



EA Artemis Heavy Frigate

**GAMMA
MODEL**

SPECS

Class: Hvy Combat Vsl
In Service: 2190
Point Value: 600
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: 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

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

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +6/+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

HANGAR

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

FORWARD HITS

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

AFT HITS

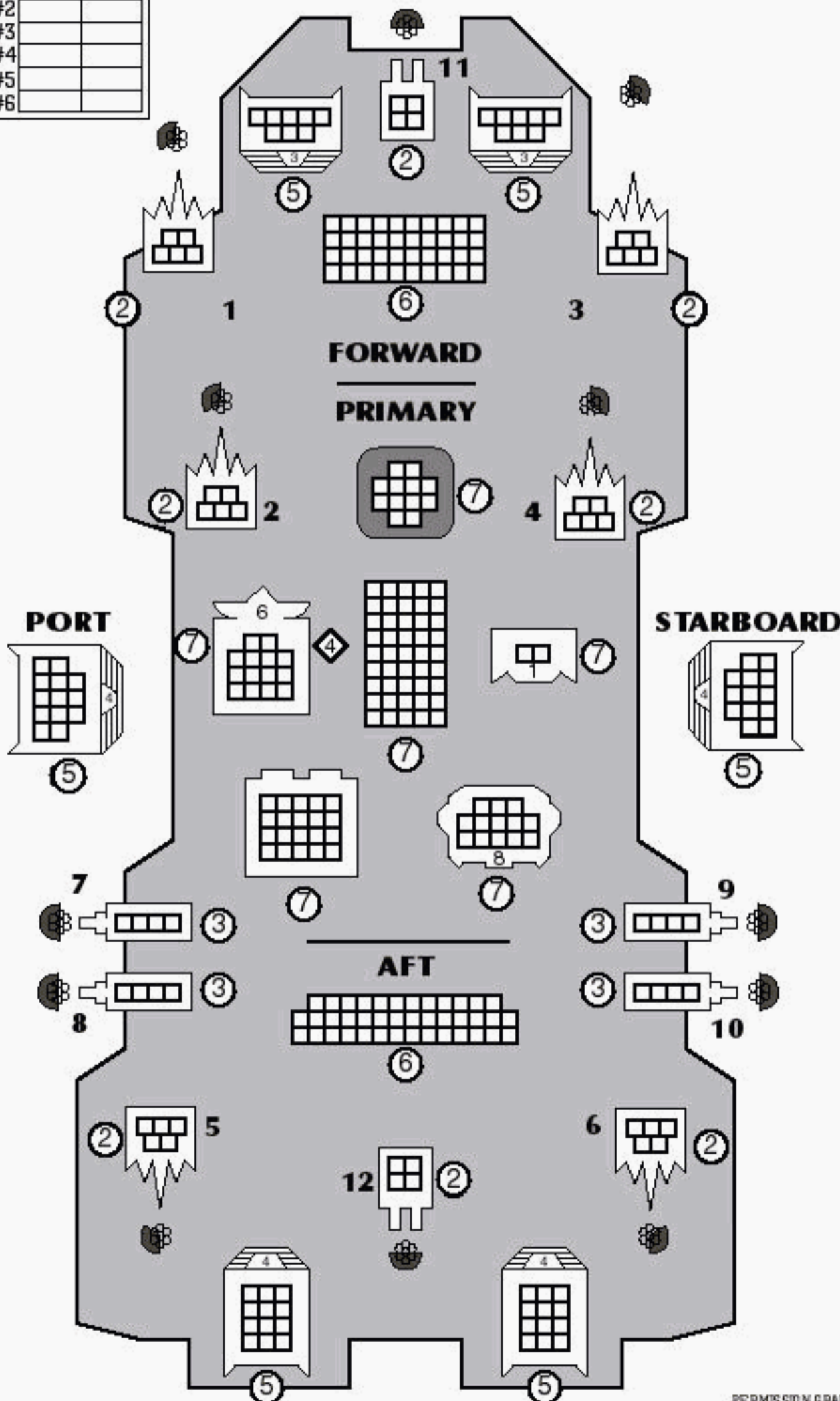
1-5: Main Thrust
6-8: Std Particle Beam
9-10: Med. Plasma Cannon
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hs

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

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