

Bomber, Space Sparrow, Light Interceptor

### Questions for Each Fighter

#### Special characteristics

- What are the constituent parts (engines, powerplant, etc.)
- How many guns/turrets does it have, and what type of guns?
- Are there going to be moving parts? Which for each fighter?
- What is its combat role?
- How big is it?
- ~~Can it fly in an atmosphere?~~ Cinematic - ship you don't fly
- What squadron(s) does it belong to?

Shut off systems

Stealth, Ambush, Guerrilla Tactics

### Questions for Each Starship

(Launch Tubes on other carriers)

- What are the constituent parts (engines, turrets, hangar decks, docking rings, etc.)?
- How big is it?
- What is its combat role?
- What are the types and numbers of its weapon systems? Turrets, recoiling gun, radar dish, dome that unleashes,
- Can there be moving parts?
- Will there be special features (trenches, tunnels, special transmitters, etc.)? **Disc ball (flak)**
- Does it need a particular name or bow number?

Energy disperser for weapons

- ECM

Shield frequency

Tachyon System

+ Ion

missiles

Choose Squadron

Shield disrupter

Different Tail art

See your own ship

Repit

- Shields effective against missile

Defend Destroyer hooked to Battleship



10:50

Carrier, the one Pulling

Kilanti space, you're the

last defense. Mechanical Structure!