Name: GTI Arcadia

Type: Galactic Terran Alliance Arcadia Class Installation

Scale: Capital

Length: 3792 Meters

Skill: NA

Crew: 8000

Passengers/Troops: 12000

Crew Skill: Capital Ship Gunnery 4D+2

Consumables: 10 Years

Cargo Capacity: 65,000 Tons

Hyperdrive Multiplier: NA

Hyperdrive Backup: NA

Nav Computer: NA

Space: NA

Maneuverability: NA

Hull: 20D

Shields: 0D

Sensors:

    Passive: 50/1D

    Scan: 100/3D

    Search: 250/4D

    Focus: 3/4D+2

Fighters: 40

Transports: 6

Weapons:

    19 Medium Laser Cannon Turrets

        Scale: StarFighter

        Fire Arc: Turret

        Fire Control: 3D

        Space: 1-5/15/30

        Atmosphere Range: 100-500/1.5/3km

        Damage: 5D

    5 Heavy Laser Cannon Batteries

        Scale: Capital

        Fire Arc: Turret

        Fire Control: 3D

        Space: 1-5/15/30

        Atmosphere Range: 100-500/1.5/3km

Damage: 5D

Description: Early Terran space stations were constructed much smaller, and were mostly used for Zero-G research purposes. Later on, with advancements in space construction technologies, stations grew bigger and bigger. When the first Arcadia-class station was commissioned, GTA decided to rename it to an Installation rather than a Space Station. Used for a variety of purposes, almost all major systems are home to at least one Installation, which is often used as the center of trade and communications. Home to scores of small ship, including repair vessels, fighters, and transports, an Arcadia class Installation is always a safe haven for a convoy of attack ships, returning from battle. Where the Orion is the symbol of Terran power, the Arcadia is the shining beacon of stability.

The GTI Arcadia is a multi-purpose installation that has served the Terran fleet since the days of the Great War. Almost every major star system is host to at least one Arcadia, which is often used as a center for trade and communications. Home to scores of small ships, including repair vessels, fighters, and transports, an Arcadia installation is always a hub of intrasystem and interstellar traffic. An Arcadia is not an easy target for hostile forces, as it combines the firepower of over 20 weapon turrets with the ability to launch up to ten wings of fighters from its fighterbay.