



# AG-3 Satellite

SPECS	MANEUVERING	COMBAT STATS
Class: OSAT	Turn Cost: N/A	Fwd/Aft Defense: 9
In Service: 2001	Turn Delay: N/A	Stb/Port Defense: 9
Point Value: ? each	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 30	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: +13

**SPECIAL NOTES**  
Enhanced Sensors  
Enhanced Armor  
Crystal Automation Criticals  
Stealth

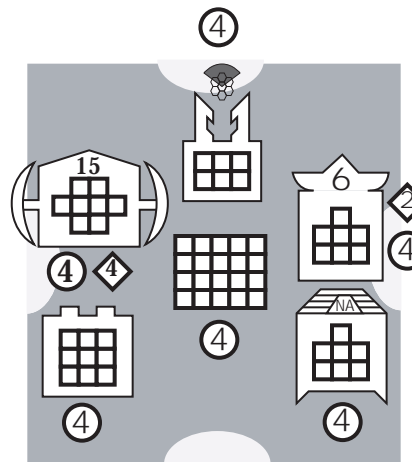
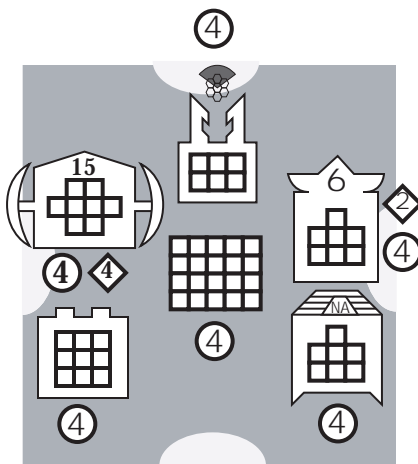
**PRIMARY HITS**  
1 - 9: Primary Struct  
10-12: Thruster  
13-14: Plasma Beam  
15-16: Sensors  
17-18: Reactor  
19-20: Shield Gen

## STARGATE WARS

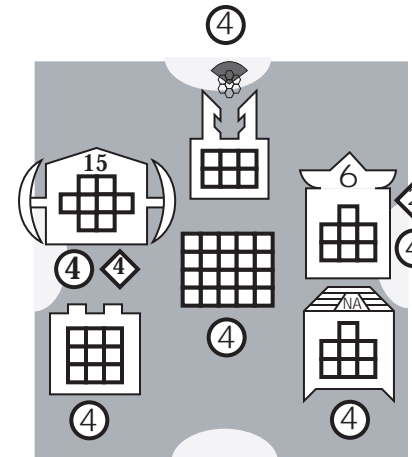
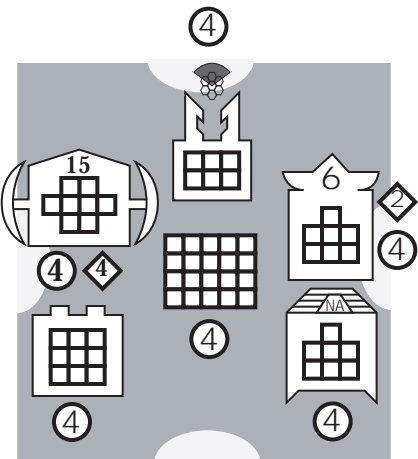
WEAPON DATA
<b>Plasma Beam</b>
Class: Plasma
Mode: St
Damage: 1d10 + 6 (-1 per 3)
Range Penalty: -1 per Hex
Fire Control: +4/+6/+8
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Ignores Armor Shield Penetrator II
Alternate Fire: Can combine two or more Satellites (max. 6) as follows:
<b>Two Satellites</b>
Mode: St
Damage: 2d10 + 12 (-1 per 3)
Range Penalty: -1 per 2 Hexes
Fire Control: +5/+6/+6
Rate of Fire: 1 per 2 turns
<b>Three Satellites</b>
Mode: ranking
Damage: 3d10 + 18 (-1 per 3)
Range Penalty: -1 per 2 Hex
Fire Control: +6/+6/+4
Rate of Fire: 1 per 3 turns
<b>Four Satellites</b>
Mode: ranking
Damage: 4d10 + 24 (-1 per 3)
Range Penalty: -1 per 3 Hex
Fire Control: +6/+6/+2
Rate of Fire: 1 per 4 turns
<b>Five Satellites</b>
Mode: ranking
Damage: 5d10 + 30 (-1 per 3)
Range Penalty: -1 per 3 Hex
Fire Control: +7/+6/+0
Rate of Fire: 1 per 5 turns
<b>Six Satellites</b>
Mode: ranking
Damage: 6d10 + 36 (-1 per 3)
Range Penalty: -1 per 4 Hex
Fire Control: +7/+6/-2
Rate of Fire: 1 per 6 turns

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

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

### ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Plasma Beam
- Shield Gen

Shield Chart (Base 8)
MODE:
Piercing, -2, Pulse, +1, Flash, +2
Sustained, -0, -1, -3, Raking, +1,
Penetrating, -1, -2, -3, -4 (per SP level)
CLASS:
Antimatter, +1, Gravitic, -1, Matter, -1
Molecular, -2, Plasma +1