



EAS Corrs Hyperion Class Centauri Tech Cruiser



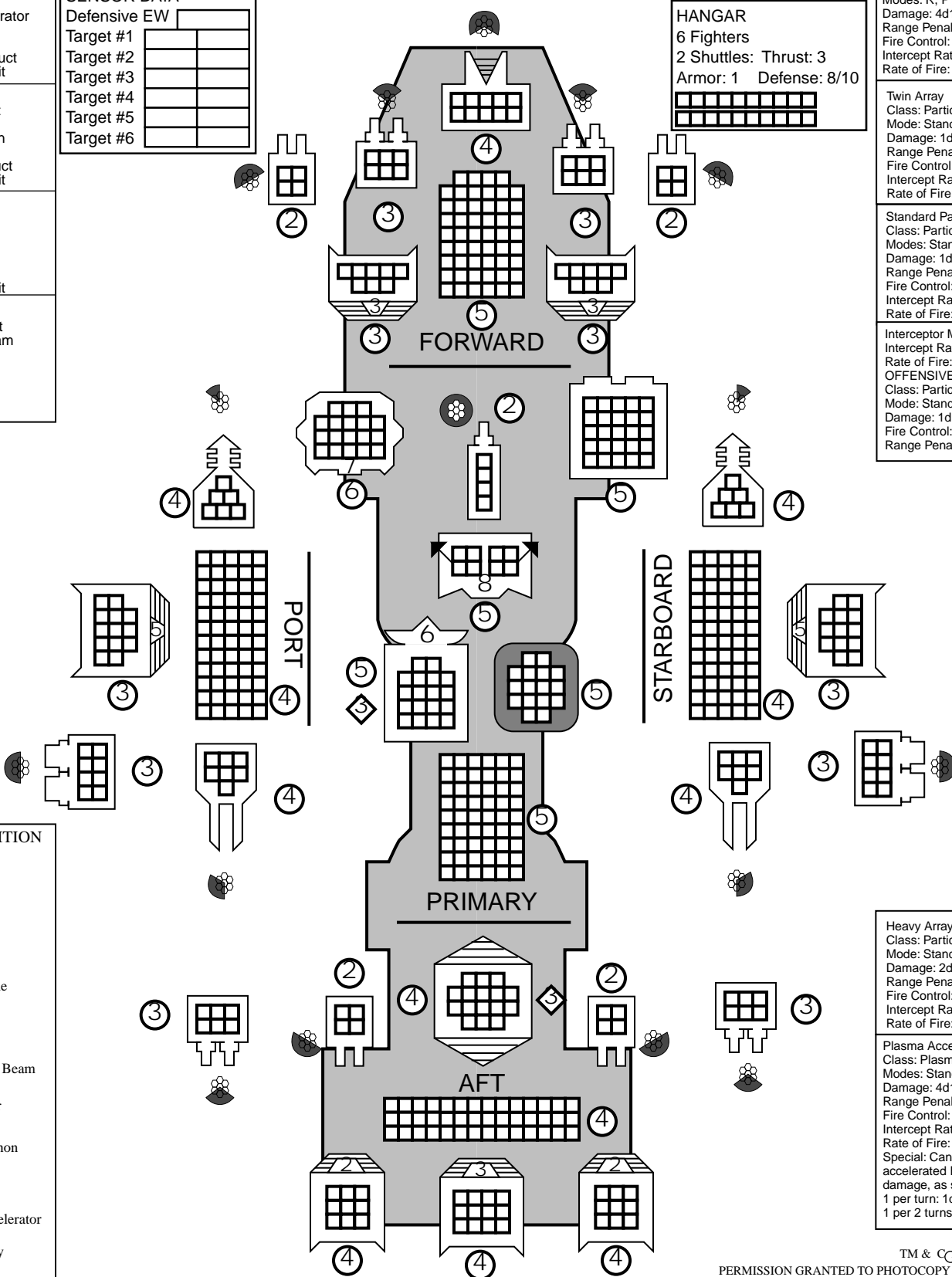
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (11)
In Service: 2253	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 290	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	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	
Matter Cannon	
Class: Matter	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Battle Laser	
Class: Laser	
Modes: R, P	
Damage: 4d10+12	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+3/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Twin Array	
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
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	

FORWARD HITS
1-4: Retro Thrust
5-6: Plasma Accelerator
7-9: Twin Array
10-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-7: Battle Laser
8-9: Matter Cannon
10-11: Heavy Array
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Jump Drive
10-11: Twin Array
12-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11: Std Particle Beam
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: 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

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Battle Laser
	Matter Cannon
	Twin Array
	Plasma Accelerator
	Heavy Array
	Interceptor

Heavy Array	
Class: Particle	
Mode: Standard	
Damage: 2d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+3/+2	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Plasma Accelerator	
Class: Plasma	
Modes: Standard	
Damage: 4d10+12 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Special: Can fire at an accelerated ROF for less damage, as shown below:	
1 per turn: 1d10+4 -1/hex	
1 per 2 turns: 2d10+8 -1/hex	