Third Age
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

Weapon	Arc	Range	AD	Special
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

Third Age
Earth Alliance
2190+

Artemis-class Heavy Frigate

Turns: 2/45° Hull: 5
Speed: 10 Troops: 2
Special: Interceptors 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:

Artemis-class Heavy Frigate

Weapon	Arc	Range	AD	Special
Railguns	F	12	6	AP, Double Damage
Particle Beams	P	5	6	AF, TL, Weak
Particle Beams	S	5	6	AF, TL, Weak
Railguns	A	12	4	AP, Double Damage

Damage: 18 / 5

Crew: 22 / 6

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