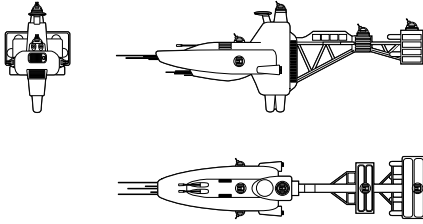


Hyperion Variant (Common)

Version 2: 2E/SF

Name: _____

Counter: _____



EA Hyperion Assault Cruiser (Gamma Model)

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 600
Ramming Factor: 290
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 16 (13)
Engine Efficiency: 4/1
Extra Power: 0
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 Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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: --/+4/+6
Range Penalty: -2 per hex

FORWARD HITS

1-4: Retro Thrust
5-7: Med Plasma Cannon
8: Hvy Plasma Cannon
9-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Hvy Plasma Cannon
10-18: 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

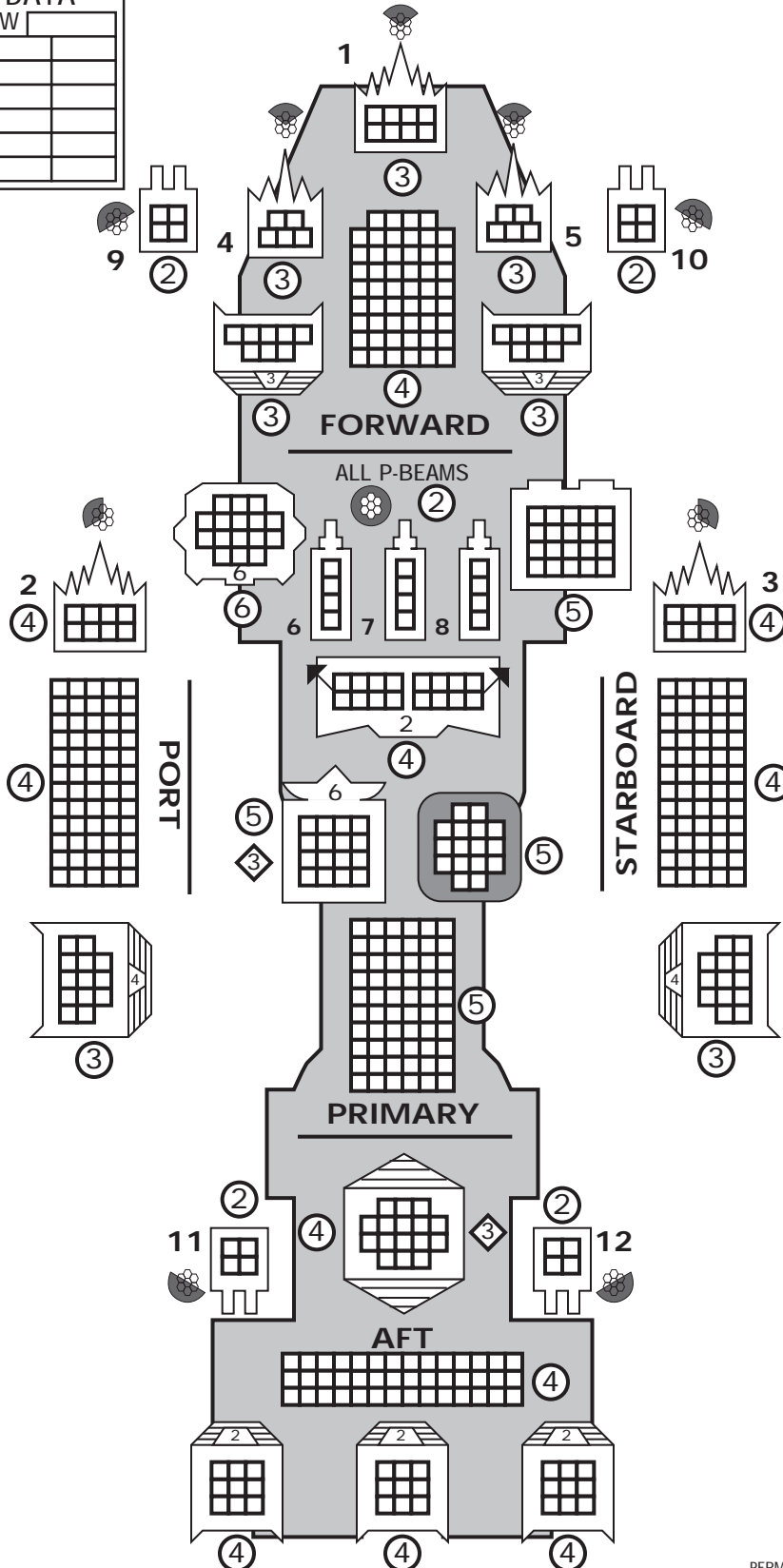
PRIMARY HITS

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

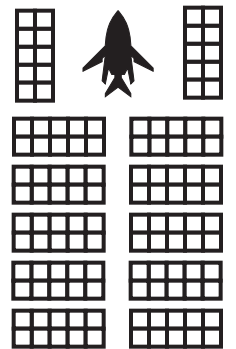
0 Fighters
12 Assault Shuttles
2 Breaching Pods
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

EA BREACHING POD

Cost: 40 Defense: 10/10
Thrust: 6 Offense: 0
Armor: 3 Initiative: +9
No Weapons

HADES-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 8/8
Thrust: 6 Offense: +3
Armor: 2 Initiative: +9
1 Uni-Pulse Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Fighter Firing Arc:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Hvy Plasma Cannon
- Md. Plasma Cannon
- Interceptor