

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: 50+		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
3-18: Use LCV Hit Chart
19-20: PRIMARY Hit

PRIMARY HITS

- | | |
|--------|-------------------|
| 1-8: | Primary Structure |
| 9-11: | Jump Drive |
| 12-13: | Sensors |
| 14-15: | Hanger |
| 16-17: | Engine |
| 18-19: | Reactor |
| 20: | C&C |

SENSOR DATA

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

Special Notes

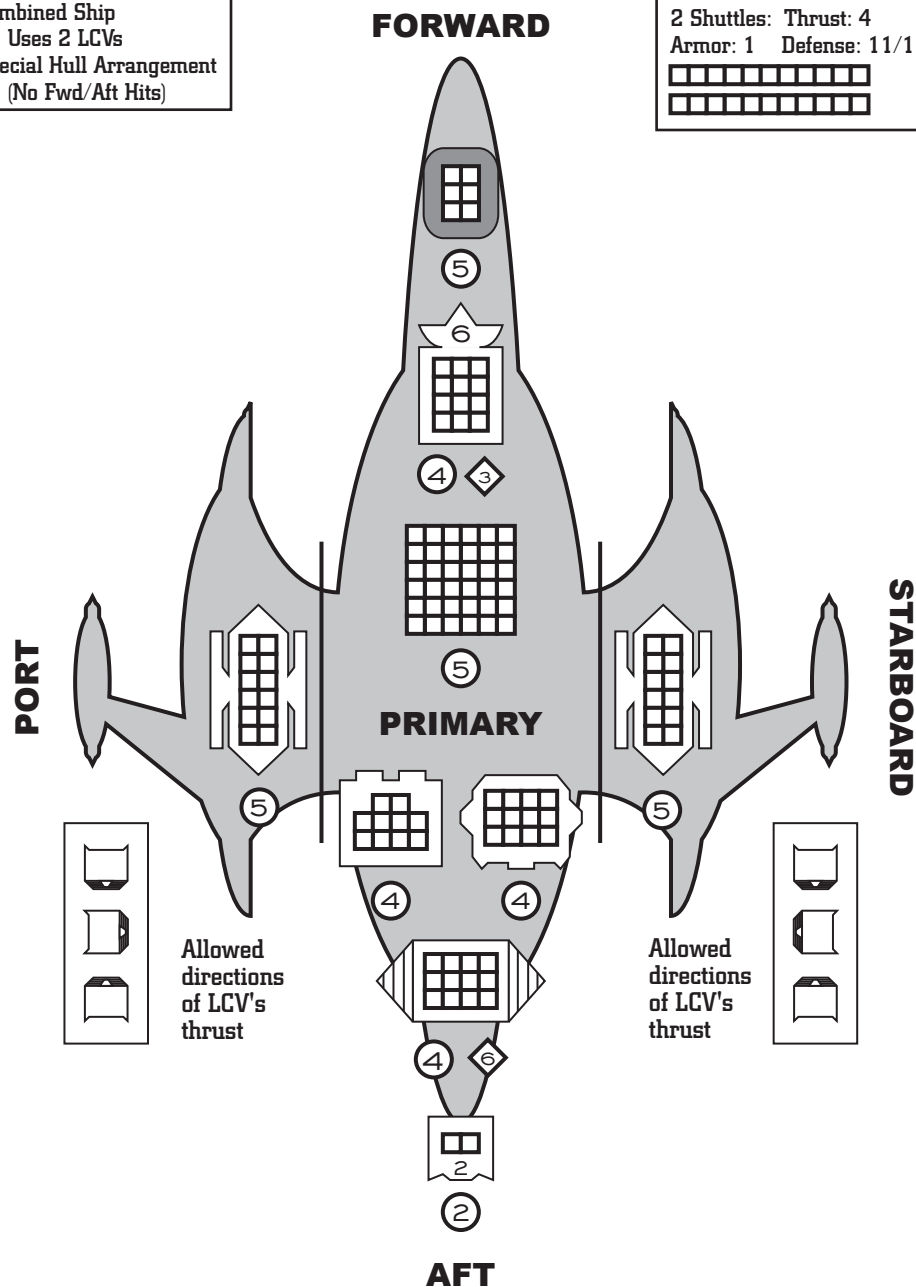
Combined Ship
Uses 2 LCVs
Special Hull Arrangement
(No Fwd/Aft Hits)

HANGAR








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

[illegible]

WEAPON DATA



ICON RECOGNITION

- | | |
|---|----------------|
|  | Sensor |
|  | Engine |
|  | Reactor |
|  | C & C |
|  | Hangar |
|  | Jump Engine |
|  | Docking Collar |