

# Arcadian Light Cruiser

## SPECS

Class: CAPITAL SHIP  
In Service: 2227  
Point Value: 450  
Ramming Factor: 120  
Jump Delay: n/a

## Maneuvering:

Turn Cost: x1/2 Speed  
Turn Delay: x1/2 Speed  
Accel/Deccel: 4 Thrust  
Pivot Cost: 2+2 Thrust  
Roll cost: 2+2 Thrust

## DEFENSE

Fwd/Aft Def: 13  
Stb/Prt Def: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative: +6

## ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
CCEW		

## Hanger

2 Shuttles Thrust: 2  
Armor: 0 DEF: 8/10


## SPECIAL NOTES

Antiquated Sensors  
Atmospheric capable  
After 2239 Sensor 5 power 4

## FORWARD HITS

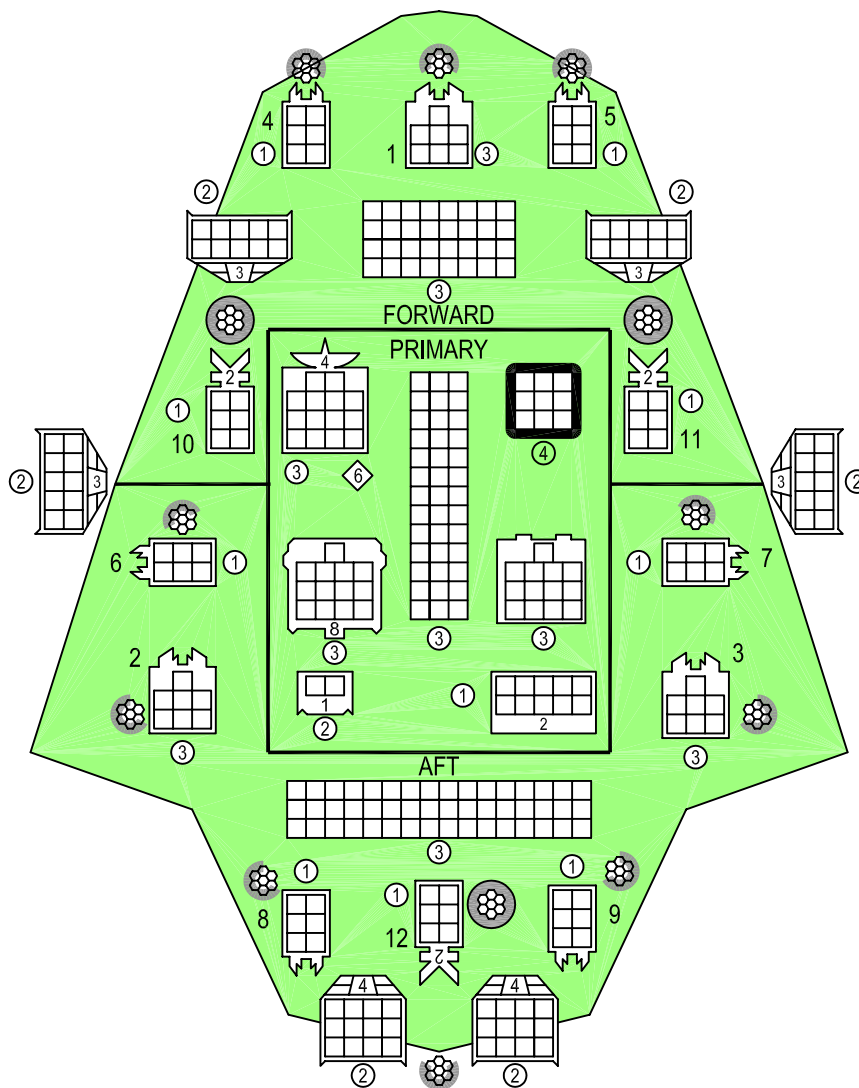
1-4 Retro Thrusters  
5-6 M Dual Blast Cannon  
7-9 L Dual Blast Cannon  
10-12 TTA  
13-18 Structure  
19-20 PRIMARY

## AFT HITS

1-5 Main Thrusters  
6-7 M Dual Blast Cannon  
8-10 L Dual Blast Cannon  
11 TTA  
12-18 Structure  
19-20 PRIMARY

## PRIMARY

1-5 Structure  
6 Hanger  
7-8 Sensor  
9-10 TTA  
14-15 Engine  
16-18 Reactor  
19-20 C&C



## Dual Med. Blast Cannon

Class: Matter  
Mode: Pulse  
Damage: 5 d6 Times  
Maximum Pulses: 10  
Grouping Range: +1 per 4  
Range: -1 per 2 Hexes  
Fire Contol: +4/+3/-1  
Intercept: -2  
Rate of Fire: 1 per 2 Turns

## Dual Light Blast Cannon

Class: Matter  
Mode: Pulse  
Damage: 3 d6 Times  
Maximum Pulses: 8  
Grouping Range: +1 per 4  
Range: -1 per Hex  
Fire Contol: +3/+2/+1  
Intercept: -2  
Rate of Fire: 1

## Targeting Array

Maximum Range: 15 Hexes  
Adds fire control to all weapons against specified target.  
Degradation occurs if multiple TTAs are used on same target.  
Cannot be used against fighters or smaller units.

## Blast Cannon Ammunition

Weapon #1  
Weapon #2  
Weapon #3

Weapon #4  
Weapon #5  
Weapon #6  
Weapon #7  
Weapon #8  
Weapon #9