

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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