

# Polaren Grantir Fast Transport (4)

## SPECS

Class: Lt Combat Vsl  
In Service: 1809  
Point Value: 80 each  
Ram Factor: 25/30  
Jump Delay: n/a

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 11  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +6

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

1-8: Structure  
9-12: Cargo  
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		

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## WEAPON DATA

**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

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable

## ARMOR REFIT

System 1823 2137

Drive	3	4
Reactor	3	4
Sensors	3	4
Structure	5	4

## DRIVE REFIT

Drive Rating 4 5

## SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
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## SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
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Target #6		

## 2137 Refit

Point Value: 100  
1. Add shaded boxes to Point Defense Lasers to make Intercept Lasers. No arc or armor changes.  
2. Add shaded boxes to Structure.

## ICON RECOGNITION

-  Control
-  Drive
-  Reactor
-  Cargo
-  Point Defense Laser
-  Intercept Laser

