

Arcadian Survey Cruiser

SPECS	Maneuvering:	DEFENSE
Class: CAPITAL SHIP	Turn Cost: x2/3	Speed
In Service: 2229	Turn Delay: x2/3	Speed
Point Value: 450	Accel/Deccel: 4	Thrust
Ramming Factor: 180	Pivot Cost: 2+3	Thrust
Jump Delay: 36	Roll cost: 2+2	Thrust
		Fwd/Aft Def: 14
		Stb/Prt Def: 16
		Engine Efficiency: 4/1
		Extra Power: 0
		Initiative: +1

SPECIAL NOTES

Antiquated Sensors

FORWARD HITS

- 1-8 Retro Thrusters
- 5 M Dual Blast Cannon
- 6-7 Fore Sensor
- 8 O-Missile Rack
- 9-10 L Dual Blast Cannon
- 11-18 Structure
- 19-20 PRIMARY

PORT/ STARBOARD HITS

- 1-4 Port/Stbd Thrusters
- 5-7 TTA
- 8-10 L Dual Blast Cannon
- 11-18 Structure
- 19-20 PRIMARY

AFT HITS

- 1-7 Main Thrusters
- 8-9 M Dual Blast Cannon
- 8-9 O-Missile Rack
- 10-11 L Dual Blast Cannon
- 12-18 Structure
- 19-20 PRIMARY

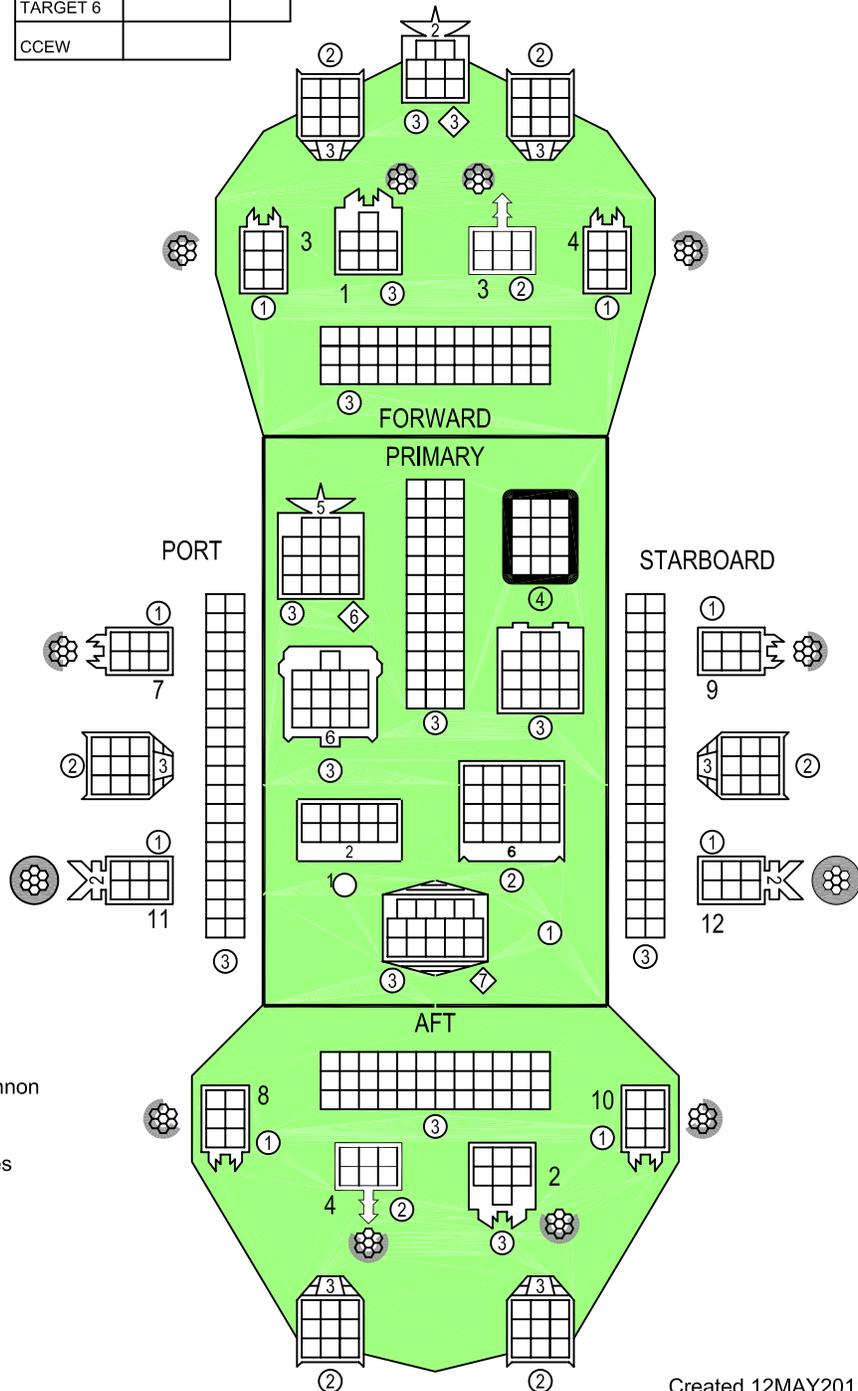
PRIMARY

- 1-5 Structure
- 6-8 Hanger
- 9-10 Cargo
- 11-12 Sensor
- 13-14 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	

12 Fighters
 4 Assault Shuttles
 4 Shuttles Thrust:2
 Armor:0 DEF: 8/10



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

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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Type-O Missile Rack Ammunition

Weapon #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon #5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

