

Federation Polaris Attack Cruiser

SPECS

Class: Capital Ship
 In Service: 2362
 Point Value: 840
 Ramming Factor: 190
 Warp Delay: 5 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

Heavy Phaser Bank
 Class: Molecular
 Mode: R, S
 Damage: 4d10+10
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 3d10+5
 1 per turn: 1d10+4

Medium Phaser Bank
 Class: Molecular
 Mode: R, S
 Damage: 3d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per turn: 1d10+4

Light Phaser Bank
 Class: Molecular
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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	7	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR
 0 Fighters
 6 Shuttles

FORWARD HITS
 1-3: Deflector Shield
 4-6: Photon Torpedo
 7-8: Heavy Phaser
 9-11: Medium Phaser
 12-18: Forward Structure
 19-20: PRIMARY Hit

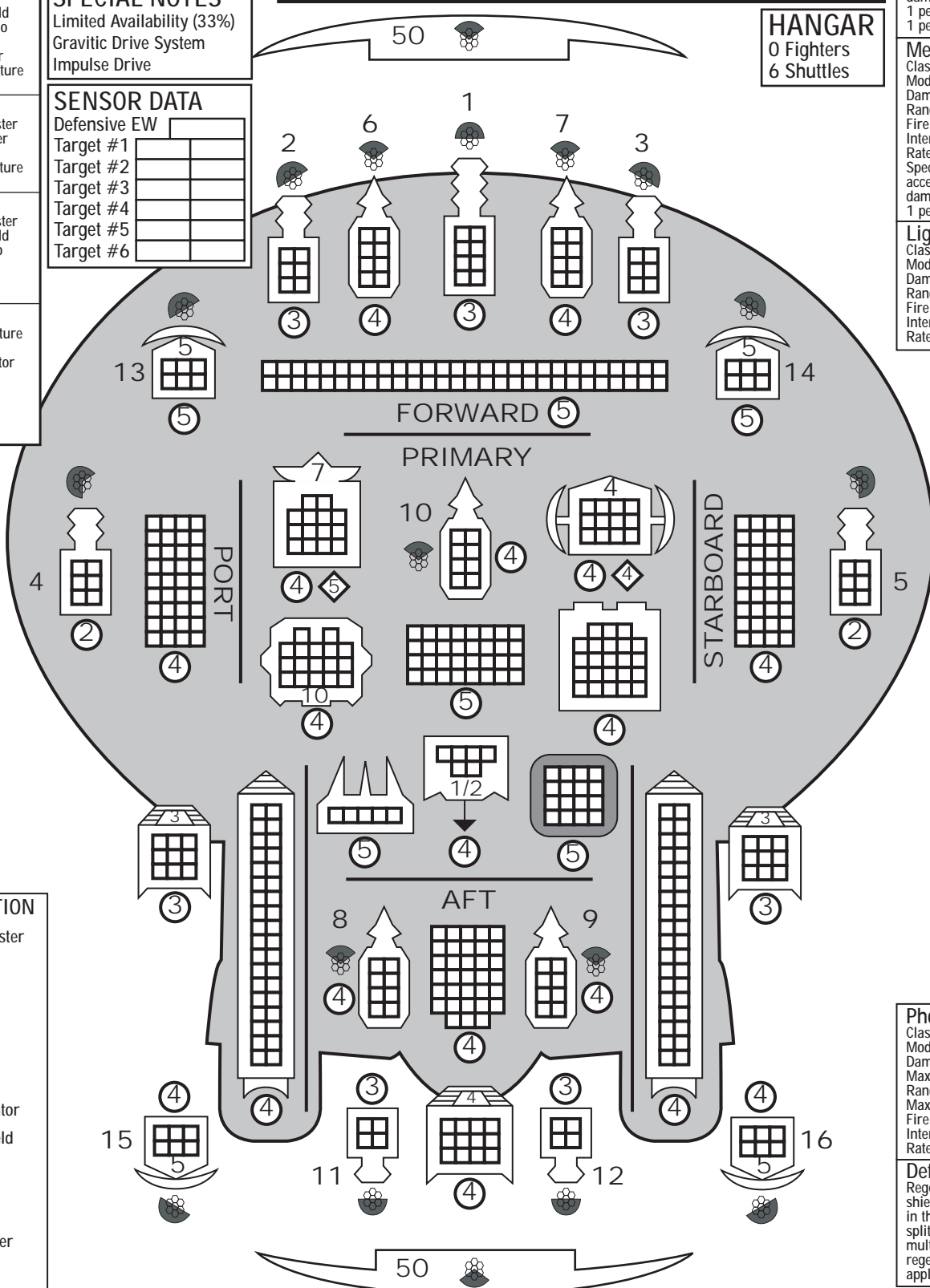
SPECIAL NOTES
 Limited Availability (33%)
 Gravitic Drive System
 Impulse Drive

SIDE HITS
 1-3: Impulse Thruster
 4-6: Medium Phaser
 7-10: Warp Engine
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

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

AFT HITS
 1-4: Impulse Thruster
 5-6: Deflector Shield
 7-9: Photon Torpedo
 10-11: Light Phaser
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Structure
 9: Tractor Beam
 10-11: Shield Generator
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser
- Light Phaser
- Photon Torpedo

Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 20
 Range Penalty: -1 per 5 hexes
 Max Range: 50 hexes
 Fire Control: +4/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Deflector Shield
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.