

Hornet

Craft: TCS Hornet

Class: Starfighter

Size: Tiny (11.2 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 50 kg

Consumables: 3 days

Cost: 105,250 (new), 45,125 (used)

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: 960 km/h (17 squares/action)

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 10 (DR 5)

Hull Points: 50 (DR 5)

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 4d10x2

Range Modifiers: PB/S +0, M/L n/a

Concussion Missile Launcher

Fire Arc: Front

Attack Bonus: +2 (+2 size)

Damage: 6d10x2

Missil Quality: Marginal (+5)

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All text and stats by Paul Hattrem,OverLord, HTML and logos done by FreddyB

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