

## Starships D6 / Galactic Terran Alliance

Name: GTF Hercules II  
Type: Galactic Terran Alliance Hercules II Class Fighter  
Scale: Starfighter  
Length: 17 Meters  
Skill: Starfighter Piloting - Hercules II  
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: 7  
Atmosphere: 325;900kmh  
Maneuverability: 3D  
Hull: 3D  
Shields: 6D  
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: 1-5/15/30  
        Atmosphere Range: 100-500/1.5/3km  
        Damage: 6D  
    1 Interceptor Missile Launcher (24 Missile Magazine)  
        Fire Arc: Front  
        Fire Control: 3D  
        Space: 1/3/7  
        Atmosphere Range: 50-100/300/700  
        Damage: 8D

## 1 Trebuchet Missile Launcher (12 Missiles Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 2/6/14

Atmosphere Range: 100-200/600/1400

Damage: 9D

Description: The GTF Hercules Mark II is the next generation of Terran heavy assault fighter. Introduced during the Great War, the original Herc's balance of firepower and maneuverability made it the most versatile strike fighter in the fleet. Some military historians have claimed the Hercules won the Great War, citing its deployment in key battles near the end of the Shivan conflict. Implementing recent advances in fusion drive technology, the Mark II improves the assault fighter's speed and maneuverability without sacrificing loadout capacity.

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