

EA Shadow Hyperion Heavy Cruiser (Psi Model)

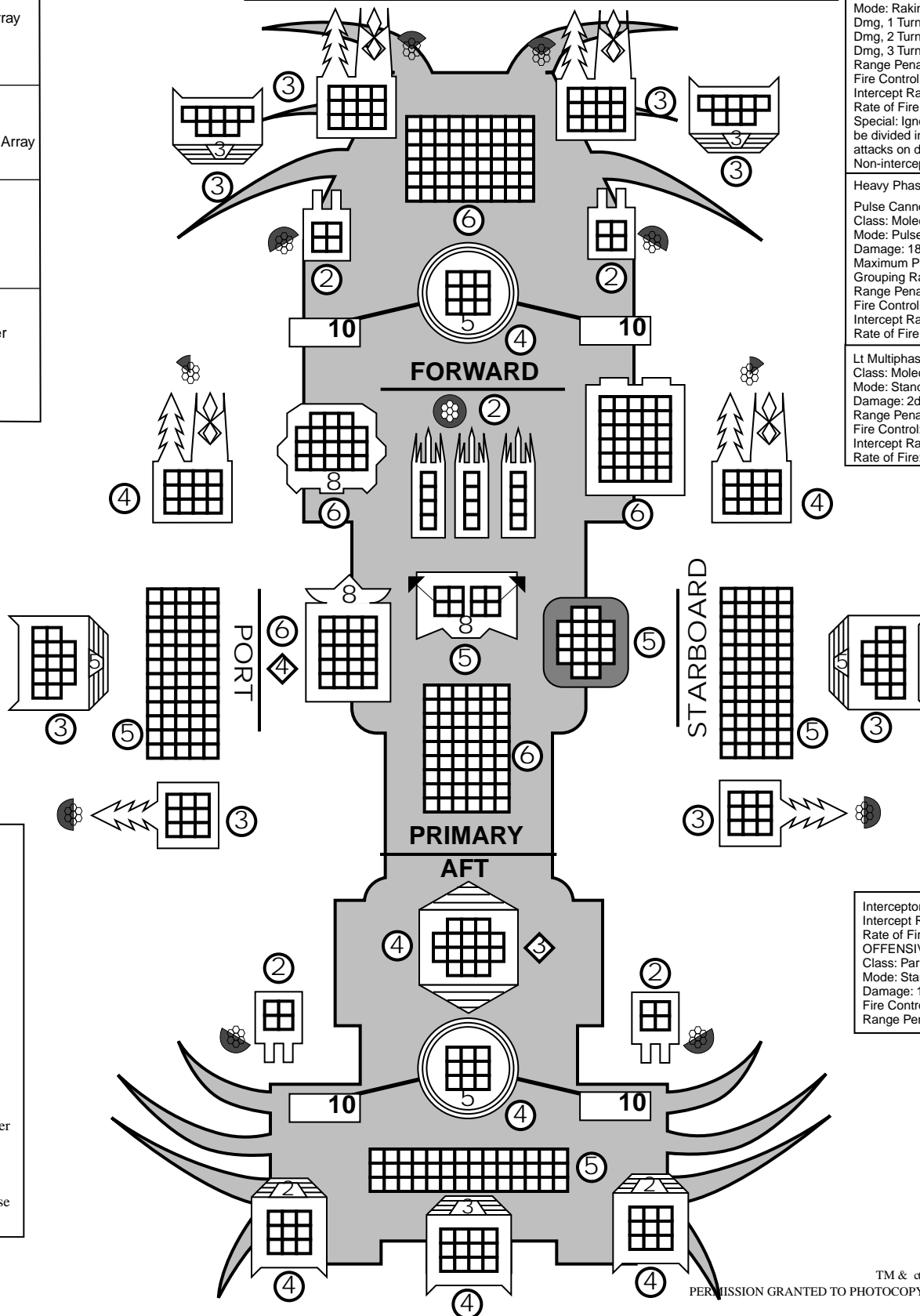
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 13 (9)	
In Service: 2261		Turn Delay: 1 x Speed		Stb/Port Defense: 15 (11)	
Point Value:		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 300		Pivot Cost: 3+3 Thrust		Extra Power: +0	
Jump Delay: 24 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA	
Slicer/Phasing Pulse Array	
This weapon can fire as either a lt. slicer or hvy. phasing pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.	
Light Molecular	
Slicer Beam	
Class: Molecular	
Mode: Raking	
Dmg, 1 Turn: 4d10+4	
Dmg, 2 Turns: 6d10+6	
Dmg, 3 Turns: 8d10+8	
Range Penalty: -1 per 3 hexes	
Fire Control: +6/+4/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.	
Heavy Phasing	
Pulse Cannon	
Class: Molecular	
Mode: Pulse	
Damage: 18 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 3	
Range Penalty: -1 per 2 hexes	
Fire Control: +6/+4/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 3 turns	
Lt Multiphased Cutter	
Class: Molecular	
Mode: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/+6	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-4: Retro Thrust	
5-7: Slicer/Phsd Pulse Array	
8: Energy Diffuser	
10-12: Interceptor	
13-18: Forward Struct	
19-20: PRIMARY Hit	
SIDE HITS	
1-4: Port/Stb Thrust	
5-9: Molecular Slicer	
10-11: Slicer/Phsd Pulse Array	
12-18: Port/Stb Struct	
19-20: PRIMARY Hit	
AFT HITS	
1-6: Main Thrust	
7-10: Jump Drive	
11-12: Interceptor	
13-14: Energy Diffuser	
15-18: Aft Struct	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-10: Primary Struct	
11-12: Multiphased Cutter	
13-14: Sensors	
15-16: Engine	
17-18: Hangar	
19: Reactor	
20: C & C	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Energy Diffuser
	Multiphased Cutter
	Interceptor
	Slicer/Phasing Pulse Array

Interceptor Mk-II	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: --/--/+8	
Range Penalty: -2 per hex	