10	Sabre	fighter	The Sabre heavy fighter fills the gap between the Rapier II and the Broadsword. Heavy firepower and armor go together with excellent maneuverability for a fighter of its size and class. The Sabre is without doubt one of the finest fighters the Confederation has to offer.	0	54	20	4	4	12	3	Particle Cannon,0,2,0|Mass Driver Cannon,0,2,0|Turret,2,1,0|Torpedo,0,2,0|Image Recognition Missile,0,4,0|Friend-or-Foe Missile,0,2,0|Dumb-Fire Missile,0,2,0	4	3	3	6	5	0	0	0
11	Clydesdale	transport	Clydesdales are the most common type of military transport employed by ConFleet. Two flak cannons help protect the cargo they are carrying, but an escort is nevertheless strongly recommended. Clydesdales also serve both as mine-layers and minesweepers.	0	46	50	4	0	0	0	Flak Cannon,0,2,0	2	0.33	0.5	4	5	0	10	0
12	Confederation	capital	The pride of the Confederate fleet, the brand new Confederation-class dreadnoughts combine superior firepower with a hangar bay large enough to carry 120 fighters. The Confederationâ€™s hallmark, but also its demise, is the keel-mounted Phase Transit Cannon. Although capable of destroying enemy ships with a single shot, this weapon is prone to overload the dreadnoughtâ€™s reactor, resulting in its own utter destruction. Only six Confederation-class vessels were ever built.	0	1800	0	-1	0	0	0	Phase Transit Cannon,0,1,0|Anti-Matter Gun,0,8,0|Flak Cannon,0,3,0	1	0.33	0.5	1	56	120	1	0
14	Bengal	capital	An old and sturdy design from the beginning of the Terran-Kilrathi war, some of the more modern Bengals are still in active duty today. The "Tigerâ€™s Claw" is without doubt the most famous and infamous of all Bengal-class carriers, being commissioned in 2664 as the first ship of a heavily revised series of Bengals.	0	940	0	-1	0	0	0	Anti-Matter Gun,0,5,0|Flak Cannon,0,3,0	1	0.3	0.5	2	40	104	1	0
15	Concordia	capital	Not to be mixed up with the TCS Concordia, the Concordia-class is, like the Bengal, one of Confedâ€™s carrier designs dating back to the beginning of the war. These fleet carriers have been updated time and again to be up to modern standards.	0	900	0	-1	0	0	0	Anti-Matter Gun,0,6,0|Flak Cannon,0,2,0	1	0.3	0.3	2	36	80	1	0
16	Durango	capital	The Durango-class heavy destroyer is to be considered obsolete and will probably be retired in the near future. While these ships pack a lot of punch when it comes to capship vs. capship battles, they fail miserably in the field of anti-fighter defense: A Durango doesnâ€™t carry fighters on its own, nor is it equipped with flak cannons to fight off enemy fighters.	0	700	0	-1	0	0	0	Anti-Matter Gun,0,4,0	1	0.5	0.5	3	22	0	1	0
17	Fralthra	capital	While the Fralthraâ€™s armament alone is rather average for a cruiser, the real strength of this Kilrathi capship lies in its ultra-heavy armor. It doesnâ€™t need to kill its enemies in a rush â€“ in fact, these brutes can afford to just sit it out. And to make things worse, Fralthra are commonly encountered in pairs.	1	2600	0	-1	0	0	0	Anti-Matter Gun,0,3,0|Flak Cannon,0,3,0	2	0.5	0.3	2	48	40	1	0