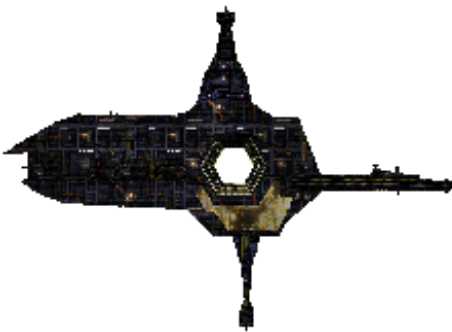




Terran Arcadia Class Installation



SPECS
 Class: Capital Base
 In Service: 2317
 Point Value: 750
 Ram Factor: 1000
 Jump Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 17
 Stb/Port Defense: 19
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA
Particle Turret
 Class: Particle
 Mode: Standard
 Range Penalty: -3 per 2 hexes
 Intercept Rating: -2
Dispersed Mode:
 Damage: 6
 Fire Control: +3/+3/+4
 Rate of Fire: 3 per turn
Concentrated Mode:
 Damage: 8
 Fire Control: +3/+2/+0
 Rate of Fire: 2 per turn

HANGARS
 40 Fighters / Bombers
 16 Elysium Transports

FORWARD HITS
 1-5: Particle Turret
 6-7: Fighter Killer Bank
 8-18: Forward Structure
 19-20: PRIMARY Hit

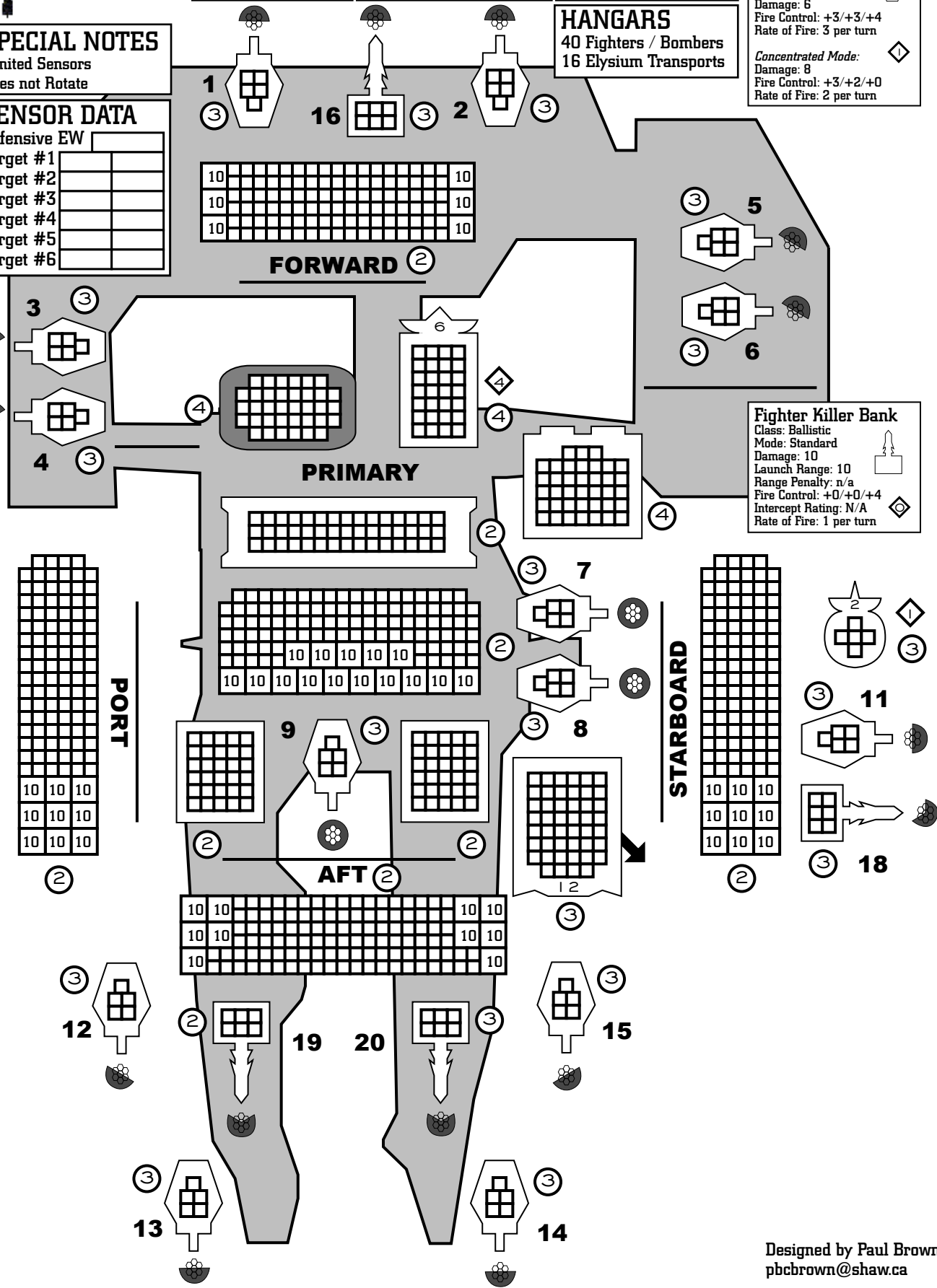
SPECIAL NOTES
 Limited Sensors
 Does not Rotate

SIDE HITS
 1-2: Particle Turret
 3-4: Fighter Killer Bank
 5: CCEW Pod
 6-9: Docking Port
 10-18: Port/Sib Structure
 19-20: PRIMARY Hit

SENSOR DATA
 Defensive EW
 Target #1
 Target #2
 Target #3
 Target #4
 Target #5
 Target #6

AFT HITS
 1-5: Particle Turret
 6-7: Fighter Killer
 8-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Structure
 9-10: Particle Turret
 11-13: Docking Port
 14-15: Hangar
 16-17: Cargo
 18: Sensors
 19: Reactor
 20: C&C



Fighter Killer Bank
 Class: Ballistic
 Mode: Standard
 Damage: 10
 Launch Range: 10
 Range Penalty: n/a
 Fire Control: +0/+0/+4
 Intercept Rating: N/A
 Rate of Fire: 1 per turn

ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- CCEW Pod
- Cargo
- Docking Port