

Ship Name: Aerostar C-35 Star Clipper Mk. IV (Clipper)
Cost: 376,000 credits

Speed: 300
Accel: Average
Turn: Average
Shields: 30
Armor: 20
Guns: Maximum of 4
Turrets: Maximum of 1
Space: 25 tons
Cargo: 35 tons
Fuel: 4 jumps
Length: 18 m
Mass: 85 tons
Crew: 6

Standard weapons:

- 3 Proton Bolt Cannons
- 1 Javelin Pod + 25 Javelin Rockets

My opinion: The Clipper is a very solid and average ship. It comes preequipped with three proton cannons, and the option to add a fourth doesn't hurt, either. While the Clipper is capable of firing a turret, you shouldn't sacrifice the weapon space for one. Upgrading your armor is recommended, as well as adding a missile rack if you want your Clipper to be more of a fighter. The Clipper combines ample cargo room and weapon space to form a cheap but solid ship. I recommend the Clipper as your last ship to purchase before going into the 'millions of credits' price range.

Computer controled: The Clipper is not a fighter, and no government uses them. Their relatively low level of shields and armor make it a walk in the park for larger ships to disable. The only time you'll encounter a hostile Clipper is with pirates, but the Clipper's javelin rockets do minimal damage and you should have plenty of time to jump out of the system if you're weaker ship, or disable it if you're larger ship.