Starships D6 / Arcadia (Blue)



The Arcadia (Blue)

Craft: Captain Harlock's Arcadia
Type: Custom built battleship
Scale: Capital
Dimensions:
-Length: 400m
-Width: 290m
-Height: 160m
Skill: Archaic Ship Piloting: Arcadia
Crew: 1,450, gunners: 54, skeleton: 5/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, archaic ship piloting 5D+1, capital ship shields 3D+1, sensors 4D
Passengers: 500
Cargo Capacity: 10,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive: x1 (Backup: x12)
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 5
-Atmosphere: 295; 850kmh
-On Water: 225; 350.9 knots (225; 650kmh)
Hull: 5D
Shields: 3D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 100/3D
  Focus: 5/4D

VEHICLES:
-12 Spacewolf/"Cosmobat" space fighter planes
-6 Cosmowing heavy space fighter planes
-12 Bullet One light space fighters
-6 Bullet Two light penetration fighters
-6 Bullet Three heavy weapon ground vehicles
-6 Bullet Four APC ground vehicles
-4 Space Trailer/"Docros" ground vehicles
-4 Seabike submersible fighters
-6 Unmanned space fighters
-30 One-man flying platforms (a.k.a. "mini-copters")

WEAPONS:

2 Triple "Pulsar Cannons" (fire-linked)
Location: two turrets mounted upper mid hull
Fire Arc: turret
Crew: 1 (2)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 3D
Space Range: 2-10/25/50
Atmosphere Range: 200-1/2.5/5km
Damage: 7D/6D/5D
Ammo: N/A
Rate of Fire: 1 (fire-linked), or 3 (not fire-linked)
Special: The blast from the cannons explodes like grenade damage upon impact, and could damage targets in adjacent spaces. This would also damage all fighters in a wing formation if one is hit. This is only when the cannons are used fire-linked and at full power (full damage).

16 "Space Buster" Anti-Starfighter Guns
Location: scattered about the hull
Fire Arc: partial turrets, 4 right/front/left; 4 front/left/rear; 4 front/right/rear; 4 right/rear/left
Crew: 1 (16)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-4/10/20
Atmosphere Range: 50-400/1/2km
Damage: 4D
Ammo: N/A
Rate of Fire: 1 (blaster burst)

2 Broadside Weapon Arrays (6 Concussion Missile Launchers each)
Location: 6 along each side of the hull
Fire Arc: 6 right, 6 left
Crew: 3 (12)
Skill: Missile weapons
Scale: Capital
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 8D
Ammo: 10 (missiles per launcher)
Rate of Fire: 1 to 6 (per side/array)
Special: Each array is several weapons linked together to act as a single weapon, not fire-linked (increase damage) or battery (increase hit roll), but to get a higher rate of fire in a single attack action.

Ramming Blade (retractable)
Location: mounted to the front underside
Fire Arc: front
Crew: 1 (pilot)
Skill: Capital ship piloting

Scale: Capital
Fire Control: 1D (Maneuverability)
Space Range: see Speed above
Atmosphere Range: see Speed above
Damage: Hull+3D (8D)
Ammo: N/A
Rate of Fire: 1

DESCRIPTION:

Designed and built by Tochiro Oyama, the Arcadia is the battleship of Space Pirate Captain Harlock and his crew. The vessel comes in two different colors, blue and green, both having slightly different designs, although both screen versions are the same ship. The green Arcadia added an underside gun turret but removed the blade-shaped ram (at least until episode 4 of Endless Odyssey, when it makes a return appearance). Both ships have the anchor tubes used for boarding enemy ships (which have a drill for penetrating the hull of another ship), though the blue Arcadia only is seen to do this once.

Over the course of Captain Harlock's adventures, he used the Deathshadow, then later the Arcadia, to fight off several alien invasions to Earth consisting of the Illumidas, the Mazone caravan fleet from the Andromeda galaxy, the God-like beings of Valhalla and the Nibelungen rebel Alberich, and sometimes even forces from Earth itself.

For the most part, the blue Arcadia eventually replaced another mighty vessel called the Deathshadow, which Harlock claimed first and used to fight the Illumidas and save the Earth. Eventually, the Deathshadow was appropriated by the Illumudas and Tochiro designed and built this new ship for Harlock to continue his battle against them. Later still, the blue Arcadia would be redesigned and modified into the green Arcadia. After this, the blue Arcadia is still seen in flashbacks by Harlock and the crew.

The layout of the ship's battle bridge bears a strong resemblance to that of the Space Battleship Yamato (different anime series, but same creator). The feature most worth pointing out is that the ship is controlled by what looks like a steering wheel from an old Earth seagoing vessel, such as back in classic pirate days of the old world (but how they change altitude with that is beyond me). For this, the ship is controlled by the Archaic Ship Piloting skill. The rest of the bridge consists of other control stations for various systems layed out along the front and sides, with a massive viewport along the front that allows for a grand view of space, in much the same fashion as Imperial Star Destroyers in Star Wars. The control wheel is located in the center of the bridge upon a raised dais, usually highlighted. Captain Harlock is usually the one controlling the ship.

The Arcadia, in either form and color, has always carried various space fighter planes (starfighters) and other vehicles (though the names and numbers may very from different series or manga and by translations, so I've just set numbers and names here for a standard). The Arcadia's launch bay is located in the lower aft portion of the ship, just between and behind the two engine thrusters. It would likely not be useable while landed on a planet's surface or in water.

After Tochiro built the Arcadia, he also created many "Pirate Islands" in support of Harlock and his crew for somewhere to hide and perform maintenance and repairs as needed. These take the form of remote, unmanned mobile bases hidden as asteroids that can be positioned when and where desired, looking like unassuming hunks of rock floating in space. Each pirate island is big enough for the Arcadia to dock inside, completely enclosed and hidden within from prying eyes and sensors. Island number two is named "Deathshadow Island", and is modeled in semblance of the actual planetoid of Deathshadow, the "antimatter gravity planet", which can draw in ships with super-gravity and entrap them forever. Pirate Island eight is destroyed early on as part of a Mazone trap.

In a different series, Harlock had the Mobile Fortress SSX. Similar to the Pirate Islands, SSX could disguise itself as a comet, with a glowing radiance and bright trailing tail. When Harlock had

need of it, the mobile fortress would deactivate the light show, revealing another asteroid-like structure, then unfold portions of itself to reveal a well-equipped space station within. It was adapted by Tochiro from an old Solar Federation supply base. The name, SSX, refers to the criminal numbers assigned to Harlock, Tochiro, and Emeraldas by the Illumidas Occupation Force, which respectively are S00999, S00998, and X00001.

The ship's crew are usually armed with Cosmo Guns (heavy blaster pistols). The standard model is the Cosmo Percussion M78 (5D Damage), while the custom-built (by Tochiro) Cosmo Dragoon model (6D Damage) is carried by Harlock, Tochiro, Emeraldas, and a few other friends who vary in number from show to show. The weapon is modeled after a Colt model 78 revolver. In the Space Pirate series, the Cosmo Guns are also fitted with a special Mazone detector device that sounds an alarm when the weapon is aimed at a Mazone.

Another weapon common in the Harlock stories is the Gravity Sabre, A combination sword/laser rifle (Str+3D+1 melee damage, 5D ranged blaster damage) carried by Harlock and Emeraldas.

The Arcadia is capable of landing in water and traveling on its surface (speed given above), and in this way would make a great sea battleship if ever needed or desired.

The ship has various sensor systems which include "Cosmo Radar" which can locate and track targets at very far ranges, such as from other star systems or even throughout an entire space sector; normal three-dimensional radar (can track objects within range by motion, use normal sensors); and a Time Radar System.

The Time Sensors make it possible to see past events by somehow catching temporal afterimages in a specific location, such as a spot in space, an asteroid, city or part of a planet, or even a full view of the planet if panned back far enough, and other such visuals. The Sensor operator uses the "Search" option for the Sensors for effective range and dice. The Difficulty depends on how far back the operator and crew wishes to view: Easy for minutes; Moderate for hours; Difficult for days; Very Difficult for weeks; Heroic for months. To make it past a year is possible, but the Difficulty should be well past Heroic with a very high target number, perhaps 40 or 50. Any amount of time is possible, but the further back they wish to view, the harder the roll should be.

The blue Arcadia had only two Pulsar Cannon turrets, mounted on the upper mid section of the ship's hull (the green one has a third installed on the mid under section of the ship).

There are also harpoon guns located somewhere near or behind the Pulsar Cannons, used like grapple cables to latch onto other ships or objects floating in space. The arcadia also has classic anchors mounted to chains that can be deployed to latch onto a surface to prevent drifting, or even onto another target to prevent evasion (and allow the crew to use the anchor tubes and board them!).

The front of the ship could deploy a ramming blade to literally plow into another ship (or other applicable object) and does Hull+3D (8D) Damage, and the piloting skill must be used to hit a target. Later, this blade is removed when it becomes the green Arcadia.

The Arcadia has boarding/docking tubes on either side of the hull, and can be used either for simple docking maneuvers, or to assault another ship or space station by using a drill tip to penetrate their hulls, which then retracts and opens like a hatch to allow Arcadian crew to assault the enemy. They work similar to the drill tips mounted on the Bullet Two light penetration fighters. Simple combat damage if ever needed is Hull+4D (9D starfighter scale). To penetrate another hull, the ship must come alongside another target, deploy the anchor tube and begin drilling. If the surface is starfighter scale, it will take seconds, minutes against capital scale, and hours against death Star scale. The amount of time equals seconds, minutes or hours equal to the hull dice of the target. The pilot must roll against a Difficulty equal to the hull dice code of the target, not modified by scale.

The Arcadia, Captian Harlock and his crew, all come from different but related anime and manga sources. While the creator(s) on many occassions confuse the continuity of their stories, they are none-the-less very fun and interesting and highly recommended.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.