

Flotte	Flottentyp	Art	LVL -	LVL	Formation	Platz	Schiff	Schild	Komponente1	Komponente2	Panzerung 1	Panzerung 2	Panzerung 3	Panzerung 4	Waffe 1	Waffe 2	Waffe 3	Waffe 4	Waffe 5
1	Auto		35			1	Rancor	Shockwave 4	Rear Thrusters 2		Tritanium 5	Tritanium 5			Pulse Ray 5	Pulse Ray 5	Pulse Ray 5	Pulse Ray 5	
1	Auto		35			2	Rancor	Shockwave 4	Rear Thrusters 2		Tritanium 5	Tritanium 5			Pulse Ray 5	Pulse Ray 5	Pulse Ray 5	Pulse Ray 5	
1	Auto		35			3	Genesis	Spectral 4	Rear Thrusters 1		Tritanium 1	Tritanium 1			Pulse Ray 5	Pulse Ray 5			
1	Auto		35			4	Venom	Shockwave 4	Iridium Magnets 3	Rotation Thrusters 2	Tritanium 5	Tritanium 5			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
1	Auto		35			5	Venom	Shockwave 4	Iridium Magnets 3	Rotation Thrusters 2	Tritanium 5	Tritanium 5			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
1	Auto		35			6	Venom	Shockwave 4	Iridium Magnets 3	Rotation Thrusters 2	Tritanium 5	Tritanium 5			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
2	Hand		40	45		1	Revelation	Shockwave 5	Strafe Thrusters 3		Tritanium 3	Tritanium 3	Tritanium 3	Tritanium 3					
2	Hand		40	45		2	Fury	Shockwave 3	Strafe Thrusters 4	Iridium Magnets 5	Tritanium 2	Tritanium 2			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
2	Hand		40	45		3	Fury	Shockwave 3	Strafe Thrusters 4	Iridium Magnets 5	Tritanium 2	Tritanium 2			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
2	Hand		40	45		4	Fury	Shockwave 3	Strafe Thrusters 4	Iridium Magnets 5	Tritanium 2	Tritanium 2			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
2	Hand		40	45		5	Fury	Shockwave 3	Strafe Thrusters 4	Iridium Magnets 5	Tritanium 2	Tritanium 2			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
2	Hand		40	45		6	Fury	Shockwave 3	Strafe Thrusters 4	Iridium Magnets 5	Tritanium 2	Tritanium 2			Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2	Gladius Driver 2
3	Hand	Vsec	45			1	Rancor	Shockwave 4			Tritanium 2	Tritanium 3			Hydra Missile 1	Hydra Missile 1		Hydra Missile 1	
3	Hand	Vsec	45			2	Genesis	Shockwave 4			Tritanium 2	Tritanium 1							
3	Hand	Vsec	45			3	Rancor	Shockwave 4			Tritanium 2	Tritanium 3			Hydra Missile 1	Hydra Missile 1		Hydra Missile 1	
3	Hand	Vsec	45			4	Rancor	Shockwave 4			Tritanium 2	Tritanium 3			Hydra Missile 1	Hydra Missile 1		Hydra Missile 1	
3	Hand	Vsec	45			5	Rancor	Shockwave 4			Tritanium 2	Tritanium 3			Hydra Missile 1	Hydra Missile 1		Hydra Missile 1	
3	Hand	Vsec	45			6	Rancor	Shockwave 4			Tritanium 2	Tritanium 3			Hydra Missile 1	Hydra Missile 1		Hydra Missile 1	
4	Auto		20	25		1	Genesis	Shockwave 3			Tritanium 2	Tritanium 2			Hex I	Hex I			
4	Auto		20	25		2	Harrier	Shockwave 3			Tritanium 2				Pulse I	Pulse I			
4	Auto		20	25		3	Genesis	Shockwave 3	Rear Thrusters 3		Tritanium 1	Tritanium 1			Hex I	Hex I			
4	Auto		20	25		4	Genesis	Shockwave 3	Rear Thrusters 3		Tritanium 1	Tritanium 1			Hex I	Hex I			
4	Auto		20	25		5	Genesis	Shockwave 3	Rear Thrusters 2		Tritanium 1	Tritanium 1			Hex I	Hex I			
4	Auto		20	25		6	Genesis	Shockwave 3	Rear Thrusters 1		Tritanium 1	Tritanium 2			Hex I	Hex I			
5	Auto		27			1	Harrier	Shockwave 3			Tritanium 1				Rail 1				
5	Auto		27			2	Rancor	Shockwave 3	Rear Thrusters 3		Tritanium 1	Tritanium 2			Hydra Missile ?	Hydra Missile ?	Hydra Missile ?	Hydra Missile ?	
5	Auto		27			3	Rancor	Shockwave 3	Rear Thrusters 3		Tritanium 1	Tritanium 2			Hydra Missile ?	Hydra Missile ?	Hydra Missile ?	Hydra Missile ?	
5	Auto		27			4	Rancor	Shockwave 3	Rear Thrusters 3		Tritanium 2	Tritanium 2			Hydra Missile ?	Hydra Missile ?	Hydra Missile ?		
5	Auto		27			5	frei												
5	Auto		27			6	frei												

Flotte	dient lediglich als Zusammenhang der jeweiligen Flotten; hat sonst keine weitere Bedeutung
Flottentyp	Hand oder Auto – kann die Flotte völlig vollautomatisch fliegen oder ist eine Steuerung von Hand zumindest teilweise notwendig
Art	Vsec- oder Fracht-Flotte – ein wichtiger Unterschied, da nicht alle Flotten für beides gleich gut geeignet sind
Formation	Welche Formation ist die beste für die jeweilige Flotte?
Platz	der Platz an den die Schiffe zu setzen sind; dies entscheidet mitunter stark über Erfolg oder Misserfolg

Alle weiteren Angaben sind selbsterklärend.