

Abbai Binala Attack Satellites (4)

SPECS

Class: OSAT
In Service: 2230
Point Value: 300 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: 0
Initiative Bonus: +12

WEAPON DATA

Combat Laser

Class: Laser
Mode: Piercing
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-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

- 1-8: Primary Struct
- 9: Thruster
- 10-12: 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

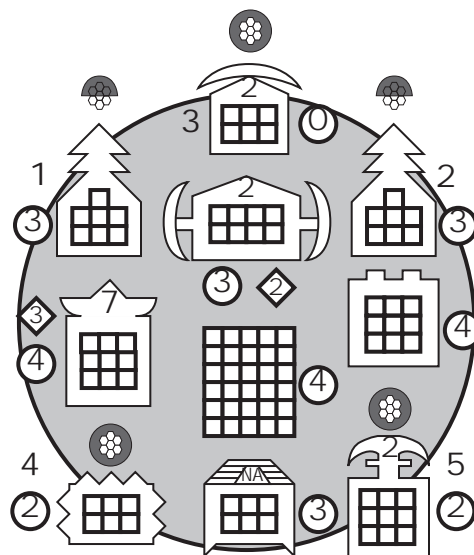
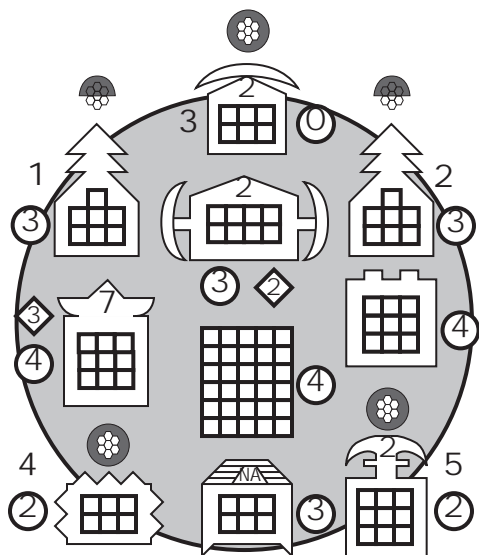
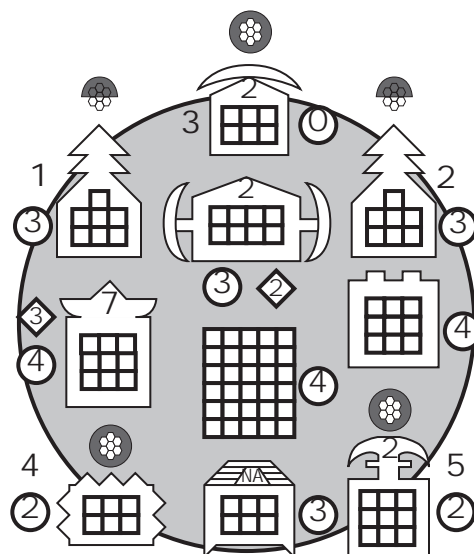
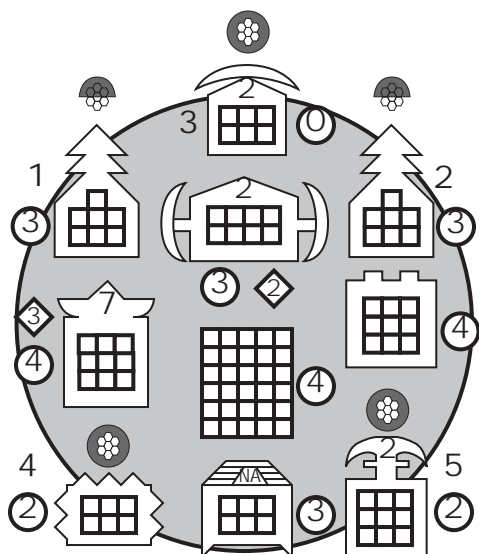
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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