



EA Tempest Heavy Cruiser (Beta Model)

SPECS	MANEUVERING												COMBAT STATS	
Class: Capital Ship	Turn Cost: 1 x Speed												Fwd/Aft Defense: 14 (10)	
In Service: 2269	Turn Delay: 1 x Speed												Stb/Port Defense: 16 (12)	
Point Value: 950	Accel/Decel Cost: 3 Thrust												Engine Efficiency: 4/1	
Ramming Factor: 300	Pivot Cost: 3+3 Thrust												Extra Power: 0	
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust												Initiative Bonus: +0	
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12		



WEAPON DATA	
Heavy Laser Cannon	
Class: Laser	
Modes: R, S	
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Heavy Pulse Cannon	
Class: Particle	
Mode: Pulse	
Damage: 15 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
Medium Pulse Cannon	
Class: Particle	
Mode: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per hex	
Fire Control: +4/+3/-1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Standard Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-II	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/-/+8	
Range Penalty: -2 per hex	

FORWARD HITS
1-4: Retro Thrust
5-7: Hvy Laser Cannon
8-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-5: Hvy Pulse Cannon
6: Pulse Cannon
7-9: Std. Particle Beam
10: Interceptor
11-12: Hangar
13-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Interceptor
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10-13: Sensors
14-15: Engine
16-17: Jump Engine
18-19: Reactor
20: C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

EACH HANGAR	
9 Fighters	
1 Shuttles: Thrust: 3	
Armor: 1 Defense: 8/10	

