

Hyperion Variant (Common)

Version 3: 2E/SF

Name: _____

Counter: _____



EA Hyperion Heavy Cruiser (Eta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (11)
In Service: 2242	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value: 675	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 290	Pivot Cost: 3+3 Thrust	Power Shortage: -4
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	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 Cannon	
Class: Laser	
Mode: Raking	5
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	
Medium Pulse Cannon	
Class: Particle	3
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	1
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	1
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
1-4: Retro Thrust
5-7: Medium Laser
8: Pulse Cannon
9-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

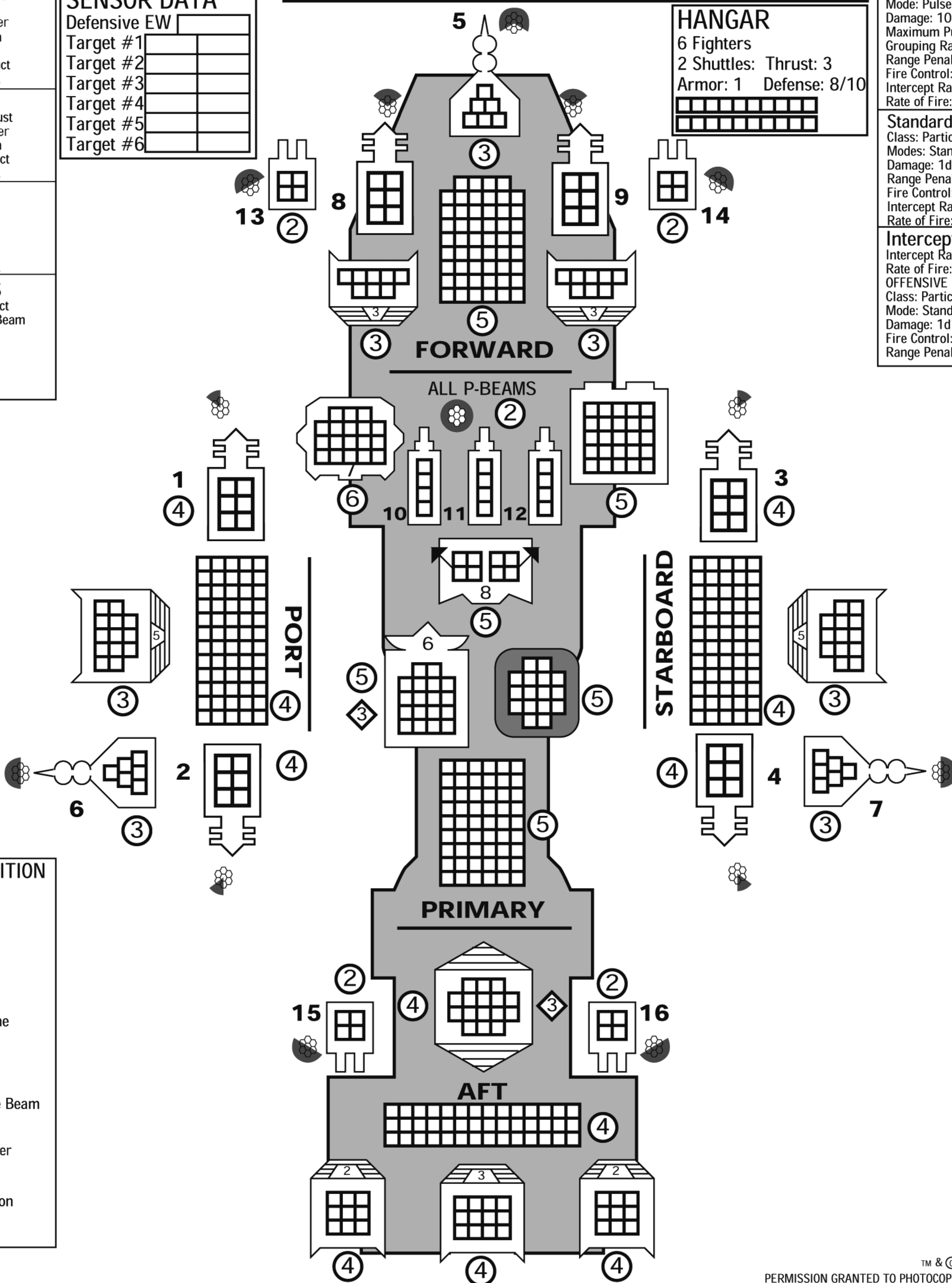
SIDE HITS
1-4: Port/Stb Thrust
5-9: Medium Laser
10-11: Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

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
11-12: 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
	Std Particle Beam
	Medium Laser
	Pulse Cannon
	Interceptor