

# Arcadian Heavy Cruiser

<b>SPECS</b>	<b>Maneuvering:</b>	<b>DEFENSE</b>
Class: CAPITAL SHIP	Turn Cost: x2/3 Speed	Fwd/Aft Def: 14
In Service: 2227	Turn Delay: x2/3 Speed	Stb/Prt Def: 16
Point Value: 450	Accel/Deccel: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 2+3 Thrust	Extra Power: 0
Jump Delay: .35	Roll cost: 2+2 Thrust	Initiative: +1

## SPECIAL NOTES

Antiquated Sensors  
After 2239 Sensor 5 power 4

### FORWARD HITS

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

### PORT/ STARBOARD HITS

1-3 Port/Stbd Thrusters  
4-6 M Dual Blast Cannon  
7-10 L Dual Blast Cannon  
11-18 Structure  
19-20 PRIMARY

### AFT HITS

1-7 Main Thrusters  
8-9 Cargo  
10-11 L Dual Blast Cannon  
12-18 Structure  
19-20 PRIMARY

### PRIMARY

1-5 Structure  
6 Hanger  
7-8 Sensor  
9-10 TTA  
11-13 Jump Drive  
14-15 Engine  
16-18 Reactor  
19-20 C&C

## 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


## Dual Med. Blast Cannon

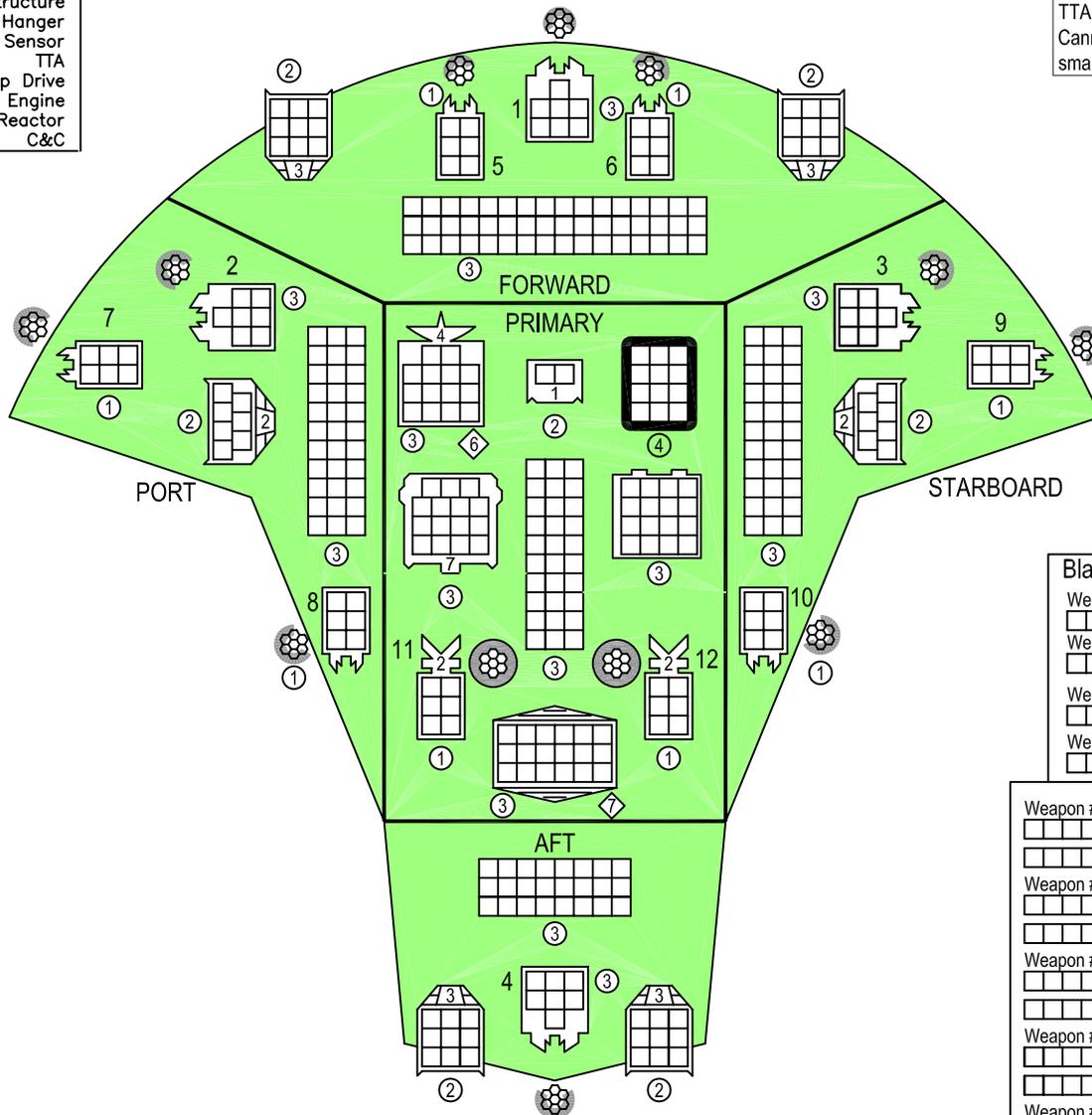
Class: Matter  
Mode: Pulse  
Damage: 5 d6 Times  
Maximum Pulses: 10  
Grouping Range: +1 per 4  
Range: -1 per 2 Hexes  
Fire Control: +4/+3/-1  
Intercept: -2  
Rate of Fire: 1 per 2 Turns

## 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 Control: +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							
Weapon #10							