

# Orieni Skywatch Heavy Orbital Satellites (2)

## SPECS

Class: OSAT  
In Service: 1810  
Point Value: 540  
Ramming Value: 80  
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: 12  
Stb/Port Defense: 12  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: +12

## WEAPON DATA

### Laser Lance

Class: Laser  
Modes: R, P  
Damage: 3d10+6  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Gatling Railgun

Class: Mäster  
Modes: Standard  
Damage: 2d6  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+4  
Intercept Rating: -1 (Ballistic Only)  
Rate of Fire: 1 per turn  
**RAPID Gatling RAILGUN**  
Rate of fire: 2 per turn

### Class-SO Missile Rack

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

### Class-S Missile Rack

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

### Heavy Laser Lance

Class: Laser  
Modes: R, P  
Damage: 4d10+10  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

## PRIMARY HITS

- 1-8: Structure
- 9-10: Thruster
- 11-13: Missile Rack
- 14-15: Laser Lance
- 16-17: Gatling Railgun
- 18: Sensor
- 19: Reactor
- 20: HK Control System

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## FIGHTER RAILS

6 H-K Fighters Per Osat

## ARMOR REFIT

System 1810 2003 2007

Laser Lance 3 4 4

Gatling Railguns 1 1 2

**SENSOR REFIT**

Sensor Rating 5 5 6

## MISSILES

Rack #1

Rack #2

Rack #3

Rack #4

## MISSILES

Rack #1

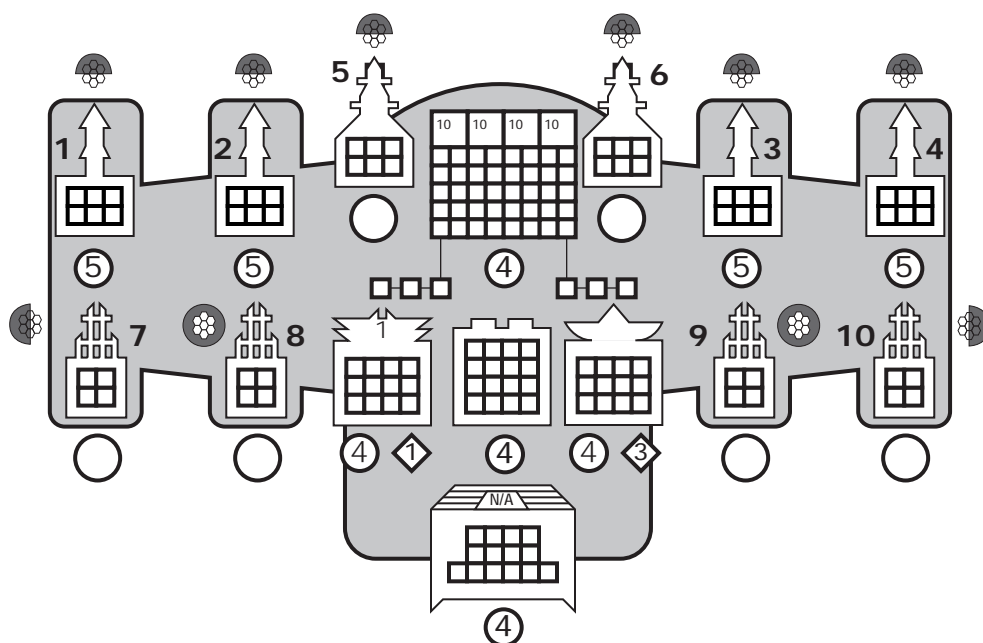
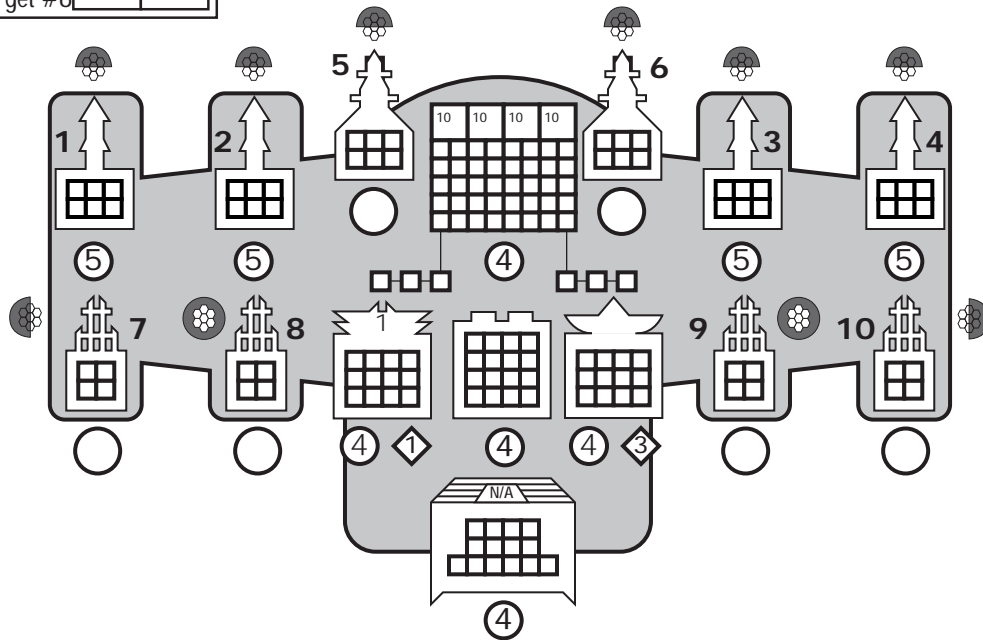
Rack #2

Rack #3

Rack #4

## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- HK Control System
- Laser Lance
- Class-SO/S Missile Rack
- Gatling Railgun



## 2003 Refit

Point Value: 550

### Heavy Laser Lance

Replace all laser lances with heavy laser lances. Armor and firing arcs remain unchanged.

## 2007 Refit

(includes 2003 Refit)

Point Value: 600

### Rapid Gatling Railgun

Replace all Gatling railguns with rapid Gatling railguns. Armor and firing arcs remain unchanged.

### Class-S Missile Rack

Replace all class-so racks with class-s missile racks. Armor and firing arcs remain unchanged.