



EA Hercules Fighter Transport (Lambda Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11 (8)
In Service: 2242	Turn Delay: 1/2 Speed	Stb/Port Defense: 12 (9)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

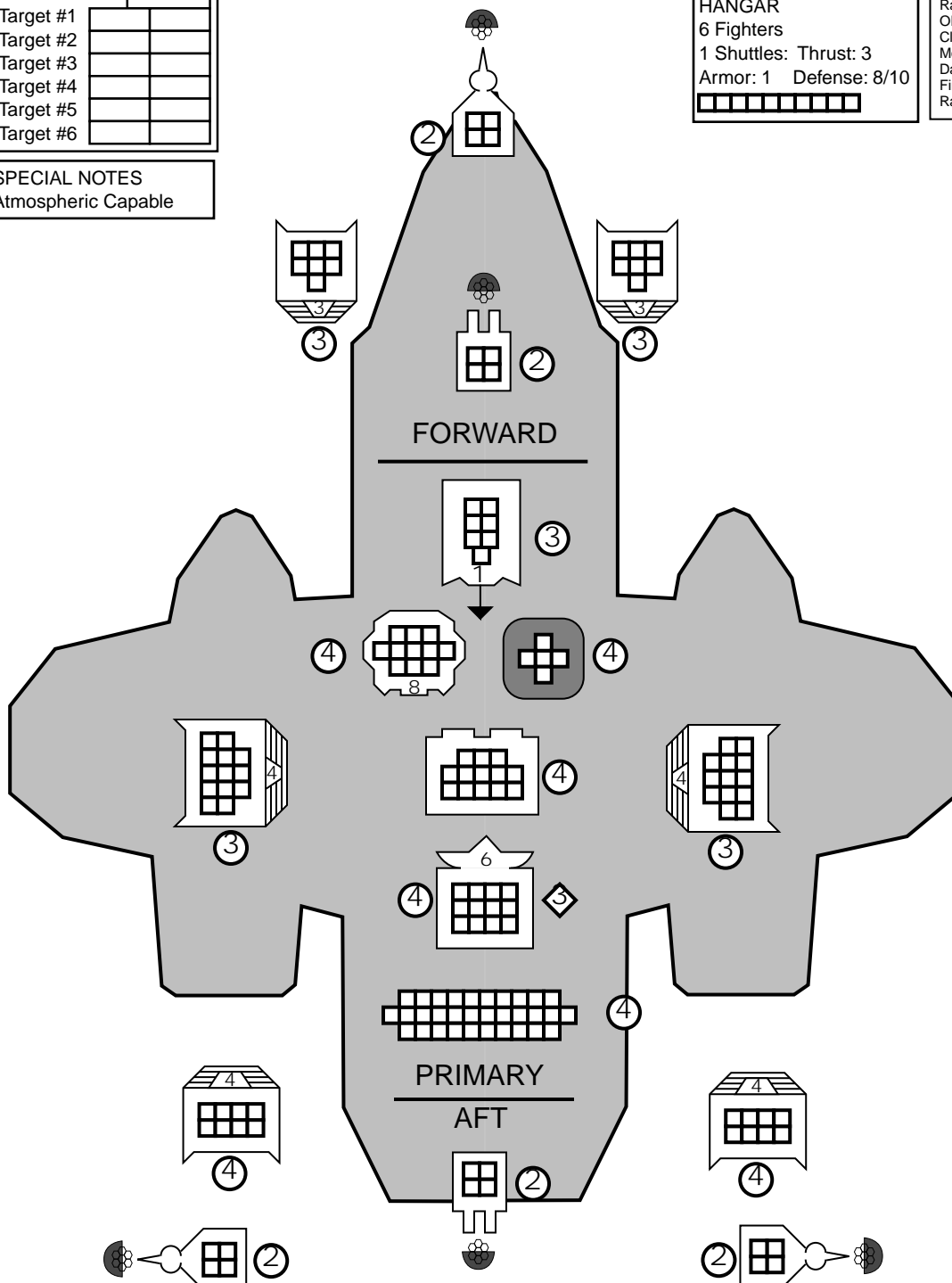


WEAPON DATA
Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

FORWARD HITS
1-6:Retro Thrust
7-8:Lt Pulse Cannon (Front)
9-10:Interceptor
11-17:Structure
18-20:PRIMARY Hit
AFT HITS
1-8:Main Thrust
9-10:Lt Pulse Cannon (Rear)
11-12:Interceptor
13-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-8:Port/Stb Thrust
9-11:Sensors
12-13:Engine
14-17:Hangar
18-19:Reactor
20:C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
SPECIAL NOTES
Atmospheric Capable

HANGAR
6 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Lt Pulse Cannon
Interceptor