

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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