

RAIDER TEMPEST CRUISER

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x SPEED	Fwd/Aft Defense: 13
In Service: 2224	Turn Delay: 1 x SPEED	Stb/Port Defense: 15
Point Value: 435	Accel/Decel Cost: 1	Engine Efficiency: 2/1
Ramming Factor: 95	Pivot Cost: 2+2	Extra Power: +1
Jump Delay: 24	Roll Cost: 2+2	Initiative Bonus: +2
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

Medium Pulse Canon

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

SPB

CLASS: PARTICLE

MODE: STANDARD

DAMAGE: 1 D1 D+6

RANGE PENALTY: -1 PH

FIRE CONTROL: +4/+4/+4

IR: -2

ROF: 1 PER TURN

FORWARD HITS

1-3: PULSE CANNON
4-7: THRUSTER
8-19: STRUCTURE
20: PRIMARY

AFT HITS

1-3: THRUSTER
4-19: STRUCTURE
20: PRIMARY

PRIMARY HITS

1-3: SPB
4-6: THRUSTER
7-9: REACTOR
10-12: JUMP ENGINE
13-16: ENGINE
17-19: STRUCTURE
20: C&C

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

