

# Tyche-Alpha Cruiser

In the later 2130's the Earth Alliance had once again begun to fracture, with rising tensions between nations and factions seen as inevitably leading to civil war. In response, ongoing military build-ups by EarthForce and the remaining national forces gained added momentum. Paramilitary groups sprang into existence to aid one side or another, or to provide factions with no real armed force a say in the coming war. The world was again arming for the end. The world was again arming for the end. EarthForce responded by instituting a sweeping refit of the fleet and issued orders for development of a new and larger ships.

One of these new ships was the Tyche Cruiser, the first Earthforce cruiser hull. Entering service in Y2148 the new Tyche was equipped with two of the brand new Medium Plasma Cannons. Medium and Light Blast Cannons rounded out the new ships formidable, for the time, armament. The Tyche's publicly issued mission statement was to act as a long range patrol vessel, capable of operating on lone missions with a reasonable chance of handling whatever problem might be encounter. Serial production of the new cruiser was to commence once shakedown of the new cruiser was complete. The private reality was much simpler, Earthforce had a new big stick in the form of a large new cruiser, intended and designed to take the fight to any enemy no matter his location in the solar system.

Most of the more aggressive nations/factions got the hint and curtailed their overt military activities and slowed the scope of their more covert raider based missions. The rest were quickly cowed when an Orestes lead task group of two Tyche's with several of the newly up-gunned Tethys-Beta acting as escorts smashed the primary base of the largest active raider group in the Belt. The message was particularly poignant, in that the Earthforce Commander did not attempt communications before opening fire and did not cease-fire until every unit the area was totally destroyed.

Tyche production never reached the levels originally called for in the opening days of its existence. In fact production was never more than a trickle as EA Senators were watching the purse strings as carefully as they watched the various nations and factions. When the Centauri arrived in Y2156, the Tyche's remaining days were suddenly numbered. The highly advanced Centauri brought with them new technological wonders, greatest of which was jump technology. These advances rendered much of Earthforce's best technology obsolete overnight. Alliance diplomats and engineers would work feverishly to first purchase or borrow as much new technology has possible and then re-engineer for use in new production Earthforce equipment. Further construction of Tyche's was slowed to a near halt while a new cruiser design was begun. The new cruiser would have the first human manufactured jump engine, once it was successfully backward engineered from the Centauri. Delayed till Y2164, the first Epimetheus Jump Cruiser would completely supplant Tyche production.

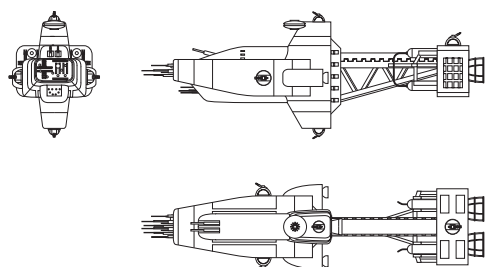
The basic Tyche Cruiser would soon disappear, pulled from service almost as quickly as it entered. However, the Tyche hull form would be reborn over 40 years later in Y2208 in the form of the enlarged and highly successful Hyperion-Prototype.

## Tyche

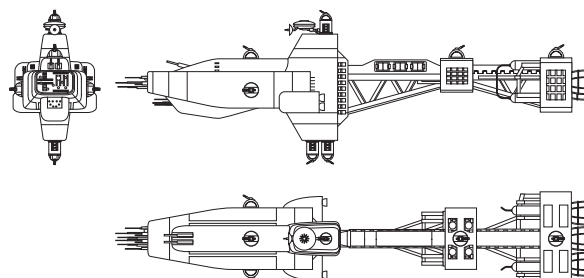
Tyche was the name of a Greek goddess, originally of fortune and chance, and then later, of prosperity. She was a very popular goddess and several Greek cities choose her as their protectress. In later times, cities had their own special Tyche. She is regarded as a daughter of Zeus (Pindar) or as a daughter of Oceanus and Tethys (Hesiod). She is associated with Nemesis and with Agathos Daimon ("good spirit"). Tyche was portrayed with a cornucopia, a rudder of destiny, and a wheel of fortune. The Romans identified her with their Fortuna.

## SIZE COMPARISON

TYCHE CRUISER



HYPERION HEAVY CRUISER



# EA Tyche Cruiser (Alpha Model)

## SPECS

Class: Capital Ship  
In Service: 2148  
Point Value:  
Ramming Value: 200  
Jump Delay: N/A

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 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

## PRIMARY HANGAR

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


## 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

**Medium Blast Cannon**  
Class: Matter  
Modes: Pulse  
Damage: 5 1d5 times  
Maximum Pulse: 5  
Grouping Range: +1 per 5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**Light Blast Cannon**  
Class: Matter  
Modes: Pulse  
Damage: 3 1d3 times  
Maximum Pulse: 4  
Grouping Range: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +2/+1/+0  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-8: Med Plasma Cannon  
9-11: Lt Blast Cannon  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-10: Med Blast Cannon  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Med Blast Cannon  
10: Lt Blast Cannon  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

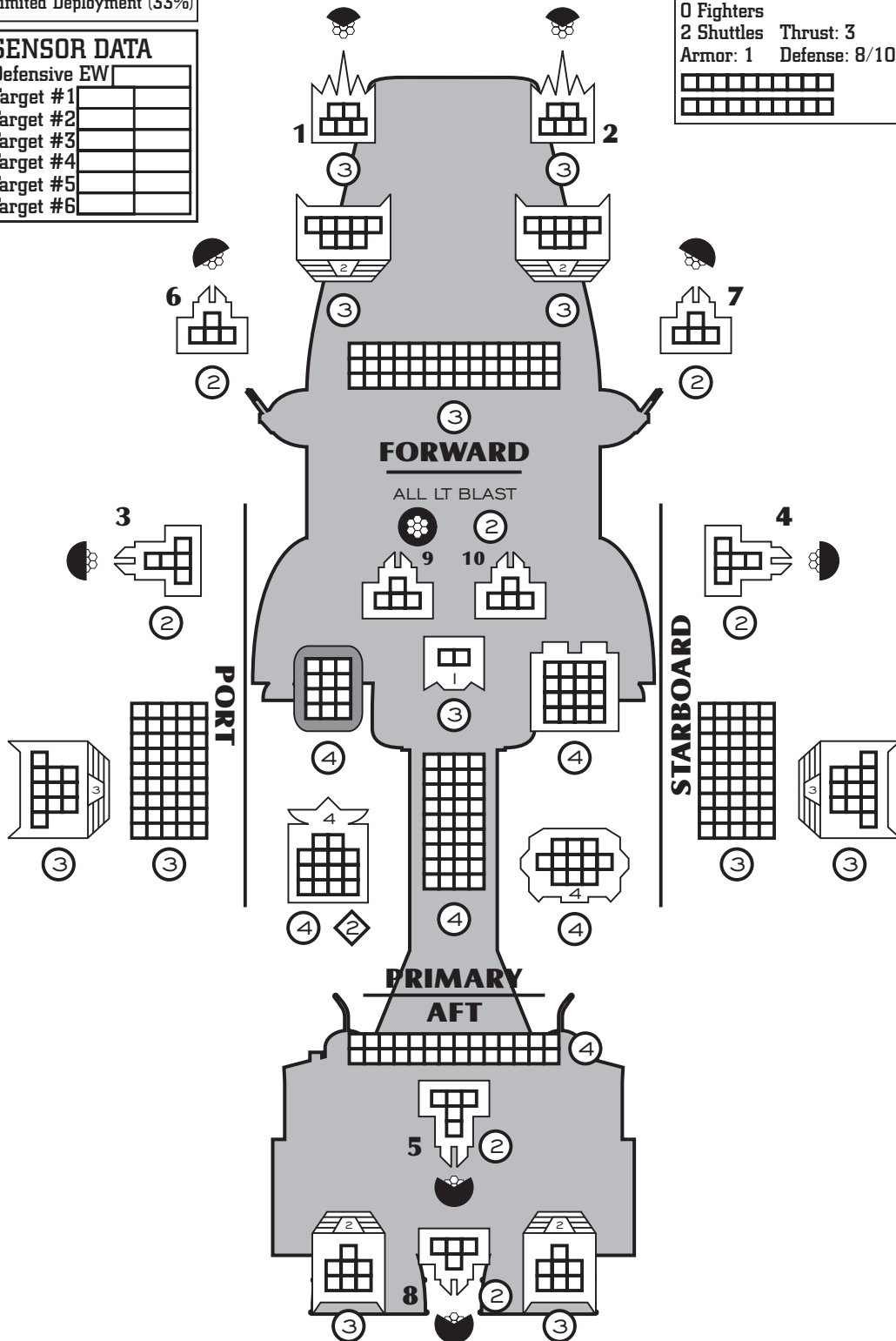
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Med Blast Cannon
- Lt Blast Cannon

## Blast Cannon Ammunition

Med Blast Cannon #3


Med Blast Cannon #4


Med Blast Cannon #5


Lt Blast Cannon #6


Lt Blast Cannon #7


Lt Blast Cannon #8


Lt Blast Cannon #9


Lt Blast Cannon #10


Lt Blast Cannon #10

