QnS Twin Spine System

A spine is a series of magnetic clamps attached to a spine like apparatus that can hold various attachments for use in combat. This greatly expands the versatility of ship and allows the Minion to become a completely different threat with each change in payload. The spine incorporates the latest in ship to ship connection technology and resembles a spine with several appendages on the end and midsection (meaning they originate at the top and bottom rear end of the ship and trail backwards not up from the ship. They are configured this way so the systems they enclose are not in the way of the main engines).

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