

EA Standard Orbital Satellites (4)



SPECS

Class: OSAT
In Service: 2247
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: 10 (7)
Stb/Port Defense: 10 (7)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Class-B Missile Rack
Class: Ballistic
Missiles: 60
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

PRIMARY HITS

1-9: Primary Struct
10-11: Thruster
12-13: Missile Rack
14-15: Lt Pulse Cannon
16-17: Sensors
18-19: Reactor
20: Interceptor

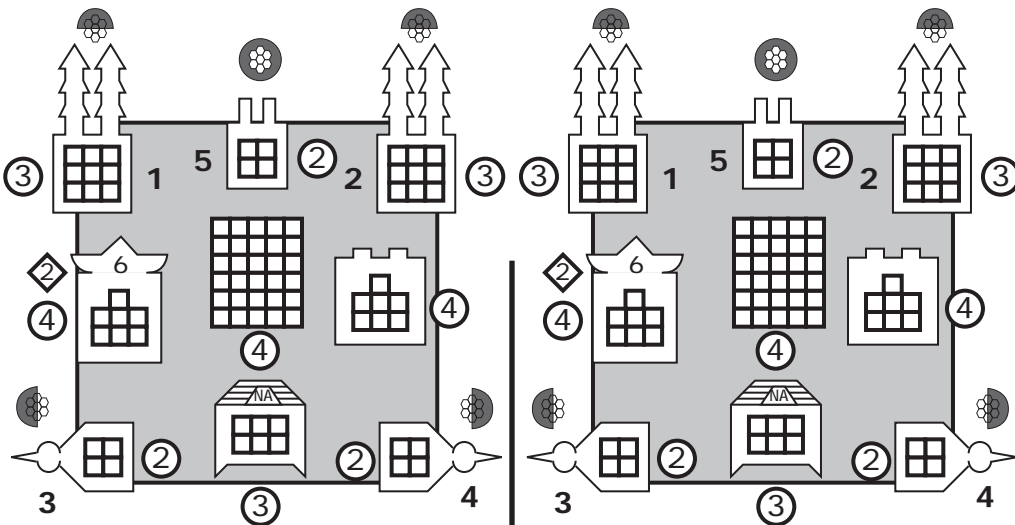
SENSOR DATA

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

MISSILES

Rack #1

Rack #2



MISSILES

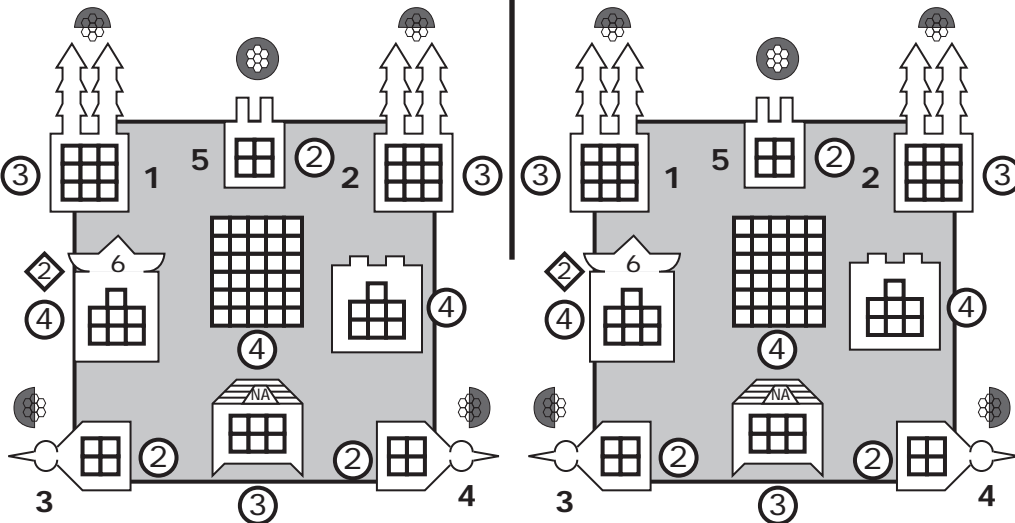
Rack #1

Rack #2

MISSILES

Rack #1

Rack #2



MISSILES

Rack #1

Rack #2

ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Class-B Missile Rack
- Lt Pulse Cannon
- Interceptor