



EA Tempest Advanced Cruiser

SPECS

Class: Capital Ship
In Service: 2268
Point Value: 1000
Ramming Factor: 300
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 × Speed
Turn Delay: 1 × Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Sth/Port Defense: 16 (12)
Engine Efficiency: 3/1
Power Shortage: -14
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

Intermediate Particle C.
Class: Particle
Modes: Raking
Damage: 4d10+35
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/±0
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Laser/Pulse Array

This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Fired as Medium Laser:
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fired as Medium Pulse:
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

Gatling Interceptor

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d6+6
Fire Control: +2/+4/+8
Range Penalty: -2 per hex
Note: Can switch firing modes with no delay period.

FORWARD HITS

1-4: Retro Thruster
5-7: Particle Cannon
8-10: Gatling Interceptor
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thruster
5-6: Laser/Pulse Array
7-10: Gatling Interceptor
11-12: Side Hangar
13-18: Port/Sth Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thruster
7-10: Gatling Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-14: Sensors
15-16: Engine
17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA 8

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

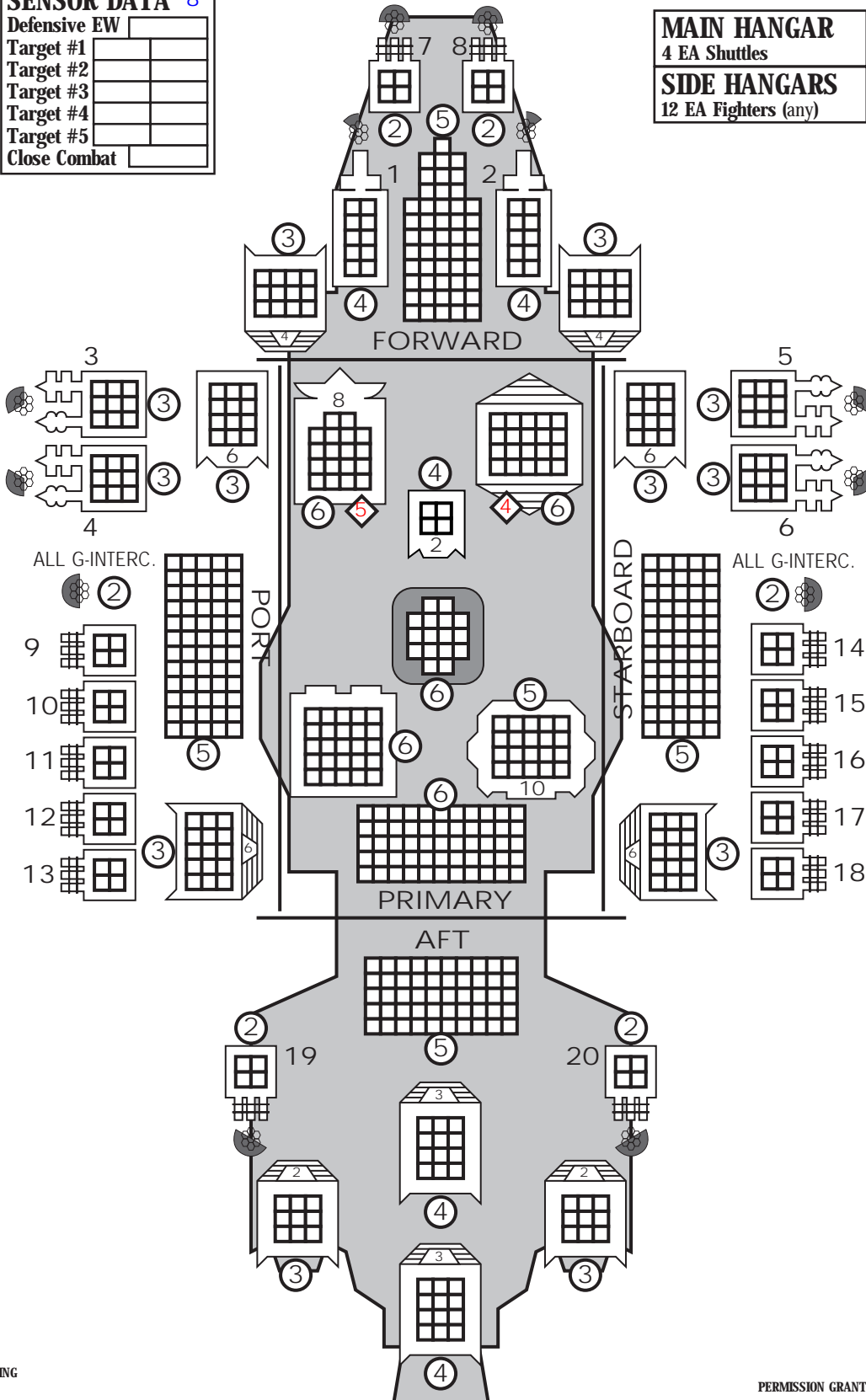
Close Combat

MAIN HANGAR

4 EA Shuttles

SIDE HANGARS

12 EA Fighters (any)



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo