

Ship Name: Atinoda Kestrel escort frigate (Kestrel)

Cost: 10.00 million credits

Speed: 225

Accel: Average

Turn: Average

Shields: 130

Armor: 50

Guns: Maximum of 6

Turrets: Maximum of 3

Space: 120 tons

Cargo: 80 tons

Fuel: 5 jumps

Length: 80 m

Mass: 230 tons

Crew: 196

Standard weapons:

- 1 Torpedo Launcher + 4 Torpedos

- 2 Missile Racks + 10 Missiles

- 2 Proton Turrets

- 2 Lightning Fighters-Bombers

My opinion: At a steep 10 million credits the Kestrel is very expensive, but worth every penny. It'll most likely be the ship that you have for the longest time, and for a reason. The Kestrel has enough cargo room to allow for up to four mass expansions. That additional 40 tons of weapon room coupled with the standard 120 will give you plenty of fire power. Maxing out the guns (you'll have to purchase a laser or neutron cannon to do so) and turrets is recommended, as is buying another missile launcher. Tritanium armor is a must if you want your Kestrel to be engaged in heavy warfare. The Lightning-Bomber fighters are a nice touch, although they're costly to replace (1 million credits each). Having a Kestrel as an escort is great, if you're able to capture it.

Computer controled: You should only go up against a Kestrel if you're in the same ship (or a

frigate, destroyer, or cruiser). The computer Kestrel will launch its Lightnings all the time, giving you plenty of heavy rocket pressure. You're better off battling a Kestrel in close range — its two proton turrets aren't too powerful.