18	Gilgamesh	capital	Gilgamesh-class destroyers entered service around the mid 2650s, finally replacing their outdated Exeter-class predecessors no more than ten years later. They quickly earned their reputation, not just because of their heavy armor, but also because of their comparatively high max speed, allowing for hit-and-fade attack runs.	0	900	0	-1	0	0	0	Anti-Matter Gun,0,2,0|Flak Cannon,0,2,0	3	0.5	0.5	3	30	0	1	0
19	Ralatha	capital	Although the Ralatha carries only an average amount of armament and a small complement of fighters, its ultra-heavy armor makes it a tough foe for any Terran capship. Additionally, its remarkably high top speed lets the Ralatha intercept and pursuit enemy vessels easily.	1	2000	0	-1	0	0	0	Anti-Matter Gun,0,2,0|Flak Cannon,0,2,0	3	0.5	0.5	3	36	23	1	0
20	Southampton	capital	Southampton-class destroyers usually operate in groups of two or three ships, each one covering the others. This works well even against heavier ships, as long as the group remains intact. One Southampton on its own will, due to its comparatively weak armor, not last too long.	0	600	0	-1	0	0	0	Anti-Matter Gun,0,2,0|Flak Cannon,0,1,0	2	0.5	0.5	3	16	5	1	0
21	Tallahassee	capital	While the Tallahassee might not be as heavily armed and armored as the Waterloo-class, its cost-effectiveness makes up for this lack. As part of a battle group, these cruisers literally deliver quite a bang for the buck.	0	800	0	-1	0	0	0	Anti-Matter Gun,0,3,0|Flak Cannon,0,3,0	2	0.5	0.5	2	28	5	1	0
22	Waterloo	capital	The Waterloo cruiser is one of Confedâ€™s more recent designs, and also one of the heaviest warships the Terran fleet has to offer. The Waterloo-class is all around well-balanced and a great addition to any battle group.	0	1100	0	-1	0	0	0	Anti-Matter Gun,0,4,0|Flak Cannon,0,3,0	2	0.5	0.5	2	36	40	1	0
23	Yorktown	capital	Similar in design to the Concordia-class fleet carriers, the Yorktownâ€™s fighter bay holds only half of the Concordiaâ€™s complement. This light carrier is a design that predates the Terran-Kilrathi conflict, but recent updates helped the Yorktown-class to more or less keep up with current standards.	0	800	0	-1	0	0	0	Anti-Matter Gun,0,4,0|Flak Cannon,0,2,0	1	0.5	0.5	2	28	40	1	0