

# Arcadian Light Cruiser

<b>SPECS</b> Class: CAPITAL SHIP In Service: 2227 Point Value: 450 Ramming Factor: 120 Jump Delay: n/a	<b>Maneuvering:</b> Turn Cost: x1/2 Speed Turn Delay: x1/2 Speed Accel/Deccel: 4 Thrust Pivot Cost: 2+2 Thrust Roll cost: 2+2 Thrust	<b>DEFENSE</b> Fwd/Aft Def: 13 Stb/Prt Def: 16 Engine Efficiency: 3/1 Extra Power: 0 Initiative: +6
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**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  
 Atmospheric capable  
 After 2239 Sensor 5 power 4

**FORWARD HITS**

1-4	Retro Thrusters
5-6	M Dual Blast Cannon
7-9	L Dual Blast Cannon
10-12	TTA
13-18	Structure
19-20	PRIMARY

**AFT HITS**

1-5	Main Thrusters
6-7	M Dual Blast Cannon
8-10	L Dual Blast Cannon
11	TTA
12-18	Structure
19-20	PRIMARY

**PRIMARY**

1-5	Structure
6	Hanger
7-8	Sensor
9-10	TTA
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 Contol:	+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 Contol:	+3/+2/+1
Intercept:	-2
Rate of Fire:	1

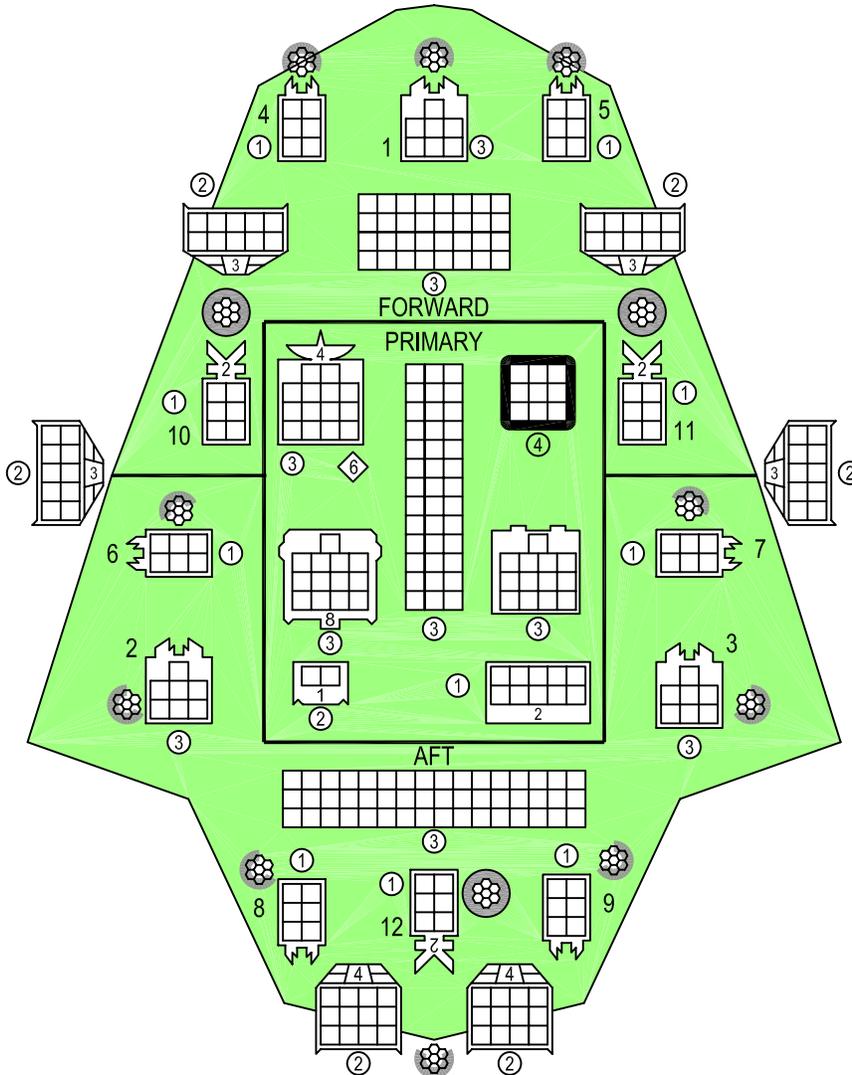
**Targeting Array** ◇ 2

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.



**Blast Cannon Ammunition**

Weapon #1	
Weapon #2	
Weapon #3	

Weapon #4	
Weapon #5	
Weapon #6	
Weapon #7	
Weapon #8	
Weapon #9	