



EA Artemis Laser Frigate (Delta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (11)
In Service: 2190	Turn Delay: 2/3 Speed	Stb/Port Defense: 15 (12)
Point Value: 625	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
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	

WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Mode: Raking	5
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Standard Particle Beam	
Class: Particle	
Modes: Standard	1
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	

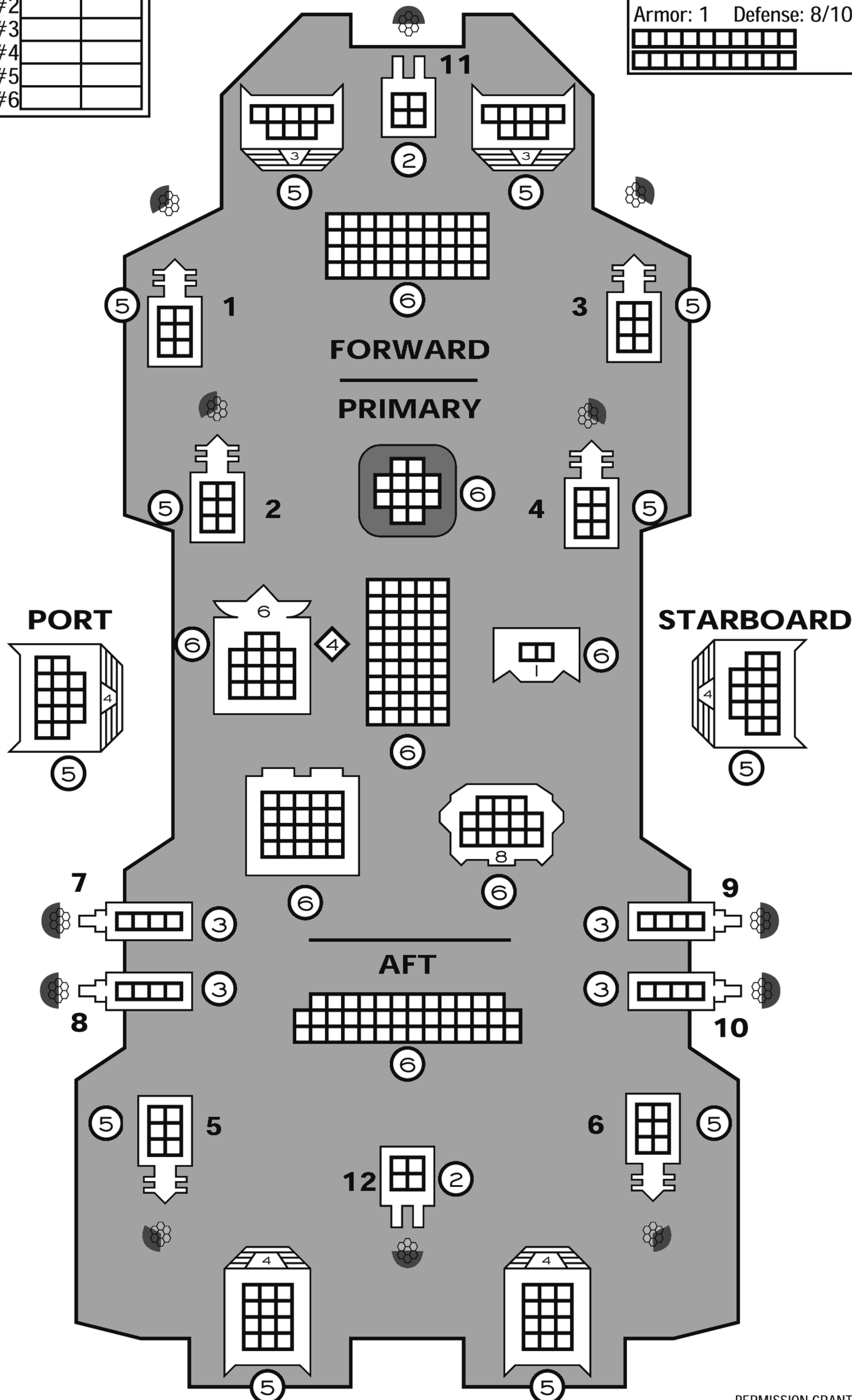
FORWARD HITS
1-3: Retro Thrust
4-6: Medium Laser Cannon
7-8: Interceptor
9-18: Forward Struct
19-20: PRIMARY Hit

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

PRIMARY HITS
1-7: Primary Struct
8-9: Medium Laser 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
	Med Laser Cannon
	Interceptor