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

Arcadian Battleship

SPECS		Maneuvering:		DEFENSE	
Class:	CAPITAL SHIP	Turn Cost:	x3/4 Speed	Fwd/Aft Def:	14
In Service:	2228	Turn Delay:	x3/4 Speed	Stb/Prt Def:	17
Point Value:	600	Accel/Deccel:	5 Thrust	Engine Efficiency:	4/1
Ramming Factor:	240	Pivot Cost:	3+3 Thrust	Extra Power:	0
Jump Delay:	33	Roll cost:	2+2 Thrust	Initiative:	0

SPECIAL NOTES

Antiquated Sensors
After 2239 Sensor 6 power 5

FORWARD HITS	
1–3	Retro Thrusters
4–6	H Dual Blast Cannon
8–10	L Dual Blast Cannon
13–18	Structure
19–20	PRIMARY

PORT/ STARBOARD HITS	
1–3	Port/Stbd Thrusters
4–6	H Dual Blast Cannon
7–9	L Dual Blast Cannon
10	TTA
10–18	Structure
19–20	PRIMARY

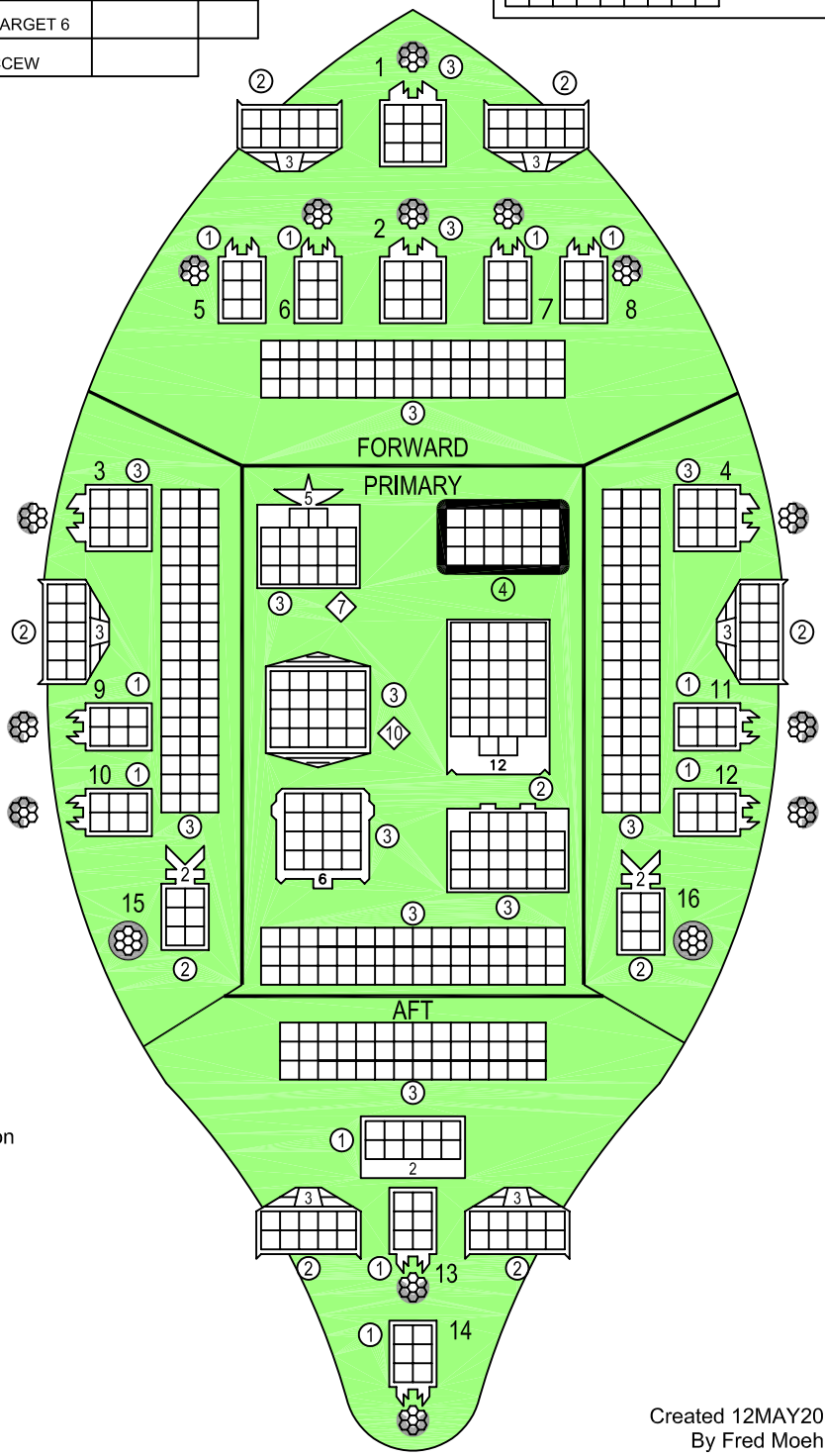
AFT HITS	
1–7	Main Thrusters
8–9	Cargo
10–11	L Dual Blast Cannon
12–18	Structure
19–20	PRIMARY

PRIMARY	
1–6	Structure
7–9	Hanger
10–11	Sensor
12–13	Jump Drive
14–15	Engine
16–18	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



Dual Heavy Blast Cannon ⑧

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

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

Created 12MAY2011
By Fred Moehrle
Enjoy!