

Starships Book III0

Flying Wing Fighter

A Roleplaying Game Supplement

by

Christian Hollnbuchner



TRAVELLER

Compatible Product

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing

CREDITS

Content Designer

Christian Hollnbuchner

Illustrations

Christian Hollnbuchner

Producer

Christian Hollnbuchner

For questions or comments contact: *Christian.Hollnbuchner@hotmail.com*

Follow me on



“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

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



Front



Side (left)



Top



Perspective



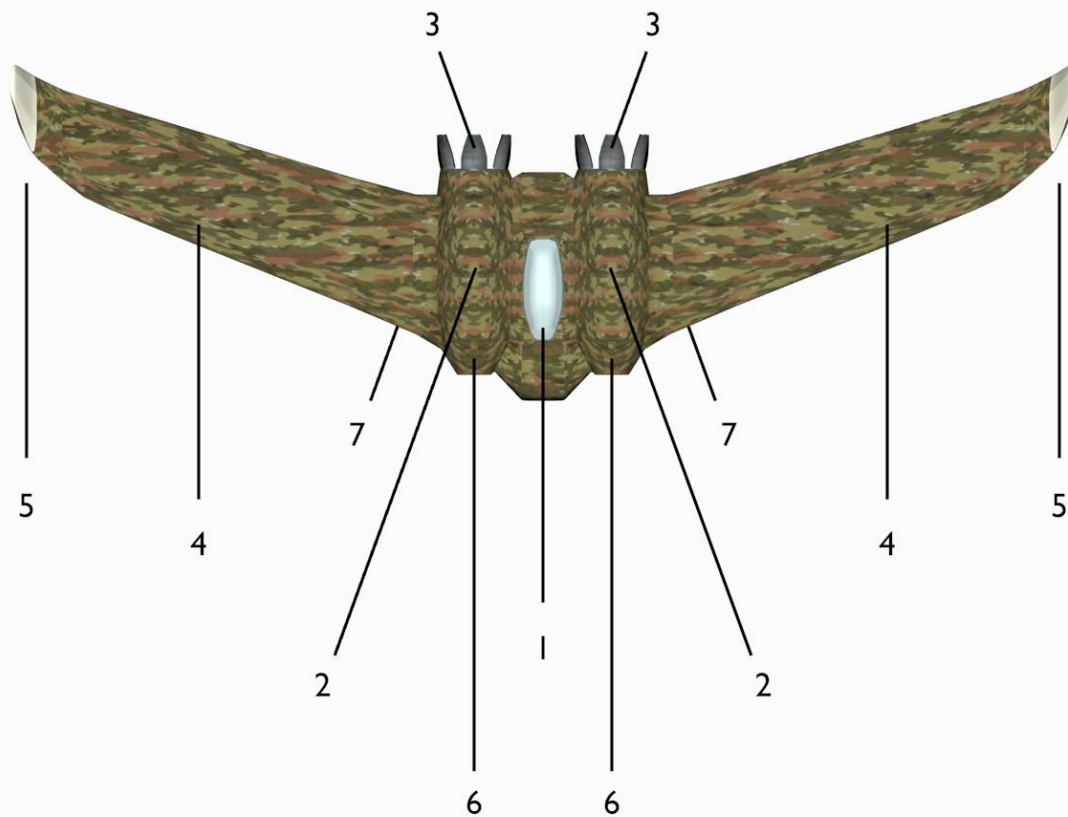
Side (right)



Back



Bottom



Flying Wing Fighter "Bulletstorm"

1 ... Cockpit (Entered Through Canopy)

2 ... Powerplant & Manoeuvre Drives

3 ... Manoeuvre Drives

4 ... Wing mounted Fuel Tanks

5 ... Aerofins

6 ... Fuel Scoops

7 ... Underwing Weapon Pods