Name:

Hutt "Scyk"

Type: MandalMotors M3-A "Scyk" Light Interceptor

Scale: Starfighter

Length: 9.6 Meters

Skill: Starfighter Piloting - Scyk

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 5 Days

Cargo Capacity: 125 Kg

Cost: 75,000 (new)

Hyperdrive Multiplier: x4

Hyperdrive Backup: No

Nav Computer: Stores five jumps worth

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D

Hull: 2D

Shields: 1D

Sensors:

    Passive: 25/1D

    Scan: 40/2D

    Search: 60/3D

    Focus: 3/3D+2

Weapons:

    2 Medium Laser Cannons (Fire Linked)

        Fire Arc: Front

        Fire Control: 2D

        Space: 1-3/12/25

        Atmosphere Range: 100-300/1.2/2.5km

        Damage: 5D

Description: This lightly-armored interceptor was the first of a custom starfighter series commissioned by the Hutt crime organization (although no hard evidence remains to support this). Rumors also indicate that MandalMotors has reaped significant financial benefits from playing both sides of the Galactic Civil War. Even in the face of tremendous personal risk, the executives of MandalMotors have opted to provide custom products to both the Empire and the Rebel Alliance, while supporting a gray- market of

parts and accessories to private space pilots and the discerning smuggler. The M3-A "Scyk" is a very accurate, nimble fighter that functions especially well for base defense and capital ship escort duties. Its limited loadout makes it a reasonable choice for short-range strikes en masse, but its obvious lack of armor make it unattractive for assaults on heavily armored targets.