



## Starships D20 / Manta Class Intrasystem

### 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 craft 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 maneuvering.

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All text and stats by Dave Maloney, Overlord, HTML and logos done by FreddyB

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