

# Abbai lala Defense Satellites (4)

## SPECS

Class: OSAT  
In Service: 2218  
Point Value: 200 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 (6)  
Stb/Port Defense: 9 (6)  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

### Quad Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 4 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.

### 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

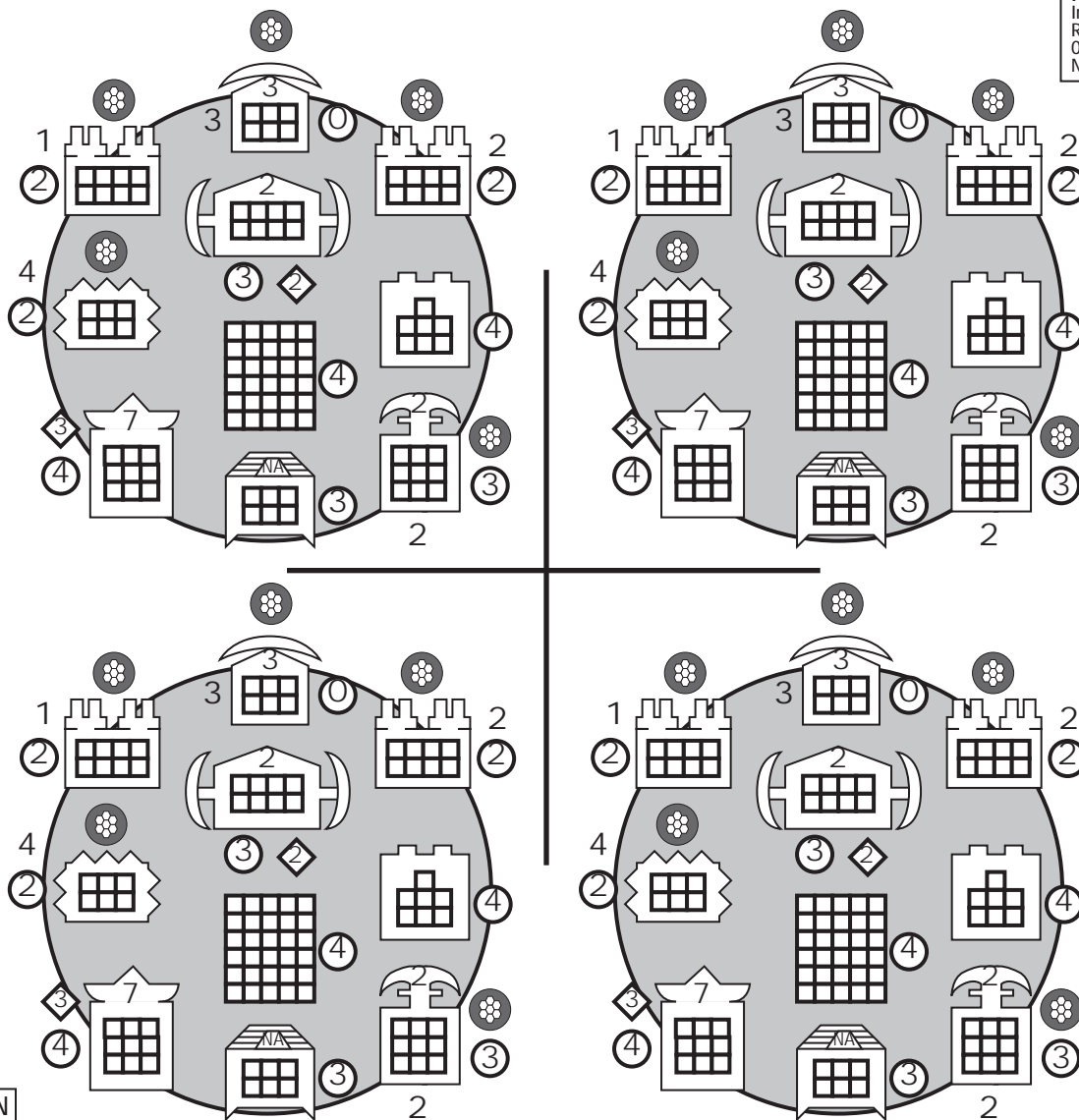
## PRIMARY HITS

- 1-8: Primary Struct
- 9: Thruster
- 10-12: Quad Array
- 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
- Particle Impeder
- Gravitic Shield
- Quad Array