Starships D6 / Manta Space Superiority Fight



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 laucher)
  - 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.

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