

## BLAZING STAR

The Blazing Star is an antiquated rust bucket on the outside, and little better inside. A former smuggler's ship, she has been upgraded with stolen, military-grade, weapon stabilizers, a vector thrust system, which improved her handling, and extra shield pods.

The ship is armed with a double pulse laser turret (operated by the gunner) and a concealed missile turret, which the co-pilot controls from the bridge. The missile launcher holds two rounds, and carries two spare missiles (enough for a single reload). When operating the pulse laser, the gunner makes a single Shooting roll and adds one to the total—this represents the dual cannons' increased rate of fire.

Inside are four small staterooms for the crew, a basic medical bay, a lounge, a kitchen, and numerous spacesuit and storage lockers. There are three other staterooms—two singles and one twin occupancy. The single cargo hold can accommodate 25 tons of goods, loaded in from bay doors which open in the underside of the ship.

**Top Speed:** 6; **Toughness:** 19 (6); **Handling:** +0; **Shields Pods:** 3; **Crew:** 4+4

**Notes:** 4 x AMCM, Atmospheric, Heavy Armor, Improved Stabilizer, Spacecraft

- \* 1 x double laser turret (+1 Shooting, Range: 12/24/48; Damage: 3d6+1; ROF 1; AP 6, HW)
- \* 1 x missile turret (Range: 20/40/80; Damage: 4d8; ROF 1-2; AP 8, HW), 2 spare missiles



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