

# Llort Graemlar Defense Satellites(4)

## SPECS

Class: OSAT  
In Service: 2223  
Point Value: 180 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  
Stb/Port Defense: 12  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

### Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Scattergun

Class: Particle  
Modes: Standard  
Damage: 2d6+1  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+5  
Intercept Rating: -2  
Rate of Fire: 1d6 per turn

### 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

1-8: Primary Struct  
9-10: Thruster  
11-13: Particle Cannon  
14-15: Lt Particle Beam  
16-17: Sensors  
18-19: Reactor  
20: Scattergun

## SENSOR DATA

Defensive EW

Target #1

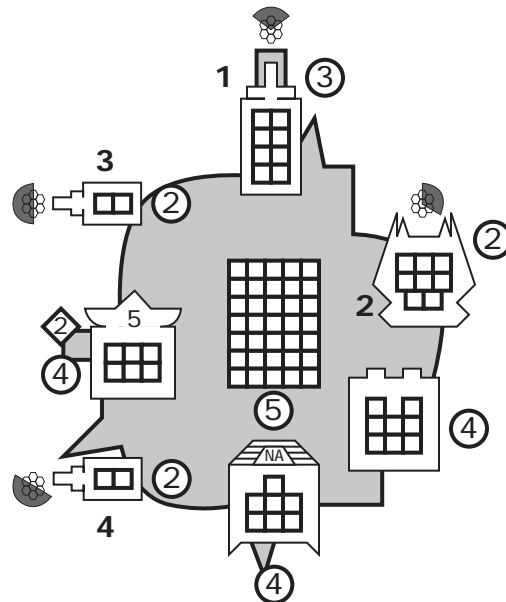
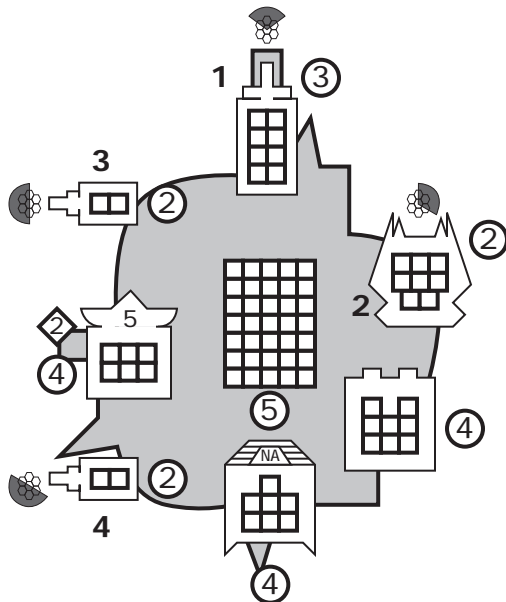
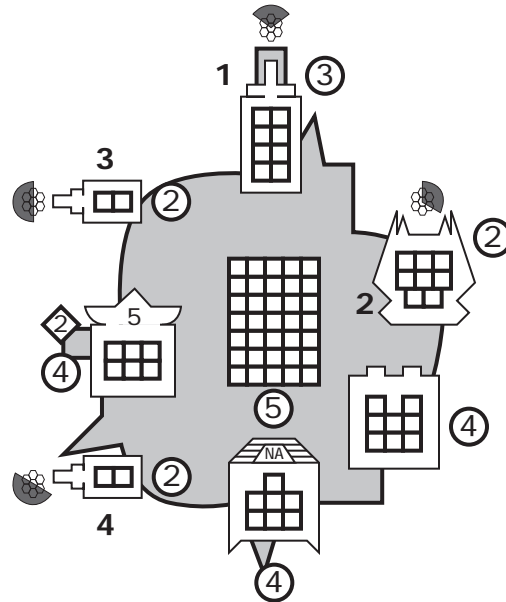
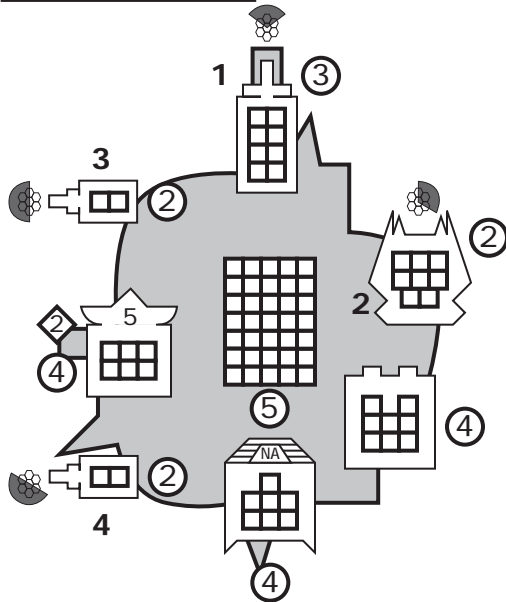
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Particle Cannon
- Scattergun
- Lt Particle Beam