

Buck Rogers Thunder Fighter 1.0

Add-On for Orbiter 2016 (v.160828)

Credits:

Buck Rogers

VesselBuilder: Fred18

Martin Schweiger & Orbiter Forum members

REQUIREMENTS

"VesselBuilder for Orbiter2016" add-on

http://www.intech-srl.eu/fred/VesselBuilder1_PreRelease.zip

D3d9 Client(tested with R4.4-r1306)

<https://www.orbiter-forum.com/resources/d3d9-for-orbiter-2016.5493/>

Activate "Enable absolute animation handling" in the Video/Advanced tab.

INSTALLATION

Extract all files in the orbiter2016 folder to the root of your Orbiter program directory, preserving the directory structure. This should NOT overwrite anything in the standard Orbiter package.

SPACECRAFT SPECS and CONTROLS

Thunderfighter

Crew: 2

Dimensions

Length: 13.35 meters

Width: 7.5 meters

Height: 3.3 meters

[F8] = Virtual Cockpit

[CTRL]+[arrow up/down] = Change Seat

(default VesselBuilder keys)

[SHIFT] + [G] = Deploy Landing Gear

[CTRL]+[SHIFT] + [G] = Retract Landing Gear

[SHIFT] + [K] = Open Canopy

[CTRL]+[SHIFT] + [K] = Close Canopy

[CTRL]+[L] = Cycle Cockpit Lights, Flood front/back, Full f/b, off

[ALT]+[B] = Toggle All Beacons on/off

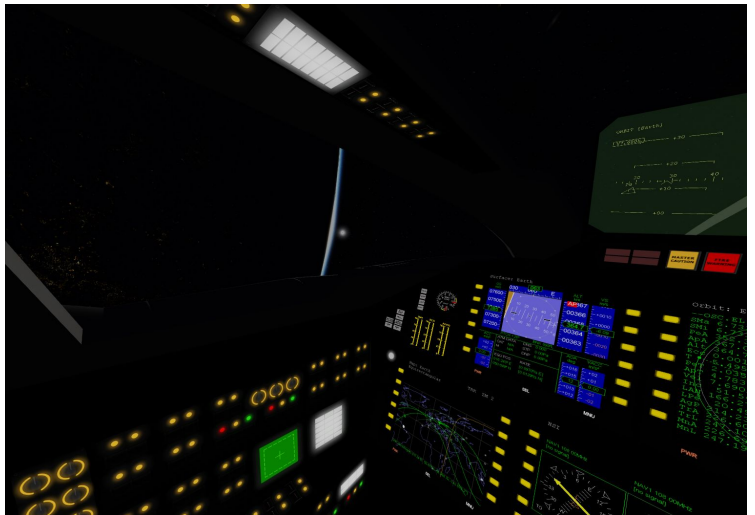
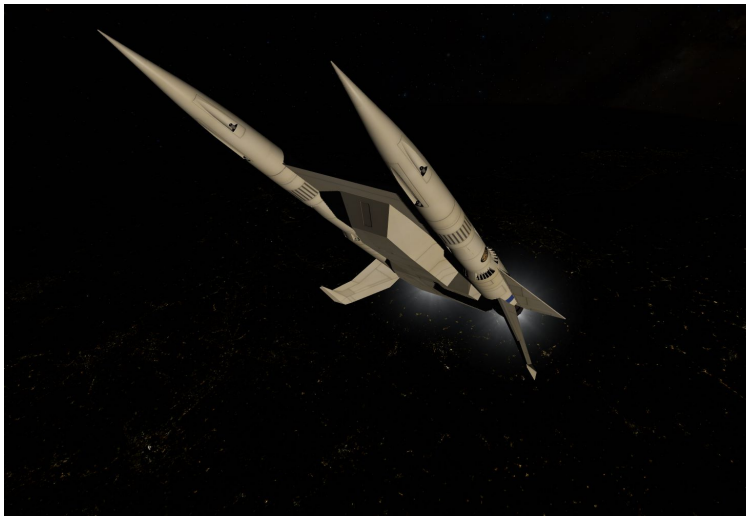
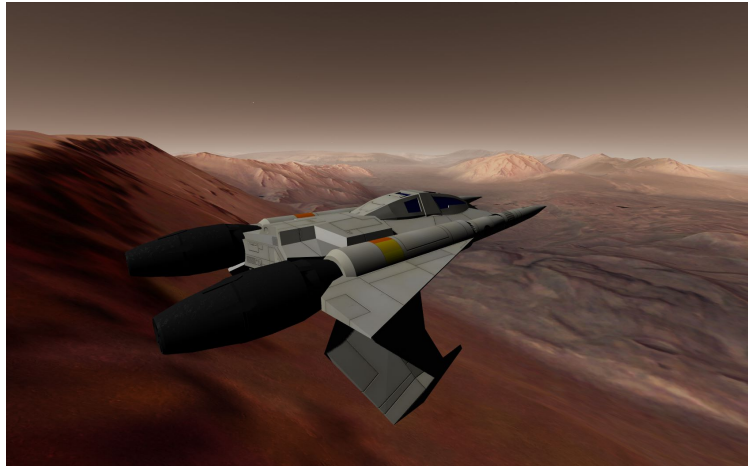
Has a virtual docking/mooring port for attach./EVA

Flight Recommendations

Level Autopilot

HoverMFD + Killrot for stability

GlideslopeMFD will hold AOA for reentry, ~25° for max Lift, and L/D



The Thunderfighter is a medium starfighter used by the Earth Defense Directorate to protect Earth and all starships in service in with the Earth government. The fighter is very maneuverable and heavily armed. It can launch and land under its own power but often uses electromagnetic launch systems to reach a greater initial velocity than would be otherwise possible.

The fighter is built around two needle-like "booms" with sharp noses and the fighter's twin engines are aft-mounted. The fighter's cockpit is situated between these booms and contains a position for the pilot and a second compartment for a passenger behind the pilot.

The Thunderfighter operated in 2491 CE and is armed with eight laser cannons mounted near the front of the fighter and near where the booms extend from the rest of the body of the fighter. While the laser cannons are not that powerful individually, all eight firing in unison can inflict surprising damage.

When the fighter is being used against starships, it can carry two anti-ship missiles mounted on the underbelly.

Thunderfighters were originally fitted with a combat program designed to fight better than the pilots themselves. During a faux battle with "pirates", this program was found to be predictable and a large number of pilots from Third Force of the Earth Directorate were lost as a result (BR25: Film, "Awakening"). The program is no longer used, and loss rates have decreased significantly as more attention has been given to honing human piloting skills (BR25: "Planet of the Slave Girls").

This fighter does have some disadvantages when compared to starfighters from other universes. The ship uses ion engines which have a lower duration than the gravity based engines used in most Starships within the Three Galaxies. The Thunderfighter also does not use missiles regularly and would likely suffer against any opponent who regularly uses missiles.

-Kitsune SF Conversions Website