

EA Hyperion Picket Cruiser (Omicron Model)

SPECS					MANEUVERING								COMBAT STATS			
Class: Capital Ship					Turn Cost: 1 x Speed								Fwd/Aft Defense: 14 (11)			
In Service: 2252					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				

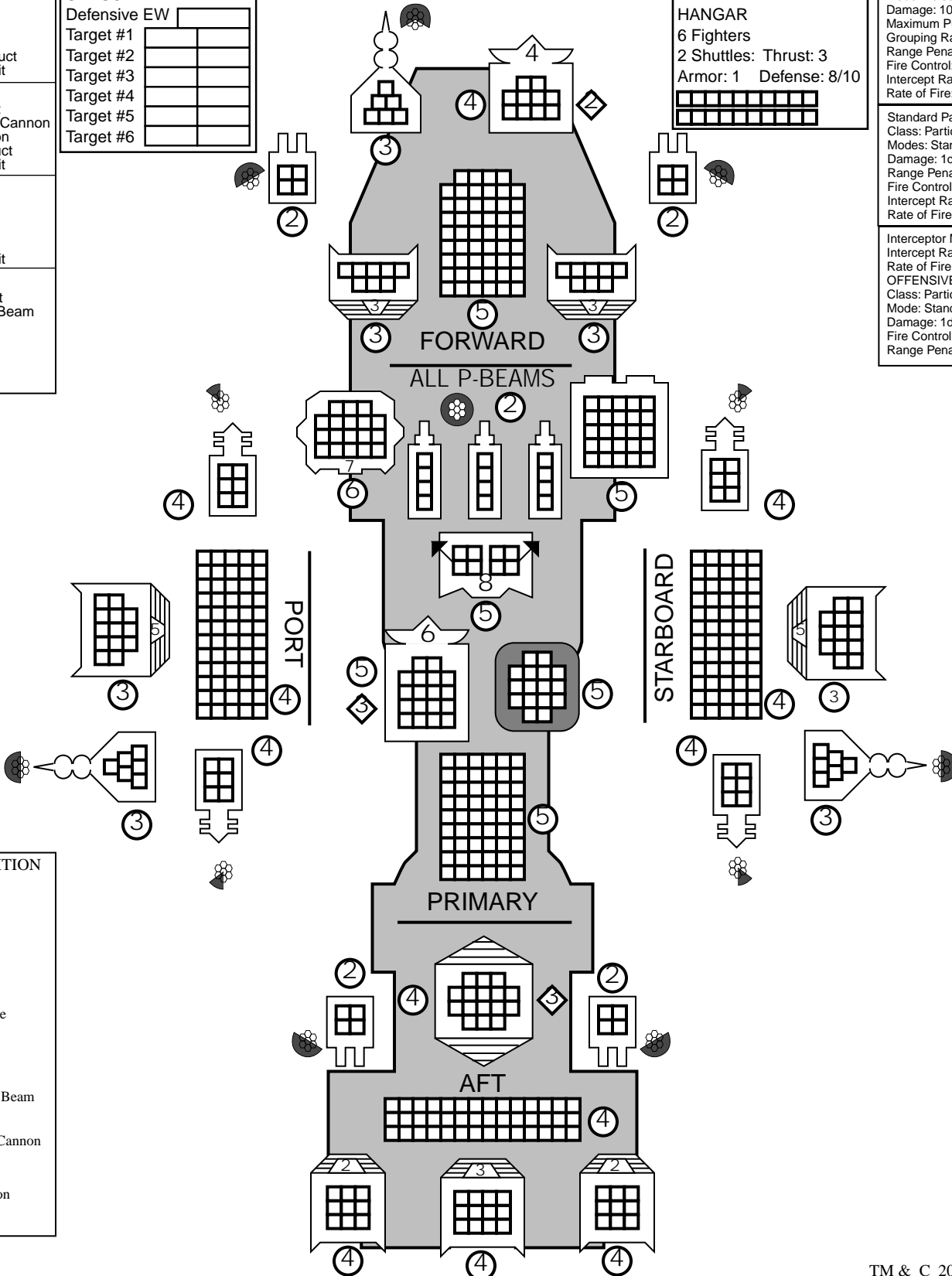


WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Mode: Raking	
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Medium Pulse Cannon	
Class: Particle	
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 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: -/-/+4/+6	
Range Penalty: -2 per hex	

FORWARD HITS
1-4: Retro Thrust
5-6: Sensors
7-8: Pulse Cannon
9-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-9: Medium Laser Cannon
10-11: Pulse Cannon
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
1-10: 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
	Med Laser Cannon
	Pulse Cannon
	Interceptor