

Starships D6 / Galactic Terran Alliance Fenris

Name: GTC Fenris
Type: Galactic Terran Alliance Fenris Class Cruiser
Scale: Capital
Length: 253 Meters
Skill: Capital Ship Piloting: Fenris
Crew: 675, gunners 30, skeleton 150/ +20
Passengers/Troops: 100
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship
Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 1 Year
Cargo Capacity: 600 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X6
Nav Computer: Yes
Space: 2
Maneuverability: 1D
Hull: 8D
Shields: 0D
Sensors:
 Passive: 25/1D
 Scan: 50/3D
 Search: 100/4D
 Focus: 3/4D+2

Fighters: 0
Transports: 0

Weapons:
 6 Medium Laser Cannon Turrets
 Scale: StarFighter
 Fire Arc: 2 Front/Left, 2 Front/Right, 2 Back
 Fire Control: 3D
 Space: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3km
 Damage: 5D
 2 Heavy Laser Cannon Batteries
 Scale: Capital
 Fire Arc: 1 Front, 1 Back
 Fire Control: 3D
 Space: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3km
 Damage: 5D
 1 TurboLaser Batteries
 Scale: Capital



Fire Arc: 1 Front
Fire Control: 4D
Space: 3-15/36/75
Atmosphere Range: 6-30/36/150km
Damage: 6D

Description: The mainstay of the Terran Fleet, these vessels have served in both strike and defense purposes. From nose to tail it measures 260 meters. With a full array of weapon systems and a strong enough hull to withstand the strongest enemy warheads, a Fenris Cruiser can be found in almost any system that the GTA is operating in. The Fenris cruiser was originally designed as a strike weapon, hence its fast speed and decent turning rate. It was later decided that a second line of cruisers would be produced, for defensive purposes, once it became apparent that the V-T war wouldn't be over in a few months.

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