

M3+

Heavy Fighters. Bearing more guns and shields than conventional M3 fighters at the cost of maneuverability.

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	W T C
Aamon Prototype	Argon	180	31	42.2	20,000	6 x 25MJ	1,100	8,1,0,0,0,0,1	8,500	265.6	255	L
Advanced Pirate Eclipse	Pirates	126	33	50.8	22,500	4 x 25MJ	1,200	8,1,0,0,0,0,1	7,800	195	332	L
Chimera	Split	182	39	37.7	20,000	3 x 25MJ	1,125	8,1,0,0,0,0,1	8,750	218.7	300	L
Cutlass	Terran	173	24	39.5	21,250	6 x 25MJ	1,300	4,2,0,0,0,0,2	9,000	270	240	L
Eclipse	Argon	130	22	50.8	25,000	1 x 200MJ	1,250	8,1,0,0,0,0,1	8,000	200	320	L
Pirate Eclipse	Pirates	140	30	53.3	18,750	3 x 25MJ	800	8,1,0,0,0,0,1	7,800	195	285	L
Eclipse Prototype	Argon	120	23	42.2	30,000	5 x 25MJ	1,500	8,1,0,0,0,0,1	8,500	205	350	L
Enhanced Chimera	Split	162.5	32	43.6	25,000	4 x 25MJ	1,200	8,1,0,0,0,0,1	8,750	218.7	300	L
Enhanced Kea	Teladi	120	19	31	32,000	5 x 25MJ	1,300	8,1,0,0,0,0,1	8,000	200	750	L
Fenrir	ATF	190	21	42.2	20,000	6 x 25MJ	1,100	8,2,0,0,0,0,2	9,000	270	256	L
Kea	Teladi	104	16	31	30,000	5 x 25MJ	1,220	8,1,0,0,0,0,1	7,300	182.5	410	L
Pirate Kea	Pirates	109.2	24	41.7	22,500	4 x 25MJ	976	8,1,0,0,0,0,1	7,300	182.5	390	L
LX	Xenon	143	21	55.2	30,000	4 x 25MJ	1,350	8,1,0,0,0,0,1	9,250	231.2	350	L
Medusa	Paranid	143	20	37.2	25,000	4 x 25MJ	1,300	8,1,0,0,0,0,1	8,333	208.3	320	M
Medusa Prototype	Paranid	149.6	21	38.9	26,250	4 x 25MJ	1,160	8,1,0,0,0,0,1	8,750	218.8	320	M
Notus Hauler	Argon	169	31	40	20,000	5 x 25MJ	1,100	8,1,0,0,0,0,1	8,000	200	255	L
Skate	Boron	156	29	40	22,500	3 x 25MJ	1,160	8,1,0,0,0,0,1	7,800	195	305	M
Skate Prototype	Boron	180	35	42	20,000	3 x 25MJ	1,000	8,1,0,0,0,0,1	7,800	195	275	M
Tenjin	Yaki	182	33	23.9	17,500	3 x 25MJ	1,350	9,1,0,0,0,0,1	8,250	215.2	285	M

* = 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

M3+ heavy fighters have even more shielding and laser energy reload than M3s but are slower and less agile. A notable feature of all M3+ ships is having both a forward and rear turret which if equipped with a high accuracy weapon like IRE, PRG or PBE can easily protect the ship from a large number of incoming missiles. The moderate cargobays allow for extensive missile use and jumping large distances. The high price makes most M3+ ships (Medusa Prototype might be the only exception) unsuited for production in the Player Headquarters as several M6 ships which have superior combat capabilities have a shorter production time.