The Hyperion Class Cruiser

No Agents of Gaming (AoG) unit has generated more variants and more commentary than the Earth Alliance (EA) Hyperion series of heavy cruisers. Even the class name originally spawned controversy. Is it really Hyperion or is it, as some believe, Roosevelt? Personally, I've always had a bit of a problem with several of the designs and most of the In-Service dates. So it's time to set the records straight (at least on my terms), and generate a new time line of variants and update their designs to be more consistent.

Here is the current list of Hyperion class cruisers, their AoG In-Service Dates and the projected variants that were never produced:

Prototype	Heavy Cruiser	Y????
Alpha	Heavy Cruiser	Y2216
Beta	Missile Cruiser	Y2217
Gamma	Assault Cruiser	Y2230
Delta	Pulse Cruiser	Y2240
Epsilon	Command Cruiser	Y2246
Zeta	Rail Cruiser	Y2246
Eta	Patrol Cruiser	Y2246
Theta	Heavy Cruiser	Y2246
Iota	???????????	Y????
Kappa	???????????	Y????
Lambda	Aegis Cruiser	Y2257
Mu	Bombardment Cruiser	Y????

The History Repair Team (HRT) explored the unreleased versions prior to the demise of AoG, but never generated any specific statistics. The Prototype was imagined with a combination of plasma and particle technology in a slightly different mix than that seen on the Hyperion-Alpha, possibly in an Epsilon style weapon configuration. The working concept for the Hyperion-Iota was as a War Cruiser, specifically for the Earth-Minbari War, whose design had been simplified to increase production. The Hyperion-Kappa was pigeon holed as a high endurance minesweeper. And to really drive everyone crazy the HRT even theorized a Hyperion-Mu. This variant was dubbed a bombardment cruiser and was placed into service by President Clark specifically to bomb break away colony worlds and deal with localized civil unrest.

The Problem

The problem, as I see it, can be essentially boiled down to two primary areas. They are:

1) The current published In-Service Dates and how these dates correspond with the given ship's weapon mix, and the historical events of the period.

2) The basic weapon mix given anecdotal evidence from the television series, the follow up movies and the resulting miniatures and pictures.

Two basic problems, and yet the scope of the discussion is potentially huge. That being said I'll attempt to explain my thinking and present the results of my efforts.

Interpretations of Screen Evidence

The Hyperion series of vessels have made a number of appearances in the television show and in the movie "In the Beginning."

In the first season episode "A Voice in the Wilderness, Part 2," the *EAS Hyperion* is shown in combat. In the scene, the *Hyperion* fired multiple bursts from a series of dorsal turrets, several of which are located on the aft superstructure. In the course of the battle, Lt. Commander Ivanova notes that "*Hyperion's forward guns powering up, preparing to fire...*" These forward weapons then fired two bursts from each barrel. The implication is that these guns are something more than the dorsal turrets that fired earlier given Ivanova's play-by-play for their firing and not for the earlier weapons fire. Also, at no point in the scene is there a beam weapon fired from the *Hyperion*. Finally, notes from J. Michael Straczynki indicates that the "*Hyperion is one of the few surviving heavy cruisers from the Earth-Minbari War period.*"

Based on the evidence, the *EAS Hyperion* is an Earth-Minbari War era heavy cruiser, armed with burst type weapons and no beam weapons. An added inference is that the heaviest weapons carried are the forward guns, located in the foremost nose position.

The Earth-Minbari era comment segues nicely into an evaluation of the movie, "In the Beginning," which is the story of the Earth-Minbari War. In it we see that the *EAS Prometheus*, a Hyperion cruiser, is equipped with a jump engine. In addition, in the opening battle in which Dukat is killed, we once

again see many pulse type blasts being fired, but again, no beam weapons.

However, in a follow up battle scene there are indications that a beam weapon may have been fired from a Nova dreadnought. Unfortunately, a frame by frame walk through the scene does not provide a definitive answer. The noted beams may actually be the lighter beams of the Nial fighter (not shown actually firing) because there are indications of explosions appearing on the Nova at the beam sites. They still might be actual beams emitted from the Nova. It's just not clear. In either case, the beams are much dimmer and weaker than those seen in later episodes where Omega destroyers are firing lasers. The beams are also a different color from the Omega lasers, potentially green, which would add weight to the idea that the beams are from Minbari weapons, directed at the Nova and not fired by the Nova itself.

In addition to the mysterious beam fire, a number of larger, red pulses (different from the blue pulses) were noted as originating from one of the Novas, though blue pulses (similar to that fired by the Hyperion's) are also seen originating from another Nova as well. Thus the danger of examining TV special effects footage too closely, inconsistencies abound. This is also the scene where an Omega appears (or at least a g-positive spin section is seen). However, for all of these questionable observations, it was definitively noted that, at no point was a beam weapon fired by a Hyperion class.

Speaking of consistency, in the fight between the *Drala Fi* and Sheridan's *EAS Lexington*, we again see aft placed dorsal guns on the Hyperion firing multiple bursts and at one point in the scene we hear in the background a report of "*...plasma cannon is non-functional...*" Again, there is no laser fire, but the *Lexington* lead fleet was obliterated quickly with virtually no opportunity to fight back.

Finally, in the 3rd season episode of the television series, titled "*Severed Dreams*" we see a Hyperion-class cruiser, the *EAS Clarkstown*, fire a laser from its forward, side mounted turret at the *EAS Alexander*. The beam is red and consistent with the lasers seen firing from Omega destroyers. In addition, it was noted that the *Clarkstown* also fires a series of large, red bolts as well as the laser, though the specific turret from which the red bolts originated from cannot be seen. Interestingly, there are no blue bolts of fire from the *Clarkstown*, which is the only type of fire we saw in any of the earlier examples.

So what has all of this analysis proven? Primarily, you can't expect a television show to remain wholly consistent with its CGI work...period. However, if I take one thing away from it, it's that the miniature produced by Agents of Gaming was faithful to the show, but very few of the Hyperion SCS's created by AoG did. This SCS assessment is based on the weapons provided and their layout on the sheet. The lack of the aft weapons on nearly every AoG's SCS, with the exception of the Hyperion-Epsilon and Hyperion-Eta, is inconsistent with the show and the miniature. I therefore contend that the Hyperion-Epsilon layout should be used as the standard and not the base AoG layout.

Therefore, I will base my revised Hyperion series on that model and rebuild all of the units from that base configuration. However, I will still attempt to remain somewhat consistent with AoG in terms of basic classes and their innate behavior will be retained. That being said, let's evaluate each class and modify as desired.

Hyperion Prototype (Y2208)

History: In Y2205, the go-ahead was given for the development of a brand new class of cruiser, the Hyperion. The prototype design would be a significant improvement over the older Epimetheus with a design mix of heavy and medium plasma cannons, backed by a trio of standard particle beams. Because the new ship was designed from the outset to incorporate interceptor/e-web technology, the new Hyperion class would benefit from better system coverage and redundant overlap. The final significant addition was the inclusion of a single flight of fighters, something the earlier Epimetheus never managed.

The first prototype was fielded in Y2208 and was deemed a major success. However, further senate battles prevented EarthForce from fielding the new cruiser in a production Alpha model. The delay was the result of mounting internal dissension and the Senate's concern with the possibility of civil war. The Senate concerns were realized when civil war did indeed break out in Y2212, though it was quickly suppressed.

Design Basis: Never officially released by AoG, the Hyperion-Prototype was theorized to be armed with all plasma cannons, with the exception of the standard particle beams and the interceptor/e-web. The weapon layout is that of the original AoG-Epsilon with the AoG-Alpha armor and system layout. In a break from the AoG norm, the primary weapons are now placed in the dorsal side by side gun position at the nose. The choice of this position is based on the fact that they appear to be the largest gun emplacements and would represent the most available space for large weapons, while affording excellent forward firing arcs. See the design basis comments on the Hyperion-Alpha for additional design notes.

Hyperion Alpha (Y2216)

History: With peace restored, the EA once again returned its full attention to the universe at large. The primary concern was the increasing tensions with the Narn Regime. This latest threat loosened the purse strings and paved the way for renewed EarthForce expansion. One of the primary beneficiaries of this renewed spending was the Hyperion class, which finally entered serial production in Y2216.

However, the Hyperion-Alpha that entered production was not the prototype design. In the intervening years, engineers had continued to tweak the design, with simulated war games used to chart the cruiser's strengths and weaknesses. As a result, the heavy plasma cannons were deemed too short ranged for a mainline cruiser's primary armament. Instead, particle cannons were substituted, though they lacked the crunch power of the heavy plasma cannon. The resulting rise in power demands from this updated weapon suite was made good through improvements in the reactor design, though future reactor growth margin was greatly reduced. Additional improvement in the aft superstructure raised the armor in this region, which included improved main thruster protection.

Design Basis: Essentially, the basic SCS is that of the Hyperion-Prototype with the swap out of the heavy plasma cannons with particle cannons. The AoG-Epsilon weapon configuration is retained and the total fire power of this design is identical to the AoG-Alpha, with only weapon placement and firing arcs changed. The gaming result is a reduction in overall forward firepower, but the improved arcs of the heavy armament offsets this, resulting in very little change in the point value. Note that the higher weapon armor moved with the particle cannons to the nose location.

Hyperion Beta (Y2217)

History: Interestingly, several more suggested improvements were not implemented into the production Hyperion-Alpha. These improvements were the result of EarthForce R&D, which had made several breakthroughs in structural engineering that would allow the production of an even more capable design. But these additions would have delayed initial construction and were thus tabled. EarthForce leadership was simply unwilling to wait a second longer, given the Narn aggression and the favorable Senate appropriations. The improvements would simply have to wait until a suitable refit for the new cruiser could be planned.

Ironically, these improvements would be rolled into the missile armed Hyperion-Beta, which appeared less than a year later in Y2217. The Beta was intended to further extend the engagement sphere of an EarthForce fleet by introducing massed volleys of missile fire, the most accurate of the long range weapons then available. The Hyperion class was selected as the base hull for this new mission by virtue of its newness and as a means of introducing the improvements left off the Hyperion-Alpha. The primary weapons suite was replaced by no less than seven missile racks, backed by a reload rack, which had replaced the fighter hangar bay. Furthermore, on-going structural improvements allowed for the addition of more armor to the core systems, further improving the survivability of the class.

Hopes that the existing Hyperion-Alpha's would be similarly upgraded to the improved structural design and armor layout were squashed by the suddenness of the Beta's appearance. The Senate, with memories of the interminable Epimetheus upgrades, was unwilling to relive that experience and drew the line against another update so soon after the Beta. The defeat of the Narn at Epsilon Indi in Y2219 only hardened the feeling that an upgrade was unnecessary.

Design Basis: Using the same weapon layout of the revised Hyperion-Alpha results in the same number of missile racks as the original AoG-Beta. The resulting overall firing arc coverage is somewhat improved. The only other major change from the AoG-Beta was the retention of all three standard particle beams, as it made no sense to remove them given their position on the superstructure, where they would not interfere with missile fire or any other modification to the superstructure. Also, for some reason, the AoG-Beta has a 16 box engine while the AoG-Alpha has a 17 box engine. There is no reasonable explanation for the change, so I retained the Hyperion-Alpha's 17 box engine. Finally, the AoG-Beta port and starboard thruster ratings were increased to 5 from the AoG-Alpha's rating of 4, which again makes no sense, since the later AoG-Gamma and AoG-Hecate-Beta revert back to a rating of 4. Once again, I chose to retain the Hyperion-Alpha's thruster rating of 4.

Hyperion Gamma (Y2228)

History: The Senate's reluctance to authorize addition spending to update the existing Hyperion-Alpha's forced EarthForce to resort to a bit of shadow play with regards to appropriations. Instead of additional updates, EarthForce leadership now requested funding for a series of "testbed cruiser" designs based on the Hyperion hull form. The stated goal would be to "develop" upgrade paths for the Hyperion-Alpha such that when funding became available, the design would already be in place. The Senate bought the ploy and authorized funding in Y2225. The result was the launch of the Hyperion-Gamma in Y2228.

The design mounted no radical new technology, though it did introduce the medium laser to the Hyperion, as well as adding the structural/armor improvements previously developed for the Hyperion-Beta. Despite the "testbed" designation, the Hyperion-Gamma's were produced in surprisingly large numbers. Funding was based on a combination of development grants for further "testbed" designs, reduced to limited one-off designs, and credits siphoned away from authorized Hyperion-Alpha production.

Design Basis: Obviously, this is the first significant break in the Hyperion time line, but in reality it's not all that major. Essentially, I've inserted the AoG-Hecate-Alpha into the Hyperion variant path. During the Variants-3 development process, a medium laser equipped Hyperion, deployed during the Dilgar War, just made too much sense. Unfortunately, the Hyperion variant line was already filled for that time period and there was simply no room to add it. Thus the silly Hecate design process was dreamed up and added to the history. With my rewrite, I can drop the Hecate line completely and add a medium laser equipped Hyperion. Overall the new Hyperion-Gamma is essentially the same as the AoG Hecate-Alpha though, once again, the AoG-Epsilon weapon layout is retained. This results in a better layout of the medium lasers, making it far easier to bring all three to bear.

Hyperion Delta (Y2230)

History: With internal strife at an all time low, good relations with the Centauri and on speaking terms with the other powers, the EA was content to carve out its own sphere of influence without harassment or annoyance from others. The largest controversy remaining was the relative importance of the military budget, with the majority feeling that large scale conflicts, like those that occurred with the Centauri, Narn, Ch'Lonas and Koulani were at an end. They concluded that the presence of more forces than were needed to suppress raiders and guard the borders was simply unnecessary. A few pointed out the dangerous unknowns that might still lurk in the depths of interstellar space, but they were largely ignored. Even the most pessimistic failed to comprehend what was about to occur.

The Dilgar were on the move, and by the time the EA noticed, the Dilgar were engaged with several important League nations, such as the Abbai and Drazi, having already conquered a pair of smaller nations, the Alacans and Balosians. The more paranoid among the EA Senate prevailed upon the whole to send a mission to seek additional data, but the Hyperion-Alpha, *EAS Persephone*, was destroyed by the Dilgar, who claimed it was an accident, and warned of the consequences of visiting combat zones. While nothing further was done to immediately follow up, the Alliance began to take official notice of the Dilgar.

This included the realization that the Dilgar were actually invading worlds, a process originally thought to be all but impossible against a technological foe, except in the form of hit and run raids. Unfortunately, no one foresaw the wide spread use of tailored biological weapons or extensive mass-driver attacks as a prelude to invasion. All of which meant that if there was to be war, the EA would be forced to put soldiers on the ground in the face of stiff opposition. The current means of transporting troops was the Condor Troop Transport, an atmospheric capable light ship intended for low intensity landings. In response, the Hyperion Delta was hastily developed as a more survivable assault transport, along with its Hades class assault shuttle, to conduct the initial landings before the Condors brought in the follow-on waves.

Design Basis: The Hyperion-Delta is pretty much an exact copy of the AoG-Gamma. The only real change is the retention of the 17 box engine from the Hyperion-Alpha. Like the AoG-Beta, the AoG-Gamma again has a 16 box engine instead of a 17 box engine.

Hyperion Epsilon (Y2232)

History: As the Dilgar continued their offensive into League space, the EA responded by issuing a number of warnings to the Dilgar that operations close enough to threaten the Alliance space would be met with force. Even as their issued their warnings, EarthForce reinforced the normal pickets along the EA borders with the various League worlds. Contingency plans were quietly drawn up and accelerated orders for new construction given. Based on the information flooding out of the war ravaged League worlds, it was realized that the Dilgar possessed a number of advanced technologies which would give them the advantage in firepower over an equivalent EarthForce fleet. In addition, the loss of the *EAS Persephone* convinced enough Senators, that maybe the baseline Hyperion-Alpha might not posses enough fire power for the coming conflict.

Additional funding for the Hyperion-Gamma seemed to be the obvious choice, but with Nova production also ramping up, the medium laser was in short supply. In response, EarthForce explored a number of quick fixes intended to add additional firepower to the Hyperion-Alpha that did not rely on the now scarce medium laser.

The best weapon option turned out to be the railgun, and the fastest refit plan involved replacement of the forward medium plasma cannon turrets with railgun turrets from the Artemis-Beta on a one for one basis. The particle cannons would be replaced with the smaller medium plasma cannon, to create space for the railgun ammunition bins and balance the increased power demands of the railguns. The first railgun equipped Hyperion-Epsilons entered service just as war came to the EA.

Design Basis: So here is the next shakeup of the Hyperion line, with the AoG-Zeta Railgun Cruiser moved to an earlier in-service date. As it currently exits, the AoG-Zeta is rare, railgun equipped cruiser whose in-service date is the same as the longer ranged and more damaging heavy laser equipped AoG-Epsilon, AoG-Eta and AoG-Theta. The timing of this variant does not really make allot of sense. Why mess with the railgun when the more damaging heavy pulse cannon and heavy laser cannon are currently available? But insert the Zeta into the Dilgar War and the variant makes allot of sense. The Alpha, with its short ranged slow-firing plasma cannons and low damage particle cannon, would have had a difficult time with the Dilgar and their long range bolters and fast firing pulsars. Significant numbers of medium laser equipped Gamma's is not possible given the run on medium lasers by the Nova class. The railgun is the only other descent range, hard hitting weapon then available in the EarthForce arsenal. The similarly equipped Artemis-Beta is limited by its smaller size, which hurts in terms of long range deployment, as does its lack of a jump drive. A railgun equipped Hyperion during this period thus makes a lot of sense. I therefore set the In-Service date to Y2232. The AoG-Epsilon weapon layout is again retained, with the medium plasma cannons replacing the AoG-Zeta medium pulse cannons. The thruster ratings for the port, starboard and center main thrusters and the free thrust from the engine are reduced to pre-Dilgar War update levels. Similarly, system boxes are reduced to pre-Dilgar War levels on the reactor, sensors, engine and center main thruster. Obviously the reduced number of railguns (5 to 3) and the change to plasma cannons in place of pulse

Hyperion Eta (Y2240) and Theta (Y2240)

History: Despite the EA's warning to the Dilgar, nothing obvious had been done, and the Dilgar decided to call the EA's bluff. The Dilgar decided to continue their push into League space and invaded the Markab Theocracy. The Markab bordered EA space, leaving the Dilgar one jump away from potential invasion. This was the final straw and EarthForce sprang into high gear. Ships were placed in motion, plans to intervene in support of the Markab were issued and the Dilgar were warned once again that this was their last chance.

The Dilgar remained unimpressed, until EA ships showed up and opened fire. The Dilgar, taken by surprise, fled with minor losses. Thanks to the zealotry of the Markab, EarthForce was forced to pursue the Dilgar lest their erstwhile allies destroy themselves. Several League nations were quickly liberated on the way, adding additional forces to the Allied fleet. Thanks to these additions, the EA/League fleets were able to maintain the pressure on the Dilgar, while the Drazi and their token allies pressed from the other side.

The Dilgar were in the process of shifting forces between the two fronts, when the primary Dilgar fleet was brought to decisive battle by the EA/League fleet in the Balos system. Unfortunately, the Dilgar forces were present in greater numbers and strength than was expected. The battle that followed broke the back of the Dilgar navy and came close to doing the same to the EA/League. Though another major battle awaited the fleet at Omelos, the war was effectively over at this point due to the greater capacity of the EA/League to replace losses as compared to the Dilgar.

After the Dilgar War, EarthForce examined the performance of its front line cruiser. While reasonably successful, the lack of range and firepower when compared to the Dilgar bolter/pulsar combinations was compelling. But rather than attempt to fix the problem immediately, EarthForce planners waited. The choice was simple; the same bolter/pulsar technology was about to produce one of the most far-reaching additions to naval technology in design history with the introduction of pulse technology.

While examining Dilgar bolters and pulsars, the victorious EA scientists made a surprising discovery when they realized that a theoretical error made by the Dilgar had prevented them from achieving the modern pulse series of weapons. By making this correction, the modern light, medium and heavy pulse cannons were born. And yet while the Dilgar had missed the chance to have modern pulse weapons they still managed to develop a targeting system for their quad pulsar that was so sophisticated and compact that Earth science could not reproduce it. It would take nearly 30 years and help from some shadowy allies to figure out why.

With pulse technology available, EarthForce finally enacted an update for its front line cruiser. The result was the Hyperion-Eta, which swapped its particle cannons/medium plasma cannon mix for a heavy pulse cannon/medium pulse cannon combination. Throw in the addition of a number overall system improvements, developed over the course of the war, and the Hyperion-Eta was once again at the cutting edge of design technology.

Unfortunately, cutting edge did not result in longer range, as the heavy pulse cannon had no better range than the particle cannon it replaced. However, the Dilgar heavy bolter did have better range and its larger and cruder fire control system (when compared to the quad pulsar) could be reproduced. To that end, a parallel project was begun to add the heavy bolter to the Hyperion frame. The primary problem to overcome was that the exceedingly large heavy bolter would not fit in the forward heavy weapons bay. To expedite production, a single bolter was buried into each side of the cruiser and an innovative turret system installed at the surface. Unfortunately, the new turrets limited the firing arcs of the bolter, but given the added range advantage, this restriction was deemed acceptable.

Medium pulse cannons were assigned to the medium plasma cannon locations. As the design progressed it was realized that, despite the best attempts of the design engineers, the heavy bolters were going to encroach on the forward particle cannons positions, necessitating a reduction in weapon size for these locations. Medium pulse cannons were the obvious choice, but one of the more influential, and more conservative, admirals of the fleet felt some concern over the complete

removal of all proven technology and, at the last moment, bulldozed the addition of medium plasma cannons instead.

Both cruisers proved to be remarkably successful and both entered serial production with the existing Hyperion-Alpha's being quickly converted to the Eta series, while new production was initially focused on Theta production.

Design Basis: These two units now represent the Hyperion fleet as seen in the movie "In the Beginning," and the series episode, "A Voice in the Wilderness (Part 2)," where no beam weapons were used. Obviously, the Eta version is essentially a lighter version of the AoG-Delta with less overall firepower thanks to the AoG-Epsilon weapon layout but with better arcs for its heavy weapons. Similarly, the Theta version is similar to the AoG-Epsilon with the exception of the command additions. Both cruisers are not as capable as the original AoG-Eta and -Theta series, but I think they make more sense and compare more favorably with the Narn G'Quan heavy cruiser, a similar generation vessel that was somehow trumped by the AoG Hyperion despite equal time in space.

Obliviously, the heavy bolter is a new addition to the mainstream fleet, but it makes too much sense not to include. Its range advantage is simply too great to ignore and EarthForce wouldn't have. The rest of the bolters aren't really necessary as the standard particle beam is the equal of the light bolter and the medium bolter is trumped by the medium/heavy pulse cannons. I wrote off the added range of the quad pulsar, which never made sense, and claimed it was the result of shadow-tech, which could not be reproduced. The addition of the medium plasma on the Theta helps explain the background message heard in the movie "*In the Beginning*" which states "*...plasma cannon is non-functional...*"

The only other major change was the sensor rating, which is increased to 7. The answer for this addition is simple, because the Tantalus-Alpha has a rating of 7 in Y2238 and Olympus-Delta has a rating of 7 in Y2241. With all of the other updates to the Hyperion post-Dilgar War, a sensor upgrade would seem to be obvious. The Hyperion is still the primary front line cruiser of the fleet and should have an improved sensor rating and it should be at least the same rating as the smaller Olympus.

Hyperion Theta (Y2245) and Iota (Y2246)

History: After the defeat of the Dilgar, the EA enjoyed great influence over the League, an undamaged economy and a golden era of public contentment. The new Hyperion Eta and Theta series of cruisers quickly showed that the new pulse technology was a smashing success and EarthForce was a force to be reckoned with.

Unfortunately, the most dangerous period in human history thus far was about to begin. A reconnaissance group built around the *EAS Prometheus* encountered the Grey Council, while seeking information on the mysterious Minbari. Captain Jankowski misinterpreted Minbari Warrior Caste protocol as evidence of hostile intentions, and opened fire. Weapons fire damaged the *Valentha*, flagship and home to the Grey Council and the Chosen One. Dukhat and several of the Council were killed, and the survivors sought vengeance.

Despite desperate battles using cutting edge human technology, the Minbari were greatly superior in almost every respect. Minbari weapons were harder hitting and longer ranged, but the worst of it was the Minbari jamming system which prevented EarthForce targeting computers from achieving a lock, crippling the fire control systems of the fleet.

Quickly discovering that its existing forces could not engage the Minbari and realistically hope for survival, much less victory, the Earth Alliance began seeking foreign aid and support. The League of Non-Aligned Worlds offered sympathy for its protectors, but nothing else, for fear of the Minbari. The Centauri were also limited to sympathy. Instead it was the upstart and warlike Narn that would offer assistance in the form of the heavy laser cannon. Despite ridiculous markups, the EA purchased the technology and every heavy laser cannon the Narn could spare. With the new system, EarthForce hoped to increase the cost the Minbari would have to pay for each new conquered system. With luck, the cost would become too high and the Minbari brought to the negotiating table.

The Hyperion-Theta was selected for immediate conversion by virtue of its more modern construction and the fact this ship type was already in production. The conversion was limited to a

relatively quick and easy swap of the heavy bolters for the new, similarly sized heavy laser cannons. Initial plans to swap out the remaining medium plasma cannons for additional medium pulse cannons were shelved since the medium pulse cannon added no additional range advantage over the existing medium plasma cannon and would have added to the refit time. The updated Hyperion-Theta Heavy Cruiser would enter service in mid Y2245.

While the quick and dirty conversion of Hyperion-Theta raced through the admiralty, a more thought out design also took form. The Dilgar War had shown that a dedicated fleet command ship was an absolute necessity in large fleet battles. And while the basic Hyperion had large command facilities, much larger than typical front line cruisers, the need for even larger fleets to engage the Minbari exceeded even their capability. To that end EarthForce developed the Hyperion-Iota Command Cruiser in Y2246. The most heavily armed Hyperion to date, the Hyperion-Iota managed to wedge in the new heavy lasers in addition to two heavy pulse cannons, while increasing command and control and adding a Nova dreadnought based sensor suite. Ironically, the best Earth had to offer was considered one of the worst to serve on. Cramped, crowded, full of brass and the favored target of the Minbari fleet, the average sailor had no desire to serve on an Iota.

Though the EA was now fighting the Minbari with less of a disadvantage, it still was not enough to offset the crushing technological superiority possessed by the Minbari. The EA was inexorably pushed back into its own territory until the final battle arrived. The Minbari had found the Sol system. The Battle of the Line saw the bulk of the remaining human combat forces massed to buy time for the evacuation of a few more refugees. The Minbari were leisurely demolishing the last hope of mankind, when they inexplicably surrendered. The full story has never been released to the public. It was enough that Mankind would survive.

Design Basis: The heavy laser equipped Hyperion-Theta is treated in the same manner that AoG treated the Brakiri Graviton Pulsar upgrade to the Gravitic Bolt. A note of when the change takes place and the point cost adjustment is added to the SCS. No other changes or variant designations.

The Hyperion-Iota is identical to the AoG-Epsilon except for a couple of areas. A few armor values were moved around. Some 4's became 3's and 3's became 4's. The heavy pulse cannon firing arcs are increased to match the previous Hyperion classes. The big change was to increase the sensor rating to 8. This follows the same logic as earlier sensor upgrade to 7. The Nova-Beta (Y2242) dreadnought has an 8 and the premier command ship, created at a time when money would have been no object, should have at least that as well. Obviously, there is a slight combat point increase.

Hyperion Kappa (Y2256) and Lambda (Y2257)

History: After the devastation of the Minbari War, the EA was forced to rebuild its fleet virtually from scratch. To make matters worse, the fleet in its existing form had proven inadequate to the task of defending the Earth. As a consequence, surviving shipyards were ordered to continue building the ships and classes already in production, while studies were set up, or in some cases continued, to show the future direction of the fleet. Some needs were immediate and obvious. The existing colonies and possessions needed protection and thus required something to be put on site immediately. Others were more straight forward, such as the need for greater endurance to support the EA's continued expansion. Some were far more difficult, such as how to kill a Sharlin class War Cruiser.

Besides fighters, mines had proven to be one of the great successes of the war. Added emphasis on mine warfare was therefore warranted and it was obvious that any EA emphasis on mines would result in similar aliens advancements. Thus, there was a projected need for an updated EA minesweepers and associated technology.

One of the most successful outgrowths of these studies was the design and testing of the Prototype Omega Heavy Cruiser in Y2248. During its transition from prototype to production, a series of war games generated a number of modifications, which included a second squadron of fighters, some internal changes to aid damage control, a few weapon changes or upgrades and a class change to Destroyer, to convince the EA Senate it really wasn't a massive upgrade in size, and thus cost.

As development proceeded on the new Omega destroyer, construction of Hyperion-Theta's continued, along with production of the Hyperion-Eta's and Epsilon's.

It was also decided that the close call mankind had just suffered could not be allowed to happen again. Unfortunately, the Earth Alliance simply wasn't powerful enough to protect itself from every possible foe. The Babylon Project was created to solve the problem in another way. Rather than building a fleet able to face any opponent, the EA would prevent or defuse problems and create new allies. The Babylon Station proved to be a difficult task. The first, second and third stations were destroyed during construction by industrial accidents or sabotage. The fourth station, the largest and most powerful, simply vanished. Because the last three stations took advantage of the remnants of the prior station's construction, the complete loss of the fourth one left nothing to show for the money and effort spent. The EA was on the verge of abandoning the project when help arrived from an unexpected quarter. The Minbari, Centauri and League of Non-Aligned Nations all pledged funds to finish the station. Though it wasn't enough to duplicate the missing B4, Babylon 5 would exist.

While the stations were under construction, the EA increased its defenses with Heavy Orbital Satellites and key EarthForce positions received extensive minefields. This revived the effort to counter those same minefields, at least those in alien hands. To that end, the remotely piloted Drone Sweeper was finally placed into service, and the new Hyperion-Kappa, a high endurance minesweeper built on a Hyperion hull soon followed (Y2256). In recognition of the growing numbers of fighter present in most modern alien fleets, and the increase in fighter size, a large dedicated fleet escort was also placed into service, again utilizing the Hyperion hull. The Hyperion Lambda class, equipped with new Aegis fighter targeting system, was placed into service in Y2257, though its potential effectiveness was questioned by a number of admirals within EarthForce.

When the Omega-Alpha entered service in Y2250 it changed the public image of EarthForce. Now when people thought of EarthForce the image would be of the Omega, just as the previous generation had thought of the Hyperion. The Omega possessed a far greater endurance, more firepower and protection, and carried four times as many fighters as the Hyperion. Their construction would rapidly supplant Hyperion construction as more and more shipyard space was diverted to the Omega. Despite this, construction of Hyperion's never came to a complete halt, allowing the cruiser and its variants to serve during the darkest days of the Civil War and Drakh War. However, except for an update to the more modern Interceptor/eWeb technology, there would be no further upgrades to the Hyperion. All future growth and development would be rooted in the Omega destroyer series and any other future developments.

Design Basis: The interceptor upgrade for the Hyperion-Eta and -Theta is again done in the same manner as the Brakiri Pulsar/Bolt upgrade. I felt that the original Mk-I's should be upgraded if for no other reason than simplicity. Its easier to build one level of technology and fit it than retain backward comparability, especially in regards to new construction. And since must Hyperions are new construction, they should have the same interceptors as the -Kappa and -Lamda variants.

The Hyperion-Kappa is the first real addition to the Hyperion line. It can be treated as valid for both my revised Hyperion line and AoG's Hyperion line. The Class-R missile rack were introduced in order to quickly deploy the new Type-Z anti-mine missile. A reload rack was added to lengthen deployment and the hangar used to support six minesweeping shuttles. A pair of standard particle beams replaces the side medium pulse cannons to provide more interception along with the new Mk-II interceptors. The sensor system is lifted straight from the Perseus Minesweeper from the Earth Alliance Playtest Pack.

The Hyperion-Lambda is essentially the same as the AoG-Lambda. The number of standard particle beams is the same, but the layout matches the AoG-Epsilon weapon layout. The Aegis pods shift to the nose main weapon locations, but now include armor. In the same vain, a 7 sensor rating is used to continue the my new Hyperion time line. One final change was the reduction of the reactor system from 25 to 23 boxes. Why the AoG-Lambda had an increased number of boxes, considering that the power demand went down, is unknown.

AoG Hyperion Iota (Y2247)

History: As the Minbari continued their charge through Earth Alliance space, EarthForce struggled for a means to slow their advance. Despite the addition of the Heavy Laser Cannon from the Narn, the overwhelming advantage of the Minbari Jammer remained the final arbiter of any battle. Only by closing to point blank range was there any realistic chance of scoring hits. Unfortunately, only the largest EarthForce ships could hope to survive the initial volley of Minbari fire, while only the smallest EarthForce ships possessed the agility to close quickly.

In desperation, EarthForce engineers stripped aft facing heavy laser cannons from a number of Hyperion-Theta's and removed the jump engine and hangar. In place of the removed jump engine EarthForce engineers installed a second engine. To take advantage of the additional thrust, the main thruster package was removed and replaced with three main thrusters from the Oracle Scout Cruiser. The new thrusters would have drastically reduced life spans given the fact that they were not balanced for the Hyperion form, but would provide the cruiser with unprecedented acceleration. The remaining thrusters were over-clocked for added performance as well, again at the cost of greatly shortened life. Additional armor was added to the forward structure and a Nova-dreadnought sensor suite installed. The reactor was left unchanged, leaving a large reserve which could be used to power the remaining heavy lasers in sustained mode or generate more thrust.

Despite the added thrust, the improved sensors and extensive power reserves, the Iota did not represent an significant improvement over the existing Theta's. Some early successes were achieved by hiding Iota's amongst standard Hyperion's and then using the Iota's new acceleration to suddenly charge into closer range where some solid hits were finally generated. However, EarthForce once again failed to recognize the extent by which Minbari technology exceeded the Alliance's. After some initial successes, Minbari sensor technicians quickly became adept at spotting the Iota's altered form, and made sure to direct fire at the new cruisers to quickly remove them from the equation. With the tactical advantage removed, EarthForce leadership slowed production of additional Iota's and returned to Theta production. As a result, the Iota would remain a rare and short lived addition to any Alliance fleet, though it would represent one of the fastest cruisers in the Earth Alliance fleet for some time to come.

Design Basis: Well, its another Earth-Minbari War Hyperion variant. Hardly profound or earth shattering, but there it is. As stated earlier, the HRT postulated the Hyperion-Iota was a war design intended to simplify construction. The ship sacrificed some capability to allow for very rapid construction.

When I sat down and thought about it, the concept of a large cruiser that has been simplified did not make a whole lot of sense. The Hyperion is big and its design has been in place for nearly 40 years. There aren't allot of simplification options that would really improve construction time. The only obvious simplification is the removal of the jump drive. But what fills the empty space? Nothing?

It was then that I considered the extra engine. The goal when fighting the Minbari is to close the range as quickly as possible. The shorter the range the less effective the Jammer. Given that, a fast Hyperion would be very useful. So a new rear superstructure block adds an engine and new main thrusters. Crank up the ratings on the other thrusters as well, and you have a fairly agile Hyperion. Add a sensor upgrade and a forward structure armor improvement and you have a Hyperion to go Minbari hunting.

Finally, since any point blank fighting with the Minbari usually involves severe pain to the attacker, I decided that the aft firing lasers were unnecessary. This give the advantage of allot of spare power for sustained firing of the remaining heavy lasers and buying even more thrust. This ship should prove to be a fairly interesting to play.

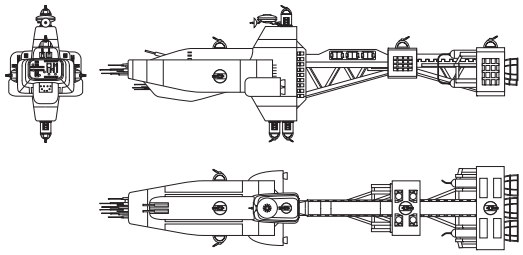
Hyperion Variant (Rare)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Heavy Cruiser (Prototype)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2208
Point Value: 550
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: 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
Damage: 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
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

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

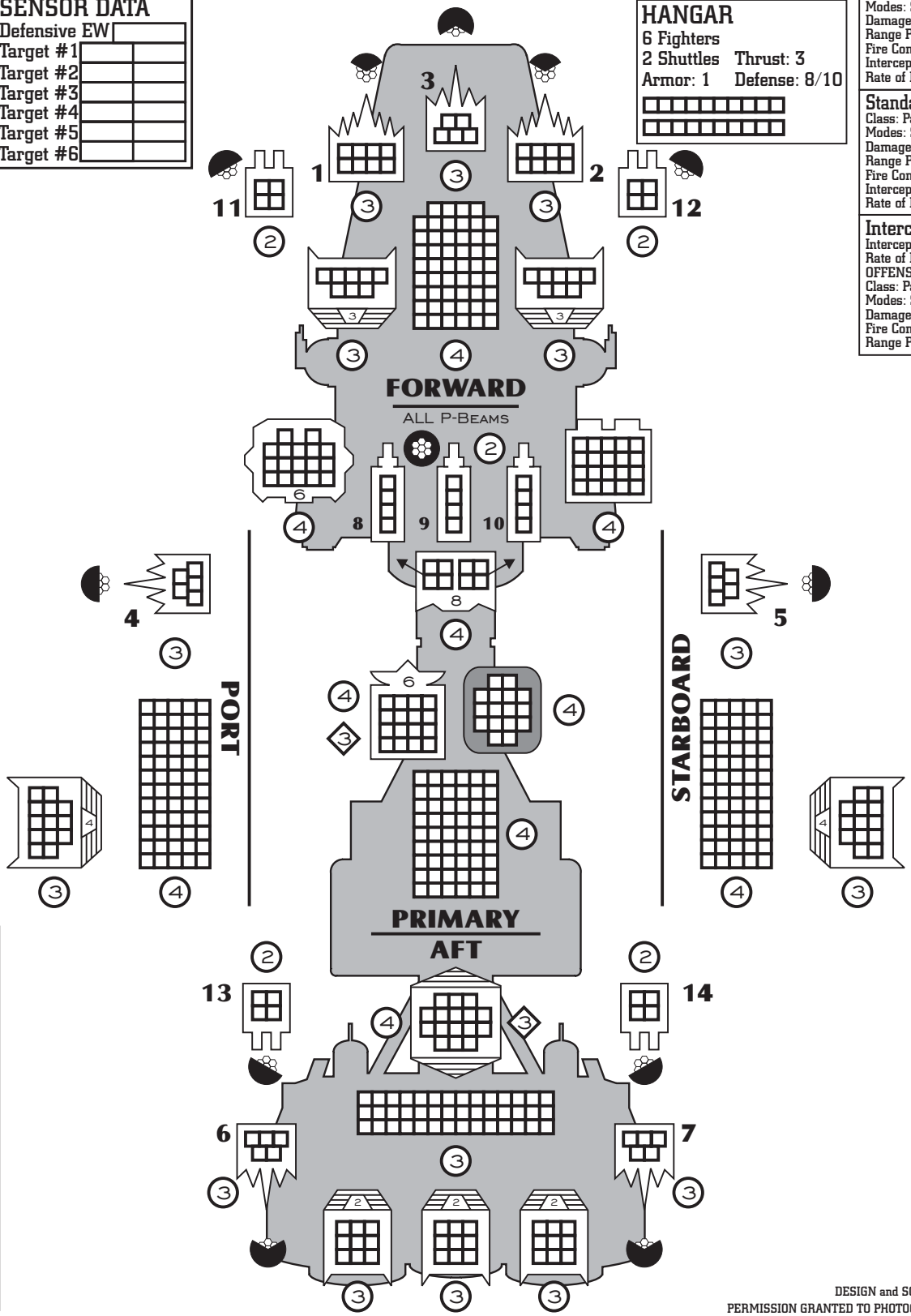
SIDE HITS
1-6: Port/Stb Thrust
7-10: Med Plasma Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Med Plasma 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

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



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

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Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Heavy Cruiser (Alpha Model)

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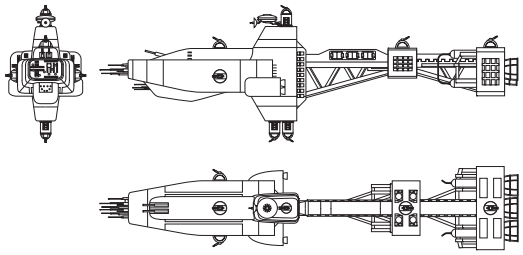


SPECS
Class: Capital Ship
In Service: 2216
Point Value: 575
Ramming Value: 290
Jump Delay: 24 Turns

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: 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

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

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

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

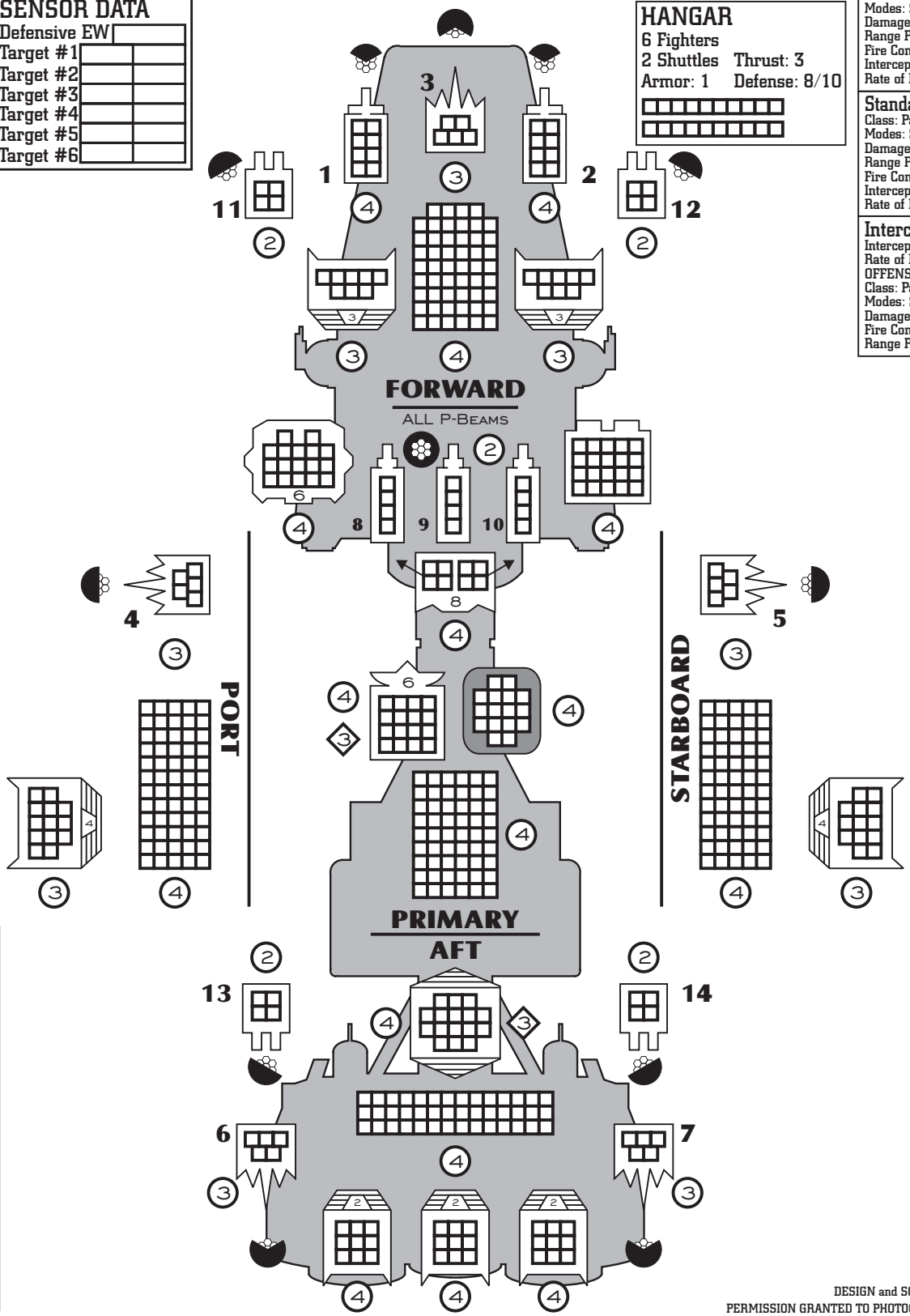
SIDE HITS
1-6: Port/Stb Thrust
7-10: Med Plasma Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Med Plasma 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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Particle Cannon
Med Plasma Cannon
Std Particle Beam
Interceptor

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Hyperion Variant (Uncommon)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Missile Cruiser (Beta Model)

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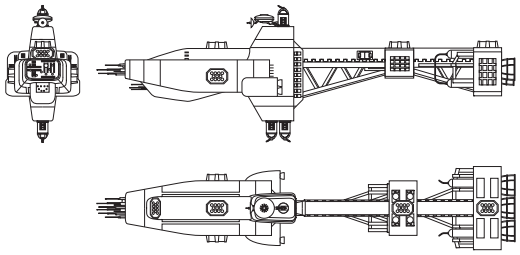


SPECS
Class: Capital Ship
In Service: 2217
Point Value: 675
Ramming Value: 290
Jump Delay: 24 Turns

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

FORWARD HITS
1-4: Retro Thrust
5-8: Missile Rack
9-12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

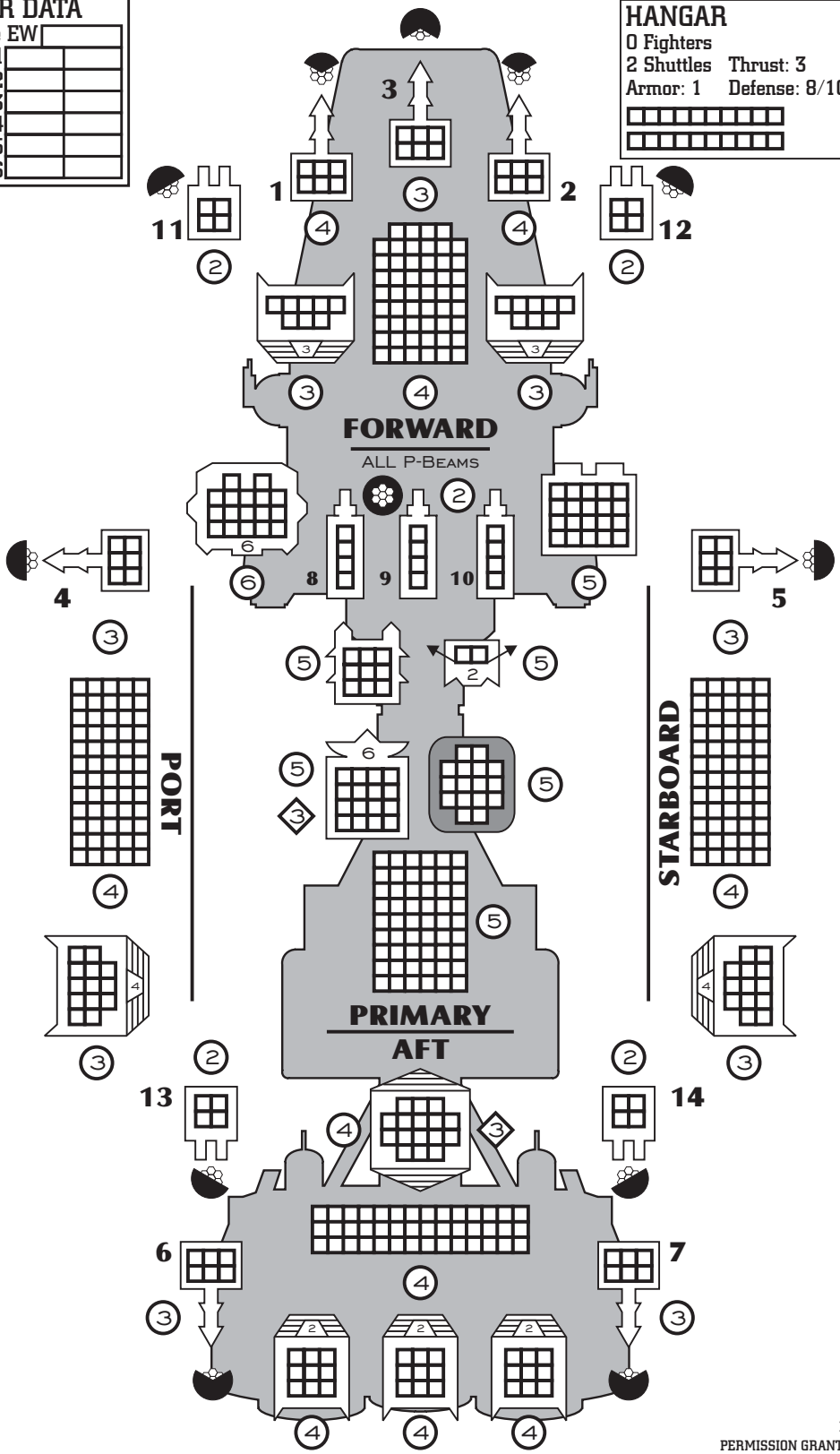
SIDE HITS
1-6: Port/Stb Thrust
7-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Missile Rack
12-13: Interceptor
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Structure
10-11: 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
Reload Rack
Missile Rack
Std Particle Beam
Interceptor

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Hyperion Variant (Rare)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Laser Cruiser (Gamma Model)

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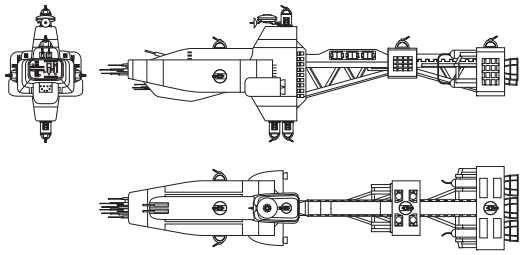


SPECS
Class: Capital Ship
In Service: 2228
Point Value: 640
Ramming Value: 290
Jump Delay: 24 Turns

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: 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

Medium Laser
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+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

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
1-4: Retro Thrust
5-8: Med Laser Cannon
9-12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

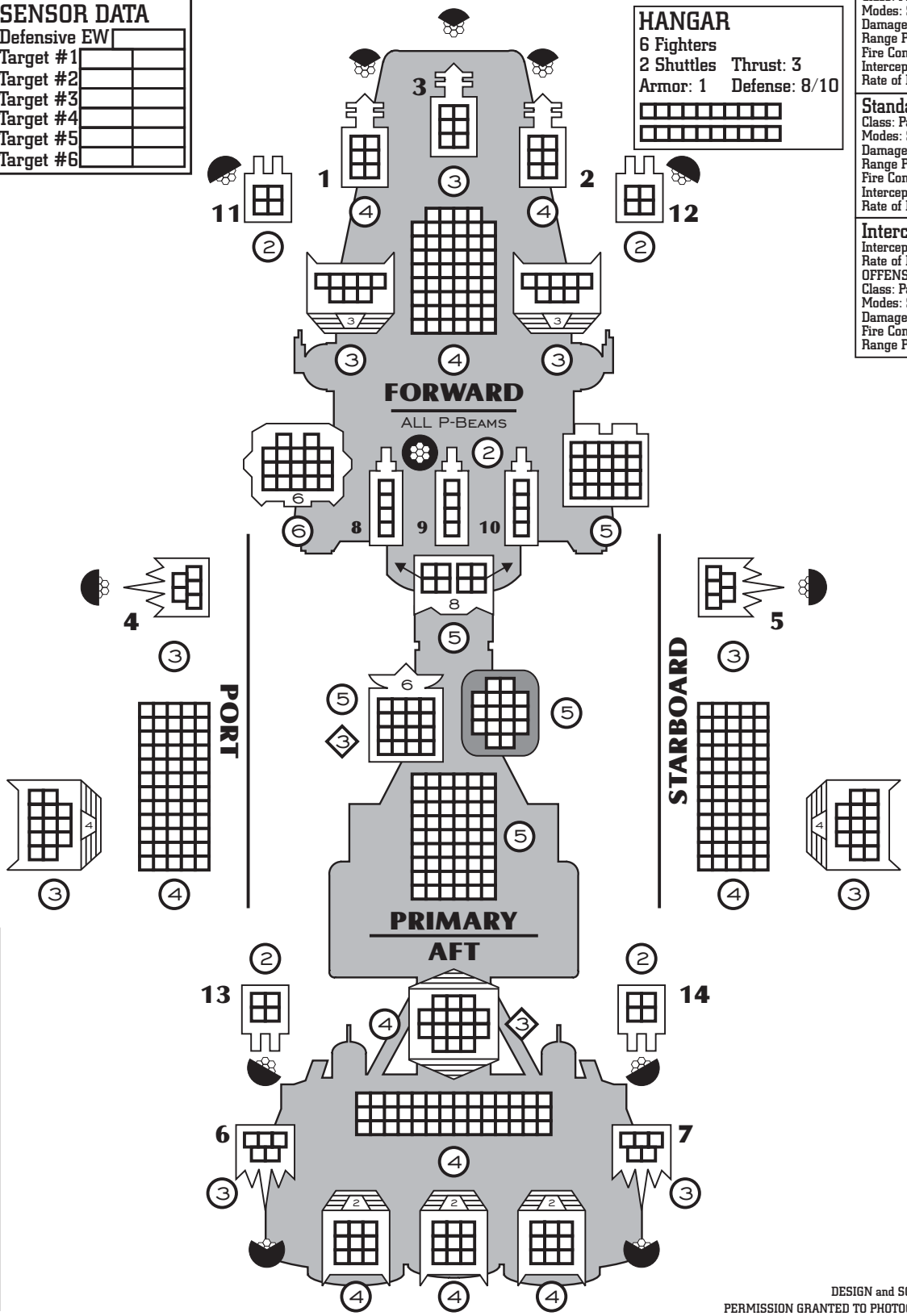
SIDE HITS
1-6: Port/Stb Thrust
7-10: Med Plasma Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Med Plasma 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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Med Laser Cannon
Med Plasma Cannon
Std Particle Beam
Interceptor

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Hyperion Variant (Common)

Version 1: 2E/RLB

Name:_____ Counter:_____

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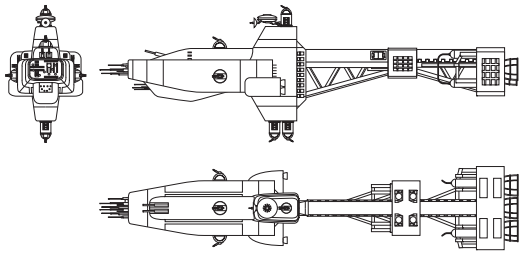
EA Hyperion Assault Cruiser (Delta Model)



SPECS
Class: Capital Ship
In Service: 2230
Point Value: 600
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: 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
Damage: 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
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

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

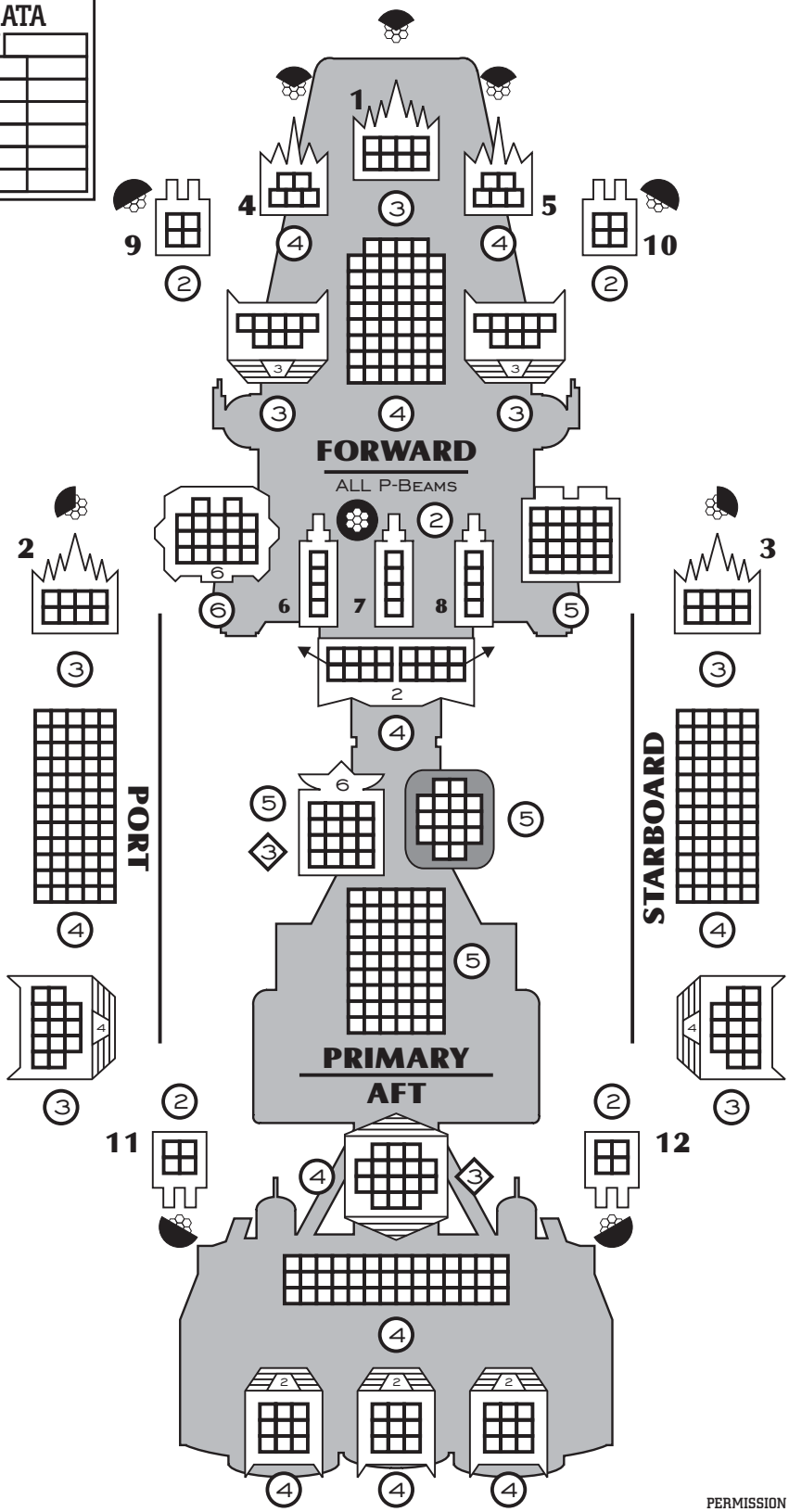
FORWARD HITS
1-4: Retro Thrust
5-7: Med Plasma Cannon
8: Hvy Plasma Cannon
9-12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

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

AFT HITS
1-6: Main Thrust
7-10: Jump Drive
11-13: 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



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
Firing Arc:

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

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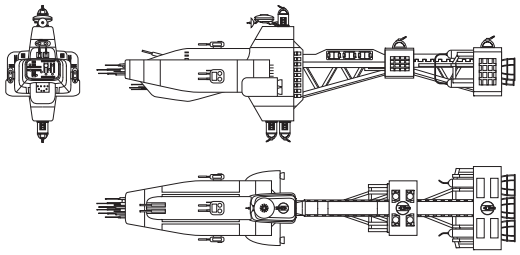
Hyperion Variant (Rare)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Rail Cruiser (Epsilon Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2232
Point Value: 625
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: 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

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

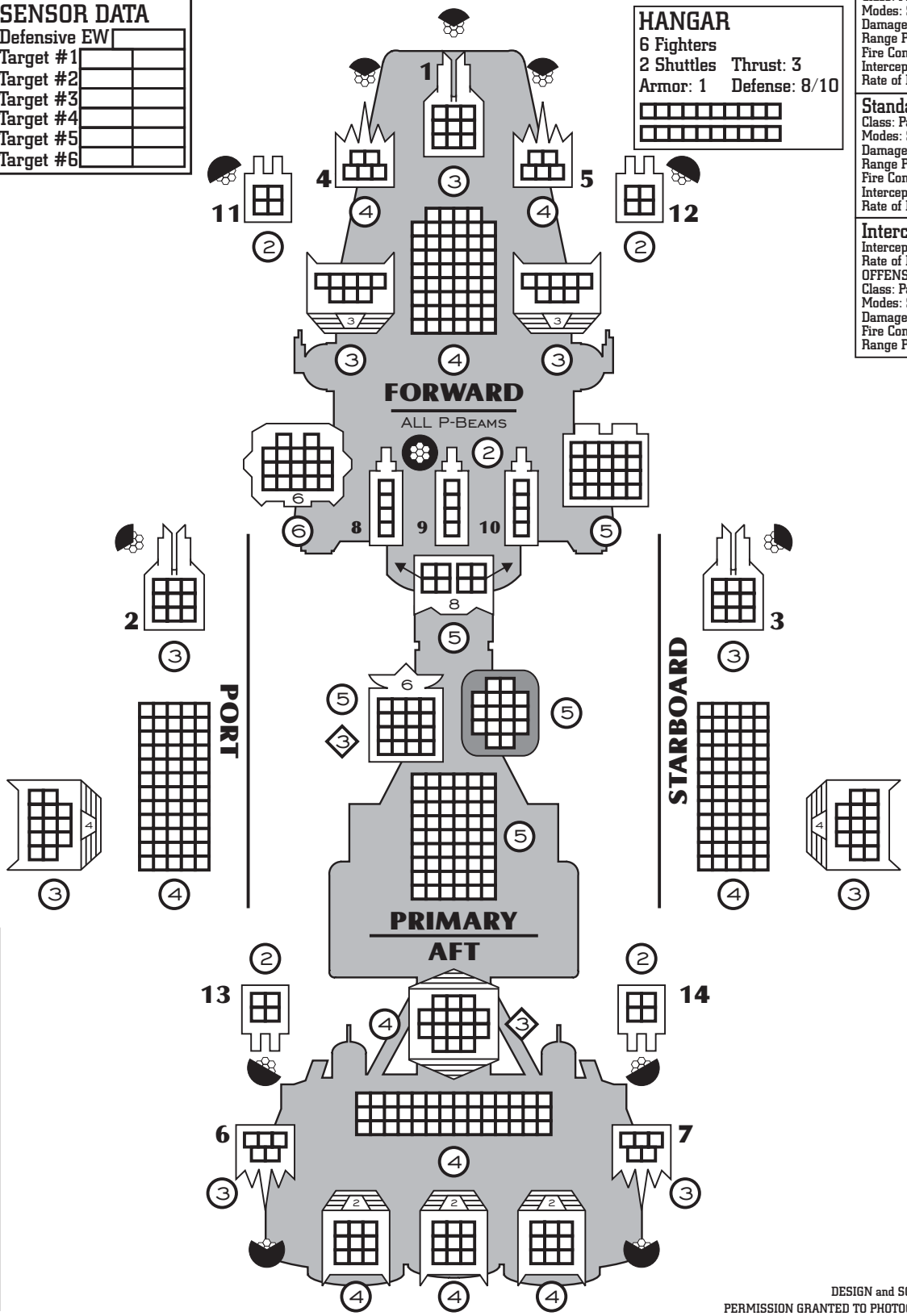
SIDE HITS
1-6: Port/Stb Thrust
7-10: Railgun
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Med Plasma 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

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



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

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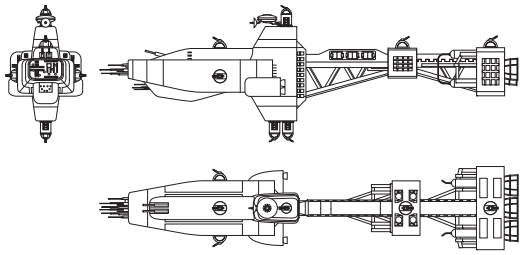
Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Pulse Cruiser (Eta Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2240
Point Value: 625
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: 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

Hvy Pulse Cannon
Class: Particle
Mode: Pulse
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 Pulse Cannon
Class: Particle
Mode: Pulse
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: --/--/+6
Range Penalty: -2 per hex

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

Mk-II Interceptor
In scenarios set after 2256, replace all Mk-I Interceptors with Mk-II Interceptors, increasing the cost of the ship by 45 points. Be sure to reduce defenses values appropriately

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

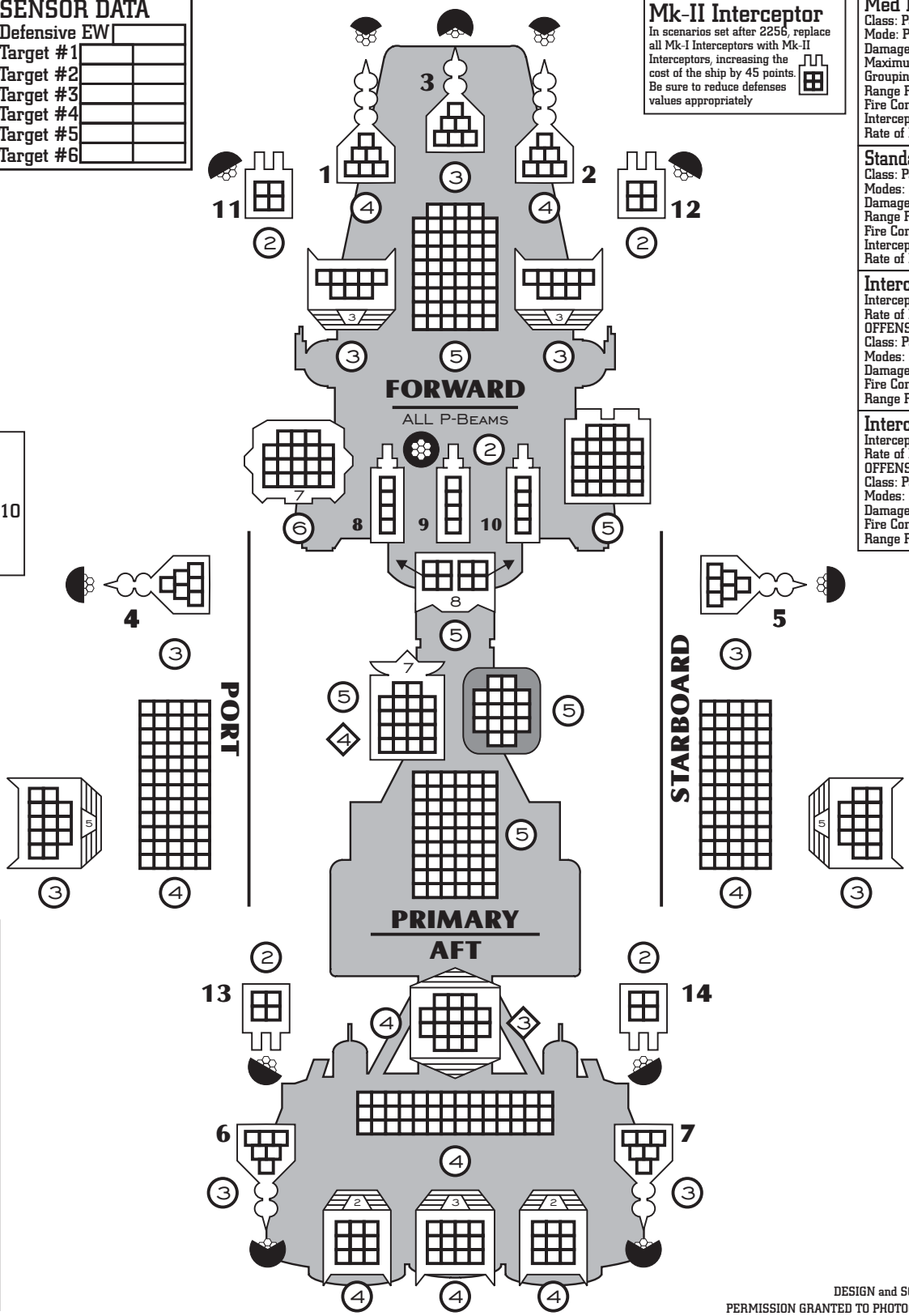
SIDE HITS
1-6: Port/Stb Thrust
7-10: Med Pulse Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

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

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
Std Particle Beam
Interceptor

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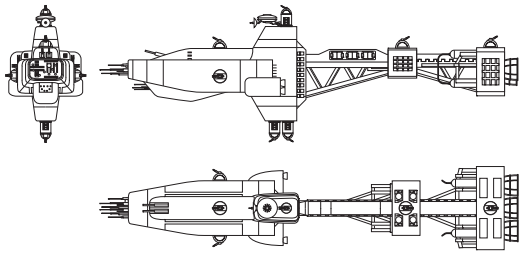
Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Heavy Cruiser (Theta Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2240
Point Value: 660
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: 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

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 Bolter/Laser
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

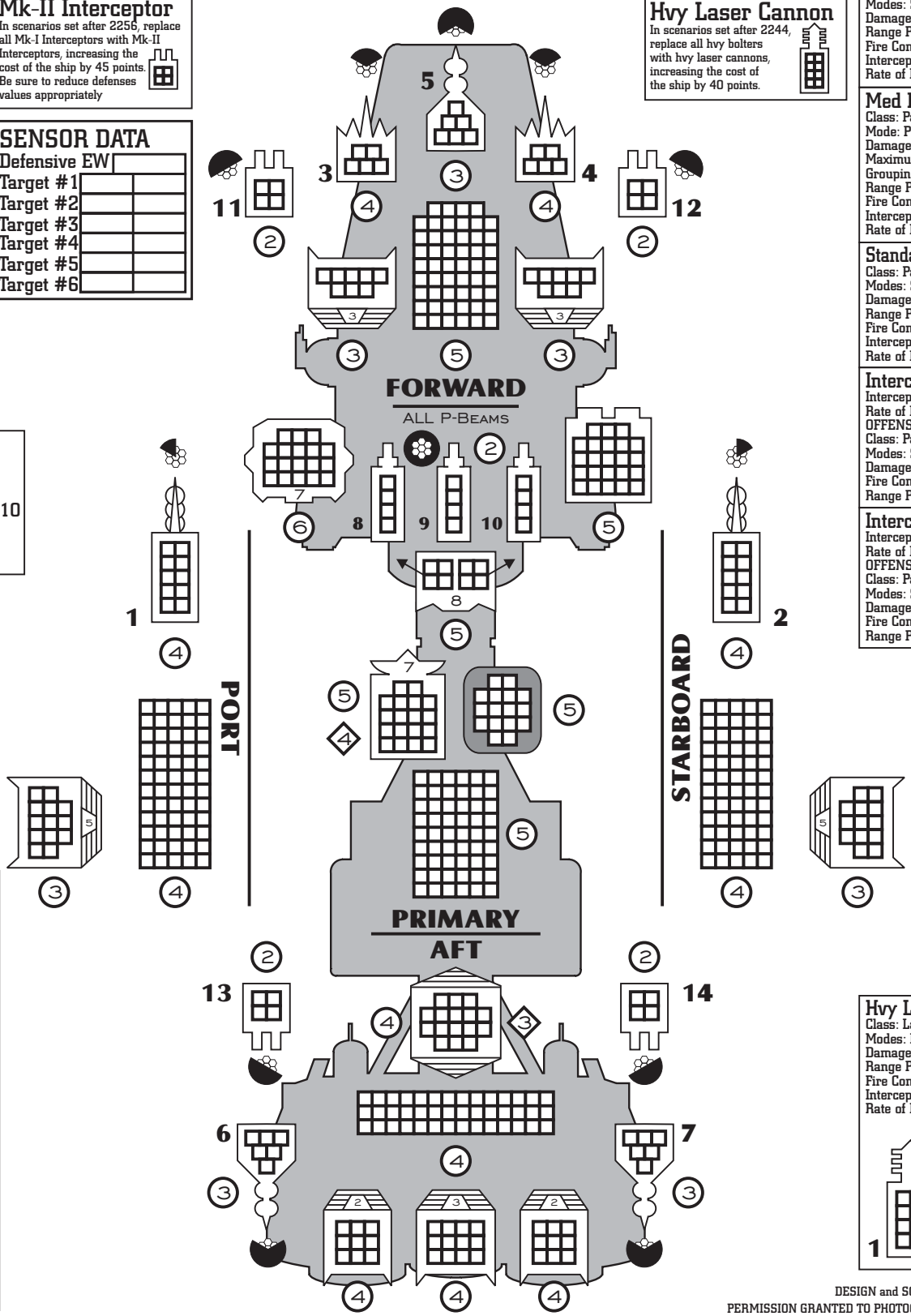
PRIMARY HITS
1-10: Primary Structure
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

Mk-II Interceptor
In scenarios set after 2256, replace all Mk-I Interceptors with Mk-II Interceptors, increasing the cost of the ship by 45 points. Be sure to reduce defenses values appropriately

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

Hvy Laser Cannon
In scenarios set after 2244, replace all hvy bolters with hvy laser cannons, increasing the cost of the ship by 40 points.

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



WEAPON DATA

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
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

Med Pulse Cannon
Class: Particle
Mode: Pulse
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

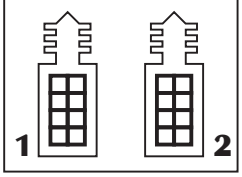
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+5
Fire Control: --/--/+6
Range Penalty: -2 per hex

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Heavy Bolter
Med Pulse Cannon
Med Plasma Cannon
Std Particle Beam
Interceptor

Hvy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns



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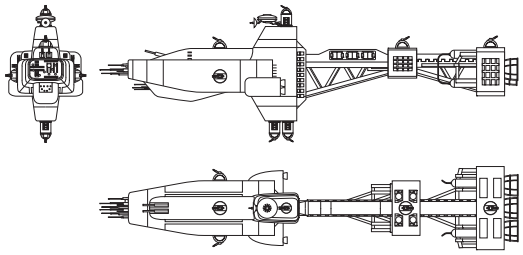
Hyperion Variant (Uncommon)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Command Cruiser (Iota Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2246
Point Value: 780
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: 4/1
Extra Power: +2
Initiative Bonus: +1

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 Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Hvy Pulse Cannon
Class: Particle
Mode: Pulse
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 Pulse Cannon
Class: Particle
Mode: Pulse
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: --/--/+6
Range Penalty: -2 per hex

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

Mk-II Interceptor
In scenarios set after 2256, replace all Mk-I Interceptors with Mk-II Interceptors, increasing the cost of the ship by 45 points. Be sure to reduce defenses values appropriately

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

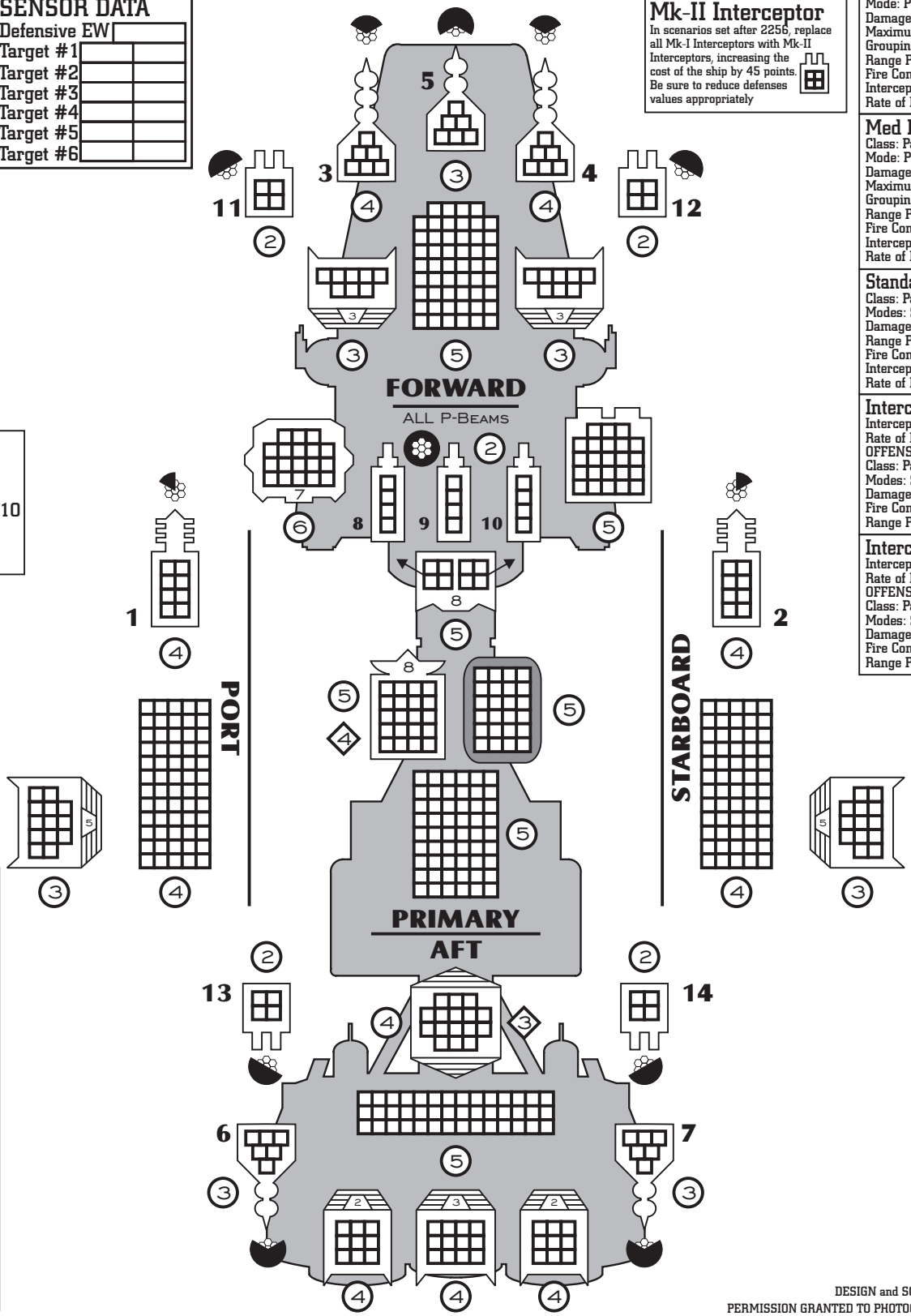
SIDE HITS
1-6: Port/Stb Thrust
7-10: Hvy Laser Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Hvy Laser Cannon
Hvy Pulse Cannon
Med Pulse Cannon
Std Particle Beam
Interceptor

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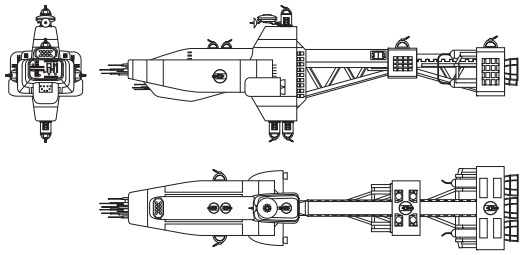
Hyperion Variant (Rare)

Version 1: 2E/RLB

Name:_____ Counter:_____

BABYLON 5 WARS 2ND EDITION

EA Hyperion Minesweeper Cruiser (Kappa Model)



SPECS
Class: Capital Ship
In Service: 2256
Point Value: 800
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 (10)
Stb/Port Defense: 16 (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

Class-R Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Med Pulse Cannon
Class: Particle
Mode: Pulse
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-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

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

SIDE HITS
1-6: Port/Stb Thrust
7-10: Std Particle Beam
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

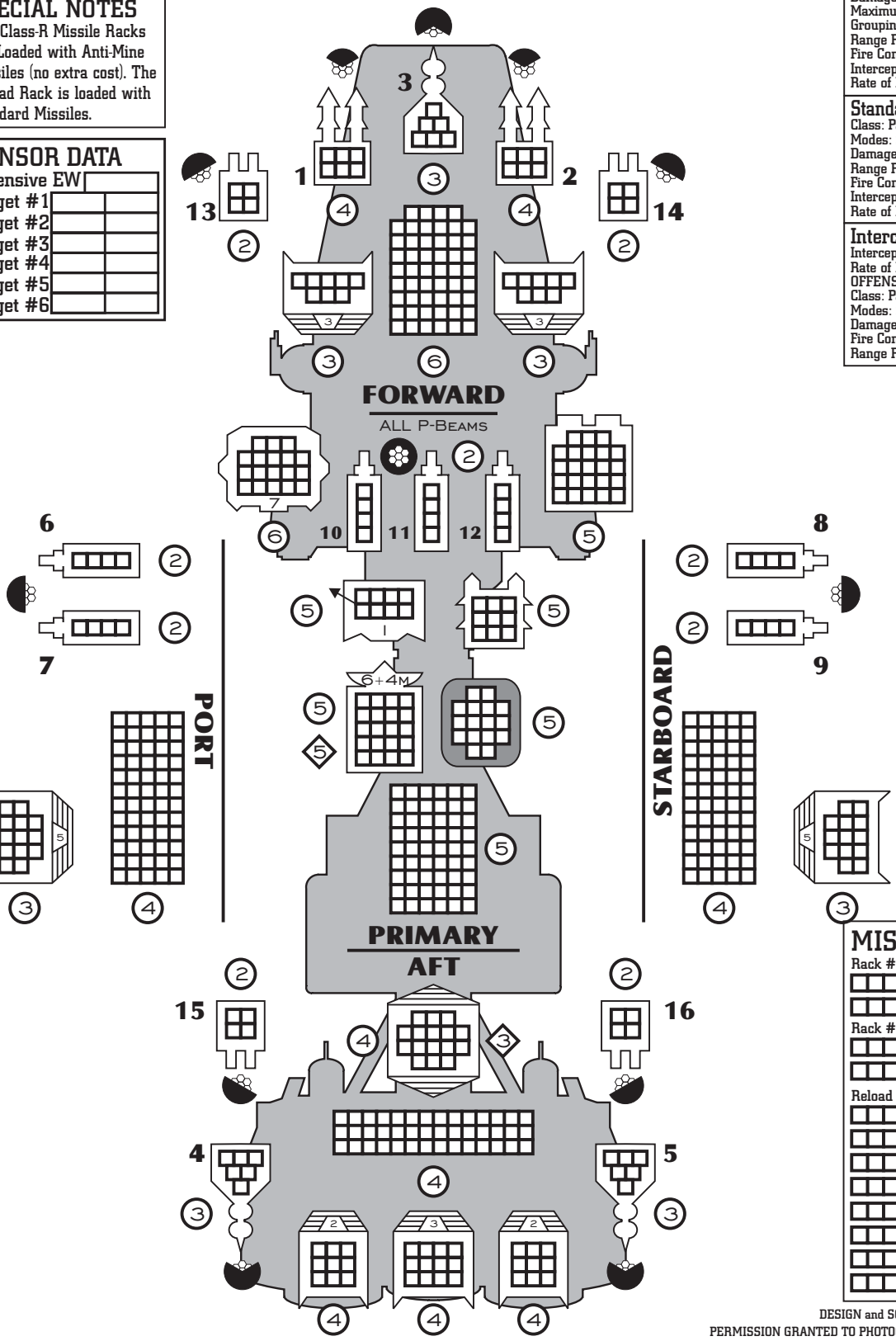
PRIMARY HITS
1-9: Primary Structure
10-11: Std Particle Beam
12-13: Reload Rack
14-15: Sensors
16-17: Engine
18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES
The Class-R Missile Racks are Loaded with Anti-Mine Missiles (no extra cost). The Reload Rack is loaded with Standard Missiles.

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
2 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

6 Minesweeping Shuttles
Thrust: 3 Offense: +4
Armor: 1 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Reload Rack
Missile Rack
Med Pulse Cannon
Std Particle Beam
Interceptor

MISSILES
Rack #1
Rack #2
Reload Rack

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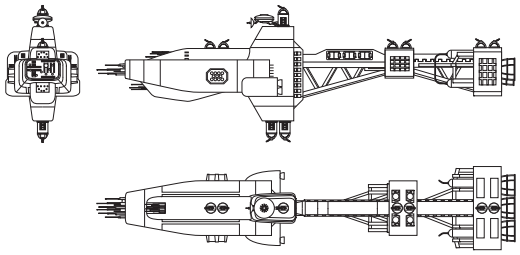
Hyperion Variant (Rare)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion Aegis Cruiser (Lambda Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2257
Point Value: 800
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 (10)
Stb/Port Defense: 16 (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

Class-A Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +0/+0/+4
Rate of Fire: 1 per turn
(anti-fighter missile only)

Anti-Fighter Missiles A
Mode: Standard
Damage: 15
Max Range: 15 hexes
Fire Control: +0/+0/+3
Intercept Rating: n/a

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-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/--/+8
Range Penalty: -2 per hex

Aegis Sensor Pod
Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

FORWARD HITS
1-4: Retro Thrust
5-7: Aegis Sensor Pod
8: Std Particle Beam
9-12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-6: Port/Stb Thrust
7-10: Missile Rack
11-18: Port/Stb Structure
19-20: PRIMARY Hit

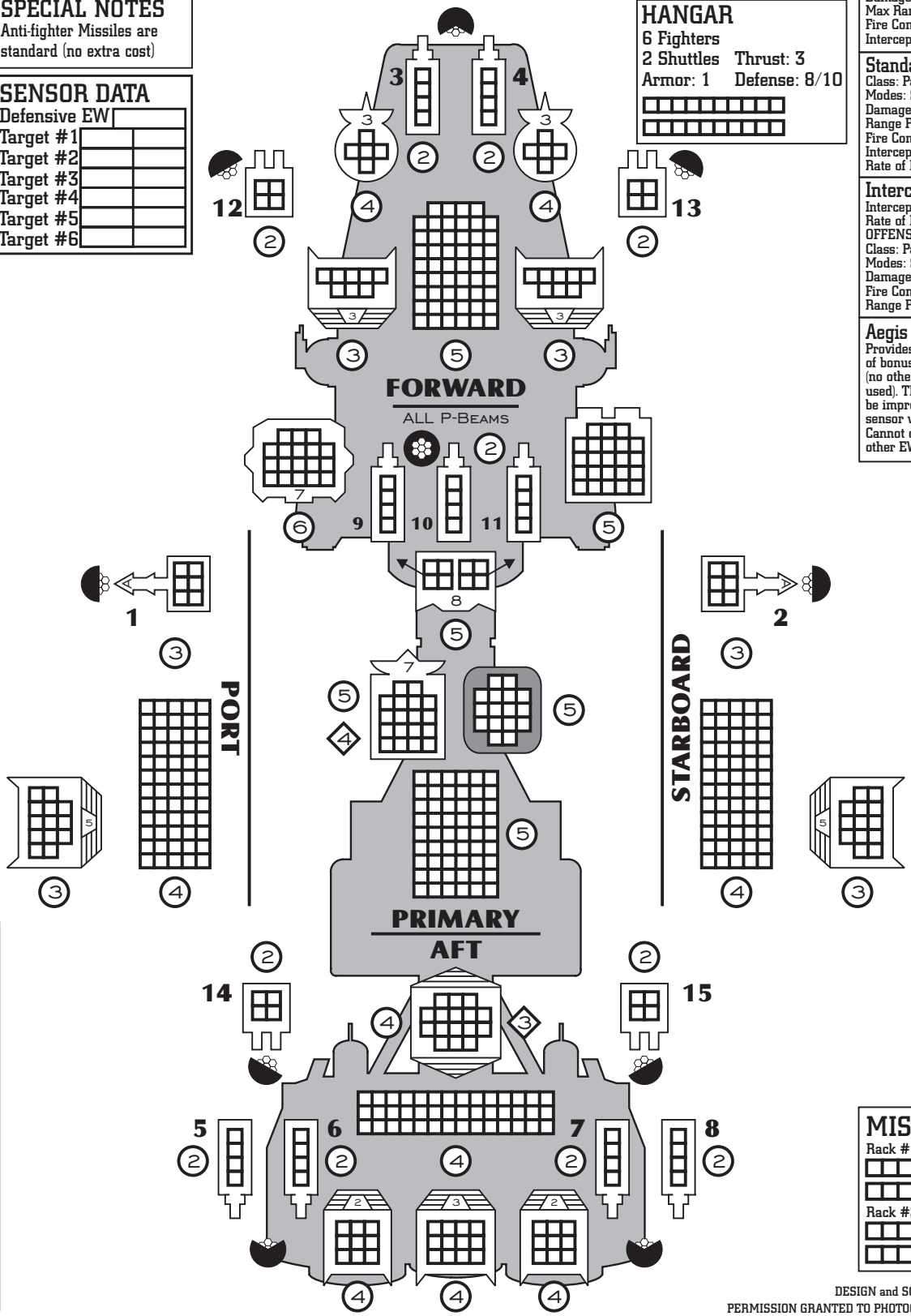
AFT HITS
1-5: Main Thrust
6-9: Jump Drive
10-11: Std Particle Beam
12-13: Interceptor
14-18: Aft Structure
19-20: PRIMARY Hit

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

SPECIAL NOTES
Anti-fighter Missiles are standard (no extra cost)

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Aegis Sensor Pod
Missile Rack
Std Particle Beam
Interceptor

MISSILES
Rack #1
Rack #2

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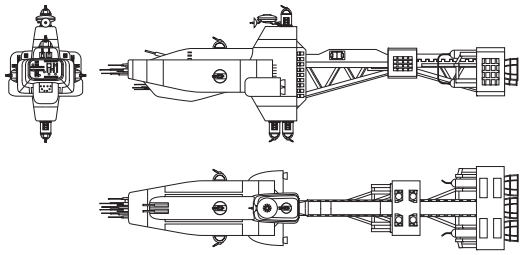
Hyperion Variant (Rare)

Version 1: 2E/RLB

Name:_____ Counter:_____

EA Hyperion War Cruiser (Iota Model)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Capital Ship
In Service: 2247
Point Value: 725
Ramming Value: 290
Jump Delay: N/A

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: +12
Initiative Bonus: +2

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 Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 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
Mode: Pulse
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: --/--/+6
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

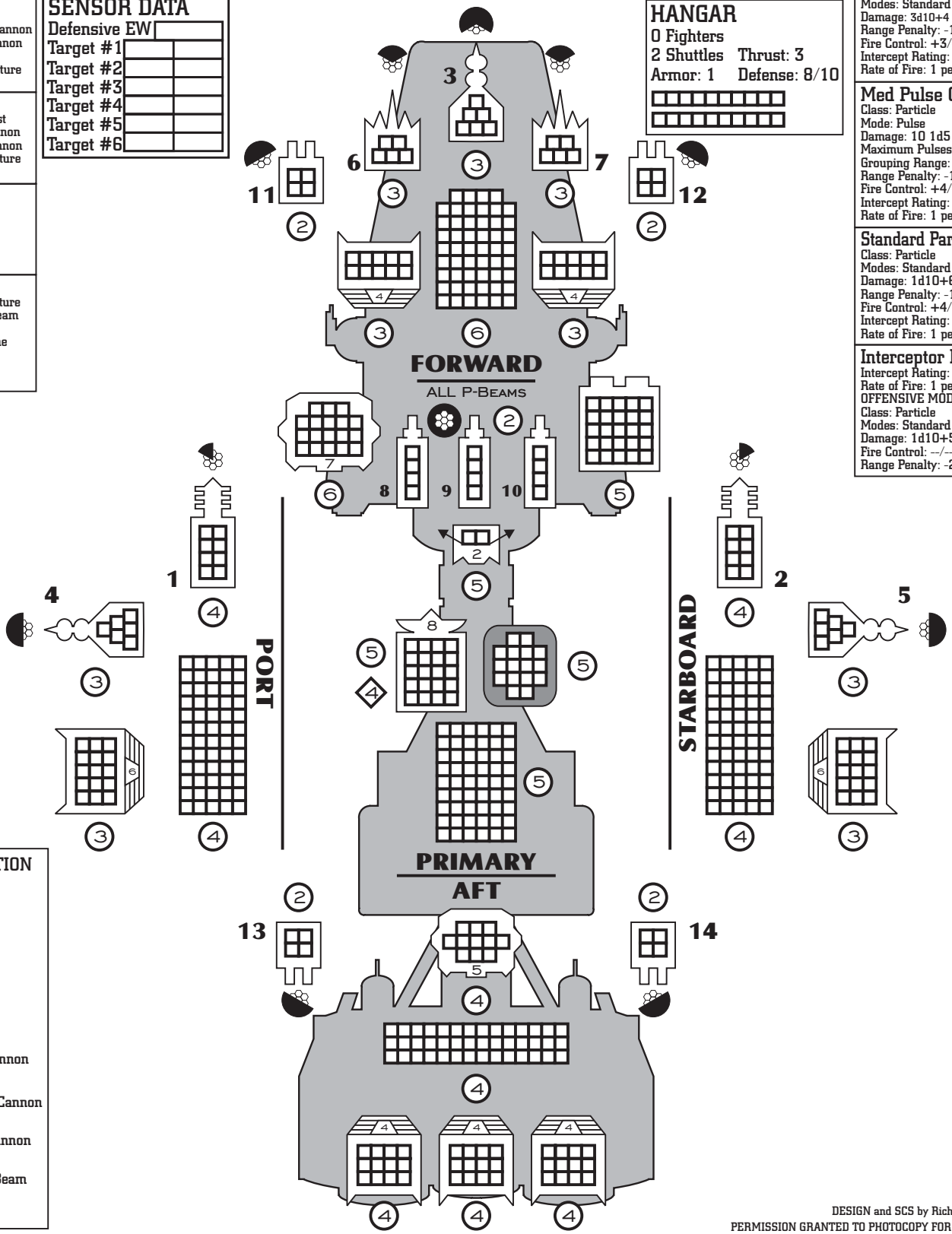
SIDE HITS
1-6: Port/Stb Thrust
7-9: Hvy Laser Cannon
10-11: Med Pulse Cannon
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Aft Engine
11-13: 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: Primary Engine
17: Hangar
18-19: 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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Laser Cannon
Med Plasma Cannon
Med Pulse Cannon
Std Particle Beam
Interceptor

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