

Polaren Merolan 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	2	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	
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Target #6	

WEAPON DATA

Med Fletchlette Gun

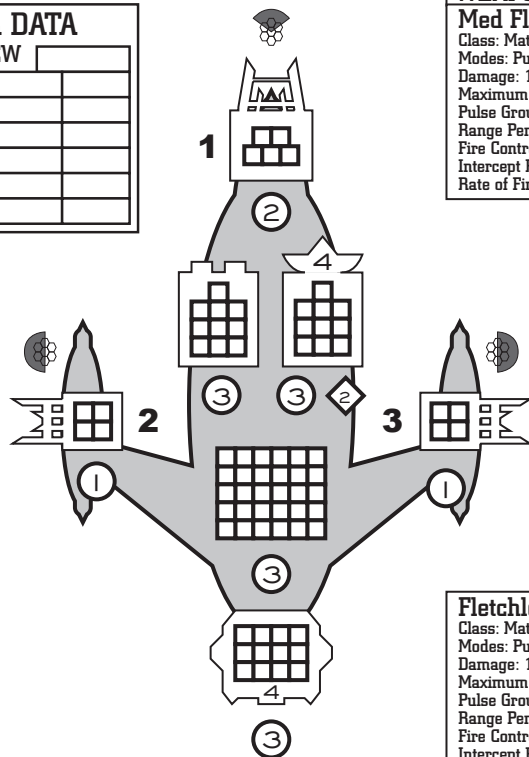
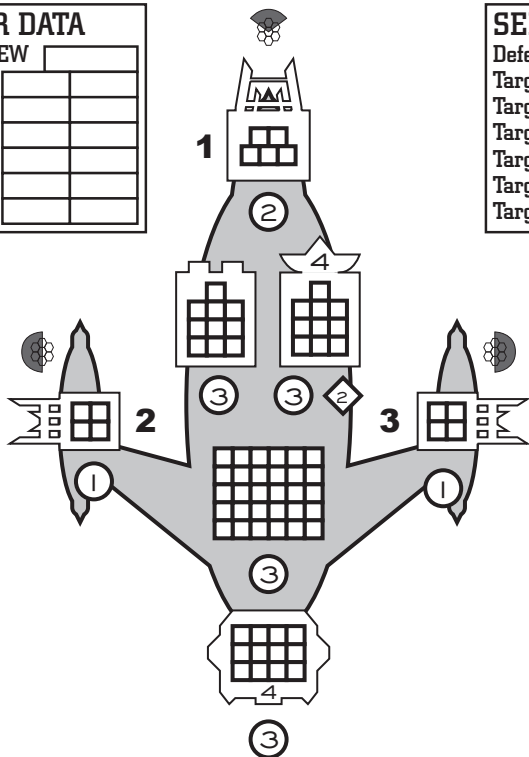
Class: Matter
Modes: Pulse
Damage: 1d6+3 1d3 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +0/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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 Single Weapon Arc
Conversion Chart



Fletchlette Gun

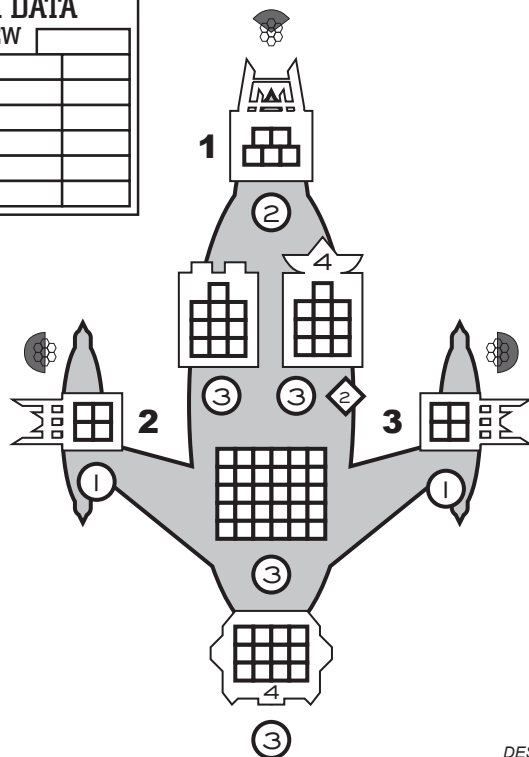
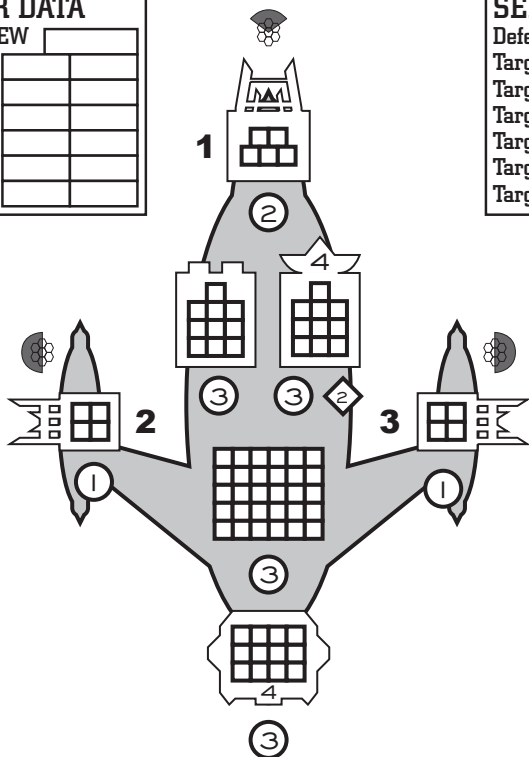
Class: Matter
Modes: Pulse
Damage: 1d6 1d2 times
Maximum Pulses: 2
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +0/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn

SENSOR DATA

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

SENSOR DATA

Defensive EW	
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Target #2	
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Target #4	
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Target #6	



ICON RECOGNITION

- Control
- Drive
- Reactor
- Medium Fletchlette Gun
- Fletchlette Gun