

Polaren Arimet Corvettes (4)

SPECS

Class: Lt Combat Vsl
In Service: 1889
Point Value: 190
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	2	3	3	4	4	4
Turn Delay	1	1	1	1	2	2	2	3	3	3	4	3

SENSOR DATA

Defensive EW

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

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Defensive EW

Target #1
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WEAPON DATA

Med Fletchlette Gun

Class: Matter
Modes: Pulse
Damage: 1d6+3 1d3 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +0/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

HIT LOCATIONS

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

Special Notes

Agile Ship
Atmospheric Capable
Uses Duel Weapon Arc
Conversion Chart

2137 Refit

Point Value: 200

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
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Target #4
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Target #6

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
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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

ICON RECOGNITION

-  Control
-  Drive
-  Reactor
-  Medium Fletchlette Gun
-  Point Defense Laser
-  Intercept Laser