

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

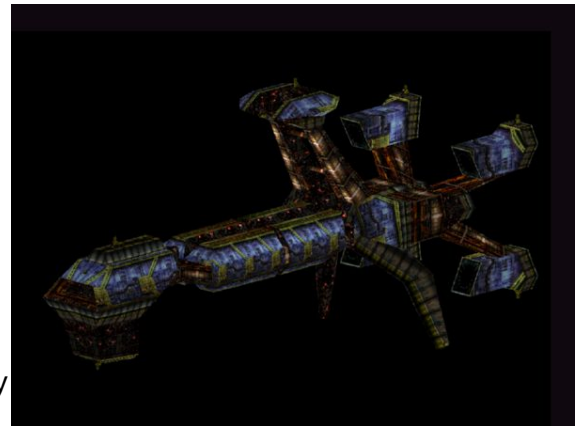
2 Heavy Laser Cannon Turrets

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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