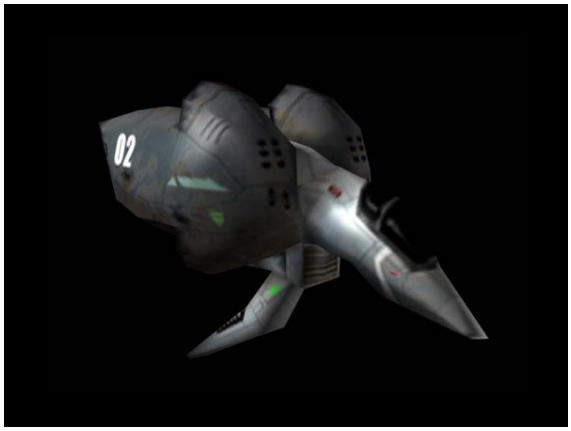
Starships D6 / Galactic Terran Alliance Hercu



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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