



# Orieni Highguard Orbital Satellites (4)

### SPECS

Class: OSAT  
In Service: 2168/2248 (A/B)  
Point Value: 200/300 (A/B)  
Ramming Value: 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: 9  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: +12

### WEAPON DATA

**Class-L Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

**War lance**  
Class: Laser  
Modes: R, P  
Damage: 5d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

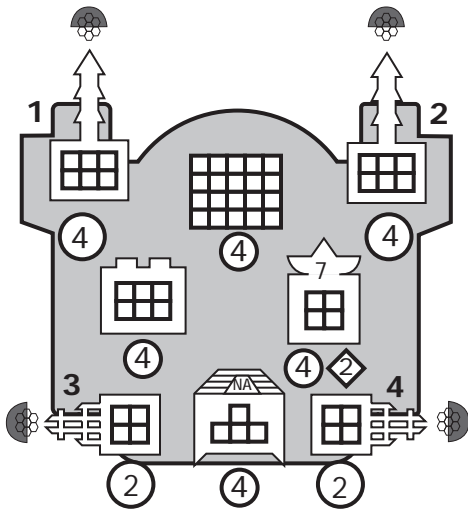
**Improved Gatling Railgun**  
Class: Matter  
Modes: Standard  
Damage: 2d6+2  
Range Penalty: -2 per hex  
Fire Control: +3/+4/+6  
Int. Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

### PRIMARY HITS

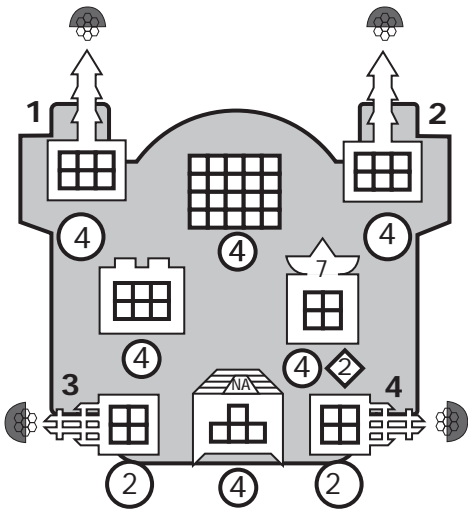
- 1-9: Structure
- 10-11: Thruster
- 12-14: Missile Rack/Laser Lance
- 15-16: IGRG
- 17-18: Sensors
- 19-20: Reactor

### SENSOR DATA

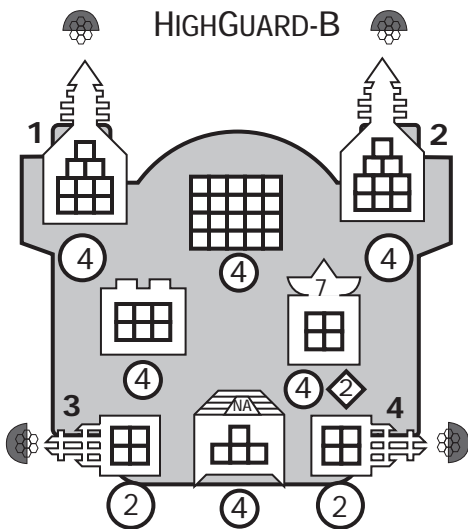
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



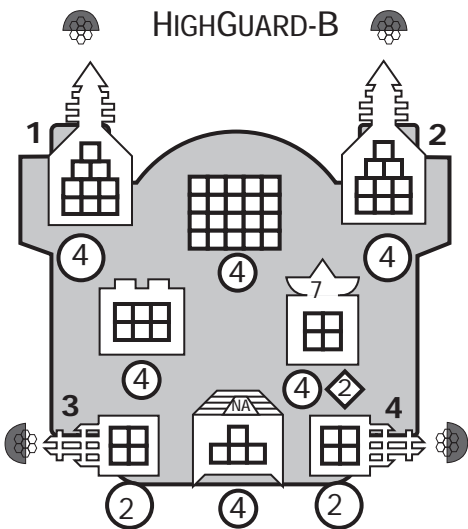
HIGHGUARD-A



HIGHGUARD-A



HIGHGUARD-B



HIGHGUARD-B

### ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- War Lance
- Class-L Missile Rack
- IGRG