

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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