

Template

WIP

Beschreibung

Allgemeine Schiffsinformatio nen

Name

Volk

Klasse

Variant
en

Daten

Nachfolgend sind die Eigenschaften dieses Schiffstyps für jedes Spiel aufgelistet, in dem er verfügbar ist.

X3: Reunion

(wird nachgereicht)

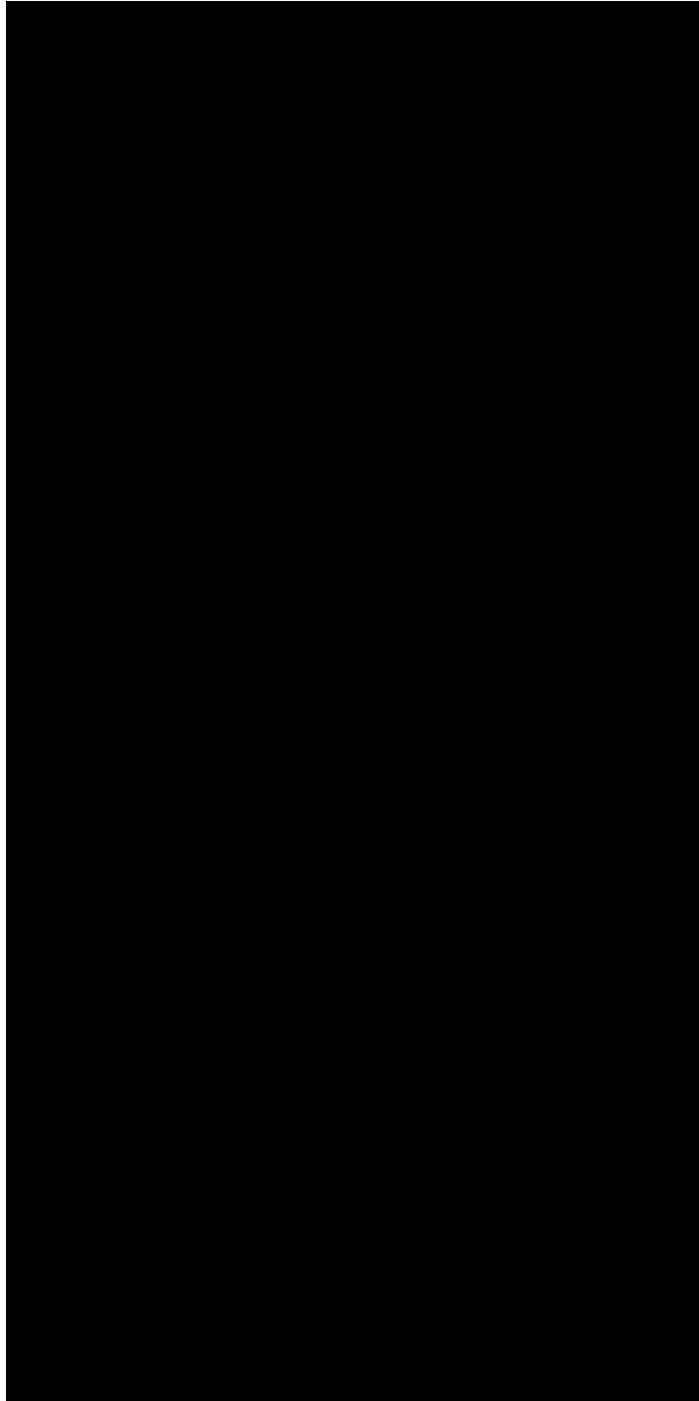
X3: Terran Conflict

Hülle	
Geschwindigkeit	
Aufrüstbar bis	
Beschleunigung	
Aufrüstbar bis	
Aktuell max. Wendigkeit	
Aufrüstbar bis	
Max Energieschild	
Schildenergiegenerator	
Maximale Laserenergie	
Laderate der Laserenergie	
Frachtraum	
Aufrüstbar bis	
Warentransportklasse	
Hangar	
Marineinfanteristen	

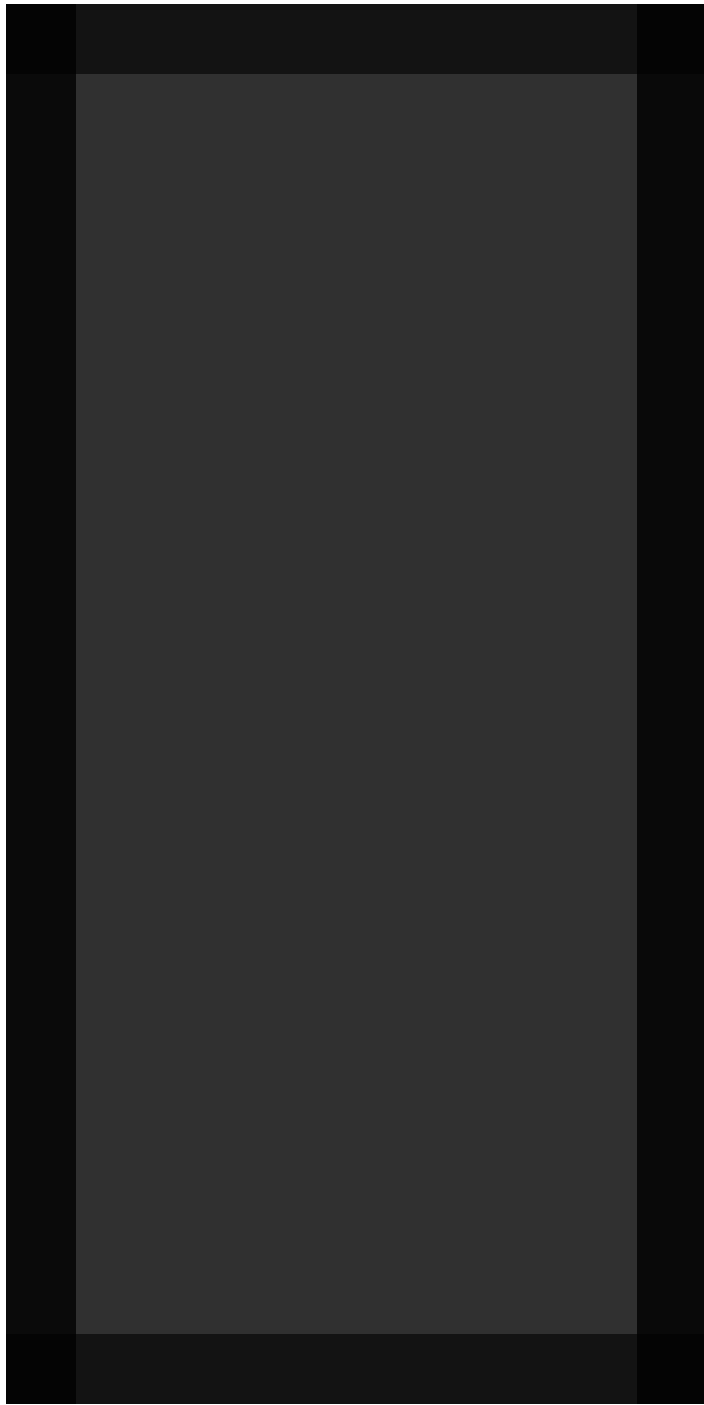
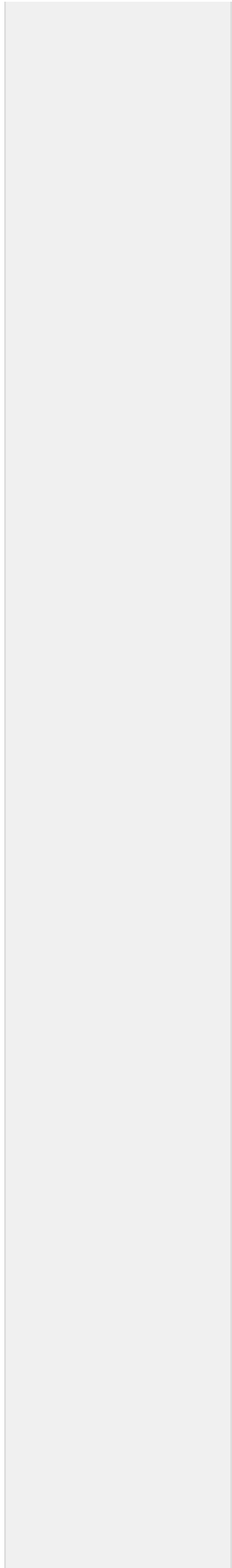
Geschützkanzeln

Kompatible Laser

▼ [Legende \(zum Erweitern hier klicken\)](#)

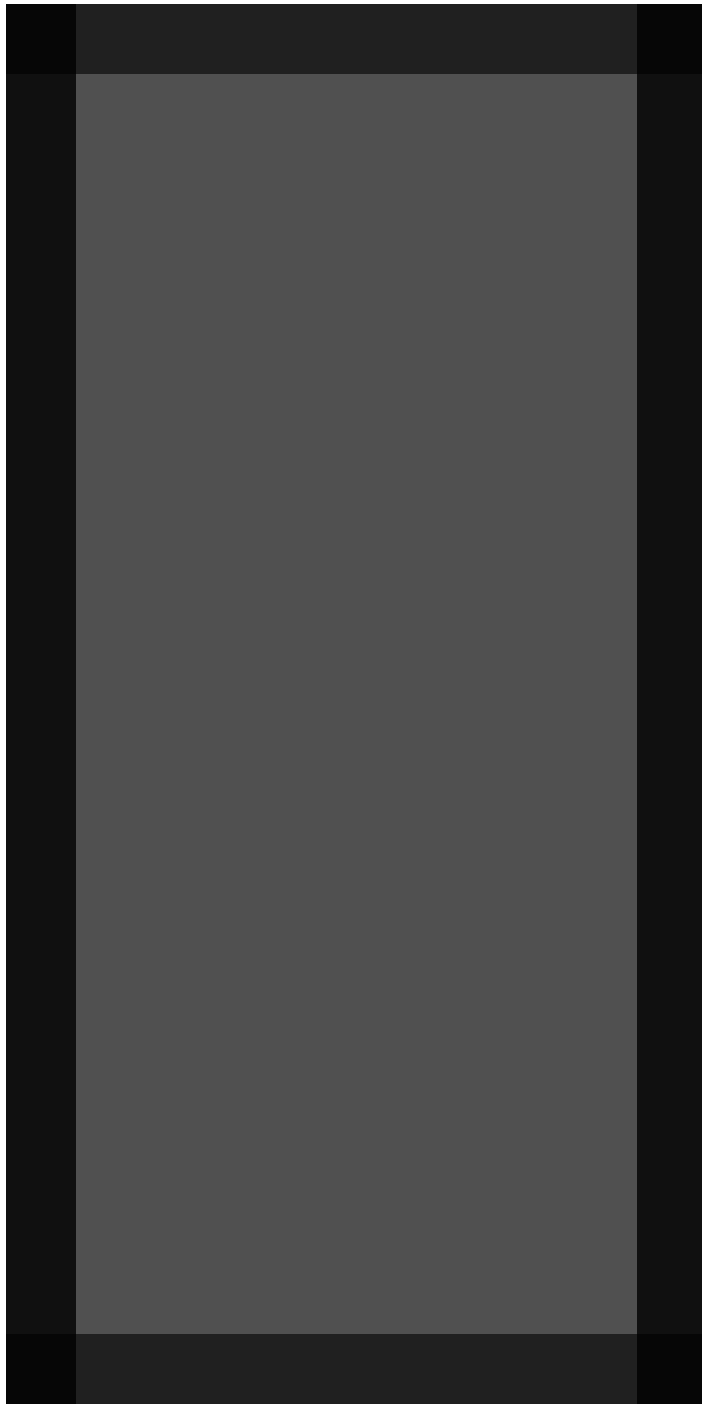
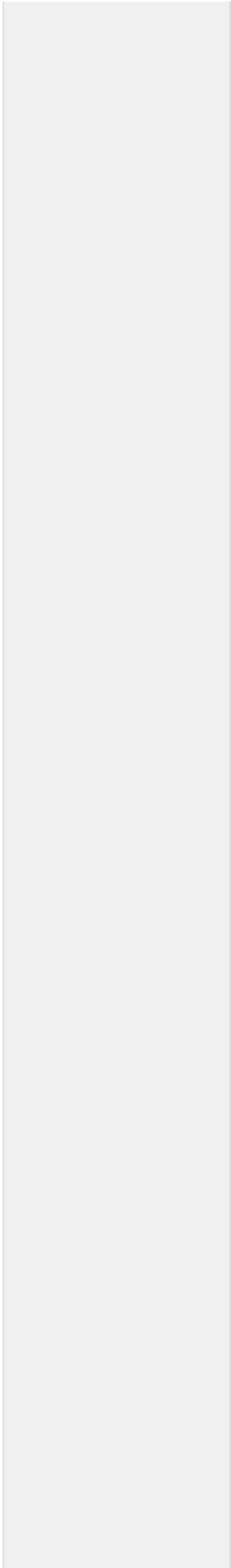


- Impulsstrahlenemitter (ISE)

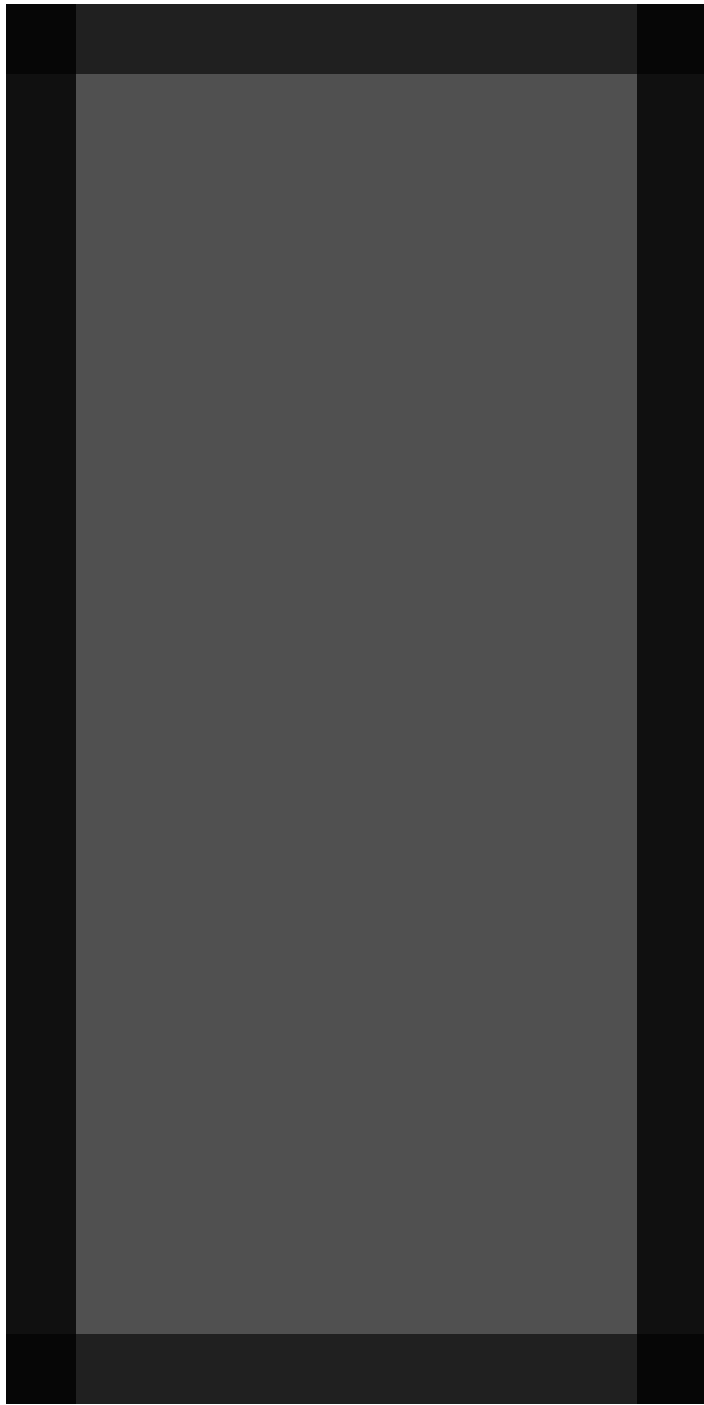
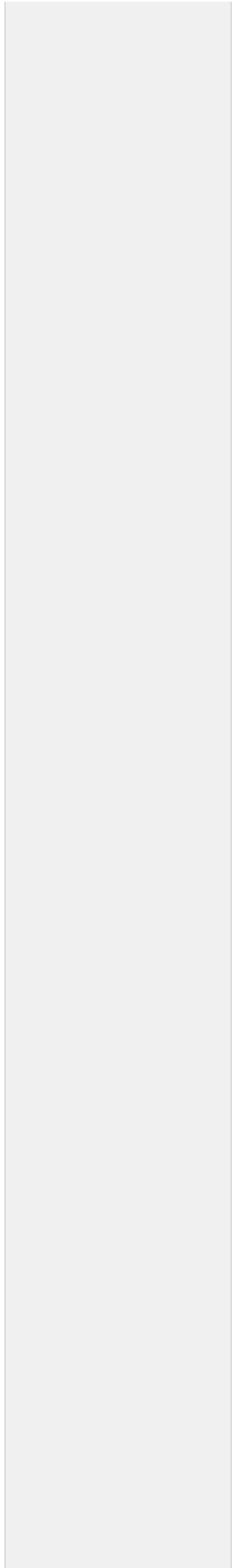


(PBK)

- Partikelbeschleunigerkanone

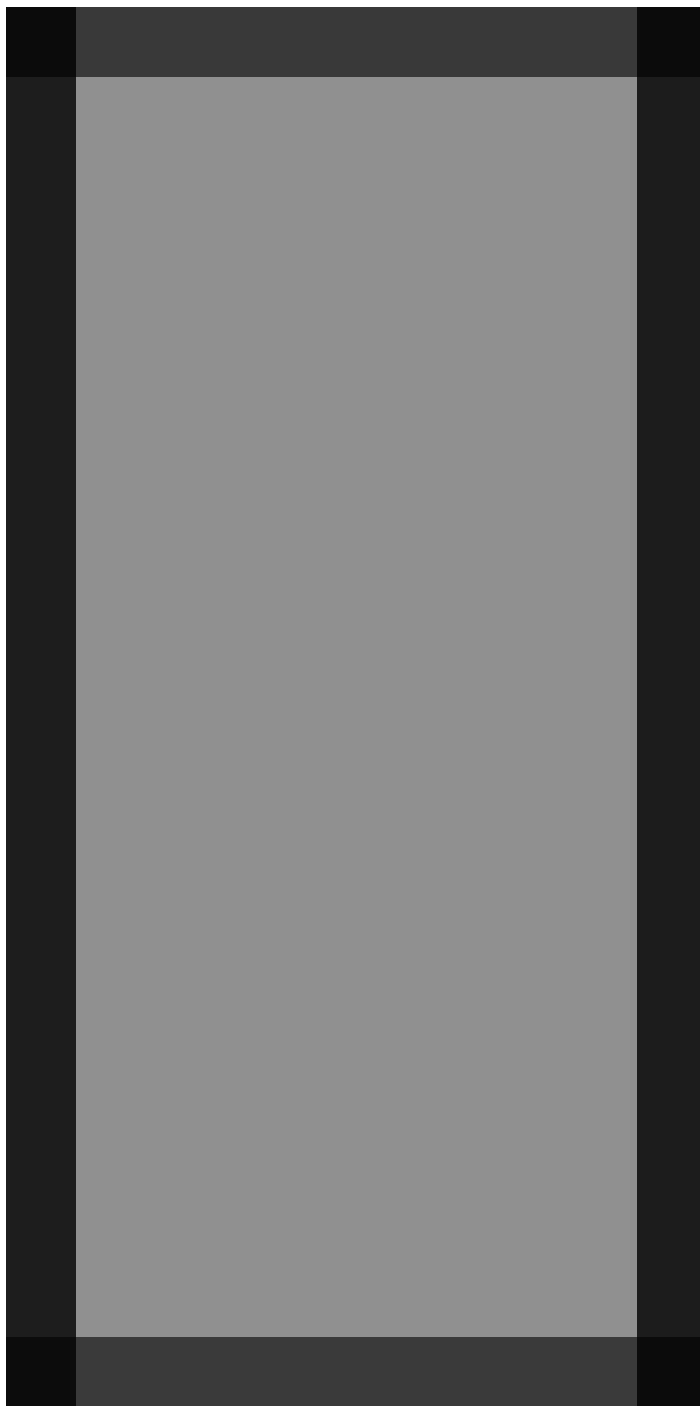
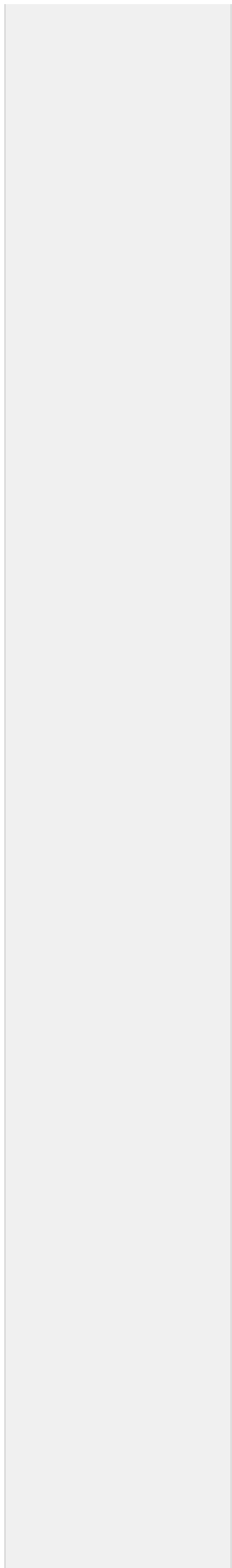


- Energieplasmawerfer (EPW)

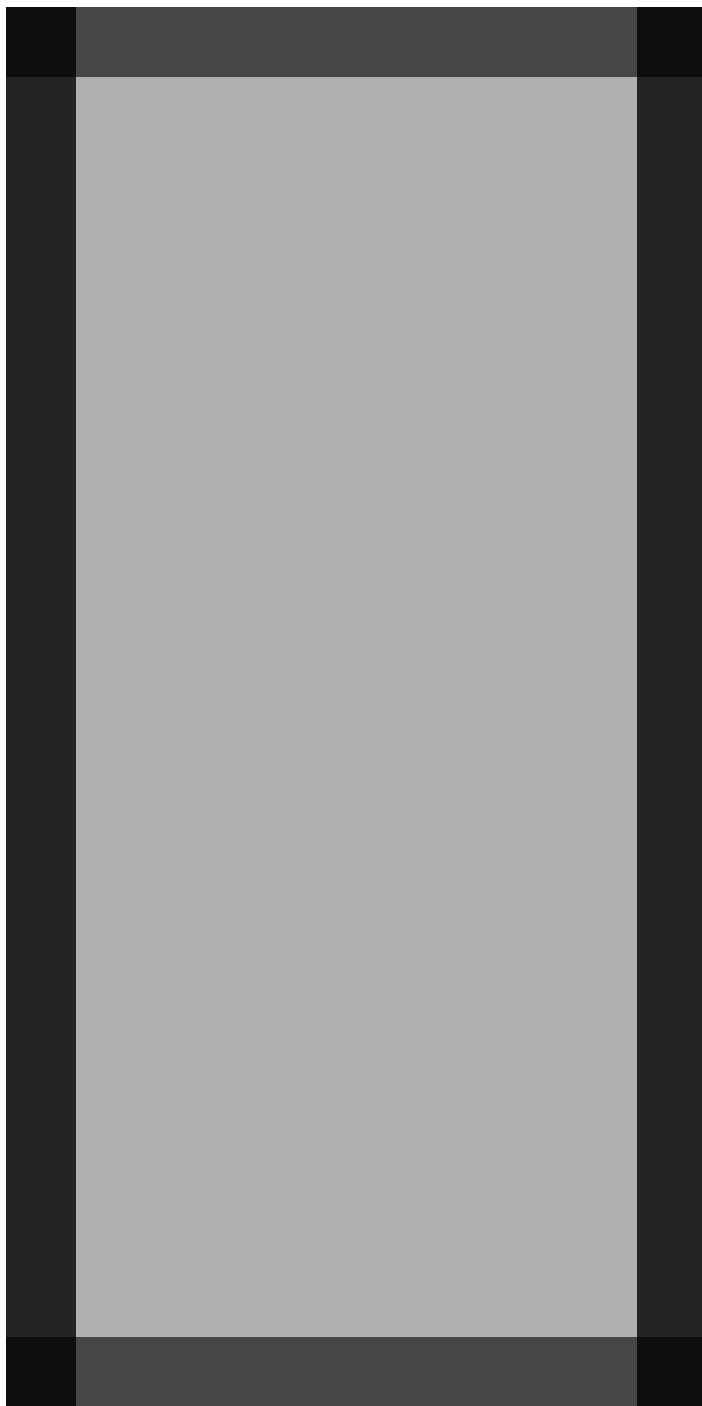
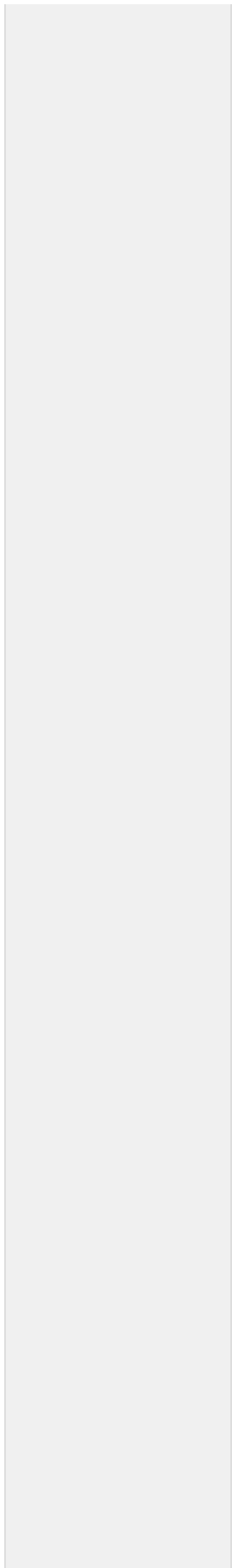


or (EIG)

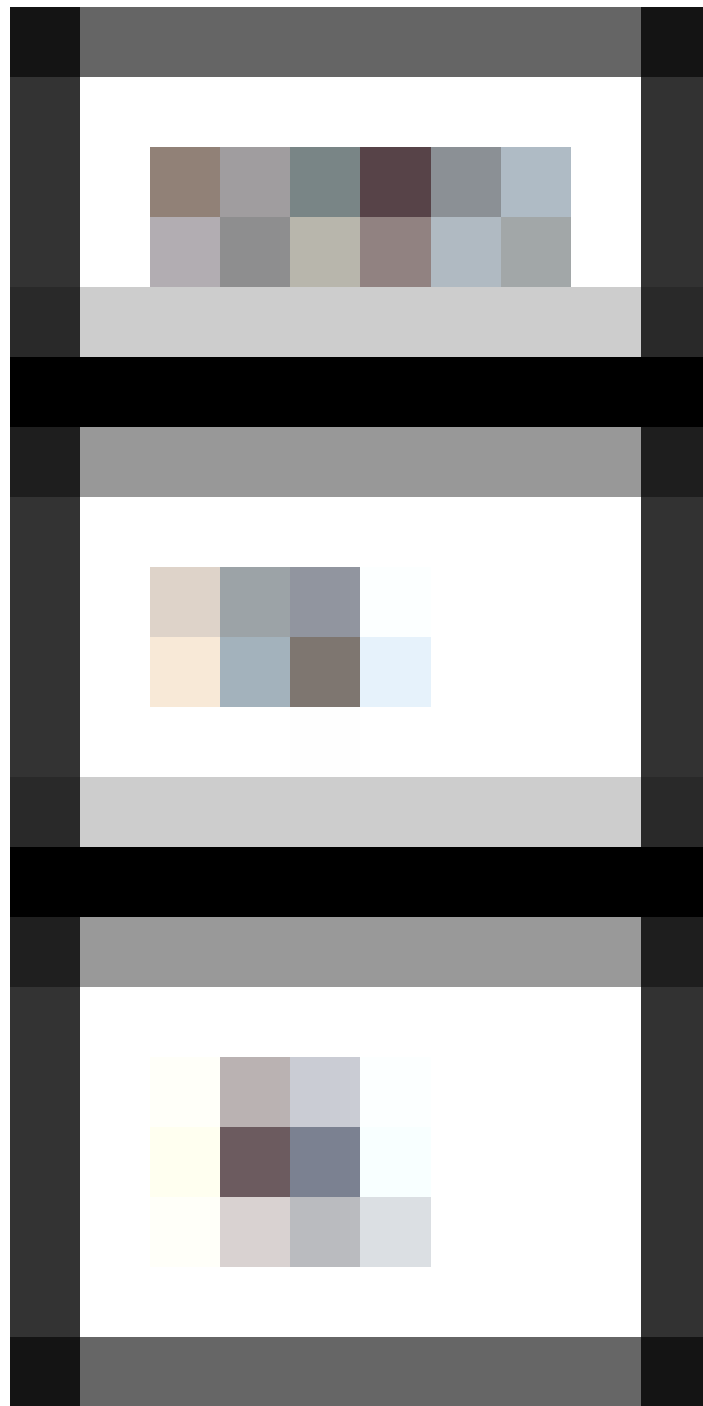
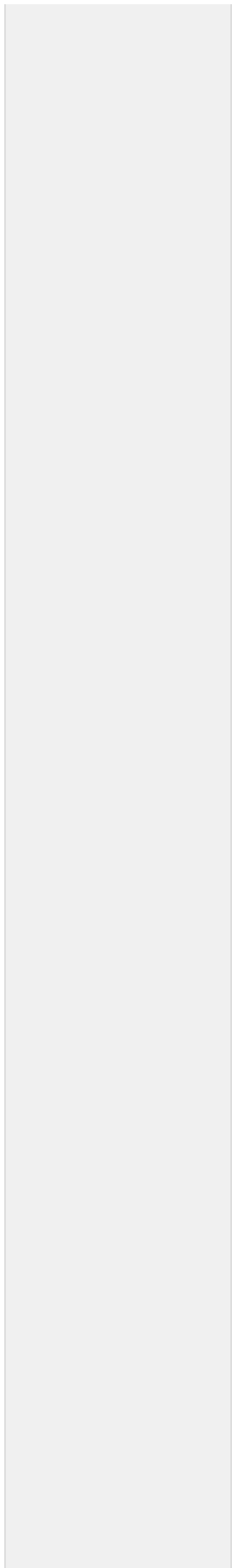
- Erschütterungsimpulsgenerat



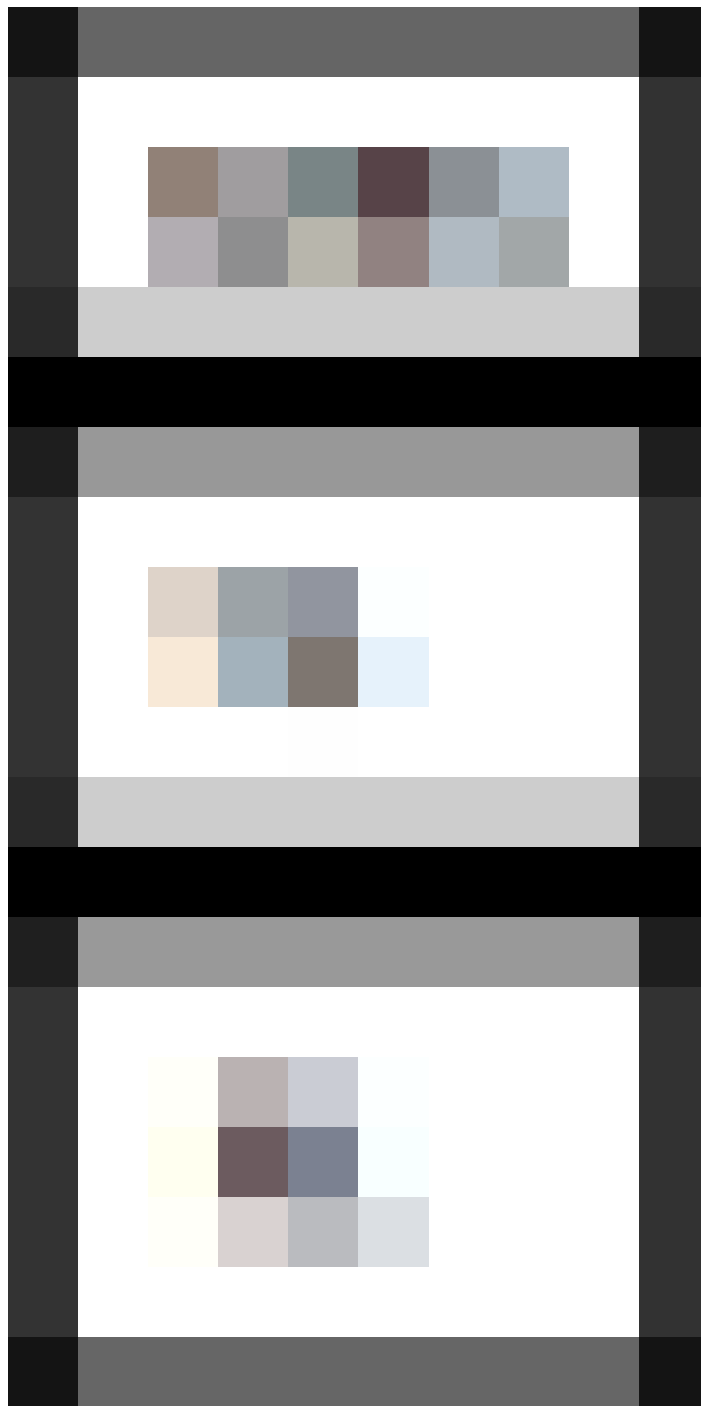
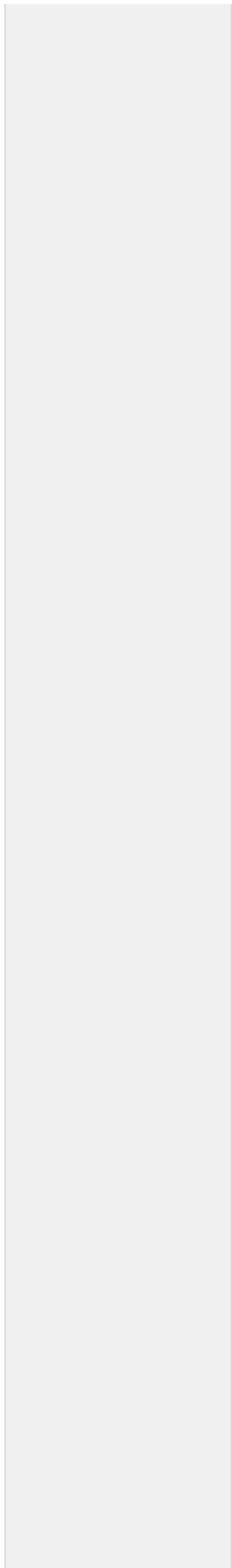
- Photonenimpulskanone (PIK)



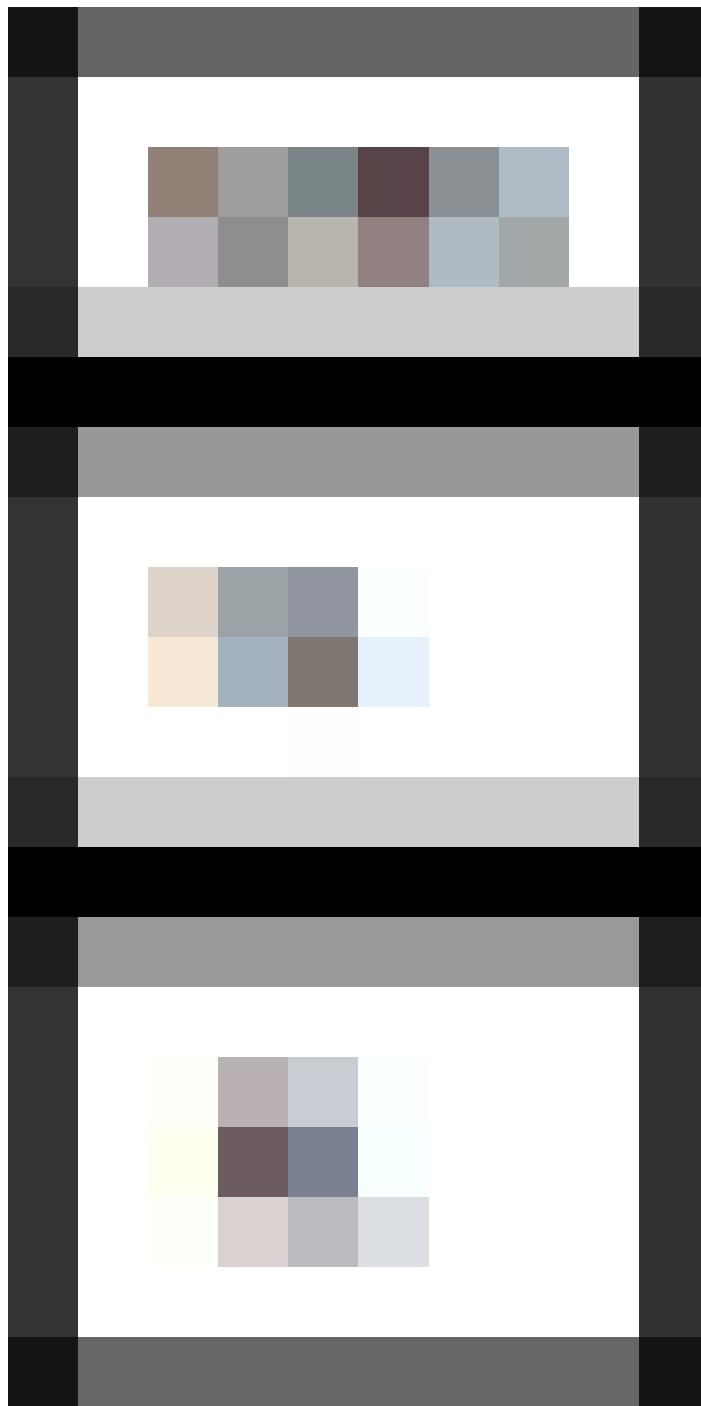
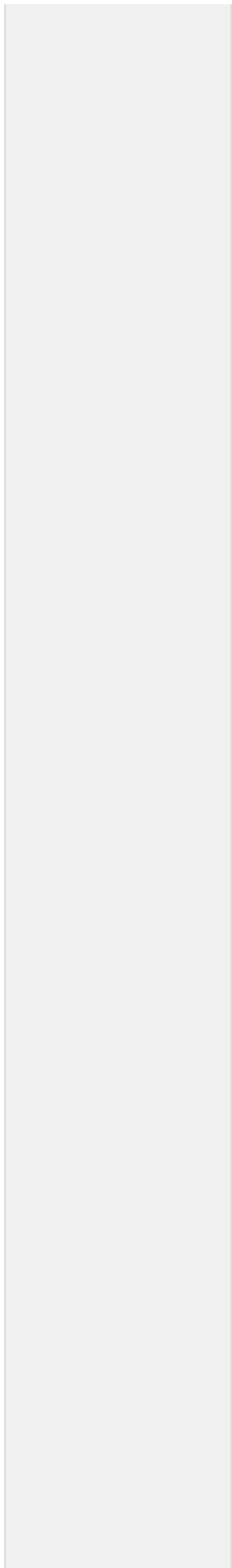
- Projektilkanone (PK)



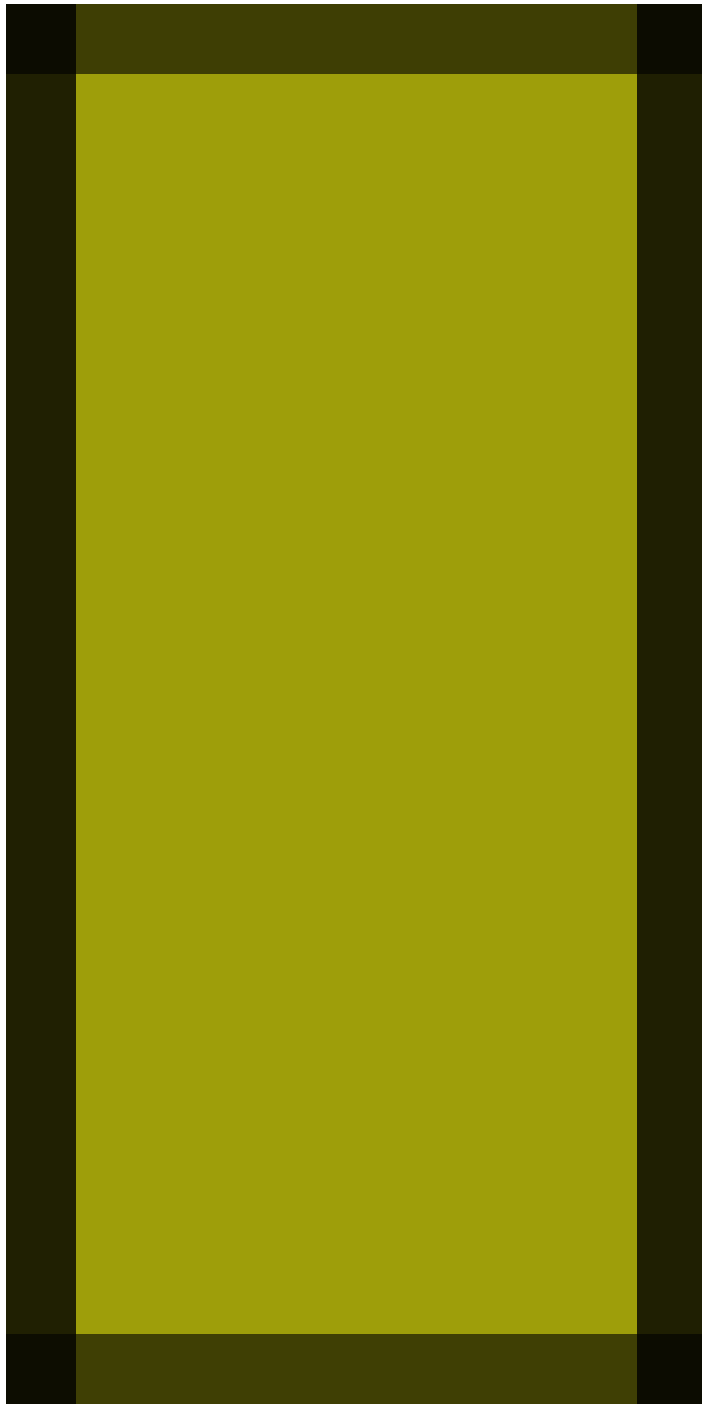
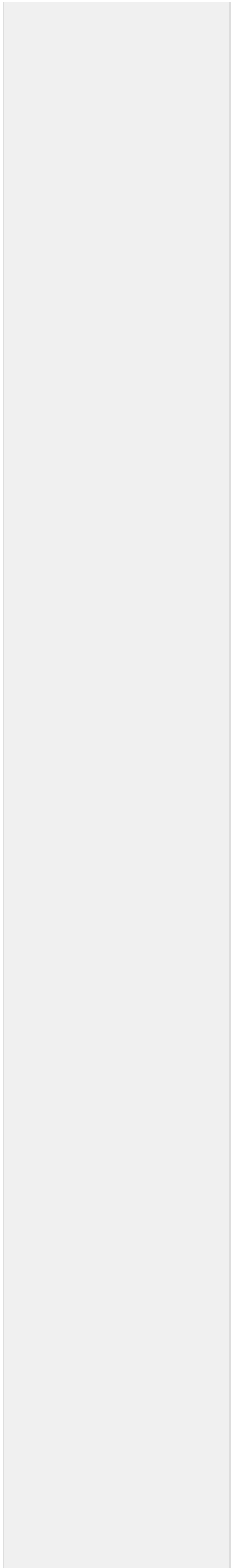
- Mobiles Bohrsystem (MBS)



- Traktorstrahl (TS)

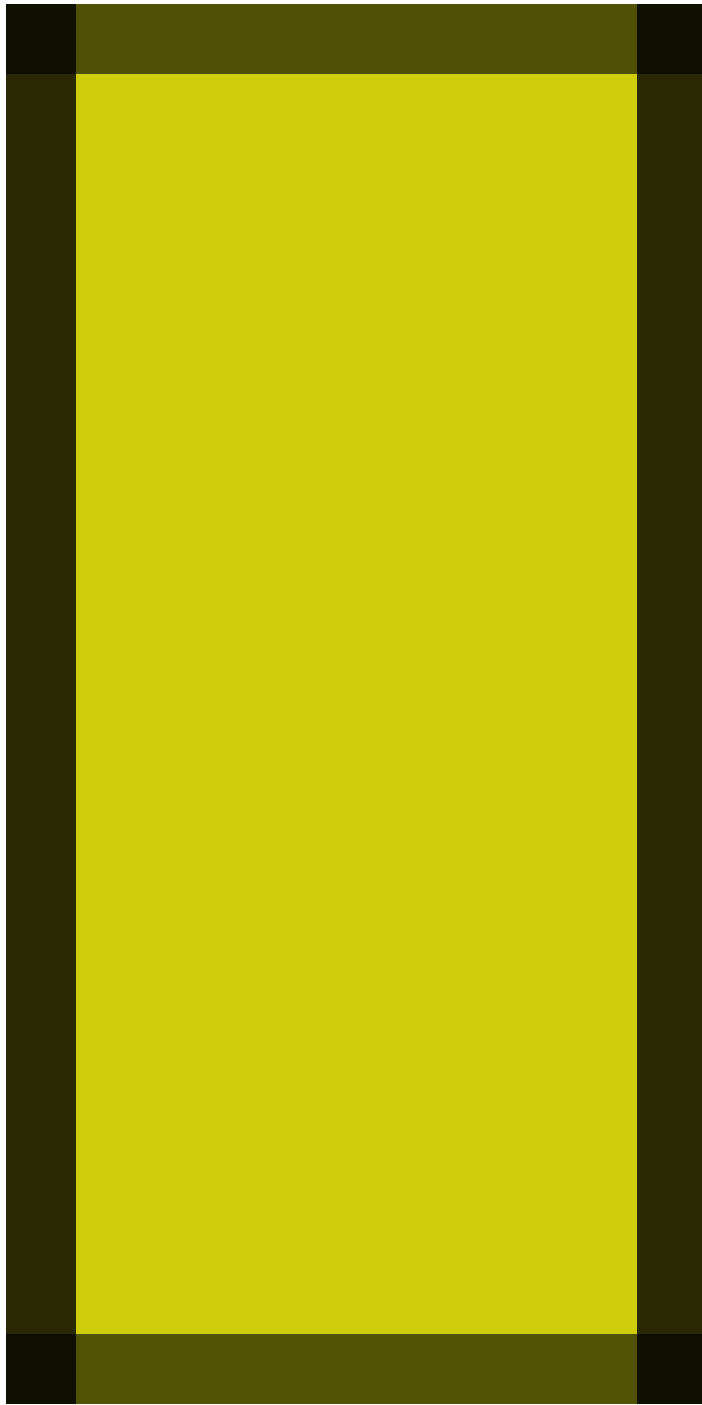
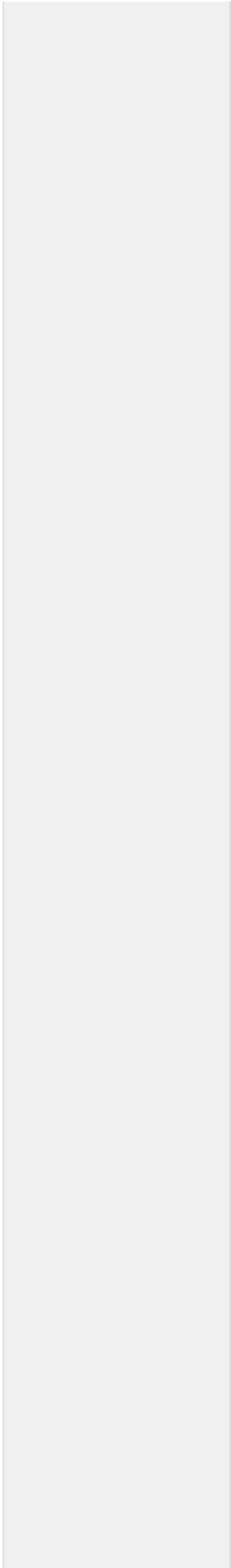


- Reparaturlaser (RL)

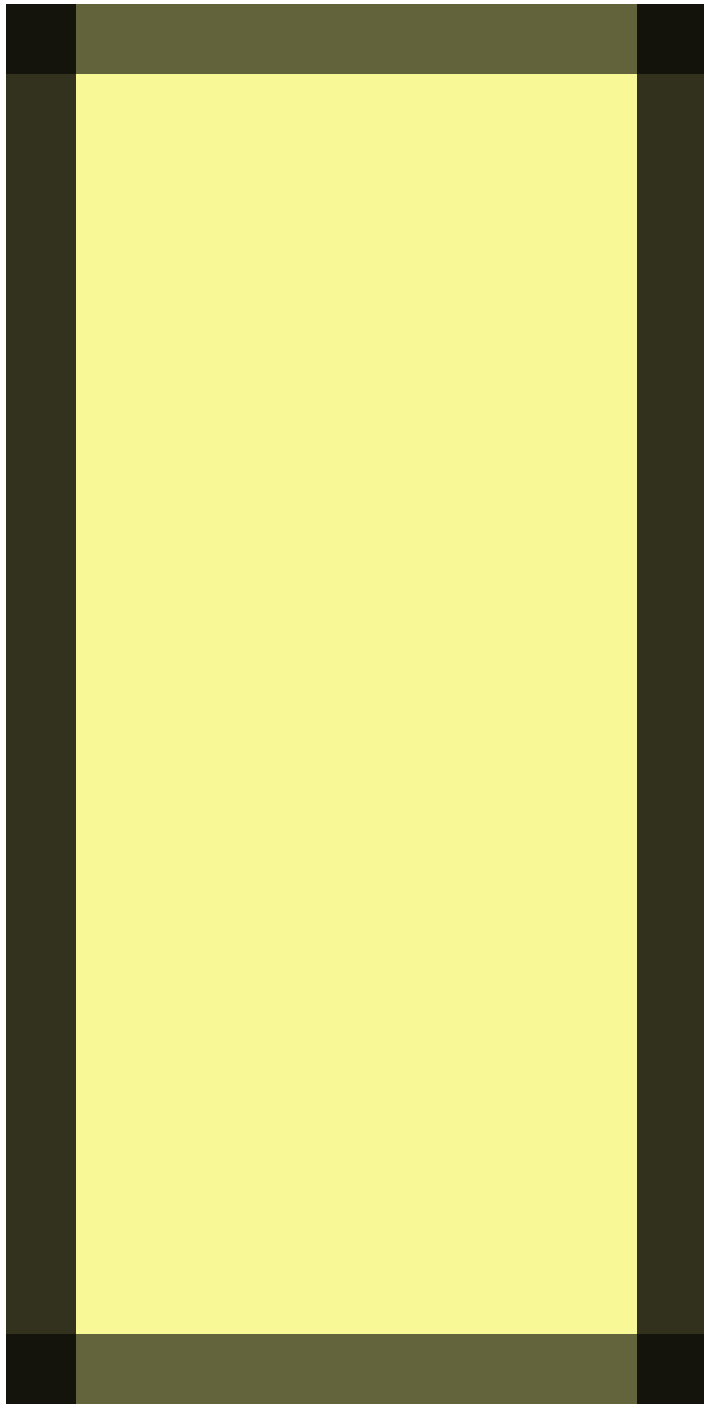
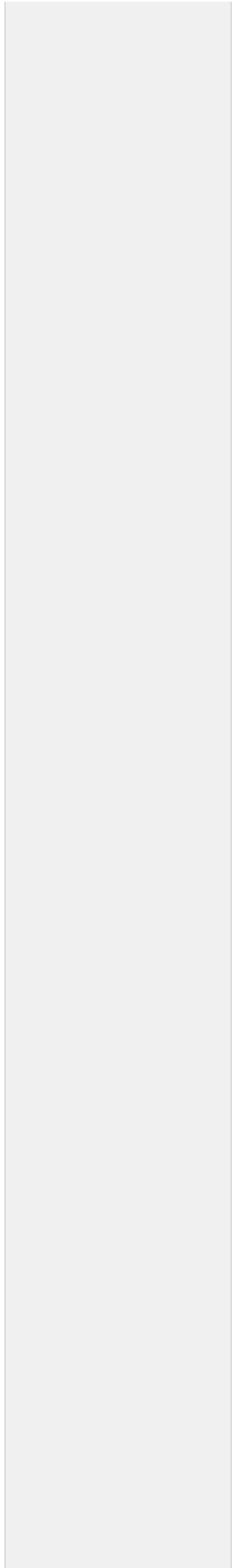


G)

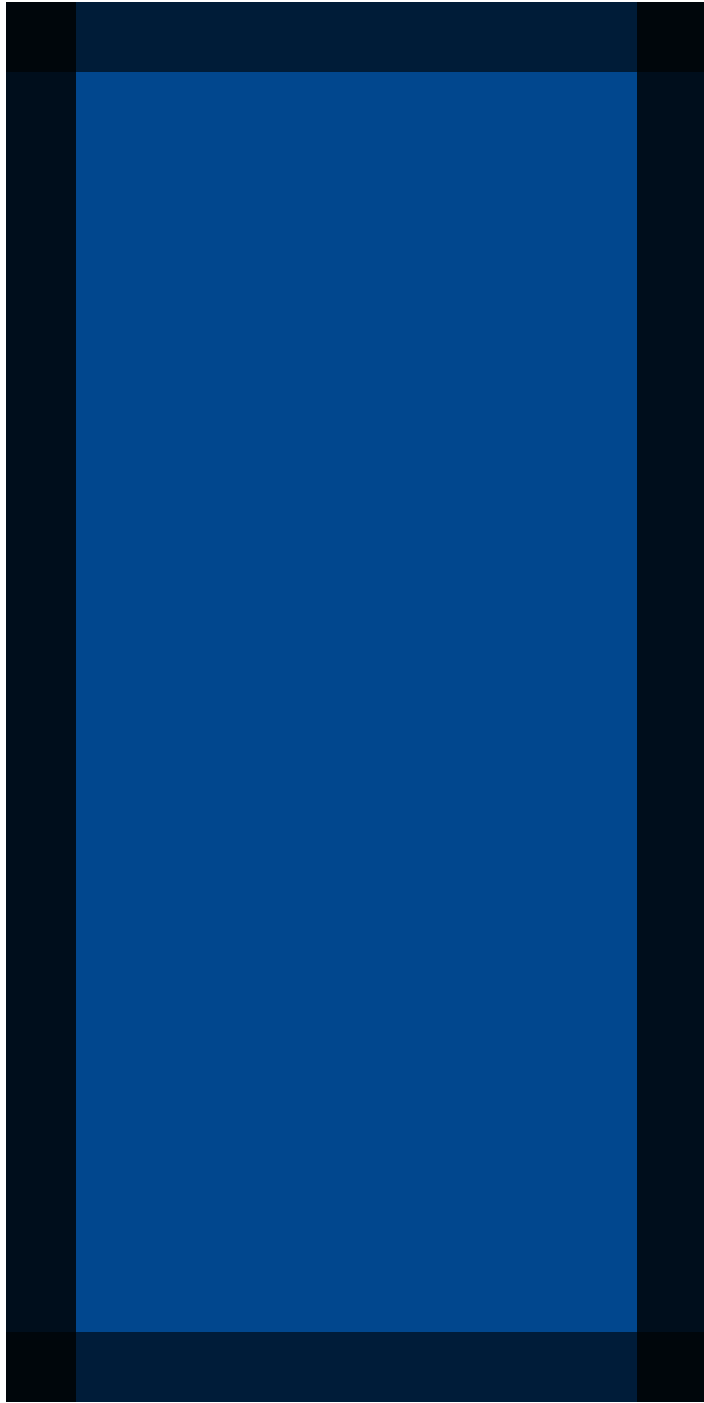
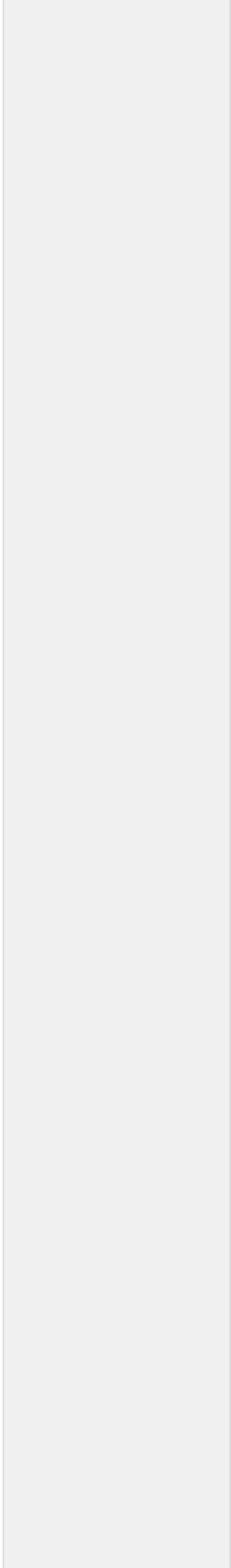
- Phasenrepetiergeschütz (PR



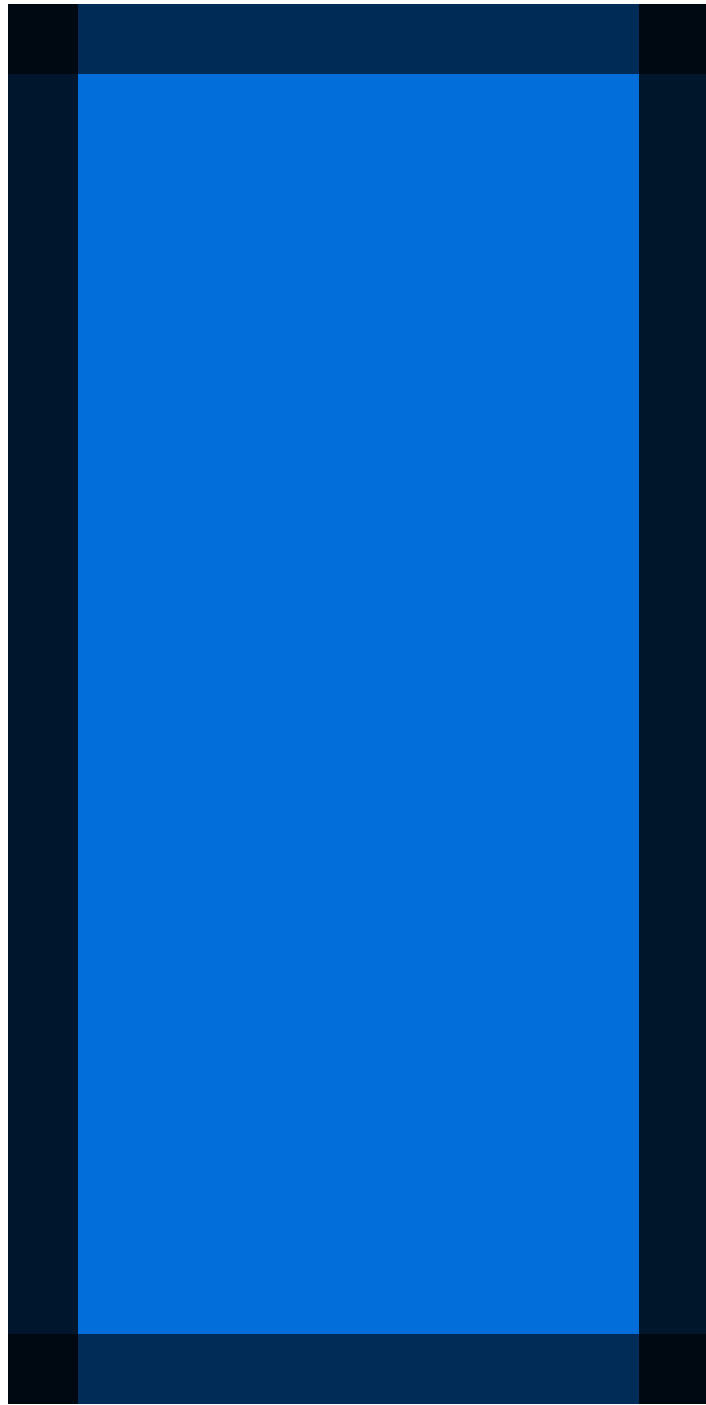
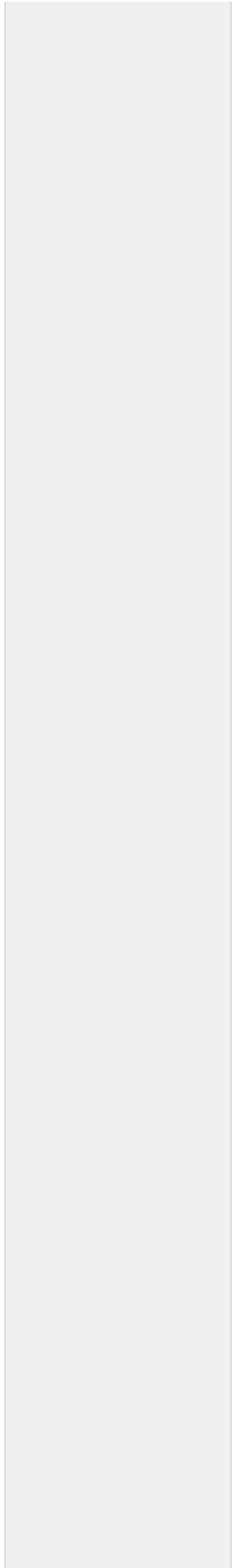
- Clusterflakartillerie (CFA)



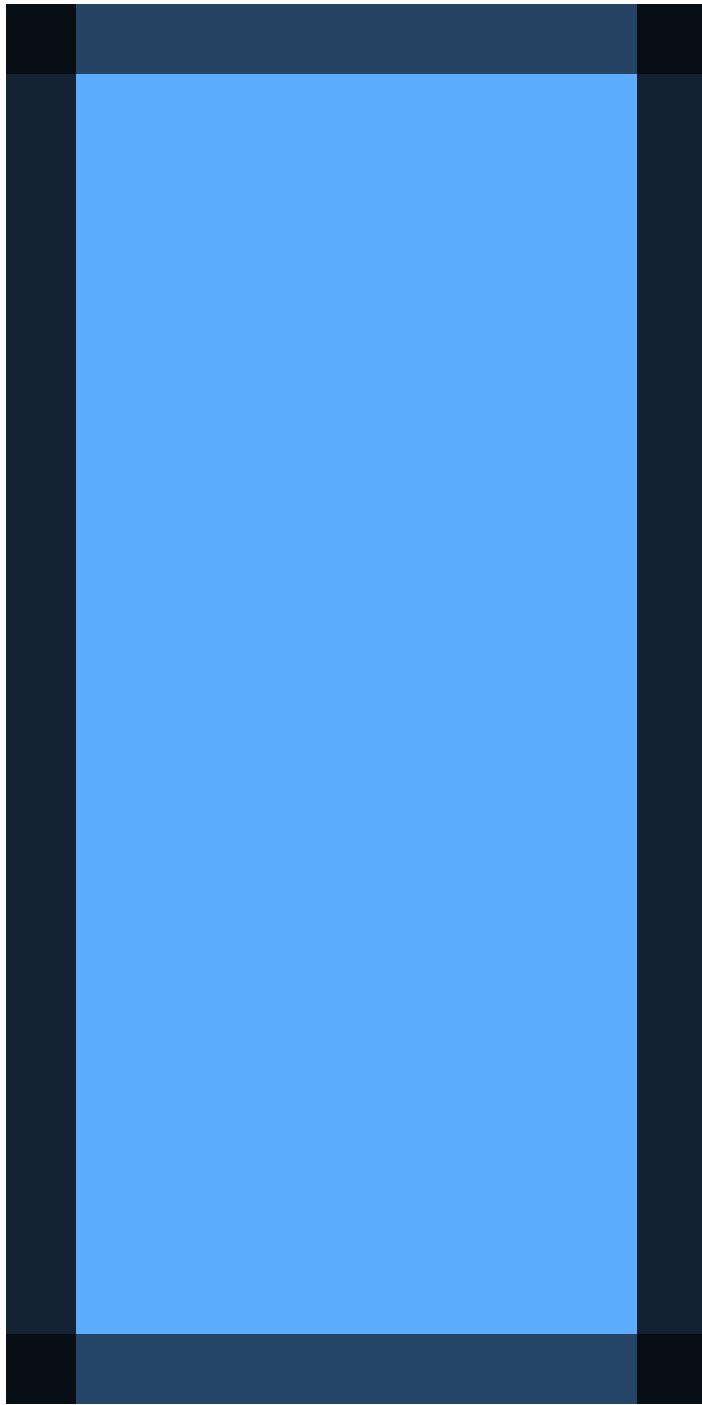
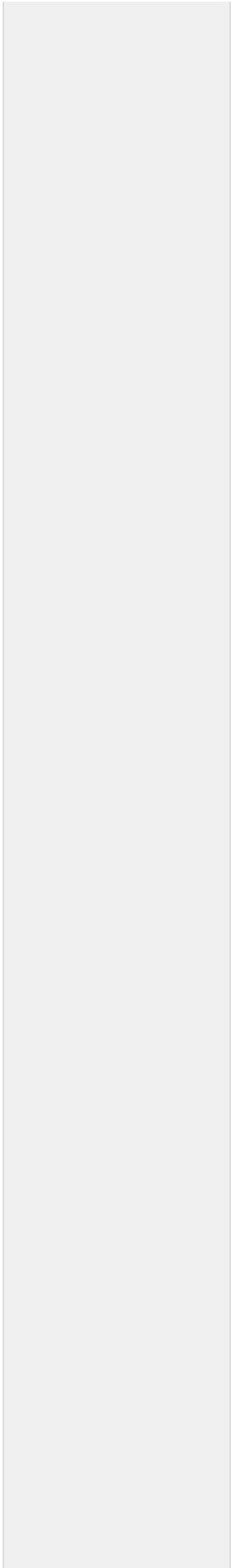
- Plasmastrahlgeschütz (PSG)



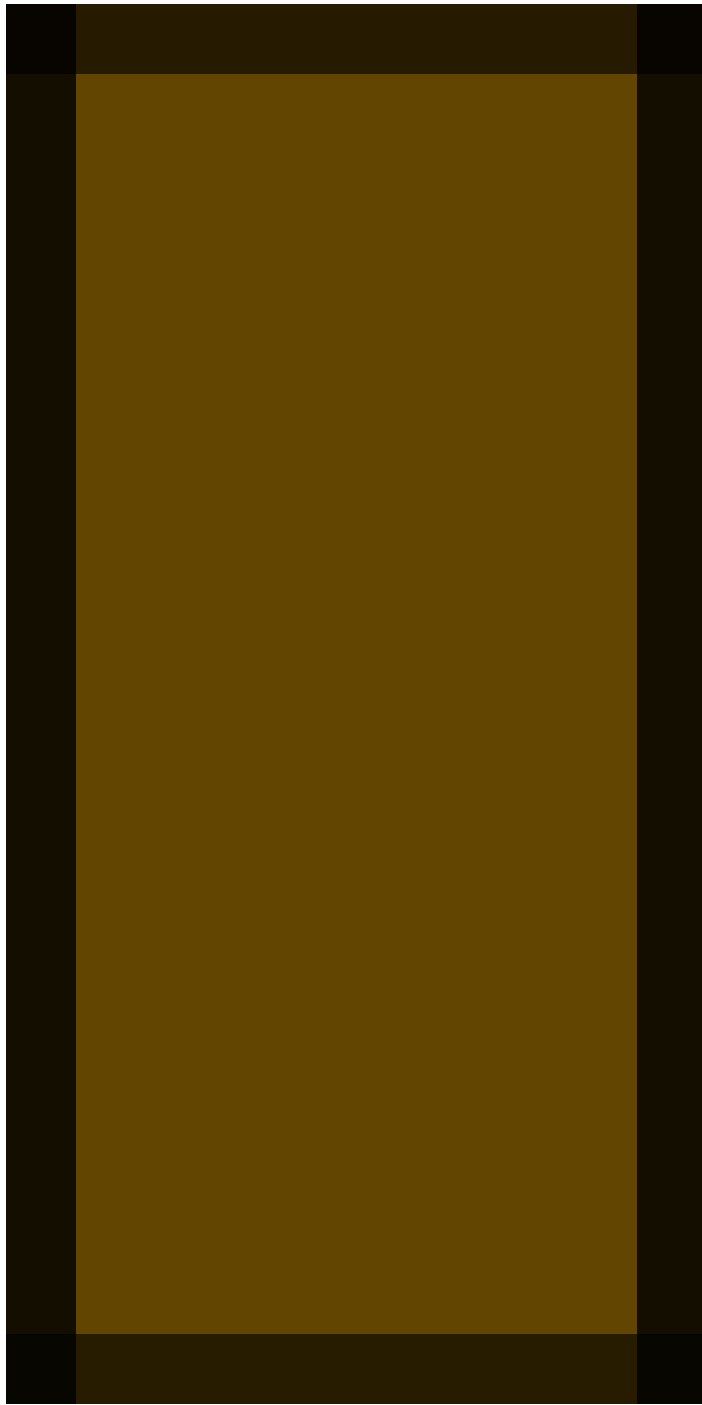
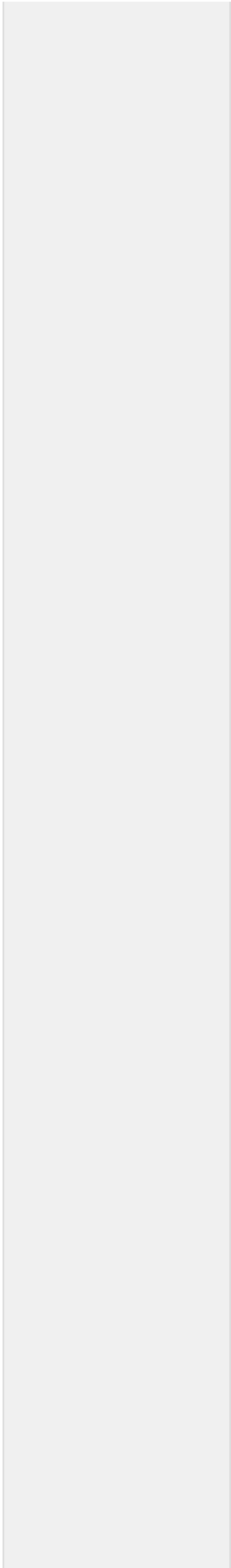
- Ionen-Disruptor (ID)



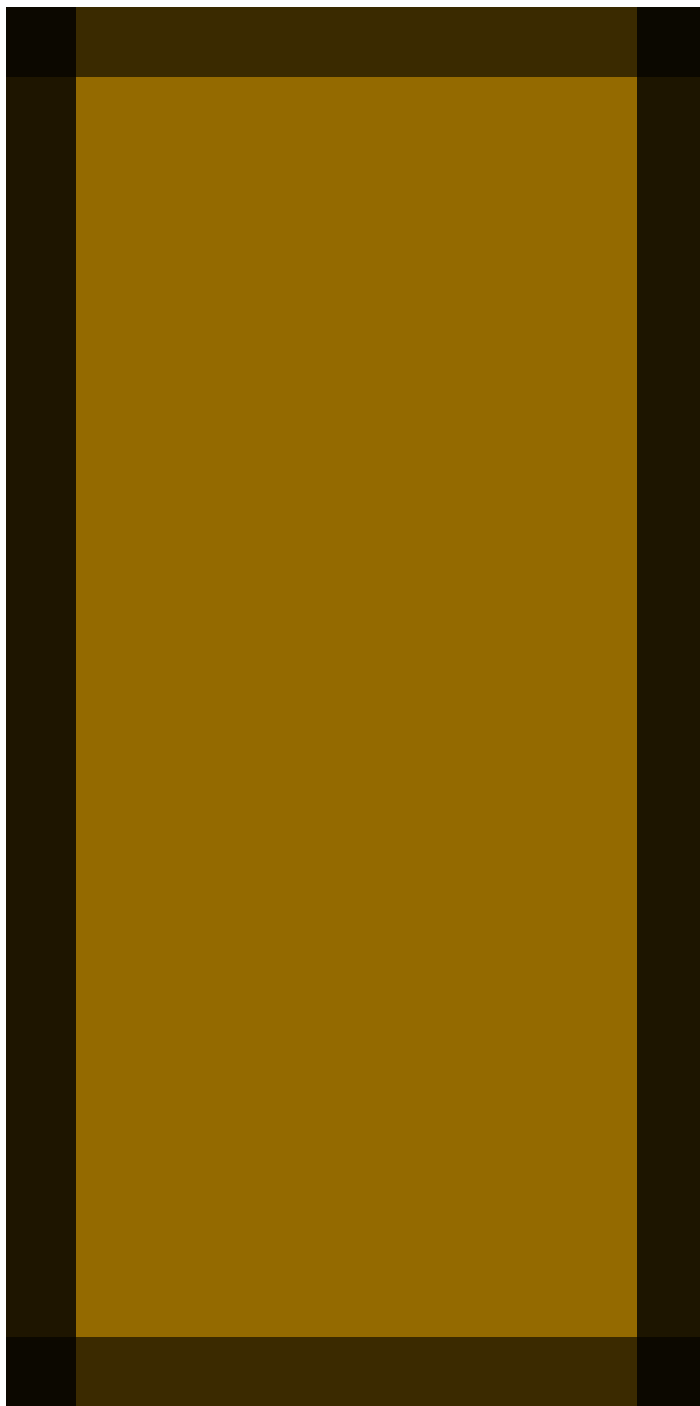
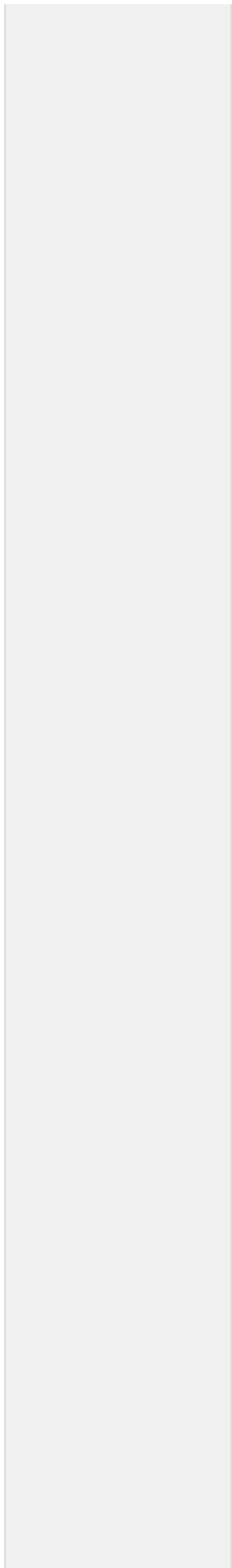
- Ionenpulsgenerator (IPG)



- Ionenkanone (IK)

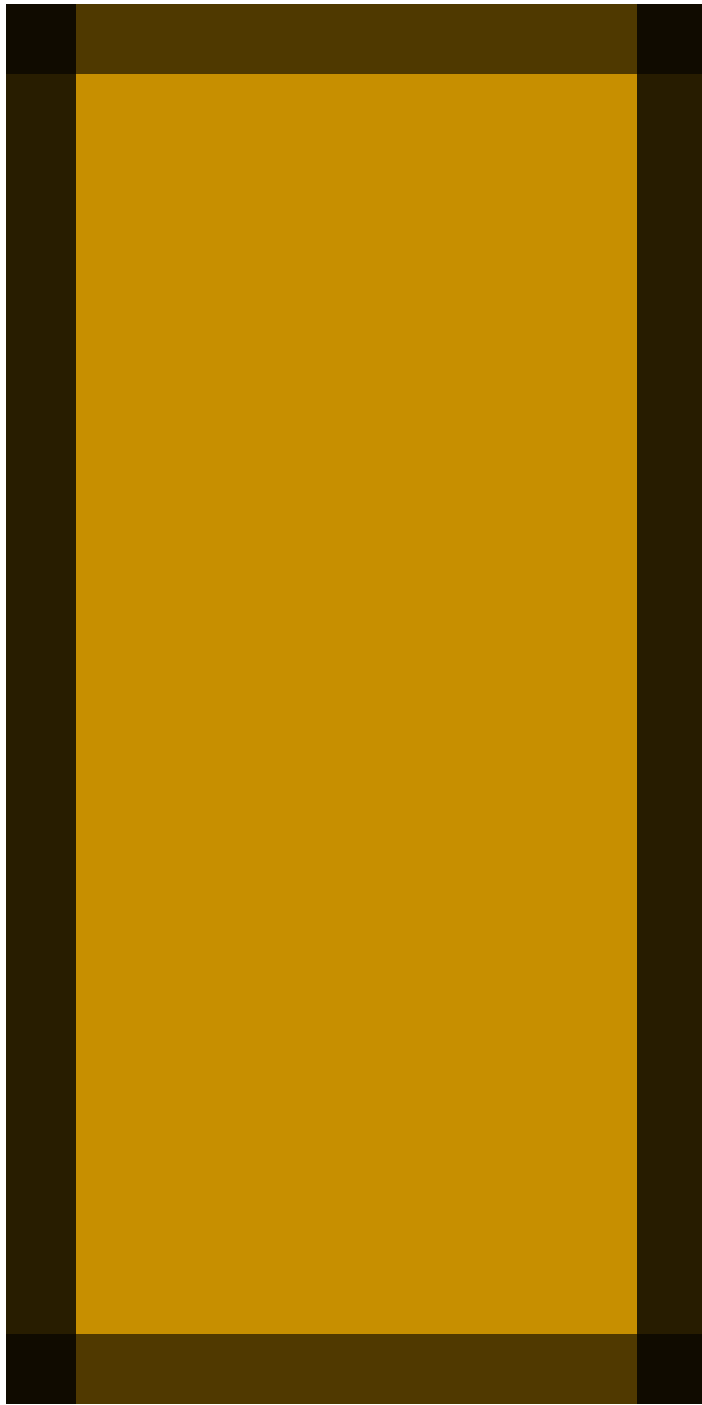
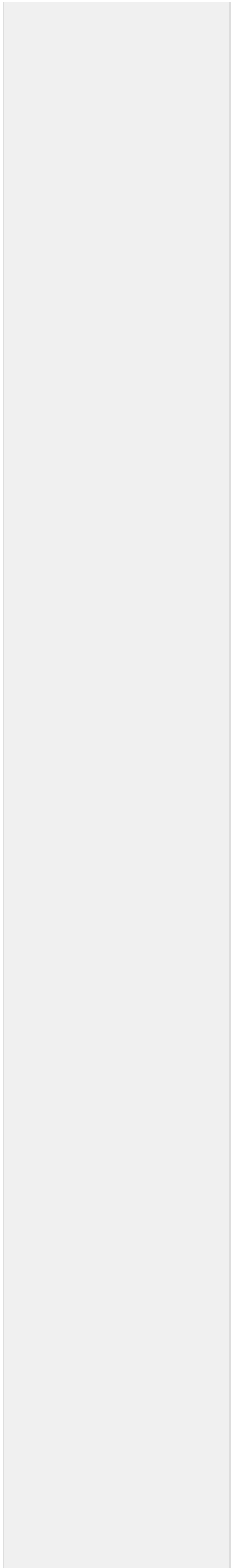


- Splitterbombenwerfer (SBW)

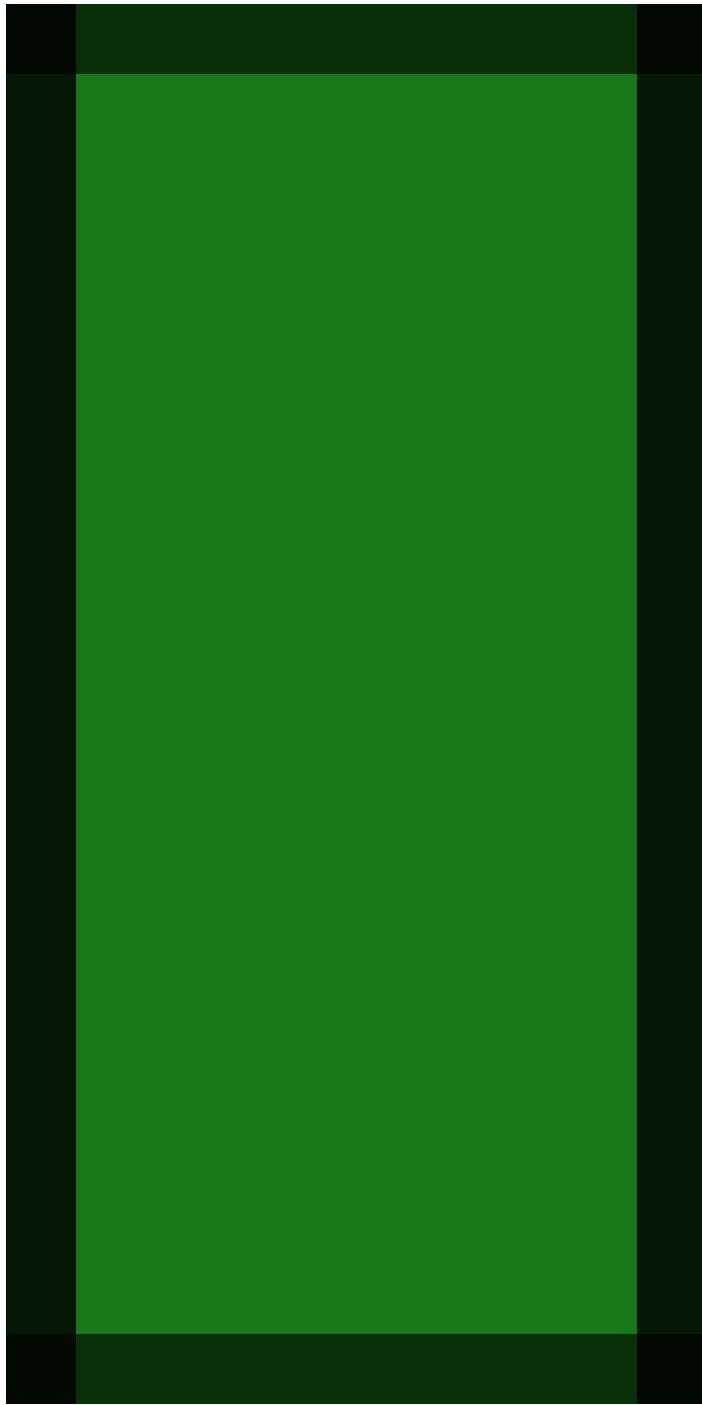
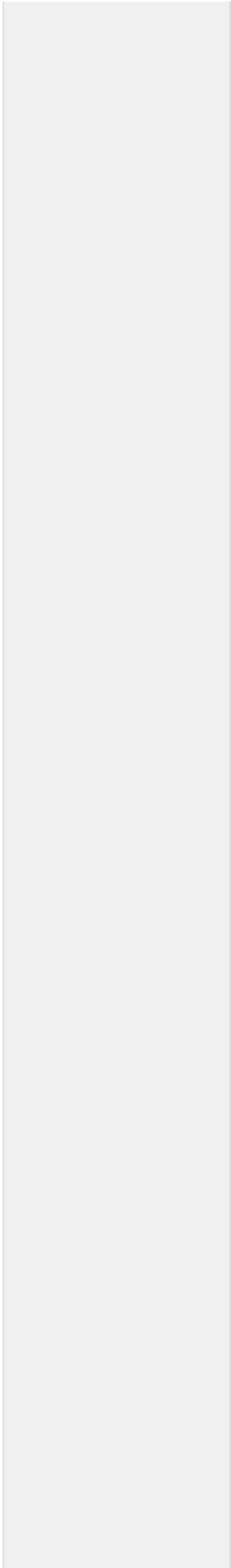


G)

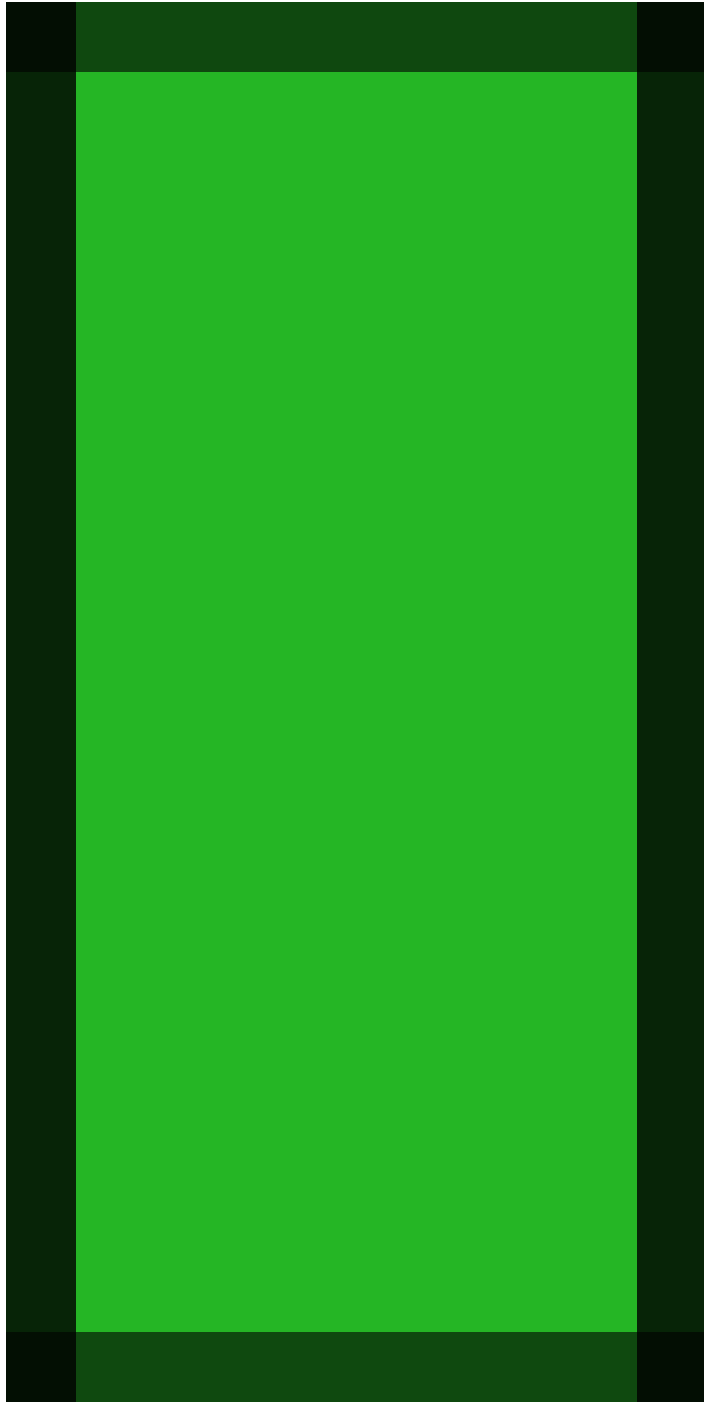
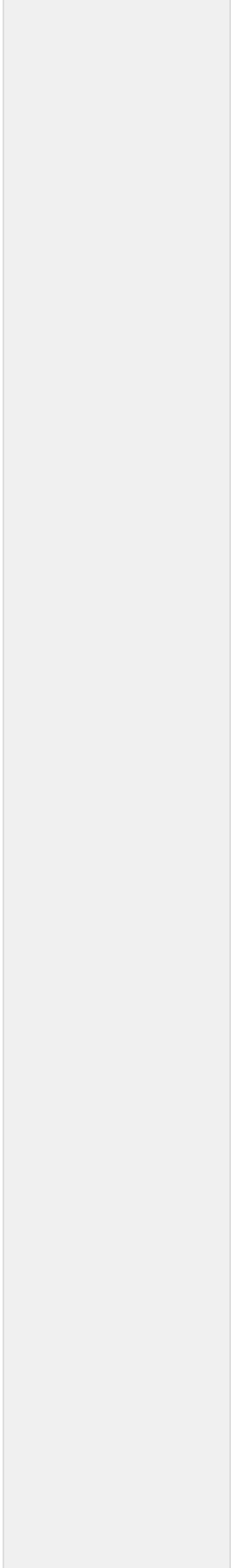
- Schockwellengenerator (SW



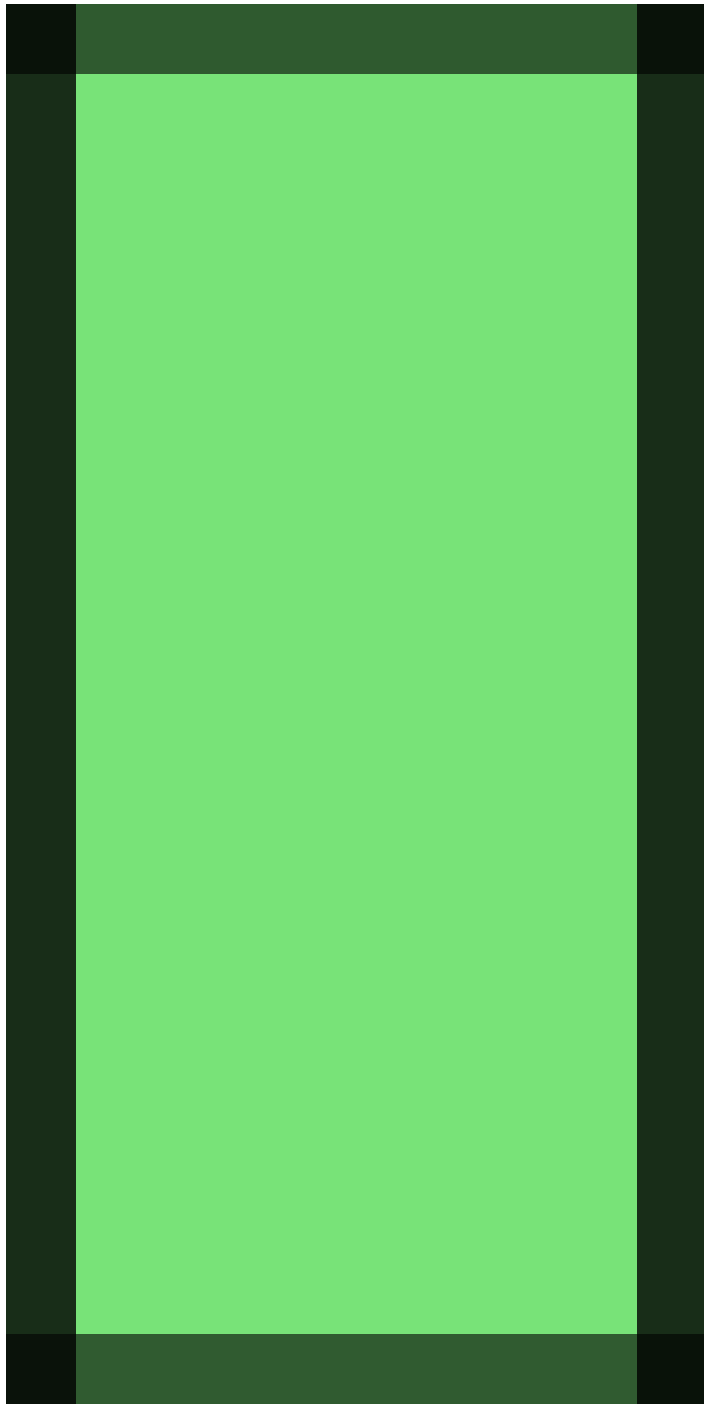
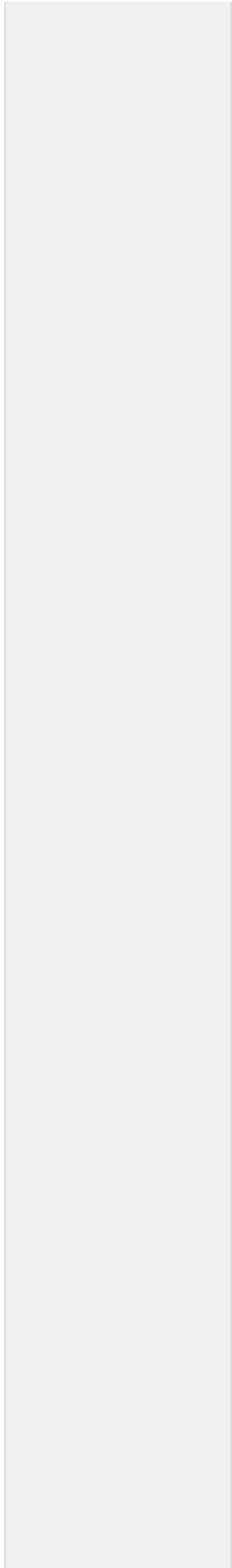
- Triplet-Lasergeschütz (TLG)



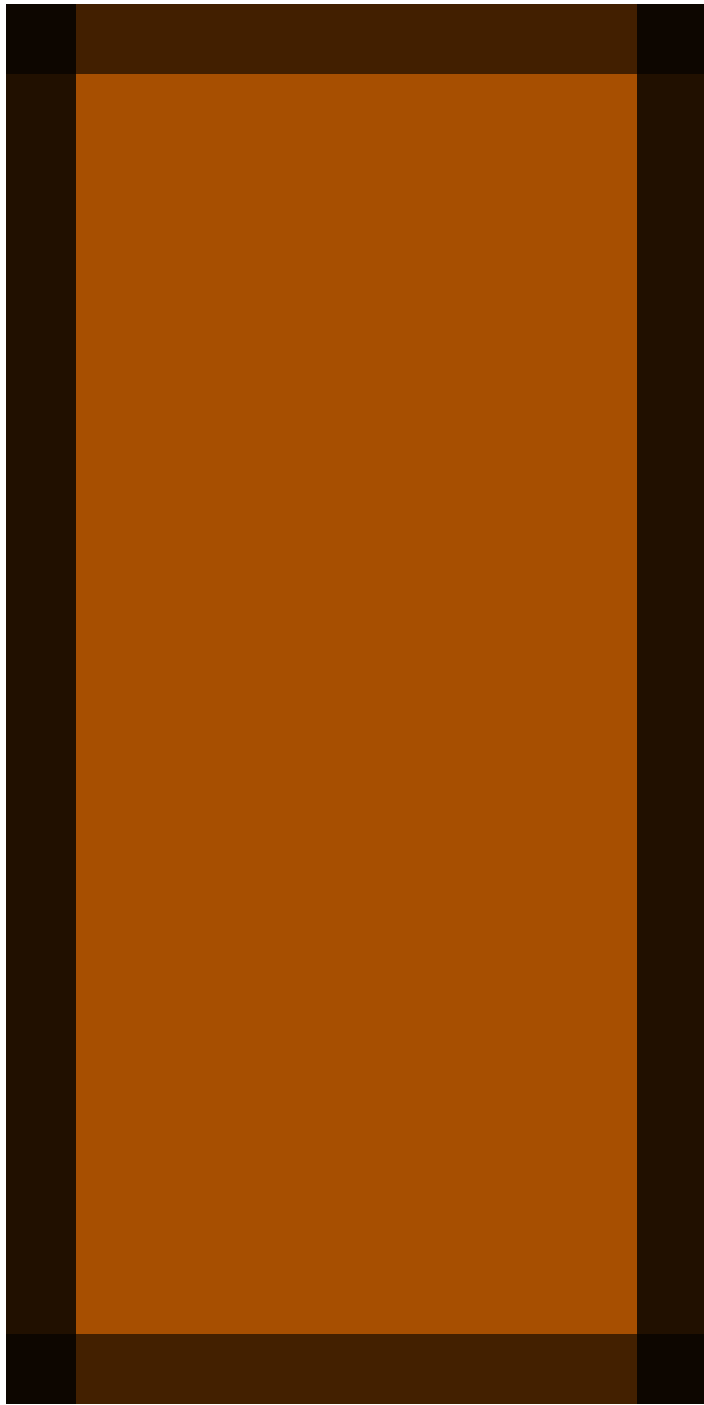
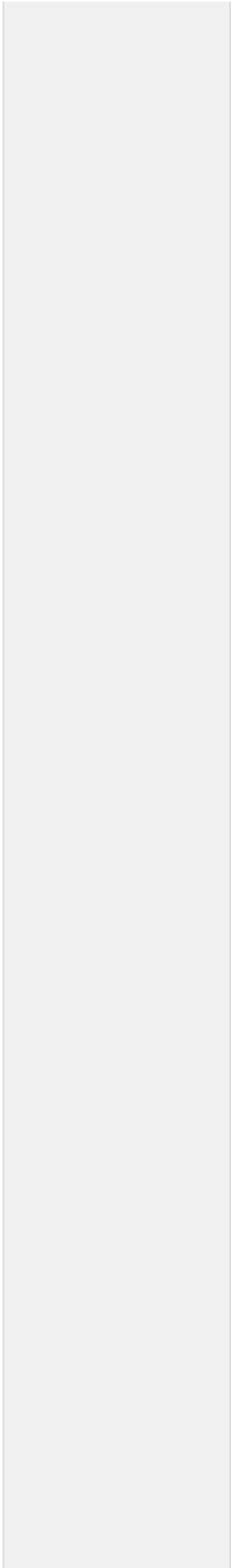
- Energiepulskanone (EPK)



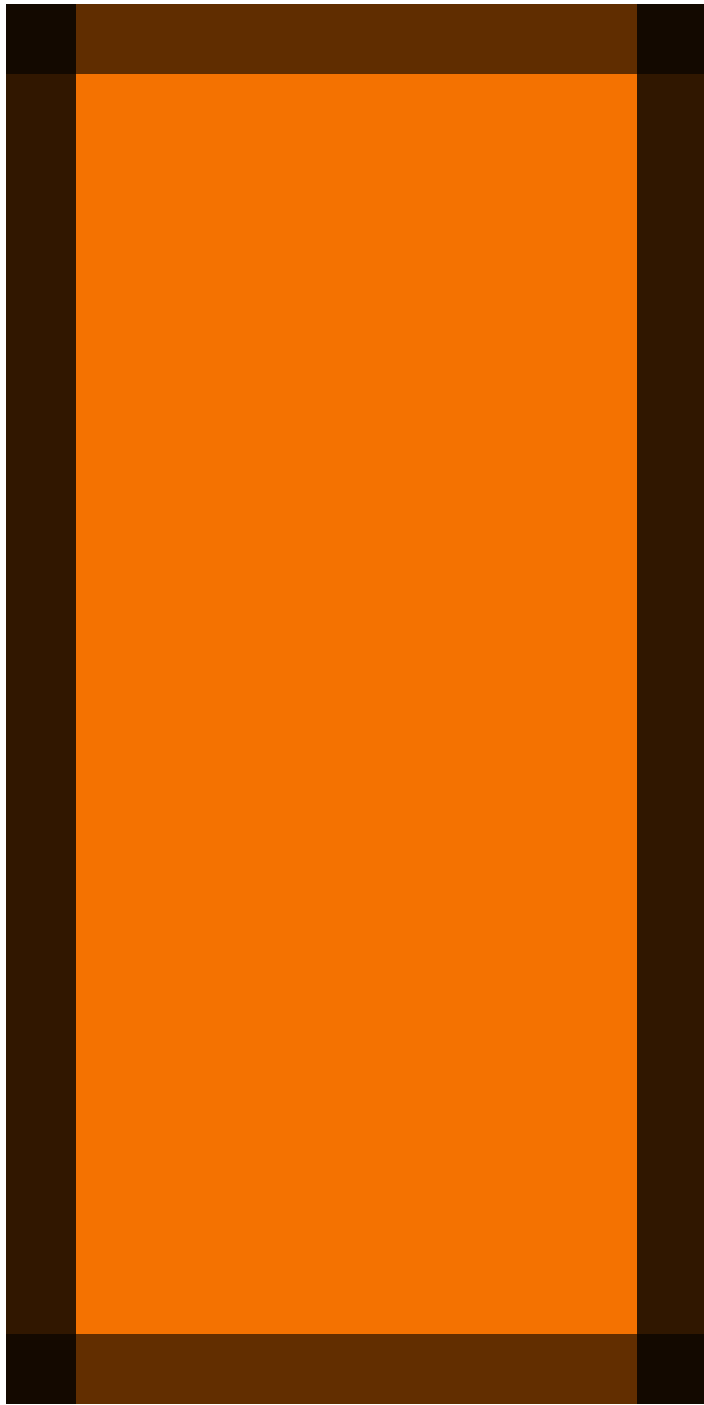
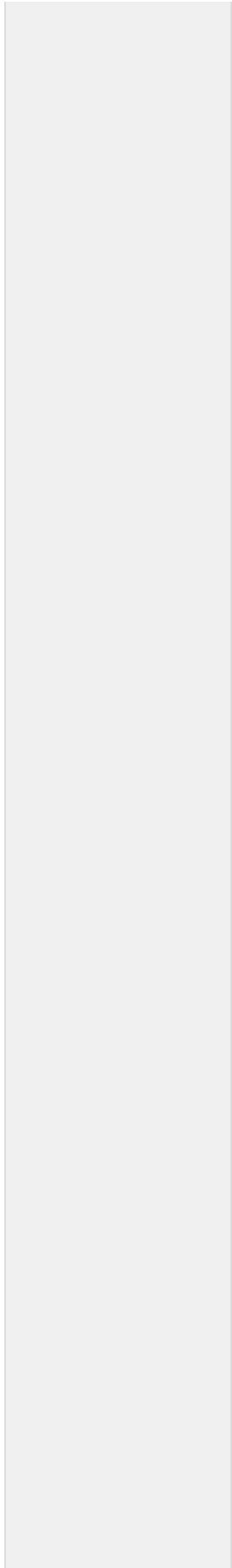
- Flakartillerie (FA)



- Gaußgeschütz (GG)

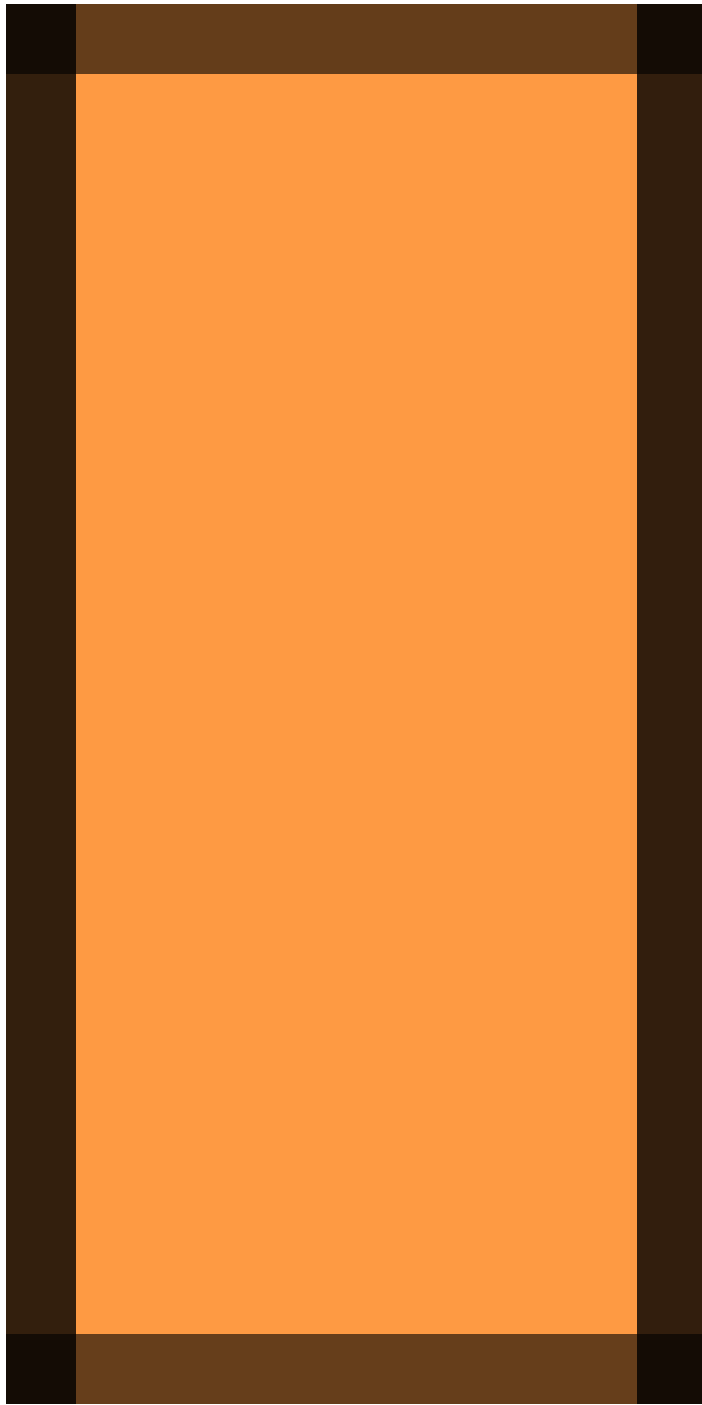
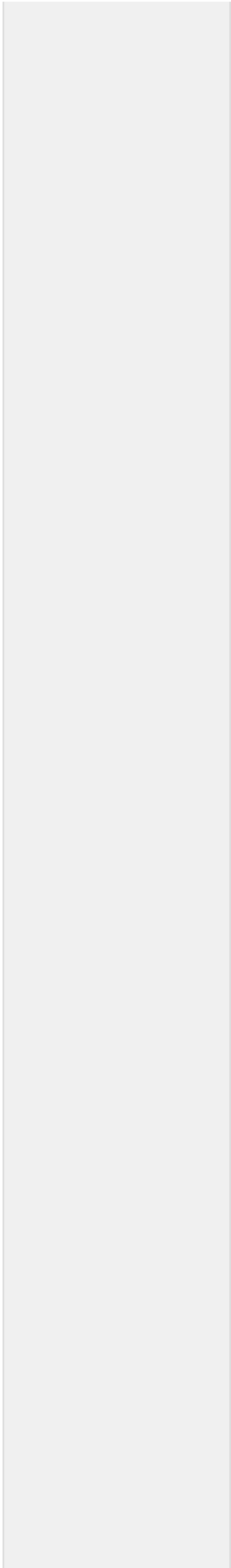


- Pulsstrahler (PS)

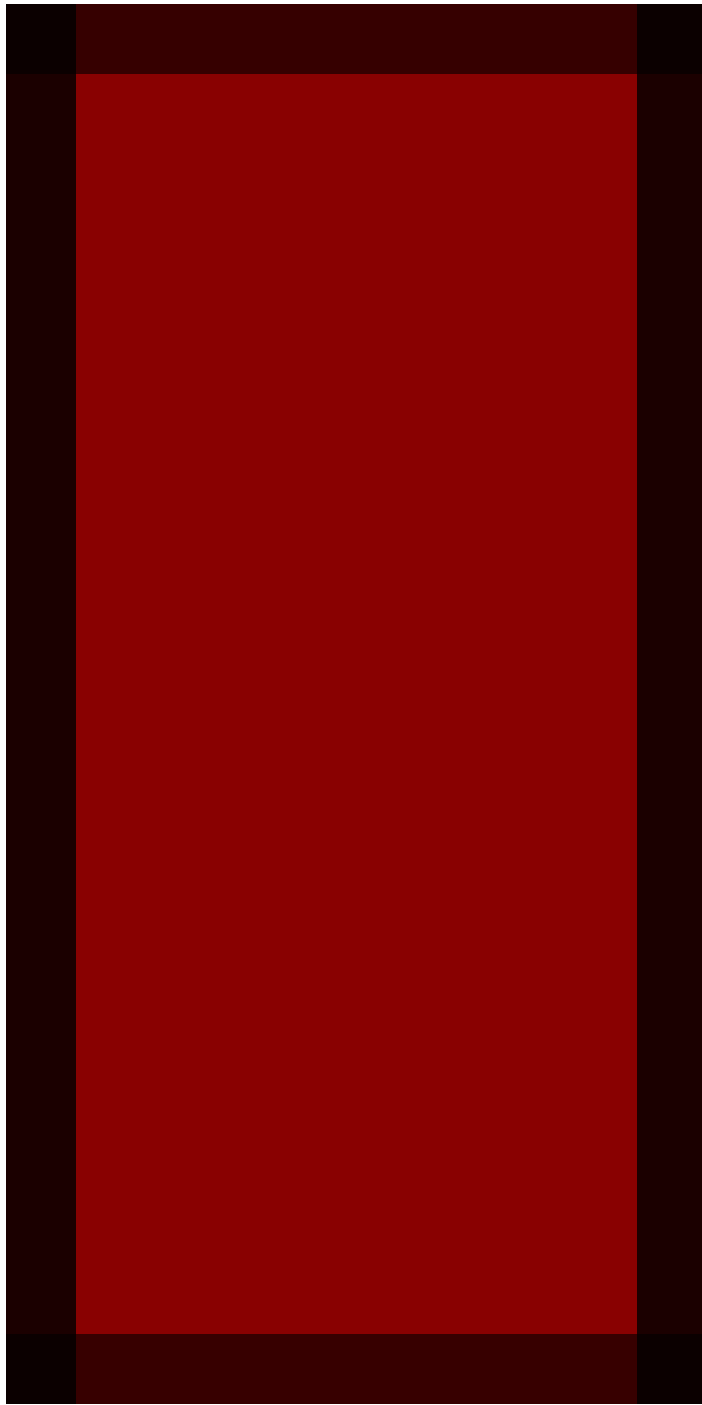
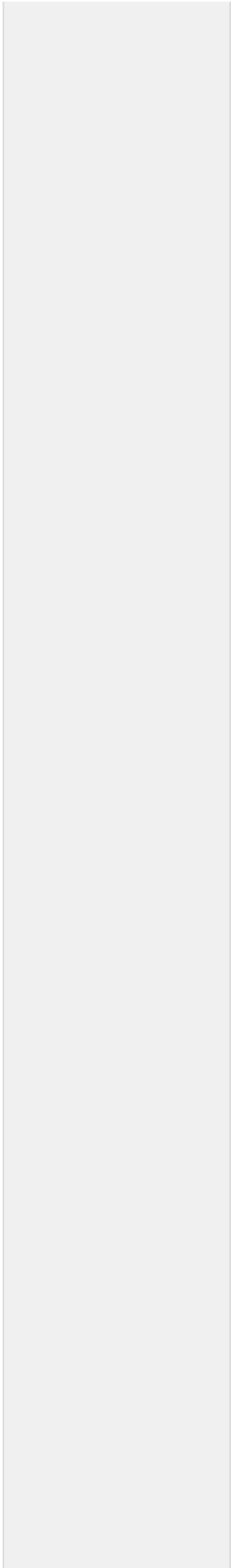


schütz (IPSG)

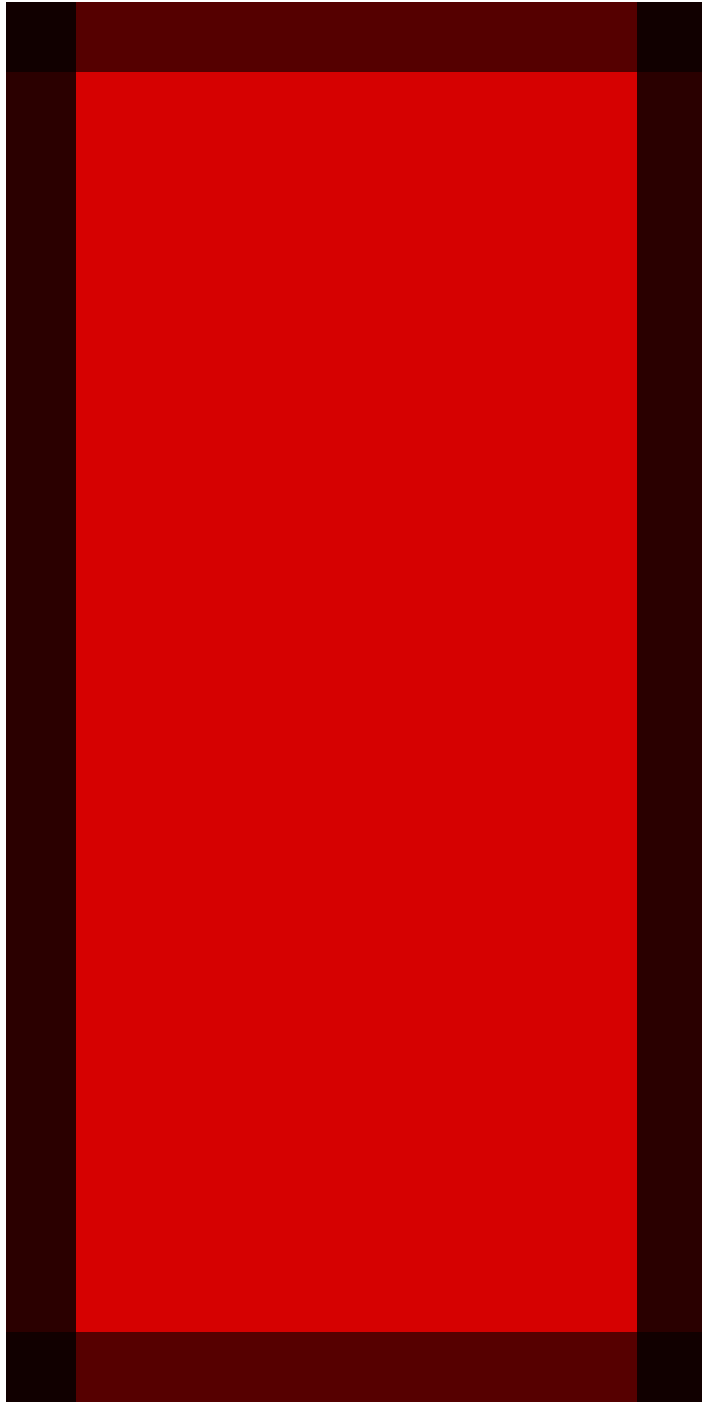
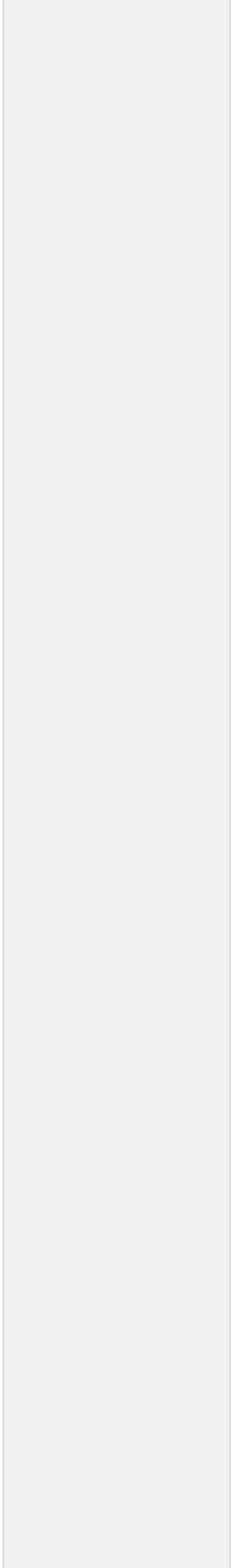
- Ionenplasma-Schnellfeuerge



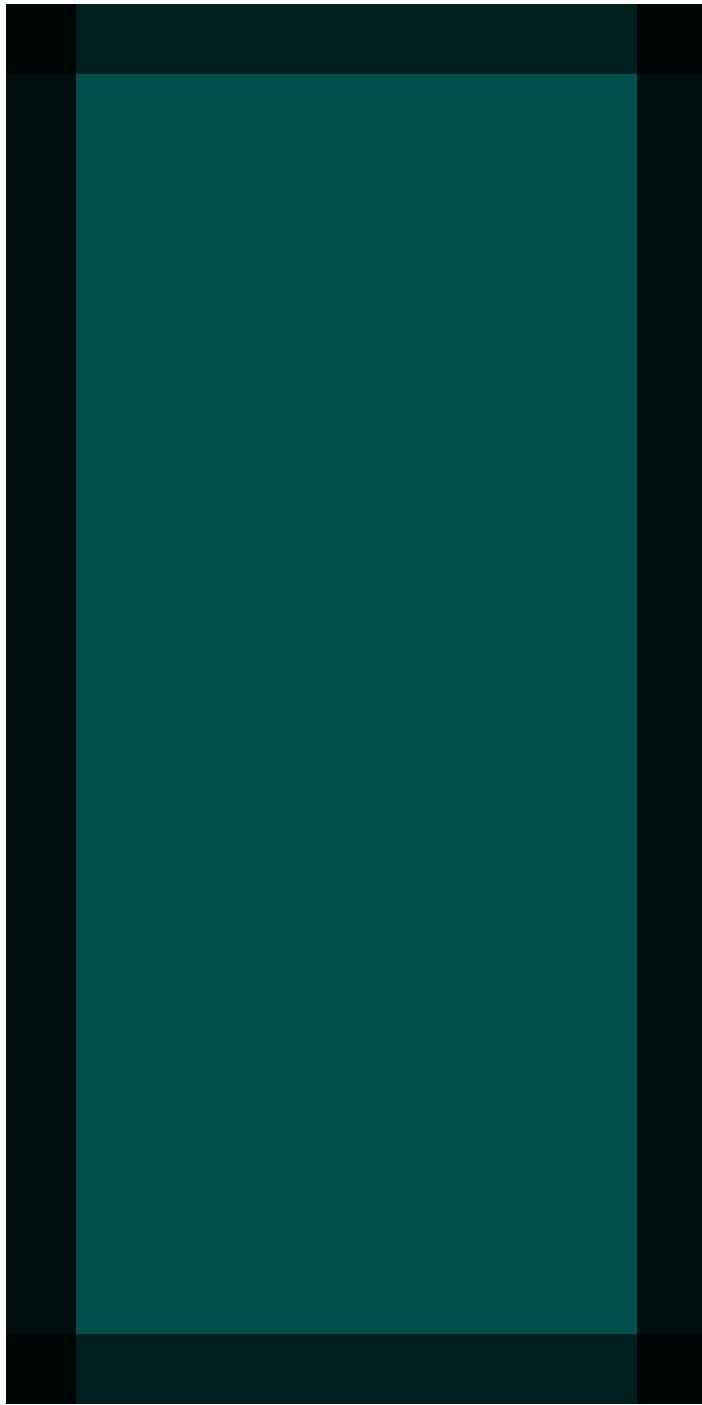
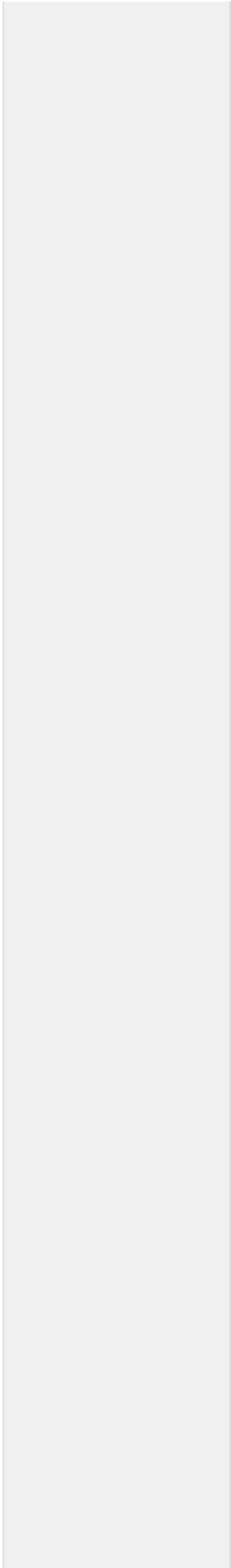
- Phasenlaserkanone (PLK)



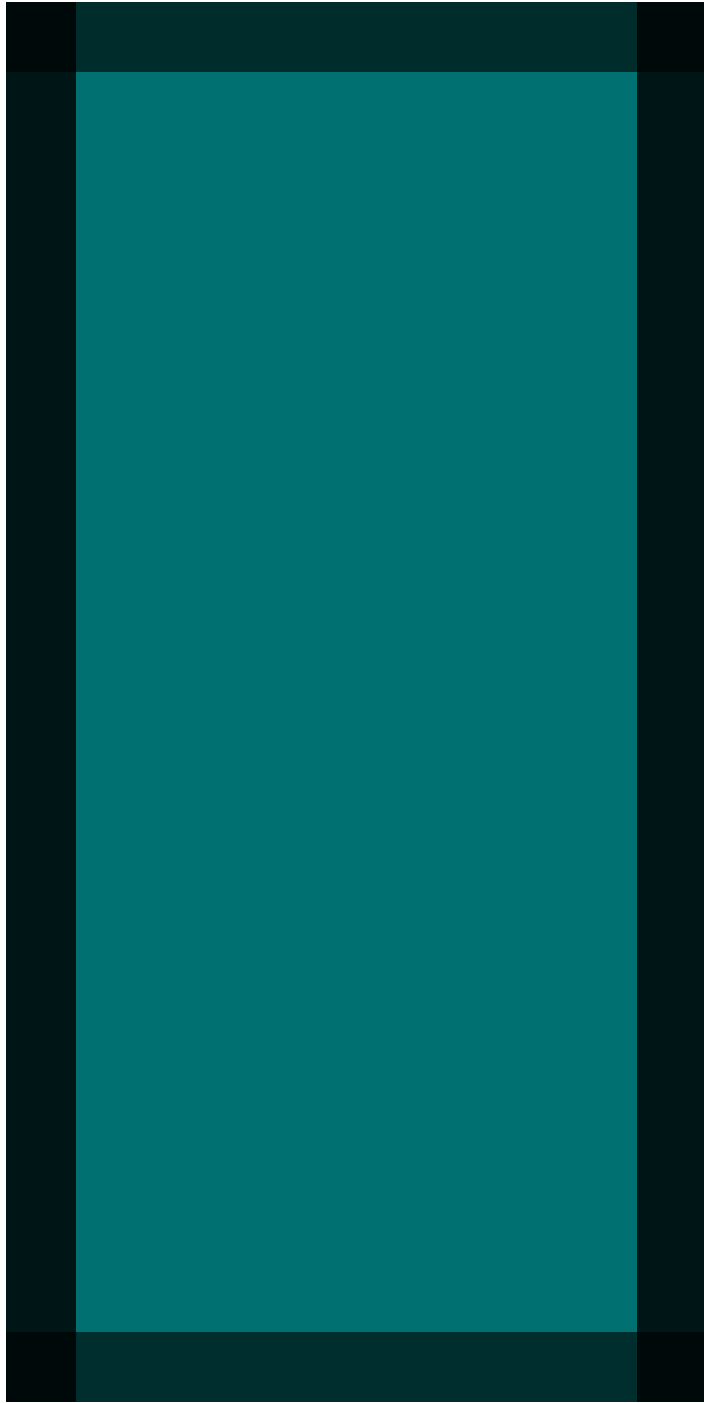
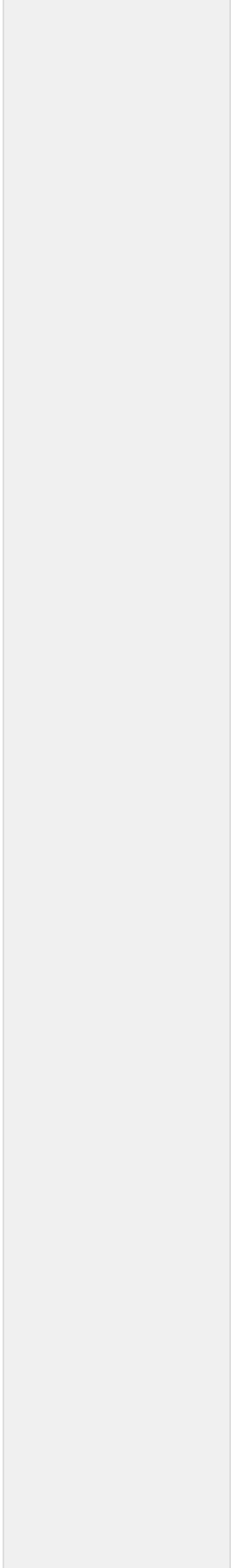
- Plasmastromgenerator (PSG)



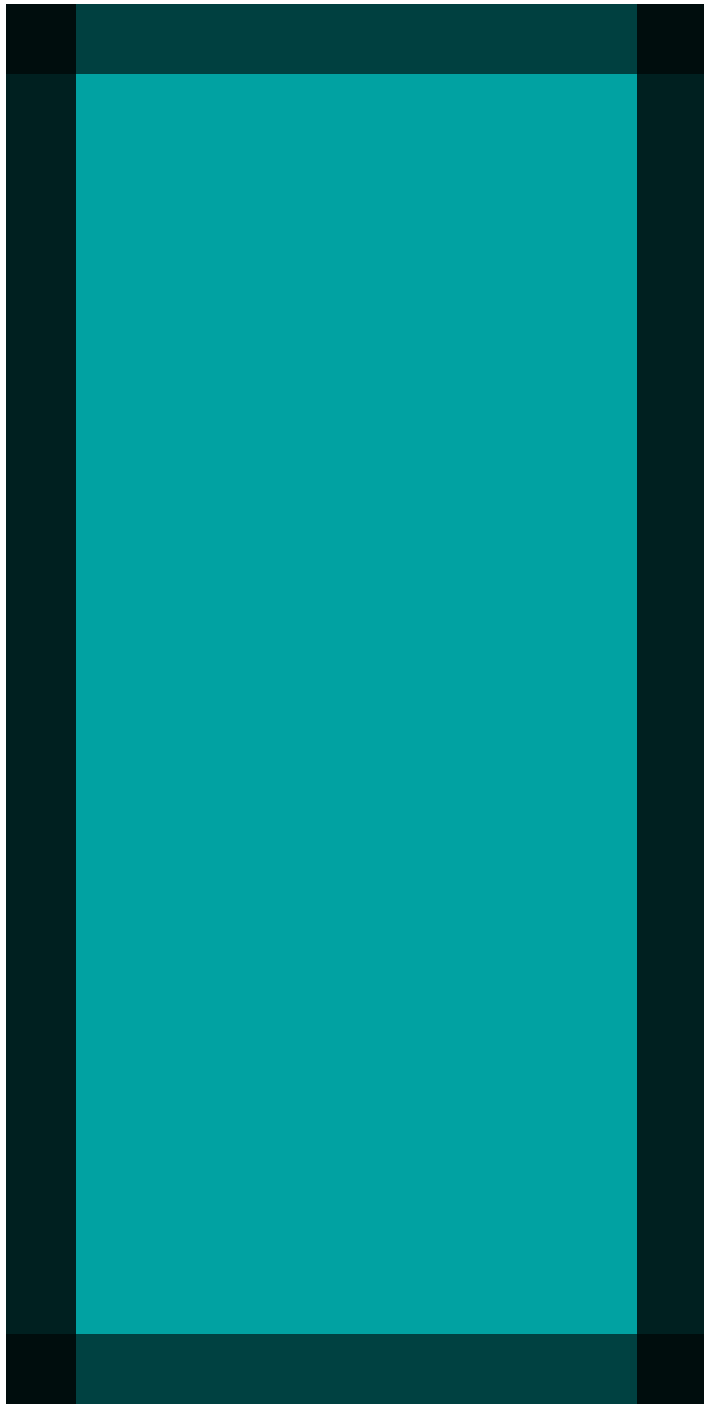
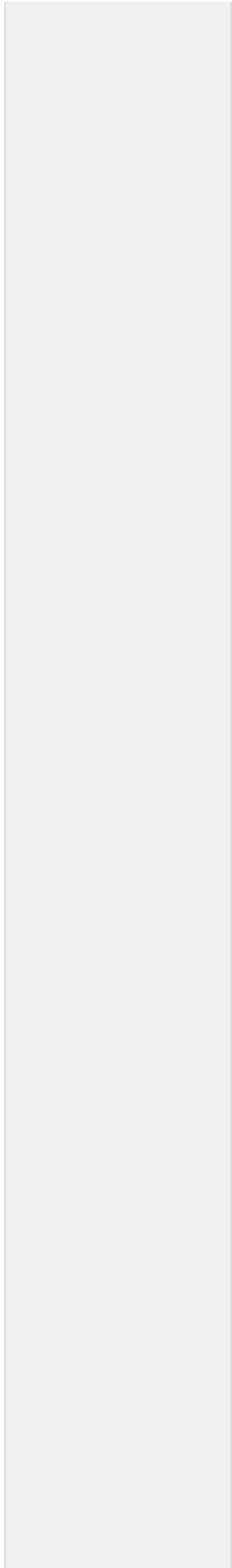
- Flammenschleuder (FS)



- EM-Plasmakanone (EMP)

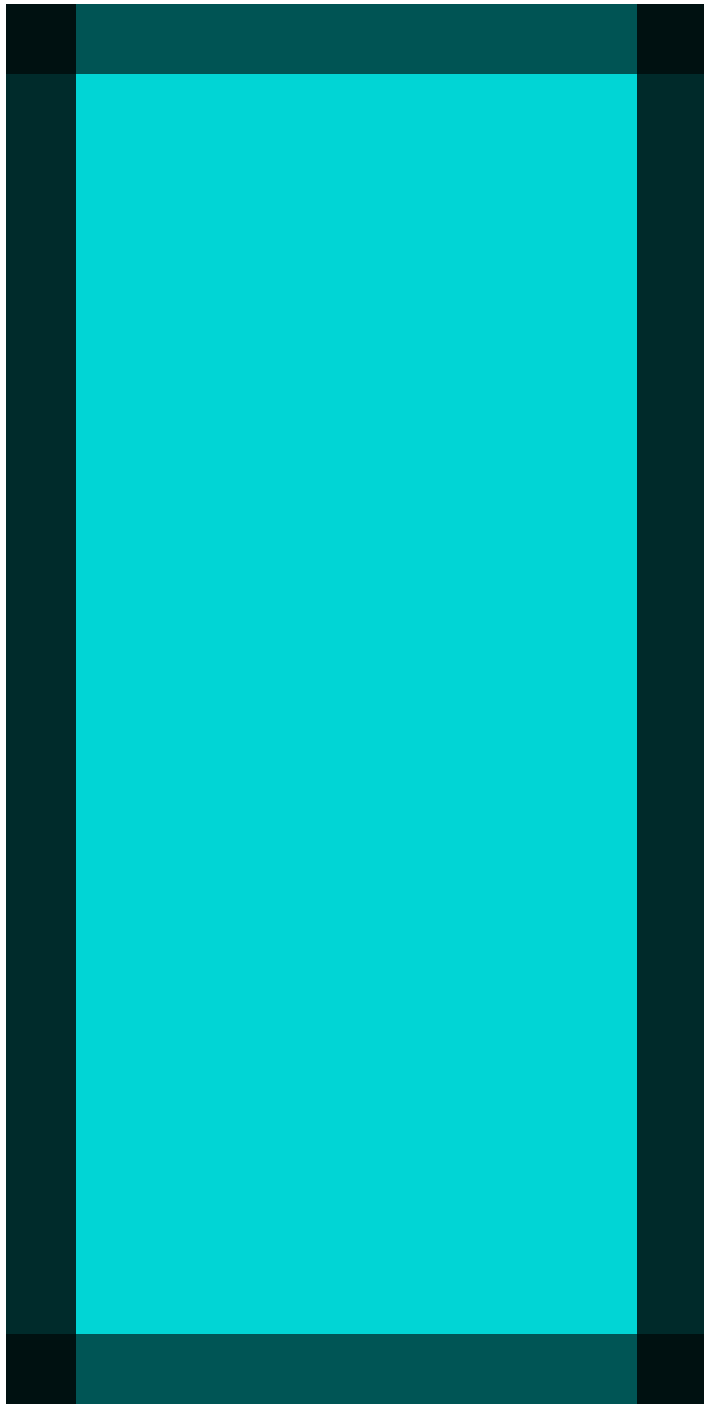
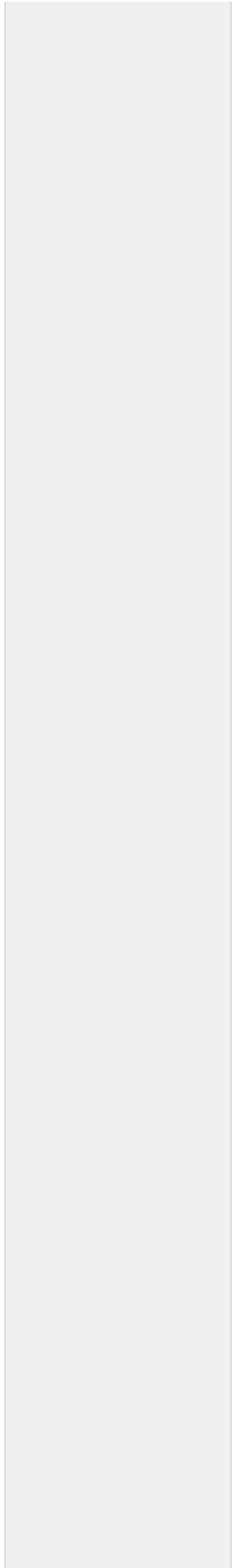


- M/AM-Werfer



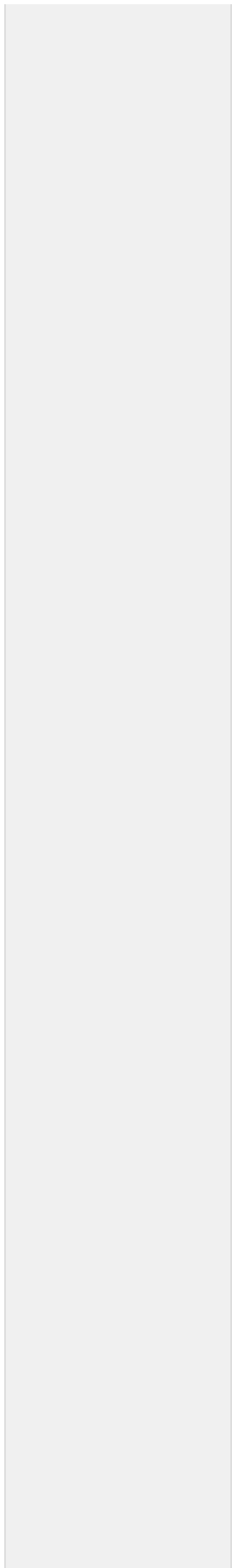
ne (SSWK)

- Starburst-Schockwellenkano



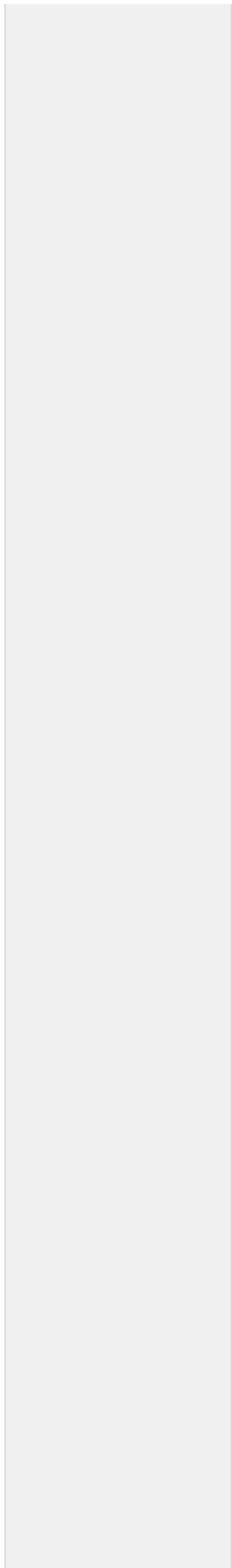
SP)

- Punktsingularitätsprojektor (P

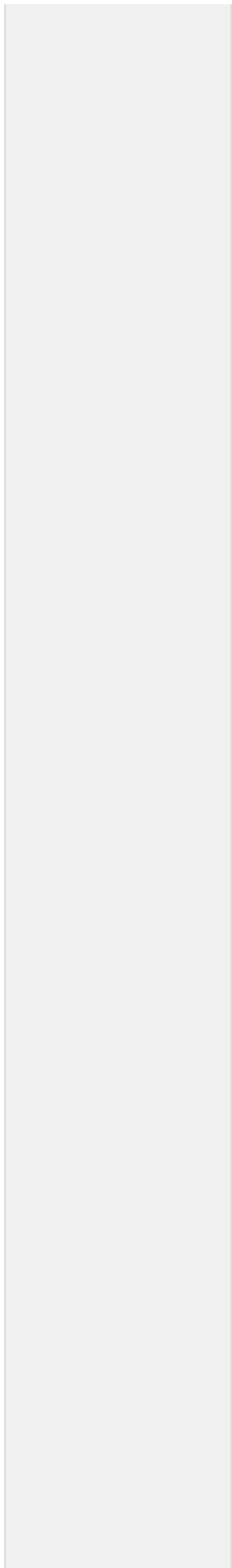


EM-Plasmakanone (EEMP)

- Experimentelle

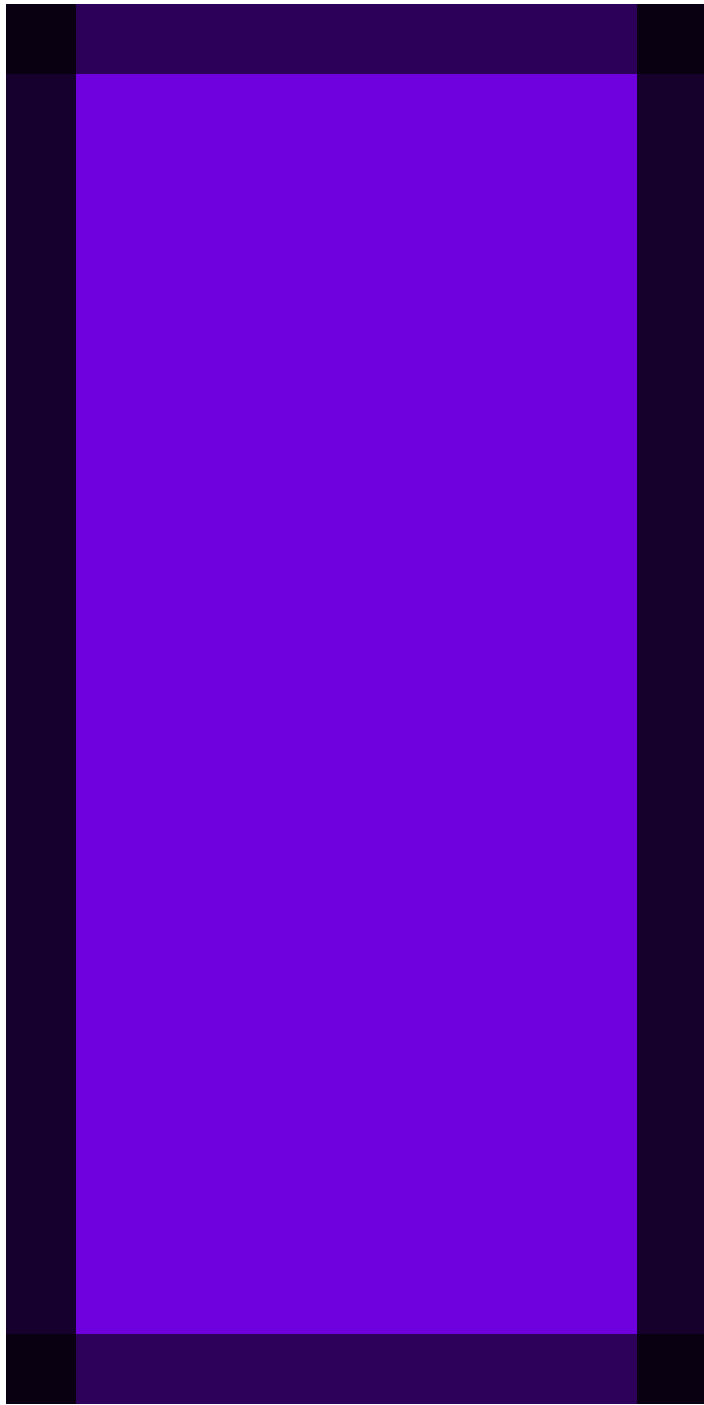
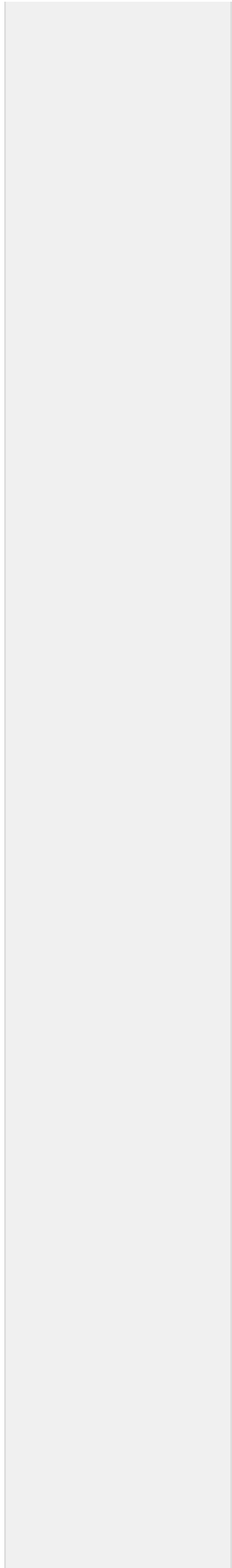


- Prototyp M/AM-Werfer



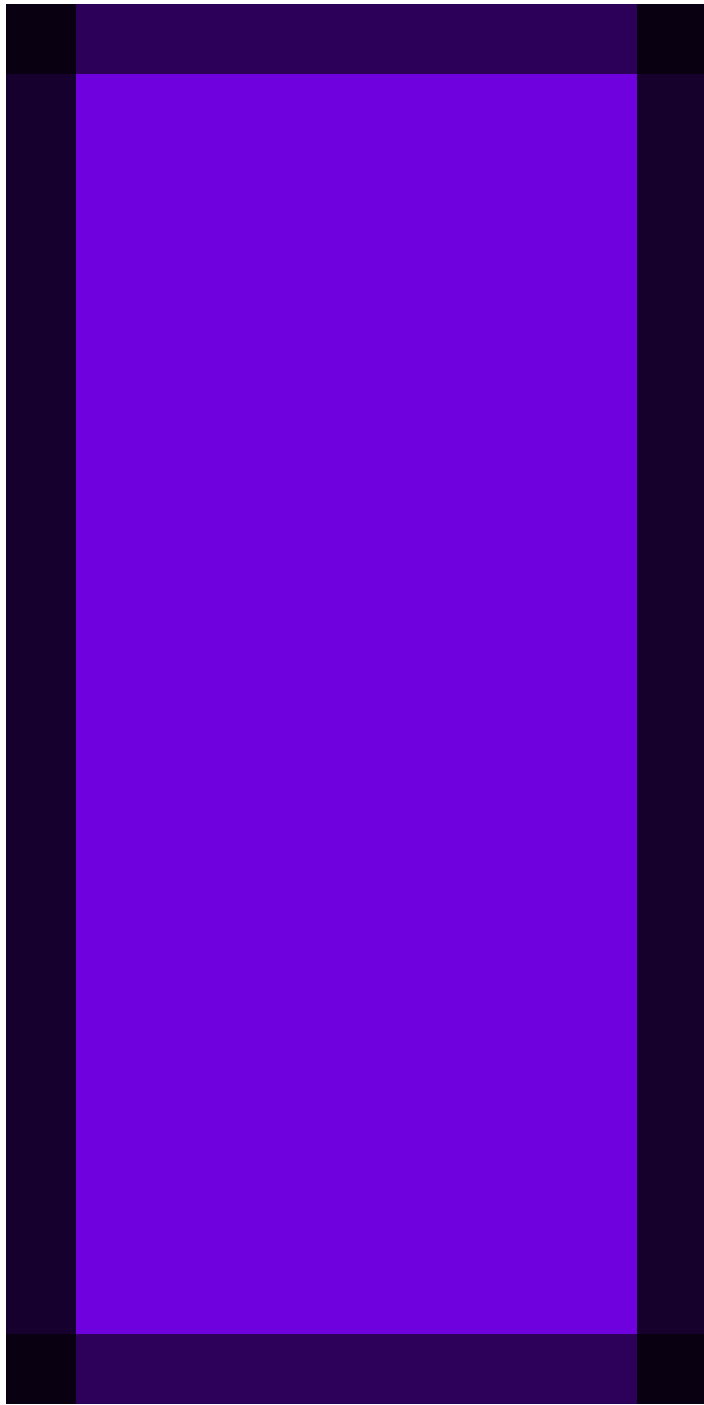
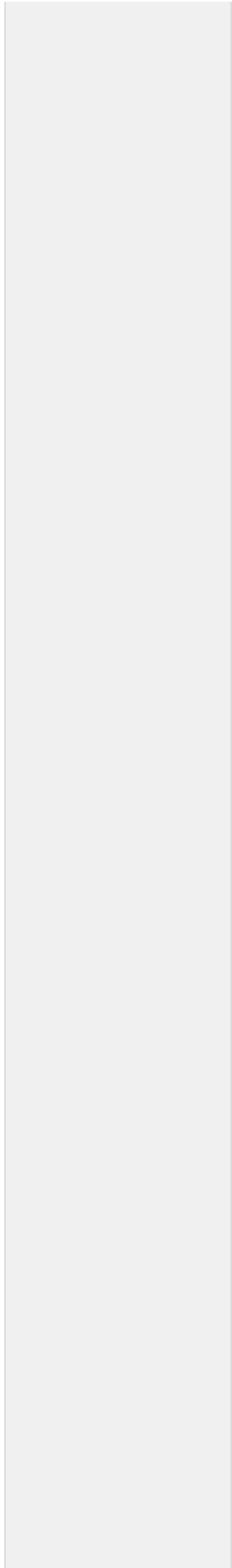
Starburst-Schockwellenkanone

- Prototyp



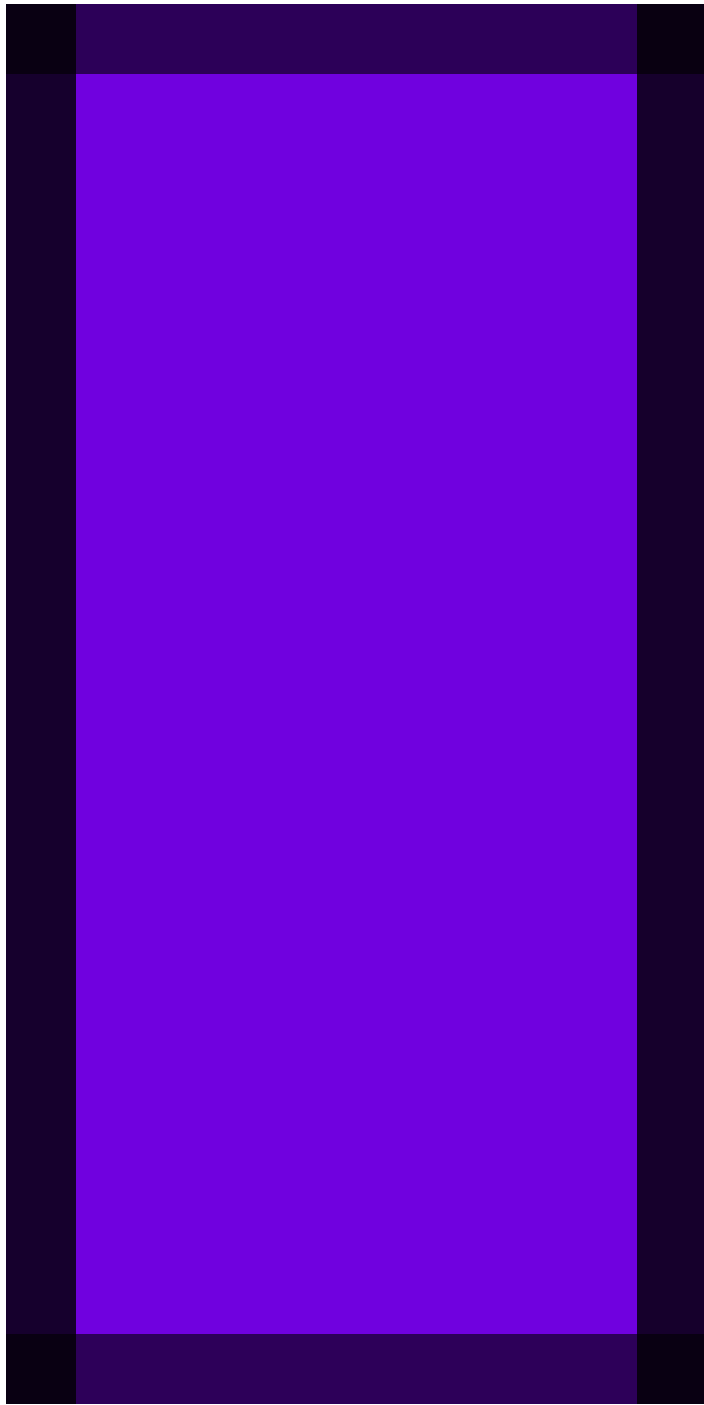
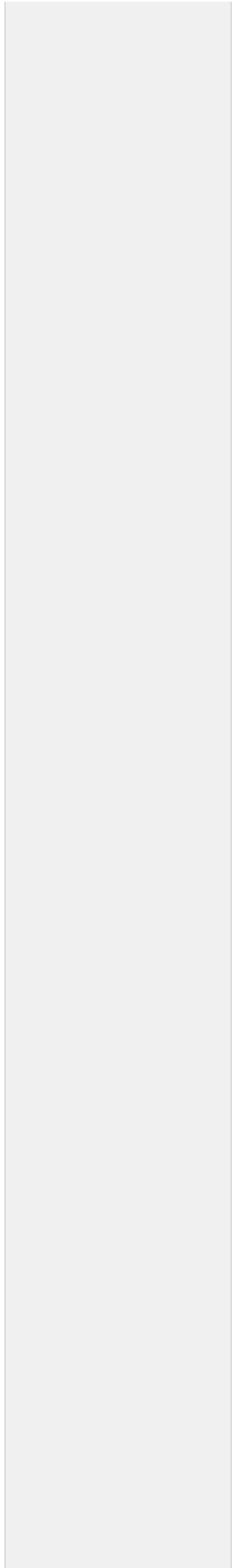
KE)

- Alpha Kyonen Emitter (Alpha



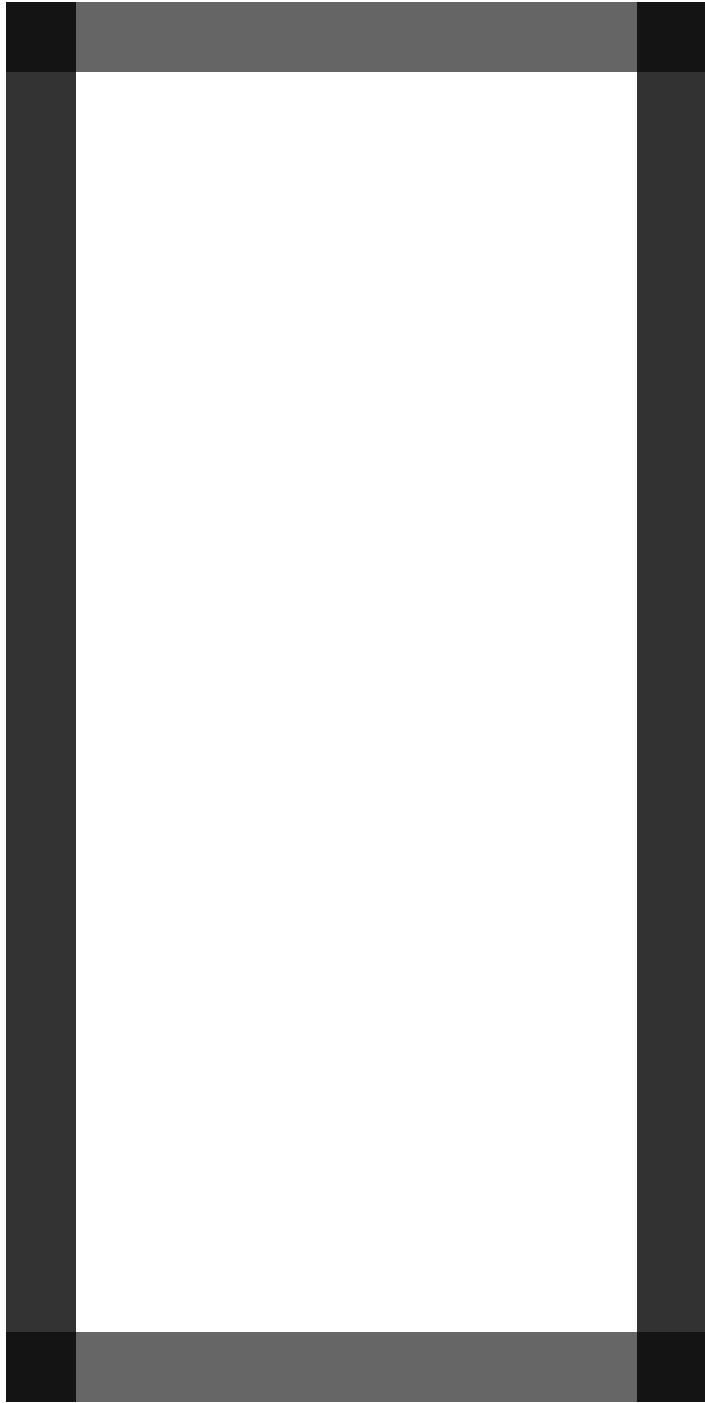
KE)

- Beta Kyonen Emitter (Beta



mme KE)

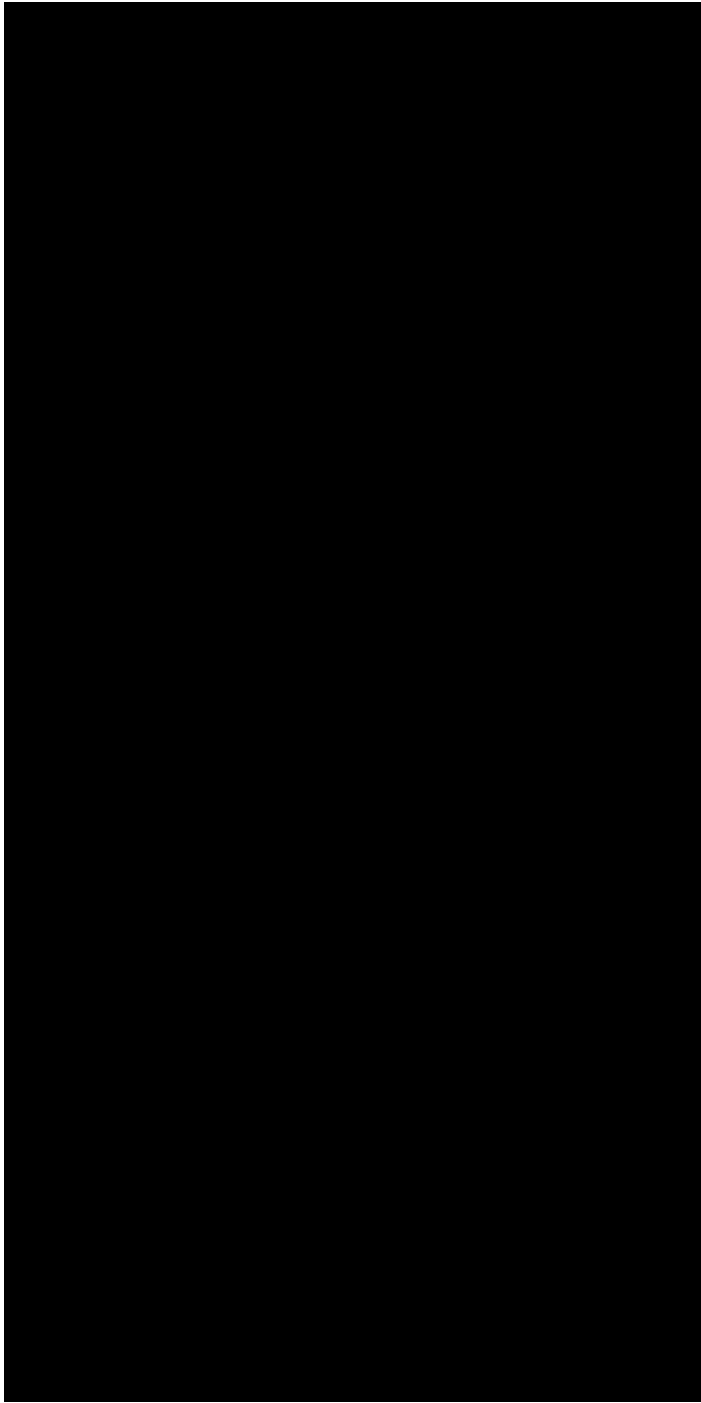
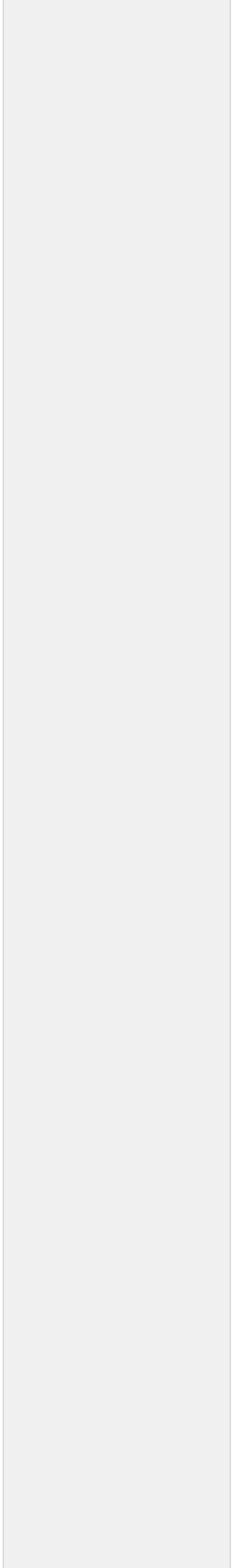
- Gamma Kyonen Emitter (Ga

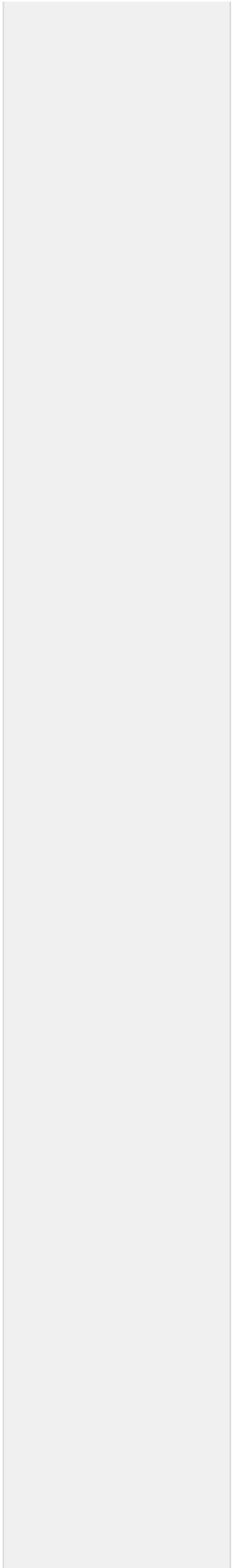


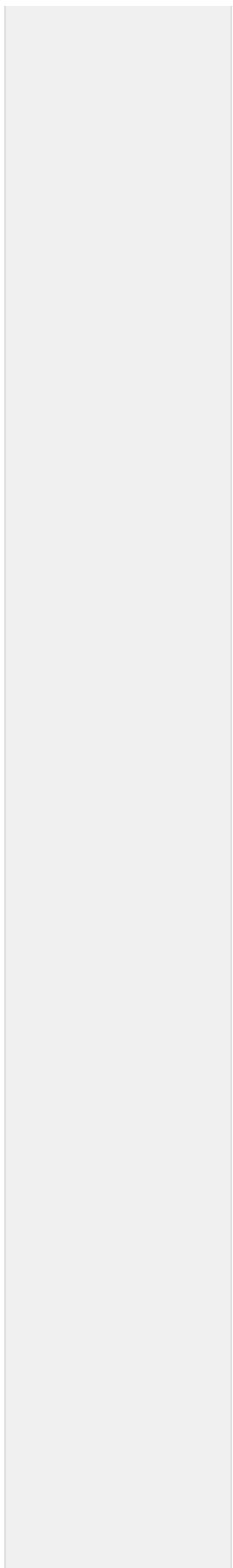
Die entsprechende Waffe kann nicht installiert werden.

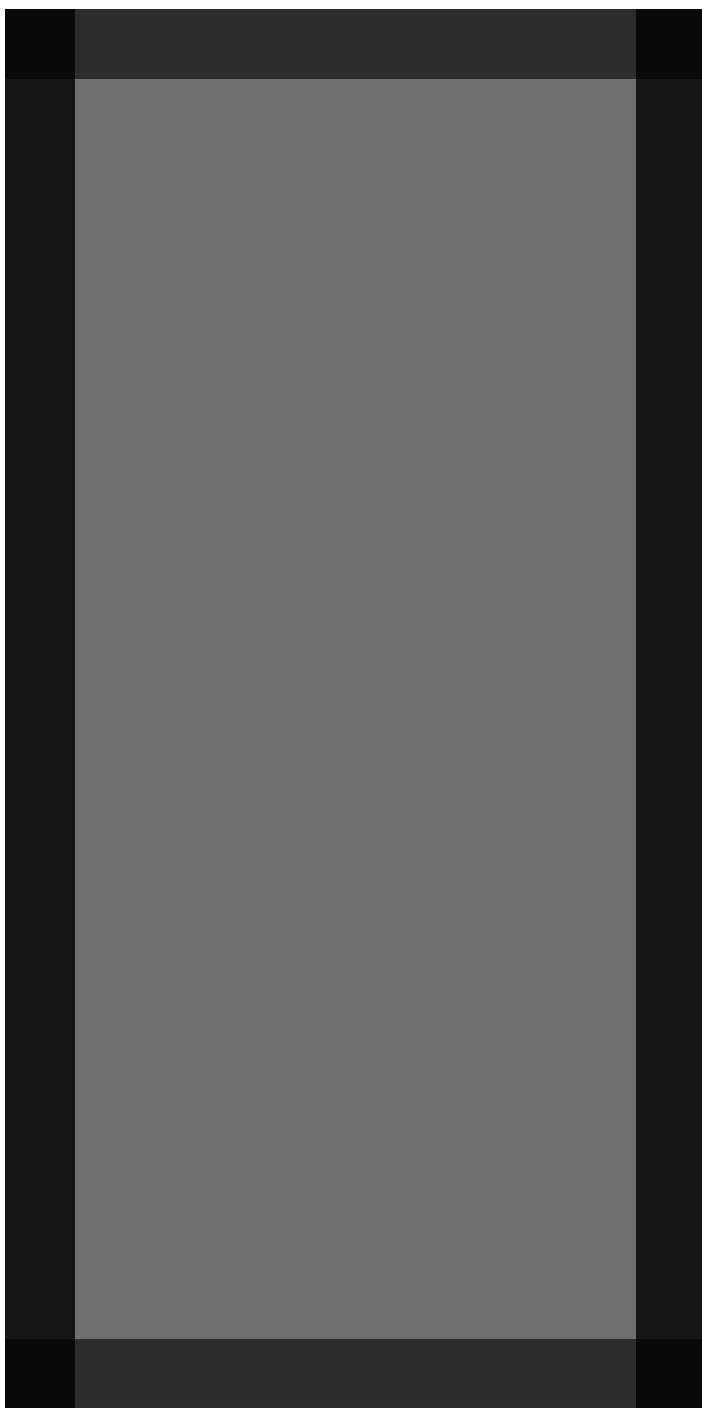
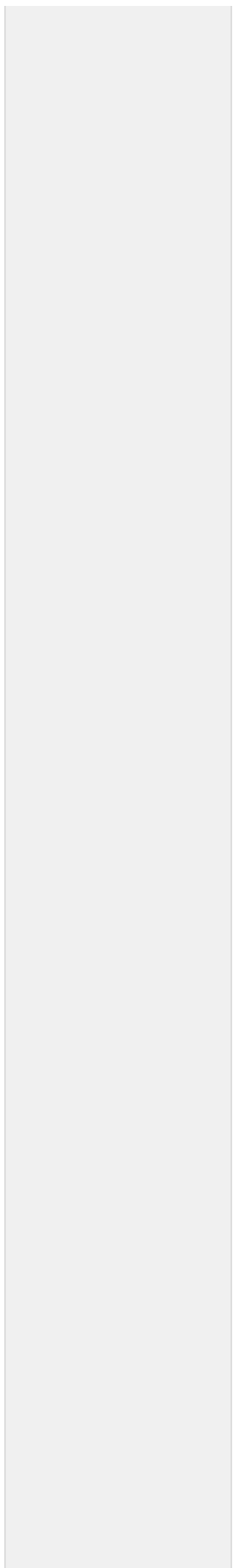
- Waffenslot ist nicht belegt.

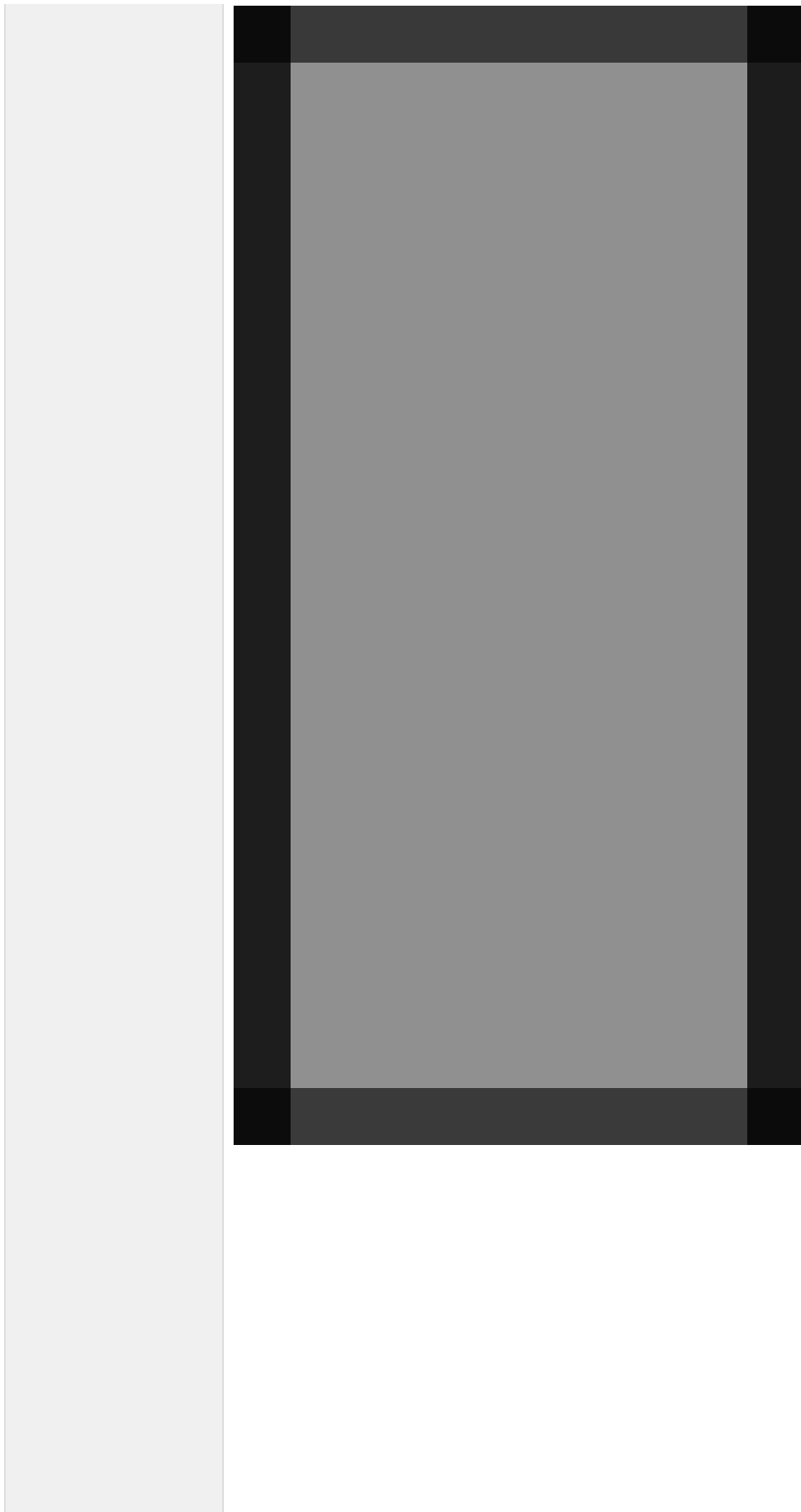
Haupt

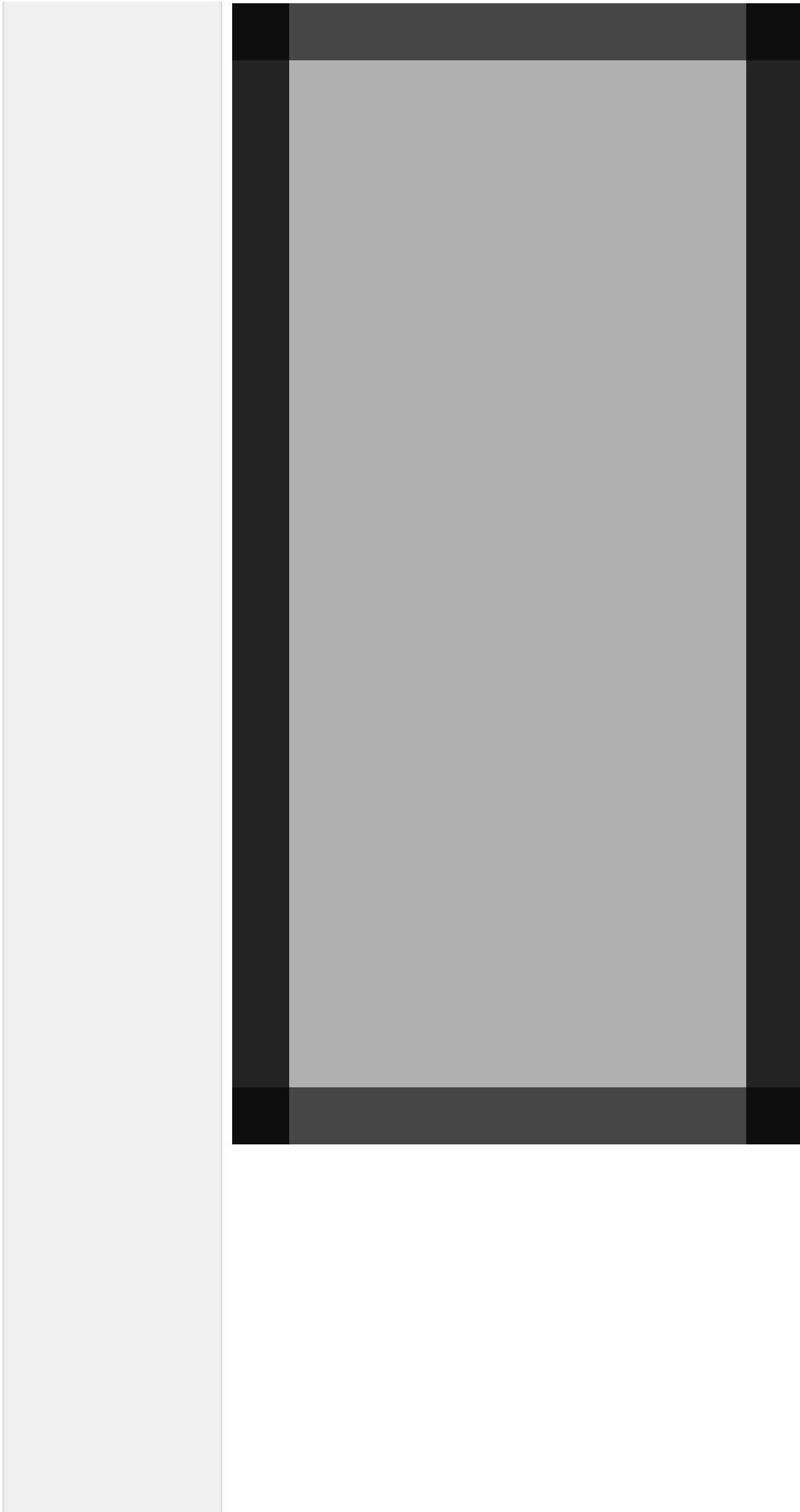


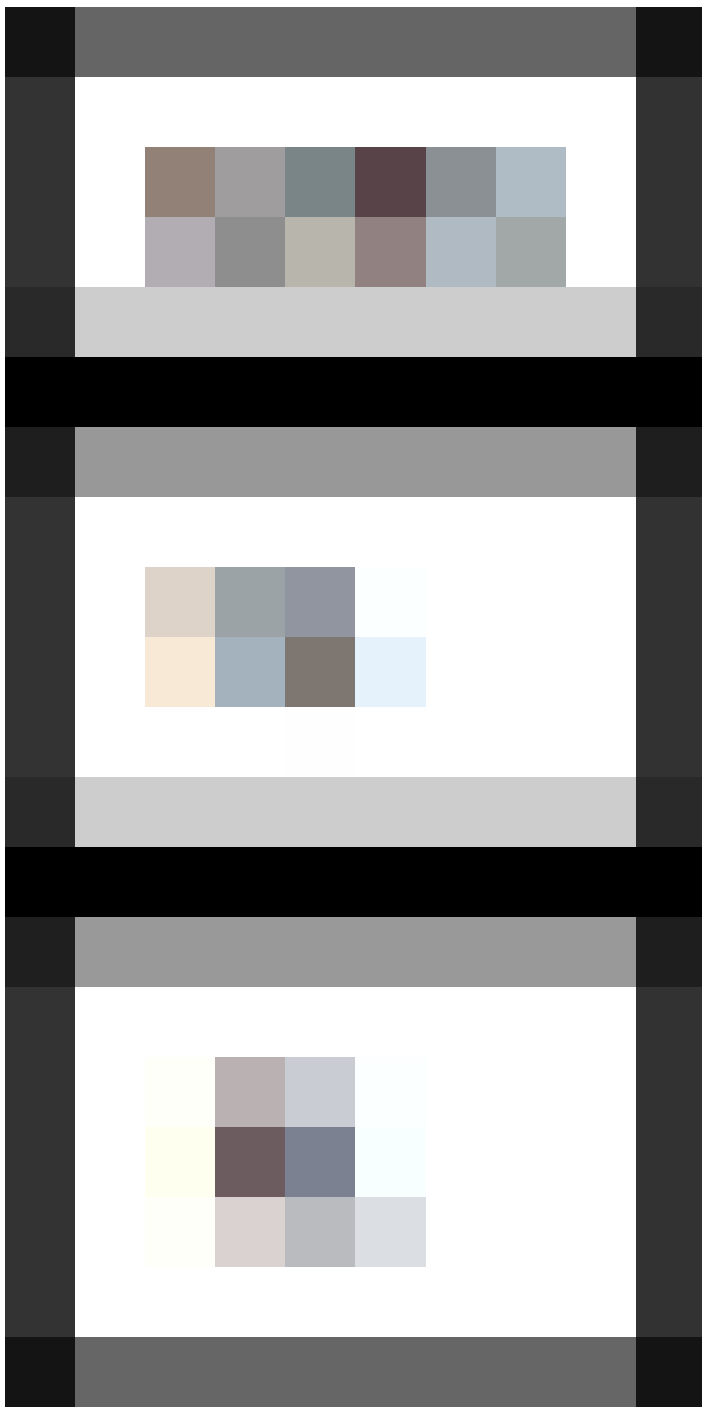
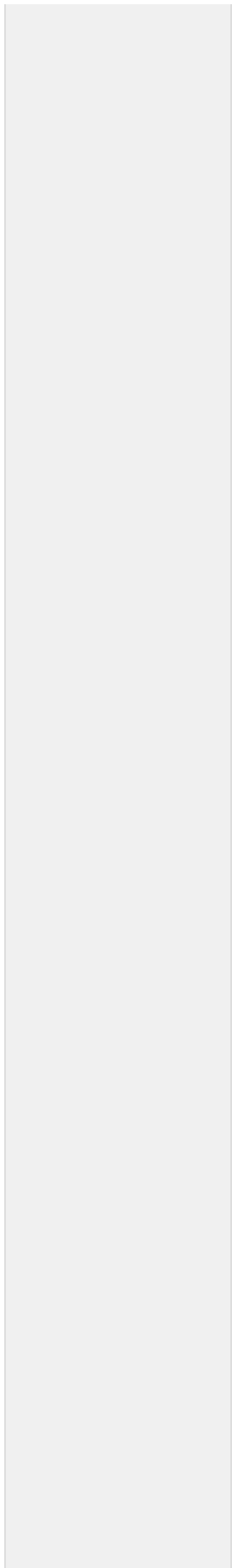


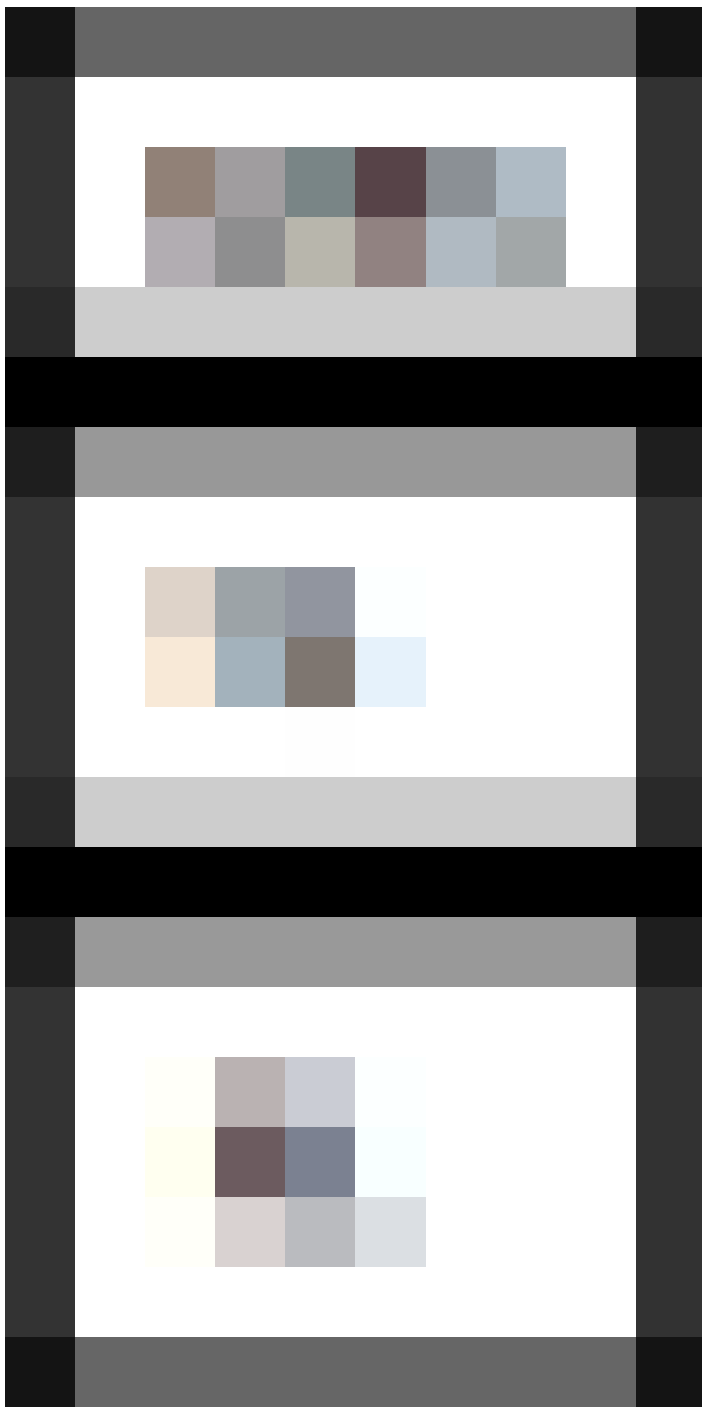
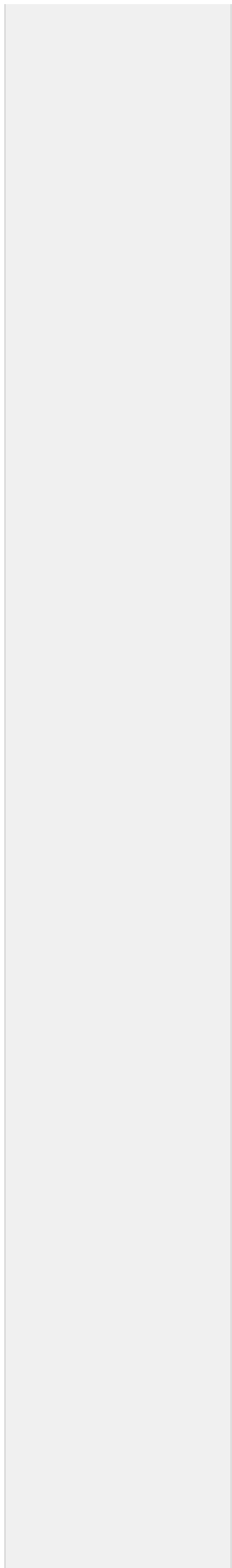


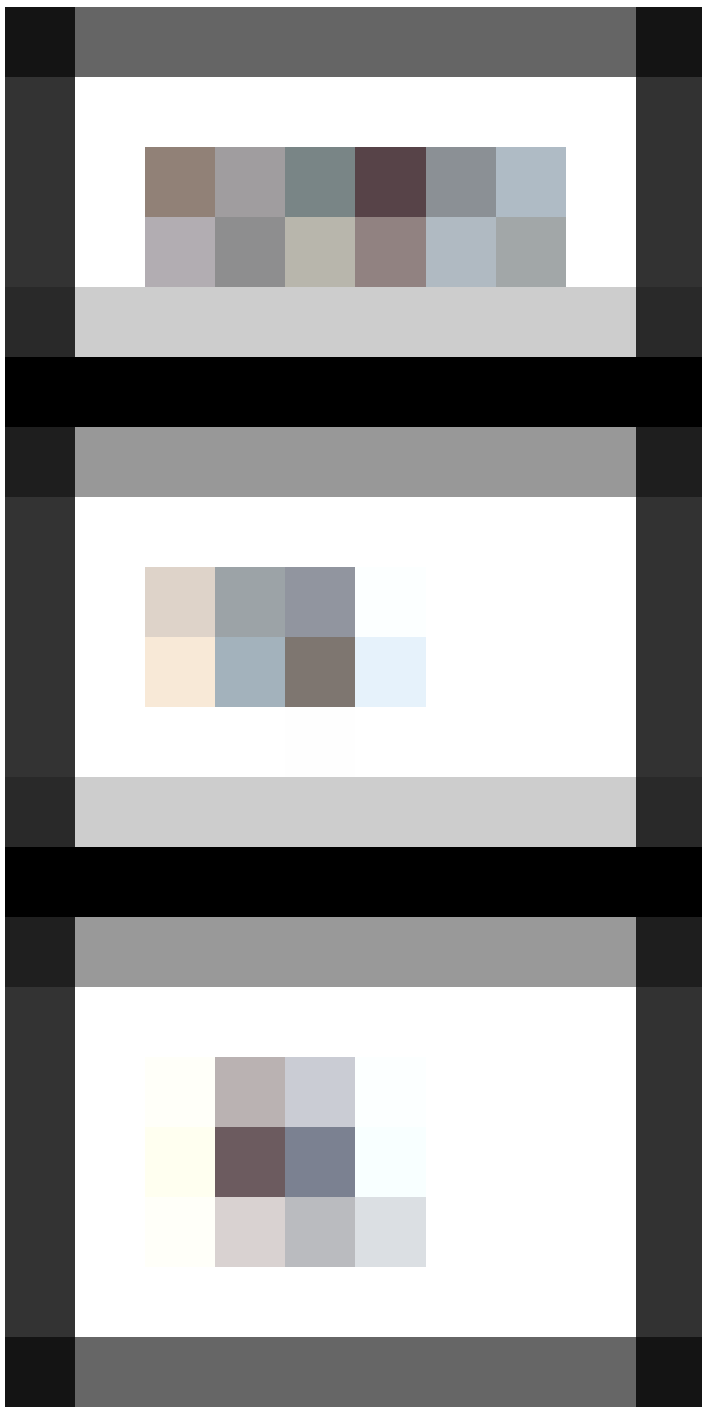
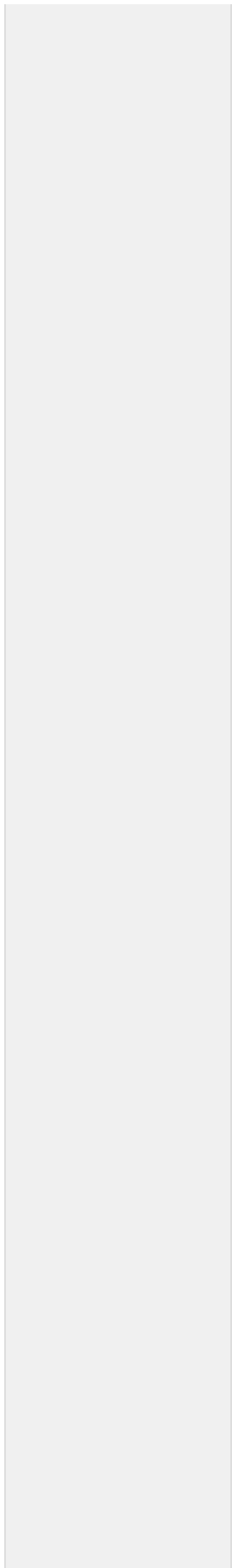


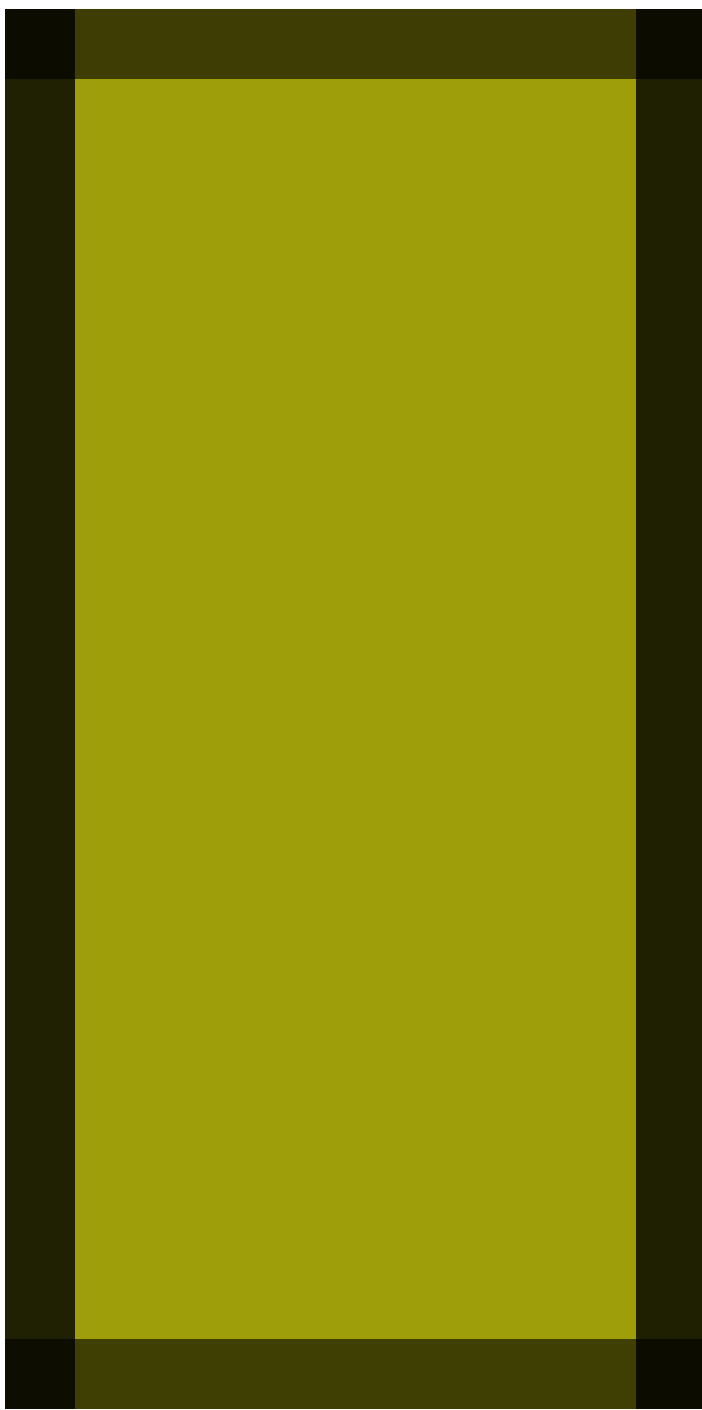
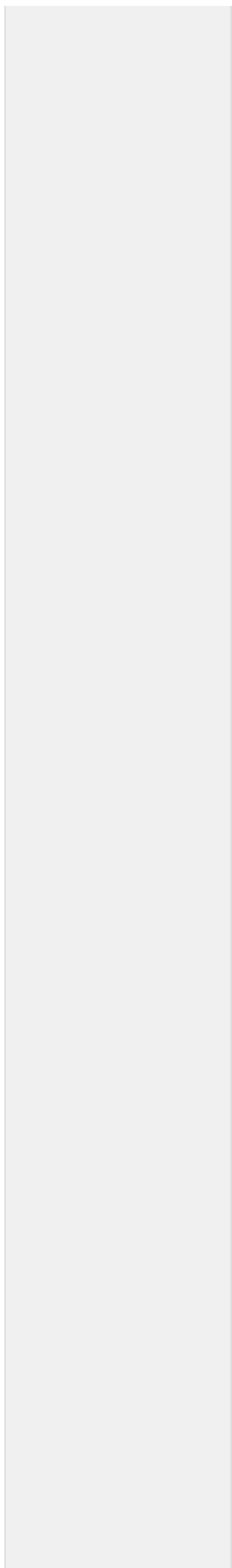


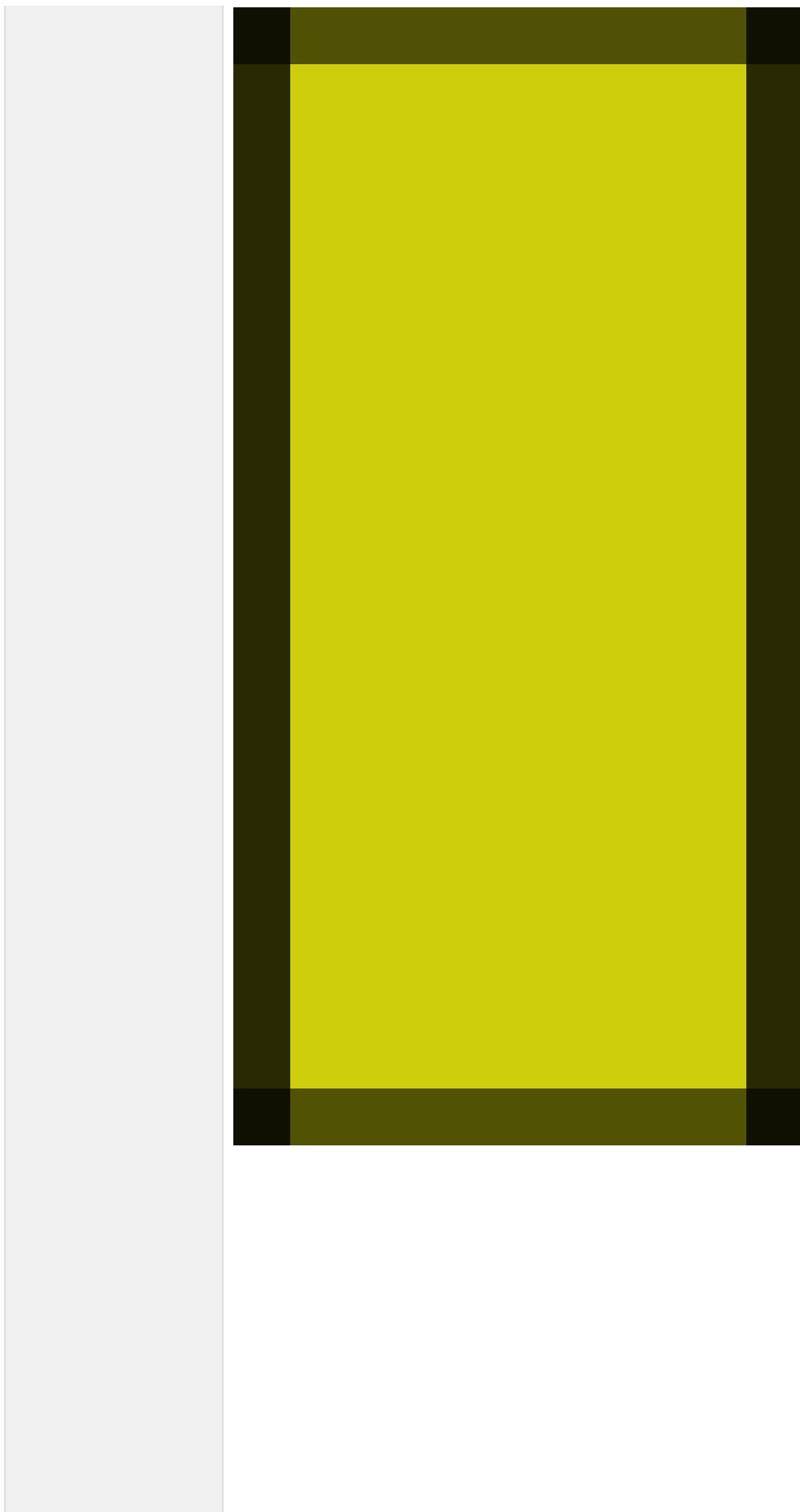


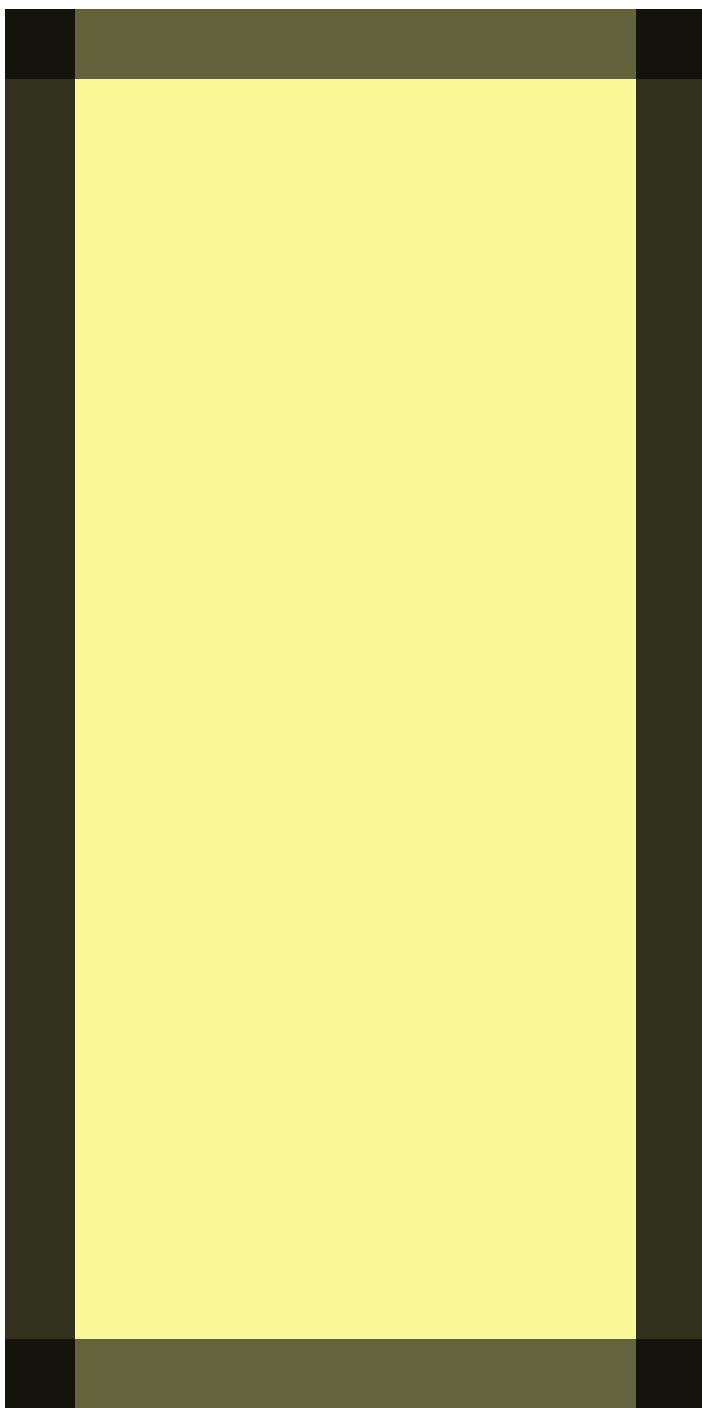
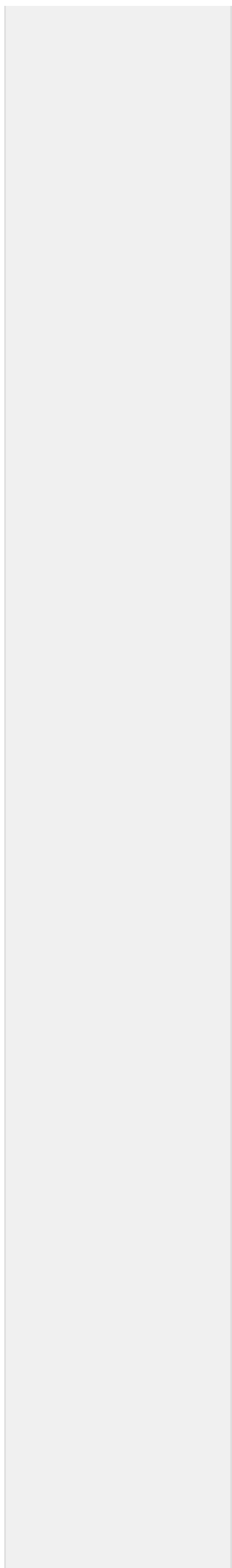


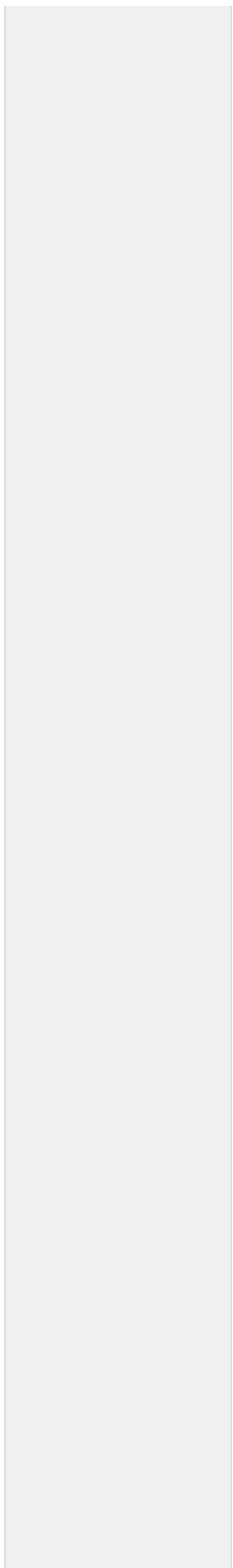


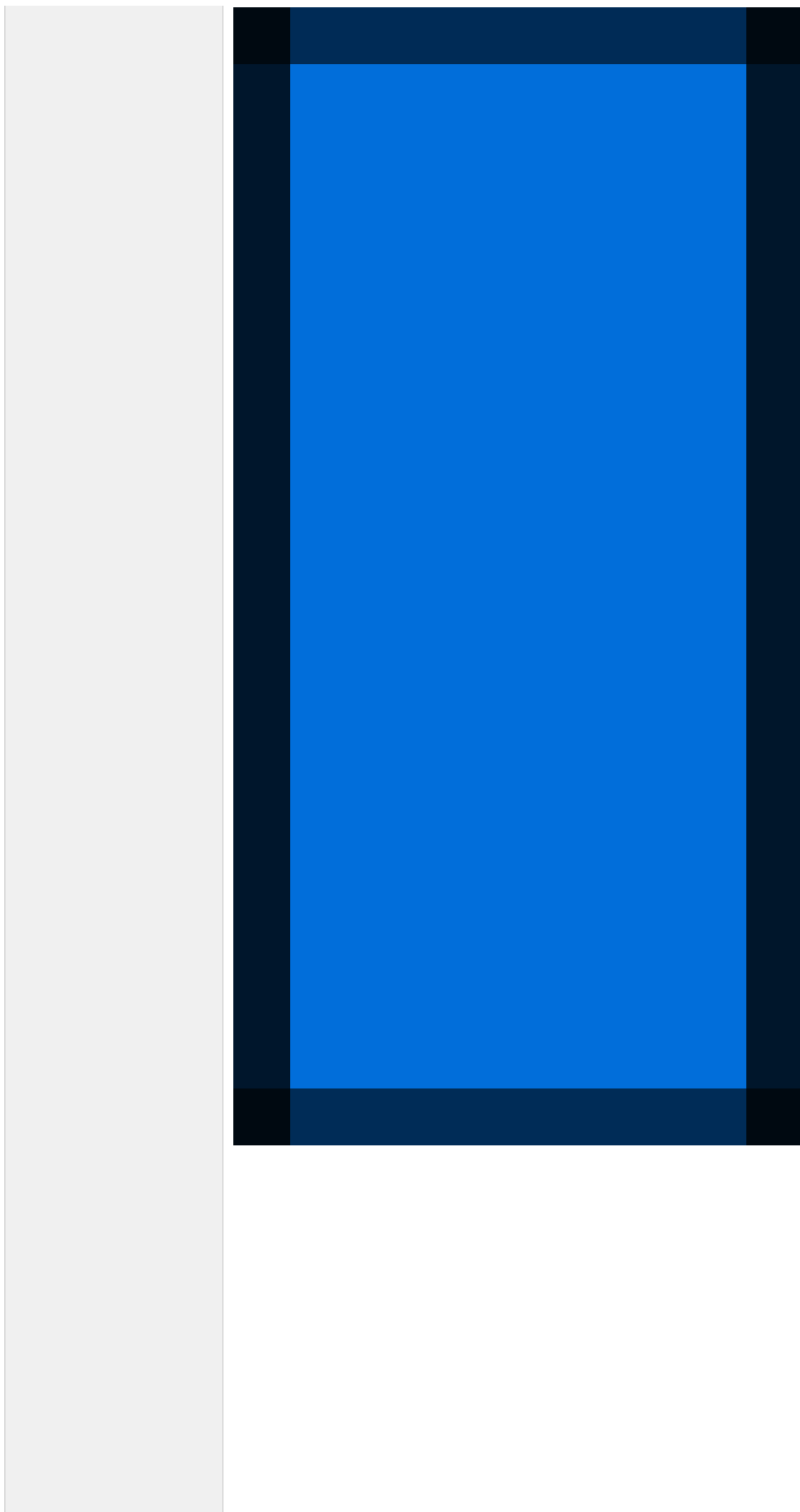


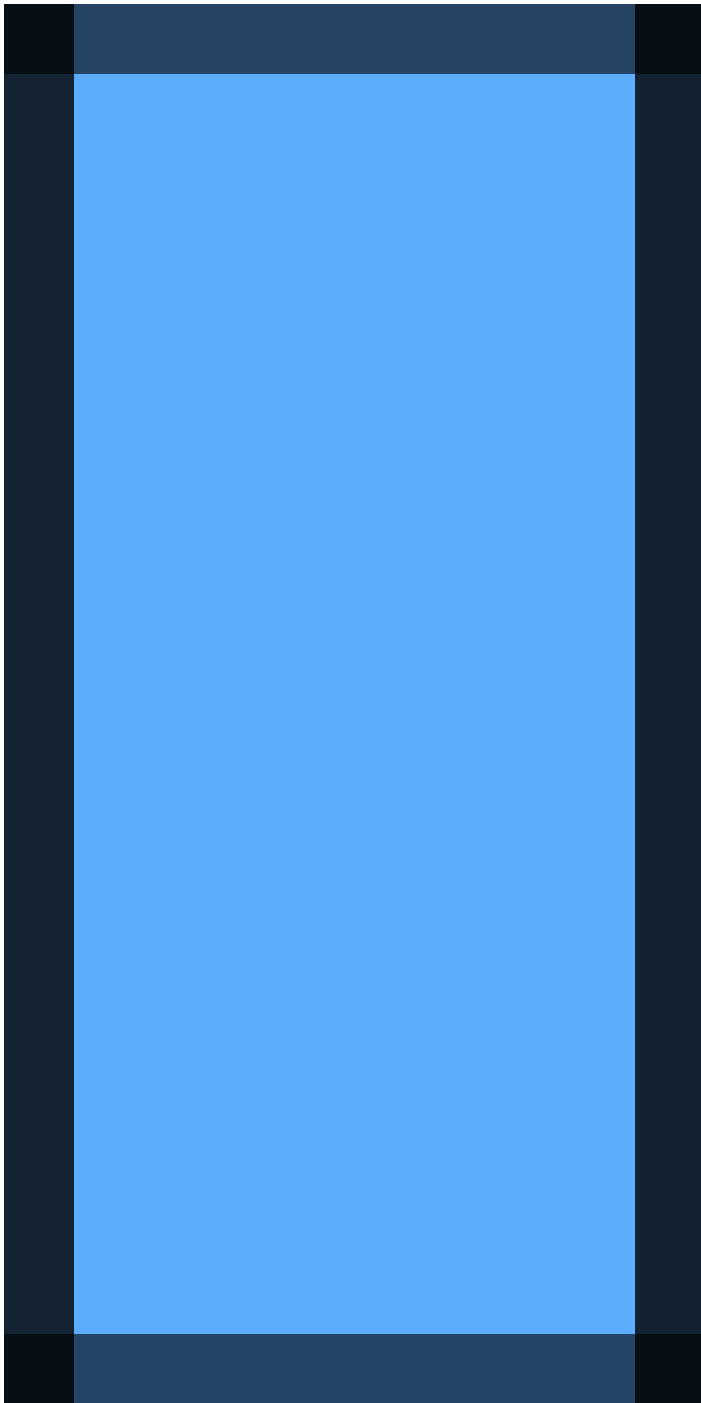
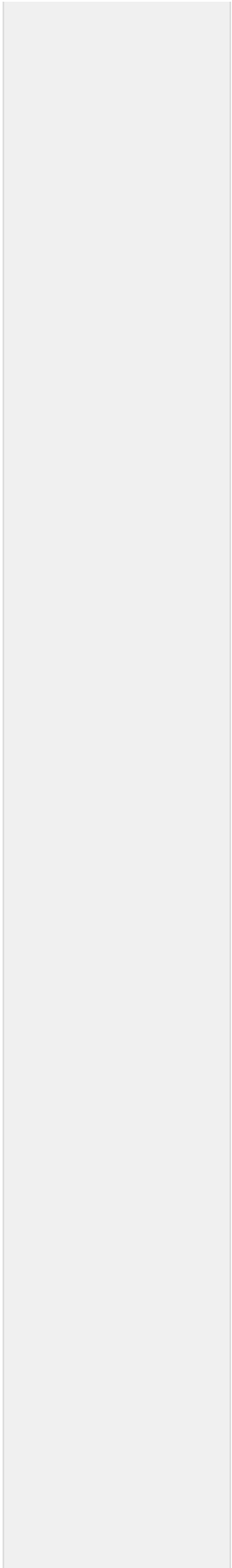


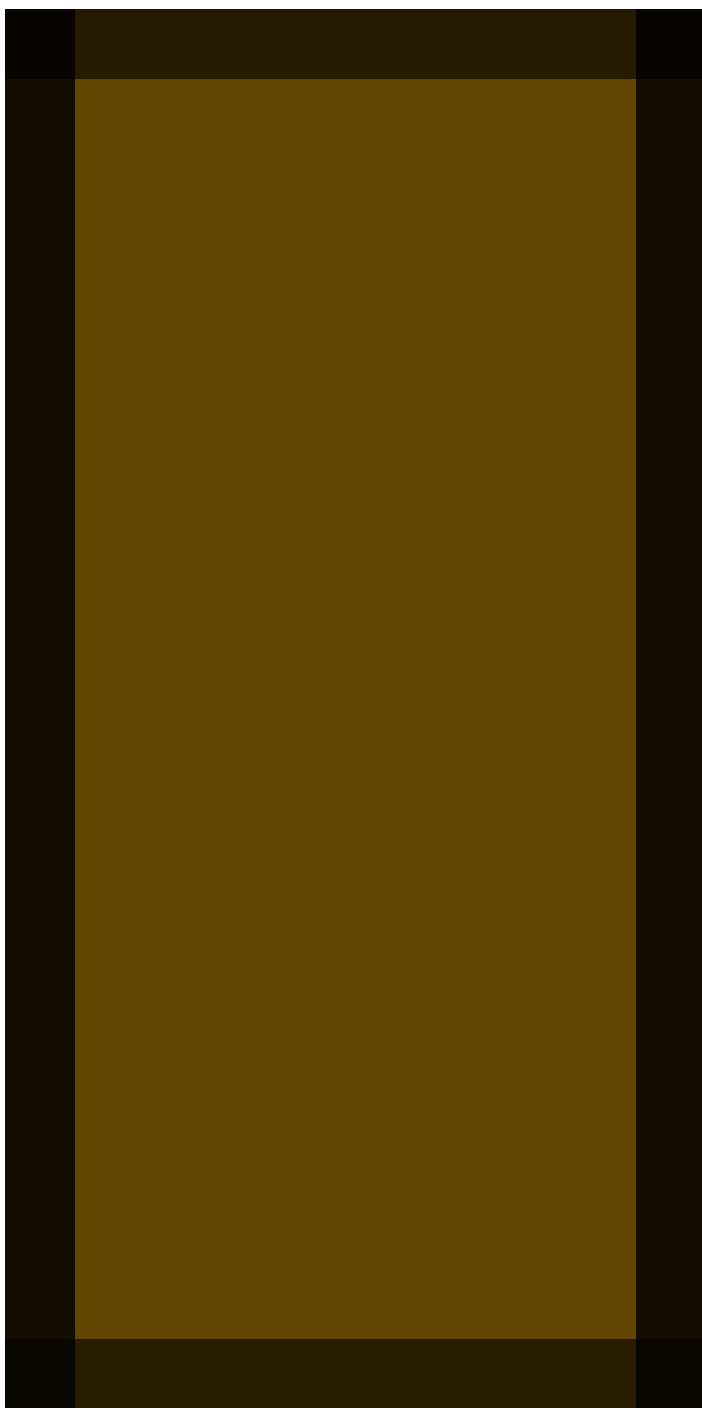
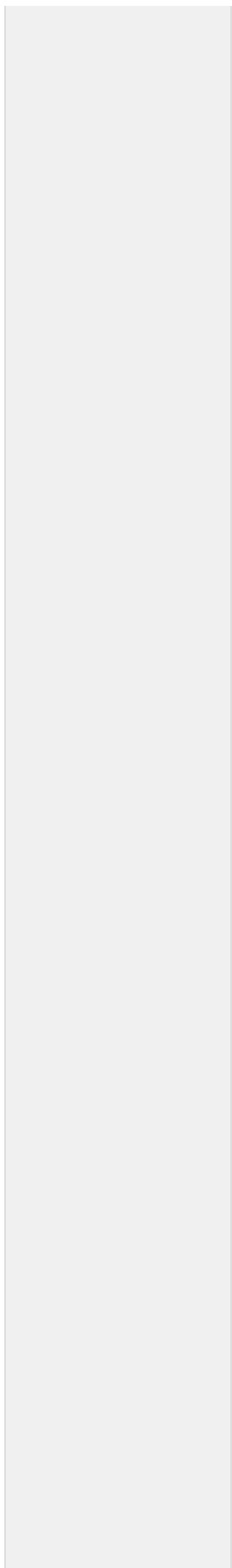


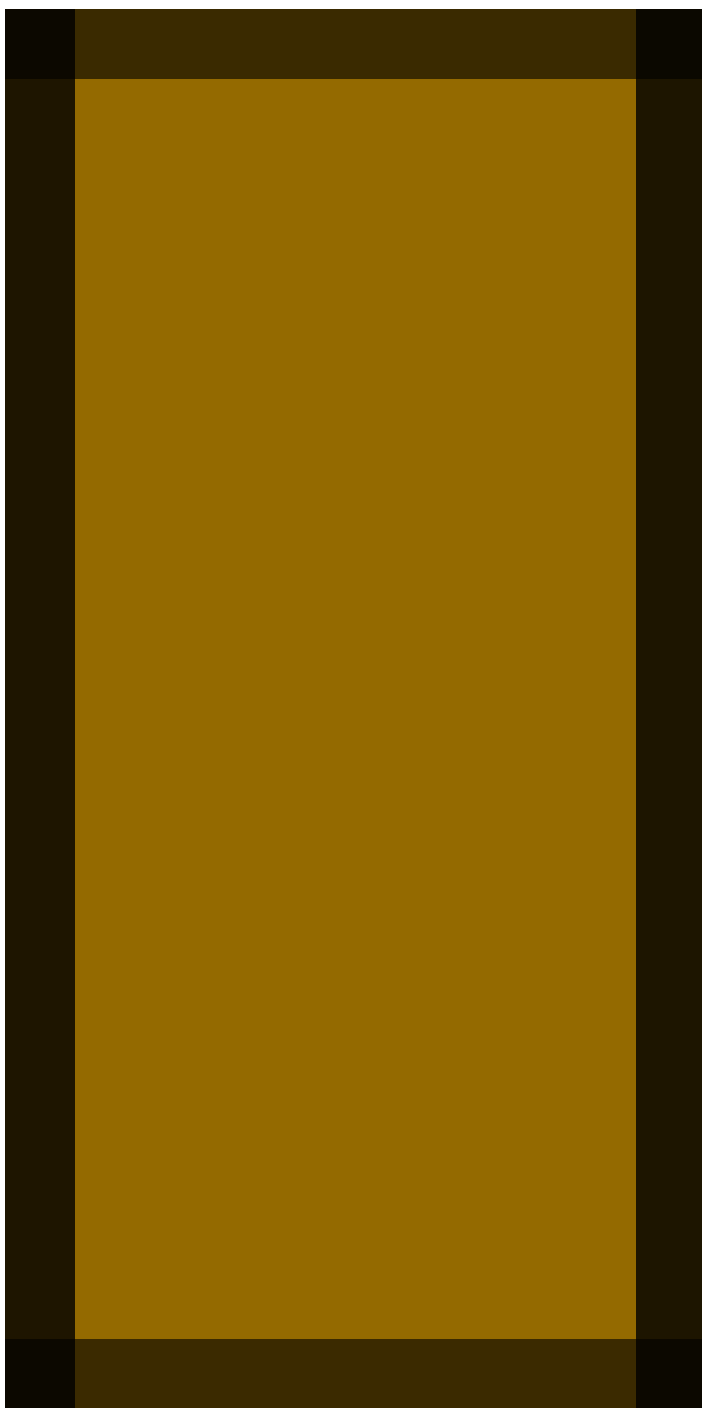
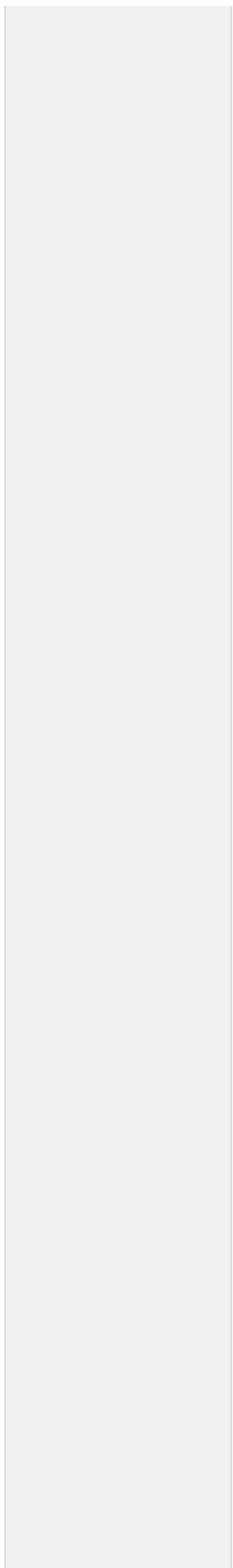


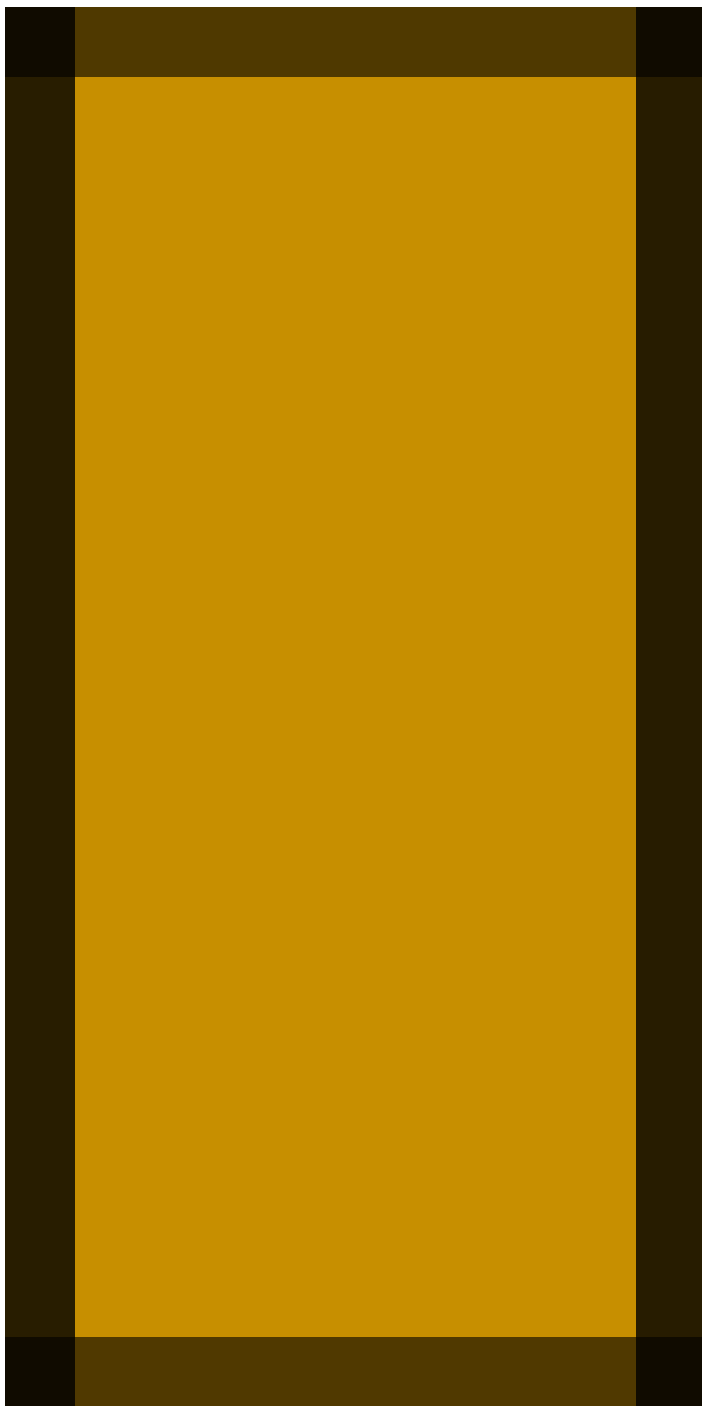
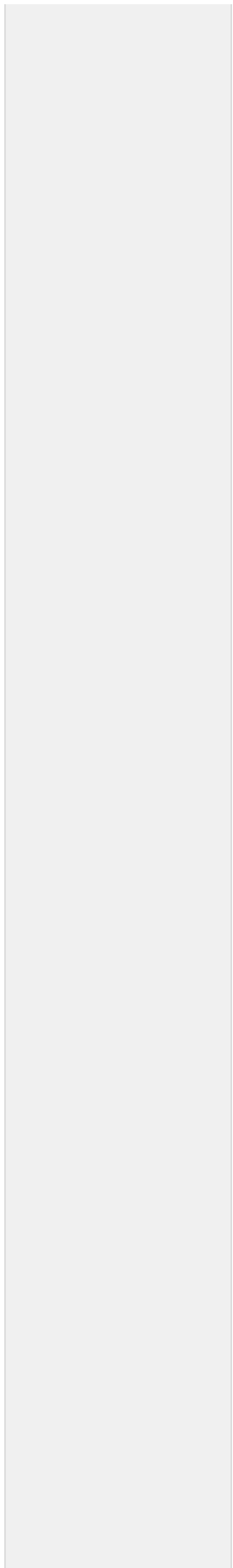


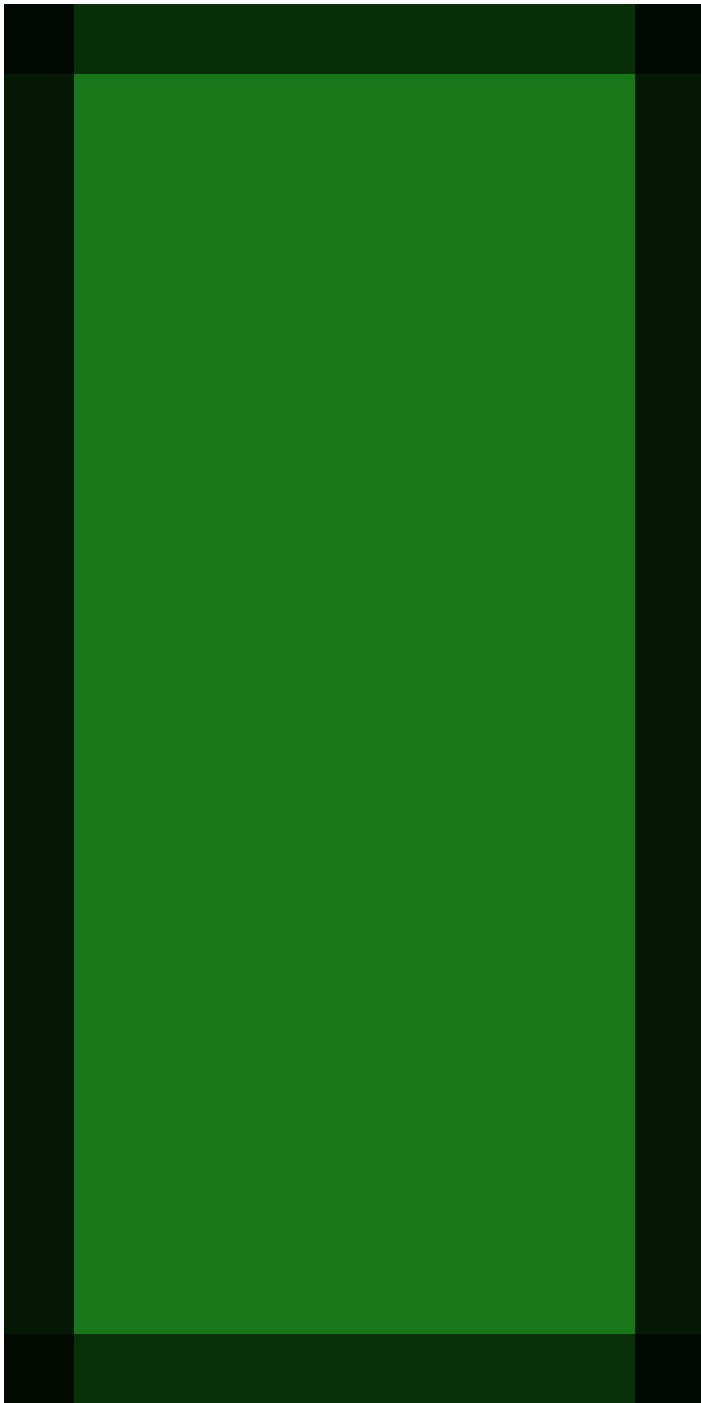
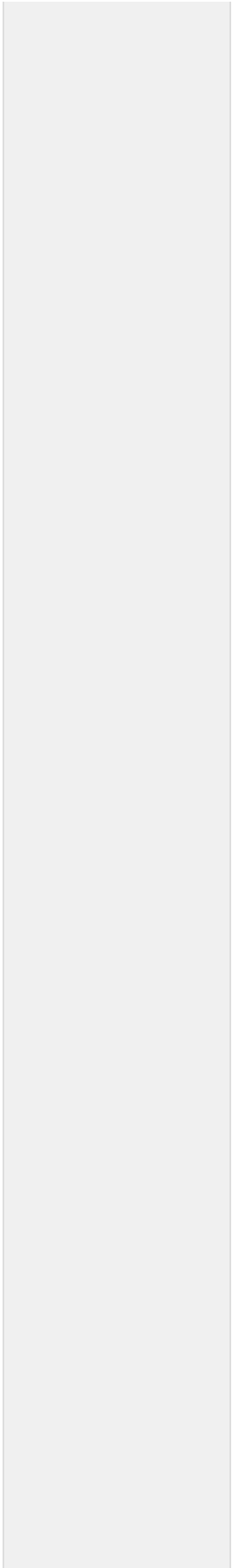


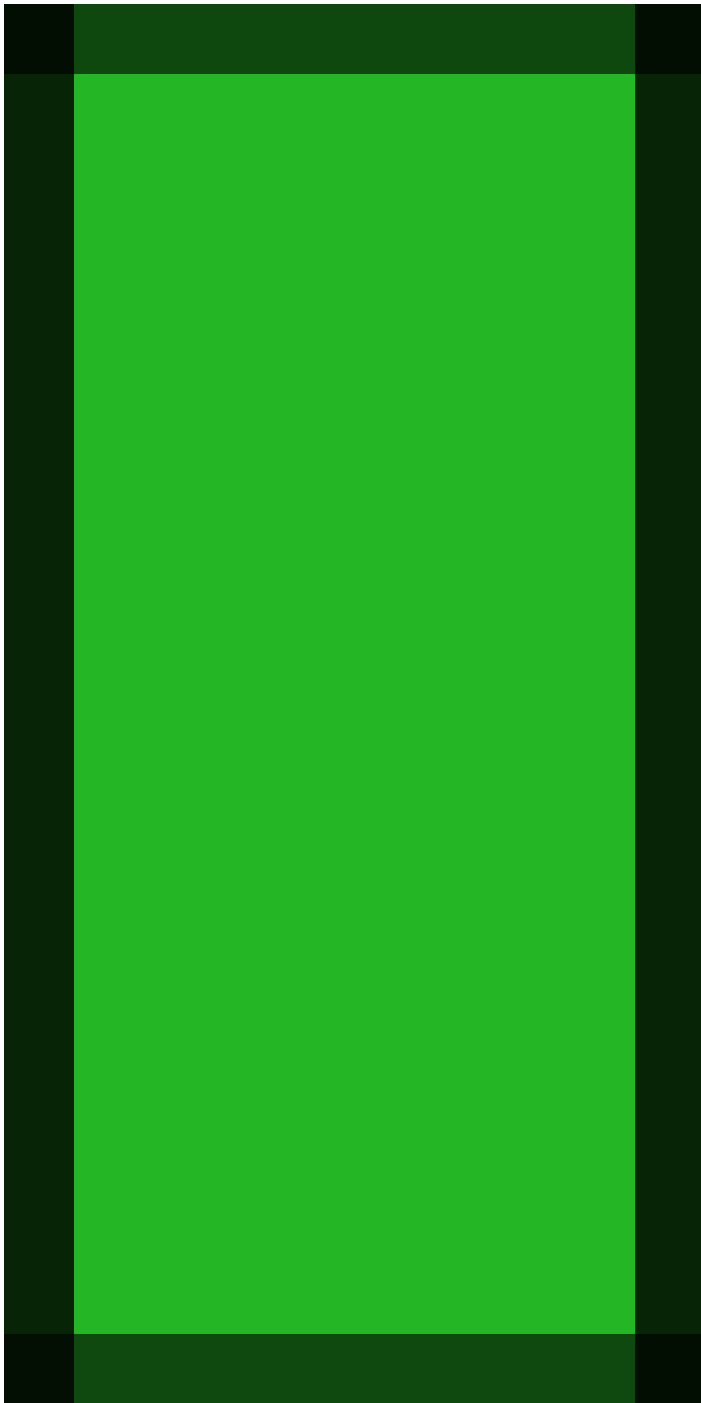
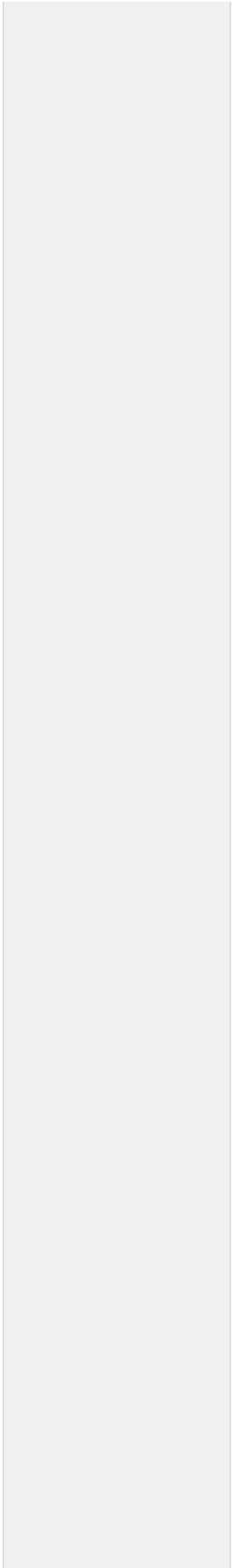


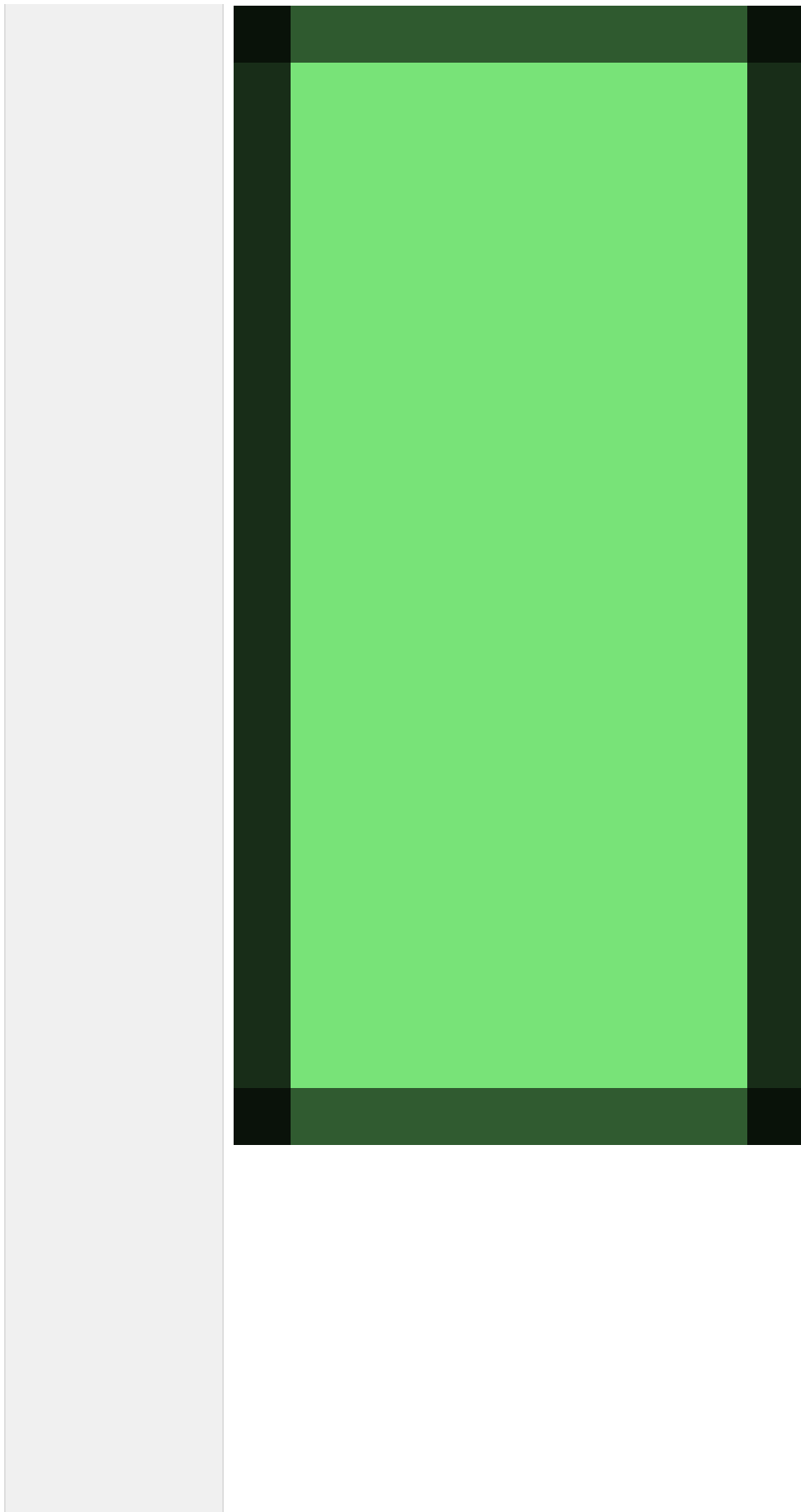


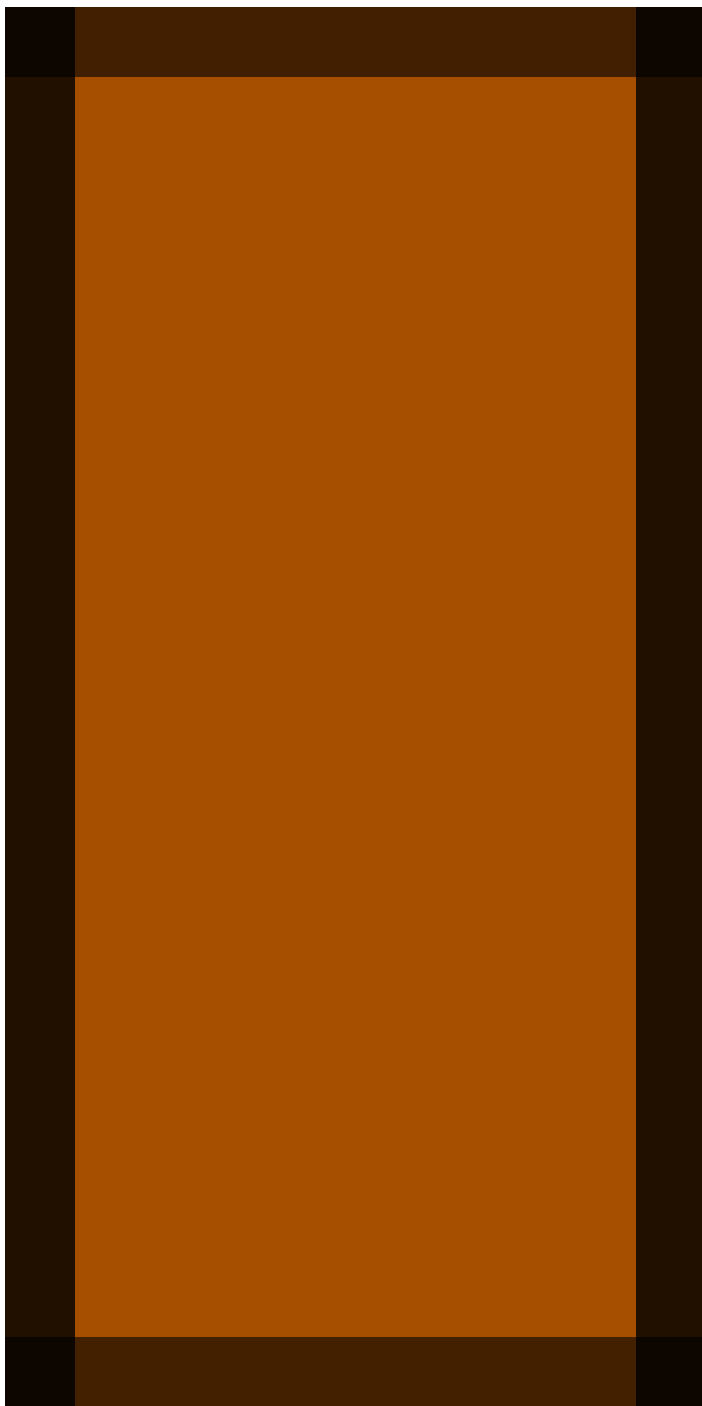
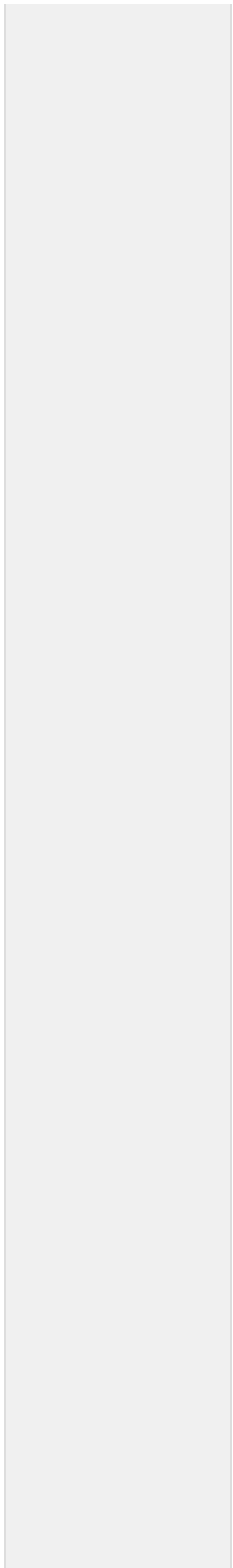


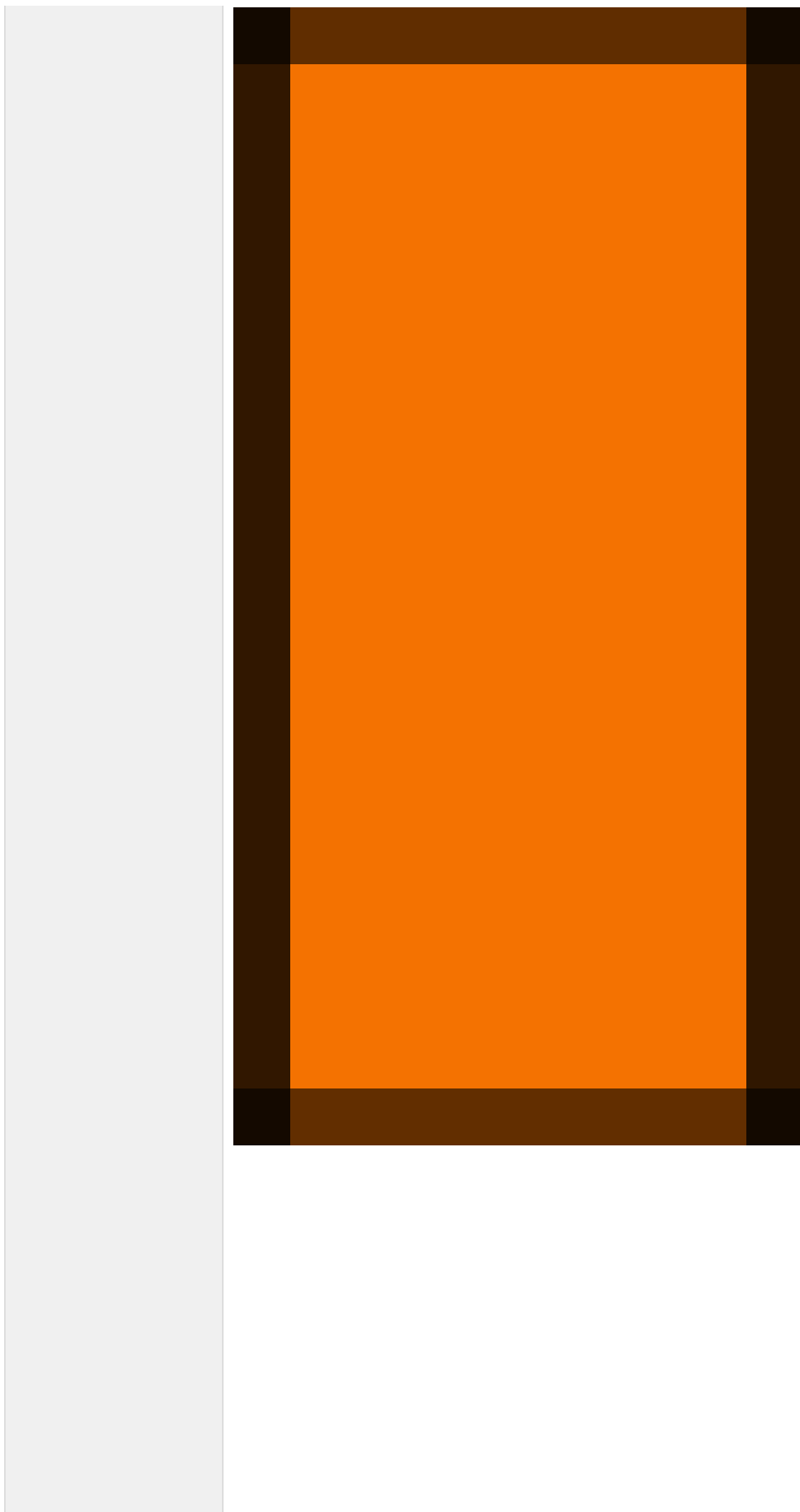


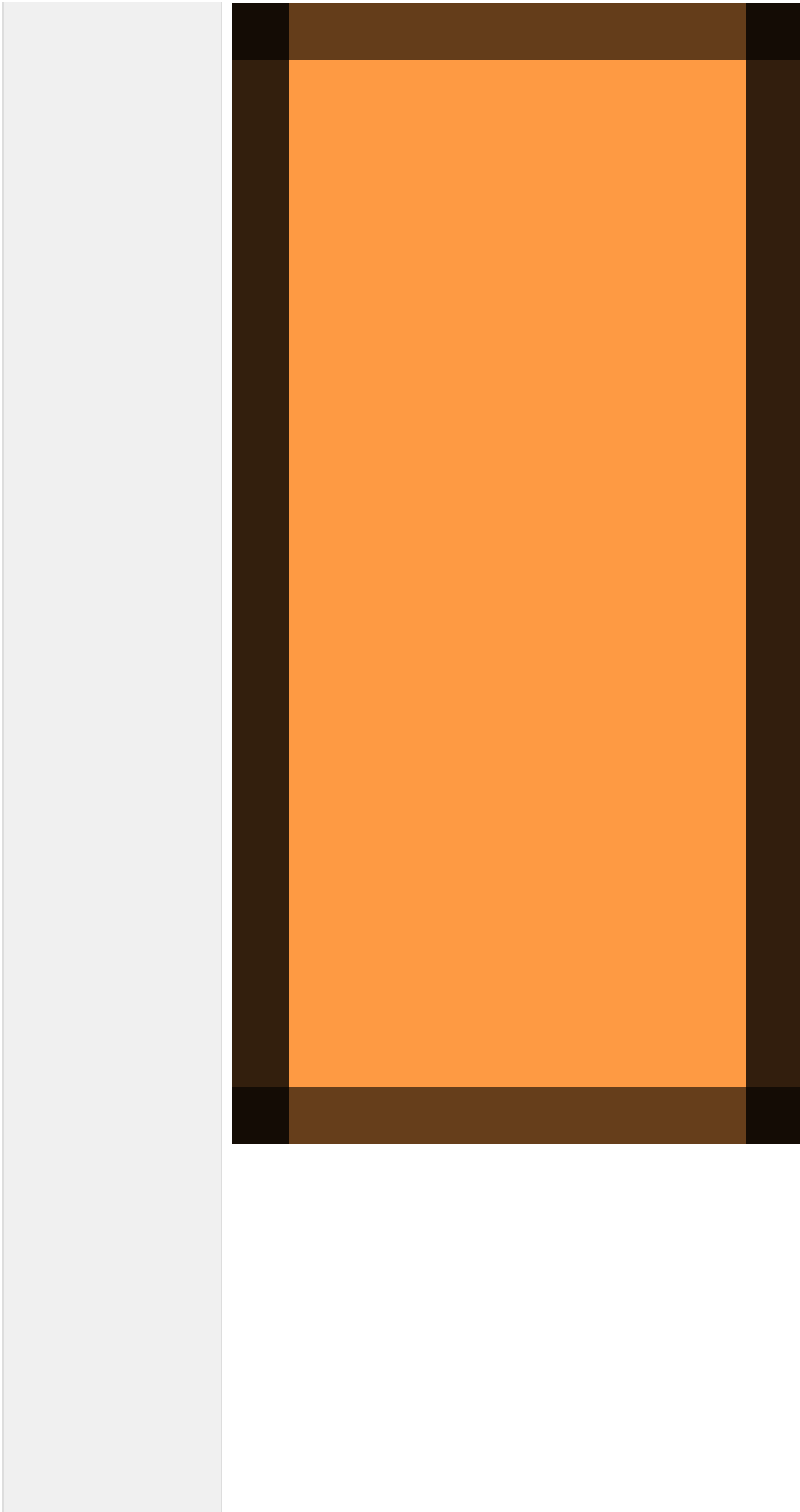


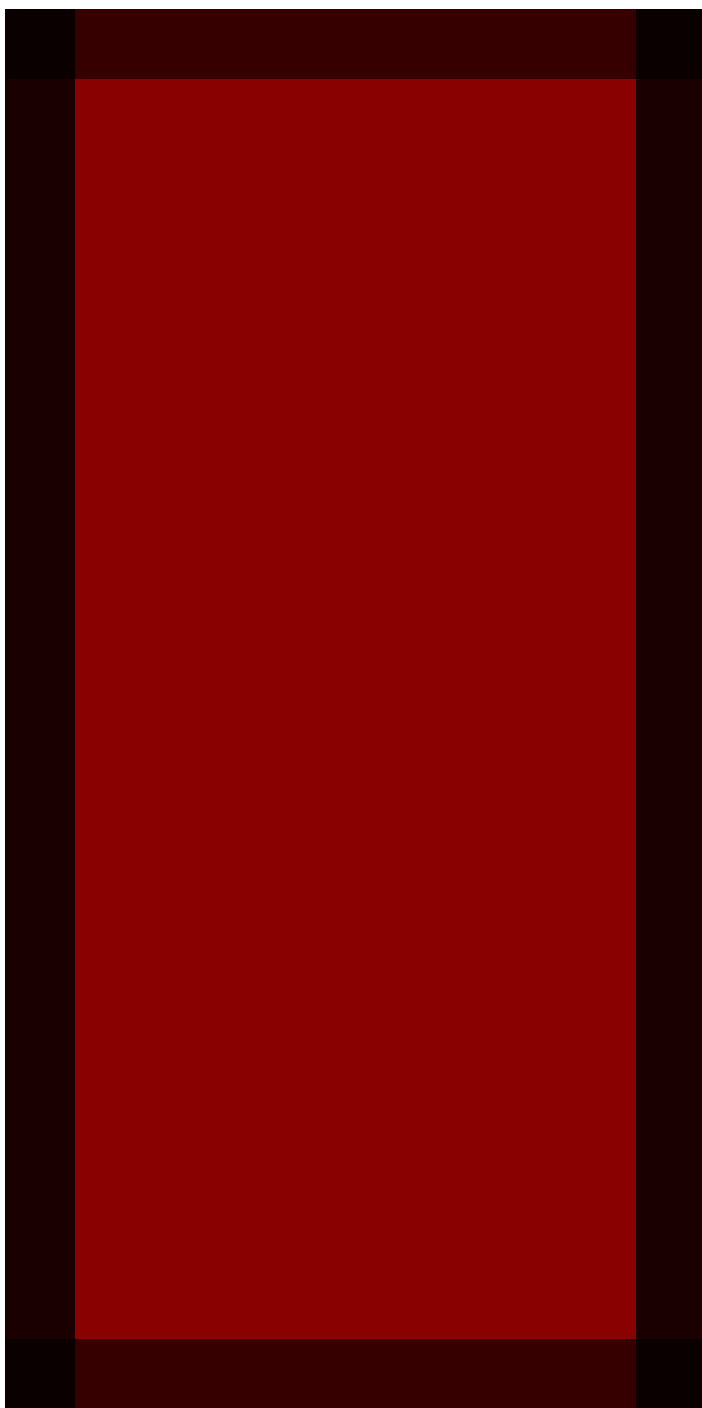
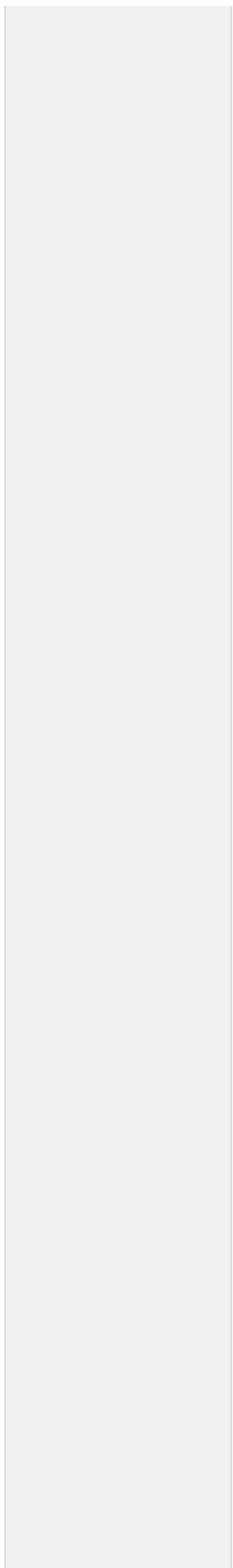


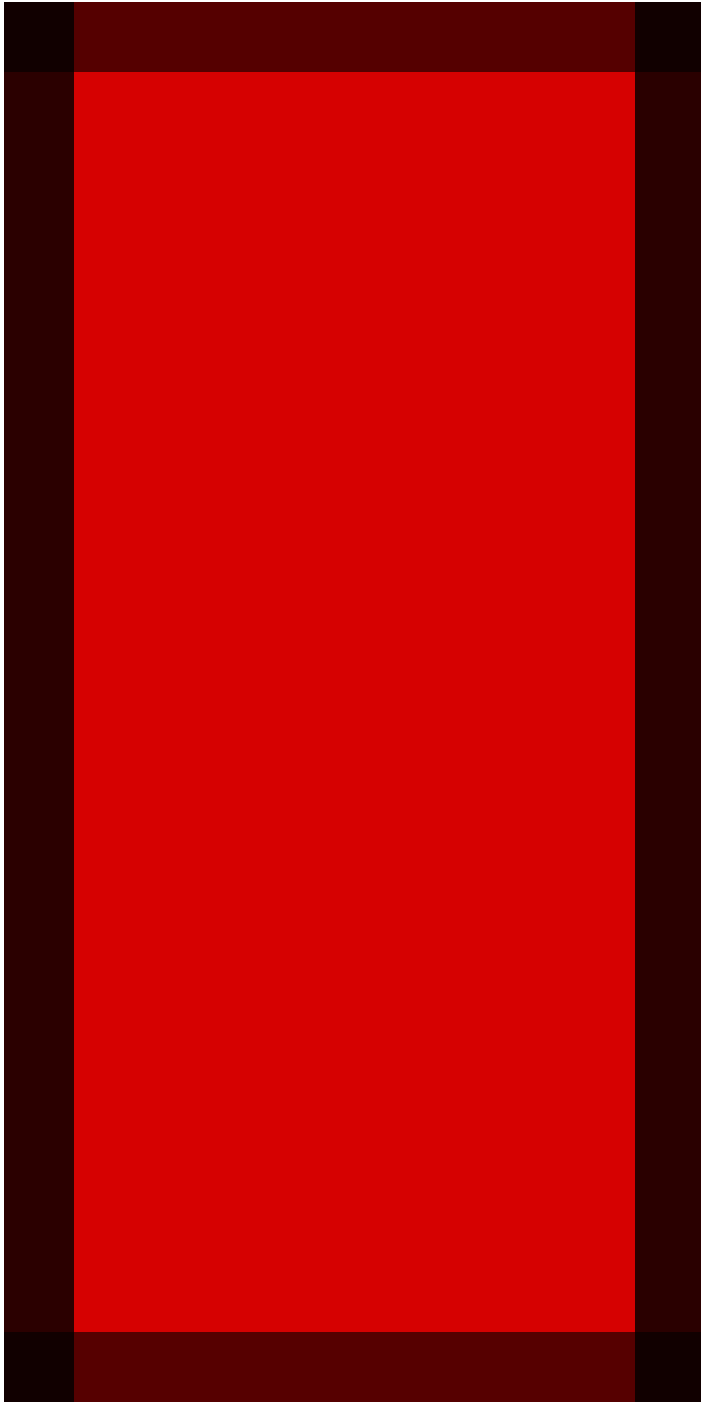
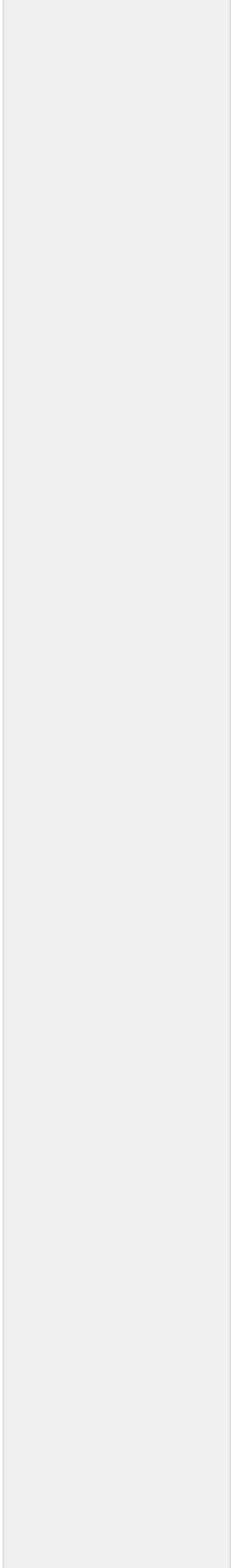


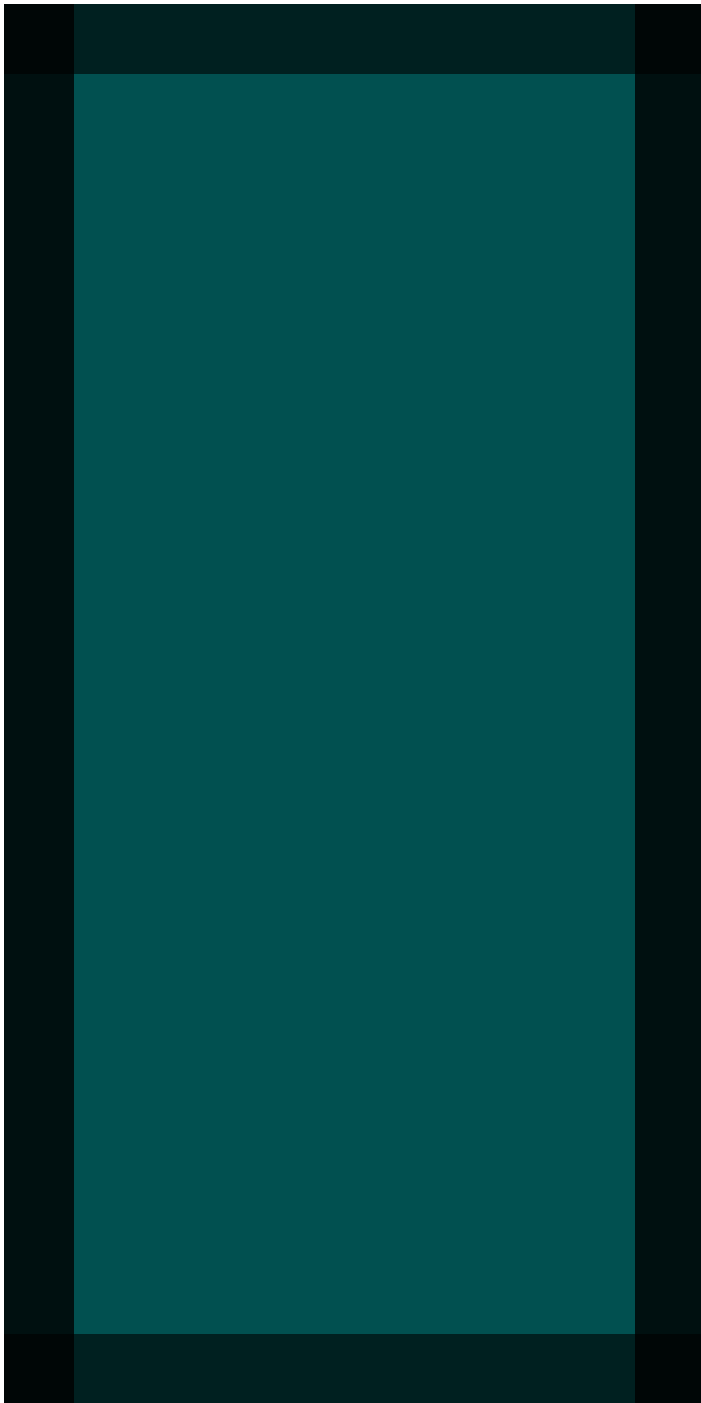
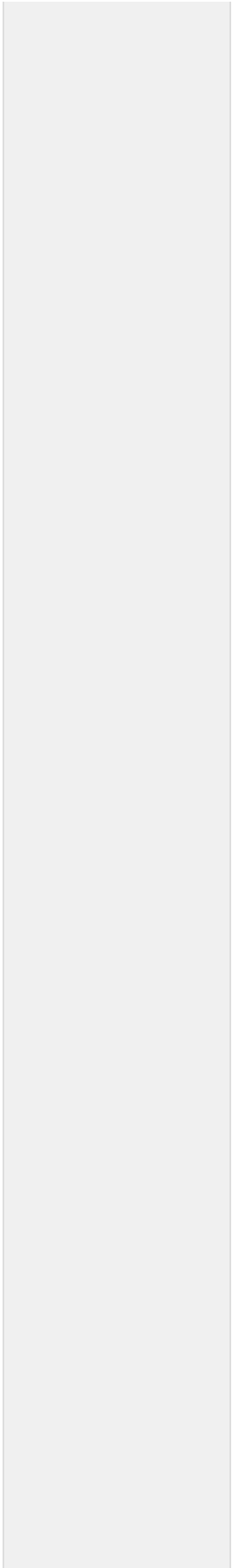


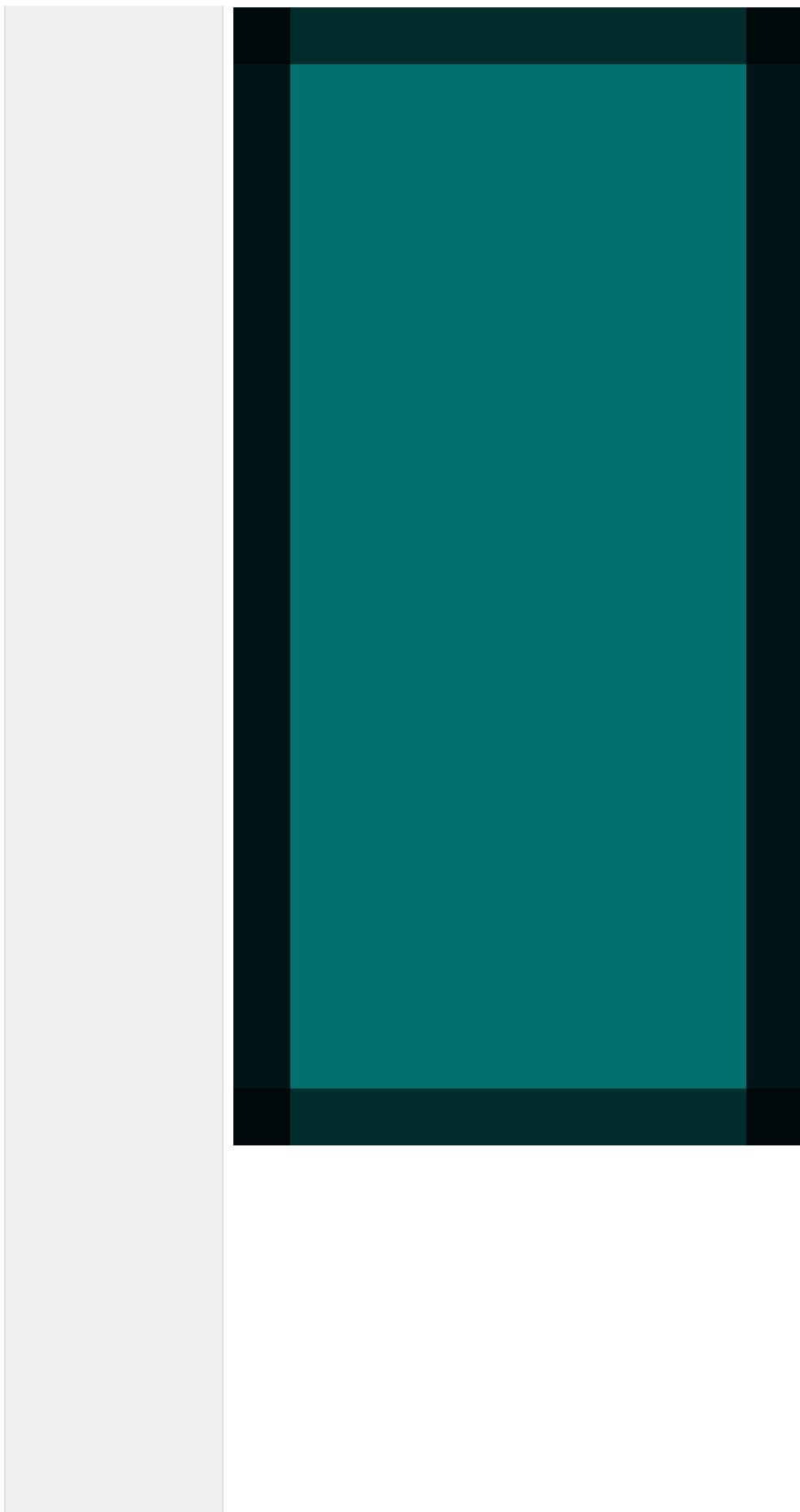


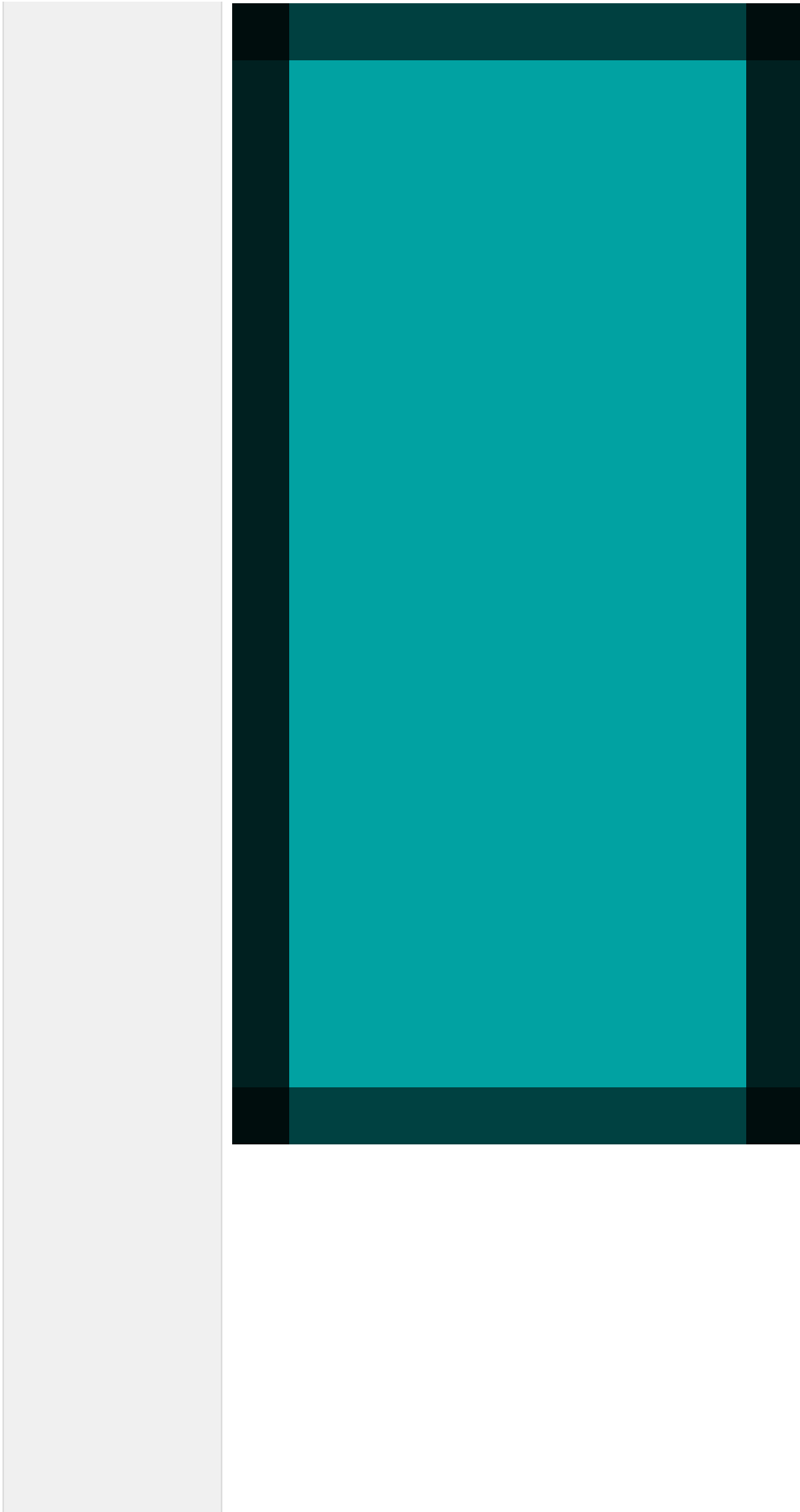


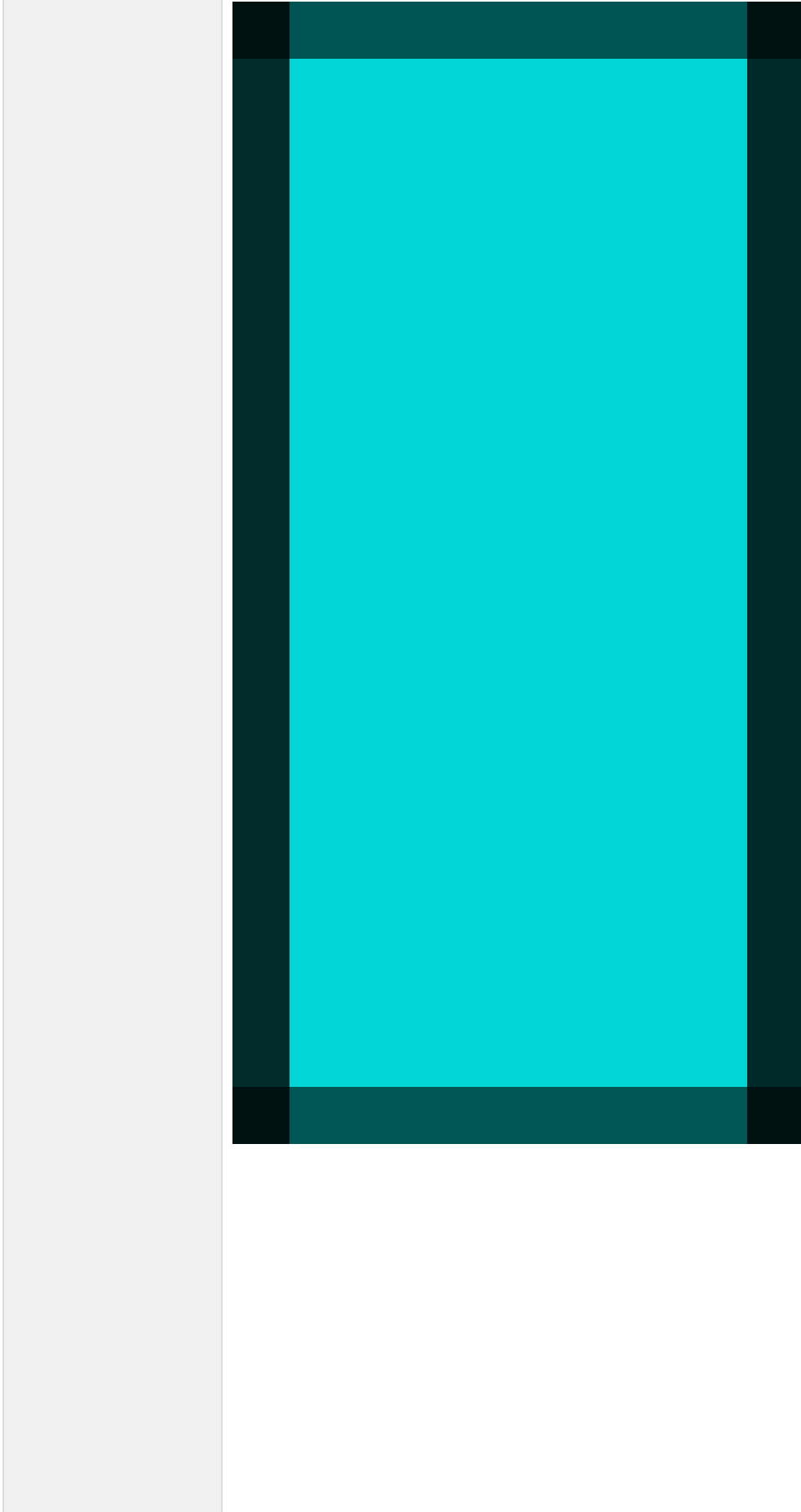


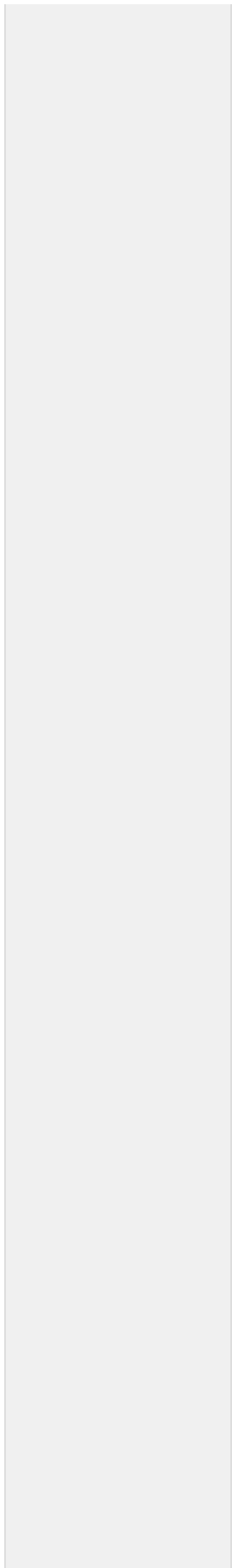


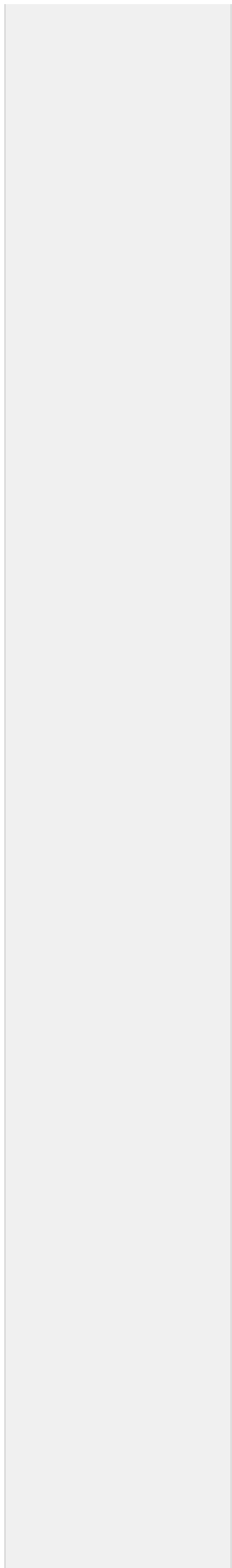


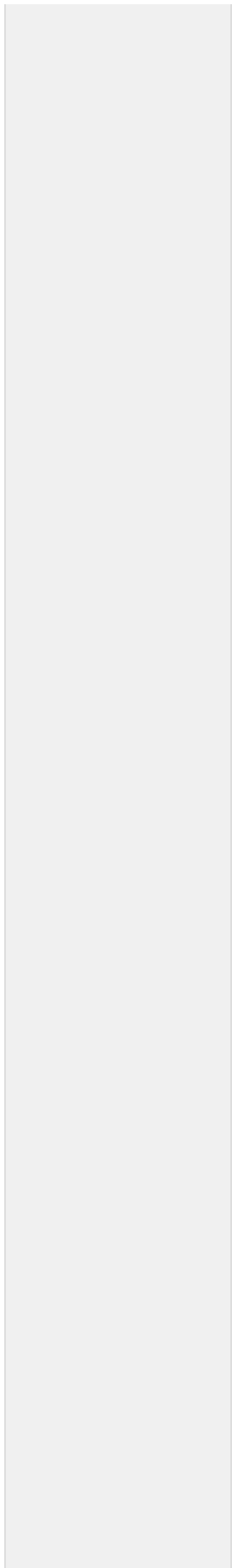


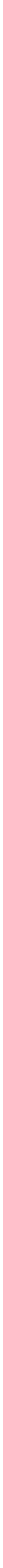
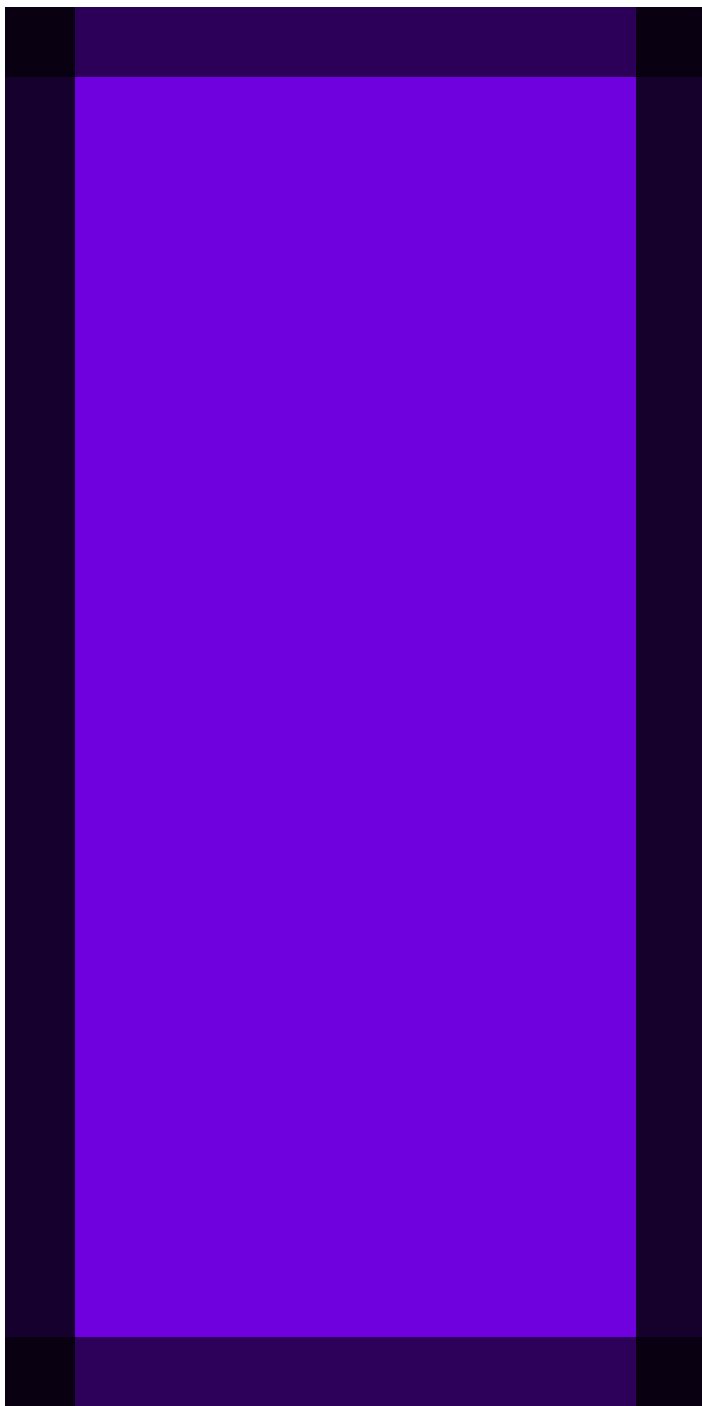
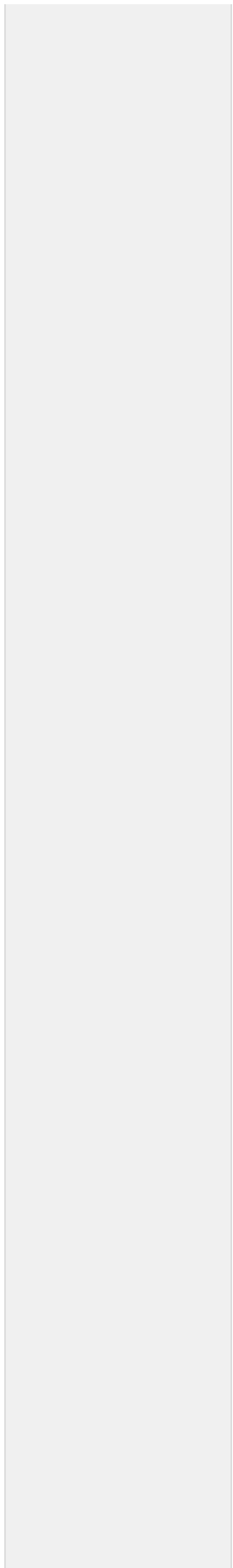


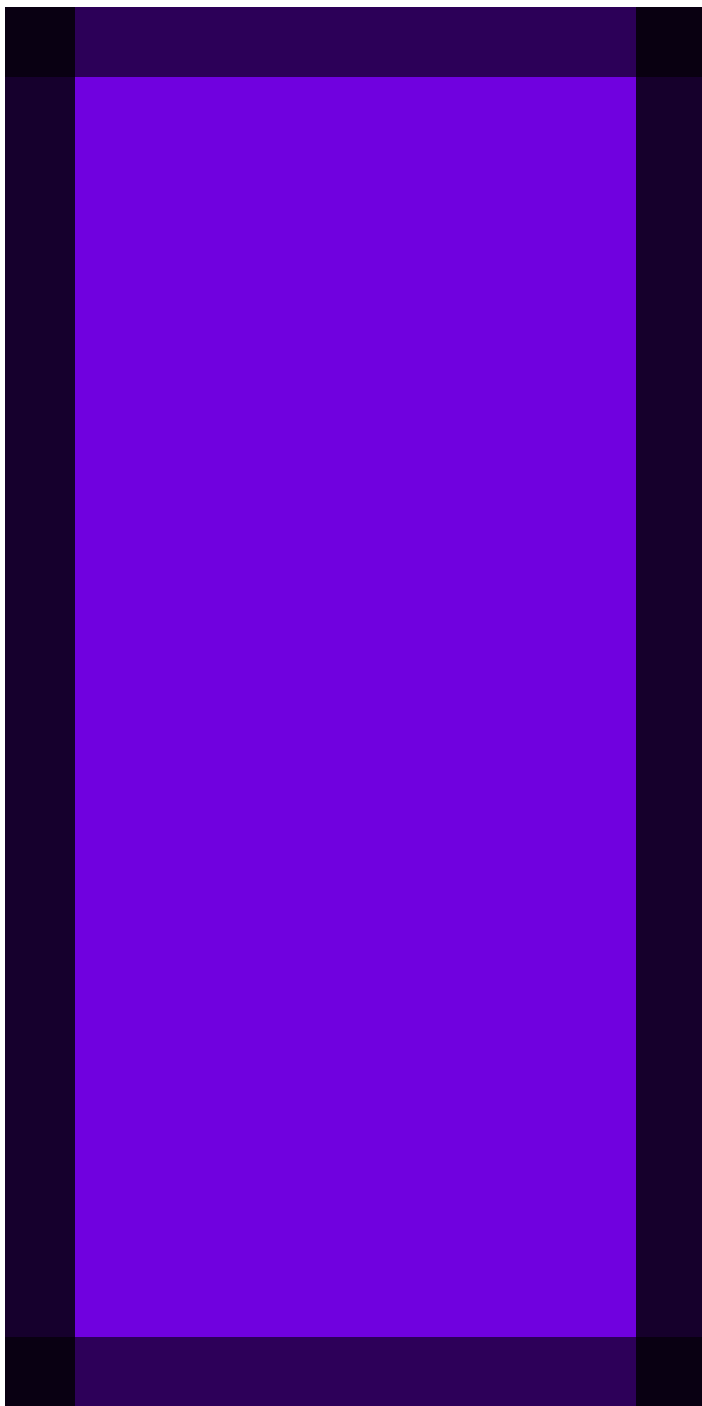
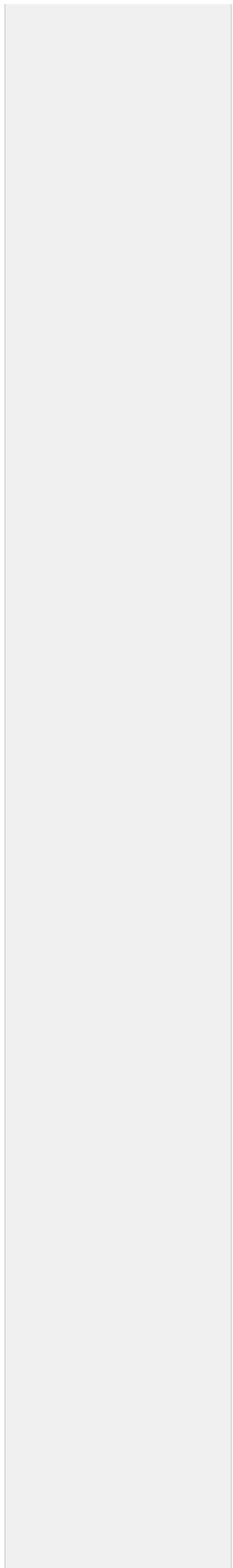


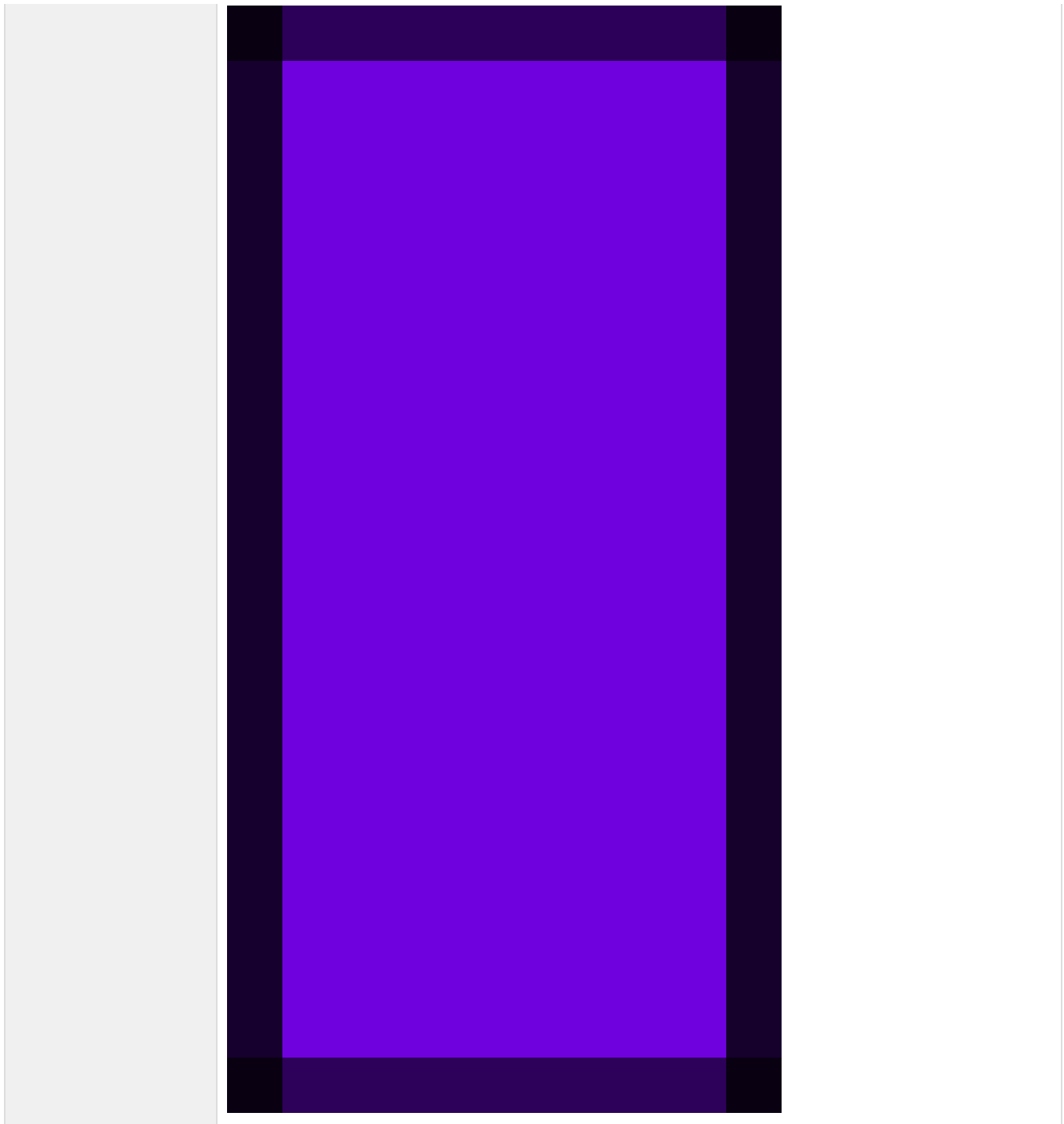












Kompatible Raketen	
Eingebaute Komponenten	
Erhältlich in	
Preis	
Erforderlicher Rang	

Erforderliche Ressourcen für Bau in HQ	Ressource	Menge
	Credits	
	Energiezellen	
	Teladianium	
	Stoff-Rheime	
	Rastar-Öl	
	Erz	
	Siliziumscheiben	
	Kristalle	
	Quantumröhren	
	Mikrochips	
	Computerkomponenten	
	Nividium	
	Bauzeit (hh:mm:ss)	

X3: Albion Prelude

(wird nachgereicht)

Besonderheiten

Bitte beachte, dass dieser Abschnitt Spoiler enthält, d.h. Informationen verrät, die du möglicherweise lieber selbst herausfinden möchtest. Um die Informationen trotzdem angezeigt zu bekommen, klicke auf den unten stehenden Spoiler-Link.

▼ [Spoiler \(X3TC\)](#)