

Ship Name: Blazitron Industries F-563 Lightning fighter-bomber  
(Lightning)  
Cost: 940,000 credits

Speed: 350  
Accel: Very Good  
Turn: Very Good  
Shields: 25  
Armor: 5  
Guns: Maximum of 5  
Turrets: Maximum of 1  
Space: 15 tons  
Cargo: 5 tons  
Fuel: 5 jumps  
Length: 10 m  
Mass: 12 tons  
Crew: 1

Standard weapons:

- 4 Laser Cannons
- 2 Missile Racks + 4 Missiles
- 1 Rocket Launcher + 2 Heavy Rockets
- 1 Javelin Pod + 40 Javelin Rockets

My opinion: The Lightning is the last ship that will set you back below one million credits, unfortunately it isn't much of a ship. While the ship sports some heavy fire power, it can easily be destroyed because of its weak shields and even weaker armor. If purchased, I recommend selling the Rocket Launcher and Heavy Rockets, freeing up 34 tons of weapons space. Upgrade the laser cannons to five proton cannons, purchase a layer of Armaplast armor and use the remaining space to buy missiles. Unfortunately the lack of cargo room is a serious problem; five tons of cargo room will only enable you to complete some of the lower missions, and sacrificing twenty tons of weapon space for a cargo pod just isn't worth it. Avoid flying in a lightning.

Computer controlled: Watch out for close encounters with Lightnings! The computer enjoys

sending them on suicide bombings where they fly right towards you and launch a heavy rocket. If you have missiles, firing three in succession will render the Lighting disabled. The Lighting is the first ship to come after you if provoked.