

Sumasu's Regret BF9



Stats:

Class	Shuttle // S:48+21
Value	92,000,000 Units
Damage Potential	245.3 (101.1 Core)
Shield Strength	315.8 (188.1 Core)
Hyperdrive Range	1,839.6 (396.2 Core)
Maneuverability	752.3 (316.4 Core)

Notes:

A Gek Shuttle, with maxed out Hyperdrive range and great manoeuvrability, for such a large shuttle it's rather nimble. Its large wings also help for it to glide as it makes its approach for landings.

Zaifu's Burning Dream



Stats:

Class	Shuttle // A:35+14
Value	16,350,000 Units
Damage Potential	150.3 (68.4 Core)
Shield Strength	188.3 (175.2 Core)
Hyperdrive Range	1,392.7 (174.4 Core)
Maneuverability	749.5 (279.6 Core)

Notes:

A Vy'keen shuttle used as a portable crematorium, taking the ashes of the downed Vy'Keen to the resting place of Hlrk, with great hyperdrive range and not much else, to ferry the Vy'keen dead.

Unitab PU7



Stats:

Class	Shuttle // S:43+21
Value	53,500,000 Units
Damage Potential	278.6 (106.3 Core)
Shield Strength	314.5 (186.9 Core)
Hyperdrive Range	123.2 (118.2 Core)
Maneuverability	792.5 (320.2 Core)

Notes:

A Korvax Shuttle used to fly from freighter to frigates to bring back items from missions and make repairs. Cadets also learn to fly this small nimble ship.

Gravity Merimata V



Stats:

Class	Shuttle // S:48+21
Value	92,000,000 Units
Damage Potential	236.1 (94.0 Core)
Shield Strength	302.9 (188.3 Core)
Hyperdrive Range	1,517.8 (307.6 Core)
Maneuverability	496.9 (305.5 Core)

Notes:

A Vy'Keen shuttle, used to study the rings of planets and the gravity fields, this expensive shuttle was co-built by the Korvax, sharing the data and the build costs this ship is exceptional.

Unzentsu's Transporter HU6



Stats:

Class	Shuttle // S:48+21
Value	92,000,000 Units
Damage Potential	237.0 (107.9 Core)
Shield Strength	279.7 (183.1 Core)
Hyperdrive Range	1,733.0 (348.5 Core)
Maneuverability	632.7 (308.1 Core)

Notes:

A Gek Shuttle, well-balanced and focused on A to B trips, armed to fend off low level pirates and run from dangerous ones. Small and compact, with large dorsal fin, some call this the Shark.

Hyper Falcon SU3



Stats:

Class	Shuttle // S:48+21
Value	92,000,000 Units
Damage Potential	340.4 (102.9 Core)
Shield Strength	261.6 (188.1 Core)
Hyperdrive Range	589.2 (187.4 Core)
Maneuverability	552.7 (319.2 Core)

Notes:

A Vy'Keen experimental shuttle, used for testing and benchmarking weapons and energies this all round jack of all trades ship was mass produced at great expense but worth every unit.

The Inflamed Reutokoh



Loc: +75.64 / +140.85

Stats:

Class	Alien // S:22+21
Value	2,980,000 Units
Damage Potential	299.9 (199.8 Core)
Shield Strength	301.0 (180.3 Core)
Hyperdrive Range	1,980.4 (790.5 Core)
Maneuverability	590.9 (222.1 Core)

Notes:

Living ship born to the abandoned Vy'Keen world Esqu XVII, this ship is slightly inflamed, its jump range isn't great, but loves pulse fishing.

The Doomed Lvlis



Loc: -56.54 / -129.61

Stats:

Class	Alien // S:22+21
Value	2,980,000 Units
Damage Potential	272.5 (172.5 Core)
Shield Strength	301.0 (180.3 Core)
Hyperdrive Range	2,423.7 (1,053.6 Core)
Maneuverability	473.6 (205.5 Core)

Notes:

The Doomed Lvlis, born to the Gek lone planet Rikasusi IX in the Madonoro System, an all round living ship with amazing colours.

Zuverov VNI



Loc: -75.92 / +168.22

Stats:

Class	Alien // S:22+21
Value	2,980,000 Units
Damage Potential	315.2 (215.1 Core)
Shield Strength	301.0 (180.3 Core)
Hyperdrive Range	2,377.3 (974.5 Core)
Maneuverability	420.3 (231.4 Core)

Notes:

Living ship born to the Icy Korvax world Planna XII, this ship yearns to travel and its jump range is by far its best attribute.