

EA Tempest Advanced Patrol Cruiser (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2280
Point Value: 800
Ramming Factor: 290
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 16 (12)
Engine Efficiency: 3/1
Extra Power: 0
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 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

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.

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

Medium Laser Cannon

Class: Laser
Mode: 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

FORWARD HITS

1-4: Retro Thrust
5-7: Hvy Pulse Cannon
8-9: Lt Pulse Cannon
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stbd Thrust
5-7: Laser/Pulse Array
8-9: Lt Pulse Cannon
10-11: Interceptor
12-18: Port/Stbd Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Pulse Cannon
9-10: Interceptor
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

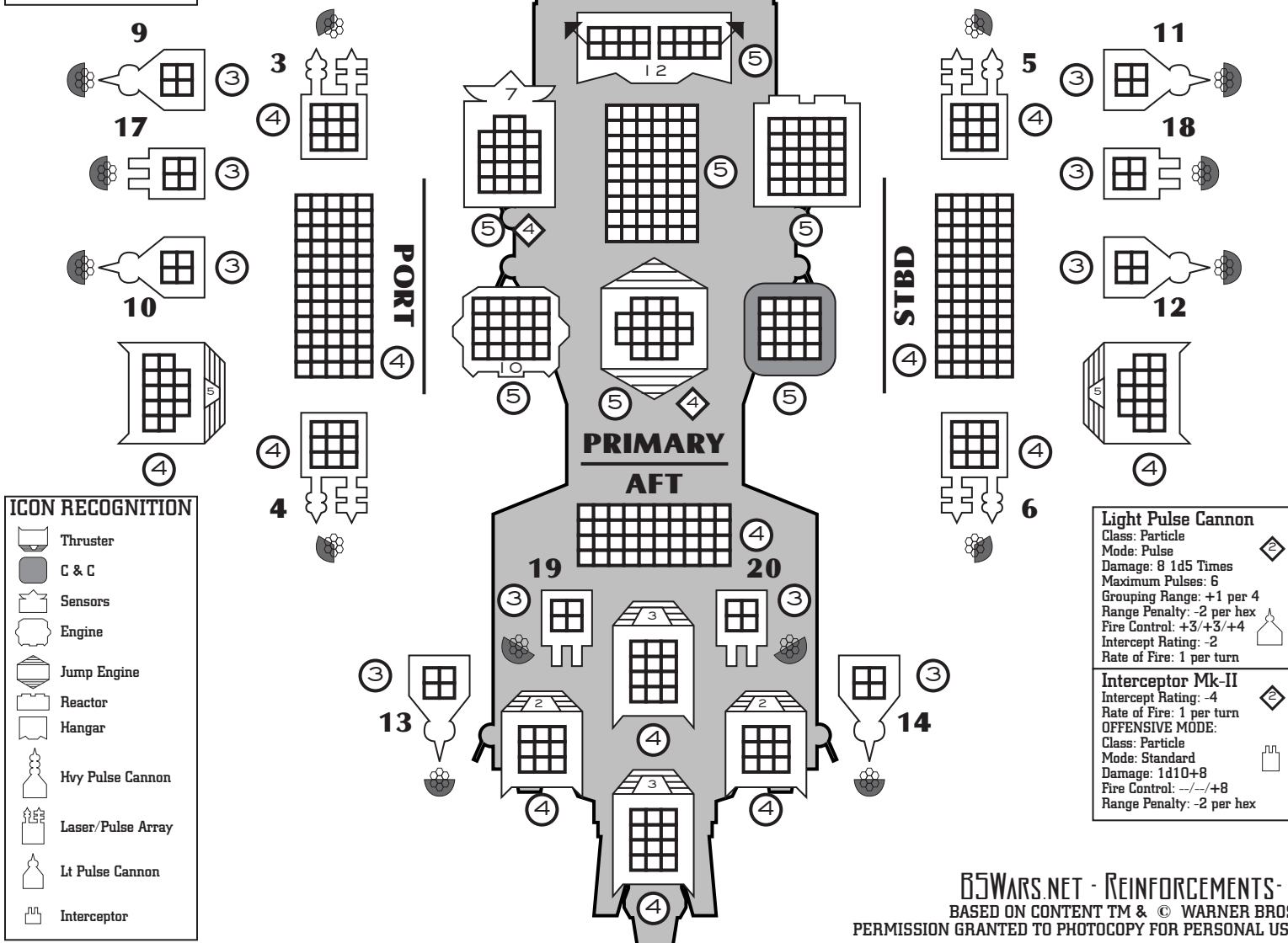
Target #6

HANGAR

12 Fighters (TBolt-capable)
2 Breaching Pods
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

EA BREACHING POD

Cost: 40 Defense: 10/10
Thrust: 6 Offense: 0
Armor: 3 Initiative: +9
No Weapons



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Pulse Cannon
- Laser/Pulse Array
- Lt Pulse Cannon
- Interceptor