Starships D6 / NightHawk Assault Gunboat

NightHawk Assault Gunboat

The NightHawk Assault Gunboat was originally an Imperial Prototype that was first devolped 2 months before the Battle of Endor. While in transit, the frieghters 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 finnaly replicate the ship, it has since become a helpfull 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"
Type: Assault gunboat
Scale: Starfighter
Length: 42 meters
Skill: Space transports: NightHawk gunboat
Crew: 2, gunners: 4, skeleton: 1/+15
Crew Skill: Space transports 5D, starship shields 4D, starship gunnery 5D
Cargo Capacity: 30 metric tons
Consumables: 2 months
Cost: 200,000 (new) 75,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 400; 1,150 kmh
Hull: 4D
Shields: 4D
Sensors:
- Passive: 30/1D
- Scan: 45/2D
- Search: 60/3D
- Focus: 5/5D

Weapons:
2 Heavy Laser Cannons
- Fire Arc: Turret
- Crew: 1
- Skill: Starship gunnery (can be fired from Cockpit, +5 difficulty)

Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere: 100-500/1.5/3 km
Damage: 6D

Concussion Missile Launcher
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1/5/10
Atmosphere Range: 50-100/500/1 km
Damage: 7D

Proton Torpedo Launcher
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/5/10
Atmosphere Range: 50-100/500/1 km
Damage: 9D

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