

The Hand of Destiny



Stats:

Value	65,500,000 Units
Damage Potential	434.4 (230.4 Core)
Shield Strength	199.4 (185.5 Core)
Hyperdrive Range	1,338.9 (101.0 Core)
Maneuverability	736.1 (393.5 Core)

Notes:

A Korvax Fighter, with a emergency hyper drive that removes it from danger due to its limited shields and increased hyperdrive range, this ship can hit hard and outrun almost any other fighter.

The Claw of the Gek



Stats:

Value	45,500,000 Units
Damage Potential	443.2 (243.1 Core)
Shield Strength	309.9 (184.8 Core)
Hyperdrive Range	567.3 (101.0 Core)
Maneuverability	775.6 (412.5 Core)

Notes:

A Gek Fighter, a relic of the times when the Korvax where hunted and enslaved by the Gek, this ship is low in cost as it was mass produced for the Gek army, has decent offence and defence.

The Breath of Inevitability



Stats:

Value	88,000,000 Units
Damage Potential	349.4 (232.1 Core)
Shield Strength	237.9 (184.8 Core)
Hyperdrive Range	1,622.0 (101.0 Core)
Maneuverability	805.3 (394.8 Core)

Notes:

A Korvax ship used to run deliveries as fast as possible from system to system. It looks more aggressive than what it is, draws a crowd on looks alone. Deliveries in quality of being certain to happen.

The Anvil of Destiny



Stats:

Value	55,500,000 Units
Damage Potential	478.8 (251.6 Core)
Shield Strength	281.5 (185.4 Core)
Hyperdrive Range	106.0 (101.0 Core)
Maneuverability	608.8 (427.1 Core)

Notes:

A Vy'Keen Fighter, the best form of defence is a great offence. This ship has multiple weapons and it's shields can take a beating for a small fighter. The Wing droid makes a great addition.

Sawat's Pride MW/B



Stats:

Value	107,500,000 Units
Damage Potential	448.3 (232.3 Core)
Shield Strength	286.7 (187.6 Core)
Hyperdrive Range	1,033.4 (101.0 Core)
Maneuverability	687.9 (400.6 Core)

Notes:

A Gek Fighter, first spawn made to hunt for the mythical void egg that would sing a melody to give glyphs to a lone water planet perfect for the Gek spawning season, this fighter is an all round ship.

Rebuilt Azakarao XIII



Stats:

Value	118,000,000 Units
Damage Potential	451.3 (233.0 Core)
Shield Strength	260.5 (185.8 Core)
Hyperdrive Range	924.4 (101.0 Core)
Maneuverability	629.7 (398.2 Core)

Notes:

A Korvax Fighter made from all the scrapped parts from space stations, with a large labour cost this junky fighter costs a packet and packs a punch and can turn on a pin head, rebuilt and ready to kill.

MW7 Danon



Stats:

Value	16,600,000 Units
Damage Potential	282.6 (104.2 Core)
Shield Strength	187.6 (174.6 Core)
Hyperdrive Range	101.0 (101.0 Core)
Maneuverability	597.3 (368.0 Core)

Notes:

A Vy'Keen Fighter, with no real hyper drive range, this ships stays close to freighters to provide support and fire power to fend off looters stupid enough to venture close.

Midak's Frozen Fabricator



Stats:

Value	70,500,000 Units
Damage Potential	318.2 (241.9 Core)
Shield Strength	305.8 (193.5 Core)
Hyperdrive Range	1,570.6 (101.0 Core)
Maneuverability	900.9 (427.1 Core)

Notes:

A Korvax's ship that's engines cool vapours and create a frozen substance that organic life forms like to consume and pay good units for, making this ship an ice cream factory of the verse.

Abyssal Sawachik VII



Stats:

Value	49,000,000 Units
Damage Potential	388.2 (207.6 Core)
Shield Strength	297.4 (187.1 Core)
Hyperdrive Range	477.3 (101.0 Core)
Maneuverability	568.6 (361.7 Core)

Notes:

A Vy'Keen Fighter made to investigate Abyssal Horrors, be those under the sea or within and around abandoned buildings and structures, this ship is well balanced and priced, has a free droid.