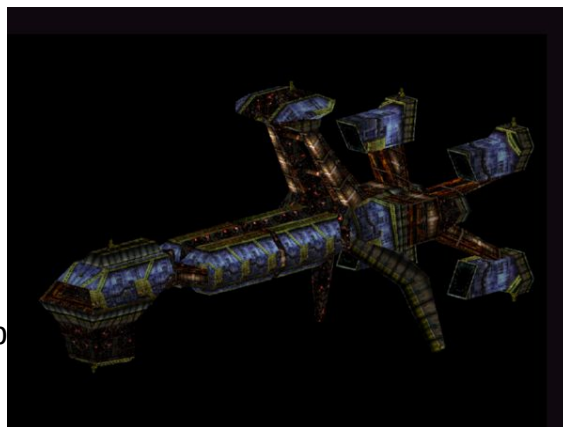


Starships D6 / Galactic Terran Alliance Hades

Name: GTD Hades
Type: Galactic Terran Alliance Hades Class Destroyer
Scale: Capital
Length: 3404 Meters
Skill: Capital Ship Piloting: Hades
Crew: 1,000, skeleton 200/ +20
Passengers/Troops: 1500
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship
Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 5 Years
Cargo Capacity: 15,000 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X10
Nav Computer: Yes
Space: 2
Maneuverability: 0D
Hull: 18D
Shields: 0D
Sensors:
 Passive: 50/1D
 Scan: 100/3D
 Search: 200/4D
 Focus: 3/4D+2

Fighters: 60
Transports: 5

Weapons:
 16 Medium Laser Cannon Turrets
 Scale: StarFighter
 Fire Arc: 6 Front/Left, 6 Front/Right, 4 Back
 Fire Control: 3D
 Space: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3km
 Damage: 5D
 2 Heavy Laser Cannon Turrets
 Scale: StarFighter
 Fire Arc: 1 Front/Left, 1 Front/Right
 Fire Control: 3D
 Space: 1-5/15/30
 Atmosphere Range: 100-500/1.5/3km
 Damage: 6D
 2 TurboLaser Batteries
 Scale: Capital



Fire Arc: Front
Fire Control: 4D
Space: 3-15/36/75
Atmosphere Range: 6-30/36/150km
Damage: 8D

2 TurboLaser Cannons

Scale: Capital
Fire Arc: Front
Fire Control: 3D
Space: 3-15/36/75
Atmosphere Range: 6-30/36/150km
Damage: 5D

Description: The GTD Hades was a fusion of Terran and Shivan military technologies. It was constructed by Galactic Terran Intelligence (GTI), a rogue branch of the GTA. In 2335, GTI leaders sought to overthrow the provisional GTA government established in Delta Serpentis. After the defeat of the GTI and the destruction of the Hades, the GTA classified the details of this research at level Omega. There are rumors that the Alliance has attempted to reconstruct the Hades to learn more about the GTI's activities. These reports have yet to be confirmed by government sources.

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