

# Polaren Curlotan Blast Corvettes (4)

## SPECS

Class: Lt Combat Vsl  
In Service: 2131  
Point Value: 205  
Ramming Factor: 30  
Jump Delay: n/a

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 9  
Stb/Port Defense: 11  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

## HIT LOCATIONS

1-10: Structure  
11-12: Med Blast Cannon  
13-16: Point Defense Laser  
17-18: Drive  
19: Reactor  
20: Control

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
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## WEAPON DATA

**Medium Blast Cannon**  
Class: Matter  
Modes: Pulse  
Damage: 5 1d5 times  
Maximum Pulses: 5  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## Weapon #1

1 2 3 4 5 6 7 8 9 10 11 12

## Special Notes

Agile Ship  
Atmospheric Capable  
Uses Dual Weapon Arc  
Conversion Chart

## Weapon #1

1 2 3 4 5 6 7 8 9 10 11 12

## Point Defense Laser

Class: Laser  
Modes: Standard  
Damage: 1d10  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+0  
Int Rating: -1 (-2 vs. ballistics)  
Rate of Fire: 1 per turn

## Intercept Laser

Class: Laser  
Modes: Standard  
Damage: 2d5+2  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+4  
Int Rating: -1 (-3 vs. ballistics)  
Rate of Fire: 1 per turn

## 2137 Refit

Point Value: 215  
1. Add shaded boxes to Point Defense Lasers to make Intercept Lasers. No arc or armor changes.

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
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## Weapon #1

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1 2 3 4 5 6 7 8 9 10 11 12

## ICON RECOGNITION

Control  
Drive  
Reactor  
Med Blast Cannon  
Point Defense Laser  
Intercept Laser