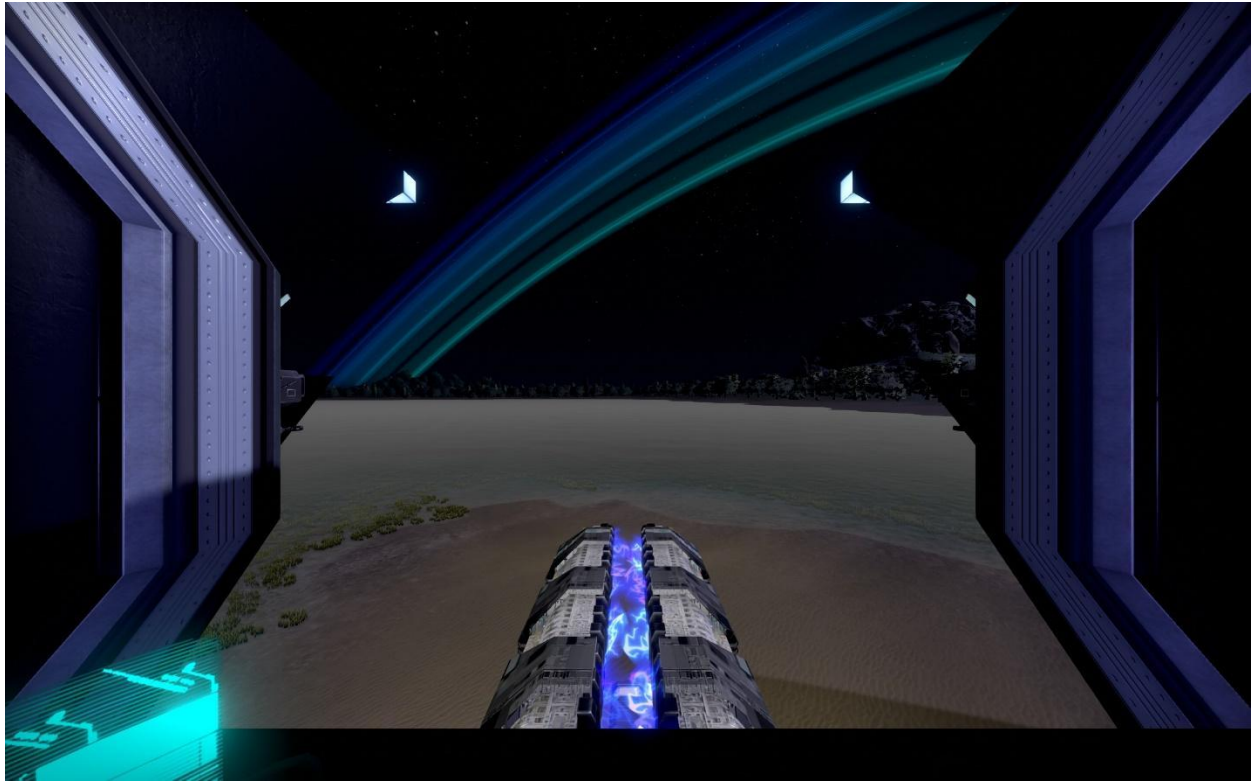


Tiamat – Next-Gen Fighter CV



The Tiamat is a heavily armed CV designed to be very maneuverable, like an SV fighter. Its small form factor gives it an extra advantage against bigger targets by further mitigating damage through going under the enemy's guns, into blind spots and unleashing **hell**.

The cockpit gives a good field of view and allows for easy sniping of cores with the LX-2 Prototype Light Railgun.



Stats at a glance:

Shield Capacity: 151,000

Shield Recharge: 4300

Regenerative Shield Generator w/ Antimatter Tank

Maximum speed in all directions with great acceleration

68 Roll, 60 Pitch, 51 Yaw

10 Auxiliary/10 Quantum CPU w/ Alien Core

The ship has built-in sensors and ramp accesses, and the weapons are grouped by Anti-Shield and Anti-Armor



When you need your heavy hitting shield turrets to stop shooting after shields are down, or when you want your armor turrets to stop tearing your precious loot to shreds, cycle them on and off with Ctrl+Shift+1 for Anti-Shield, Ctrl+Shift+2 for Anti-Armor respectively.

Equipment

Weaponry

8x Heavy Blaster Cannon (2 over limit)

6x Artillery Cannon

LX-2 Prototype Light Railgun

12x EMP Cruise Missile Launchers

12x Heavy Laser Turrets
12x Modulated Laser Turrets (Gamma)
9x Gauss Vulcan Turrets (3 over limit)
14x Heavy Positron Beam Turrets(2 over limit)

Defense

Regenerative Shield Generator
2x T2 POI Shield Rechargers
4x T1 POI Shield Capacitors
Antimatter Tank
4x Large Shield Capacitors
4x Large Shield Rechargers
4x Shield Capacitor Bank
4x Shield Charger Coupling
Fusion Reactor

Storage

2x 320k Ammunition Controller
1x 312k Harvest Controller
Fuel Capacity: 144k (12 Large Fuel Tanks, in case you remove Alien Core for Advanced Core)
Oxygen Capacity: 4k(1x Large Oxygen Tank)

Other

ATM

Long-Range Radar
Advanced Warp Drive
Full Med Suite w/ Clone Chamber, Armor Locker, Repair Station