




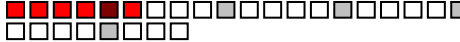



	Early Earth Alliance	2230+
	Hyperion-class Assault Cruiser	
Turns: 2/45° Hull: 5 Speed: 8 Troops: 6 Special: Interceptors 2, Jump Point, Shuttles 2 Craft: None		
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:		Crew Quality:


Hyperion-class Assault Cruiser				
<u>Weapon</u>	<u>Arc</u>	<u>Range</u>	<u>AD</u>	<u>Special</u>
Medium Pulse Cannon	F	10	6	
Medium Plasma Cannon	F	8	6	AP, Twin-Linked
Medium Pulse Cannon	P	10	6	
Medium Pulse Cannon	S	10	6	
Medium Pulse Cannon	A	10	4	
Particle Beams	T	5	4	Anti-Fighter, Weak
Damage: 28 / 6				
				
Crew: 32 / 6				
				

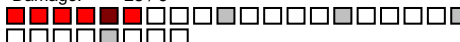
	Early Earth Alliance	2246+
	Hyperion-class Rail Cruiser	
Turns: 2/45° Hull: 5 Speed: 8 Troops: 3 Special: Interceptors 2, Jump Point Craft: 1 Starfury Flight		
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
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Name:		Crew Quality:

Hyperion-class Rail Cruiser				
<u>Weapon</u>	<u>Arc</u>	<u>Range</u>	<u>AD</u>	<u>Special</u>
Railguns	F	12	4	AP, Double Damage
Medium Pulse Cannon	P	10	6	
Medium Pulse Cannon	S	10	6	
Railguns	A	12	3	AP, Double Damage
Particle Beams	T	5	4	Anti-Fighter, Weak
Damage: 28 / 6				
				
Crew: 32 / 6				
				

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	Hyperion-class Assault Cruiser	
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Name:		Crew Quality:

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