

Starships Book III0

# Flying Wing Fighter

A Roleplaying Game Supplement

by

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# CREDITS

## All Content

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## Impressum

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## Flying Wing Fighter “Bulletstorm”

The development of the “Bulletstorm” flying wing high performance fighter is closely tied to the data gained from the “Inferno” project. It is data gained from the racer among other things that makes this fighter the beast it is.

Especially the drives and the power plant of the “Bulletstorm” benefit greatly from the data gathered by the crew of the “Inferno”. Of course these are not the only high technology components used in the fighter's construction and it incorporates prototypes and technological breakthroughs from other projects as well.

For one there is the unconventional armament of the fighter. Few craft of this day and age use rail guns as their main armament. This fighter though uses a highly miniaturised array of rail guns to great effect. Not only are the rail guns of this barbette mount miniaturized their range has been considerably extended as well.

Still the rail gun barbette is one of the two great weaknesses of the fighter. While this main weapon packs a considerable punch its ammunition is about as limited as its range. The latter is not so much of a problem given the fighters high speed and manoeuvrability. The former though puts a hard limit on the time the fighter can spend on the battlefield.

The other great weakness of the “Bulletstorm” is its limited sensor equipment. The fighter is only equipped with the most rudimentary sensor equipment as the engineers couldn't find space for more advanced sensors at this stage of development and testing.

Thus the test and development engineers accompanying the deployed prototypes of the fighter are currently searching for other weapon loadouts that would not impair the fighters ability to kill most other small craft with a single salvo and make room for better sensors as an additional benefit.

Currently the greatest obstacle to the widespread success of project “Bulletstorm” is the fighter craft's downright astronomical price. While it can outrun various missiles and outperform most other fighters the admiralty could purchase a whole flight of more conventional fighters for the price of one “Bulletstorm”.

Still the designers are not afraid to suggest adding more expensive gimmicks as soon as they can make room for them. Currently they are upgrading the existing prototypes with a stealth coating to the fighter's armour. Thus even if the “Bulletstorm” will most likely not become the Navy's

main fighter any time soon its chances to be purchased and used for special operations are considered high at the current time.

## Crew of the “Bulletstorm”:

The “Bulletstorm” is still a very new design and the navy currently only operates a handful of flights in various locations for further testing. Given the fighters' experimental nature and exorbitant price they are only entrusted into the hands of exceptionally skilled pilots with several years of service on their record. In addition all pilots and their backgrounds are through outly screened to make sure the project is not endangered by spies or traitors.

### **Pilot (1)**

<b>STR</b>	<b>DEX</b>	<b>END</b>	<b>INT</b>	<b>EDU</b>	<b>SOC</b>
5	8	7	10	7	7

Astrogation 2, Gun combat (Slug pistol) 1, Gunner (Turret) 1, Leadership 1, Melee (Brawl) 1, Pilot (Small Craft) 3, Vacc Suit 2, Enigneer 1

Vacc Suit (Armour 4)

Flying Wing Fighter "Bulletstorm"			Tons	Price (MCr)
<b>Hull</b>	30 Tons	Hull 0		1.430
	Streamlined	Structure 1		
	Aerofins	DM +2	1.500	0.150
<b>Armour</b>	Bonded Superdense	6	1.500	0.715
	Stealth			3.000
<b>Manoeuvre Drive</b>	sW – TL 15	Thrust 14	12.000	64.000
<b>Power Plant</b>	sW – TL 15	Rating 14	7.875	52.000
<b>Bridge</b>	Cockpit for One		1.500	0.150
<b>Computer</b>	Model 3	Rating 15		2.000
<b>Electronics</b>	Standard	DM -4		
<b>Weapons</b>	Railgun Barbette – Reduced Size, Long Range		4.750	8.000
<b>Fuel</b>	0.35 Tons	1 Day of Operation	0.350	
<b>Cargo</b>	0.025 Tons		0.025	
<b>Ammunition</b>	10 Railgun Shells		0.500	
<b>Staterooms</b>	none			
<b>Extras</b>	Fuel Scoops			
<b>Software</b>	Manoeuvre/0			
	Library/0			
	Evade/2			2.000
<b>Total Tonnage &amp; Cost</b>			<b>30.000</b>	<b>133.445</b>



*Front*



*Side (left)*



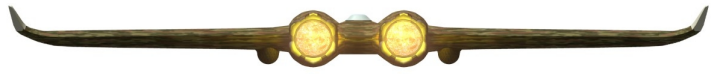
*Top*



*Perspective*



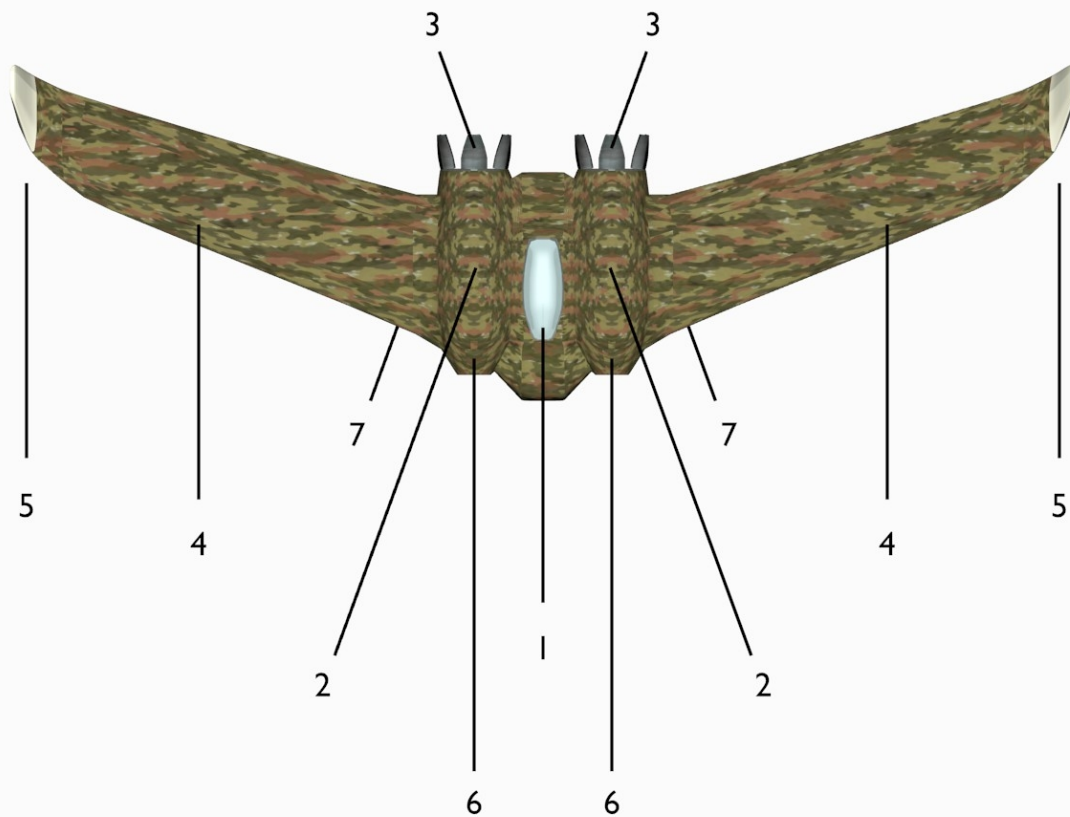
*Side (right)*



*Back*



*Bottom*



## Flying Wing Fighter "Bulletstorm"

1 ... Cockpit (Entered Through Canopy)

2 ... Powerplant & Maneuvre Drives

3 ... Manoeuvre Drives

4 ... Wing mounted Fuel Tanks

5 ... Aerofins

6 ... Fuel Scoops

7 ... Underwing Weapon Pods

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