

Name: Hyperion Class Cruiser

Type: Earth Alliance Hyperion Class Heavy Cruiser

Scale: Capital

Length: 1025 Meters

Skill: Capital Ship Piloting: Nebulon-A

Crew: 356, skeleton 41/+10

Passengers/Troops: 200

Crew Skill: Astrogation 4D, Capital Ship Piloting 4D+2, Capital

Ship Gunnery 5D+1, Sensors 4D+1

Consumables: 2 Years

Cargo Capacity: 8,000 Tons

Hyperdrive Multiplier: X3

Hyperdrive Backup: X12

Nav Computer: Yes

Space: 5

Atmosphere: /

Maneuverability: 0D+2

Hull: 7D+2

Shields: /

Sensors:

Passive: 40/0D

Scan: 75/1D

Search: 150/3D

Focus: 4/4D+2

Fighters: 6

Transports: 2

Weapons:

1 Heavy Plasma Cannon

Scale: Capital

Fire Arc: Front

Fire Control: 2D

Space: 1-5/35/75

Atmosphere Range: 6-30/70/150km

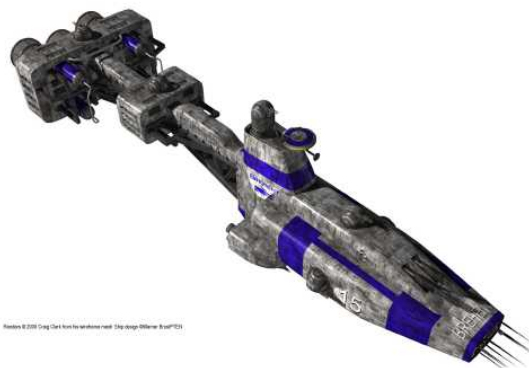
Damage: 6D

2 Particle Beam/Laser Cannons

Scale: Capital

Fire Arc: 1 Front/Left, 1 Front/Right

Fire Control: 2D+2



Space: 1-3/25/50

Atmosphere Range: 2-15/50/100km

Damage: 4D

6 Medium Pulse Cannons

Scale: Starfighter

Fire Arc: 1 Front, 2 Left, 2 Right, 2 Back

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 2-6/24/50km

Damage: 5D

2 Missile Launchers (40 Missile Magazine)

Scale: Capital

Fire Arc: Front

Fire Control: 4D

Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 7D

Description: The Hyperion class is an older type of EarthForce warship, smaller and less heavily-armed than the newer Omega class destroyer, but still a capable design. It saw its heyday during the Dilgar and Earth-Minbari wars. In both wars the Hyperion class was the primary ship of the line, alongside the Nova-class dreadnought. Although the majority of them were destroyed by the end of the Earth-Minbari war, they are still a common sight in Earth fleets, often deployed on long-range patrols or as escorts for the newer, more advanced destroyers. Hyperions were still in EarthForce service as late as 2281.

Design: 1025.39m in length and massing 8,400,000 metric tons, the Hyperion carries a crew of 356 and 200 troops. The design boasts a powerful armament in the form of one heavy double-mount plasma cannon (the big guns mounted forward), two particle/laser turrets (mounted on either side of the forward hull), eight medium pulse cannon turrets (the bubble-like turrets mounted all over the ship), and two heavy missile launchers. In addition to the armament, the cruiser has potent defenses in the form of a 6-8 meter-thick armored hull and a standard defense grid. The Hyperion class is capable of carrying 6 Starfury fighters and 2 shuttles. As with most ships of its size, Hyperion class ships are capable of both using jump gates and creating their own jump points.

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