

## PRIMARY HITS

1-9: Primary Struct  
10-11: Thruster  
12-13: Twin Heavy Flux Can.  
14-15: Twin Flux Can.  
16-17: Sensors  
18-19: Reactor  
20: Flux Cannon

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## Lumati Comeandgetzom Orbital Satellites (4)

## SPECS

Class: OSAT

In Service: 2230

Point Value: 250 each

Ramming Factor: 25

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

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Twin Heavy Flux Cannon

Class: Molecular

Mode: Standard

Damage: 2d10+5

Range Penalty: -1 per 3 hexes

Fire Control: +4/+3/+0

Intercept Rating: -2

Rate of Fire: 2 per turn

Special: Can combine both shots into a single volley, scoring 4d10+5 damage.

Requires one turn cooldown after firing in combined mode.

Twin Flux Cannon

Class: Molecular

Mode: Standard

Damage: 1d10+5

Range Penalty: -1 per 2 hexes

Fire Control: +3/+2/+2

Intercept Rating: -2

Rate of Fire: 2 per turn

Special: Can combine both shots into a single volley, scoring 2d10+5 damage.

Flux Cannon

Class: Molecular

Mode: Standard

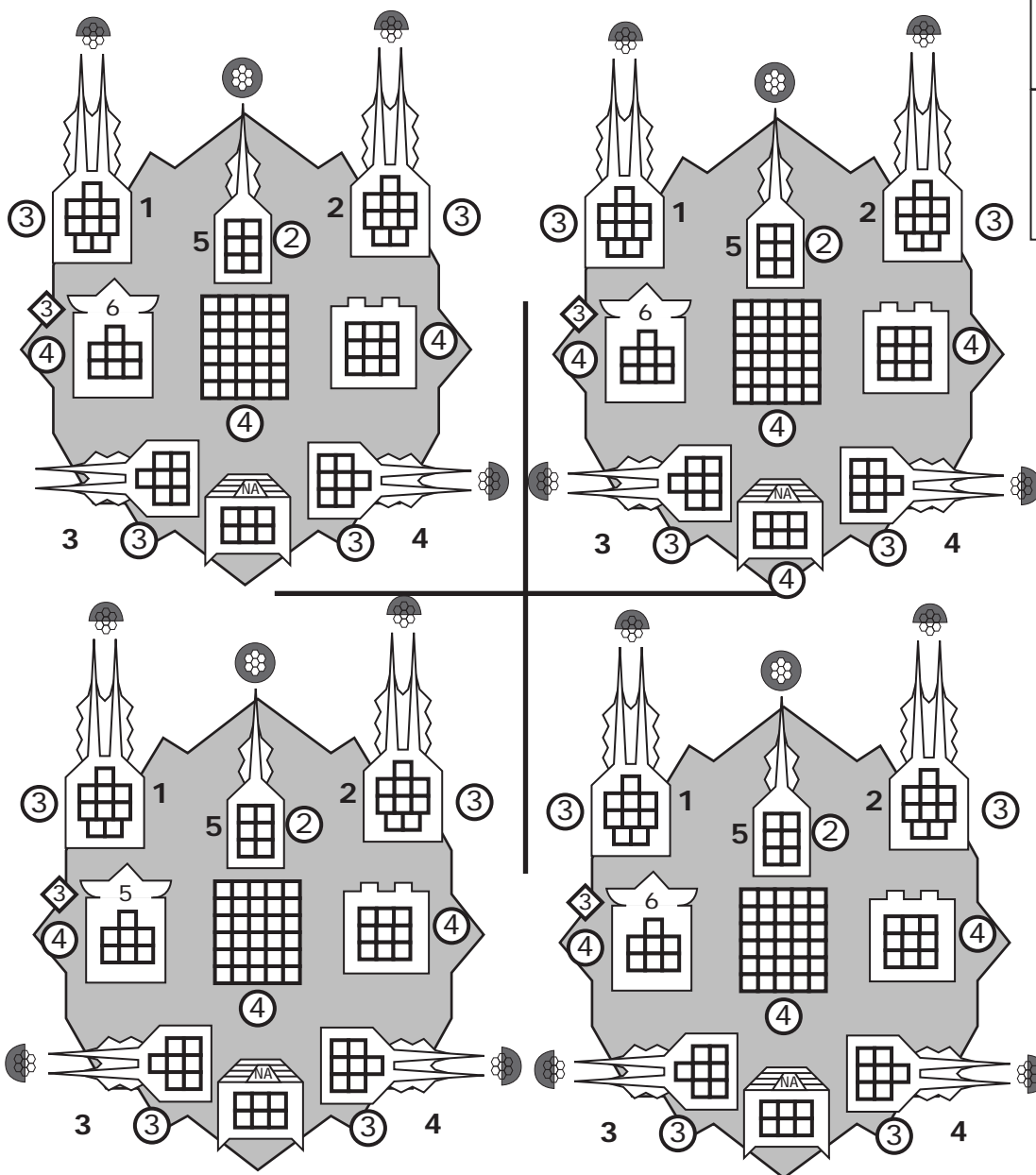
Damage: 1d10+5

Range Penalty: -1 per 2 hexes

Fire Control: +3/+2/+2

Intercept Rating: -2

Rate of Fire: 1 per turn



## ICON RECOGNITION



Thruster



Reactor



Sensors



Twin Heavy Flux Cannon



Twin Flux Cannon



Flux Cannon