



Starships D20 / NightHawk Assault Gun

NightHawk Assault Gunboat

The NightHawk Assault Gunboat was originally an Imperial Prototype that was first developed 2 months before the Battle of Endor. While in transit, the freighters carrying the main design team and the prototypes were attacked by a small rebel task force commanded by Wedge Antilles and Luke Skywalker. Although it took Alliance Technicians 2 years to finally replicate the ship, it has since become a helpful addition to the New Republic, adding the much needed punch to New Republic strike forces.

The Nighthawk has been introduced on the open market, and it can be found in pirate and smuggler fleets. They have a Class One hyperdrive, making it as fast as most starfighters in hyperspace, while in realspace, it's speed match that of a Z-95 Headhunter. The ship has 2 heavy laser cannons, a proton torpedo launcher, and a concussion missile launcher.

Craft: Sienar Fleet Systems/New Republic Flight 45-Z "NightHawk"

Class: Starfighter

Size: Small (42 m long)

Hyperdrive: x1 (backup x8)

Passangers: None

Cargo Capacity: 30 tons

Consumables: 2 months

Cost: 200,000 (new) 75,000 (used)

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,150 km/h (19 squares/action)

Crew: 2 (Very Skilled +6)

Initiative: +7 (+1 size, +6 crew)

Maneuver: +7 (+1 size, +6 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 120 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

2 Heavy Laser Cannons

Fire Arc: Turret

Attack Bonus: +4 (+1 size, +3 crew, +3 fire control)

Damage: 6d10x2

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

Fire Arc: Front

Attack Bonus: +8 (+1 size, +3 crew, +4 fire control)

Damage: 7d10x2

Missil Quality: Ordinary (+10)

Fire Arc: Front

Attack Bonus: +6 (+1 size, +3 crew, +2 fire control)

Damage: 9d10x2

Missil Quality: Ordinary (+10)

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All text and stats by Mickey Hoffine, OverLord, HTML and logos done by FreddyB

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