

NIGHTWING (SURVEILLANCE)

DiTron Heavy Industries of Terra developed the *Nightwing* as part of the Terran Hegemony's ongoing effort to maintain its current intelligence edge over all neighboring realms. Designed exclusively for surveillance in potentially hostile territories, this small WarShip, which would be a companion to the older *Tracker* surveillance vessel, was deliberately constructed to resemble common civilian JumpShips of the era. This appearance allowed it to infiltrate neighboring states under the guise of a simple transport or trader, a tactic that gave this ship broad reach across the Inner Sphere.

A sophisticated network of electronic sensors lined the outer hull of the *Nightwing*, along with an array of retractable sensor dishes and antennae in the side and forward sections of the vessel. Additionally, four small craft bays allowed for the use of in-system shuttles and landing craft, or even two lances of aerospace fighters. These vehicles could provide additional information even as the *Nightwing* parked at the jump point and drew a charge from its detachable jump sail.

Though designed to appear as a JumpShip, the *Nightwing* featured a WarShip's drive with a maximum acceleration of 2.5 Gs for in-system and combat maneuvers. Though often not used, these engines and a formidable array of capital lasers, PPCs, and autocannons allowed this vessel to quickly deal with any opposition short of another WarShip or heavy aerospace fighter screen.

Despite a long and distinguished history as a spy vessel, the passage of time ultimately led to the *Nightwing's* demise. Its electronics suite became outdated and was too entwined with the vessel's internal structures to be replaced. This, as well as its slow speed and increasingly high profile among the neighboring realms, forced the Hegemony to request a new surveillance ship to take its place. The search for a replacement began in 2525, finally ending in the selection of the hyper-advanced *Bug-Eye*. The *Nightwing* was gradually phased out over the following century. None are thought to have survived the Amaris crisis.

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Tech: Star League
Introduced: 2447
Mass: 100,000 tons
Length: 305 meters
Sail Diameter: 571 meters
Fuel: 5,600 tons (56,000)
Tons/Burn-day: 19.75
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 4
Heat Sinks: 1,200

Structural Integrity: 65

Battle Value: 34,174

Armor

Fore: 28

Fore-Sides: 24

Aft-Sides: 24

Aft: 22

Cargo

Bay 1: Cargo (2,295.5 tons) 1 Door

Bay 2: Sensors/Spy Gear 3 Doors

Bay 3: Small Craft (4) 1 Door

Dropship Capacity: 0

Grav Decks: 1 (80 meters diameter)

Escape Pods: 0

Life Boats: 15

Crew: 20 officers, 70 enlisted/non-rated, 18 gunners, 20 bay personnel

Ammunition: 40 rounds NAC/20 ammunition (16 tons)

Notes: Equipped with 129.5 tons of standard armor. Sensors/Spy Gear rated at 75 tons.

Weapons:

Arc (Heat) Type

Nose (135 Heat)

1 Medium NPPC

FL/FR (60 Heat)

1 NAC/20 (10 rounds)

LBS/RBS (60 Heat)

1 NAC/20 (10 rounds)

AL/AR (140 Heat)

2 NL-45

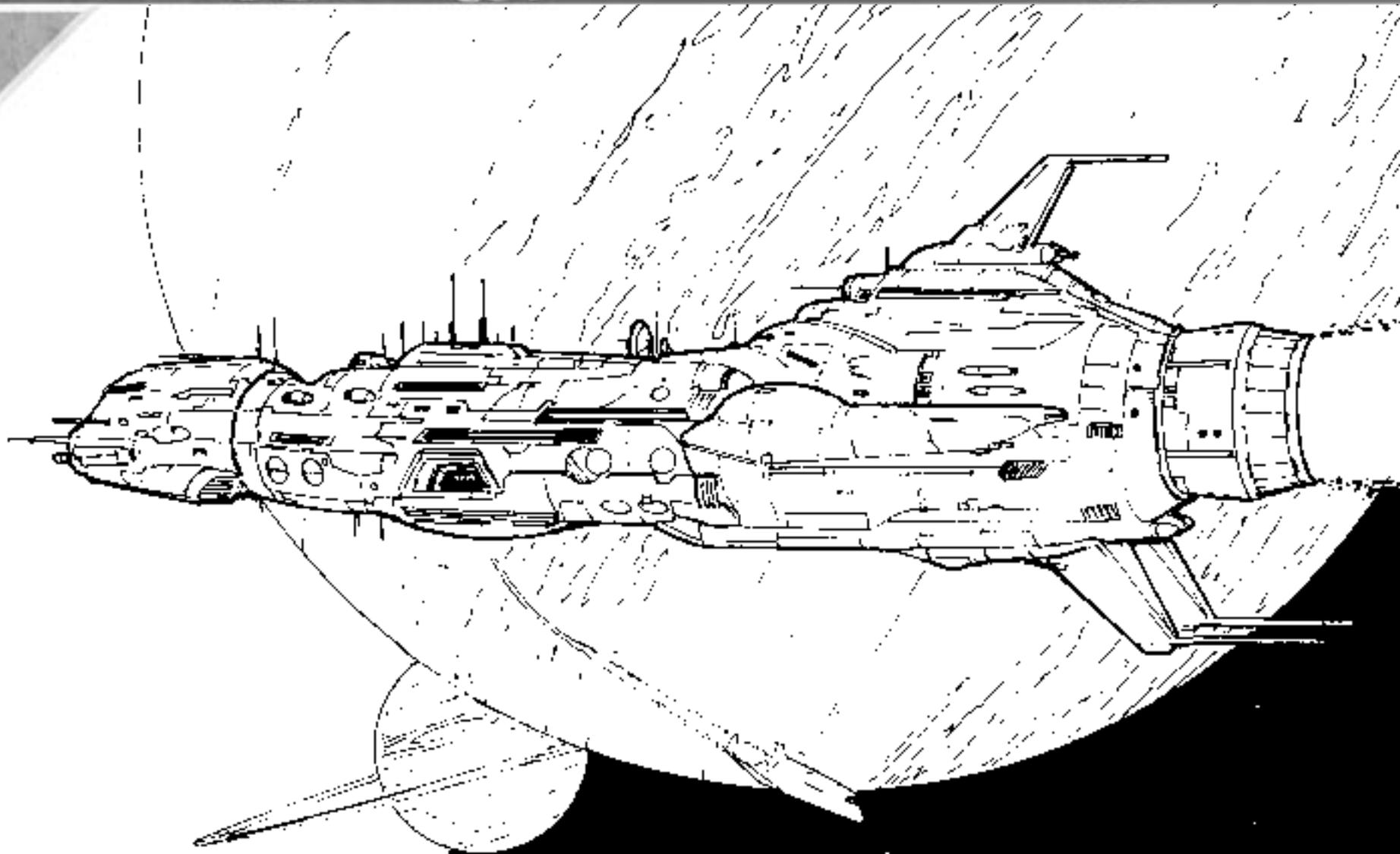
Aft (270 Heat)

2 Medium NPPC

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Nose (135 Heat)	9	9	9	9	Capital PPC
FL/FR (60 Heat)	20	20	20	—	Capital AC
LBS/RBS (60 Heat)	20	20	20	—	Capital AC
AL/AR (140 Heat)	9	9	9	9	Capital Laser
Aft (270 Heat)	18	18	18	18	Capital PPC

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03