




	Early Earth Alliance	2217-2230
	Hyperion-class Missile Cruiser	
Turns:	2/45°	Hull: 5
Speed:	8	Troops: 1
Special:	Interceptors 2, Jump Point	
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:	

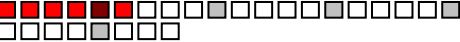
Weapon	Arc	Range	AD	Special
Missile Rack	F	20	3	Precise, SL, SAP
Medium Pulse Cannon	F	10	6	
Missile Rack	P	20	2	Precise, SL, SAP
Medium Pulse Cannon	P	10	4	
Missile Rack	S	20	2	Precise, SL, SAP
Medium Pulse Cannon	S	10	4	
Missile Rack	A	20	1	Precise, SL, SAP
Particle Beams	T	5	2	Anti-Fighter, Weak


Damage: 28 / 6


Crew: 32 / 6


	Early Earth Alliance	2202-2265
	Olympus-class Corvette	
Turns:	2/45°	Hull: 4
Speed:	8	Troops: 3
Special:	Interceptors 1	
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:	

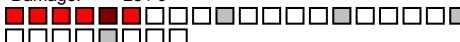
Weapon	Arc	Range	AD	Special
Medium Pulse Cannon	F	10	6	Twin-Linked
Medium Pulse Cannon	P	10	6	Twin-Linked
Medium Pulse Cannon	S	10	6	Twin-Linked
Railguns	T	12	4	AP, Double Damage


Damage: 28 / 6




Crew: 32 / 6


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Name:	Crew Quality:	

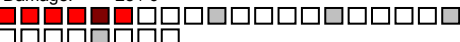
Weapon	Arc	Range	AD	Special
Missile Rack	F	20	3	Precise, SL, SAP
Medium Pulse Cannon	F	10	6	
Missile Rack	P	20	2	Precise, SL, SAP
Medium Pulse Cannon	P	10	4	
Missile Rack	S	20	2	Precise, SL, SAP
Medium Pulse Cannon	S	10	4	
Missile Rack	A	20	1	Precise, SL, SAP
Particle Beams	T	5	2	Anti-Fighter, Weak

Damage: 28 / 6


Crew: 32 / 6


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