

Hyperion Heavy Cruiser

Earth Alliance

Ship Name : _____

Counter : _____



COMBAT STATS

SPECS

Class Cap
Point value 705

HANGAR

Launch: 1/tum
Fighters 6
Shuttles 2

S1: _____

S2: _____

MANOEUVRING

Acceleration 3
Turn Cost 1
Turn delay 1
Pivot 3
Roll 2
Slide 1/5

Forward Hits

1-4 : Retro thruster (3)
5-7 : Plasma cannon (3)
8 : Pulse cannon (2)
9-12 : Interceptor (5)

Aft Hits

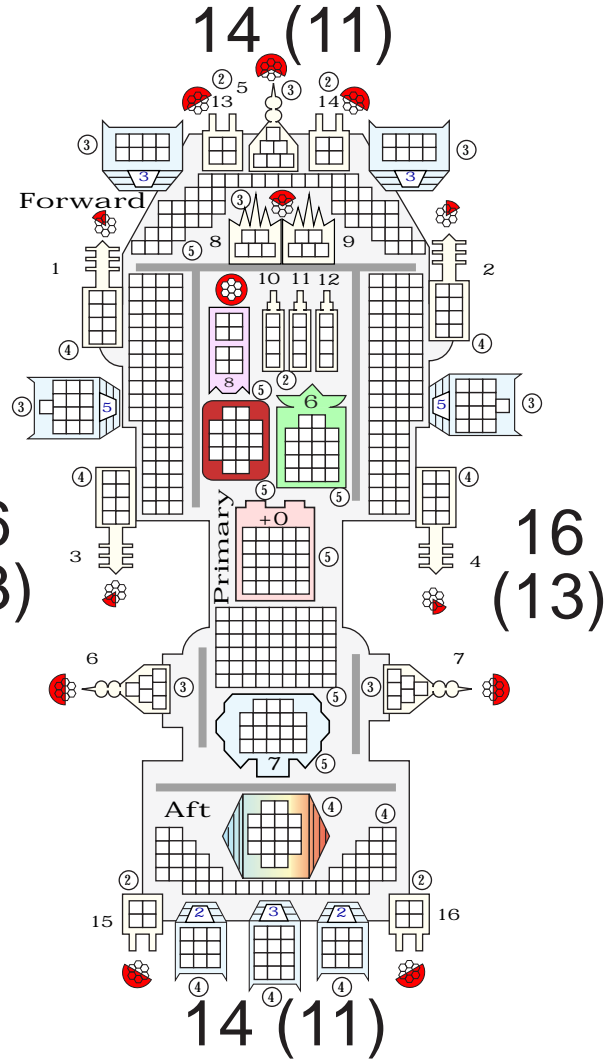
1-6 : Main thruster (4)
7-10 : Jump drive (4)
11-13 : Interceptor (2)
14-18 : Structure (4)
19-20 : PRIMARY hit

Side Hits

1-4 : Side thruster (3)
5-9 : Heavy laser (4)
10-11 : Pulse cannon (3)
12-18 : Structure (4)
19-20 : PRIMARY hit

PRIMARY HITS

1-7 : Structure (5)
8-9 : Std particle beam (5)
10-12 : Sensors (5)
13-15 : Engine (5)
16 : Hangar (5)
17-19 : Reactor (5)
20 : C&C (5)



WEAPON	Type	Int	ROF	Mode	Range	Fire Ctrl	Damage
Heavy Laser	Laser	n/a	4	R,S	-1/3hexes	+3/+2/-4	4d10+20
Medium Pulse Cannon	Pulse	-2	2	Std	-1/hex	+4/+3/+1	d5 x 10
Standard P. Beam	Particle	-2	1	Std	-1/hex	+4/+4/+4	d10 + 6
Interceptor Mk-I	Particle	-3	1	Std	-2/hex	-/-/+6	d10 + 5
Med Plasma Cannon	Plasma	n/a	3	Std	-1/hex	+3/+1/-5	3d10+4 (-1/2hex)

Notation :

D = Deactivated
S = Charging for sustained fire
C = Cooling down
xxx = Target for fire declarations
+1 = Starboard slide / CW pivot

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
1. Heavy laser	6														
2. Heavy laser	6														
3. Heavy laser	6														
4. Heavy laser	6														
5. Pulse cannon	3														
6. Pulse cannon	3														
7. Pulse cannon	3														
8. Plasma cannon	3														
9. Plasma cannon	3														
10. Std particle beam	1														
11. Std particle beam	1														
12. Std particle beam	1														
13. Interceptor	1														
14. Interceptor	1														
15. Interceptor	1														
16. Interceptor	1														
Sensors	3														
Extra Power	+0														
EW / Thrust bought															
EW / Thrust total 7 / 8															
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Target 6															
INITIATIVE +O															
Acceleration (3)															
Speed															
Slide (change / final)															
Pivot (change / final)															
Thrust used	F [6]														
	P/S [5 / 5]														
	A [7]														

