

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

Class: Starfighter

Size: Medium (100 m long)

Hyperdrive: None

Passangers: 16 (troops)

Cargo Capacity: 200 tons

Consumables: 3 months

Cost: 350,000

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,150 km/h (19 squares/action)

Crew: 5 (Skilled +4)

Initiative: +4 (+4 crew)

Maneuver: +4 (+4 crew)

Defense: 20 (+10 armor)

Shield Points: 60 (DR 5)

Hull Points: 130 (DR 5)

Weapons:

Quantum Torpedo Launcher

Fire Arc: Front

Attack Bonus: +4 (+2 crew, +2 fire control)

Damage: 8d10x2 (+1 for every 10 shield points the target has)

Missil Quality: Ordinary (+10)

2 Heavy Phase Disruptors

Fire Arc: Front

Attack Bonus: +5 (+2 crew, +3 fire control)

Damage: 6d10x2 (+1 for every 10 shield points the target has)

Range Modifiers: PB/S +0, M/L n/a

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 manuvering.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney,Overlord, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).