
	Third Age Earth Alliance	2246+
	Hyperion-class Heavy Cruiser	

Turns: 2/45° Hull: 5
 Speed: 8 Troops: 3
 Special: Interceptors 2, Jump Point

Craft: 1 Starfury Flight



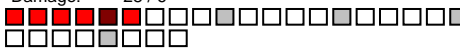
Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA


Name: Crew Quality:

Hyperion-class Heavy Cruiser				
<u>Weapon</u>	<u>Arc</u>	<u>Range</u>	<u>AD</u>	<u>Special</u>
Heavy Laser Cannon	B	18	4	Beam, DD, Super AP
Medium Pulse Cannon	F	10	6	
Medium Plasma Cannon	F	8	4	AP, Twin-Linked
Medium Pulse Cannon	P	10	6	
Medium Pulse Cannon	S	10	6	
Medium Pulse Cannon	A	10	6	
Heavy Laser Cannon	B(a)	18	2	Beam, DD, Super AP
Particle Beams	T	5	4	Anti-Fighter, Weak

Damage: 28 / 6




Crew: 32 / 6



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:

	Third Age Earth Alliance	2220+
	Nova-class Dreadnought	

Turns: 1/45° Hull: 5
 Speed: 6 Troops: 2
 Special: Interceptors 2, Jump Point

Craft: 4 Starfury Flights



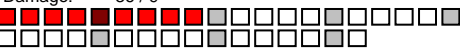
Notes:

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Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA


Name: Crew Quality:

Nova-class Dreadnought				
<u>Weapon</u>	<u>Arc</u>	<u>Range</u>	<u>AD</u>	<u>Special</u>
Laser/Pulse Array	F	12/8	8/4	TL or AP, Beam
Laser/Pulse Array	P	12/8	12/6	TL or AP, Beam
Laser/Pulse Array	S	12/8	12/6	TL or AP, Beam
Laser/Pulse Array	A	12/8	8/4	TL or AP, Beam

Damage: 36 / 9



Crew: 45 / 12



Notes:

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Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

	Third Age Earth Alliance	2246+
	Hyperion-class Heavy Cruiser	

Turns: 2/45° Hull: 5
 Speed: 8 Troops: 3
 Special: Interceptors 2, Jump Point

Craft: 1 Starfury Flight




Notes:

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Damage: 28 / 6




Crew: 32 / 6



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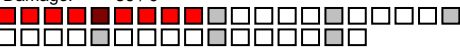
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Damage: 36 / 9



Crew: 45 / 12



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