Starships D6 / Manta Class Intrasystem Assa

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 manuvering.

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