

## Starships D6 / Galactic Terran Alliance

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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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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