

Polaren Polyr Jump Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2124	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 90+	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 36+	Pivot Cost: 2 + 2 Thrust	Extra Power: 0
Jump Delay: 36 Turns	Roll Cost: 2 + 2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	1 2 2 3 4 4 5	6 6 7 8 8
Turn Delay	1 1 2 2 3 3 4	4 5 5 6 6

SIDE HITS

1-2: Docking Collar
3-4: Med Blast Cannon
5-17: Use LCV Hit Chart
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Structure
8-10: Jump Drive
11-13: Sensor
14-15: Hangar
16-19: Reactor
20: C&C

Special Notes

Combined Ship
Uses 2 LCVs
Special Hull Arrangement
(No Fwd/Aft Hits)

HANGAR

2 Shuttles: Thrust: 4
Armor: 1 Defense: 11/11

WEAPON DATA

SENSOR DATA

Defensive EW

Target #1

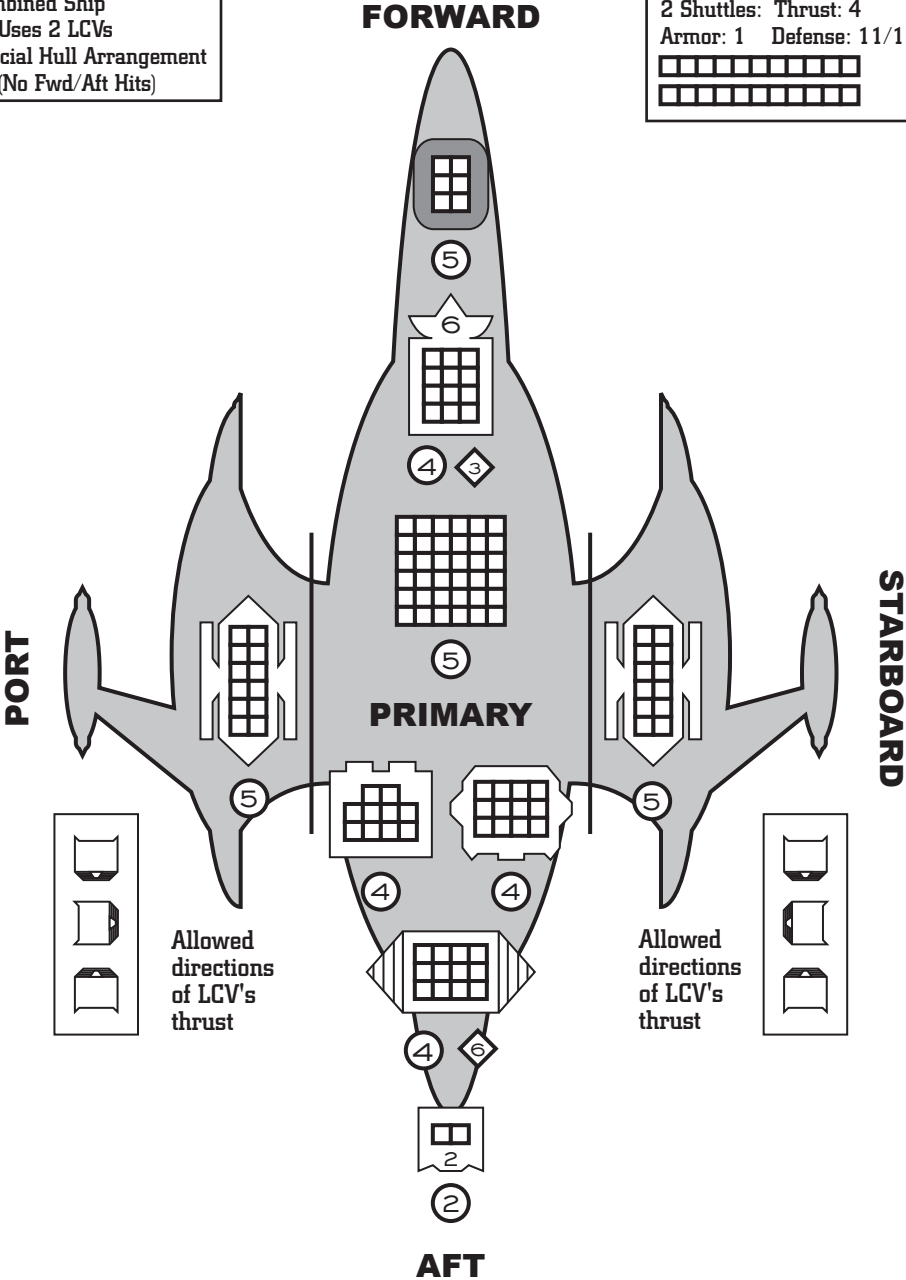
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

Sensor

Engine

Reactor

C & C

Hangar

Jump Engine

Docking Collar