

Name: GTB Zeus

Type: Galactic Terran Alliance Zeus Class Bomber

Scale: Starfighter

Length: 20 Meters

Skill: Starfighter Piloting - Zeus

Crew: 1

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: 8

Atmosphere: 375;950kmh

Maneuverability: 1D+2

Hull: 2D

Shields: 5D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

1 Trebuchet Missile Launcher (25 Missiles Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 2/6/14

Atmosphere Range: 100-200/600/1400

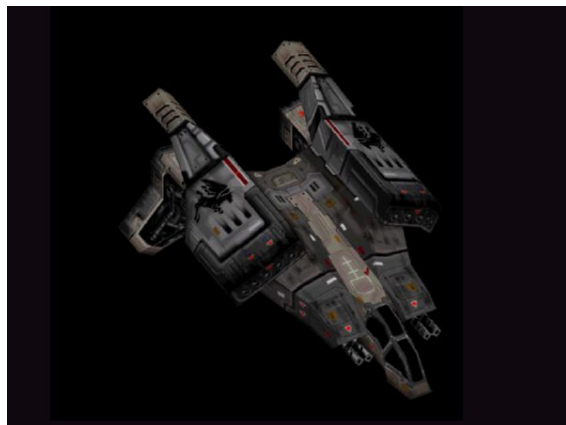
Damage: 9D

1 Tsunami Missile Launcher (4 Missiles Magazine each)

Fire Arc: Front

Scale: Capital

Fire Control: 0D



Space: 1/2/6

Atmosphere Range: 50-100/200/600

Damage: 6D

Description: Another product of GTI R&D, the Zeus strike bomber is a worthy successor to the Athena. Its balanced design and increased reactor capacity give it remarkable speed for a bomber, yet still remains capable of carrying the powerful Tsunami bombs. These features will make the Zeus a versatile and effective weapon against capital ships.

The GTB Zeus is the fastest of all currently active GTVA bombers. It replaced the fleet's old Athena bombers as they were mothballed during the years following the Great War. Though slightly slower than the Athena, the Zeus's heavier armor and armament give it a much better battlezone survivability rate. Many of the Zeus wings in the GTVA fleet defected to the NTF during the initial stages of the rebellion.

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

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