Starships D6 / Galactic Terran Alliance Chary



Name: GTA Charybdis
Type: Galactic Terran Alliance Charybdis Class Advanced Warning And Control System Ship
Scale: Capital
Length: 181 Meters
Skill: Capital Ship Piloting: Charybdis
Crew: 450, gunners 5, skeleton 180/ +20
Passengers/Troops: 250
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Sensors 6D
Consumables: 6 Months
Cargo Capacity: 1000 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X12
Nav Computer: Yes
Space: 2
Maneuverability: 1D
Hull: 10D
Shields: 0D
Sensors:
- Passive: 100/2D
- Scan: 500/4D
- Search: 1000/6D
- Focus: 6/12D

Fighters: 0
Transports: 0

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

Description: Ships of the GTA Charybdis class have been packed with the latest tachyon-enabled AWACS equipment from GTVI labs. Each GTVA battle group has a squadron of Charybdis-class ships assigned to it. These ships double the range of the group's standard detection arrays. Charybdis ships' thin armor and weak defenses make them easy victims for enemy bombers. They have proven indispensable, however, in forays into the nebula beyond the Knossos portal. Charybdis-class ships are very vulnerable in this environment, as witnessed by the recent loss of the GTA Panopticon from the 3rd Battle Group.

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