



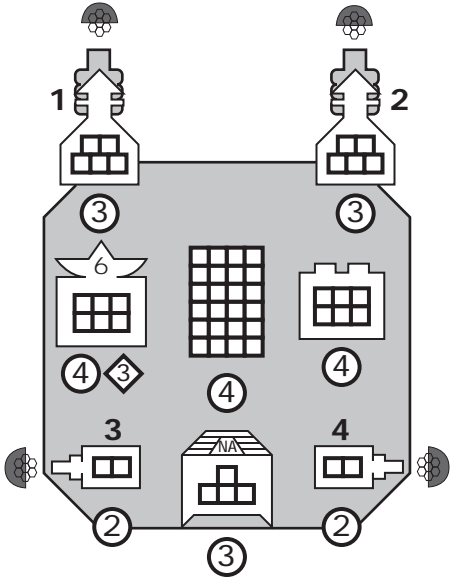
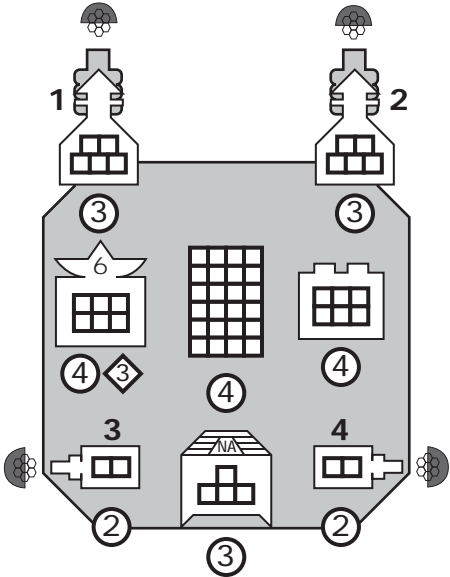
Centauri Legion Orbital Satellites (4)

SPECS	MANEUVERING	COMBAT STATS
Class: OSAT	Turn Cost: N/A	Fwd/Aft Defense: 10
In Service: 1966	Turn Delay: N/A	Stb/Port Defense: 10
Point Value: 175/125 (A/B)	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Value: 30	Pivot Cost: N/A	Extra Power: +0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: +12

WEAPON DATA
Imperial Laser Class: Laser Modes: Raking Damage: 4d10+8 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-5 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
Tactical Laser Class: Laser Modes: Raking Damage: 2d10+8 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 2 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

PRIMARY HITS
1-9: Structure
10-11: Thruster
12-14: Imperial/Tactical Laser
15-16: Lt Particle Beam
17-18: Sensors
19-20: Reactor

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

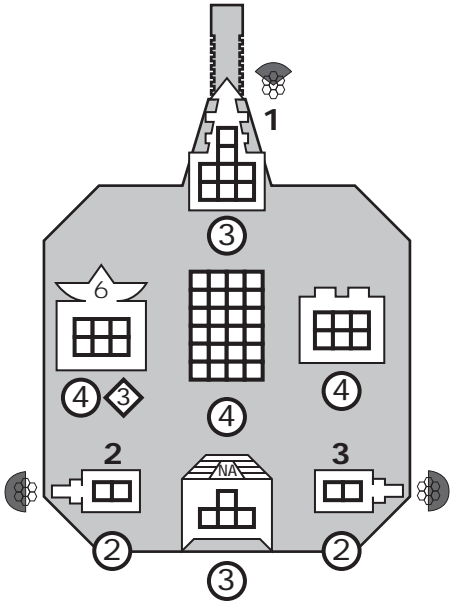
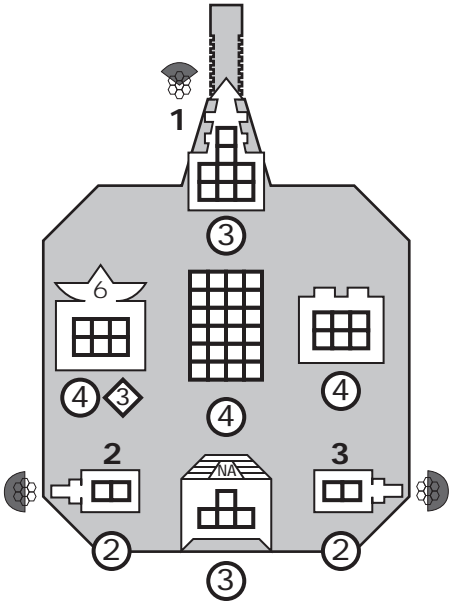


LEGION-A

LEGION-A

LEGION-B

LEGION-B



ICON RECOGNITION
Thruster
Sensors
Reactor
Imperial Laser
Tactical Laser
Lt Particle Beam