

EA Artemis Heavy Frigate (Alpha Model)

SPECS

Class: Hvy Combat Vsl
 In Service: 2168
 Point Value: 475
 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 (12)
 Stb/Port Defense: 15 (13)
 Engine Efficiency: 2/1
 Extra Power: 0
 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

HANGAR

0 Fighters
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10

WEAPON DATA

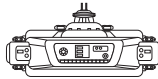
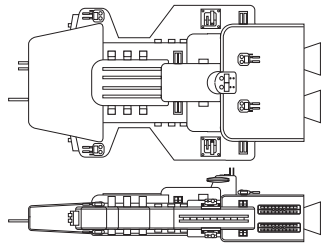
Med. Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Interceptor Prototype

Intercept Rating: -2
 Rate of Fire: 1 per turn
 OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d10+3
 Fire Control: --/+/-4
 Range Penalty: -2 per hex



FORWARD HITS

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

AFT HITS

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

PRIMARY HITS

1-7: Primary Struct
 8-9: Med Plasma 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

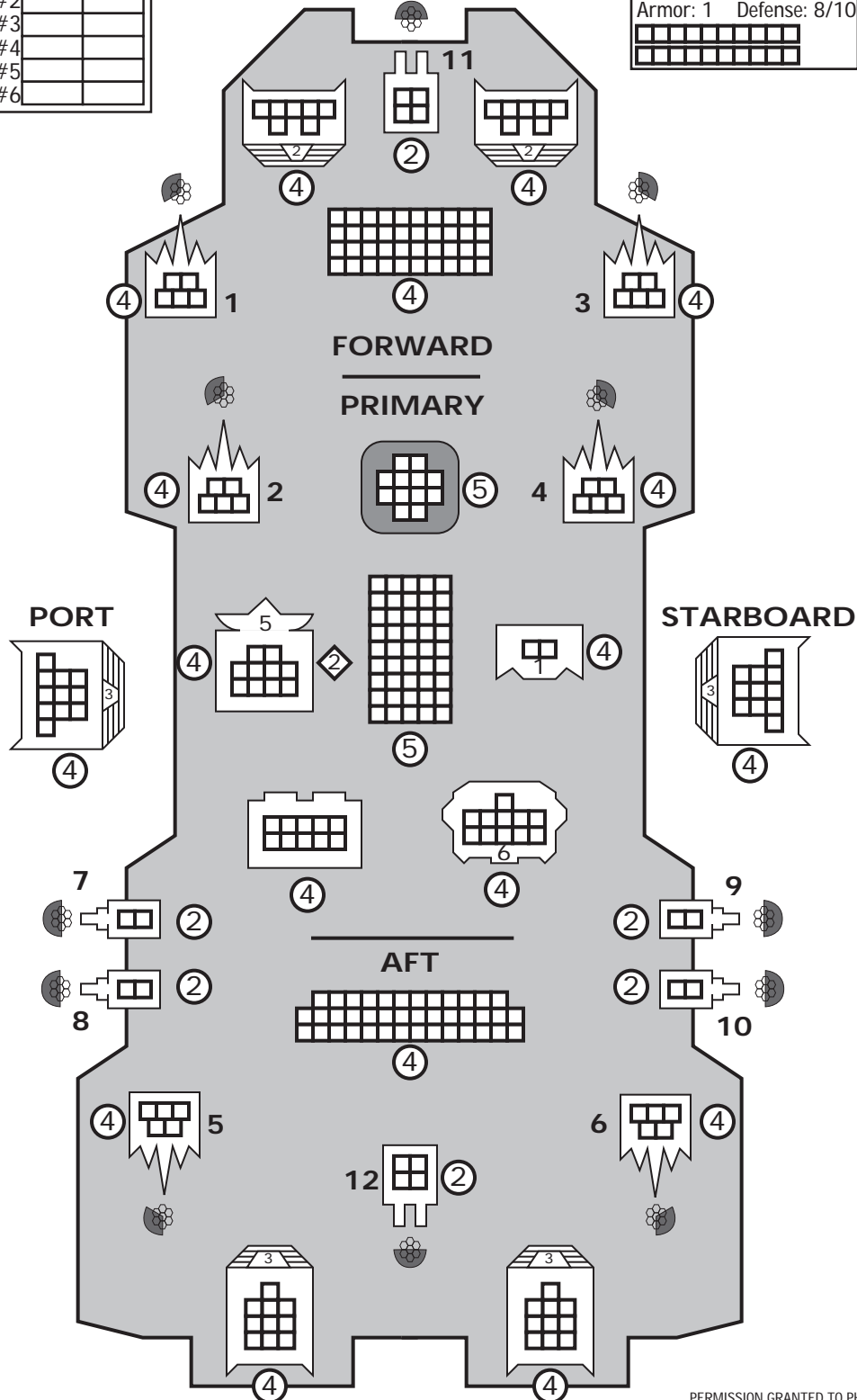
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Particle Beam
- Med Plasma Cannon
- Interceptor