

MonoBehaviour

```
graph BT; A[Skyrates.Ship.ShipArtilleryBomb] --> B[Skyrates.Ship.ShipArtillery]; B --> C[Skyrates.Ship.ShipComponent]; C --> D[MonoBehaviour];
```

Skyrates.Ship.ShipComponent

Skyrates.Ship.ShipArtillery

Skyrates.Ship.ShipArtilleryBomb