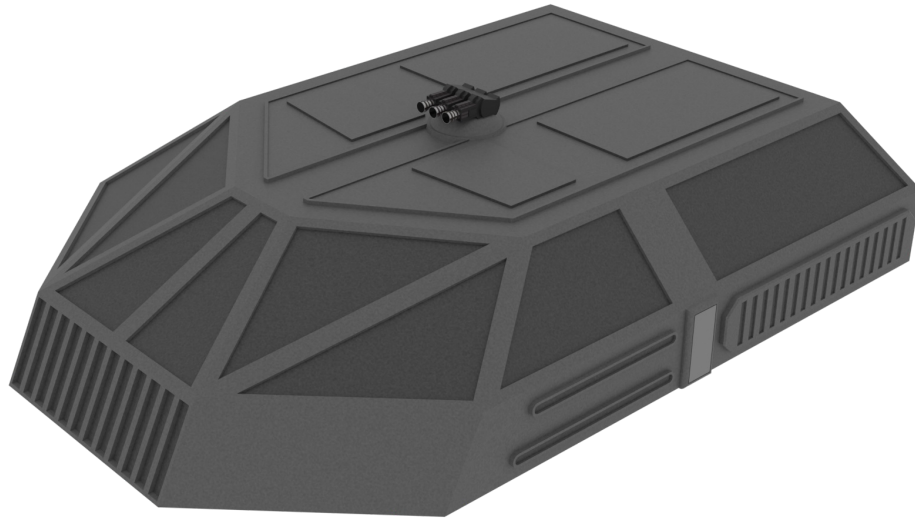


Constrictor 1

TECHNICAL BRIEFING



The Constrictor is a rumoured military prototype that officially never existed. It is said to make use of high end prototype technology that isn't commonly available elsewhere.

Overview

The Constrictor is a purely military ship designed for heavy combat, including assault, system defence, anti-pirate and front line engagement.

It never fully entered production, and apart from a small number of pre-production test models, never left the ship yards. Since no official statistics have been released for it, what is known is based on rumour and second guessing by non-military exports.

Not only that, since they were only built as prototypes, it's possible that every Constrictor that was built is a unique one-off. It is estimated that about half a dozen prototypes were built, each slightly different in their capabilities.

All are fast, heavily armoured and generally well equipped. However, none of them have cargo space so are useless as a trading vessel. Equipped with a Jump-3 drive, it has better than average range, or the ability to jump into a system, make an attack and then get out again afterwards. At least one of the variants swaps barracks for another parsec of jump fuel, allowing a four parsec range across two jumps.

Crew

The Constrictor is a military vessel, so has a larger than usual compliment of crew. This particular variant carries over a dozen marines for boarding actions and small scale assault operations.

The typical crew compliment consists of 1 captain, 3 pilots, 1 astrogator, 2 engineers, a gunner and sensor operator. This can be reduced if necessary, and often will be for the couple of Constrictors that have made its way into the hands of pirates.

Common Roles

Heavy Assault Craft

The Constrictor was originally envisaged as an assault ship, capable of getting marines into a combat zone, and then out again. Heavily armoured and defended, it has space for 14 marines in barracks.

Pirate

It is rumoured that at least one Constrictor made it into the hands of a pirate. However, it was hunted down and destroyed by an independent bounty hunter.

The lack of a cargo hold makes it an inefficient pirate ship by itself, though would probably make for a decent bounty hunter.

Source: Elite (1984)
Company: Falcon de Lacy
Technology Level: 14
Total Tonnage: 200t
In Service Date: 1105?
Cost: MCr163.207

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TECHNICAL BRIEFING

TL 14	Constrictor	TONS	COST
Hull	200t Streamlined hull, Reinforced	-	18
	Bonded Superdense 10	16	8
M-Drive	Thrust 6, Energy Efficient -25%	12	24
J-Drive	Jump 3, Fuel Efficient -10%	20	37.5
Power Plant	TL12 Fusion Power Plant, 224 Reduced size -20%	13	18.75
Fuel	3 Parsec Jump	54	-
	4 weeks operation	2	-
Bridge	Bridge, Holographic Controls	10	1.25
	Sensor Station	1	0.5
Computer	TL 14, Computer/30	-	20
Sensors	Military sensors	2	4.1
	Countermeasures Suite	2	4
Weapons	Triple Particle Beam turret	1	13
	Missile rack fixed mount	-	0.85
Systems	Armoury (15 marines)	3	0.25
	Fuel Processor (80t/day)	4	0.1
	Fuel Scoop	-	0.4
Staterooms	Standard x6	24	3
	Barracks x14	14	0.007
Software	Manoeuvre, Intellect, Library	-	-
	Jump Control/3 [15]	-	0.3
	Virtual Crew/0 [5]	-	1
	Virtual Gunner/0 [5]	-	1
	Fire Control/2 [10]	-	4
	Evade/1 [10]	-	1
Common Areas		22	2.2
Cargo		-	-

Crew

1 Captain, 3 Pilots, 1 Astrogator,
3 Engineers, 1 Gunner,
1 Sensor Operator

Hull: 88 Armour: 10

Costs

Maintenance Cost

Cr 13,463 / month

Purchase Cost

MCr 163.207

Power 225

Basic Systems

40

Manoeuvre Drive

90

Jump Drive

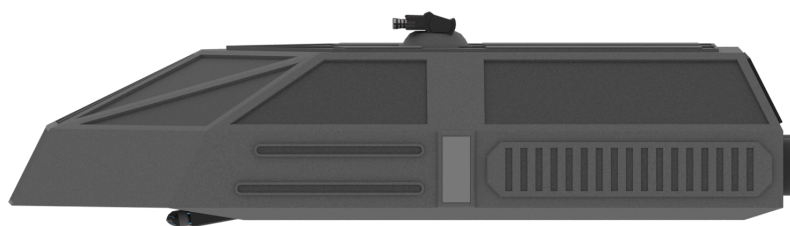
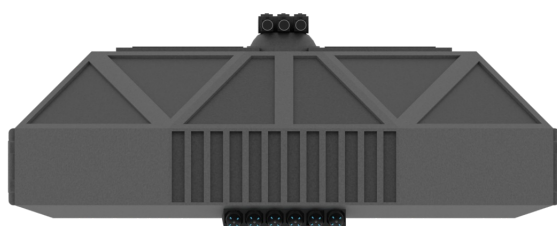
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Weapons

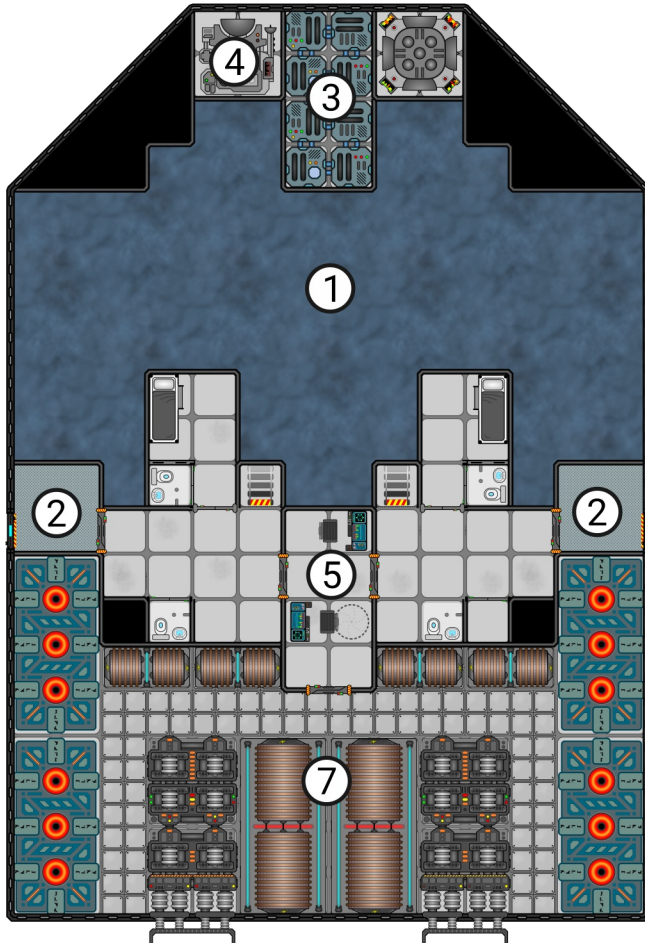
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Sensors

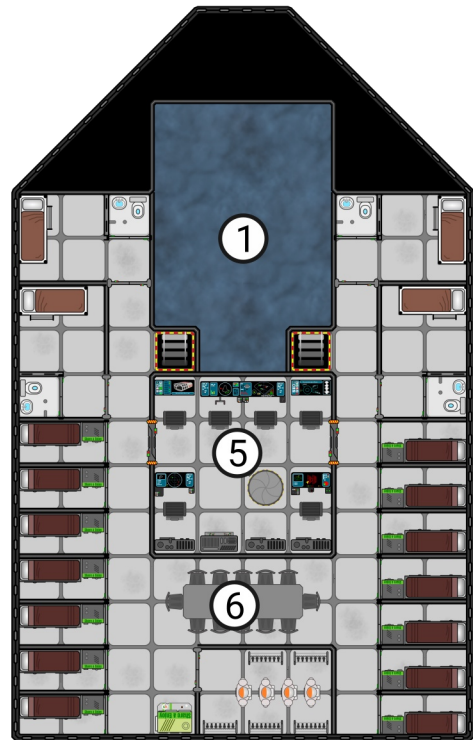
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Deck 1 (Lower)



Deck 2 (Upper)



- ① Fuel
- ② Airlocks
- ③ Fuel Processors
- ④ Sensors
- ⑤ Bridge
- ⑥ Living Quarters
- ⑦ Engineering

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TECHNICAL BRIEFING

Deck Layout

The Constrictor has two decks, within engineering mostly focused on the lower deck, and crew quarters up above. The bridge is split between flight and engineering across two decks.

Deck 1 (132t)

The lowest deck is mostly engineering, but also has a small crew area. Two staterooms are located here, together with staging areas for the airlocks, and heads for use by the barracks.

The lower half of the bridge is located here, and specialises in engineering.

Distribution:

- Armour 8t
- Electronics 4t
- Staterooms 8t
- Fuel 45t
- Engineering 48t
- Bridge 4t
- Airlocks 4t
- Common Areas 11t

Deck 2 (72t)

The top deck is mostly given over to crew quarters, though fuel is stored at the front behind an armoured bulkhead. The Barracks provide space for marines, with an armoury and plenty of common areas for the marines to spend their time when not in their bunks.

Distribution:

- Armour 8t
- Fuel 11t
- Bridge 8t
- Staterooms 16t
- Barracks 14t
- Armoury 3t
- Common Areas 12t

Weapons

This variant of the Constrictor is equipped with a triple particle beam turret, along with a fixed missile rack. This



gives the ship a deadly bite that can reach out to very long range. Some versions swap the missiles for front facing fusion guns.

Prototypes

Being a prototype, there were a number of different variant designs of the Constrictor rumoured to exist. After the project was canceled by the military, all the prototypes were meant to be destroyed.

However, a few found themselves in the hands of pirates or rival companies. The assault model given here replaced a lot of the armour with room for barracks. Others reduced M-Drive capability for increased power output and front firing fusion guns.

Rumours persist that the upcoming Urutu is a civilian version of the Constrictor. How much of the original design will be kept is not yet known.