id	name	ship class	description	race	max hp	max shield	shield regen	max afterburners	afterburner speed	max chaff	weapons	max speed	acceleration	turn rate	TR	points	fighters	jump drive	block LOS
1	Rapier II	fighter	The Rapier II is one of Confed's most reliable fighter designs. It features excellent speed and maneuverability, combined with more than adequate armament and defensive qualities. As a well-balanced jack-of-all-trades, the Rapier II is still extremely popular with pilots after years of service.	0	28	23	3	5	13	2	Friend-or-Foe Missile,0,2,0|Heat-Seeking Missile,0,2,0|Dumb-Fire Missile,0,2,0|Particle Cannon,0,2,0|Laser Cannon,0,2,0	5	3	3	7	4	0	0	0
3	Drakhri	fighter	The mainstay of the Kilrathi fighter squadrons, the Drakhri is well armed, but rates only average in all other criteria, while being poorly shielded and armored for a fighter of its class. However, its triple Laser Cannons can become a pain in the butt, especially when facing several Drakhri.	1	15	11	3	4	12	1	Laser Cannon,0,3,0	4	2	2	7	3	0	0	0
4	Broadsword	fighter	Heavily armed and armored, the Broadsword heavy bomber is Confederationâ€™s finest when it comes to eliminating enemy capships. Its three turrets make up for the bomberâ€™s poor maneuverability and lack of afterburners. Also worth noting is its jump drive, allowing the Broadsword to execute two jumps before having to refuel.	0	56	36	5	0	0	1	Mass Driver Cannon,0,3,0|Torpedo,0,4,0|Friend-or-Foe Missile,0,4,0|Turret,2,1,0|Turret,1,1,0|Turret,3,1,0	3	1	1	5	7	0	0	0
5	Epee	fighter	The Epee is a perfect hit-and-run fighter: it is fast and packs a lot of punch with its twin Particle Cannons. It can also be refitted to carry a torpedo instead of its usual missile loadout. A major drawback is its rather weak armor and shielding.	0	13	12	2	5	14	2	Particle Cannon,0,2,0|Dumb-Fire Missile,0,2,0|Heat-Seeking Missile,0,2,0	5	3	3	8	3	0	0	0
6	Ferret	fighter		0	22	12	2	4	14	0	Mass Driver Cannon,0,2,0	5	2	3	7	2	0	0	0
7	Grikath	fighter		1	62	22	5	3	10	3	Neutron Gun,0,3|Turret,2,1|Torpedo,0,3|Friend-or-Foe Missile,0,3,0	3	1	1	5	7	0	0	0
9	Jalkehi	fighter	Although the Jalkehi's max speed and maneuverability are nothing to brag about, enemy pilots should be wary of its excellent armament. With its tough armor, this Kilrathi heavy armor must never be underestimated in combat.	1	52	23	4	3	10	1	Particle Cannon,0,1,0|Laser Cannon,0,4,0|Turret,2,1,0|Image Recognition Missile,0,4,0|Dumb-Fire Missile,0,1,0	3	1	1	5	5	0	0	0
8	Sartha	fighter	Along with the Drakhri, the Sartha is the Kilrathi fighter which Confed pilots will encounter most often in dogfights. While its armor and shields are quite weak even for light fighter standards, the Sartha can become a powerful weapon in the hands of a skilled pilot. Or when operating in greater numbers - which they usually do.	1	14	10	2	5	12	0	Neutron Gun,0,2|Dumb-Fire Missile,0,1,0	4	2	3	8	2	0	0	0