

WARBIRDS

TERRAN CONFEDERATION

Terran Confederation military aircraft represent the pinnacle of achievement in the latter half of the 27th century. This is due largely to the two key disciplines responsible for each aeronautical effort.

Aerospace Engineering evolved from primitive powered flight back on Earth. Now, it is one of the most exact sciences in the universe. At the same time, Advanced Materials Manufacturing has exploded into an industry that continues to expand at a pace rivaling the airspeed of today's top fighters.

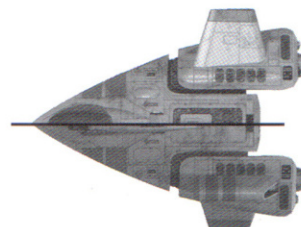
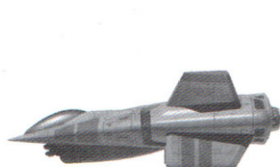
An average of 8,000 man-years goes into the design and implementation of each ship listed in the blueprints below. As if this wasn't enough of a challenge, Confederation scientists are required to perform aerodynamic miracles under the urgency of an ongoing war and in conditions hampered by a scarcity of trained personnel and occasional material shortages. Despite the obstacles, these men and women are responsible for creating the most devastating flying weapons of destruction imaginable.



ARROW LIGHT FIGHTER

This light, versatile fighter has balanced weaponry and is best-suited for short-range combat against light or heavy fighters. Its manoeuvrability makes it a prime choice for escort, fleet defence and reconnaissance missions, and an emergency life-support system can sustain pilots for up to 7 hours.

Class:	Light Fighter
Manufacturer:	Douglas Aerospace
Length:	20 meters
Mass:	13 metric tonnes
Max Velocity:	520 kps
Max Afterburn:	1400 kps
Acceleration:	250 k/s ²
Max Yaw:	80 dps
Max Pitch:	90 dps
Max Roll:	90 dps
Shield:	200 cm equiv.
Armour:	
Fore/Aft:	80 cm
Right/Left:	60 cm
Weapons:	Lasers (2)
	Ion cannon (2)
Missile Hardpoints:	(4 x 2)
	2 HS/2 HS
	2 IR/2 IR
Missile Decoys:	16
Jump Capable:	No



SIDE VIEW

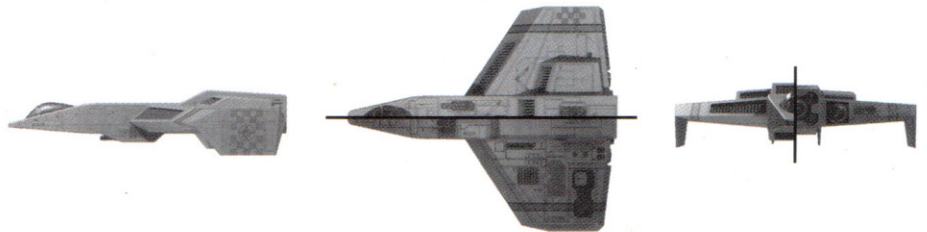
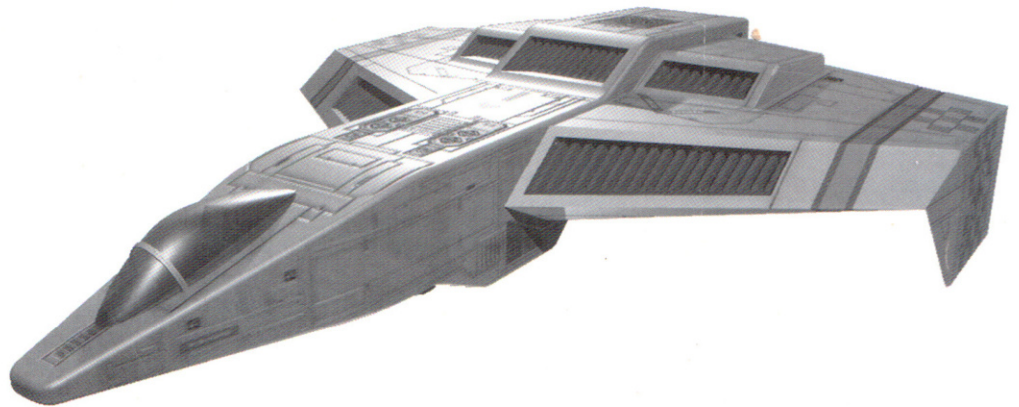
TOP/BOTTOM

FRONT/REAR

HELLCAT V MEDIUM FIGHTER

The baseline Terran fighter, the *Hellcat V* is a solid vehicle in any combat situation. Most are deployed in attacks against smaller fleet ships or serve as escorts. The ship's responsive speed controls and quick turn radius make the latest *Hellcat* the best all-around ship in the fleet.

Class:	Medium Fighter
Manufacturer:	Douglas Aerospace
Length:	27 meters
Mass:	14 metric tonnes
Max Velocity:	420 kps
Max Afterburn:	1200 kps
Acceleration:	225 k/s ²
Max Yaw:	60 dps
Max Pitch:	60 dps
Max Roll:	60 dps
Shield:	220 cm equiv.
Armour:	
Fore/Aft:	100 cm
Right/Left:	80 cm
Weapons:	Lasers (2) Ion cannon (2)
Missile Hardpoints:	(2 x 3) 3 IR/3 IR
Missile Decoys:	24
Jump Capable:	No



SIDE VIEW

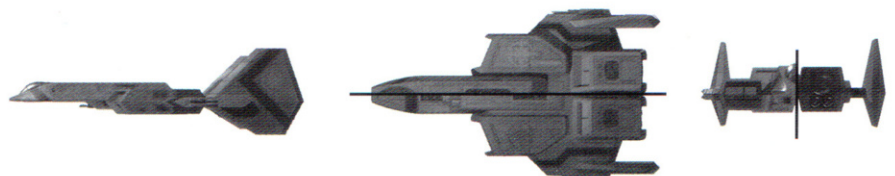
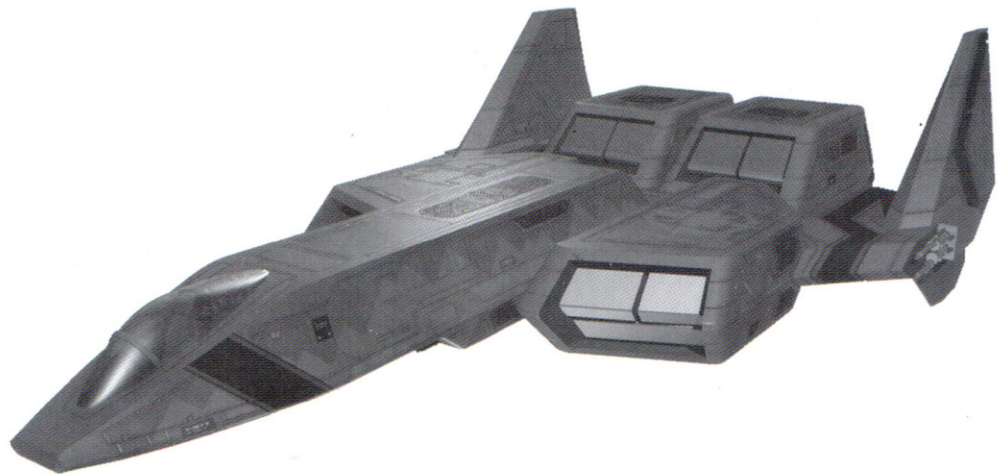
TOP/BOTTOM

FRONT/REAR

EXCALIBUR HEAVY FIGHTER

This heavy fighter is still in the experimental stages of development in Vega sector. If it proves successful, the *Excalibur* will rival any fighter produced by the Kilrathi. The statistics listed here are approximations and are subject to change as the prototype model is refined.

Class:	Medium Fighter
Manufacturer:	Douglas Aerospace
Length:	32 meters
Mass:	18 metric tonnes
Max Velocity:	500 kps
Max Afterburn:	1300 kps
Acceleration:	275 k/s ²
Max Yaw:	70 dps
Max Pitch:	75 dps
Max Roll:	70 dps
Shield:	250 cm equiv.
Armour:	
Fore/Aft:	110 cm
Right/Left:	110 cm
Weapons:	Tachyon gun (4) Reaper cannon (2)
Missile Hardpoints:	(4 x 3) 3 FF/3 FF 3 IR/3 IR
Missile Decoys:	30
Jump Capable:	Yes



SIDE VIEW

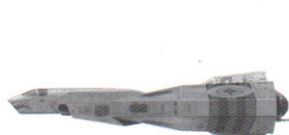
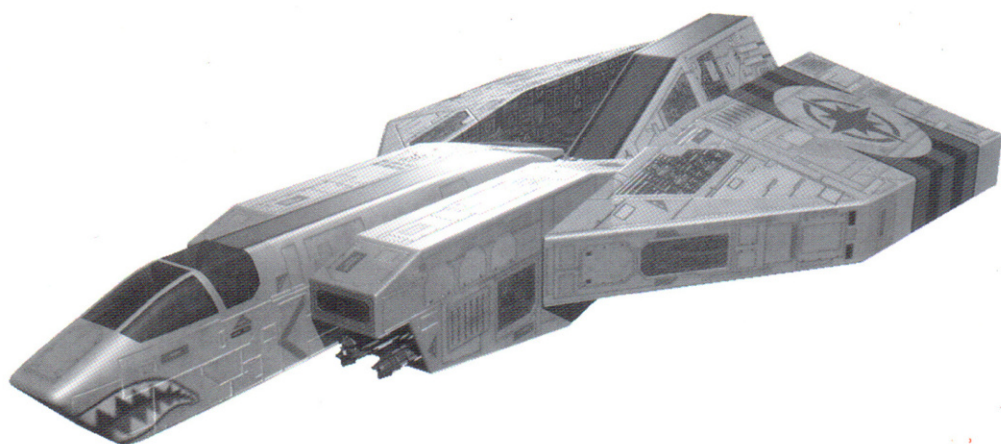
TOP/BOTTOM

FRONT/REAR

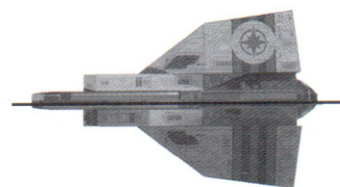
THUNDERBOLT VII HEAVY FIGHTER

Less manoeuvrable than the *Arrow* or *Hellcat V*, the *Thunderbolt VII* has a formidable set of guns and missiles. It has a markedly lopsided success rate against light capital ships and medium-to-heavy fighters, though light fighters tend to outrun its fire.

Class: Heavy Fighter
 Manufacturer: McCall Industries
 Length: 34 meters
 Mass: 20 metric tonnes
 Max Velocity: 380 kps
 Max Afterburn: 1000 kps
 Acceleration: 200 k/s²
 Max Yaw: 50 dps
 Max Pitch: 50 dps
 Max Roll: 50 dps
 Shield: 250 cm equiv.
 Armour:
 Fore/Aft: 120 cm
 Right/Left: 100 cm
 Weapons:
 Plasma gun (2)
 Photon gun (2)
 Meson gun (2)
 Mass driver rear (2)
 Torpedo Hardpoint: (1 x 1)
 Missile Hardpoints: (2 x 3)
 3 HS/3 HS
 Missile Decoys: 24
 Jump Capable: No



SIDE VIEW



TOP/BOTTOM

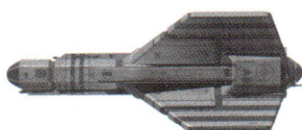
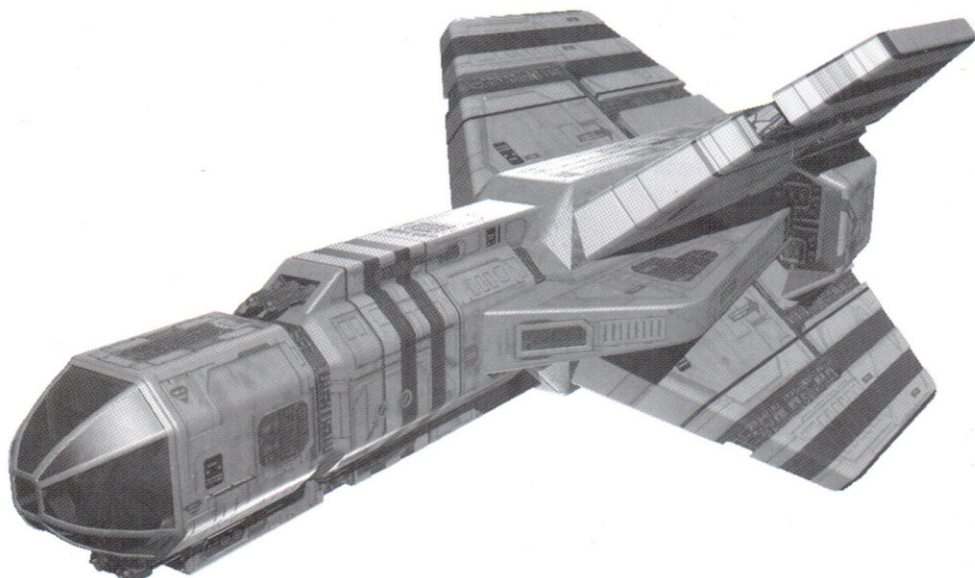


FRONT/REAR

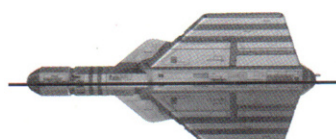
LONGBOW BOMBER

The *Longbow* bomber has a single purpose — to deliver torpedoes to enemy capital ships. On the down side, its lack of manoeuvrability and acceleration attract light enemy fighters like hornets.

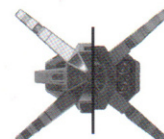
Class: Torpedo Bomber
 Manufacturer: McCall Industries
 Length: 38 meters
 Mass: 22 metric tonnes
 Max Velocity: 320 kps
 Max Afterburn: 700 kps
 Acceleration: 175 k/s²
 Max Yaw: 30 dps
 Max Pitch: 40 dps
 Max Roll: 30 dps
 Shield: 280 cm equiv.
 Armour:
 Fore/Aft: 160 cm
 Right/Left: 160 cm
 Weapons:
 Lasers (2)
 Neutron guns (2)
 Particle gun rear (2)
 Torpedo Hardpoints: (2 x 2)
 Missile Hardpoints: (4 x 4)
 4 FF/4 FF
 4 HS/4 HS
 2 Torp/2 Torp
 Missile Decoys: 28
 Jump Capable: Yes



SIDE VIEW



TOP/BOTTOM



FRONT/REAR

A

R

E

D

E

F

N

O

C

WARBIRDS

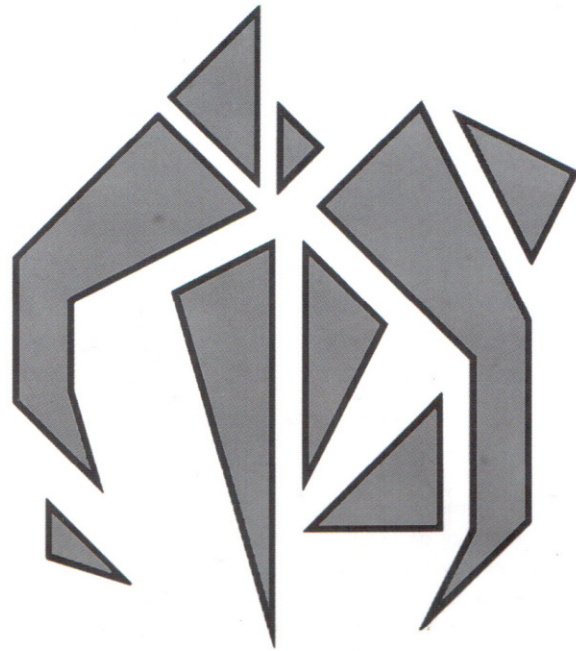
KILRATHI

Since the dawn of warfare, it has been self-evident that the more you know about your enemy, the better equipped you are to prevail against him.

Although the Kilrathi discovered the basic principles of aerodynamics comparatively late in their history, their fierce aggressiveness has driven them to devote a disproportionate amount of resources to drawing even with Terran technology. With the advent of stealth technology, this gap grows smaller.

Each Kilrathi military aircraft has specific strengths that pilots need to guard against. Likewise, each has weaknesses that can be exploited during battle. Your efforts at understanding both could mean the difference between victory and defeat every time you're sent into battle.

The information found in these blueprints about Kilrathi warships was gained at great cost. Legions of TCN pilots, covert ops specialists and even civilians have paid the ultimate price in order to gain detailed knowledge of the strengths and weaknesses of our opponent's military hardware. We owe them our gratitude. We owe them ultimate victory.

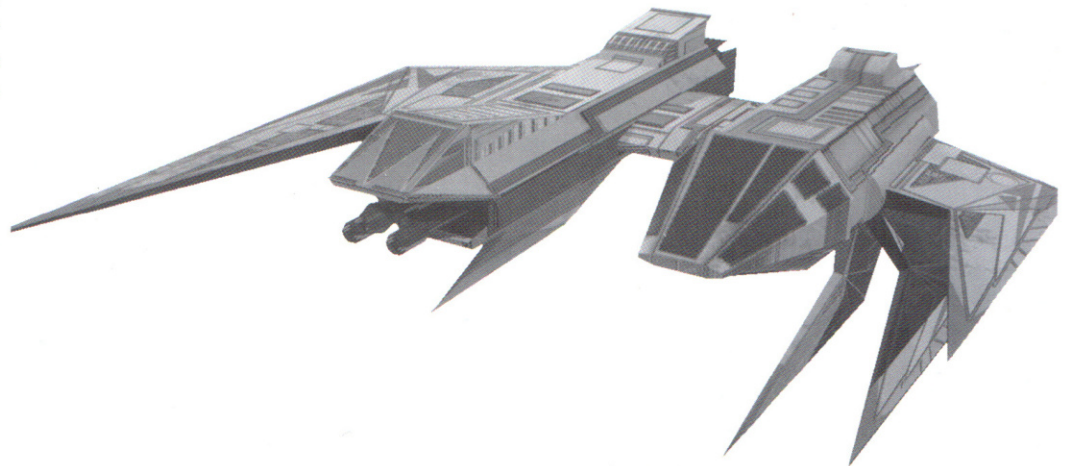


DARKET

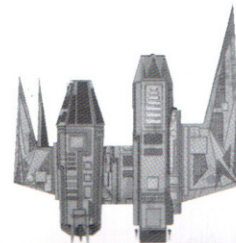
LIGHT FIGHTER

The Kilrathi *Darket* is a light fighter with an incredibly fast turn rate. Its light armour and shielding are counter-balanced by its speed and acceleration, making it difficult to track during battle.

Class:	Light Fighter
Length:	24 meters
Mass:	12 metric tonnes
Max Velocity:	520 kps
Max Afterburn:	1350 kps
Acceleration:	250 k/s ²
Max Yaw:	90 dps
Max Pitch:	80 dps
Max Roll:	90 dps
Shield:	80 cm equiv.
Armour:	
Fore/Aft:	60 cm
Right/Left:	40 cm
Weapons:	Meson gun (2)
Missile Hardpoints:	(1 x 2) 2 HS
Missile Decoys:	6
Jump Capable:	No



SIDE VIEW



TOP VIEW

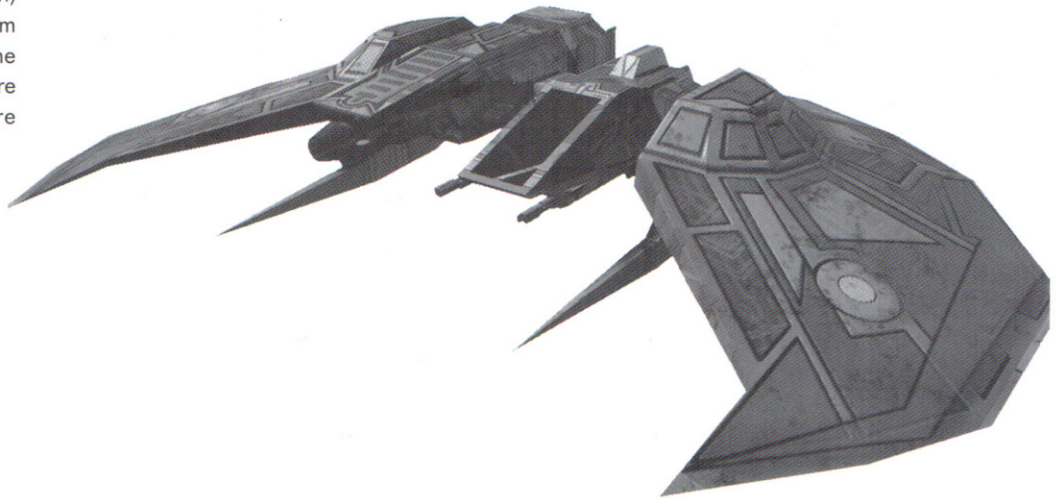


FRONT VIEW

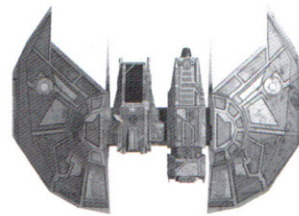
DRALTHI IV MEDIUM FIGHTER

Having endured decades of revision, the fourth version of the *Dralthi* medium fighter is comparable to the *Thunderbolt*. It's slightly faster and more manoeuvrable, but has mediocre shielding and armour.

Class:	Medium Fighter
Length:	31 meters
Mass:	15 metric tonnes
Max Velocity:	430 kps
Max Afterburn:	1100 kps
Acceleration:	200 k/s ²
Max Yaw:	55 dps
Max Pitch:	65 dps
Max Roll:	55 dps
Shield:	120 cm equiv.
Armour:	
Fore/Aft:	80 cm
Right/Left:	60 cm
Weapons:	Meson gun (2) Particle cannon (1)
Missile Hardpoints:	(1 x 4) 4 IR
Missile Decoys:	6
Jump Capable:	No



SIDE VIEW



TOP VIEW

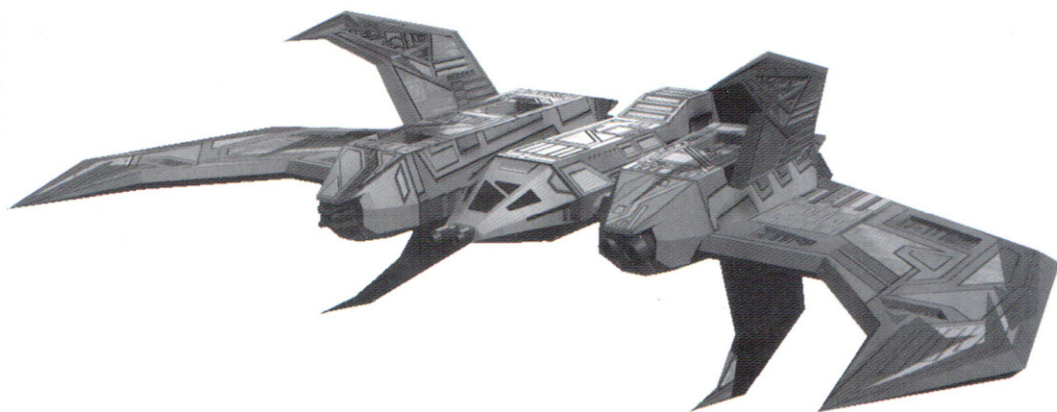


FRONT VIEW

VAKTOTH HEAVY FIGHTER

The *Vaktoth* is a heavy Kiltrathi fighter whose performance is slightly better than that of the Confederation *Thunderbolt*. With its jump capabilities and auxiliary meson guns, this fighter is primarily used for escort and scout missions that do not involve tangling with capital ships.

Class:	Heavy Fighter
Length:	36 meters
Mass:	19 metric tonnes
Max Velocity:	380 kps
Max Afterburn:	950 kps
Acceleration:	150 k/s ²
Max Yaw:	45 dps
Max Pitch:	55 dps
Max Roll:	40 dps
Shield:	200 cm equiv.
Armour:	
Fore/Aft:	100 cm
Right/Left:	100 cm
Weapons:	Tachyon gun (1) Plasma gun (2) Ion cannon (2) Meson gun rear (2)
Missile Hardpoints:	(2 x 4) 4 FF/4 FF
Missile Decoys:	8
Jump Capable:	Yes



SIDE VIEW



TOP VIEW

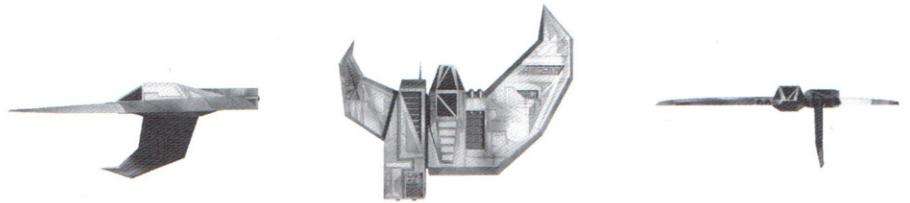
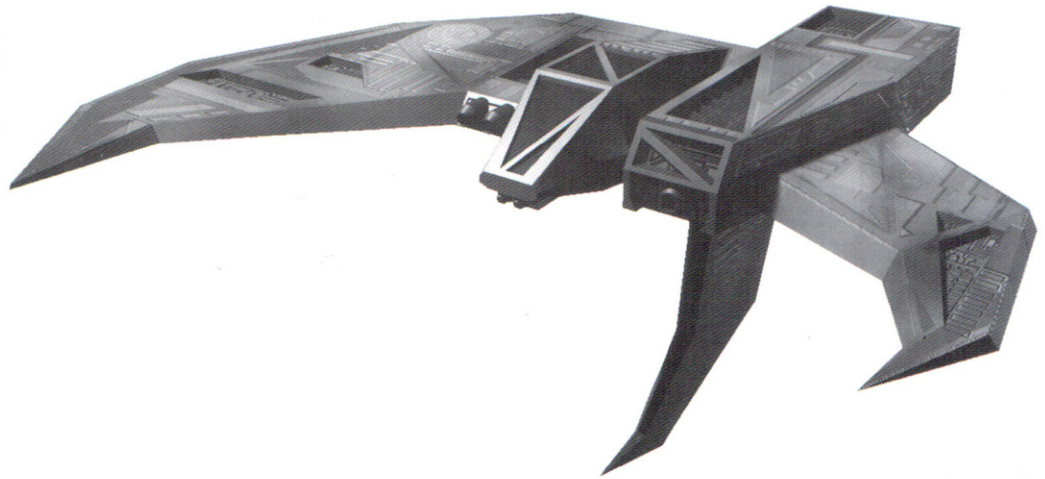


FRONT VIEW

STRAKHA STEALTH FIGHTER

The only stealth fighter in mass production, the *Strakha* is a recon ship that relies more on secrecy than firepower. Two meson guns and a duo of lasers serve to defend it from enemy fighters, and a lone *Strakha* has been known to eliminate four *Hellcats* in the space of ten minutes.

Class:	Stealth Fighter
Length:	30 meters
Mass:	16 metric tonnes
Max Velocity:	480 kps
Max Afterburn:	1200 kps
Acceleration:	250 k/s ²
Max Yaw:	70 dps
Max Pitch:	80 dps
Max Roll:	70 dps
Shield:	60 cm equiv.
Armour:	
Fore/Aft:	40 cm
Right/Left:	20 cm
Weapons:	Meson gun (2) Laser (2)
Missile Hardpoints:	(1 x 5) 5 FF
Missile Decoys:	6
Jump Capable:	No



SIDE VIEW

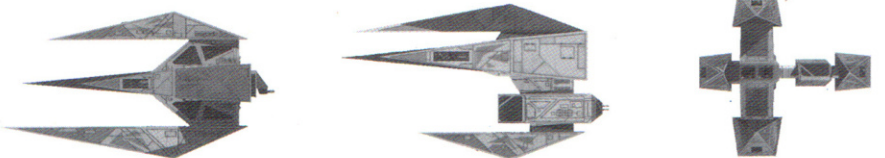
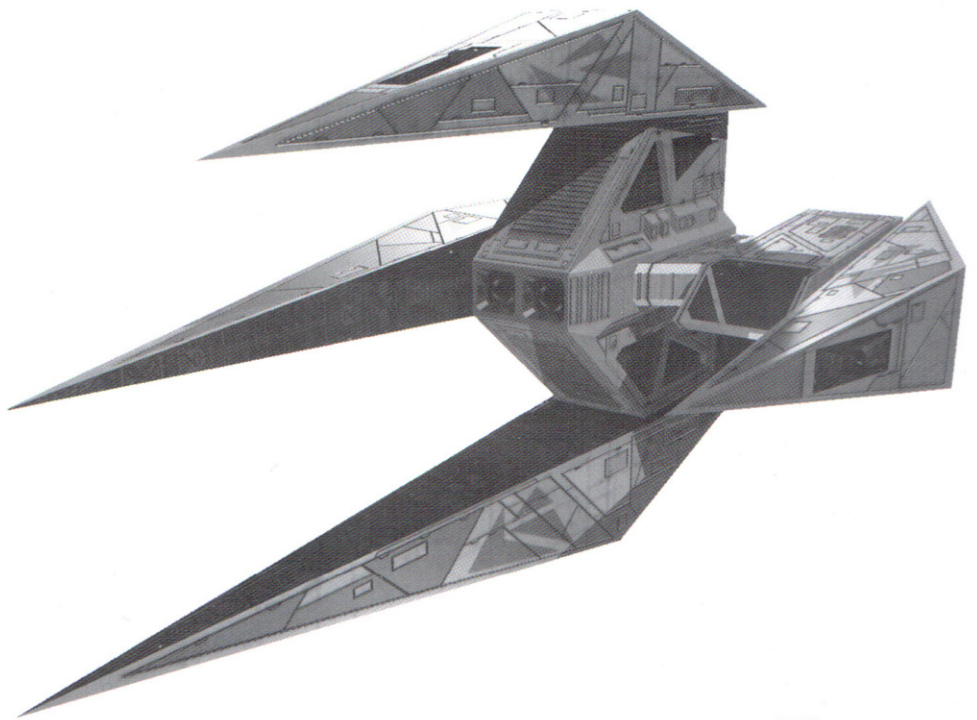
TOP VIEW

FRONT VIEW

PAKTAHN BOMBER

The Kilrathi *Paktahn* is similar to the *Longbow* by virtue of its torpedo attack capabilities. With 4 missile hardpoints and an impressive array of guns, this bomber can engage several fighters at once during a single run. Terran intelligence reports that *Paktahns* most often fly with *Dralthi* or *Darket* escorts.

Class:	Bomber
Length:	37 meters
Mass:	30 metric tonnes
Max Velocity:	340 kps
Max Afterburn:	600 kps
Acceleration:	100 k/s ²
Max Yaw:	35 dps
Max Pitch:	40 dps
Max Roll:	35 dps
Shield:	300 cm equiv.
Armour:	
Fore/Aft:	180/110 cm
Right/Left:	180 cm
Weapons:	Ion cannon (2) Plasma gun (4) Mass driver tailgun
Torpedo Hardpoints:	(2 x 3)
Missile Hardpoints:	(2 x 3, 2 x 4) 3 FF/3 FF 4 FF/4 FF
Missile Decoys:	6
Jump Capable:	No



SIDE VIEW

TOP VIEW

FRONT VIEW