Arcadian Frigate

SPECS
Class: MCV
In Service: 2223
Point Value: 300
Ramming Factor: 60
Jump Delay: n/a

Maneuvering:
Turn Cost: x1/3 Speed
Turn Delay: x1/3 Speed
Accel/Deccel: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll cost: 1+1 Thrust

DEFENSE
Fwd/Aft Def: 13
Stb/Prt Def: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative: +12

Hanger
n/a

SPECIAL NOTES
Antiquated Sensors
Atmospheric Capable
After 2239 Sensor 3 power 2

FORWARD HITS
1−6	Retro Thrusters
7−8	M Blast Cannon
9−10	L Blast Cannon
11−17	Structure
18−20	PRIMARY

AFT HITS
1−5	Main Thrusters
6−8	O−Missile Racks
9	L Blast Cannon
10	TTA
11−17	Structure
18−20	PRIMARY

PRIMARY
1−6	Port/Stb'd Thrusters
7−8	Cargo
9−12	Sensor
13−15	Engine
16−18	Reactor
19−20	C&C

ELECTRONIC WARFARE
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	
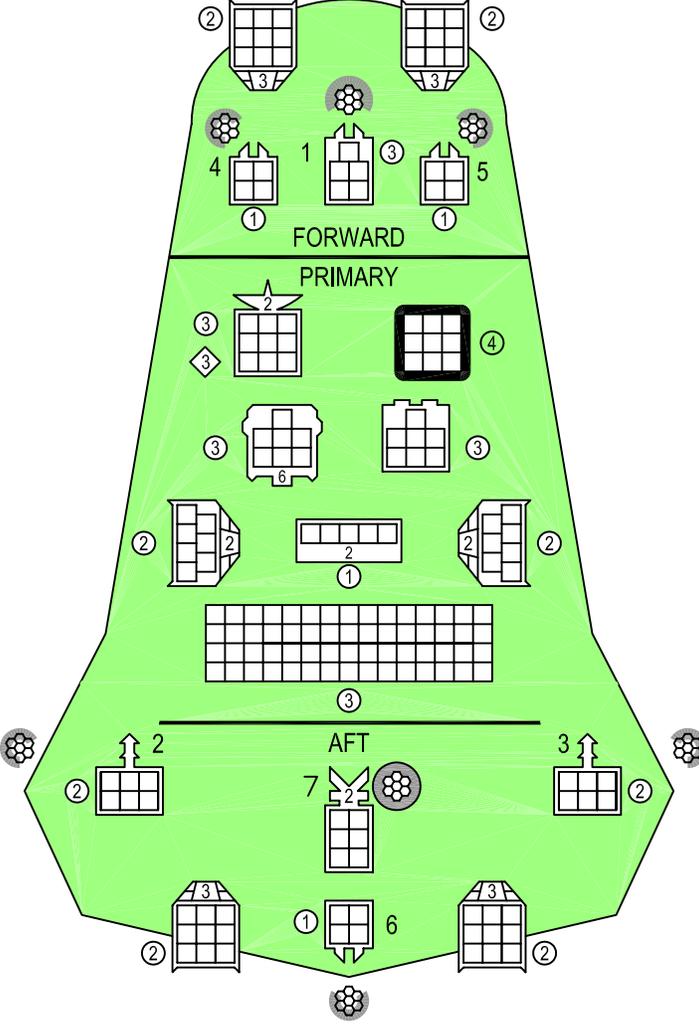
Type O-Missile Rack ◇0
Class: Ballistic
Missiles: 12
Range Penelty: None
Fire Control: +2/+2/+2
Intercept: N/A
Rate of Fire: 1 per 3 turns

Medium Blast Cannon ◇2
Class: Matter
Mode: Pulse
Damage: 5 d5 Times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range: -1 per 2 Hexes
Fire Contol: +3/+2/ 0
Intercept: -1
Rate of Fire: 1 per 2 Turns

Light Blast Cannon ◇1
Class: Matter
Mode: Pulse
Damage: 3 d3 Times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range: -1 Hex
Fire Contol: +2/+1/ 0
Intercept: -1
Rate of Fire: 1 per Turn

Targeting Array ◇2
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.

FORWARD

PRIMARY

AFT

Medium Blast Cannon Ammunition
Weapon #1

Type-O Missile Rack Ammunition
Weapon #2

Weapon #3

Light Blast Cannon Ammunition
Weapon #4

Weapon #5

Weapon #6

Created 12MAY2011
By Fred Moehrle
Enjoy!