

# The Mantaris

## More Secrets of Naboo

By [Steve Miller](#)

In the years following the liberation of Naboo from the Trade Federation invasion force, Queen Amidala, the ruler of the Naboo, and Boss Nass, the leader of the largest Gungan community, continued to look for ways to bring their peoples closer together. The most ambitious of the projects they undertook was a joint colonization effort on Naboo's largest moon. Gungan scientists and Naboo starship engineers worked together under the guidance of Queen Amidala's chief science advisor, Graf Zapalo, to create a number of new technologies, prime among them being the *Mantaris*-class amphibious medium transport. This new class of vessel proved invaluable in the years that followed, as the Gungans migrated first to Naboo's moons and from there to other swamp- and ocean-rich worlds, joining the other civilized sapients of the Republic among the stars.

Thanks to [Owen K.C. Stephens](#); the creators of The Gungan Frontier; the good people at Lucas Licensing; and, of course, George Lucas.

You may remember the original *Mantaris* prototype ship from [Lucasarts' The Gungan Frontier](#) computer game. Here we describe it for use in your *Star Wars Roleplaying Game* campaigns.

### *Mantaris* Amphibious Transport Prototype

The *Mantaris*-class medium transport was developed for use in colonizing Naboo's primary moon while fostering further union between the Naboo and the Gungans. As such, its design not only reflects the artistic sensibilities of both species, but it is equally capable of functioning under water, in planetary atmospheres, and the frigid depths of space.

The basic design is Gungan, based upon their well-tested submersible cargo vessel. Naboo engineers made the design spaceworthy and improved upon the modularity of the *Bongo*-class submersible to outfit the *Mantaris*-class transport with bubble-shaped, modular sections. These sections could either increase the vessel's cargo capacity by 100 metric tons, add 30 people to its passenger capacity, or carry wildlife ranging from colo claw fish to nuna birds in appropriately outfitted zoological modules. The *Mantaris* can carry up to four pods at a time.

**Craft:** Theed Palace Space Vessel Engineering Corps/Otoh Gunga Bongowerks *Mantaris* Amphibious Medium Transport. **Class:** Medium Transport. **Cost:** 280,000 credits. **Size:** Medium (68 m long, plus 30 m long heat sink finials). **Crew:** Normal +2 (1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer/gunner, 1 astromech droid). **Passengers:** 20, plus additional depending on attached modules. For live animals, a module pod can carry 60 small creatures, 30 medium creatures, 15 large creatures, 7 huge creatures, 3 gargantuan creatures, or 1 colossal creature. **Cargo Capacity:** 250 metric tons, plus additional depending on attached modules. **Consumables:** 3 months, plus additional depending on attached modules. **Hyperdrive:** x2 (backup x8). **Maximum Speed:** Ramming. **Defense:** 20 (+10 armor). **Shield Points:** 30. **Hull Points:** 120. **DR:** 10. **Weapons:** Concussion missile launchers (6 missiles each). **Fire Arc:** 1 front, 1 back. **Attack Bonus:** +4 (+2 crew, +2 fire control). **Damage:** 7d10x2. **Range Modifier:** PB +0, S/M/L na.