

Viper Interceptor 1

TECHNICAL BRIEFING



The Viper is instantly recognisable as the enforcement arm of many world governments and star ports. It is a symbol of safety and relief by innocent pilots fearing attacks by pirates. A flight of Vipers is enough to strike fear into all but the most well equipped of pirate fleets.

Overview

The Viper is a 50t gunboat designed for use as a heavy interceptor and patrol craft. It became famous when a sector wide planetary security organisation supplying systems for local law enforcement and system defence selected it as their standard system defence boat.

It is designed to be highly durable, with armour that many fighter scale weapons can't pierce. It's not the fastest small craft, but it can keep up with most of the ships it goes up against.

As well as staterooms for the crew, the Viper also has a brig and cold berths, which are used for keeping prisoners until the ship gets back to base.

The biggest complaint by law enforcement organisations is that it carries an array of missiles which crew are tempted to use, despite their heavy cost.

Crew

Designed for a crew of 2-4, it has two double staterooms as well as some comfort space, though quarters are not luxurious. Crew often complain of the

layout being awkward, with space split between two decks with no room for a proper team area.

At a minimum it carries a pilot and a weapon's officer for the dorsal mounted pulse turret. Ideally, it will also carry a sensor operator plus a fourth crew person to manage captives and act as backup.

With a full complement of four, crew have to put up with shared staterooms and double bunks.

Common Roles

Police Interceptor

The law enforcement role is what the Viper is most famous for.

With enough range to be able to patrol common trade lanes, where the Viper hunts pirates and raiders tend to stay away. Though it can't individually stand up to a large jump capable raider, the Viper's recommended tactic is to patrol in flights of from two to six craft.

This allows the flight to target a ship with multiple missiles a round - something only larger military ships tend to be able to defend against.

The Viper comes with a brig as standard, as well as cold berths to keep particularly difficult prisoners safe and

Source: Elite (1984)
Company: Falcon Manspace
Technology Level: 12
Total Tonnage: 50t
In Service Date: 920
Cost: MCr34.1

2 Viper Interceptor

TECHNICAL BRIEFING

TL 12	Viper	TONS	COST
Hull	50t Streamlined hull	-	3
	Crystal iron armour 12	18	3.6
M-Drive	Thrust 6	3	6
Power Plant	Fusion Power Planet, 60	4	4
Fuel	4 weeks operation	1	-
Bridge	Bridge	3	0.5
Computer	Computer/20	-	5
Sensors	Military	2	4.1
Weapons	Pulse laser turret	1	1.2
	Missile rack fixed (12 missiles)	-	0.85
Systems	Stateroom x2	8	1
	Cold Berth x2	1	0.1
	Brig	4	0.25
	Airlock	2	0.2
	Common areas	3	0.3
Software	Manoeuvre, Intellect, Library	-	-
	Evade/1 [10]	-	1
	Fire Control/2 [10]	-	3
Cargo		-	-

Crew

1 Pilot

Hull: 20 Armour: 12

Costs

Maintenance Cost

Cr 2,842 / month

Purchase Cost

MCr 34.1

Power 60

Basic Systems

10

Manoeuvre Drive

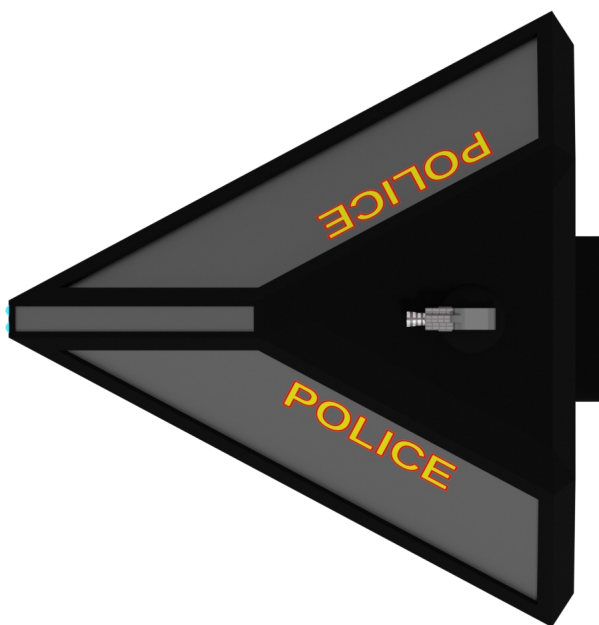
30

Sensors

2

Weapons

4



dormant. The lack of medics aboard means that once prisoners are placed into a cold berth policy dictates that they are not removed until the Viper returns to base. This has not stopped enforcement services in some regions getting a reputation for using the berths as a threat against prisoners.

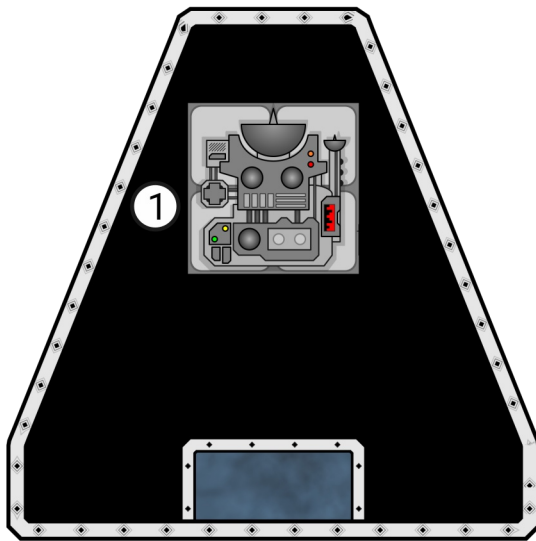
Escort

The Viper can serve as an escort vessel, for either VIP transports or commercial convoys. Large enough to be equipped with a turret, it is capable of defending against incoming ships without having to break formation.

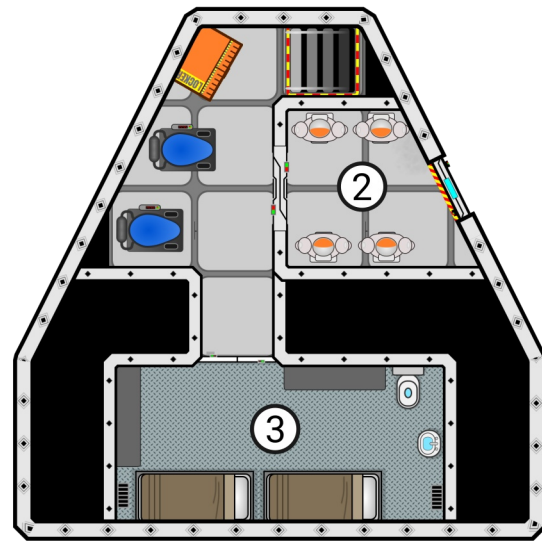
Viper Interceptor 3

TECHNICAL BRIEFING

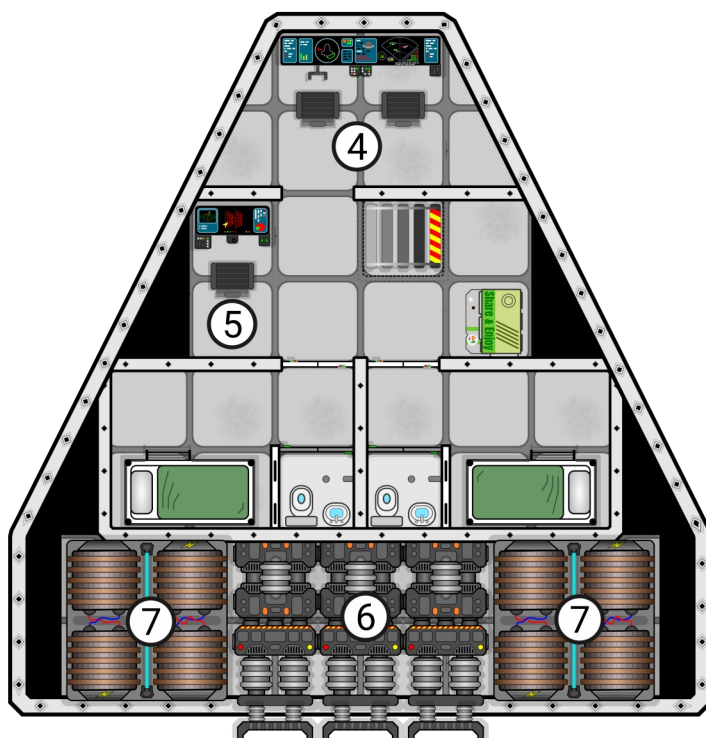
Deck 1



Deck 3



Deck 2



- ① Sensors
- ② Airlock
- ③ Brig
- ④ Bridge
- ⑤ Gunner station
- ⑥ Drive
- ⑦ Fusion reactor

4 Viper Interceptor

TECHNICAL BRIEFING

Its twelve missiles also allow it to strike at long ranges, again without needing to break away from the ships it is defending. It's computer systems are only able to handle the launch of a single missile at a time, but a group of Vipers can work together to overwhelm the defences of attackers.

Gunboat

All the features that make the Viper a good anti-pirate ship are the same features that make it a good pirate ship. The only thing it lacks is cargo space.

As an attack gunboat though, it packs a solid punch and can carry enough crew to allow for boarding actions.

Upgrades

A common upgrade is to replace the turret pulse laser with a plasma gun. This greatly increases the effectiveness of its attacks, though reduces its missile defence due to the loss of the laser.

Ideally, *Electronic Warfare/1* could be added to the ship's computer suite, though this is very expensive and would require dropping one of the other packages.

Deck Layout

A Viper has three decks, though only two of them are designed to be human accessible. The first deck contains the military sensor systems and fuel tanks. The missile racks are external to the ship, located directly beneath this deck on the outside of the hull.

Deck 2 is the main deck, where the bridge, staterooms and turret gunner is located. There are also the main drives and fusion reactors here, though access to them is not possible from inside of the ship.

Deck 3 is mostly the airlock, brig and cold berths. There is also a weapon's locker here.

Officially, there is extra 'living space' on this deck, but split from the rest of the crew's quarters it isn't large enough to do anything useful with.