



# Hurr Missile Satellites (4)

## SPECS

Class: OSAT  
In Service: 2220  
Point Value: 215 each  
Ramming Factor: 18  
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  
Stb/Port Defense: 10  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Standard Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Class-S Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

## Class-SO Missile Rack

Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

## PRIMARY HITS

1-9: Primary Struct  
10-11: Thruster  
12-15: Missile Rack  
16-17: Sensors  
18-19: Reactor  
20: Std Particle Beam

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## MISSILES

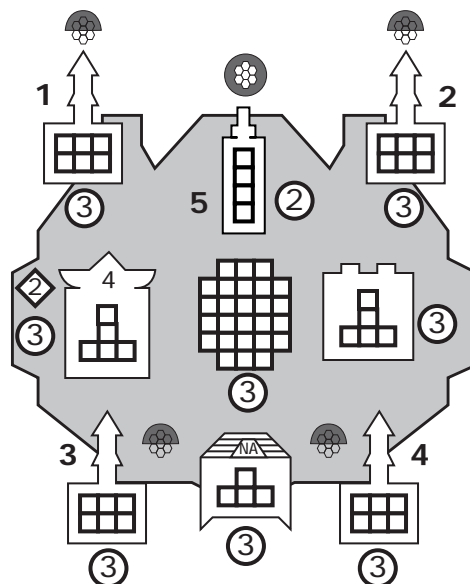
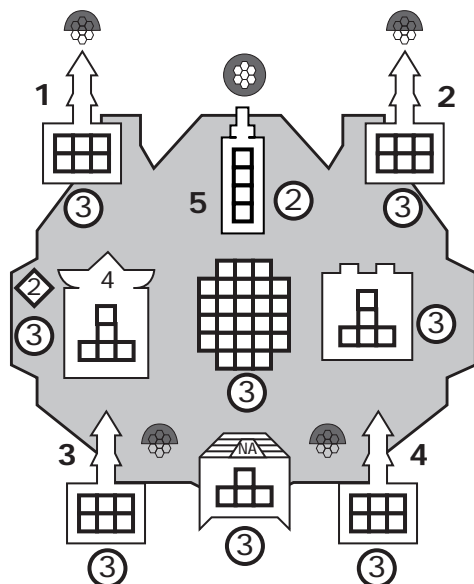
Rack #1


Rack #2


Rack #3


Rack #4


BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-SO MISSILE RACKS INSTEAD OF CLASS-S. SO-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE OSAT COST BY 15 COMBAT POINTS IF USING THIS VERSION.



## MISSILES

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Rack #2


Rack #3


Rack #4


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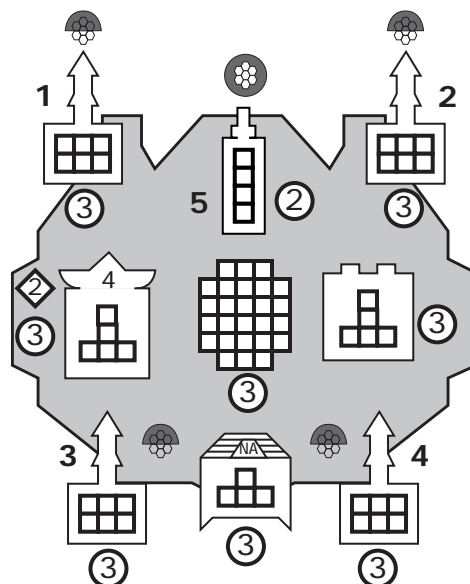
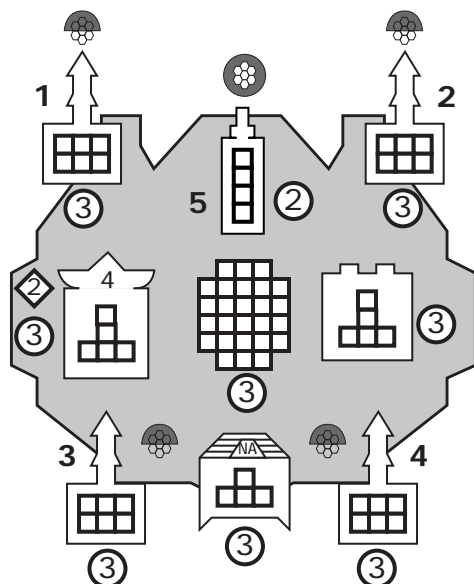
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## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Class-S or Class-SO Missile Rack
- Std Particle Beam