

Polaren Lyrae Laser Corvettes

SPECS

Class: Lt Combat Vsl
In Service: 1896
Point Value: 170
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: 10
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

SENSOR DATA

Defensive EW

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

SENSOR DATA

Defensive EW

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

WEAPON DATA

Large Defense Laser

Class: Laser
Modes: Raking (9)
Damage: 2d10+2
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

HIT LOCATIONS

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

Special Notes

Agile Ship
Atmospheric Capable
Limited Availability (33%)
Until 2121 Restricted
(10%) thereafter
Uses Dual Weapon Arc
Conversion Chart

SENSOR DATA

Defensive EW

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

SENSOR DATA

Defensive EW

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

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: 180

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

ICON RECOGNITION

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