

Abbai Shyneth Improved Satellites (4)

SPECS

Class: OSAT
In Service: 2231
Point Value: 250 each
Ramming Factor: 20
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: 9 (7)
Stb/Port Defense: 9 (7)
Engine Efficiency: N/A
Extra Power: +2
Initiative Bonus: +12

WEAPON DATA

Heavy Combat Laser
Class: Laser
Mode: Piercing
Damage: 2d10+30
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Shots at fighters are resolved in standard (not piercing) mode

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.

Shield Projector
Maximum Range: 5 hexes
Increase shield rating of all gravitic shields on target vessel by the projector's shield rating.

Particle Impeder
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

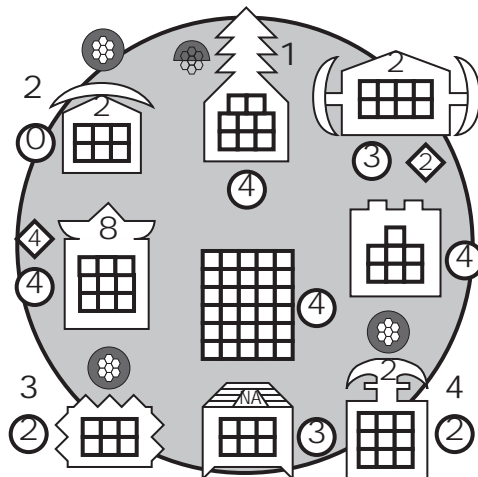
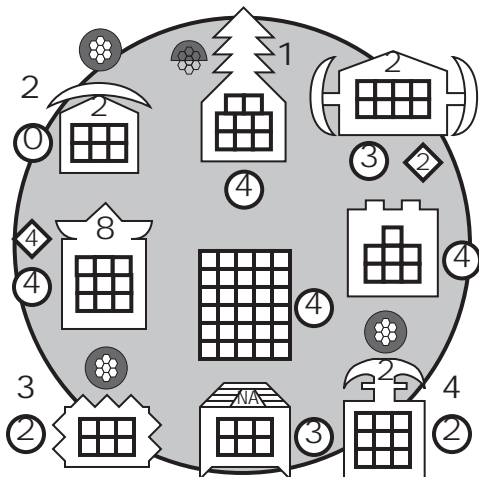
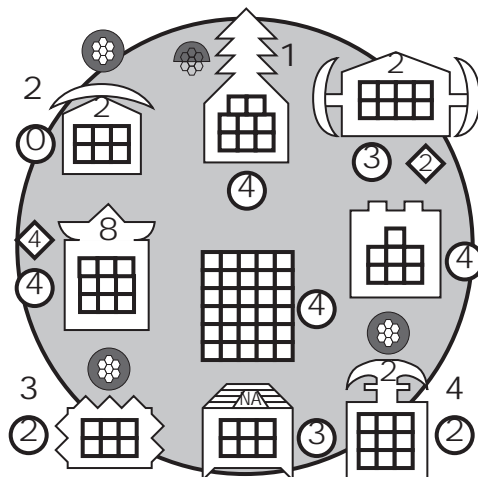
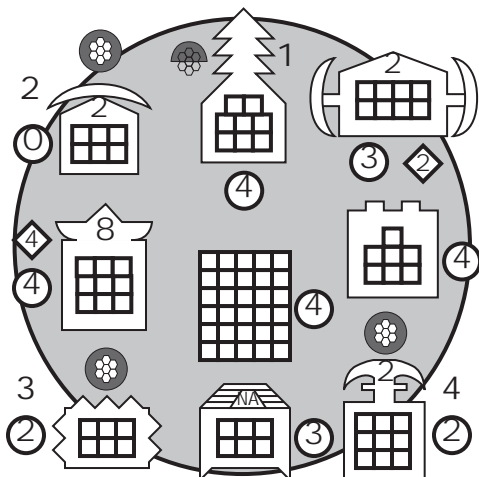
PRIMARY HITS

1-9: Primary Struct
10: Thruster
11-12: Heavy Combat Laser
13: Gravitic Shield
14: Shield Projector
15: Particle Impeder
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		



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Shield Generator
- Heavy Combat Laser
- Particle Impeder
- Gravitic Shield
- Shield Projector