

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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