

### 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.