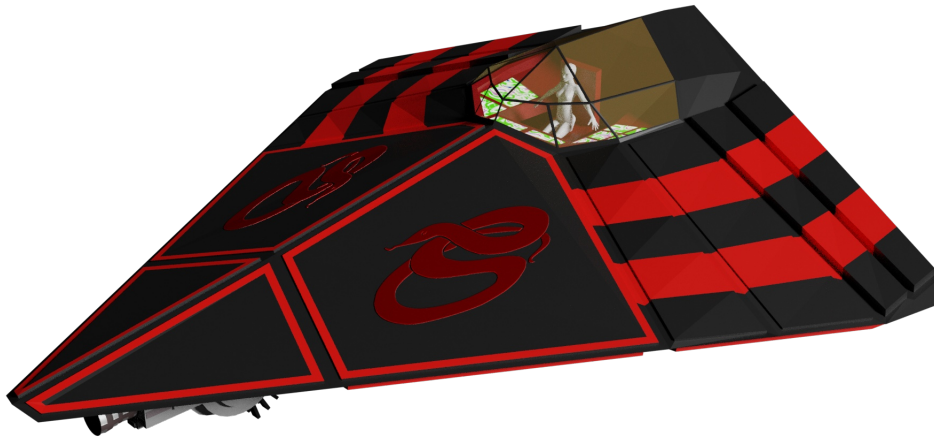


# Krait Fighter 1

## TECHNICAL BRIEFING



The 10t Krait is a small, heavily armoured short range fighter. With room for a single pilot, and carrying a forward facing pulse laser, it is designed for close fighter support and interception roles.

## Overview

The Krait falls into the bracket of light fighter due to its size, though its heavy armour sometimes causes it to be classed as a heavy fighter.

There are two major variants, though both are based on the same standard hull. The Krait/A is the cheapest, coming in at under MCr9. It is limited in electronic capabilities, and has fewer export restrictions than the Krait/B.

The Krait/B comes fully equipped with a higher tech computer and electronics package, as well as having a stealth coating applied to the hull.

After market modifications can upgrade the computer systems further if so desired.

## Crew

A Krait is designed to be flown by a single pilot, with life support and power lasting only a little over 16 hours.

This limits the useful range of a Krait, and they normally need to be based from a star port, planetary base or carrier. However, switching out fresh life support and

fuel is a simple and quick process. However, the low fuel capacity does mean that a Krait can't be kept in an active state for too long.

There are external adapters to allow the fighter to be connected to an external fuel tank whilst in standby mode. This enables the Krait to be kept 'hot', ready to go at a moment's notice.

Alternatively, a Krait is quick to start from fully deactivated. It requires 1D6 minutes (Engineer (Power), INT) to make it ready for launch.

## Common Roles

### Fighter

The Krait is designed as a simple fighter, designed for short range combat or patrol missions. Due to life support limitations, it needs to keep within range of a base of operations. This may be a starport or a carrier.

This often prevents the Krait from behind used for escort duty, unless this is within the 100 diameter limit of a world.

### Ground Support

Though streamlined, the Krait mostly relies on its manoeuvre drive for handling within an atmosphere. It is more than capable of attacking ground targets within an atmosphere. It has landing gear suitable for planet side

**Source:** Elite (1984)  
**Company:** Faulcon de Lacy  
**Technology Level:** 12  
**Total Tonnage:** 10t  
**In Service Date:** 1025  
**Cost:** MCr17.577

# 2 Krait Fighter

## TECHNICAL BRIEFING

TL 12	Krait/A	TONS	COST
Hull	10t Streamlined, Armour (Crystaliron) 8	4.8	1.56
M-Drive	Thrust 6	0.6	1.2
Power Plant	Fusion Power Planet, 15	1	1
Fuel	16 hours	0.1	-
Bridge	Cockpit	1.5	0.01
Computer	Computer/10 (TL9)	-	0.16
Sensors	Military Sensors	2	4.1
Weapons	Fixed mount pulse laser	-	1.0
Software	Manoeuvre, Intellect, Library	-	-
Cargo		-	-

TL 12	Krait/B	TONS	COST
Hull	10t Standard hull, Enhanced Stealth Armour (Crystaliron) 8	4.8	6.56
M-Drive	Thrust 6	0.6	1.2
Power Plant	Fusion Power Planet, 15	1	1
Fuel	16 hours	0.1	-
Bridge	Cockpit	1.5	0.01
Computer	Computer/20 (TL12)	-	0.16
Sensors	Military Sensors	2	4.1
Weapons	Fixed mount pulse laser High Yield, Intense Penetration	-	1.5
Software	Manoeuvre, Intellect, Library Evade/1 [10] Fire Control/2 [10]	- - -	- 1 4
Cargo		-	-

landing under standard gravity. It has standard landing legs, and lands and takes-off using VTOL mode in most circumstances, allowing it to be used from small, well camouflaged bases planetside.

### Crew

1 Pilot

**Hull: 4 Armour: 8**

### Costs

#### Maintenance Cost

Cr 677 / month

#### Purchase Cost

MCr 8.127

### Power 15

#### Basic Systems

2

#### Manoeuvre Drive

6

#### Weapons

3

#### Sensors

2

### Crew

1 Pilot

**Hull: 4 Armour: 8**

### Costs

#### Maintenance Cost

Cr 1,465 / month

#### Purchase Cost

MCr 17.577

### Power 15

#### Basic Systems

2

#### Manoeuvre Drive

6

#### Weapons

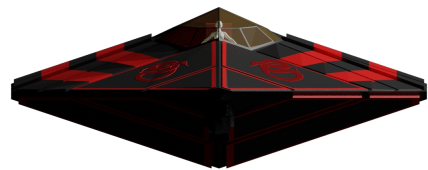
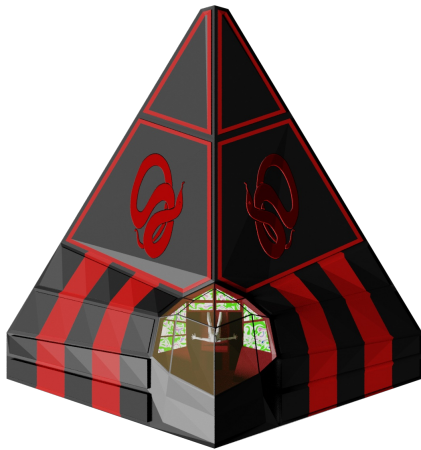
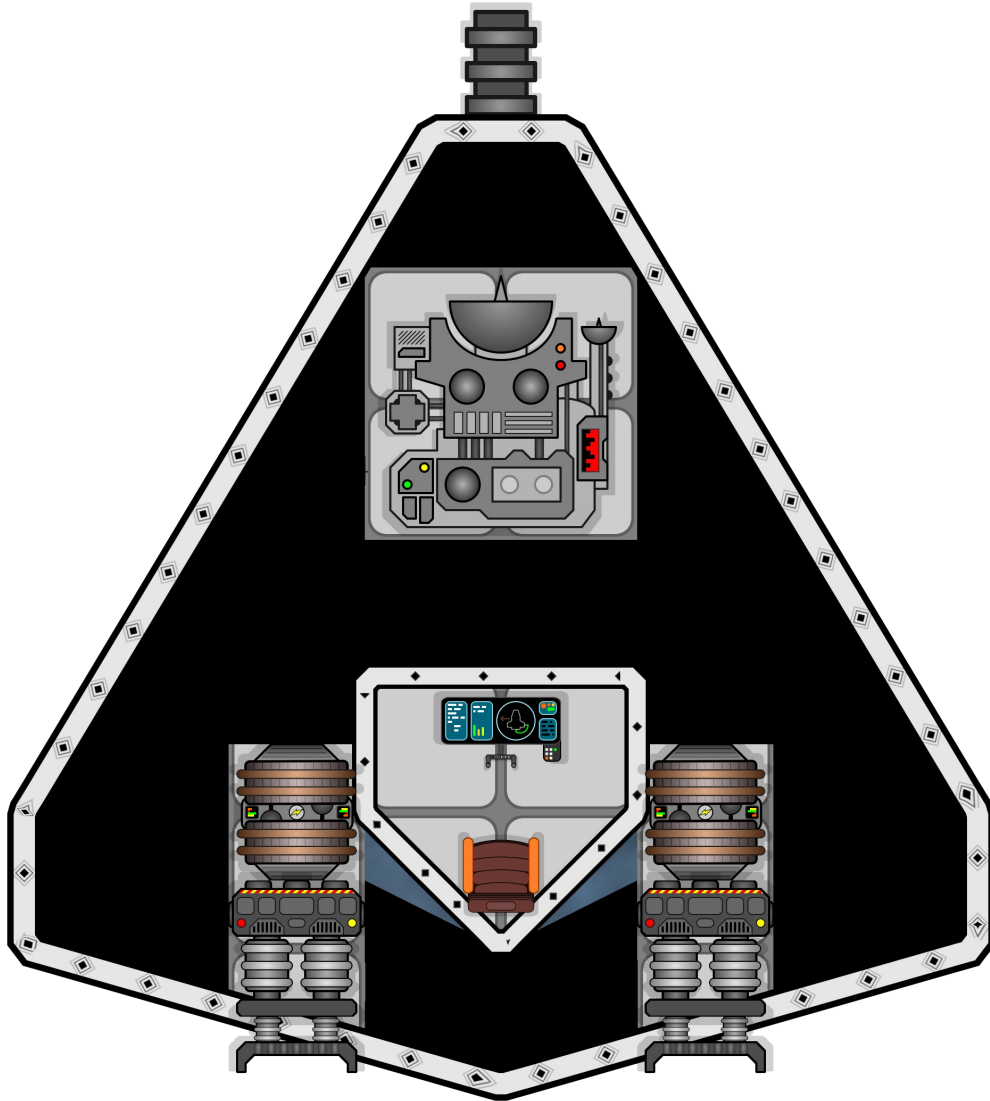
3

#### Sensors

2

# Krait Fighter 3

## TECHNICAL BRIEFING



# 4 Krait Fighter

## TECHNICAL BRIEFING

### Variants

#### Krait/A

The standard Krait/A lacks the advanced electronics, upgraded pulse laser and stealth features of the Krait/B, but is otherwise identical in all other ways.

It is a heavily armoured fighter that is excellent for close combat and short patrols. Like most fighters it is limited to a 24 hour life support duration, which restricts its range to pretty much the 100 diameter limit of a planet.

The model A is built for the cheaper end of the market, whilst still providing a solid fighter. The reduced electronics also makes it easier to export to organisations and polities which aren't licensed to receive high tech military hardware. It is still built on a TL12 chassis, but some features have been removed.

With the exception of the stealth hull, it is relatively easy to upgrade a Krait/A to Krait/B specifications.

#### Krait/B

The Krait/B is the advanced model of the Krait fighter. Equipped with Evade and Fire Control software for greater combat effectiveness, it also sports an upgraded pulse laser and stealth hull.

Though it is twice the price of the A model, the Krait/B is the preferred choice for most customers.

### Availability

The Krait ceased official production about twenty years ago, and apart from a few licensed factories still making hulls in outlying regions, new models are no longer available.

This has also affected spare parts, which are becoming difficult to come by. A number of fleets are having to start cannibalising their older fighters to keep newer ones running. There has been talk of starting up official production again, but this currently seems unlikely.

