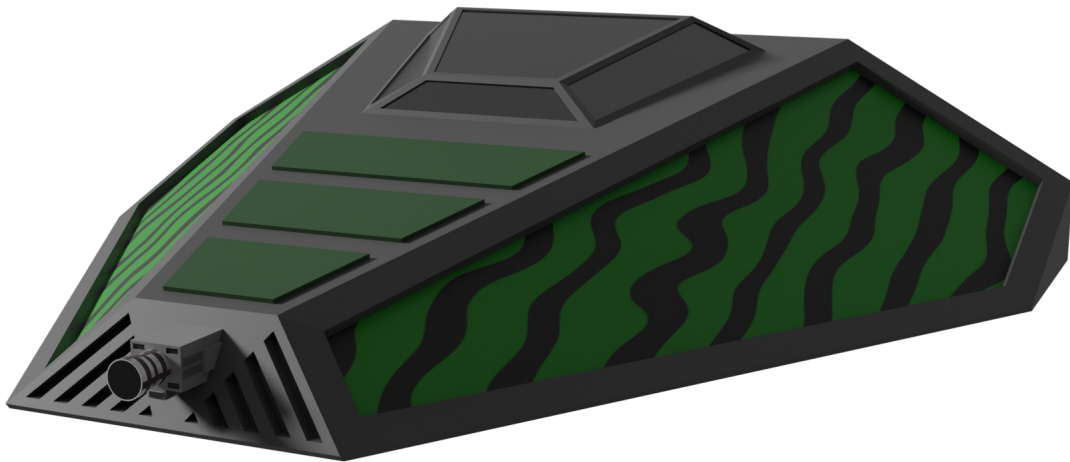


Mamba Fighter 1

TECHNICAL BRIEFING



The 20t Mamba 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 Mamba is a medium fighter, designed for convoy escort and planetary defence. Over time, it has also become a favourite of pirates due to its speed, armour and firepower.

Early models were designed as racers, and were equipped with reaction drives which could provide a significant boost to thrust if the pilot could take it. The common Mamba that is now in production removed these drives and replaced them with electronics and weapon systems.

Crew

The Mamba is a single seat fighter, capable of carrying one pilot. The fighter provides a large amount of electronic support for the pilot.

A full set of holographic controls in the cockpit provide real time feed back from the extensive sensor systems. The Mamba also comes with software programs to aid in flight and fire control.

Common Roles

Fighter

The common Mamba is a built as a medium fighter, often used in planetary defence and escort duties.

It has heavy armour, and high class electronics, which grants it an advantage over older craft.

From a survivability perspective, the Mamaba is considered once of the best single seat fighters there is.

Pirate

Though they are officially only sold to reputable organisations and planetary governments, plenty of Mambas have made their way into the hands of pirates.

Their speed allow them to catch up to prey, and their powerful pulse lasers provide them the ability to threaten most traders.

Some pirates will rip out the countermeasures suite and extend the cargo space, providing 3.1t of storage.

Racer

The first version of the Mamba was designed as a racing craft. Equipped with reaction drives as boosters, it could achieve a considerable acceleration if the pilot could handle the g-load.

Source: Elite (1984)
Company: Reorte Ship Federation
Technology Level: 13
Total Tonnage: 20t
In Service Date: 1010
Cost: MCr20.853

2 Mamba Fighter

TECHNICAL BRIEFING

TL 13	Mamba/F	TONS	COST
Hull	20t Streamlined, Armour (Crystaliron) 10	- 9	1 1.8
M-Drive	Thrust 6	1.2	2.4
Power Plant	TL 12 Fusion Power Planet, 30	2	2
Fuel	6 days operation	0.2	-
Bridge	Cockpit, Holographic controls	1.5	0.01
Computer	Computer/13 [25] (TL13)	-	0.16
Sensors	Improved Sensors Countermeasures Suite	3 2	4.3 4
Weapons	Fixed mount pulse laser <i>High Yield, Intense Focus (AP 2)</i>	-	1.5
Software	Manoeuvre, Intellect, Library Evade/2 [15] Fire Control/2 [10]	- - -	- 2 4
Cargo		1.1	-

Crew 1 Pilot
Hull: 8 Armour: 10
Costs Maintenance Cost Cr 1,738 / month Purchase Cost MCr 20.853
Power 30 Basic Systems 4 Manoeuvre Drive 12 Weapons 3 Sensors 5

The Racing Mamba had been put together as a proof of concept project by the R&D team, and was never meant for mass production. A few hundred of them were built, but most are now in the hands of collectors (or smashed into moons or asteroids after a burrrn miscalculation).

When Reorte Ship Federation needed a design for an advanced fighter for a military contract, they took what they had for the racing Mamba, removed the reaction drives and expansive fuel tanks and added electronics, weapons and armour.

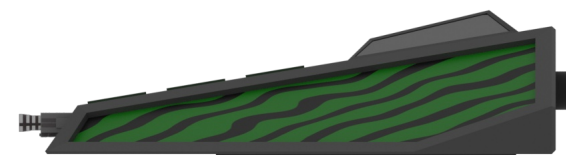
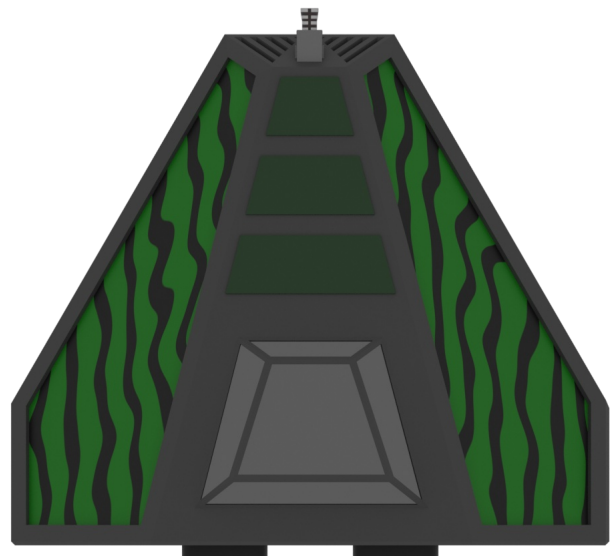
Variants

The standard Mamba/F is designed for escort and close defence duties. It is an excellent at dog fighting. There are a number of variants of the Mamba though, which allow it to specialise in different roles.

Mamba/In

The inteceptor variant swaps armour for extra reaction thrusters. This is the closest to the original racing design, though isn't as extreme.

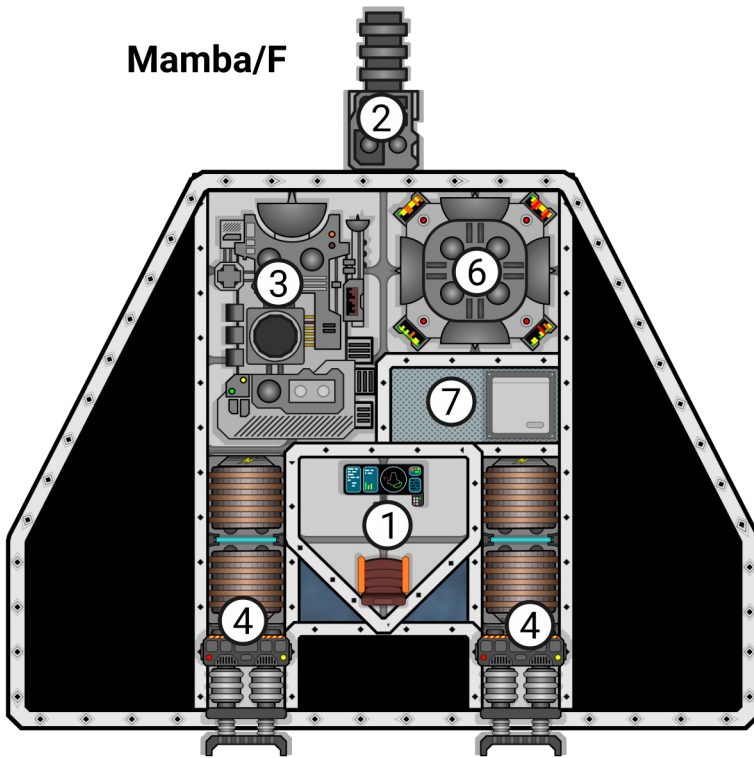
The interceptor also has reduced sensors, to provide



Mamba Fighter 3

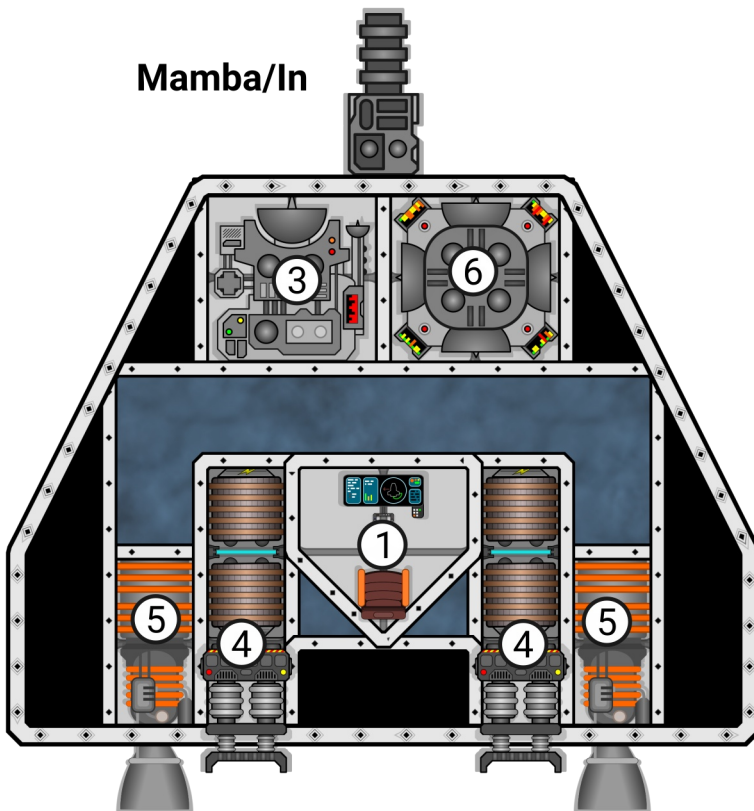
TECHNICAL BRIEFING

Mamba/F



- ① Cockpit
- ② Pulse Laser
- ③ Sensors
- ④ Power and Drives
- ⑤ Reaction Drives
- ⑥ Countermeasure Suite
- ⑦ Cargo

Mamba/In



4 Mamba Fighter

TECHNICAL BRIEFING

TL 13	Mamba/In	TONS	COST
Hull	20t Streamlined, Armour (Crystaliron) 5	- 4.5	1 1.8
M-Drive	Thrust 6	1.2	2.4
R-Drive	Thrust 8	2	0.4
Power Plant	TL 12 Fusion Power Planet, 30	2	1
Fuel	6 days operation 1 hour r-drive	0.2 4	- -
Bridge	Cockpit, Holographic controls	1.5	0.01
Computer	Computer/13 [25] (TL13)	-	0.16
Sensors	Military Sensors Countermeasures Suite	2 2	4.1 4
Weapons	Fixed mount pulse laser <i>High Yield, Intense Focus (AP 2)</i>	-	1.5
Software	Manoeuvre, Intellect, Library Evade/2 [15] Fire Control/2 [10]	- - -	- 2 4
Cargo		-	-

extra room for the fuel needed by the reaction drives. Though the drives are capable of Thrust 8, many pilots cannot remain conscious for long under this acceleration. The cockpit provides a full acceleration couch as standard to try and compensate for this.

Some hand over control of the ship to the autopilot before performing a high-G manoeuvre.

Mamba/M

The missile variant of the Mamba carries four missiles instead of a laser mounting. They are designed to get in close to an enemy ship, deliver their payload and then retreat as quickly as possible. They are otherwise identical to the fighter variant.

Some are retrofitted to carry extra missiles instead of cargo, but this isn't a standard option.

Crew

1 Pilot

Hull: 8 Armour: 5

Costs

Maintenance Cost

Cr 677 / month

Purchase Cost

MCr 8.127

Power 30

Basic Systems

4

Manoeuvre Drive

12

Weapons

3

Sensors

1