

## Fighter/shuttle/transport worksheet

In the hopes of properly assisting in the best design, We ask that you fill this form out to help us better understand exactly what it is that you are trying to design.

### A. Control

1. Do you want 1,2, 3 or more pilots and passengers?
2. Do you want this craft to utilize the standard console computer systems, or should this vessel utilize the old stick and rudder concept?

### B. Movement

1. Should this craft be capable of Warp speeds?
2. How agile should this craft be on a scale of 1 to 10 1 being the maneuverability of a Defiant class starship, and 10 being the mobility of a Starfury from Babylon Five?  
(Defiant) 1 2 3 4 5 6 7 8 9 10 (Starfury)
3. Should this craft launch from a floor based position, or should it drop from a Rack system?
4. Should this craft be capable of landing on a planet surface?
5. Should this craft be capable of docking with another craft via a docking clamp of some sort?

### C. Armorment

1. Should this be a heavily armed craft?
2. Should this craft be a single role or a multi role craft?
3. If the craft is to be a single role craft such as a dedicated space to space fighter, should it have warhead launchers?
4. Should this craft be armed with small craft scale phasers or should it be armed with phasers capable of use against large scale ships?
5. Should this craft have shields, and at the expense of weapon efficiency how strong should those shields be?
6. Should this craft be capable of deploying mines and or bombs? If Yes then why type and how many?

### D. Emergency

1. Should this craft be fitted with some type of ejection system for the occupants?
2. Should this craft utilize some type of emergency transporter?
3. Should the craft have the ability to transport people from another vessel?
4. Should this vessel have a self destruct system installed?

### E. Group Numbers

1. What type of ship will these vessels be based on? Ex. Terok Nor class Station or Modified Sovereign Class Starship?
2. How many of these craft should the above vessel be able to carry?

### F. Class Name

1. Please list at least 3 possible class names for this craft.

### G. Additional Comments

Please list any other features that you feel we should know about during the design phase for this new craft.