

Vol.
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STARSHIP TECH

Shrike Class Fighters

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Play Testing

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About the Author

Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship designs. Tom has been an avid RPG player & game-master for 25 years and is the president of Fat Dragon Games.

Introduction

Welcome to the STARSHIP TECH series. While we normally give you full color and grayscale 30mm deck plans of the entire ship, this is not possible with a small vessel like a fighter. Since we cannot give you that, we are instead including a 30mm scale card model of the vessel!

Shrike Class Fighters

The Shrike family of small single pilot fighters was originally born out of the need for an airframe designed around the Lockdyne HSSSM (High Speed Ship to Ship Missile) project. The specifications for the Lockdyne missile required a specialized single pilot ship be constructed for use during the test phase of the missile. The missile was a failure and the contract was awarded to Argonaut Industries. The fighter prototype proved extremely capable and further testing was requested by the military along with funding for three additional prototypes, each with a slight design variation for different operational requirements within the fleet. The original prototype (now designated the Shrike Mk. I) was reconfigured as a structural testbed and was subsequently destroyed in a flight test accident when a fuel line ruptured and the onboard fire suppression system failed to operate forcing the emergency ejection of the pilot. Five months after the initial go ahead the three prototypes were unveiled (designated Shrike Mk. II, III & IV) and testing began immediately. The Mk. II was a straight ship-to-ship dogfighter. The Mk. III was a two-seat modification to allow for the inclusion of a second crew member to operate the newly developed class IIISR sensor system. The Mk. IV ironically was a slightly modified version of the original prototype capable of carrying the Argonaut Industries HSSSM-12 (the missile selected by the military over the Lockdyne designed HSSSM missile). Each prototype performed beyond expectations and full production commenced after only 170 days of testing. With only minor changes made for the production versions, the new fighters entered service one year later with IOC (Initial Operational Capability) reached after just two years from the beginning of full scale production.

Type	Ultralight
Subtype	Fighter
Defense	19
Flat Footed Defense	13
Autopilot Defense	6
Hardness	22
Hit Dice	8d20 (160 hp)
Initiative Modifier	+8
Pilot's Class bonus	+7
Pilot's Dex Modifier	+6
Gunner's Attack Bonus	+8/+3
Size:	Gargantuan (-4 size)
Tactical Speed:	3,500 ft. (7 sq.)
Length:	43 feet
Weight	41,000 lbs.
Targeting System Bonus	+2
Crew	1 (ace +12)
Passenger Capacity	0
Cargo Capacity	1000 lbs.
Grapple Modifier	+8
Base Purchase DC	50
Restriction	Military (+3)

Attack:

4 fire-linked lasers +6 ranged (12d8)

Attack of Opportunity:

None

Shrike Mk. II (PL 6) Ship Specifications:

Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Damage control system (1d10), sensor jammer

Sensors: Class III sensor array, targeting system

Communications: laser transceiver, radio transceiver

Weapons: 4 fire-linked lasers (range increment 3,000 ft.)

Grapppling Systems: None



Type	Ultralight
Subtype	Fighter
Defense	19
Flat Footed Defense	13
Autopilot Defense	6
Hardness	22
Hit Dice	8d20 (160 hp)
Initiative Modifier	+8
Pilot's Class bonus	+7
Pilot's Dex Modifier	+6
Gunner's Attack Bonus	+8/+3
Size:	Gargantuan (-4 size)
Tactical Speed:	3,500 ft. (7 sq.)
Length:	43 feet
Weight	41,000 lbs.
Targeting System Bonus	+2
Crew	1 (ace +12)
Passenger Capacity	1 (Electronic Systems Operator)
Cargo Capacity	1000 lbs.
Grapple Modifier	+8
Base Purchase DC	50
Restriction	Military (+3)

Attack:

4 fire-linked lasers +6 ranged (12d8)

Attack of Opportunity:

None

Shrike Mk. III (PL 6) Ship Specifications:

Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Damage control system (1d10), sensor jammer

Sensors: Class IIISR* sensor array, targeting system

Communications: laser transceiver, radio transceiver

Weapons: 4 fire-linked lasers (range increment 3,000 ft.)

Grapppling Systems: None

* See page 7 for description.



Type	Ultralight
Subtype	Fighter
Defense	19
Flat Footed Defense	13
Autopilot Defense	6
Hardness	22
Hit Dice	8d20 (160 hp)
Initiative Modifier	+8
Pilot's Class bonus	+7
Pilot's Dex Modifier	+6
Gunner's Attack Bonus	+8/+3
Size:	Gargantuan (-4 size)
Tactical Speed:	3,500 ft. (7 sq.)
Length:	43 feet
Weight	41,000 lbs.
Targeting System Bonus	+2
Crew	1 (ace +12)
Passenger Capacity	0
Cargo Capacity	1000 lbs.
Grapple Modifier	+8
Base Purchase DC	50
Restriction	Military (+3)

Attack:

4 fire-linked lasers +6 ranged (12d8) and 2 HSSSM-12 missiles* +1 ranged (8d12) or 2 HSSSM-12 missiles* +6 ranged (8d12) and 4 fire-linked lasers +1 ranged (12d8).

Attack of Opportunity:

None

Shrike Mk. IV (PL 6) Ship Specifications:

Engines: Ion engine, thrusters

Armor: Polymeric

Defense Systems: Damage control system (1d10), sensor jammer

Sensors: Class III sensor array, targeting system

Communications: laser transceiver, radio transceiver

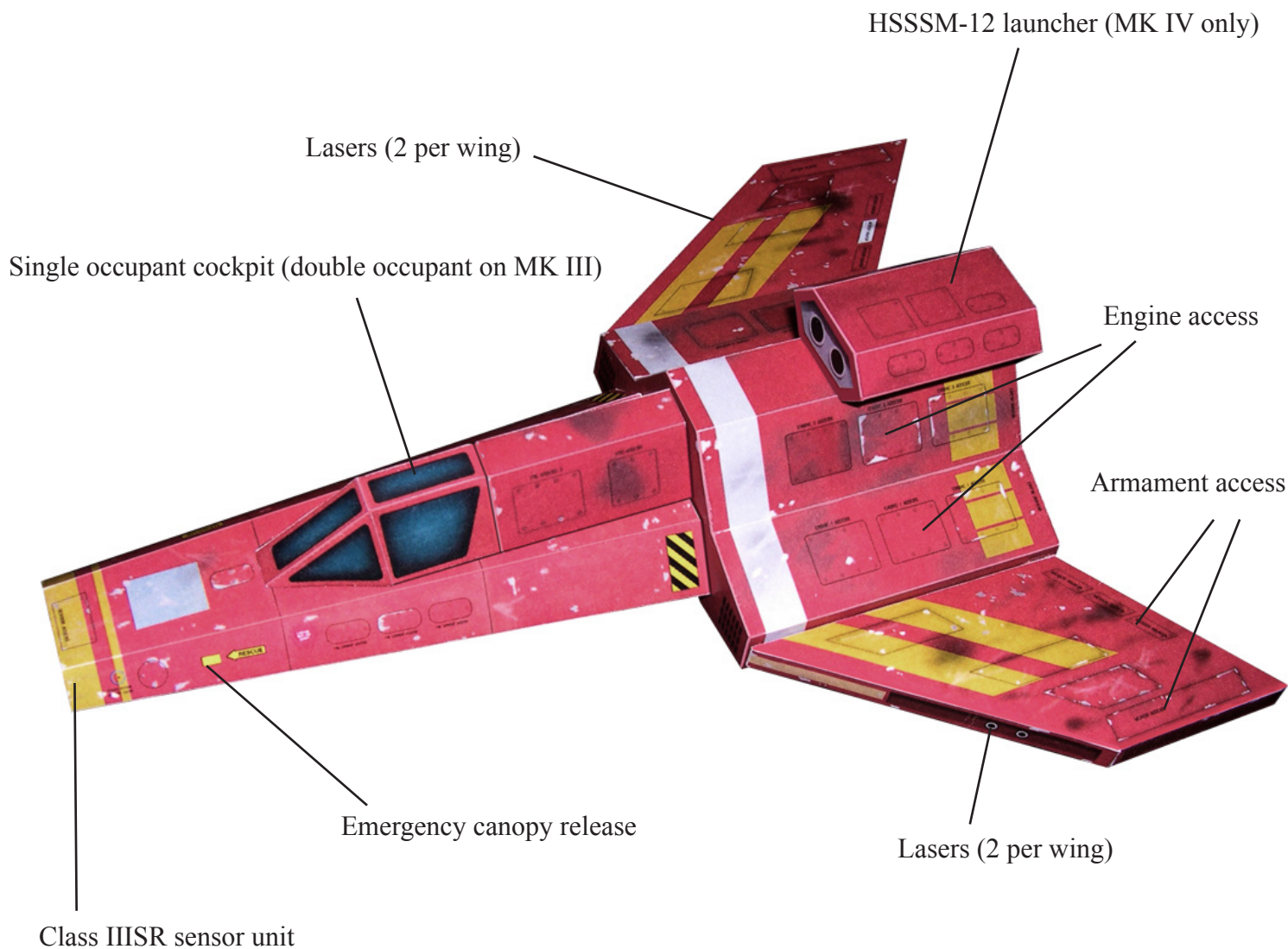
Weapons: 4 fire-linked lasers (range increment 3,000 ft.) and 2 HSSSM-12 missiles*

Grapppling Systems: None

* See page 7 for description.



Shrike MK IV General Arrangement



HSSSM-12 (PL 6)

The High Speed Ship-to-Ship Missile is the culmination of years of research. The missile casing is hardened and due to its higher velocity can penetrate a ship's plating partially prior to detonating its warhead, thus causing greater damage than a conventional missile that detonates on the exterior of a ship's hull. The missile itself is rather small having been developed with the intent of being delivered by a single man fighter.

Damage: 8d12, Critical: (19-20)

Damage Type: Ballistic

Range Increment: -

Rate of Fire: Single

Minimum Ship Size: Gargantuan

Purchase DC: 27

Restriction: Mil (+3)

Class IIISR Sensor (PL 6)

As per the Class III sensor array, but can see through a decoy drone's false electromagnetic (but not thermal) signature. This sensor package is highly classified and thus is restricted to military purchases. The system itself is removed from the fighter after each mission and kept under tight security.

Purchase DC: 35

Restriction: (Mil +3)



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