

Abbai Bochi Defense Satellites (4)

SPECS

Class: OSAT
In Service: 1825/1865
Point Value: 130 Each
Ramming Value: 25
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 8 (7)
Stb/Port Defense: 8 (7)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: +12

WEAPON DATA

Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Laser
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Gravitic Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active.

Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

PRIMARY HITS

1-9: Structure
10: Thruster
11-12: Laser
13: Lt. Particle Beam
14-15: Gravitic Shield
16-17: Sensors
18-19: Reactor
20: Shield Generator

SENSOR DATA

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

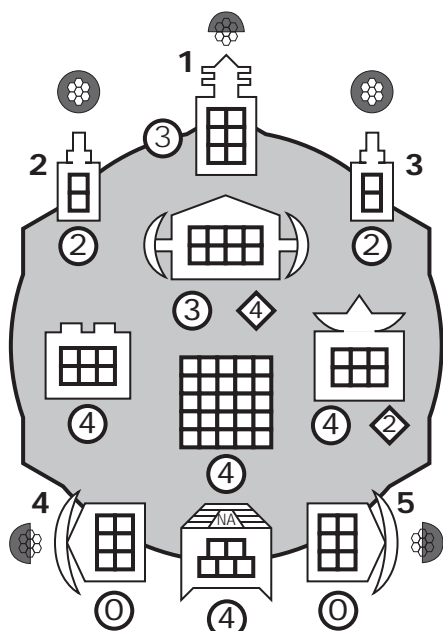
1825/1865 2030

SENSOR REFT

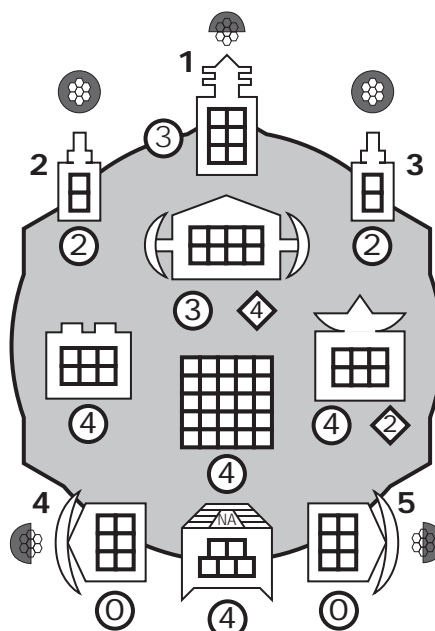
Sensor Rating 4 5

SENSOR REFT

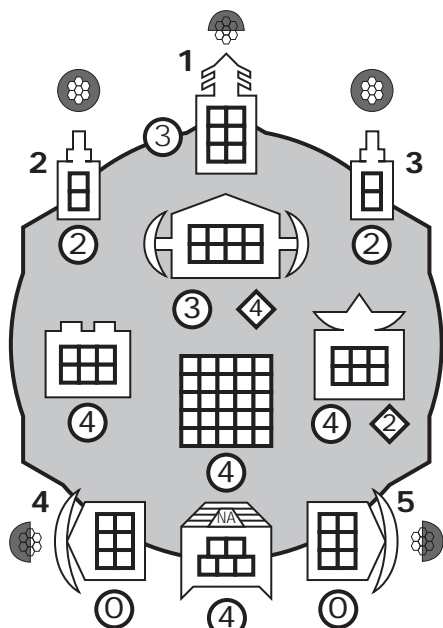
Shield Generator Rating 1 2



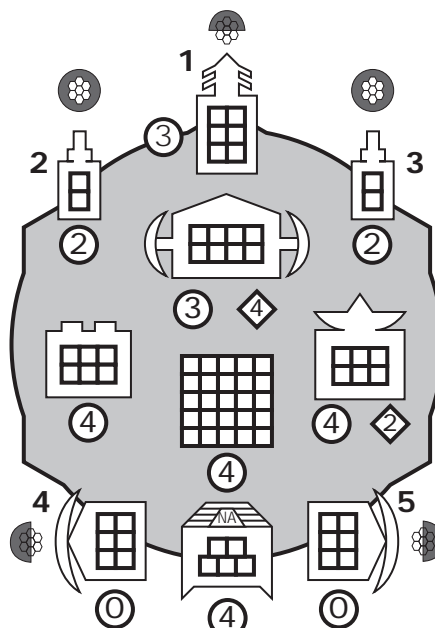
Bochi-A



Bochi-A



Bochi-B



Bochi-B

ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Shield Generator
- Med Laser Cannon
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam

2030 Refit

Point Value: 155
1. Replace Medium Laser or Laser Cutter with Assault Laser.

