

TC Tigerhawk Strike Destr

SPECS

Class: Hvy Combat Vsl
In Service: 2238
Point Value: 600
Ramming Factor: 220
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 1/2 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +8

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

WEAPON DATA

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

PORT HANGAR

6 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

STB HANGAR

6 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

FORWARD HITS

1-4: Retro Thrust
5-7: Port/Stb Hangar
8-11: Matter Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-11: Lt Pulse Cannon
12-13: Port/Stb Thrust
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES

Weapons #5, 6, and 7 must
fire into the same 60 degree
arcs; and similarly for
Weapons #8, 9, and 10

SENSOR DATA

Defensive EW

Target #1

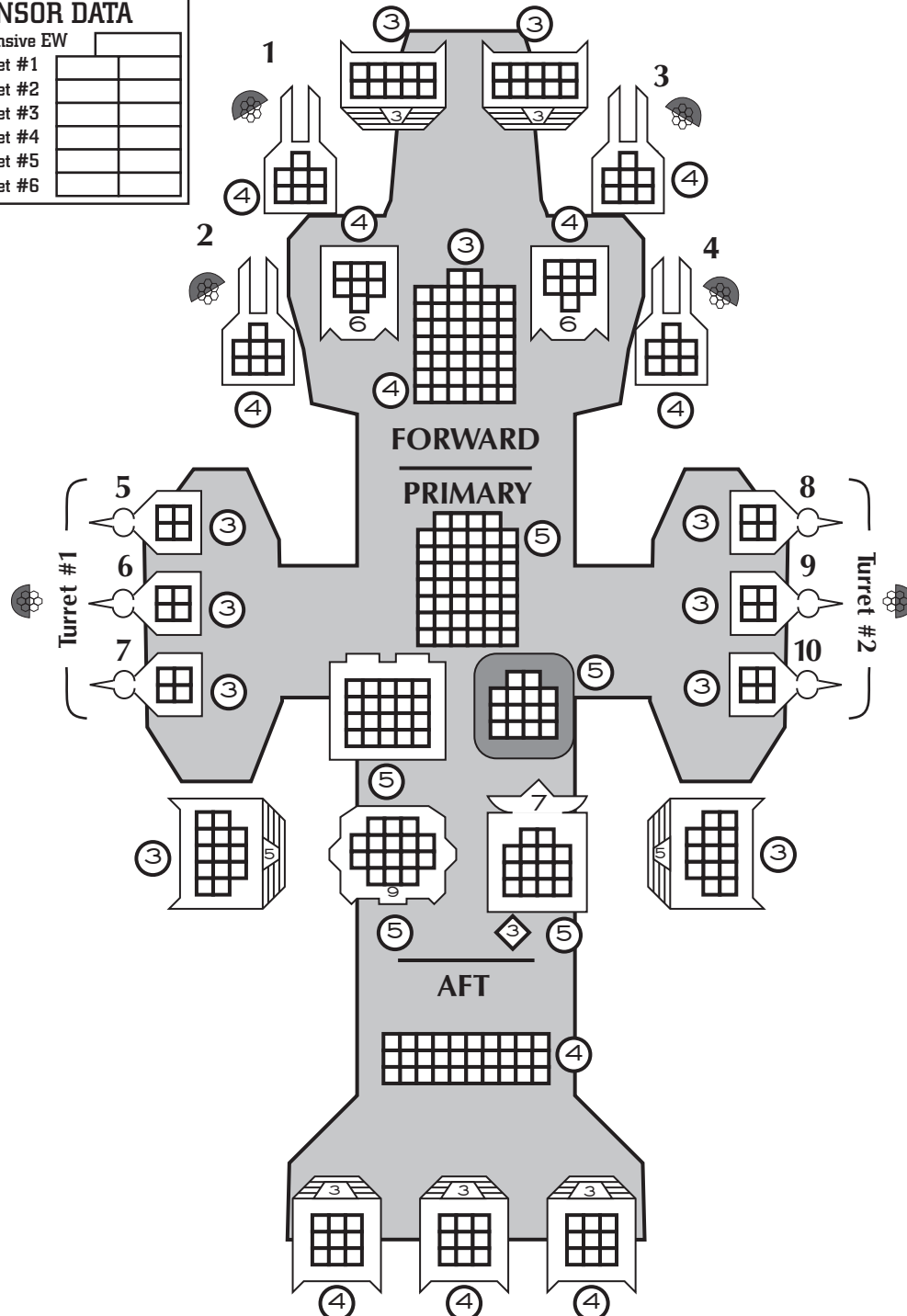
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

