

Name:

Mynock Tie Int Ugly Starfighter

Type: Mynock X-Wing / Tie Interceptor Hybrid
Ugly Starfighter

Scale: Starfighter

Length: 7.3 Meters

Skill: Starfighter Piloting - Mynock Ugly

Crew: 1 + Astromech

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 4D, Starship Shields 3D

Consumables: 1 Day

Cost: 45,000 (used)

Cargo Capacity: 450 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Uses Astromech

Space: 7

Atmosphere: 350;1050kmh

Maneuverability: 1D

Hull: 3D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

4 Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D



Description: The Mynock is a hybrid of heavily damaged X-Wing fighters and Tie Interceptors, both common debris during the galactic civil war. The forward cockpit module of the X-Wing is attached to the body of the Interceptor, with two of the X-Wings drives fitted either side as well as two of the dagger panels of the Interceptor which help power the vessel. The twin laser cannons on the front of the dagger panels are supplemented by twin cannons added to the front of the cockpit module, as well as a scrapped Astromech is fixed into place to allow hyperspace jumps.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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