



# Artemis Medium Bomber

## SPECS

Class: Medium Fighter  
In Service: 2364  
Point Value: Variable  
Ramming Factor: 19  
Jinking Limit: 8 Lvl's

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 3 Thrust  
Roll Cost: 3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 7  
Stb/Port Defense: 8  
Free Thrust: 10  
Offensive Bonus: +5  
Initiative Bonus: +18

## WEAPON LOADOUTS

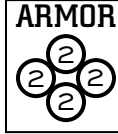
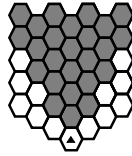
**Prometheus (S)**  
Number of Guns: 1  
Class: Particle  
Damage: 1d3+6  
Range Penalty: -1 per hex  
Fire Control: n/a  
Intercept Rating: -1  
(vs Slow Ballistic Only)  
Rate of Fire: 1 per turn  
Base Fighter Cost: 51 each  
In Service: 2367

## SPECIAL NOTES

Jump Delay: 20 Turns  
Can fire 2 missiles from same bank per turn. Ignores weapon restrictions for firing missiles.  
Ftrs roll to hit separately.  
Damaged ftrs hit randomly.

**Shielding System**  
May boost shield recharge to 4 by deactivating main guns (declared in power segment). May fire missiles as normal on same turn.

**Countermeasures**  
Intercept Rating: -4 vs Ballistic  
Rate of Fire: unlimited  
*Rules: When using multiple countermeasures, uses are marked off evenly across flight unless attacking weapon specifically targets one fighter (ie Piranha Missile). Subject to intercept degradation.*



**Circe**  
Number of Guns: 1  
Class: Particle  
Damage: 1d6+5  
Range Penalty: -3 per 2 hexes  
Fire Control: +0/+0/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Base Fighter Cost: 40 each  
*Special: Damages shields only*

## MISSILE LOADOUTS

**Cyclops Bomb**  
Class: Slow Ballistic (Flash)  
Damage: 20  
Max Launch Range: 16 hexes  
Max Lock Range: 24 hexes  
Fire Control: +0/+0/-  
Loadout (SBank A): 2  
Loadout (SBank B): 3  
Loadout (SBank C): 3  
Cost: 16 points each  
*Special: Requires Aspect Lock*

**Stiletto II**  
Class: Slow Ballistic  
Damage: 3d10  
Max Launch Range: 25 hexes  
Fire Control: +1/+1/-  
Loadout (SBank A): 1  
Loadout (SBank B): 2  
Loadout (SBank C): 2  
Cost: 18 points each  
*Special: Ignores Armor, no Overkill damage. Must target non-structure ship system. Called shots at -4 penalty.*

**Piranha**  
Class: Proximity (Ballistic)  
Modes: Standard  
Damage: 10 (+6d6)  
*Min targets: one at range 0  
two at range 1-2  
six at range 3-5*  
Range Penalty: n/a  
Max Range: 4 hexes  
Fire Control: -/-/+3  
Loadout (SBank A): N/A  
Loadout (SBank B): 1  
Loadout (SBank C): 1  
Cost: 14 points each  
*Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. Does not breach fighter shields.*

**Infyrno**  
Class: Proximity  
Damage: 1d5+10  
Max Range: 8 hexes  
Fire Control: n/a  
Loadout (SBank A): 1  
Loadout (SBank B): 2  
Loadout (SBank C): 2  
Cost: 12 points each  
*Special: Affects all units in target hex. Does not breach fighter shields.*

**Flight #1**

**Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					□□	□□□	□□□

**Flight #2**

**Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					□□	□□□	□□□

**Flight #3**

**Dropped Out Ftr Destroyed**

Ftr #1 Ftr #2 Ftr #3 Ftr #4

Initiative	Speed	Thrust Used	Jinking	Notes	SBank A:	SBank B:	SBank C:
					□□	□□□	□□□