

Beams / Torpedos			
Xmini			
TSN			
Ship	Beam Ports	Torpedo Tubes	Torpedo Storage
0 (0): Light Cruiser, player	x="-102.14" y="8.35" z="258.74" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x=" 102.14" y="8.35" z="258.74" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74"	type="0" amount="8" type="1" amount="2" type="2" amount="6" type="3" amount="4" type="4" amount="2"
8 (7): Light Cruiser, player	x="0" y="15" z="179" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1200" x="214" y="-24" z="41" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x="-214" y="-24" z="41" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="53" y="41" z="175" x="-53" y="41" z="175"	type="0" amount="8" type="1" amount="2" type="2" amount="6" type="3" amount="4" type="4" amount="2"
2 (0): Battleship, player	x="-124.175636" y="20.132629" z="239.393555" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x=" 124.175636" y="20.132629" z="239.393555" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x="-41.764229" y="20.665134" z="282.250519" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x=" 41.764229" y="20.665134" z="282.250519" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74"	type="0" amount="8" type="1" amount="2" type="2" amount="6" type="3" amount="4" type="4" amount="5"
11 (7): Battleship, player	x="-259" y="-35.477856" z="126.264786" damage="0.4" playerdamage="5" arcwidth="0.5" cyclotime="1.5" range="2600" x=" 259" y="-35.477856" z="126.264786" damage="0.4" playerdamage="5" arcwidth="0.5" cyclotime="1.5" range="2600" x="-90" y="-25.715204" z="234.597458" damage="0.4" playerdamage="5" arcwidth="0.5" cyclotime="1.5" range="2600" x=" 90" y="-25.715204" z="234.597458" damage="0.4" playerdamage="5" arcwidth="0.5" cyclotime="1.5" range="2600"	x="-63.581463" y="15.482112" z="47.002419" x=" 63.581463" y="15.482112" z="47.002419"	type="0" amount="8" type="1" amount="2" type="2" amount="6" type="3" amount="4" type="4" amount="5"
4 (0): Dreadnought, player carrier	x="0" y="-6.1" z="278.9" damage="2" playerdamage="20" arcwidth="0.2" cyclotime="6.0" range="2000" x="99.4" y="8.3" z="165.2" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x="-99.4" y="8.3" z="165.2" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x="0" y="56.4" z="-295.6" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74"	type="0" amount="10" type="1" amount="4" type="2" amount="8" type="3" amount="5" type="4" amount="4"
13 (7): Dreadnought, player carrier	x="113" y="-11" z="223" damage="0.4" playerdamage="5" arcwidth="0.5" cyclotime="1.5" range="2600" x="-113" y="-11" z="223" damage="0.4" playerdamage="5" arcwidth="0.5" cyclotime="1.5" range="2600"	x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74"	type="0" amount="10" type="1" amount="4" type="2" amount="8" type="3" amount="5" type="4" amount="4"
7 (0): Juggernaut, player carrier	x="-16.2" y="-16.8" z="259.3" damage="2" playerdamage="20" arcwidth="0.2" cyclotime="6.0" range="2400" x=" 16.2" y="-16.8" z="259.3" damage="2" playerdamage="20" arcwidth="0.2" cyclotime="6.0" range="2400" x="-130.75" y="0" z="-62.86" damage="1" playerdamage="12" arcwidth="0.5" cyclotime="6.0" range="1000" x=" 130.75" y="0" z="-62.86" damage="1" playerdamage="12" arcwidth="0.5" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74"	type="0" amount="16" type="1" amount="7" type="2" amount="10" type="3" amount="7" type="4" amount="6"
6 (0): Mine Layer, player	x="0" y="-1.193344" z="274.012939" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="-10" y="8.35" z="258.74" x="-5" y="8.35" z="258.74" x="5" y="8.35" z="258.74" x="10" y="8.35" z="258.74"	type="0" amount="10" type="1" amount="0" type="2" amount="25" type="3" amount="0" type="4" amount="0"
5 (0): Carrier, player carrier	x="0" y="-22" z="143" damage="1" playerdamage="12" arcwidth="0.48" cyclotime="6.0" range="1000" x="0" y="57" z="-262" damage="1" playerdamage="12" arcwidth="0.48" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74"	type="0" amount="6" type="1" amount="1" type="2" amount="4" type="3" amount="2" type="4" amount="2"
12 (7): Carrier, player carrier	x="262" y="-33" z="108" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000" x="-262" y="-33" z="108" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74"	type="0" amount="6" type="1" amount="1" type="2" amount="4" type="3" amount="2" type="4" amount="2"
3 (0): Missile Cruiser, player		x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74" x="0" y="8.35" z="258.74"	type="0" amount="20" type="1" amount="8" type="2" amount="14" type="3" amount="12" type="4" amount="6"
10 (7): Missile Cruiser, player		x="0" y="34" z="152" x="0" y="34" z="152" x="0" y="34" z="152" x="0" y="34" z="152"	type="0" amount="20" type="1" amount="8" type="2" amount="14" type="3" amount="12" type="4" amount="6"
1 (0): Scout, player	x="0" y="17.8" z="289.0" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="0" y="8.35" z="258.74"	type="0" amount="6" type="1" amount="0" type="2" amount="2" type="3" amount="2" type="4" amount="1"
9 (7): Scout, player	x="0" y="9.9" z="235.5" damage="1" playerdamage="12" arcwidth="0.4" cyclotime="6.0" range="1000"	x="0" y="47.817837" z="122.778183"	type="0" amount="6" type="1" amount="0" type="2" amount="2" type="3" amount="2" type="4" amount="1"
100 (0): Fighter XA, player fighter	x="0" y="0" z="0" damage="0.3" playerdamage="4" arcwidth="0.1" cyclotime="1.0" range="1000"		type="0" amount="3"
120 (7): Zim Fighter, player fighter	x="0" y="0" z="0" damage="0.3" playerdamage="4" arcwidth="0.1" cyclotime="1.0" range="1000"		type="0" amount="3"

	<b>Hull</b>	<b>Ship</b>	<b>back</b>	<b>front</b>	<b>jumpefficiency</b>	<b>shipefficiency</b>	<b>topspeed</b>	<b>turnrate</b>	<b>warpefficiency</b>
TSN	0	0 (0): Light Cruiser, player	80	80	1.0	1.0	0.6	0.004	1.0
Ximni	8	8 (7): Light Cruiser, player	80	80	0.5	1.0	0.6	0.004	1.2
TSN	2	2 (0): Battleship, player	150	250	1.1	1.1	0.6	0.004	1.1
Ximni	11	11 (7): Battleship, player	150	250	0.6	1.1	0.6	0.004	1.2
TSN	4	4 (0): Dreadnought, player carrier	200	200	1.2	1.2	0.5	0.003	1.2
Ximni	13	13 (7): Dreadnought, player carrier	200	200	0.6	1.2	0.5	0.003	1.5
TSN	7	7 (0): Juggernaut, player carrier	300	300	1.2	1.25	0.5	0.0028	1.25
TSN	6	6 (0): Mine Layer, player	150	150	1.0	1.0	0.6	0.004	1.0
TSN	5	5 (0): Carrier, player carrier	100	100	1.0	1.0	0.5	0.003	1.0
Ximni	12	12 (7): Carrier, player carrier	80	80	0.5	1.0	0.6	0.004	1.2
TSN	3	3 (0): Missile Cruiser, player	80	110	1.0	1.0	0.6	0.004	1.0
Ximni	10	10 (7): Missile Cruiser, player	80	110	0.5	1.0	0.6	0.004	1.3
TSN	1	1 (0): Scout, player	60	60	1.0	0.7	0.8	0.006	0.7
Ximni	9	9 (7): Scout, player	60	60	0.4	0.7	0.8	0.006	1.0
TSN	100	100 (0): Fighter XA, player fighter	15	15	1.0	1.0	0.6	0.030	1.0
Ximni	120	120 (7): Zim Fighter, player fighter	15	15	1.0	1.0	0.6	0.030	1.0