

# Arcadian Retort Base

## SPECS

Class: Capital Base  
In Service: 2181  
Point Value: 1000  
Ramming Factor: 250  
Jump Delay: N/A

## Maneuvering:

Turn Cost: N/A  
Turn Delay: N/A  
Accel/Deccel: N/A  
Pivot Cost: N/A  
Roll cost: N/A

## DEFENSE

Fwd/Aft Def: 17  
Stb/Prt Def: 17  
Engine Efficiency: N/A  
Extra Power: +5  
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

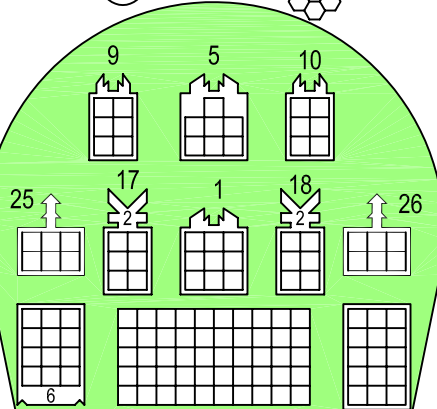
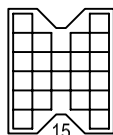
## Dual Med. Blast Cannon

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

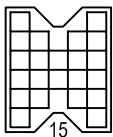
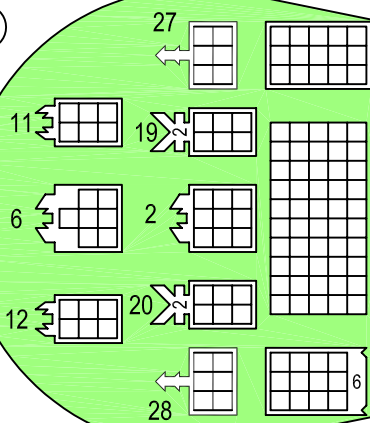
## Dual Light Blast Cannon

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

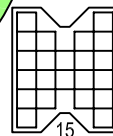
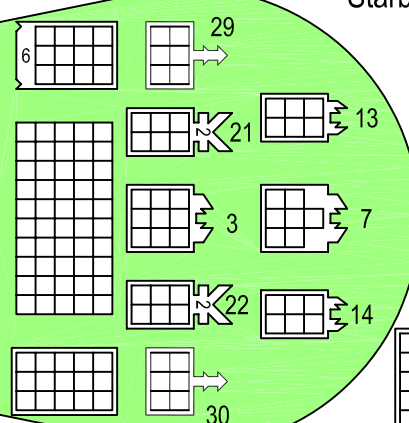
## ③ Foreword



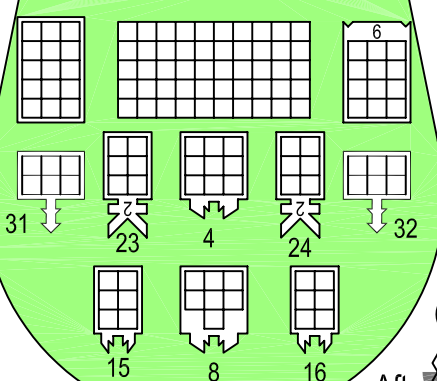
## Port ③



## Starboard ③



## Primary ④



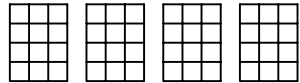
Aft

## ③



## 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 Moehle

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.