

# Brixadi Guard Platform (4)

## SPECS

Class: OSAT  
In Service: 2032  
Point Value: 60  
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: 8  
Stb/Port Defense: 8  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## PRIMARY HITS

1-9: Primary Structure  
10-11: Thruster  
12-15: Particle Projector  
16: Chaff Launcher  
17-18: Sensors  
19-20: Reactor

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

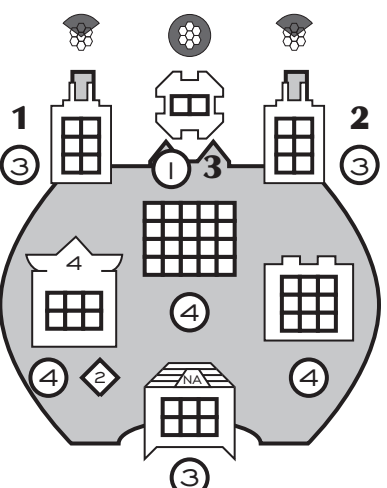
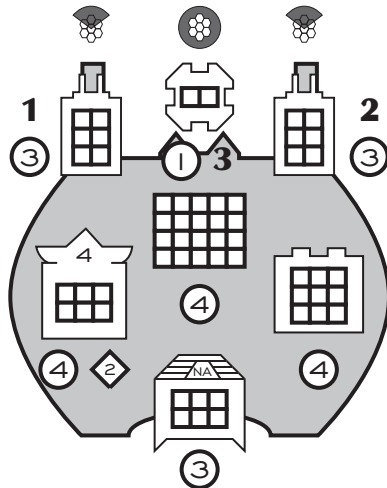
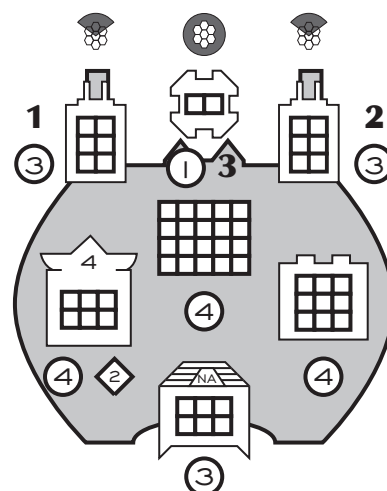
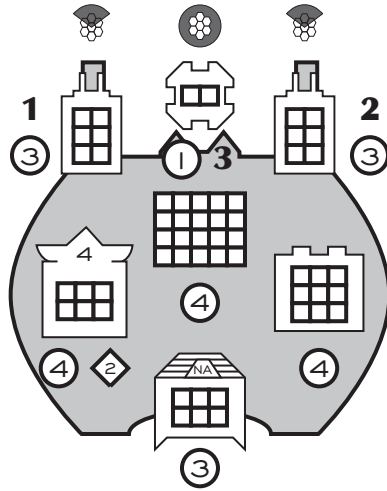
## WEAPON DATA

### Particle Projector

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

### Chaff Launcher

Intercept: -2 (against hex)  
Rate of Fire: 1 per 2 turns  
OFFENSIVE MODE:  
Not Available



## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Particle Projector
- Chaff Launcher