

RPGGamer.org Starships D6 / Manta Class Intrasystem

Manta Class Intrasystem Assault Craft

The Manta-Class Light Assault Cruiser is another of the new Jer`Segan designs employed by KDY. They are small fast and manuverable cradft bearing two mandible mounted phase disruptors while a protrusion looking rather like a catwalk over the dish shape of the main body holds a quantum torpedo launcher. The craft has no hyperdrive and therefore has to be carried into the system by another craft. Several bounty hunters have been seen with these ships.

Craft: Kuat Drive Yards' Manta Class Light Cruiser

Type: Intra-system assault craft

Scale: Starfighter

Length: 100 meters

Skill: Starfighter Piloting: Manta cruiser

Crew: 5; gunners: 2

Crew Skill: Astrogation 3D, sensors 4D, starfighter piloting 4D,
starship shields 3D, starship gunery 5D

Passengers: 16 (troops)

Cargo Capacity: 200 metric tons

cost: 350,000

Consumables: 3 months

Maneuverability: 3D

Space: 9

Atmosphere: 400; 1150 kmh

Hull: 4D+1

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/1D

Search: 90/4D

Focus: 4/4D+1

Weapons:

Quantum Torpedo Launcher

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D (+2 to damage for every 1D of shielding the target has)

2 Heavy Phase Disruptors

Fire Arc: front

Crew: 1

Scale: starfighter

Skill: StarShip Gunnery

Fire Control: 3D

Space/Orbit Range: 4-11/20/35, 6-14/29/43 km

Damage: 6D (+1D for every 2D shields the target has)

* Note: may be kept on constant fire releasing a steady stream, to keep the beam on the target requires another roll but this is a free action if the target is not maneuvering.

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