

FRONTIER: FIRST ENCOUNTERS STARTUP SHIPS

JJFFE ffewin28a7.exe 4/9/2006

Item	Saker III		Eagle I		Eagle I		Cobra III	
	Gateway	Hex	Ross 154	Hex	Mars	Hex	Lave	Hex
Ship Color	033F63	27	033EEA	27	033D5C	OD	033DDA	1A
Ship ID	033F68	1F	033EEF	17	033D62	17	033DDF	26
Credits	033F79-7C	10 27 00 00	033EE5-E8	E8 03 00 00	033D58-5B	E8 03 00 00	033DD5-D8	E8 03 00 00 (=X/10)
Weapon	033F83	88	033F07	88	033D7A	A0	033DF7	88
Fuel onboard	033F8B-8C	01 00	033F2E-2F	01 00		01 00	033E49	04 00
Cargo Space	033F93-96	01 00 00 00	033F36-39	00 00 00 00	033DA2	0D (=20-X)		00 00 00 00
Equip Weight	033F9D	10	033F26	10		10		10
Drive	033FAE	02	033F00	02	033D73	01	033DF0	03
Equipment	033FB5-B8	20 00 24 40	033F0E-11	00 00 24 40	033D98-9B	00 00 00 40	0330E-11	00 00 24 40 (Bitmap)
Missile 1	033FBF	82	033F18	82	033D81	82	033DFE, E05	82
Missile 2	033FC6	82	033F1F	82	033D88	82	033E0C, E13	82

Missiles	Hex	Weapons	Hex	Drives	Hex	Drives	Hex	Colors
Mine (Dummy)	80	1MW Pulse Laser	88	- None -	00	Class 1 Military	0A	Blue 23
XB74 Proximity Mine	81	5MW Pulse Laser	91	Interplanetary	01	Class 2 Military	0B	Black 24
KLT60 Homing Missile	82	30MW Mining Laser	9A	Class 1	02	Class 3 Military	0C	Red 25
LV111 Smart Missile	83	1MW Beam Laser	A0	Class 2	03	Class 4 Military	0D	Brown 26
NN500 Naval Missile	84	4MW Beam Laser	A9	Class 3	04	Class 8 Thargoid	0E	Grey 27
MV1 Assault Missile	85	20MW Beam Laser	B3	Class 4	05			Green 28
MV2 Assault Missile	86	100MW Beam Laser	BC	Class 5	06			Green/Yellow 29
Thargoid Missile	87	Small Plasma Accel.	C6	Class 6	07			
Mycooid Missile	88	Large Plasma Accel.	CF	Class 7	08			
Nuclear Missile	89	Thargoid Laser	D5	Class 8	09			

Note: Although several values would display an armament item, only one value would place it on the ship's upgrade page. All items which could normally be purchased were verified. One exception was the mines which display in the battle console, but were not listed on the upgrade page.

Bit	Item - Byte 1	Bit	Item - Byte 2	Bit	Item - Byte 3	Bit	Item - Byte 4
1	Auto Targetter	1	1MW Pulse Laser	1	Naval E.C.M.	1	Hull Auto Repair System
2	Combat Computer	2	Empty	2	Radar Mapper	2	Atmospheric Shielding
3	Navigation Computer	3	Tracking Device	3	Auto Pilot	3	Cargo Scoop Conversion
4	Transmission Jammer	4	New Equipment 4	4	Fuel Scoop	4	Energy Booster Unit
5	"StowMaster fighter"	5	Chaff Dispenser	5	E.C.M.	5	Escape Capsule
6	Military Cameras	6	Tractor Beam Cargo Scoop	6	Scanner	6	Energy Bomb
7	Auto Refueller	7	Missile Viewer	7	Cargo Bay Life Support	7	Fighter Launch Device
8	Laser Cooling Booster	8	Inter-species Translator	8	Cargo Bay Life Support	8	Hyperspace Cloud Analyzer