

# Sal-bez Tak'riz Early OSAT (4)

## SPECS

Class: OSAT  
In Service: 2102  
Point Value: 150  
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

## PRIMARY HITS

1-10: Primary Structure  
11-12: Thruster  
13: Early Swarm Torp  
14: Laser Cutter  
15-16: Lt Particle Beam  
17-18: Sensors  
19-20: Reactor

## SENSOR DATA

### Defensive EW

Target #1

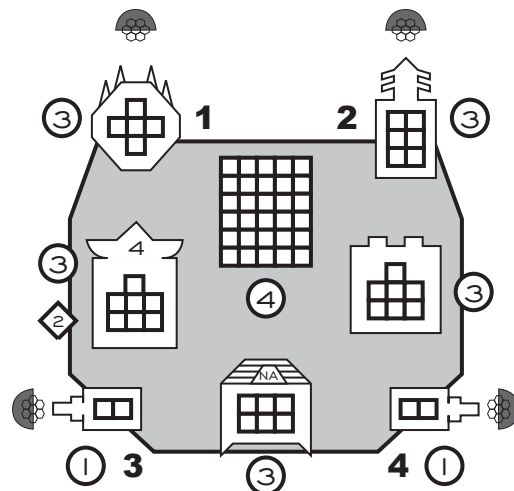
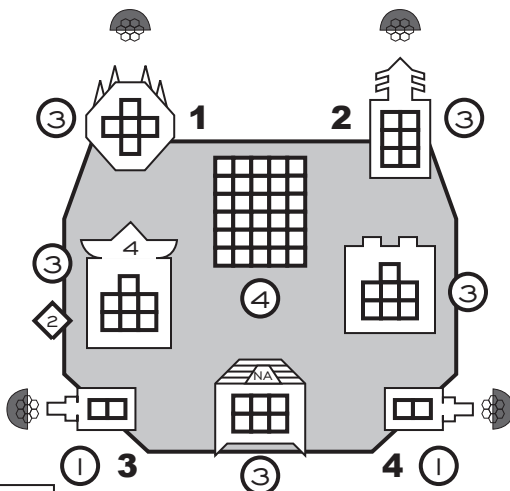
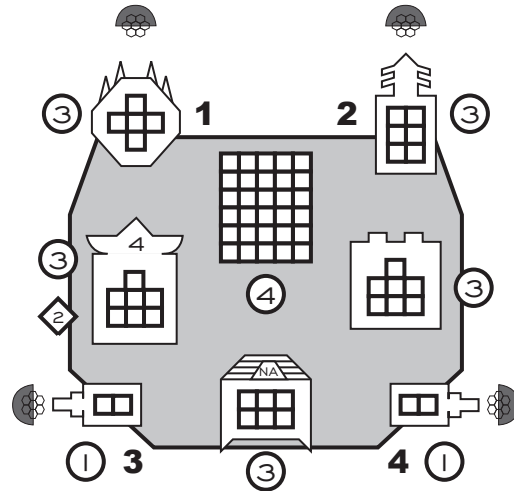
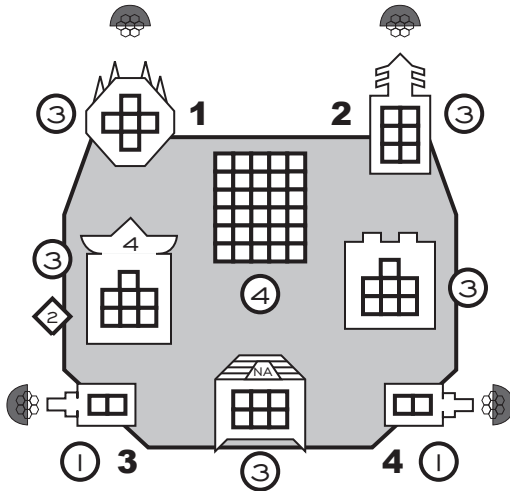
Target #2

Target #3

Target #4

Target #5

Target #6



## WEAPON DATA

### Early Swarm Torpedo

Class: Ballistic  
Mode: Pulse  
Damage: 10 1d2 Times  
Maximum Pulses: 4  
Grouping Range: +1 per 6  
Maximum Range: 15 (25) hexes  
Fire Control: +2/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Laser Cutter

Class: Laser  
Modes: Raking (6)  
Damage: 4d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Early Swarm Torpedo
- Laser Cutter
- Lt Particle Beam