Starships D6 / MandalMotors M3-A "Scyk" Lig



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.

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