

# Polaren Talynev Early Corvettes (4)

SPECS		MANEUVERING		COMBAT STATS	
Class: Lt Combat Vsl		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 11	
In Service: 1812		Turn Delay: 1/3 Speed		Stb/Port Defense: 11	
Point Value: 170		Accel/Decel Cost: 1 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 25		Pivot Cost: 1 Thrust		Extra Power: 0	
Jump Delay: n/a		Roll Cost: 1 Thrust		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 3 4 4 4				
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4				

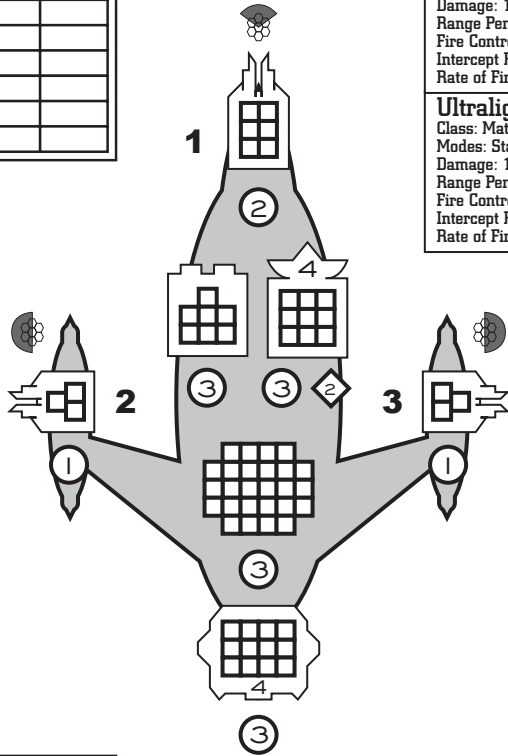
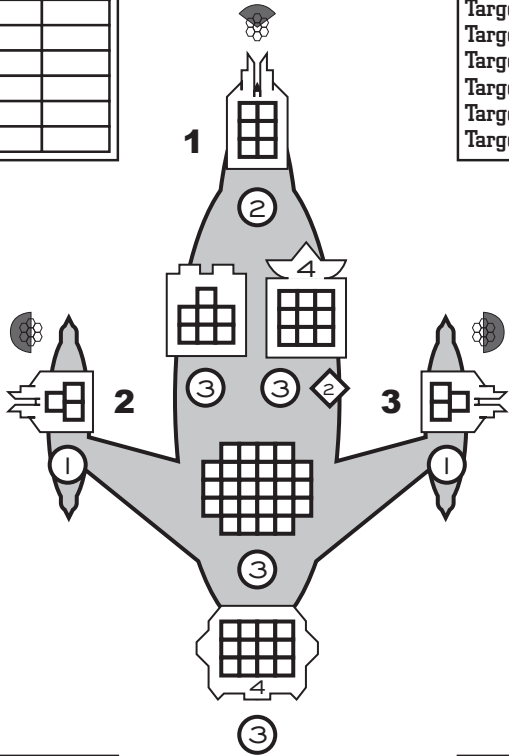
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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

WEAPON DATA	
<b>Light Railgun</b>	
Class: Matter	
Modes: Standard	
Damage: 1d10+5	
Range Penalty: -1 per hex	
Fire Control: +0/+2/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Ultralight Railgun</b>	
Class: Matter	
Modes: Standard	
Damage: 1d5+2	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	

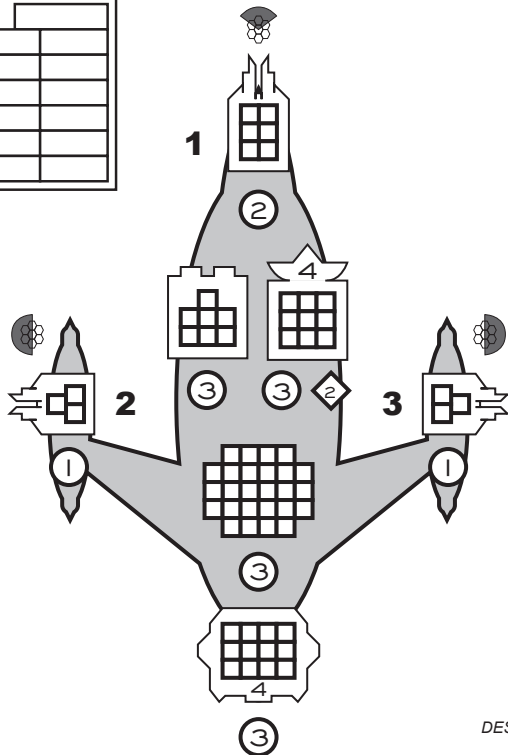
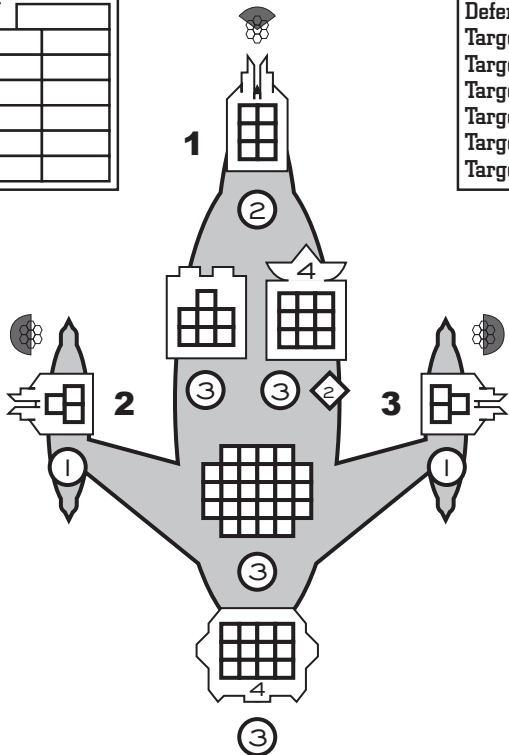
HIT LOCATIONS	
1-10:	Structure
11-12:	Light Railgun
13-16:	Ultralight Railgun
17-18:	Drive
19:	Reactor
20:	Control

Special Notes	
Agile Ship	
Atmospheric Capable	
Uses Single 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	



ICON RECOGNITION	
	Control
	Drive
	Reactor
	Light Railgun
	Ultralight Railgun