Starships D6 / Stinger Mantis



Name: Stinger Mantis:
Type: Latero Spaceworks S-161 "Stinger" XL
Manufacturer: Latero Spaceworks
Model: S-161 "Stinger" XL
Class: Luxury yacht
Scale: Starfighter
Length: 39 meters
Skill: Space Transports - S-161 "Stinger" XL
Crew: 2 (Skeleton 1/+5)
Crew Skill: Varies
Passengers: 6
Consumables: 8 Months
Cost: 160,000 (used)
Cargo Capacity: 20 Tons
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 7
Atmosphere: 400;1,150kmh
Maneuverability: 2D+1
Hull: 3D
Shields: 2D
Sensors:
- Passive: 20/0D+2
- Scan: 40/1D+1
- Search: 60/2D
- Focus: 2/2D+2

Weapons:
- 2 x Laser Cannons
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 50-300/1.2/2.5km
  - Damage: 5D

Equipment:

False Transponder ID: The Stinger Mantis can disguise it's transponder id as that of another ship, allowing it to be detected but not identified at longer sensor ranges. At close range it becomes obvious that the ship model does not match it's transponder id, and therefore will be recognised as operating under a false id. This gives a bonus +2D to a sensors roll, which becomes the target for any opponent to identify the Mantis.

Workbench: The Mantis is equipped with a full workstation for technical work, which adds a +1D to all Technical skills used at this workbench.

Description: The Stinger Mantis, commonly known as the Mantis, was an S-161 "Stinger" XL luxury

yacht piloted by Greez Dritus. Dritus transported the former Jedi Cere Junda and Cal Kestis on the vessel.

The ship had three separate sections of its outside exterior. The front and back were segmented by a rotating section that housed the main outrigger engine and large vertical fin. Inside, there were six separate parts of the interior. These were the cockpit, holotable room, galley, common area, main corridor, and engine room. While lightly armed, there were two laser cannons above the main cockpit.

Starting at the cockpit, the floor was partly built with glass, and along with raised cockpit seats, created a large area of view for the pilot. Two seats acted as the pilot and co-pilot with a third seat to the right that acted as the comm station.

Behind the cockpit was a holotable room. The table positioned in the center featured a circular seating arrangement surrounding it. Behind this were the two boarding ramps found on either side of the ship, depending on its orientation upon landing.

Further back, located in the common area, was a large seating area. Surrounding the seating arrangements were various decorative terrariums. Beside this was a set of stairs that led to a raised galley. Situated in the galley was a table aside various shelves of food storage, along another large terrarium. Through the opening in the back was the main corridor with three separate doors, that all led to the other various rooms inside the ship.

Beyond this corridor was the engine room. It featured two levels that were connected by a ladder found in the left side. The upper level contained railing, diagnostic controls, and a workbench, as well as the quarters in which Cal Kestis slept. The hyperdrive was located behind the workbench. Accessed via the ladder, the lower level contained two escape pods and a darkly lit corridor.

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