

Starships D6 / Manta Space Superiority

Name: Manta Superiority Fighter
Type: Mandalorian Manta Space Superiority Fighter
Scale: Starfighter
Length: 10 Meters
Skill: Starfighter Piloting - Manta
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D
Consumables: 1 Week
Cargo Capacity: 20 Kg
Hyperdrive Multiplier: X1
Hyperdrive Backup: X5
Nav Computer: Limited to 4 Jumps
Space: 11
Atmosphere: 350;900kmh
Maneuverability: 4D
Hull: 3D
Shields: 3D
Sensors:
 Passive: 30/1D
 Scan: 60/2D
 Search: 90/3D
 Focus: 15/5D



Cloaking Device : Mandalorian

Weapons:

4 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: 7D

6 Smart Concussion Missiles (each has separate launcher)

 Fire Arc: Front

 Fire Control: 5D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Description: The Manta is a fast and well armed space superiority fighter filling the role that the X-Wing does for the New Republic. With a cloaking device, very fast engines and a complement of powerful weapons the Manta is arguably better than even the redesigned X2-Wing. This is the oldest Mandalorian design to use a cloaking device, and may start to be phased out as newer designs such as the Panther are brought in, but for the moment the Manta is one of the most common Mandalorian starfighters.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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