

# HORNET

F 7C SERIES





# Legacy.



For almost  
two centuries . . .



. . . the Hornet has played a role. Like most Citizens in the UEE, it understands its part in the betterment of Humanity. Every time the Empire has asked the Hornet to step up, it has answered and answered with vigor. The Hornet is a defender. The Hornet is an attacker. The Hornet has been everything the UEE Navy needed it to be.

**Now it looks to you; what will you ask of it?**







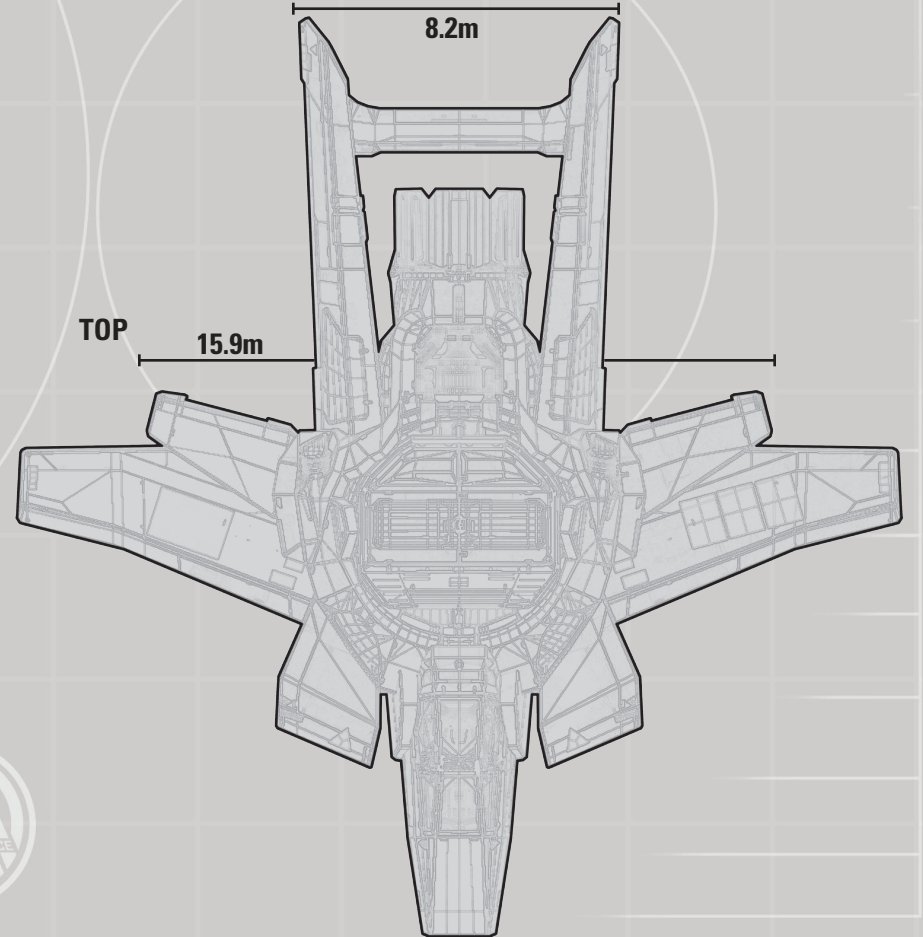
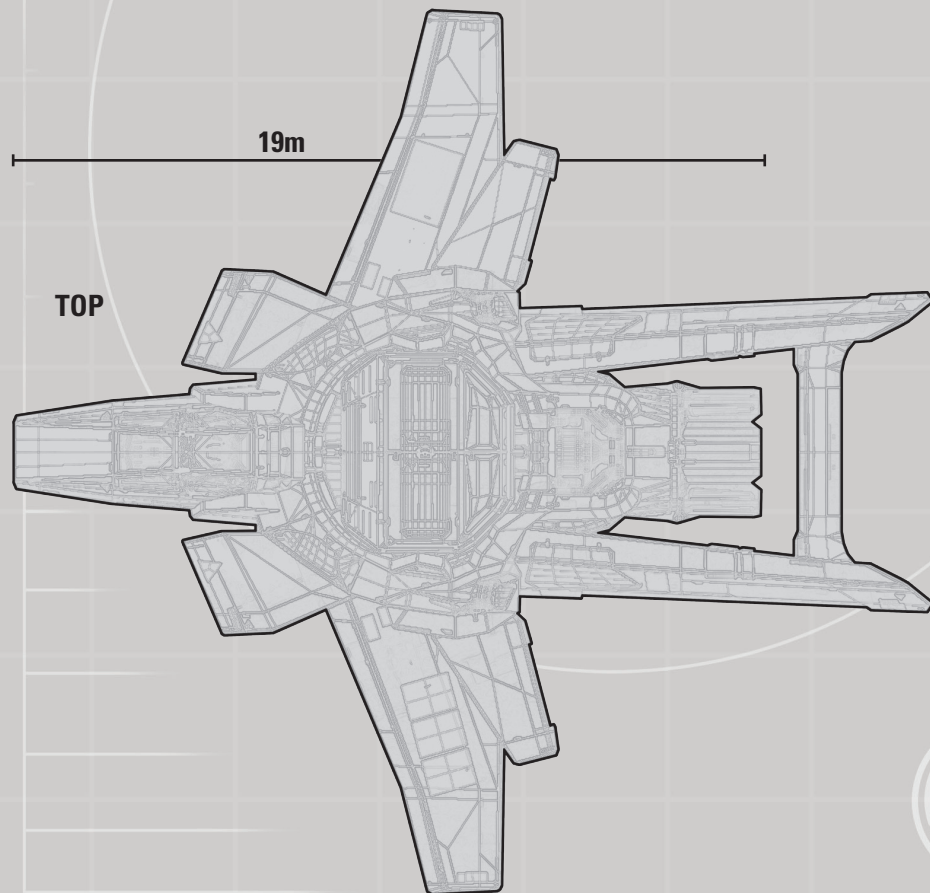
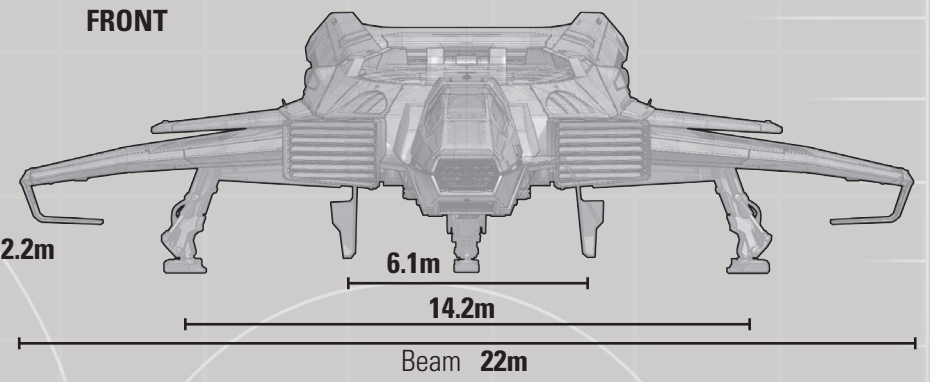
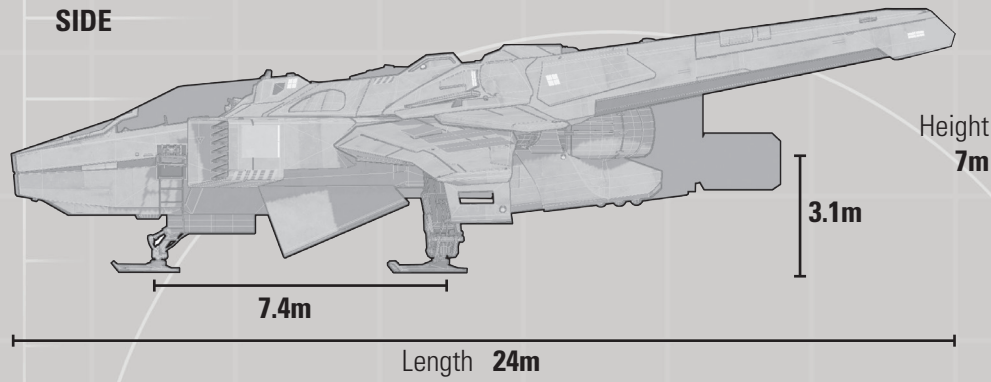
# Built for fire

**From raids in Orion to asteroid patrols in Cathcart**, the Hornet has faced every type of hostile environment with distinction, honor and, most importantly, endurance. It is consistently rated as one of the most versatile and durable hulls ever created. Successfully logging thousands of combat missions, the Hornet has emerged as the iconic single-pilot combat ship for the UEE military, offering a weapons payload capable of handling any kind of combat situation with a defensive package to match.

Now it's time to make this symbol of Human courage and determination work for you. Anvil Aerospace is proud to unveil the new line of Hornet Civilian models. Engineers redesigned the Hornet from the frame up with the civilian in mind, transforming the definitive weapon of the UEE Navy into the dependable ship you use day-in and day-out.

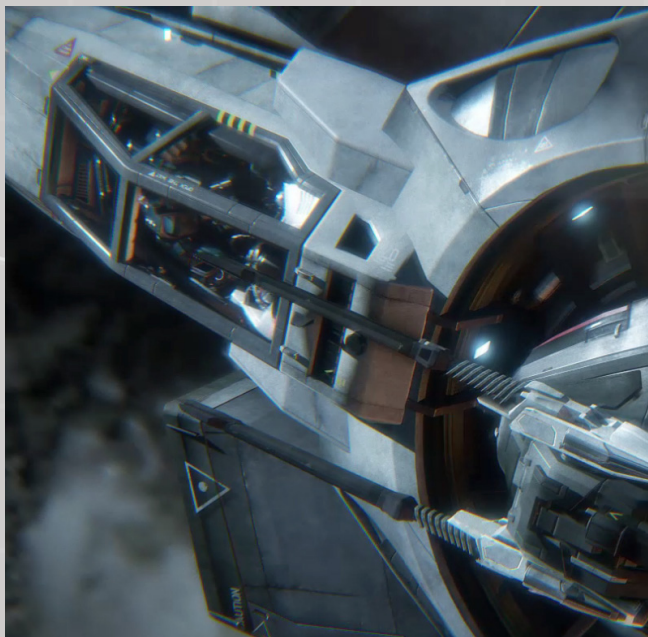


# F7C Basic Dimensions





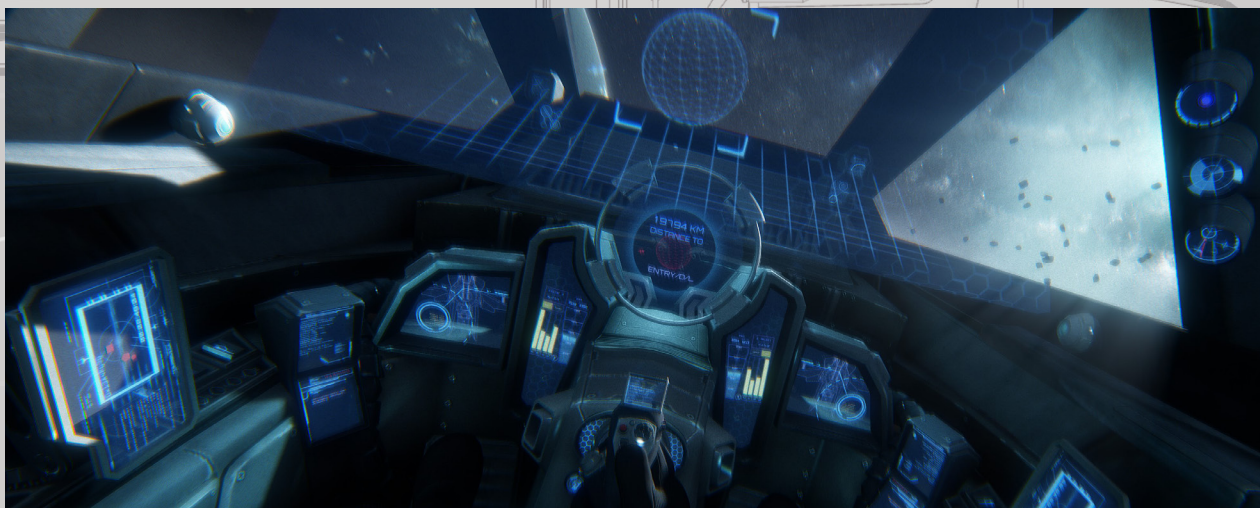
# Hornet files



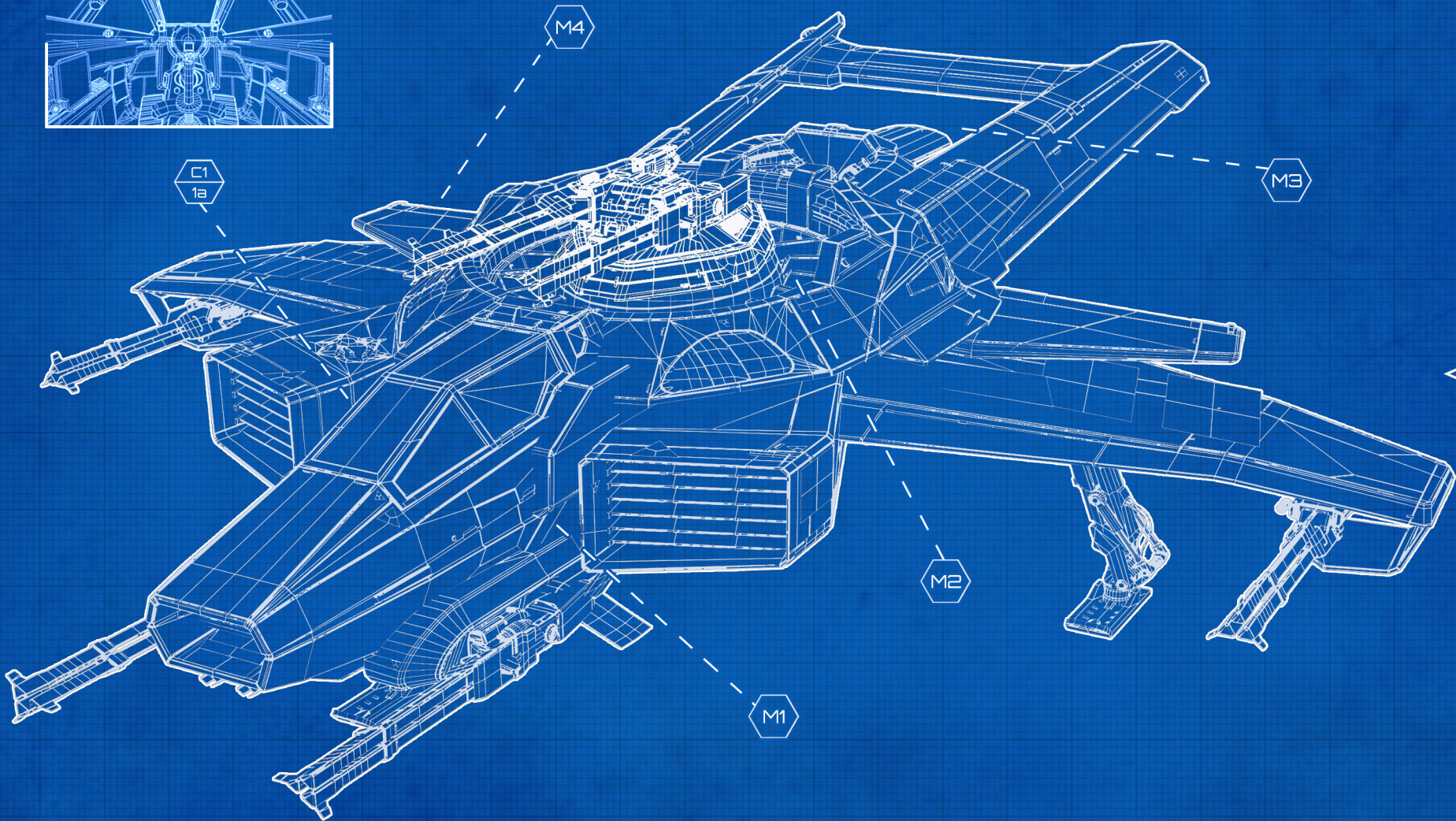
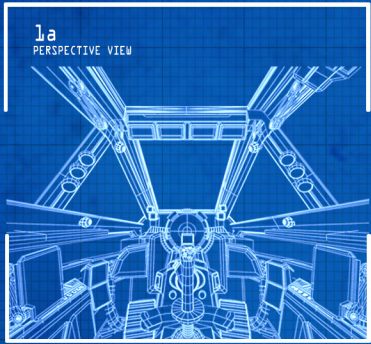
## Accipe Hoc (Take This)

"Command had given me a recon mission. Jumping into Vanguard had been toasty the past few weeks so the brass seemed to think the Vanduul might be posted up to strip a planet. They pulled the turret off my Hornet to free up space for the extra scanners. It was four hours in-system before I found the Vanduul. A host of five Scythes came out to stomp me. They should've brought more. Even without my turret, my Hornet could take whatever they dished out and still had the barrels to ghost them."

LIEUTENANT FARRAH ISA  
*UEEN TOMAHAWK*  
AO: VS-2 / 2923-07-12 SET







KEY	Body Components	Description
M1	Spaceframe	Carbon-isometal nano-construction conforms to M1A MILSPEC
M2	Cannonball Turret	Auto-targetting rapid fire turret with 540-degree protection radius
M3	Engine	Maximum thrust rating TR4
M4	Wing Assembly	Duralloy wing spars rated for combat maneuvering; isometal-reinforced skin
C1	Cockpit	Mordred M-9 HUD with TriSoft threat vectoring suite

BUILDER:  
ANVIL  
AEROSPACE

NO.	REVISIONS	DATE BY

DRAWN BY: RA  
CHECKED BY: DL  
NB LOGIC



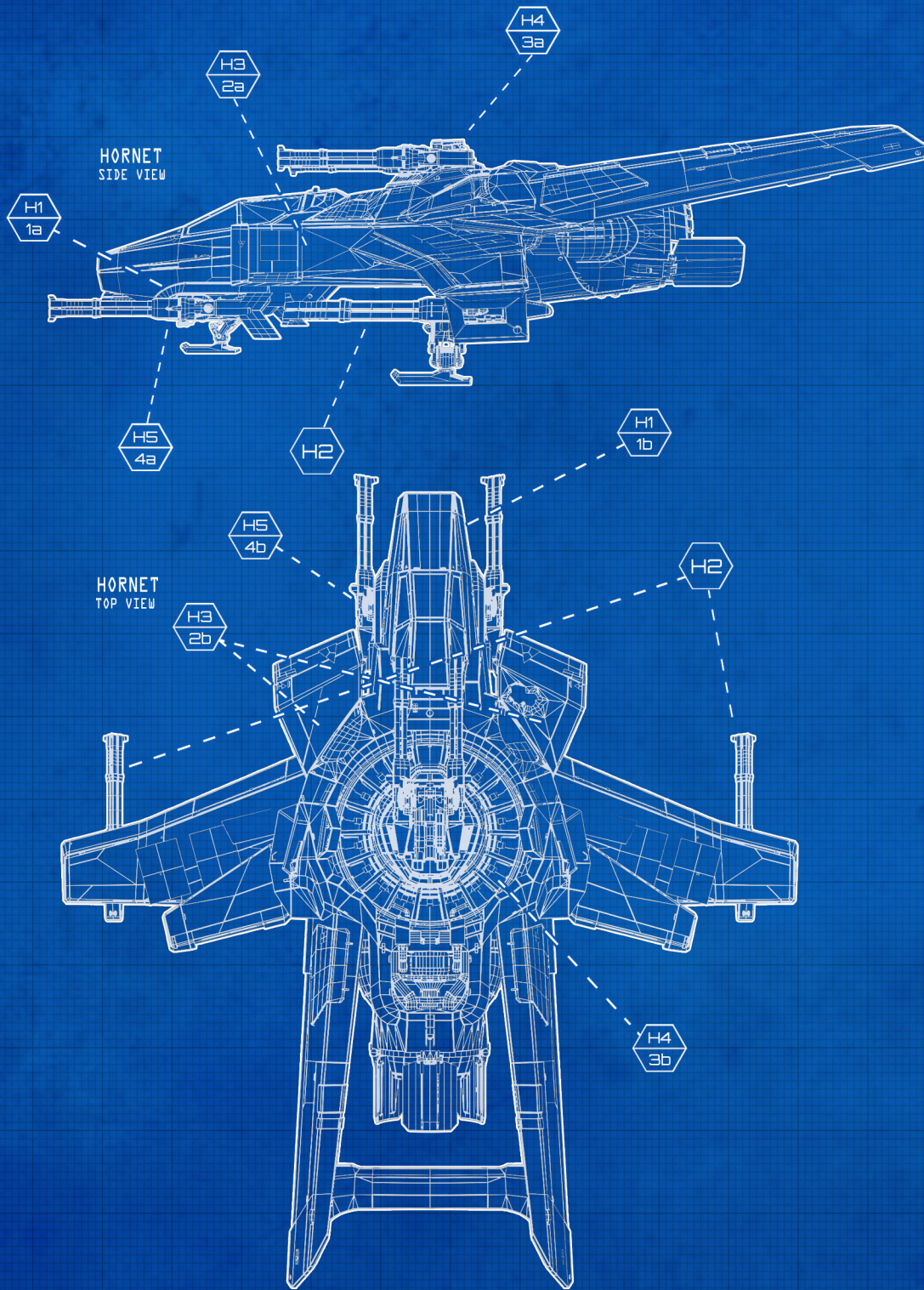
Cloud Imperium Games Corporation  
<http://www.robertsspaceindustries.com>

DETAILED  
F7C Hornet Plan

DISCLAIMER: These are our current specifications on paper. Some of this is likely to change during the 3D design and game balancing process over the next 24 months.

Sheet  
DET-1





KEY	CLASS	HARDPOINTS
H1	2 X CLASS 1	EQUIPPED 2 X MAXOX NN-13 NEUTRON GUN
H2	2 X CLASS 2	EQUIPPED 2 X KLAUS & WERNER CF-117 BADGER
H3	2 X CLASS 3	EQUIPPED 2X4 TALON DOMINATOR FF MISSILES
H4	2 X CLASS 4	OPTIONAL BALL TURRET 2X KLAUS & WERNER CF-117 BADGER (STANDARD FTC EQUIPMENT IS STOR-ALL BIG BOX)
H5	2 X CLASS 4	OPTIONAL CANARD 2X KLAUS & WERNER CF-001 BULLDOG

1a  
SIDE VIEW



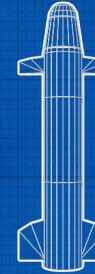
1b  
TOP VIEW



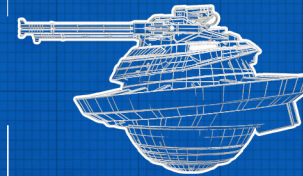
2a  
SIDE VIEW



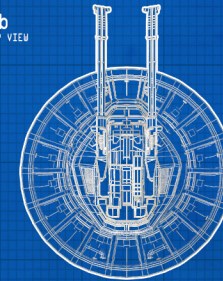
2b  
TOP VIEW



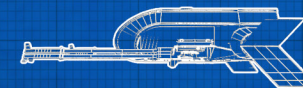
3a  
SIDE VIEW



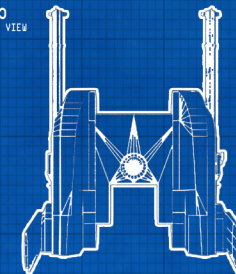
3b  
TOP VIEW



4a  
SIDE VIEW



4b  
TOP VIEW



BUILDER:  
ANVIL  
AEROSPACE

NO. REVISIONS DATE BY

DRAWN BY: RA  
CHECKED BY: DL  
NB LOGIC



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<http://www.robertspaceindustries.com>

**HARDPOINTS**  
FTC Hornet Plan

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Sheet  
HP-1



# Hornet files

## Lucto et Emergo

### (I Struggle and Emerge)

"The reactor on Asura had critted early that day. We'd been sent in to evacuate the workers and their families from the surrounding towns. What we didn't know was that the containment protocols were deteriorating much more rapidly than the computers had predicted. First blast fried the systems of our transport, turning it into a sixty-ton paperweight and leaving me, Bosco, and Hatchet with thirty civs who desperately needed a lift. Knowing we didn't have much time before this whole quadrant was turned to ash, we rigged the downed transport between our three Hornets, loaded the civs inside and tugged the damn thing out of the blast radius. For a second, I thought the weight was going to rip our hulls apart but we made it. [Hornets] are tough birds."

CAPTAIN MARK VINC  
UEEN NOVA S&R

AO: FERRON / 2876-11-01 SET





## Per Volar Sunata (Born to Soar)

"On a good day, Nexus is a tough beat. The Director's made it his mission to keep the criminals out of this system. We gotta be ready for anything from blockade runners to pirates who just wanna ruckus. Word came down that we were getting a couple Hornets transferred for special duty runs. My Avenger and I had bonded, you could say. We'd been through thick and thin together, so I was a little hesitant. First call came on a smuggling vessel making a hard burn through our system. It was a custom stripped-down ship, barely more than a pilot and cargo hold strapped to a thruster, and it was leaving every interceptor in its wake. I juiced up the thrusters



on the Hornet and set out. Sure it took some doing, but I caught that racer flat. Smuggler's pulling a thirty-stretch on Quarterdeck. Soon as I got back, I patted my Avenger good-bye."

PILOT: SA BEN TASIN  
UEE ADVOCACY  
AO: NEXUS  
2937-05-24 SET

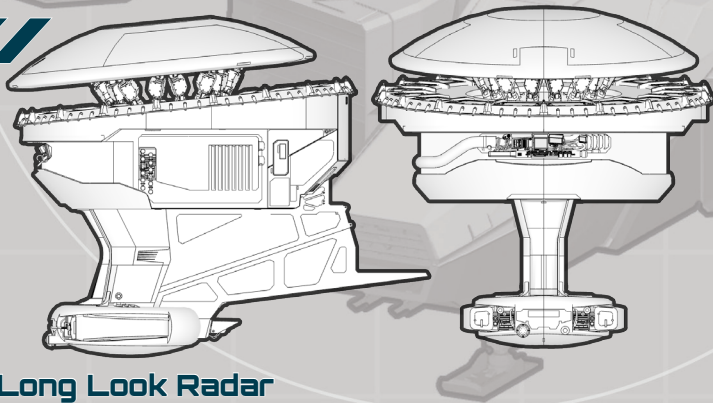
## Hornet files





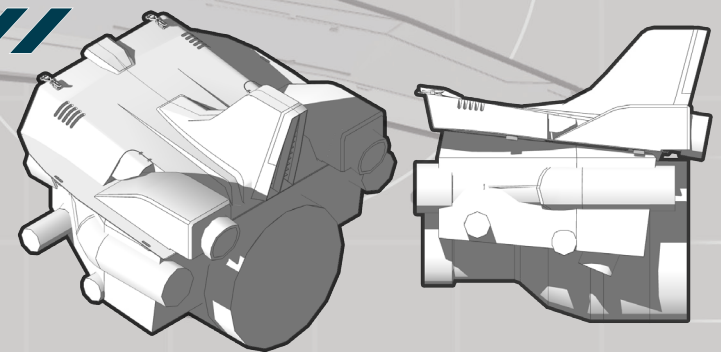
"Give me a fully loaded Hornet, and I'll shake the gates of heaven."

*/// /// ///* *legendary fighter pilot Aria Riley*



### WillsOp Long Look Radar

When the UEEN came to Anvil needing a ship to handle mobile C&C, Anvil turned to WillsOp, one of the most trusted names in scanning and deep-space radar. Together they developed the Long Look Radar (LLR) system as a way to upgrade the modern Hornets rather than developing an entirely new ship. Fully loaded with WillsOp's suite of scan systems, the LLR now brings its raw analytical power to the civilian market, turning an already dependable vessel into a perfect scanning fighter.



### A&R LR-7 ULTRA OverDrive

A&R's LR series has long been a standard in the hauling industry. With the unveiling of the LR-7 ULTRA, A&R has raised the bar yet again. Their award-winning helium 3 fusion reactor power plant creates an impressive energy output for a plant of its class, with the dependability that has become so commonly associated with A&R's name and continuing the company's long-standing commitment to providing the finest power plants for commercial and military vessels.







Two hundred years of combat experience ...

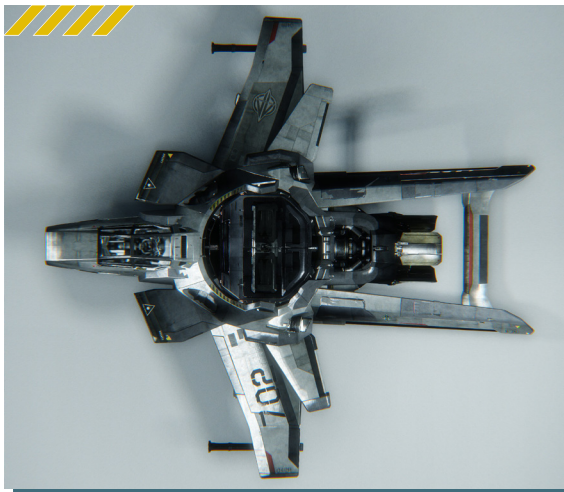
... have molded the interface between pilot and Hornet. The F7C features an array of Shiel monitors, each with a customizable interface to provide fast, accurate data to the operator in the way that you want them, when

you need them. As soon as you step into the cockpit, you recognize why the Hornet can handle any kind of environment, any kind of deployment. You will be part of the tradition that has carried Humanity with ...

... confidence throughout the universe.







# F7C Hornet

To the enemy, it is a weapon never to be underestimated. To allies, it's a savior. At its heart, the F7C Hornet is the same dependable and resilient multi-purpose fighter that has become the face of the UEE Navy. With a fully-modular fuselage tested in the harshest battle conditions, the F7C is the foundation to build on and meet whatever requirements you have in mind. From vicious dogfighter to rugged all-terrain spacecraft, the F7C Hornet has you covered through the darkest vacuum.

## Specifications

<b>Length</b>	24m
<b>Beam</b>	22m
<b>Height</b>	7m
<b>Mass</b>	22000kg
<b>Cargo Capacity</b>	4
<b>Max Crew</b>	1
<b>Max Power Plant</b>	3
<b>Factory Power Plant</b>	Lightning Powerbolt
<b>Max Engine</b>	1x TR4
<b>Factory Engine</b>	Hammer Propulsion HM 4.3 (TR3)
<b>Maneuvering Thrusters</b>	4x Anvil Flex MK2 (TR2) 4x Anvil Joint MK2 (TR2)
<b>Shield</b>	Gorgon Defender AllStop FR

## HARDPOINTS

<b>Class 1 (nose) x2</b>	2x Max Ox NN-13 Neutron gun
<b>Class 2 (wings) x2</b>	2x Klaus & Werner CF-117 Badger
<b>Class 3 (waist) x2</b>	2x4 Talon Dominator FF
<b>Class 4 (top)</b>	Cargo replacement
<b>Class 4 (canard turret, etc.)</b>	(none)
<b>Additional Equipment</b>	Stor-All Big Box (model H)





# F7C-S Hornet Ghost

For those that don't want to be found. The F7C-S Ghost is built on the versatile Hornet platform to reduce visibility to all forms of imaging. Through a combination of low-emission drives, low-draw weapons, and Void Armor technology capable of diffusing scans, the F7C-S Ghost is built for the pilot who wants to keep a low profile. The Ghost is capable of slipping past the most ardent of observers to accomplish whatever goal you need to accomplish. Don't worry, we won't ask.

## Specifications

<b>Length</b>	24m
<b>Beam</b>	22m
<b>Height</b>	7m
<b>Mass</b>	18500kg
<b>Cargo Capacity</b>	0
<b>Max Crew</b>	1
<b>Max Power Plant</b>	3
<b>Factory Power Plant</b>	Sakura Sun Light Blossom 6HE8A
<b>Max Engine</b>	1x TR4
<b>Factory Engine</b>	ArcCorp ArcLight 300 (TR3)
<b>Maneuvering Thrusters</b>	4x Anvil Flex MK2 (TR2) 4x Anvil Joint MK2 (TR2)
<b>Shield</b>	Alliance Startech Instascreen 2 Small

## HARDPOINTS

<b>Class 1 (nose) x2</b>	(none)
<b>Class 2 (wings) x2</b>	2x Klaus & Werner CF-007 Bulldog
<b>Class 3 (waist) x2</b>	(none)
<b>Class 4 (top turret, etc.)</b>	(none)
<b>Class 4 (canard turret, etc.)</b>	Cargo option available
<b>Additional Equipment</b>	Velvet Glove SheerSteel armor refit





# F7C-R Hornet Tracker

If the Ghost is made to hide, the Tracker is made to seek. The F7C-R Tracker boasts an advanced radar suite making it ideal for deep-space explorers who require depth and accuracy in their scan packages. Local militia and larger merc units will also find the Tracker ideal for use as a mobile Command and Control ship for organizing their squadrons. With a durable Hornet fuselage and the best scanning technology available, the Tracker doesn't break away: it leads the pack.

## Specifications

<b>Length</b>	24m
<b>Beam</b>	22m
<b>Height</b>	7m
<b>Mass</b>	19000kg
<b>Cargo Capacity</b>	0
<b>Max Crew</b>	1
<b>Max Power Plant</b>	3
<b>Factory Power Plant</b>	Lightning Powerbolt
<b>Max Engine</b>	1x TR4
<b>Factory Engine</b>	Hammer Propulsion HM 4.3 (TR3)
<b>Maneuvering Thrusters</b>	4x Anvil Flex MK2 (TR2) 4x Anvil Joint MK2 (TR2)
<b>Shield</b>	Gorgon Defender AllStop FR

## HARDPOINTS

<b>Class 1 (nose) x2</b>	2x Max Ox NN-13 Neutron Gun
<b>Class 2 (wings) x2</b>	2x Klaus & Werner CF-007 Bulldog
<b>Class 3 (waist) x2</b>	(none)
<b>Class 4 (top)</b>	radar package
<b>Class 4 (canard turret, etc.)</b>	(none)
<b>Additional Equipment</b>	WillsOp Long Look Radar package





# F7C-M Super Hornet

If there was ever a question of whether it's possible to harness power into a physical form, the Super Hornet would provide the answer. It is the closest to the military F7A load-out as is legally possible for a Civilian model. The F7C-M Super Hornet reattaches the ball turret and offers near milspec parts under the hood. Proving that two heads are better than one, a second seat has been added to split the logistic and combat duty, making the Super Hornet a truly intimidating mark to engage.

## Specifications

<b>Length</b>	26m
<b>Beam</b>	22m
<b>Height</b>	7m
<b>Mass</b>	21000kg
<b>Cargo Capacity</b>	0
<b>Max Crew</b>	2
<b>Max Power Plant</b>	4
<b>Factory Power Plant</b>	A&R LR-7 ULTRA OverDrive
<b>Max Engine</b>	1x TR4
<b>Factory Engine</b>	Hammer Propulsion HMX 4.3 (TR3)
<b>Maneuvering Thrusters</b>	4x Anvil Flex MK2 (TR2) 4x Anvil Joint MK2 (TR2)
<b>Shield</b>	Gorgon Defender AllStop FR

## HARDPOINTS

<b>Class 1 (nose) x2</b>	2x Max Ox NN-14 Neutron Gun
<b>Class 2 (wings) x2</b>	2x Behring M4A Laser Cannon
<b>Class 3 (waist) x2</b>	2x4 Talon Stalker IR
<b>Class 4 (top turret)</b>	2x Klaus & Werner CF-117 Badger
<b>Class 4 (canard turret, etc.)</b>	(none)
<b>Additional Equipment</b>	Tarsus Leaper Jump Engine



# SPECIFICATIONS



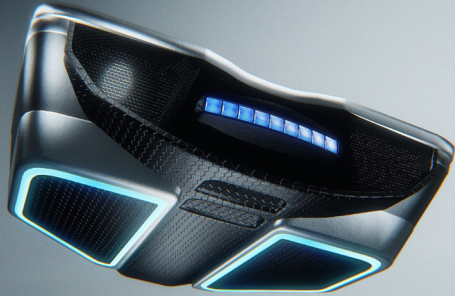
	F7C Hornet	F7C-S Hornet Ghost	F7C-R Hornet Tracker	F7C-M Super Hornet
<b>Length</b>	24m	24m	24m	26m
<b>Beam</b>	22m	22m	22m	22m
<b>Height</b>	7m	7m	7m	7m
<b>Mass</b>	22000kg	18500kg	19000kg	21000kg
<b>Cargo Capacity</b>	4	0	0	0
<b>Max Crew</b>	1	1	1	2 *
<b>Max Power Plant</b>	3	3	3	4
<b>Factory Power Plant</b>	Lightning Powerbolt	Sakura Sun Light Blossom 6HE8A	Lightning Powerbolt	A&R LR-7 ULTRA OverDrive
<b>Max Engine</b>	1x TR4	1x TR4	1x TR4	1x TR4
<b>Factory Engine</b>	Hammer Propulsion HM 4.3 (TR3)	ArcCorp ArcLight 300 (TR3)	Hammer Propulsion HM 4.3 (TR3)	Hammer Propulsion HMX 4.3 (TR3)
<b>Maneuvering Thrusters (8 x TR2)</b>	4x Anvil Flex MK2 4x Anvil Joint MK2	4x Anvil Flex MK2 4x Anvil Joint MK2	4x Anvil Flex MK2 4x Anvil Joint MK2	4x Anvil Flex MK2 4x Anvil Joint MK2
<b>Shield</b>	Gorgon Defender AllStop FR	Alliance Startech Instascreen 2 Small	Gorgon Defender AllStop FR	Gorgon Defender AllStop FR
<b>HARDPOINTS</b>				
<b>Class 1 (nose) x2</b>	2x Max Ox NN-13 Neutron Gun	(none)	2x Max Ox NN-13 Neutron Gun	2x Max Ox NN-14 Neutron Gun
<b>Class 2 (wings) x2</b>	2x Klaus & Werner CF-117 Badger	2x Klaus & Werner CF-007 Bulldog	2x Klaus & Werner CF-007 Bulldog	2x Behring M4A Laser Cannon
<b>Class 3 (waist) x2</b>	2x4 Talon Dominator FF	(none)	(none)	2x4 Talon Stalker IR
<b>Class 4 (top turret, etc.)</b>	Cargo replacement (top)	(none; cargo option available)	(none; cargo option available)	2x Klaus & Werner CF-117 Badger
<b>Class 4 (canard turret, etc.)</b>	(none)	(none)	(none)	(none)
<b>Additional Equipment</b>	Stor-All Big Box (model H)	Velvet Glove SheerSteel armor refit	WillsOp Long Look Radar package	Tarsus Leaper Jump Engine

Specifications reflect average usage under standardized conditions. Individual parts may reflect increased or decreased performance and do not account for modifications or compatibility/performance issues that may arise between parts.

- \* The Super Hornet's second seat has no rigidly assigned role. It can be used for:
- Command seat for coordinating multiple wingmen (ideal for multi-craft organizations).
  - Weapons officer — running missiles, countermeasures, turrets & damage control.
  - Lockdown seat for bounty hunters; live targets can be secured here.
  - High-value passenger seat (or just a chance to fly a friend around).



# COMPONENTS & FEATURES



## Alliance Startech Insta-screen 2S

This two-zone shielding unit offers directional protection while keeping the energy signature low.

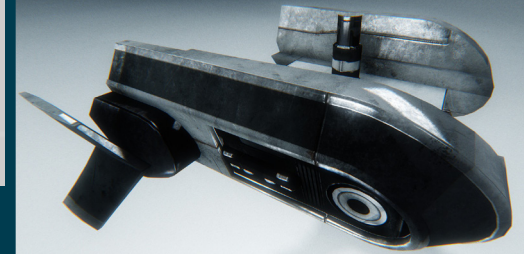
Standard on the F7C-S.  
Optional on F7C, F7C-R, F7C-M.



## Valkyrie FV Ball Turret

The FV offers elevation and azimuth versatility that's second only to Anvil's milspec turret field of fire.

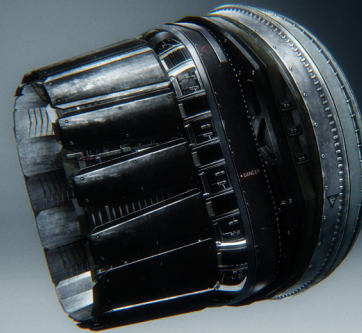
Standard on the F7C-M.  
Optional on F7C, F7C-S, F7C-R.



## Universal Upfitters Model K Canard Turret

An automated turret that connects to the pilot's avionics, this offers an option between a ball turret and the fixed weapons on the wing and undercarriage.

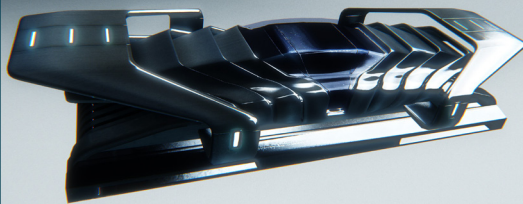
Optional on F7C, F7C-S, F7C-R, F7C-M.



## ArcCorp Arclight 300

When it's not all about speed, the Arclight 300 still bears the prestigious honor of offering the smallest signature of any TR3 engine on the market.

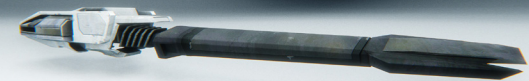
Standard on the F7C-S.  
Optional on F7C, F7C-R, F7C-M.



## Gorgon Defender AllStop FR

The FR model projects two shield hemispheres, putting the allocation of defensive posturing directly into your hands.

Standard on the F7C, F7C-R, F7C-M. Optional on F7C-S.



## Behring M4A Laser

An upgraded version of their classic laser, the M4A packs a heftier punch than its little brother.

Standard on the F7C-M.  
Optional on F7C, F7C-S, F7C-R.

**Universal Compatibility.** In order to fulfill the various roles that the military calls upon the Hornet to play on a daily basis, Anvil has made their ships incredibly adaptable, capable of swapping parts from a variety of manufacturers with seamless integration into the ship system. Now Anvil brings that wide range of options to you with the F7C.

Here are some of the parts ready for use with your Hornet.



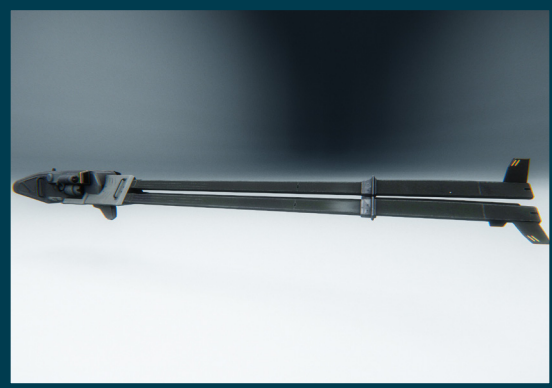
# COMPONENTS & FEATURES



**Klaus & Werner CF-117 Badger.**

The Bulldog can stop plenty of fish in the pond, but when you're ready to move up to a larger pond, it's time to move up to the Badger.

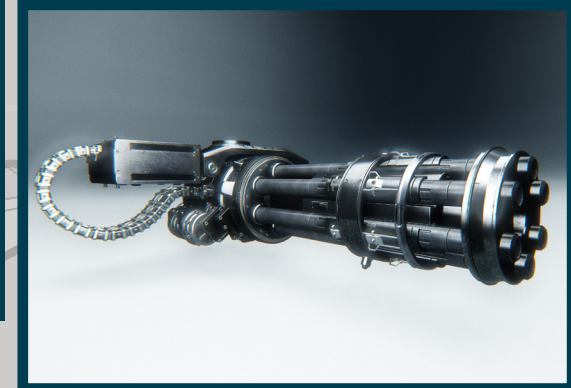
Standard on the F7C, F7C-M.  
Optional on F7C-S, F7C-R.



**Klaus & Werner CF-007 Bulldog.**

The CF series of laser repeaters trades damage for volume. The Bulldog makes a great offensive tool for your first Hornet loadout.

Standard on the F7C-S, F7C-R.  
Optional on F7C, F7C-M.



**Gallenson Tactical 220 Gatling Gun.**

A hydraulically-driven hard ammo cannon, the 220 prides itself on being faster than its target.

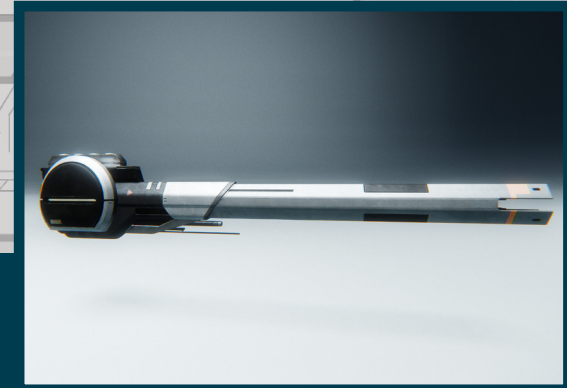
Optional on F7C, F7C-S, F7C-R, F7C-M.



**Hammer Propulsion HMX 4.3.**

The HMX 4.3 offers the same thrust capability as the HM 4.3, but with custom parts designed to minimize corrosion and decay.

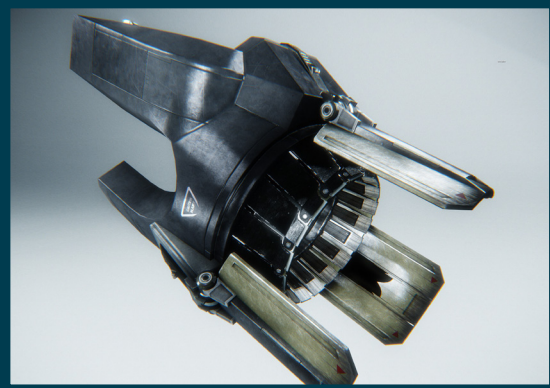
Standard on the F7C-M.  
Optional on F7C, F7C-S, F7C-R.



**MaxOx NN 13 Neutron Gun.**

For the combatant who values precision over saturation, the NN-13 is a heavy hitter, plain and simple.

Standard on the F7C, F7C-R.  
Optional on F7C-S, F7C-M.



**Hammer Propulsion HM 4.3.**

Initially built for racing, the HM 4.3 can be a powerful addition to your Hornet's long list of qualities.

Standard on the F7C, F7C-R.  
Optional on F7C-S, F7C-M.





# COMPONENTS & FEATURES

## StorAll Big Box (Model H).

StorAll's Big Box transforms the gap left by the turret into a respectable cargo hold, turning your F7C into the toughest hauler out there.

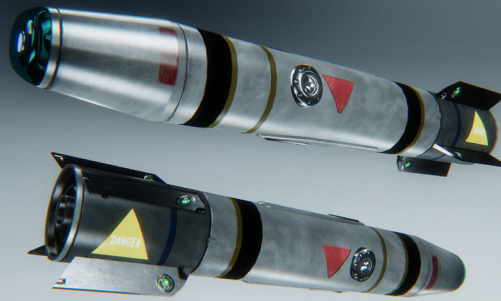
Standard on the F7C.  
Optional on F7C-S, F7C-R, F7C-M.



## Talon Stalker IR Missiles.

Coupled with Talon's proprietary image processing software, the Stalker missiles can be outfitted with a variety of payloads to maximize their destructive potential.

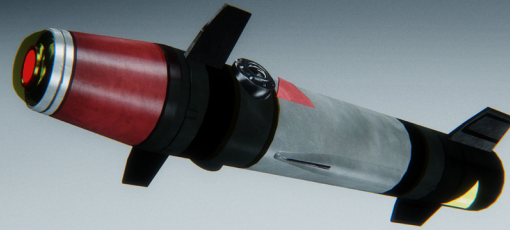
Standard on the F7C-M.  
Optional on F7C, F7C-S, F7C-R.



## Lightning Powerbolt.

Built around a Superfluid Quantum Vortex system, the Powerbolt keeps output high and emissions low.

Standard on the F7C, F7C-R.  
Optional on F7C-S, F7C-M.



## Talon Dominator FF Missile.

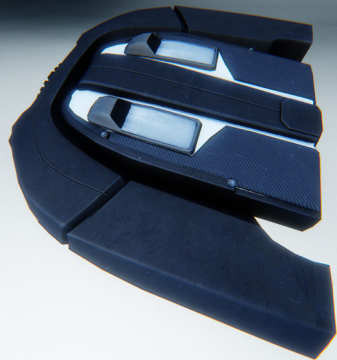
Talon's award-winning target recognition system elevates the Dominator from Friend or Foe to another "FF," Fire and Forget.

Standard on the F7C.  
Optional on F7C-S, F7C-R, F7C-M.

## Sakura Sun Light Blossom 6HE8A.

Made for the pilot who doesn't like to leave an impression, the Light Blossom utilizes a sonoluminescent process to minimize EM signature.

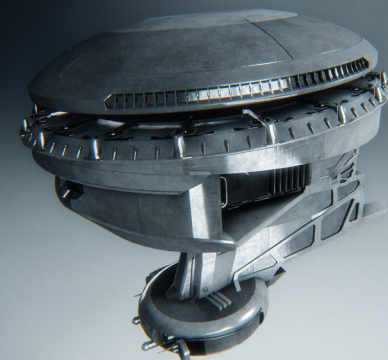
Standard on the F7C-S.  
Optional on F7C, F7C-R, F7C-M.



## WillsOp Long Look Radar.

The Long Look Radar array from WillsOp exponentially increases your active and passive scanning capabilities for use as a mobile C&C or exploration needs.

Standard on the F7C-R.  
Optional on F7C, F7C-S, F7C-M.







## FTC Hornet

AT THE TIME OF PUBLICATION, the models and options included in this brochure are considered factual. Anvil Aerospace reserves the right to make changes at any time, without notice, to colors, equipment, specifications and availability. Dimensions and measurements are based upon design documents and blueprints. Your model may differ due to material and manufacture. Please check with your local authorized Anvil dealer for the latest information.

## FTC-R Hornet Tracker



## FTC-S Hornet Ghost

Anvil's civilian development division was founded to allow private enterprise to take advantage of military-grade technology. With the recent increase in Vanduul attacks and pirate raids on the frontier worlds, Anvil has sought to place effective deterrents in the hands of everyday Citizens. Whether you're protecting your home colony or safely navigating the unknown, Anvil's civilian line upholds the company's long tradition of rugged, top-of-the line spaceframes.

## FTC-M Super Hornet

