

Polaren Norevet Heavy Frigate

SPECS

Class: Medium Ship
In Service: 2121
Point Value: 45+
Ramming Factor: 10+
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Sth/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +9

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

SIDE HITS

1-19: Use LCV Hit Chart
20: PRIMARY Hit

PRIMARY HITS

1-10: Med Blast Cannon
11-15: Sensor
16: Hanger
17-18: Docking Collar
19: Reactor
20: C&C

Note: Overkill damage strikes the structure of the facing LCV. If the LCV is destroyed, any remaining overkill is applied to the opposite LCV's structure.

Special Notes

Agile Ship
Atmospheric Capable
Sensors use Combined Ship Rules
Available Thrust determined by connected LCVs
Combined Ship
Uses 2 LCVs
Special Hull Arrangement
(No Fwd / Aft Hits)

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



SENSOR DATA

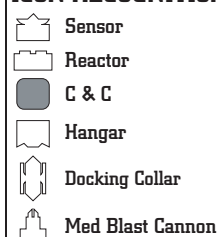
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Blast Cannon Ammunition

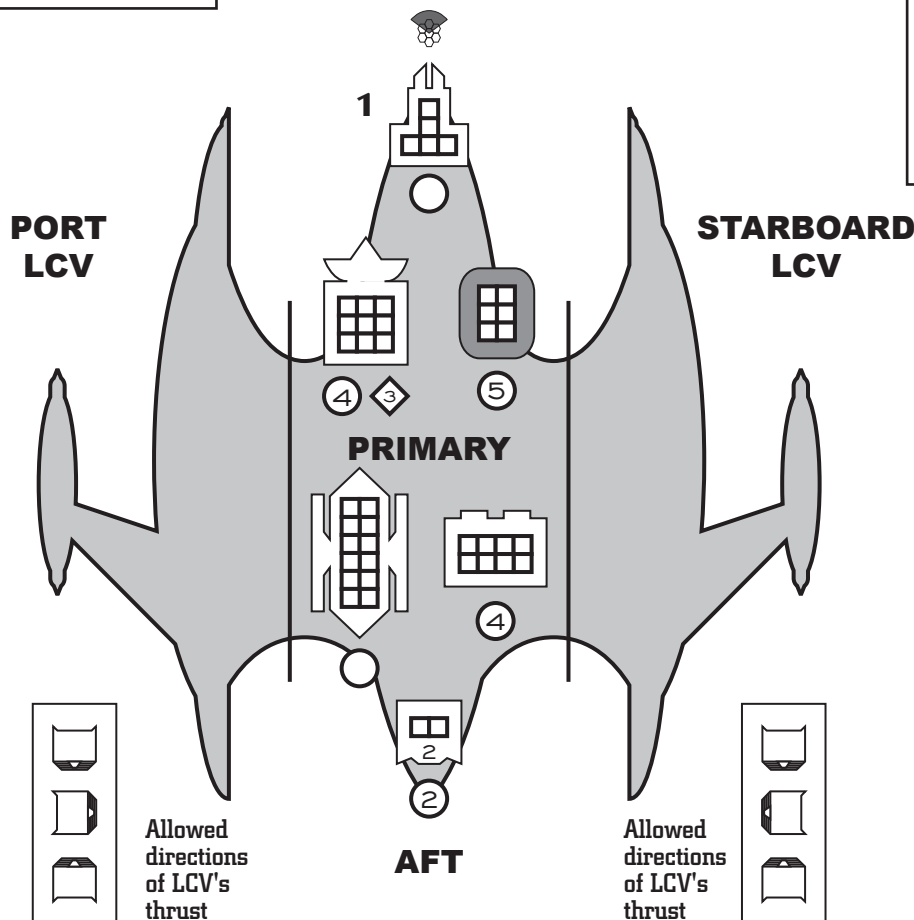
Weapon #1



ICON RECOGNITION



FORWARD



ARMOR REFIT

System	2121	2137	2170
Med Blast Cannon	2	3	3
Docking Collar	4	4	5

SENSOR REFIT

Sensor Rating	5	5	6
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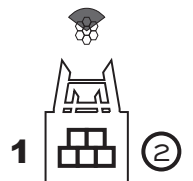
2137 Refit

Point Value: 50+

2170 Refit

Point Value: 55+

Early Norevet



Point Value: 40+

1. For scenarios set before 2131 replace Medium Blast Cannon 1 with Medium Fletchlette Gun 1. The armor and and arc are as shown above with the price reduction.