

Name: _____

Counter: _____

Version JVC-2



Hawk Attack Vessel

SPECS

Class: Lt Combat Vsl
In Service: 1989 ;-)
Point Value: 200 each?
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 10
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cannon/
Missile Pod

May use 1 mode/turn

Class: Laser
Mode: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Dog Fight Missile Launcher
Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: 1/turn

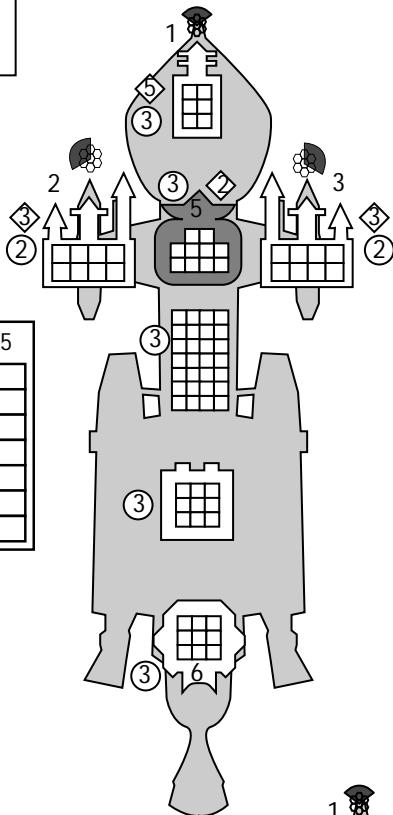
Heavy Missile 1 Shot
Launcher
Class: Ballistic
Missiles: 1
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1/turn

HIT LOCATIONS

1-12: Structure
12-13: Medium Laser
14: Light Laser/wpn pod
15-16: Control
17-18: Reactor
19-20: Drive

SPECIAL NOTES

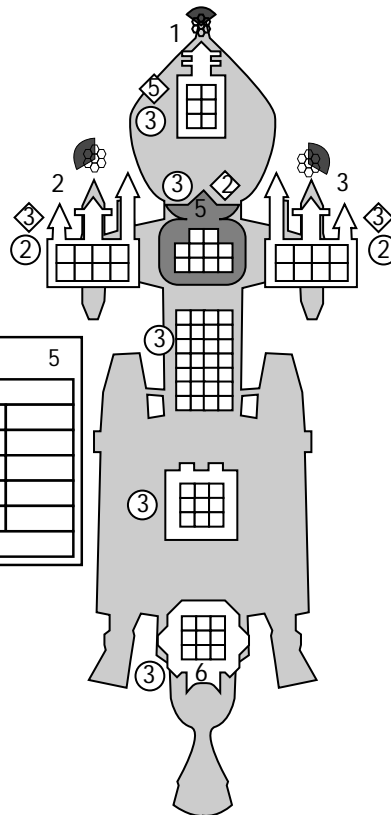
Agile Ship
Non-Atmospheric



SENSOR DATA

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat

5



SENSOR DATA

Defensive EW
Target #1
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SENSOR DATA

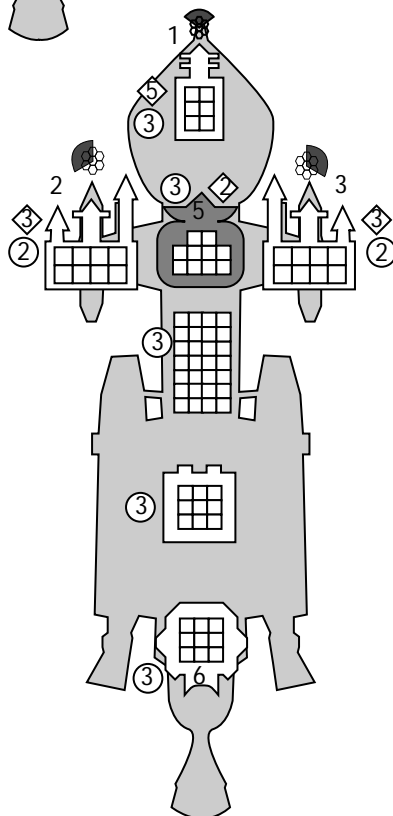
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Target #1
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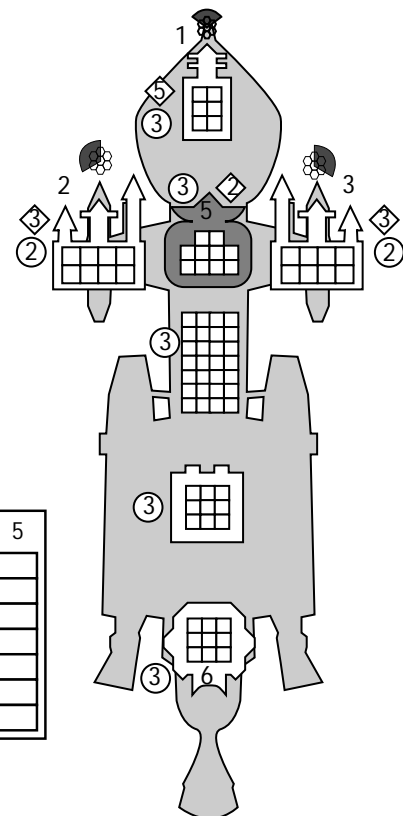
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SENSOR DATA

Defensive EW
Target #1
Target #2
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Target #4
Target #5
Close Combat

5



ICON RECOGNITION

Lt Laser/
Missile Pod
 Medium
Laser
 Control
 Drive
 Reactor