

Hyperion-Eta Heavy Cruiser

When Variants-4 was taking admissions and suggestions I suggested a Hyperion-Eta design along with several others. Ultimately a Hyperion-Eta was released but in my mind it failed to capture the Hyperion version I had in mind. Therefore, I'm releasing my Hyperion-Eta design and the basis by which I made my decisions. Here are some of my initial observations.

To-date, only one Agents of Gaming version of the Hyperion reasonably matches the ships seen in the show, the various movies or even Agents of Gaming own miniature and that is the Hyperion-Epsilon. Unfortunately, this version is only reasonable for the opening scene from the series episode "Severed Dream" in which the Hyperion Class cruiser "Clarkstown" fires what appears to be a heavy laser at the Omega Class destroyer "Alexander". In the series episode, "A Voice in the Wilderness (Part 2)" and the movie "In the Beginning" the Hyperion cruisers represented never fire a beam weapon. Many, many pulse type weapons but no beam weapons. Therefore, there must be a version of the Hyperion that is very common at the time of the Earth-Minbari war and still available at the time of the Babylon 5 series that does not possess laser weapons. The obvious choice is to use the Hyperion Epsilon as a base to develop the revised Eta version. Not only does this make better continuity with the show and movie but it makes the reality of the Epsilon version more believable (i.e. Why have one variant that has such a radically different weapon layout when compared to all the others).

Thus, at the time of the Earth-Minbari War there was a stable of Hyperion variants consisting of my new Heavy Cruiser (the Eta Model in Y2240) and the uncommon Delta Pulse Cruiser (Y2240). My new design would be the common war fighting cruiser with the Delta being the uncommon heavy firepower version at the start of the Earth-Minbari war (Y2245). The subsequent sale of heavy lasers to the Earth Alliance by the Narn Regime quickly results in upgrades of the Eta series into the Epsilons (Y2246) and the Deltas to Thetas (Y2246). However, the war ends prior to any of these new versions seeing any service. With the war over Earthforce reevaluated its Hyperion line of cruisers. The destruction of so many Hyperions during the Minbari war coupled with the obvious power of the heavy lasers resulted in the decisions to use the Delta variant as the new base cruiser but rearmed with heavy lasers. The Delta variant was the obvious choice over the original base cruiser, the Eta, given the greater ease of mounting four of the new heavy lasers in place of the already existing heavy pulse cannons. As a result, the Hyperion Theta would become the most common Hyperion hull, with the Hyperion Eta and its Epsilon offshoot relegated to more uncommon background.

Hyperion Variant (Common Y2240, Uncommon After Y2246)

Version 2: 2E/RLB

Name: _____

Counter: _____



EA Hyperion Heavy Cruiser (Eta Model)

SPECS

Class: Capital Ship
In Service: 2240
Point Value: 675
Ramming Value: 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: 3/1
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

Hvy Pulse Cannon
Class: Particle
Modes: Standard
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

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

Med Pulse Cannon
Class: Particle
Modes: Standard
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-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+5
Range Penalty: -2 per hex

FORWARD HITS
1-4: Retro Thrust
5-7: Med Plasma Cannon
8: Med Pulse Cannon
9-12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stb Thrust
7-10: Hvy Pulse Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Med Pulse Cannon
12-13: Interceptor
14-18: 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

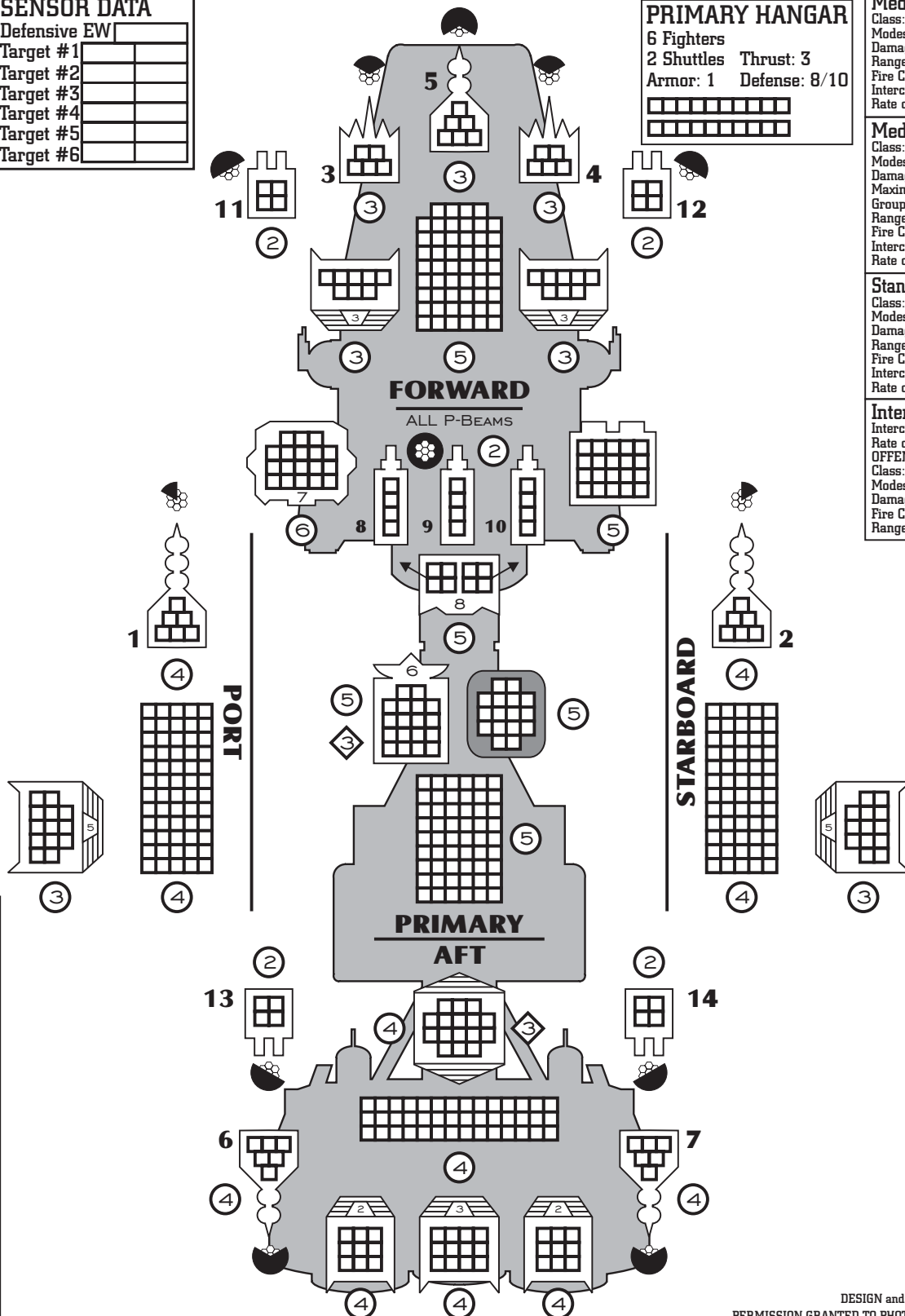
Target #4

Target #5

Target #6

PRIMARY HANGAR

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



ICON RECOGNITION

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