

# BPV: 54 I.D. NIGHT HAWK YS

**TPV**

**Pilot**

**2 Splatterguns (F)**  
To Hit: 2D6+ADB+1  
Damage: Medium+2  
Range: 2/6/10

**Crew**

**PILOT**  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_

**Pilot**

**Plasma Missile Launcher (F)**  
Lock-on < \_\_\_\_\_  
○○○○○  
○○○○○  
○○○○○

**Pilot**

**Plaz Shell Cannon (F)**  
To Hit: 2D6+ADB  
Damage: All Ψ  
Range: 2/4/10  
○○○○○

**Pilot**

**Plasma Missile Launcher (F)**  
Lock-on < \_\_\_\_\_  
○○○○○  
○○○○○  
○○○○○

(F) (R) (FOL) (FGR) (RGR) (R)

Decoys: ○○  
P-D: 1-3 (1)  
Dmg Con: 1-3  
Tons: 300

**DAMAGE TRACK**

→	15	4	*	14	W	3	13	2
	12	1	11	W	10	*	9	W
	7	6	5	W	4	3	1	×

**TPV**

**Pilot**

**2 Splatterguns (F)**  
To Hit: 2D6+ADB+1  
Damage: Medium+2  
Range: 2/6/10

**Crew**

**PILOT**  
Plt: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_

**Pilot**

**Plasma Missile Launcher (F)**  
Lock-on < \_\_\_\_\_  
○○○○○  
○○○○○  
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**Pilot**

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To Hit: 2D6+ADB  
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Lock-on < \_\_\_\_\_  
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**DAMAGE TRACK**

→	15	4	*	14	W	3	13	2
	12	1	11	W	10	*	9	W
	7	6	5	W	4	3	1	×

**CRITICAL HITS**

- 2 — **Pilot killed.** Night Hawk may perform no further actions. Defensive Value drops to 5.
- 3 — **Engines sputter.** Night Hawk may only use 3 movement points next turn. Reduce Defensive Value by 6.
- 4 — **Electronic Warfare knocked out.** Night Hawk may no longer jam torps. Reduce Defensive Value by 5.
- 5 — **Maneuver Thrusters damaged.** All turns, including tight turns, cost one extra movement point to perform.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Plaz Shell cannon damaged.** Reduce chance To Hit by 1.
- 8 — **Splattergun Targeters damaged.** Splatterguns may not be fired until after the next game turn.
- 9 — **Hull compromised.** Reduce Defensive Value by 4.
- 10 — **Severe structural damage.** Reduce Defensive Value by 6. Modify Night Hawk's further To Hit attempts by -4.
- 11 — **Pilot dazed.** Night Hawk may not move or fire until after the next game turn.
- 12 — **Reactor hit.** Night Hawk explodes and is utterly destroyed.

**SPLATTERGUN SPECS**

**Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-6 hexes.  
**Long Range:** 7-10 hexes (-1 To Hit).

**PLAZ SHELL CANNON SPECS**

**Short Range:** 1-2 hexes (+1 To Hit).  
**Medium Range:** 3-4 hexes.  
**Long Range:** 5-10 hexes (-1 To Hit).  
 Ψ On triples, do damage as normal, but cannon may not fire next turn.

**PLASMA MISSILE SPECS**

**Lock-on Range:** ≤10.  
**To Hit:** 5x or 10xD8  
**Damage:** High+1/. If target's Damage Reduction=0, Damage is High+2/.

**GAME TURN RECORD TRACK**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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## Imperial Transatr 1220 series C "Night Hawk YS"

**Crew:** 1

**Maneuvering Thrust:** 0.150 km/s/s

**Mass:** 300 tons

**Translight Capability:** None

**Armour:** Crystanium alloy belt

**Atmospheric Capability:** Full

**Armaments:**

2 x Mk. 10 Splatterguns

1 x Mk. 25 Plaz Shell Cannon  
(Magazine: 4 shells)

2 x Mk. 20 Missile Launchers  
(Magazines: 20 Plasma  
missiles each)

**Comments:** Yoka-Shan mercenaries returning from a brief stint with the Loma Verde Freestate reported very favorably on the indigenous Chupacabra light attrition fighter flown by the Loma Verdeans. While the Yoka-Shan veterans were not terribly enthused by the Chupacabra's flimsy steel construction, they did appreciate it's twin missile launchers, especially when the skilled Loma Verdean pilots managed to lock both launchers on the same target with the flick of a trigger. The utility of the dual lock-on controls found on the Chupacabra were of enough interest to the Yoka-Shan, that several examples were brought back

from Loma Verde along with a Chupacabra for flight testing.

The usefulness of a small one-person fighter being able to simultaneously lock two missile salvos on a single opponent was not lost on the Yoka-Shan, and they quickly came up with their own adaptation using the tried-and-true standby, the Transtar Night Hawk. Operating in considerable numbers in Yoka-Shan squadrons, the Nigh Hawk was already under review for retrofitting with the new Plaz Shell Cannon. In a stroke of sheer genius, the design engineers in the Mutumbe Shipyards replaced the massive Splattergun battery of the original with a deadly pair of launchers loaded with the latest Plasma warhead missiles. A single Plaz Shell Cannon replaces the Meld laser, the loss of long-range firepower being felt to be worth the gain of such a deadly weapon system. A pair of Splatterguns finishes off the new armament fit, allowing the newly designated Night Hawk YS to stay in the fight even after all of the missiles and Plaz shells have been expended.

This new Warworld incarnation of the reliable Night Hawk has given the ship a whole new lease on life, allowing a greater variety of possible missions to be undertaken by formations previously restricted to dogfighting.

