

Starships D6 / KUAT DRIVE YARDS (KDY) D5

Name: KUAT DRIVE YARDS (KDY) D5-MANTIS PATROL CRAFT

Type: Light Freighter

Scale: Starfighter

Length: 25 Meters

Skill: Space Transports: D5-Mantis Patrol Craft

Crew: 4; skeleton 1/+20

Passengers: 8

Consumables: 12 Months

Cargo Capacity: 30 Tons

Hyperdrive Multiplier: X1.5

Hyperdrive Backup: X20

Nav Computer: Yes

Space: 5

Atmosphere: 250;850kmh

Maneuverability: 2D

Hull: 5D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 40/1D

Search: 55/2D+1

Focus: 2/3D+2



Weapons:

3 x Heavy Laser Cannons

Scale: StarFighter

Fire Arc: Turret

Fire Control: 1D+1

Space: 1-5/8/20

Atmosphere Range: 100-500/800/2km

Damage: 5D

3 x Ion Cannons

Scale: StarFighter

Fire Arc: Turret

Fire Control: 3D

Space: 1-10/16/30

Atmosphere Range: 100-1000/1.6/3km

Damage: 3D

2 x Laser Cannons

Scale: StarFighter

Fire Arc: Front

Fire Control: 2D+1

Space: 1-5/8/20

Atmosphere Range: 100-500/800/2km
Damage: 4D

Description: A rare, best-in-class vessel, the D5-Mantis is an alpha predator in the cold depths of space. Designed to meet the hefty demands of a much larger interdiction vessel, the Mantis has a compact frame and above all-- is built to fight. By employing three retractable weapon foils with independent power supplies, the Mantis is capable of safely utilizing armament intended for larger class vessels, as well as reducing its profile significantly in order to be packed tightly into carrier ships with a surprising number of other Mantis crafts. To mitigate what would otherwise be an extremely cramped interior, the engineers of the D5-Mantis make efficient use of vertical space and minimized bulkheads to provide more open areas and ensure ease of access for maintenance. Due to the prohibitive cost of building a completely independent, long-range picket ship, the Mantis has never seen large-scale production. Spotting one in use is a very rare sight, and a mark of exceptional means.

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