Arcadian Destroyer

SPECS
Class: MCV
In Service: 2223
Point Value: 350
Ramming Factor: 90
Jump Delay: n/a

Maneuvering:
Turn Cost: x1/3 Speed
Turn Delay: x1/3 Speed
Accel/Deccel: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll cost: 1+2 Thrust

DEFENSE
Fwd/Aft Def: 13
Stb/Prt Def: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative: +6

SPECIAL NOTES
Antiquated Sensors
Atmospheric Capable
After 2239 Sensor 4 power 3

FORWARD HITS
1−5	Retro Thrusters
6−7	M Blast Cannon
8−11	Dual L Blast Cannon
12−18	Structure
19−20	PRIMARY

AFT HITS
1−6	Main Thrusters
7−8	O−Missile Racks
9−11	Dual L Blast Cannon
12−18	Structure
19−20	PRIMARY

PRIMARY
1−6	Structure
7−9	Port/Stb'd Thrusters
10	Cargo
11−12	TTA
13−14	Sensor
15−16	Engine
17−18	Reactor
19−20	C&C

ELECTRONIC WARFARE
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
CCEW	

Hanger
n/a

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
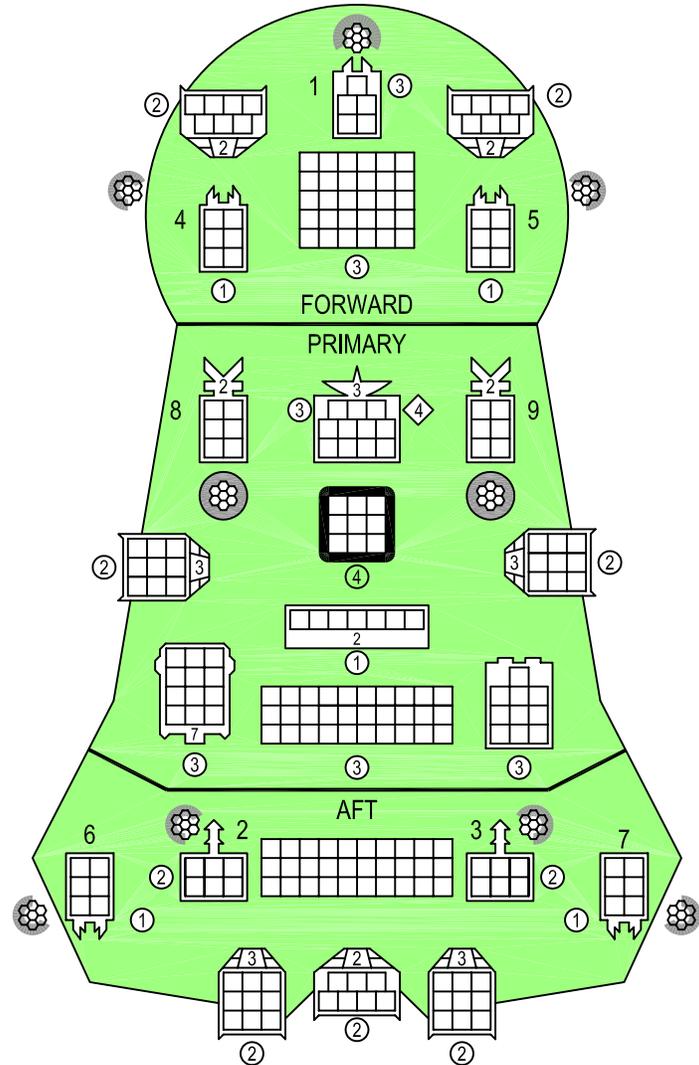
Medium Blast Cannon ◇2
Class: Matter
Mode: Pulse
Damage: 5 d5 Times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range: -1 per 2 Hexes
Fire Contol: +3/+2/ 0
Intercept: -1
Rate of Fire: 1 per 2 Turns

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.

FORWARD

PRIMARY

AFT

Medium Blast Cannon Ammunition
Weapon #1

Type-O Missile Rack Ammunition
Weapon #2

Weapon #3

Light Blast Cannon Ammunition
Weapon #4

Weapon #5

Weapon #6

Weapon #7