

Ships

X3: Albion prelude combines elements of dogfighting, economics and fleet organisation. To thrive in the hostile and outnumbering universe, the player requires ships suited to each role.

Ship Classes

- **M1** — Carrier Class. Ships of this class are able to economically bring large swarms of fighters (or corvettes and bombers in the case of the Aran, Kyoto and Valhalla) into battle while delivering some capital ship grade damage to enemies at a distance.
- **M2+** — Heavy Destroyers. Ships of this class are very slow, heavily shielded and bearing lethal firepower. These flagships are as much of a bane to their enemies as the construction cost is to their owners.
- **M2** — Destroyers. These ships deal high sustained damage and have shielding that makes mincemeat of most fighters, corvettes and stations. This comes at the cost of low speed and maneuverability combined with a large hit box.
- **M3+** — Heavy Fighters. Bearing more guns and shields than conventional M3 fighters at the cost of maneuverability.
- **M3** — Fighters. These ships have substantially higher durability and firepower but less maneuverable compared to The M4 and M5. A greater range of missile can be mounted to them.
- **M4+** — Heavy interceptors. An intermediate between M3 and M4 ships which combines the defense of the M3 and the offense of the M4.
- **M4** — Interceptors. General purpose combat ships in between M3 and M5 classes and have can mount the unique weapon types of their creating races.
- **M5** — Scouts. Ships of this class are used for exploration, ferrying equipment, scanning asteroids and drawing heavy enemy fire in an economical manner.
- **M6+** — Heavy Corvettes. These ships are better shielded and have higher damage than M6 types but are slower.
- **M6** — Corvettes. A ship class less agile than a fighter but with at least twice the shielding and the ability to mount weapons that deal heavier damage. Stronger missiles are available to this class, too.
- **M7** — Frigates. These ships have over three times the shielding and the ability to mount weapons that deal heavier damage than a M6 corvette. However, they lack the laser generators for sustained firing and are less agile.
- **M7C** — Carrier Frigates. This class contains frigates exchanging firepower for a hanger able to carry fighter squadrons into battle.
- **M7M** — Missile Frigates. Bringing total doom to anything in their path and great for boarding enemy ships however, these ships require a large economy to keep them supplied with missiles.
- **M8** — Bombers. Designed to eliminate any ship too slow to dodge torpedo missiles (ships bigger than a M6 and stations). These ships have a limited ability to fend off attacking fighters and the ability to keep them supplied with torpedo missiles.
- **TL** — Large Transports. These ships have huge cargo holds able to carry whole stations and even the ability to dock fighters. They are unable to dock at stations and relying on Freight Drones for trade.
- **TM** — Military Transports. Lightly armed ships able to dock multiple fighters for more economical redeployment and hauling.
- **TP** — Personnel Transports. These transport ships are designed for the luxury transport of large numbers of passengers. They are a must have for taxi missions and act as a storage for spare marines/mercenaries.
- **TS+** — Heavy Small Transports. Trade ships with increased firepower, shielding and cavernous cargo holds in exchange for reduced speed and a larger price tag.
- **TS** — Small Transports. These ships make ideal traders and commercial agents for stations. They are able to carry XL goods with large cargo holds.
- **Miscellaneous** — Misc. Every space object which is not a ship itself but can be targeted, like drones, mines, space suites, etc.

Minimal Boarding Personnel Requirements

Some ships in the X-Universe are not for sale at shipyards or are owned by races that are hostile to the player meaning they need to be acquired by force. These tables list the minimal Marine/Mercenary skill requirements to board ships of each class.

- The total Fight skill amounts listed are the combined boarding crew Fight skill requirements to have a high chance of a casualty free boarding along with the minimal average if target ship marine capacity+1 Marines/Mercenaries are used for a boarding operation. It is possible to board ships with fewer personnel if their combined Fight skill is greater than or equal to the minimal total. Having a much higher total Fight skill than the minimum total can guarantee no casualties.
- Maximum Fight and Mechanical skill requirements for boarding with a 98% success chance are approximately 1.5x of the minimum
- With the Mechanical and Hacking skills only half the number of personnel are required if they have double the minimal skill points since it is the total of best and second best in each boarding team group that is used.
- It is always good to have more than 2 personnel with sufficient Hacking skill in case one is unlucky and dies during the fighting on the decks. There is a 1.96% chance no hacking skill is required.

M1

Ship Race Category	Minimal Fight Skill Total (21x (avg.))	VS Internal Security Lasers Fight Skill Total(21x avg.)	Minimal Spacewalk Mechanical Skill (10x)	VS Hull Polarising Device Space walk Mechanical Skill (10x)	Minimal Boarding Pod Mechanical Skill (10x)	VS Hull Polarising Device Boarding Pod Mechanical Skill (10x)	Minimal Hacking Skill (>2x)	VS Advanced Firewall Software Hacking Skill (>2x)
Commonwealth	526 (26)	714 (34)	73	146 (impossible)	37	73	41	76
Terran	672 (32)	840 (40)	146 (impossible)	207 (impossible)	73	104 (impossible)	86	121 (impossible)
Xenon	2,079 (99)	2,268 (108)(impossible)	73	146 (impossible)	37	73	100	135 (impossible)

M2/M2+

Ship Race Category	Minimal Fight Skill Total (21x (avg.))	VS Internal Security Lasers Fight Skill Total(21x avg.)	Minimal Spacewalk Mechanical Skill (10x)	VS Hull Polarising Device Space walk Mechanical Skill (10x)	Minimal Boarding Pod Mechanical Skill (10x)	VS Hull Polarising Device Boarding Pod Mechanical Skill (10x)	Minimal Hacking Skill (>2x)	VS Advanced Firewall Software Hacking Skill (>2x)
Commonwealth	546 (26)	714 (34)	65	126 (impossible)	34	63	38	73
Terran	651 (31)	840 (40)	130 (impossible)	191 (impossible)	65	96	76	111 (impossible)
Xenon	2,079 (99)	2,247 (107)(impossible)	65	126 (impossible)	34	63	88	123 (impossible)

M6/M6+

Ship Race Category	Minimal Fight Skill Total (9x (avg.))	VS Internal Security Lasers Fight Skill Total(9x avg.)	Minimal Spacewalk Mechanical Skill (4x)	VS Hull Polarising Device Space walk Mechanical Skill (4x)	Minimal Boarding Pod Mechanical Skill (4x)	VS Hull Polarising Device Boarding Pod Mechanical Skill (4x)	Minimal Hacking Skill (>2x)	VS Advanced Firewall Software Hacking Skill (>2x)
Commonwealth	360 (40)	540 (60)	9	69	5	35	13	48
Terran	387 (43)	567 (63)	17	77	9	39	21	56
Xenon	855 (95)	1,035 (115)(impossible)	9	69	5	35	23	58

M7/M7M/M7C

Ship Race Category	Minimal Fight Skill Total (21x (avg.))	VS Internal Security Lasers Fight Skill Total(21x avg.)	Minimal Spacewalk Mechanical Skill (10x)	VS Hull Polarising Device Spacewalk Mechanical Skill (10x)	Minimal Boarding Pod Mechanical Skill (10x)	VS Hull Polarising Device Boarding Pod Mechanical Skill (10x)	Minimal Hacking Skill (>2x)	VS Advanced Firewall Software Hacking Skill (>2x)
Commonwealth	525 (25)	693 (33)	37	98	19	49	26	61
Terran	609 (29)	777 (37)	73	134 (impossible)	37	67	55	90
Xenon	2058 (98)	2,226 (106)(impossible)	37	98	19	49	65	100

TL

Ship Race Category	Minimal Fight Skill Total (21x avg.)	VS Internal Security Lasers Fight Skill Total(21x avg.)	Minimal Spacewalk Mechanical Skill (10x)	VS Hull Polarising Device Spacewalk Mechanical Skill (10x)	Minimal Boarding Pod Mechanical Skill (10x)	VS Hull Polarising Device Boarding Pod Mechanical Skill (10x)	Minimal Hacking Skill (>2x)	VS Advanced Firewall Software Hacking Skill (>2x)
Commonwealth	525 (25)	693 (33)	53	114 (impossible)	27	57	31	66
Terran	609 (29)	777 (37)	106 (impossible)	167 (impossible)	53	84	61	96

TM

Ship Race Category	Minimal Fight Skill Total (9x avg.)	VS Internal Security Lasers Fight Skill Total(9x avg.)	Minimal Spacewalk Mechanical Skill (4x)	VS Hull Polarising Device Spacewalk Mechanical Skill (4x)	Minimal Boarding Pod Mechanical Skill (4x)	VS Hull Polarising Device Boarding Pod Mechanical Skill (4x)	Minimal Hacking Skill (>2x)	VS Advanced Firewall Software Hacking Skill (>2x)
Commonwealth	503 (56)	684 (76)	5	65	3	33	16	51
Terran	558 (62)	738 (82)	9	69	5	35	31	66