

Name: GTF Apollo

Type: Galactic Terran Alliance Apollo Class Fighter

Scale: Starfighter

Length: 21 Meters

Skill: Starfighter Piloting - Apollo

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 1 Day

Cargo Capacity: 90 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Yes

Space: 8

Atmosphere: 385;1050kmh

Maneuverability: 3D+1

Hull: 3D

Shields: 3D

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 Concussion Missile Launcher (12 Missiles Magazine)

Fire Arc: Front

Fire Control: 1D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D



Description: The GTF Apollo is the most common GTA fighter. It is highly versatile and can perform multiple roles, including space superiority, interception and assault.

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

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