

Vol.
5

STARSHIP TECH

Shrike Class Fighters

Author
Tom Tullis

Play Testing

Kevin Buntin, David Hellard, William Herron, Chris Lensch, Mike Romano,
Walt Smith, Chris Stephens, Kevin Stephens, Russ Temple, Gary Wegley

Open Game Content & Copyright Information

Reproduction of non-Open Game Content contained in this book by any means is prohibited without the written permission of the publisher. This book contains Open Game Content (see pages 8-9 for licenses). All item statistics and text descriptions are considered Open Game Content. All other content such as drawings and paintings are copyrighted by the artist or Fat Dragon Games (see page 9 for copyright info). The 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

Requires the use of the D20 Modern rulebook
published by Wizards of the Coast, Inc.



FAT DRAGON GAMES

Making Fantasy Fantastic

www.fatdragongames.com

About the Author

Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship designs. Tom has been an avid RPG player & game-master for 25 years and is the president of Fat Dragon Games.

Introduction

Welcome to the STARSHIP TECH series. While we normally give you full color and grayscale 30mm deck plans of the entire ship, this is not possible with a small vessel like a fighter. Since we cannot give you that, we are instead including a 30mm scale card model of the vessel!

Shrike Class Fighters

The Shrike family of small single pilot fighters was originally born out of the need for an airframe designed around the Lockdyne HSSSM (High Speed Ship to Ship Missile) project. The specifications for the Lockdyne missile required a specialized single pilot ship be constructed for use during the test phase of the missile. The missile was a failure and the contract was awarded to Argonaut Industries. The fighter prototype proved extremely capable and further testing was requested by the military along with funding for three additional prototypes, each with a slight design variation for different operational requirements within the fleet. The original prototype (now designated the Shrike Mk. I) was reconfigured as a structural testbed and was subsequently destroyed in a flight test accident when a fuel line ruptured and the onboard fire suppression system failed to operate forcing the emergency ejection of the pilot. Five months after the initial go ahead the three prototypes were unveiled (designated Shrike Mk. II, III & IV) and testing began immediately. The Mk. II was a straight ship-to-ship dogfighter. The Mk. III was a two-seat modification to allow for the inclusion of a second crew member to operate the newly developed class IIISR sensor system. The Mk. IV ironically was a slightly modified version of the original prototype capable of carrying the Argonaut Industries HSSSM-12 (the missile selected by the military over the Lockdyne designed HSSSM missile). Each prototype performed beyond expectations and full production commenced after only 170 days of testing. With only minor changes made for the production versions, the new fighters entered service one year later with IOC (Initial Operational Capability) reached after just two years from the beginning of full scale production.

Shrike MK IV General Arrangement

