

Epimetheus Jump Cruiser

Following the successful testing of the Oracle series of explorer class vessels, it was quickly realized by Earthforce that the then current cruiser design, the Tyche Cruiser, was simply too small and short ranged to meet the needs of what was planned to be a rapidly expanding Earth Alliance. A jump capable warship was deemed an absolute necessity. Surprisingly, the Senate agreed and appropriated the necessary budget.

Unfortunately, the current status of Earth Alliance technology meant the current indigenously built jump engines were large and bulky affairs. Adding a significant weapons suite and the reactor systems needed to power them would therefore require a number of design compromises. Despite Earthforce demands otherwise, engineers postulated that the new cruiser would probably not fair particularly well against the older races' mainline cruisers, especially the Centauri's Primus Battlecruiser. Despite these pessimistic opinions, development was pushed forward at a breakneck pace.

The resulting Epimetheus class of jump cruisers entered service in Y2164, with a mix of missiles, plasma and particle weapons and, of course, a jump engine. The design comprises required to bring the new cruiser into operation manifested in a relatively fragile superstructure and a poor thruster package. Though a relatively light and somewhat clumsy capital class vessel, the new cruiser marked another step in the natural progression in the Alliance's growth and technology. Unsurprisingly, Earthforce wasted little time in deploying Epimetheus' to the various edges of EA space. A number of exercises were also played out to update tactics and edit war plans to account for the added flexibility the new jump cruiser provided.

Four years later the entire class was brought in for refit to incorporate the new interceptor/e-web technology which had finally completed developmental trials. As the Epimetheus had been designed from its inception to accept this new technology, sufficient time was thus available during the refit to update O-Series missile racks with the new SO-Series. The resulting Epimetheus-Beta was returned to active service with much more confidence than was the original. Many within Earthforce declared this version to be the true production design with the prior Alpha being little more than a high volume prototype.

Their confidence was shattered less than year later when the Epimetheus-Beta cruiser *Asia* responded to a distress call from the Signet Station, located in the recently opened Deneb system. Dropping out of hyperspace, the *Asia* encountered a Koulani task group in the midst of wiping out the outpost. In a historical first, the *Asia* entered into battle with an alien aggressor. Unfortunately, this historical moment was quickly relegated to a historical footnote when the *Asia* was promptly knocked flat by the Koulani's superior numbers and technology. Crippled and unable to continue the fight, the *Asia* was subsequently ignored by the Koulani, who then completed their demolition of the Signet Station before departing the system. Following the Koulani's withdrawal, the *Asia* was ultimately able to rescue the majority of the outpost's escape pods thus saving a quarter of the stations original complement.

A post-action review of the battle provided Earthforce leaders with ample evidence towards the Epimetheus' failings. The greatest of which were poor thruster ratings, which surrendered the initiative and choice of range to the Koulani. This maneuver disadvantage was further compounded by Epimetheus' current weapons suite which had been also carefully scrutinized. Concerns were expressed that the existing mix of long range, but easily intercepted, missile system with the slow firing and short ranged plasma cannons created an inconsistent sphere of engagement. Unfortunately, there were no obvious and quick answers. Earthforce research and development could only move so fast. None-the-less, development was begun on means to correct some of these problems.

Spurred by a series of skirmishes with the Centauri in the early 2170's, engineers finally managed to generate enough improvements to justify recalling the current Epimetheus series for refit. The Y2177 refit included a complete replacement of the entire thrust package with a larger and more capable system. While the overall thrust was only marginally improved, the higher capacity thrusters themselves afforded improved maneuverability. The weapons suite was also altered with the replacement of the Light Particle Beams with the vastly superior Standard Particle Beams. In addition, the forward Medium Plasma Cannon was replaced with the Light Particle Cannon. The new cannon offered a faster firing rate than the plasma cannon it replaced but provided no range improvement and greatly reduced "crunch" power. However, the changes to the weapon suite did little to resolve the range discrepancy issue reported earlier. Still, the new Epimetheus-Gamma represented a significant improvement and the entire Epimetheus fleet was quickly upgraded.

Seven years later, in Y2184, the entire force of Epimetheus' was again recalled for refit to further upgrade their combat performance. The disappointing Light Particle Cannon was replaced with the new longer range Particle Cannon, while the SO-Series missile racks were replaced with the larger S-Series. The new Particle Cannon smoothed out the transition from long range missile fire to short ranged plasmas, while the larger magazine of the S-Series missile racks allowed for longer duration engagements and greater flexibility in embarked missile types. Despite these upgrades the Epimetheus-Delta remained unable to counter Centauri front line cruisers, but, the gap was clearly narrowing.

Unfortunately, the same march of technology that had been improving the Epimetheus' performance over the last few decades was also raising further questions on the cruiser's overall value to the fleet. Strike fighters in the form of the Aries, the

Flying Fox and Delta-V were quickly becoming the edge the Alliance needed against the other races. Unfortunately, the Epimetheus did not possess the wherewithal to carry fighters, and no amount of refitting would change that truth. With new and improved fighters already on the drawing board, this inability to carry fighters was quickly becoming an unacceptable liability. In response to these growing concerns, Earthforce initiated a program to develop a new jump cruiser that would include fighters.

Even as these design studies progressed, steps were taken to further upgrade the Epimetheus' firepower. By now, Earthforce was rolling back its reliance on missile systems, choosing to limit their use to more easily supplied defensive installations and specialty units. In the case of the new Epimetheus-Epsilon (Y2193), the two missile racks were replaced with the relatively new and powerful Railgun system. Capable of punching through virtually any known armored hull, the Railgun represented the current height of direct fire weapons technology within the Earthforce arsenal. The defense grid was similarly upgraded to state-of-the-art with the inclusion of the new Mk-I series interceptor/e-web array.

Unfortunately, the designers had overextended themselves, first by underestimating the enormous power costs of the new Railguns and then further compounding the problem by overestimating the space that would be freed by the removal of the missile racks and their ammunition. Between, the new Railgun installations and their ammunition bunkers, space for the enlarged reactors needed to power the Railguns was in short supply. The ad hoc redesign of engineering was nothing short of disastrous, resulting in maintenance nightmares. All of which would have been acceptable had the new reactor layout worked properly, which it didn't. Within months of redeployment, reports of power short falls were streaming back to Earthforce command. By reducing power usage during patrol, the problem was manageable but at full combat load, the problem could and sometimes did spin out of control. The Epimetheus-Epsilon quickly became somewhat of a pariah.

Despite these problems the Epimetheus remained the only jump capable cruiser within the Alliance's force structure. The Epimetheus simply had to soldier on. However, work was further accelerated on its replacement, now classified as the Hyperion class heavy cruiser. The first Hyperion prototype would begin trials in Y2208 and enter serial production in Y2216. Compared to the Epimetheus, the Hyperion-Alpha was slightly less well armed. However, backers of the Hyperion were quick to point out the embarked flight of fighters and the significant growth margin available in the new cruiser's hull, as opposed to the Epimetheus which was clearly at the end of the line in terms of its growth potential.

Earthforce was quick to act, rapidly replacing the Epimetheus in its order of battle with the growing numbers of Hyperions. By the time of the Dilgar War, the Epimetheus was reduced to acting as convoy task group leaders, providing command and control for the convoy and much needed jump support. Encounters with the Dilgar did occur, though infrequently. In those cases where the Dilgar forces did not include a significant fighter presence, the Epimetheus gave as good as it got. However, the Dilgar rarely showed up without solid fighter support, forcing the old cruiser to either jump to safety or face destruction.

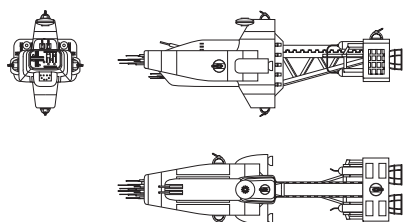
Following the end of the Dilgar War, the Earth Alliance Senate moved quickly to slash defense spending in order to free up capital to "exploit" the markets of the grateful and rebuilding League worlds. In the face of vastly reduced budgets, Earthforce was forced to rapidly draw down its force structure. One of the first casualties was Epimetheus, which were quickly decommissioned and removed from active duty. Most were broken up, but a number of stripped hulls (devoid of sensors, weapons and jump engine) were offered to the Gaim along with a lot of equally aged Orestes hulls. Several more were purchased by larger Earth corporations who equipped them for survey duty. However, the old Epimetheus hulls proved even more troublesome for their new owners and most would see only limited duty before being retired for good.

Epimetheus

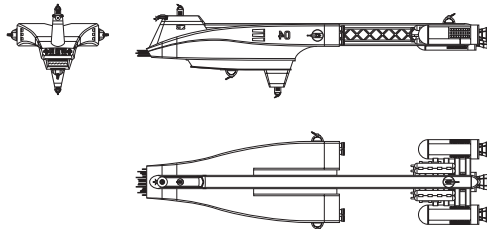
Epimetheus ("afterthought") is the son of Iapetus and Clymene. He foolishly ignored his brother Prometheus' warnings to beware of any gifts from Zeus. He accepted Pandora as his wife, thereby bringing ills and sorrows to the world. Epimetheus was made up by the Greeks as the antipode of his brother Prometheus ("forethought").

SIZE COMPARISON

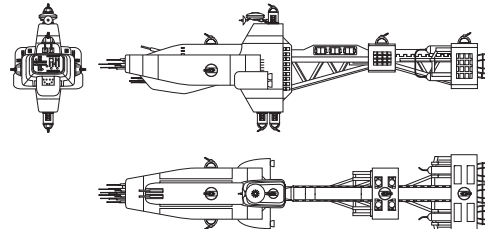
TYCHE CRUISER



EPIMETHEUS JUMP CRUISER



HYPERION HEAVY CRUISER



EA Epimetheus Jump Cruiser (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2164
Point Value: 450
Ramming Value: 220
Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
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

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-0 Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Med Plasma Cannon
8-10: Lt Particle Beam
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Plasma Cannon
9: Lt Particle Beam
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Lt Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

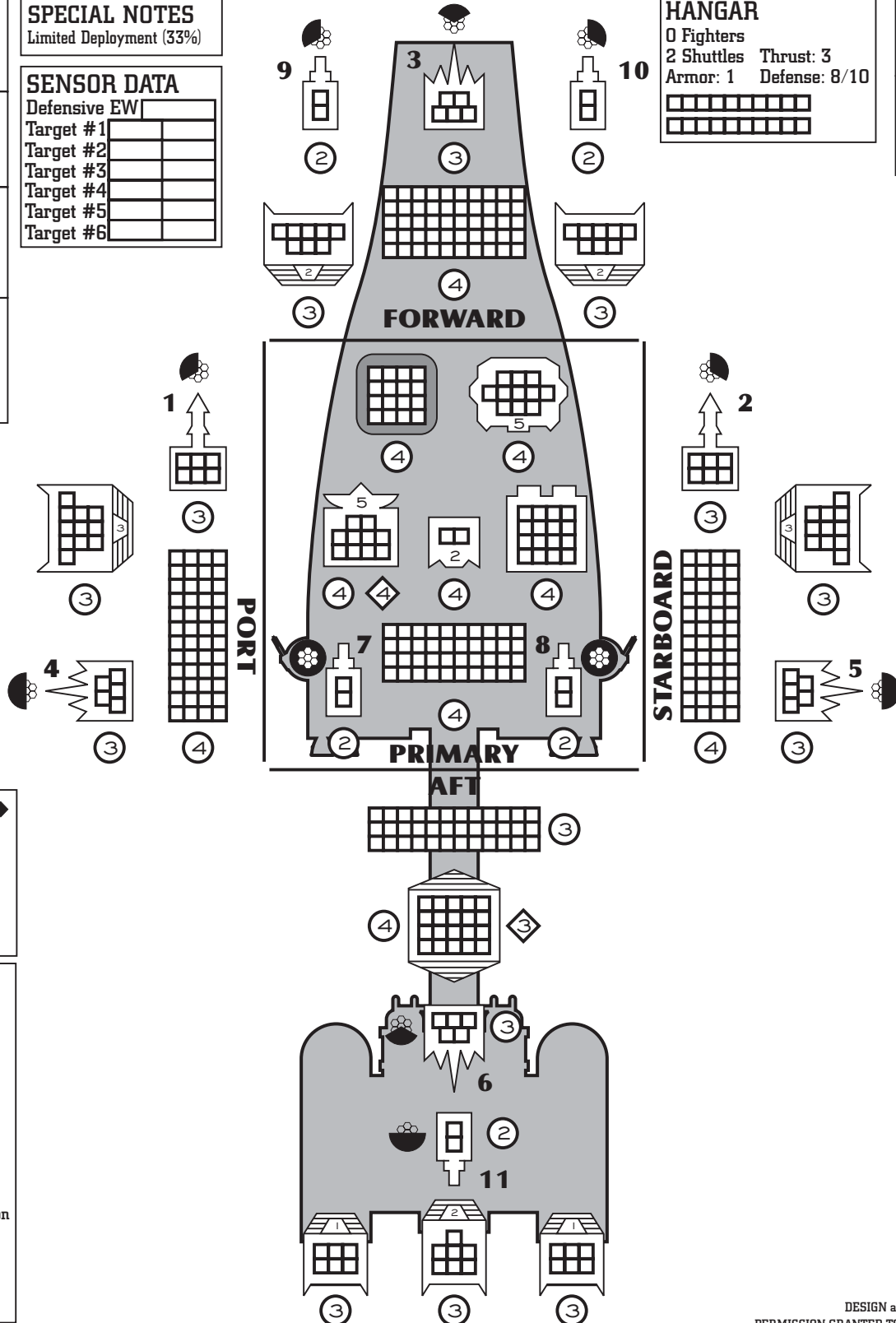
Target #6

HANGAR

0 Fighters

2 Shuttles Thrust: 3

Armor: 1 Defense: 8/10



MISSILES

Rack #1



Rack #2



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Missile Rack
- Lt Particle Beam

EA Epimetheus Jump Cruiser (Beta Model)

SPECS

Class: Capital Ship
In Service: 2168
Point Value: 480
Ramming Value: 220
Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 15 (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

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Prototype

Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

Class-SO Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Med Plasma Cannon
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Plasma Cannon
9: Interceptor
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Lt Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

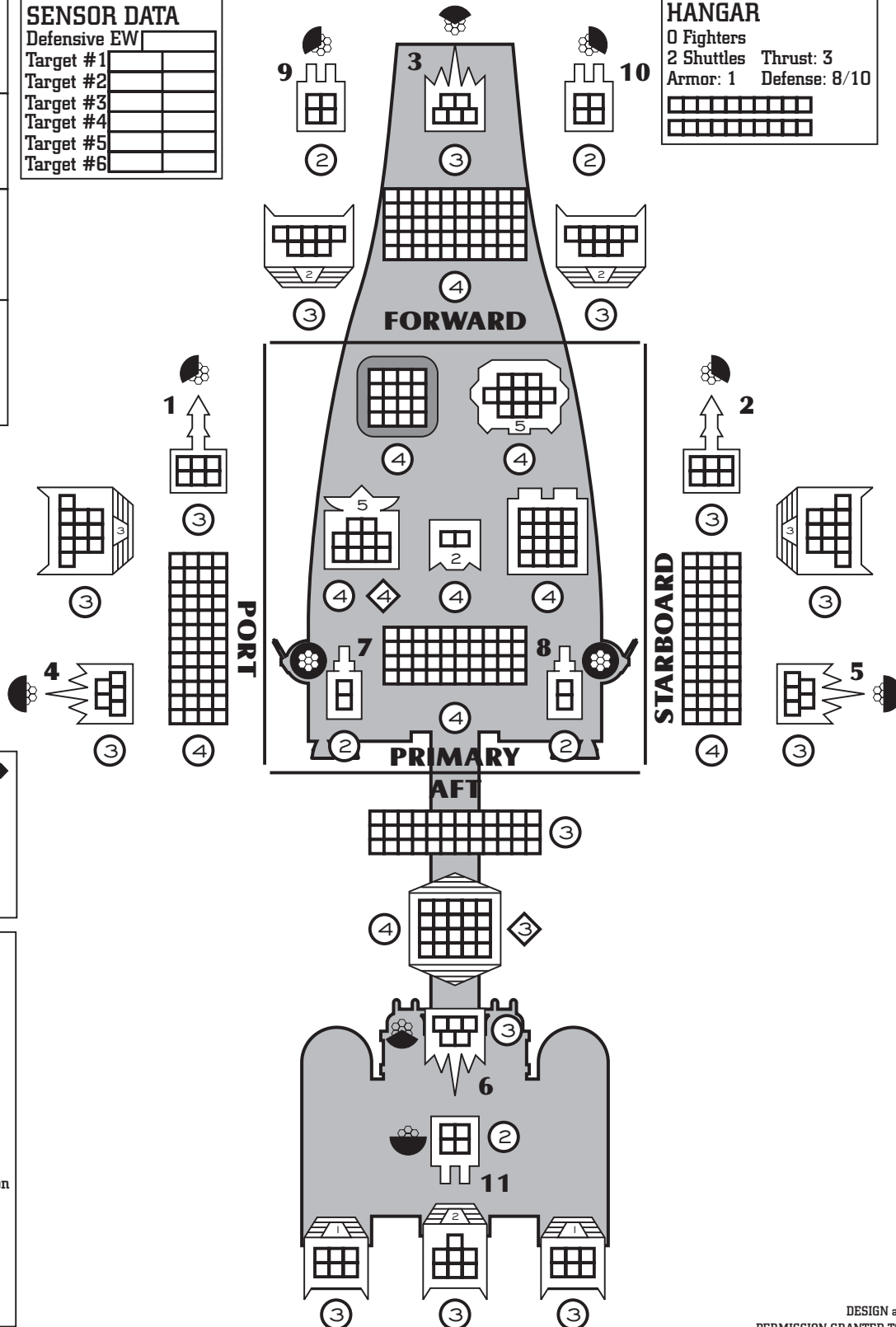
SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

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



MISSILES

Rack #1					
Rack #2					

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Missile Rack
- Interceptor
- Lt Particle Beam

EA Epimetheus Jump Cruiser (Gamma Model)

SPECS

Class: Capital Ship
In Service: 2177
Point Value: 520
Ramming Value: 220
Jump Delay: 30 Turns

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 15 (13)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

Lt Particle Cannon
Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
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 Prototype
Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Lt Particle Cannon
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Plasma Cannon
9: Interceptor
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
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

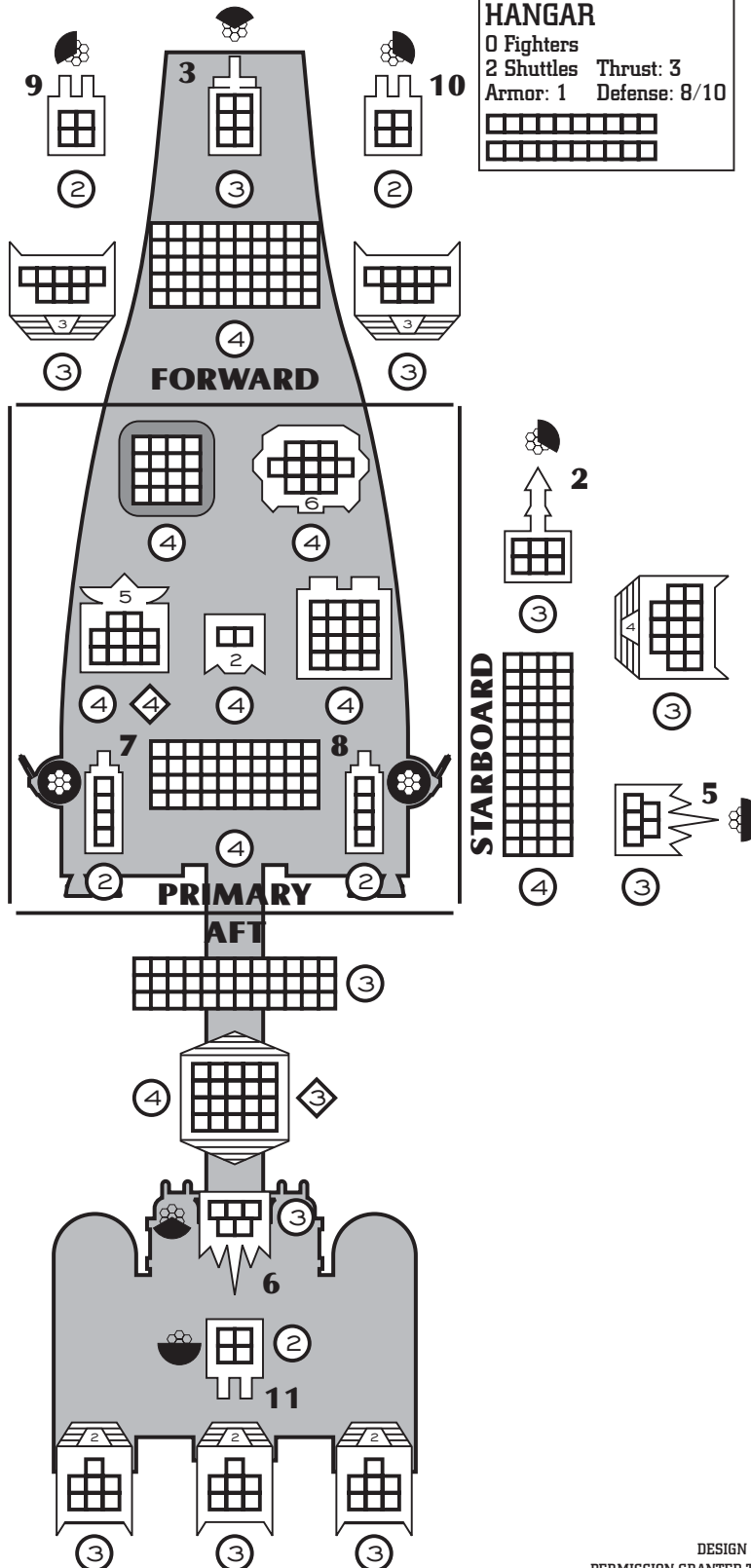
Target #6

HANGAR

0 Fighters

2 Shuttles Thrust: 3

Armor: 1 Defense: 8/10



MISSILES

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5

Rack #6

Rack #7

Rack #8

Rack #9

Rack #10

Rack #11

Rack #12

Rack #13

Rack #14

Rack #15

Rack #16

Rack #17

Rack #18

Rack #19

Rack #20

Rack #21

Rack #22

Rack #23

Rack #24

Rack #25

Rack #26

Rack #27

Rack #28

Rack #29

Rack #30

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Missile Rack
- Interceptor
- Std Particle Beam
- Lt Particle Cannon

EA Epimetheus Jump Cruiser (Delta Model)

SPECS

Class: Capital Ship
In Service: 2184
Point Value: 540
Ramming Value: 220
Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 15 (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

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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

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

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 Prototype

Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Particle Cannon
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Plasma Cannon
9: Interceptor
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
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

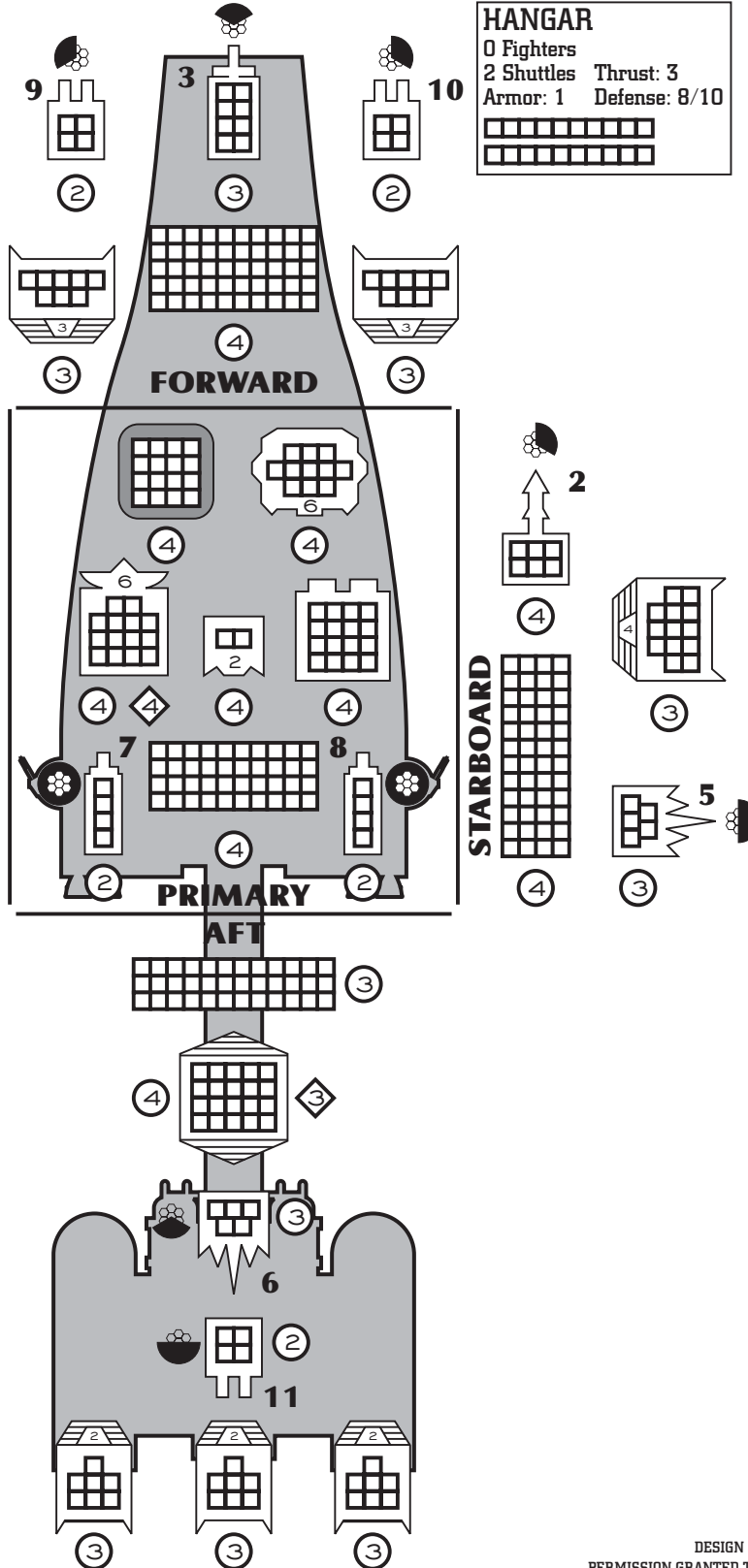
Target #6

HANGAR

0 Fighters

2 Shuttles Thrust: 3

Armor: 1 Defense: 8/10



MISSILES

Rack #1

Rack #2

Rack #3

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Missile Rack
- Interceptor
- Std Particle Beam
- Particle Cannon

EA Epimetheus Jump Cruiser (Epsilon Model)

SPECS

Class: Capital Ship
In Service: 2193
Point Value: 560
Ramming Value: 220
Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
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

Railgun

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med Plasma Cannon

Class: Plasma
Modes: Standard
Damage: 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

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

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
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

FORWARD HITS

1-5: Retro Thrust
6-7: Particle Cannon
8-10: Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-10: Railgun
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Plasma Cannon
9: Interceptor
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES

Unreliable Ship:
Power Fluctuations

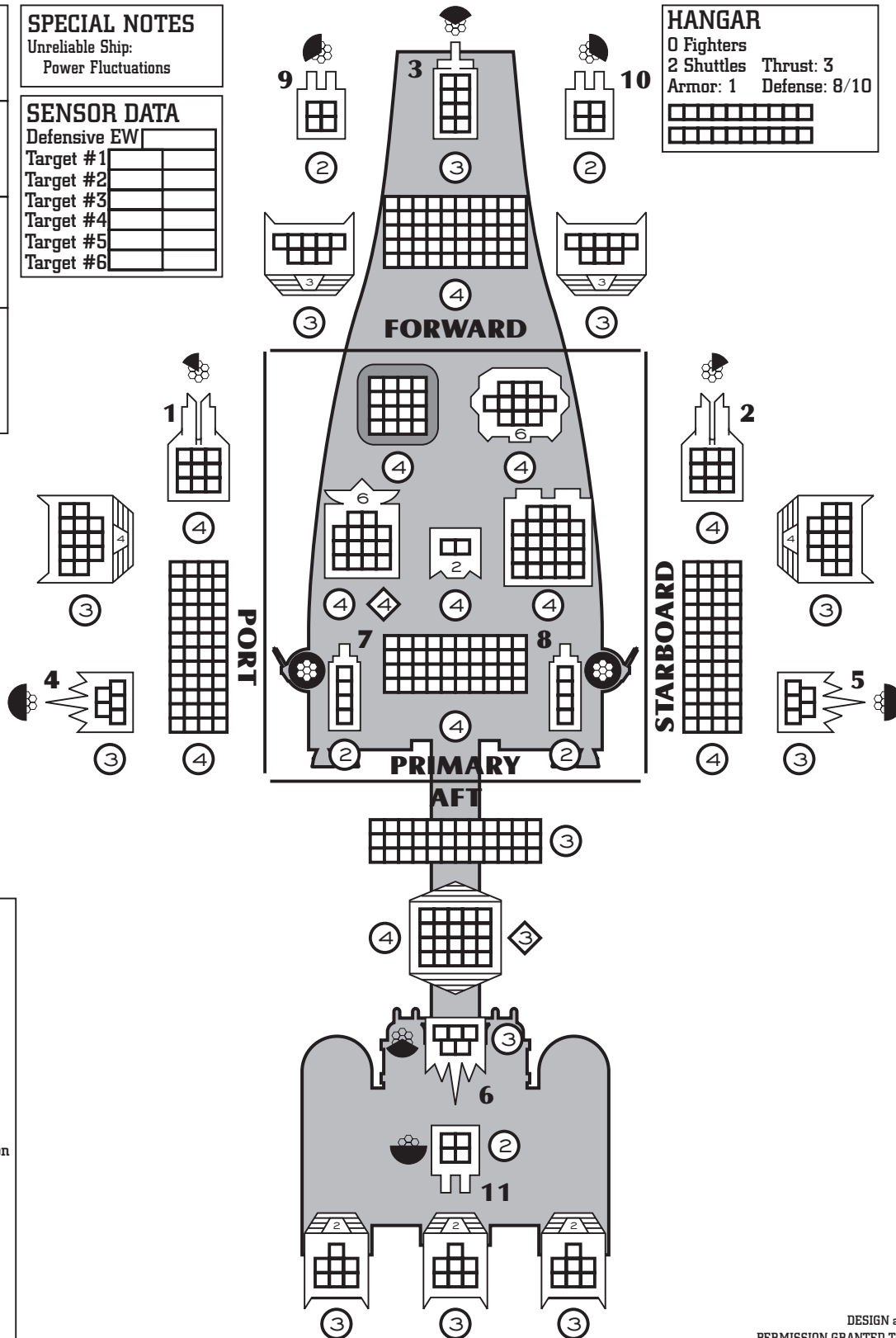
SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Railgun
- Interceptor
- Std Particle Beam
- Particle Cannon