

Arkansas

Displacement: 10000 **Crew:** 5 (1/1/1)
Size: 6 **Toughness:** 12 **Max G/Comp:** 10/2
Maneuver: H:3(0) **Jump:** 1 **Power:** 4

Armor Ratings	Base 11	Drives/Def. 11/11	Control/Commo 11/11	Sensor/ECM 11/11	Power/Craft 11/11
		Fac/Cargo 11/11	Fuel/Bridge 11/11	Accom/Life 11/11	Laser 1/2 11/11
		Laser 3/4 11/11	Missile 1/2 11/11	PAW 1/2 11/11	Meson 1/2 11/11

Bridge/Comp: 1xBridge. 15xFib. Computer
Commo: Radio rec: Radio tran: 1, 1 Laser: 2, 2 Meson:
Sensors: Passive: 1x14, 1x14 Active: 1x12, 1x12 LIDAR: 2x15.58x15.5
ECM: Passive: 1x15, 2x15 Active: 1x12, 1x12 Area: 1x12
Decoys: Passive: 1 (1) Active:
Signature: Vis: 0 IR: 0.5 Active: 0 LIDAR: 0

Fuel: 2000std jump fuel, 2379.1std power/extra fuel.
Trps/Sci/FWat: 0/0/0 **H/M/L Pas:** 4/10/0 **Quarters:** 0/245/15/24/0
Cargo: 1x38std bay
Facilities: 2xElec. 2xMach. 4xSick. 1xLock. 10xBrig. 5xArm. 5xGym. 2xGalley
Specials:
Hangars: 1x50std hgr (1)
Other Craft:
Fire Control:

10xSandcaster battery: 0:11 18 canisters.

20xHeavy Laser Turret: (+4,+3) 9:3 7:2 PDR:+3
 6xHeavy Laser Bay: (+3,+3) 12:10 11:9 10:7 8:6 PDR:+5
 2xMissile Bay: (+5) Cmd DL 19:14 -6 def.6.7G, Med.
 6 salvos (18 mis/ea).
 1xHeavy Spinal PA: (+1,+3) 16:16 16:16 16:16 16:16 15:15

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes

Hit Chart Range	Dice	Evasion Factors	Damage D6+DV-Tough.	Surf. Hits(3d6)	Sen. hits (2d6)	Int Hits (3d6)
Impact	1d-1	0	<0 - no effect	3 Spinal mount	2 Commo	3-4 Elec/Brdg (C)
Point Blank	1d3	0.25x evasion Gs	1-3 light	aperature	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	4 Bay weapon	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	5 Launch port	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	6-8 Turret	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	9-10 Sensor	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	11-13 No effect	Penetration	10 Fuel
Note: Meson weapons double evasion factors.				14 Drop tanks or grappled craft	P<A No pen.	11 Quarters
				15-17 Power radiator	P=A DV-3	12 Power (C)
				18 Weak spot	P=A+1 DV-2	13 Maneuver (C)
					P=A+2 DV-1	14 Jump (C)
					P>A+2 DV	15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)

To hit, roll under the target number using the dice from above.
Target number:
 Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor