

Early Arcadian Battleship

SPECS

Class: CAPITAL SHIP
In Service: 2212
Point Value: 500
Ramming Factor: 240
Jump Delay: 33

Maneuvering:

Turn Cost: x5/6 Speed
Turn Delay: x5/6 Speed
Accel/Deccel: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 2+2 Thrust

DEFENSE

Fwd/Aft Def: 14
Stb/Prt Def: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative: 0

SPECIAL NOTES

Antiquated Sensors

FORWARD HITS

1-4 Retro Thruster
5-6 Heavy Blast Cannon
7-9 Light Blast Cannon
10-18 Structure
19-20 PRIMARY

PORT/ STARBOARD HITS

1-3 Port /Strb Thrusters
4-5 Heavy Blast Cannon
6-8 Light Blast Cannon
9-10 TTA
11-18 Structure
19-20 PRIMARY

AFT HITS

1-5 Main Thruster
6-7 Cargo
8-9 Light Blast Cannon
10-18 Structure
19-20 PRIMARY

PRIMARY

1-6 Structure
7-8 Hanger
9-10 Sensor
11-13 Jump Drive
14-16 Engine
17-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

24 Fighters
4 Assault Shuttles
4 Shuttles Thrust:2
Armor:0 DEF: 8/10

Heavy Blast Cannon

Class: Matter
Mode: Pulse
Damage: 8 d6 Times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range: -1 per 3 Hexes
Fire Control: +4/+3/0
Intercept: -1
Rate of Fire: 1 per 3 Turns

Light Blast Cannon

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

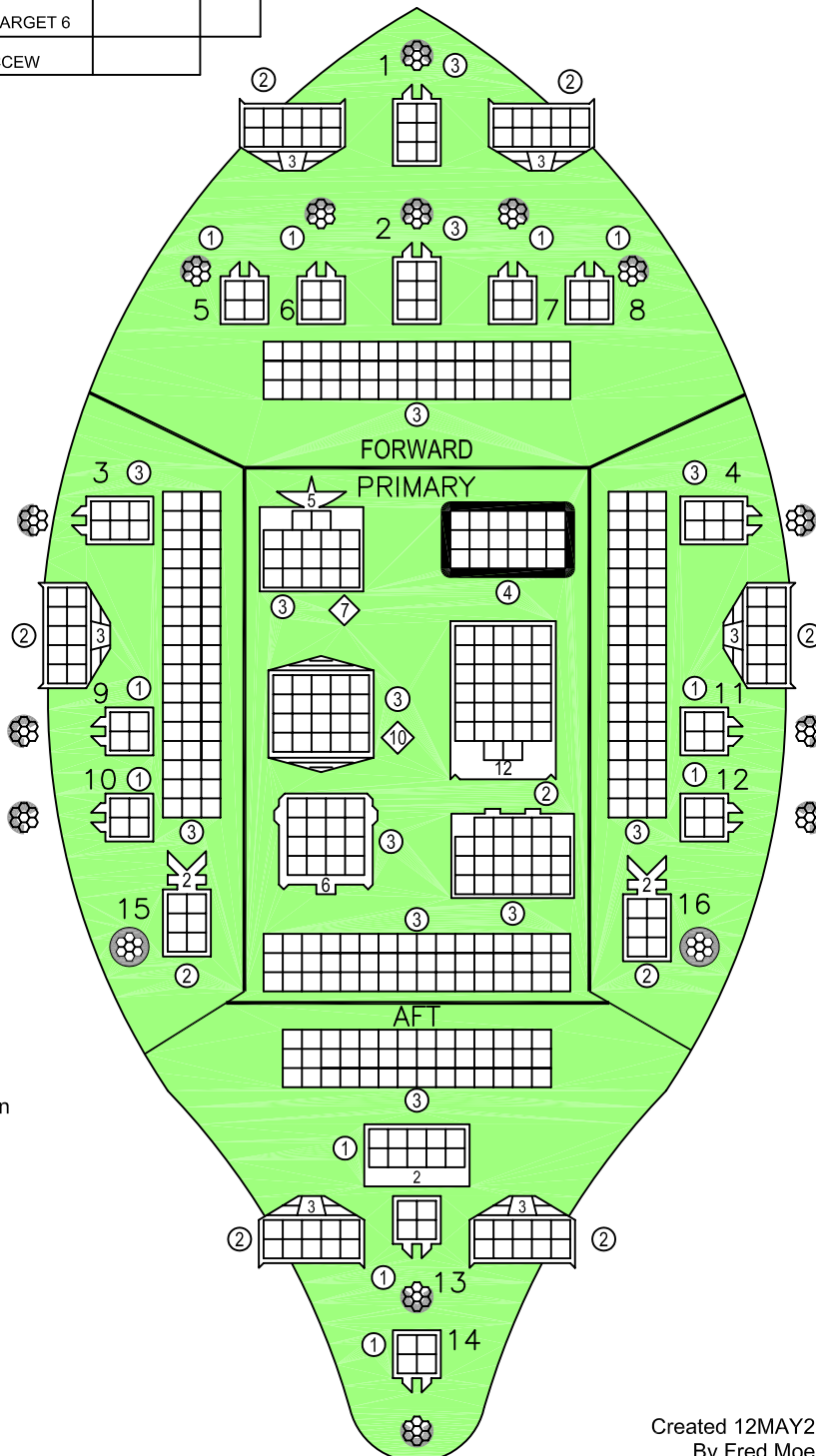
Targeting Array

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							
Weapon #11							
Weapon #12							
Weapon #13							
Weapon #14							



Assault Shuttle

Cost:25

Init: +9 Thrust:6

Def: 8/9 Armor:1

Offense: +2

Ultra Light Blast Cannon

ROF: 1/Turn

Range: -2/Hex

Damage: 2 d2 Times

