

# Prototype I'ee Fighter

<REQUIRED: One or two concise sentences that give an overview of what the ship is>



## About the Ship

<What was the reason for designing the ship?>

## Key Features

<What does the ship offer that makes it special?>

## Mission Specialization

<What are good uses of this ship?>

- Specialization 1
- Specialization 2

## Appearance

<What does the ship look like? NOTE: DO NOT JUST PUT A PICTURE HERE. A TEXTUAL DESCRIPTION IS REQUIRED>



## History and Background

<Who came up with the idea, and why?>

## Statistics and Performance

<General notes about ship stats and performance>

## General

- **Class:** N/A
- **Type:** Starfighter
- **Designers:** Ith'ee
- **Manufacturer:** Ith'ee
- **Fielded by:** <Organizations using this vessel>

## Passengers

**Crew:** XX operators are recommended, XX are required.

**Maximum Capacity:** There are accommodations for XX people. About XX people can fit aboard in an emergency, but the ship would be extremely cramped.

## Dimensions

- **Length:** XX meters (XX feet)
- **Width:** XX meters (XX feet)
- **Height:** XX meters (XX feet)
- **Decks:** XX (XX meters each)

## Propulsion and Range

- **Continuum Distortion Drive:** <NOTE: This is the speed of faster-than-light if using CDD>
- **Hyperspace Fold Drive:** <NOTE: Same as above, but with Hyperspace Fold>
- **Sublight Engines:** <NOTE: This is the speed using traditional engines>
- **Range:** <NOTE: Range is how long a vessel can go without resupply/refueling>
- **Lifespan:** <Estimated service lifetime of ship>
- **Refit Cycle:** <NOTE: How often the vessel needs to visit a shipyard to stay operational. 5 years for Yamataian military ships>

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Tier:

## Ship Systems

## Armored Hull and Hull Integrated Systems

<NOTE: See [Damage Rating \(Version 3\)](#) for more info on damage ratings>

## Computers and Electronics

## Emergency Systems

## Life Support Systems

## Propulsion

- [I'ee Particle Drive](#)

## Shield Systems

## Weapons Systems

<NEW: ALL WEAPONS SHOULD BE POSTED AS SEPARATE ARTICLES!

- [Main Weapon](#): ##, DR X
- [Secondary Weapons](#): ##, DR X
- [Point Defense Weapons](#): ##, DR X

## OOC Notes

[immortal\\_cyan](#) created this article on 2018/03/01 20:12.

☐ This article is a work-in-progress. Is it not currently approved.

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