Version: 1 /FM-NC Rare   Name:_____   Counter:_____

Arcadian Carrier

SPECS
Class: CAPITAL SHIP
In Service: 2239
Point Value: 500
Ramming Factor: 200
Jump Delay: 36

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: 15
Stb/Prt Def: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative: 0

Main Hanger
2 Shuttles   Thrust:2
Armor:0   DEF: 8/10

Side Hangers
12 Medium Fighters

SPECIAL NOTES
Antiquated Sensors
.

FORWARD HITS
1–4 Retro Thrusters
5 O–Missile Rack
6–11 L Dual Blast Cannon
12–18 Structure
19–20 PRIMARY

PORT/ STARBOARD HITS
1–3 Port/Stbd Thrusters
4–6 Hanger
7–10 L Dual Blast Cannon
11–18 Structure
19–20 PRIMARY

AFT HITS
1–4 Main Thrusters
5 O–Missile Rack
6–11 L Dual Blast Cannon
12–18 Structure
19–20 PRIMARY

PRIMARY
1–5 Structure
6 Hanger
7–8 Cargo
9 TTA
10–11 Sensor
12–14 Jump Drive
15–16 Engine
17–18 Reactor
19–20 C&C

ELECTRONIC WARFARE
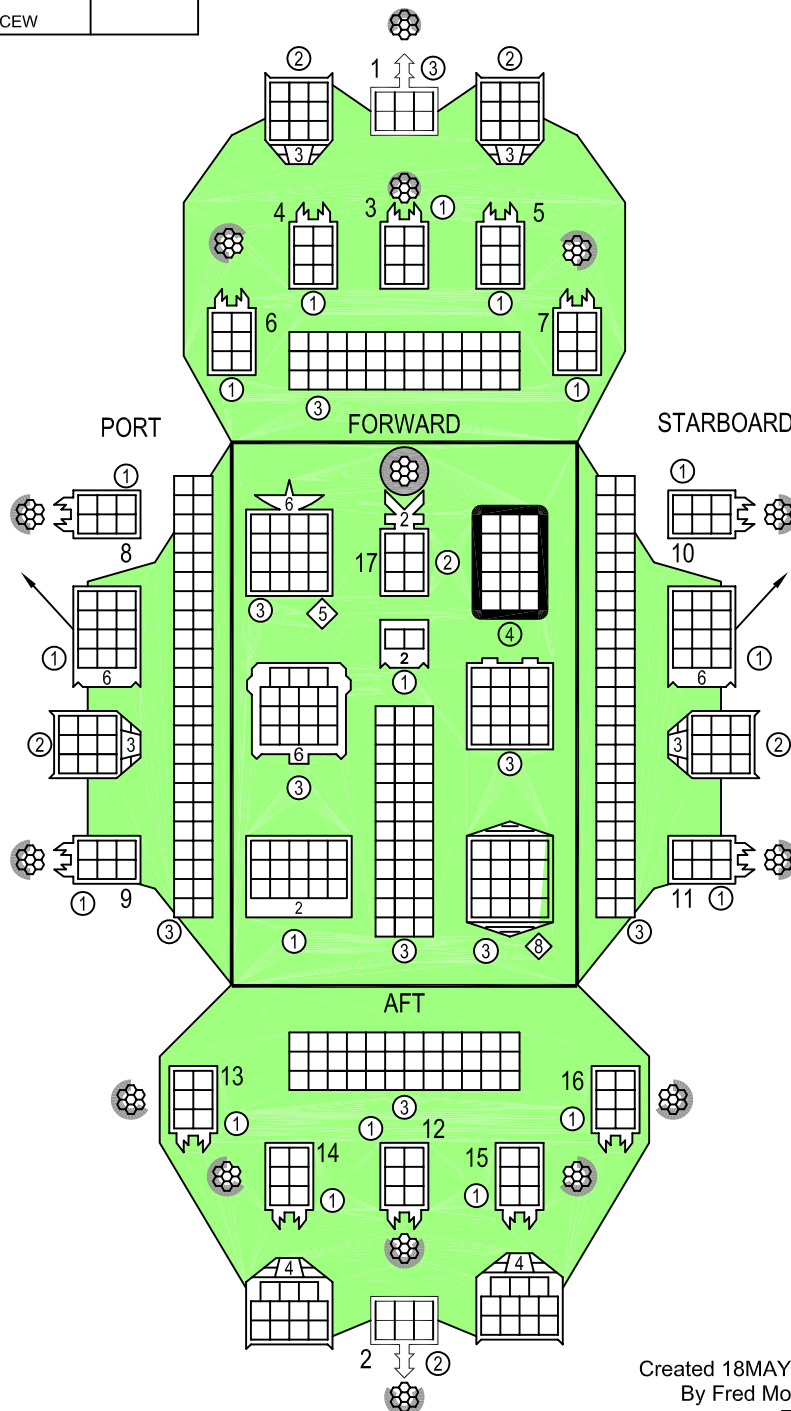| DEF. ECM | | |
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

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

Dual Light Blast Cannon ◇2
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.

Type-O Missile Rack 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
Weapon #15
Weapon #16

PORT   FORWARD   STARBOARD

AFT

Created 18MAY2011
By Fred Moehrle
Enjoy!