Starships D6 / Earth Alliance Hyperion-class

Earth Alliance Heavy Cruiser

Craft: Earth Alliance Hyperion-class Heavy Cruiser
Type: Heavy cruiser
Scale: Capital
Length: 466 meters
Skill: Capital ship piloting: EA Hyperion-class
Crew: 140, gunners: , skeleton: 60/+15
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1, sensors 4D, starship gunnery 4D+2
Cargo Capacity: 400 metric tons
Consumables: 8 months
Hyperdrive Multiplier: x4
Nav Computer: Yes
Manuverability: 1D
Space: 4
Hull: 5D+2
Sensors:
- Passive: 10/0D
- Scan: 30/1D
- Search: 50/2D
- Focus: 2/2D+2

Weapons:
3 Heavy Laser Batteries
- Fire Arc: 1 front, 2 turret
- Crew: 5
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 1-10/20/40
- Atmosphere Range: 2-20/40/80 km
- Damage: 7D

8 Laser Cannons
- Fire Arc: Turrets
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 4D+2

Starfighter Complement: 6 fighters (usually EA Starfuries)

The Hyperion-class Heavy Cruiser is one of the oldest ships still in service,

(together with the older Starfuries) they were all built before the Minbari War. Not many of them survived the war, but those who did have since then been upgraded with better weapons. There is neither artificial gravity or a rotating section on board, so the crew works in microgravity. This makes these ships only suitable for shorter missions, while the crews on the large Destroyers with rotating sections can stay out for longer patrols. The Heavy Cruiser also carries Starfuries on board, and it is the smallest Earth Alliance ship than can open their own jump-point. The Hyperion-class has also recently been upgraded, and they now carry beam weapons and otherwise improved weaponry.

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