Starships D20 / Manta Class Intrasystem Ass

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.

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