



This craft is obsolete.



# Kondor-class Jagdbomber



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A powerful strike craft of the [Abwehran Armed Forces \(AAF\)](#).



## About the Ship

With need for a strike craft that could bomb facilities and take out warships, the Kondor Jagbomber was born. Grouped by squadrons and normally escorted by fighters, the Kondor was a formidable craft during the Pirate War.

## Key Features

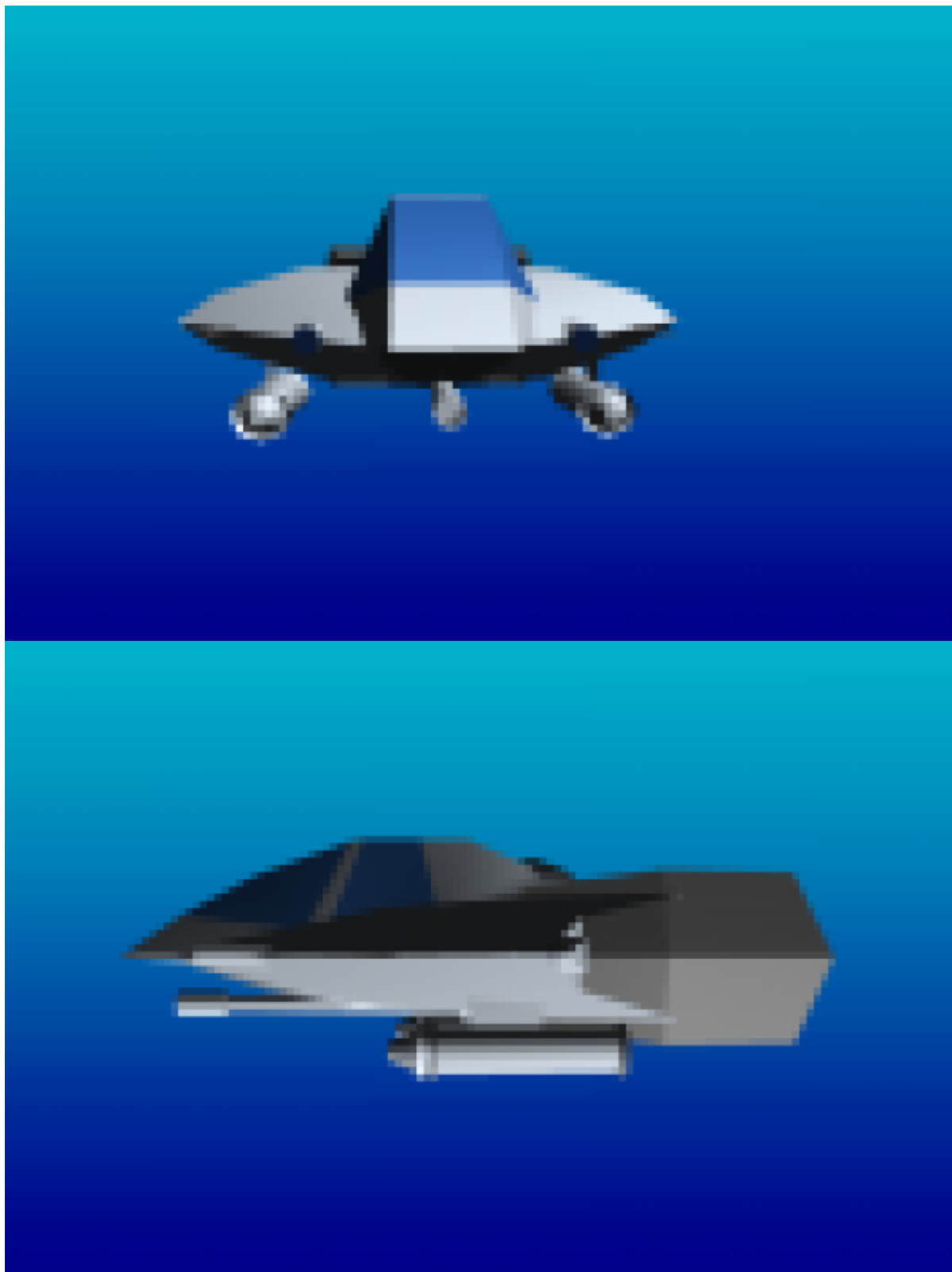
The Kondor is the only strike craft to carry a single-barreled 80mm Laser Cannon as built-in weaponry.

## Mission Specialization

The Kondor Bomber is used to destroy capital ships and planetary facilities.

## Appearance





## History and Background

Not only wanting but demanding a bomber for their fighter forces, F+E was thrown into yet another project of creating a workable design. What was to come was the Kondor - class Jagdbomber, a fast and

heavily armed strikecraft the the Abwehran Military was craving.

It proved its worth during the Pirate War, accounting for 75% of all kills. This vessel, along with the Raubvogel, has created a fandom and idolization of fight pilots in many of the Abwehran's youth.

## Statistics and Performance

# Statistical Data

### General

Class: Ay-V2-1a Type: Assault Fighter/Bomber Designers: [Kaiserlich F&E](#) Manufacturer: [Abwehran Imperial Yards](#) Production: Mass-produced Fielded by:

- Weltraumflotte
- Schirmherrschaft

### Passengers

Crew: Two operators are recommended, but only one is required.

### Dimensions

Length: 8 meters (26 feet) Width: 6.5 meters (21 feet) Height: 3 meters (10 feet)

### Propulsion and Range

Sublight Engines:

- Space:
  - Cruise: 0.26 with an acceleration of 200G
  - Afterburner: 0.76 with an acceleration of 600G
- Atmosphere:
  - Cruise: Mach 5
  - Afterburner: Mach 10

Range: 4 days travel Lifespan: 25 years constant use Refit Cycle: Every Five Years

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 15 Armor SP
- Shields: N/A

## Inside the Ship

### Compartment Layouts

#### Cockpit

A tandem cockpit that is quite cramped, there are controls in a stacked formation for both pilot and REO (Radar/Electronics Operator) to allow them to utilize either a four-arm or two-arm control scheme.

#### Storage Compartment

Located behind the REO's position, this small storage compartment contains emergency supplies and space for personal gear if transferring to another base. But this space is normally reserved for precious items since space is limited.

## 6. Ship Systems

### Armored Hull and Hull Integrated Systems

The Kondor is built using the [Tri-Layer Armor](#) in combination with standard military [hull](#) and [framework](#).

#### Hardpoints

Two pylons attached to the ventral side of the Kondor allow the bomber to fit a variety of heavy weapons to give it more flexibility.

### Computers and Electronics

#### CU-23 Multipurpose Computer System

A powerful and robust computer system using the [standard military processors](#) connected via [molecular circuits](#) to connect to the various Data Storage and Displays on board.

### Detection Systems

- [Starship Gravatronic Radar](#)
- [Infrared Spectrometer](#)
- Various [Imaging Scanner Package](#)

### Communications Systems

- [Radio](#)
- [Starship Laser Communication](#)

### Emergency Systems

### Life Support Systems

The Kondor utilizes [Unidirectional Gravity Plating](#) to create an inertial dampening effect on board and a [standard recycling and filtration system](#) for matters involving air purification.

### Propulsion

The Kondor is equipped with two fusion engines with four ramjet engines attached above and below each fusion engine.

### Shield Systems

The only shield available on the Kondor is the [Hazard Shield](#).

### Weapons Systems

#### 80mm Laser Cannon

The only mention of a single-barreled 80mm laser cannon in the Abwehran Military, it is attached to the ventral side of the craft facing forward.

- Primary Role: Anti-Ship Battery

- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: 2 SDR
- Range: 1 AU
- Rate of Fire: One pulse per 3 seconds
- Payload Unlimited

### **Gatling Laser Cannons**

Two units built-in to the prow on each side of the cockpit, these are defensive weapons against other strike craft.

- Primary Role: Anti-fighter Battery
- Secondary Role: Secondary Anti-missile Battery
- Damage Rating Value: 3 ADR
- Range: 180,000,000 kilometers
- Rate of Fire: 64 pulses per second
- Payload Unlimited

### **Anti-Missile Laser Emitter**

A single unit is placed upon the dorsal-rear section right behind the cockpit

- Primary Role: Anti-missile Battery
- Secondary Role: Pin-point cutting
- Damage Rating Value: 1 ADR
- Range: 4,000,000 kilometers
- Rate of Fire: One five-minute stream per 10 seconds
- Payload Unlimited

### **Optional Hardpoint Attachments**

#### **Short-Range Anti-Ship Missile Launchers**

A single tube per hardpoint can be fit onto the Kondor.

- Primary Role: Anti-Ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: Dependant upon warheads (see [Missile Technology](#))
- Range: 3,000,000 kilometers
- Rate of Fire: N/A
- Payload One

## Bomb Dispensers

A rack carrying three bombs can be fitted to each hard point. These bombs are guided via laser sight.

- Primary Role: Anti-Facility
- Secondary Role: Close Air Support
- Damage Rating Value: Dependant upon warheads (see [Missile Technology](#))
- Payload Three

## 7. Vehicle Complement

- N/A

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