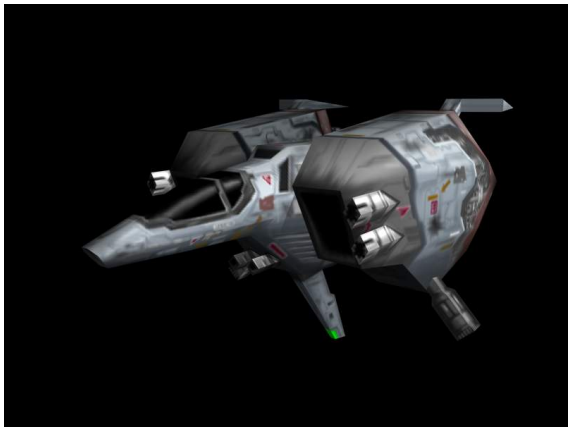
Starships D6 / Galactic Terran Alliance Hercu



Name: GTF Hercules
Type: Galactic Terran Alliance Hercules Class Fighter
Scale: Starfighter
Length: 20 Meters
Skill: Starfighter Piloting - Hercules
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 2 Days
Cargo Capacity: 150 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Space: 6
Atmosphere: 300;850kmh
Maneuverability: 3D
Hull: 3D
Shields: 6D
Sensors:
- Passive: 35/1D
- Scan: 50/2D
- Search: 70/3D
- Focus: 3/3D+2

Weapons:
- 6 Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D
- 1 Interceptor Missile Launcher (18 Missile Magazine)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 8D

Description:The old workhorse of the Terran fleet, the Hercules is a beloved but aging design. It was the mainstay of the Terran forces during the Great War, but it is slowly being phased out of the modern fleet. As they are replaced by Herc IIs, Myrmidons, and other recent designs, Hercules fighters are increasingly relegated to training and guard duties far from the front lines. Pilots who've flown Hercs for years love the ship's heavy armor and firepower and have learned to compensate for its low speed and poor maneuverability.

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