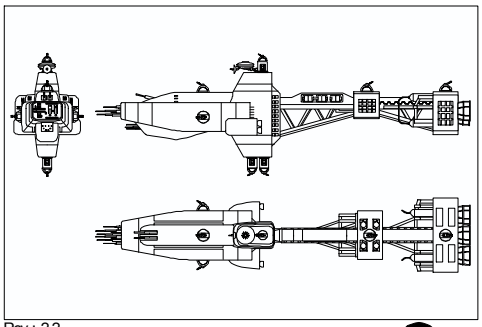


Rev : 2.2

EA Hyperion Heavy Cruiser (Kappa Model)

SPECS
Classification : Capital
In Service : 2259
Point Value : 750
Ramming Factor : 290
Jump Delay : 24 Turns

MANEUVERING
Turn Cost : 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost : 3
Pivot Cost : 3+3 Thrust
Roll Cost : 2+2 Thrust

COMBAT STATS
Fwd/Aft Defence : 14 (10)
Stb/Port Defence : 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
Tun Cost	1	2	3	4	5	6	7	8	9	10	11	12
Tun Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Heavy Laser Cannon (6)
Class : Laser
Mode : 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

Heavy Pulse Cannon (4)
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

Medium Pulse Cannon (3)
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

Medium Plasma Cannon (3)
Class : Plasma
Mode : 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 (1)
Class : Particle
Mode : 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-2 (1)
Intercept Rating : -4
Rate of Fire : 1 per turn
OFFENSIVE MODE
Class : Particle
Mode : Standard
Damage : 1d10+8
Fire Control : –/–/+8
Range Penalty : -2 per hex

SENSOR DATA

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

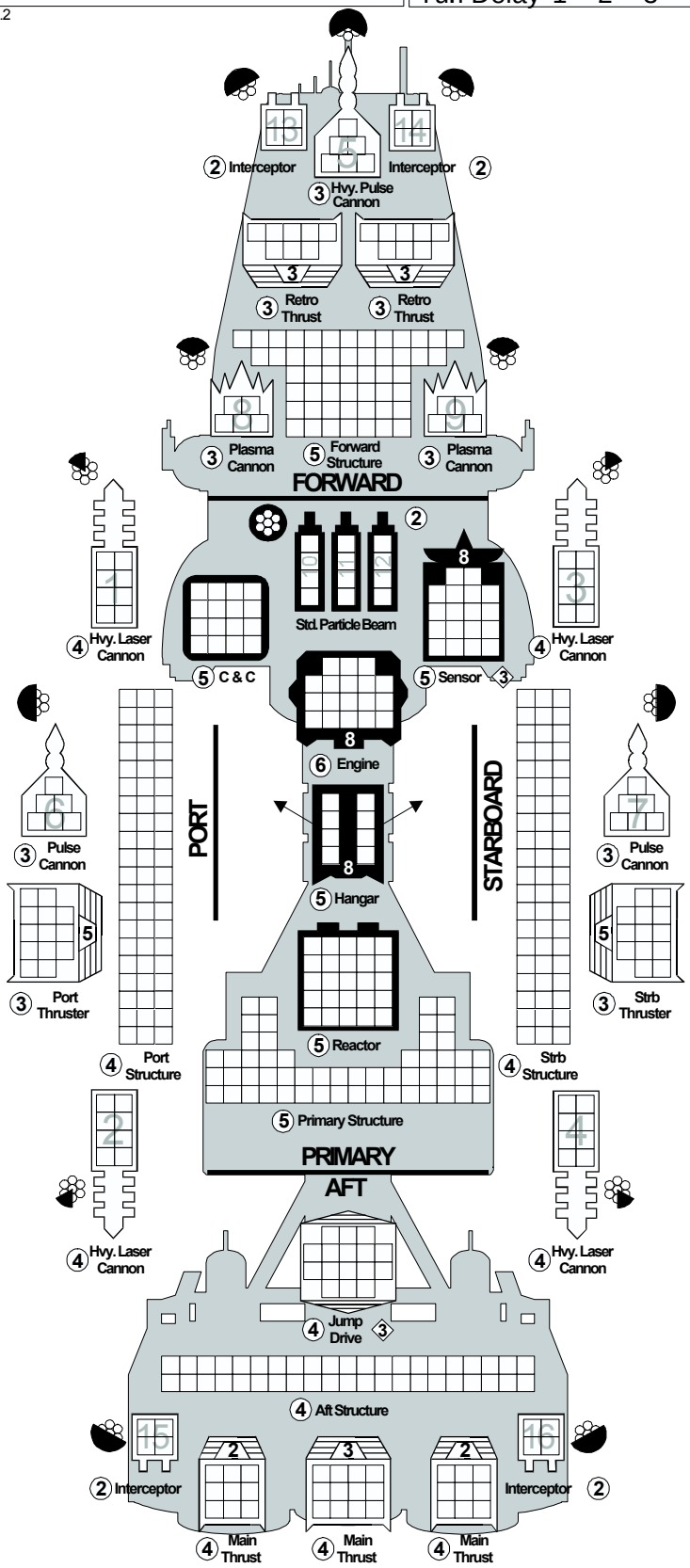
HANGAR
6 Thunderbolts
2 Shuttles — Thrust : 3
Armour : 1 — Defence : 8/10

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

SIDE HITS
1-4 : Port/Strb Thuster
5-9 : Heavy Laser Cannon
10-11 : Pulse Cannon
12-18 : Port/Strb Structure
19-20 : PRIMARY Hit

AFT HITS
1-6 : Main Thruster
7-10 : Jump Drive
11-13 : Interceptor
14-18 : AftStructure
19-20 : PRIMARY Hit

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



Gatling Pulse Cannon
Number of Guns : 1
Class : Particle
Damage : 2d6+6
Range Penalty : -2 per hex
Fire Control : n/a
Rate of Fire : 1 per turn
Intercept Rating : -2

Basic Fighter Missile
Cost : 8 Combat Points
Class : Ballistic
Damage : 10
Max Range : 10 hexes
Fire Control : n/a
Intercept Rating : n/a

FLIGHT LEVEL HIT CHART

Roll	Fighters 1	2	3	4	5	6
5+ above	0	0	0	0	0	0
3-4 above	0	0	1	1	1	1
1-2 above	0	1	1	1	2	2
0-2 below	1	1	2	2	3	3
3-4 below	1	1	2	3	3	4
5-6 below	1	2	3	3	4	5
7+ below	1	2	3	4	5	6

EA THUNDERBOLT ASSAULT FIGHTERS

SPECS
Class : Heavy Fighter
In Service : 2259
Point Value : 80 Each
Ramming Value : 24
Jinking Limit : 6 Levels

MANEUVERING
Turn Cost : 1/3 x Speed
Turn Delay : 0
Accel/Decel Cost : 1 Thrust
Pivot Cost : 1 Thrust
Roll Cost : 1 Thrust

COMBAT STATS
Fwd/Aft Defence : 8
Stb/Port Defence : 7
Free Thrust : 1313
Offensive Bonus : +5
Initiative Bonus : +16

ARMOUR
3
2 2
2

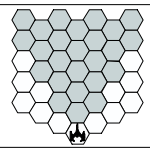
ID

Initiative | Speed | Thrust | Jinking | Notes

Dropped Out
Fighter Destroyed

Remaining Missiles

SPECIA L NOTES
May carry 6 missiles
Launch rate: 2 per turn
Navigator available
(cost 10 per fighter)



OPTIONA L NAVIGATOR
Cost : 10 Comba t Points
Initiativ e Bonus : +1
Missil e Guidanc e ability

Rendered by Richard Bax, rbax@structint.com. Ship designed and created by Stephen Cooke (thanks to Rich)
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