

Planetguard

Fighter Reference

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Introduction

This document details all of the fighters available in Planetguard.

Specific values for stats will not be given. Instead more general values will be given as follows:

| |
|--------------------|
| <i>None</i> |
| <i>Very Low</i> |
| <i>Low</i> |
| <i>Medium-Low</i> |
| <i>Medium</i> |
| <i>Medium-High</i> |
| <i>High</i> |
| <i>Very High</i> |

Stats will be subject to change as needed for balancing.

Info Table

Each fighter will have a table with relevant information.

| | |
|---------------------------|--|
| <i>Description</i> | A text description of the fighter for display in-game. |
| <i>Health</i> | How much health the fighter has. |
| <i>Shield</i> | The amount of Shields the fighter has. |
| <i>Speed</i> | How fast the fighter is. |
| <i>Small Attachments</i> | The number of small attachment points. |
| <i>Medium Attachments</i> | The number of medium attachment points. |
| <i>Large Attachments</i> | The number of Large attachment points. |
| <i>Design Notes</i> | Any additional notes. |

Interceptor

| | |
|---------------------------|--|
| <i>Description</i> | The standard all-purpose combat fighter. |
| <i>Health</i> | Medium |
| <i>Shield</i> | Medium |
| <i>Speed</i> | Medium |
| <i>Small Attachments</i> | 1 |
| <i>Medium Attachments</i> | 1 |
| <i>Large Attachments</i> | 1 |
| <i>Design Notes</i> | First unlocked fighter. |

Phoenix

| | |
|---------------------------|---|
| <i>Description</i> | An extremely robust and powerful fighter with a large array of armaments. |
| <i>Health</i> | Medium-High |
| <i>Shield</i> | Medium-High |
| <i>Speed</i> | Medium |
| <i>Small Attachments</i> | 2 |
| <i>Medium Attachments</i> | 2 |
| <i>Large Attachments</i> | 1 |
| <i>Design Notes</i> | Very late-game fighter. |