

NAME: *Blazing Mynock* CATEGORY: *Starship, Non-Fighter Starship*  
 MODEL: *HWK-1000 Light Freighter* HULL TYPE: *Light Freighter*  
 HARD POINTS: *Total: 5, Remaining: 0* COST/RARITY: *159.650/10*

**4** SILHOUETTE

**6** SPEED

**+1** HANDLING

**3** ARMOR

**0** VALUE    **100** CAPACITY

FORE DEFENSE **1**

AFT DEFENSE **1**

**18** HULL TRAUMA

**14** SYSTEM STRAIN

CURRENT

SPEED TRACK

0 1 2 3 4 5 6 7 8 9

FULL STEP    PUNCH IT

DESCRIPTION

**Hyperdrive:** Primary: Class 0,5, Backup: Class 12

**NaviComputer:** Yes

**Consumables:** Six months

**Sensor Range:** Short

**Crew:** One pilot, one co-pilot/navigator

**Passengers:** 4



CRITICAL HITS	
RESULT	SEVERITY
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆
	◆◆◆◆

ABOUT THE BLAZING MYNOCK

CURRENT ACTIONS

- Evasive Maneuvers     Gain the Advantage     Stay on Target     Target Lock
- Watch Your Back!

WEAPON SYSTEMS

CNT	WEAPON SYSTEM	ARC	RANGE	DAM	CRITICAL	QUALITIES
1	Turret Mounted Retractable Twin Heavy Laser Cannon		Short	<b>6</b>		Linked 1
1	Twin Light Ion Cannon		Close	<b>5</b>		Ion, Linked 1

VEHICLE ATTACHMENTS

NAME	MODS
<b>Cloaked Smuggling Compartments</b>	2 Convert 25 encumbrance capacity to smuggling compartment Mods, Increases difficulty of checks made to find compartment by 3.
<b>High-Output Ion Turbine</b>	1 Increases Speed by 1 Mod, 1 Decreases System Strain by 1 Mod
<b>Security Measures</b>	Upgrade the difficulty Computers and Skulduggery checks made to gain unauthorized access to the ship twice., 2 Add  to Computers and Skulduggery checks made to gain unauthorized access to the ship Mods
<b>Hyperdrive Generator</b>	1 Decreases Hyperdrive Class by 1, to a minimum of 1 Mod, 1 Decreases Hyperdrive Class by 1, to a minimum of .5 Mod

NOTES