

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 shortrange combat against light or heavy fighters. Its maneuverability makes it a prime choice for escort, fleet defense 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: Max Afterburn:

520 kps 1400 kps

Acceleration:

250 k/s2

Max Yaw:

80 dps

Max Pitch: Max Roll:

90 dps 90 dps

Shield:

200 cm equiv.

Armor:

Fore/Aft:

80 cm

Right/Left:

60 cm

Weapons:

Lasers (2)

lon cannon (2)

Missile Hardpoints: (4 x 2)

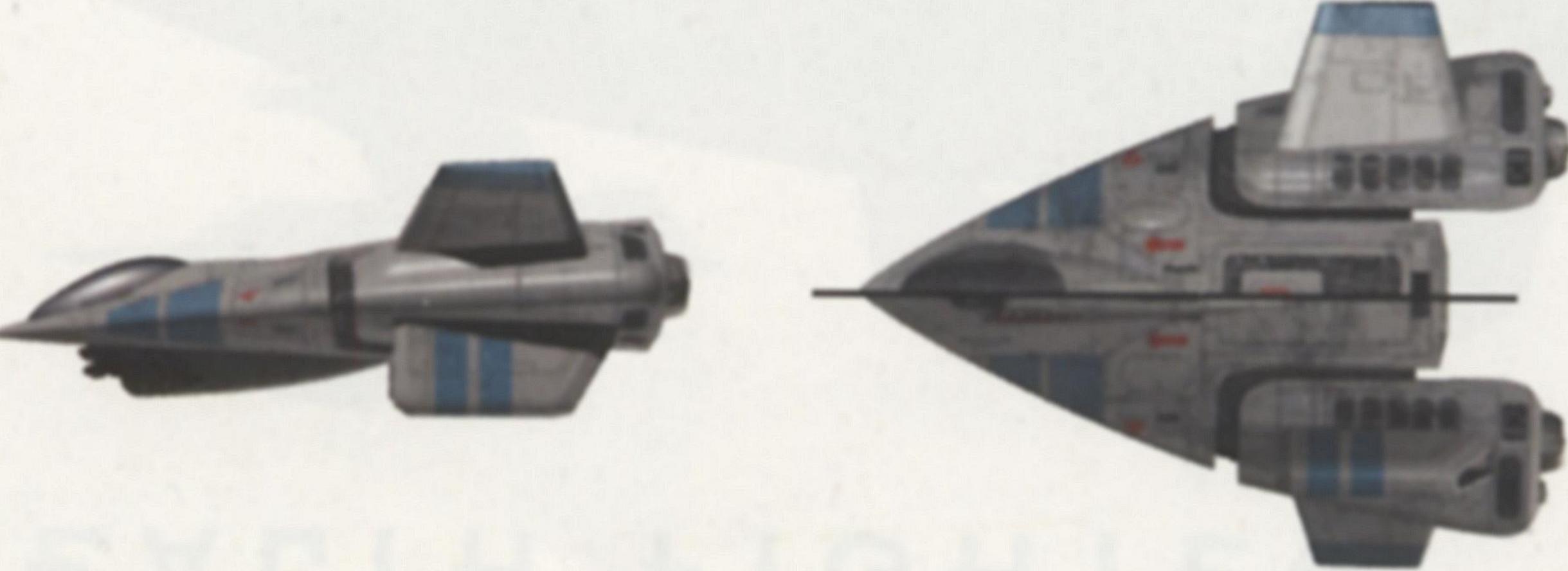
2 HS/2 HS/

2 IR/2 IR

Missile Decoys:

Jump Capable:





SIDE VIEW TOP/BOTTOM

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/s²

Max Yaw:

60 dps

Max Pitch: Max Roll:

60 dps 60 dps

Shield:

220 cm equiv.

Armor:

Fore/Aft:

100 cm

Right/Left:

80 cm

Weapons:

Lasers (2)

lon cannon (2)

Missile Hardpoints: (2 x 3)

3 IR/3 IR

Missile Decoys:

24

Jump Capable:

No





TOP/BOTTOM SIDE VIEW

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: Max Afterburn: 500 kps 1300 kps

Acceleration:

 $275 \, k/s^2$

Max Yaw:

70 dps

Max Pitch:

75 dps

Max Roll:

70 dps

Shield:

250 cm equiv.

Armor:

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:

Jump Capable:

Yes





TOP/BOTTOM

SIDE VIEW

THUNDERBOLT VII HEAVY FIGHTER

Less maneuverable 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 mediumto-heavy fighters, though light fighters tend to outrun its fire.

Class:

Heavy Fighter

Manufacturer:

McCall Industries 34 meters

Length: Mass:

20 metric tonnes

Max Velocity:

380 kps

Max Afterburn: Acceleration:

1000 kps 200 k/s²

Max Yaw:

50 dps

Max Pitch:

50 dps

Max Roll:

50 dps

Shield:

250 cm equiv.

Armor:

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:

Jump Capable: No





TOP/BOTTOM SIDE VIEW

LONGBOW BOMBER

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

Class:

Torpedo Bomber

Manufacturer:

McCall Industries

Length:

38 meters

Mass:

22 metric tonnes

Max Velocity: Max Afterburn:

320 kps 700 kps

Acceleration:

175 k/s2

Max Yaw: Max Pitch:

30 dps 40 dps

Max Roll:

30 dps

Shield:

280 cm equiv.

Armor:

Fore/Aft:

160 cm 160 cm

Right/Left:

Lasers (2)

Weapons:

Neutron guns (2)

Particle gun rear (2)

Torpedo Hardpoints: (2 x 2) Missile Hardpoints: (4 x 4)

4 FF/4 FF/

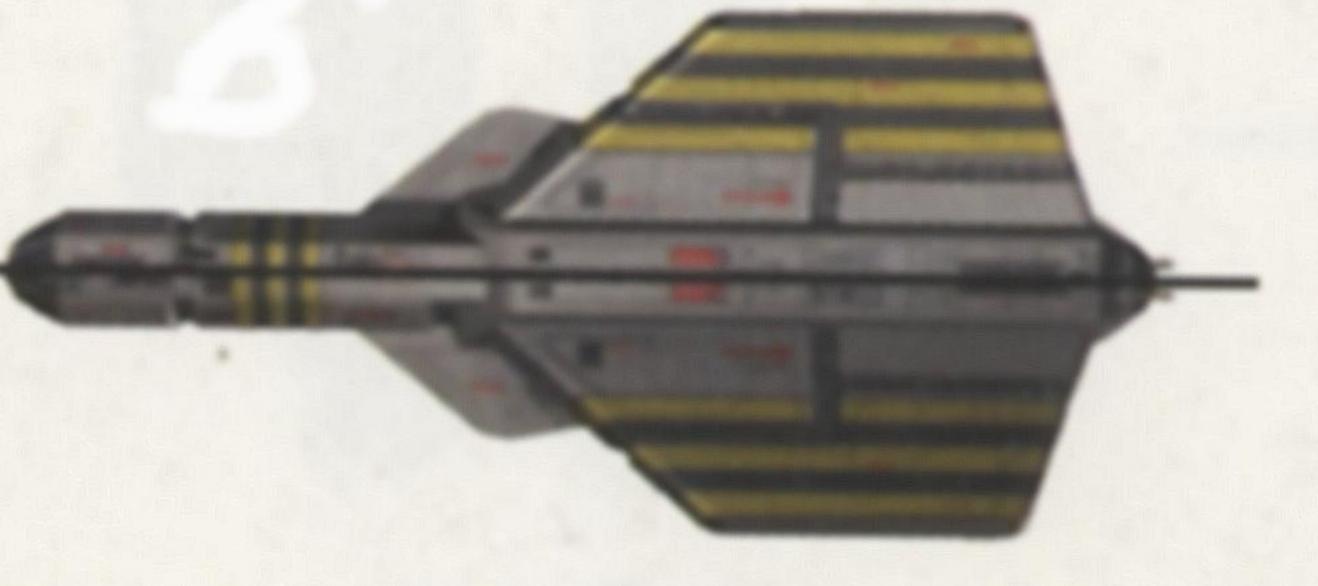
4 HS/4 HS/

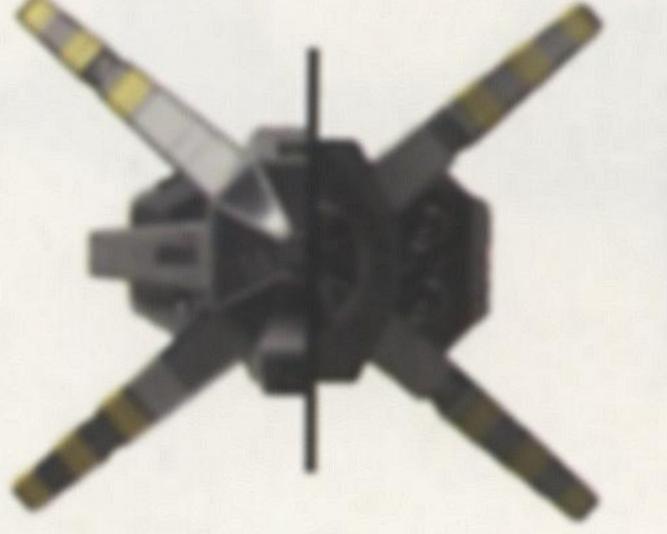
Missile Decoys: Jump Capable:

Yes









SIDE VIEW

TOP/BOTTOM

FRONT/REAR

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 armor and shielding are counterbalanced 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: Max Pitch:

90 dps 80 dps

Max Roll:

90 dps

Shield:

80 cm equiv.

Armor:

Fore/Aft:

60 cm

Right/Left:

40 cm

Weapons:

Meson gun (2)

Missile Hardpoints: (1 x 2)

2 HS

Missile Decoys:

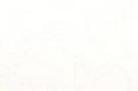
Jump Capable:

No





SIDE VIEW





TOP VIEW



FRONT VIEW

DRALTHIIV 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 maneuverable, but has mediocre shielding and armor.

Class:

Medium Fighter

Length:

31 meters

Mass:

15 metric tonnes

Max Velocity:

430 kps

Max Afterburn: Acceleration:

1100 kps 200 k/s²

Max Yaw:

55 dps

Max Pitch:

65 dps

Max Roll:

55 dps

Shield:

120 cm equiv.

Armor:

Fore/Aft:

80 cm

Right/Left:

60 cm

Weapons:

Meson gun (2)

Particle cannon (1)

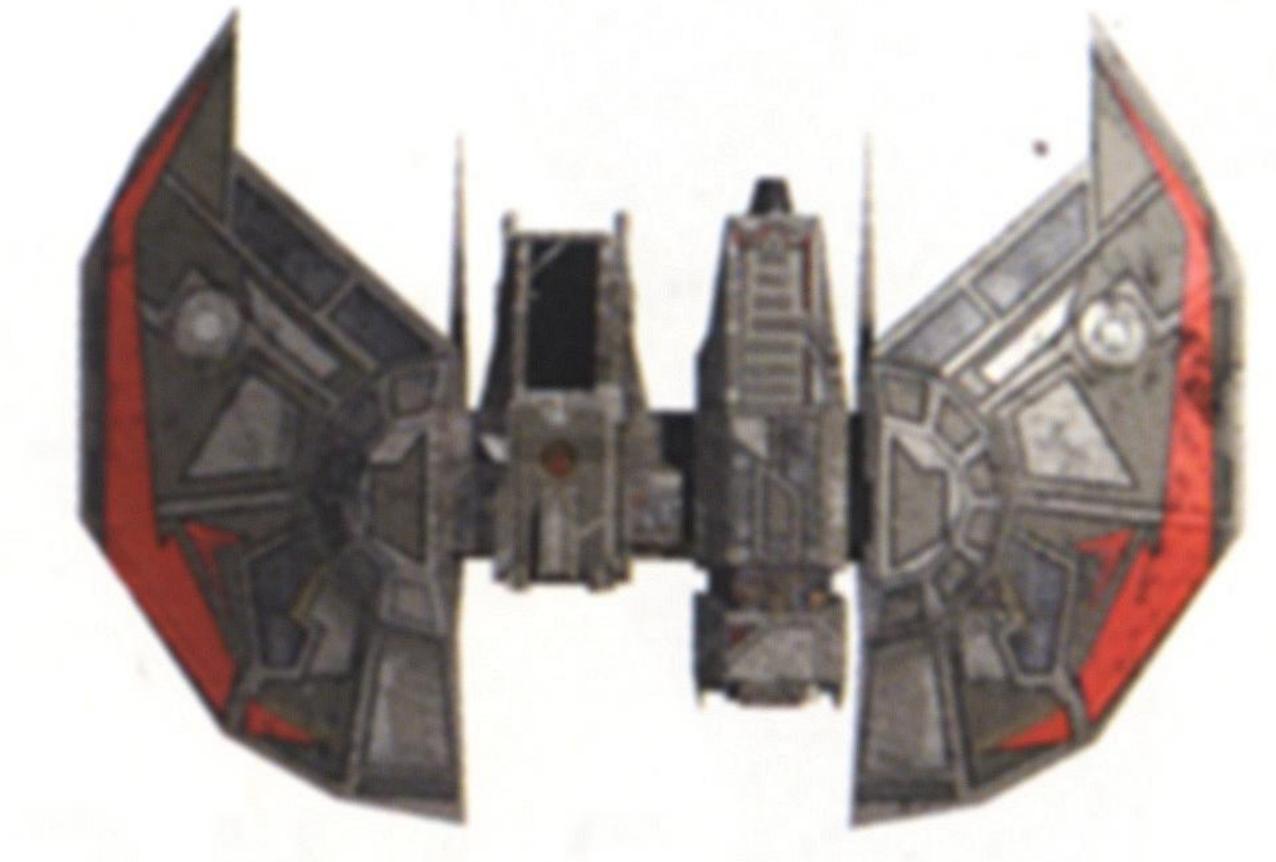
Missile Hardpoints: (1 x 4)

Missile Decoys:

Jump Capable:









SIDE VIEW

TOP VIEW

FRONT VIEW

VAKTOTH HEAVY FIGHTER

The Vaktoth is a heavy Kilrathi 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: Acceleration:

950 kps 150 k/s²

Max Yaw:

Max Pitch:

45 dps 55 dps

Max Roll:

40 dps

Shield:

200 cm equiv.

Armor:

Fore/Aft:

100 cm

Right/Left:

100 cm

Weapons:

Tachyon gun (1)

Plasma gun (2)

lon cannon (2)

Meson gun rear (2)

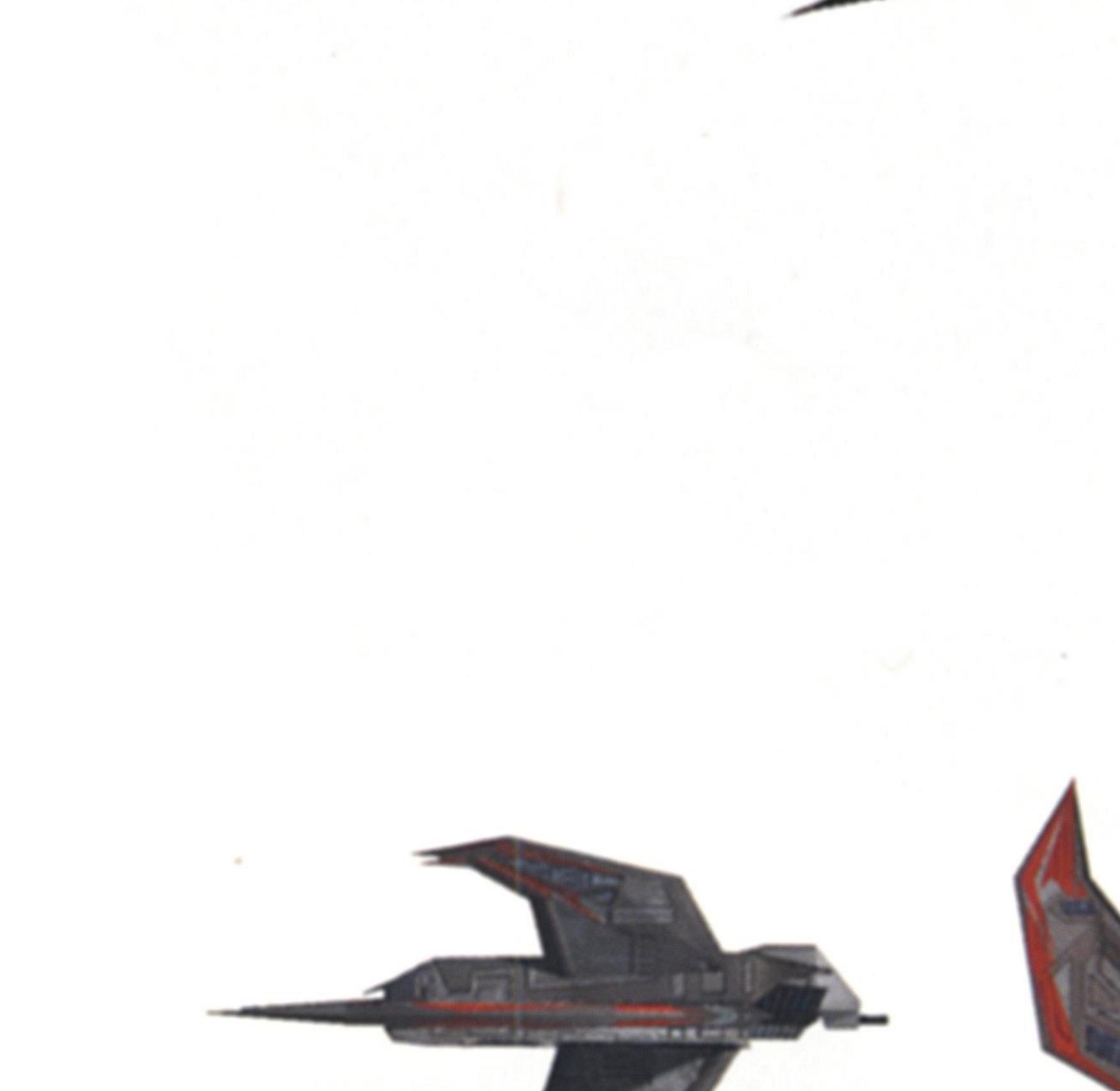
Missile Hardpoints: (2 x 4)

4 FF/4 FF

Missile Decoys:

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: Max Roll:

80 dps 70 dps

Shield:

60 cm equiv.

Armor:

Fore/Aft:

40 cm

Right/Left:

20 cm

Weapons:

Meson gun (2)

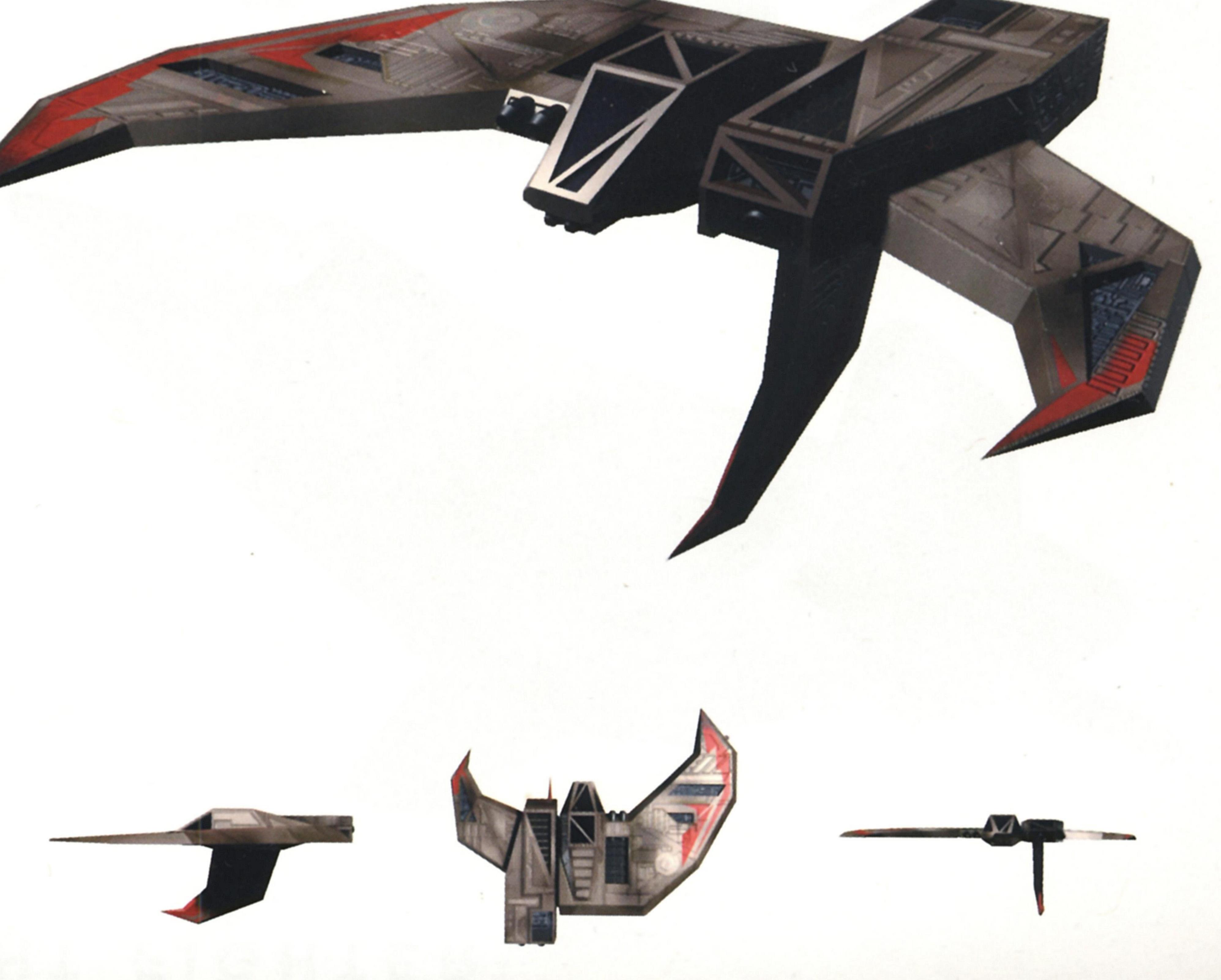
Laser (2)

Missile Hardpoints: (1 x 5)

Missile Decoys:

Jump Capable:

No





TOP VIEW

FRONT VIEW

PAKTAHNBOMBER

The Kilrathi Paktahn is similar to the Longbow by virtue of its torpedo attack capabilities. With 4 missile hardpoints and an 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 100 k/s2

Acceleration: Max Yaw:

35 dps

Max Pitch:

40 dps

Max Roll:

35 dps

Shield:

300 cm equiv.

Armor:

Fore/Aft:

180/110 cm

Right/Left:

180 cm

Weapons:

lon 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:

No

Jump Capable:

