

**Cain, Billy**

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To: Sommers, Andy  
Cc: ML WING DESIGN  
Subject: Final Object Type Names (1.1F)

All of this data is in SHIPS ALIEN and SHIPS CONFED.docs.

Ben and John:

- **IF THERE IS ANYTHING THAT YOUR MISSIONS CALL FOR THAT IS NOT ON THIS LIST, PLEASE NOTIFY ME IMMEDIATELY.**

Andy:

- If you have any questions, please let me know. If we need to create dummy objects for MED, feel free.
- If we need to create dummy data files, feel free.

Thanks!  
bjc

**ALIEN**  
**FIGHTERS**

1023  
CF - 1a Stingray  
Plasma Cannon Cluster  
(If cluster) Target ID: Stingray Cluster  
(If single) Target ID: Stingray

SHIPS



3  
CF - 1bb Tri-ray  
Bomber Cluster  
(If cluster) Target ID: Ray Cluster - B  
(If single) Target ID: Ray - B



3  
CF - 1bt Tri-ray  
Torpedo Cluster  
(If cluster) Target ID: Ray Cluster - T  
(If single) Target ID: Ray - B



3  
CF - 1bm Tri-ray  
Miner Cluster  
(If cluster) Target ID: Ray Cluster - M  
(If single) Target ID: Ray - B



1  
CF - 1c Ray  
Fighter Cluster  
(If cluster) Target ID: Ray Cluster - F  
(If single) Target ID: Ray - F



**"NODE" Power Generator Ship Stats:**

(If targeted like a cap ship constituent part?) Target ID: Ray Cluster Node  
(Never single) Target ID: None

3  
SK - 3a Siren  
Shield Killer  
Target ID: Siren

SHIP



**FA - 6a Moray**  
**Multi-role Fighter**  
Target ID: Moray

SHIP

✓

**SF - 8a Manta**  
**Conventional Space Superiority Fighter (Ace ship)**

Target ID: Manta Ace 1  
Target ID: Manta Ace 2  
Target ID: Manta Ace 3  
Target ID: Manta Ace 4  
Target ID: Manta Ace 5  
Target ID: Manta Ace 6  
Target ID: Manta Ace 7

SHIP

✓

**VF - 2 Squid**  
**Interceptor**  
Target ID: Squid

SHIP

✓

### STARSHIPS

**FD - 4a Skate**  
~~Corvette Fighter Destroyer~~ **Corvette**  
Target ID: Skate Corvette

**DD - 4 Orca**  
**DESTROYER**  
Target ID: Orca Destroyer

**SSK - 1 Narwhal**  
**STARSHIP KILLER**  
Target ID: Narwhal Ship Killer

**CA - 2 Marlin**  
**CRUISER**  
Target ID: Marlin Cruiser

**CV - 5 Osprey**  
**CARRIER**  
Target ID: Osprey Carrier

**DN - 6 Tsunami**  
**DREADNOUGHT**  
Target ID: Tsunami Dreadnought

**T - 1 Leatherback**  
**TRANSPORT**  
Target ID: Leatherback Transport

### MISC. ALIEN SPACEFLIGHT OBJECTS

**Cargo Container:**  
**Alien Cargo (Red Cross, Ammo, Generic)**

(if Red Cross) Target ID: Alien Container

Target Contents: Unknown (MED will have data)

(if Ammo) Target ID: Alien Container  
(Target Contents: Unknown (MED will have data))

(if Generic) Target ID: Alien Container  
Target Contents: Unknown (MED will have data)

**Worm Hole Towers:  
Alien Worm Hole Towers (Seven)**

- Target ID: Tower 1
- Target ID: Tower 2
- Target ID: Tower 3
- Target ID: Tower 4
- Target ID: Tower 5
- Target ID: Tower 6
- Target ID: Tower 7

✓  
BILLY

**Alien Starbase**  
Target ID: Alien Starbase

✓  
BILLY

**Alien Dry Dock**  
 Target ID: Dry Dock Piece 1  
 Target ID: Dry Dock Piece 2  
 Target ID: Dry Dock Piece 3  
 Target ID: Dry Dock Piece 4

✓  
BILLY

*Dreadnought missiles  
anti-slip*

**Alien Ship Repair Drone**  
Target ID: Repair Drone

**Alien AA Turrets**  
Target ID: Floating Turret

**Alien Modified Kilrathi Buoy**  
Target ID: Unknown

**CONTAINER**

**Alien Communication Facility (Radar/Comm)**  
Target ID: Comm Facility

**CAPSHIP**

✓  
BILLY

**Alien Probe**  
Target ID: Alien Probe

~~Alien Mines (Series E)~~  
~~Target ID: Mine~~

**KILRATHI**

**DRALTHI**  
Target ID (always known): Dralthi

**VAKTOTH**  
Target ID (always known): Vaktoth

✓  
**DONE**

**Kilrathi Starships**

**CORVETTE**  
Target ID (always known): Corvette

**MISC. KILRATHI SPACEFLIGHT OBJECTS**

**Kilrathi Cruiser, Derelict – In first mission**  
Target ID: Kilrathi Cruiser

**Kilrathi Destroyed Fleet Debris Field**  
Target ID: None

**Kilrathi Star Base**  
Target ID: Kilrathi Starbase

**Kilrathi Mining Facility (may have been cut - bjc)**  
Target ID: Unknown

I don't believe this is still needed.

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**CONFED**

**FIGHTERS**

**F -106a Piranha**  
**Scout Fighter** ✓  
Target ID: Piranha

**F/A-105a Tigershark**  
**Multi-Role Fighter** *panther →* ✓  
Target ID: Tigershark

**F-110a Wasp**  
**Interceptor** ✓  
Target ID: Wasp

**F-108a Panther**  
**Space Superiority Fighter (Class B)** ✓  
Target ID: Panther

**F-109a Vampire**  
**Space Superiority Fighter (Class A)** ✓  
Target ID: Vampire

**BOMBERS**

**TB-81a Shrike**  
**Torpedo Bomber (Class B)** ✓  
Target ID: Shrike

**TB-80a Devastator**  
**Torpedo Bomber (Class A)** ✓  
Target ID: Devastator

**Other Small Ship Classes**

**SR - 51 Seahawk**  
**Early Warning and Control Ship (AEW/AWACS)** ✓  
Target ID: AWACS

**SAR - 23 Condor**

**Rescue/Refueling Shuttle**

Target ID (if SAR): Confed SAR

Target ID (if Refueling): Confed Refueler

Target ID (if Shuttle): Confed Shuttle

3 OBJECTS

**As SAR**

These are spacecraft are often tasked with recovering downed pilots, and sometimes other objects such as data buoys, etc.

**As REFUELER**

They are also dedicated to refueling and rearming fighters that must fly long missions away from their carrier.

**As SHUTTLE**

A specialized personnel transport/carrier-on-board-delivery (COD) pack is also available.

**TS - 10 Lamprey**

**Marine LC (Shuttle)**

Target ID: Marine LC



**STARSHIPS**

**C - 9 Pelican**

**Transport**

Target ID: Confed Transport

**D - 5 Nautilus**

**Destroyer (DD)**

Target ID: Confed Destroyer

**CA - 31 Mercury**

**Cruiser (CA)**

Target ID: Confed Cruiser

**CV - 8 Poseidon**

**Fleet Carrier (CV)**

Target ID: Confed Carrier

**TCS MIDWAY - CVX 1**

Target ID: TCS Midway

**MISC. CONFED SPACEFLIGHT OBJECTS**

**Cargo Container:**

**Confed Cargo (Red Cross, Ammo, Generic)**

(if Red Cross) Target ID: Confed Cargo

Target Contents: Unknown (MED will have data)

(if Ammo) Target ID: Confed Cargo

(Target Contents: Unknown (MED will have data)

(if Generic) Target ID: Confed Cargo

Target Contents: Unknown (MED will have data)

**Confed Ship Repair Drone**

Target ID: Repair Drone

**Confed Distress Beacon**

Target ID: Distress Beacon

**Confed Ejection Pod**

Target ID: Ejected Pilot

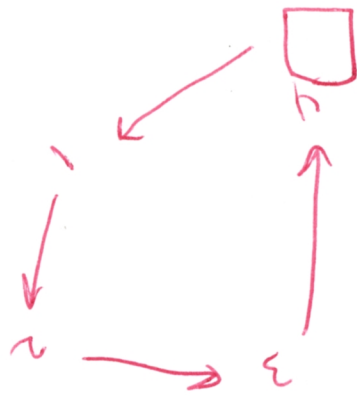
**Confed Relay Station**

Target ID: Relay Station

**Confed Spy-Eye (Alien Mods)**

Target ID: Unknown





Control District Beacon  
 Target ID: District Beacon  
 Control Ejection Pod  
 Target ID: Ejection Pod  
 Control Relay Station  
 Target ID: Relay Station  
 Control System (Faded)

