

Arcadian Heavy Cruiser

SPECS

Class: CAPITAL SHIP
In Service: 2227
Point Value: 450
Ramming Factor: 150
Jump Delay: .35

Maneuvering:

Turn Cost: x2/3 Speed
Turn Delay: x2/3 Speed
Accel/Deccel: 4 Thrust
Pivot Cost: 2+3 Thrust
Roll cost: 2+2 Thrust

DEFENSE

Fwd/Aft Def: 14
Stb/Prt Def: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative: +1

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
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

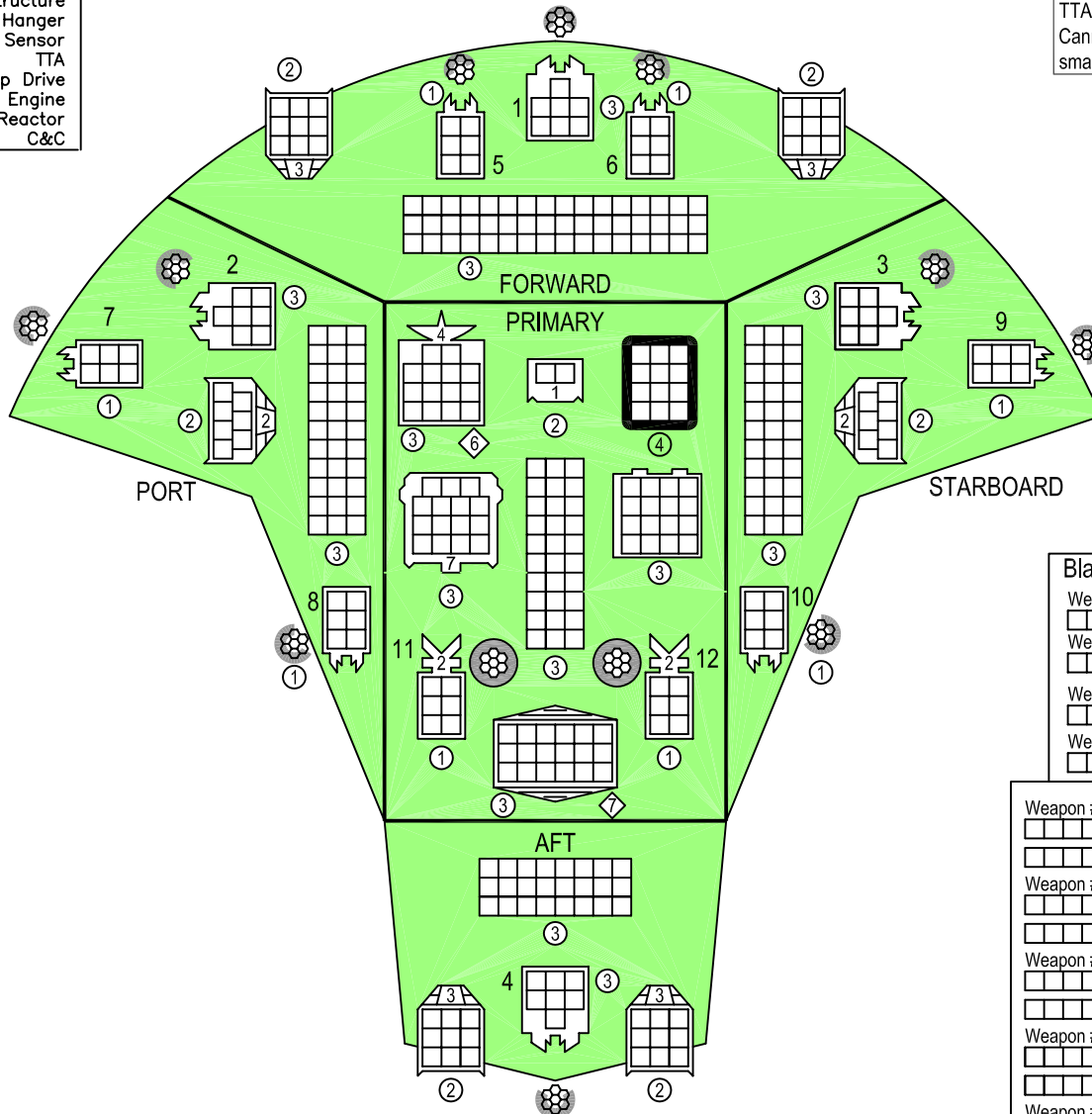
1-3 Port/Stbd Thrusters
4-6 M Dual Blast Cannon
7-10 L Dual Blast Cannon
11-18 Structure
19-20 PRIMARY

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



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