

Orieni Skywatch Heavy Orbital Satellites (2)

SPECS

Class: OSAT
In Service: 2260
Point Value: 600
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

FIGHTER RAILS

6 H-K Fighters Per Osat

WEAPON DATA

Class-B Missile Rack
Class: Ballistic
Missiles: 60
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

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

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

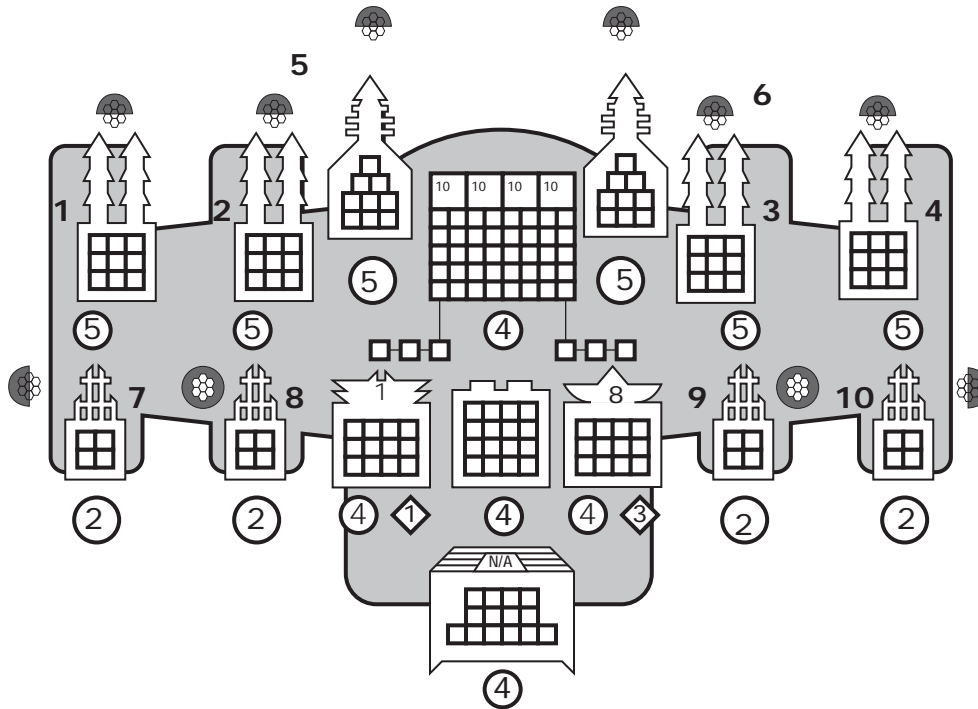
SENSOR DATA

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

MISSILES

Rack #1

Rack #2



MISSILES

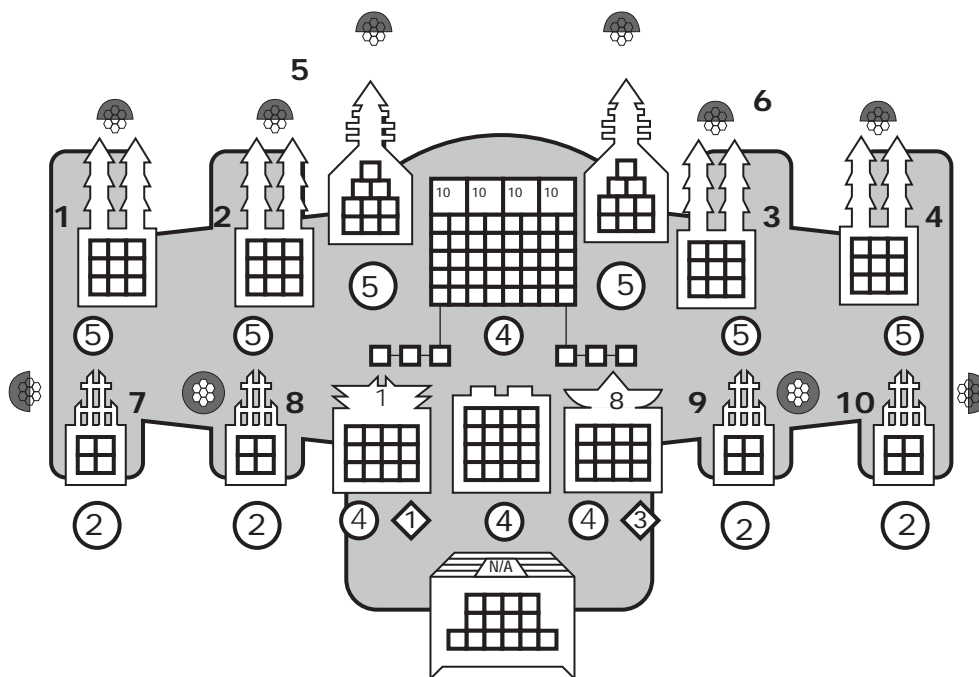
Rack #3

Rack #4

MISSILES

Rack #1

Rack #2










MISSILES

Rack #3

Rack #4

ICON RECOGNITION

-  Thruster
-  Sensors
-  Reactor
-  HK Control System
-  War Lance
-  Class-B Missile Rack
-  IGRG