

# Grome Gormok Orbital Satellites (4)

## SPECS

Class: OSAT  
In Service: 2240  
Point Value: 150 each  
Ramming Factor: 24  
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: 11  
Stb/Port Defense: 11  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

### Heavy Railgun

Class: Matter  
Modes: Standard  
Damage: 5d10+7  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### Light Railgun

Class: Matter  
Mode: Standard  
Damage: 1d10+5  
Range Penalty: -1 per hex  
Fire Control: +0/+2/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Flak Cannon

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Matter  
Mode: Flash  
Damage: 1d10+2  
Range Penalty: -2 per hex  
Fire Control: -/-/+4

## PRIMARY HITS

1-8: Primary Struct  
9-10: Thruster  
11: Targeting Array  
12-13: Heavy Railgun  
14-15: Light Railgun  
16-17: Sensors  
18-19: Reactor  
20: Flak Cannon

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SPECIAL NOTES

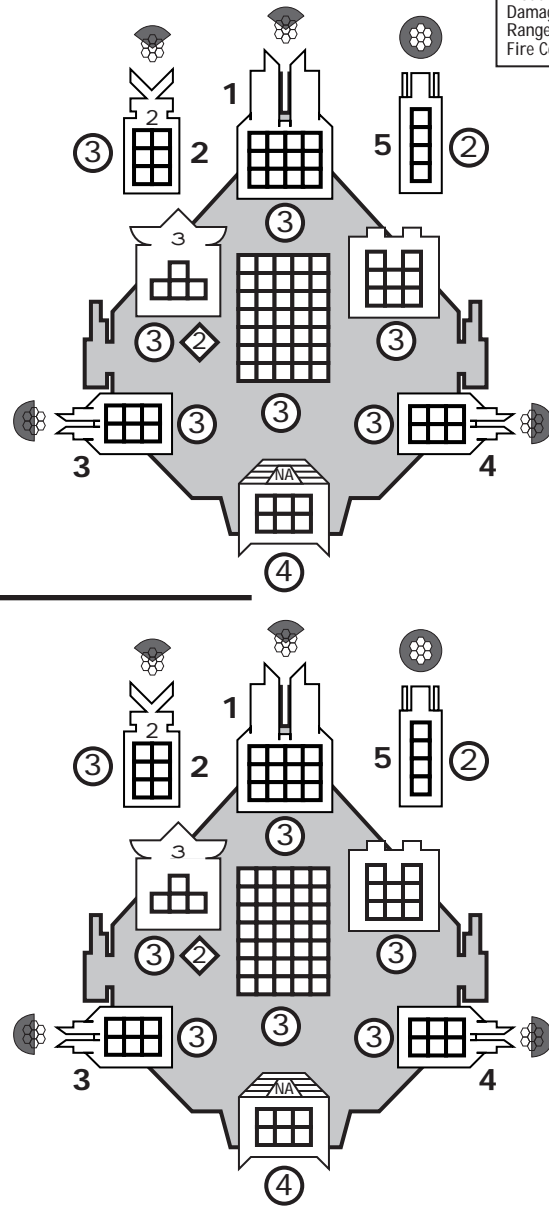
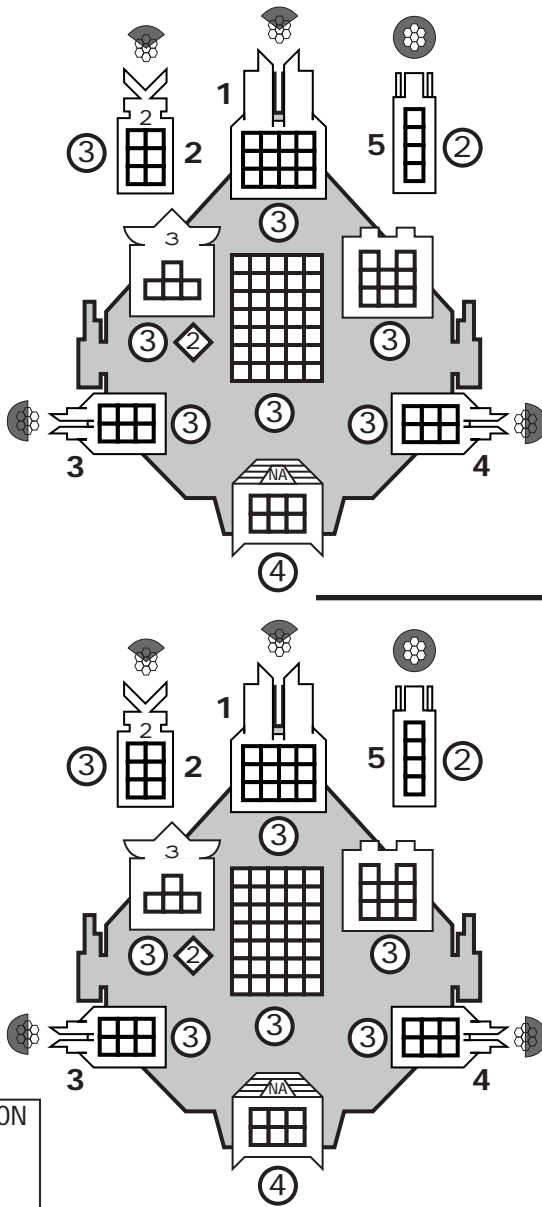
Antiquated Sensors

## Targeting Array

(Stabilized Version)

Maximum Range: 45

Adds fire control to all weapons against specified target. Degradation occurs if multiple targeting arrays are used on same target.  
Cannot be used on fighters or smaller units.



## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Heavy Railgun
- Light Railgun
- Targeting Array
- Flak Cannon