

Hyperion Heavy Cruiser (Theta) Earth Alliance

1



Forward hits	
1-4 : Retro thruster	
5-7 : Plasma Cannon	
8 : Med Pulse Cannon	
9-12 : Interceptor	
13-18 : Structure	
19-20 : PRIMARY hit	
Side Hits	
1-4 : Side thruster	
5-9 : Heavy Laser	
10-11 : Med Pulse Cannon	
12-18 : Structure	
19-20 : PRIMARY hit	
Aft Hits	
1-6 : Main thruster	
7-10 : Jump Drive	
11-13 : Interceptor	
14-18 : Structure	
19-20 : PRIMARY hit	
PRIMARY HITS	
1-7 : Structure	
8-9 : Std Particle beam	
10-12 : Sensors	
13-15 : Engine	
16 : Hangar	
17-19 : Reactor	
20 : C&C	

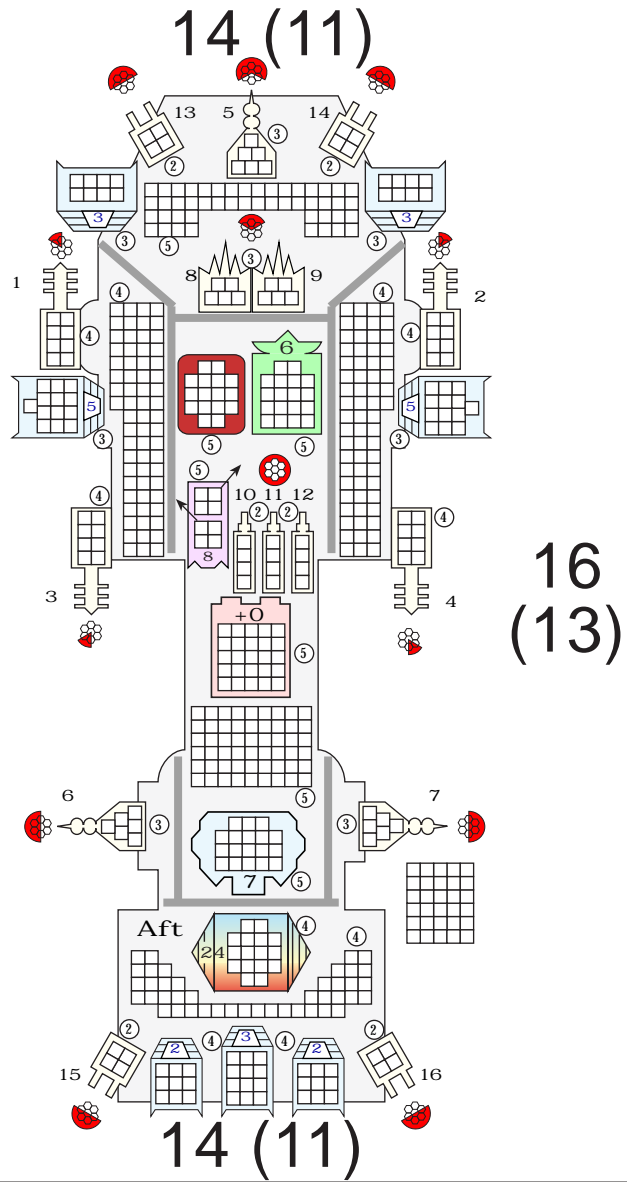
Specs	
Class	Cap
Point value	705
Deployment	-
In service	2246

Hangar	
Launch:	8/tum
Fighters	6
Shuttles	2

Stats	
Engine Effic.	4/1
Pivot	3
Roll	2
Ramming	290

WEAPON	Type	Int	ROF	Mode	Range	Fire Ctrl	Damage
Heavy Laser	Laser	n/a	4	R,S	-1/3hexes	+3/+2/-4	4d10+20
Med Pulse Cannon	Pulse	-2	2	Std	-1/hex	+4/+3/+1	d 5 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)

Speed (accn) (3)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Turn cost	2/3	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
Turn delay	1/3	1	1	1	2	2	2	3	3	3	4	4	4	5	5	
No. of turns	1+	2+3	3+1	2-1	1+3	1+3	1+2	1+1	1+1	1	0-1	0-1	0-2	0-3	0-3	



System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1. Heavy Laser	<input type="checkbox"/>														
2. Heavy Laser	<input type="checkbox"/>														
3. Heavy Laser	<input type="checkbox"/>														
4. Heavy Laser	<input type="checkbox"/>														
5. Pulse Cannon	<input type="checkbox"/>														
6. Pulse Cannon	<input type="checkbox"/>														
7. Pulse Cannon	<input type="checkbox"/>														
8. Plasma Cannon	<input type="checkbox"/>														
9. Plasma Cannon	<input type="checkbox"/>														
10. Std Particle Beam	<input type="checkbox"/>														
11. Std Particle Beam	<input type="checkbox"/>														
12. Std Particle Beam	<input type="checkbox"/>														
13. Interceptor Mk-I	<input type="checkbox"/>														
14. Interceptor Mk-I	<input type="checkbox"/>														
15. Interceptor Mk-I	<input type="checkbox"/>														
16. Interceptor Mk-I	<input type="checkbox"/>														
Extra power available	+0														
EW / Thrust bought															
EW / Thrust total	6 / 7														
Defensive EW		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CCEW		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pivot															
Slide															