

# Artemis Variant (Uncommon)

Version 2: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## EA Artemis Escort Frigate (Zeta Model)

### SPECS

Class: Hvy Combat Vsl  
In Service: 2242  
Point Value: 650  
Ramming Factor: 140  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 14 (11)  
Stb/Port Defense: 15 (12)  
Engine Efficiency: 2/1  
Extra Power: +3  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

### WEAPON DATA

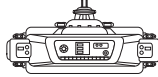
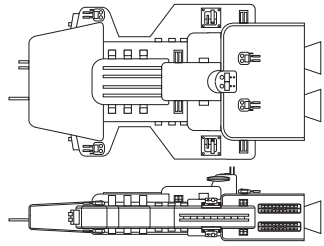
**Medium Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

### 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-I

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/--/+6  
Range Penalty: -2 per hex



### FORWARD HITS

1-3: Retro Thrust  
4-6: Pulse Cannon  
7-8: Interceptor  
9-18: Forward Struct  
19-20: PRIMARY Hit

### AFT HITS

1-5: Main Thrust  
6-8: Std Particle Beam  
9-10: Pulse Cannon  
11-12: Interceptor  
13-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-7: Primary Struct  
8-9: Pulse Cannon  
10-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

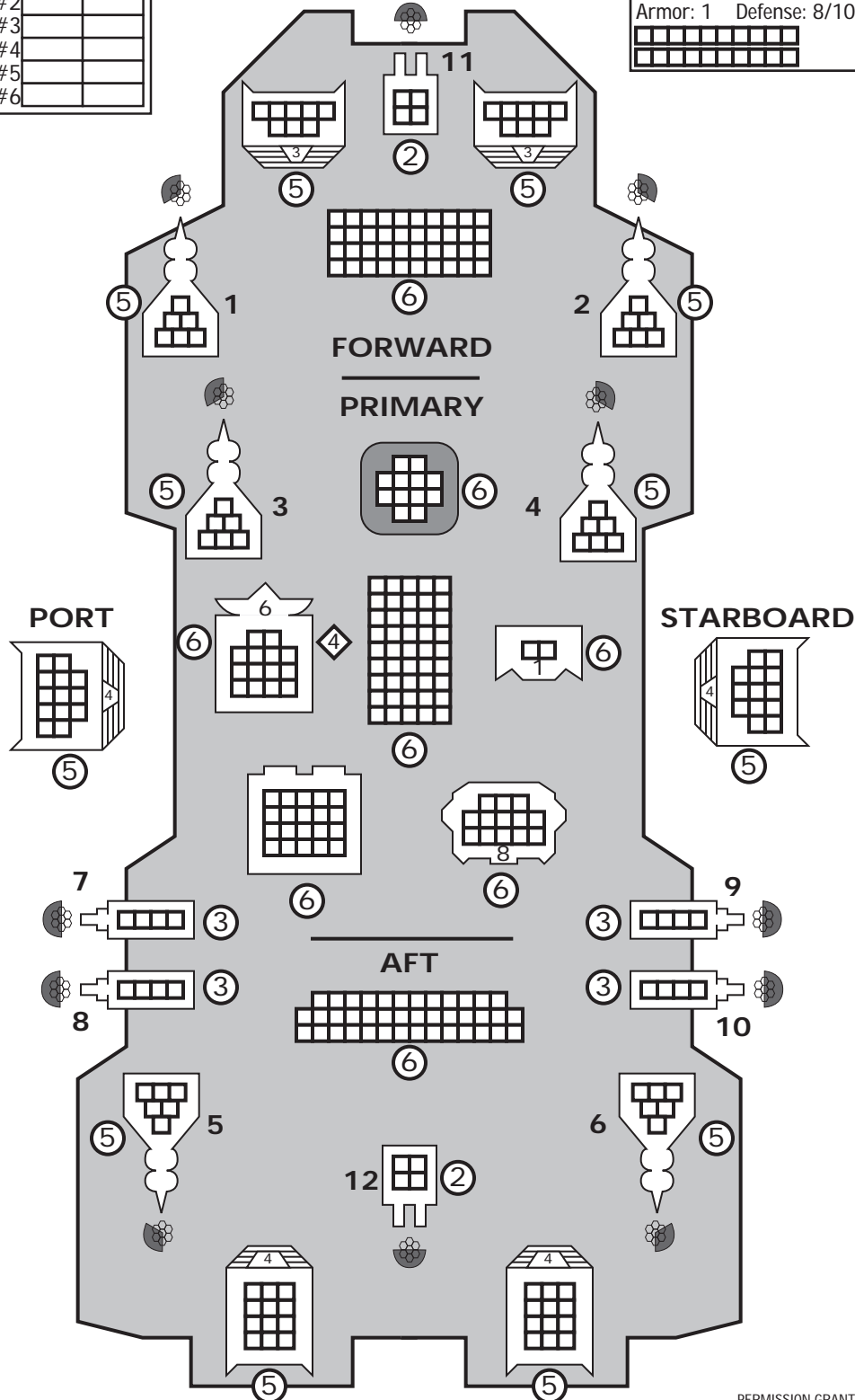
Target #6

### HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Pulse Cannon
- Interceptor