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REGISTRY:	**PYTHON**	**SIZE:**	**5**
CLASS	**PYTHOS**	**TYPE:**	**SCOUT**

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

Lastly a boarding missile launched from a Python ship will carry two pythons (Ram or Lizard) or three other non-python species.

However, the size of these missiles makes them clearly identifiable as "python boarding missiles" – no science check needed.

Their size also gives enemy ships +2 to hit them with cannon fire or missiles. We suggest using the teleporter. It's safer!

	4	5	6	7	8	9	10	
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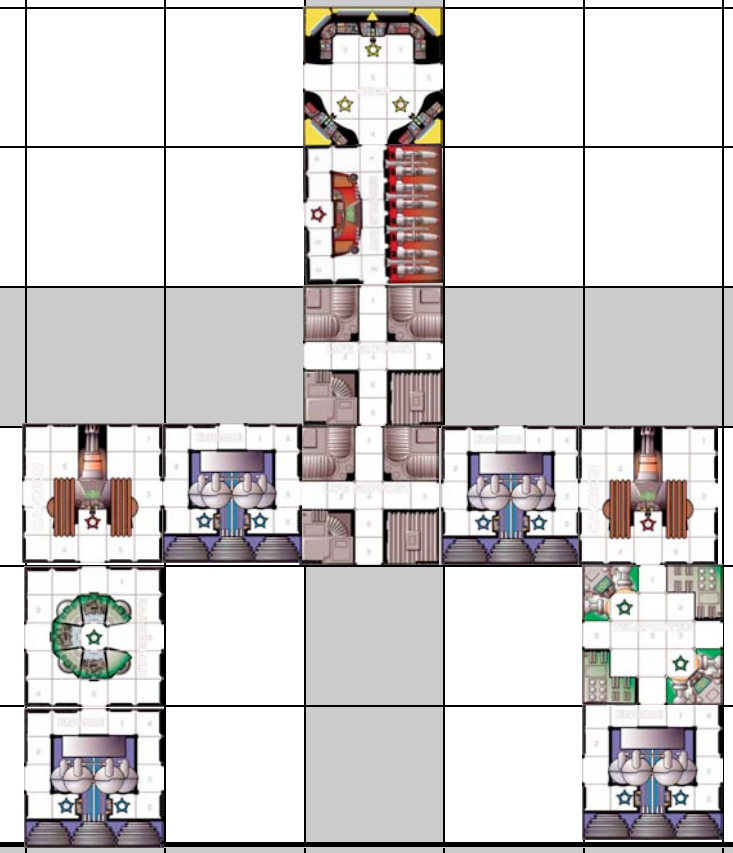

REGISTRY:	**PYTHON**	**SIZE:**	**6**
CLASS	**CLAW**	**TYPE:**	**FRIGATE**

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

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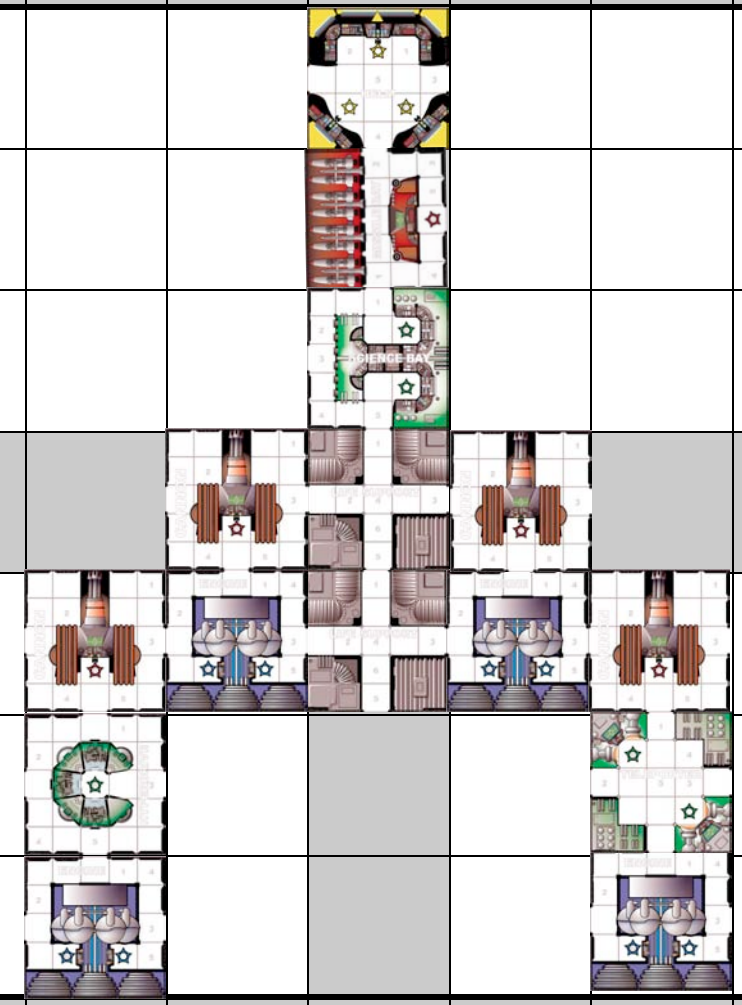

REGISTRY:	**PYTHON**	**SIZE:**	**7**
CLASS	**MANGLER**	**TYPE:**	**DESTROYER**

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

Lastly a boarding missile launched from a Python ship will carry two pythons (Ram or Lizard) or three other non-python species.

However, the size of these missiles makes them clearly identifiable as "python boarding missiles" – no science check needed.

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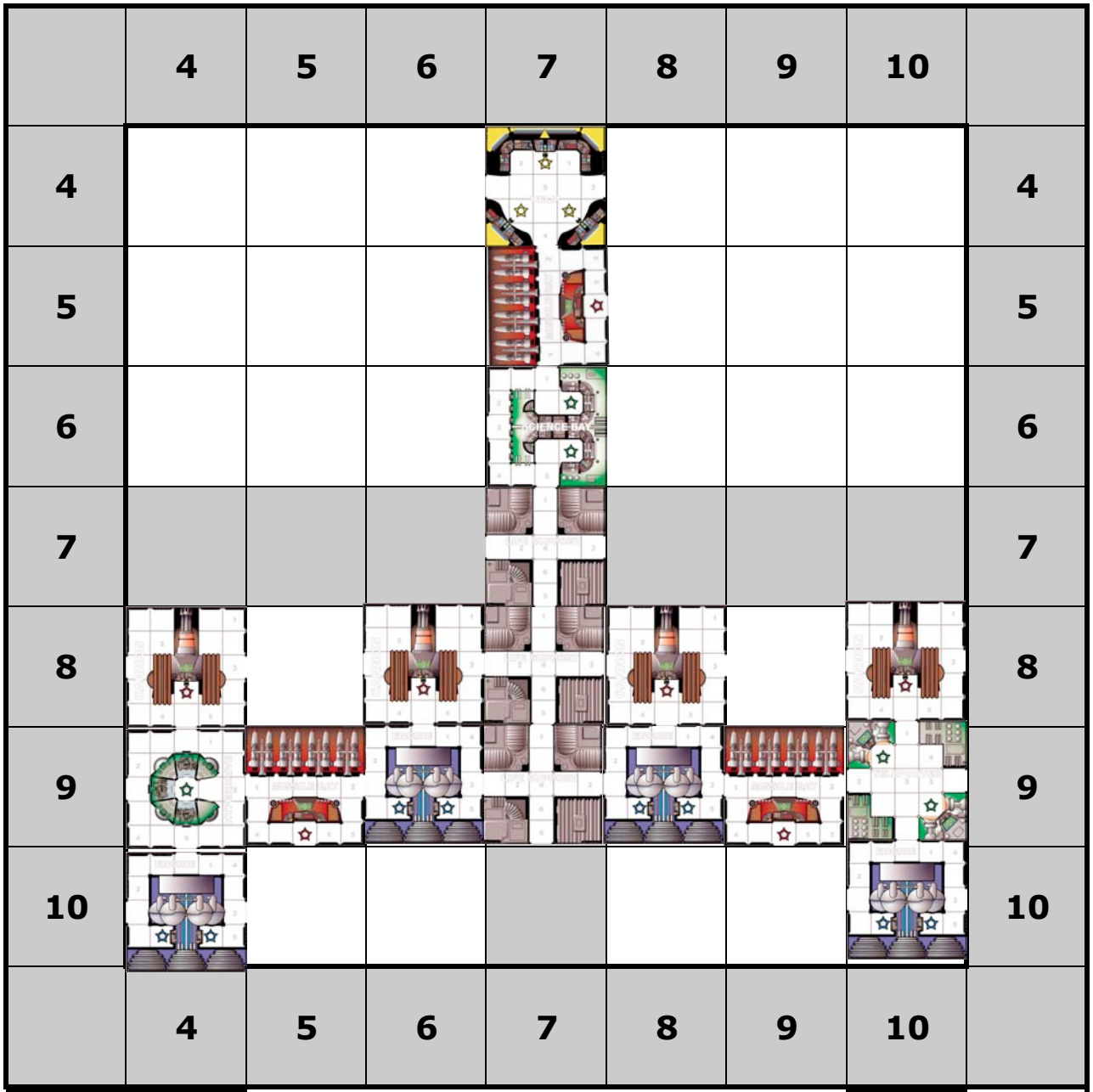

REGISTRY:	PYTHON	SIZE:	8
CLASS	CHUNGA	TYPE:	CRUISER

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

Lastly a boarding missile launched from a Python ship will carry two pythons (Ram or Lizard) or three other non-python species.

However, the size of these missiles makes them clearly identifiable as "python boarding missiles" – no science check needed.

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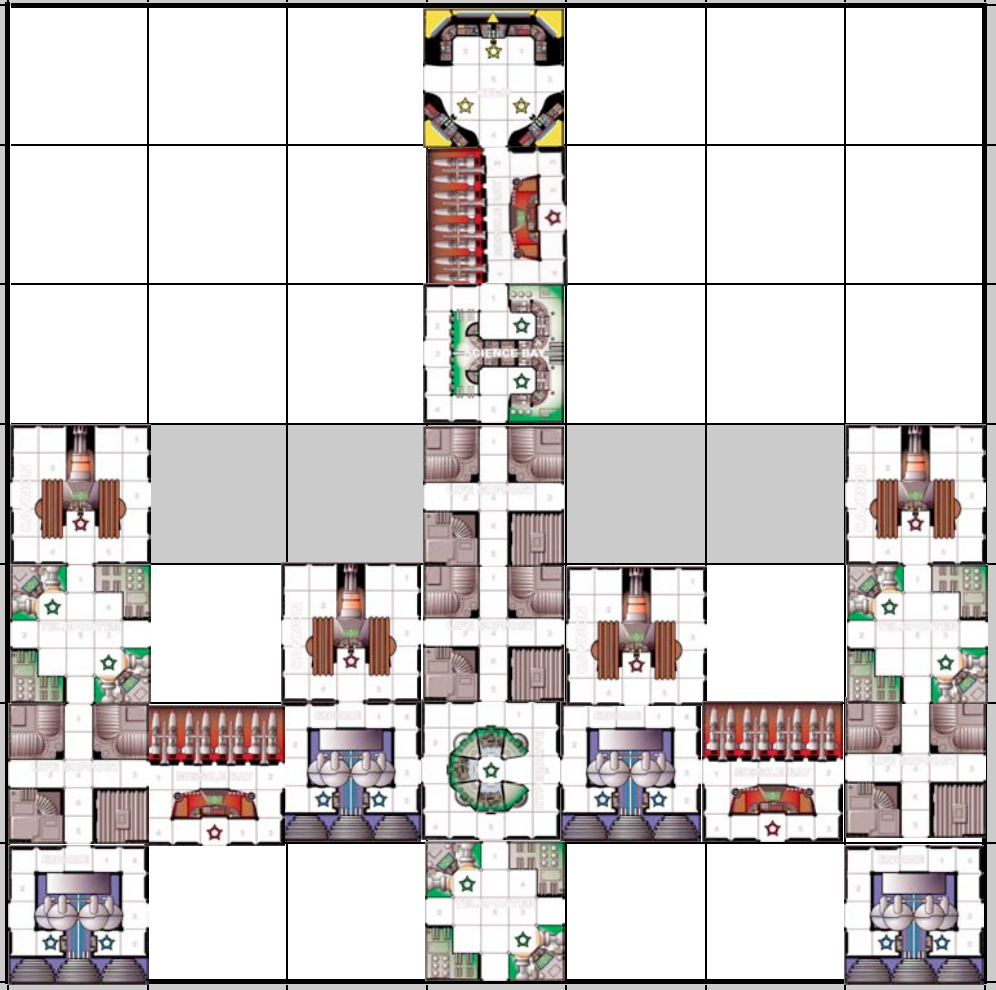


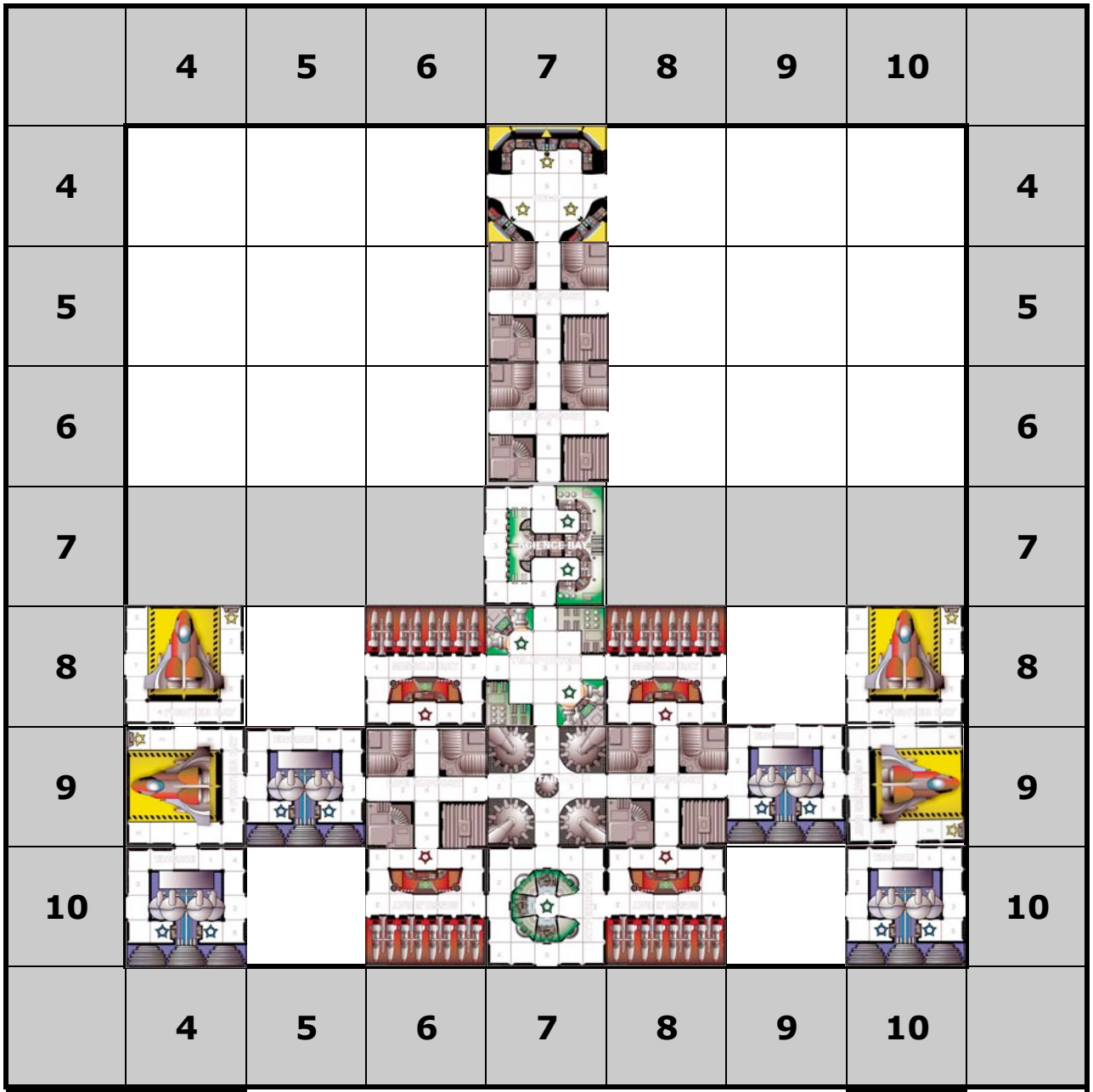
REGISTRY:	**PYTHON**	**SIZE:**	**9**
CLASS	**DEATH NOOGIE**	**TYPE:**	**DREADNAUGHT**

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

Lastly a boarding missile launched from a Python ship will carry two pythons (Ram or Lizard) or three other non-python species.

However, the size of these missiles makes them clearly identifiable as "python boarding missiles" – no science check needed.

Their size also gives enemy ships +2 to hit them with cannon fire or missiles. We suggest using the teleporter. It's safer!



REGISTRY:	**PYTHON**
SIZE:	**9**
CLASS	**EMPIRE**
TYPE:	**BOARDING SHIP**

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

Lastly a boarding missile launched from a Python ship will carry two pythons (Ram or Lizard) or three other non-python species.

However, the size of these missiles makes them clearly identifiable as "python boarding missiles" – no science check needed.

Their size also gives enemy ships +2 to hit them with cannon fire or missiles. We suggest using the teleporter. It's safer!

	4	5	6	7	8	9	10	
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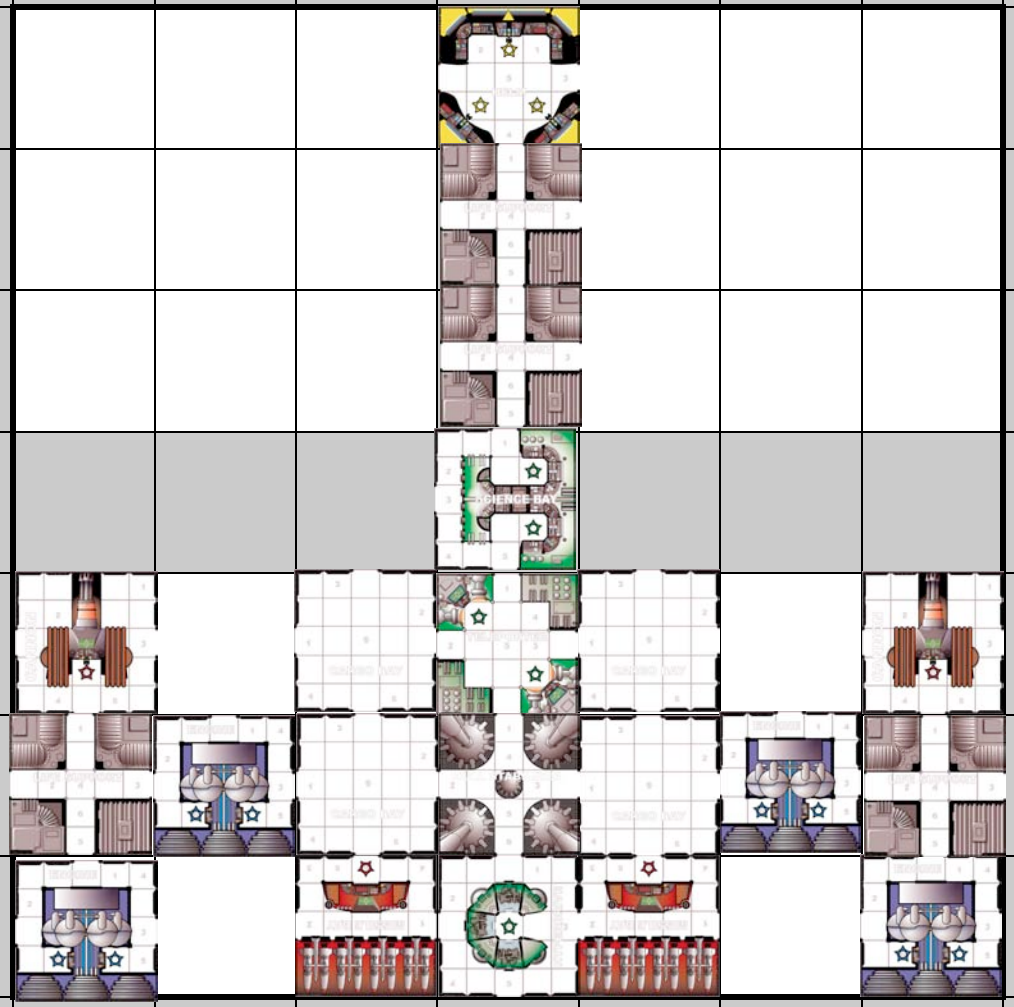

REGISTRY:	**PYTHON**	**SIZE:**	**9**
CLASS	**DESTINY**	**TYPE:**	**TROOP TRANSPORT**

Python: Python ships are built by humans. They have larger corridors and doorways. Pythons don't take the -1 Move penalty when moving from module to module when onboard these vessels.

Lastly a boarding missile launched from a Python ship will carry two pythons (Ram or Lizard) or three other non-python species.

However, the size of these missiles makes them clearly identifiable as "python boarding missiles" – no science check needed.

Their size also gives enemy ships +2 to hit them with cannon fire or missiles. We suggest using the teleporter. It's safer!