

RenWar Orbital Sattelite

SPECS		Maneuvering:		DEFENSE	
Class:	OSAT	Turn Cost:	N/A	Fwd/Aft Def:	7
In Service:	2219	Turn Delay:	N/A	Stb/Prt Def:	9
Point Value:	see chart	Accel/Deccel:	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:	+12

Tactical Laser		4
Mode:	Raking	
Damage:	2D10+8	
Range:	-1 / 2 Hexes	
Fire Control:	+2/+1/-5	
Intercept:	N/A	
Rate of Fire:	1 per 2 Turns	

Energy Pulsar		3
Mode:	Standard	
Damage:	10 d2 Times	
Maximum Pulses:	3	
Grouping Range:	+1 / 5	
Range:	-1 / Hex	
Fire Control:	+3/ +2/ +1	
Intercept Rating:	-1	
Rate of Fire:	1 per 2 Turns	

Scatter Pulsar		2
Mode:	Standard	
Damage:	6 d5 Times	
Maximum Pulses:	6	
Grouping Range:	+1 / 5	
Range:	-2 / Hex	
Fire Control:	+1/ +2/ +3	
Intercept Rating:	-2	
Rate of Fire:	1 per Turn	

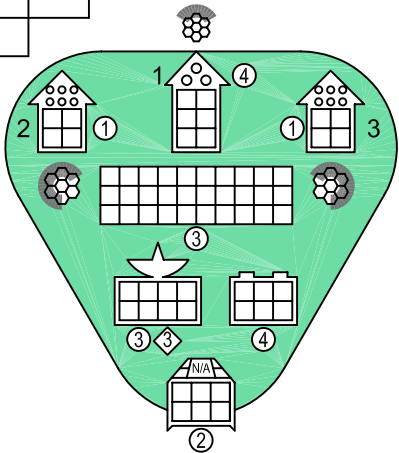
PRIMARY	
1–9	Structure
10–11	Thruster
12–13	Laser/Pulsar
14–15	Sensor
16–17	Reactor
18–20	Scatter Pulsar

SPECIAL NOTES
Antiquated Sensors
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Sensor Refit			
	Mk.1	Mk.2	Mk.3
	2221	2237	2243
Sensor Rating	2	3	4
Power Usage	3	3	3
BPV	120	135	155

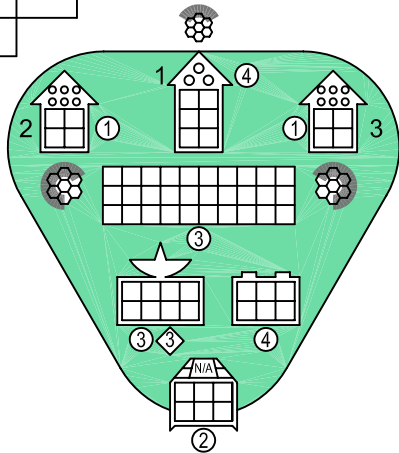
ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
CCEW		



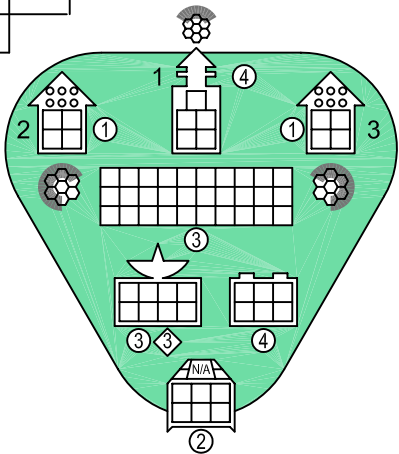
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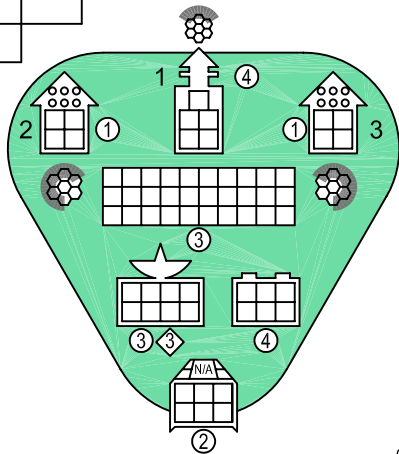
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SPECIAL ICONS