

M7C

Carrier Frigates. This class contains frigates exchanging firepower for a hanger able to carry fighter squadrons into battle.

Stats Overview

Name	Race	Max Speed (m/s)*	Max Acceleration*	Max Steering (rpm)*	Hull	Max Shield (MJ)	Shield Power Generator (MW)	Lasers and Turrets**	Laser Energy (MJ)	Laser Energy Reload Rate (MW)	Max Cargobay	
Ariadne	Paranid	122	9	1.3	255,000	4 x 200MJ	2,000	4,4,0,0,4,4,4	14,000	700	3,500)
Cormorant	Teladi	115.1	5	1	720,000	3 x 200MJ	3,500	0,2,0,0,2,2,2	10,000	500	8,000)
Griffon Hauler	Argon	101.7	?	3.2	600,000	2 x 200MJ	?	4,4,0,0,2,2,2	25,000	625	3,500)
Griffon Sentinel	Argon	124.2	11	3.2	600,000	4 x 1GJ	6,800	4,4,0,0,2,2,2	74,000	2,200	4,800)
Guppy	Boron	132.1	12	1.4	250,000	1 x 1GJ	2,000	0,2,2,2,2,0,2	13,000	900	5,000)
Maccana	Terran	130.1	6	1.5	180,000	1 x 1GJ	1,700	4,0,4,4,0,4,4	16,000	600	5,500)
Tern Sentinel	Teladi	96.2	?	2.4	720,000	4 x 1GJ	5,800	8,0,2,2,2,2,2	49,000	980	16,500)

* = Maximum able to be obtained by purchased tunings. These values can be exceeded by using Pandora Tunings.

** = Number of available laser slots in the Main, Front, Left, Right, Up, Down, Back batteries

*** = Ships with data existing in the vanilla game files are listed but some are not available during play without mods or scripts

Functions and applications

M7C carrier (drone) frigates were meant to spawn a replenishing number of Drone Hauler M4 ships that in turn could release and retrieve fighter drones for use in combat however, this feature was never successfully implemented. The Drone Hauler M4 ships that were meant to be part of the M7Cs can still rarely be found in vanilla as part of military and Rapid Response fleets. The Tern Sentinel was meant to have a similar feature but with an infinitely replenishing supply of SQUASH Mines which was also not implemented. Without their primary function M7Cs have been reduced to function as light carriers transporting fighter squadrons to do their fighting. With the exception of the Griffon Sentinel the M7C class offers only a slight increase in durability compared to the TM class but for a substantially higher price tag. Although able to use heavy missiles to support the fighter squadron the only M7Cs found in vanilla able to equip weapons superior to TMs are the Guppy, Griffon Sentinel and Cormorant. The Ariadne and Guppy can dock a TS/TS+/TP class ship giving them some use for Return Abandoned Ship random missions and as supply ships for the fighter squadron. The M7C class is probably best used as a player ship since the low durability and firepower will likely get autopilot controlled ones killed unless constantly monitored. The stats of the Cerberus (M7), Panther Raider (M7) and Elephant (TL) make them strong competitors for the role as light carriers for OOS patrols.