The Gecko is an older fighter design designed for a crew of 1-2. It is seen as a cheap option by many smaller governments, especially since the design was leaked and shipyards started building unlicensed versions in large quantities.

Overview

The Gecko is a light fighter that sees a lot of use on the fringes of civilisation. It is relatively cheap, and easy to maintain for those without access to high technology. Apart from the drive, which is TL11, everything can be built from TL10 components.

It suffers from a lack of power. It cannot use its lasers, sensors and drive all at the same time. The ability to balance power usage is an important skill of any pilot of a Gecko.

Due to the lack of licensing costs, and the commonality of the design, there is a 20% reduction in the price of a Gecko built from the 'open source' templates.

Crew

Designed to be flown by a single pilot, the Gecko is however capable of seating two. This expands the capability, allowing the co-pilot to concentrate on sensors and situational awareness.

Common Roles

Fighter

The Gecko is a fighter, developed for short range attack and defence missions. It is lightly armed and armoured, and quite slow compared to more modern designs.

Against something like a Krait or Mamba it doesn't stand much of a chance in a one on one duel, but it's often not deployed in such circumstances.

Pirate Raider

Because of the commonality of the design, Geckos have fallen into the hands of many organisations, not all of them legal. It's slower than many fighters, but it's faster than most traders, so is ideal for catching up with the type of prety pirates normally chase down.

It has enough firepower to be a threat to a small trader, and a flight of them can take on light freighters.

They are fragile though, with low armour and a light hull that can't take much punishment. Against anything with heavy defences, their life expectency can be limited.

Ground Support

It can be used in a ground support role, though its handling is poor. The single pulse laser is better

Source: Elite (1984)
Company: Ace & Faber
Technology Level: 11
Total Tonnage: 8t
In Service Date: 920
Cost: MCr5.7

TL 11	Gecko	TONS	COST
Hull	8t Streamlined hull, Armour (Crystaliron) 3	1.44	0.56
M-Drive	Thrust 5	0.4	0.8
Power Plant	Fusion Power Planet, 10	1	0.5
Fuel	2 weeks operation	0.5	-
Bridge	Dual Cockpit	2.5	0.015
Computer	Computer/10 (TL9)	-	0.16
Sensors	Military Sensors	2	4.1
Weapons	Fixed mount pulse laser	-	1.0
Software	Manoeuvre, Intellect, Library	-	-
Cargo		-	-

Crew
1 Pilot, 1 Co-Pilot

Hull: 4 Armour: 2

Costs
Maintenance Cost
Cr 476 / month
Purchase Cost
MCr 5.708

Power 10
Basic Systems
2
Manouevre Drive
4
Weapons
3
Sensors
2

designed for shooting at space borne targets, but it is capable of causing considerable damage against anything on the ground.

Software
The unlicensed nature of most Geckos currently in service has meant that they need to built from commonly available or pirated parts. This also applies to the software. Most ship with only the basic software packages. The computer is capable of running a single Evade/1 package, or Fire Control/2, but licensed copies of the software greatly inflate the price.

Pirated copies of the software are available, for a fraction of the price, but these can be unreliable. There is a 1 in 6 chance that any dubiously sourced software package contains back doors, trojans or blackmail-ware. The latter can suddenly shut down your ship unless payment is made to gain an unlock key. Given how widely such software can be distributed, it may be necessary to travel several sub-sectors to make the payment.

Variants

Gecko/10
The fully TL 10 variant of the Gecko has a Thrust 3 drive.

Apart from shaving MCr0.32 off the cost of the ship, there isn't much else that is different. The extra space that is saved isn't enough to do anything useful with.

Gecko/Drone
Some workshops took the basic Gecko design and completely remodelled it. The cockpit was removed, and remote piloting software was installed instead. Extra fuel tank space was added, along with extra armour.

Batteries were added which greatly increased the use the full features of the fighter.

The drone variant is actually more expensive than a standard Gecko, but the risk to pilots is removed in case of destruction. They are often led hidden on asteroids, or on the surface of low tech worlds, where they can be activated remotely to attack incoming ships.
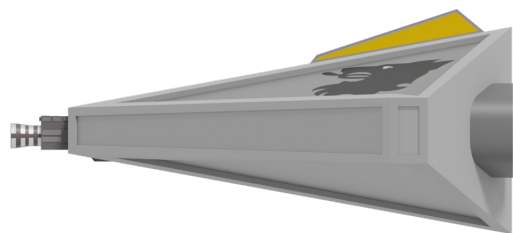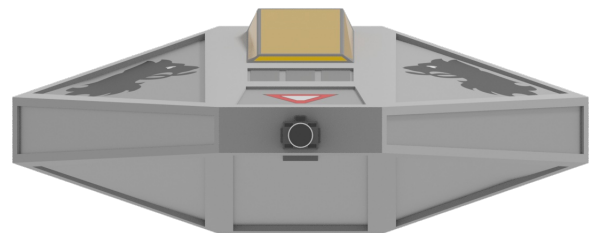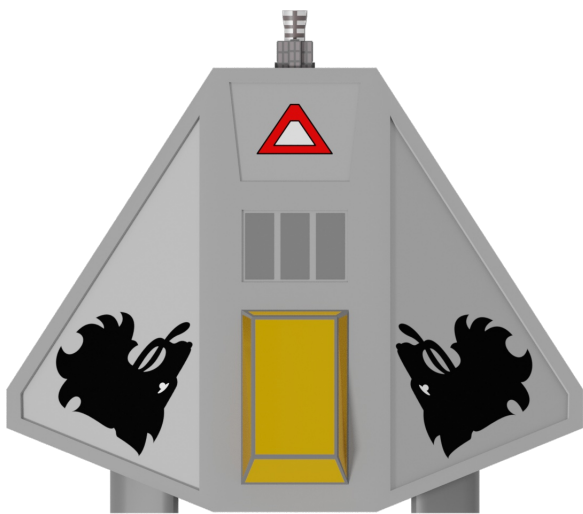
There is a 10% reduction in price for the Drone model, for the unlicensed nature of it.
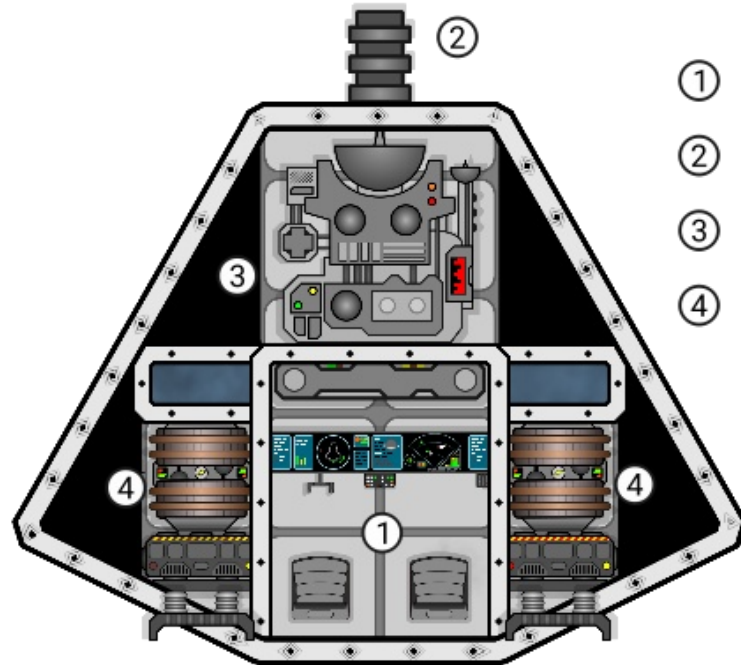
1. Cockpit
2. Pulse Laser
3. Sensors
4. Power and Drives

4 Gecko Fighter
TECHNICAL BRIEFING

TL 11	Gecko/Drone	TONS	COST
Hull	8t standard hull, Armour (Crystaliron) 4	1.6	0.72
M-Drive	Thrust 5	0.4	0.8
Power Plant	Fusion Power Planet, 10	1	0.5
	High Capacity Battery (40)	1	0.1
Fuel	4 weeks operation	1	-
Bridge	-	-	-
Computer	Computer/10 (TL9)	-	0.16
Sensors	Military Sensors	2	4.1
Weapons	Fixed mount pulse laser	1	1
Software	Manoeuvre, Intellect, Library	-	-
	Virtual Crew/0	-	1
Cargo		-	-

Crew
None
Hull: 4 Armour: 4

Costs
Maintenance Cost
Cr 629 / month
Purchase Cost
MCr 8.38
Power 10
Basic Systems
2
Manouevre Drive
4
Weapons
3
Sensors
2