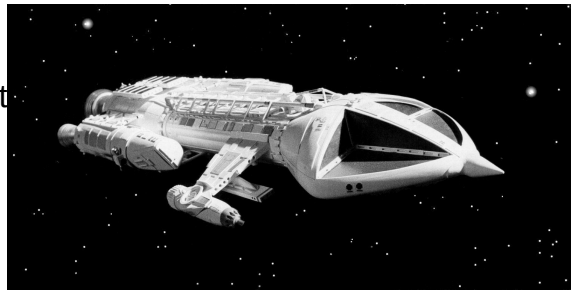
Starships D6 / Global Defense Command Mar



Name: Mark IX Hawk
Type: Global Defense Command Mark IX Hawk Combat Fighter
Scale: Starfighter
Length: 18.75 Meters
Skill: Starfighter Piloting - Mark IX Hawk
Crew: 1 + 1 Gunner
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1
Consumables: 2 Days
Cost:
Cargo Capacity: 5 Tonnes
Hyperdrive Multiplier: /
Hyperdrive Backup: /
Nav Computer: /
Space: 6
Atmosphere: 400;1100kmh
Maneuverability: 2D+2
Hull: 4D
Shields: 2D
Sensors:
- Passive: 15/0D
- Scan: 30/1D
- Search: 60/2D
- Focus: 2/3D

Weapons:
- 2 * Laser Batteries (Firelinked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- 16 * Plasma Missiles
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 8D
- 2 * Self Guiding Fusion Torpedoes
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 9D

Description:The Mark IX Hawk was designed as a defense against extraterrestrial attack. Testing began in 1996 and the Hawk was commissioned in 1997 by the Global Defense Command. To help with response time to invasionary forces, the Hawk fleet was stationed aboard the orbiting Centauri Space Station.

Plans to build a Hawk base near or on Moonbase Alpha were scrapped in mid-1999. It was believed, since no extraterrestrial attack had occurred, to be a gross waste of limited space funding. The existing Hawks were believed to be destroyed when the Centauri station blew up due to gravitational forces when the moon was blown out of earth orbit.

he Mark IX Hawk is essentially a two man cockpit (pilot and gunner) and life support system mounted on a single fusion engine and fuel tank. Strap on boosters provide acceleration of up to 20g. The Hawk is modular like its Eagle cousin, consisting of a Command Module, Service Module, and engines.

Dual weapon pods house computer targeted laser batteries, 16 independently activated missile silos, and two self guiding torpedoes housing fusion warheads. An additional laser battery is located on the underneath portion of the forward Command Pod. All weapons are operated manually by a gunner, or are programmed to follow a predetermined attack plan. In an emergency, the weapons pods and engine assembly can be jettisoned and the command module can be used as a lifeboat.

The Hawk can be fitted with ship to ship missiles and different bombs and rockets depending on the type of mission. These weapons can be fitted on the forward wings. The Hawk is usually painted a burned orange color and thus is easily recognizable. The Hawk can be a devastating weapon; in the episode War Games a number of Hawks from an alien planet attack Moonbase Alpha without warning. The moonbase sends a squadron of Eagle Transporters to stop the Hawks; in the ensuing battle all but one of the Eagles are destroyed and Moonbase Alpha suffers severe, crippling damage from the Hawks' weapons.

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