

## EA Artemis Minesweeper Frigate (Epsilon Model)

### SPECS

Class: Hvy Cmbat 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  
Power Shortage: -1  
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 Minesweeping Shuttles

### 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

**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  
4-5: Particle Cannon  
6-7: Pulse Cannon  
8: Interceptor  
9-18: Forward Struct  
19-20: PRIMARY Hit

### AFT HITS

1-5: Main Thrust  
6-8: Std Particle Beam  
9-10: Interceptor  
11-18: 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

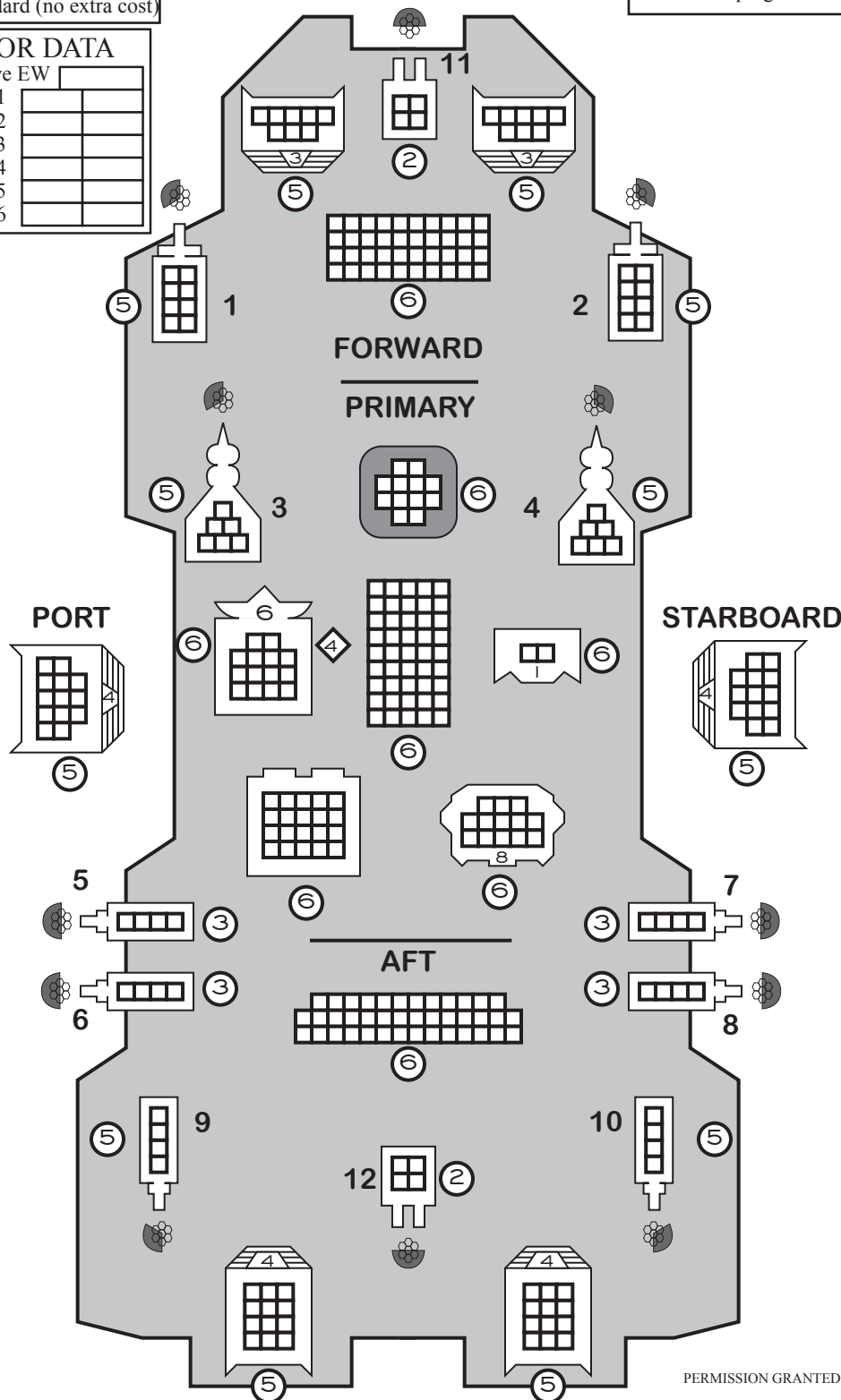
### Special Notes:

Minesweeping Bonus +3  
Minesweeping Shuttles  
are standard (no extra cost)

### 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
- Particle Cannon
- Std Particle Beam
- Pulse Cannon
- Interceptor

### ARMED MINESWEEPING SHUTTLE

Cost: 34 Defense: 8/10  
Thrust: 4 Offense: +3  
Minesweeping OB +4  
Armor: 1 Initiative: +9  
One Light Particle Gun  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+2  
Fighter Firing Arc:

