



Ver2: 2E/SW

Hutt M-3A Scyk Ultralight Fighter

SPECS

Class: Ultralight Ftr
In Service: -2 ANH
Point Value: 22 each
Ramming Factor: 8
Jink Limit: 10 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 5
Stb/Port Defense: 7
Free Thrust: 12
Offensive Bonus: +3
Initiative Bonus: +21

WEAPON DATA

Ultralight Laser Cannon
Number of Guns: 1
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per tur

SPECIAL NOTES

Can carry 3 concussion missiles.
Launch rate 1 per turn
Atmospheric



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Concussion Missile

Cost: 5 Combat Points
Class: Ballistic
Damage: 12
Max Range: 4 Hexes
Fire Control: +4/+2/+0
Intercept Rating: n/a

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes