

Early Arcadian Battleship

SPECS	Maneuvering:	DEFENSE
Class: CAPITAL SHIP	Turn Cost: x5/6	Speed
In Service: 2212	Turn Delay: x5/6	Speed
Point Value: 500	Accel/Deccel: 5	Thrust
Ramming Factor: 240	Pivot Cost: 3+3	Thrust
Jump Delay: 33	Roll cost: 2+2	Thrust
		Fwd/Aft Def: 14
		Stb/Prt Def: 17
		Engine Efficiency: 4/1
		Extra Power: 0
		Initiative: 0

SPECIAL NOTES

Antiquated Sensors

FORWARD HITS	
1-4	Retro Thruster
5-6	Heavy Blast Cannon
7-9	Light Blast Cannon
10-18	Structure
19-20	PRIMARY

PORT/ STARBOARD HITS	
1-3	Port /Strb Thrusters
4-5	Heavy Blast Cannon
6-8	Light Blast Cannon
9-10	TTA
11-18	Structure
19-20	PRIMARY

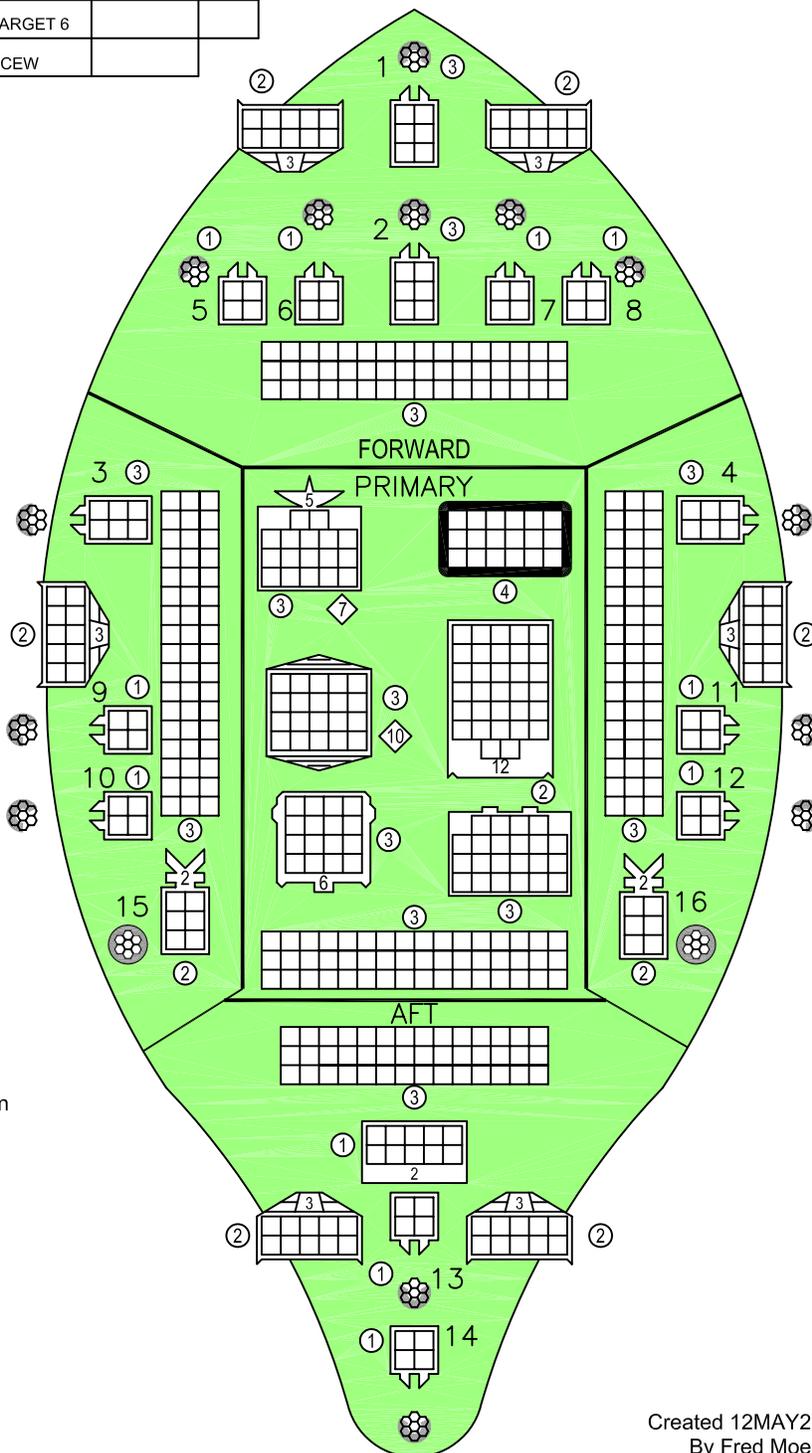
AFT HITS	
1-5	Main Thruster
6-7	Cargo
8-9	Light Blast Cannon
10-18	Structure
19-20	PRIMARY

PRIMARY	
1-6	Structure
7-8	Hanger
9-10	Sensor
11-13	Jump Drive
14-16	Engine
17-18	Reactor
19-20	C&C

ELECTRONIC WARFARE

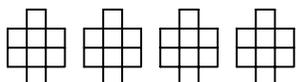
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

24 Fighters
4 Assault Shuttles
4 Shuttles Thrust:2
Armor:0 DEF: 8/10
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>



Assault Shuttle

Cost:25
 Init: +9 Thrust:6
 Def: 8/9 Armor:2
 Offense: +2
 Ultra Light Blast Cannon
 ROF: 1/Turn
 Range: -2/Hex
 Damage: 2 d2 Times



Heavy Blast Cannon	
Class:	Matter
Mode:	Pulse
Damage:	8 d6 Times
Maximum Pulses:	6
Grouping Range:	+1 per 5
Range:	-1 per 3 Hexes
Fire Control:	+4/+3/0
Intercept:	-1
Rate of Fire:	1 per 3 Turns

Light Blast Cannon	
Class:	Matter
Mode:	Pulse
Damage:	3 d3 Times
Maximum Pulses:	4
Grouping Range:	+1 per 5
Range:	-1 Hex
Fire Control:	+2/+1/0
Intercept:	-1
Rate of Fire:	1 per Turn

Targeting Array	
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	<input type="checkbox"/>				
Weapon #2	<input type="checkbox"/>				
Weapon #3	<input type="checkbox"/>				
Weapon #4	<input type="checkbox"/>				
Weapon #5	<input type="checkbox"/>				
Weapon #6	<input type="checkbox"/>				
Weapon #7	<input type="checkbox"/>				
Weapon #8	<input type="checkbox"/>				
Weapon #9	<input type="checkbox"/>				
Weapon #10	<input type="checkbox"/>				
Weapon #11	<input type="checkbox"/>				
Weapon #12	<input type="checkbox"/>				
Weapon #13	<input type="checkbox"/>				
Weapon #14	<input type="checkbox"/>				