fuel:	290	Cost:	450
	Beams:	10	Engines:	2	Trit:	183
	Torps:	8	Tech:	10	Dur:	170
	Cargo:	150	Crew:	910	Moly:	110

DARKWING CLASS BATTLESHIP is the best bang for the buck battleship in the game. Two less torps than the Nova or Annihilation and costs 1/2 or less in minerals to build. The birds can build these in large numbers and become quite deadly. The weakness of the Darkwing is the fuel tank.


[[Feds](#)] [[Lizards](#)] [[Birds](#)] [[Privateers](#)] [[Cyborg](#)] [[Crystals](#)] [[Empire](#)] [[Robots](#)] [[Rebels](#)] [[Colonials](#)]

BANE'S FASCIST FLEET REVIEW


[[Page 2](#)]

	Mass:	170	Fuel:	230	Cost:	70
	Beams:	4	Engines:	2	Trit:	81
	Torps:	0	Tech:	2	Dur:	42
	Cargo:	120	Crew:	352	Moly:	43


D7a PAINMAKER CLASS CRUISER is a ship with no real purpose in the fascist fleet. It doesn't cloak, it doesn't have torps and it burns up what little fuel it carries in a few short hops. For a 10 more total minerals, you can have a Coldpain which is a far superior ship.

	Mass:	75	Fuel:	180	Cost:	60
	Beams:	6	Engines:	2	Trit:	27
	Torps:	2	Tech:	2	Dur:	12
	Cargo:	20	Crew:	175	Moly:	45

LITTLE PEST CLASS ESCORT is a warship of personal taste. The extra 2 beams can give 50% greater sweeping than a Coldpain, but as a combatant, it stinks. The fascist is often better served with Coldpains than with Pests. If you want the beams for sweeping, consider buying the D19b Nefarious. Then you get both the sweep and the glory device.

 CLOAK	Mass:	175	Fuel:	430	Cost:	120
	Beams:	4	Engines:	2	Trit:	71
	Torps:	2	Tech:	4	Dur:	42
	Cargo:	100	Crew:	373	Moly:	63


D7 COLDPAIN CLASS CRUISER is a wonderful asset for the Fascists. 430 fuel gives this ship great legs and it's a good combatant against minor warships and some planets. If the fascist cannot kill the planet, he can either drop clans or pillage it into submission. This ship is extremely versatile, think of it as a small version of the Lizard Class Cruiser.

	Mass:	30	Fuel:	180	Cost:	25
	Beams:	2	Engines:	1	Trit:	2
	Torps:	0	Tech:	4	Dur:	2
	Cargo:	50	Crew:	15	Moly:	20

SMALL TRANSPORT is more useful in Fascist hands than in the Birds, but is still better not built.

	Mass:	275	Fuel:	480	Cost:	320
	Beams:	10	Engines:	2	Trit:	91
	Torps:	2	Tech:	5	Dur:	82
	Cargo:	260	Crew:	525	Moly:	93

ILLWIND CLASS BATTLECRUISER is the Fascist Quick Kill warship. In tandem with the Coldpains, a pair of Illwinds can often destroy an enemy homeworld long before turn 20 arrives. Fantastic sweeping capacity and long legs and large cargo make for a very versatile ship. Where the Victorious cannot reach, the Illwind can.


	Mass:	90	Fuel:	90	Cost:	110
	Beams:	2	Engines:	2	Trit:	43
	Torps:	4	Tech:	5	Dur:	32
	Cargo:	40	Crew:	222	Moly:	25

D3 THORN CLASS DESTROYER is another one of those ships that is crippled by low mass, low cargo and low fuel. It is a fairly inexpensive ship and can be useful in some situations. But where the D3 is useful, the Deth Specula is better.

[[Feds](#)] [[Lizards](#)] [[Birds](#)] [[Privateers](#)] [[Cyborg](#)] [[Crystals](#)] [[Empire](#)] [[Robots](#)] [[Rebels](#)] [[Colonials](#)]

BANE'S FASCIST FLEET REVIEW


[[Page 1](#)]

	Mass:	180	Fuel:	190	Cost:	380
	Beams:	7	Engines:	2	Trit:	61
	F-Bays:	3	Tech:	6	Dur:	52
	Cargo:	80	Crew:	322	Moly:	123


VALIANT WIND CLASS CARRIER is often a ship without a purpose. The three launch bays are insufficient to make it an effective carrier against big carriers and against torpers, it doesn't have the mass to last long enough to do any real damage. But!!! There is a function for this warship. If you can afford the fighters, this ship is a wonderful Patriot Killer. Potentially, it can kill 3 Patriots in one battle. Although, it may cost more money to have done the job, killing 3 enemy ships with one is worthwhile.

	Mass:	113	Fuel:	140	Cost:	280
	Beams:	6	Engines:	2	Trit:	45
	Torps:	4	Tech:	6	Dur:	25
	Cargo:	35	Crew:	240	Moly:	89

DETH SPECULA CLASS FRIGATE is a good heavy hitter in situations where you're assured not to have to fight more than one battle, or using it as a front ships. It also makes a good planetary raider. When the fascist has a need for a good hitting cloaker, the Deth Specula can often fill roles that the Coldpain cannot. If used for extended missions, it is often worthwhile to escort with a Coldpain to resupply the heavier hitting Deth Specula.

	Mass:	96	Fuel:	160	Cost:	180
	Beams:	7	Engines:	2	Trit:	53
	Torps:	0	Tech:	6	Dur:	32
	Cargo:	40	Crew:	265	Moly:	65

D19b NEFARIOUS CLASS DESTROYER is part one of the fascist equalizer corp. This ship and the bigger and more expensive Saber are what evens up the game for the fascist against much stronger races. They can be used in defensive roles to protect worlds from cloaker problems. They're good for cleaning off a planet of amorphous worms. They're good for offensives and softening up an enemy. They are also good as anti-ship missiles.

	Mass:	153	Fuel:	150	Cost:	280
	Beams:	10	Engines:	2	Trit:	35
	Torps:	0	Tech:	8	Dur:	25
	Cargo:	25	Crew:	420	Moly:	95

SABER CLASS FRIGATE is the better choice for offensive missions than is the Nefarious. the 1/2 damage of the Nefarious can prove the difference between a group of Victorious entering a battle damaged or not. In addition, the extra hull mass and 10 beams can become quite useful in certain combat situations.


	Mass:	451	Fuel:	290	Cost:	410
	Beams:	10	Engines:	2	Trit:	193
	Torps:	6	Tech:	10	Dur:	170
	Cargo:	130	Crew:	810	Moly:	90

VICTORIOUS CLASS BATTLESHIP is a fairly inexpensive battleship, but that low cost comes with a problem. Small cargo hold, and a terrible fuel tank. 290 fuel means about 4 or 5 moves and out of fuel. To keep a fleet of Vicky's moving the fascist must have support ships or capture enemy fuel depots. Another problem is the number of battleships required to kill a big carrier. The Fascist can make up for some of this by heavily using pop ships to soften up the big carriers prior to battle.


[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Cyborg\]](#) [\[Crystals\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#) [\[Colonials\]](#)

BANE'S PRIVATEER FLEET REVIEW


[\[Page 2 \]](#) [\[Page 3 \]](#)

	Mass:	75	Fuel:	260	Cost:	50
	Beams:	1	Engines:	1	Trit:	40
	Torps:	0	Tech:	1	Dur:	20
	Cargo:	40	Crew:	180	Moly:	5


OUTRIDER CLASS SCOUT has little real function in the Privateer fleet. It is small, has no cloaking device, only one engine and no combat potential. In a low money and low mineral game this ship's fuel tank does make for a cheap substitute for a Lady Royale early on.

	Mass:	55	Fuel:	80	Cost:	60
	Beams:	5	Engines:	2	Trit:	17
	Torps:	0	Tech:	1	Dur:	12
	Cargo:	20	Crew:	55	Moly:	35


BR4 CLASS GUNSHIP has a cloaking device, gravitonic accelerators and costs very little. Early on this ship can be useful for hunting down freighters and for scouting out the enemy. It is also a useful ship to trade to a prospective ally because it lacks torpedoes and is therefore less threatening to the privateer.

	Mass:	170	Fuel:	230	Cost:	90
	Beams:	4	Engines:	2	Trit:	81
	Torps:	0	Tech:	2	Dur:	42
	Cargo:	120	Crew:	352	Moly:	43

D7a PAINMAKER CLASS CRUISER has a smaller fuel tank than an Outrider, doesn't cloak and has a small cargo hold. For the expenditure, look elsewhere in the privateer fleet. The Lady Royale is a much better buy later and the Outrider is better early on.

	Mass:	75	Fuel:	180	Cost:	60
	Beams:	6	Engines:	2	Trit:	27
	Torps:	0	Tech:	2	Dur:	12
	Cargo:	20	Crew:	175	Moly:	45

SLITTLE PEST CLASS ESCORT has 6 beams for sweeping and that's the only realistic function of this ship. But for a small increase in cost, you can build the Dwarfstar and gain 11x the cargo and a cloaking device. If you want 6 beams for sweeping purposes, buy the Dwarfstar.

 CLOAK	Mass:	100	Fuel:	180	Cost:	280
	Beams:	6	Engines:	2	Trit:	43
	Torps:	0	Tech:	3	Dur:	62
	Cargo:	220	Crew:	122	Moly:	15


DWARFSTAR CLASS TRANSPORT is an interesting ship for the Privateer. The 220 Cargo is really nice for robbing materials from an enemy, especially clans! Six beams make for a solid sweeper and the cloak allows the Dwarf to hide from enemies in some instances.

[[Page 2](#)] [[Page 3](#)]


[[Feds](#)] [[Lizards](#)] [[Birds](#)] [[Fascist](#)] [[Cyborg](#)] [[Crystals](#)] [[Empire](#)] [[Robots](#)] [[Rebels](#)] [[Colonials](#)]

BANE'S PRIVATEER FLEET REVIEW


[[Page 1](#)] [[Page 3](#)]

 CLOAK	Mass:	57	Fuel:	80	Cost:	70
	Beams:	4	Engines:	2	Trit:	17
	Torps:	1	Tech:	3	Dur:	22
	Cargo:	20	Crew:	40	Moly:	15


BR5 KAYE CLASS TORPEDO BOAT is a useful vessel early on and it's a good vessel to trade to allies and potential trading partners. The small tank and small cargo minimize the threat potential and opens the door to some deals that a race without cloakers will take a 2nd look at. As a raider, it's marginally useful. As a tower, it's small tank limits the upper limit of towing capacity.

	Mass:	30	Fuel:	180	Cost:	25
	Beams:	2	Engines:	1	Trit:	2
	Torps:	0	Tech:	4	Dur:	2
	Cargo:	50	Crew:	15	Moly:	20

SMALL TRANSPORT is of little or no use to the Privateers.

	Mass:	130	Fuel:	670	Cost:	250
	Beams:	4	Engines:	2	Trit:	61
	Torps:	1	Tech:	5	Dur:	52
	Cargo:	160	Crew:	270	Moly:	83

LADY ROYALE CLASS CRUISER is a terror weapon for the privateers. Many a victim of a good privateer has learned to fear this "wolf in sheep's clothing." The 670 fuel tank is what serves the Privateer wolfpack so well. Three Lady Royales can drain a Golem dry!

	Mass:	90	Fuel:	285	Cost:	250
	Beams:	4	Engines:	2	Trit:	17
	Torps:	4	Tech:	5	Dur:	22
	Cargo:	120	Crew:	102	Moly:	55


METEOR CLASS BLOCKADE RUNNER is the pride and joy of the privateers. Gravitonic accelerators get things where the privateer wants in half the time and for half the fuel. This is the key to the success of the Privateer and it is also the reason the privateer doesn't win all games. It's light and fatally vulnerable in minefields. When MBRs and L.Royales hit the field in large numbers, look out.

[\[Page 1 \]](#) [\[Page 3 \]](#)


[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Cyborg\]](#) [\[Crystals\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#) [\[Colonials\]](#)

BANE'S PRIVATEER FLEET REVIEW


[\[Page 1 \]](#) [\[Page 2 \]](#)

	Mass:	150	Fuel:	370	Cost:	250
	Beams:	4	Engines:	2	Trit:	61
	Torps:	2	Tech:	5	Dur:	52
	Cargo:	250	Crew:	270	Moly:	83

SKYFIRE CLASS CRUISER is the Privateer heavy mine layer. Beyond that, all other functions can be better covered by other warships in the Privateer fleet.

 CLOAK	Mass:	90	Fuel:	120	Cost:	110
	Beams:	2	Engines:	2	Trit:	43
	Torps:	4	Tech:	5	Dur:	32
	Cargo:	40	Crew:	222	Moly:	25

D3 THORN CLASS DESTROYER so, you've got **Loki's** breath down your throat and you want to get rid of them? But!!! You don't want to risk having your precious Meteors being captured and then being used against you? This is where you look. Almost as much firepower as the MBR and should it get captured, the liability of such a loss isn't as great. Depending upon the weapon array of the Loki, a heavily armed Thorn can often prevail. For ensuring success, think about sending two.

 CLOAK	Mass:	70	Fuel:	80	Cost:	150
	Beams:	2	Engines:	2	Trit:	37
	F-Bays:	2	Tech:	8	Dur:	22
	Cargo:	60	Crew:	40	Moly:	15

REDWIND CLASS CARRIER is generally only useful as a trade item to races that the Privateers would rather ally with than fight. This ship doesn't hurt the privateer when it's used against them. Short legs and small mass and cargo.



Mass:	220	Fuel:	190	Cost:	480
Beams:	7	Engines:	2	Trit:	61
F-Bays:	4	Tech:	10	Dur:	42
Cargo:	80	Crew:	222	Moly:	133


BLOODFANG CLASS CARRIER is a depressing excuse for a tech 10 warship. Surprisingly, there is a role for this vessel. When faced with a foe that refuses to give up heavy ships, the Bloodfang is the Privateer planetary assault ship. Capable of killing ANY colony world as long as there isn't a base present. The privateer is stuck with this being the only ship capable of killing big borg colonies.

[\[Page 1 \]](#) [\[Page 2 \]](#)

[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Crystals] [Empire] [Robots] [Rebels] [Colonials]

BANE'S CYBORG FLEET REVIEW


[Page 2]

	Mass:	30	Fuel:	80	Cost:	30
	Beams:	2	Engines:	1	Trit:	17
	Torps:	0	Tech:	1	Dur:	12
	Cargo:	15	Crew:	6	Moly:	7


B200 CLASS PROBE is one of the keys to the Cyborg's success. With a bit of planning, this ship can colonize roughly 1 planet per two turns on a continuous basis. 18 turns is all it takes for a planet to be completely assimilated.

	Mass:	47	Fuel:	270	Cost:	50
	Beams:	2	Engines:	1	Trit:	25
	Torps:	0	Tech:	1	Dur:	6
	Cargo:	50	Crew:	86	Moly:	5


WATCHER CLASS SCOUT is a ship that is better replaced by the B200. It doesn't hyperjump and it cannot fight. Build B200's instead.

	Mass:	60	Fuel:	320	Cost:	80
	Beams:	1	Engines:	1	Trit:	23
	F-Bays:	2	Tech:	2	Dur:	22
	Cargo:	70	Crew:	258	Moly:	10

IRON SLAVE CLASS BASESHIP is an interesting ship for the Borg. If the borg does a bit of diplomatic work with the Feds, he can get quite a deal for one of these little ships. It's extremely light and great fuel, it's good for moving fighters around along with Fireclouds. It also makes a great anti-probe defense ship.

	Mass:	35	Fuel:	270	Cost:	40
	Beams:	4	Engines:	1	Trit:	20
	Torps:	0	Tech:	2	Dur:	6
	Cargo:	70	Crew:	8	Moly:	15

B41 CLASS EXPLORER is a useless ship in the Cyborg inventory. Any job it can perform, there is another ship that does it better and with less liabilities. Look elsewhere.


	Mass:	86	Fuel:	160	Cost:	130
	Beams:	7	Engines:	2	Trit:	43
	Torps:	0	Tech:	5	Dur:	32
	Cargo:	40	Crew:	165	Moly:	65

B222 DESTROYER is often touted as a good minesweeper. And with 7 beams this is true, but this ship is worthless in any other role. For the cost, buy the Quietus and at least you get a minelayer. Or the Firecloud and you get a ship that can chunnel as well.

[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Crystals] [Empire] [Robots] [Rebels] [Colonials]

BANE'S CYBORG FLEET REVIEW

[Page 1]

	Mass:	130	Fuel:	470	Cost:	120
	Beams:	4	Engines:	2	Trit:	61
	Torps:	1	Tech:	5	Dur:	52
	Cargo:	250	Crew:	170	Moly:	73


QUIETUS CLASS CRUISER for the cost of the Quietus, the Cyborg is much better served by the Firecloud. The Quietus has nice range and can lay mines, but is easily captured and cannot beat most other race's destroyers.

	Mass:	120	Fuel:	440	Cost:	290
	Beams:	6	Engines:	2	Trit:	47
	Torps:	2	Tech:	6	Dur:	32
	Cargo:	290	Crew:	236	Moly:	84

FIRECLOUD CLASS CRUISER is a the second key to Cyborg success. The chunnel is how the Cyborg apply maximum firepower to any offensive. This is the way they win games and it is also the Cyborg weakness. These ships must be protected...And as combatants, they are easily captured.

	Mass:	860	Fuel:	1260	Cost:	910
	Beams:	10	Engines:	6	Trit:	343
	F-Bays:	10	Tech:	9	Dur:	340
	Cargo:	320	Crew:	2810	Moly:	550

BIOCIDE CLASS CARRIER is arguably the most powerful ship in the game. With a massive 320 cargo holds, this ship can hold 200 fighters and 120 supplies to repair immediately. In combination with the Fireclouds and some Annihilations, this ship in numbers can be brutally effective.


	Mass:	960	Fuel:	1260	Cost:	910
	Beams:	10	Engines:	6	Trit:	343
	Torps:	10	Tech:	10	Dur:	340
	Cargo:	320	Crew:	2910	Moly:	550

ANNIHILATION CLASS BATTLESHIP is the biggest Battleship in the game. However, being the biggest of the Battleships doesn't carry the honors it should. Certain small ship combos often kill this warship for extremely low costs. If you can afford Biocides and can load them, go with them instead, if you cannot, the Annihilation is your other real combatant.


[[Feds](#)] [[Lizards](#)] [[Birds](#)] [[Fascist](#)] [[Privateer](#)] [[Cyborg](#)] [[Empire](#)] [[Robots](#)] [[Rebels](#)] [[Colonials](#)]

BANE'S CRYSTAL FLEET REVIEW


[[Page 2](#)]

	Mass:	67	Fuel:	55	Cost:	60
	Beams:	1	Engines:	1	Trit:	29
	Torps:	1	Tech:	2	Dur:	12
	Cargo:	19	Crew:	25	Moly:	20


OPAL CLASS TORPEDO BOAT the often unused secret of the successful crystal players. The opal with it's tiny cargo, tiny mass, limited weapons...is the key to making crystal space the place of player's nightmares. Think of the 19 cargo holds when dropping mk4 and mk7 torps with a setting of **mdq** or **mdh** and think of these little minefields as seeds or eggs. Later on the much more heavily cargoad Rubies and Emeralds will make those eggs grow.

	Mass:	120	Fuel:	390	Cost:	95
	Beams:	4	Engines:	2	Trit:	47
	Torps:	2	Tech:	3	Dur:	32
	Cargo:	370	Crew:	136	Moly:	43

RUBY CLASS LIGHT CRUISER The first of the "Armed Freighters" in the Crystal arsenal. A crystal fleet is often heavy on warship/freighter ratio. Why? Because with warships that have cargo holds like the Ruby and the Emerald, the Crystal can build a much more thorny empire than the other races. Their critical freight is protected by webs and by warhips.

	Mass:	65	Fuel:	60	Cost:	60
	Beams:	4	Engines:	1	Trit:	27
	Torps:	0	Tech:	3	Dur:	12
	Cargo:	15	Crew:	20	Moly:	25

TOPAZ CLASS GUNBOAT is limited in use for the crystals, without having torpedos, this ship cannot lay webs and the only real use for this ship is for freighter escort to ensure that the true freighters don't get stolen by a sneaky hyper jumping probe.


	Mass:	90	Fuel:	120	Cost:	110
	Beams:	7	Engines:	2	Trit:	43
	Torps:	1	Tech:	5	Dur:	32
	Cargo:	30	Crew:	80	Moly:	25

SKY GARNET CLASS DESTROYER 7 beams and 1 torp, but puny fuel and small cargo and even worse, a skeleton crew? Look elsewhere at other ships to fill any job that this ship might. In the long run, you will be happy you bypassed the Sky Garnet.


[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Cyborg] [Empire] [Robots] [Rebels] [Colonials]

BANE'S CRYSTAL FLEET REVIEW


[Page 1]

	Mass:	180	Fuel:	480	Cost:	390
	Beams:	8	Engines:	2	Trit:	71
	Torps:	3	Tech:	6	Dur:	52
	Cargo:	510	Crew:	258	Moly:	93


EMERALD CLASS BATTLECRUISER is the best armed freighter in the game. With a massive 510 cargo, this ship sends shivers down your enemy's spine when he sees these ships following behind the leading battleships and carriers. With the Emerald, the Crystal can secure territory he captures for extremely long times. Often, the well developed crystal takes and never gives back.

	Mass:	153	Fuel:	150	Cost:	280
	Beams:	8	Engines:	2	Trit:	35
	Torps:	1	Tech:	8	Dur:	25
	Cargo:	10	Crew:	320	Moly:	95

ONYX CLASS FRIGATE So, you're the crystals and you keep getting those frozen balls of ice? This is your ticket to economic and colonial happiness. The Onyx can heat up those planets to a nice toasty 100 temp. In addition, while these ships are cooking your planets, they can be busy doing other jobs like probe defense and minor web expansion. Yes, it only has the ability to build 3 torps over colonies, but if that is mk7's and mk8's you are increasing webfields by 243-300 web units per turn.

	Mass:	451	Fuel:	400	Cost:	410
	Beams:	10	Engines:	2	Trit:	93
	Torps:	6	Tech:	9	Dur:	70
	Cargo:	90	Crew:	510	Moly:	390

DIAMOND FLAME CLASS BATTLESHIP is a moly eater. Often players look at the 390 Moly as a real liability. And for the non-optimized economy, it definitely is. But look at it from the point of view of Alchemy of one mineral. Moly. The cost in Trit and Dur is negligible. The one real problem with this ship is the small cargo space. It is very vulnerable to minehits because it cannot carry supplies to repair. However, there is a real advantage that this ship has over the similar Victorious; 110 more fuel.


	Mass:	320	Fuel:	290	Cost:	480
	Beams:	6	Engines:	4	Trit:	61
	F-Bays:	8	Tech:	10	Dur:	42
	Cargo:	80	Crew:	422	Moly:	233

CRYSTAL THUNDER CLASS CARRIER is the Crystal mop up artist. In many situations, Diamond / Thunder combos can kill even the biggest of carriers. It's expensive to do, but playing the Crystal successfully requires a great deal of expenses. Don't overlook this ship in favor of saving money, or you will regret it.


[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Cyborg] [Crystal] [Robots] [Rebels] [Colonials]

BANE'S EMPIRE FLEET REVIEW


[Page 2]

	Mass:	65	Fuel:	90	Cost:	60
	Beams:	4	Engines:	1	Trit:	27
	Torps:	0	Tech:	1	Dur:	12
	Cargo:	1	Crew:	10	Moly:	25


RU25 GUNBOAT is a modestly effective anti-probe defender. With a crew of 10 and a cargo of 1, there isn't much else it can do for the Empire.

	Mass:	37	Fuel:	270	Cost:	50
	Beams:	2	Engines:	1	Trit:	25
	Torps:	0	Tech:	1	Dur:	6
	Cargo:	20	Crew:	10	Moly:	5


MIG CLASS SCOUT on a mission of scouting, this ship wouldn't be bad if the Empire didn't have access to the PL21 probe. Considering all the advantages that the PL21 has over the Mig, you're better off without the Mig.

	Mass:	24	Fuel:	180	Cost:	30
	Beams:	1	Engines:	1	Trit:	1
	Torps:	0	Tech:	1	Dur:	1
	Cargo:	20	Crew:	1	Moly:	25

PL21 PROBE is the eyes and ears of the Empire. With a HYP range of 1086 LY + 30 fuel remaining, this ship can cross the cluster in little time and gain information on every race but the Rebels. For moving money long distances, there is no better ship...well, except for the Firecloud.

	Mass:	170	Fuel:	230	Cost:	120
	Beams:	2	Engines:	2	Trit:	91
	F-Bays:	2	Tech:	2	Dur:	42
	Cargo:	120	Crew:	352	Moly:	53

H-ROSS CLASS LIGHTCARRIER was at one time prior to v3.2 Hosts, the fighter resupply and storage vessel of the Empire. Holding 120 fighters, this ship could station over a base storing fighters protecting the base from probes and awaiting the arrival of much more powerful carriers.


	Mass:	173	Fuel:	140	Cost:	285
	Beams:	4	Engines:	2	Trit:	55
	F-Bays:	2	Tech:	3	Dur:	25
	Cargo:	65	Crew:	370	Moly:	89

MOSCOW STAR CLASS ESCORT is marginally more effective in combat than the **H-Ross** and has just over 50% of the cargo space. Look elsewhere for warships.


[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Cyborg] [Crystal] [Robots] [Rebels] [Colonials]

BANE'S EMPIRE FLEET REVIEW

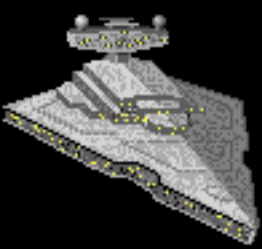
[Page 1]

	Mass:	150	Fuel:	180	Cost:	140
	Beams:	5	Engines:	2	Trit:	51
	Torps:	3	Tech:	4	Dur:	32
	Cargo:	80	Crew:	102	Moly:	62


SUPER STAR FRIGATE is the only torper/minelayer in the Imperial inventory. It is sadly crippled by the 80 cargo and the 102 crew. It is not a ship that fairs well in combat often being captured. But the EE **MUST** have this ship if they intend to survive in a game of exceptional players.

	Mass:	250	Fuel:	240	Cost:	320
	Beams:	6	Engines:	2	Trit:	91
	F-Bays:	4	Tech:	5	Dur:	42
	Cargo:	180	Crew:	352	Moly:	143

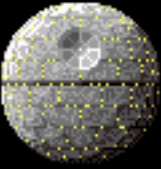
SUPER STAR CARRIER Second only to the Gorbie in cargo capacity for the Empire's warfleet...this ship is often a necessary evil for the empire. It is somewhat hampered by the low mass and low fuel tank. But don't discount this carrier early in the game.

	Mass:	250	Fuel:	180	Cost:	390
	Beams:	8	Engines:	2	Trit:	71
	F-Bays:	3	Tech:	6	Dur:	42
	Cargo:	80	Crew:	458	Moly:	92

SUPER STAR DESTROYER is a solid replacement to the H-Ross for fighter storage. The Imperial Assault capability of the SSD is the added bonus and terror weapon of the Empire. Instead of having a dozen or two dozen H-Ross, build SSD's and when it comes time, you'll have a large number of terror weapons at your disposal as well. Few opponents enjoy seeing a wide front attack of a dozen or so SSD's.

	Mass:	270	Fuel:	450	Cost:	490
	Beams:	8	Engines:	2	Trit:	71
	F-Bays:	4	Tech:	9	Dur:	42
	Cargo:	110	Crew:	578	Moly:	122

SUPER STAR CRUISER is the SS Carrier on steroids. The addition of 2 beams and 210 fuel at the cost of 70 cargo is a more than fair trade. This ship can tackle any non-base world and makes a nice front for a Gorbie in some situations.


	Mass:	980	Fuel:	1760	Cost:	790
	Beams:	10	Engines:	6	Trit:	471
	F-Bays:	10	Tech:	10	Dur:	142
	Cargo:	250	Crew:	2287	Moly:	442

GORBIE CLASS BATTLE CARRIER is the biggest carrier in the game. Sending in Gorbies in multiples is often enough to scare many enemies into states of babbling confusion! Able to take out any ship in the game and not heavily damaged by minefields. A well developed Empire will enjoy the advantages this ship offers.


[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Cyborg] [Crystal] [Empire] [Rebels] [Colonials]

BANE'S ROBOT FLEET REVIEW


[Page 2]

	Mass:	120	Fuel:	300	Cost:	120
	Beams:	4	Engines:	2	Trit:	61
	Torps:	2	Tech:	2	Dur:	32
	Cargo:	300	Crew:	258	Moly:	5


CAT'S PAW CLASS DESTROYER is the Robot's one torpedo ship. And for the Robots, it is quite sufficient for most situations. 300 cargo and 4x minelaying capacity supplies all the minelaying needs of the Robot fleet. In combat, the Cat's Paw rarely is sufficient as a front ship for the Robot carriers.

	Mass:	60	Fuel:	320	Cost:	80
	Beams:	1	Engines:	1	Trit:	23
	F-Bays:	2	Tech:	2	Dur:	22
	Cargo:	70	Crew:	258	Moly:	10

IRON SLAVE CLASS BASESHIP is a good scout, anti-probe defense, money runner and best of all, low cost fighter factory. It has the advantage that it can fight battles and win where the Q Tanker, being a much better fuel mover and fighter production center gets captured. For overall effectiveness, the Robot is better served with Iron Slaves than with Q Tankers.

	Mass:	80	Fuel:	600	Cost:	2
	Beams:	0	Engines:	2	Trit:	2
	F-Bays:	1	Tech:	3	Dur:	10
	Cargo:	120	Crew:	50	Moly:	20

Q TANKER is a dual purpose ship for the Robots. It moves nice amounts of fuel and can build up to 12 fighters per turn. The drawback to this ship is that it has such a low crew count that it often gets captured and the single fighter bay often never launches fighters resulting in a combat ineffective ship.


	Mass:	260	Fuel:	720	Cost:	130
	Beams:	2	Engines:	2	Trit:	23
	F-Bays:	2	Tech:	3	Dur:	342
	Cargo:	40	Crew:	358	Moly:	10

PAWN CLASS BASESHIP has the best Bioscanner in the game. 100% guaranteed to detect "Something". It actually can be used in a similar fashion as the Empire's Dark Sense. The Bioscanner can detect if your neighbor is nearby with colonies that are just starting out. Also, knowing that 20+ defense posts causes the scanner to fail, the planet that you DON'T detect early can be an enemy homeworld!


[Feds] [Lizards] [Birds] [Fascist] [Privateer] [Cyborg] [Crystal] [Empire] [Rebels] [Colonials]

BANE'S ROBOT FLEET REVIEW


[Page 1]

	Mass:	340	Fuel:	980	Cost:	150
	Beams:	3	Engines:	4	Trit:	163
	F-Bays:	5	Tech:	4	Dur:	292
	Cargo:	50	Crew:	558	Moly:	5


CYBERNAUT CLASS BASESHIP is a one shot warship and it isn't very good at that. Costing as much as the Instrumentality and only half as effective, the Robot is rarely in need of this ship.

	Mass:	350	Fuel:	980	Cost:	390
	Beams:	4	Engines:	4	Trit:	71
	F-Bays:	7	Tech:	6	Dur:	242
	Cargo:	80	Crew:	958	Moly:	12

INSTRUMENTALITY CLASS BASESHIP is the strongest tech 6 warship in the game. An early pair of Instrumentalities can often destroy an enemy homeworld before they can build the firepower to stop them. Later in the game, the Robot is better served by using the Automa and Golem.

	Mass:	560	Fuel:	1480	Cost:	690
	Beams:	4	Engines:	6	Trit:	131
	F-Bays:	8	Tech:	9	Dur:	242
	Cargo:	200	Crew:	1258	Moly:	45

AUTOMA CLASS BASESHIP is an extremely nice ship for the Robots in situations where they cannot build the Golem. However, the well developed Robot will bypass the Automa in favor of the far more effective Golem.

	Mass:	850	Fuel:	2000	Cost:	990
	Beams:	6	Engines:	8	Trit:	171
	F-Bays:	10	Tech:	10	Dur:	442
	Cargo:	300	Crew:	1958	Moly:	32

GOLEM CLASS BASESHIP is surprisingly one of the most effective warships in the game. 6 less beams than a Gorbie is often balanced by the 50 extra cargo and 240 extra fuel. Added in, the free building of fighters allows this ship to go where the Gorbie cannot...extended invasions

[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Privateer\]](#) [\[Cyborg\]](#) [\[Crystal\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Colonials\]](#)

BANE'S REBEL FLEET REVIEW

[\[Page 2 \]](#) [\[Page 3 \]](#)



Mass:	95	Fuel:	590	Cost:	50
Beams:	2	Engines:	2	Trit:	40
Torps:	0	Tech:	1	Dur:	20
Cargo:	140	Crew:	180	Moly:	5

TAURUS CLASS SCOUT is an interesting ship for the Rebels. 590 fuel gives this ship the ability to go great distances. As an economic asset, this ship leaves much to be desired. But for relatively safe fuel movement...it has a purpose.




Mass:	90	Fuel:	130	Cost:	90
Beams:	4	Engines:	1	Trit:	50
Torps:	4	Tech:	1	Dur:	25
Cargo:	50	Crew:	190	Moly:	7

CYGNUS CLASS DESTROYER dirt cheap and hits almost as hard as a Nebula in games where the Shield bonus is on. In combination with the Patriots, this ship gives torpers nightmares.



Mass:	30	Fuel:	150	Cost:	50
Beams:	2	Engines:	1	Trit:	5
Torps:	0	Tech:	2	Dur:	5
Cargo:	120	Crew:	27	Moly:	12

FALCON CLASS ESCORT is the best Hyperjumping probe in the game. 30 less fuel than the PL21, but 6 times the cargo space. With the Falcon, the rebels can develop extended empires quickly and are the only race that can grab planets faster than the Borg.

	Mass:	30	Fuel:	450	Cost:	190
	Beams:	4	Engines:	1	Trit:	1
	Torps:	0	Tech:	3	Dur:	1
	Cargo:	200	Crew:	10	Moly:	29

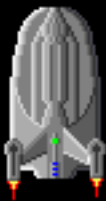
DEEP SPACE SCOUT is a medium freighter with 4 beams and an extra 200 fuel. With these bonuses, it still gets chewed in situations where the MDSF gets captured. Where this ship is useful, the Rebel is often better served by using the Taurus.

[\[Page 2 \]](#) [\[Page 3 \]](#)


[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Privateer\]](#) [\[Cyborg\]](#) [\[Crystal\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Colonials\]](#)

BANE'S REBEL FLEET REVIEW


[\[Page 1 \]](#) [\[Page 3 \]](#)

	Mass:	68	Fuel:	250	Cost:	35
	Beams:	1	Engines:	2	Trit:	12
	Torps:	0	Tech:	4	Dur:	14
	Cargo:	200	Crew:	126	Moly:	16

ARMORED TRANSPORT has one description...JUNK. It's similar to the DS Scout with less range, more mass, more crew. But requires a 2nd engine and still gets captured. Do your empire a favor and avoid this ship.

	Mass:	100	Fuel:	150	Cost:	170
	Beams:	4	Engines:	2	Trit:	63
	Torps:	2	Tech:	5	Dur:	12
	Cargo:	50	Crew:	79	Moly:	27

SAGE CLASS FRIGATE another one of those ships that determines the skill level of a Rebel Player. It suffers from low crew, low weapon count and requires 2 engines. Build the Cygnus instead, you'll be happier and more effective.

	Mass:	99	Fuel:	450	Cost:	75
	Beams:	2	Engines:	2	Trit:	12
	F-Bays:	1	Tech:	5	Dur:	14
	Cargo:	300	Crew:	226	Moly:	38

SAGITTARIUS CLASS TRANSPORT is the alternative to the Gemini when you absolutely have to have the fighter production now and do not have the cash for the upgrade to Gemini. It can serve multiple duties within Rebel space while building fighters.



Mass:	160	Fuel:	460	Cost:	140
Beams:	4	Engines:	2	Trit:	71
Torps:	2	Tech:	6	Dur:	42
Cargo:	380	Crew:	330	Moly:	43


TRANQUILITY CLASS CRUISER is the minelayer and armed freighter of the Rebel inventory. With a massive cargo capacity of 380, the Tranquility can lay many minefields or one extremely large one. A Rebel should have more than one or two of these in his fleet.

[\[Page 1 \]](#) [\[Page 3 \]](#)


[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Privateer\]](#) [\[Cyborg\]](#) [\[Crystal\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Colonials\]](#)

BANE'S REBEL FLEET REVIEW


[\[Page 1 \]](#) [\[Page 2 \]](#)

	Mass:	90	Fuel:	140	Cost:	90
	Beams:	2	Engines:	1	Trit:	45
	F-Bays:	6	Tech:	6	Dur:	5
	Cargo:	30	Crew:	172	Moly:	35


PATRIOT CLASS LIGHT CARRIER When the shield bonus is on, the Patriot is the torper's nightmare. This ship costs next to nothing to build and load and can tackle even the biggest ships in combination assaults. Bang for the Buck, this ship is arguably the most effective in the game.

	Mass:	140	Fuel:	350	Cost:	145
	Beams:	4	Engines:	2	Trit:	42
	F-Bays:	1	Tech:	6	Dur:	14
	Cargo:	400	Crew:	326	Moly:	48

GEMINI CLASS TRANSPORT Do you need fighters in a hurry? This is the ship for you, capable of producing 40 fighters per turn, this ship supplies the fighter needs of the Rebels. It can also serve as minor freight moving also. Generally figure, One Gemini per Starbase.

	Mass:	150	Fuel:	210	Cost:	290
	Beams:	8	Engines:	2	Trit:	23
	Torps:	2	Tech:	9	Dur:	22
	Cargo:	60	Crew:	99	Moly:	47

IRON LADY CLASS FRIGATE is crippled by the low crew count. In most combats with other torp ships and often with carriers, this ship gets captured rather than destroyed. 8 beams makes for great sweeping potential and should be used in that function, but the Rebel should try to keep this ship out of combat.

	Mass:	645	Fuel:	1550	Cost:	987
	Beams:	5	Engines:	6	Trit:	171
	F-Bays:	10	Tech:	10	Dur:	242
	Cargo:	390	Crew:	1858	Moly:	242

RUSH CLASS HEAVY CARRIER is arguably the best carrier in the game. It's inexpensive for the power gained and a massive 390 cargo opens the door for the Rush that most other carriers do not have available. The Rush takes 15% damage from one mine hit. With 390 cargo, the Rush can carry 165 fighters and 225 supplies and take 3 minehits without being damaged. Moving to 300 supplies and 90 fighters is only useful in limited situations. But having the ability to drive right thru minefields makes up for the lack of sweeping ability.

[\[Page 1 \]](#) [\[Page 2 \]](#)

[\[Feds\]](#)
[\[Lizards\]](#)
[\[Birds\]](#)
[\[Fascist\]](#)
[\[Privateer\]](#)
[\[Cyborg\]](#)
[\[Crystal\]](#)
[\[Empire\]](#)
[\[Robots\]](#)
[\[Rebels\]](#)

BANE'S COLONIAL FLEET REVIEW

[\[Page 2 \]](#)
[\[Page 3 \]](#)



Mass:	95	Fuel:	590	Cost:	50
Beams:	2	Engines:	2	Trit:	40
Torps:	0	Tech:	1	Dur:	20
Cargo:	140	Crew:	180	Moly:	5

TAURUS CLASS SCOUT is less functional for the Colonies than it is for the Rebels. With the Cobol creating fuel, there is less need for a fuel mover. And with the Cobol creating the fuel it needs, nothing has longer legs.




Mass:	90	Fuel:	130	Cost:	70
Beams:	4	Engines:	1	Trit:	50
Torps:	4	Tech:	1	Dur:	25
Cargo:	50	Crew:	190	Moly:	7

CYGNUS CLASS DESTROYER dirt cheap and hits almost as hard as a Nebula in games where the Shield bonus is on. In combination with the Patriots, this ship gives torpers nightmares. In Colonial hands, the Cygnus is somewhat safer than in Rebels with regards to minefields.




Mass:	65	Fuel:	85	Cost:	50
Beams:	6	Engines:	1	Trit:	26
Torps:	0	Tech:	2	Dur:	42
Cargo:	20	Crew:	175	Moly:	15

LITTLE JOE CLASS ESCORT is best avoided by the Colonials. For the cost expenditure, the Cygnus is a far better choice. +2 beams isn't worth -4 torps.

	Mass:	115	Fuel:	450	Cost:	150
	Beams:	4	Engines:	2	Trit:	37
	Torps:	2	Tech:	4	Dur:	32
	Cargo:	250	Crew:	286	Moly:	23

COBOL CLASS RESEARCH CRUISER has the ramscoop that creates 2 fuel per 1 LY traveled. Pairing one Cobol with 1 Virgo allows the Colonials to move pretty much indefinitely. The addition of the Bioscanner is an added bonus. Further, the Cobol is now a better choice as minelayer for the Colonials in replacement of the Tranquility.

	Mass:	69	Fuel:	260	Cost:	65
	Beams:	2	Engines:	2	Trit:	12
	Torps:	0	Tech:	5	Dur:	14
	Cargo:	260	Crew:	226	Moly:	25


ARIES CLASS TRANSPORT is only useful in the Colonial fleet as an asset to be traded to gain ships that the Colonial can use to augment his fleet. The Cobol's fuel production replaces the needs for a refinery and as such, the Aries isn't needed either.

[\[Page 2 \]](#) [\[Page 3 \]](#)


[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Privateer\]](#) [\[Cyborg\]](#) [\[Crystal\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#)

BANE'S COLONIAL FLEET REVIEW

[\[Page 1 \]](#) [\[Page 3 \]](#)

	Mass:	99	Fuel:	450	Cost:	75
	Beams:	2	Engines:	2	Trit:	12
	F-Bays:	1	Tech:	5	Dur:	14
	Cargo:	300	Crew:	226	Moly:	38

SAGITTARIUS CLASS TRANSPORT is the alternative to the Gemini when you absolutely have to have the fighter production now and do not have the cash for the upgrade to Gemini. It can serve multiple duties within Colonial space while building fighters.

	Mass:	130	Fuel:	670	Cost:	250
	Beams:	4	Engines:	2	Trit:	61
	Torps:	1	Tech:	5	Dur:	52
	Cargo:	160	Crew:	270	Moly:	83

LADY ROYALE CLASS CRUISER in a game with low starting money or in a situation where the Colonials need money now and don't have the natives able to produce, the Lady Royale can solve that problem. It's an expensive way to get the cash, but sometimes that may be the only option available.

	Mass:	160	Fuel:	460	Cost:	140
	Beams:	4	Engines:	2	Trit:	71
	Torps:	2	Tech:	6	Dur:	42
	Cargo:	380	Crew:	330	Moly:	43

TRANQUILITY CLASS CRUISER is a minelayer and armed freighter of the Colonial inventory. With a massive cargo capacity of 380, the Tranquility can lay many minefields or one extremely large one. However, the Cobol generally makes a better choice due to the advantages the Cobol has over the Tranquility.



Mass:	90	Fuel:	140	Cost:	90
Beams:	2	Engines:	1	Trit:	45
F-Bays:	6	Tech:	6	Dur:	5
Cargo:	30	Crew:	172	Moly:	35


PATRIOT CLASS CARRIER When the shield bonus is on, the Patriot is the torper's nightmare. This ship costs next to nothing to build and load and can tackle even the biggest ships in combination assaults. Bang for the Buck, this ship is arguably the most effective in the game.

[\[Page 1 \]](#) [\[Page 3 \]](#)


[\[Feds\]](#) [\[Lizards\]](#) [\[Birds\]](#) [\[Fascist\]](#) [\[Privateer\]](#) [\[Cyborg\]](#) [\[Crystal\]](#) [\[Empire\]](#) [\[Robots\]](#) [\[Rebels\]](#)

BANE'S COLONIAL FLEET REVIEW


[\[Page 1 \]](#) [\[Page 2 \]](#)

	Mass:	140	Fuel:	350	Cost:	145
	Beams:	4	Engines:	2	Trit:	42
	F-Bays:	1	Tech:	6	Dur:	14
	Cargo:	400	Crew:	326	Moly:	48

GEMINI CLASS TRANSPORT Do you need fighters in a hurry? This is the ship for you, capable of producing 40 fighters per turn, this ship supplies the fighter needs of the Colonials. It can also serve as minor freight moving also. Generally figure, One Gemini per Starbase.

	Mass:	315	Fuel:	250	Cost:	287
	Beams:	4	Engines:	4	Trit:	231
	F-Bays:	2	Tech:	6	Dur:	92
	Cargo:	90	Crew:	958	Moly:	82

SCORPIUS CLASS CARRIER is one of the most costly and least effective ships in the game. The Colonials should never build this ship. There is no role it fills that cannot be better performed by another vessel available.

	Mass:	150	Fuel:	210	Cost:	290
	Beams:	8	Engines:	2	Trit:	23
	Torps:	2	Tech:	9	Dur:	22
	Cargo:	60	Crew:	99	Moly:	47

IRON LADY CLASS FRIGATE is crippled by the low crew count. In most combats with other torp ships and often with carriers, this ship gets captured rather than destroyed. Since the Colonies get fighter minesweep, there is little purpose for this ship. Even against crystals, the Colonial is better served elsewhere.



Mass:	625	Fuel:	1550	Cost:	887
Beams:	10	Engines:	8	Trit:	371
F-Bays:	8	Tech:	10	Dur:	142
Cargo:	290	Crew:	1858	Moly:	142

VIRGO CLASS BATTLESTAR is the king of mine sweeping. Maximum sweep from one of these carriers is 9800 mines per minefield swept. Considering that this is not limited to one field, 3 Virgo's can sweep all minefields within 100 LY Radius making a path wide open for safe transit of colonial warships. In a sentence, "Minefields are all but useless against the Colonials."

[\[Page 1 \]](#) [\[Page 2 \]](#)
