



Colonial Viper

Crew: 2- Pilot, 1 Passenger
Engines: 3 Turbothrust Engines
Weapons: 2 0.5 GW Turbolasers

Acceleration: 73.5 m/s
Duration: 312 Hours (Standard)

Performance

Cruise Velocity: 1851 kph
Max Velocity: 3331 kph

Statistics

Length: 9.05 m
Span: 5.95 m
Height: 4.02 m
Weight: 12824.8 kg

The primary mission of the Viper is the defense of colonial command ships such as Battlestars, War frigates, Cruisers and Patrol craft. The Viper is also used for patrol and exploration here colonial command ships would be endangered or unnecessary. A typical ships compliment is 72 for a Battlestar, 60 for a cruiser, 48 for a War frigate, and 12 for a Patrol craft. The catapult system use to launch Vipers consists of several hundred acceleration coils angled 22 degrees port and starboard perpendicular to the center line of the carrying ship. The angle is suficient to launch Vipers clear of a command ship and also allows them to retain their forward momentum. The Viper is designed for both atmospheric and Vacuum operation. for atmospheric operations the craft has 3 stabilizer fins to assist the vectored thrust. In case of an emergency the cockpit can be jettisoned and serve as an escape pod. The escape pod is designed to reduce the occupants life signs to increae the survivability time of the pilot. The pod is able to softland on most planets through the use of inertial stabilizers and reentry equipment. The cockpit is fully pressurized throughout all stages of flight. In case of loss of pressurization, the pilots flight suit and helmet can provide a temporary atmosphere for the pilot.