

Preface

I decided not too long ago that it would be neat to compile data about as many Endless Sky ships as possible into one document. Although I probably could have found or written some code to do it for me, I decided to do it by hand, which took me maybe ten hours. All images used are taken from the game except for the image of the International Space Station, which was acquired from NASA via Wikimedia Commons. To the best of my knowledge, all images used are either under a CC-BY-SA-4.0 license or are in the public domain.

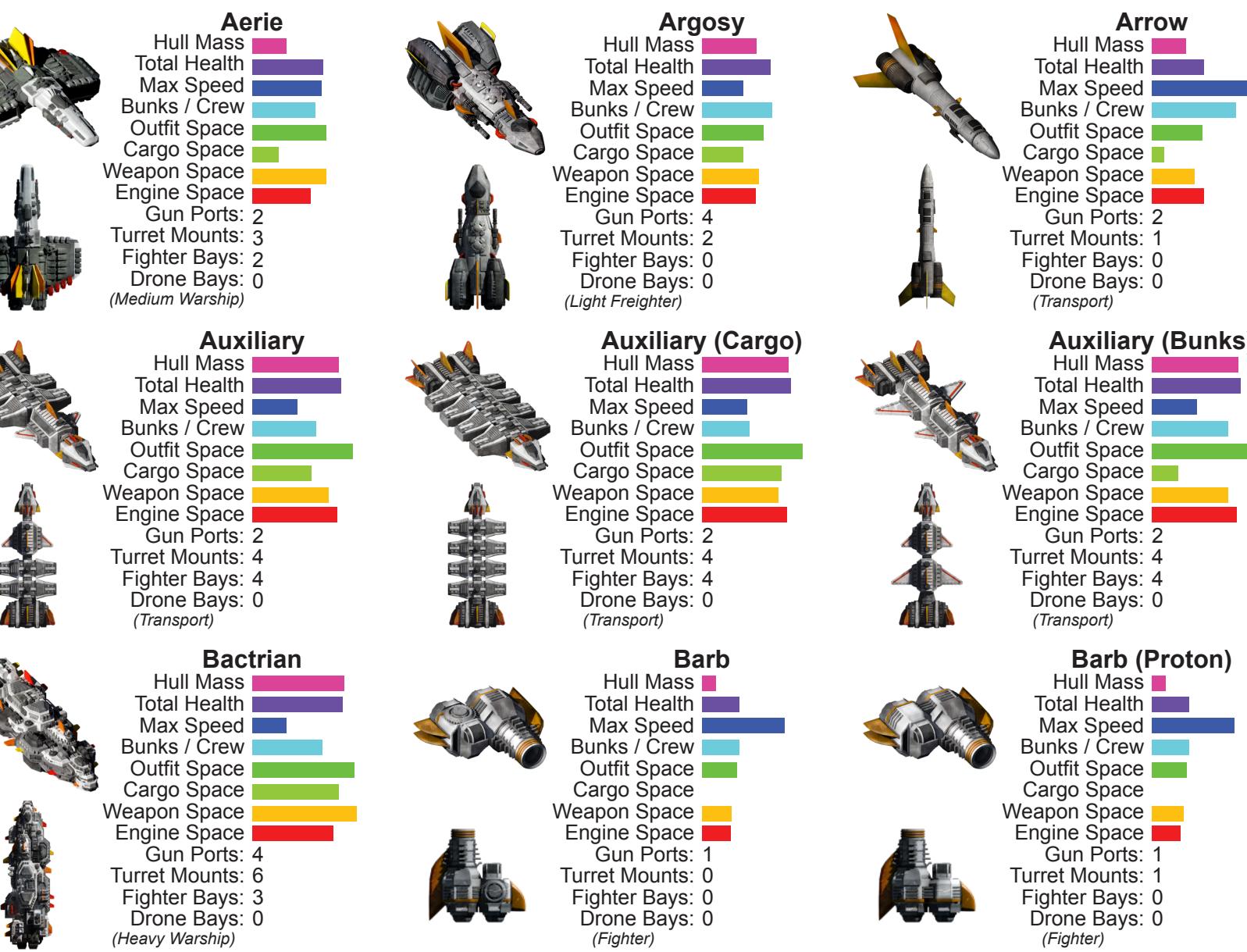
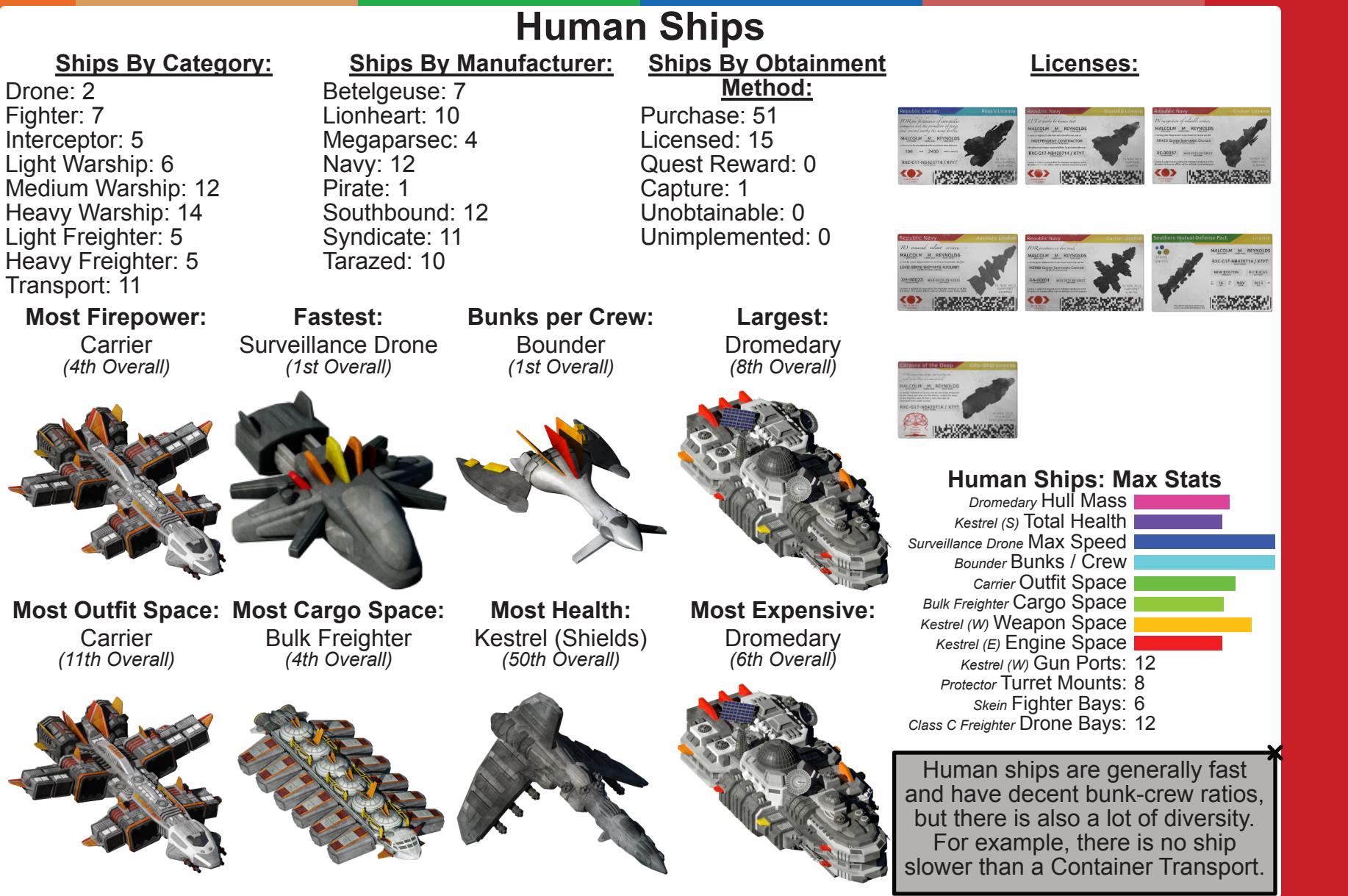
My primary source was [this](#) wonderful spreadsheet produced by Amazinite/Derpy Horse. It has a lot of useful insights into the various ship models, but it does have a couple of errors, which I've corrected here as much as possible. Unless a pull request got merged while I wasn't looking, the Kestrel doesn't have eighteen guns, but it does have room for a couple of fighters. There is, of course, a good chance that I missed one or two errors, and I probably introduced a couple more while manually adjusting everything, especially when I decided to change the scale on Total Health halfway through. Ships that weren't on the spreadsheet didn't make it into this work, with the exception of the basic Kestrel.

I made this in inches because a letter-sized piece of paper has its width defined in inches. That did create some interesting moments, where I was converting between inches and millimetres to try to figure out the scale of a ship in Endless Sky (I based my calculations off of the Lance, since that was what I was looking at at the time. My best approximation is that the Heron, the largest ship in the game thus far, is around a hundred metres long, around the same as the International Space Station. All values are calculated to 1/1000 of an inch precision, but they are almost certainly not accurate to that great a degree because of rounding in the spreadsheet.

The lengths of each bar (in inches) are calculated as follows, with no bar being longer than one inch:

- Hull Mass: $\text{sqrt}(\text{"mass"})/50$
- Total Health: $(\log(\text{"shields"} + \text{"hull"})) - 2)/4$
- Max Speed: $(\text{"engine capacity"} / \text{"drag"})/50$
- Bunks / Crew: $\text{sqrt}(\text{"bunks"} / \text{"required crew"})/4$
- Outfit Space: $\text{sqrt}(\text{"outfit space"})/40$
- Cargo Space: $\text{sqrt}(\text{"cargo space"})/40$
- Weapon Space: $\text{sqrt}(\text{"weapon capacity"})/25$
- Engine Space: $\text{sqrt}(\text{"engine capacity"})/25$

This work is not designed to be used as a reference source. Use the amazing, original spreadsheet instead: it's been going strong for more than six years now, and although it has errors it is much more likely to be updated and improved. This work is, rather, designed to be used to provide insights into the ships of the game. It took making it for me to truly understand just how much the Hauler sucks, and just how annoyingly low the stats of the Bactrian are. It's only now that I realize how fast human ships are, and how expensive some not all that great alien ships are. It's only now that I really understand Marauder ships...





Bastion	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 3	
Fighter Bays: 0	
Drone Bays: 0	
(Medium Warship)	



Behemoth	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 2	
Turret Mounts: 6	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Freighter)	



Berserker	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Interceptor)	



Clipper	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 1	
Fighter Bays: 0	
Drone Bays: 0	
(Light Freighter)	



Combat Drone	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Drone)	



Container Transport	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 2	
Turret Mounts: 5	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Freighter)	



Blackbird	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 0	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



Bounder	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 0	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



Boxwing	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 0	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Fighter)	



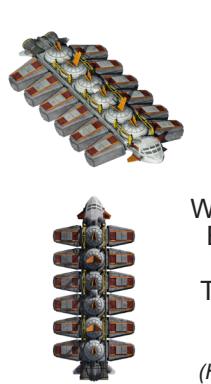
Corvette	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Medium Warship)	



Cruiser	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 6	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 4	
(Heavy Warship)	



Dagger	
Hull Mass	███
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Fighter)	



Bulk Freighter	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 2	
Turret Mounts: 5	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Freighter)	



Carrier	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 8	
Turret Mounts: 4	
Fighter Bays: 4	
Drone Bays: 6	
(Heavy Warship)	



Class C Freighter	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	███
Outfit Space	███
Cargo Space	███
Weapon Space	███
Engine Space	███
Gun Ports: 2	
Turret Mounts: 5	
Fighter Bays: 0	
Drone Bays: 12	
(Transport)	


Dreadnought

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Falcon	
Hull Mass	█
Total Health	██████
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 4	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Warship)	



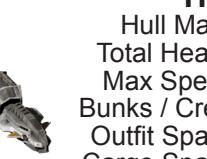
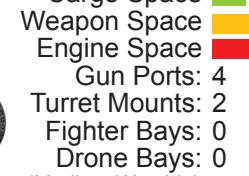
Falcon	
Hull Mass	█
Total Health	██████
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 4	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Warship)	



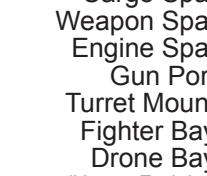
Finch	
Hull Mass	█
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Fighter)	



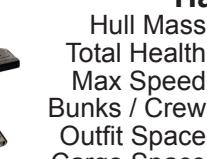
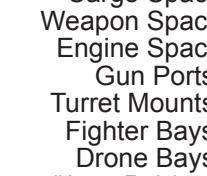
Firebird	
Hull Mass	█
Total Health	██████
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Medium Warship)	



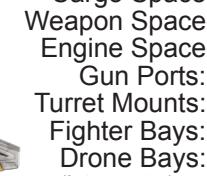
Hauler II	
Hull Mass	█
Total Health	██████
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 2	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Freighter)	



Hauler III	
Hull Mass	█
Total Health	██████
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 2	
Turret Mounts: 4	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Freighter)	



Hawk	
Hull Mass	█
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Interceptor)	



Flivver	
Hull Mass	█
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



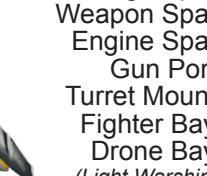
Freighter	
Hull Mass	█
Total Health	██████
Max Speed	███
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 0	
Turret Mounts: 3	
Fighter Bays: 0	
Drone Bays: 0	
(Light Freighter)	



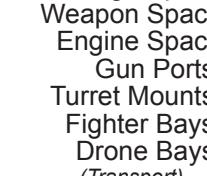
Frigate	
Hull Mass	█
Total Health	██████
Max Speed	███
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 0	
Turret Mounts: 3	
Fighter Bays: 0	
Drone Bays: 0	
(Medium Warship)	



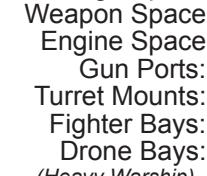
Headhunter	
Hull Mass	█
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 4	
Turret Mounts: 1	
Fighter Bays: 0	
Drone Bays: 0	
(Light Warship)	



Heavy Shuttle	
Hull Mass	█
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



Kestrel	
Hull Mass	██████
Total Health	██████
Max Speed	███
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 6	
Turret Mounts: 4	
Fighter Bays: 2	
Drone Bays: 0	
(Heavy Warship)	



Fury	
Hull Mass	█
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 4	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Interceptor)	



Gunboat

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Lance	
Hull Mass	█
Total Health	██
Max Speed	██████████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Fighter)	



Leviathan	
Hull Mass	███
Total Health	███
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	███
Gun Ports: 4	
Turret Mounts: 4	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Warship)	



Manta	
Hull Mass	███
Total Health	███
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	███
Gun Ports: 6	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Medium Warship)	



Rainmaker	
Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 6	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Light Warship)	



Raven	
Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 4	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Light Warship)	



Roost	
Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 2	
Turret Mounts: 4	
Fighter Bays: 4	
Drone Bays: 0	
(Medium Warship)	



Modified Argosy	
Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 4	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 0	
(Light Warship)	



Mule	
Hull Mass	███
Total Health	███
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 2	
Turret Mounts: 4	
Fighter Bays: 1	
Drone Bays: 0	
(Medium Warship)	



Nest	
Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 4	
Fighter Bays: 2	
Drone Bays: 0	
(Medium Warship)	



Scout	
Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 1	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



Shuttle	
Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 1	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



Skein	
Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 2	
Turret Mounts: 4	
Fighter Bays: 6	
Drone Bays: 0	
(Medium Warship)	



Osprey	
Hull Mass	███
Total Health	███
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 4	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 0	
(Medium Warship)	



Protector	
Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███
Engine Space	██
Gun Ports: 2	
Turret Mounts: 8	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Warship)	



Quicksilver	
Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports: 2	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Interceptor)	

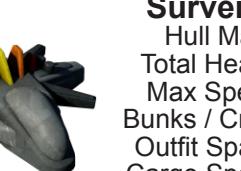

Sparrow

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Star Queen

Hull Mass	[purple bar]
Total Health	[dark purple bar]
Max Speed	[blue bar]
Bunks / Crew	[light blue bar]
Outfit Space	[green bar]
Cargo Space	[light green bar]
Weapon Space	[yellow bar]
Engine Space	[red bar]
Gun Ports: 3	
Turret Mounts: 2	
Fighter Bays: 0	
Drone Bays: 0	
(Transport)	



Surveillance Drone

Hull Mass	[purple bar]
Total Health	[dark purple bar]
Max Speed	[blue bar]
Bunks / Crew	[light blue bar]
Outfit Space	[green bar]
Cargo Space	[light green bar]
Weapon Space	[yellow bar]
Engine Space	[red bar]
Gun Ports: 0	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Drone)	



Vanguard

Hull Mass	[purple bar]
Total Health	[dark purple bar]
Max Speed	[blue bar]
Bunks / Crew	[light blue bar]
Outfit Space	[green bar]
Cargo Space	[light green bar]
Weapon Space	[yellow bar]
Engine Space	[red bar]
Gun Ports: 7	
Turret Mounts: 1	
Fighter Bays: 0	
Drone Bays: 0	
(Heavy Warship)	



Wasp

Hull Mass	[purple bar]
Total Health	[dark purple bar]
Max Speed	[blue bar]
Bunks / Crew	[light blue bar]
Outfit Space	[green bar]
Cargo Space	[light green bar]
Weapon Space	[yellow bar]
Engine Space	[red bar]
Gun Ports: 3	
Turret Mounts: 0	
Fighter Bays: 0	
Drone Bays: 0	
(Interceptor)	



Marauder Ships

Ships By Category:

Drone: 0
Fighter: 0
Interceptor: 7
Light Warship: 6
Medium Warship: 9
Heavy Warship: 6
Gun Ports: 7
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Heavy Warship)

Ships By Manufacturer:

Marauding Max: 28

Ships By Obtainment Method:

Purchase: 0
Licensed: 0
Quest Reward: 0
Capture: 28
Unobtainable: 0
Unimplemented: 0

Licenses:

Most Firepower:

M Falcon (W) (40th Overall)

Fastest:

M Fury (2nd Overall)

Bunks per Crew:

M Bounder (23rd Overall)

Largest:

M Leviathan (39th Overall)

Most Outfit Space:

M Leviathan (29th Overall)

Most Cargo Space:

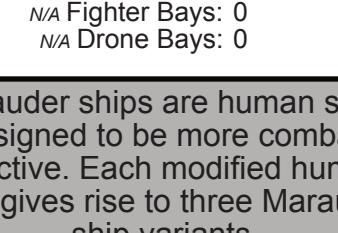
M Falcon (73rd Overall)

Most Health:

M Leviathan (64th Overall)

Most Expensive:

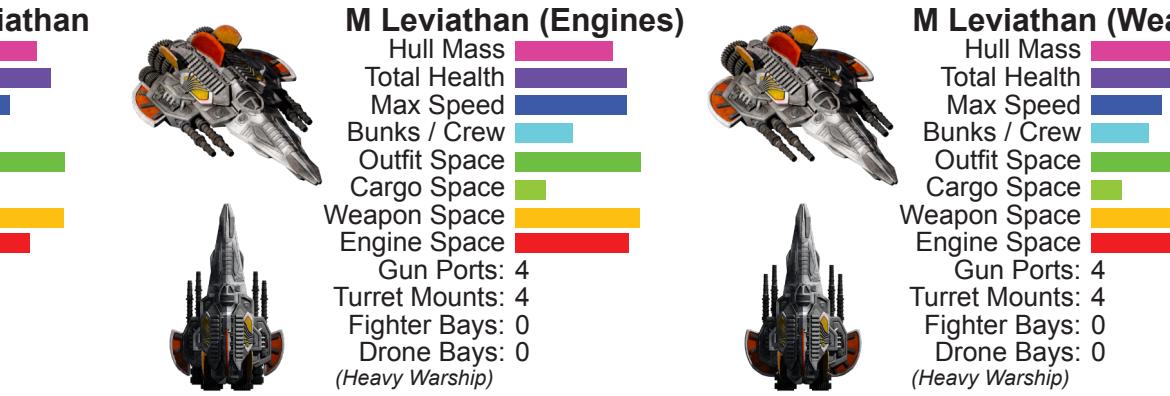
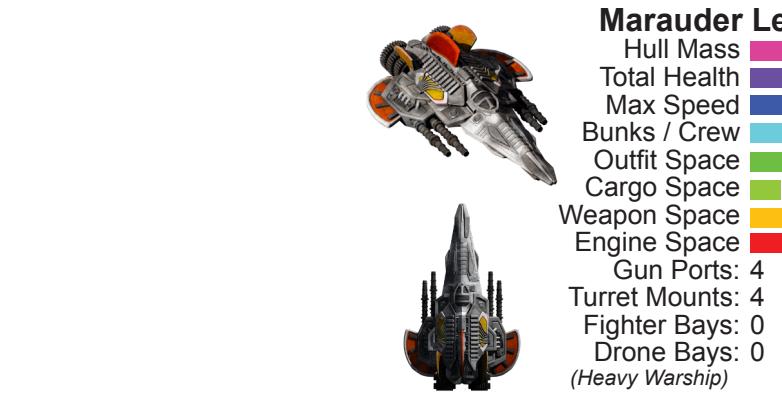
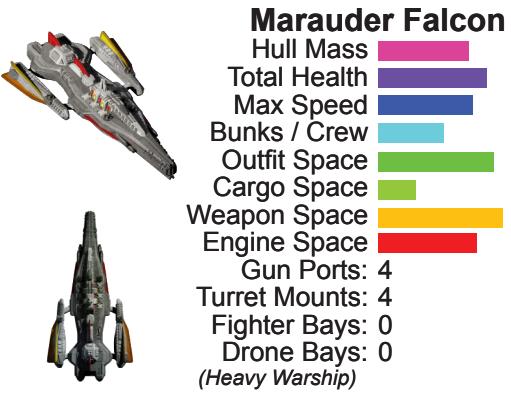
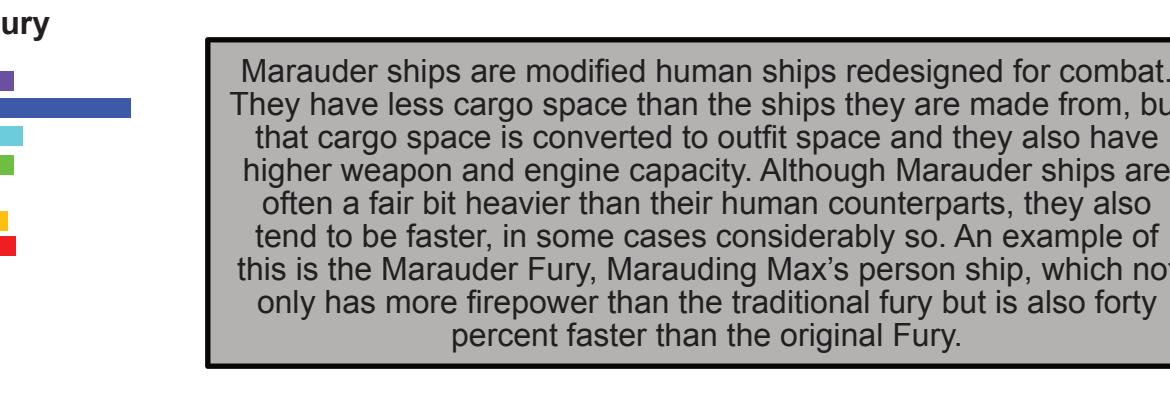
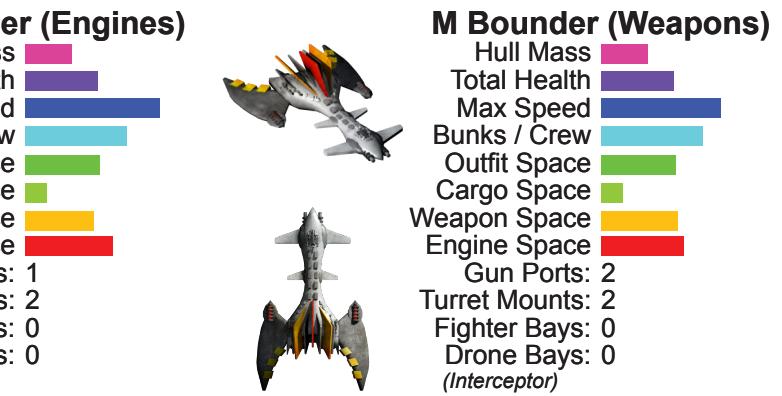
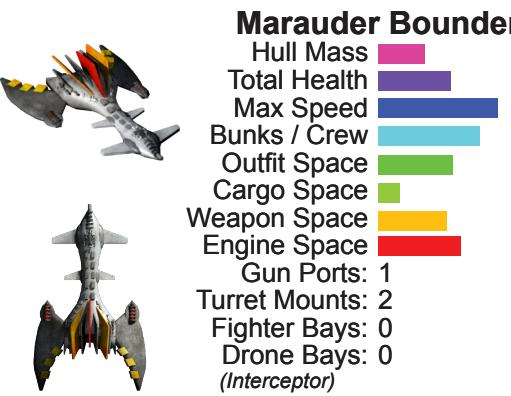
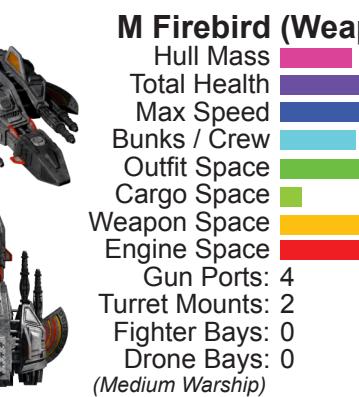
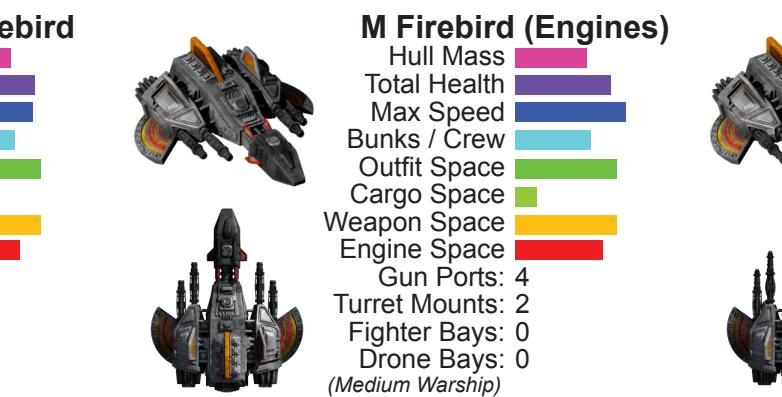
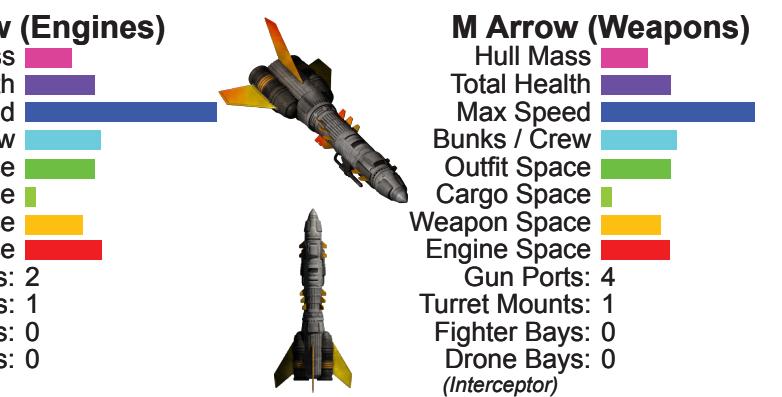
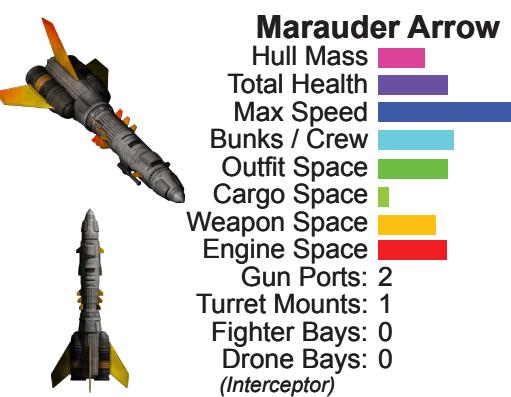
M Falcon (48th Overall)



Marauder Ships: Max Stats

M Leviathan Hull Mass	[purple bar]
M Leviathan Total Health	[dark purple bar]
M Fury Max Speed	[blue bar]
M Bounder Bunks / Crew	[light blue bar]
M Leviathan Outfit Space	[green bar]
M Falcon Cargo Space	[light green bar]
M Falcon (W) Weapon Space	[yellow bar]
M Falcon (E) Engine Space	[red bar]
M Falcon (W) Gun Ports: 6	
M Leviathan Turret Mounts: 4	
N/A Fighter Bays: 0	
N/A Drone Bays: 0	

Marauder ships are human ships designed to be more combat-effective. Each modified human ship gives rise to three Marauder ship variants.



M Leviathan (Weapons)



Marauder Manta
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 6
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



M Manta (Engines)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 6
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



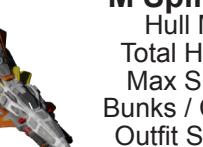
M Manta (Weapons)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 6
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



Marauder Splinter
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 2
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



M Splinter (Engines)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 4
Turret Mounts: 3
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



M Splinter (Weapons)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 4
Turret Mounts: 3
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



Marauder Quicksilver
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



M Quicksilver (Engines)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



M Quicksilver (Weapons)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



Marauder Raven
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 4
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



M Raven (Engines)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 4
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



M Raven (Weapons)
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 4
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Warship)

Remnant Ships

Ships By Category:

Drone: 1
Fighter: 2
Interceptor: 0
Light Warship: 1
Medium Warship: 2
Heavy Warship: 1
Light Freighter: 1
Heavy Freighter: 1
Transport: 3

Most Firepower:

Heron
(1st Overall)



Ships By Manufacturer:

Remnant: 12

Fastest:

Penguin
(14th Overall)



Bunks per Crew:

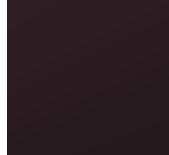
Gull
(11th Overall)



Ships By Obtainment Method:

Purchase: 0
Licensed: 10
Quest Reward: 0
Capture: 0
Unobtainable: 1
Unimplemented: 1

Licenses:



Most Outfit Space: Most Cargo Space:

Heron
(1st Overall)



Heron
(2nd Overall)



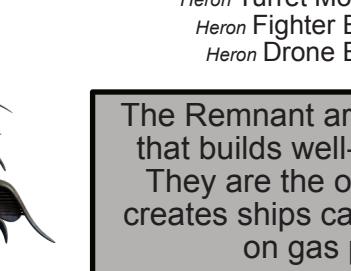
Most Health:

Heron
(2nd Overall)



Most Expensive:

Heron
(2nd Overall)

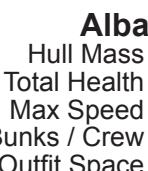


Remnant Ships: Max Stats

Heron Hull Mass
Heron Total Health
Penguin Max Speed
Gull Bunks / Crew
Heron Outfit Space
Heron Cargo Space
Heron Weapon Space
Heron Engine Space
Albatross Gun Ports: 7
Heron Turret Mounts: 9
Heron Fighter Bays: 4
Heron Drone Bays: 32

The Remnant are a Tier 1.5 race that builds well-rounded ships. They are the only faction that creates ships capable of landing on gas planets.

Remnant ships are both fast and strong. They are very well designed for the frontier worlds they call home, and come with built in shield generation and hull repair. Additionally, Remnant ships are the only ships in the game besides indigenous lifeforms that have the gaslining attribute: The Heron, Penguin, Peregrine, Petrel, Puffin, and Tern can all land on gas giants, as well as the forthcoming Merganser. The Remnant have also have the largest ship in the game in the Heron, a product of their contingency planning. The Heron has built-in cloaking, has more outfit or engine capacity than any other ship in the game, and has more total health than any other ship other than the Archon. It is not yet implemented, except for as Zitchas' flagship. New Remnant ships are being added rapidly, with the Merganser and Smew as new additions for 0.9.15. The Remnant are a Tier 1.5 faction.



Albatross

Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 3
Turret Mounts: 5
Fighter Bays: 0
Drone Bays: 0
(Heavy Warship)



Ibis

Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Albatross Gun Ports: 7
Heron Turret Mounts: 9
Heron Fighter Bays: 4
Heron Drone Bays: 32
(Medium Warship)



Pelican

Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 3
Fighter Bays: 2
Drone Bays: 4
(Heavy Freighter)



Gull

Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 3
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Freighter)



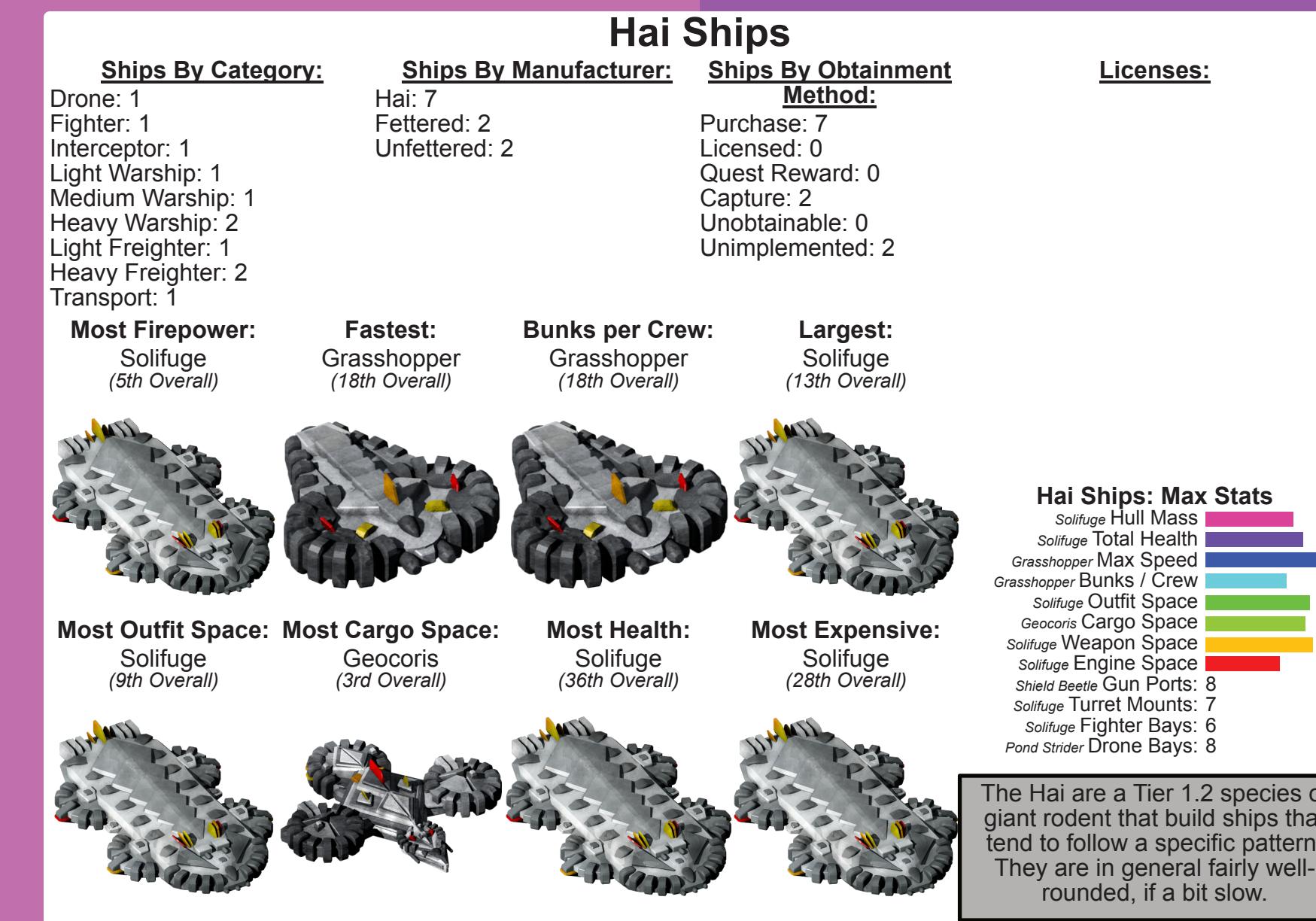
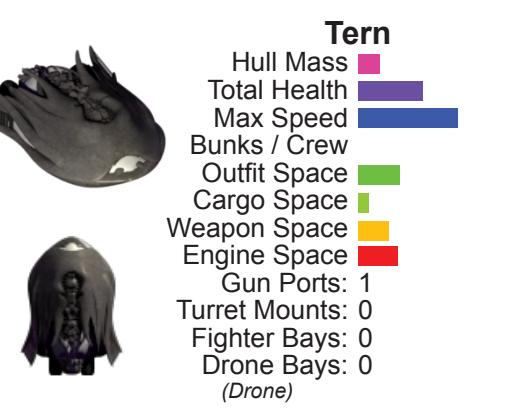
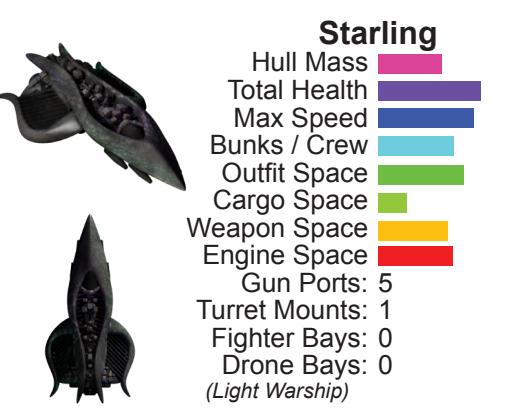
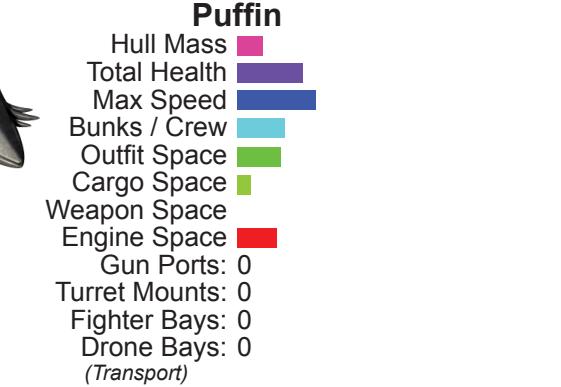
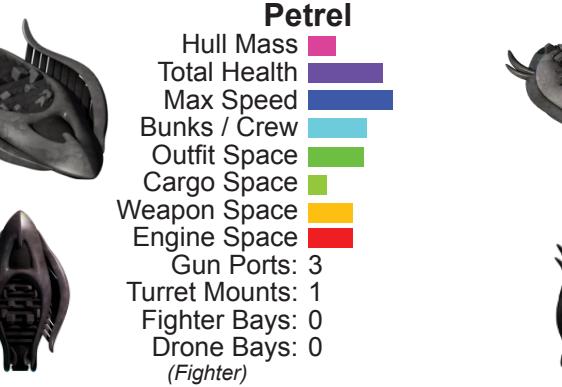
Heron

Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 3
Turret Mounts: 9
Fighter Bays: 4
Drone Bays: 32
(Transport)



Penguin

Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 1
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Transport)



The Hai are not a particularly inventive species, and their spacecraft reflect that. Although there are different designs of Hai ship, they all follow the same style, and have a few similarities. First of all, they all have large amounts of cargo space. The Grasshopper, for example, is similar in several ways to the Sparrow, but it has twice the cargo space. Another difference between human and Hai ships are that Hai ships tend to be slightly slower and a lot sturdier. The more space-efficient Hai engines and weapons allow for less weapon and engine capacity without a large difference in performance, but this does have the effect of cutting down on speed by a noticeable margin. In general, Hai ships are more advanced than human ships, but there is less specialization, with many of the ships being able to do one thing well and everything badly. The Hai are generally a Tier 1.2 species, although the Solifuge is more advanced (Tier 1.5).



Aphid
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 0
Turret Mounts: 1
Fighter Bays: 0
Drone Bays: 0
(Light Freighter)



Geocoris
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 5
Fighter Bays: 0
Drone Bays: 0
(Heavy Freighter)



Centipede
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 3
Fighter Bays: 0
Drone Bays: 0
(Transport)



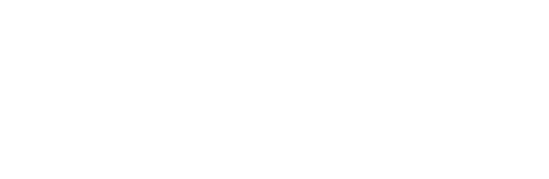
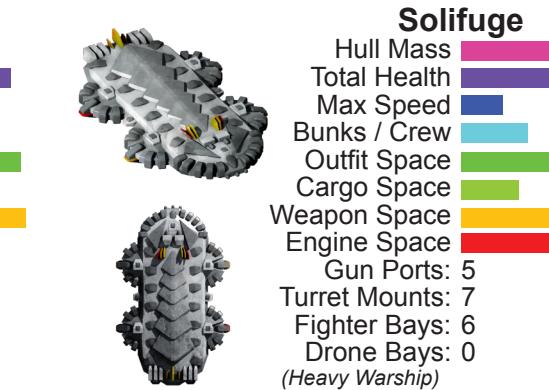
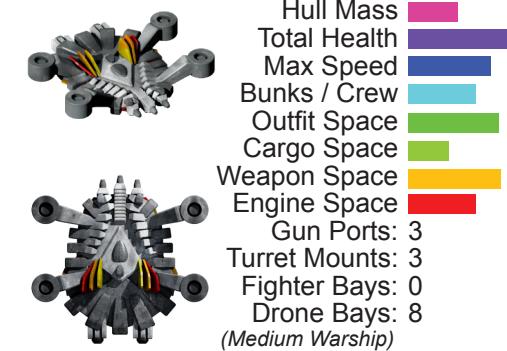
Grasshopper
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 2
Turret Mounts: 0
Fighter Bays: 0
Drone Bays: 0
(Interceptor)



Flea
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 3
Turret Mounts: 0
Fighter Bays: 0
Drone Bays: 0
(Drone)



Lightning Bug
Hull Mass
Total Health
Max Speed
Bunks / Crew
Outfit Space
Cargo Space
Weapon Space
Engine Space
Gun Ports: 1
Turret Mounts: 2
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



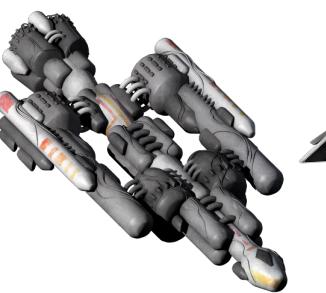
Coalition Ships

Ships By Category:

Drone: 0
Fighter: 0
Interceptor: 0
Light Warship: 0
Medium Warship: 0
Heavy Warship: 0
Light Freighter: 5
Heavy Freighter: 4
Transport: 4

Most Firepower:

Arach Hulk
(69th Overall)



Ships By Manufacturer:

Arachi: 5
Kimek: 4
Saryd: 4

Fastest:

Kimek Thorn
(105th Overall)

Most Outfit Space:

Saryd Sojourner
(47th Overall)

Most Cargo Space:

Arach Hulk
(8th Overall)

Most Health:

Bunks per Crew:

Kimek Spire
(3rd Overall)

Largest:

Arach Hulk
(34th Overall)

Most Expensive:

Saryd Sojourner
(64th Overall)

Arach Courier

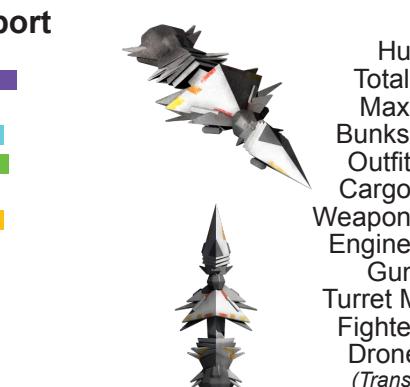
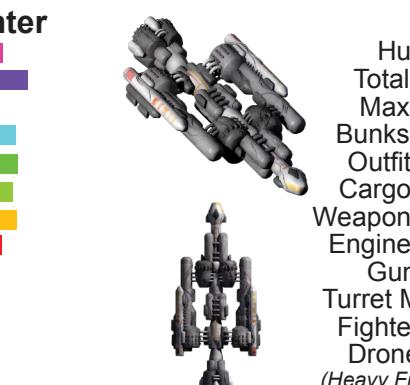
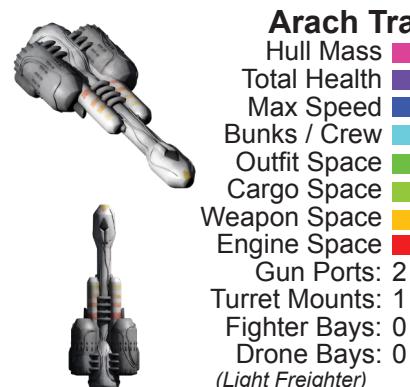
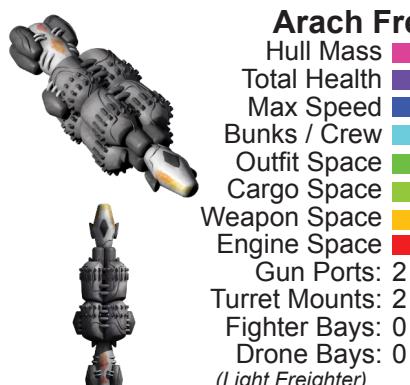
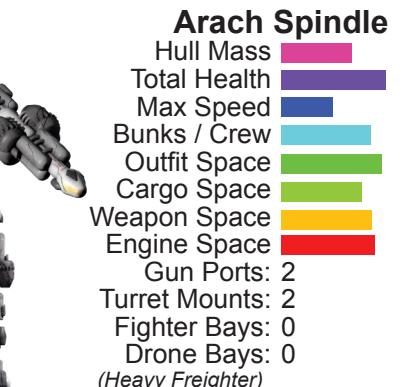
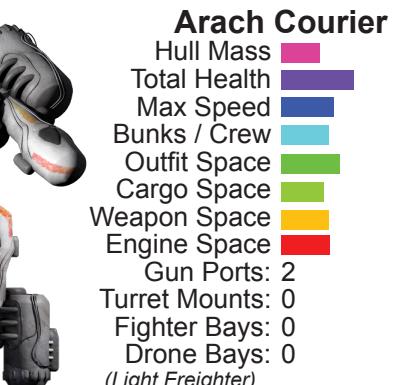
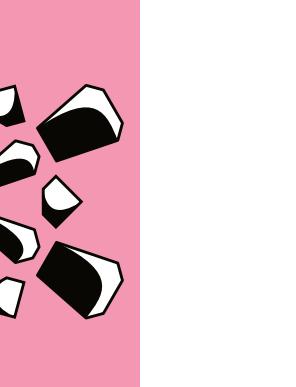
Coalition spacecraft are designed for just about anything but conflict. They tend to be very slow, although not as slow as Hauler models, but can make up for this with their high health values and decently low crew requirements. Coalition ships tend to have high cargo capacity, especially Arachi ships, and the Kimek transports are some of the best in the game for low-cargo missions. Coalition ships actually have a large amount of weapon space, as well as gun and turret hardpoints, but they do not come equipped with weapons because of the Heliarch's restrictions. This means that if you can get a Coalition ship into human space, you will have a pretty decent warship on your hands, but otherwise the military potential is wasted. The Coalition are approximately Tier 1.5 – higher-level technology is restricted by the Heliarch despite the fact that at the time of the war with the Quarg they may have had technology approaching the level of Heliarch technology.

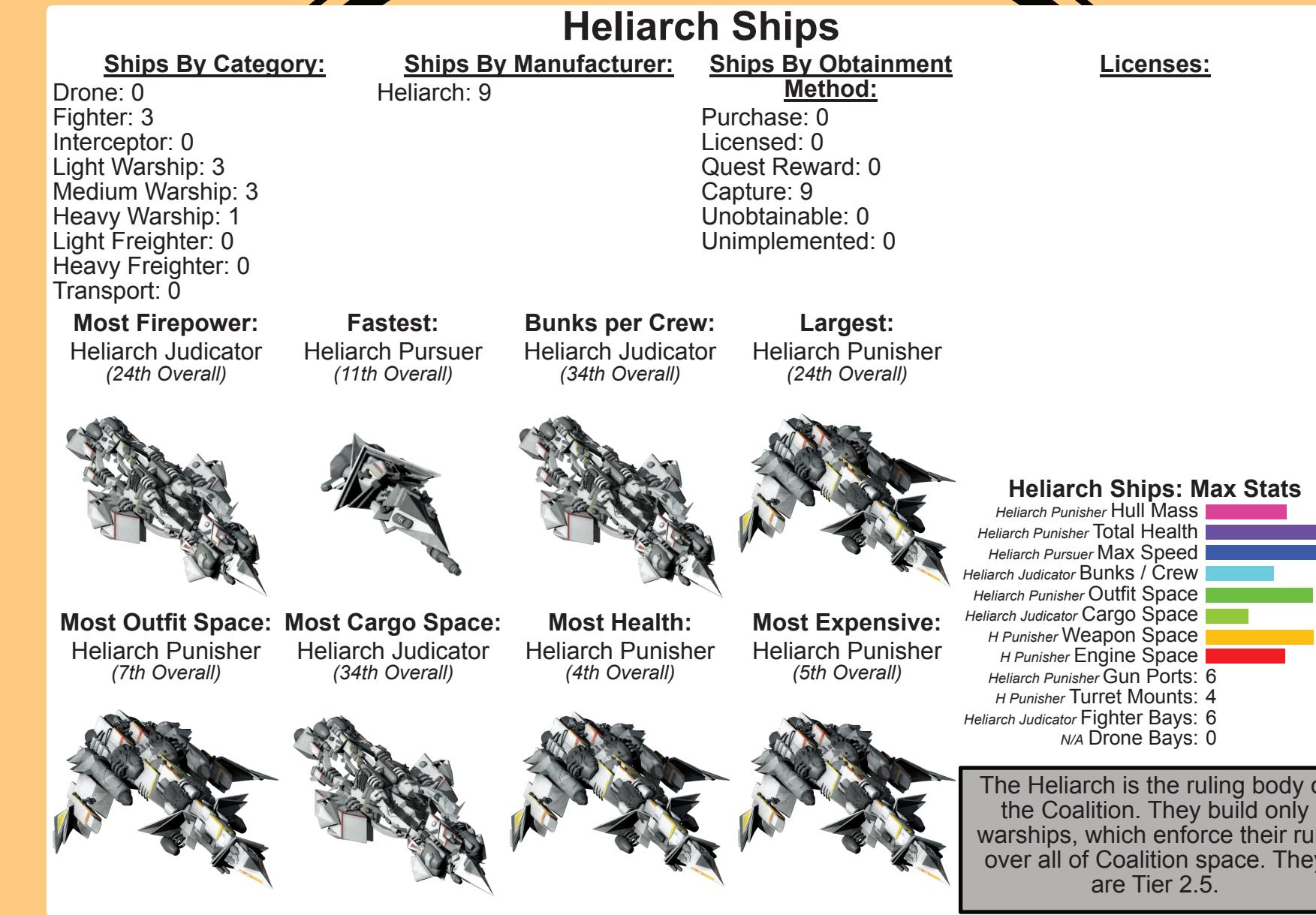
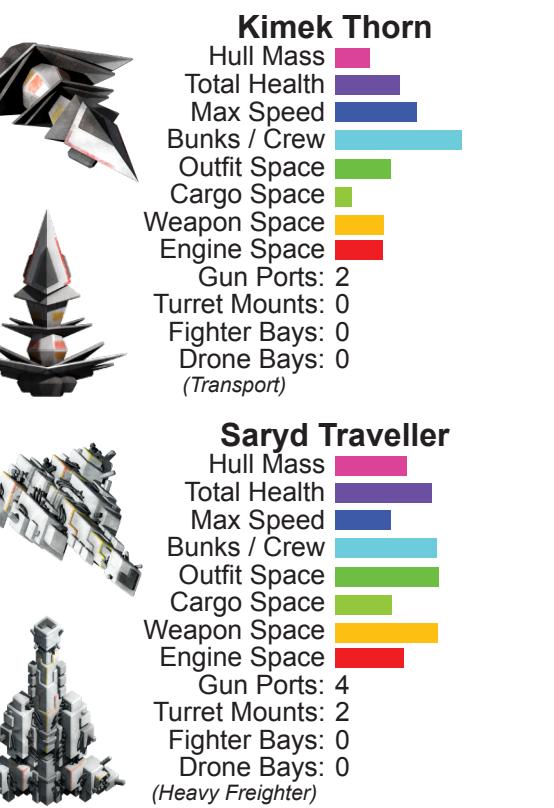
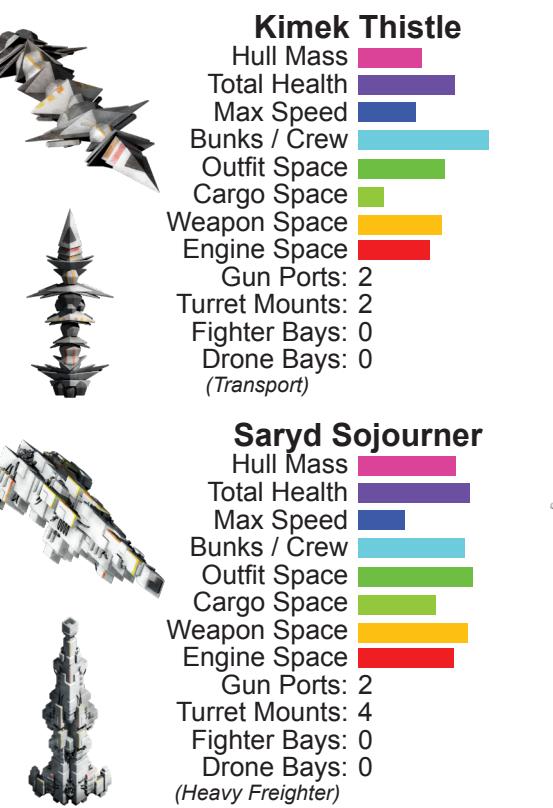
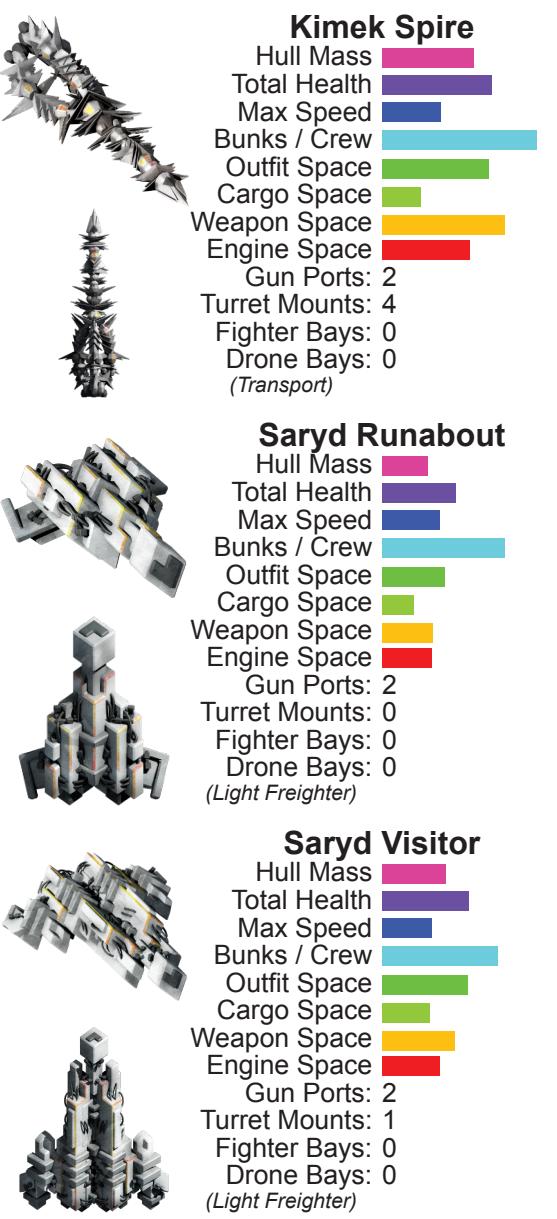
Coalition ships are produced by the three species that make up the Coalition. They are Tier 1.5, although more advanced technology is held by their leaders.

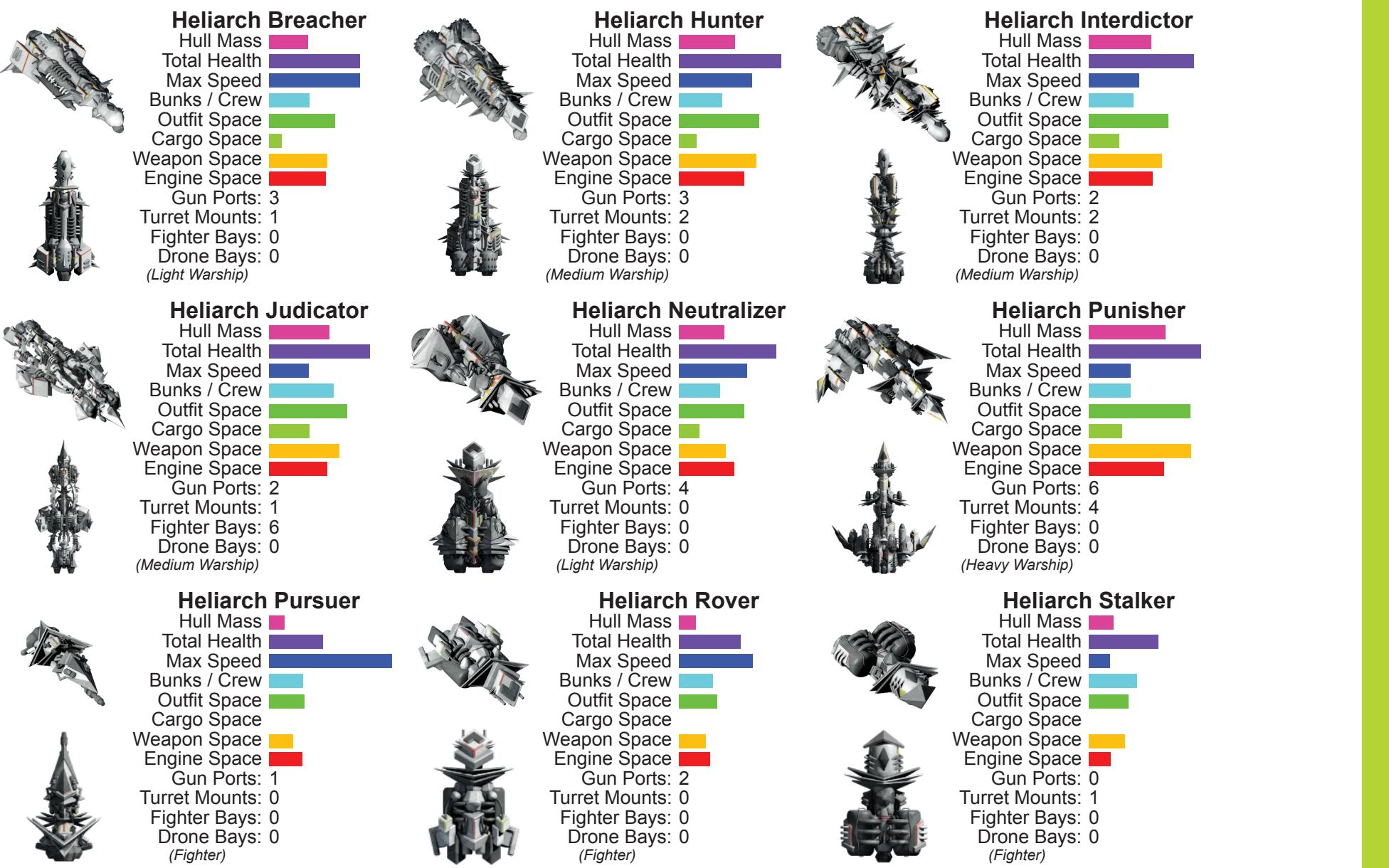
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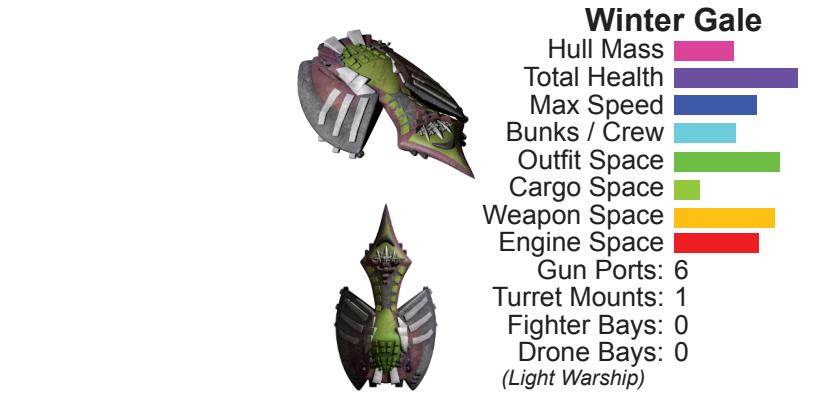
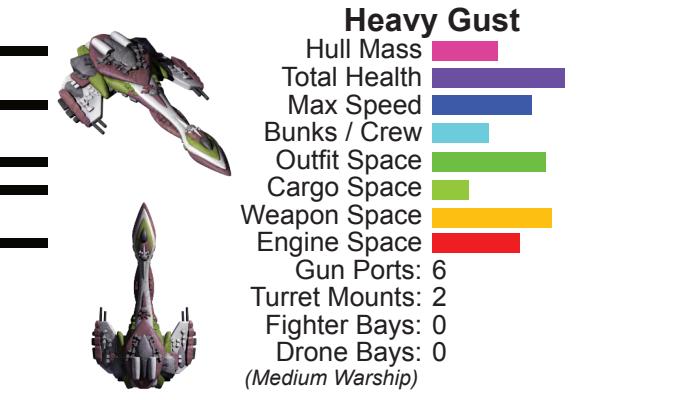
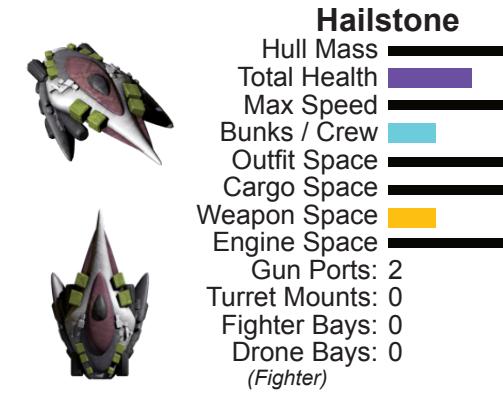
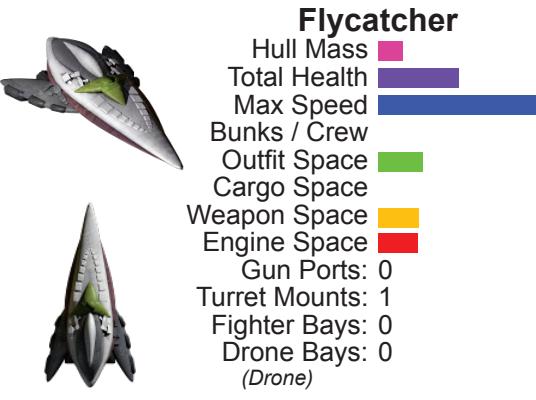
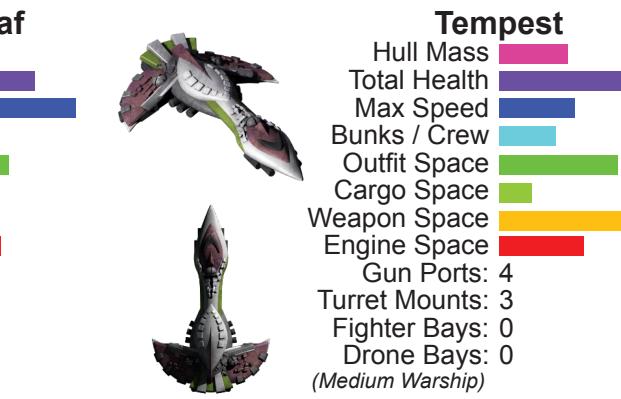
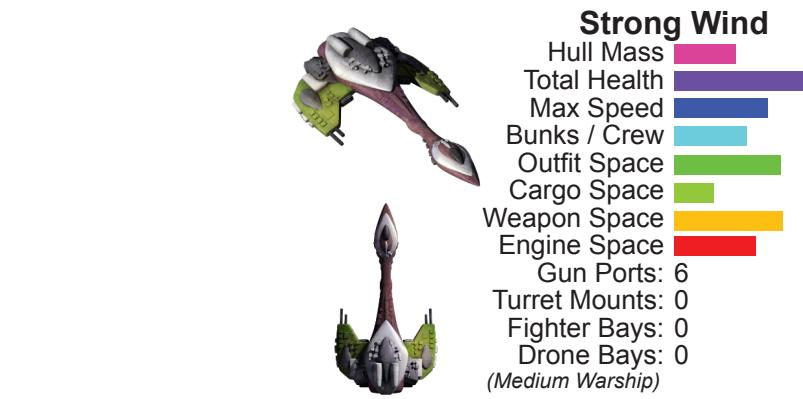
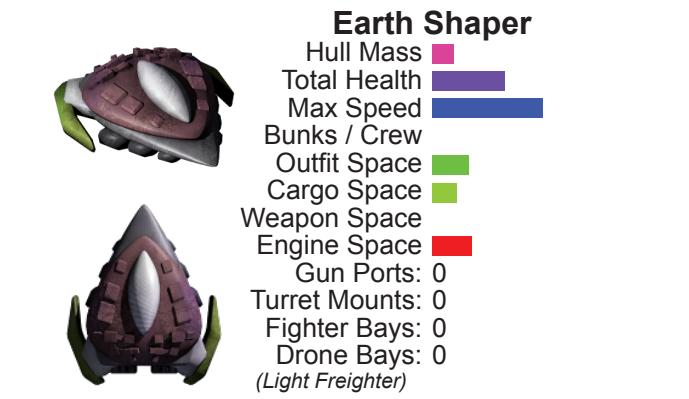
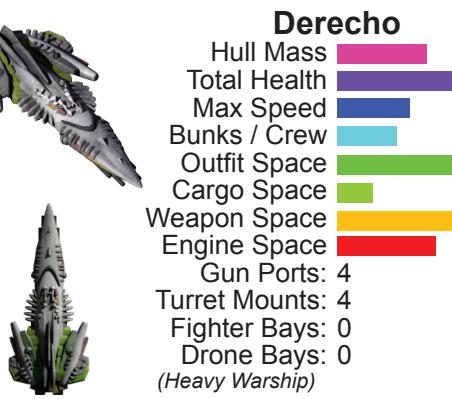
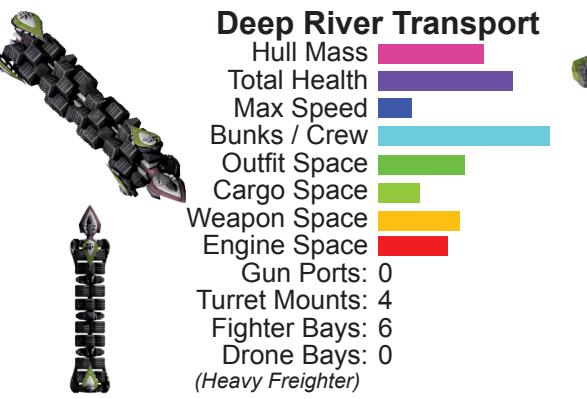
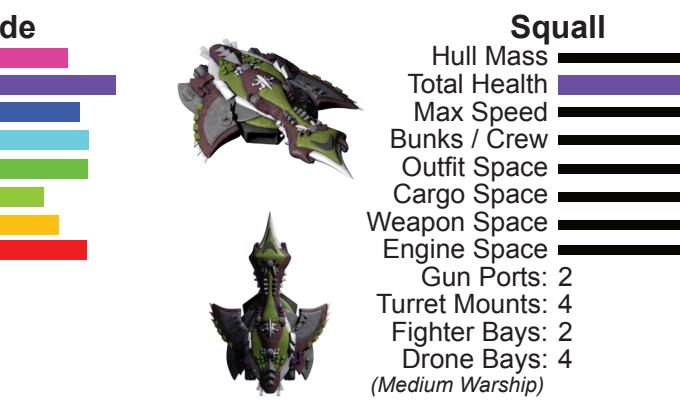
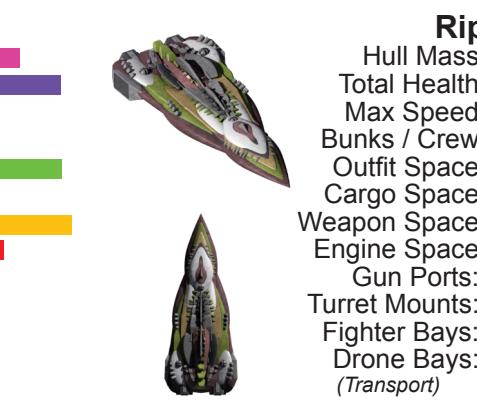
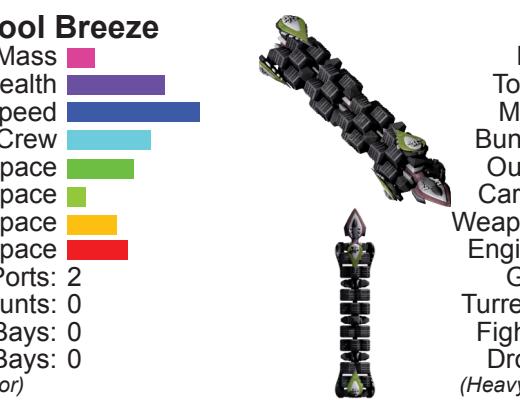
Purchase: 0
Licensed: 13
Quest Reward: 0
Capture: 0
Unobtainable: 0
Unimplemented: 0

Licenses:









Korath Ships

Ships By Category:

Drone: 1
Fighter: 2
Interceptor: 1
Light Warship: 3
Medium Warship: 5
Heavy Warship: 4
Light Freighter: 0
Heavy Freighter: 2
Transport: 0

Most Firepower:

Tek Far 78 - Osk
(2nd Overall)



Ships By Manufacturer:

Korath: 1
Korath Exiles: 3
Kor Mereti: 7
Kor Sestor: 7

Fastest:

Korath Chaser
(35th Overall)



Ships By Obtainment Method:

Purchase: 0
Licensed: 0
Quest Reward: 0
Capture: 18
Unobtainable: 0
Unimplemented: 0

Bunks per Crew:

Korath Dredger
(101st Overall)



Largest:

Korath World-Ship
(2nd Overall)

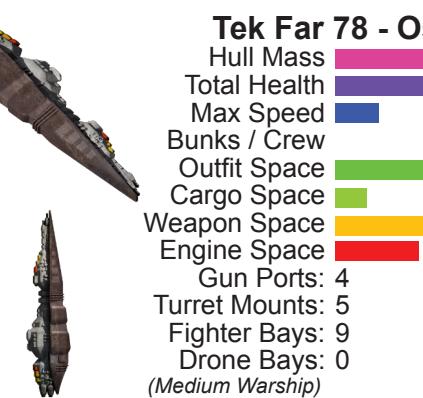
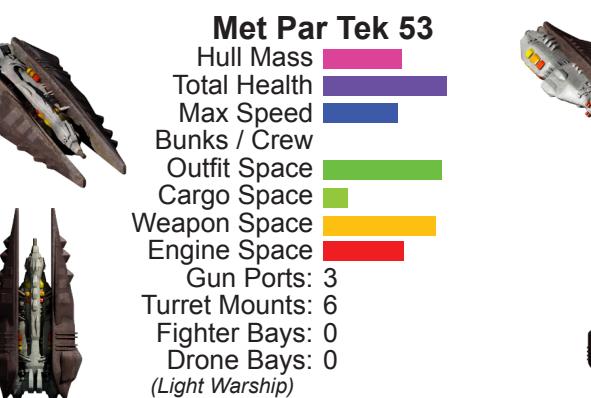
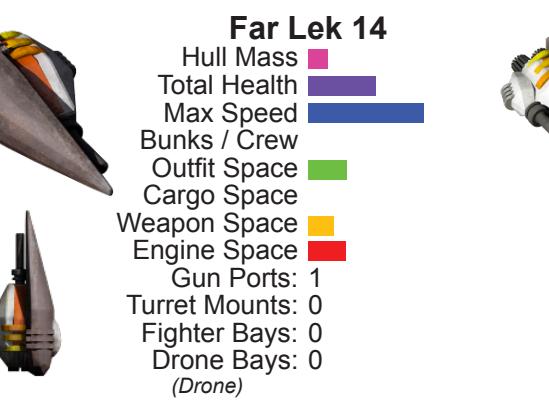
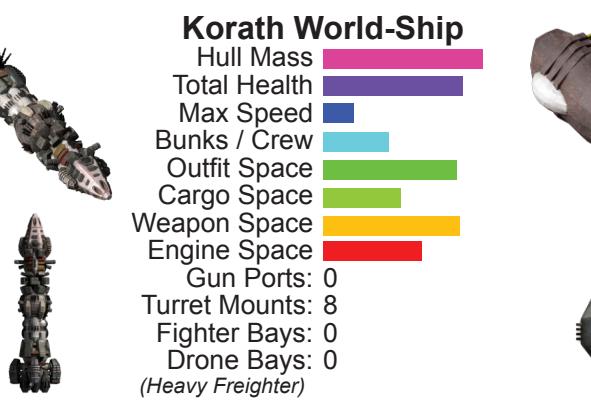
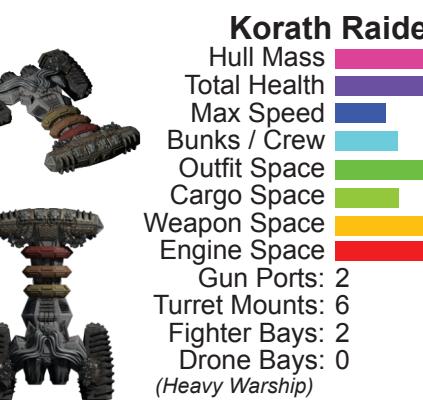
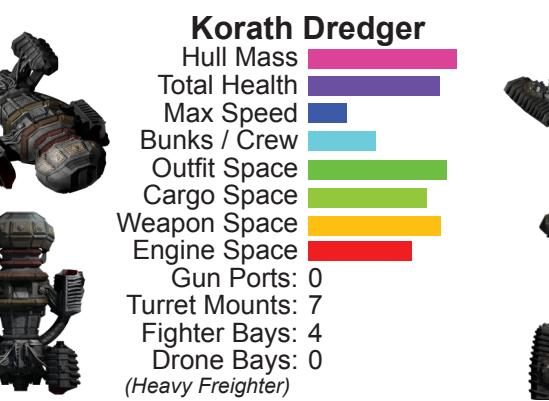
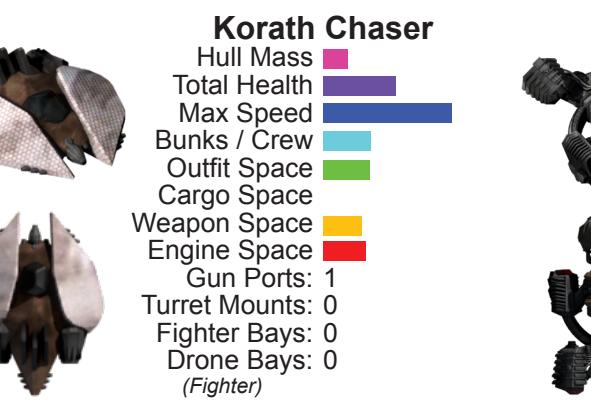


Korath Ships: Max Stats

Korath World-Ship Hull Mass	High
Kar Ik Volt 349 Total Health	Medium-High
Korath Chaser Max Speed	High
Korath Dredger Bunks / Crew	Low
Kar Ik Volt 349 Outfit Space	Medium-High
Korath Dredger Cargo Space	Medium-High
Kar Ik Volt 349 Weapon Space	High
Korath Dredger Engine Space	Low

Korath ships are often automated war-drones, which fight each other and their former masters. Elegance is not to be found in Korath ships, which are Tier 2.

Licenses:

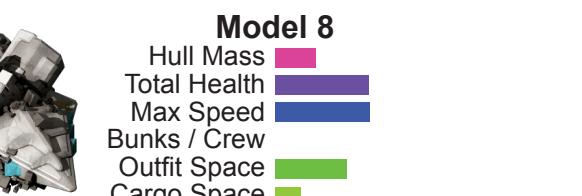




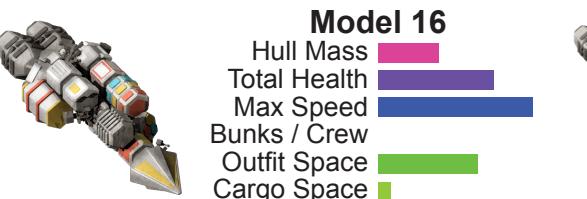
Gun Ports: 3
Turret Mounts: 2
Fighter Bays: 7
Drone Bays: 9
(Medium Warship)



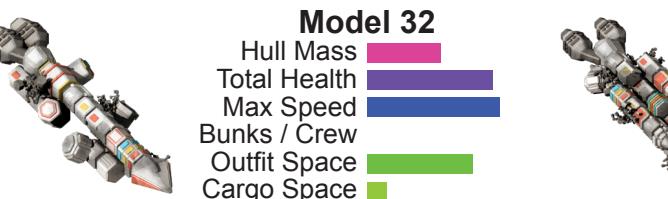
Gun Ports: 4
Turret Mounts: 8
Fighter Bays: 0
Drone Bays: 0
(Heavy Warship)



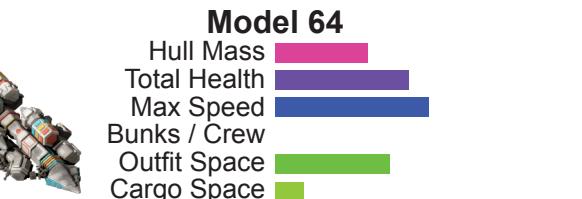
Gun Ports: 2
Turret Mounts: 0
Fighter Bays: 0
Drone Bays: 0
(Interceptor)



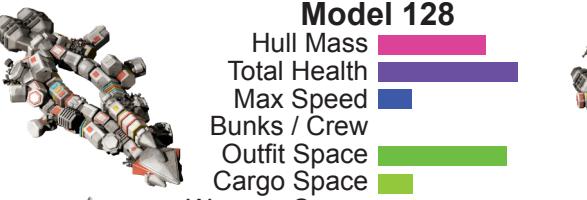
Gun Ports: 1
Turret Mounts: 2
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



Gun Ports: 1
Turret Mounts: 3
Fighter Bays: 0
Drone Bays: 0
(Light Warship)



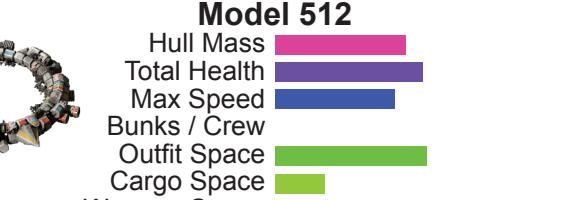
Gun Ports: 1
Turret Mounts: 4
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



Gun Ports: 2
Turret Mounts: 5
Fighter Bays: 0
Drone Bays: 0
(Medium Warship)



Gun Ports: 2
Turret Mounts: 6
Fighter Bays: 0
Drone Bays: 0
(Heavy Warship)



Gun Ports: 2
Turret Mounts: 7
Fighter Bays: 0
Drone Bays: 0
(Heavy Warship)

Ships By Category:

Drone: 2
Fighter: 0
Interceptor: 1
Light Warship: 2
Medium Warship: 2
Heavy Warship: 2
Light Freighter: 0
Heavy Freighter: 0
Transport: 0

Ships By Manufacturer:

Ka'het: 4
Ka'het Builder Drone: 2
Indigenous Lifeform: 2
Drak: 1

Ships By Obtainment Method:

Purchase: 0
Licensed: 0
Quest Reward: 0
Capture: 2
Unobtainable: 7
Unimplemented: 0

Lifeforms

Included in this section are all ships that aren't ships at all but are rather living beings. This includes the Ka'het ships, the Archon, and Void Sprites. I have also included the Ka'het builder drones here although they are not alive.

Note that the Void Sprites have built in movement capabilities, so they do not have a maximum speed in the sense that the term is used here.

Most Firepower:

Vareti'het
(16th Overall)



Bunks per Crew:

Faes'mar
(44th Overall)



Largest:

Fetri'sei
(161st Overall)



The Archon is the sole ship of the Drak that appears in the game. It is Tier 4, and is unobtainable. Even the Drak's weapons can't easily destroy an Archon.

Most Outfit Space: Most Cargo Space:

Vareti'het
(6th Overall)



Most Health:

Archon
(1st Overall)



Most Expensive:

Archon
(1st Overall)



The Ka'het are huge slug-like beings that inhabit mechanical shells that allow them to fly through space. The Builders' creations, their shells are Tier 2.

Void Sprites are Tier 0. They are not sapient, but are one of a few primitive life forms that have found a way to live in the vacuum of space.

**Archon**

Hull Mass	███████
Total Health	██████████
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	███████
Engine Space	███
Gun Ports:	1
Turret Mounts:	8
Fighter Bays:	0
Drone Bays:	0
(Heavy Warship)	

**Faes'mar**

Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	0
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Drone)	

**Fetri'sei**

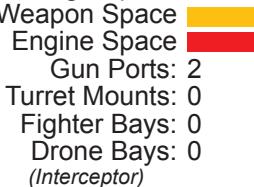
Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	2
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Interceptor)	

**Maeri'het**

Hull Mass	███
Total Health	██████
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	2
Turret Mounts:	4
Fighter Bays:	0
Drone Bays:	0
(Light Warship)	

**Selii'mar**

Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	1
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Drone)	

**Telis'het**

Hull Mass	███████
Total Health	██████████
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	4
Turret Mounts:	5
Fighter Bays:	0
Drone Bays:	0
(Medium Warship)	

**Vareti'het**

Hull Mass	███████
Total Health	██████████
Max Speed	███
Bunks / Crew	██
Outfit Space	███
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	7
Turret Mounts:	6
Fighter Bays:	0
Drone Bays:	0
(Heavy Warship)	

**Void Sprite (Adult)**

Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	2
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Light Warship)	

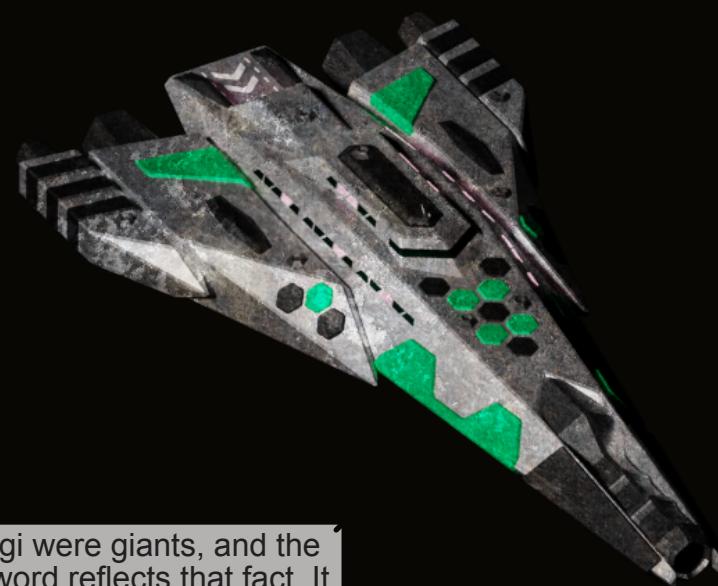
**Void Sprite (Infant)**

Hull Mass	███
Total Health	███
Max Speed	██
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	1
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Light Warship)	

**Black Diamond**

Hull Mass	███
Total Health	███
Max Speed	██████
Bunks / Crew	██
Outfit Space	██
Cargo Space	██
Weapon Space	██
Engine Space	██
Gun Ports:	3
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Fighter)	

The Sheragi were giants, and the Emerald Sword reflects that fact. It is a Tier 1 ship, but it is still very powerful due to its sheer size. Only seven Sheragi vessels still exist.



Sheragi Ships

Ships By Category:

Drone:	0
Fighter:	1
Interceptor:	0
Light Warship:	0
Medium Warship:	0
Heavy Warship:	1
Turret Mounts:	0
Fighter Bays:	0
Drone Bays:	0
(Transport)	

Ships By Obtainment Method:

Purchase:	0
Licensed:	0
Quest Reward:	2
Capture:	0
Unobtainable:	0
Unimplemented:	0

Most Firepower:

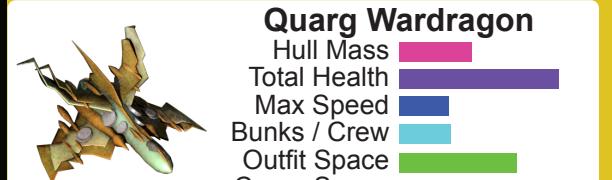
Emerald Sword

(6th Overall)

Quarg Ships

Ships By Category:

- Drone: 0
- Fighter: 0
- Interceptor: 0
- Light Warship: 0
- Medium Warship: 0
- Heavy Warship: 2
- Light Freighter: 0
- Heavy Freighter: 0
- Transport: 0



Ships By Obtainment

Method:

- Purchase: 0
- Licensed: 0
- Quest Reward: 0
- Capture: 2
- Unobtainable: 0
- Unimplemented: 0

Most Firepower: Quarg Wardragon (104th Overall)

Fastest: Quarg Wardragon (150th Overall)

Bunks per Crew: Quarg Skylark (115th Overall)

Largest: Quarg Skylark (65th Overall)

Most Outfit Space: Quarg Wardragon (39th Overall)

Most Cargo Space: Quarg Skylark (23rd Overall)

Most Health: Quarg Wardragon (3rd Overall)

Most Expensive: Quarg Wardragon (88th Overall)

Quarg Wardragon (104th Overall)

Quarg Wardragon (150th Overall)

Quarg Skylark (115th Overall)

Quarg Skylark (65th Overall)

Quarg Wardragon (39th Overall)

Quarg Skylark (23rd Overall)

Quarg Wardragon (3rd Overall)

Quarg Wardragon (88th Overall)

Both Quarg ships follow a basic model, but while the Wardragon is optimized for combat, the Skylark is more of a freighter. The Quarg are Tier 3, and support the Drak.

Pug Ships

Ships By Category:

- Drone: 0
- Fighter: 0
- Interceptor: 0
- Light Warship: 1
- Medium Warship: 2
- Heavy Warship: 1
- Light Freighter: 0
- Heavy Freighter: 0
- Transport: 0



Ships By Obtainment

Method:

- Purchase: 0
- Licensed: 0
- Quest Reward: 2
- Capture: 0
- Unobtainable: 0
- Unimplemented: 0

Most Firepower: Pug Maboro (66th Overall)

Fastest: Pug Arfecta (53rd Overall)

Bunks per Crew: Pug Maboro (127th Overall)

Largest: Pug Maboro (12th Overall)

Most Outfit Space: Pug Arfecta (34th Overall)

Most Cargo Space: Pug Maboro (66th Overall)

Most Health: Pug Arfecta (6th Overall)

Most Expensive: Pug Arfecta (4th Overall)

Pug Maboro (66th Overall)

Pug Arfecta (53rd Overall)

Pug Maboro (127th Overall)

Pug Maboro (12th Overall)

Pug Arfecta (34th Overall)

Pug Maboro (66th Overall)

Pug Arfecta (6th Overall)

Pug Arfecta (4th Overall)

The Pug believe in strength through conflict, and it is highlighted in their ships. The Zibruka, Enfolta, and Maboro are Tier 1, but the Arfecta is Tier 3

Ship Size Comparisons: Capital Ships



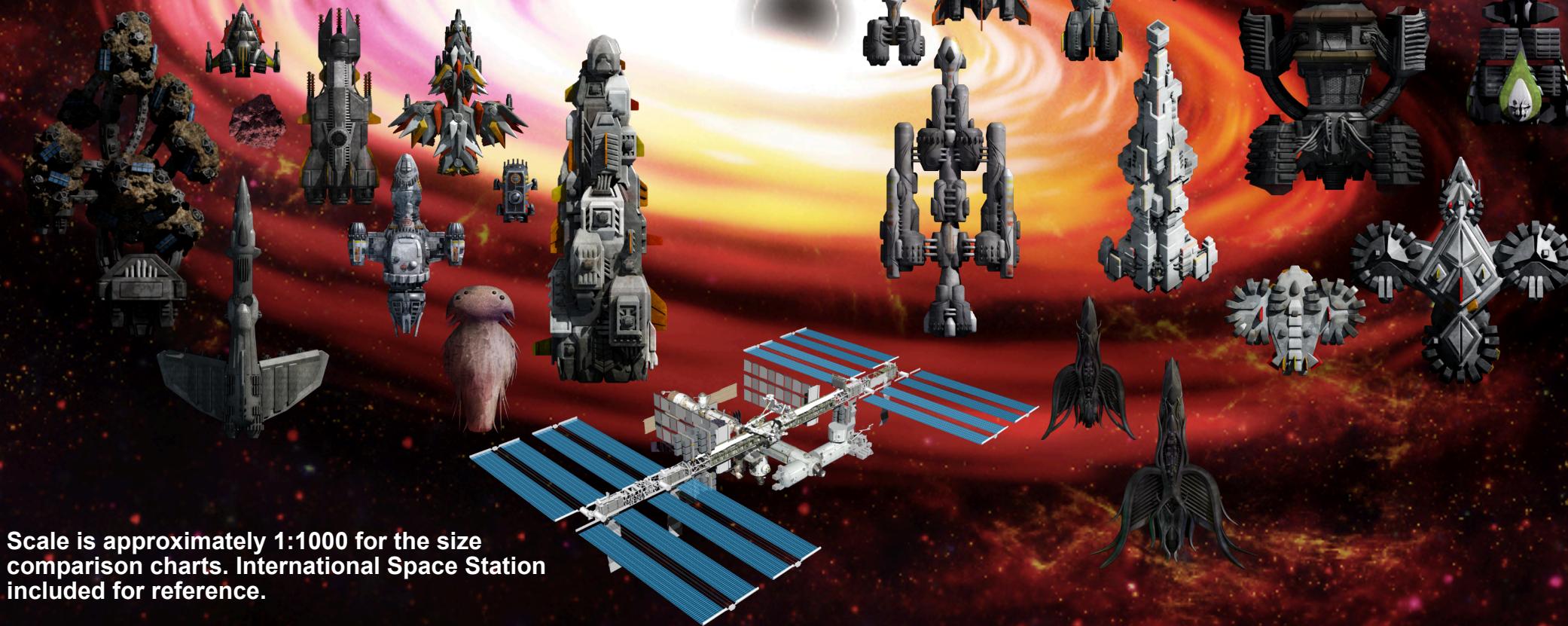
Ship Size Comparisons: Navy Ships



Ship Size Comparisons: Freighters



Ship Size Comparisons: Person Ships



Scale is approximately 1:1000 for the size comparison charts. International Space Station included for reference.

Records



Records

