

# WCV ART OBJECTS

## Confed

### Fighters

Tiger/Shark ✓  
 Wasp ✓  
 Panther ✓  
 Vampire ✓ - building  
 Shrike ✓  
 Devestator ✓

## Kilrathi

### Fighters

Vaktoth ✓ wcy  
 Dralthi ✓ wcy

## Alien

### Fighters

Cannon Cluster  
 Node Ship Cluster  
 Shield Killer  
 Armor Killer  
 Fighter  
 Mugger  
 Multi Cluster  
 Interceptor  
 All of these will be  
 reduced in number  
 Ace Fighter (very special)

## CapShips

Destroyer ✓  
 Cruiser ✓  
 Transport ✓  
~~Carrier (Vesuvius?)~~ CUT  
 Midway In progress  
 Deveraux

## CapShips

Derilect Cruiser/Destroyer ✓ wcy  
 Destroyed fleet

## CapShips

Ship Killer  
 Cruiser  
 Carrier  
 Dreadnaught

## Misc.

Research Pod ✓  
 Relay Station  
 Ejection Pod  
 AWACS ✓  
 Rescue/Refuel Shuttle In progress  
 Marine Shuttle ✓  
 Confed Spy-Eye (prop)  
 (Alien Mods)  
 Confed Distress beacon  
 Targeting Disk

## Misc.

Starbase (Alien Mods) In progress  
 Defense Turrets ✓  
 Mining facility

## Misc.

Probe  
 Docking Ship (Cut?) Yes  
 Gate Towers (4-5) Same Item  
 Gate Command Center  
 This is connected to  
 towers

## Space obj/bmps

Asteroids  
 Wormhole (New)  
 Jump gate  
 Junk for B-38 (heavy?)  
 Funeral Casket  
 Missles  
 Misc Nebulas, planets...

## Space obj/bmps

Kilrah (frozen magma  
 and rubble)  
 Reservation planet

## Space obj/bmps

Wormhole environment  
 for SPFLT (possible?)