

Starships D6 / Galactic Terran Alliance Medusa

Name: GTB Medusa
Type: Galactic Terran Alliance Medusa Class Bomber
Scale: Starfighter
Length: 36 Meters
Skill: Starfighter Piloting - Medusa
Crew: 2
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 4 Days
Cargo Capacity: 250 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Space: 6
Atmosphere: 300;800kmh
Maneuverability: 1D
Hull: 3D
Shields: 7D
Sensors:
 Passive: 35/1D
 Scan: 50/2D
 Search: 70/3D
 Focus: 3/3D+2



Weapons:

- 2 Laser Cannons (Fire Linked)
 - Fire Arc: Front
 - Fire Control: 3D
 - Space: 1-3/12/25
 - Atmosphere Range: 100-300/1.2/2.5km
 - Damage: 5D
- 2 Laser Cannons (Fire Linked)
 - Fire Arc: Turret
 - Fire Control: 2D
 - Space: 1-3/12/25
 - Atmosphere Range: 100-300/1.2/2.5km
 - Damage: 5D
- 2 Concussion Missile Launchers (18 Missiles Magazine each)
 - Fire Arc: Front
 - Fire Control: 2D
 - Space: 1/3/7
 - Atmosphere Range: 50-100/300/700
 - Damage: 7D
- 2 Cyclops Missile Launchers (6 Missiles Magazine each)
 - Fire Arc: Front

Scale: Capital

Fire Control: 1D

Space: 1/2/6

Atmosphere Range: 50-100/200/600

Damage: 4D

Description: The GTB Medusa is a class of heavy bomber which was developed during the Great War. It was the only Terran bomber at the time of its development which was capable of mounting the Tsunami anti-cruiser bomb. It is a good average bomber, with enough maneuverability to have a chance against enemy interceptors, and enough durability to have a prayer of delivering its payload.

The Medusa lacks primary weapons, having only a single, dual-linked primary fire system and one automated turret, but it has a fairly large secondary capacity, capable of carrying up to 13 Cyclops torpedoes.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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