

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.

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

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