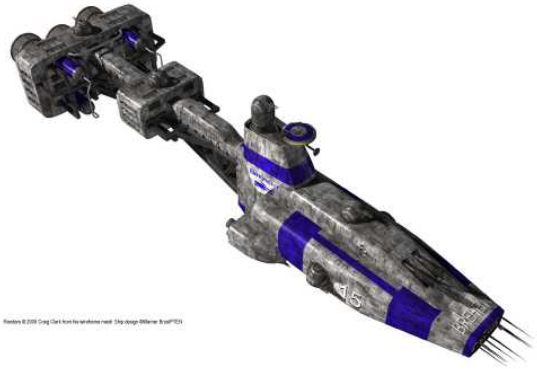
Starships D6 / Earth Alliance Hyperion Class



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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