Version 2: 2E/NU

Name: _____ Counter: _____

Polaren Promarlen Heavy Cruiser

SPECS
Class: Capital Ship
In Service: 2150
Point Value: 130+
Ramming Factor: 60+
Jump Delay: n/a

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

COMBAT STATS
Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

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	2	2	3	4	4	5	5	6	7	8	8

FORWARD HITS
1-2: Docking Collar
3-4: Heavy Blast Cannon
5-18: Use LCV Hit Chart
19-20: PRIMARY Hit

SIDE HITS
1-2: Docking Collar
3-4: Med Blast Cannon
5-18: Use LCV Hit Chart
19-20: PRIMARY Hit

AFT HITS
1-2: Docking Collar
3-4: Heavy Blast Cannon
5-18: Use LCV Hit Chart
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-15: Hanger
16-17: Engine
18-19: Reactor
20: C&C

Special Notes
Combined Ship
Uses 4 LCVs

SENSOR DATA
Defensive EW

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

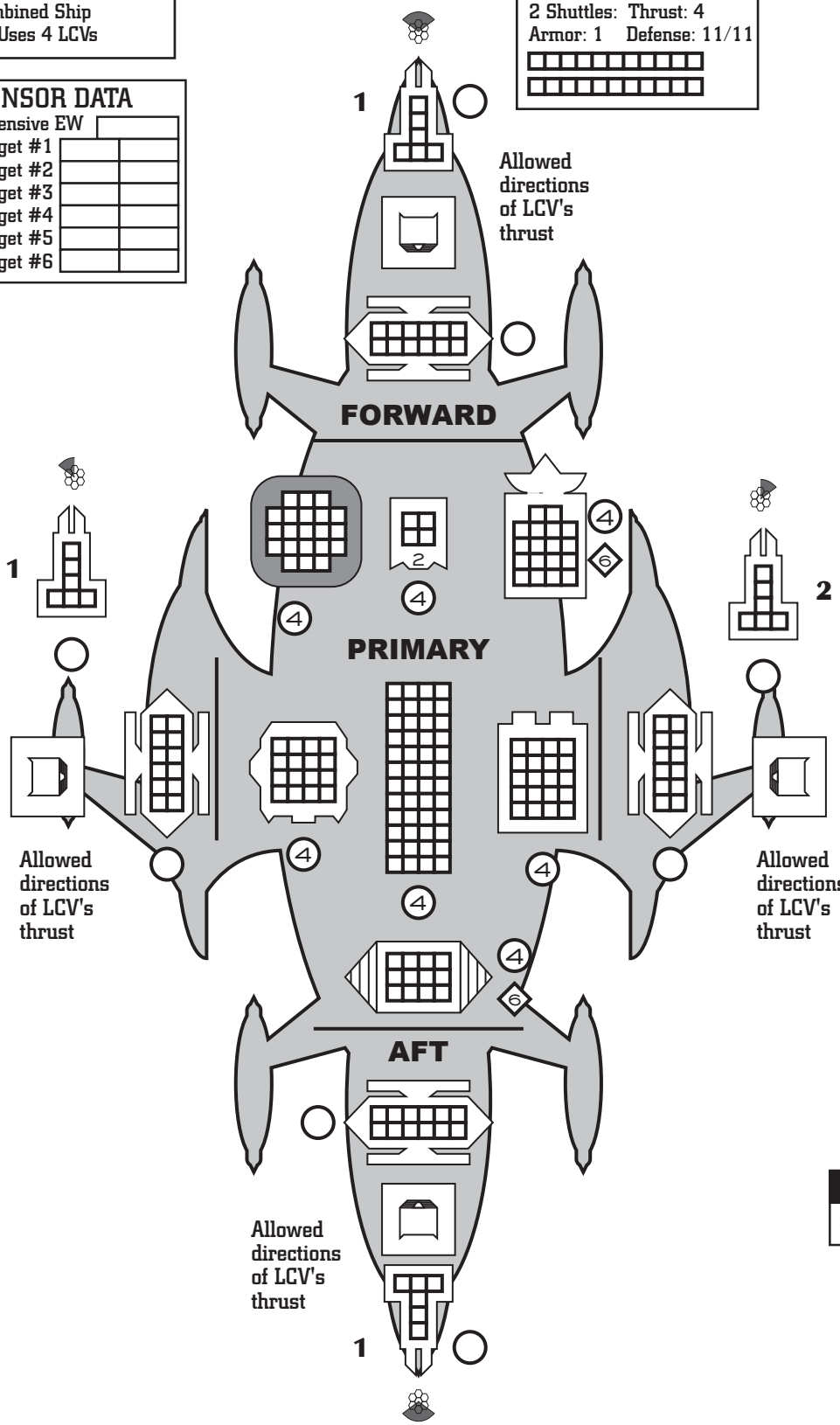
HANGAR
2 Shuttles: Thrust: 4
Armor: 1 Defense: 11/11

WEAPON DATA

Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Pulse Grouping: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Heavy Blast Cannon
Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Blast Cannon Ammunition
Weapon #1
Weapon #2
Weapon #3
Weapon #4



ARMOR REFIT

System	2127	2143
Hvy Blast Cannon	2	3
Med Blast Cannon	2	3
Docking Collar	4	5

SENSOR REFIT

Sensor Rating	6	7

ENGINE REFIT

Engine Rating	8	10

ICON RECOGNITION
Sensor
Engine
Reactor
C & C
Hangar
Docking Collar
Jump Engine
Heavy Blast Cannon
Med Blast Cannon

2143 Refit
Point Value: 150+

DESIGN BY Geoffrey and Jeremy Stano