



## EAS Discovery Hyperion Class Brakiri Tech Cruiser



### SPECS

Class: Capital Ship  
In Service: 2248  
Point Value:  
Ramming Factor: 209  
Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14 (11)  
Stb/Port Defense: 16 (13)  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

Grav Cannon  
Class: Gravitic  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+2/-1  
Intercept Rating: -1  
Rate of Fire: 1 per turn

Graviton Beam  
Class: Gravitic  
Mode: Raking  
Damage: 5d10+12  
Range Penalty: -1 per 4 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

Standard Particle Beam  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

Interceptor Mk-I  
Class: Gravitic  
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

Graviton Pulsar  
Class: Gravitic  
Mode: Pulse  
Damage: 10 1d2 Times  
2 extra power: 1d3+1 pulses  
4 extra power: 1d3+2 pulses  
Maximum Pulses: 3, 4, or 5  
Pulse Grouping: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: -1  
Rate of Fire: 1 per turn

Gravitic Bolt  
Class: Gravitic  
Mode: Standard  
Damage: 9  
2 extra power: 12 damage  
4 extra power: 15 damage  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: -1  
Rate of Fire: 1 per turn

GRAVITIC BOLT  
In scenarios set before 2250, replace all graviton pulsars with gravitic bolts, reducing the cost of the ship by 50 points.

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Graviton Beam  
8: Graviton Pulsar  
9-12: Interceptor  
13-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-9: Grav Cannon  
10-11: Graviton Pulsar  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-10: Jump Drive  
11-13: Interceptor  
14-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-8: Primary Struct  
9-12: Std Particle Beam  
13-14: Sensors  
15-16: Engine  
17-18: Hangar  
19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

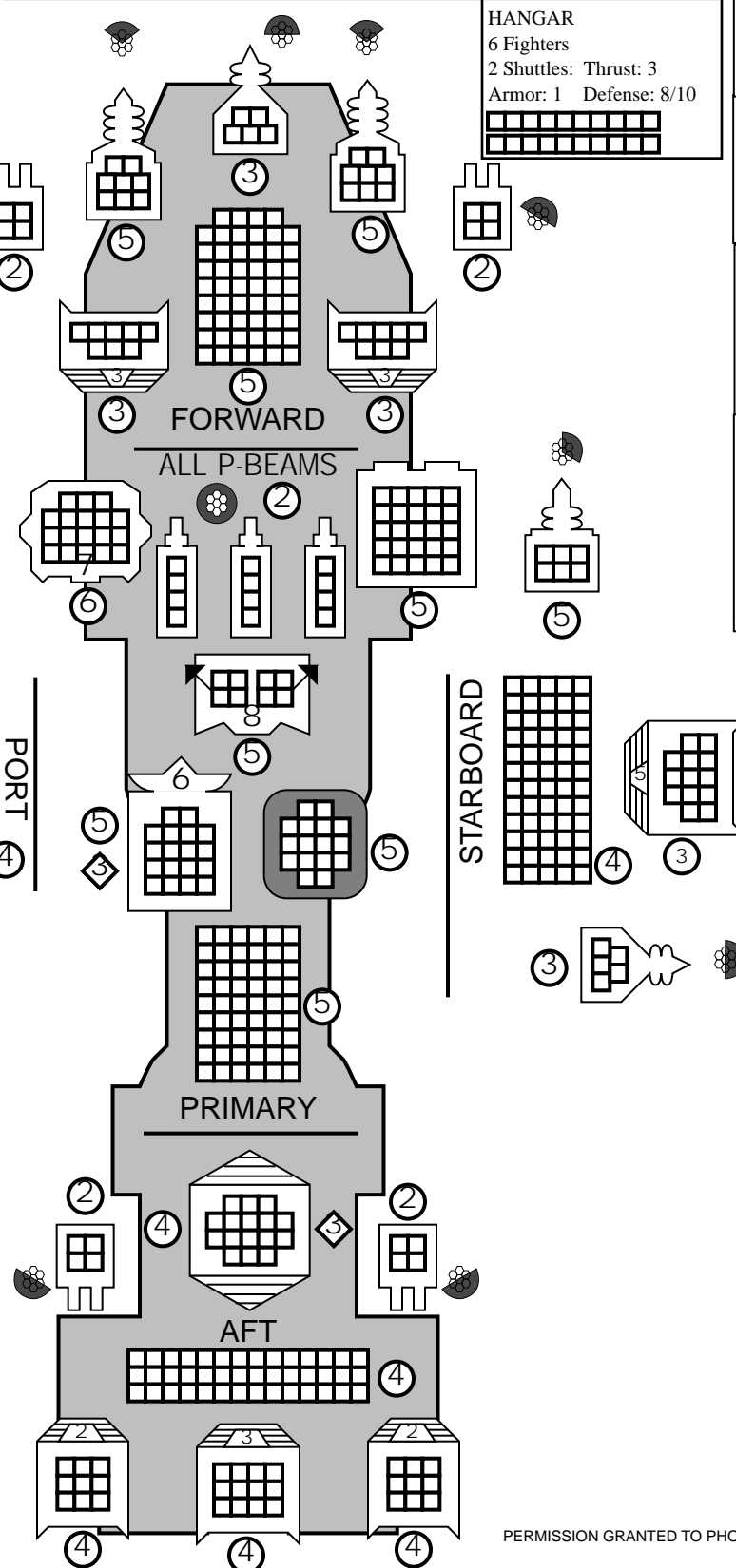
Target #2

Target #3

Target #4

Target #5

Target #6



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Grav Cannon
- Graviton Beam
- Graviton Pulsar
- Interceptor