Tempest Patrol Cruiser

FLEET ACTION

Ship Datacard

SHIP NAME:

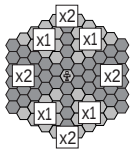
ID:

SQUADRON:

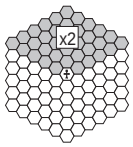
Medium Pulse
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8 per 1 above
Max Shots/Turn: 2

Medium Laser
Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10 (-1 per die)
Max Shots/Turn: 1

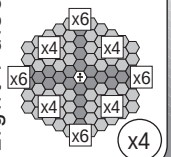
Laser/Pulse Array
This weapon system may fire once in laser mode or may fire twice in pulse mode. See rules.



Heavy Pulse
Class: Particle
Range:4/8/12/16
Fire Control: d10/d10/d6
Damage: d10 per 1 above
Max Shots/Turn: 1



Light Pulse
Class: Particle
Range:1/2/3/4
Fire Control: d10/d10/d12
Damage: d6 per 1 above
Max Shots/Turn: 3



CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 5/5/5
SENSOR: 10
AVAIL: Common

RACE: Earth Alliance
CLASS: Tempest Cruiser
CATEGORY: Capital
YEAR IN SERVICE: 2280
Jump Drive: Yes
POINT VALUE: 450

NOTES:

Interceptors
Level 2

Loadout (2280+)(620 points):
2 Flights Thunderbolt

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Laser-Pulse Array																														
Heavy Pulse																														
Light Pulse																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
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Damage: d8 per 1 above
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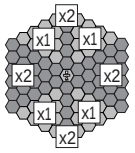
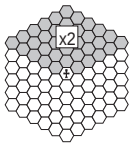
Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10 (-1 per die)
Max Shots/Turn: 1

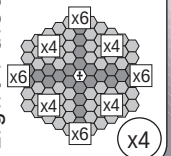
Laser/Pulse Array
This weapon system may fire once in laser mode or may fire twice in pulse mode. See rules.



Heavy Pulse
Class: Particle
Range:4/8/12/16
Fire Control: d10/d10/d6
Damage: d10 per 1 above
Max Shots/Turn: 1



Light Pulse
Class: Particle
Range:1/2/3/4
Fire Control: d10/d10/d12
Damage: d6 per 1 above
Max Shots/Turn: 3



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