



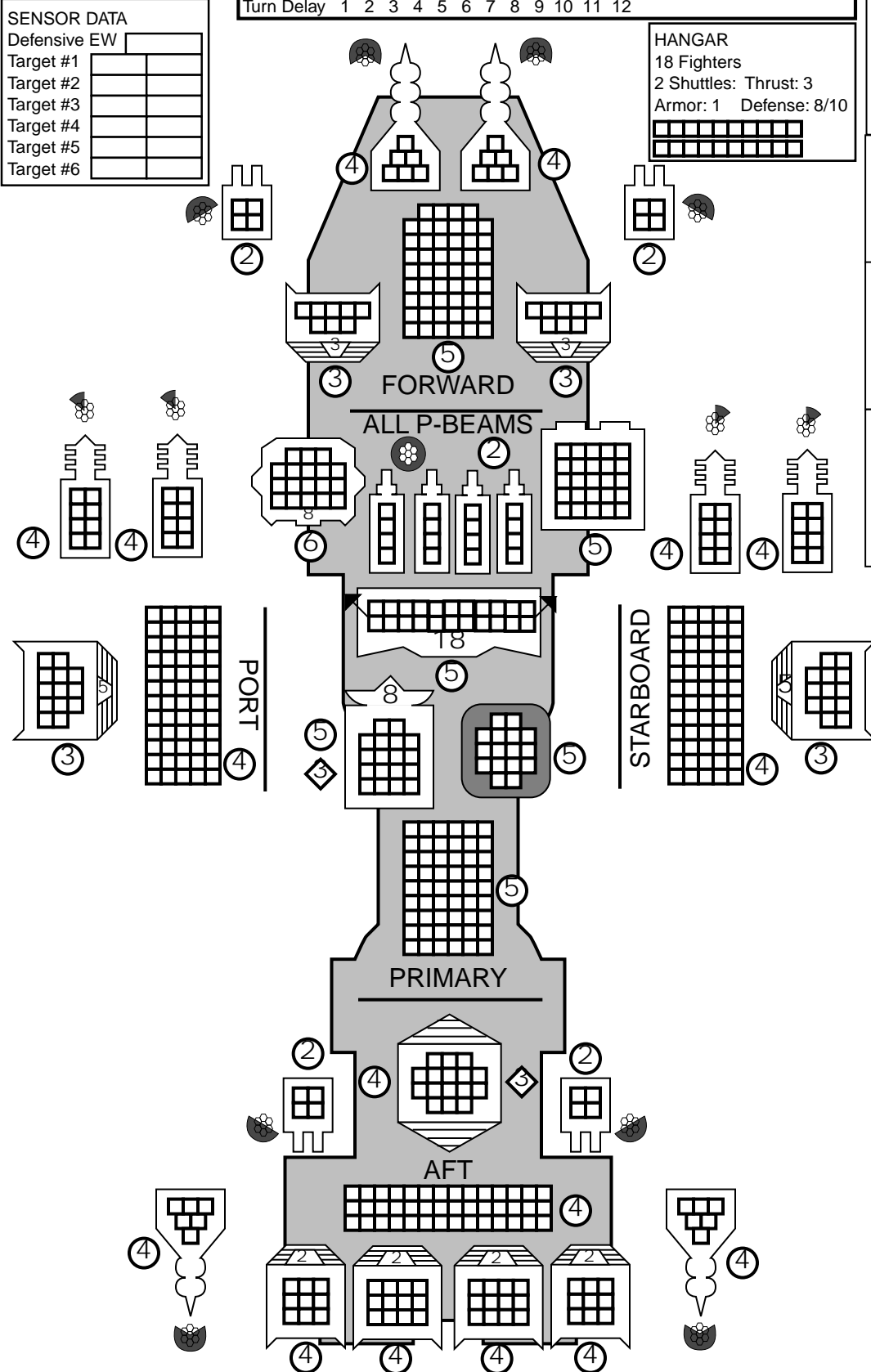
EA Hyperion Battlecruiser (Nu Model)















SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (11)
In Service: 2256	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor:	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
Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 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-1
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
Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Heavy Laser Cannon
	Hvy Pulse Cannon
	Pulse Cannon
	Interceptor