

Name: GTB Medusa

Type: Galactic Terran Alliance Medusa Class Bomber

Scale: Starfighter

Length: 36 Meters

Skill: Starfighter Piloting - Medusa

Crew: 2

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: 6

Atmosphere: 300;800kmh

Maneuverability: 1D

Hull: 3D

Shields: 7D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/3D+2

Weapons:

2 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

2 Laser Cannons (Fire Linked)

Fire Arc: Turret

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

2 Concussion Missile Launchers (18 Missiles Magazine each)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7



Atmosphere Range: 50-100/300/700

Damage: 7D

2 Cyclops Missile Launchers (6 Missiles Magazine each)

Fire Arc: Front

Scale: Capital

Fire Control: 1D

Space: 1/2/6

Atmosphere Range: 50-100/200/600

Damage: 4D

Description: The GTB Medusa is a class of heavy bomber which was developed during the Great War. It was the only Terran bomber at the time of its development which was capable of mounting the Tsunami anti-cruiser bomb. It is a good average bomber, with enough maneuverability to have a chance against enemy interceptors, and enough durability to have a prayer of delivering its payload.

The Medusa lacks primary weapons, having only a single, dual-linked primary fire system and one automated turret, but it has a fairly large secondary capacity, capable of carrying up to 13 Cyclops torpedoes.

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