

EA Artemis Gunship (Gamma Model)

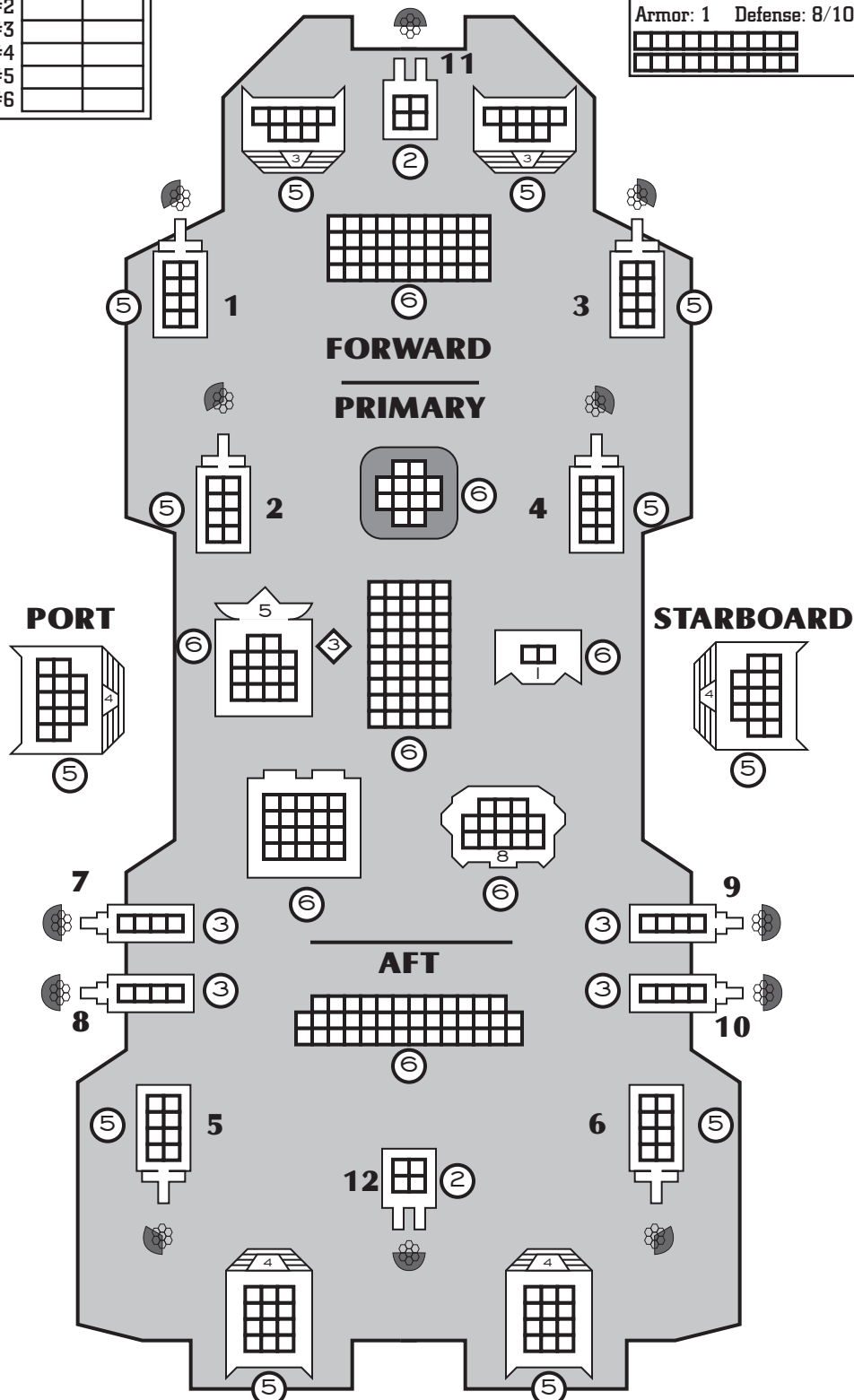
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (11)
In Service: 2216	Turn Delay: 2/3 Speed	Stb/Port Defense: 15 (12)
Point Value: 650	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Power Shortage: -2
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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
Particle Cannon Class: Particle Modes: Raking Damage: 2d10+15 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+2 Intercept Rating: -1 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: Particle 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: Particle Cannon
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8-9: Particle 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	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam
	Particle Cannon
	Interceptor