

Arcadian Retort Base

SPECS		Maneuvering:		DEFENSE	
Class:	Capital Base	Turn Cost:	N/A	Fwd/Aft Def:	17
In Service:	2181	Turn Delay:	N/A	Stb/Prt Def:	17
Point Value:	1000	Accel/Deccel:	N/A	Engine Efficiency:	N/A
Ramming Factor:	250	Pivot Cost:	N/A	Extra Power:	+5
Jump Delay:	N/A	Roll cost:	N/A	Initiative:	N/A

Outer Section

- 1-2 O-Missile Rack
- 3 Heavy Blast Cannon
- 4 Medium Blast Cannon
- 5-6 Light Blast Cannon
- 7-8. TTA
- 9 Hanger
- 10 Cargo
- 11-12 Repair
- 13-18 Structure
- 19-20 PRIMARY

Primary Section

- 1-6 Structure
- 7 Hanger
- 8-9 Cargo
- 10 Reload Rack
- 11-12 O-Missile Rack
- 13-16 Sensor
- 17-18 Reactor
- 19-20 C&C

ELECTRONIC WARFARE

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

SPECIAL NOTES

Antiquated Sensors
Before 2227 replace dual Blast Cannons with Blast Cannons.

Outer Hanger

12 Medium Fighter each

Primary Hanger

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

Dual Heavy Blast Cannon

Class: Matter
Mode: Pulse
Damage: 8 d5+3 Times
Maximum Pulses: 12
Grouping Range: +1 per 4
Range: -1 per 3 Hexes
Fire Control: +5/+4/-3
Intercept: -1
Rate of Fire: 1 per 3 Turns

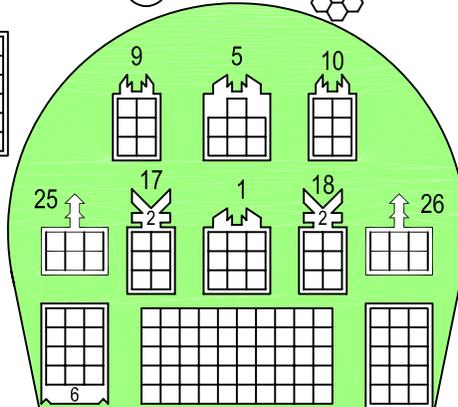
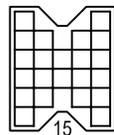
Dual Med. Blast Cannon

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

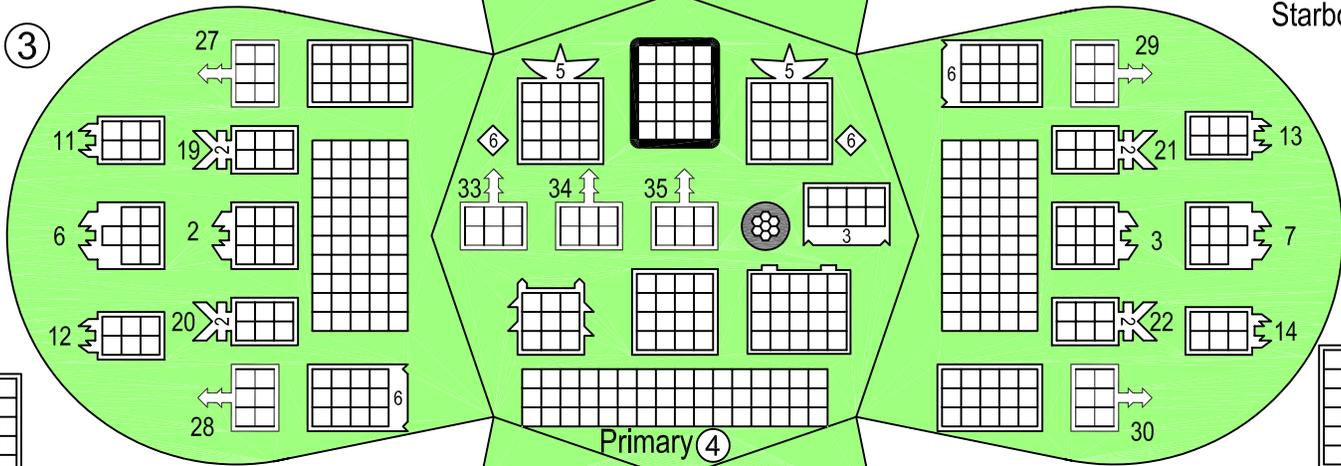
3 Foreword



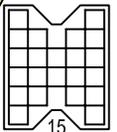
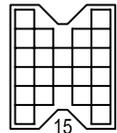
Starboard 3



Port 3

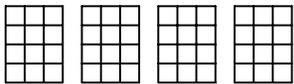


Primary 4



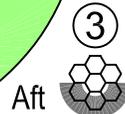
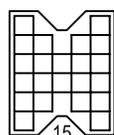
Cargo Shuttles

Thrust:3 Armor:1 DEF: 9/11



Unit has 11 missile racks.
Space precludes having ammunition tracks on the SCS. Please use a handy sheet of scrap paper to track missiles

Created by: Fred Moehrl
19May2011
Enjoy!



Type O-Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Intercept: N/A
Rate of Fire: 1 per 3 turns

Stabilized Targeting Array

Maximum Range: 45 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.