

# Interloper

## Table Of Contents

- [1. Ship Info-card](#)
- [2. Stats:](#)
- [3. Additional Information:](#)

## 1. Ship Info-card

Designed out of necessity, rather than want, the Interloper was born as a heavy scout class, that sacrifices 1 gun, and 1 turret for more armor, while retaining its agility. It can scout areas that light fighters wouldn't stand a chance in, and it does it in style. A great step forward for Liberty, and a hole in their technology tree plugged.

## 2. Stats:

- Gun/Turret Mounts: 4/0
- Armor: 7.100
- Cargo Space: 60
- Max Batteries/Nanobots: 43/43
- Optimal Weapon Class: 6
- Max. Weapon Class: 8
- Additional Equipment: M, [CM](#), CD/T

## 3. Additional Information:

- Price: \$352,903
- Where to buy:  
Display Spoiler

Interloper found or type