

Narn T'Gan Orbital Satellites (4)

SPECS

Class: OSAT
In Service: 2242
Point Value: 225 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
Stb/Port Defense: 10
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Energy Mine

Class: Ballistic
Mode: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Ion Torpedo

Class: Ballistic
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

PRIMARY HITS

- 1-9: Primary Struct
- 10-11: Thruster
- 12-13: Ion Torpedo
- 14-15: Lt Pulse Cannon
- 16-17: Sensors
- 18-19: Reactor
- 20: Energy Mine

SENSOR DATA

Defensive EW

Target #1

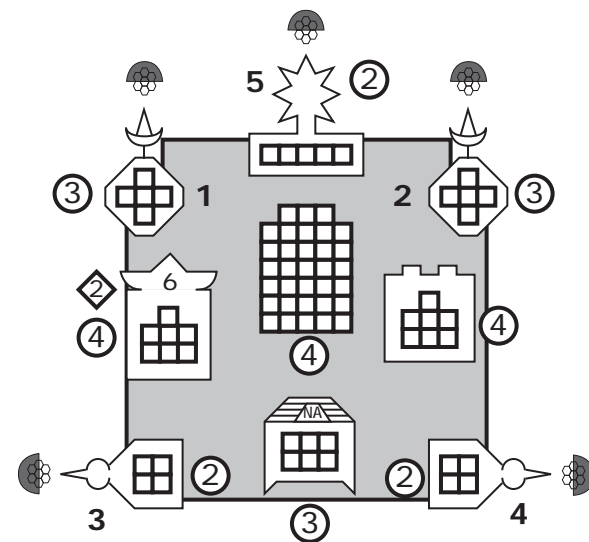
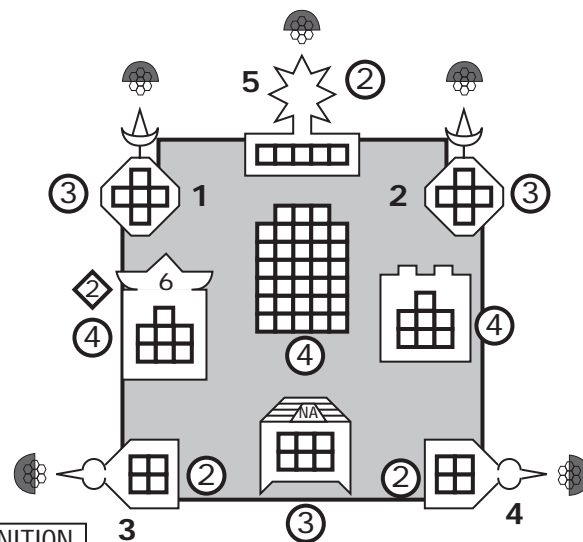
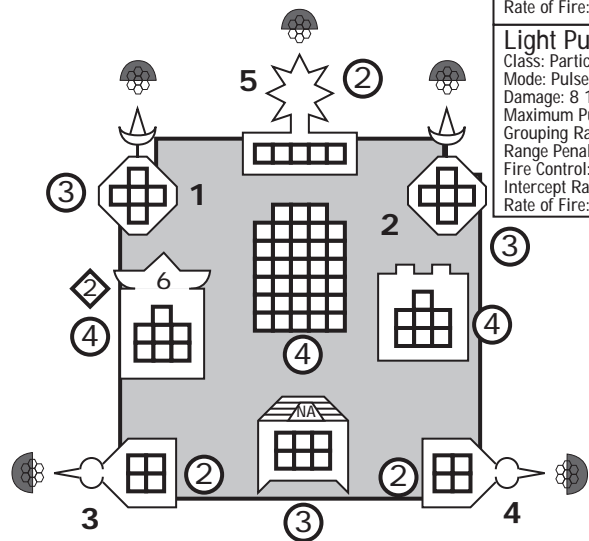
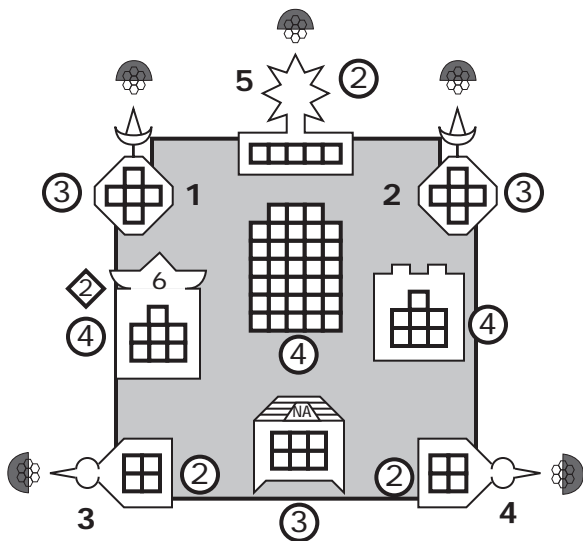
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Ion Torpedo
- Energy Mine
- Lt Pulse Cannon