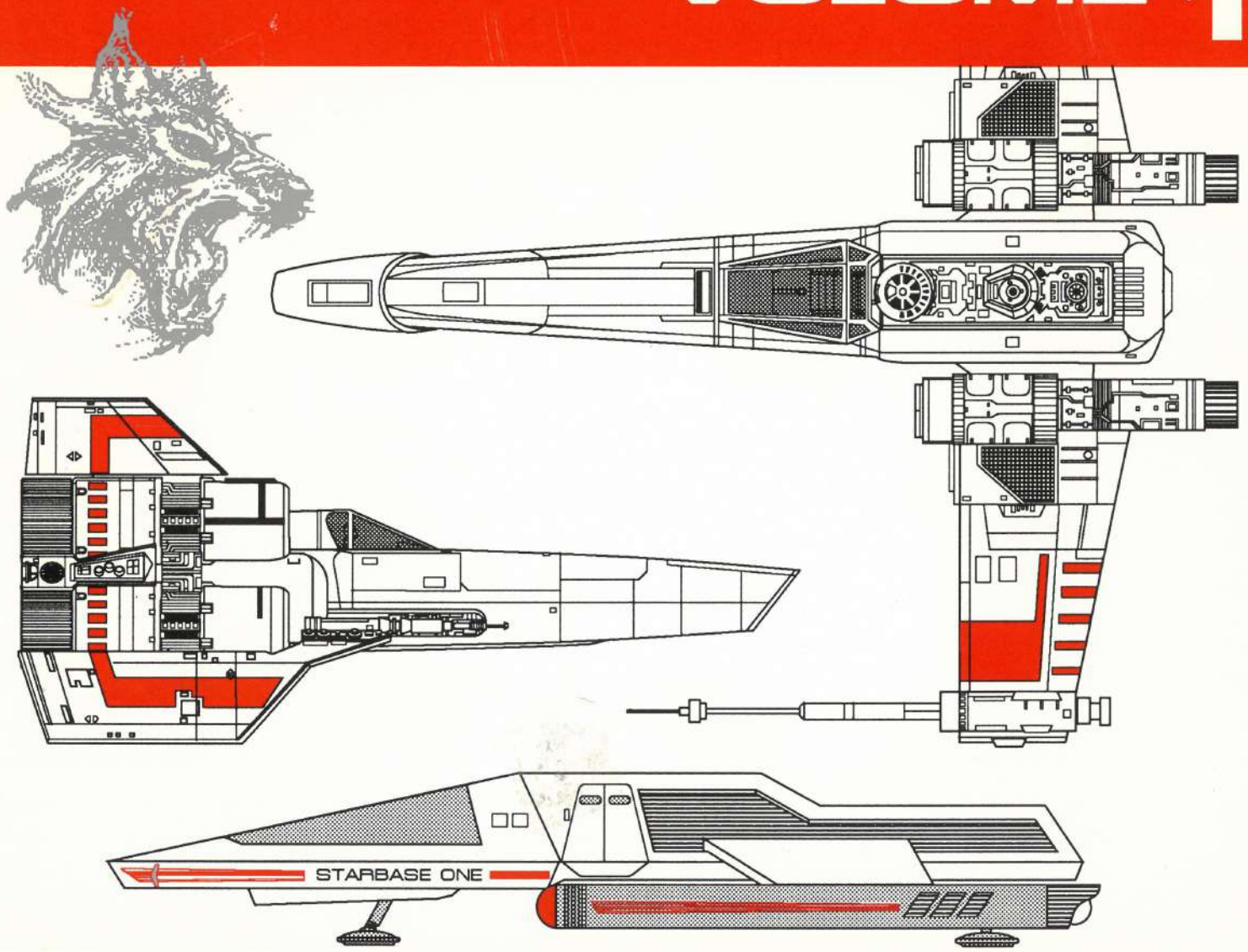
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JACKILL'S GUIDE TO LIGHT ATTACK CRAFT

VOLUME 1



Written and Illustrated by
Eric Kristiansen

Dedication

This book is dedicated to my children. My daughters Jaculynn and Jillian for whom this series is named and my boys Joshua and Michael.

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Introduction

Welcome to the Jackill's reference series. Jackill's guide to Light Attack Craft Volume 1 is the first in a series designed to acquaint you with light combat craft that you may encounter in your travels throughout time, space and dimensions of the universe. This book is divided into chapters dealing with the various cultures that created these combat craft. Additional books will cover an additional 90 fighters, medium and large craft, weapons, equipment, robots, places, and many other things that you might come across in your travels.

Each craft includes a description, drawing and relevant statistics to help familiarize you with these crafts, although not all statistics are given for all vehicles. All numerical statistics, such as weight and length, are given in the highest accuracy that is available.

The physical statistics cover **length**, **width**, **height** and **weight** of each vehicle. The **crew** listing details the number and type of crew members that are needed to operate the craft at its top efficiency. The **passenger** listing shows the number of passengers the the craft is designed to hold. Acceleration, maneuvering and braking stats are given in meters per second squared and sometimes in g's. One g refers to 9.8 meters per second square. **Acceleration** refers to the vehicles acceleration in space. This determines just how fast the craft accelerates in a straight line run which determines the crafts ability to catch or run from another craft. Atmospheric maneuverability may very often be higher than the crafts space acceleration in that the pressure on the airfoils can dramatically affect the craft's ability to turn. This is due to the fact that in space the craft must rely on its thrust to change direction where in an atmosphere the craft is able to use the aerodynamics of the craft to alter its course. The **maneuver** rating is the crafts ability to turn corners and to perform combat maneuvers, in essence the higher the number the better the craft may perform in a dogfight. **Braking acceleration** is listed on some craft in that they can dramatically reduce their forward momentum. **Stardrive range** which indicates the range that the craft can achieve is given in parsecs. **Duration** is given in hours at full output power that the craft is designed to run at. A **cargo** listing is given on some crafts that have provisions for carrying cargo. **Armament**, such as energy weapons, are rated in the number and wattage of each type weapon. **Projectile weapons** are rated in the number and the joules of each projectile. If a **shield** rating is given for the vehicle it is given in number of generators and the wattage they are able to deflect or absorb depending on what kind of shields are employed. Atmospheric velocities, maneuverability and aerobatics are given at 1 standard atmosphere of pressure, it should be noted that as the pressure increases or decreases the actual speeds and g's will vary. The **cruise velocity** is listed as the fastest speed that the craft can cruise at without any noticeable decrease in vehicle performance. **Maximum velocity** is the fastest speed that the craft can obtain either through power limit due to atmospheric resistance or the loss of all stability. **N.O.E**. (Nap of the Earth) velocity is the fastest speed at which the craft can follow the terrain to decrease detection. The **flight ceiling** is listed as the maximum height that the craft can obtain, listed in meters. **Computer** is given to list the type of computer that the craft has standard on board.

Read on fellow traveller and I hope that the information that I have provided will be of help to you.

Jackill

Conversion Charts

Information

Speed of light = 2.9979×10^8 m/sec
Light year = 9.461×10^{15}m
parsec = 3.261633 light-years
parsec = 3.085678×10^{13}km
g = 9.8 m/sec^2
m/s^2 = meters per second square
m = meter
W = Watt
J = Joule
km = 1000 meters
kph = kilometer per hour
Std Atmo pressure = 76cmHg/atm

Conversions

1 Kilometer = 1000 meters
1 Gigajoule = 1 GW for 1 Second
1 Gigawatt = 10^9watts
1 Metron ≈ 1 meter
1 Meron ≈ 1 meter
1 Yahren ≈ 1 Year
1 Hour = 3600 Seconds
1 Day = 86,400 Seconds
1 Year = 3.16×10^7 Seconds
1 hp = 746 watts
1 Solar mass = 1.98×10^{33}gm
1 Astronomical unit = 1.49×10^8km

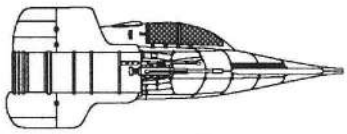
Powers-of-Ten Prefixes

exa	(E)	$= 10^{18}$	= x 1,000,000,000,000,000,000
peta	(P)	$= 10^{15}$	= x 1,000,000,000,000,000
tera	(T)	$= 10^{12}$	= x 1,000,000,000,000
giga	(G)	$= 10^{9}$	= x 1,000,000,000
mega	(M)	$= 10^{6}$	= x 1,000,000
kilo	(k)	$= 10^{3}$	= x 1,000
deci	(d)	$= 10^{-1}$	= x 0.1
centi	(c)	$= 10^{-2}$	= x 0.01
milli	(m)	$= 10^{-3}$	= x 0.001
micro	(μ)	$= 10^{-6}$	= x 0.000001
nano	(n)	$= 10^{-9}$	= x 0.000000001
pico	(p)	$= 10^{-12}$	= x 0.000000000001
femto	(f)	$= 10^{-15}$	= x 0.000000000000001

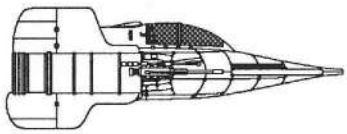
Any reference to any person living, dead or hallucinatory is purely coincidental

Fighter Comparison Chart I

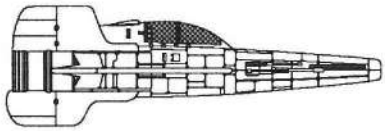
A-WING
Vol. II



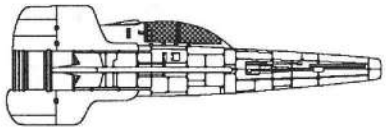
A-WING
DUAL SEATER
Vol. II



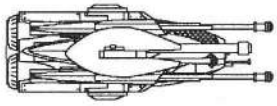
W-WING
Vol. II



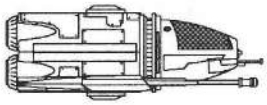
W-WING
DUAL SEATER
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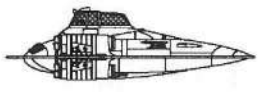
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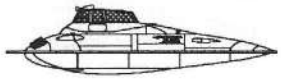
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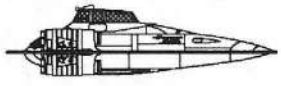
CLOUD
BOMBER
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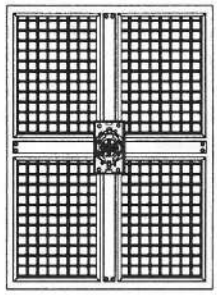


CLOUD
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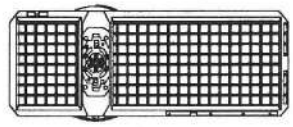


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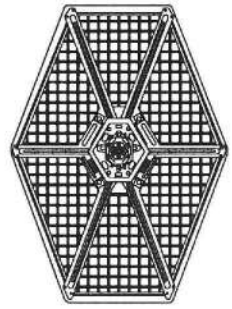




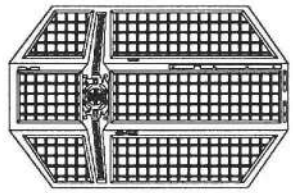
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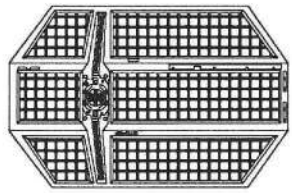
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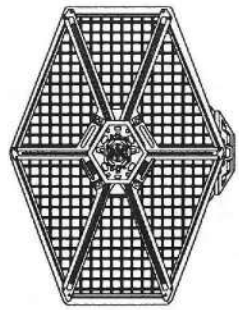
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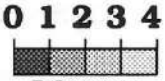
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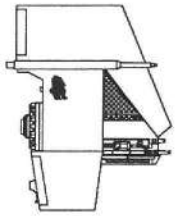


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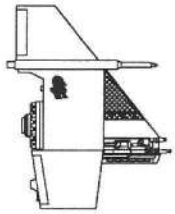


Fighter Comparison Chart I

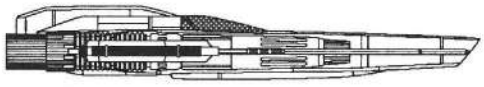
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SKYHOPPER
Vol. I



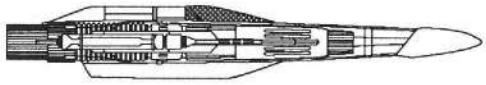
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DAGGER
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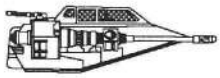
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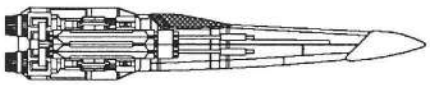
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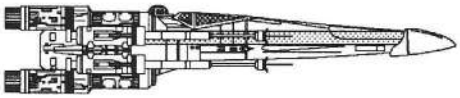
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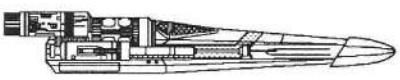
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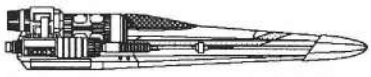
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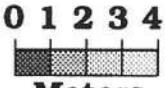


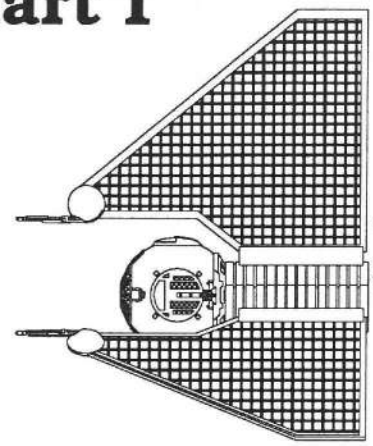
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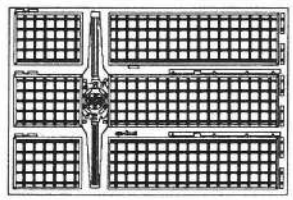
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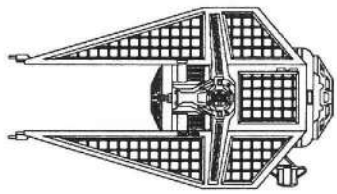




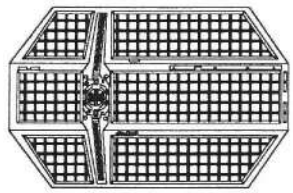
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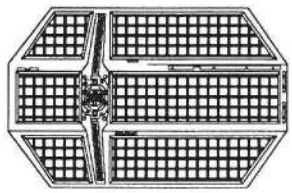
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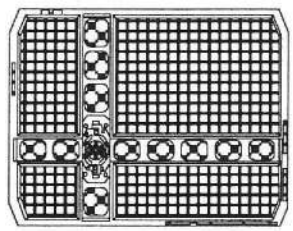
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FIGHTER
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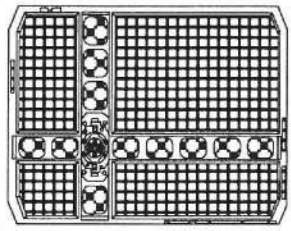
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HEAVY ASSAULT
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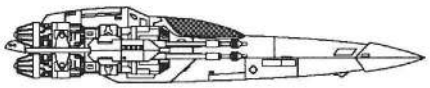
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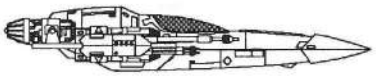
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SCOUT CRAFT
Vol. IV

Fighter Comparison Chart I

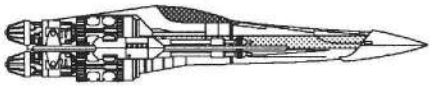
Z-95 / T-35
HEADHUNTER
Vol. IV



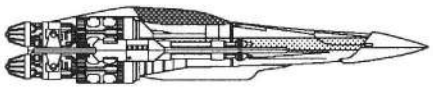
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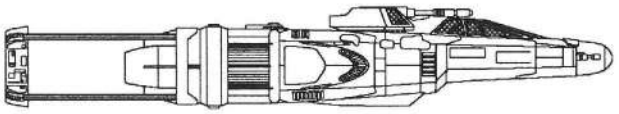
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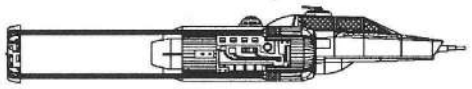
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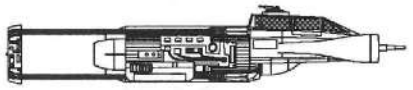
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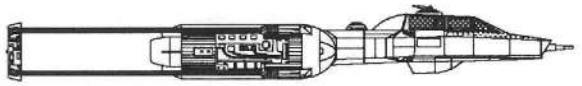
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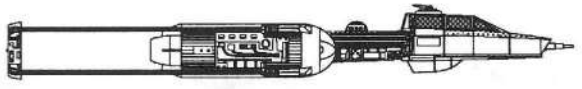
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RECON FIGHTER
Vol. III

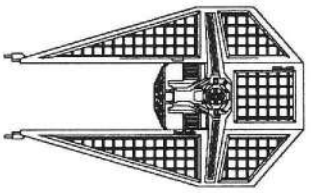


Y-WING
FIGHTER BOMBER
Vol. III

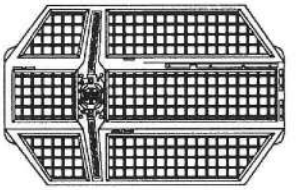


Y-WING
FIGHTER BOMBER
STRIPPED VERSION
Vol. III

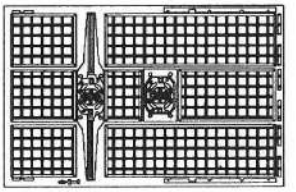




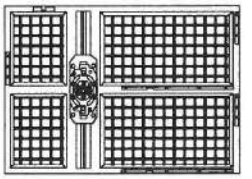
T.I.E.
INTERCEPTOR
Vol. II



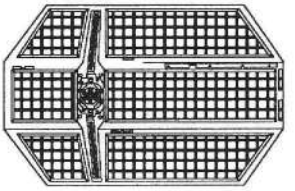
T.I.E.
BOARDING CRAFT
Vol. III



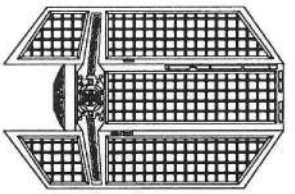
T.I.E.
REFUELING
Vol. VI



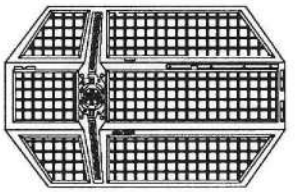
T.I.E.
MISSILE CRAFT
Vol. VI



T.I.E.
BOMBER
Vol. III



T.I.E.
COMMAND CRAFT
Vol. III

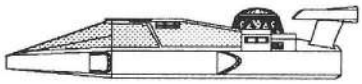


T.I.E.
E.C.M.
Vol. II

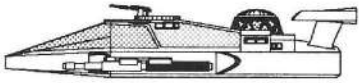
0 1 2 3 4
Meters

Vehicle Comparison Chart

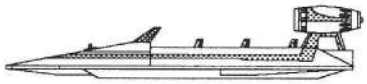
XP-35 LANDCRUISER Vol. I



XP-35M LANDCRUISER Vol. I



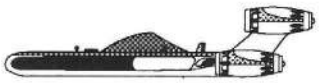
XP-36 LANDMASTER Vol. I



XP-36M LANDMASTER Vol. I



XP-37 LANDSPEEDER Vol. I



XP-37M LANDSPEEDER Vol. I



XP-38 LANDSPEEDER Vol. I



XP-38M LANDSPEEDER Vol. I



XP-39 LANDCARRIER Vol. II



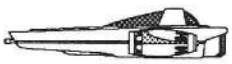
XP-39M LANDCARRIER Vol. II



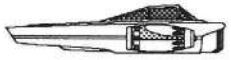
XP-42 LANDSWIFT Vol. II

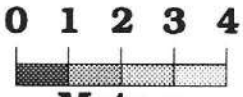


XP-42M LANDSWIFT Vol. II



XP-42P LANDSWIFT Vol. II

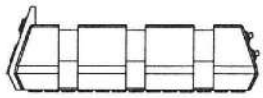




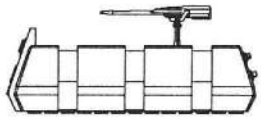
CL-23 CARGO CARRIER Vol. II



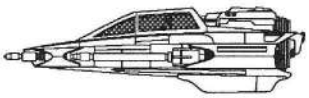
CL-16 PERSONNEL TRANSPORT Vol. II



CL-16M PERSONNEL TRANSPORT Vol. II



SKYSPEEDER "AIR DEMON" Vol. III



CLOUD CAR Vol. IV



CLOUD GLIDER Vol. IV



SENTRY SCOOTER Vol. II



SPRINT Vol. II



SPEEDER BIKE Vol. II



SKY ARROW Vol. II



SWOOP Vol. II



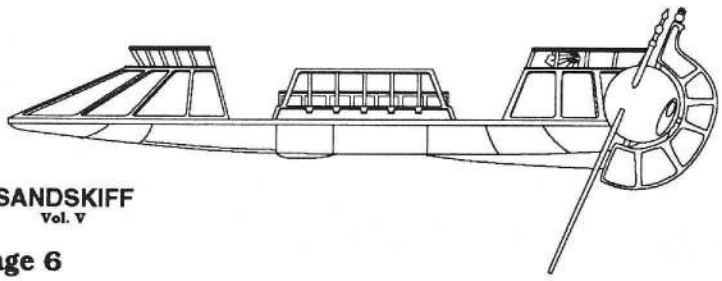
SPEEDER BIKE Vol. I *



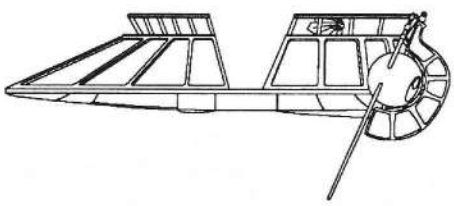
SCOOTER BIKE Vol. II

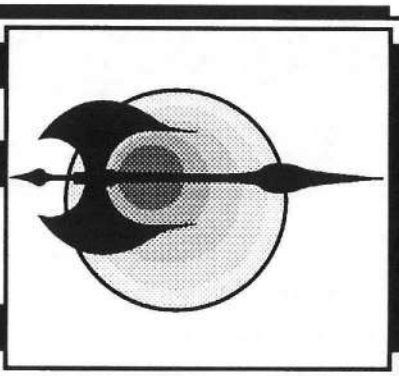


SANDSKIFF Vol. V



SANDSURF Vol. V





Incom

Incom History

Incom history is a rocky one that came into existence at the time of the Republic. They were the major supplier of fighters to the Republic. With its downfall Incom was put through hard times and had to shift its production to public vehicles since a company building major fighters would not be look upon with favor by the Empire. Although Incom could have started to produce fighter for the Empire, out of loyalty to the Old Republic they decided to only produce for the public. In trying to avoid being shut down by the Empire due to its close association with the Republic, Incom started to produce their starfighter in joint ventures with other companies for a period of time.

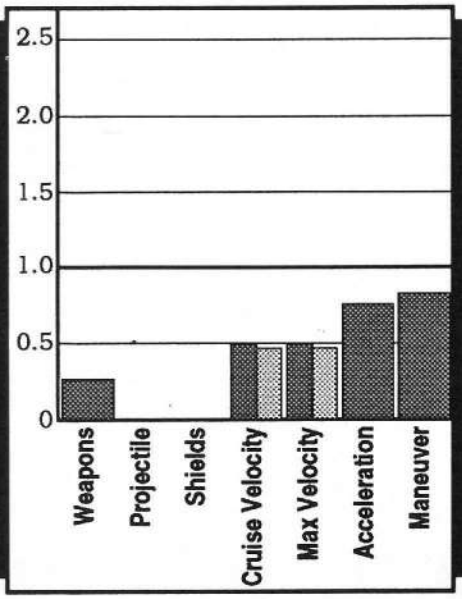
After Incom had rebuilt its stability and power base, it was able to produce fighter on its own without having to use other companies as buffers. Slowly this loyalty to the Old Republic grew into a strong desire to help the struggling rebellion. In highly secret meetings that Incom held with the leaders of the rebellion it was determined what abilities they needed in fighter and land craft. With this information in hand, Incom was able to build fighters that specifically met the needs of the rebellion. This ability to tailor fighters to match the need of the rebellion has greatly improved the rebellion effectiveness as a fighting force.

T-16 Skyhopper Incom

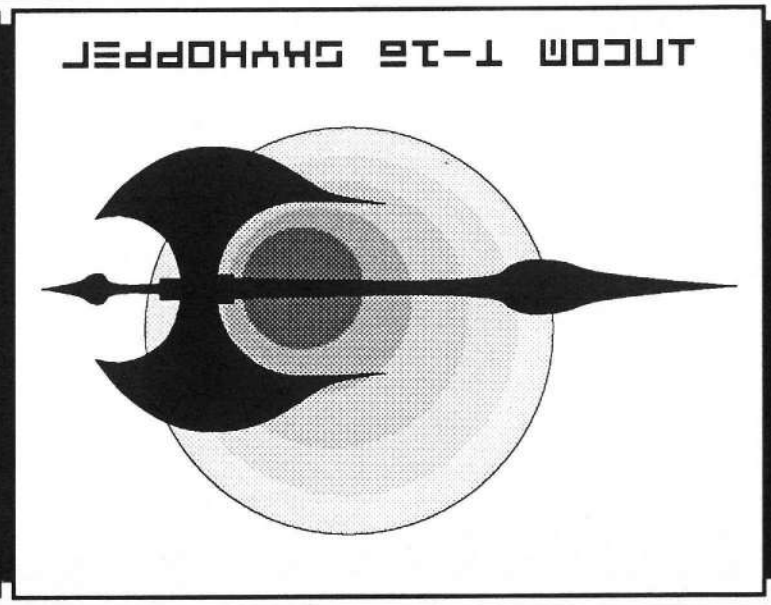
The T-16 Skyhopper, produced by Incom, was originally designed as a low cost atmospheric flight trainer. Its controls are modular and allow it to be tailored to match various starfighters. Although the T-16 is listed as a starfighter, it has almost no space worthiness. For space flight, since the cockpit is not pressurized, the pilot must wear a flight suit. After being incorporated into flight training programs it was found that a civilian market for the craft began to develop. To meet the demand, Incom doubled production and introduced a light version, the T-16L, which has a smaller upper airfoil which gives it a lower speed but increases maneuverability.

The Skyhopper consists of a triangular crew compartment attached at the outside corners to the three airfoils. The two lower airfoils located on each side of the cockpit are the same size. A third air foil, located on top of the cockpit, is different in size. The crew compartment is designed to carry only a pilot. Power is delivered by a single Pulsed Ion Engine located at the rear of the craft. Additional lift is provided by a gravity suppressor located on the underside of the craft. Entrance to the T-16 is through the front windshield area which hinges forward. The air foils on the Skyhopper are designed to fold up against the body to make for a very small package for transportation. The craft is equipped with a 0.1 gigawatt ion cannon located above the cockpit and four 0.4 megawatt laser cannons located in front of the canopy.

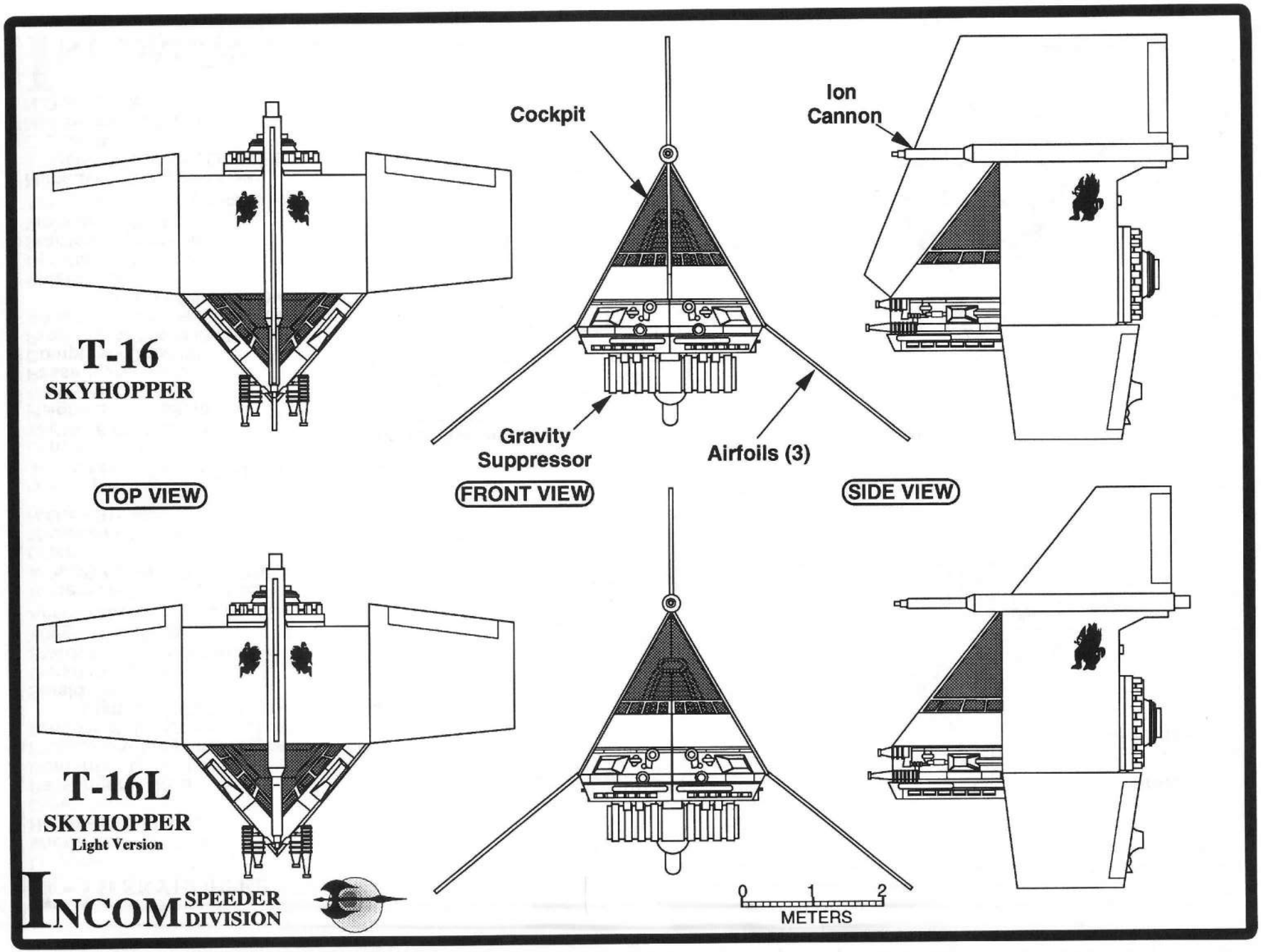
Graphical Representation* Variations Logo





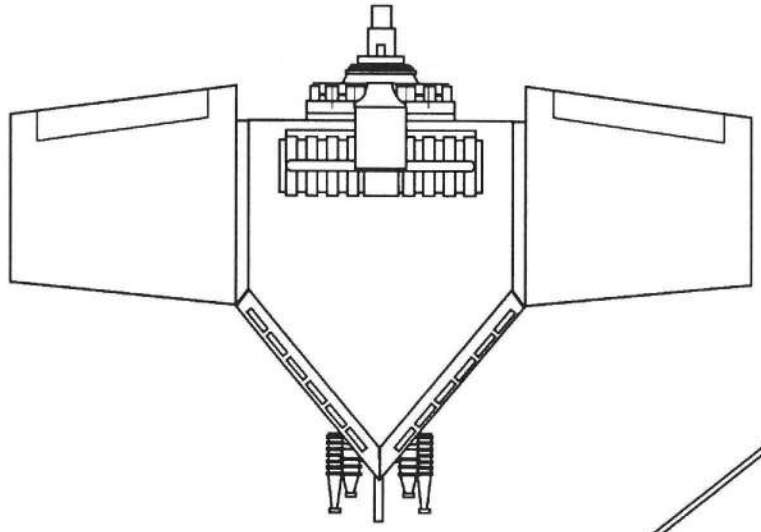


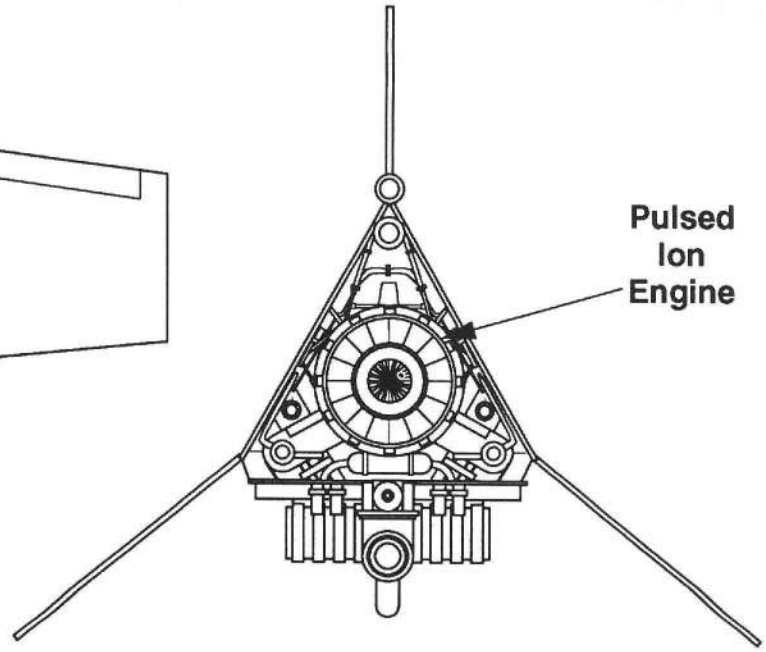
*Graph Average based on the T-65 X-Wing


T-16
SKYHOPPER
Cockpit
Ion
Cannon
Gravity
Suppressor
Airfoils (3)
TOP VIEW
FRONT VIEW
SIDE VIEW
T-16L
SKYHOPPER
Light Version
INCOM SPEEDER DIVISION
0 1 2
METERS

T-16 SKYHOPPER

Length-4.12 m
Width- 6.62 (2.77) m
Height- 5.65 (2.88) m
Crew- Pilot
Passengers- None
Computer- Onboard
Propulsion-Pulsed Ion Engine
Armament- Ion Cannon (0.1 GW)
Light Laser Cannons (0.4 MW)(4)
Shield- None
Duration- 100 Hours
Stardrive Range- None
Weight- 1898.6kg
Acceleration- 6.75 g's (66.1 m/s^2)
Maneuver- 6.75 g's (66.1 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 1024 kph
Maximum- 1528 kph
N.O.E.- 815 kph

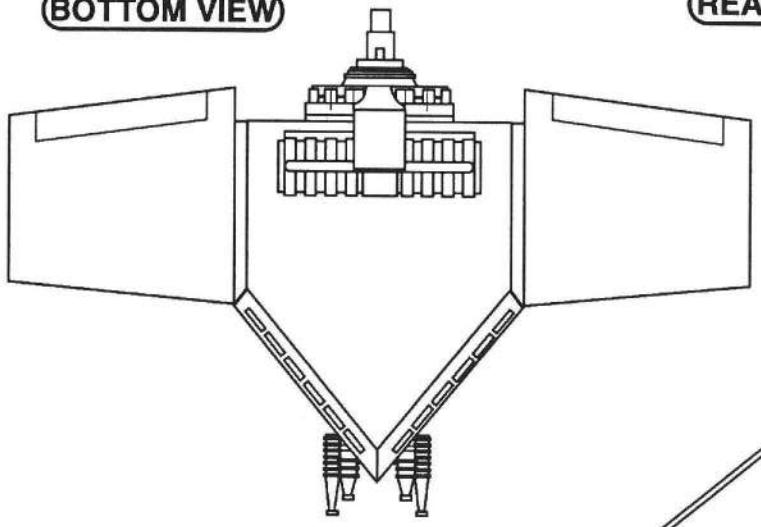




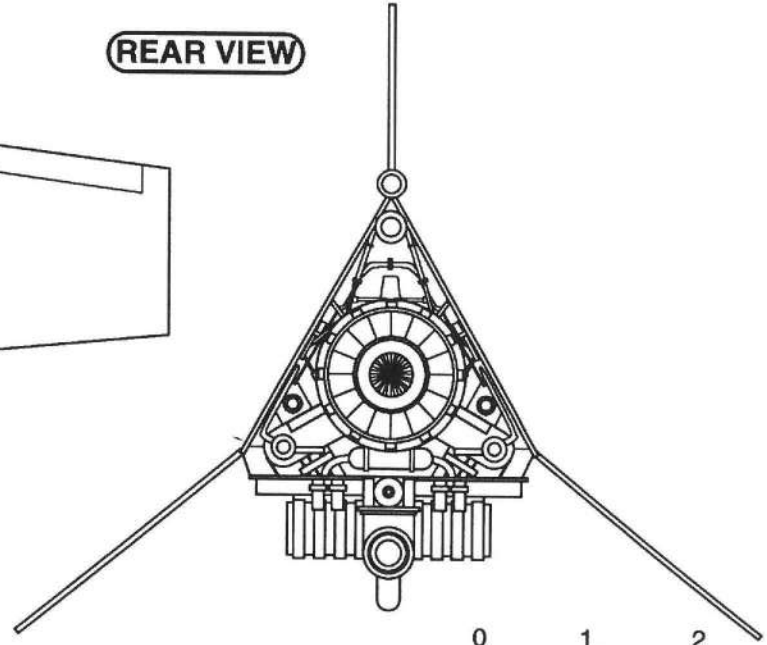
T-16L SKYHOPPER Light Version

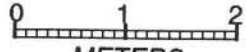
Length-4.12 m
Width- 6.62 (2.77) m
Height- 5.65 (2.88) m
Crew- Pilot
Passengers- None
Computer- Onboard
Propulsion-Pulsed Ion Engine
Armament- Ion Cannon (0.1 GW)
Light Laser Cannons (0.4 MW)(4)
Shield- None
Duration- 100 Hours
Stardrive Range- None
Weight- 1888.7 kg
Acceleration- 6.75 g's (66.15 m/s^2)
Maneuver- 6.75g's (66.1 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 989 kph
Maximum- 1355 kph
N.O.E.- 850 kph

BOTTOM VIEW



REAR VIEW

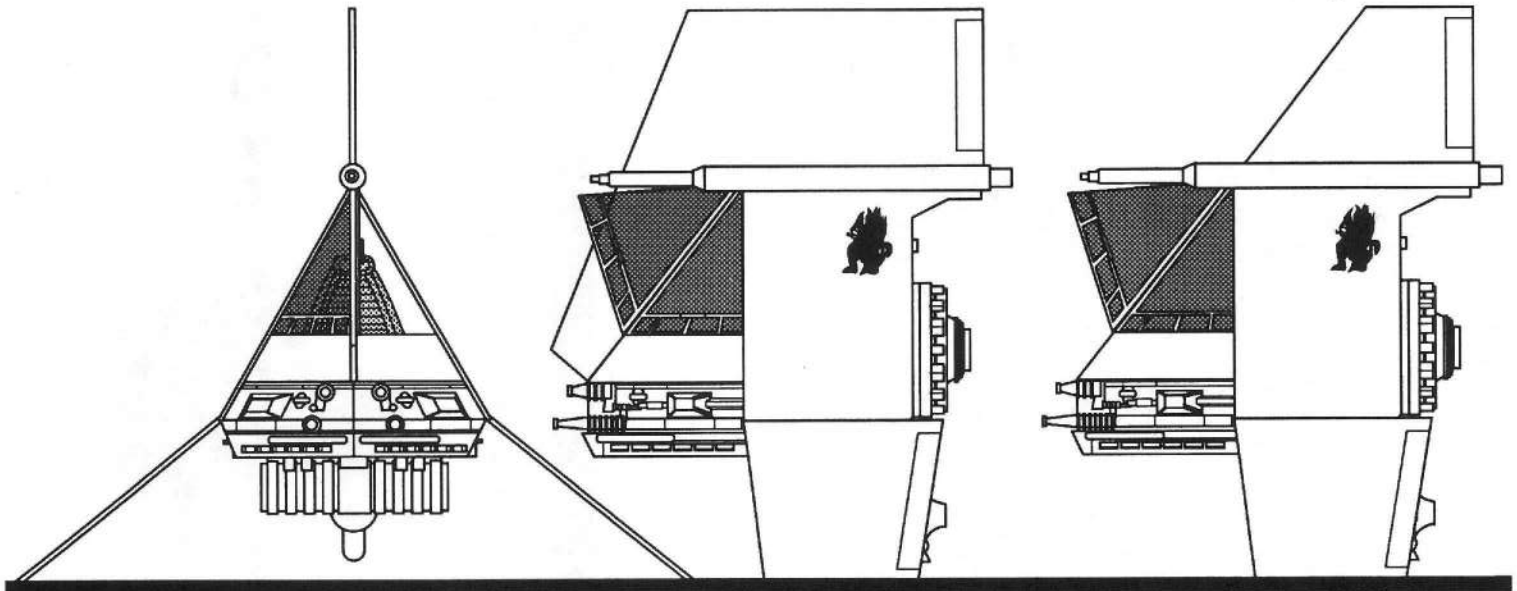




INCOM SPEEDER DIVISION

T-16
SKYHOPPER

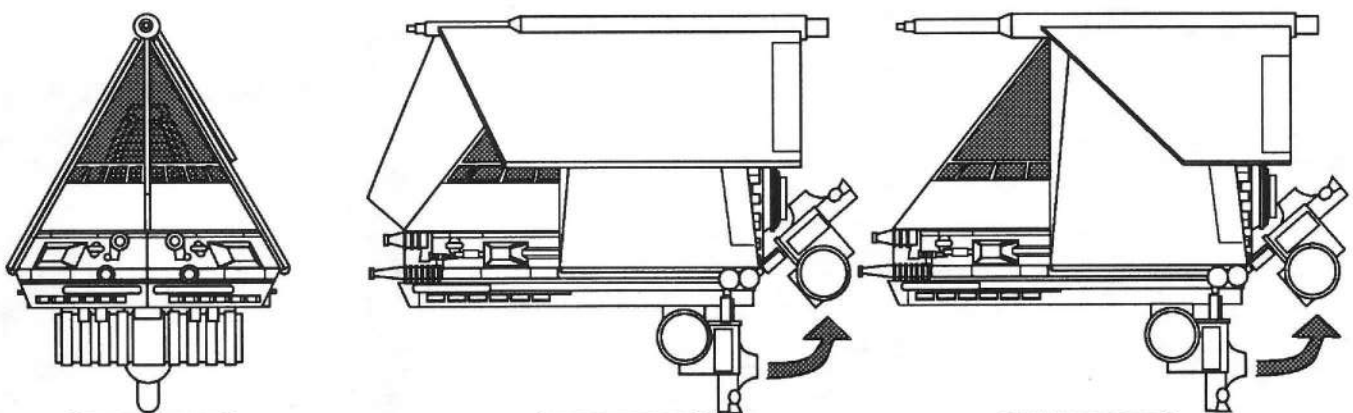
T-16L
SKYHOPPER
Light Version



FRONT VIEW
Landed

SIDE VIEW
Landed

SIDE VIEW
Landed



FRONT VIEW
Transport Mode

SIDE VIEW
Transport Mode

SIDE VIEW
Transport Mode

INCOM SPEEDER DIVISION

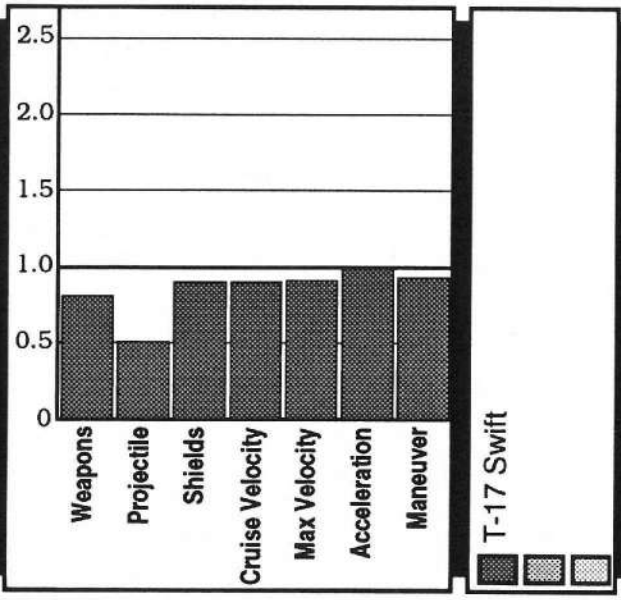
0 1 2
METERS

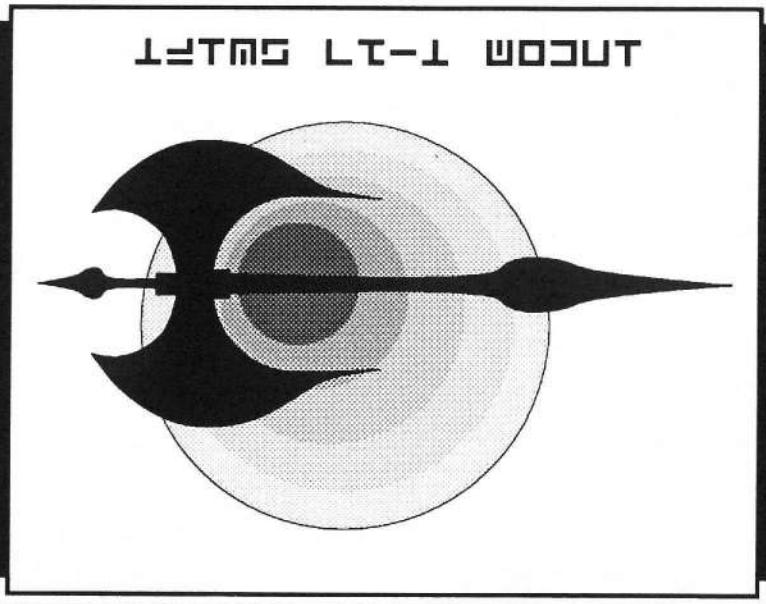
T-17 Swift — Incom

The T-17 Swift was the preferred fighter of the Jedi Knights. It is a very fast and powerful starfighter that relies more on the skill of the pilot than the electronics of the craft. Although a large fighter, its overall power and agility makes it one of the best fighters to date.

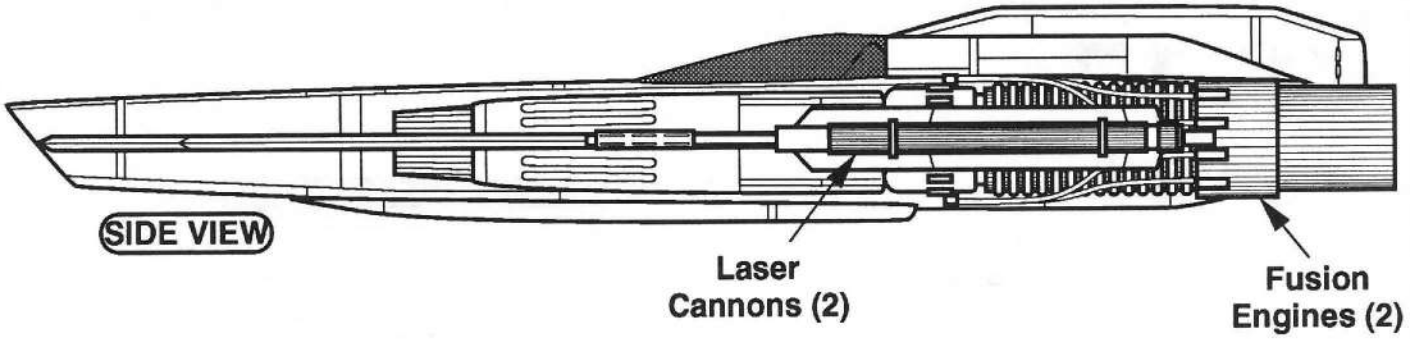
The craft has a elongated fuselage with the main sensors located at the front of the vehicle. The cockpit is located three fourths of the way back on the top of the fuselage. Entrance to the T-17 is through the cockpit canopy which is hinged at the rear and lifts upward at the front. The T-17 is powered by two large fusion engines located at the rear that deliver outstanding performance and have an excellent maintenance record. The fighter is equipped with two airfoils that start at the front of the fuselage and continue to the rear of the fighter and a vertical stabilizer fin located behind the cockpit. At the outer ends of each of the airfoils are two forward mounted 0.4 gigawatt lasers. Located to the rear of the cockpit are two 1.9 gigawatt deflector generators. Deflector bars, which distribute the fields, are located on both the top and bottom of the airfoils. Located in the center of the rear part of the fuselage is the hyperdrive. The T-17 is also equipped with four 1.2 gigajoule proton torpedoes that are launched from a proton tube pod located on the bottom of the craft. The craft is supported by one forward and two rear retractable landing gears which give it a ground clearance of 0.69 meters when the craft is at rest. The craft has a limited repulsorlift system which provides minimal lift.

Graphical Representation* Variations Logo

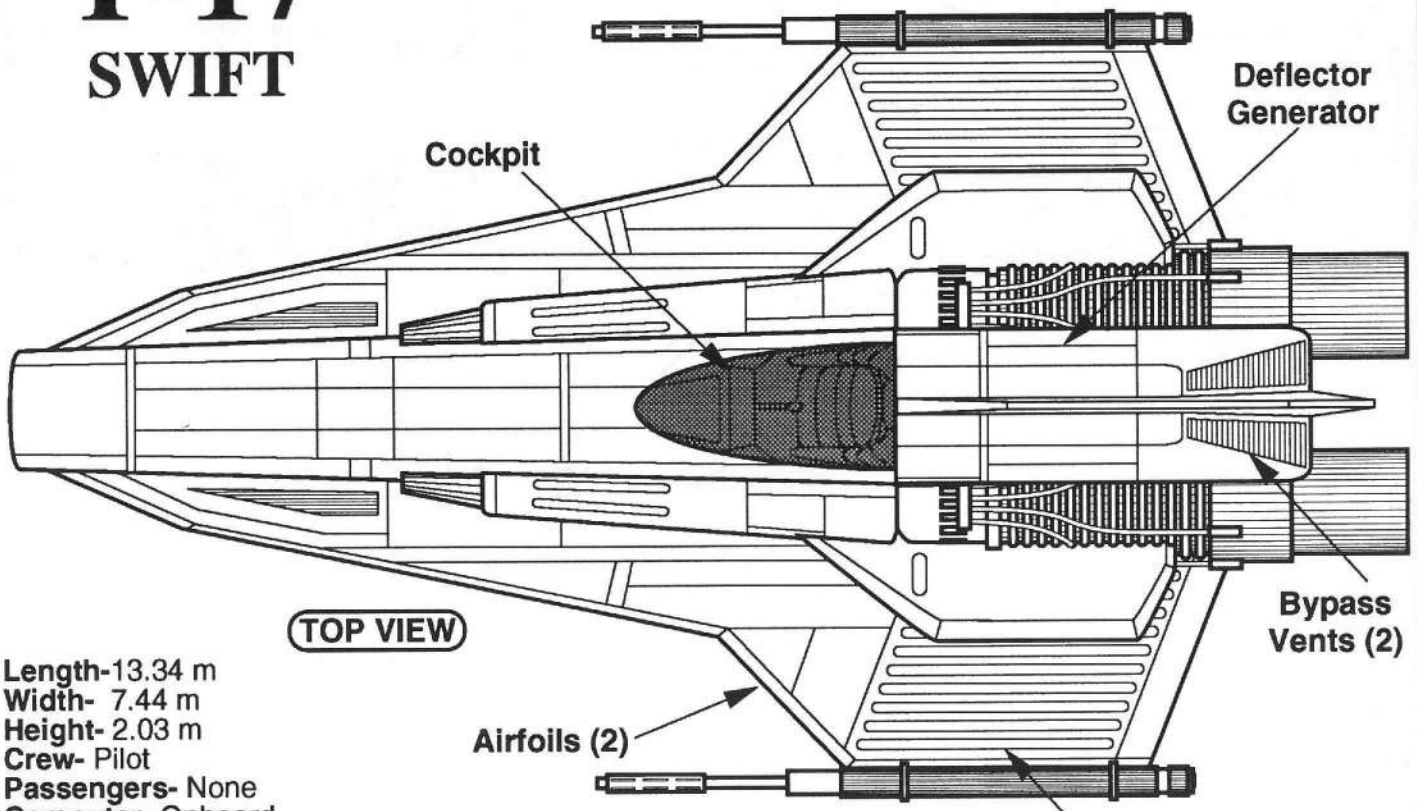




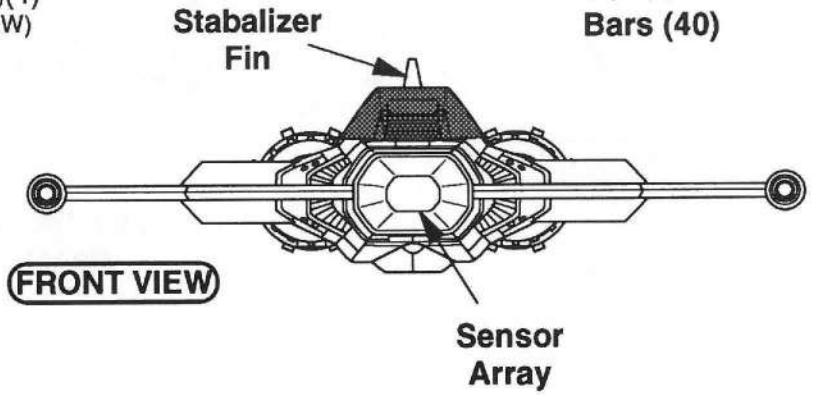
*Graph Average based on the T-65 X-Wing



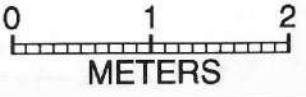
T-17
SWIFT



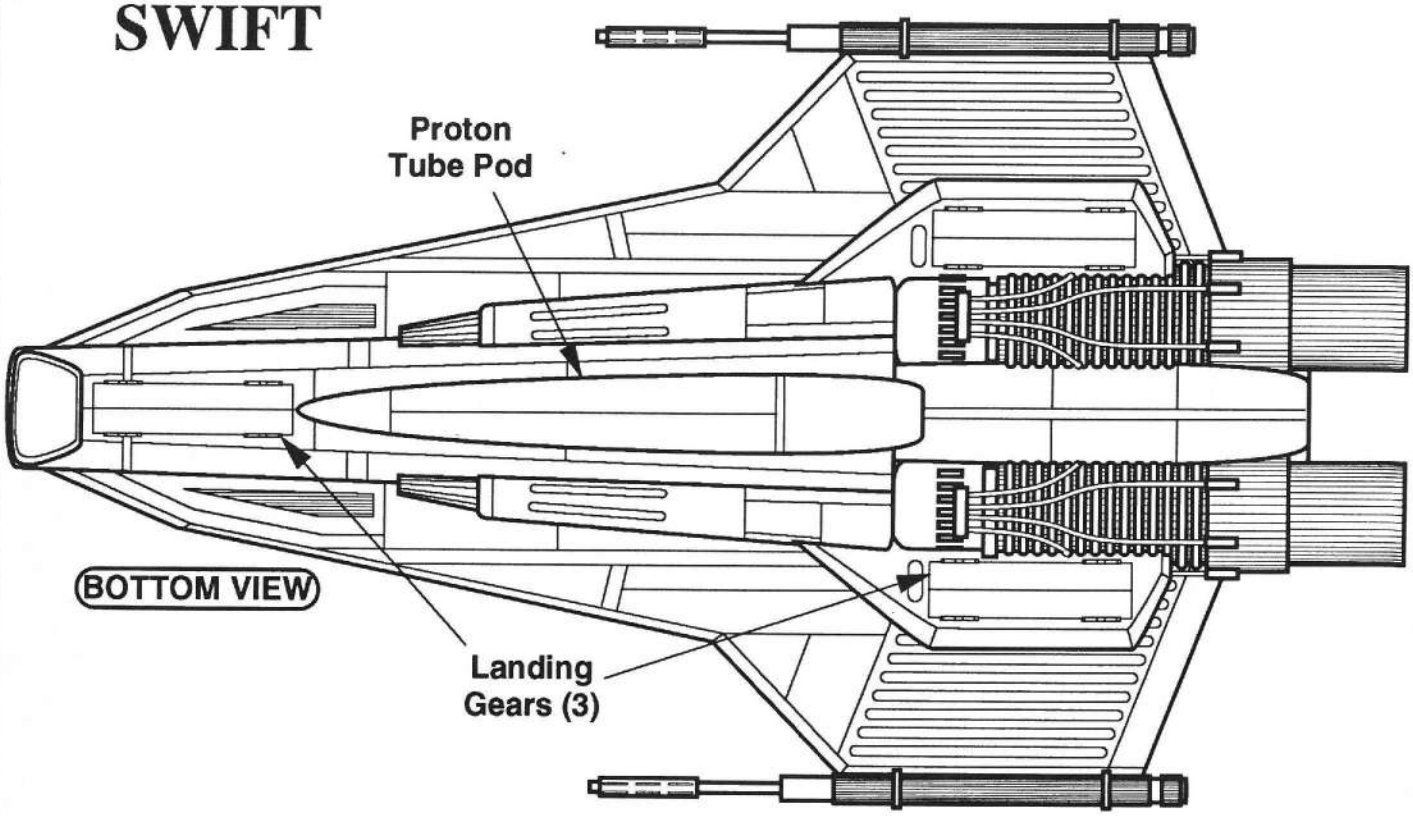
Length-13.34 m
Width- 7.44 m
Height- 2.03 m
Crew- Pilot
Passengers- None
Computer- Onboard
Propulsion-Fusion Engines (2)
Armament- Laser Cannons (0.4 GW)(2)
Proton Torpedoes (1.2 GJ)(4)
Shield- Deflector Generators (2)(1.9 GW)
Duration- 336 Hours
Stardrive Range- 2.0 parsecs
Weight- 13225.3 kg
Acceleration- 8.85 g's (86.73 m/s^2)
Maneuver- 8.7 g's (85.0 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 1194 kph
Maximum- 1489 kph
N.O.E.- 987 kph

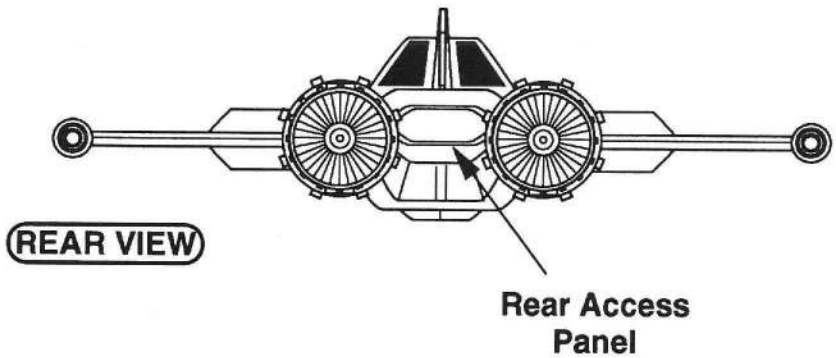


INCOM STARFIGHTER DIVISION



T-17
SWIFT

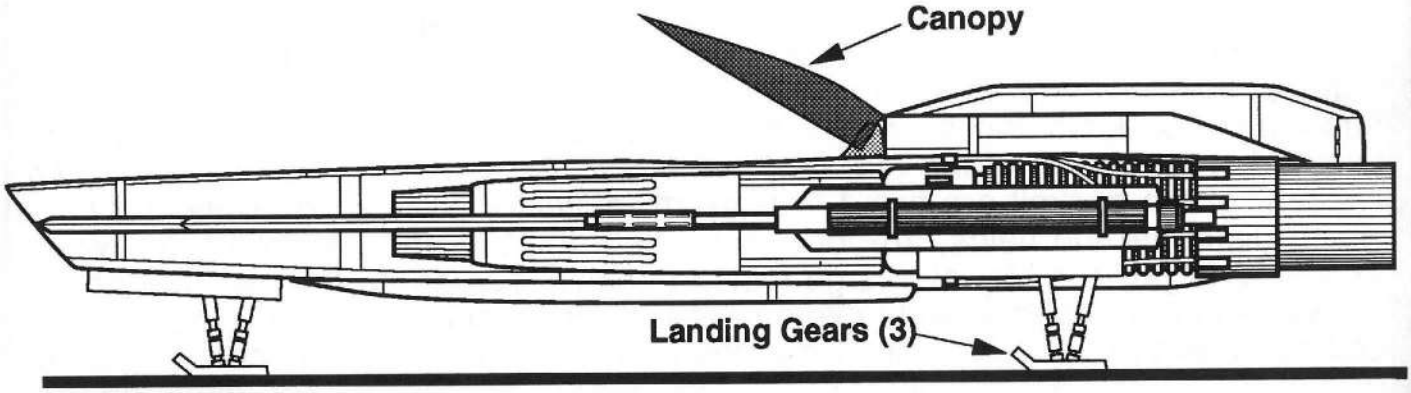




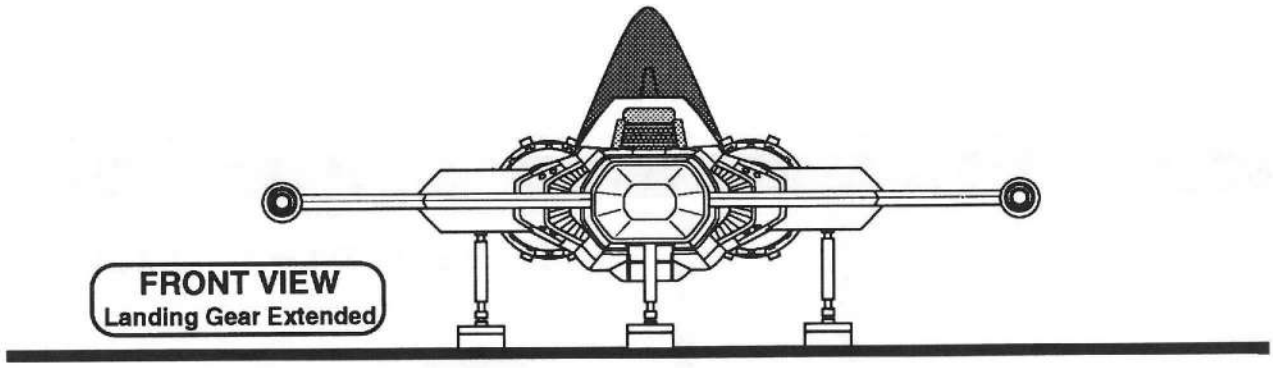
INCOM STARFIGHTER DIVISION

0 1 2
METERS

T-17
SWIFT



SIDE VIEW
Landing Gear Extended



FRONT VIEW
Landing Gear Extended

INCOM STARFIGHTER DIVISION

0 1 2
METERS

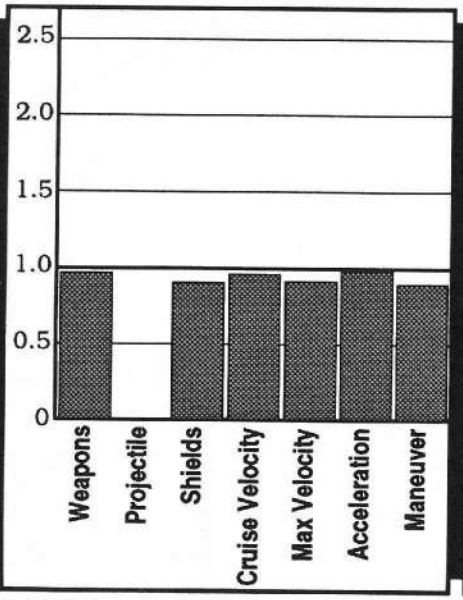
T-19 Dagger

Incom

The T-19 Dagger is a lighter version of the T-17 with more provisions for atmospheric use. The T-19 Dagger was used by the Jedi when a lighter fighter was needed for the mission. The T-19, like the T-17, is a very fast and powerful starfighter that relies more on the skill of the pilot than the electronics of the craft.

The craft has a elongated fuselage with the micro-meteorite shield located on the front of the vehicle. The T-19 is the first Incom fighter to incorporate a micro-meteorite shield to help protect the craft from space debris. The crafts sensors are located behind the micro-meteorite shield. The cockpit is located three fourths of the way to the rear on top of the fuselage. Entrance to the T-19 is through the cockpit canopy which is hinged at the rear and lifts upward at the front. Located in the center of the rear part of the fuselage is the hyperdrive. Located to the rear of the cockpit are two 1.9 gigawatt deflector generators. Deflector bars, which distribute the fields, are located on both the top and bottom of the wings. The T-19 is powered by two large fusion engines located at the rear that deliver outstanding performance and have an excellent maintenance record. The fighter is equipped with two airfoils that start at the front of the engines and continue to the rear of the fighter. At the end of each of the airfoils are two forward mounted 0.48 gigawatt lasers. The T-19, unlike the T-17, is not equipped with proton torpedoes. The craft is supported by one forward and two rear retractable landing gears which give it a ground clearance of 0.79 meters when the craft is at rest. The craft has a limited repulsorlift system which provides minimal lift.

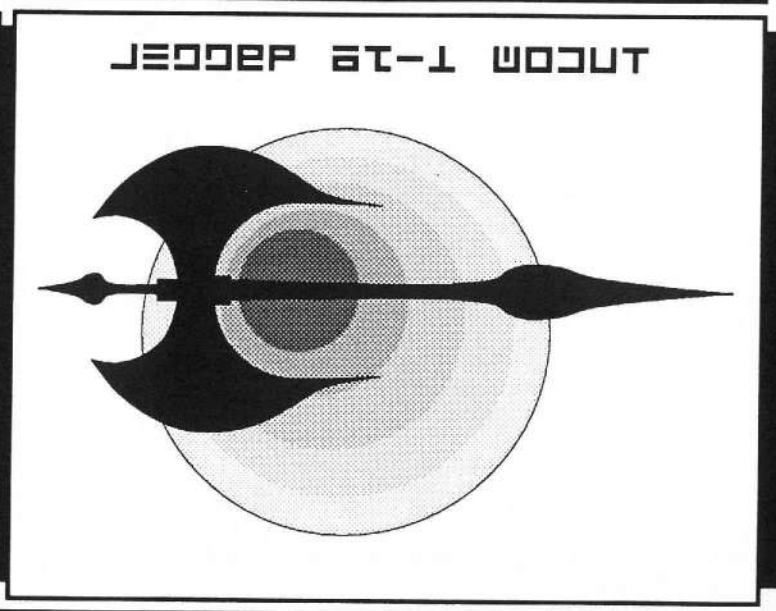
Graphical Representation*



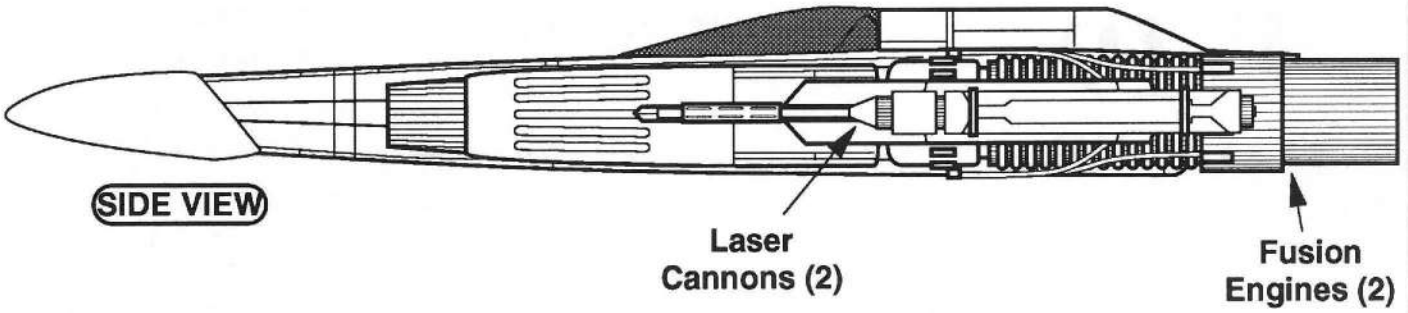
Variations



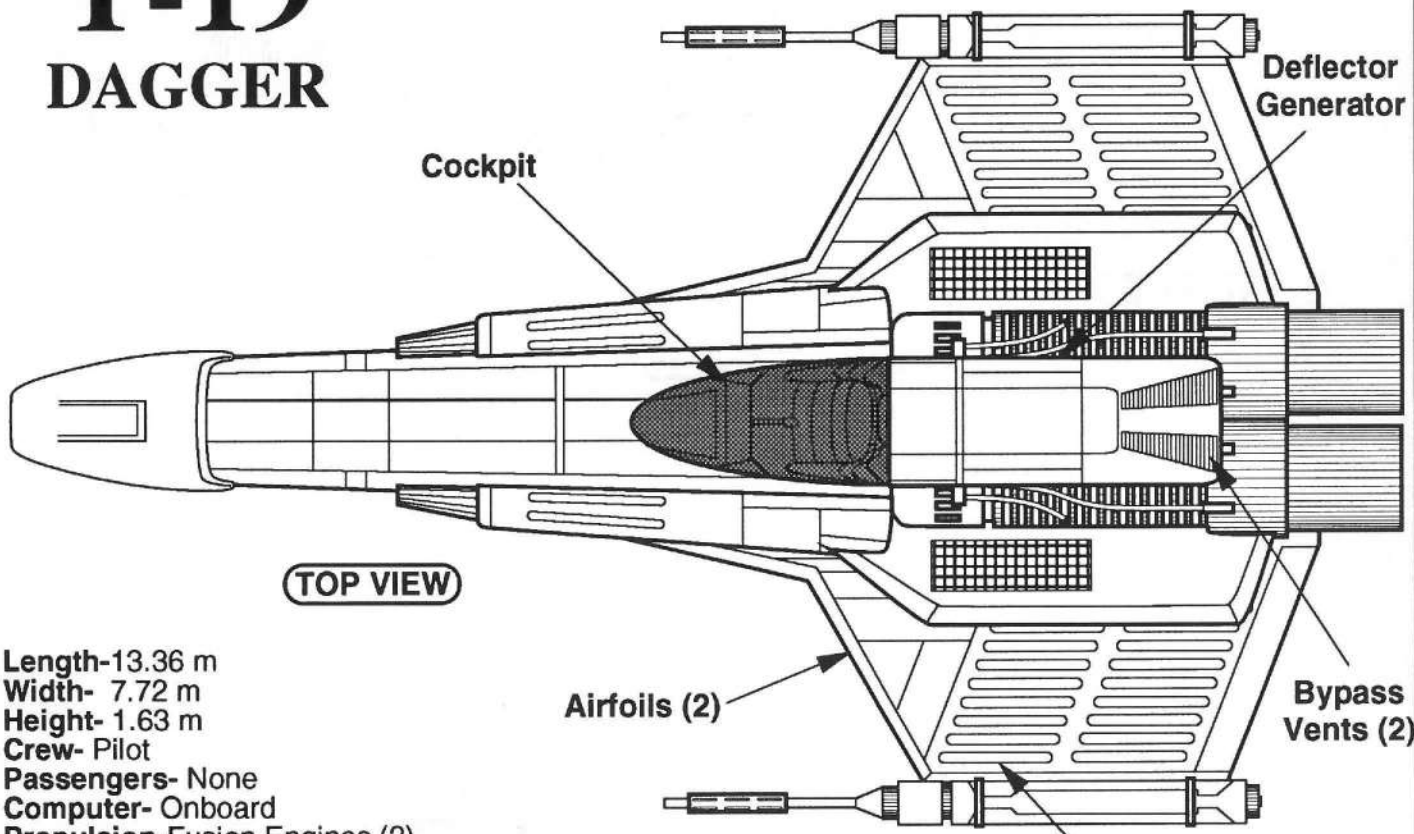
Logo



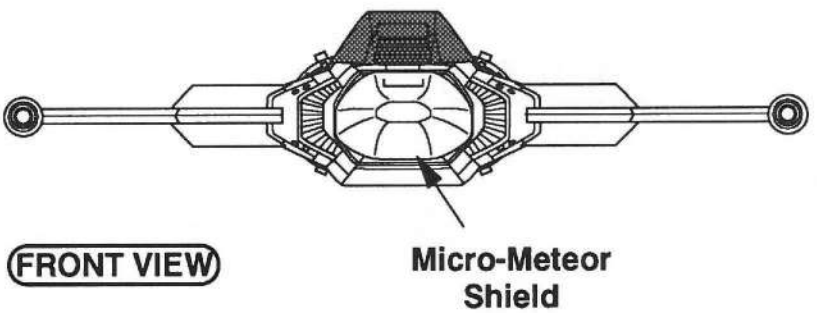
*Graph Average based on the T-65 X-Wing



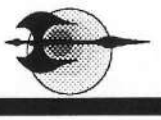
T-19
DAGGER

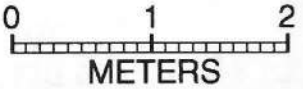


Length-13.36 m
Width- 7.72 m
Height- 1.63 m
Crew- Pilot
Passengers- None
Computer- Onboard
Propulsion-Fusion Engines (2)
Armament- Laser Cannons (0.48 GW)(2)
Shield- Deflector Generators (2)(1.9G W)
Duration- 288 Hours
Stardrive Range- 1.7142 parsecs
Weight- 11425.0 kg
Acceleration- 8.85 g's (86.73 m/s^2)
Maneuver- 8.0 g's (78.06 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 1254 kph
Maximum- 1503 kph
N.O.E.- 1000 kph

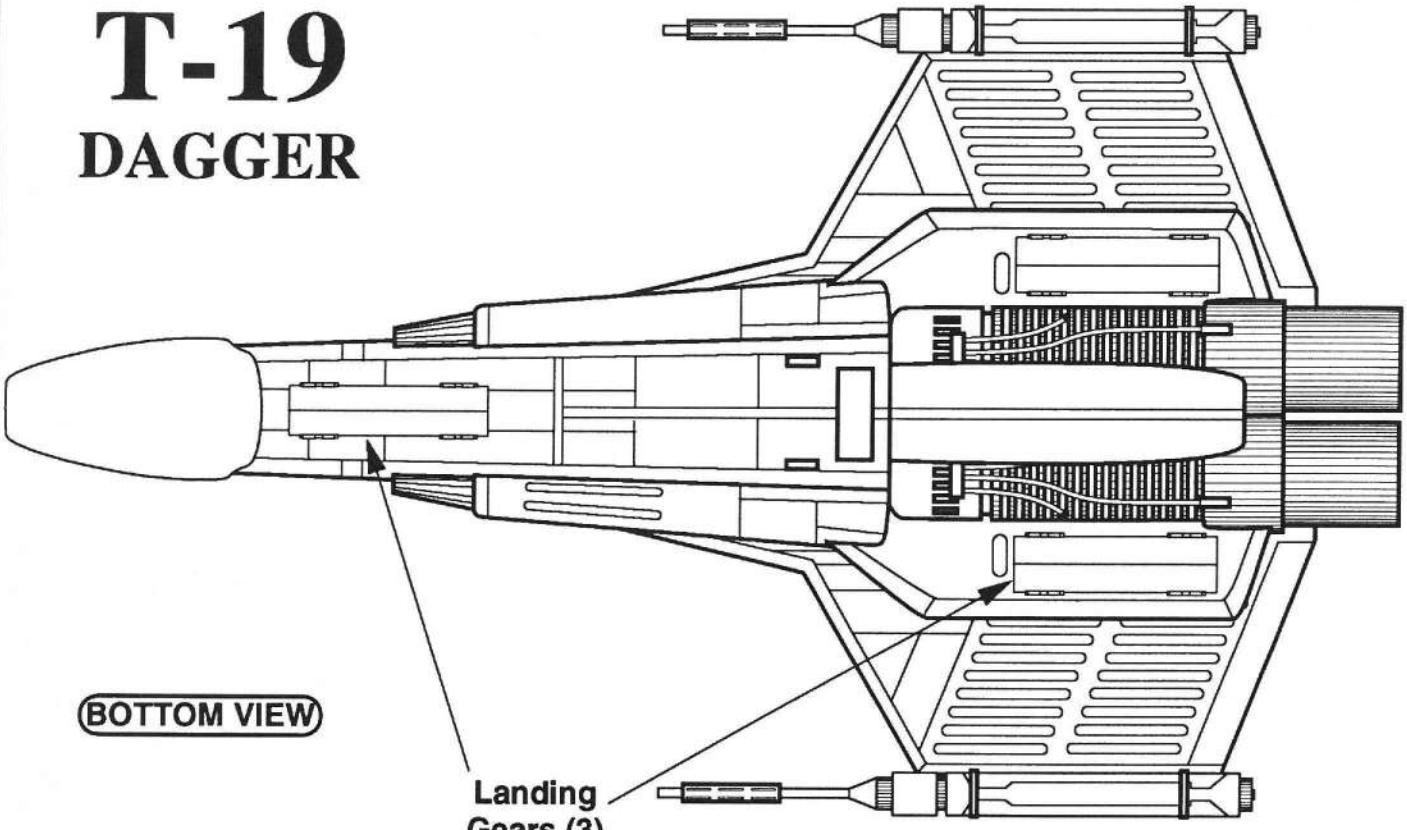


INCOM STARFIGHTER DIVISION

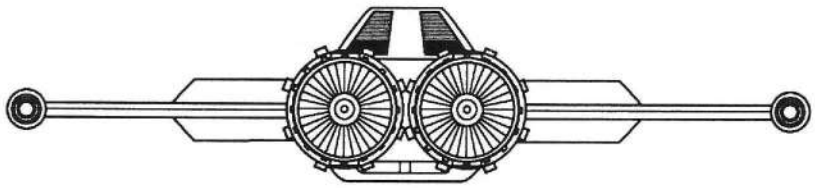




T-19
DAGGER



BOTTOM VIEW

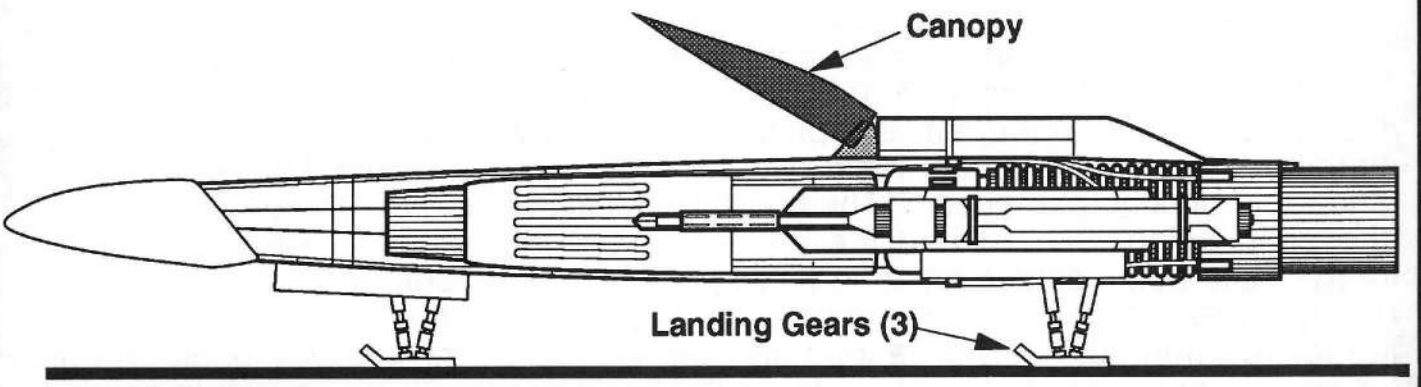


REAR VIEW

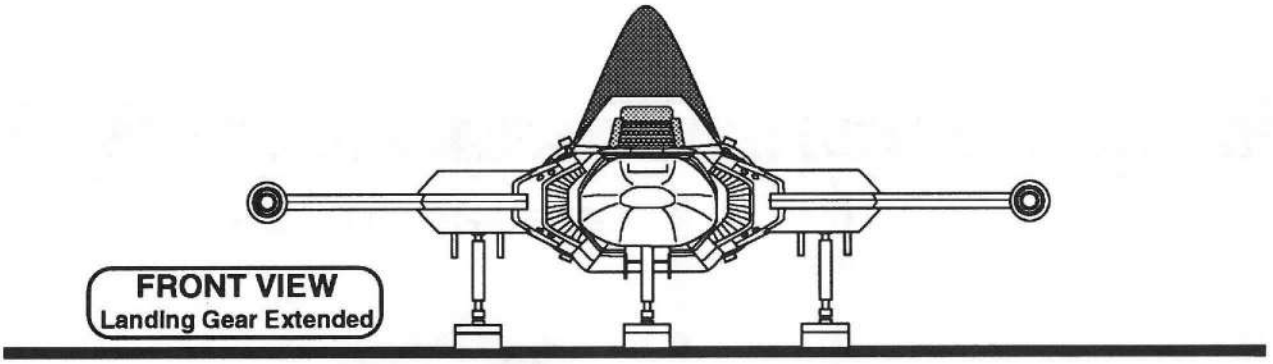
INCOM STARFIGHTER DIVISION

0 1 2
METERS

T-19
DAGGER



SIDE VIEW
Landing Gear Extended



FRONT VIEW
Landing Gear Extended

INCOM STARFIGHTER DIVISION

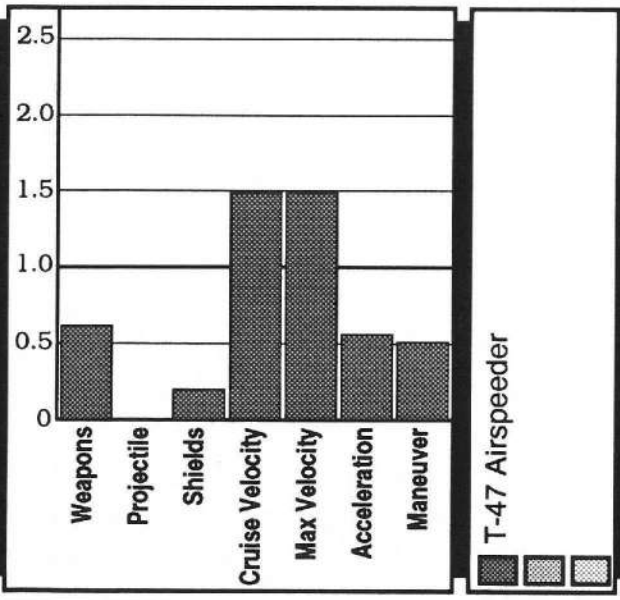
0 1 2
METERS

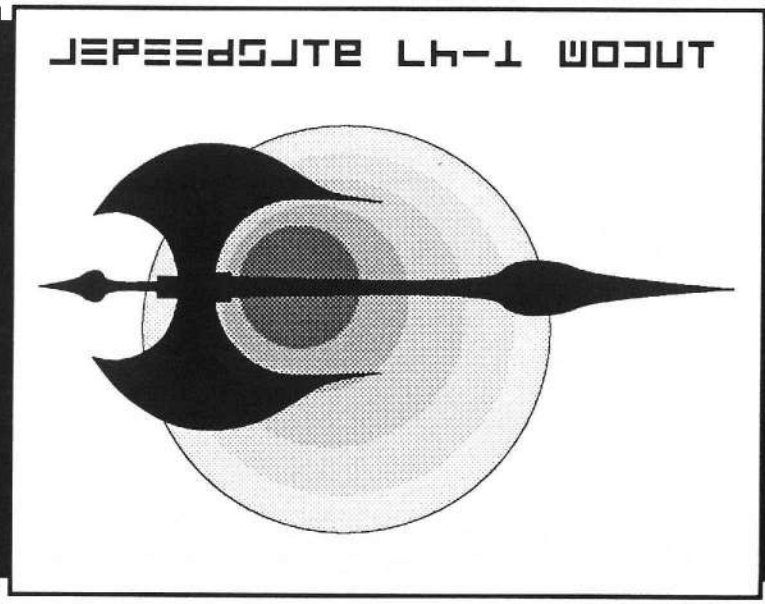
T-47 Airspeeder Incom

The T-47 Airspeeder, produced by Incom, was designed as a two person atmospheric fighter. The Airspeeder can function as a space fighter but it loses many of the advantages that it has in the atmosphere due to its amazing air braking abilities. Although the T-47 is not as effective in space, the ability to perform in space allows the speeder to be dropped from a starship and proceed to the planet for engagement. When on the ground, the craft is supported by the lower edges of its airfoils.

The T-47 is built on a triangular wedge design. The speeder incorporates very large air brakes located on both sides of the craft just above the laser cannons. The T-47 is equipped with two 0.3 gigawatt laser cannons located on each side of the craft. Located to the rear is a pivoted 0.1 megawatt light blaster cannon with a harpoon gun attached underneath. The harpoon gun can be used for ensnarement and rapid braking maneuvers. The cockpit is located along the top of the body with the pilot facing forward and the gunner facing to the rear. The gunner faces rearward to help spotting along the rear plane and augment the pilots field of view. The pilot has control of the main lasers but relies on the gunner for additional targeting information. The canopy splits three fourths of the way back and lifts upward from the front allowing entry to the cockpit. Propulsion and lift is provided by a repulsorlift unit, located at the rear of the fuselage. Located behind the cockpit is a 0.8 gigawatt deflector generator.

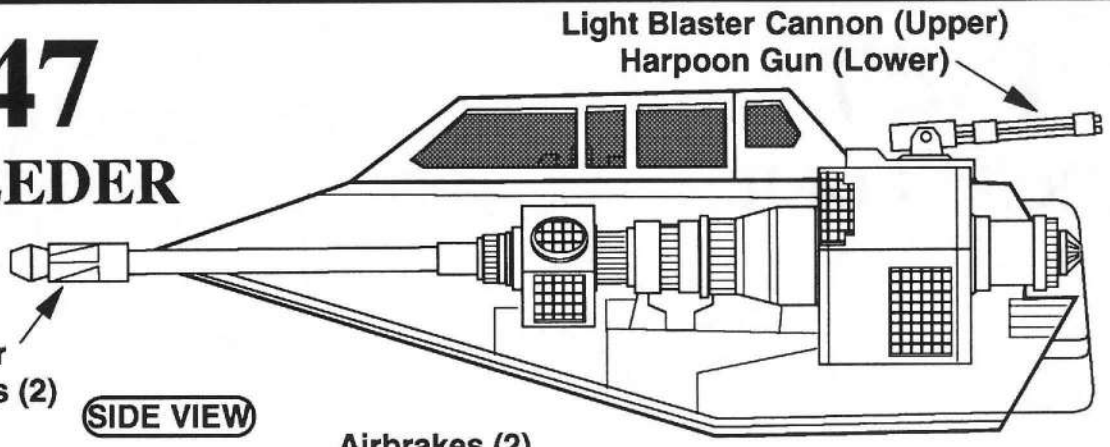
Graphical Representation* Variations Logo



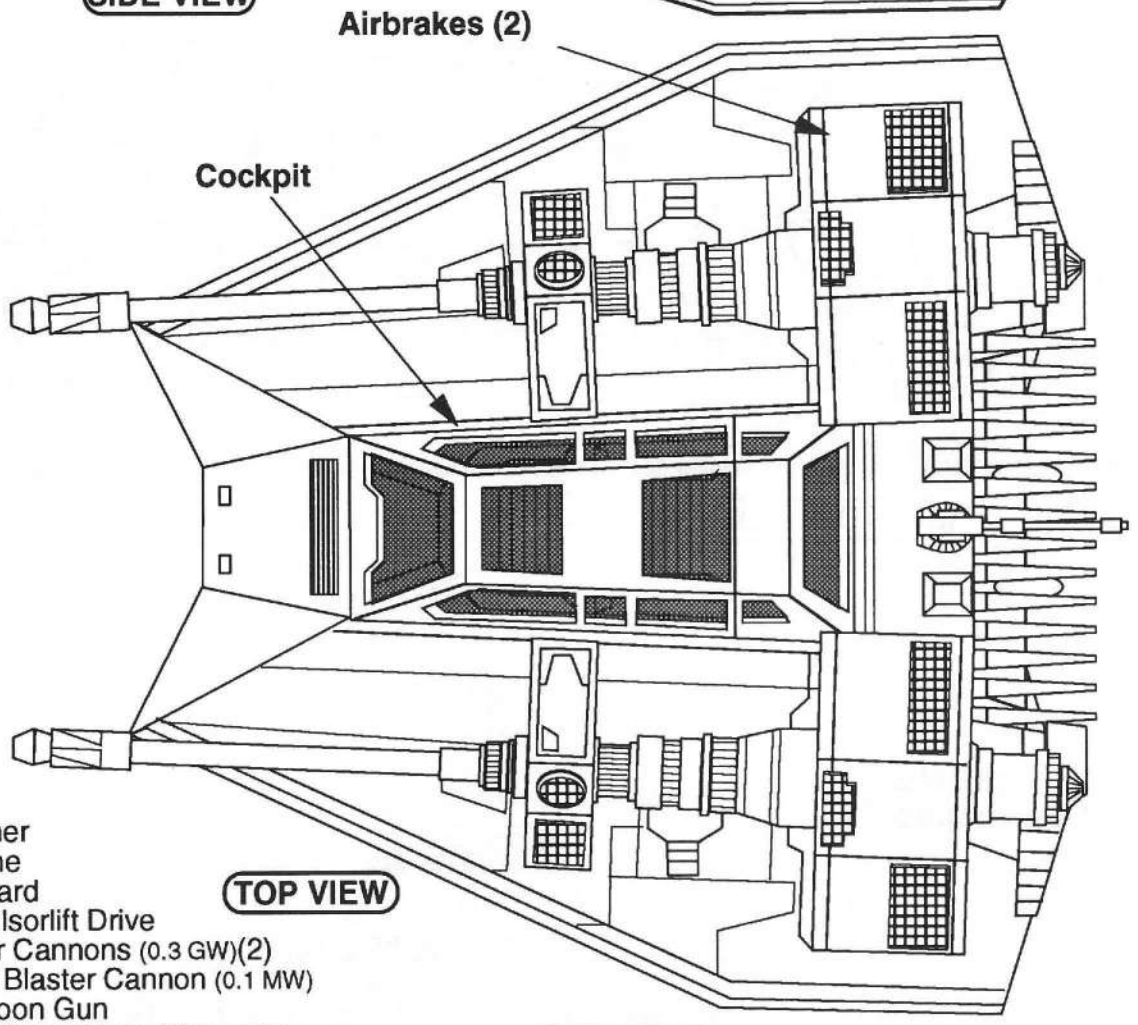


*Graph Average based on the T-65 X-Wing

T-47
AIRSPEEDER

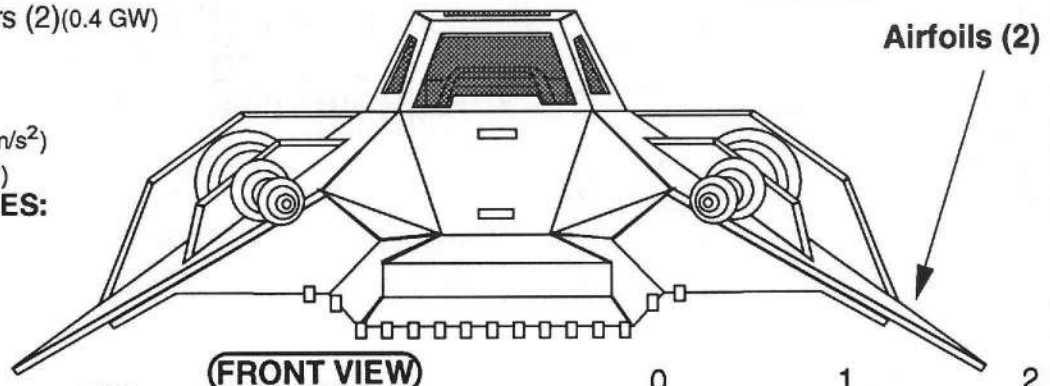


SIDE VIEW



TOP VIEW

Length- 5.94 m
Width- 5.17 m
Height- 1.92 m
Crew- Pilot, Gunner
Passengers- None
Computer- Onboard
Propulsion-Repulsorlift Drive
Armament- Laser Cannons (0.3 GW)(2)
Light Blaster Cannon (0.1 MW)
Harpoon Gun
Shield- Deflector Generators (2)(0.4 GW)
Duration- 120 Hours
Stardrive Range- None
Weight- 3010.2 kg
Acceleration- 7.7 g's (74.9 m/s^2)
Maneuver- 6.9 g's (67.5 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 1974 kph
Maximum- 2468 kph
N.O.E.- 1521 kph

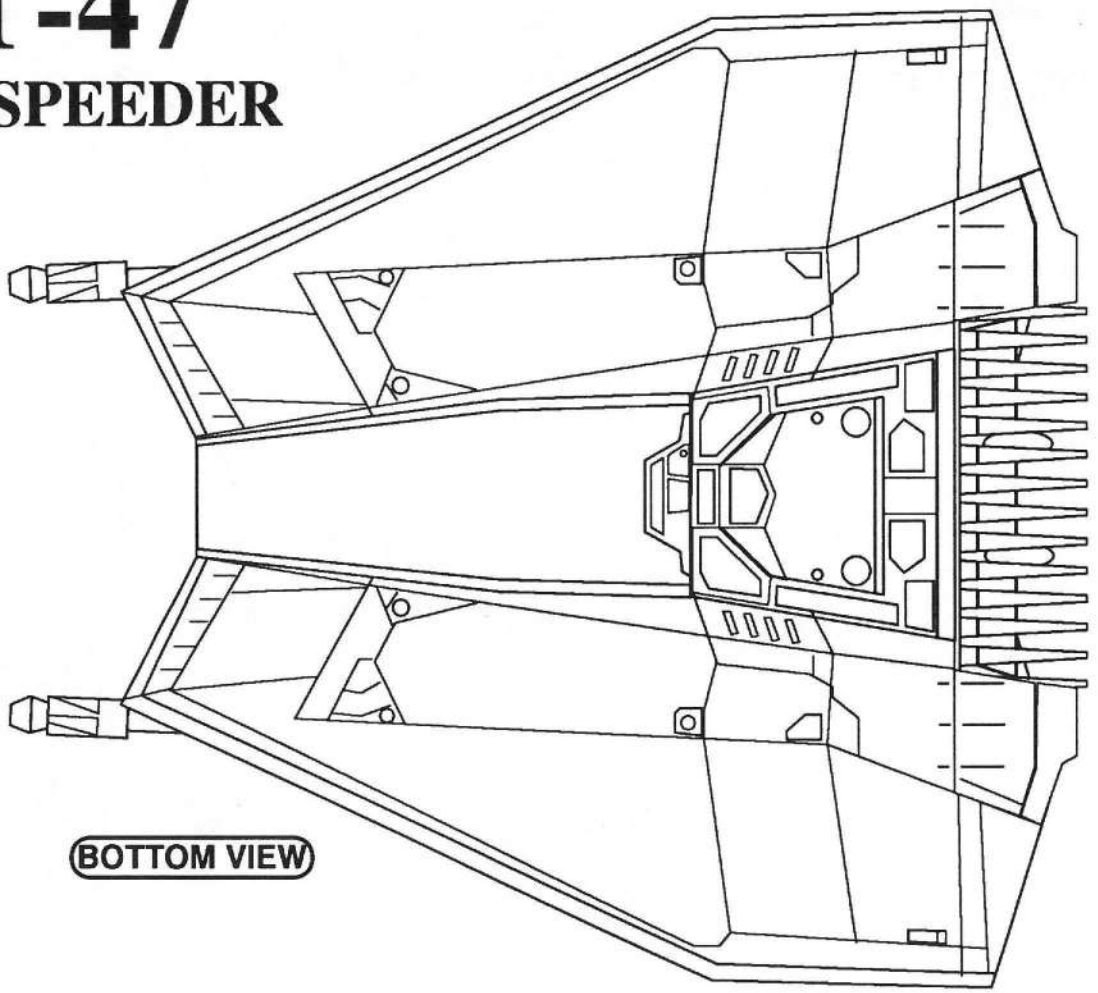


FRONT VIEW

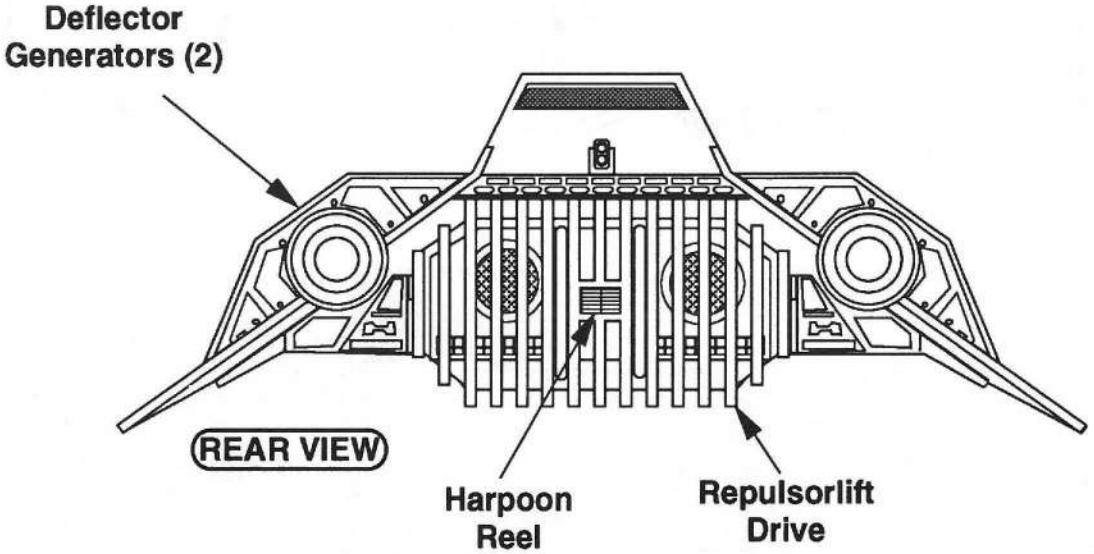
0 1 2
METERS

INCOM SPEEDER DIVISION

T-47
AIRSPEEDER



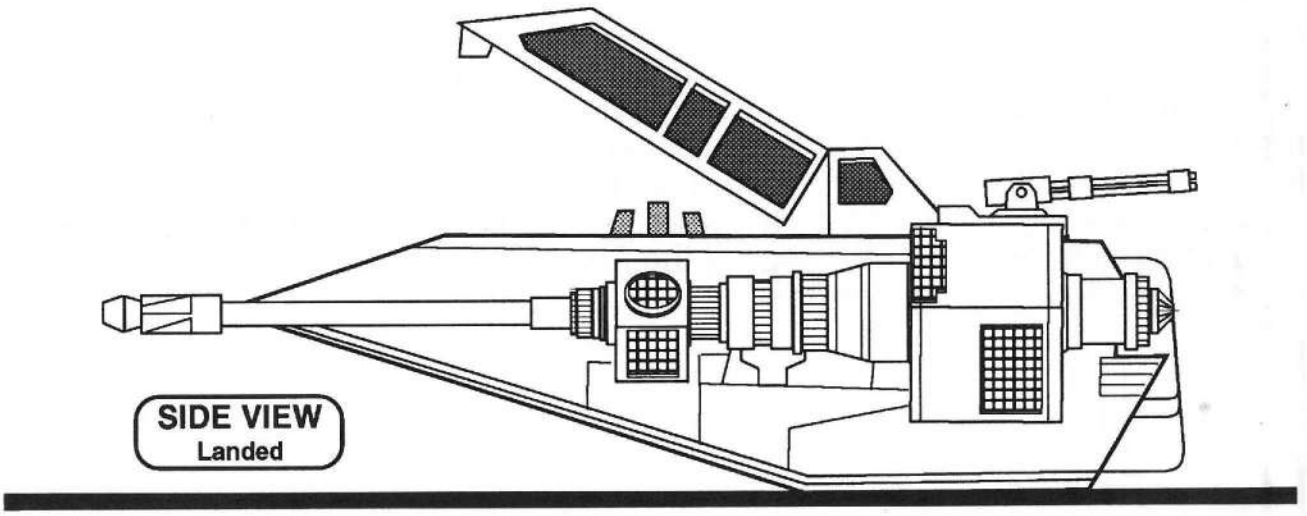
BOTTOM VIEW



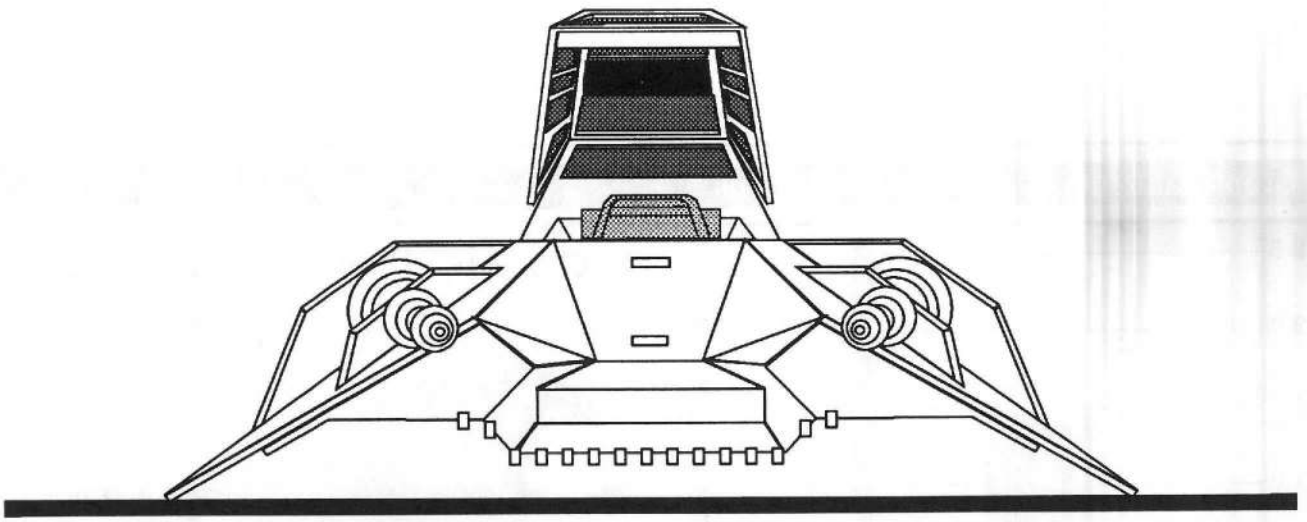
INCOM SPEEDER DIVISION

0 1 2
METERS

T-47
AIRSPEEDER

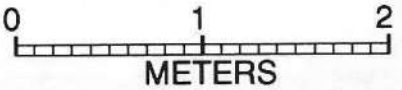


SIDE VIEW
Landed



FRONT VIEW
Landed

INCOM SPEEDER DIVISION

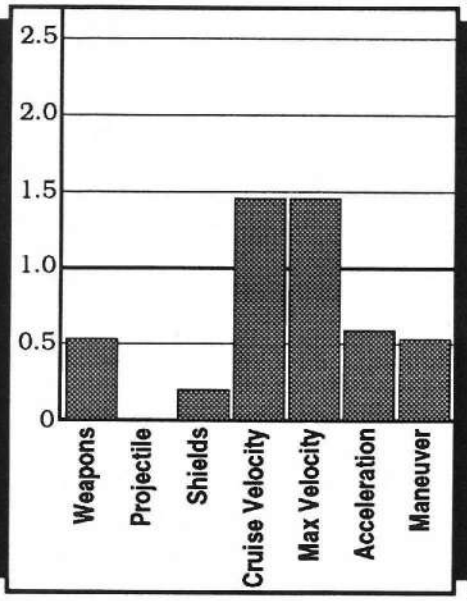


T-48 Airskimmer Incom

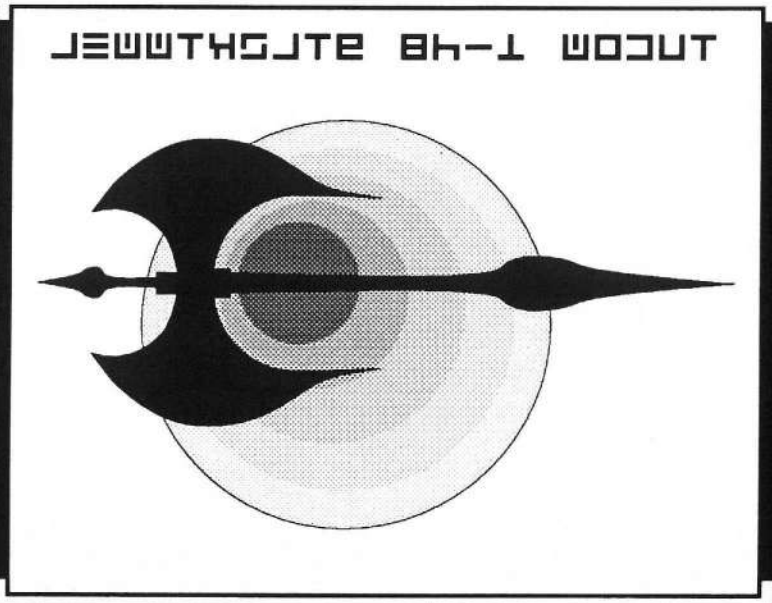
The T-48 Airskimmer, produced by Incom, was designed as a single person atmospheric fighter. The Airskimmer can function as a space fighter but loses many of the advantages that it has in the atmosphere due to the loss of air braking. Although the T-48 is not as effective in space, the ability to perform in space allows the skimmer to be dropped from a starship and proceed to the planet for engagement. The craft is supported by one forward retractable landing gear and the lower part of the airfoils when on the ground.

The airskimmer is based on a triangular wedge similar to the T-47 design. The craft is equipped with airbrakes located on both sides just above the 0.27 gigawatt laser cannons. The cockpit, located on top, is entered through the front of the canopy which tilts rearward to allow access. Propulsion and lift is provided by a repulsorlift unit located at the rear of the fuselage. Located behind the cockpit is a 0.8 gigawatt deflector generator.

Graphical Representation* Variations Logo

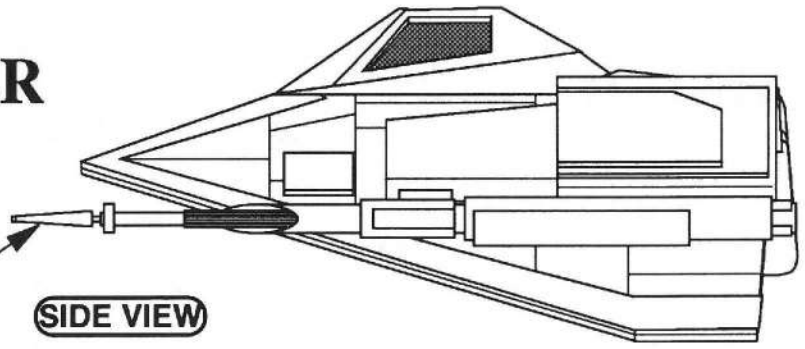


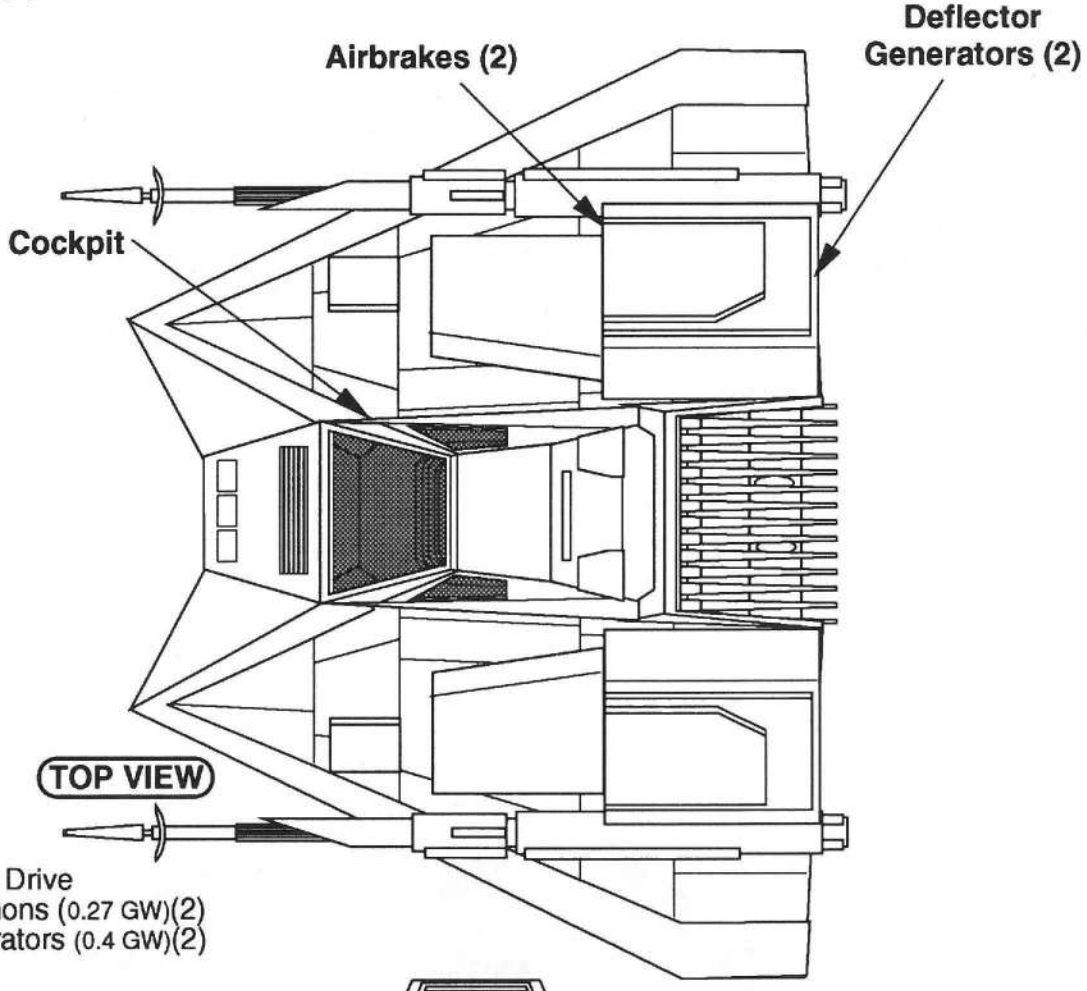




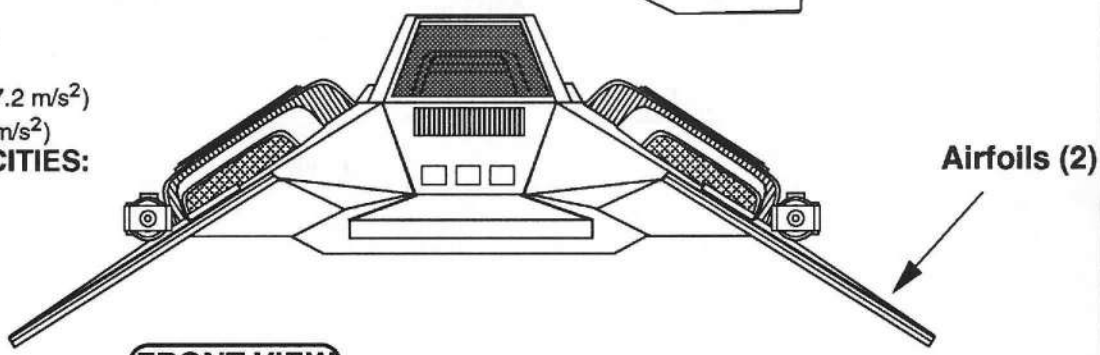
*Graph Average based on the T-65 X-Wing

T-48
AIRSKIMMER

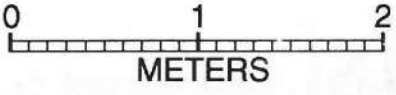




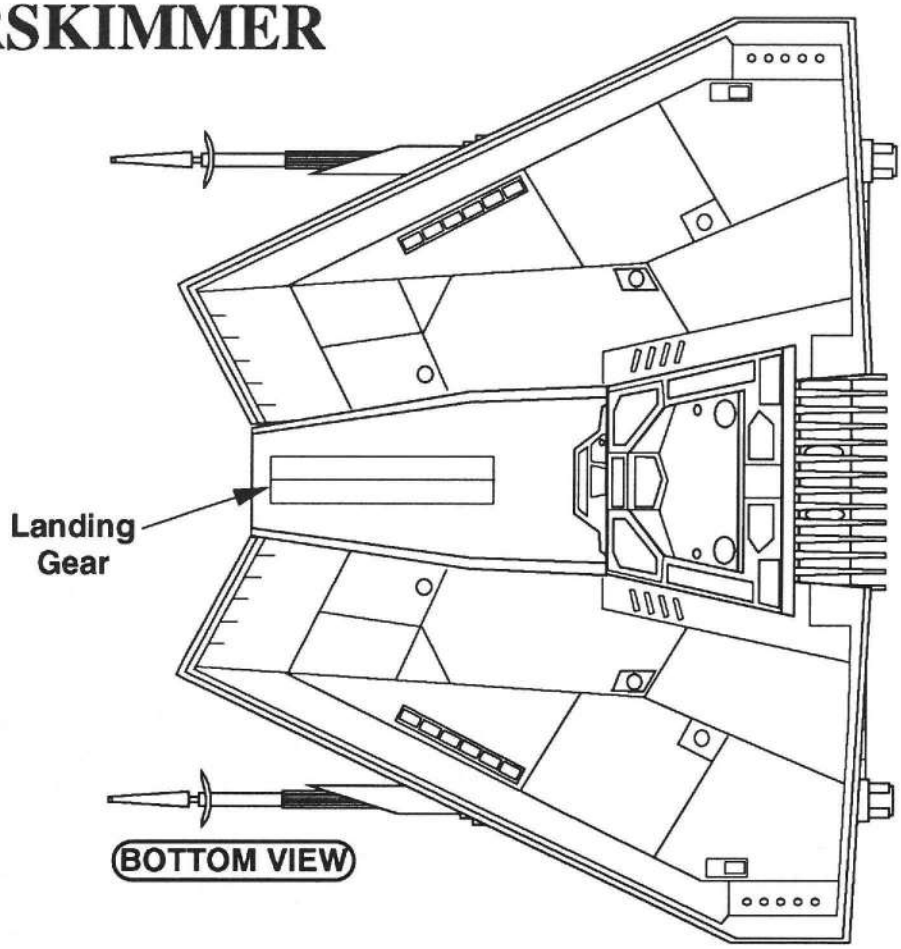
Length-4.21 m
Width- 4.88 m
Height- 1.74 m
Crew- Pilot
Passengers- None
Computer- Onboard
Propulsion-Repulsorlift Drive
Armament- Laser Cannons (0.27 GW)(2)
Shield- Deflector Generators (0.4 GW)(2)
Duration- 121 Hours
Stardrive Range- None
Weight- 2085.8 kg
Acceleration- 7.9 g's (77.2 m/s^2)
Maneuver- 7.1 g's (69.5 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 1914 kph
Maximum- 2392 kph
N.O.E.- 1510 kph

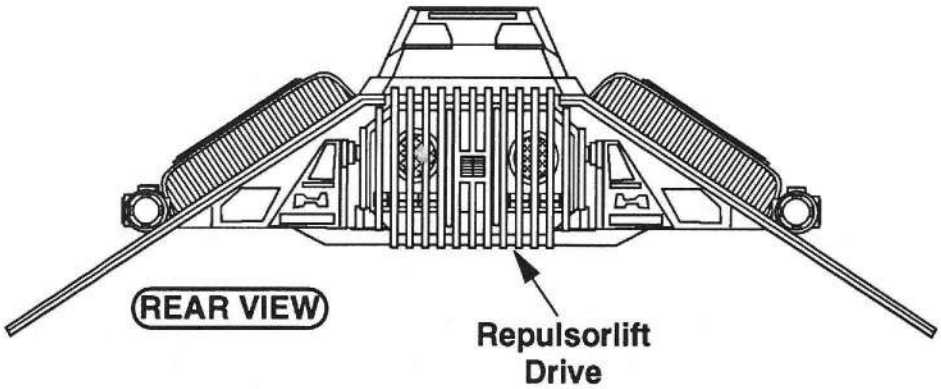


INCOM SPEEDER DIVISION



T-48
AIRSKIMMER

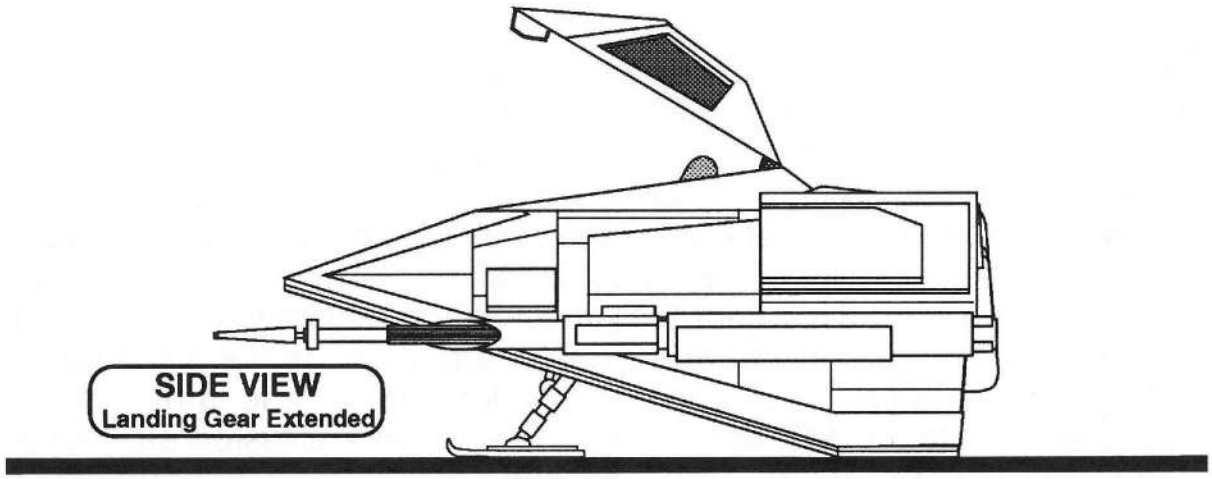




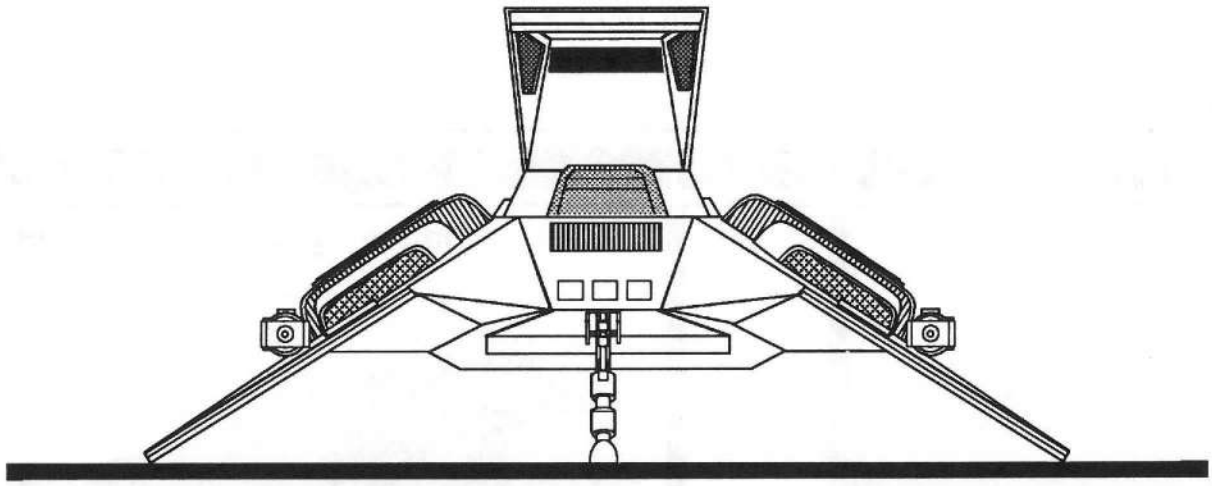
INCOM SPEEDER DIVISION

0 1 2
METERS

T-48
AIRSKIMMER



SIDE VIEW
Landing Gear Extended



FRONT VIEW
Landing Gear Extended

INCOM SPEEDER DIVISION

0 1 2
METERS

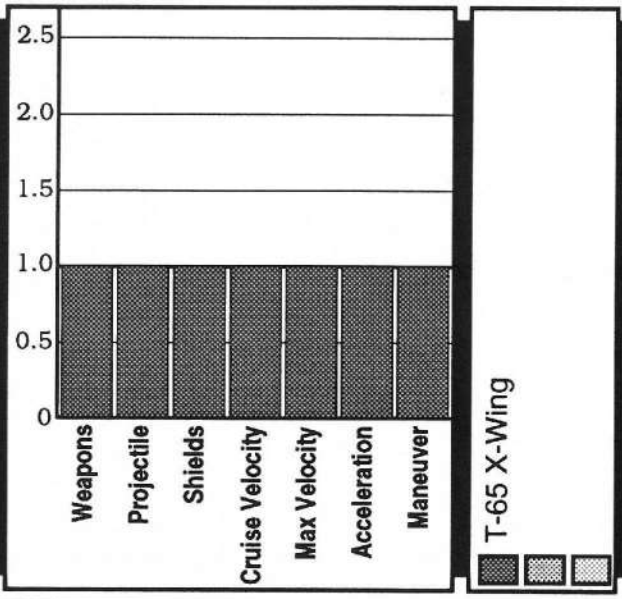
T-65 X-Wing

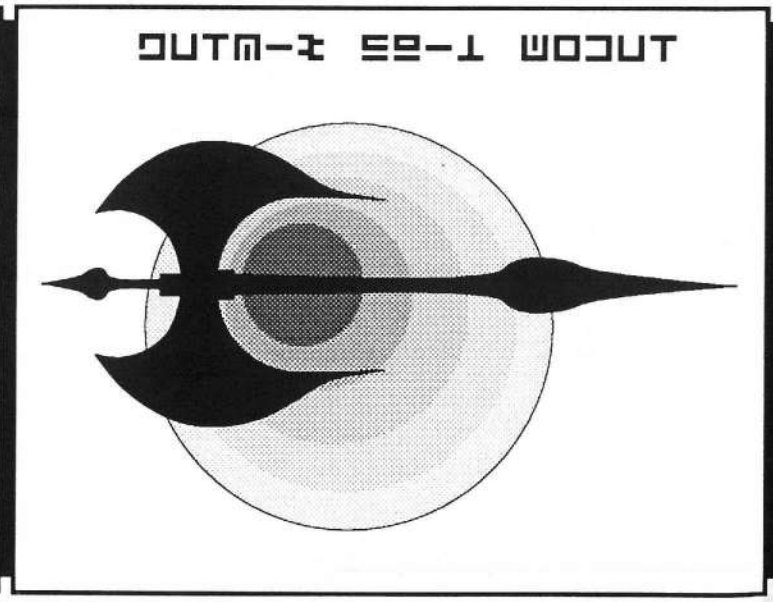
Incom

The T-65 X-Wing, produced by Incom, is the preferred attack craft of the rebellion. It has shown remarkable success against Imperial attack craft.

The T-65 is based on an elongated fuselage with a micro-meteorite shield located on the front to protect the craft from small space debris. The craft's sensors are located behind the micro-meteorite shield. The cockpit, located three fourths of the way to the rear on top of the body, can be entered through the canopy which hinges at the rear and lifts upward at the front. Located behind the cockpit is a slot for an astromech droid. Located on the upper rear area of the fuselage are three 1.4 gigawatt shield generators. Located in the center of the rear part of the fuselage is the hyperdrive. On either side of the fuselage are four airfoils. The airfoils are normally sandwiched together for flight but during combat they separate by 14.66°. By separating the airfoils for combat the fighter's target area is increased by a factor of 2.82, from 7.13m^2 to 20.1m^2, which gives the craft a larger attack pattern. This improves the chance of delivering a shot to an opposing craft. Mounted on the end of each airfoil are forward mounted 0.25 gigawatt laser cannons. Four engines are located on the airfoils near the fuselage. Attached to the rear of each engine exhaust are fusion afterburners to help boost the engine output. The T-65 can carry eight 1.2 gigajoule proton torpedoes. The proton launch tubes are located midway on the underside of the fuselage. The cargo compartment is located on the underside of the fuselage just behind the proton launch tubes. The craft is supported by one forward and two rear retractable landing gears which give it a ground clearance of 0.38 meters when the craft is at rest. The craft has a limited repulsorlift system which provides minimal lift.

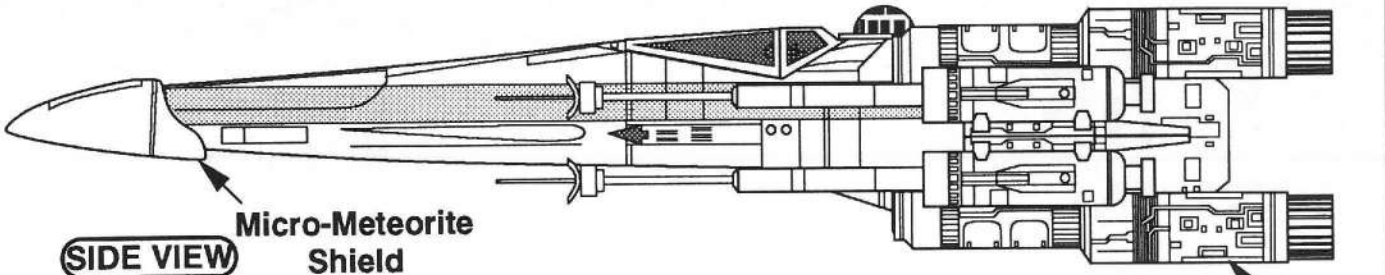
Graphical Representation* Variations Logo

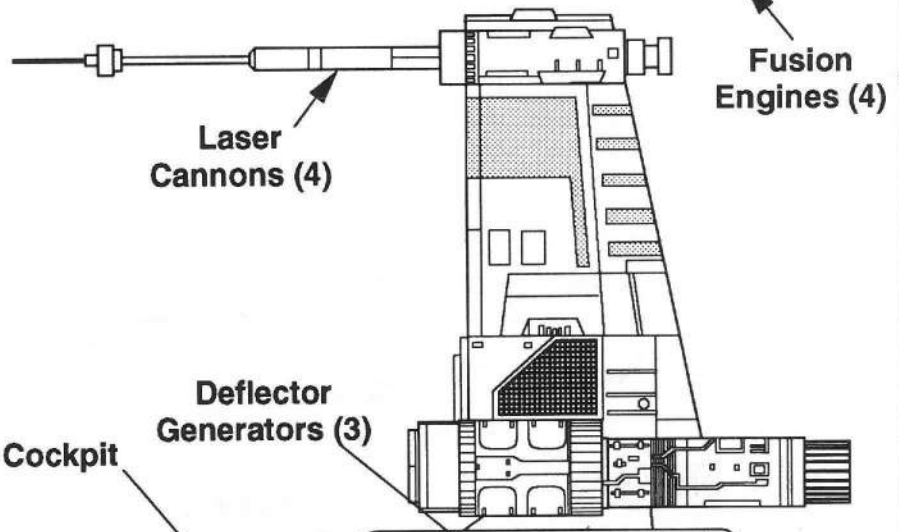


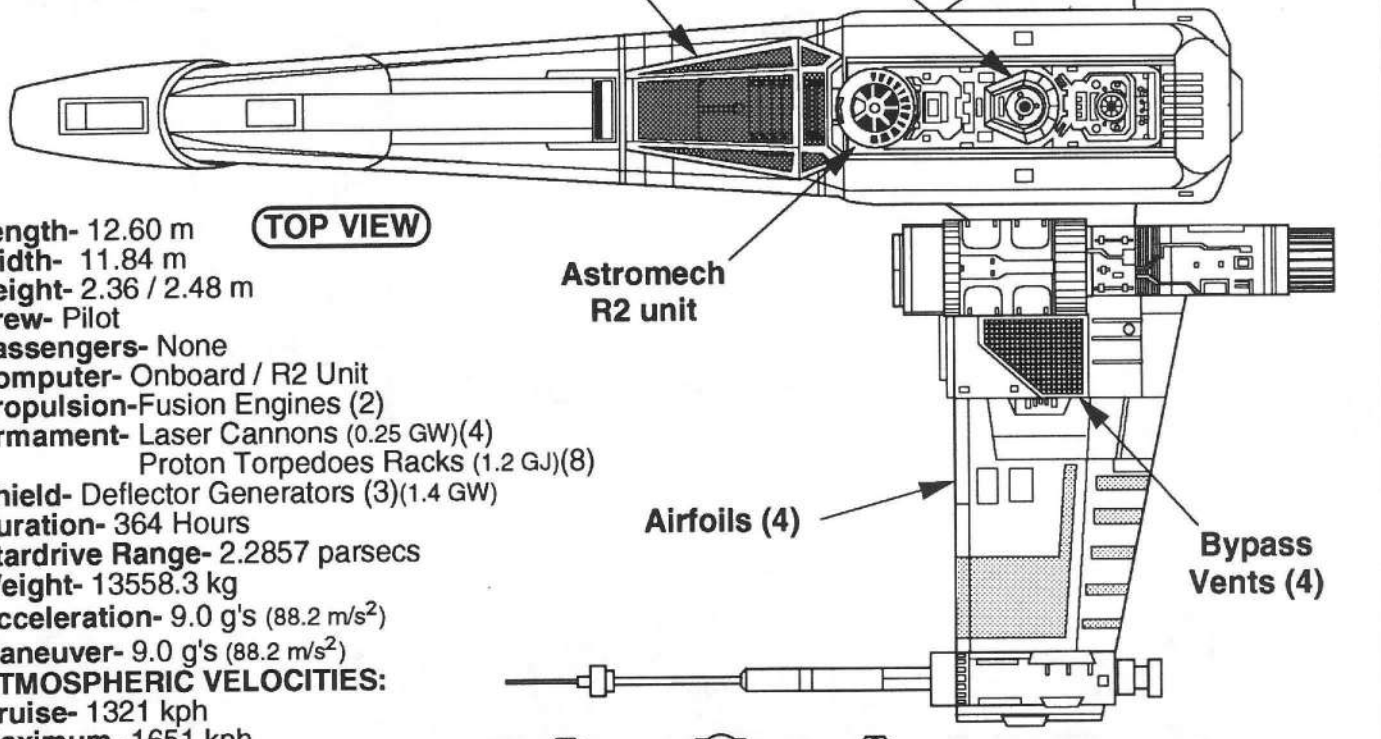


*Graph Average based on the T-65 X-Wing

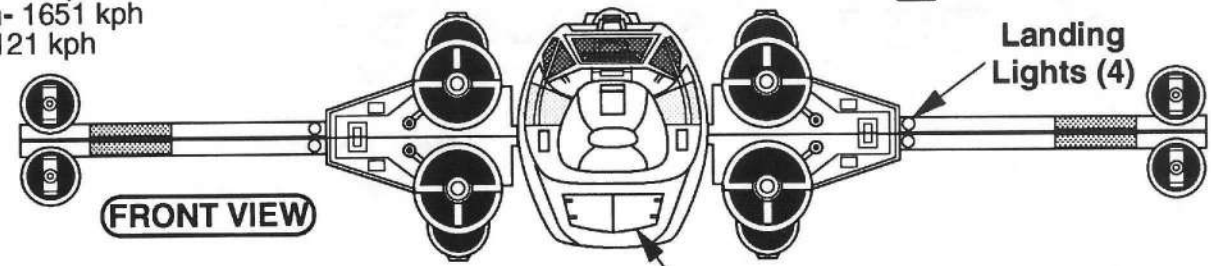
T-65
X-WING







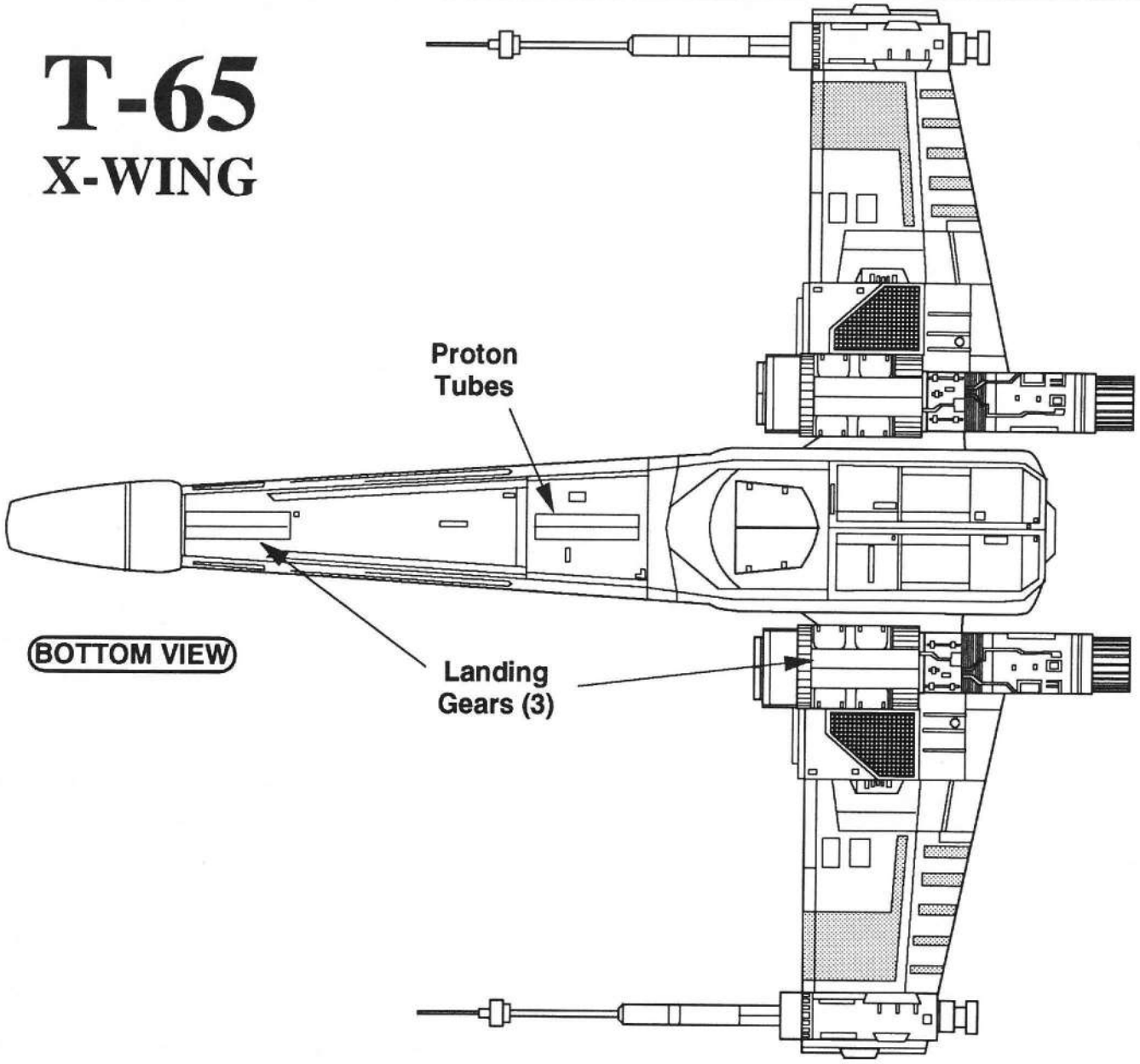
Length- 12.60 m
Width- 11.84 m
Height- 2.36 / 2.48 m
Crew- Pilot
Passengers- None
Computer- Onboard / R2 Unit
Propulsion-Fusion Engines (2)
Armament- Laser Cannons (0.25 GW)(4)
Proton Torpedoes Racks (1.2 GJ)(8)
Shield- Deflector Generators (3)(1.4 GW)
Duration- 364 Hours
Stardrive Range- 2.2857 parsecs
Weight- 13558.3 kg
Acceleration- 9.0 g's (88.2 m/s^2)
Maneuver- 9.0 g's (88.2 m/s^2)
ATMOSPHERIC VELOCITIES:
Cruise- 1321 kph
Maximum- 1651 kph
N.O.E.- 1121 kph

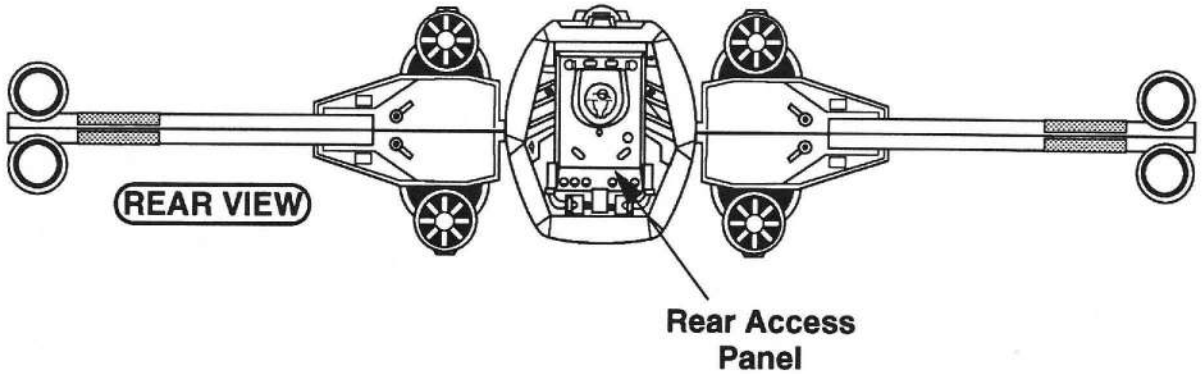


INCOM STARFIGHTER DIVISION

0 1 2
METERS

T-65
X-WING

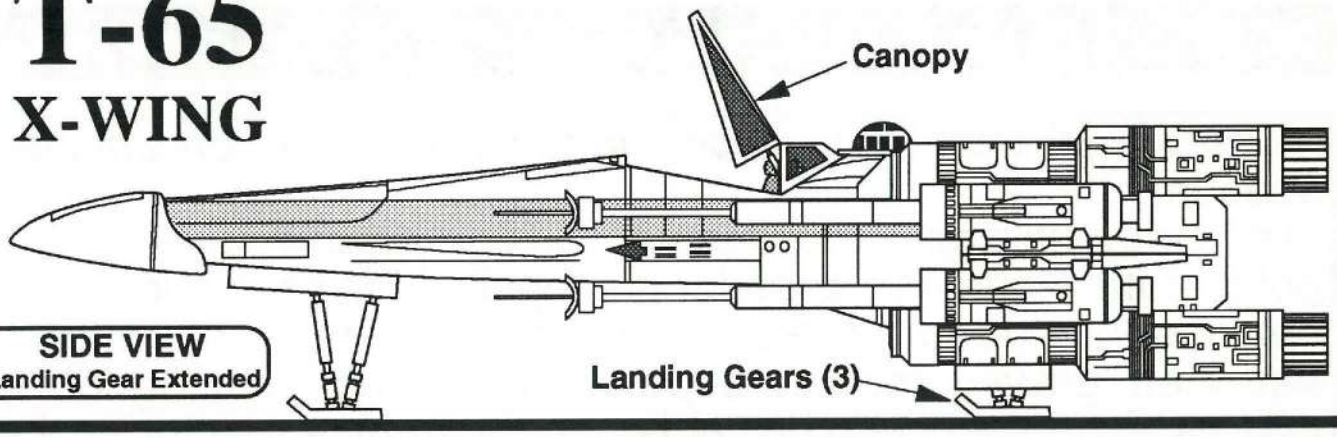




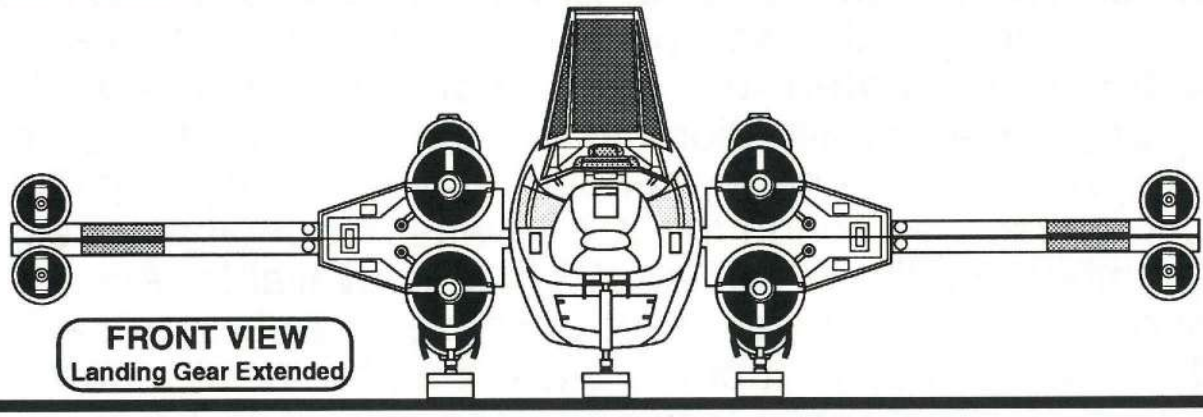
INCOM STARFIGHTER DIVISION

0 1 2
METERS

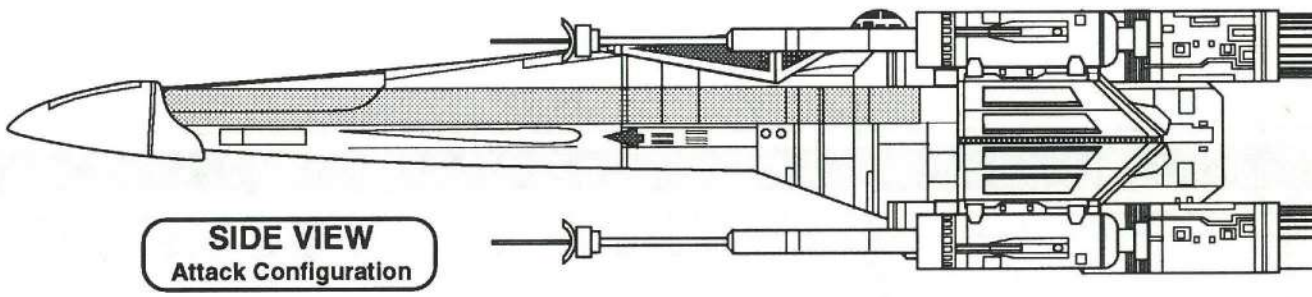
T-65
X-WING



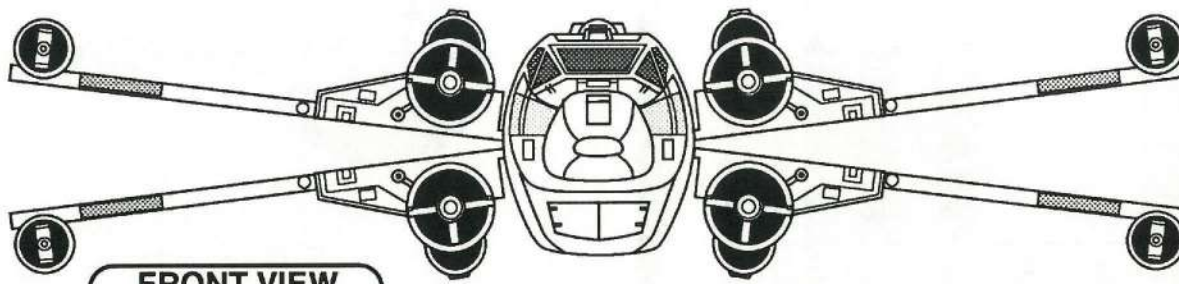
SIDE VIEW
Landing Gear Extended



FRONT VIEW
Landing Gear Extended



SIDE VIEW
Attack Configuration



FRONT VIEW
Attack Configuration

INCOM STARFIGHTER DIVISION

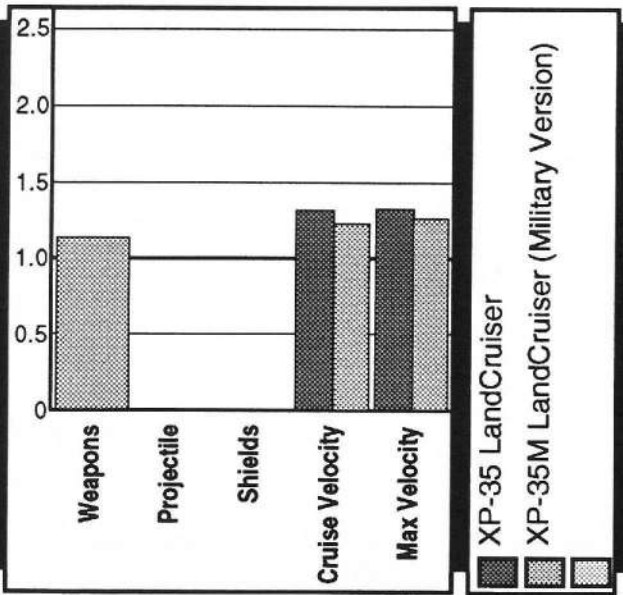
0 1 2
METERS

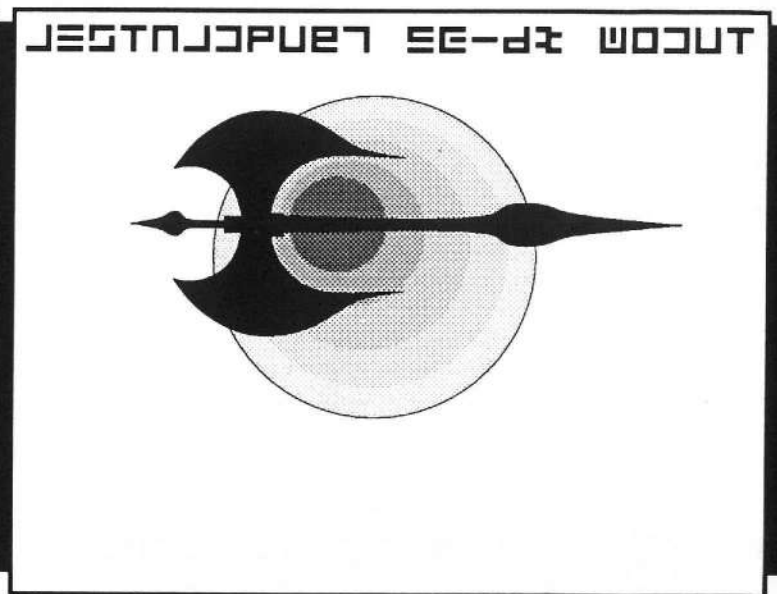
XP-35 LandCruiser Incom

The XP-35 LandCruiser, designed by Incom, is an enclosed speeder.

The body utilizes a multifaceted design narrowing down to a point at the front. The speeder is propelled by three microfusion engines located to the rear. The speeder's lift is generated by nineteen gravity repulsors providing a flight ceiling of 1.5 meters. The speeder's power is generated by a reactor located three quarters of the way back on the top. Air intakes for the reactor are located on each side of the body. XP-35 incorporates an air filtration system that allows it to be used in atmospheres with a heavy concentrations of foreign particles or exotic gasses. Although the XP-35 was not originally designed for combat, a military version XP-35M is available. Accessories include dual 0.4 gigawatt laser cannons mounted on each side of the body just in front of the intakes and a turret mounted 0.1 gigawatt blaster cannon located on top in front of the reactor.

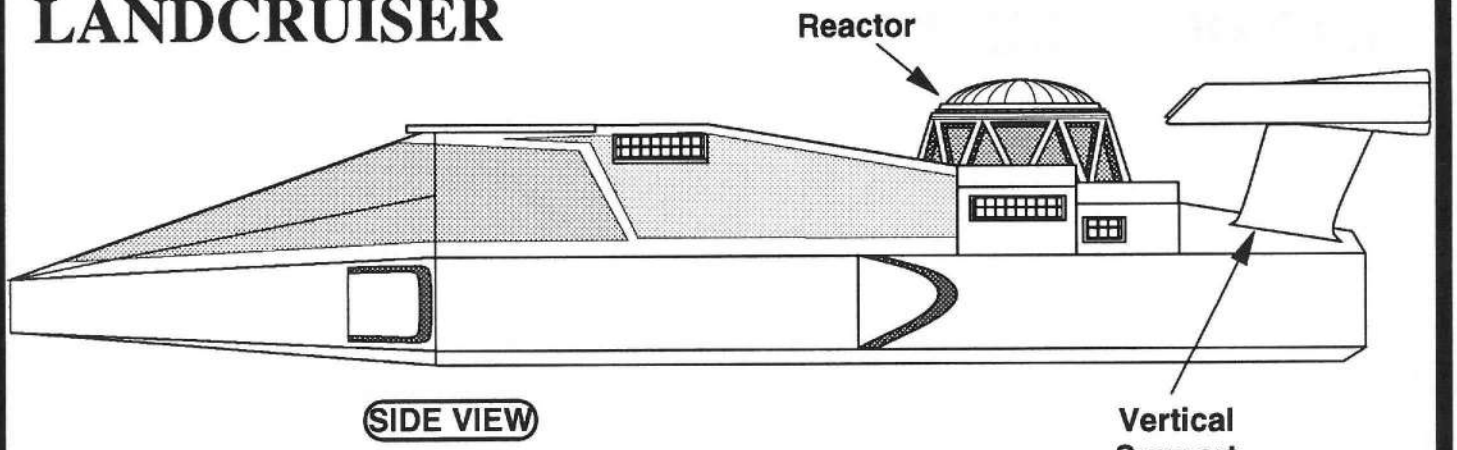
Graphical Representation* Variations Logo



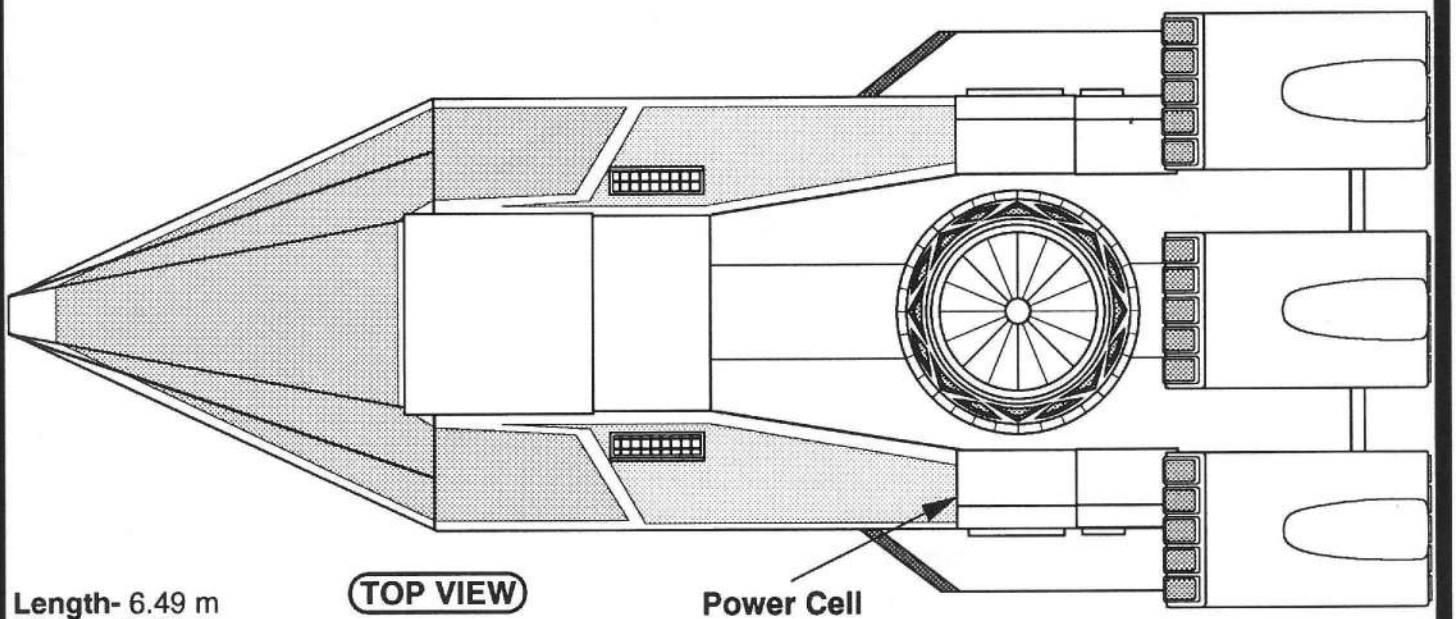


*Graph Average based on the XP-37 LandSpeeder

XP-35
LANDCRUISER

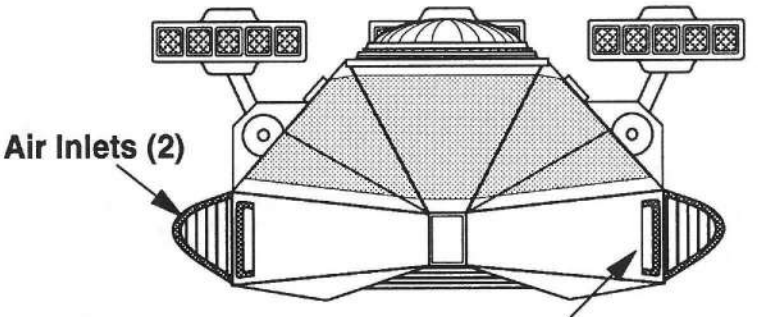


SIDE VIEW



TOP VIEW

Length- 6.49 m
Width- 2.67 m
Height- 1.31 m
Weight- 2185.4 kg
Cargo- N/A
Flight Ceiling- 1.5 m
Crew- Pilot
Passengers- One
Computer- Onboard
Duration- 156 Hours
Propulsion- Micro-Fusion Engines (3)
Gravity Repulsors (19)
Armament- None (Hardpoints Provided)
Shield- None
Cruise Velocity- 152.3 kph
Maximum Velocity- 262.7 kph

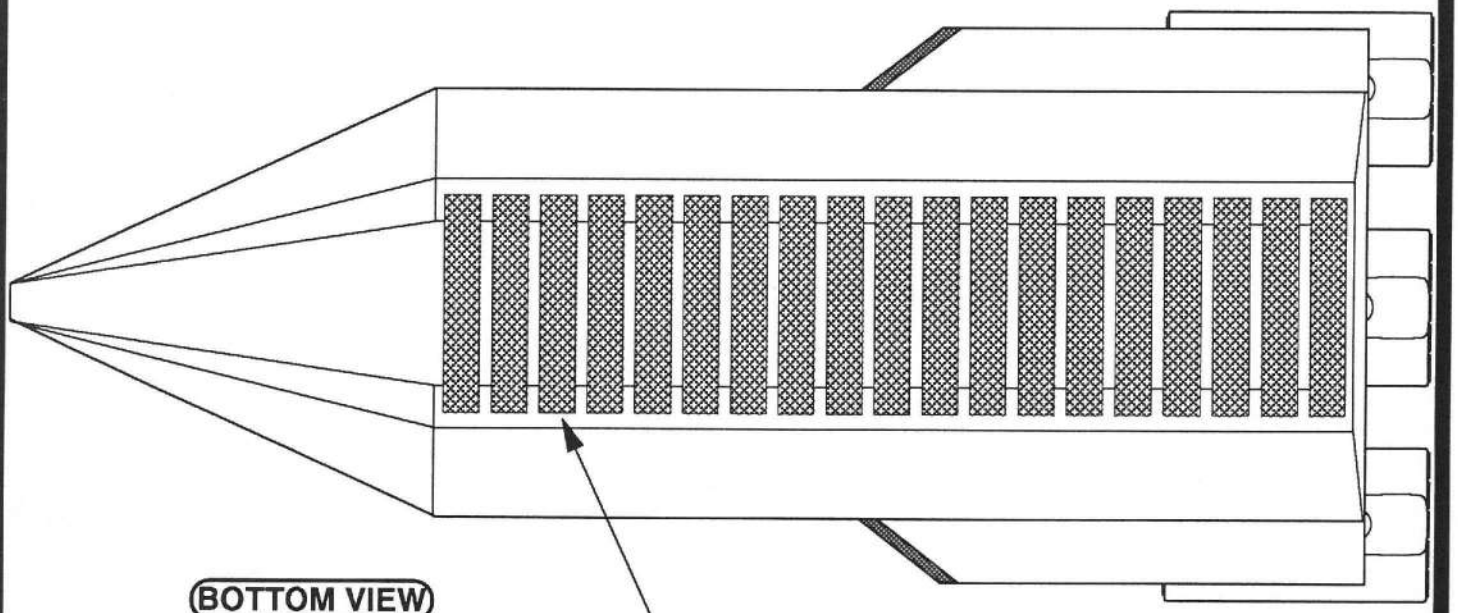


FRONT VIEW

INCOM SPEEDER DIVISION

0 0.5 1
METERS

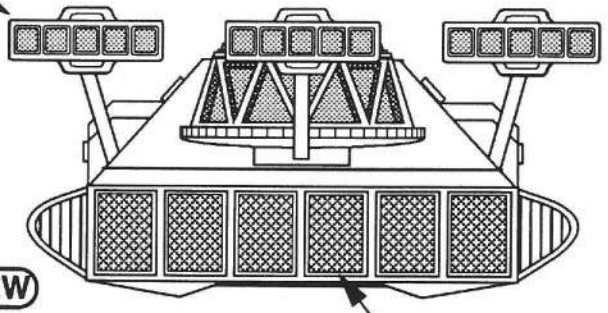
XP-35
LANDCRUISER



BOTTOM VIEW

Gravity
Repulsors(19)

Micro-Fusion
Engines (3)



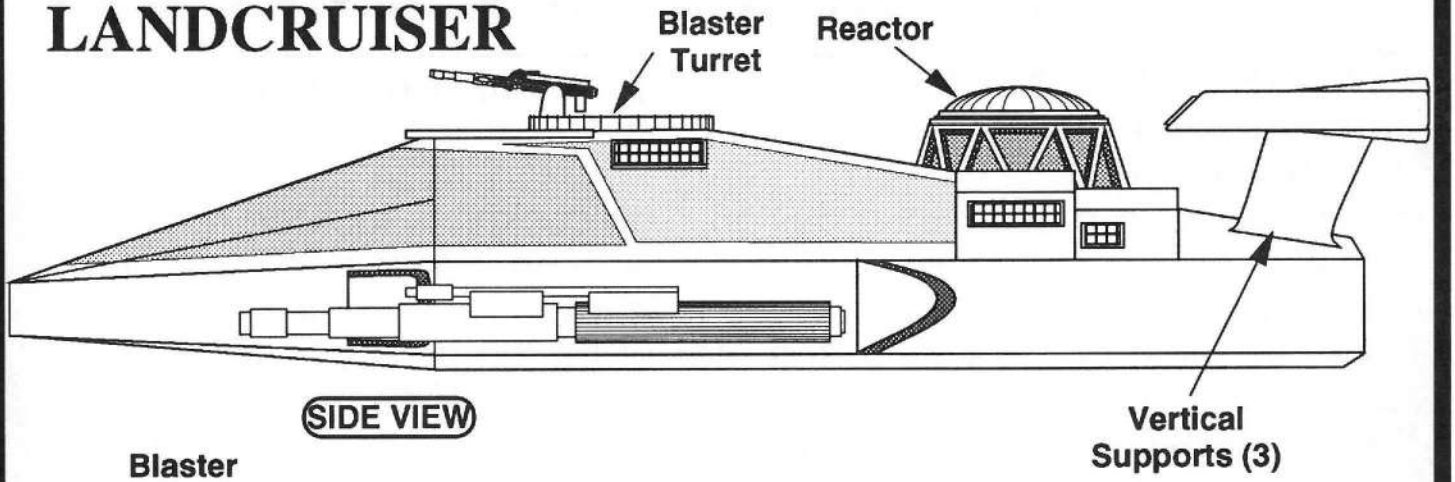
REAR VIEW

Exhaust
Ports (6)

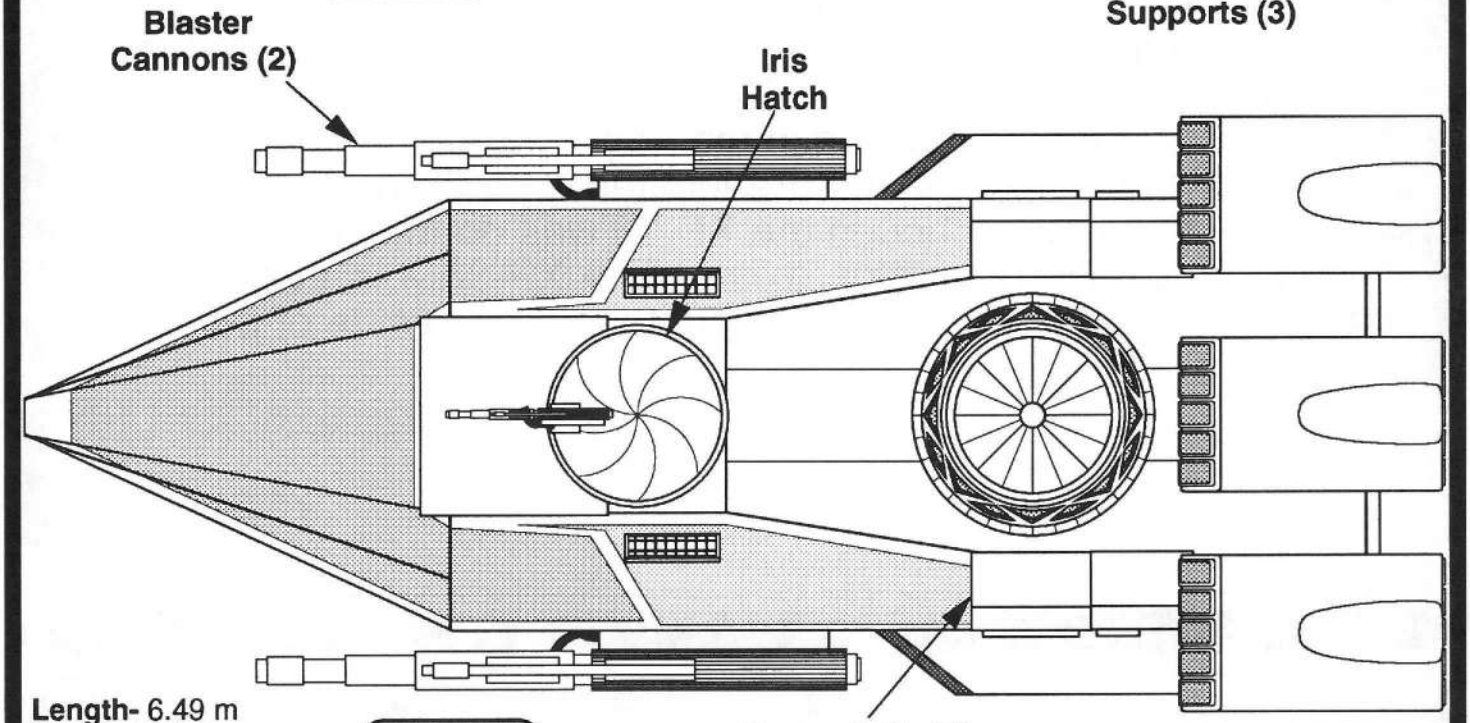
INCOM SPEEDER DIVISION

0 0.5 1
METERS

XP-35M
LANDCRUISER

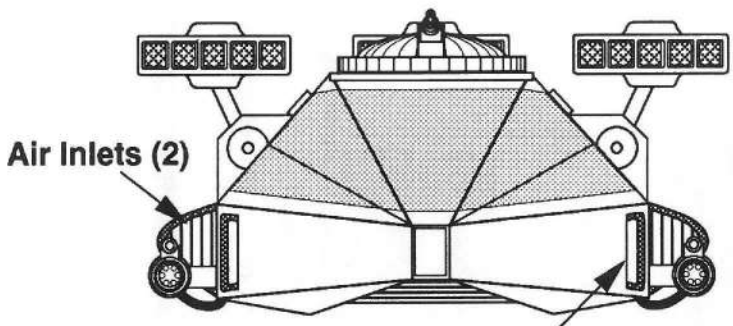


SIDE VIEW



TOP VIEW

Length- 6.49 m
Width- 2.67 m
Height- 1.31 m
Weight- 2385.4 kg
Cargo- N/A
Flight Ceiling- 1.5 m
Crew- Pilot
Passengers- One
Computer- Onboard
Duration- 146 Hours
Propulsion- Micro-Fusion Engines (3)
Gravity Repulsors (19)
Armament- Blaster Cannons (0.4 GW)(2)
Blaster Turret (0.1 GW)
Shield- None
Cruise Velocity- 142.1 kph
Maximum Velocity- 250.6 kph



FRONT VIEW

INCOM SPEEDER DIVISION

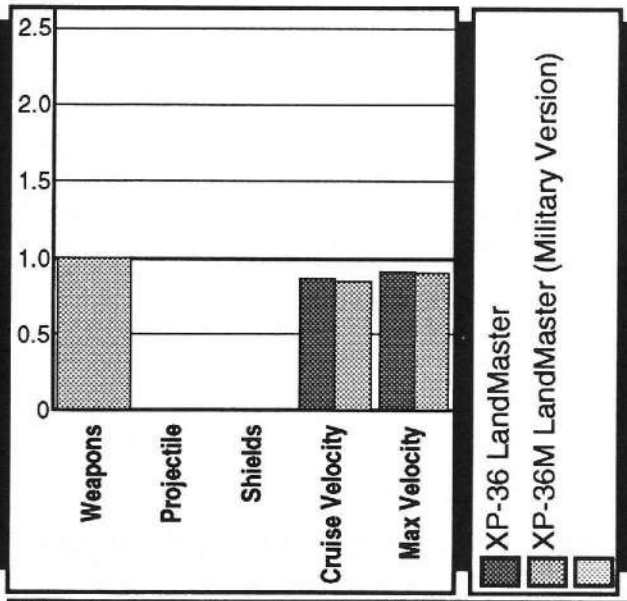
0 0.5 1
METERS

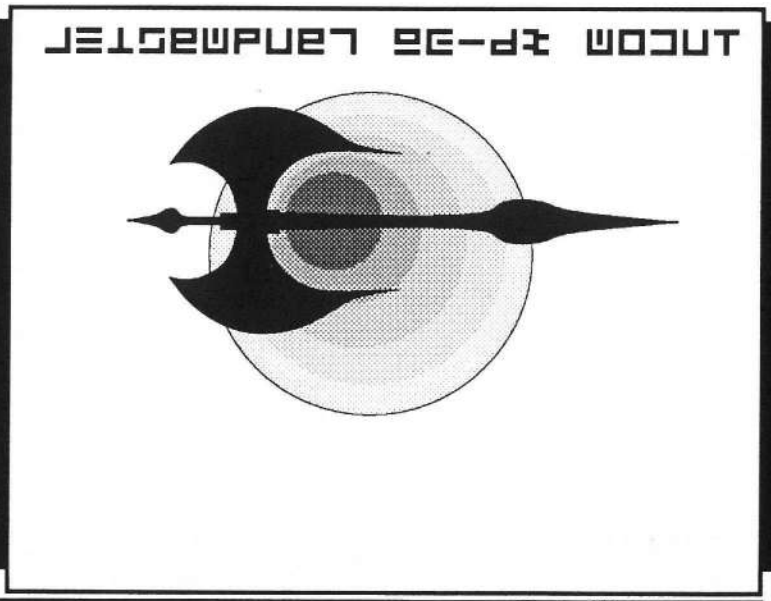
XP-36 LandMaster Incom

The XP-36 LandMaster, designed by Incom, is a general purpose speeder with the ability to carry both passengers and cargo with little modification.

The body is a multifaceted design. The cockpit is located quarter of the way back. The cockpit has two seats, one for the driver and one for a passenger. Additional space is located behind the cockpit and extends most of the way to the rear of the craft. The rear area can carry 3.4 to 5 m^3 of cargo or 6 passengers if the seats are installed. The speeder is propelled by three micro-fusion engines located on the rear upper deck. Lift is provided by 54 gravity repulsors located on the bottom, which gives the XP-36 a flight ceiling of 2.1 meters. The power reactor is enclosed in the front area of the speeder just in front of the cockpit. Air inlets are located on the lower part of each side of the speeder. Although the XP-36 was not originally designed for combat a military version exists. The XP-36M is available with dual 0.4 gigawatt laser cannons mounted on each side of the body.

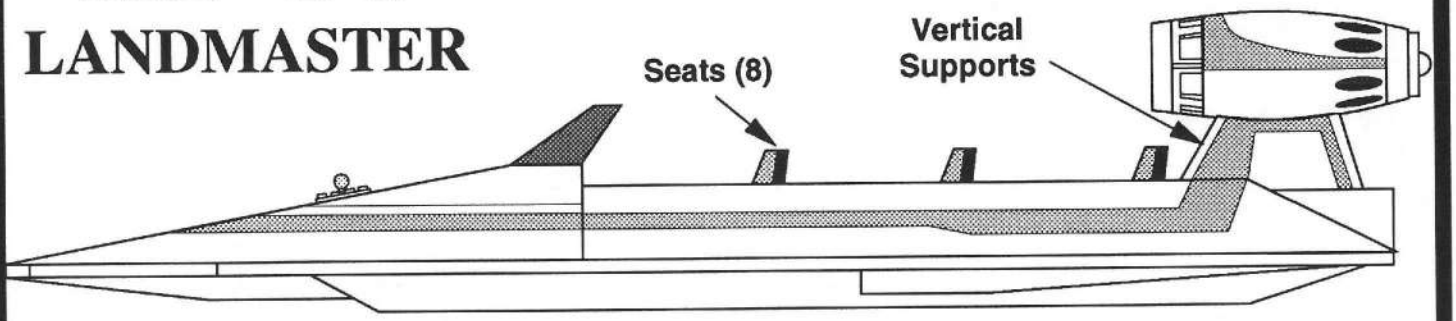
Graphical Representation* Variations Logo



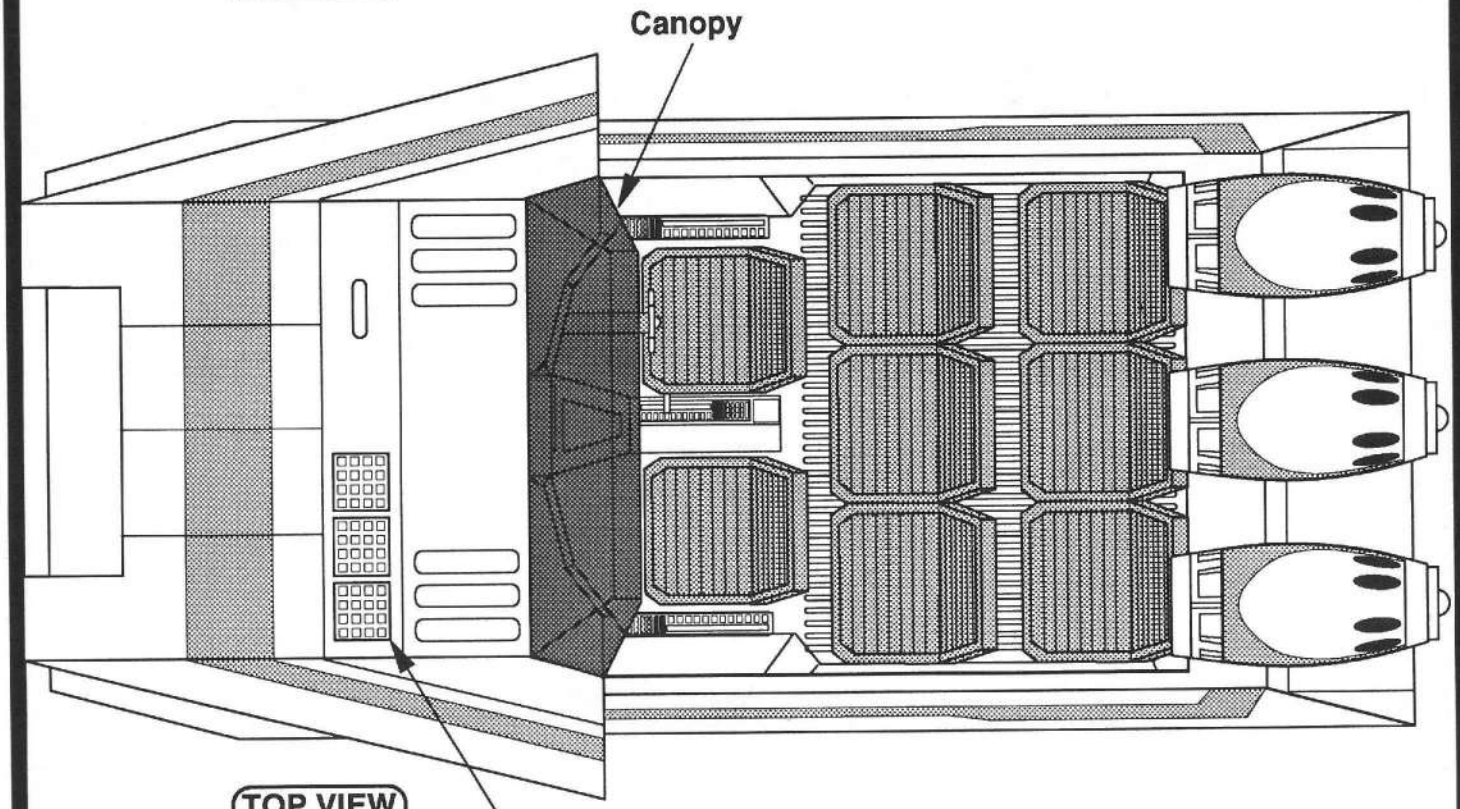


*Graph Average based on the XP-37 LandSpeeder

XP-36
LANDMASTER

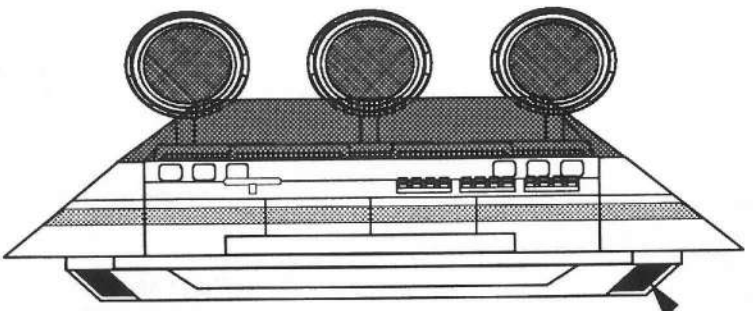


SIDE VIEW



TOP VIEW

Length- 6.59 m
Width- 3.43 m
Height- 1.34 m
Weight- 1749.6 kg
Cargo- N/A
Flight Ceiling- 2.1 m
Crew- Pilot
Passengers- Seven
Computer- Onboard
Duration- 144 Hours
Propulsion-Micro-Fusion Engines (3)
Gravity Repulsors (54)
Armament- None (Hardpoints Provided)
Shield- None
Cruise Velocity- 100.2 kph
Maximum Velocity- 182.2 kph

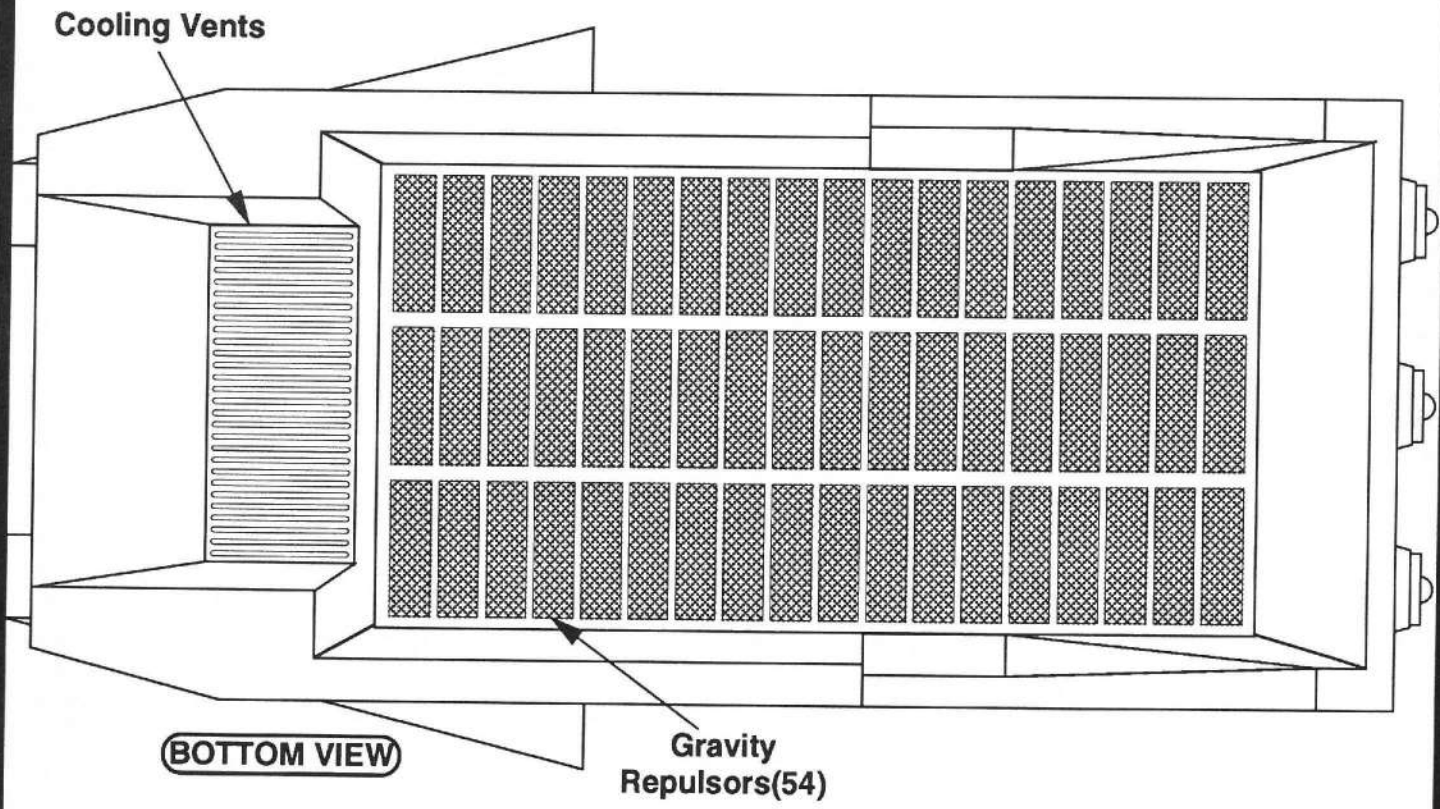


FRONT VIEW

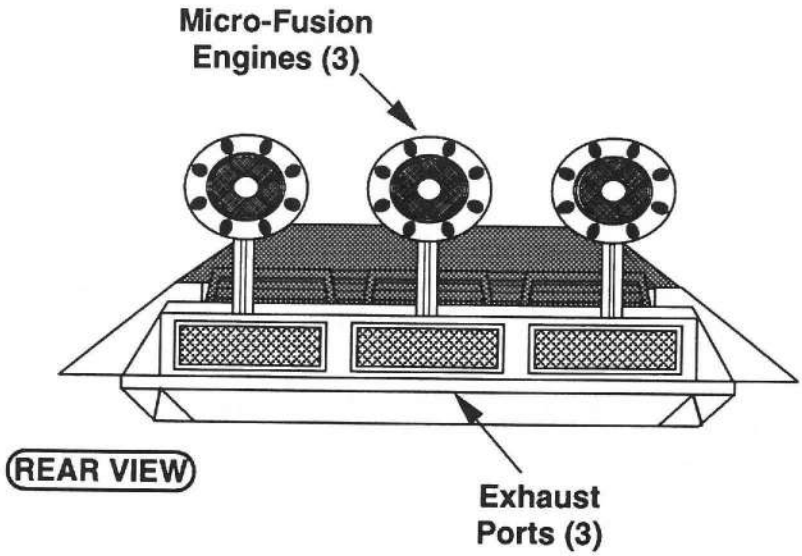
0 0.5 1
METERS

INCOM SPEEDER DIVISION

XP-36
LANDMASTER



BOTTOM VIEW

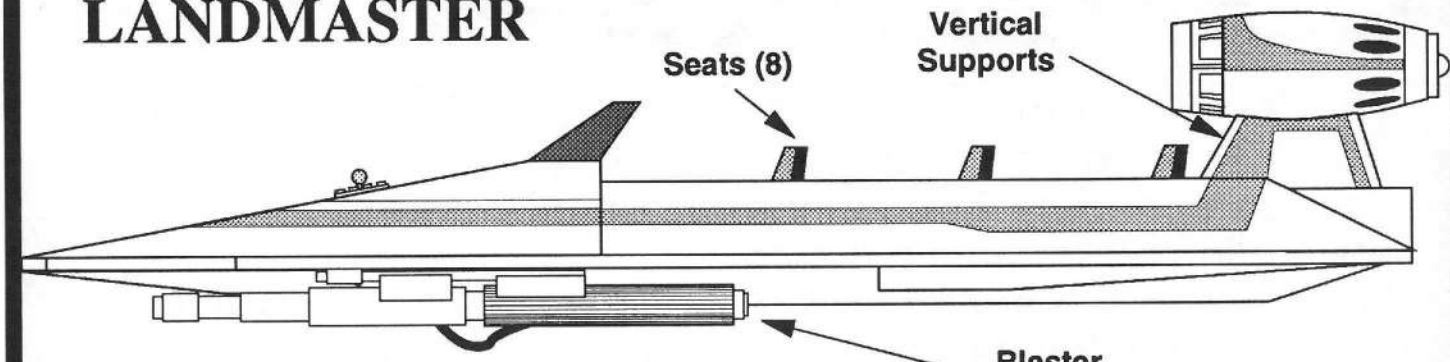


REAR VIEW

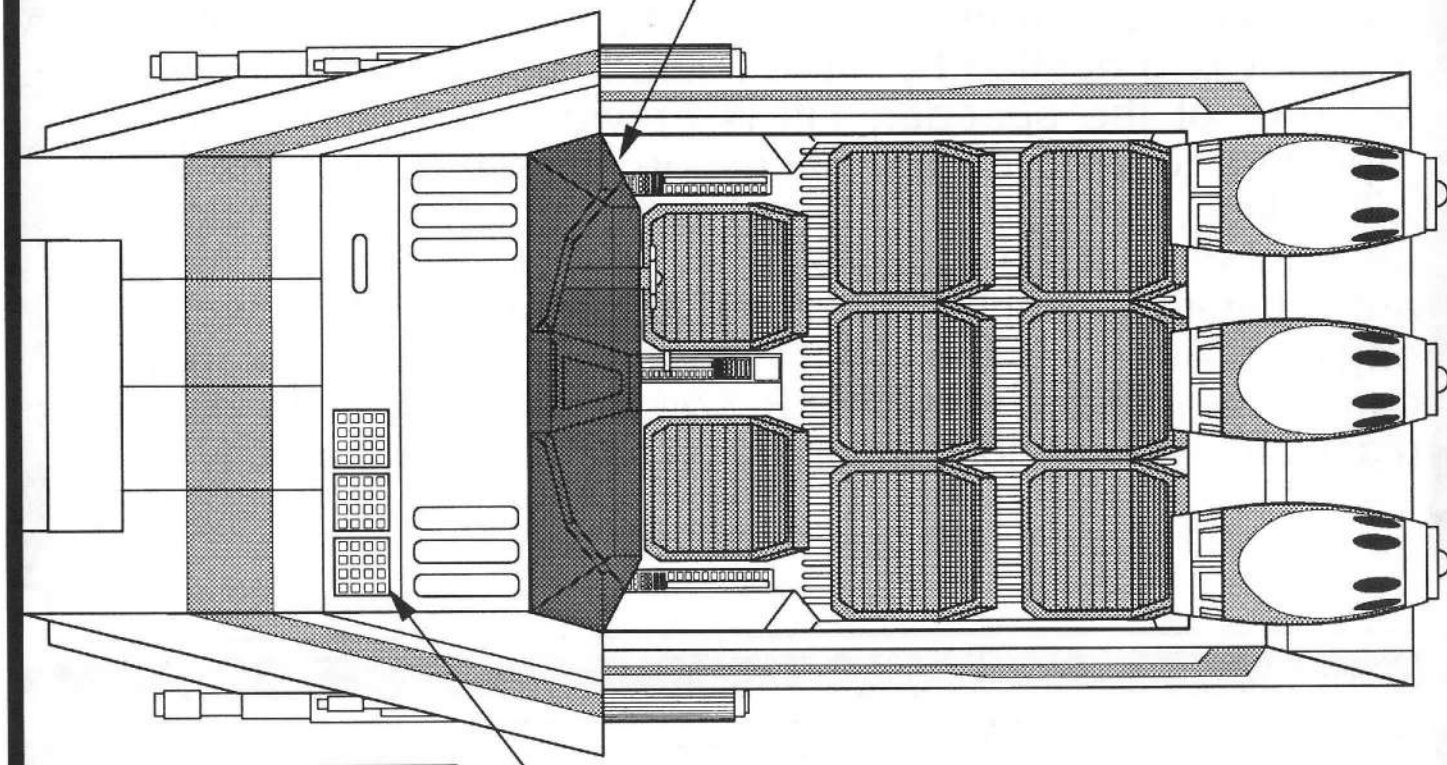
INCOM SPEEDER DIVISION

0 0.5 1
METERS

XP-36M
LANDMASTER

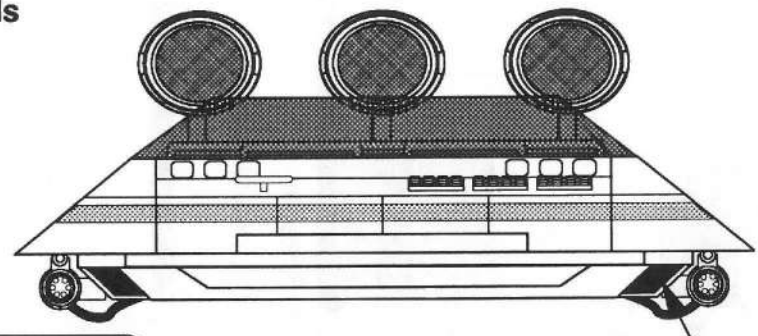


SIDE VIEW



TOP VIEW

Length- 6.59 m
Width- 3.43 m
Height- 1.34 m
Weight- 1949.64 kg
Cargo- N/A
Flight Ceiling- 2.1 m
Crew- Pilot
Passengers- Seven
Computer- Onboard
Duration- 134 Hours
Propulsion-Micro-Fusion Engines (3)
Gravity Repulsors (54)
Armament- Blaster Cannons (0.4 GW)(2)
Cruise Velocity- 98.3 kph
Maximum Velocity- 179.6 kph



FRONT VIEW

0 0.5 1
METERS

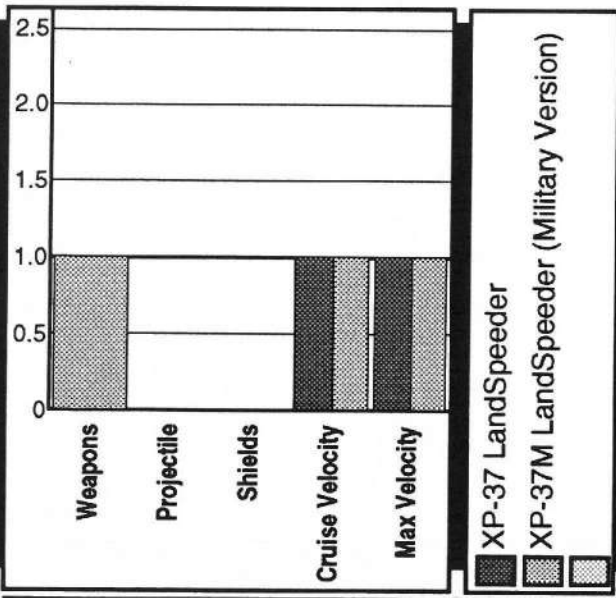
INCOM SPEEDER DIVISION

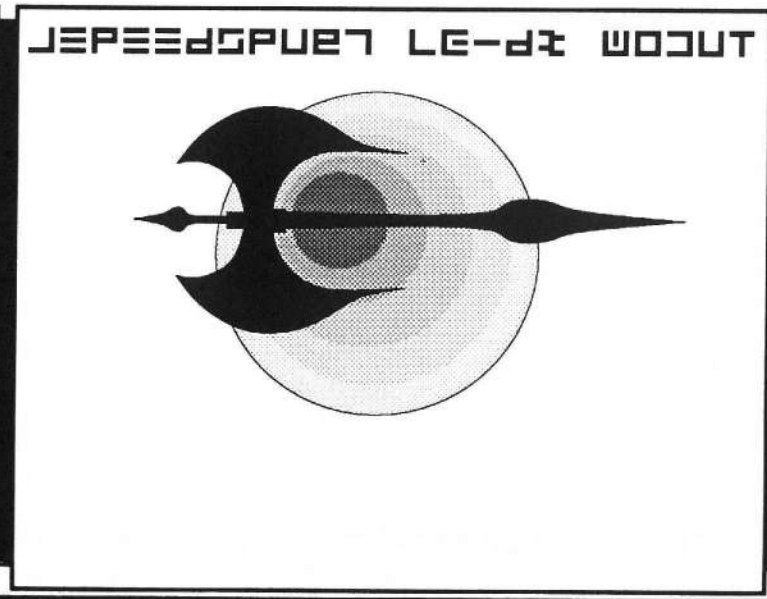
XP-37 LandSpeeder Incom

The XP-37 LandSpeeder, designed by Incom, is a smooth bodied two person speeder. This craft is one of the most common speeders throughout the Empire due to its size and outstanding performance record.

The front of the speeder is rounded to reduce air resistance. The cockpit is located at the midpoint of the body. The cockpit consists of two seats with a small cargo area located in back. A one piece canopy provides protection for the occupants. The speeder is propelled by three micro-fusion engines located at the rear of the speeder. Lift is provided by thirty-six gravity repulsors located on the underside. This provides the XP-37 with a flight ceiling of 2 meters. The power reactor is enclosed in the front area of the speeder just in front of the canopy. Air inlets are located on each side of the speeder near the two lower engines. Although the XP-37 was not originally designed for combat a military version XP-37M is available with dual 0.4 gigawatt laser cannons mounted on each side of the body.

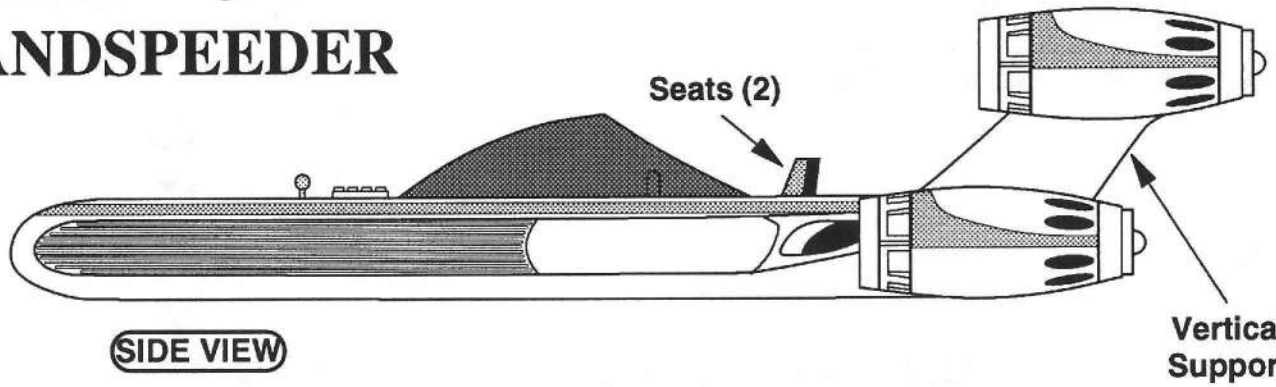
Graphical Representation* Variations Logo



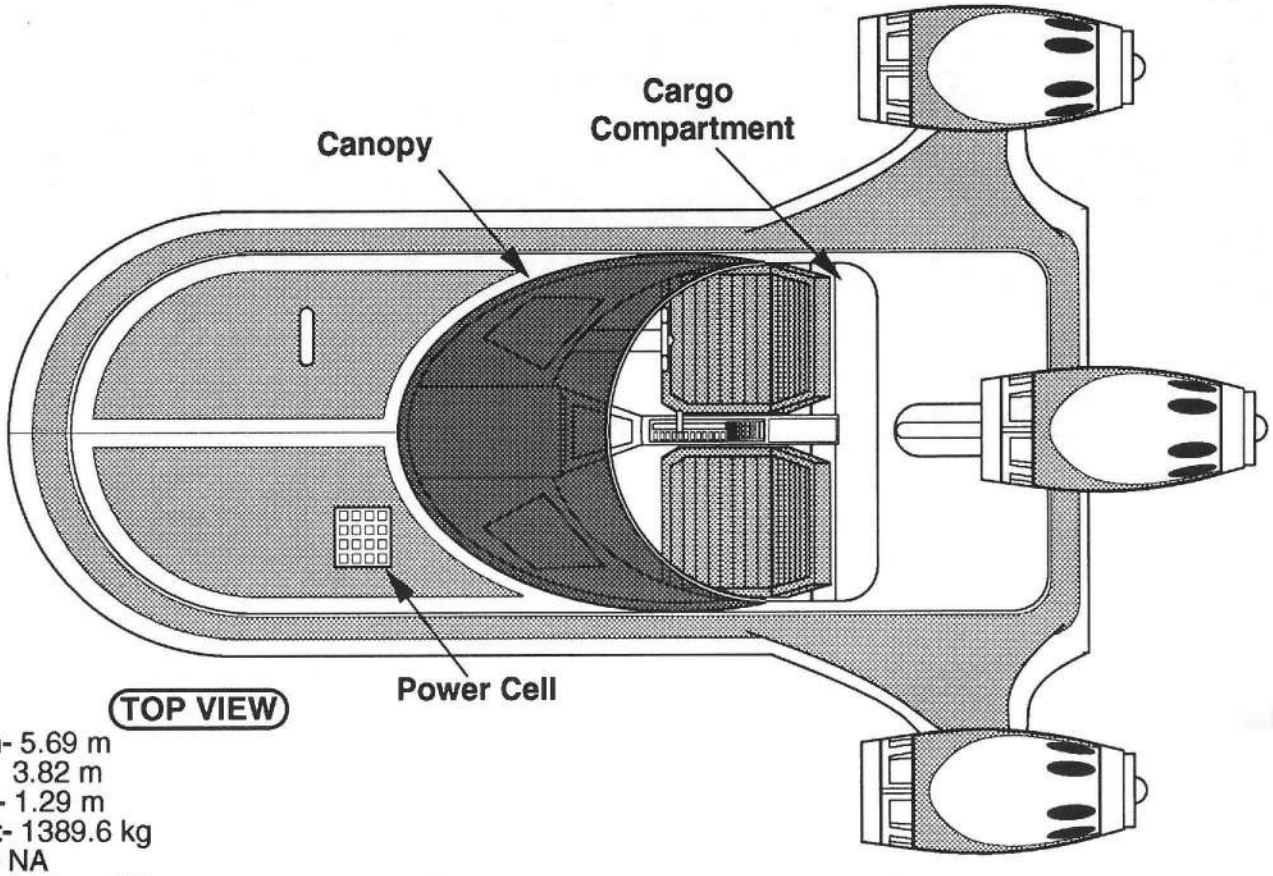


*Graph Average based on the XP-37 LandSpeeder

XP-37
LANDSPEEDER

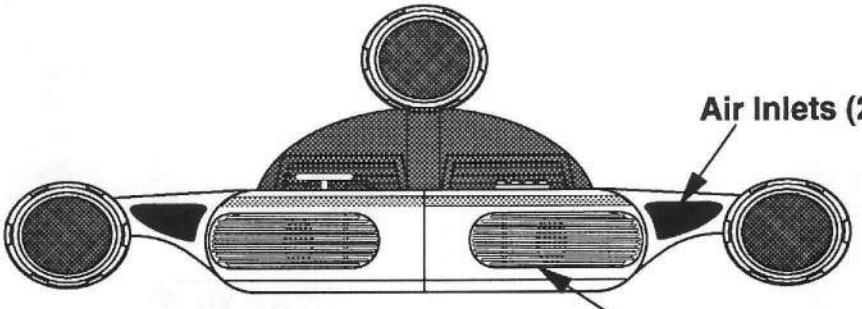


SIDE VIEW



TOP VIEW

Length- 5.69 m
Width- 3.82 m
Height- 1.29 m
Weight- 1389.6 kg
Cargo- NA
Flight Ceiling- 2.0 m
Crew- Pilot
Passengers- One
Computer- Onboard
Duration- 144Hours
Propulsion- Micro-Fusion Engines (3)
Gravity Repulsors (36)
Armament- None
Shield- None
Cruise Velocity- 116.2 kph
Maximum Velocity- 199.2 kph

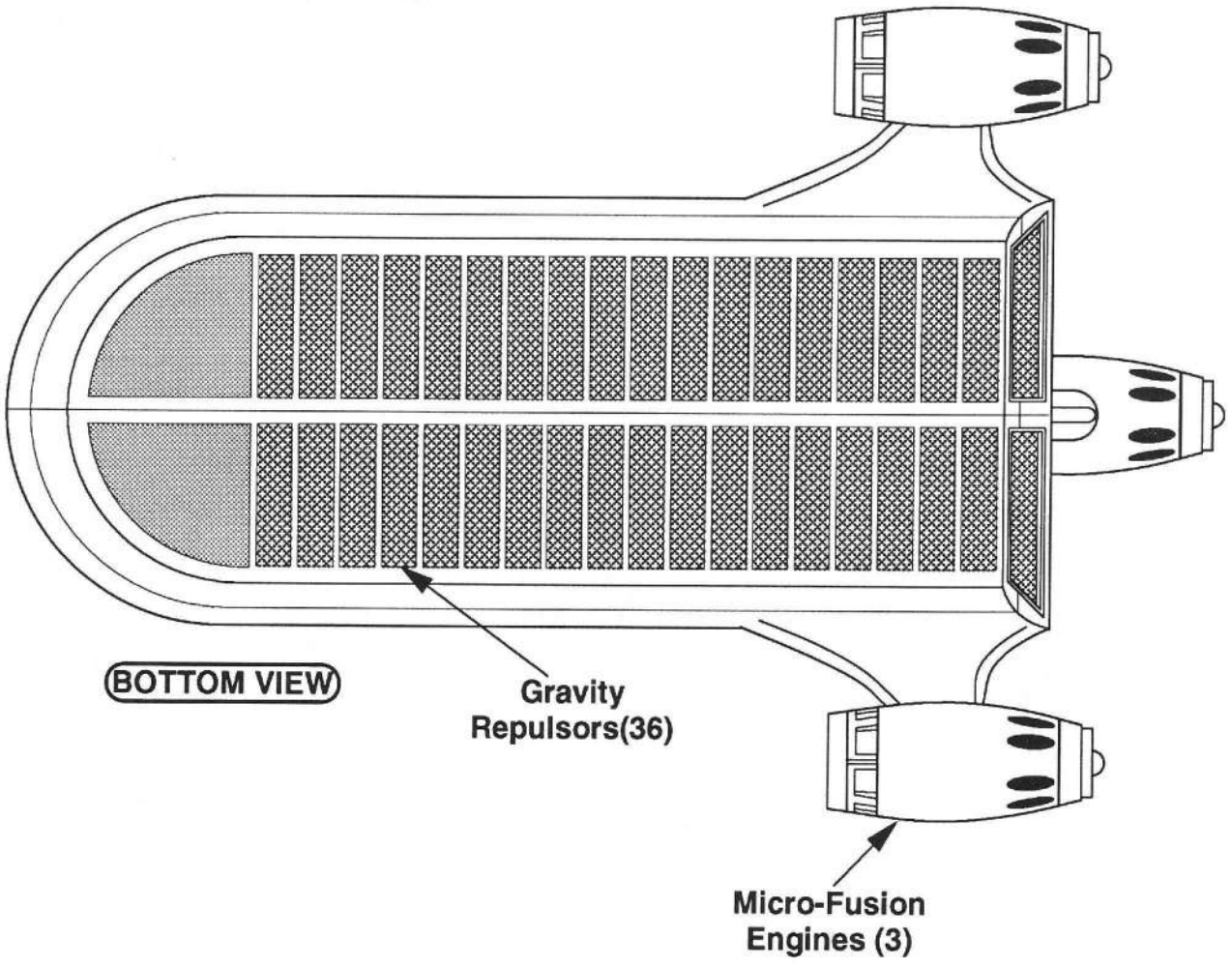


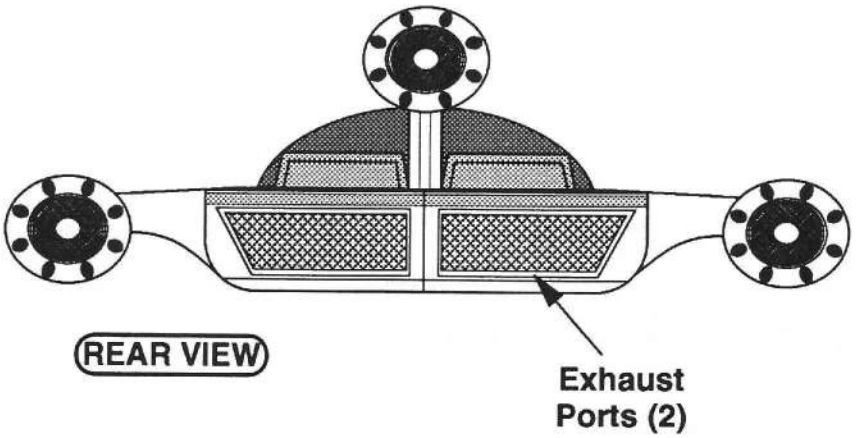
FRONT VIEW

INCOM SPEEDER DIVISION

0 0.5 1
METERS

XP-37
LANDSPEEDER

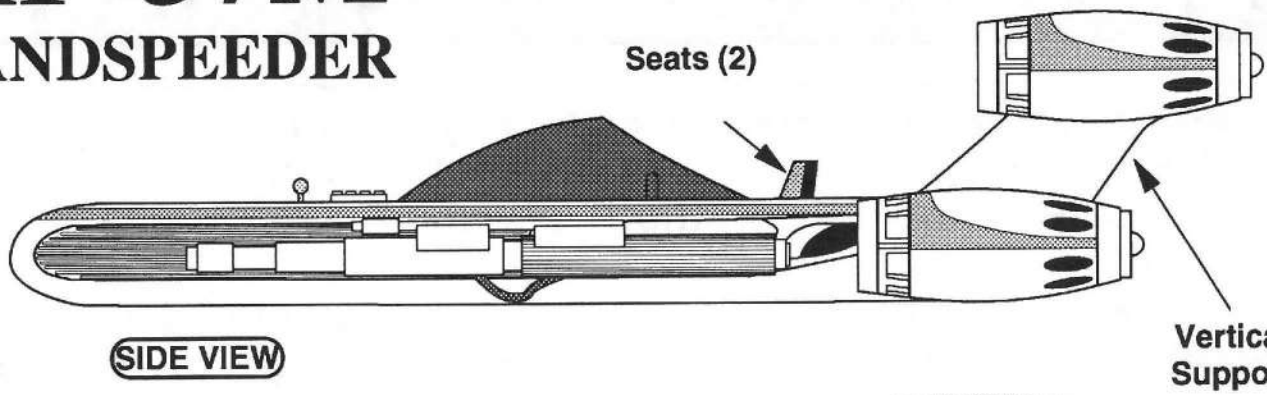




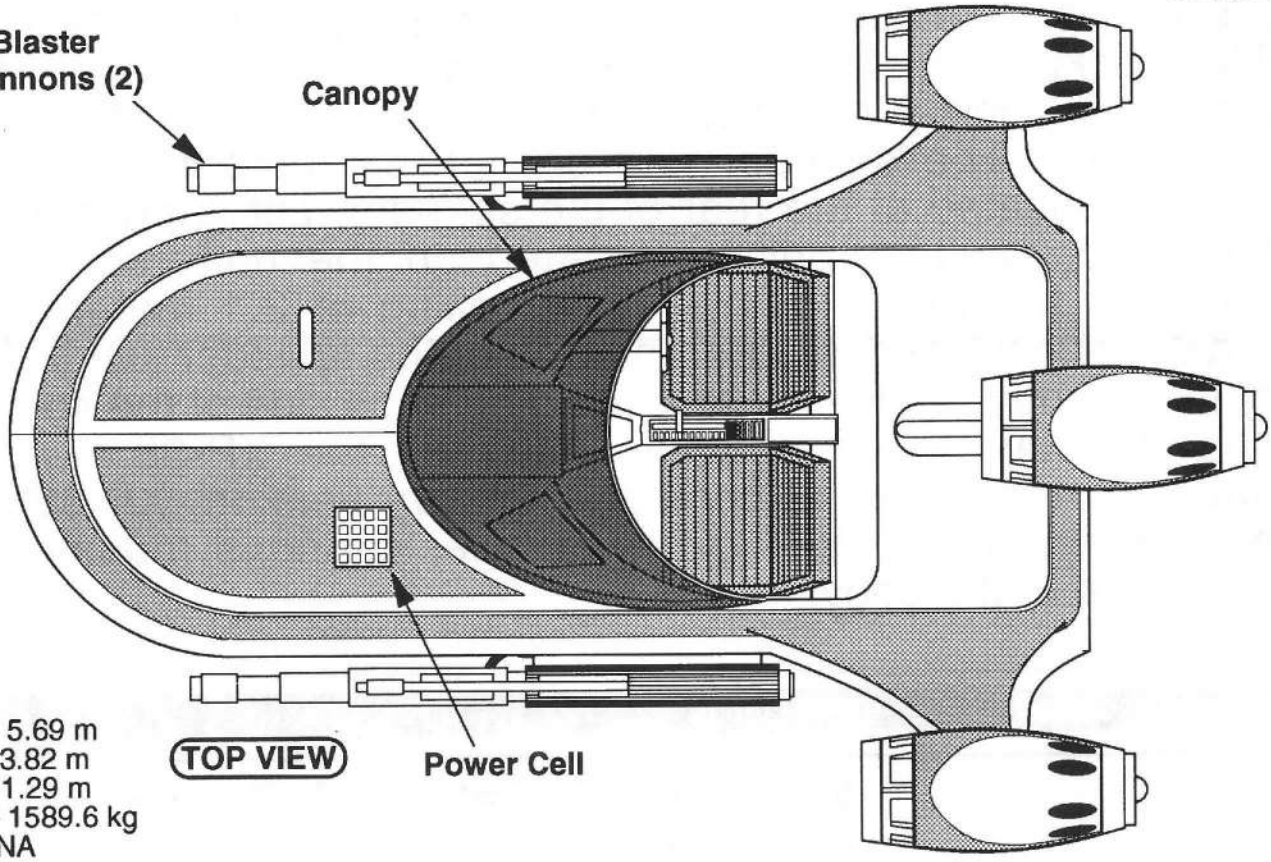
INCOM SPEEDER DIVISION

0 0.5 1
METERS

XP-37M
LANDSPEEDER

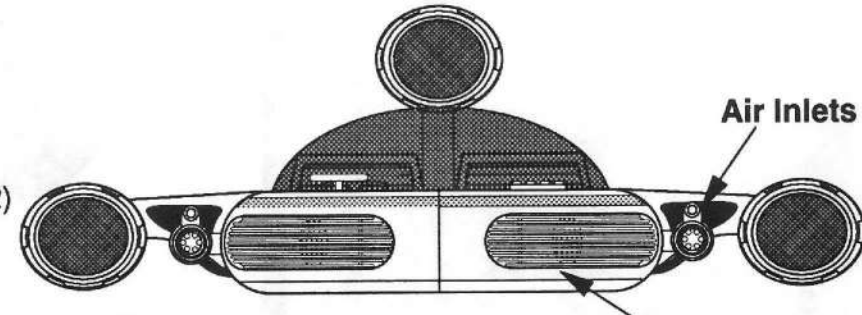


SIDE VIEW



TOP VIEW

Length- 5.69 m
Width- 3.82 m
Height- 1.29 m
Weight- 1589.6 kg
Cargo- NA
Flight Ceiling- 2.0 m
Crew- Pilot
Passengers- One
Computer- Onboard
Duration- 134Hours
Propulsion-Micro-Fusion Engines (3)
Gravity Repulsors (36)
Armament- Blaster Cannons (0.4 GW)(2)
Shield- None
Cruise Velocity- 110.4 kph
Maximum Velocity- 189.2 kph



FRONT VIEW

INCOM SPEEDER DIVISION

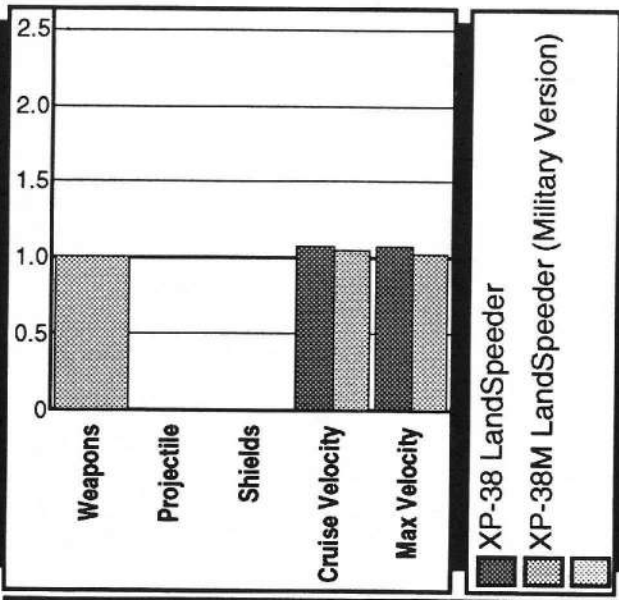
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METERS

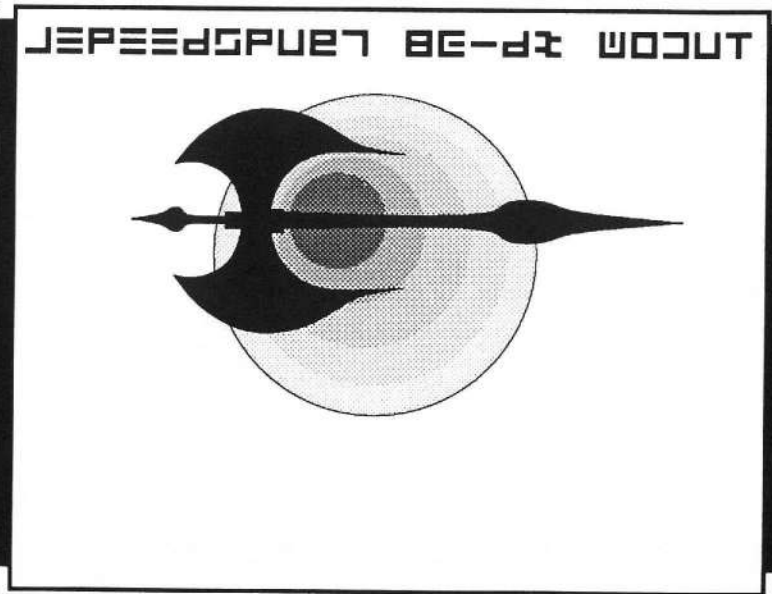
XP-38 LandSpeeder Incom

The XP-38 LandSpeeder, designed by Incom, was an upgrade of the aging XP-37. Once this speeder was put on the market the resale value of the more common XP-37 was greatly reduced.

The XP-38 LandSpeeder is a smooth bodied two person speeder. The front of the speeder is rounded to reduce air resistance. The cockpit is located at the midpoint of the body. The cockpit consists of two seats with a small cargo area located in back. A one piece canopy provides protection for the occupants. The speeder is propelled by three micro-fusion engines located at the rear of the speeder. Lift is provided by thirty-six gravity repulsors located on the underside. This provides the XP-37 with a flight ceiling of 2.1 meters. The reactor is enclosed in the front area of the speeder just in front of the canopy. Air inlets are located on each side of the speeder near the two lower engines. Although the XP-38 was not originally designed for combat a military version, XP-38M, is available with dual 0.4 gigawatt laser cannons mounted on each side of the body.

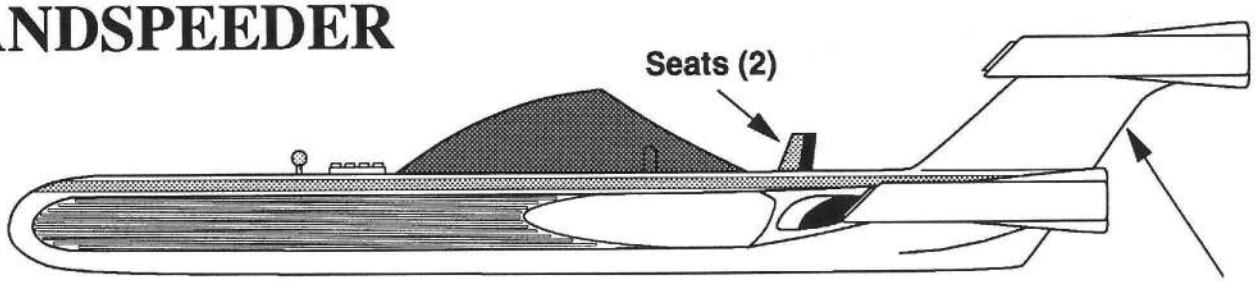
Graphical Representation* Variations Logo



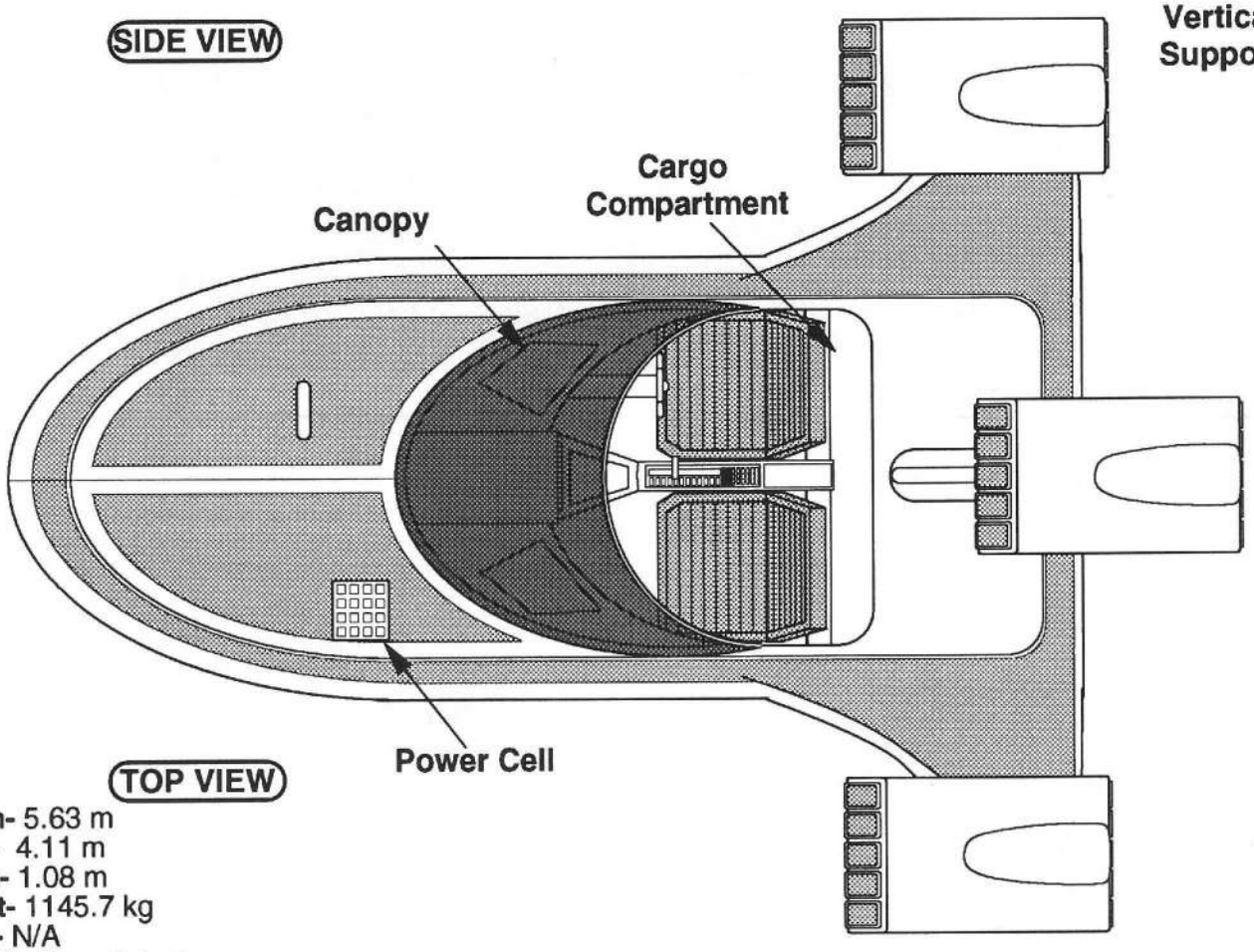


*Graph Average based on the XP-37 LandSpeeder

XP-38
LANDSPEEDER

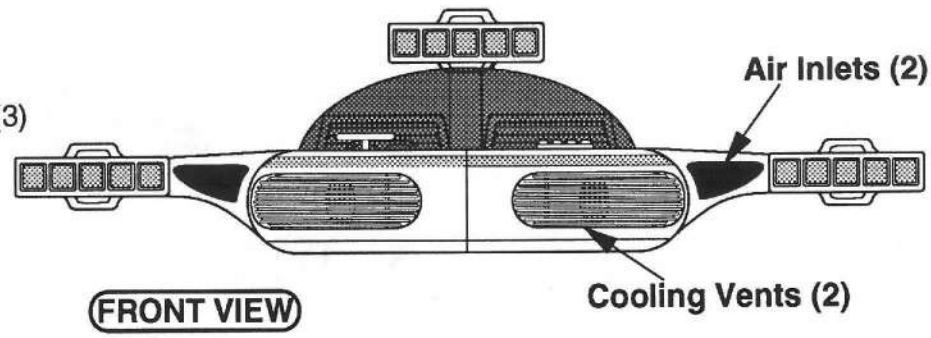


SIDE VIEW



TOP VIEW

Length- 5.63 m
Width- 4.11 m
Height- 1.08 m
Weight- 1145.7 kg
Cargo- N/A
Flight Ceiling- 2.1 m
Crew- Pilot
Passengers- One
Computer- Onboard
Duration- 172Hours
Propulsion- Micro-Fusion Engines (3)
Gravity Repulsors (36)
Armament- None
Shield- None
Cruise Velocity- 125.1 kph
Maximum Velocity- 212.2 kph

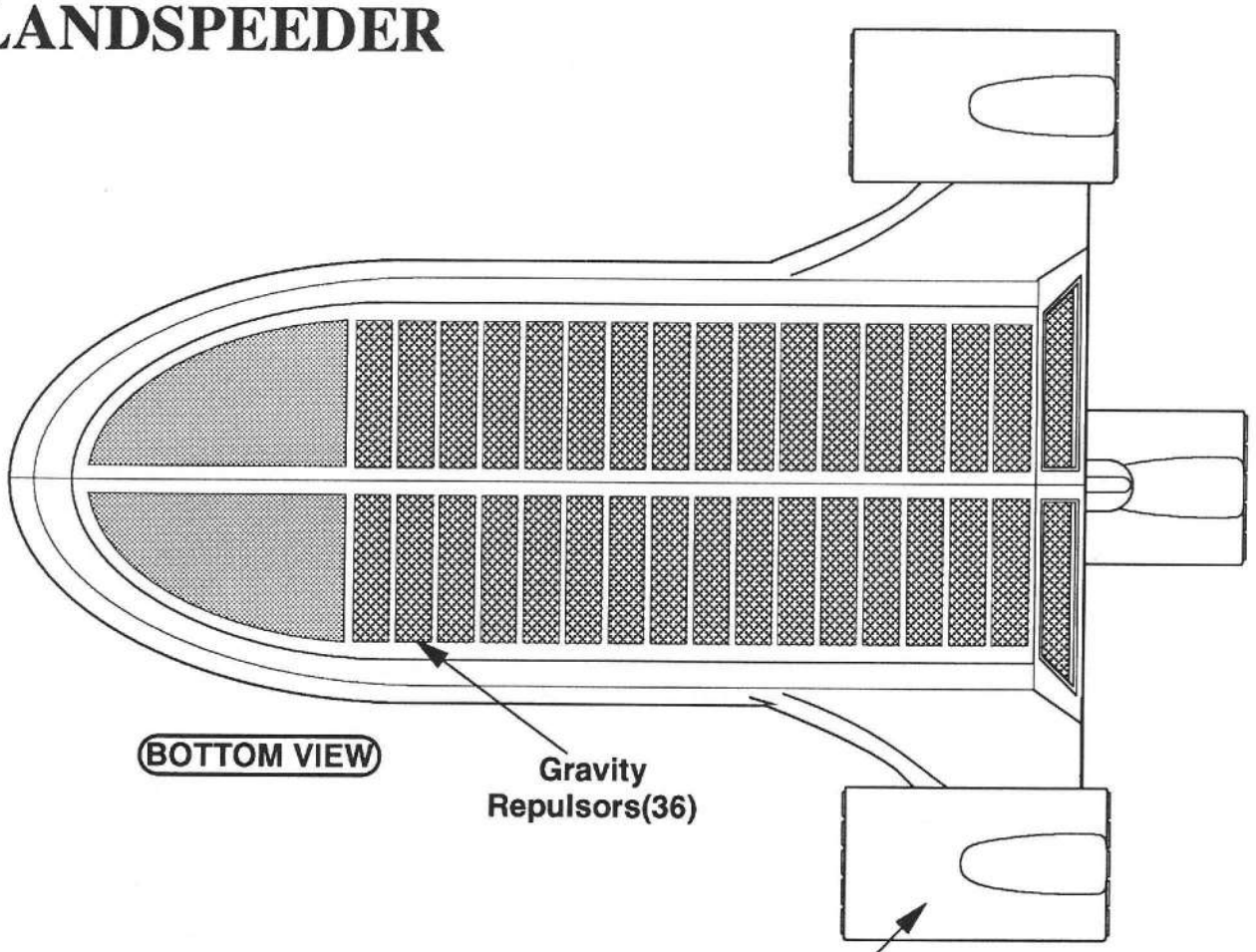


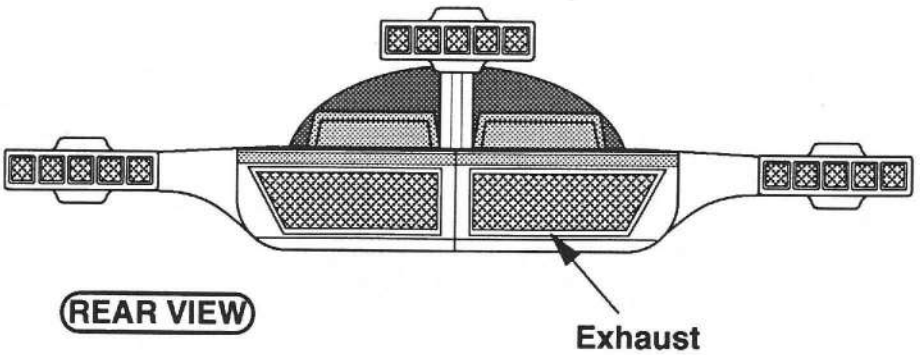
FRONT VIEW

0 0.5 1
METERS

INCOM SPEEDER DIVISION

XP-38
LANDSPEEDER

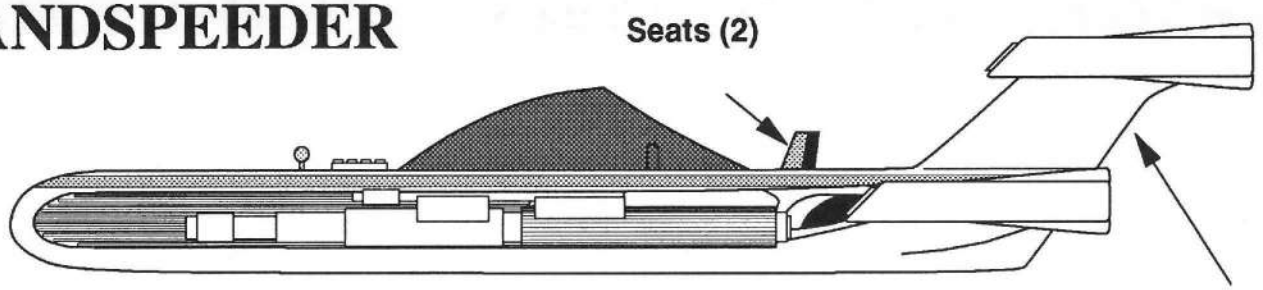




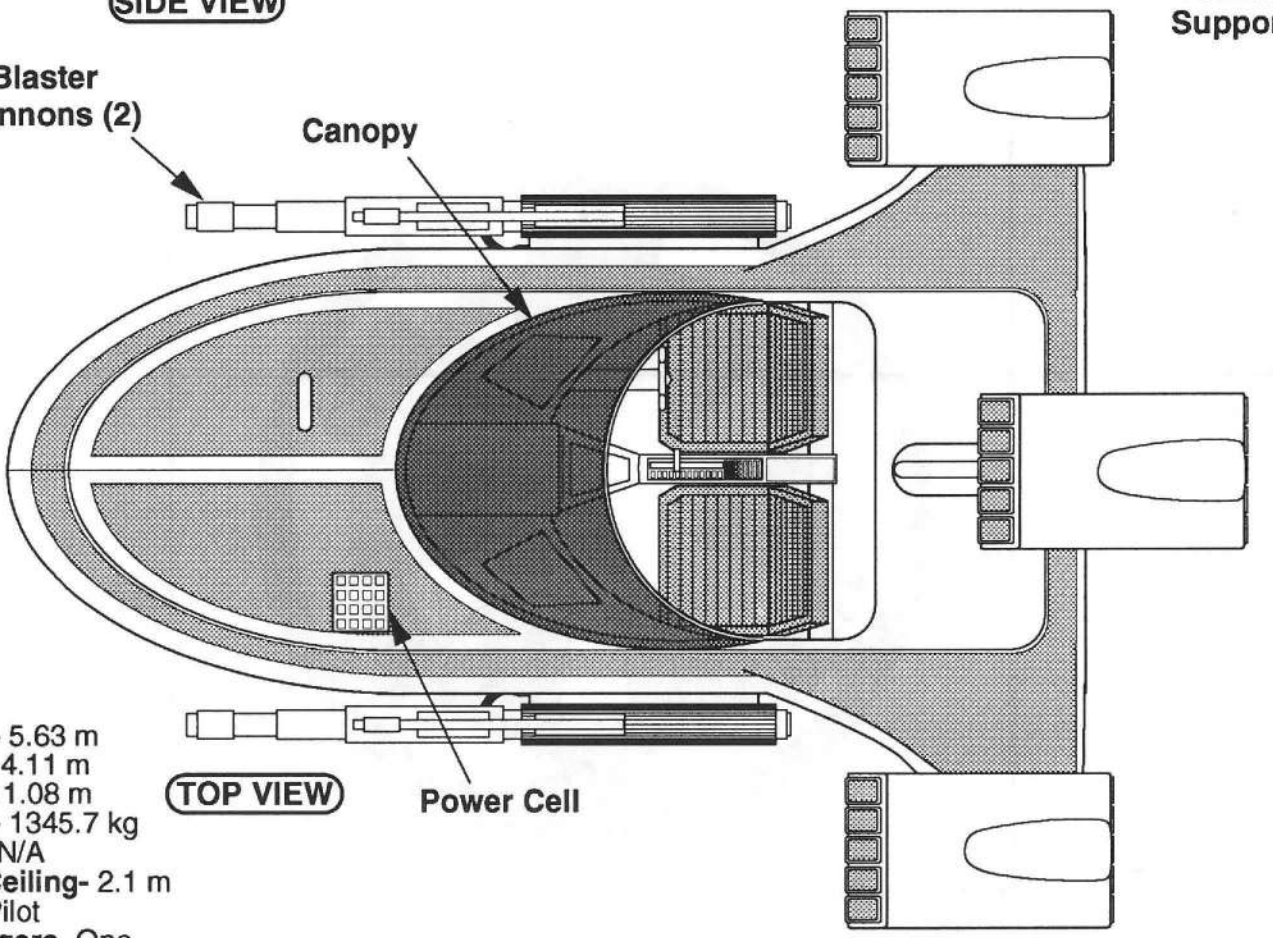
0 0.5 1
METERS

INCOM SPEEDER DIVISION

XP-38M
LANDSPEEDER

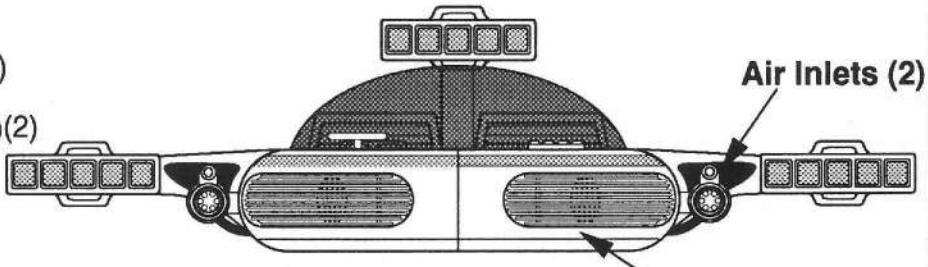


SIDE VIEW



TOP VIEW

Length- 5.63 m
Width- 4.11 m
Height- 1.08 m
Weight- 1345.7 kg
Cargo- N/A
Flight Ceiling- 2.1 m
Crew- Pilot
Passengers- One
Computer- Onboard
Duration- 162Hours
Propulsion-Micro-Fusion Engines (3)
Gravity Repulsors (36)
Armament- Blaster Cannons (0.4 GW)(2)
Shield- None
Cruise Velocity- 120.4 kph
Maximum Velocity- 201.2 kph

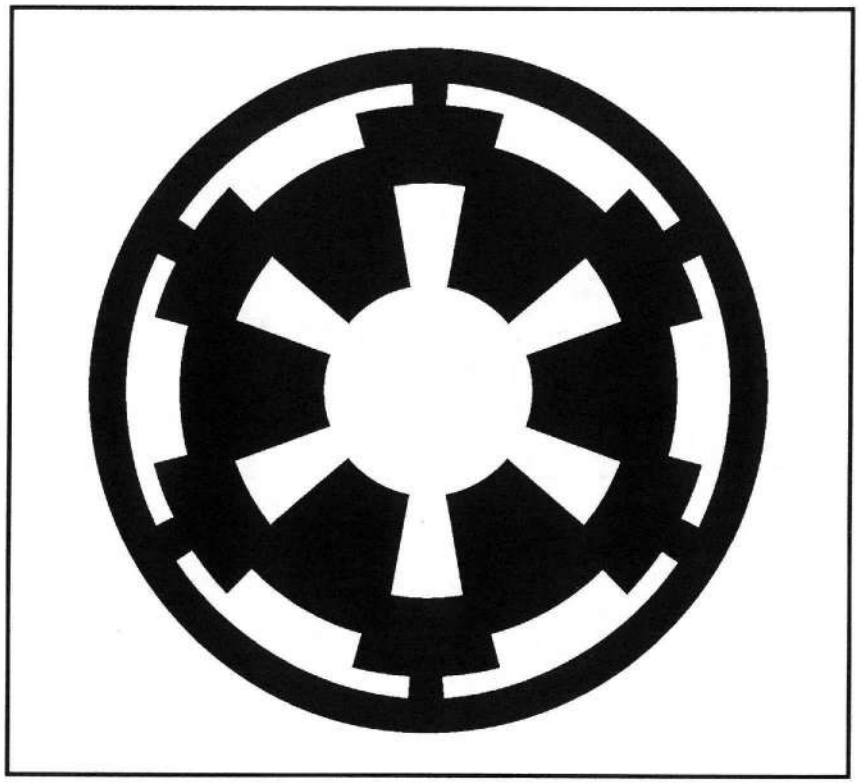


FRONT VIEW

0 0.5 1
METERS

INCOM SPEEDER DIVISION

Empire



Empire Production Yards

Empire production yards

After the Imperial Forces had seized control it was determined that the Empire would build production yards and plants that were under their military control. Original fighters were unlicensed copies of existing fighters until the empire was able to design and produce their own craft. The empire decided that a modular fighter design would allow an unlimited number of variations. It was decided that the propulsion for the fighter would be base on a Twin Ion Engine (T.I.E.) design which is where the fighter received its name. Power for the engine is produced from the solar cells that are attached to the fighter. The engines use the energy from the panels to hyper accelerate the hydrogen ions from the fuel cells. Hyper acceleration is accomplished by injecting ions into a hyper field which under the laws of physics accelerates the ions to almost the speed of light and then releases them. By also following the laws of physics for every action there is an equal and opposite reaction which, although there is not a large amount of mass being expelled, the near light speed velocity with which it leaves produces a substantial amount of increase in the crafts velocity. To minimize production costs the T.I.E.'s panels were designed to be used in place of landing gears.

The empires first attempt at a modular fighter (TIEA-A), also known as the Initial T.I.E., although a craft with many problems proved the feasibility of the design. After a short production run the Initial was discontinued in favor of a new design that kept most of the original designs but fixed the flaws. This first replacement fighter became known originally as the Short Range T.I.E. (TIESR-A) but was later renamed the Standard T.I.E. (TIESF-A). A light version of the Standard was soon designed with smaller panels and designated the new Short Range T.I.E. (TIESRF-A). After this a whole collection of specific mission fighters were created based on the modular design.

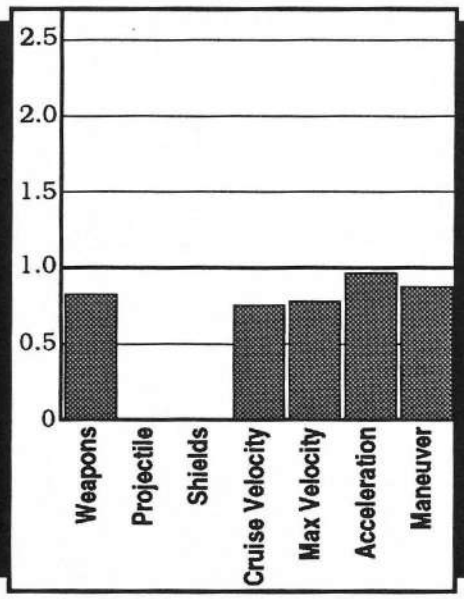
The empire also produces its own land vehicles including speeders, speeder bikes, walkers, etc...

T.I.E. ▮ INITIAL Empire

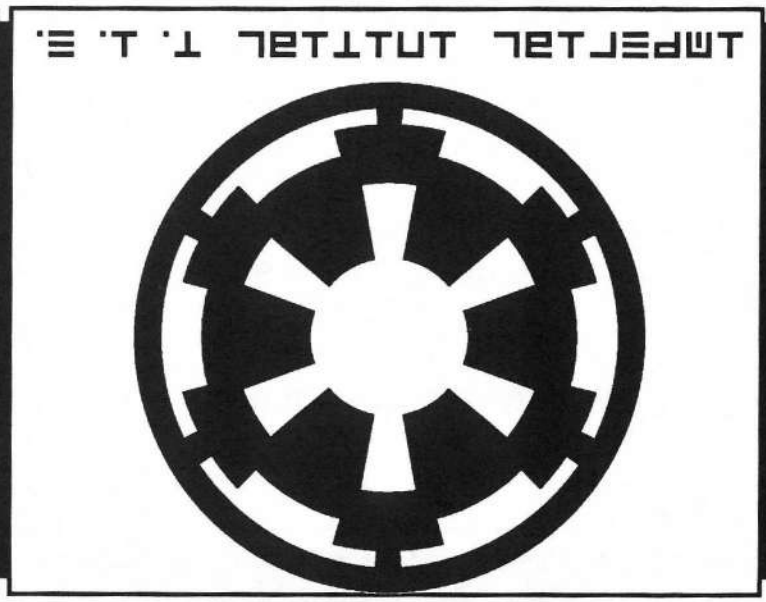
The Initial T.I.E. was the Empire's first attempt at the modular low cost fighter design. While this craft had many shortcomings, it proved the design of a modular fighter in combat.

The Initial T.I.E. consists of a spherical cockpit (CP1A) which houses the pilot. Entrance into the cockpit is through the upper hatch located on top of the cockpit. To either side of the cockpit are two square solar panels (SP1A) connected to the cockpit by two support arms (SA1A). The solar panels are attached to the support arms by the panel attachment hubs (PAH1A) which also serve as in-flight refueling ports. The fighter is propelled by a Twin Ion Engine unit (IE1A) located on the rear of the cockpit. The fighter has two forward mounted laser cannons (LC1A) located on the front of the cockpit. The craft is equipped with the (SAP1A) sensor array package. The Initial's flight service was cut short after a redesign was implemented to fix the vehicle's shortcomings. All Initial T.I.E.s have been decommissioned or incorporated into planetary defense systems and secondary defense positions.

Graphical Representation* Variations Logo







*Graph Average based on the T-65 X-Wing

T.I.E.

INITIAL FIGHTER

OBSOLETE

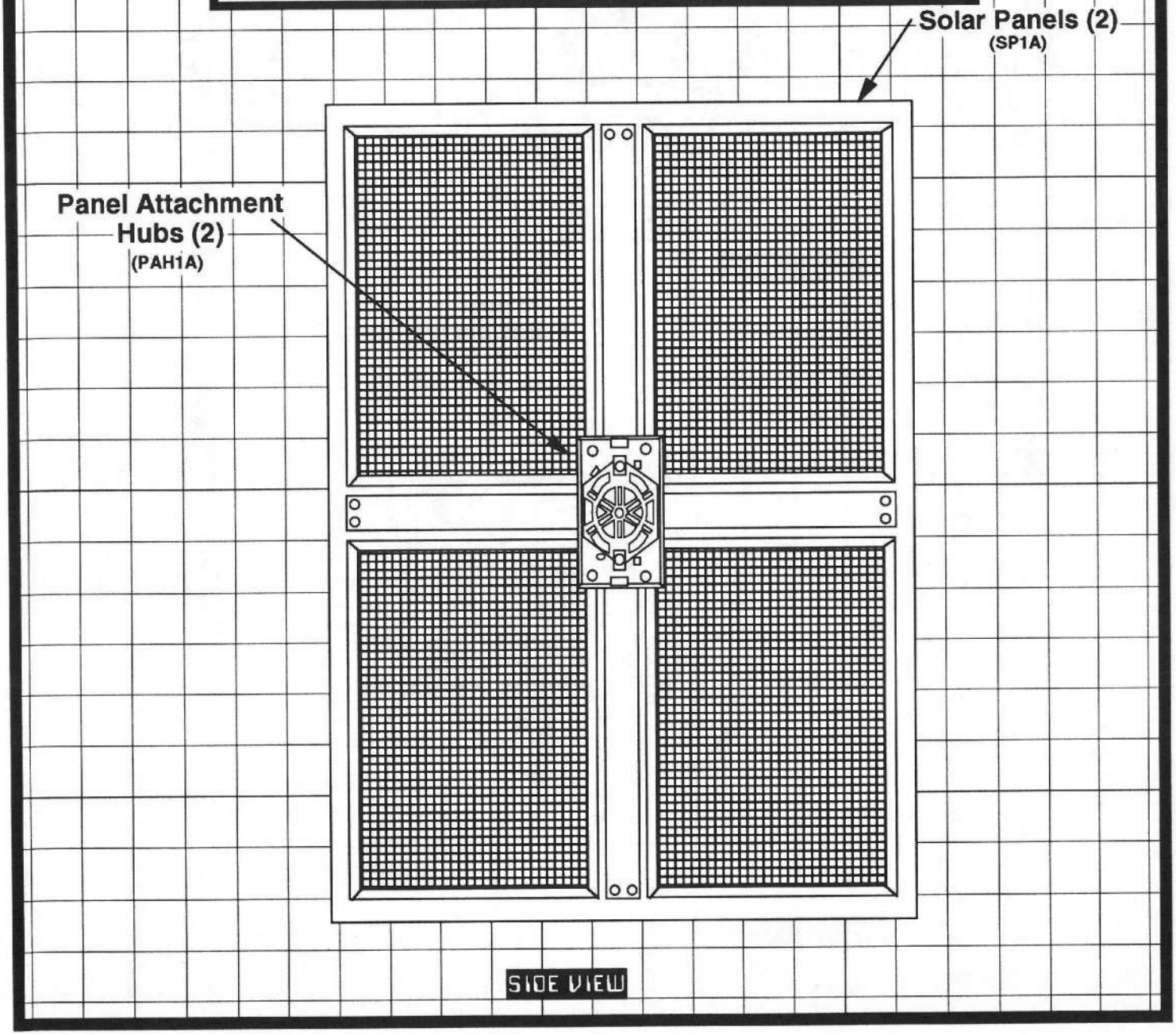
0 0.5 1 1.5 2
METERS

IMPERIAL SHIPYARDS
Model Number TIEA-A

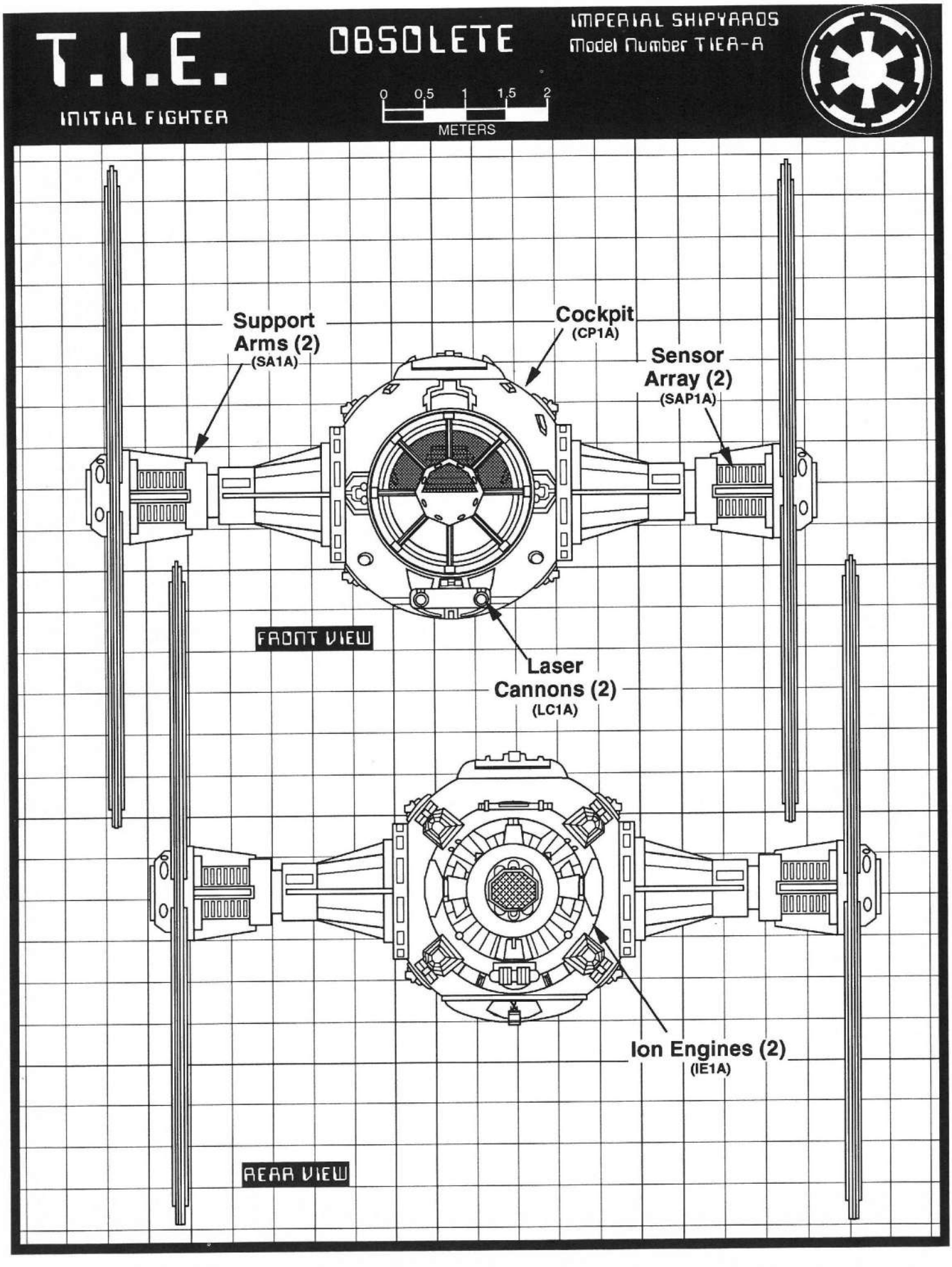
T.I.E. Fighter (Initial)

Crew: Pilot
Passengers: None
Cargo: NA
Computer: Onboard
Propulsion: Twin Ion Engines
Armament: Laser Cannons (2)(0.41 GW)
Projectile: None
Shield: None
Duration: 120 Hours
Stardrive Range: None

Length: 5.78 m
Width: 8.84 m
Height: 7.99 m
Weight: 7886.0 kg
Acceleration: 8.7 g's (85.26 m/s²)
Maneuver: 7.8 g's (76.73 m/s²)
ATMOSPHERIC VELOCITIES:
Cruise: 992 kph
Maximum: 1289 kph
N.O.E.: 520 kph



SIDE VIEW


T.I.E.
INITIAL FIGHTER
OBSOLETE
IMPERIAL SHIPYARDS
Model Number TIEA-A
0 0.5 1 1.5 2
METERS
Support Arms (2)
(SA1A)
Cockpit
(CP1A)
Sensor Array (2)
(SAP1A)
FRONT VIEW
Laser Cannons (2)
(LC1A)
Ion Engines (2)
(IE1A)
REAR VIEW

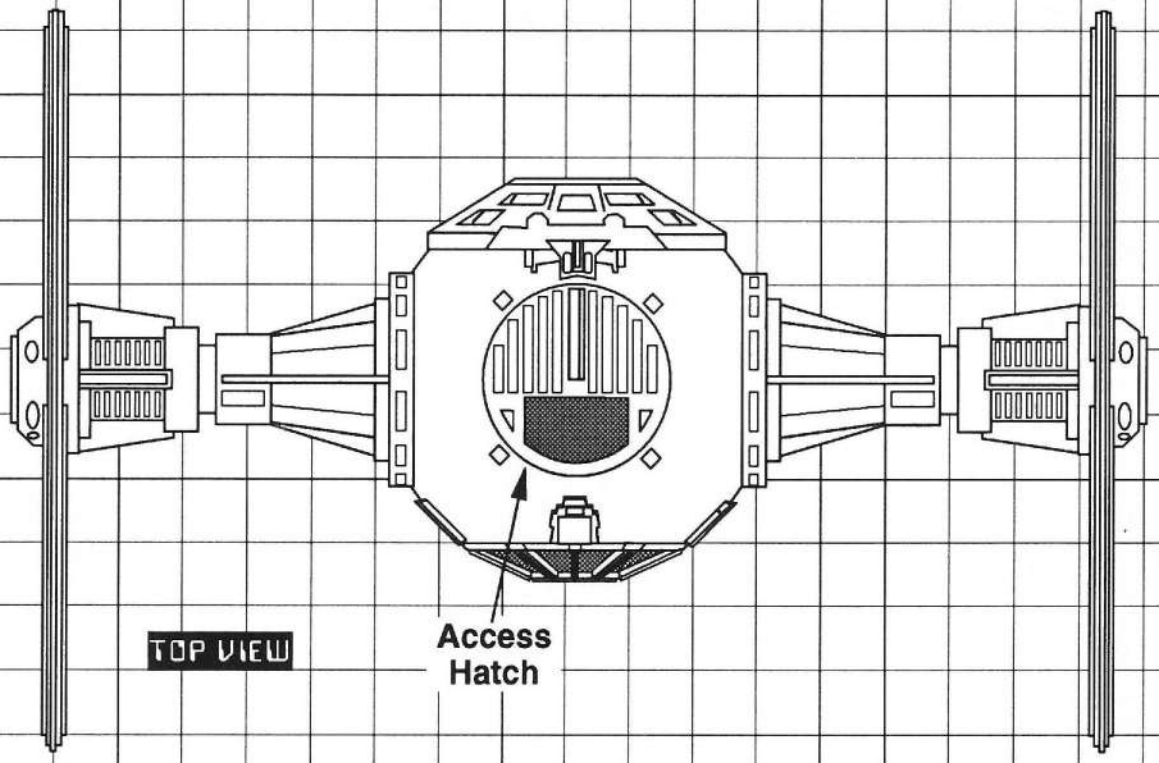
T.I.E.

INITIAL FIGHTER

OBSOLETE

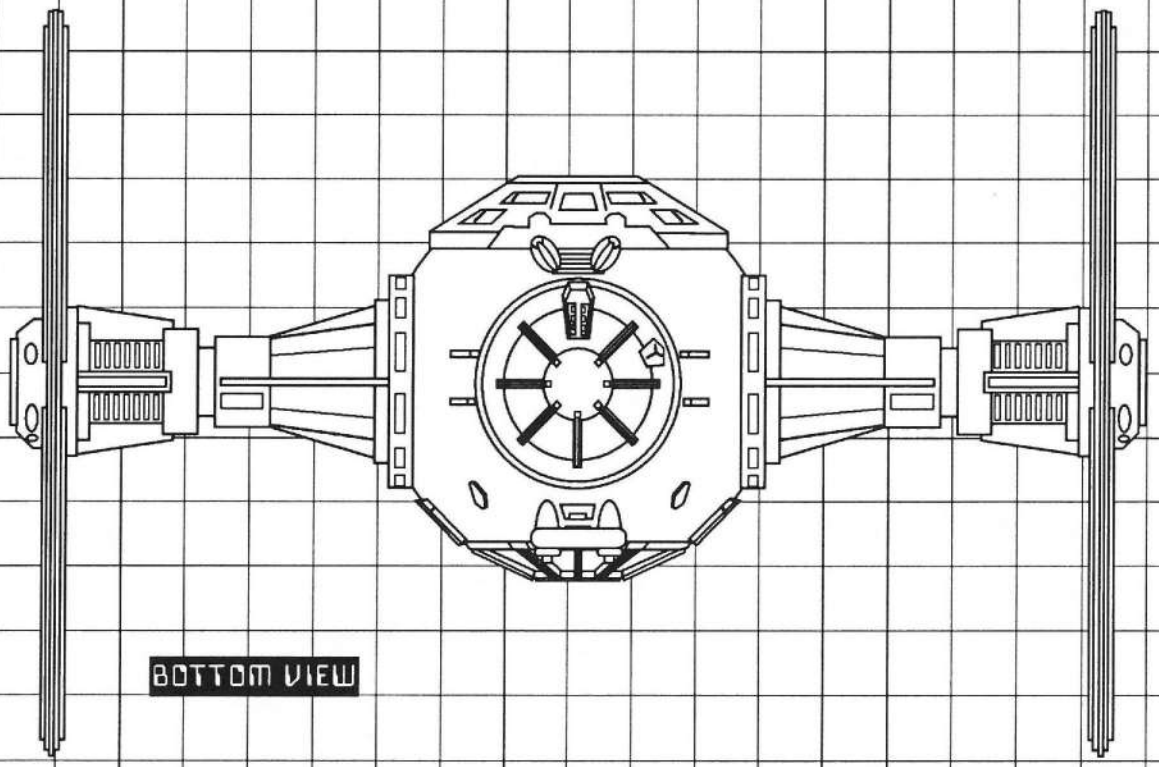
IMPERIAL SHIPYARDS
Model Number TIEA-A

0 0.5 1 1.5 2
METERS



TOP VIEW

Access Hatch



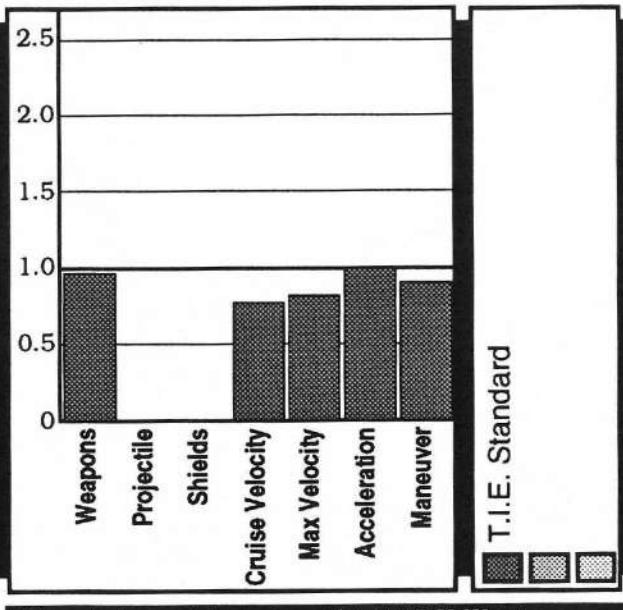
BOTTOM VIEW

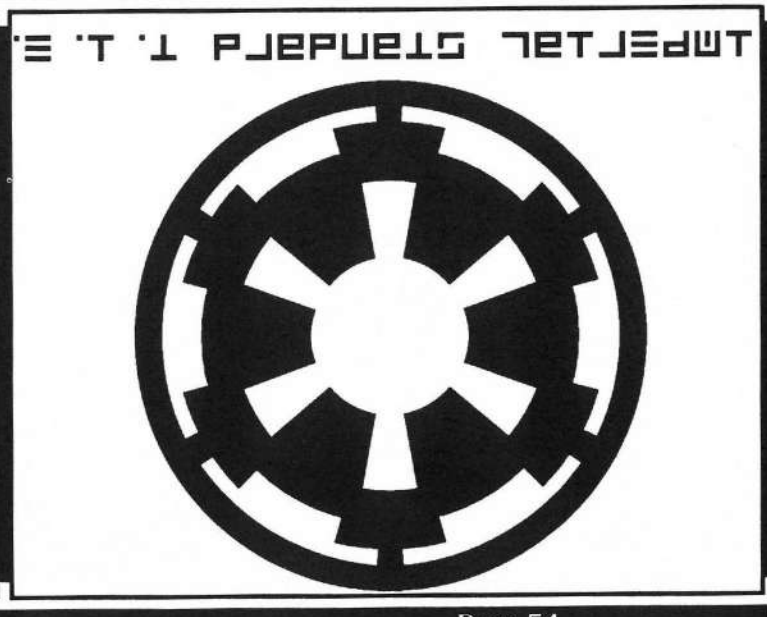
T.I.E. ▮ STANDARD Empire

The Standard T.I.E. was the first craft designed to replace the Initial T.I.E. fighters. While incorporating most of the same features it shows a dramatic improvement in all areas that were lacking on the Initial T.I.E..

The Standard T.I.E. consists of a spherical cockpit (CP2A) which houses the pilot . Entrance into the cockpit is through the upper hatch located on top of the cockpit. To either side of the cockpit are two six sided solar panels (SP3A) connected to the cockpit by two support arms (SA2A). The solar panels are attached to the support arms by the panel attachment hubs (PAH3A) which also serve as the in flight refueling ports. The fighter is propelled by a Twin Ion Engine unit (IE2B) located on the rear of the cockpit. The fighter has two forward mounted laser cannons (LC2A) located on the front of the cockpit. The craft is equipped with the (SAP2B) sensor array package. The Standard T.I.E. is by far the most common modular fighter package used by the Empire.

Graphical Representation* Variations Logo





*Graph Average based on the T-65 X-Wing

T.I.E.

STANDARD FIGHTER

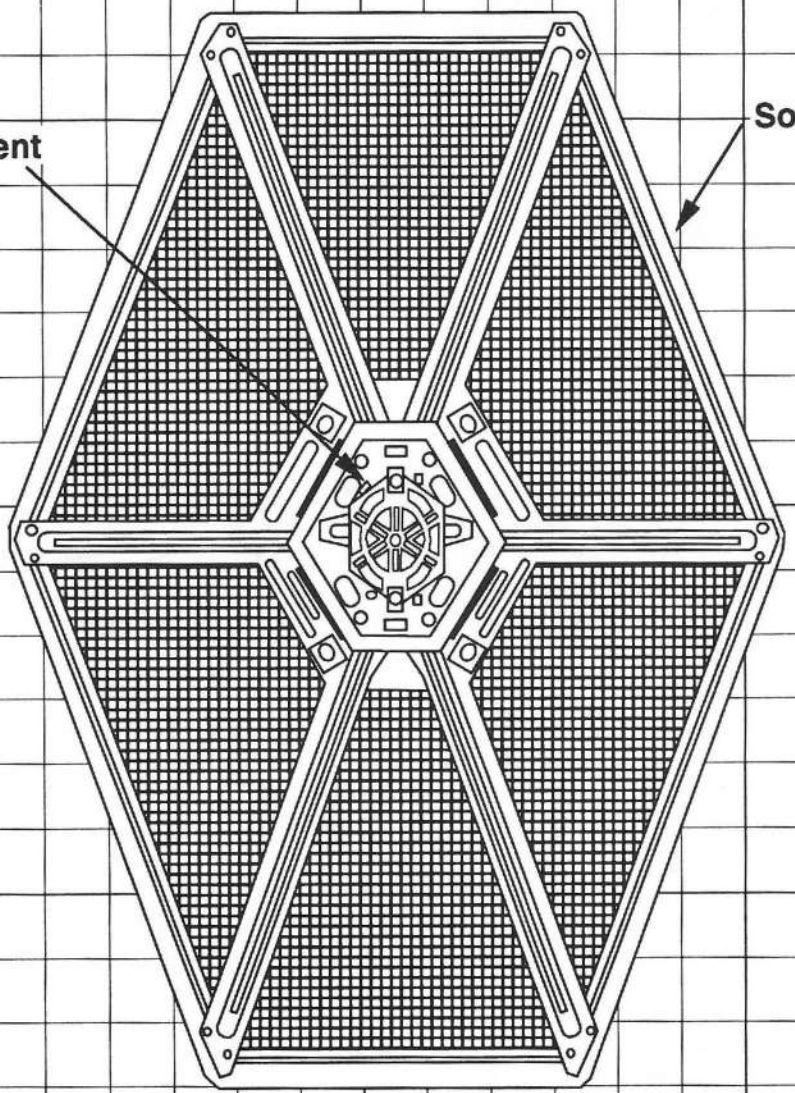
IMPERIAL SHIPYARDS
Model Number TIESF-A

0 0.5 1 1.5 2
METERS

T.I.E. Fighter (Standard)

Crew: Pilot
Passengers: None
Cargo: NA
Computer: Onboard
Propulsion: Twin Ion Engines
Armament: Laser Cannons (2)(0.48 GW)
Projectile: None
Shield: None
Duration: 168 Hours
Stardrive Range: None

Length: 6.08 m
Width: 8.84 m
Height: 8.32 m
Weight: 7298 kg
Acceleration: 9.0 g's (88.20 m/s²)
Maneuver: 8.1 g's (79.38 m/s²)
ATMOSPHERIC VELOCITIES:
Cruise: 1012 kph
Maximum: 1315 kph
N.O.E.: 562 kph



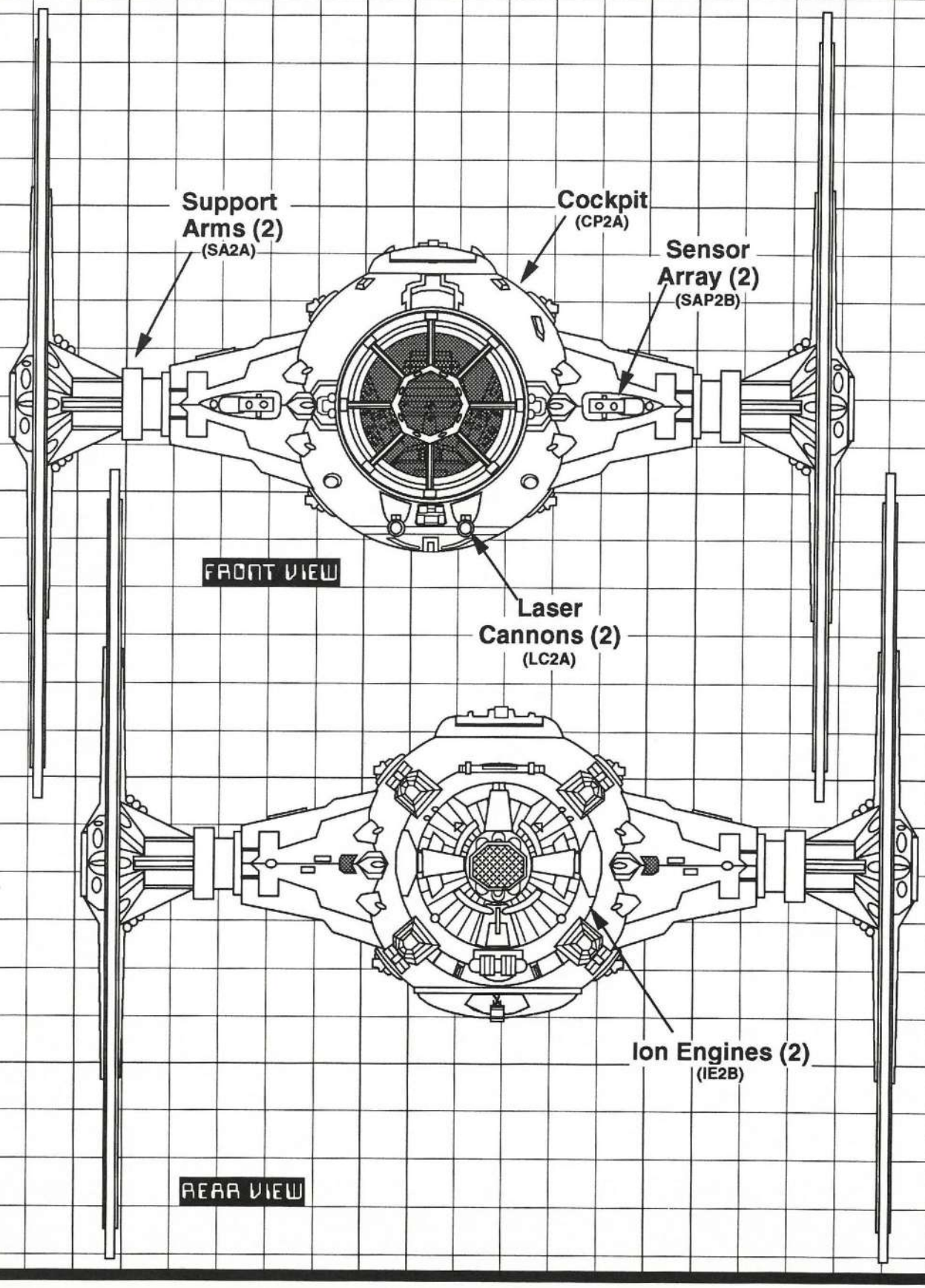
SIDE VIEW

T.I.E.

STANDARD FIGHTER

IMPERIAL SHIPYARDS
Model Number TIESF-A

0 0.5 1 1.5 2
METERS

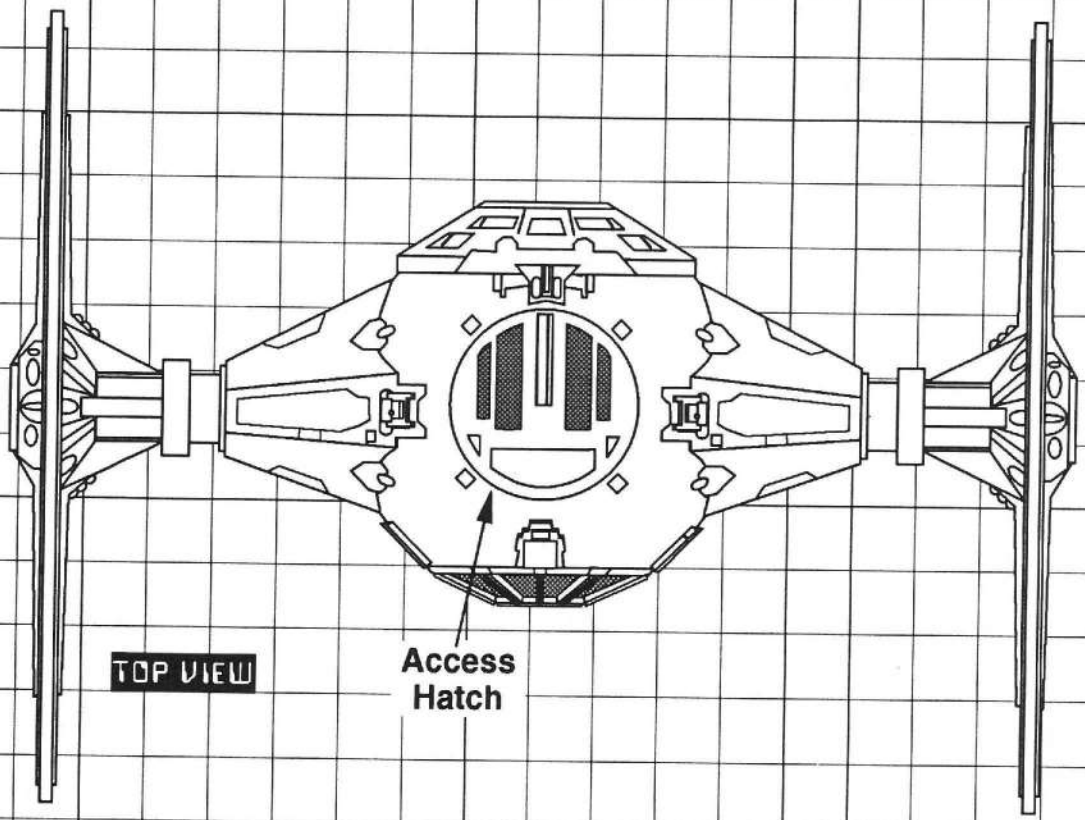


T.I.E.

STANDARD FIGHTER

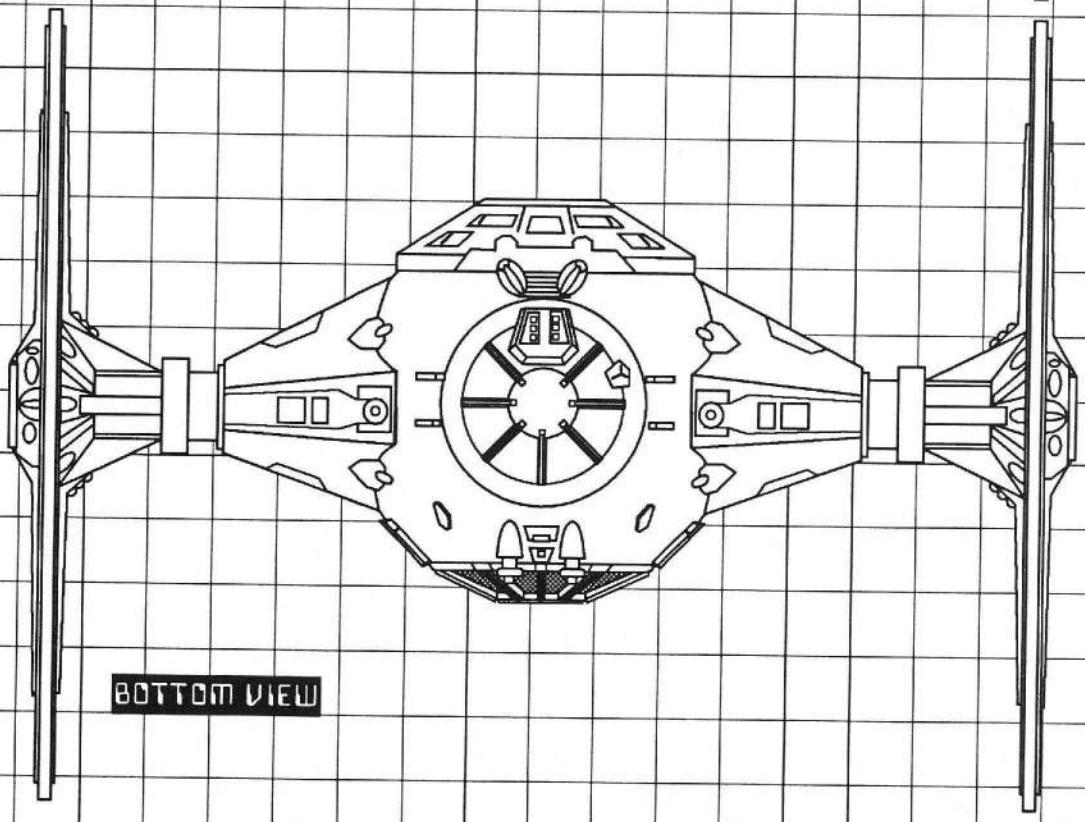
IMPERIAL SHIPYARDS
Model Number TIESF-A

0 0.5 1 1.5 2
METERS



TOP VIEW

Access Hatch



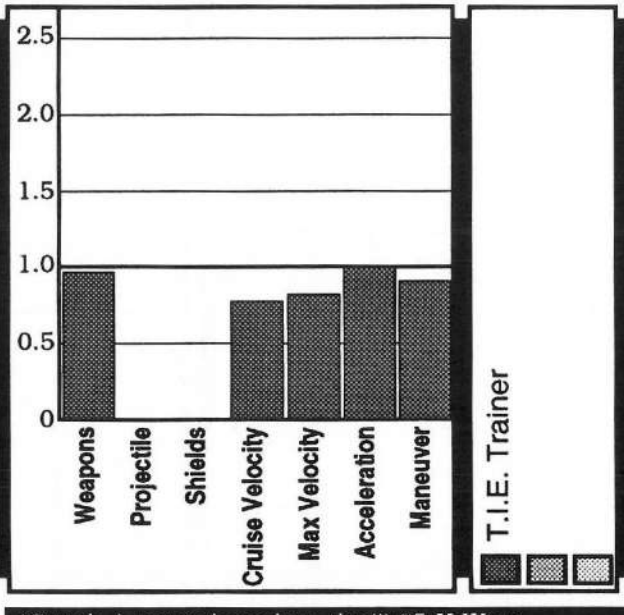
BOTTOM VIEW

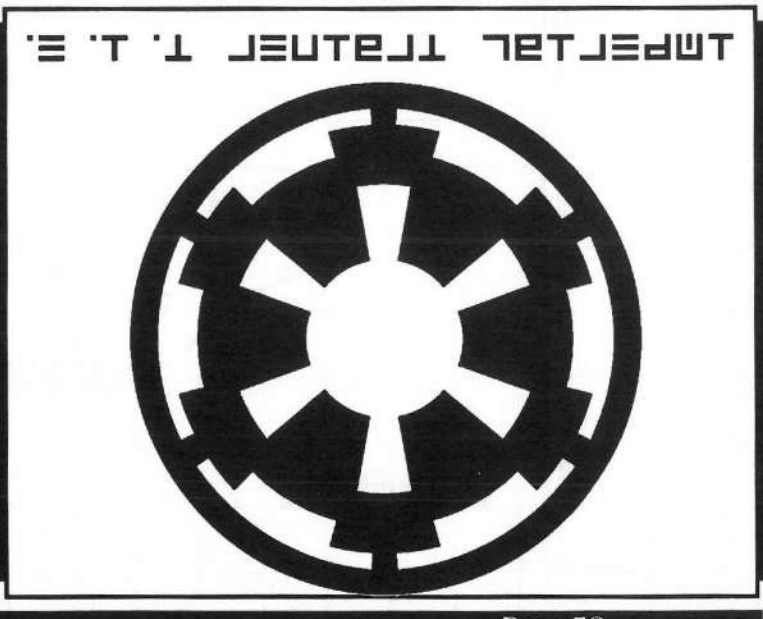
T.I.E. ▮ TRAINER Empire

The Trainer T.I.E. was the first craft designed as a flight trainer for T.I.E. fighter pilots. While incorporating the same solar panels as the standard T.I.E. it uses a two person cockpit so that an instructor can sit behind the trainee.

The Trainer T.I.E. consists of a cockpit (CP3A) which houses the pilot and instructor. Entrance into the cockpit is through the upper hatch located on top of the cockpit. To either side of the cockpit are two six edged solar panels (SP3A) connected to the cockpit by two support arms (SA2A). The solar panels are attached to the support arms by the panel attachment hubs (PAH3A) which also serve as in-flight refueling ports. The fighter is propelled by a Twin Ion Engine unit (IE4A) located on the rear of the cockpit. The fighter has two forward mounted laser cannons (LC2A) located on the front of the cockpit. The trainer is equipped with the (SAP4B) sensor array package.

Graphical Representation* Variations Logo





*Graph Average based on the T-65 X-Wing

T.I.E.

STANDARD FIGHTER

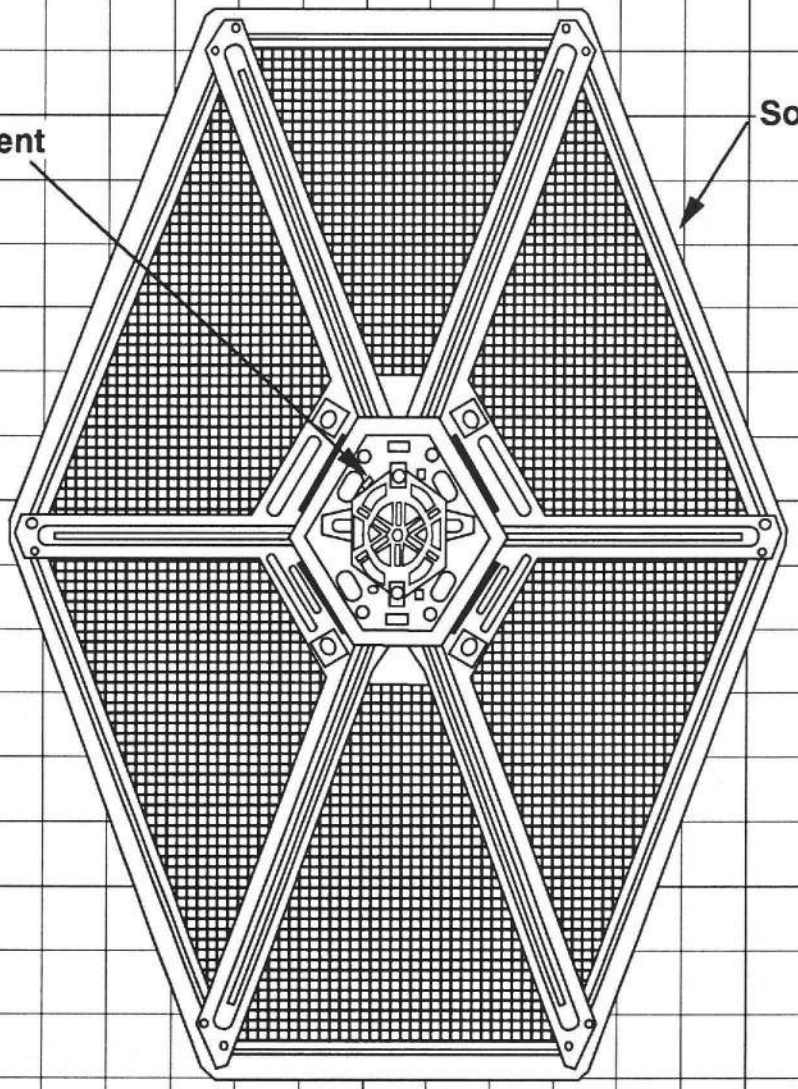
IMPERIAL SHIPYARDS
Model Number TIESF-A

0 0.5 1 1.5 2
METERS

T.I.E. Fighter (Standard)

Crew: Pilot
Passengers: None
Cargo: NA
Computer: Onboard
Propulsion: Twin Ion Engines
Armament: Laser Cannons (2)(0.48 GW)
Projectile: None
Shield: None
Duration: 168 Hours
Stardrive Range: None

Length: 6.08 m
Width: 8.84 m
Height: 8.32 m
Weight: 7298 kg
Acceleration: 9.0 g's (88.20 m/s²)
Maneuver: 8.1 g's (79.38 m/s²)
ATMOSPHERIC VELOCITIES:
Cruise: 1012 kph
Maximum: 1315 kph
N.O.E.: 562 kph



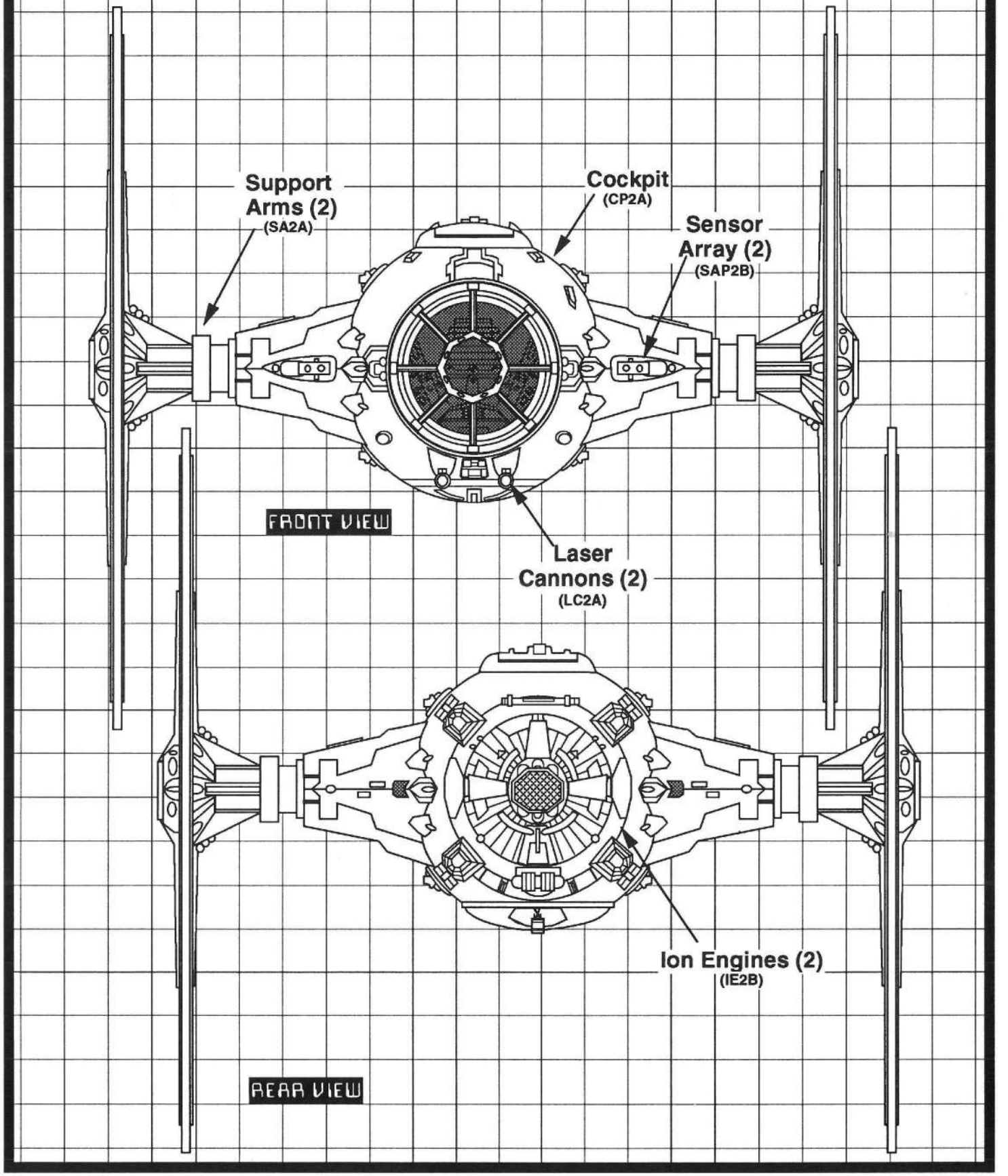
SIDE VIEW

T.I.E.

STANDARD FIGHTER

IMPERIAL SHIPYARDS
Model Number TIESF-A

0 0.5 1 1.5 2
METERS

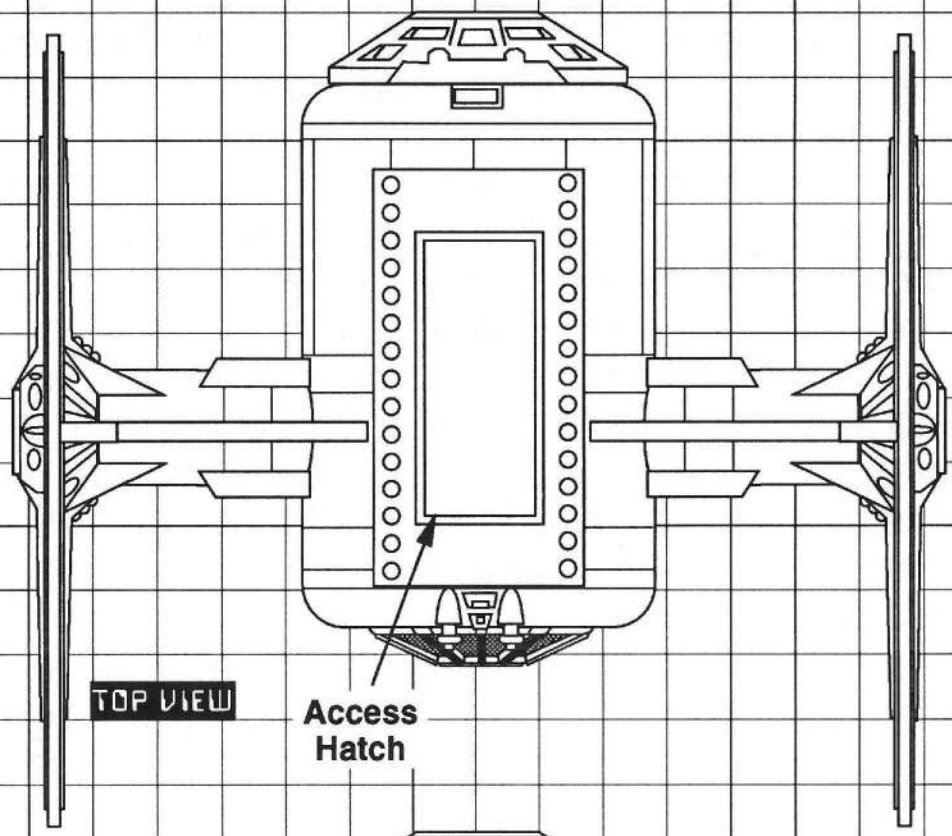


T.I.E.

TRAINER

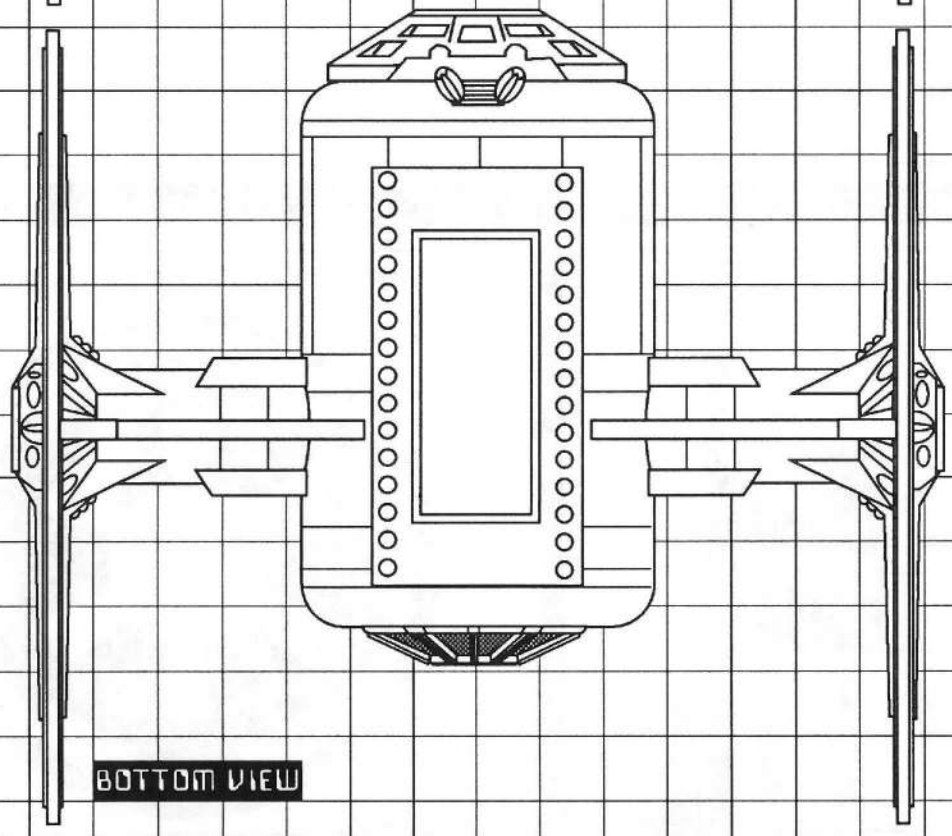
IMPERIAL SHIPYARDS
Model Number TIET-A

0 0.5 1 1.5 2
METERS



TOP VIEW

Access Hatch



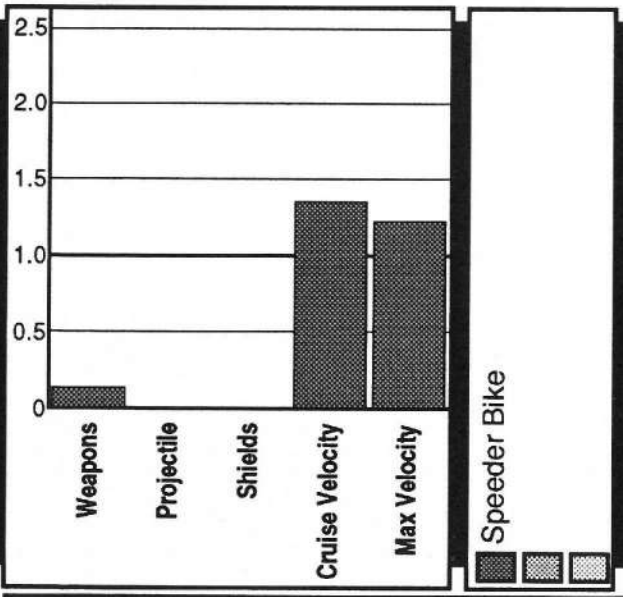
BOTTOM VIEW

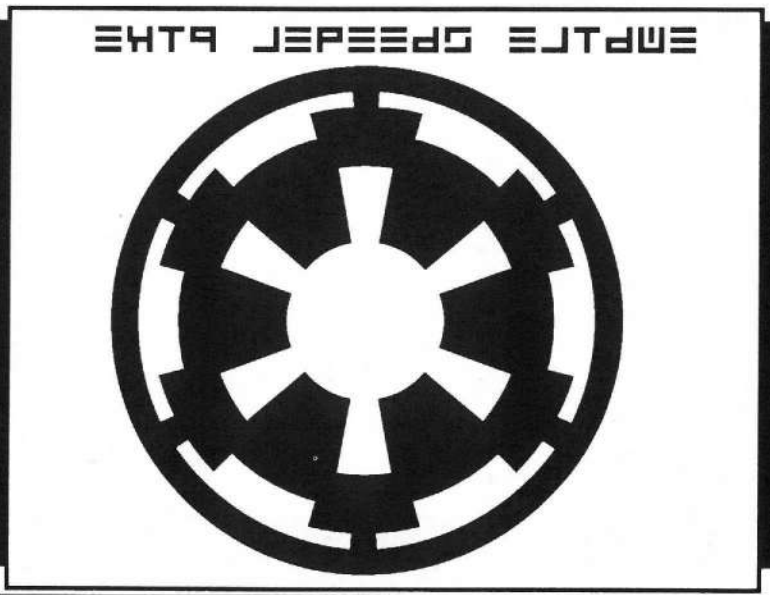
Speeder Bike — Empire

The Imperial Speeder Bike is used by Imperial forces in areas where small swift transportation can be used effectively. The bike is generally used for recon and patrol units.

The main body of the speeder is a repulsorlift with a seat located on the top. In the front are four control vanes that dramatically increase the speeders maneuverability. To the rear are thrust vectoring vanes which help direct the thrust off the engine. The craft is controlled by two hand levers and two foot controls and a small control panel located in front of the seat. Lift is provided by the repulsorlift located in the main body. Propulsion is provided by two thrusters located in the back. The speeder bike has a flight ceiling of 20 meters. Equipped with a 0.1 gigawatt forward laser cannon, the only main drawbacks are the facts that the craft is vulnerable to attack from the rear and that the fast moving craft has to point at the target that it is trying to hit. The empire has plans to fix these weak spots in later designs.

Graphical Representation* Variations Logo





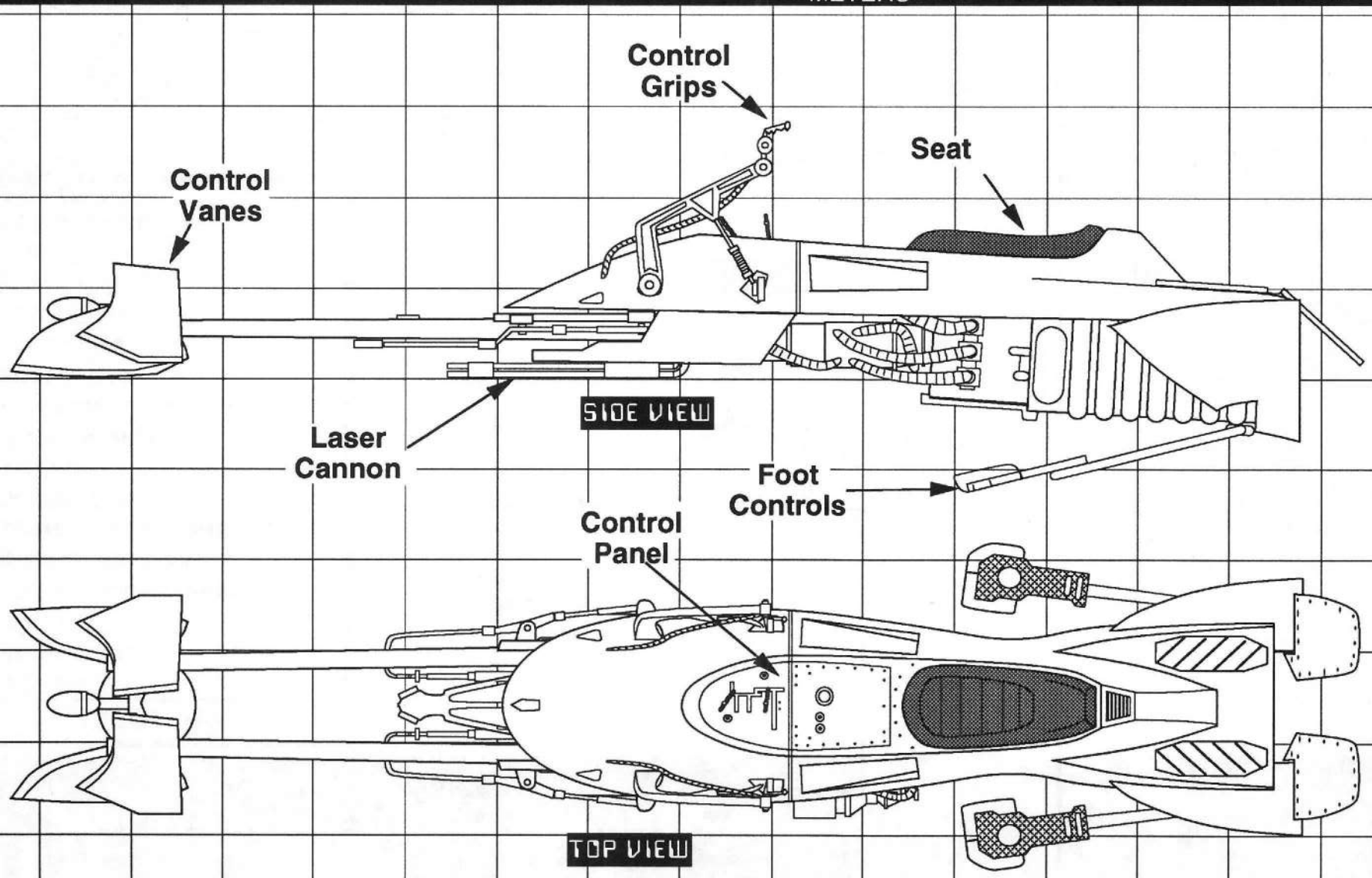
*Graph Average based on the XP-37 LandSpeeder

SPEEDER BIKE

GENERAL ISSUE

IMPERIAL GROUND SUPPORT
Model Number SB-G1

0 0.25 0.5
METERS



SPEEDER BIKE

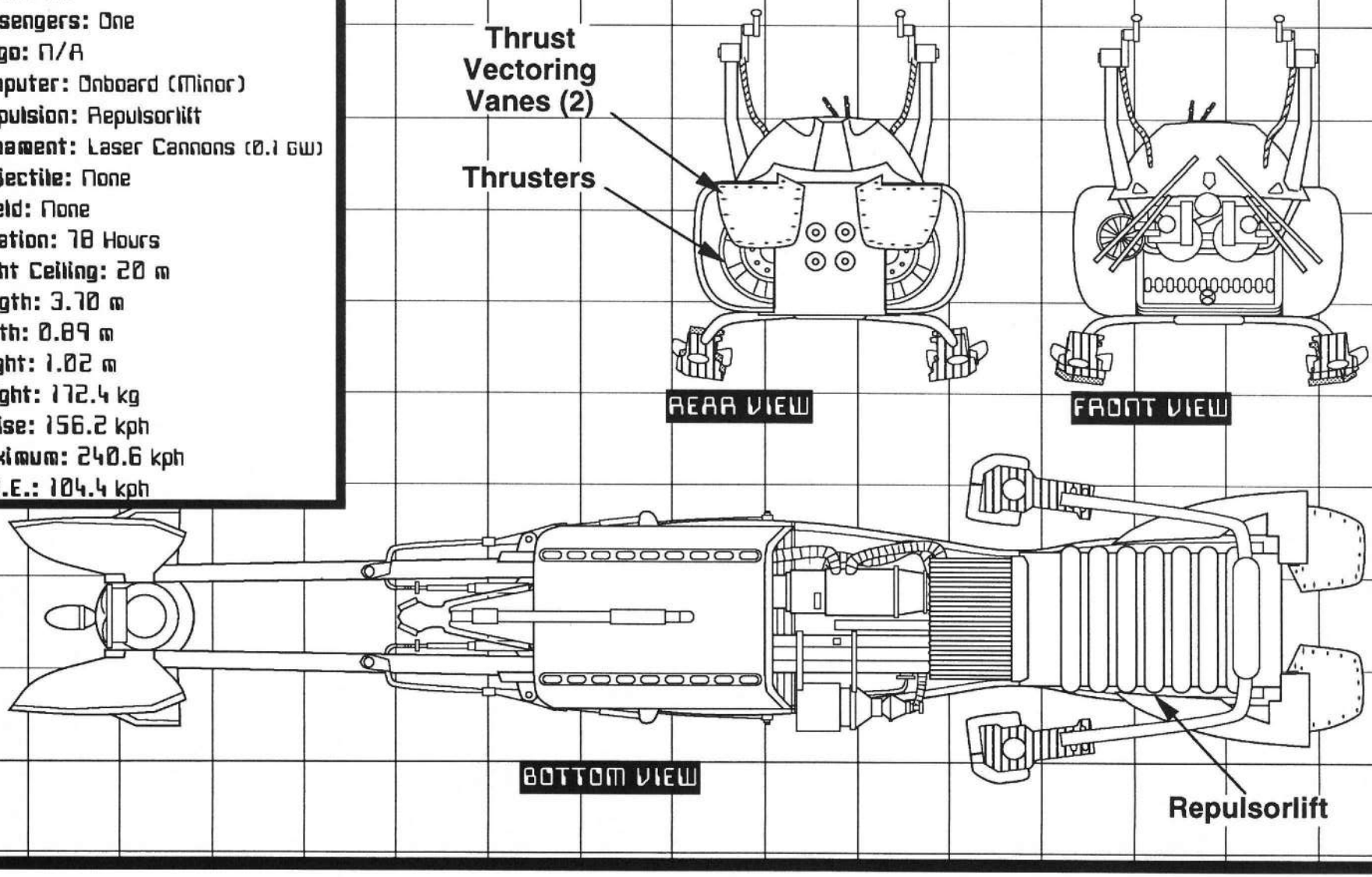
GENERAL ISSUE

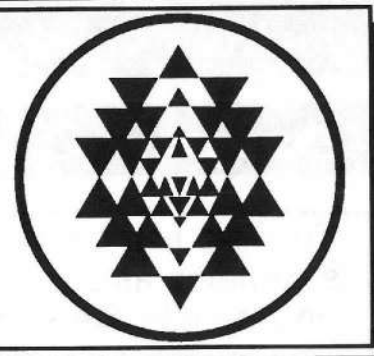
IMPERIAL GROUND SUPPORT
Model Number SB-G1

0 0.25 0.5
METERS

Speeder Bike

Crew: Pilot
Passengers: One
Cargo: N/A
Computer: Onboard (Minor)
Propulsion: Repulsorlift
Armament: Laser Cannons (0.1 GW)
Projectile: None
Shield: None
Duration: 78 Hours
Flight Ceiling: 20 m
Length: 3.70 m
Width: 0.89 m
Height: 1.02 m
Weight: 172.4 kg
Cruise: 156.2 kph
Maximum: 240.6 kph
N.O.E.: 104.4 kph





Colonial

Colonial History

The Colonies consist of the Twelve Colonies of Man and numerous small outposts and company interests. The twelve colonial worlds are Aquarius, Aries, Cancer, Caprica, Gemina, Leo, Libra, Pisces, Sagittaria, Scorpia, Taura and Virgon.

The Colonies have been at war with the Cylon Empire for over 1000 yahren. Due to this continuing threat the Colonies have developed a strong military defense force.

The Colonial Defense Headquarters has built production plants on all 12 colonial worlds. It was decided to produce standard designs on all 12 worlds in approximately the same numbers to make sure that even with a string of unforeseen accidents not all of the colonies production plants could be put out of commission. The Quorum of the Twelve has the final say on all production that occurs and during slow production times allow the plants to produce non Colonial craft for the police, research and civilian use. The production plants can produce tracked vehicles, fighters, shuttles and other craft.

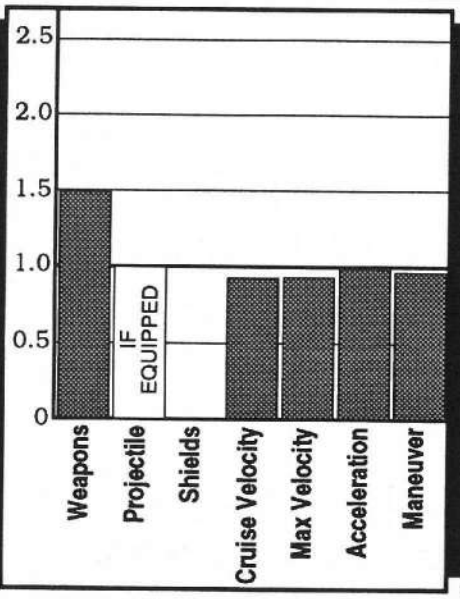
It was decided that the large battlestars for which there is one for every planet, should be constructed at a common site due to their immense size and limited production run.

Asp Colonial

The Asp is a heavier version of the more common Viper. The Asp, although not as common as the Viper, entered service to help in the protection of the Colonies. The Asp has the same front cross-section as a Viper which allows it to use the same launch rails. Similar to the Viper, the Asp is designed to be launched from large carriers using launch tubes giving the Asp most of its initial velocity. The Asp is also designed to launch under its own power but then requires more time to build up velocity.

The Asp's body is based on a elongated fuselage that is wider than the standard Viper. The sensor package is located in a recess at the front of the fuselage. The cockpit is located halfway back on top of the body. The cockpit can be entered through the canopy which is hinged at the rear and lifts from the front. The pilot and weapons officer sit side by side in the cockpit, but in emergencies two additional people can fit in the cargo area located behind the seats. The cockpit is can be jettisoned in case of an emergency. The Asp is equipped with three enhanced turboengines located behind the fuselage in a triangular formation. The turboengines have braking thrusters built in which allow the craft to perform unusual maneuvers. Located around the engines, 120° apart, are two lower airfoils and an upper stabilizer fin. Located on either side of the fuselage, just inside the two lower airfoils, are two forward mounted 0.75 gigawatt turbolasers. The Asp is supported by one forward and two rear, all-terrain, retractable landing gears. The lower part of the landing gear consists of a skid with rollers to accommodate different landing surfaces.

Graphical Representation* Variations Logo

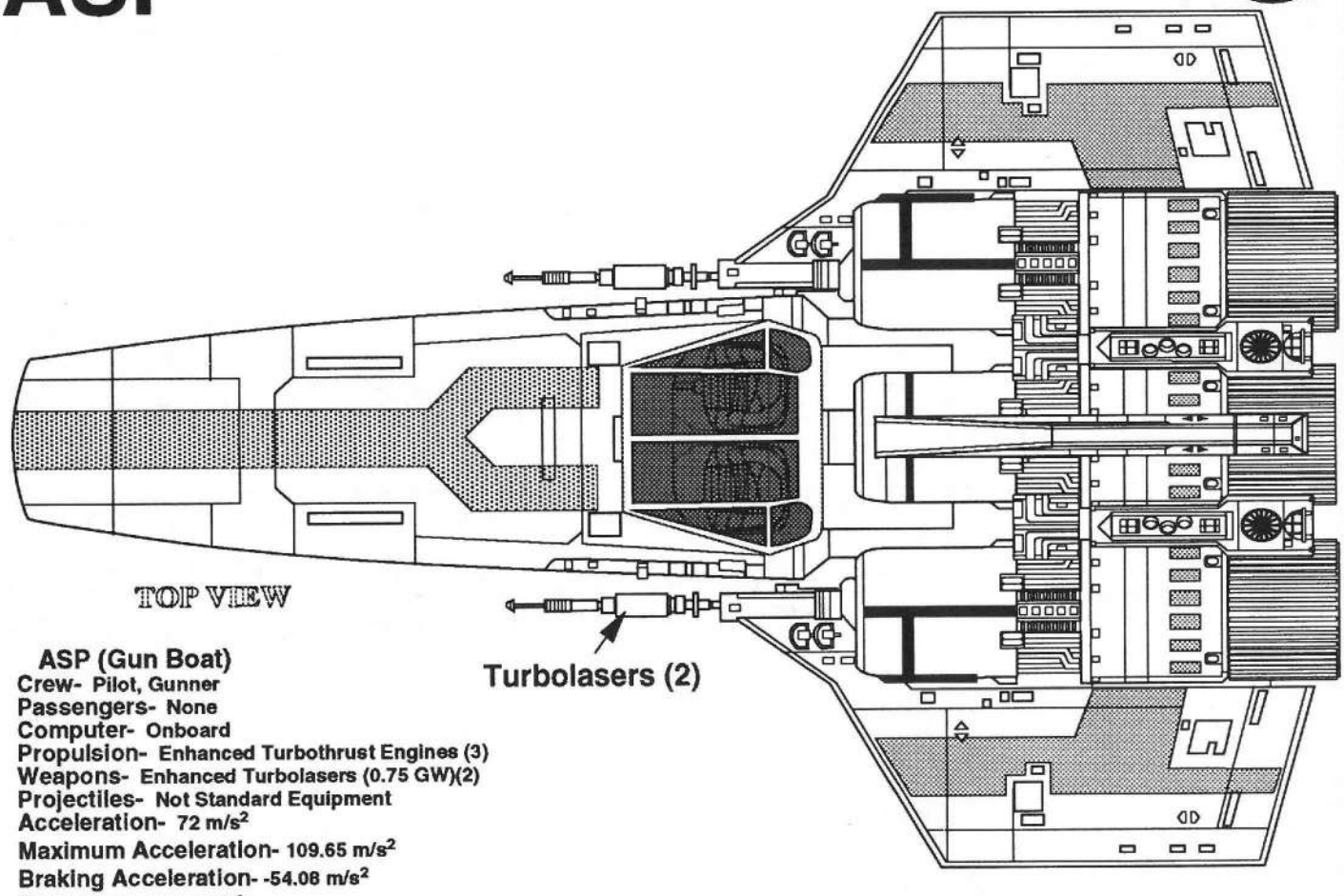




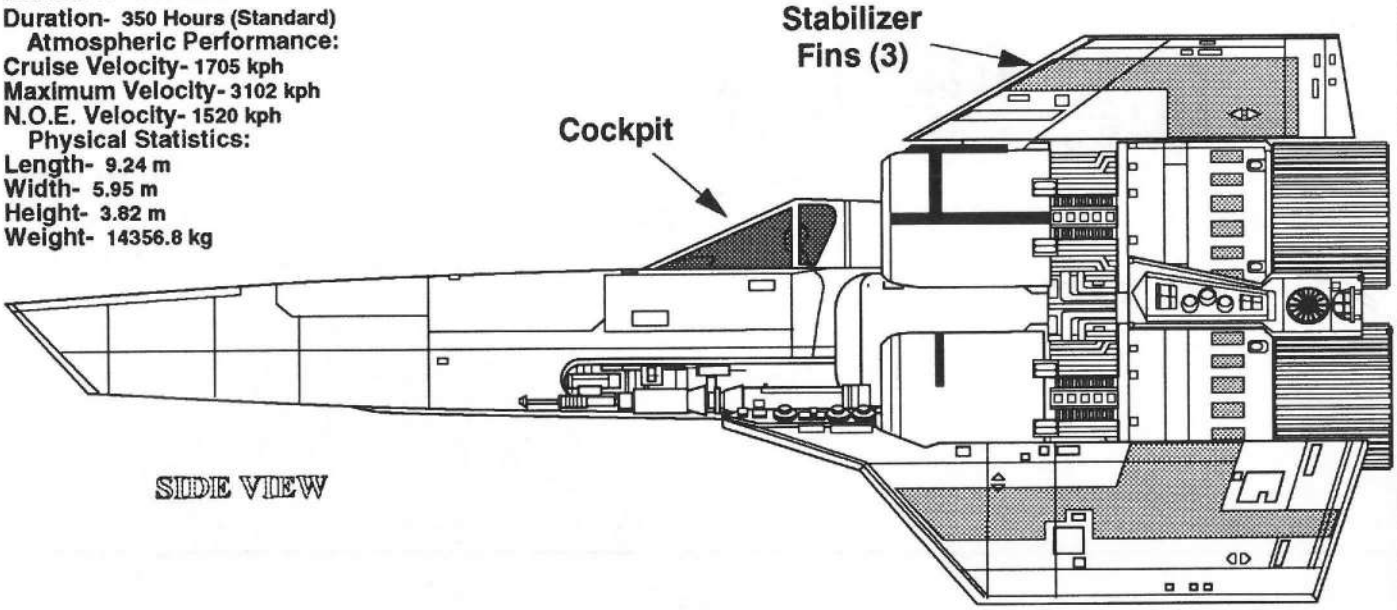


*Graph Average based on the Colonial Viper

COLONIAL
ASP



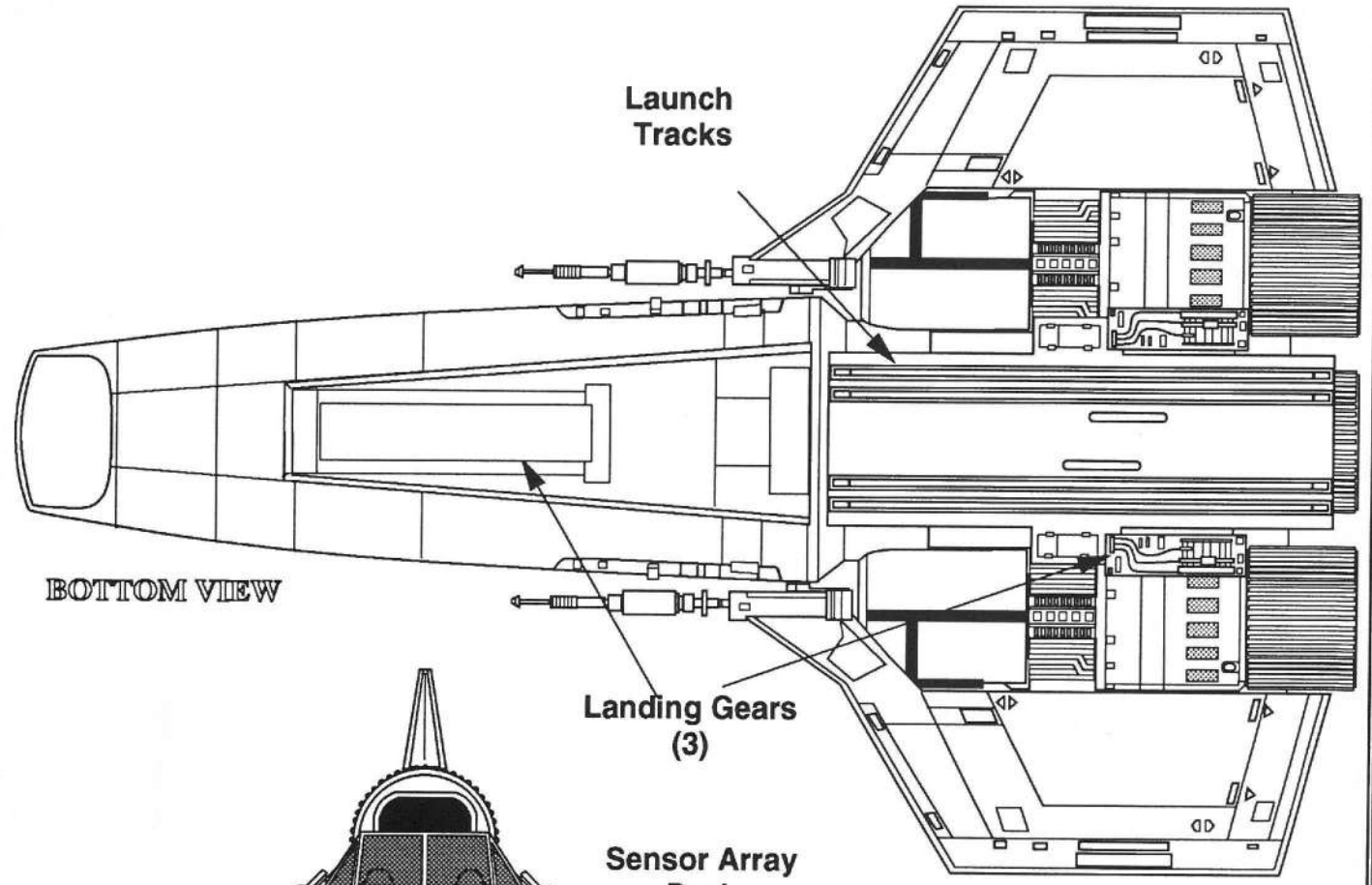
ASP (Gun Boat)
Crew- Pilot, Gunner
Passengers- None
Computer- Onboard
Propulsion- Enhanced Turbothrust Engines (3)
Weapons- Enhanced Turbolasers (0.75 GW)(2)
Projectiles- Not Standard Equipment
Acceleration- 72 m/s^2
Maximum Acceleration- 109.65 m/s^2
Braking Acceleration- -54.08 m/s^2
Maneuver- 67.71 m/s^2
Duration- 350 Hours (Standard)
Atmospheric Performance:
Cruise Velocity- 1705 kph
Maximum Velocity- 3102 kph
N.O.E. Velocity- 1520 kph
Physical Statistics:
Length- 9.24 m
Width- 5.95 m
Height- 3.82 m
Weight- 14356.8 kg

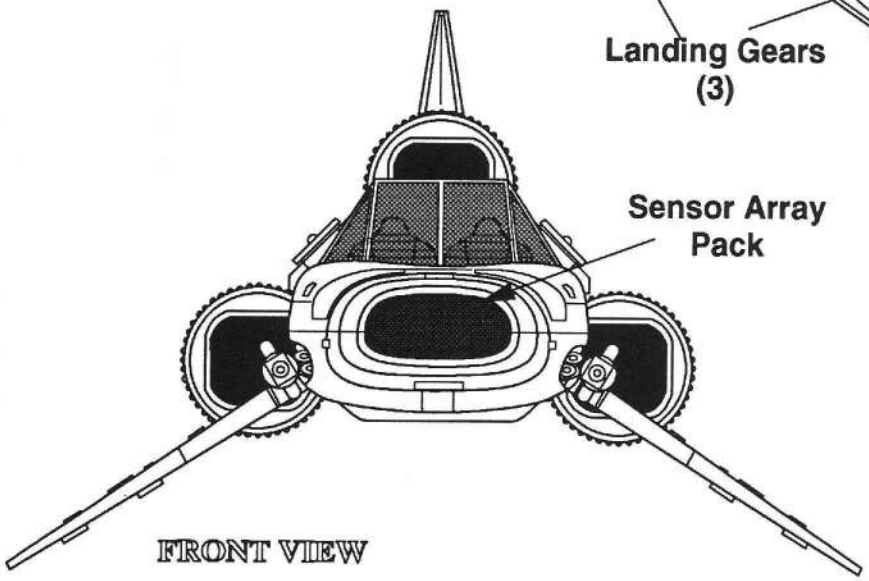


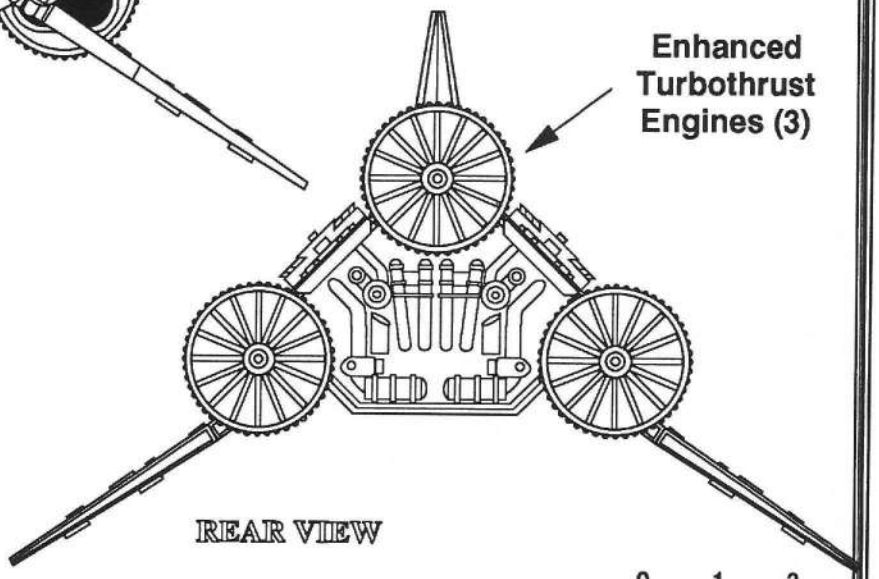
0 1 2
METRONS

Colonial Defense Headquarters

COLONIAL
ASP



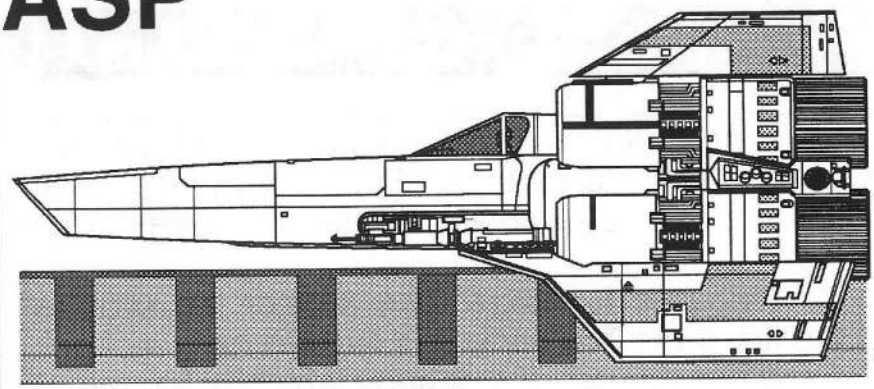




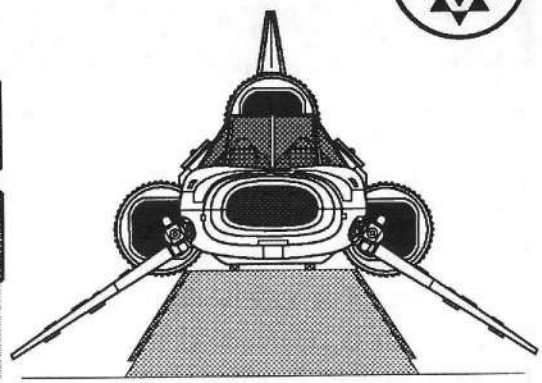
0 1 2
METRONS

Colonial Defense Headquarters

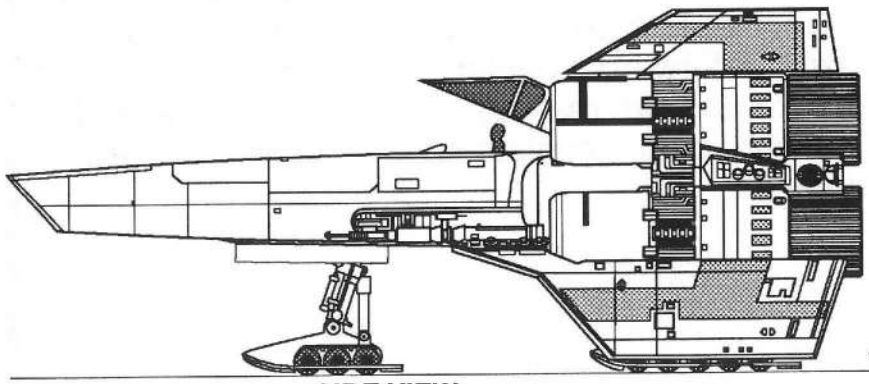
COLONIAL
ASP



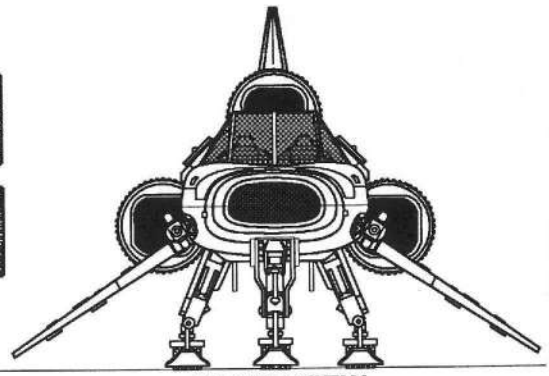
SIDE VIEW
POSITIONED ON LAUNCH RAIL



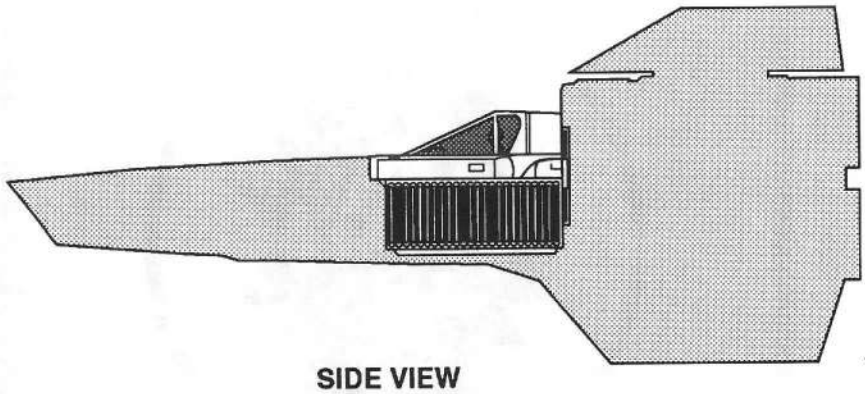
FRONT VIEW
POSITIONED ON LAUNCH RAIL



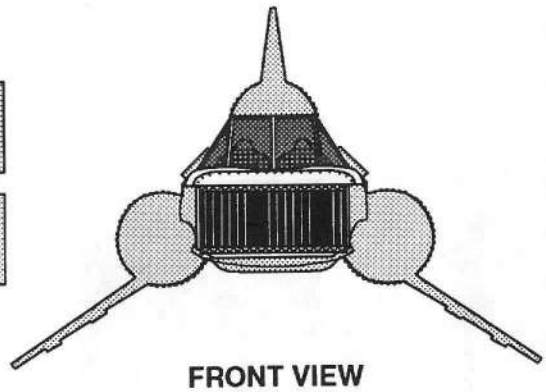
SIDE VIEW
LANDING GEAR EXTENDED



FRONT VIEW
LANDING GEAR EXTENDED



SIDE VIEW
ESCAPE POD



FRONT VIEW
ESCAPE POD



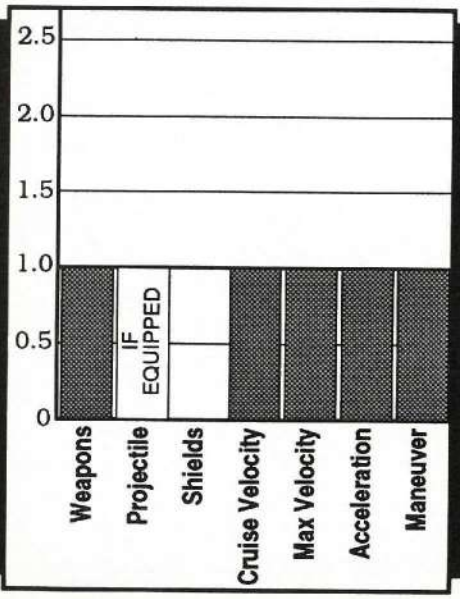
Colonial Defense Headquarters

Viper Colonial

The Viper is the main defense line of the Colonies. It is designed to be launched from large carriers using launch tubes which provides the Viper most of it's initial velocity. It is also designed to launch under its own power, but then requires more time to build up velocity.

The Viper's body is based on a elongated fuselage. The sensor package is located in a recess at the front of the fuselage. The cockpit is located halfway back on top of the body. The cockpit is entered through the canopy which is hinged at the rear and lifts from the front. The cockpit is designed to hold only the pilot but in emergencies a second person can fit in the cargo area located behind the pilot's seat. The cockpit can be jettisoned in case of an emergency. The Viper is powered by three turboengines located behind the fuselage in a triangular formation. The turboengines incorporate braking thrusters which give the craft ability to perform unusual maneuvers. Located around the engines, 120° apart, are two lower airfoils and an upper stabilizer fin. Located on either side of the fuselage, just inside the two lower airfoils, are two forward mounted 0.5 gigawatt turbolasers. The Viper is supported by one forward and two rear, all-terrain, retractable landing gears. The lower part of the landing gear consists of a skid with rollers to accommodate different landing surfaces.

Graphical Representation* Variations Logo

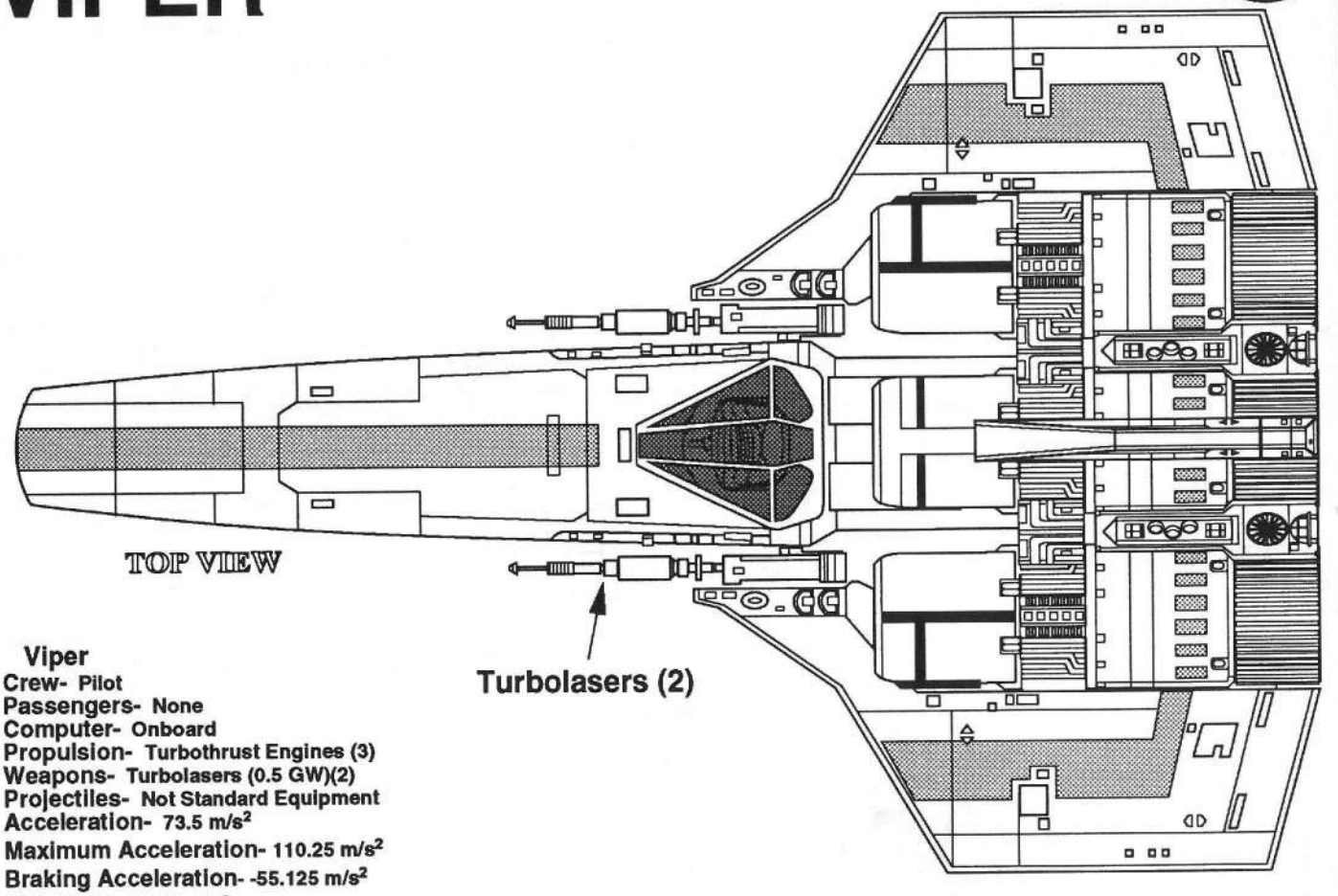




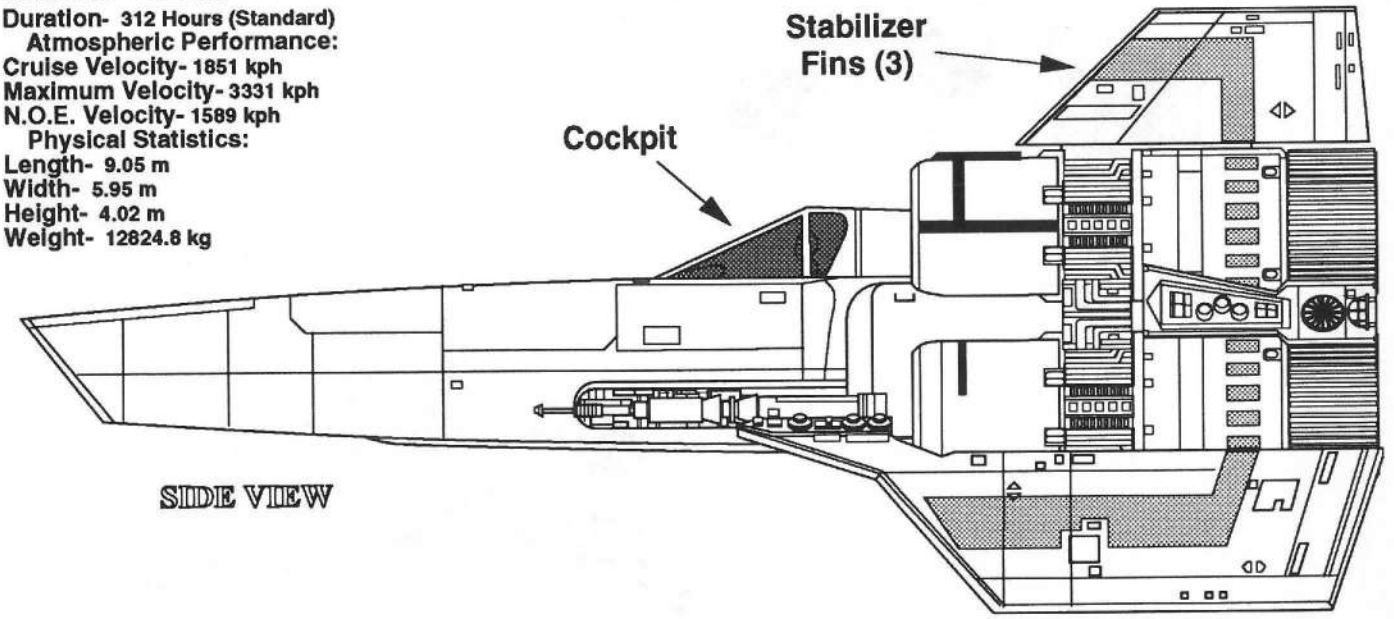


*Graph Average based on the Colonial Viper

COLONIAL
VIPER



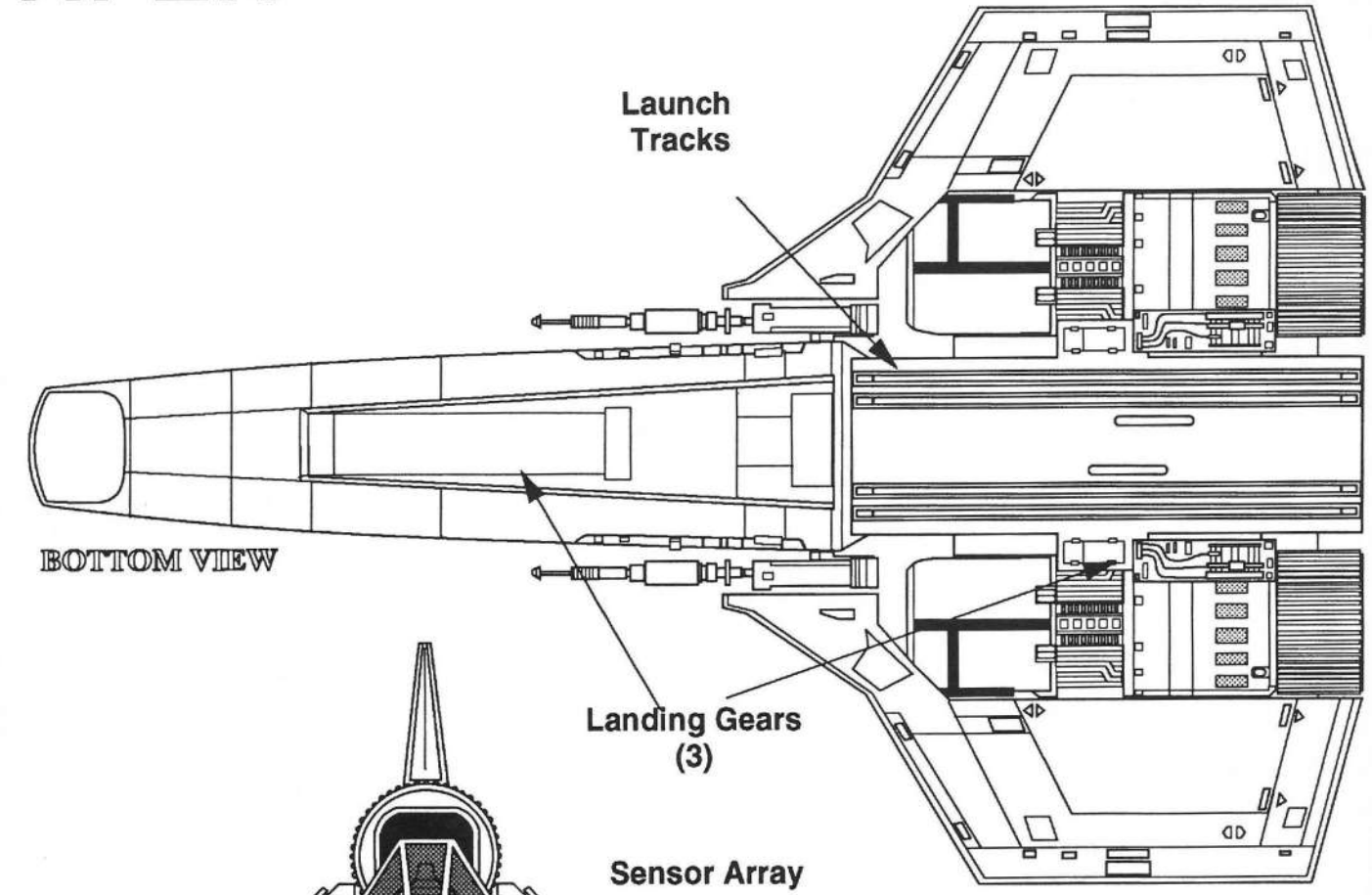
Viper
Crew- Pilot
Passengers- None
Computer- Onboard
Propulsion- Turbothrust Engines (3)
Weapons- Turbolasers (0.5 GW)(2)
Projectiles- Not Standard Equipment
Acceleration- 73.5 m/s^2
Maximum Acceleration- 110.25 m/s^2
Braking Acceleration- -55.125 m/s^2
Maneuver- 70.56 m/s^2
Duration- 312 Hours (Standard)
Atmospheric Performance:
Cruise Velocity- 1851 kph
Maximum Velocity- 3331 kph
N.O.E. Velocity- 1589 kph
Physical Statistics:
Length- 9.05 m
Width- 5.95 m
Height- 4.02 m
Weight- 12824.8 kg

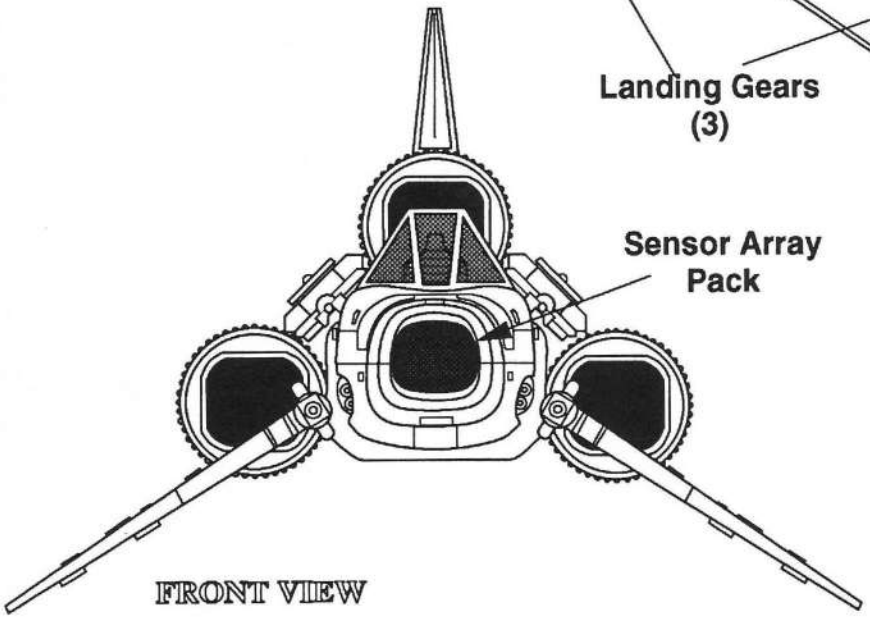


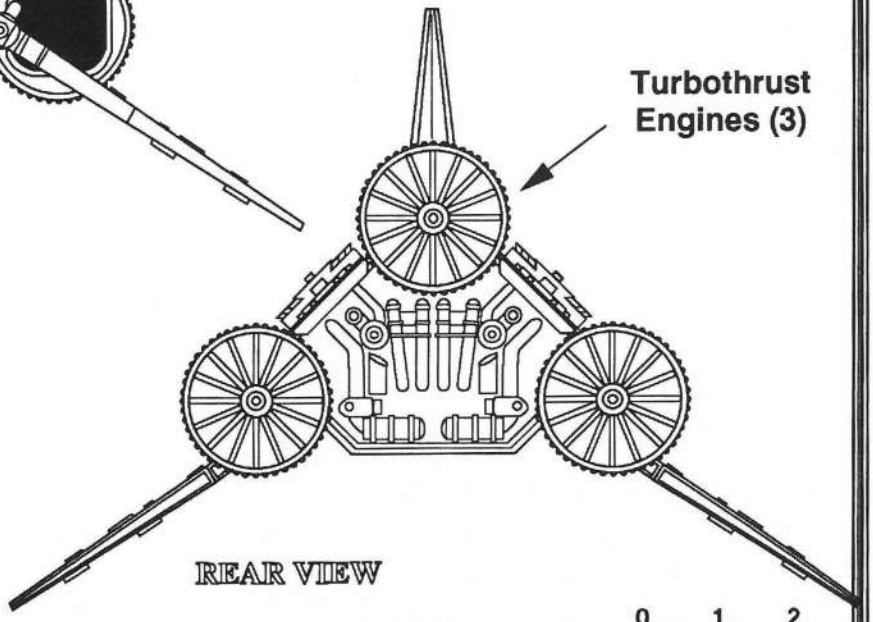
0 1 2
METRONS

Colonial Defense Headquarters

COLONIAL
VIPER



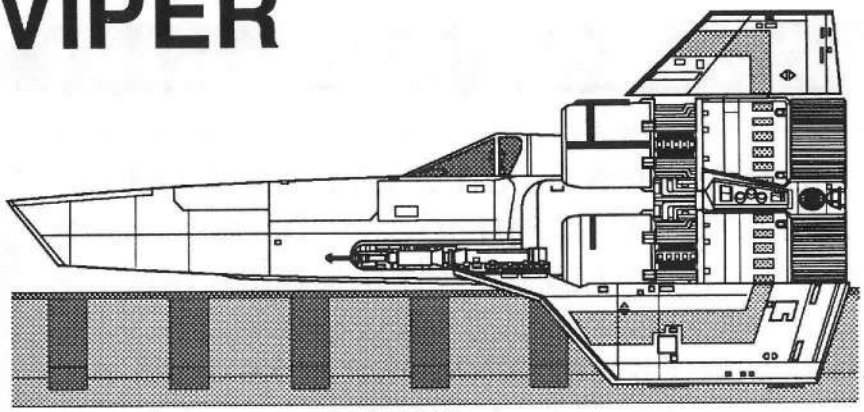




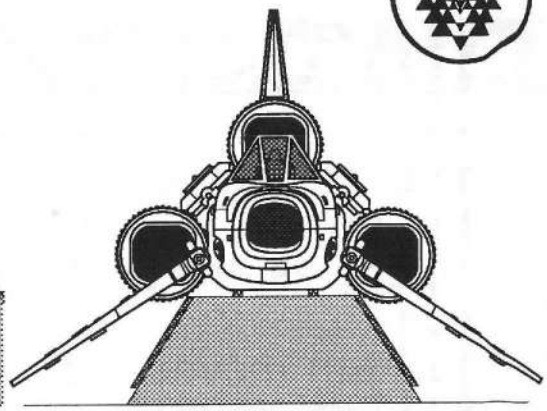
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METRONS

Colonial Defense Headquarters

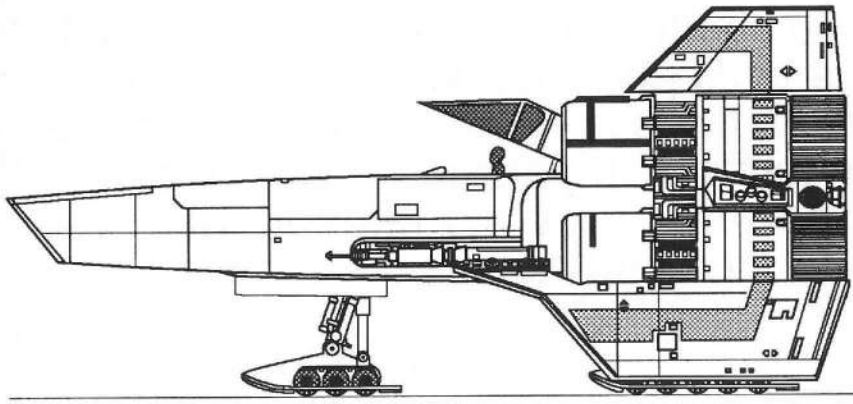
COLONIAL VIPER



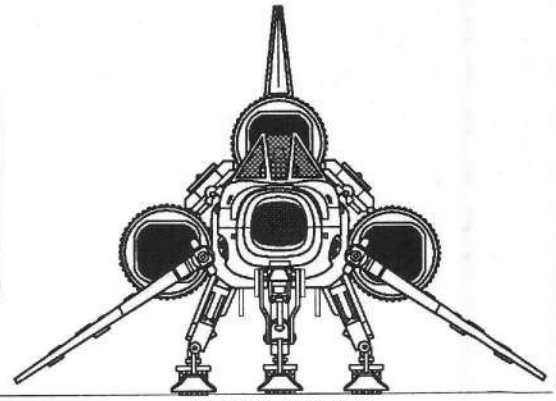
SIDE VIEW
POSITIONED ON LAUNCH RAIL



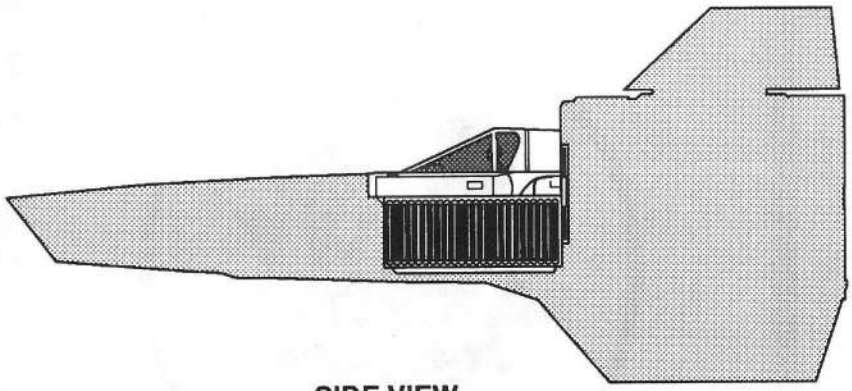
FRONT VIEW
POSITIONED ON LAUNCH RAIL



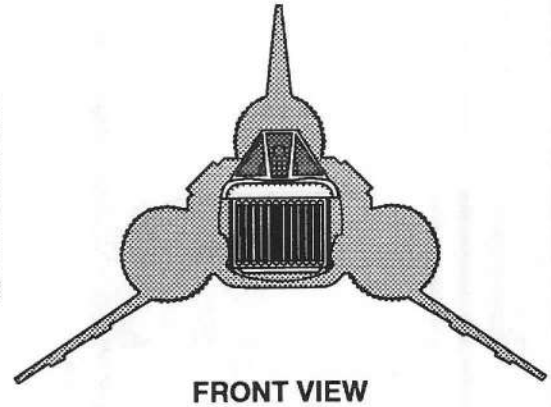
SIDE VIEW
LANDING GEAR EXTENDED



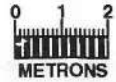
FRONT VIEW
LANDING GEAR EXTENDED



SIDE VIEW
ESCAPE POD



FRONT VIEW
ESCAPE POD



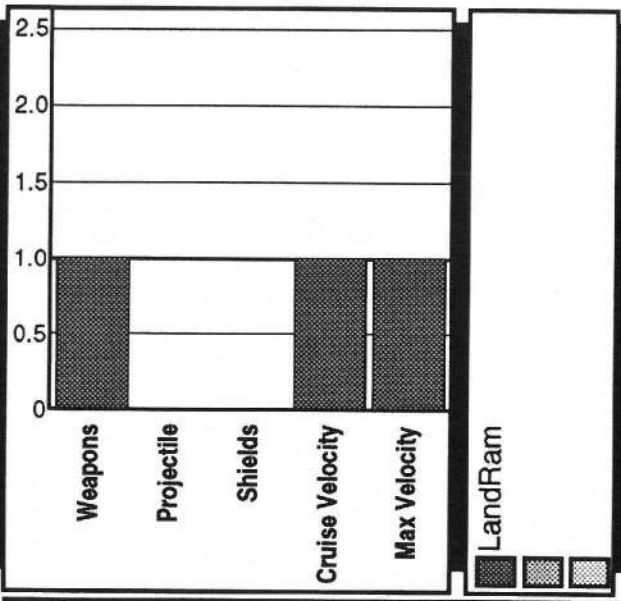
Colonial Defense Headquarters

LandRam Colonial

The LandRam, used by the Colonies, is an enclosed, tracked, light armored land vehicle. Designed with modular components, the craft can be tailored to match specific mission needs.

The Ram moves around on two independent tracks that run the length of the vehicle. A pair of sensor array grids are mounted on the front of the personnel compartment. Located below the sensor grids are eight floodlights. The personnel compartment is essentially square in design. The interior is pressurized with room for five passengers, a driver, navigator, and gunner. The interior compartment can be entered through four locations. The Ram is equipped with doors on both sides and the rear of the craft. An access hatch is located on the lower right side of the turret compartment. The Ram is equipped with a 0.1 gigawatt turret mounted dual laser cannons on top of the craft for ground assault.

Graphical Representation* Variations Logo

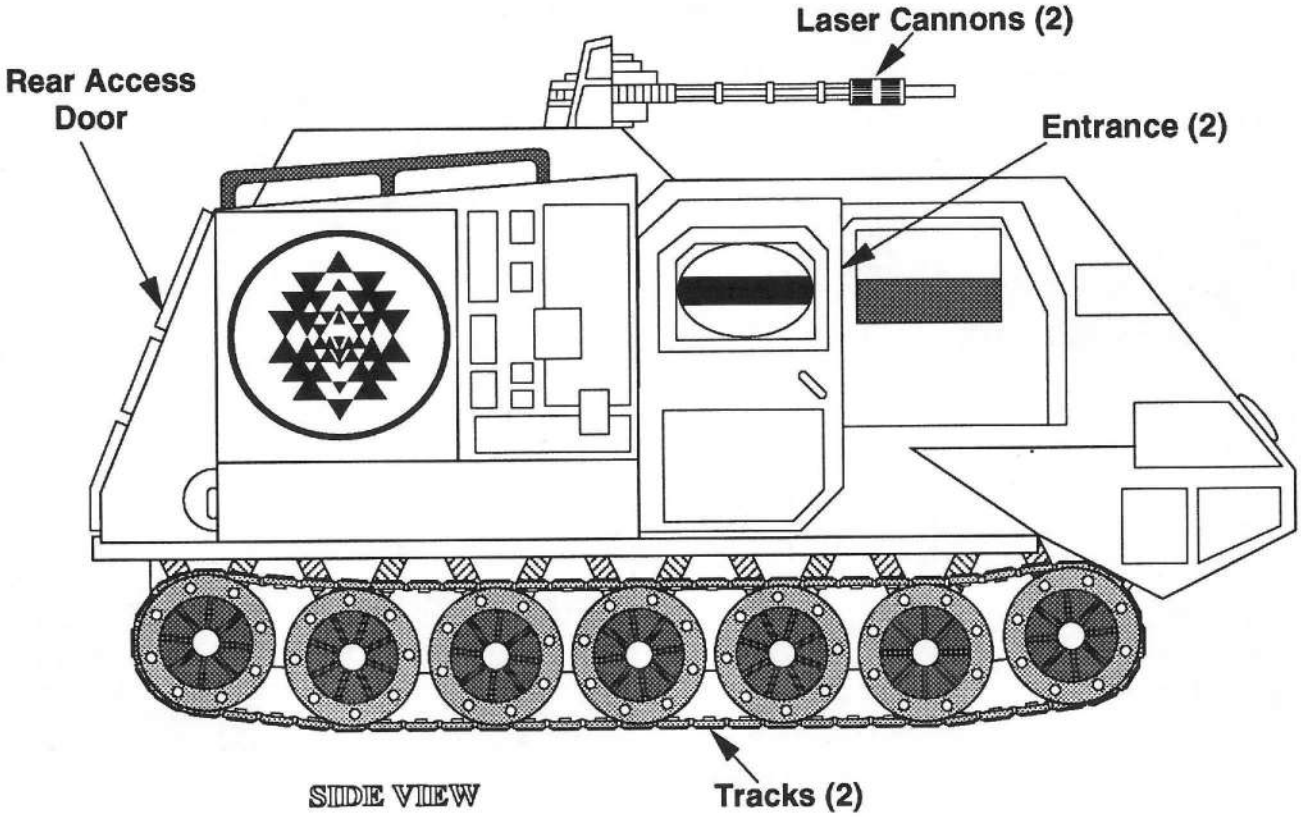




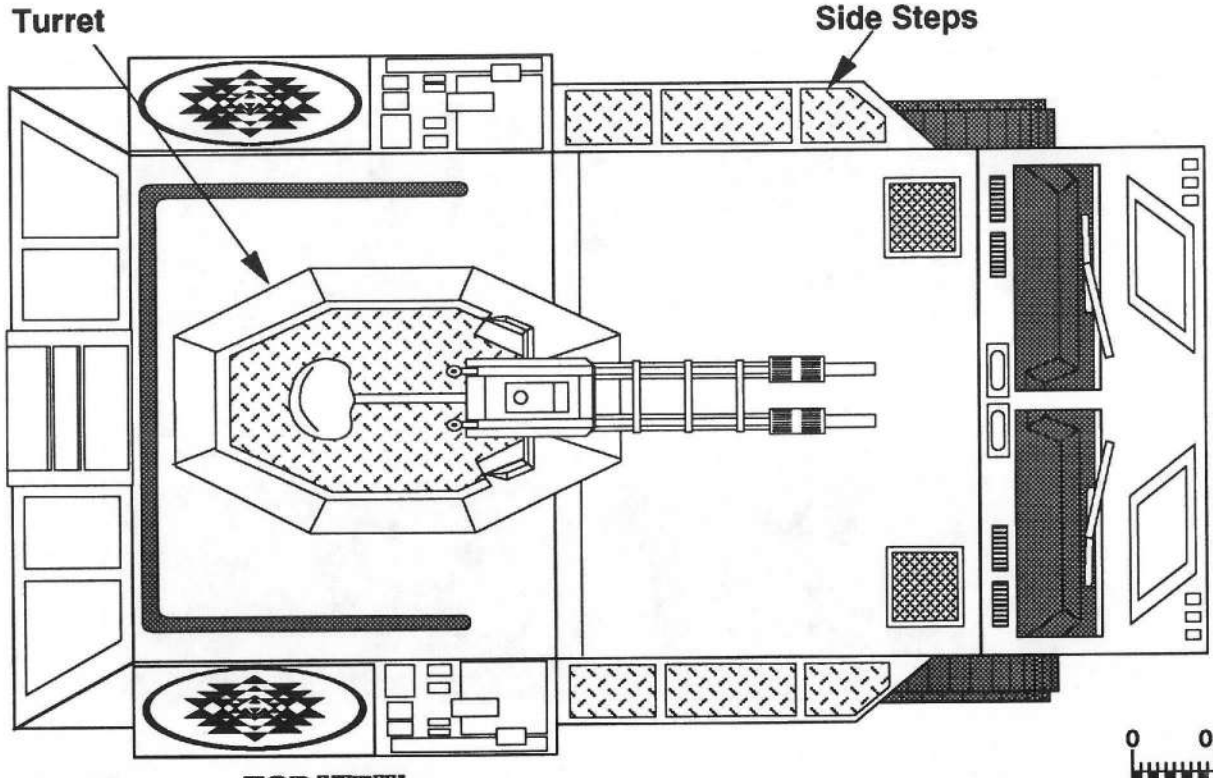
*Graph Average based on the Colonial LandRam

COLONIAL

LANDRAM



SIDE VIEW



TOP VIEW

0 0.5 1
METRONS

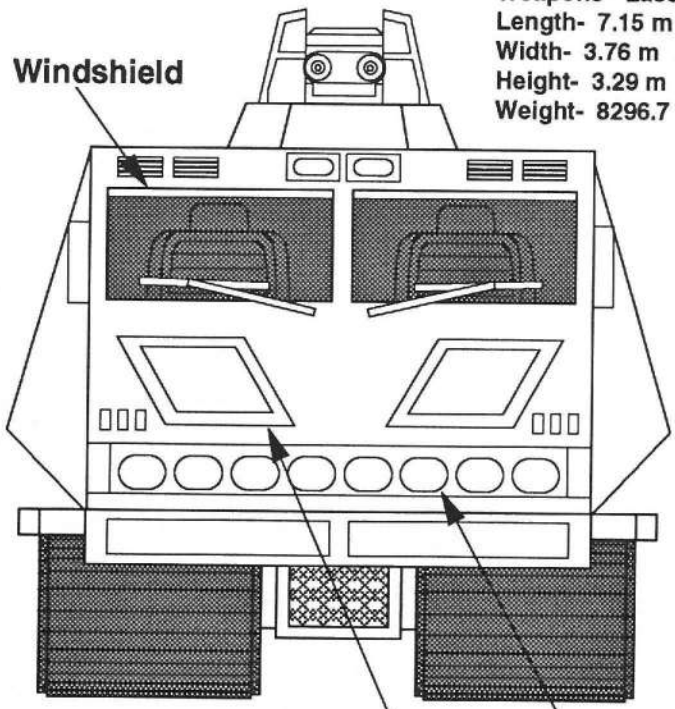
Colonial Defense Headquarters

COLONIAL
LANDRAM

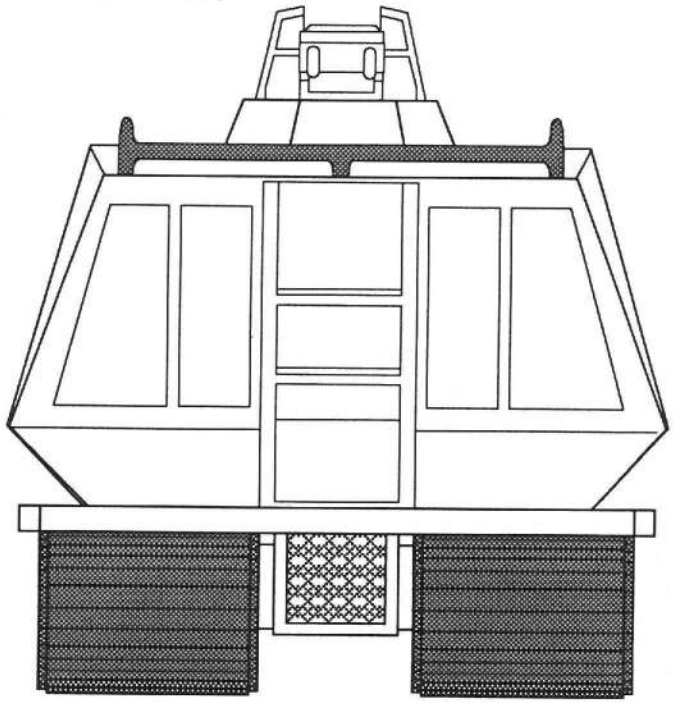
LANDMULE
Crew- Pilot, Navigator, Gunner
Passengers- 5
Computer- Onboard
Cargo- 15 m^3 if no Passangers

Duration- 168 Hours
Cruise Velocity- 66.41 kph
Maximum Velocity- 119.2 kph

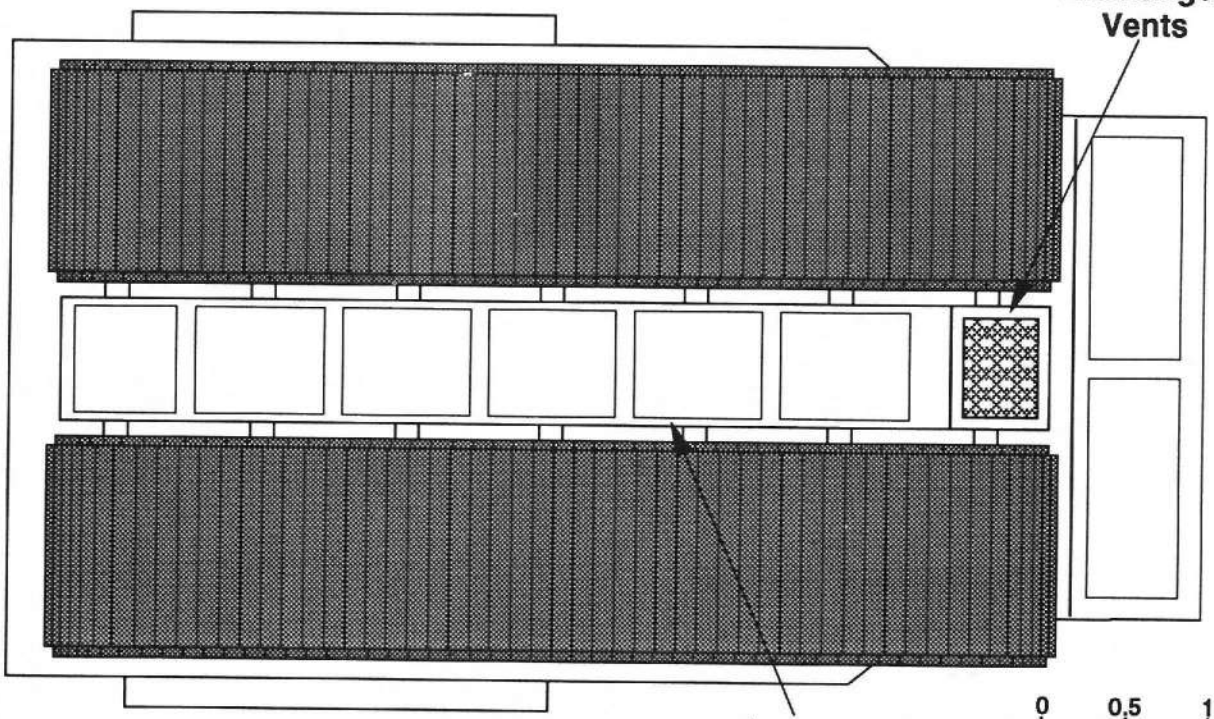
Propulsion- Lithium Powercells (36)
Weapons- Laser Cannons (0.1 GW)(2)
Length- 7.15 m
Width- 3.76 m
Height- 3.29 m
Weight- 8296.7 kg



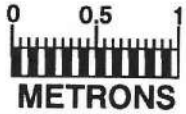
FRONT VIEW



REAR VIEW



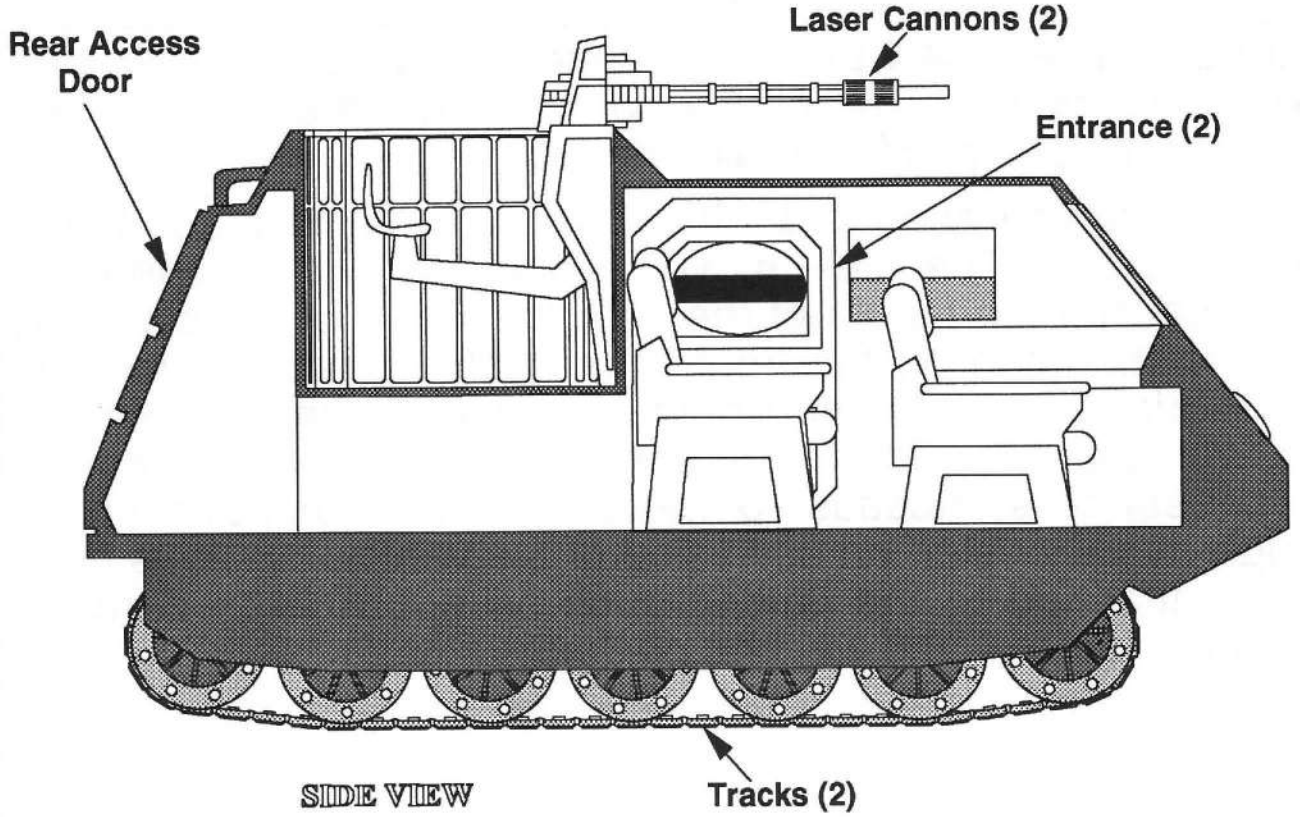
BOTTOM VIEW



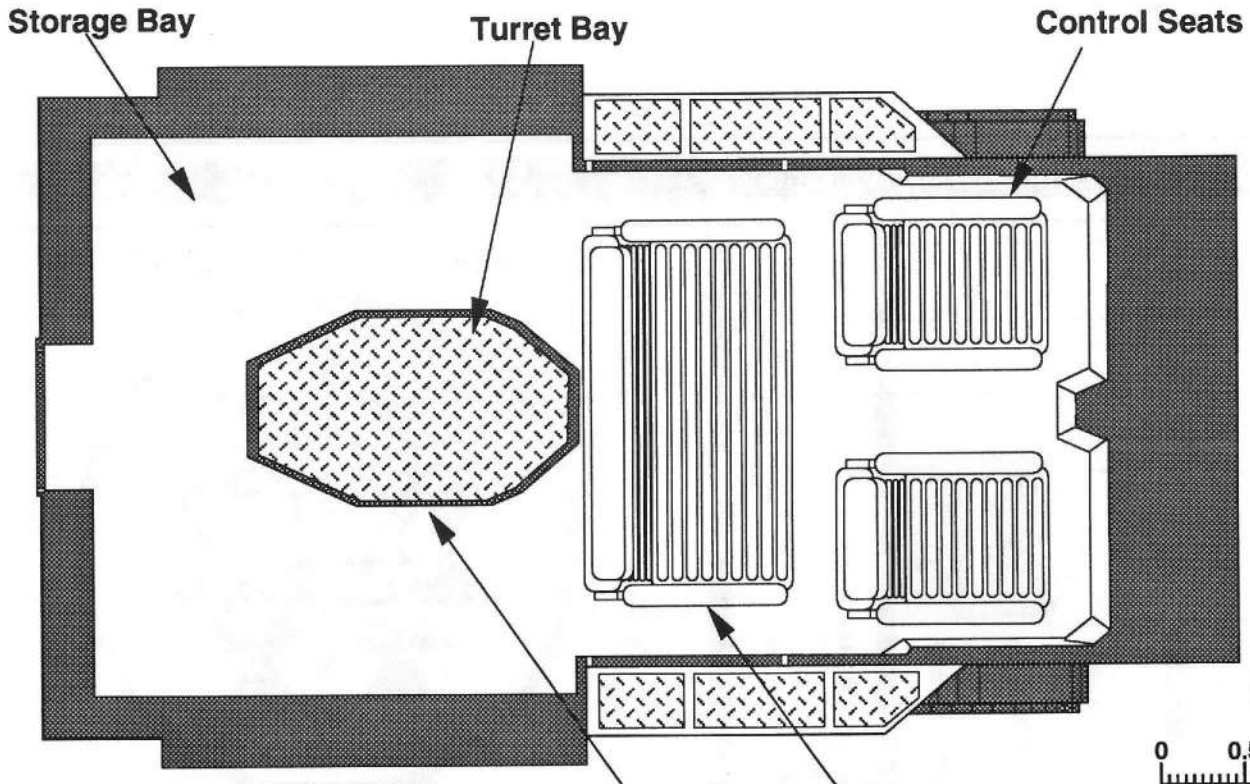
Colonial Defense Headquarters

COLONIAL

LANDRAM



SIDE VIEW



TOP VIEW

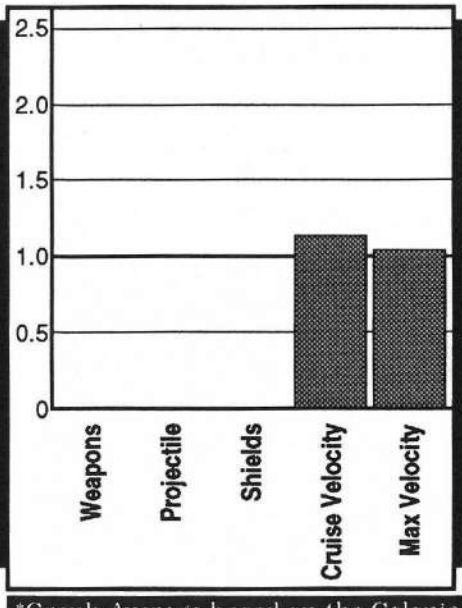
Colonial Defense Headquarters

LandMule Colonial

The LandMule, used by the Colonies, is a flatbed transport vehicle. Designed with modular components, the craft can be tailored to match specific mission needs.

The Mule can carry up to 32-40 m^3 of cargo on the flatbed area behind the cab. The Mule moves around on two independent tracks that run the length of the vehicle. A pair of sensor array grids are mounted on the front of the cab. Located below the sensor grids are eight floodlights. The vehicle has a enclosed pressurized cab located to the front that can carry a driver and two passengers. Access to the personnel compartment is through doors located on each side of the vehicle. Various pods can be attached to the flatbed such as open cargo carriers, cargo pod carriers, and weapon platforms.

Graphical Representation* Variations Logo







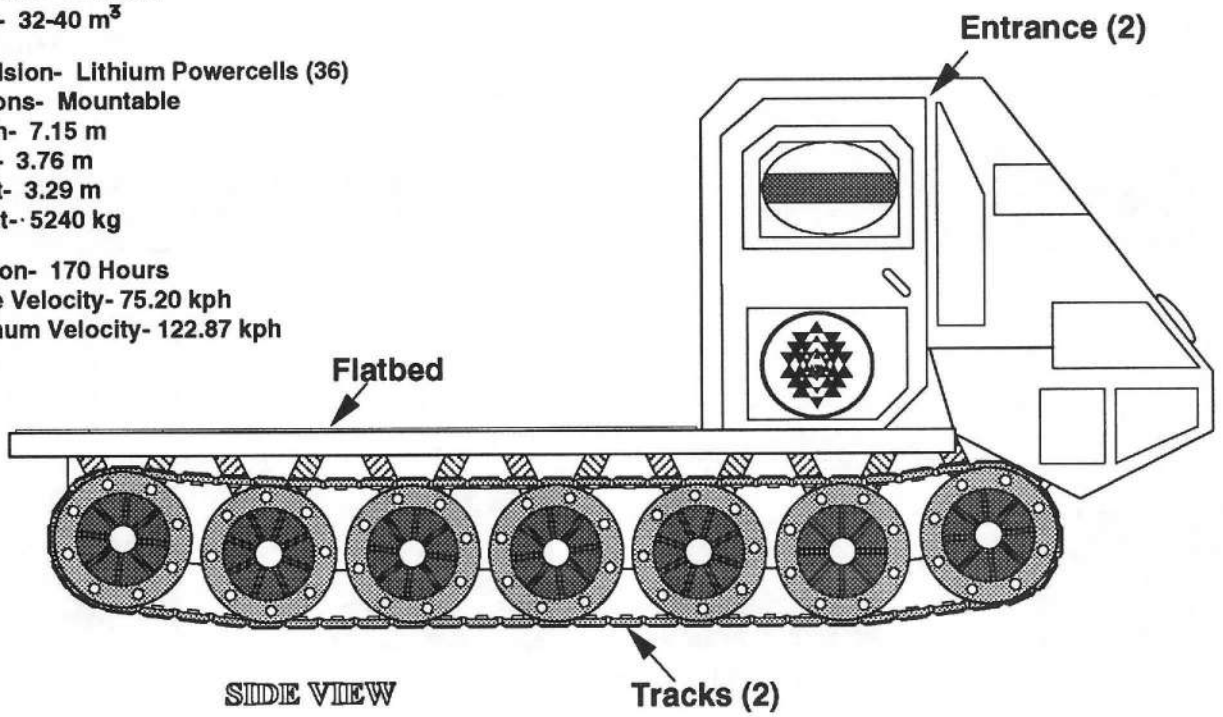
*Graph Average based on the Colonial LandRam

COLONIAL
LANDMULE

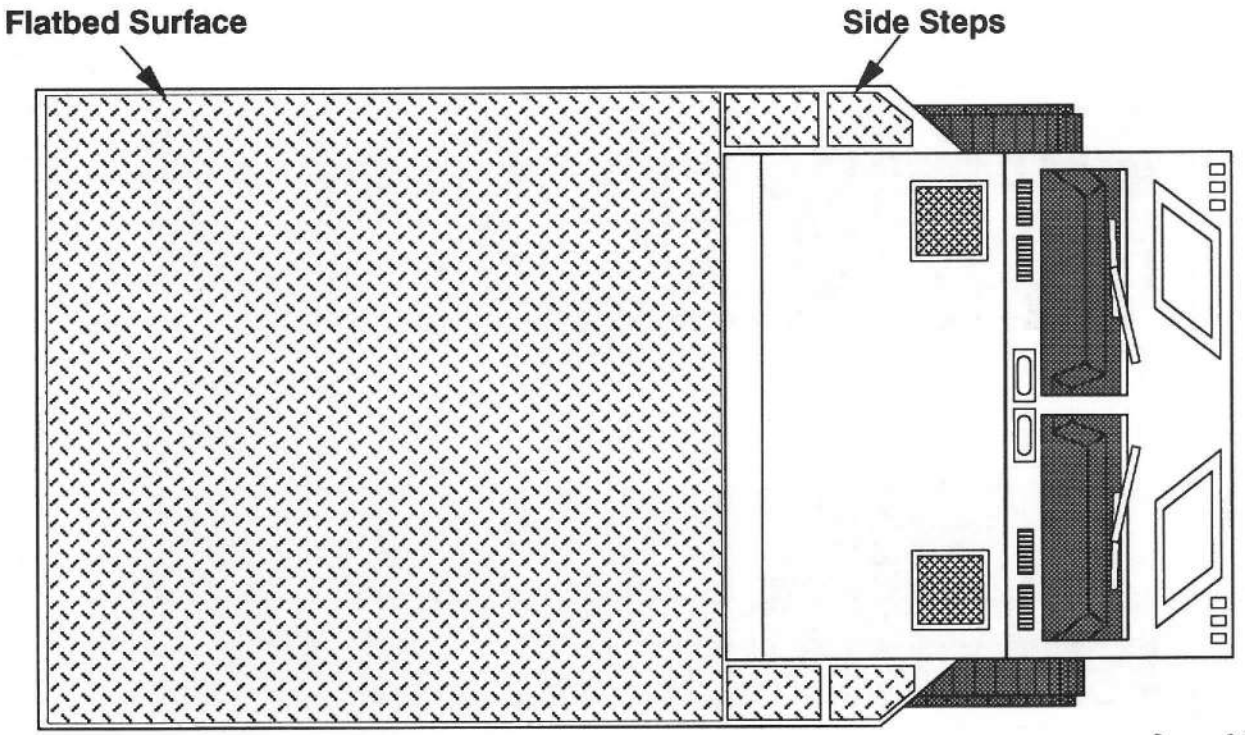
LANDMULE
Crew- Pilot, Navigator
Passengers- None
Computer- Onboard
Cargo- 32-40 m^3

Propulsion- Lithium Powercells (36)
Weapons- Mountable
Length- 7.15 m
Width- 3.76 m
Height- 3.29 m
Weight-· 5240 kg

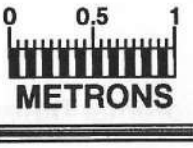
Duration- 170 Hours
Cruise Velocity- 75.20 kph
Maximum Velocity- 122.87 kph



SIDE VIEW



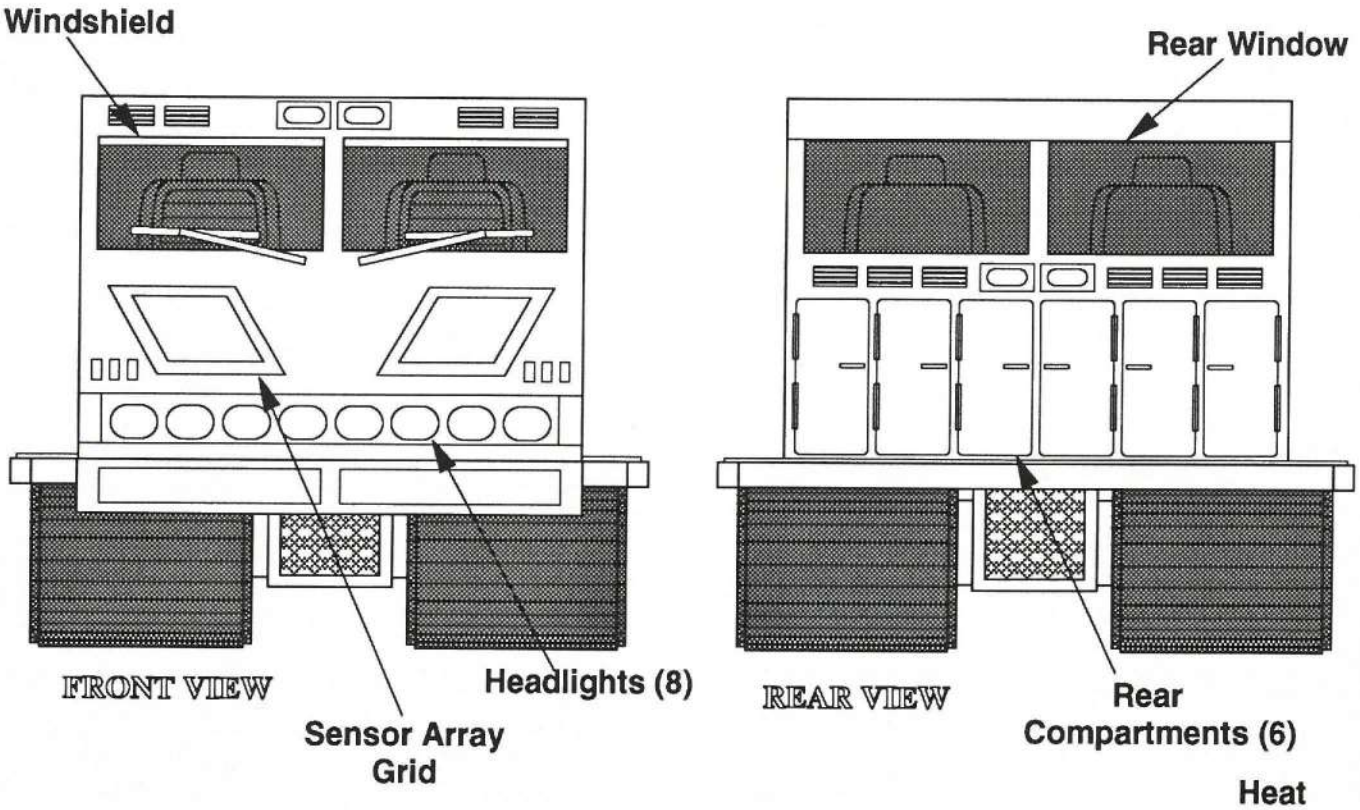
TOP VIEW

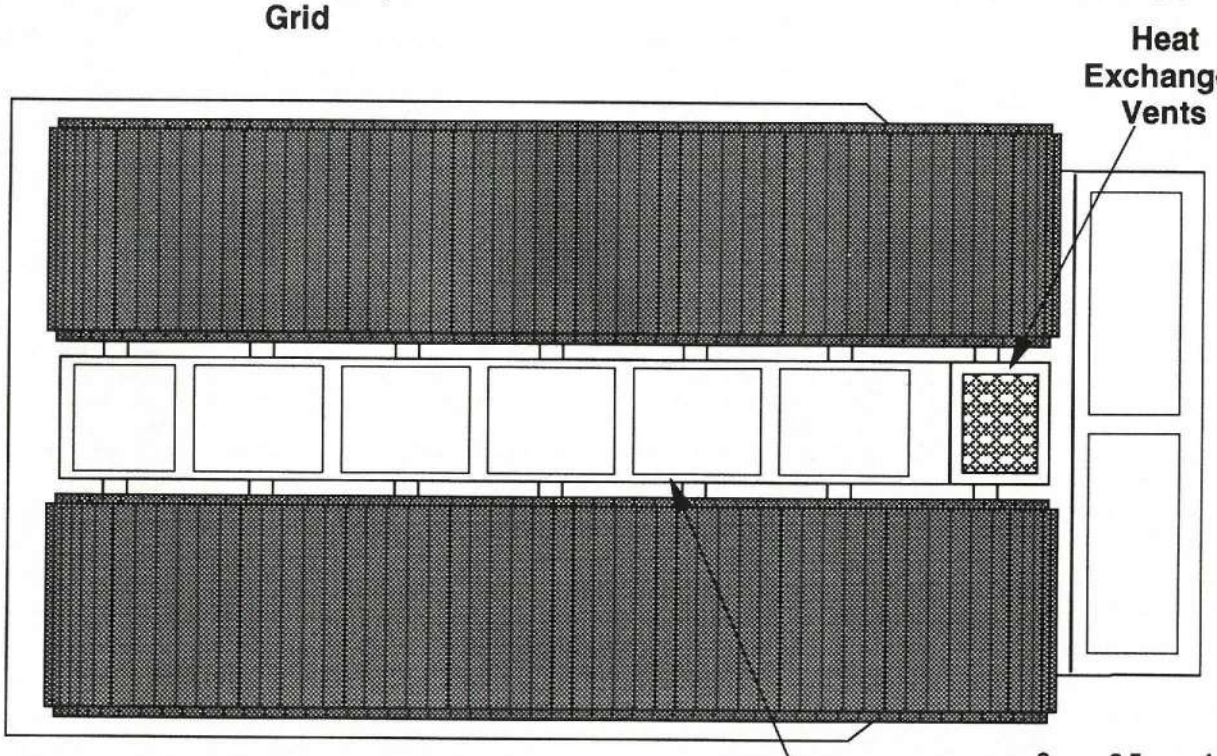


Colonial Defense Headquarters

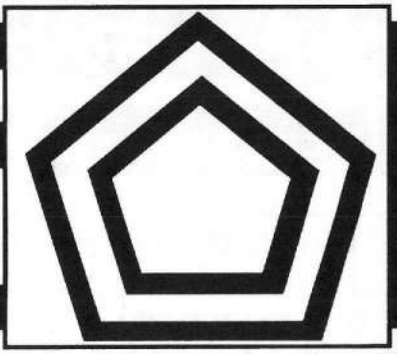
COLONIAL

LANDMULE





Colonial Defense Headquarters



Supreme Cylon Empire

Cylon History

The Cylons were originally a peaceful insectoid race that were soon eliminated by the very robots that they created to ease their life. The robots worked to the expectations of their creators until the IL Series was created. In an attempt to make the IL Series perform better, the standard program was rewritten. The only problem is that in the new program a single line of code was written backwards which caused the IL to feel that all intelligent organic life should serve them, "Ain't technology grand?". The IL's decided to destroy any intelligent organic life that would not serve them. After eliminating their creators the robots took over the very roles of their masters and even assumed their name. The higher function robots took over control and assigned the lower robots to the more demeaning tasks.

The Cylon High Supreme Council has built numerous production plants throughout their domain. Cylon construction bases are often constructed on worlds that are generally deadly to normal organisms which make assaults against the bases more difficult. Although slave labor is available to the Cylons they do not seem to use anything but construction robots in their military plants. Production numbers are very high as construction goes on around the clock, the only slowdown is when a robot on the assembly line malfunctions.

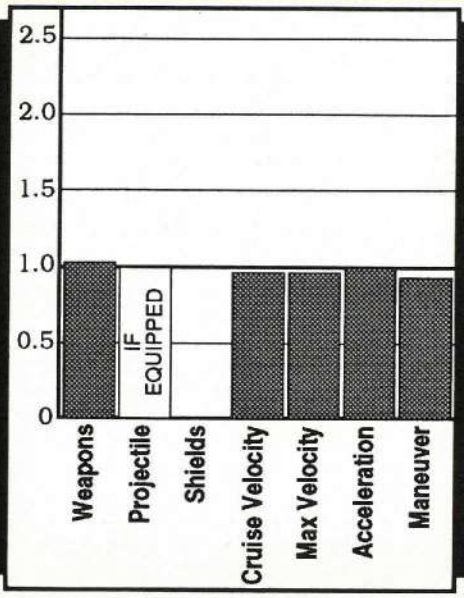
Raider

Cylon

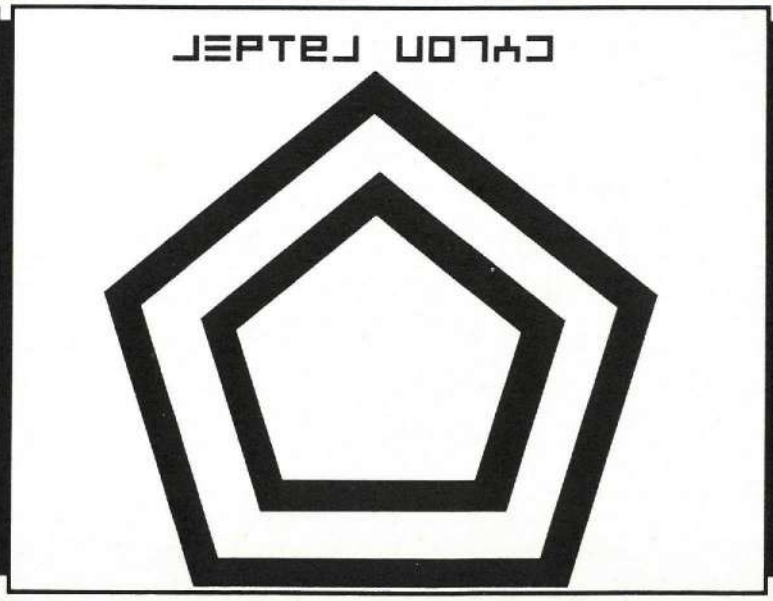
The Raider is the Cylon Empire's main attack fighter. It is used for both assault and recon throughout their domain.

The main body of the Raider resembles a flattened sphere. The cockpit is located on the front of the body under a louvered canopy. The cockpit can be entered through top or bottom of the craft. The flight crew consists a pilot, a navigator sitting up front and a commanding officer seated directly behind them. Located on the top of the craft in the center are heat exchangers that convert power from the engines for the rest of the craft. The craft is powered by two Para Thruster Engine Pods that run parallel along the bottom of the craft and come out the rear. Additional thrust is provided by a short duration thruster which is located between the engine pods. The sensor arrays are located on the front of the engine pods. The craft's 0.51 gigawatt laser cannons are located on either side of the craft in removed sections of the body.

Graphical Representation* Variations Logo



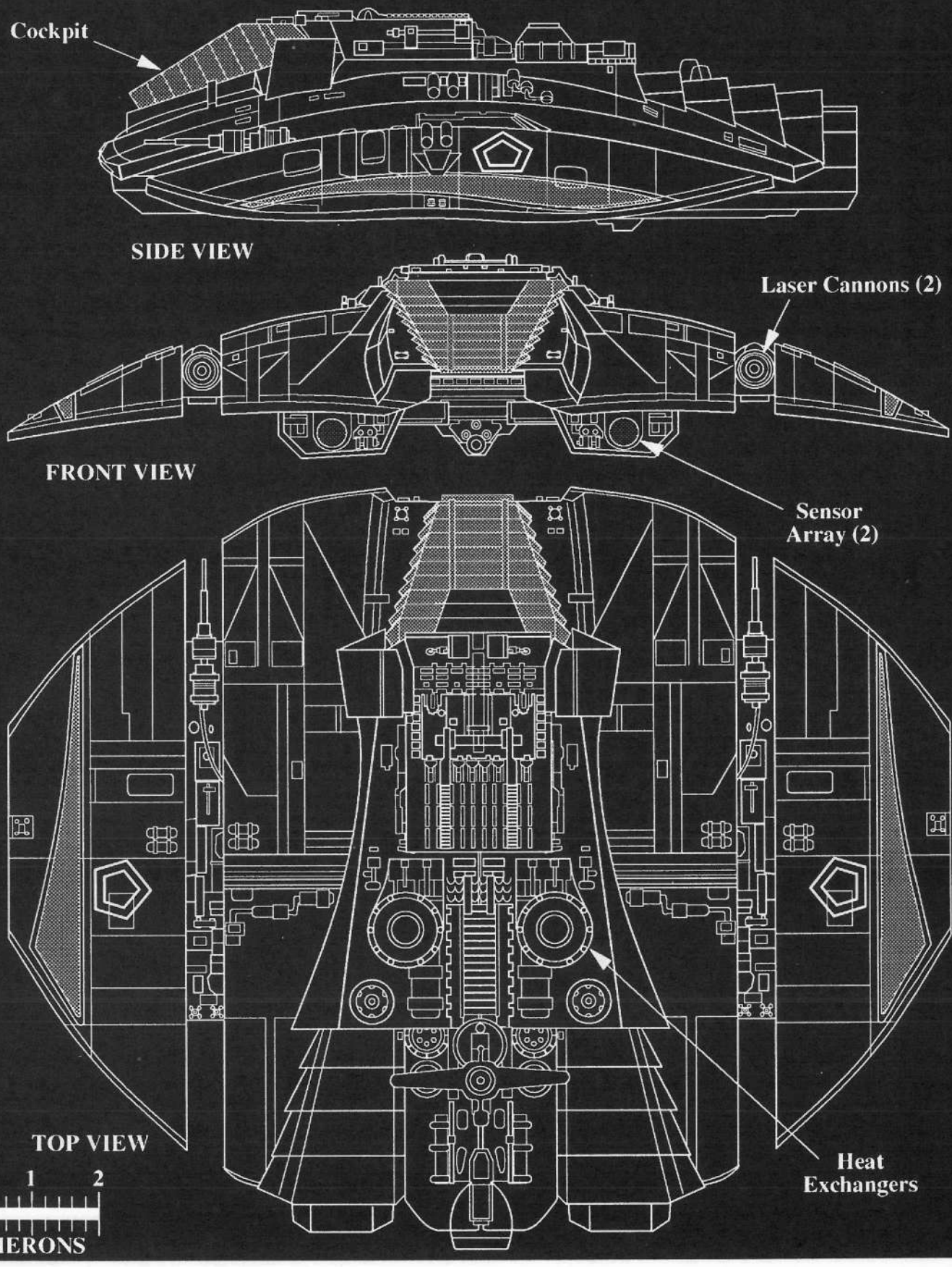




*Graph Average based on the Colonial Viper

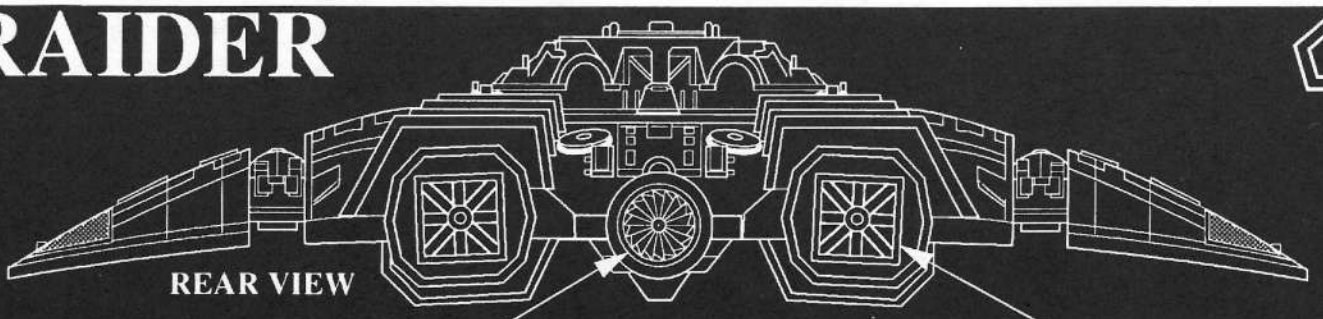
SUPREME CYLON EMPIRE

RAIDER



SUPREME CYLON EMPIRE

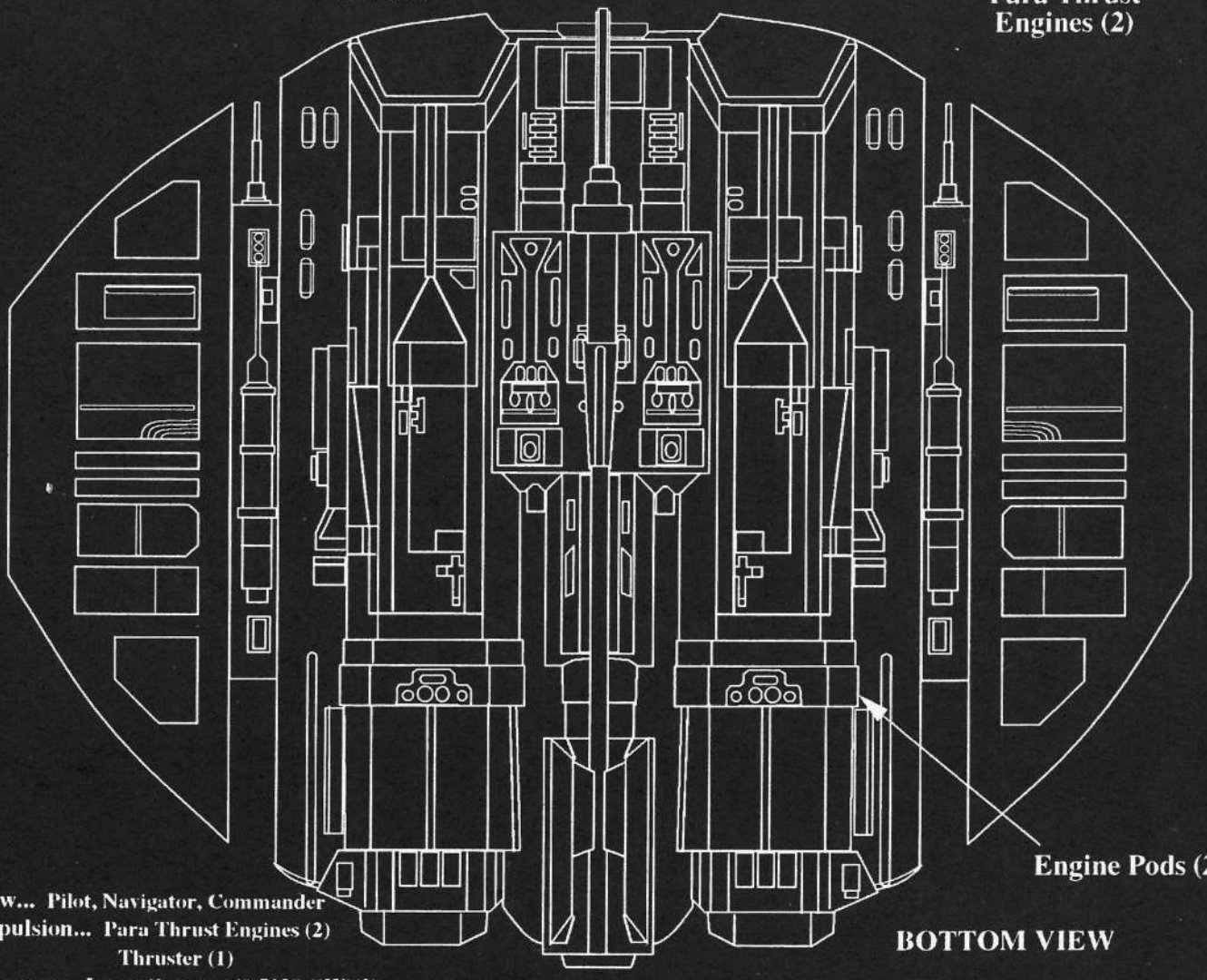
RAIDER



REAR VIEW

Thruster

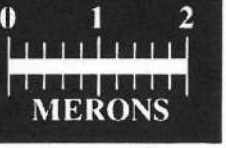
Para Thrust Engines (2)



Engine Pods (2)

BOTTOM VIEW

Crew... Pilot, Navigator, Commander
Propulsion... Para Thrust Engines (2)
Thruster (1)
Weapons... Laser Cannons (0.5128 GW)(2)
Acceleration... 49.2315 m/s2
Max. Acceleration... 73.8472 m/s2
Maneuver... 44.1924 m/s2
Duration... 528.2156 Hours
Atmospheric Statistics
Cruise Velocity... 1776.0213 kph
Maximum Velocity... 3198.4183 kph
N.O.E Velocity... 1000.4333 kph
Length... 11.9048 m
Width... 14.7024 m
Height... 3.2738 m
Weight... 21556.9700 kg



Federation

This section contains vehicles from the Federation and empires located along their borders.

The Federation, while seeking peace, has found that it must still produce warships and fighters to help sustain the peace. The Federation's light fighter is designed more as a defensive craft even though it has shown itself to be a very capable offensive vehicle.

The Klingon Empire is a very aggressive culture which has enslaved many worlds in their domain. The Klingon's light fighter is faster than the Federation craft but is slightly under gunned for the role of a fighter.

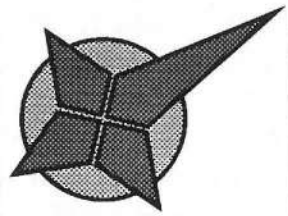
The Romulan Empire is actively expanding its boundaries through military exploration and force when necessary. The Romulan fighter's immense destructive power almost puts it beyond the category of fighters.

The Gorn Empire is very protective over their domain. The Gorn fighter is designed as a powerful defensive weapon to protect their empire.

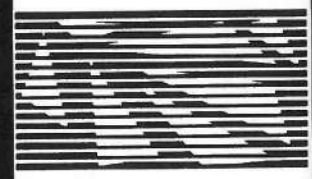
Not much is known about the Tholian's hive empire which they refer to as "The Territorial Annex of the Tholian Assembly". The Tholian fighter is designed to entrap other craft and has no known instantaneous destructive weaponry.



Klingon



Gorn



Tholian



Federation



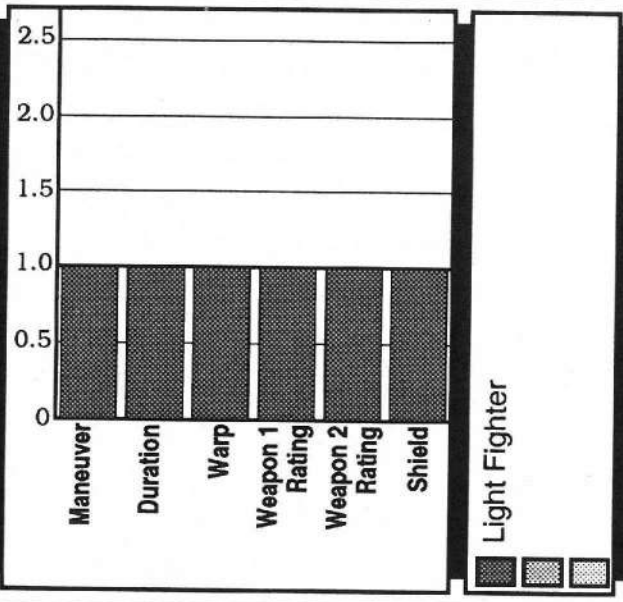
Romulan

Light Fighter Federation

The Federation light fighter was designed as a defensive weapon to counter fighters from the Klingons, Romulans, Tholians and Gorn. The Federation craft is generally equipped for planetary defense and has limited range, but is superior in speed and firepower when compared to most other fighters.

The front of the craft is a flattened wedge with a large viewport wrapped around the front end. At the rear of the craft is the main propulsion unit. Located on each side of the main body are two booster propulsion units to assist the craft in maneuvering. The boosters are attached to the body by two support pylons that also help to stabilize the craft during flight. The craft has a compact cockpit that has seats for both a pilot and a gunner / navigator. If the fighter is damaged, the cockpit area can separate from the main body and act as a life boat. The craft is entered through a small entrance located on the port side. The craft is armed with both phasers and photon torpedoes. The phasers are located at the front of the vehicle but still offer a wide firing range. The photon torpedoes are located on the underside of the craft below the cockpit. Although the firing angle is limited, the destructive power is quite formidable.

Graphical Representation* Variations Logo





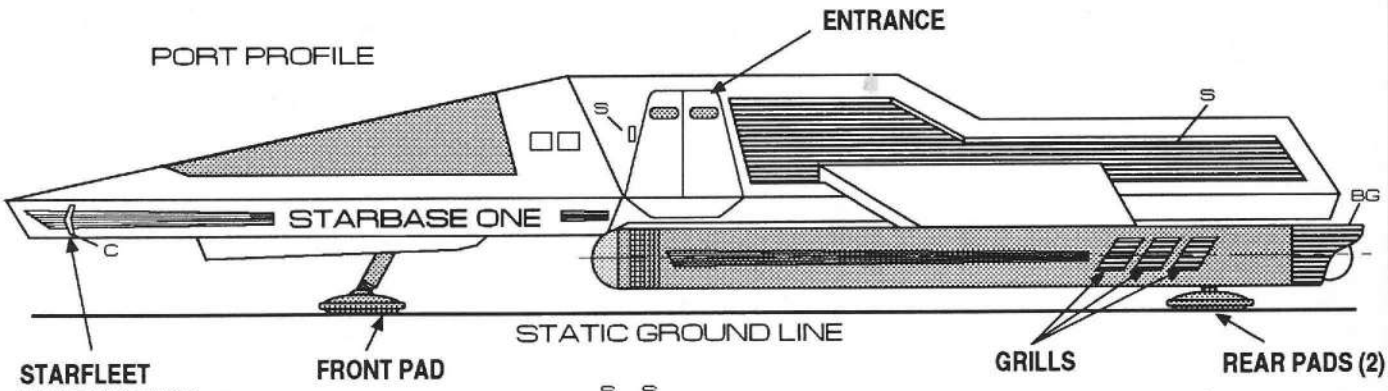
*Graph Average based on the Federation Light Fighter

LIGHT FIGHTER

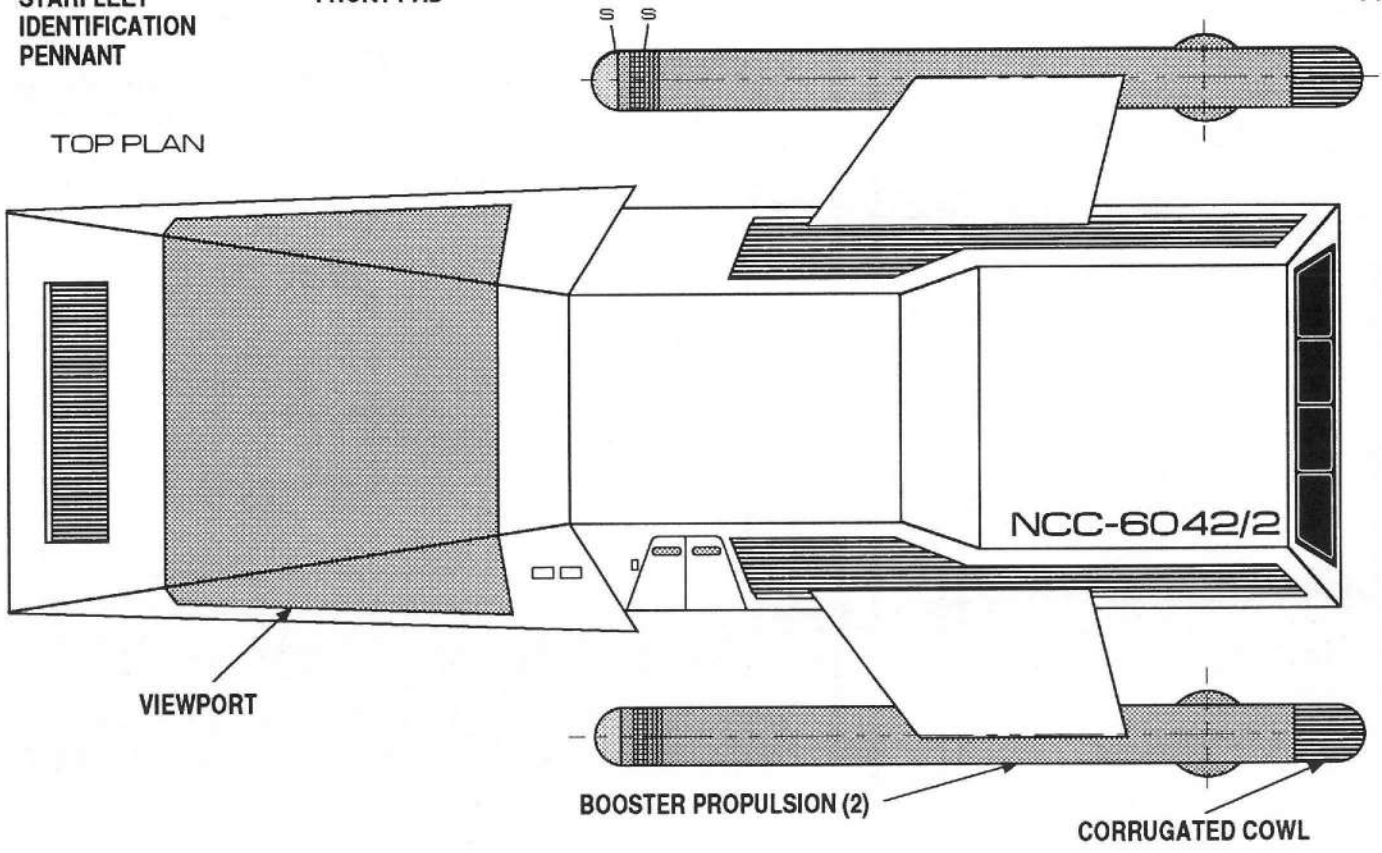
2 PERSON - EXTERNAL ARRANGEMENT

TYPE: SPCR 52C
MK 8B
80 5733

PORT PROFILE



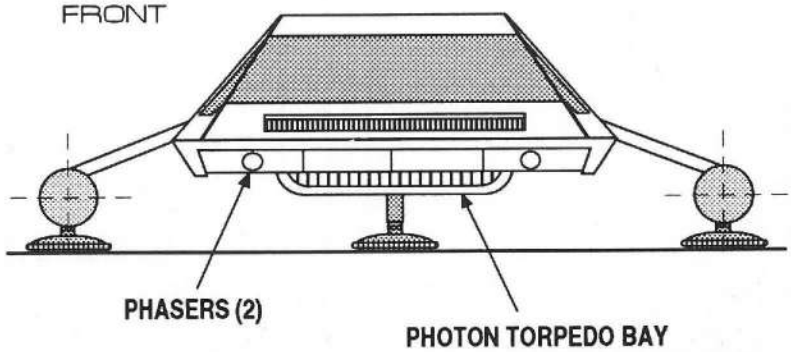
TOP PLAN



OFFICIAL COLORS:

	PLATINUM	NºSF29UC
BG	BLUEGRAY	NºSF31UC
C	CORN	NºSF22UC
S	SILVER	NºSF01UC
	RED	NºSF10UC
	IVORY	NºSF07UC
	SKY BLUE	NºSF16UC
	GRAY	NºSF30UC
	BLACK	NºSF32UC

FRONT

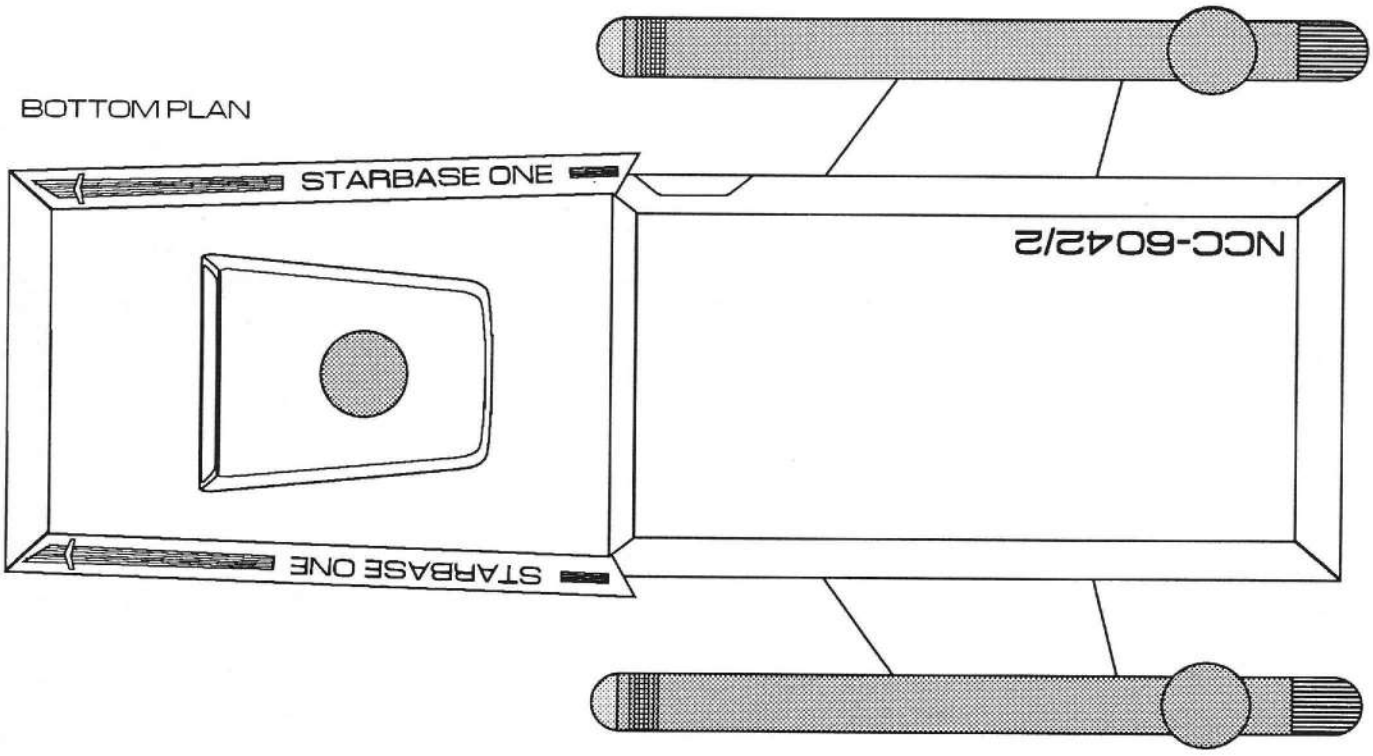


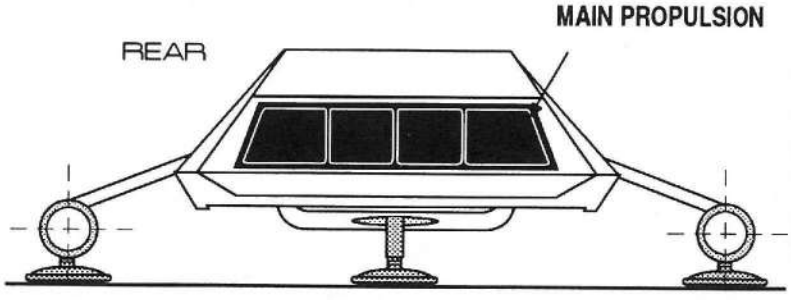
0 CM 1 2
METERS

LIGHT FIGHTER

2 PERSON - EXTERNAL ARRANGEMENT

BOTTOM PLAN

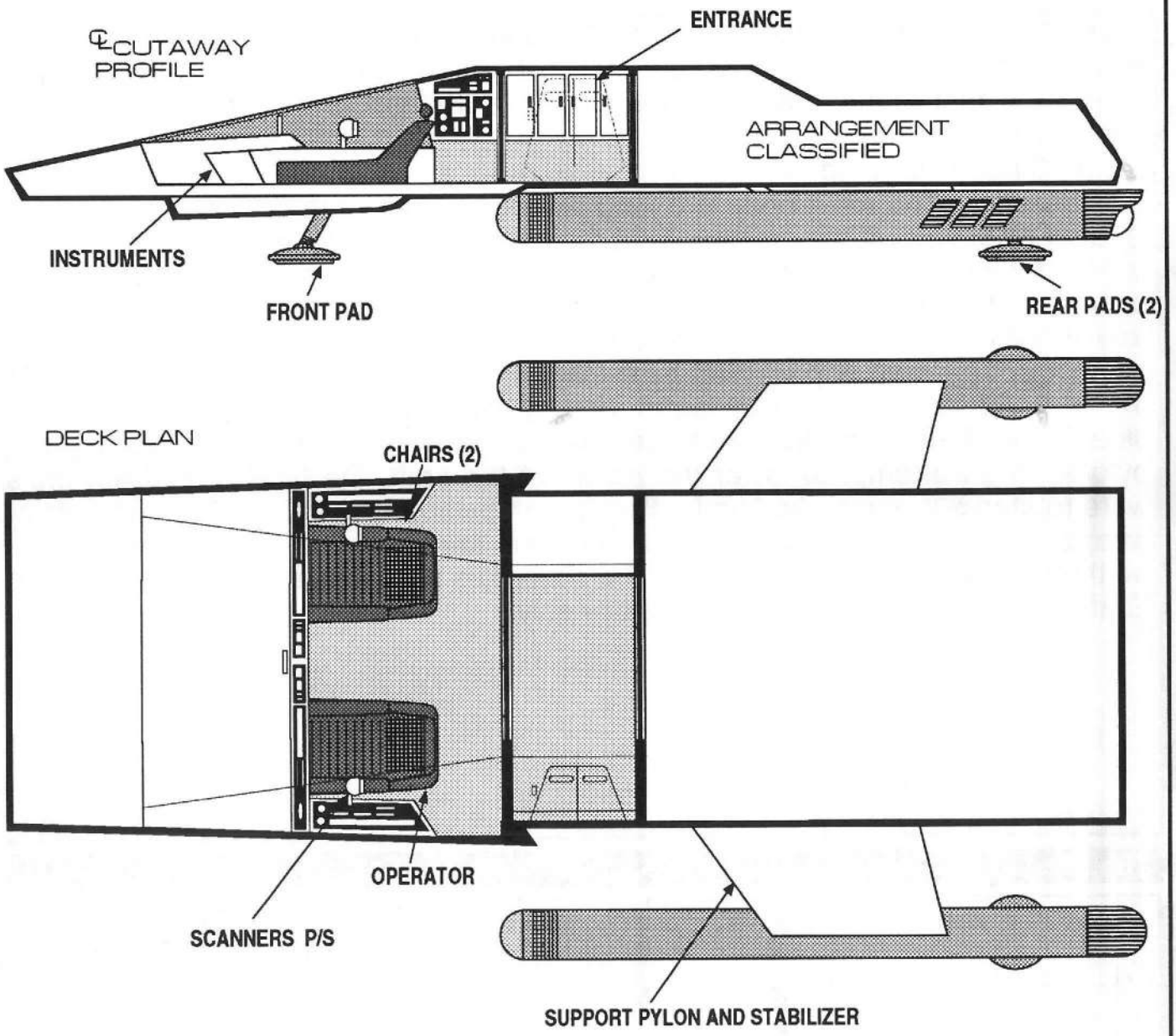




0 CM 1 2
METERS

LIGHT FIGHTER

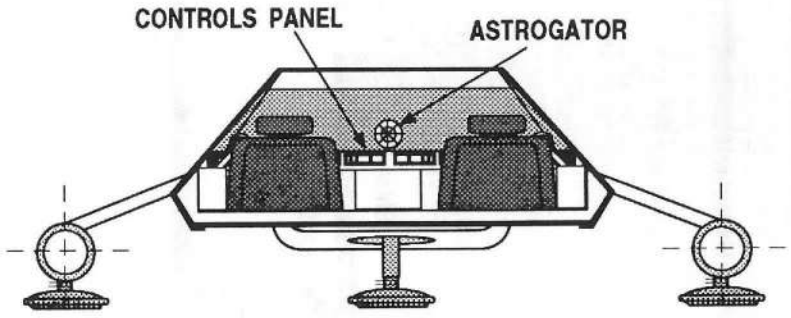
INTERNAL GENERAL ARRANGEMENT



OFFICIAL COLORS:

	PLATINUM	NºSF29UC
	SAND	NºSF08UC
	GRAY	NºSF30UC
	OXIDE	NºSF27UC
	BLACK	NºSF32UC

0 CM 1 2
METERS



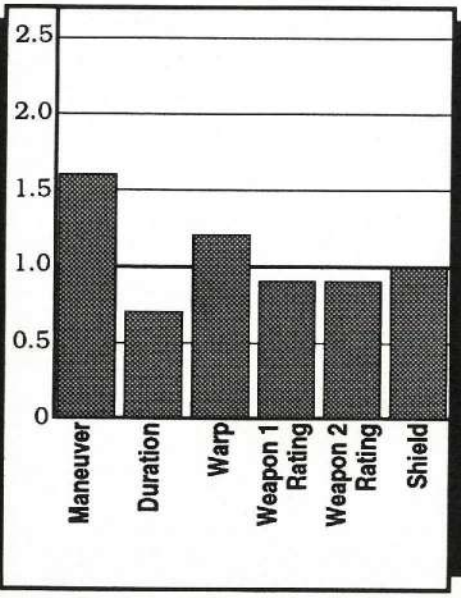
ELEVATION THROUGH ℄ OF ENTRANCE
LOOKING FWD

Light Fighter Klingon

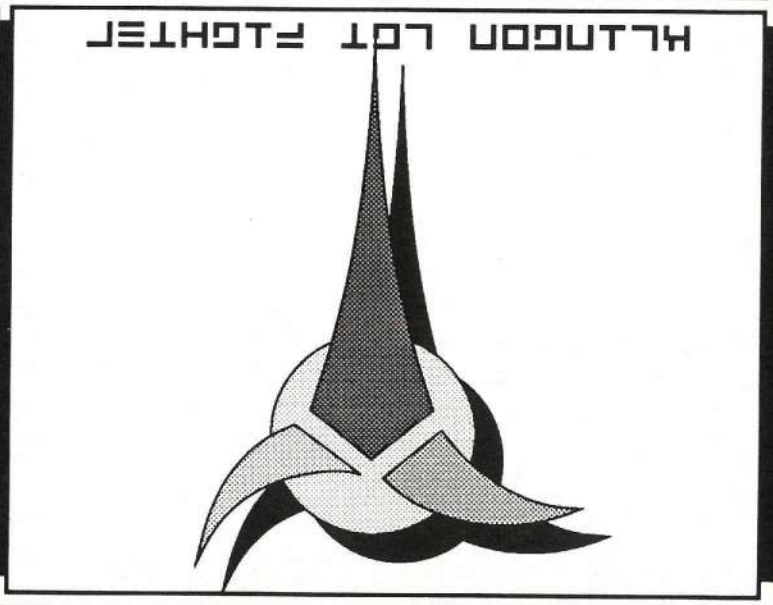
The Klingon fighter is used for tactical support of larger ships such as cruisers and destroyers. The craft is a very fast, although slightly under-gunned, and is used as a fast attack craft. The craft's name "Ku'rist" is the Klingon name for destructive lightning.

The Klingon light fighter was designed with a low profile to reduce target cross-section. The main body is a long slender multifaceted design. The cockpit, located on the top of the craft at about the midpoint, is designed to house only the pilot. The cockpit is entered through a small entrance located on top of the canopy. While the use of a single crew member saves a large amount of space and weight, it has its drawbacks, one person must be both pilot, gunner and navigator. The craft is propelled by a main propulsion unit located at the rear of the craft. Additional propulsion is provided by two mini Graf units located on either side of the craft. The Graf units are attached to the main body by two support pylons. In an attempt to lower the profile of the craft, the Graf propulsion units were rotated 90° and tucked under the support pylons. The vehicle has two sets of weapons, phasers and disruptors. The phasers are located at the front of the craft on the underside of the main body. The disruptors are located on the front of both Graf units and are forward firing weapons only.

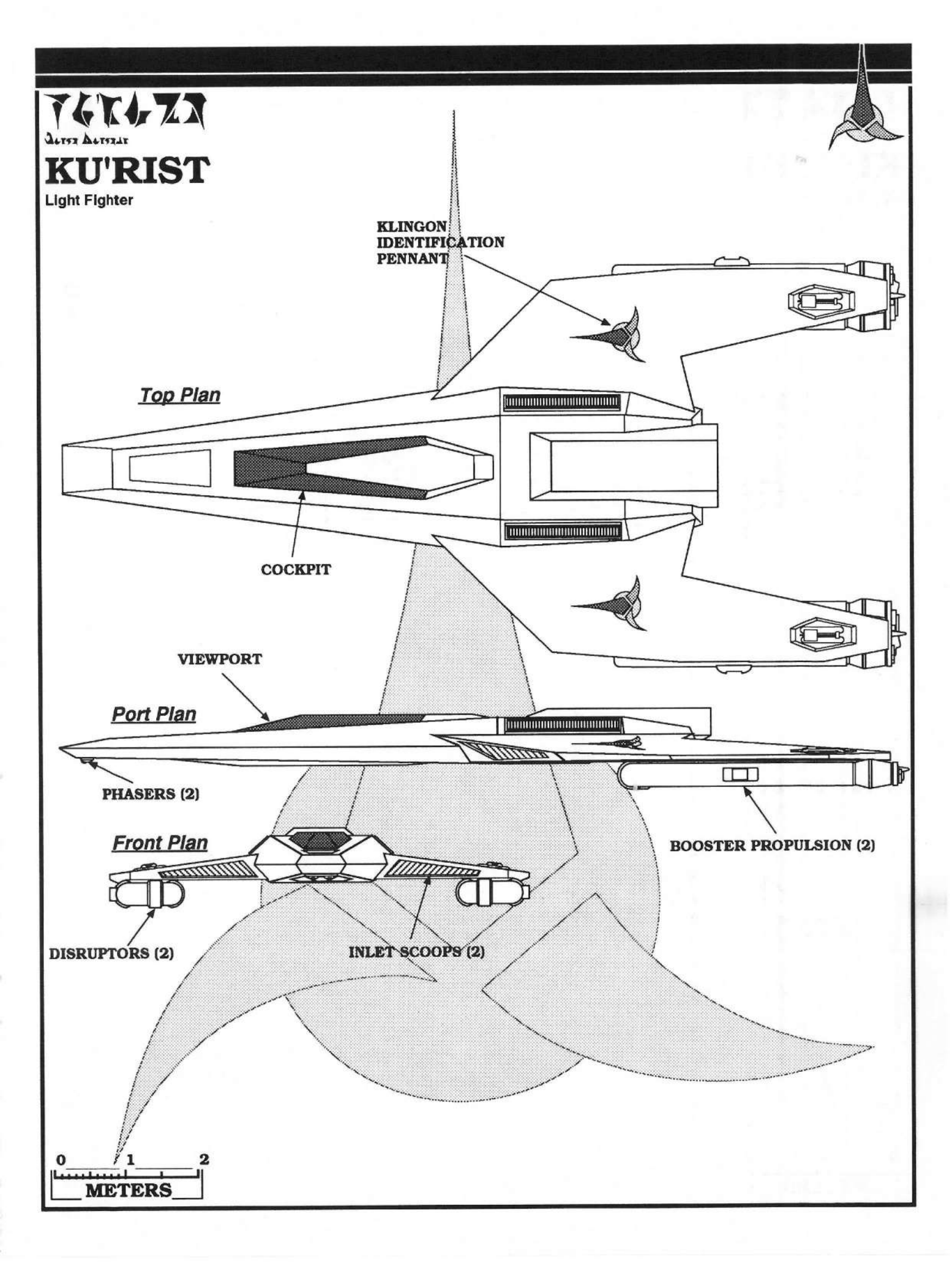
Graphical Representation* Variations Logo





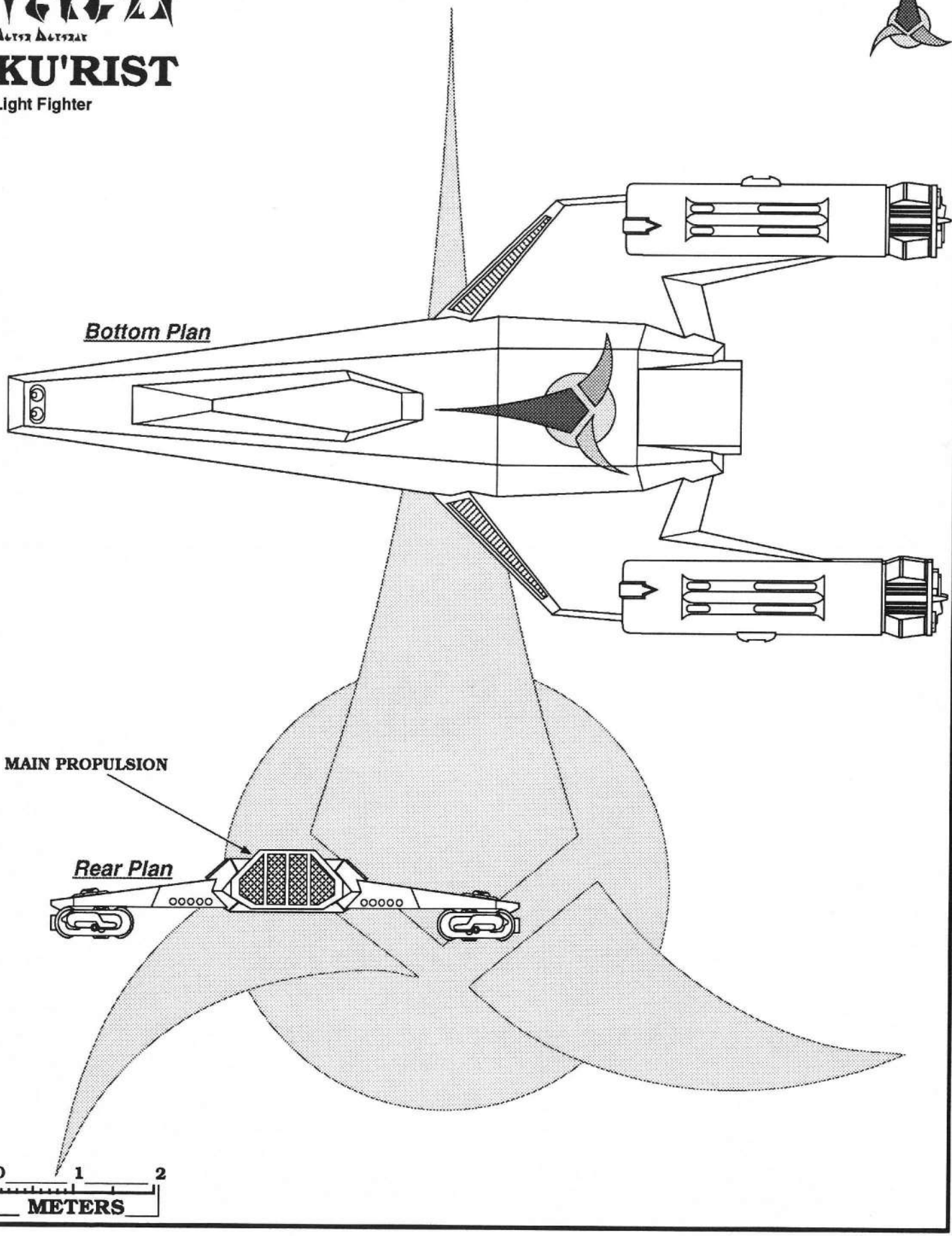


*Graph Average based on the Federation Light Fighter


KU'RIST
Light Fighter
KLINGON IDENTIFICATION PENNANT
Top Plan
COCKPIT
VIEWPORT
Port Plan
PHASERS (2)
BOOSTER PROPULSION (2)
Front Plan
DISRUPTORS (2)
INLET SCOOPS (2)
0
1
2
METERS

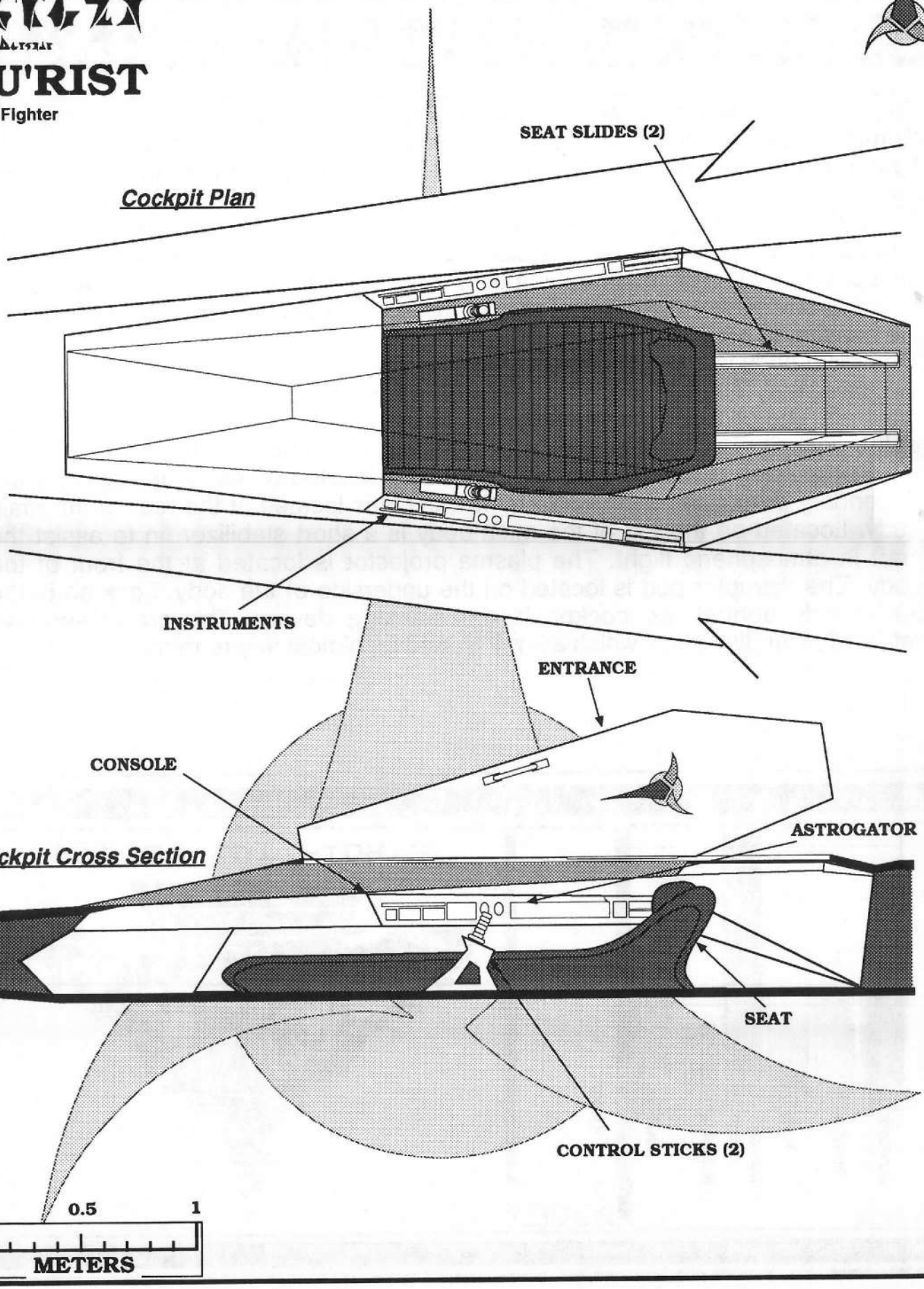
KU'RIST

Light Fighter



KU'RIST

Light Fighter

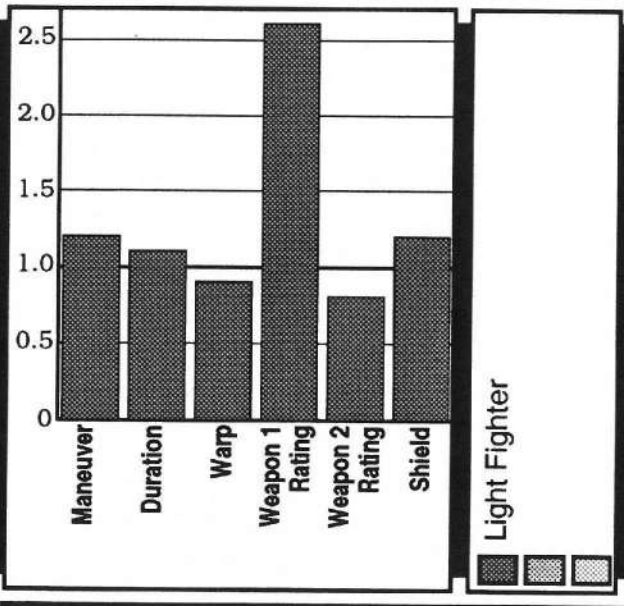


Light Fighter Romulan

The Romulan fighter is an example of the state of the art weaponry that the Romulans can produce. Although the fighter is not as fast as the Klingon light fighter, the destructive power of its plasma weapon makes it the most destructive fighter ever produced. The plasma weapon is very slow to fire, taking as long as 2 minutes to recharge, but is able to produce heavy damage against multiple targets. To compensate for the slow rate of fire the craft is equipped with a disruptor that can fire as often as a federation phaser. The craft has a low-power cloaking device which, while not able to make the craft invisible, is able to disrupt the sensors of other fighters.

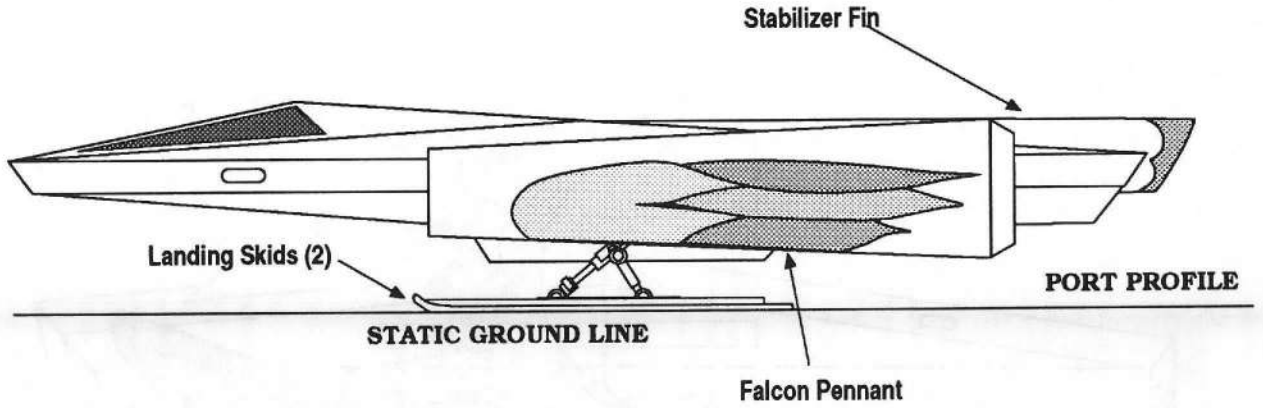
The main body is a long flat multifaceted design with a falcon pennant painted on the lower hull. The cockpit is located on the top of the main body at the front of the craft. The pilot and the gunner / navigator sit back to back to reduce the size of the cockpit. The cockpit is entered by lifting the canopy to the port side. The main propulsion is provided by two radial units located on each side of the craft. Secondary propulsion is provided by two engines located at the rear of the main body. Located on the top of the main body is a short stabilizer fin to assist the craft in atmospheric flight. The plasma projector is located at the front of the body. The disruptor pod is located on the underside of the body. Located in the main body behind the cockpit is the cloaking device. The craft uses two retractable landing skids which allow it to land on almost any terrain.

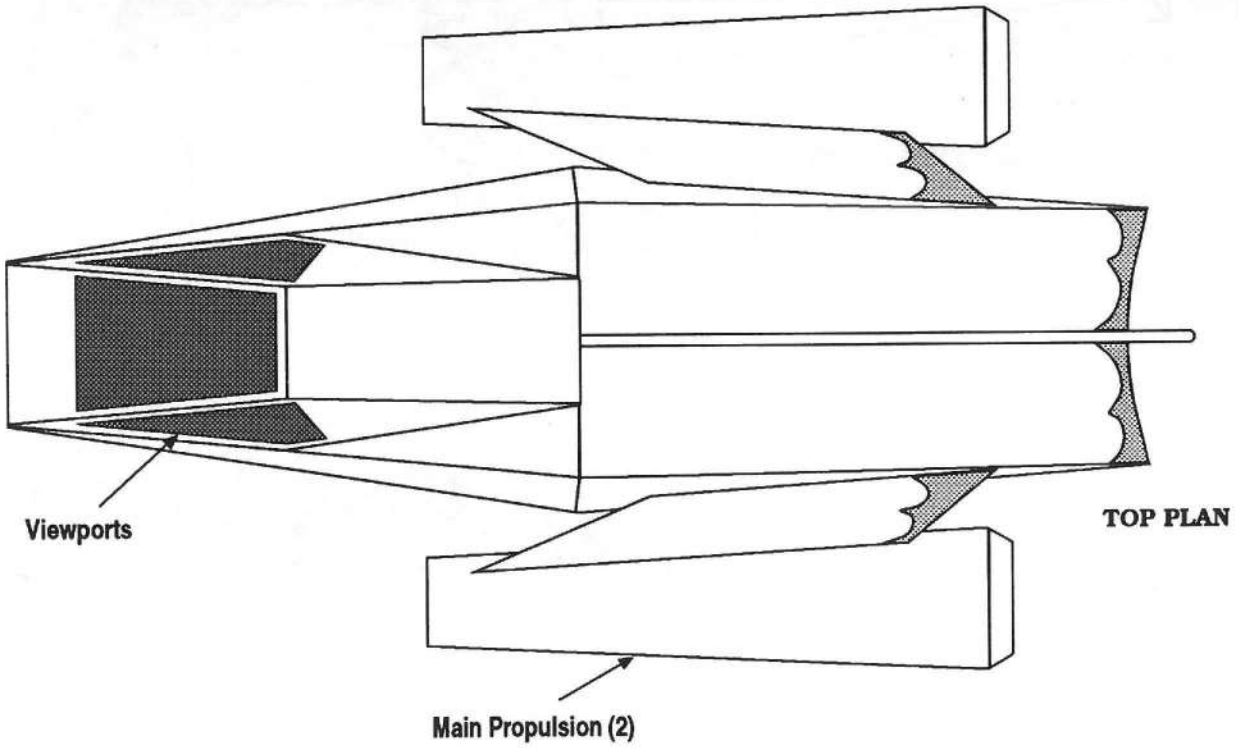
Graphical Representation* Variations Logo

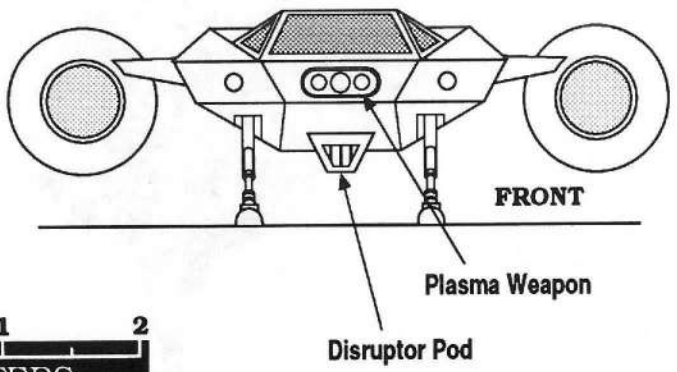




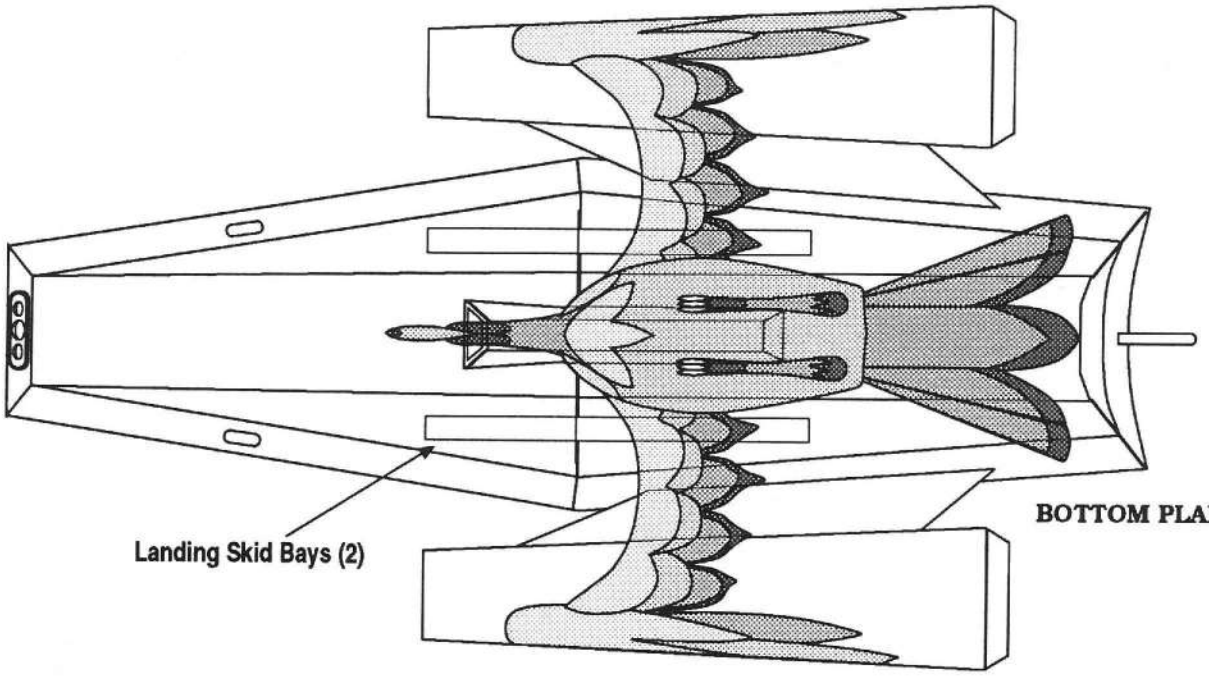
*Graph Average based on the Federation Light Fighter


Stabilizer Fin
Landing Skids (2)
PORT PROFILE
STATIC GROUND LINE
Falcon Pennant

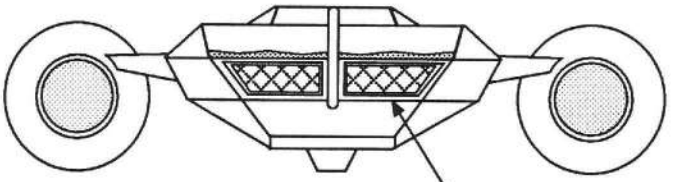

Viewports
TOP PLAN
Main Propulsion (2)


FRONT
Plasma Weapon
Disruptor Pod


0
1
2
METERS



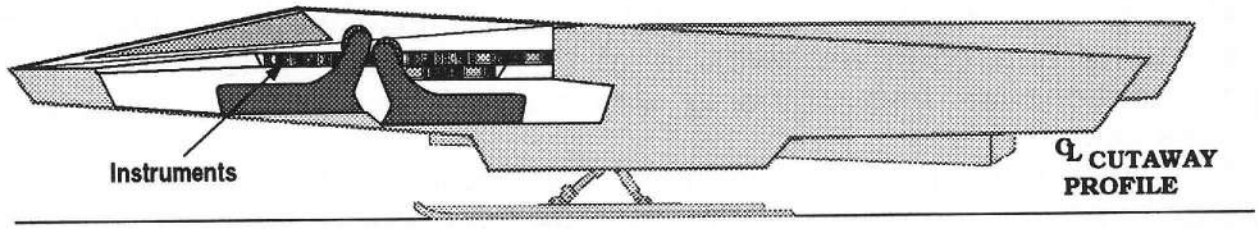
BOTTOM PLAN

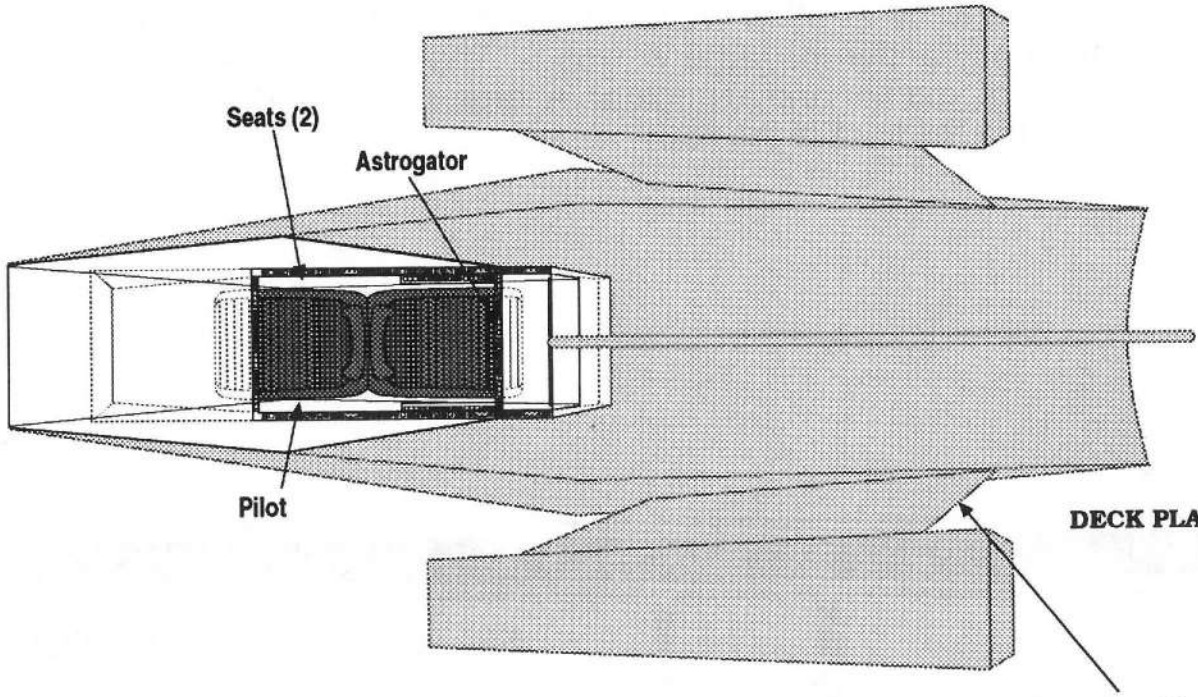


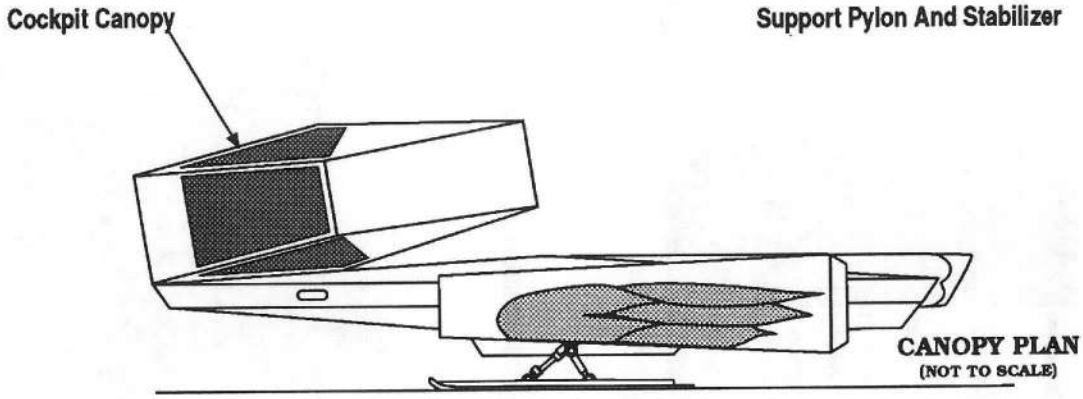
REAR






Instruments
℄ CUTAWAY PROFILE


Seats (2)
Astrogator
Pilot
DECK PLAN
Support Pylon And Stabilizer


Cockpit Canopy
CANOPY PLAN
(NOT TO SCALE)


0
1
2
METERS

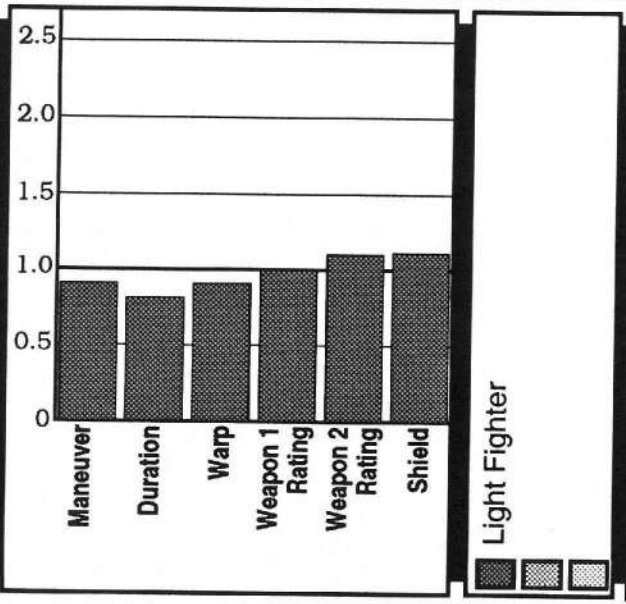
Light Fighter Gorn

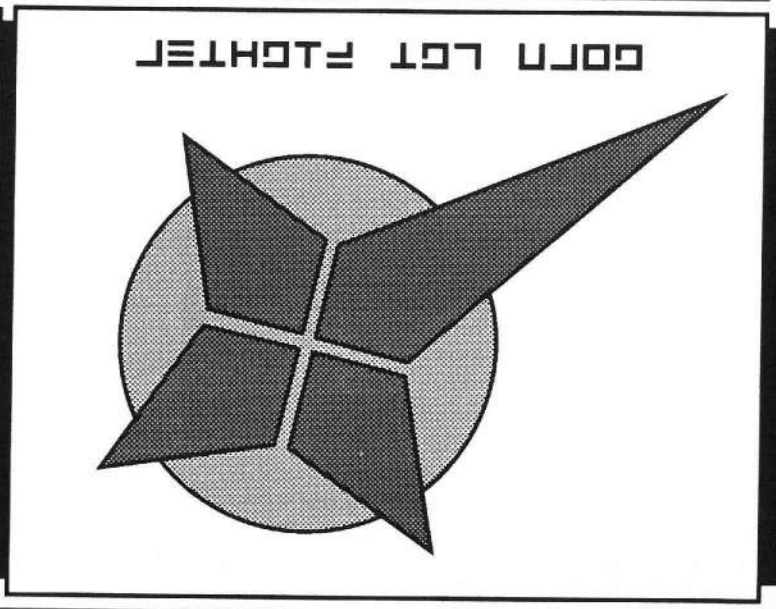
The Gorn, a large bipedal reptilian race, were first encountered by the Federation when the Gorns attacked the colony on Cestus III. The Gorn claimed the colony had been an invasion of their territory. After years of small confrontations an understanding was created between the Gorn and the Federation.

The Gorn light fighter seems to be used mainly in a defensive role. The craft is designed around the philosophy of absolute protection of Gorn territory. While a fighter, the craft also serves as a patrol ship.

The fighter's main body is a elongated flattened sphere. The craft's propulsion is located at the rear of the main body. It is equipped with two weapons pods located on either side of the main body. While normally equipped with disruptors they also seem to be able to carry other weapons systems. The cockpit is located at the middle of the body under the large viewports. The cockpit is equipped with three seats for the pilot, gunner and astrogator. A large sensor pod is located under the main body, just to the front of the craft.

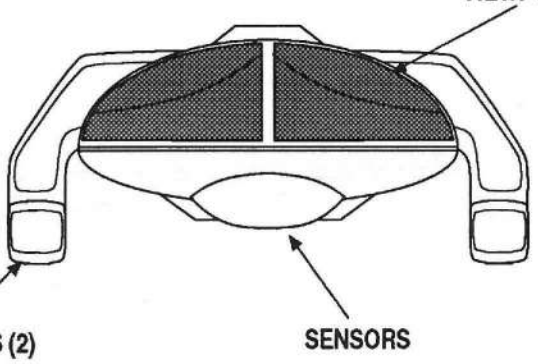
Graphical Representation* Variations Logo



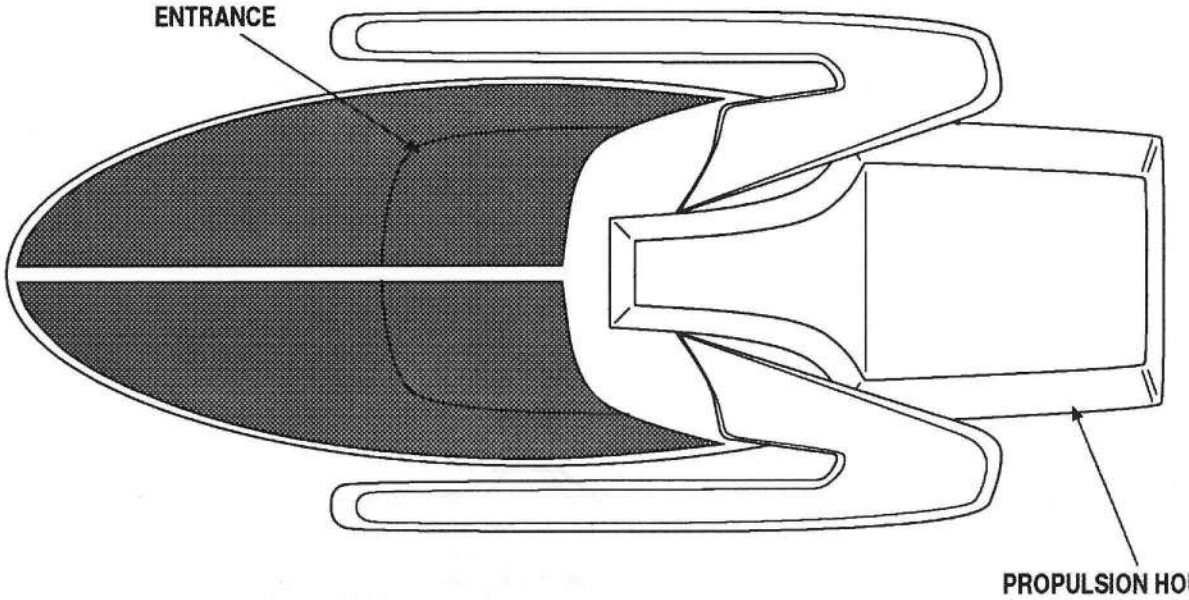


*Graph Average based on the Federation Light Fighter

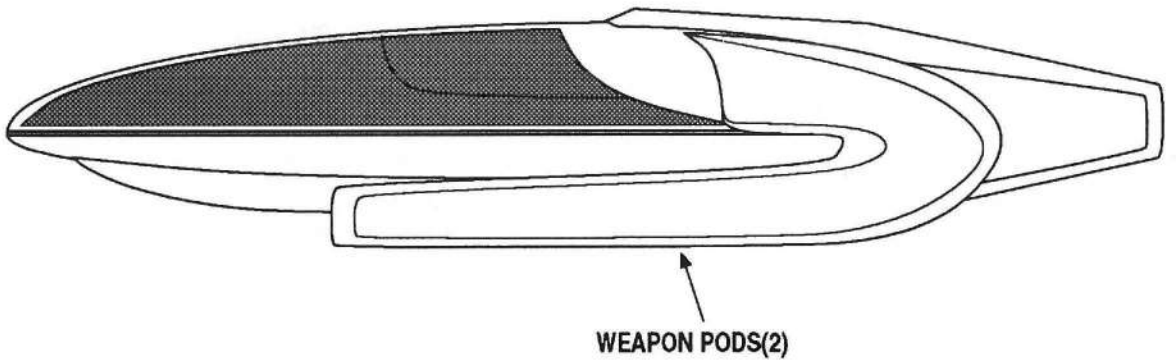
PORT PROFILE



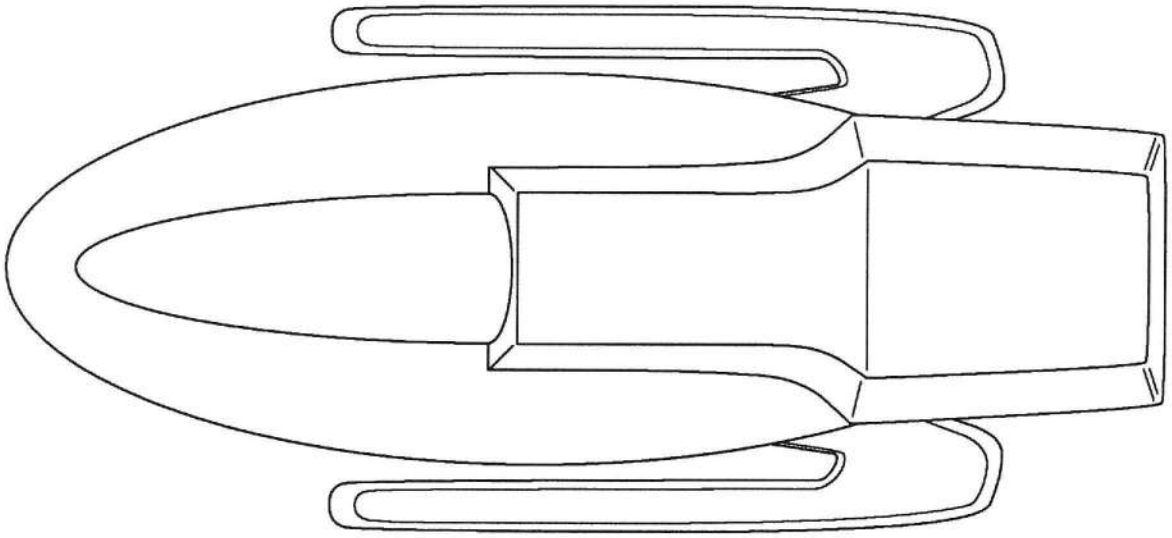
TOP PLAN



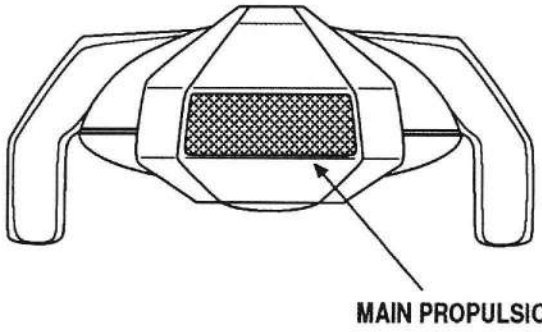
FRONT



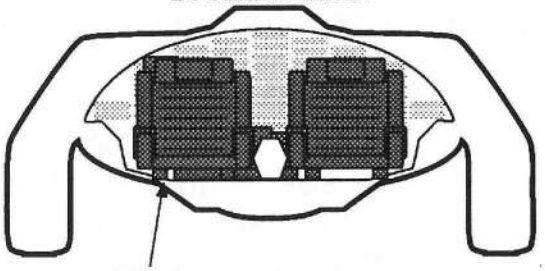
BOTTOM PLAN



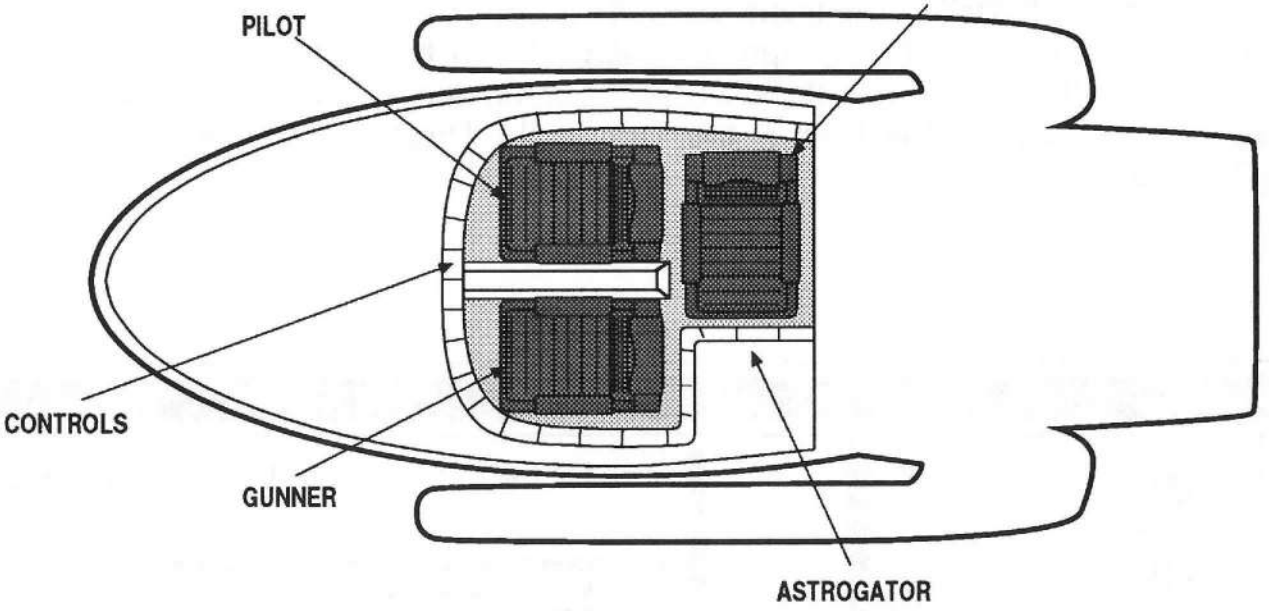
REAR



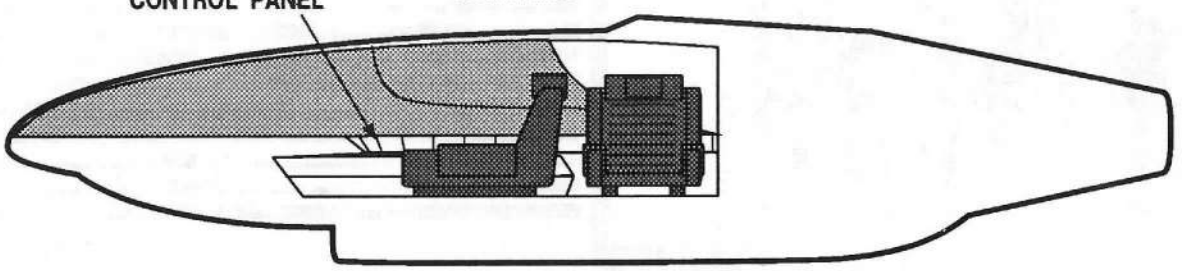
ELEVATION THROUGH ℄ OF COCKPIT
LOOKING REAR



DECK PLAN



℄ CUTAWAY
PROFILE



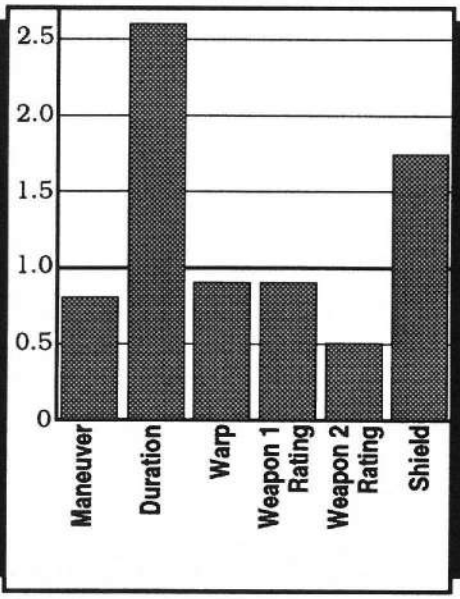
Light Fighter Tholian

Not much is known about the Tholians hive empire which they refer to as "The Territorial Annex of the Tholian Assembly". The Tholians were first encountered by the U.S.S. Enterprise which was searching for the U.S.S. Defiant which had been reported missing. Various Tholian ships, including the light fighter, have been encountered by patrol craft along the disputed border.

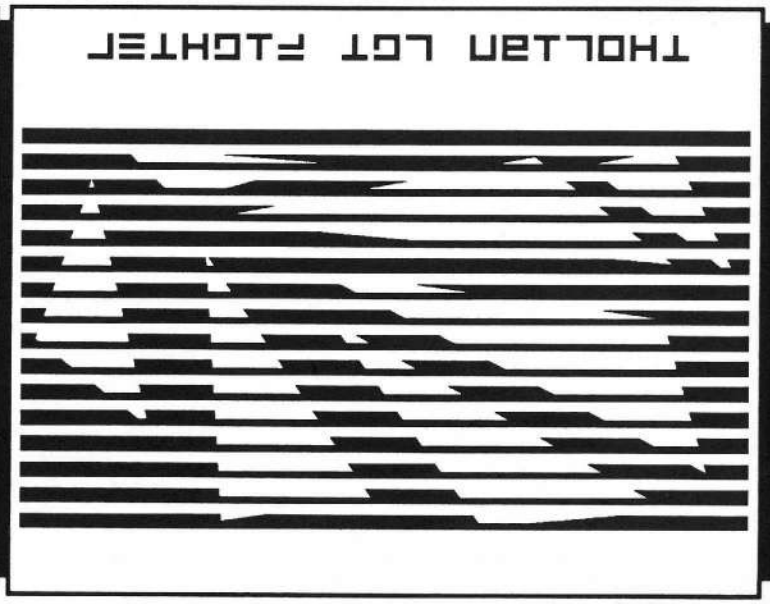
The Tholian's light fighter has the same tri-faceted design that is common to most other Tholian ships. The fighter, like all other Tholian craft, has a skin temperature of 521 Kelvin due to the high temperature of the Tholian environment. The majority of the craft's structure seems to have been made from large single crystals. The craft is equipped with a tangle net projector. This weapon , although not very accurate or highly repetitive, will entangle and slowly constrict another craft until it has crushed the hull. It is also equipped with a web spinner projector that is used in conjunction with another Tholian craft to spin a web around an enemy for ensnarement.

The body is made up of three triangular sections located 120° apart. The two lower sections house propulsion units. The upper section houses a propulsion unit and the cockpit. The cockpit is equipped with two seats, each designed to seat one of the multifaceted Tholians. Located along the center axis are the weapons. Located to the front is the Tangle Net Projector. Facing to the rear is the Web Spinner Projector.

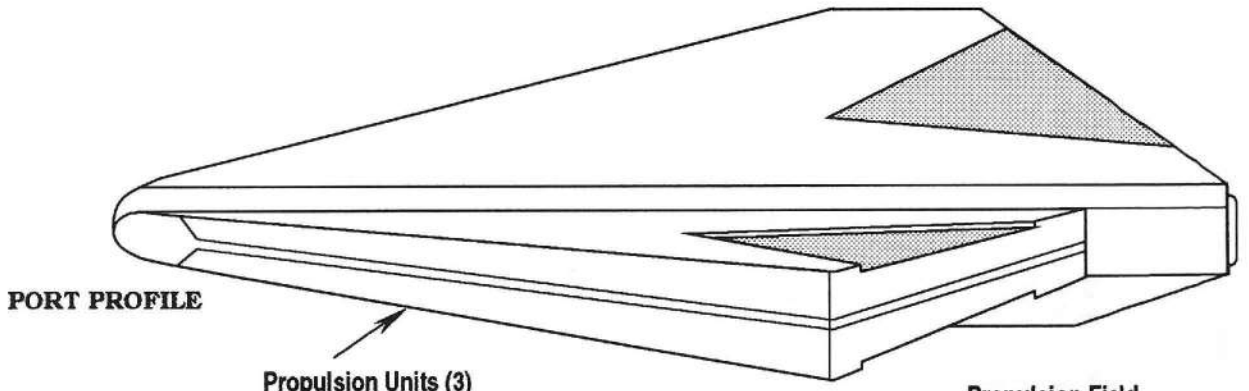
Graphical Representation* Variations Logo

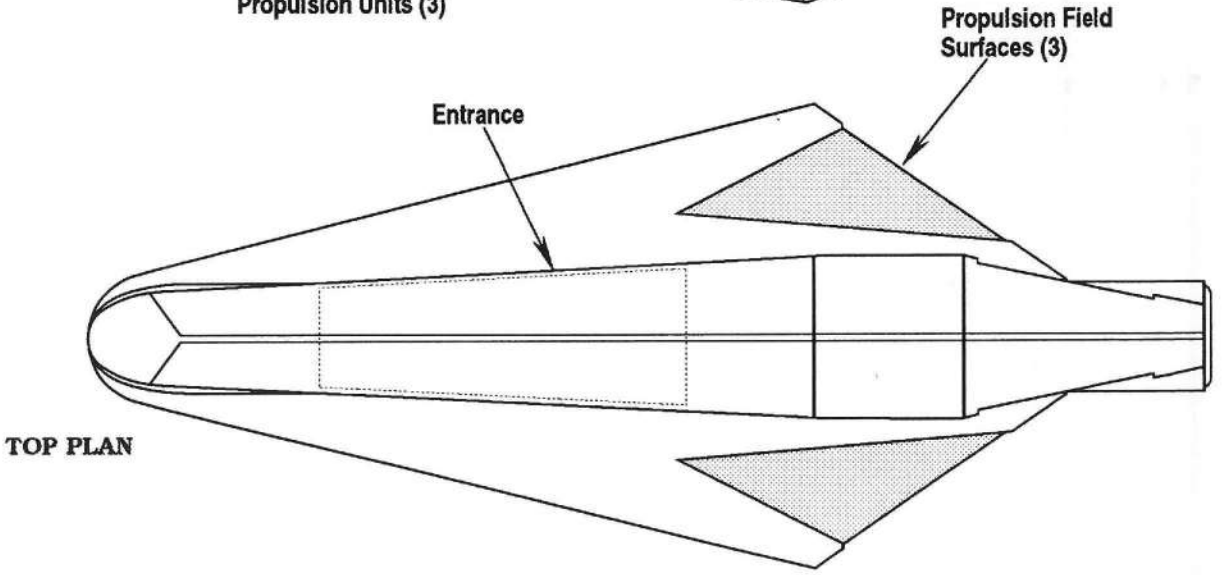


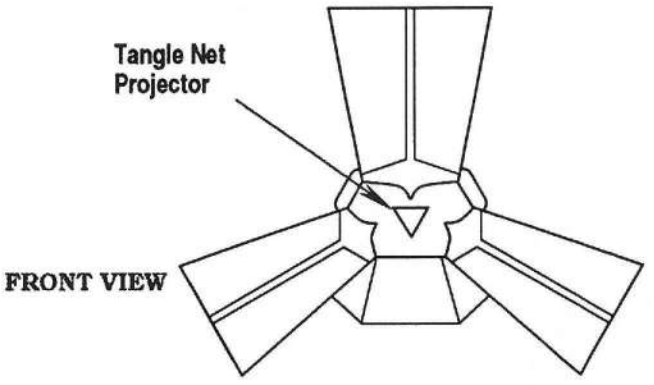




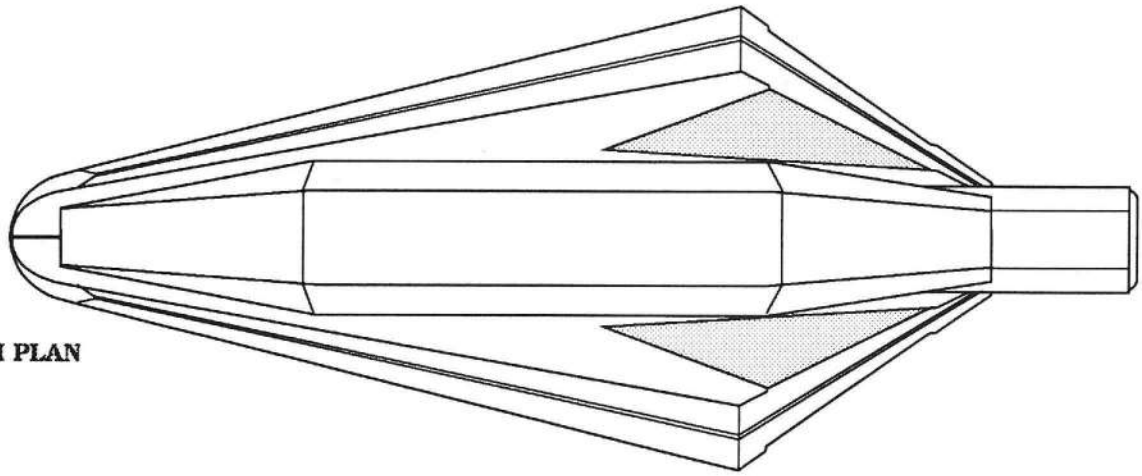
*Graph Average based on the Federation Light Fighter


PORT PROFILE
Propulsion Units (3)

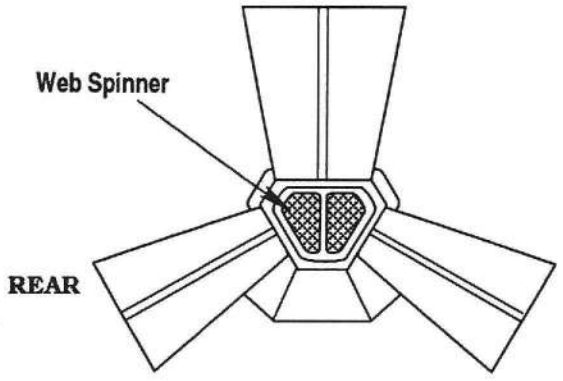

Propulsion Field
Surfaces (3)
Entrance
TOP PLAN


Tangle Net
Projector
FRONT VIEW

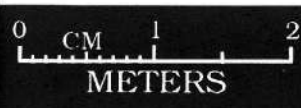

0
CM
1
2
METERS

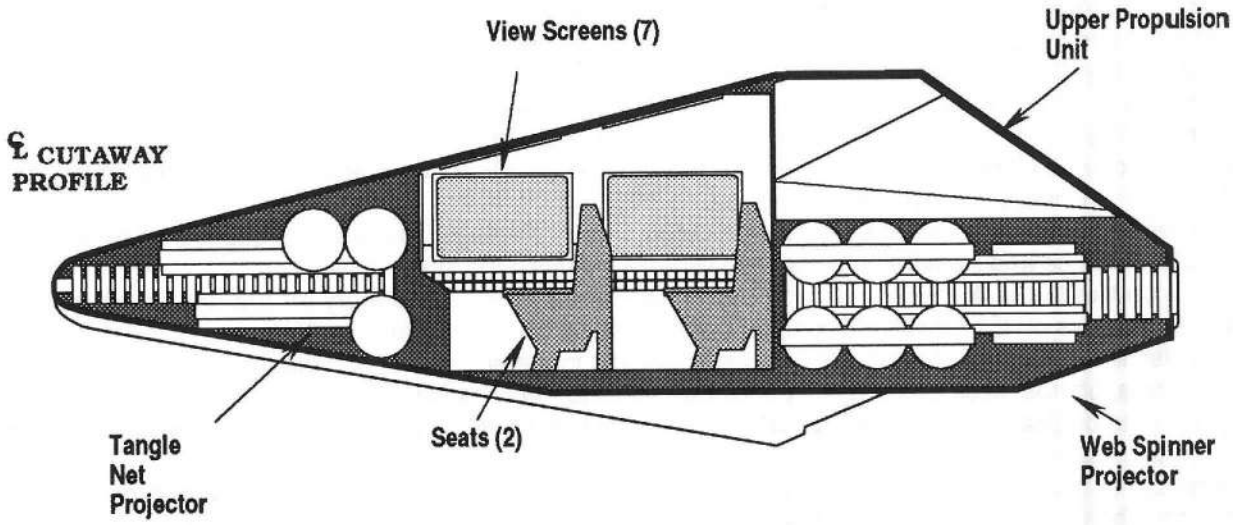


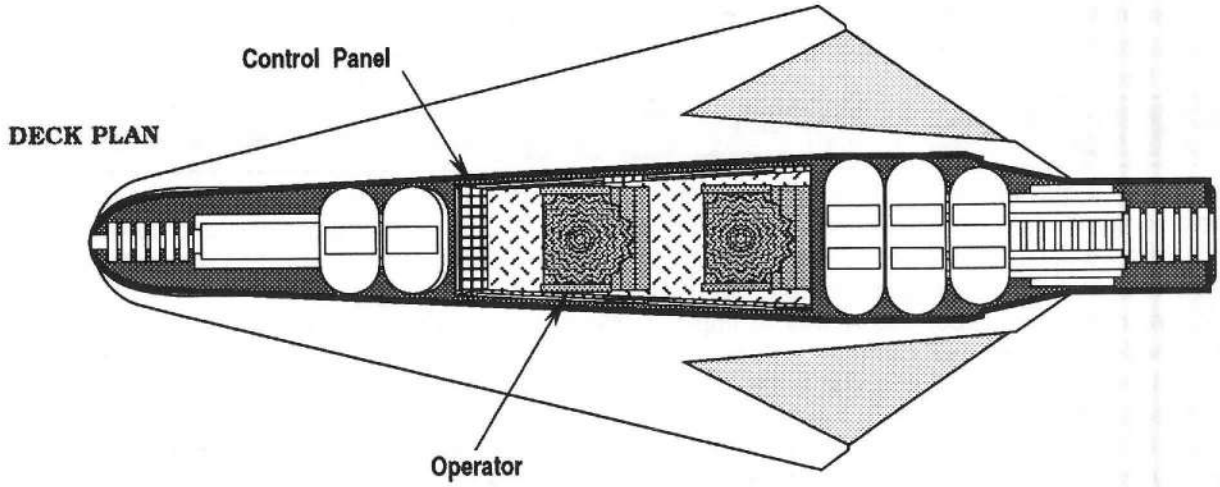
BOTTOM PLAN

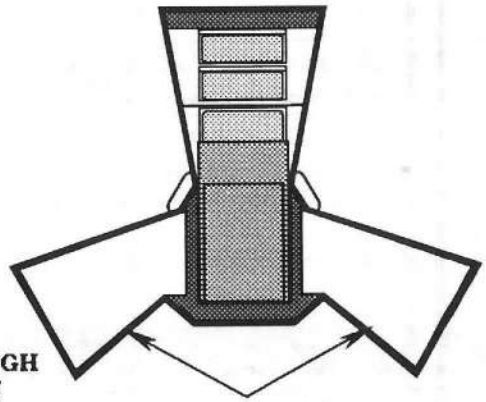


REAR




View Screens (7)
Upper Propulsion Unit
℄ CUTAWAY PROFILE
Tangle Net Projector
Seats (2)
Web Spinner Projector


Control Panel
DECK PLAN
Operator


ELEVATION THROUGH CONTROL CABIN LOOKING FWD
Lower Propulsion Units (2)

Acknowledgements

I would like to acknowledge the many people, places, movies, magazines and reference materials that I have use to get the most accurate information for my work.

The first person that I would like to thank is my father and his love of science and science fiction which started a fire in me as a young child, that I will always have. I would also like to thank my mother for her support in me even though I don't think she truly understood what I was doing. I would also like to thank Don Shanks for his friendship and his ability to put up with my borrowing bits and pieces of his large science fiction collection for research.

For their contribution I would like to thank Mark Miller and Challenge magazine in allowing me to add the H-wing fighter created by J.B. King to my collection, it will appear in Volume 3.

Again I would like to thank J.B. King for allowing me to use his Sky Arrow Design that appeared in his magazine VOYAGES SF and which will appear in Volume 2.

I would like to thank the following magazines: Starlog, Future, Fantastic Films and Group Digest for all the photos and excellent articles and insight that these magazines have given me in my research.

I would also like to thank the Texas Tech University Pulsed Power Laboratory for the on-the-job training that I received in graphics on the Macintosh computer while working on SDI research projects.

I would also like to thank all the people who were involved in the original stories and artwork creations. By looking at their models, photos, sketches and story lines I was able to draw additional craft that I hope still retained much of the flavor of the original story. I am sorry that I am not able to list their names but in many instances I have no idea who these individuals are.

I would like to thank Chris Hatfield for his extensive proof reading and editing of my text and drawings,and my father, Don Shanks, Jay Moncrief, Richard Fisher and Charles Hensely who helped to proof-read my text and critique my drawings to help root out the many errors that I am so prone to make.

I hope that this series helps in your viewing enjoyment of science fiction movies. And if I covered a movie that you have not seen I hope my work will help you decide to watch it.

How it all came about

I have always had an interest in science fiction since I was a small child. In my sketch books I always drew vehicles and equipment while my sister had the artistic freehand ability and drew the animals and flowers, I always envied her talent. I can still remember my first set of science fiction drawing that I received as a birthday present. It was the blueprints of the U.S.S. Enterprise from Star Trek.

This book originally came about as a way to improve my drawing skills with MacDraw II on the Macintosh computer. I needed to spend more time on the computer drawing so I started with the X-Wing from Star Wars and once it was finished I moved on to the next and then the next until I had about 120 fighters drawn. At this point I felt it was time to see if the rest of the world wanted to see how I have been wasting my time and improving my skill on the computer. Of course the idea of monetary gain had absolutely no bearing on my decision, honest. Many of the craft are of my own creation or are inspired from someone elses work that I have drawn to match the storyline. I have taken the 120 drawings that I have and broken them up into around 6 volumes. This was done so that I could get the drawings out in reasonable size volumes.

The name Jackill came about as a combination of my two daughters names, Jaculynn and Jillian.

Submissions

I am always on the look out for new vehicles, if you have a design that you think might fit in this series I would like to look at it. In return, if I use it, you will receive a complimentary copy of the volume that it appears in, in addition to getting mentioned in the acknowledgements. The ideas do not need to be the finished product as I will redraw it to fit the style of the book.

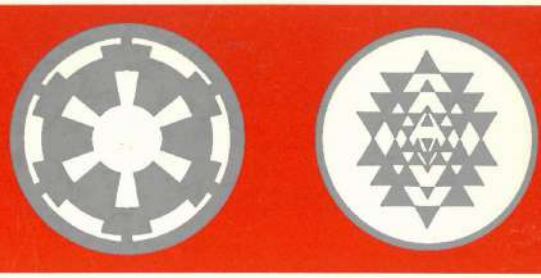
Keep in mind that additional volumes will cover fighters, robots, weapons, large ships, equipment, creatures, races, etc.....

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VOLUME 1

Jackill's Guide to Light Attack Craft

