

Polar Star

September 2046

Polar Star Class

South Africa

BASIC SHIP DATA				SENSORS					
Displacement:	400 std	In Class:	6	RADARS		Range (nm)			
Damage Points:	15	In Service:	1942	Name	Function	Large	Med	Small	FC Mod
Damage Modifier:	1.00	Max Speed:	12						
Propulsion:	Steam Turbine	Crew:	39						
Armor:	0	Class Size:	D						
Advance per 45 degree turn		(Speed Loss)		SONARS		Active		Active	
Standard Rudder:	200 yds	2kts		Name	Type	Rng (Kyds)	Surf	Sub	Torp
Hard Rudder:	100 yds	3kts		<input type="checkbox"/> YeKNNV-1a	Keel	1.7	-	-	-
Accel/Tac Turn from 0-50% Max Speed:		12kts		<input type="checkbox"/> Searchlight (P&S)					
Accel/Tac Turn from 51-100% Max Speed:		6kts							
Deceleration/Tac Turn from any speed:		15kts							
Weapons									
Anti-aircraft Batteries			Full	3/4	1/2	1/4			
	Range	Strength	Strength	Strength	Strength	Strength			
Area AA:	none								
Light AA:	(2)2 37mmCr-3, (1)5	2.3	<input type="checkbox"/>	1.73	<input type="checkbox"/>	1.15	<input type="checkbox"/>	0.58	<input type="checkbox"/>
	20mm Cr-2, 2 7.92mm HHC AAMG								

Remarks: Converted Commercial Trawler

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Total Damage Points: 15
 Kts DP Damage Taken

<p>12 kts 0 □□□□</p> <p>9 kts 4 □□□□</p> <p>6 kts 8 □□□□</p> <p>3 kts 11 □□□□</p> <p>0 kts 14 □ Sinks</p>	<p><input type="checkbox"/> Bridge</p> <p><input type="checkbox"/> Rudder</p> <p>Engineering</p> <p><input type="checkbox"/> 26 kts</p> <p><input type="checkbox"/> 17 kts</p> <p><input type="checkbox"/> 9 kts</p> <p><input type="checkbox"/> 0 kts</p>	<p style="text-align: center;">System Critical Hits</p> <p>Bridge Roll 1d10 (1-6) Same Orders (7-8) Circle Right (9-10) Circle Left</p> <p>No Speed Changes Minor Fire 4 Tactical Turns to correct</p> <p>Subsequent course and speed changes take 2 Tac Turns</p> <p>Rudder Max Speed: 12</p> <p>Course changes after moving required advance is 15 vice 45 degrees.</p>
		<p>Other Critical Hits and Notes</p>

Fires		Flooding	
Roll 1d10 for severity:	Roll 1d10 for DC	Roll 1d10 for severity:	Roll 1d10 for DC
1-5 Minor Fire	1-5 Reduce One Level	1-5 Minor Flooding	1-4 Reduce One Level
6-8 Major Fire	6-9 No Change	6-8 Major Flooding	5-8 No Change
9-10 Severe Fire	10 Increase One Level	9-10 Severe Flooding	9-10 Increase One Level
Minor Fires:	1.0 DP/30 minutes (each)	Minor Flooding:	1.0 DP/30 minutes (each)
Major Fires:	2.1 DP/30 minutes (each)	Major Flooding:	2.1 DP/30 minutes (each)
Severe Fires:	3.1 DP/30 minutes (each)	Severe Flooding:	3.1 DP/30 minutes (each)

Conflagration if DP/30 minutes exceeds : 7.8 DP/30 min Capsizing risk if DP/30 minutes exceeds: 7.8 DP/30 min
 (25% chance/30 min (cumulative) of magazine explosion (25% chance/30 min (cumulative) of capsizing)