



## EA Hyperion Heavy Scout (Farscape Model)



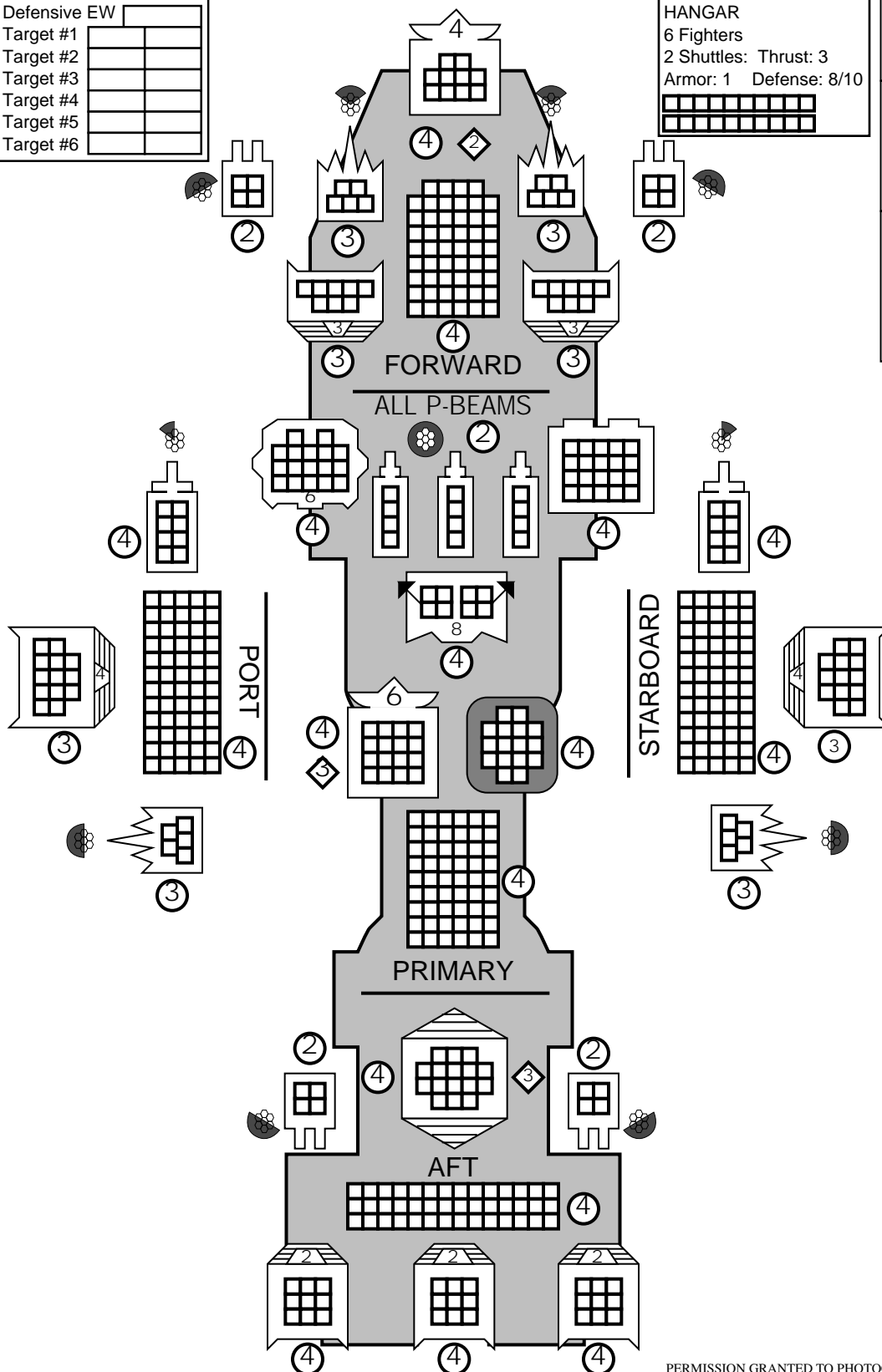
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (11)
In Service: 2225	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 290	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	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	
Particle Cannon	
Class: Particle	◆
Modes: Raking	
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	□
Rate of Fire: 1 per 2 turns	
Med. Plasma Cannon	
Class: Plasma	◆
Modes: Standard	
Dmg: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	□
Intercept Rating: n/a	
Rate of Fire: 1 per 3 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	
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	

FORWARBITS
1-4Retro Thrust
5-7Plasma Cannon
8-10Interceptor
11-12:Sensor
13-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4Port/Stb Thrust
5-9Particle Cannon
10-11Plasma Cannon
12-18Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6Main Thrust
7-10Jump Drive
11-13Interceptor
14-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-10:Primary Struct
11-12: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	

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



ICON RECOGNITION	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Particle Cannon
	Md. Plasma Cannon
	Interceptor