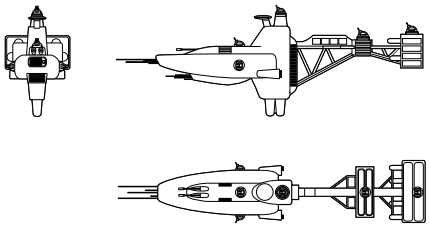
Hyperion Variant (Uncommon)
Version 2: 2E/SF

Name: _____ Counter: _____

EA Hyperion Missile Cruiser (Beta Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2217
Point Value: 650
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: +4
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

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
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: --/--/+6
Range Penalty: -2 per hex

FORWARD HITS
1-5: Retro Thrust
6-8: Missile Rack
9-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

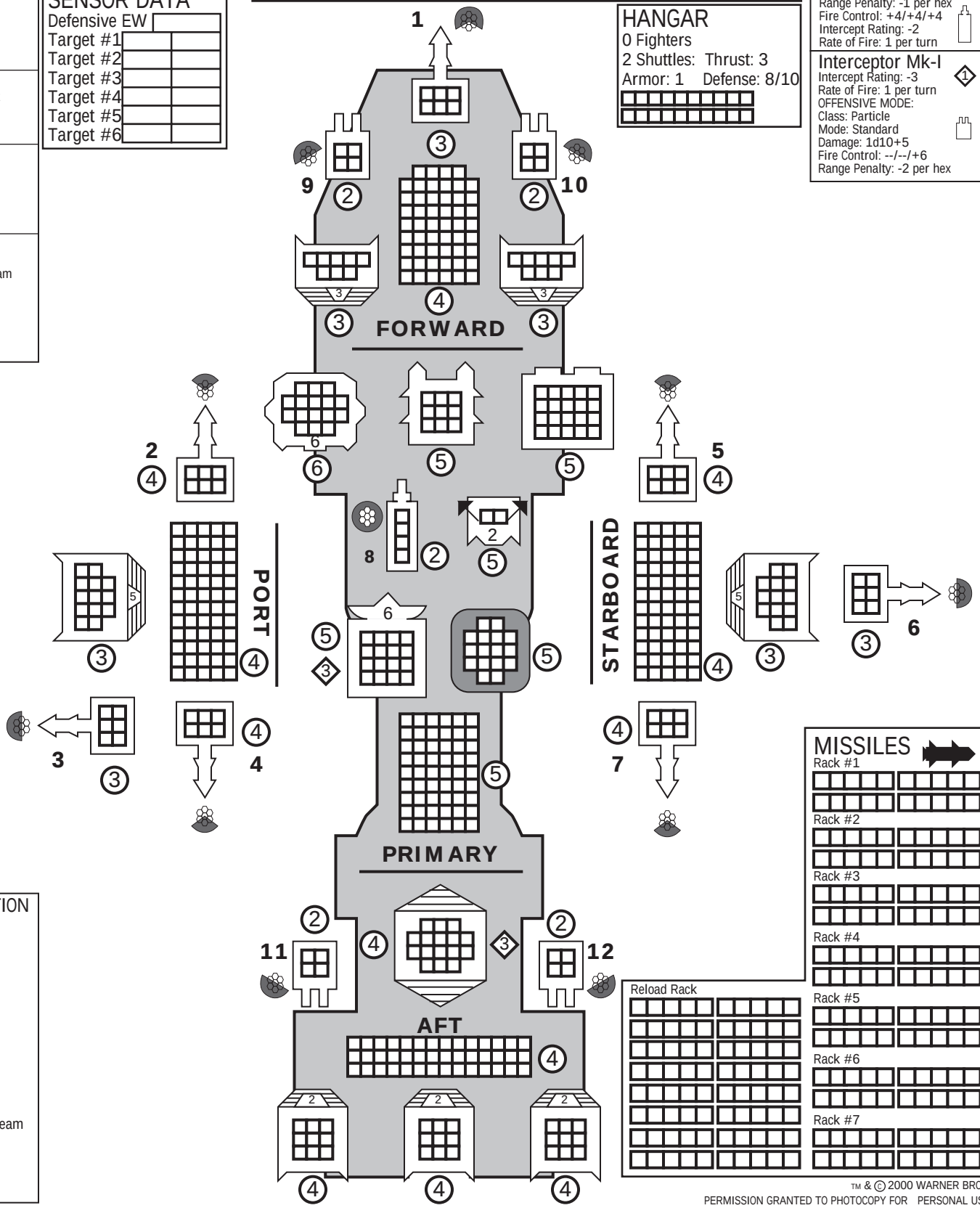
SIDE HITS
1-4: Port/Stb Thrust
5-11: Missile Rack
12-18: Port/Stb Struct
19-20: PRIMARY Hit

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: Std Particle Beam
12-13: Reload Rack
14-15: Sensors
16-17: Engine
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

Reload Rack

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Class-S Missile Rack
Interceptor

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