



Tokati Troll Defense Satellites (4)

SPECS

Class: OSAT
In Service: varies
Point Value: varies
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: 9
Stb/Port Defense: 11
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Hvy Particle Projector
Class: Particle
Modes: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Light Chemical Laser
Class: Laser
Modes: Raking (8)
Damage: 2d10+4
Range Penalty: -1 per hex
Fire Control: +1/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Nuclear Torpedo
Class: Ballistic + Plasma
Modes: Flash
Damage: 5d10
Range Penalty: None
Max Range: 15 hexes
Fire Control: +1/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Lt Particle Projector

Class: Particle
Modes: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

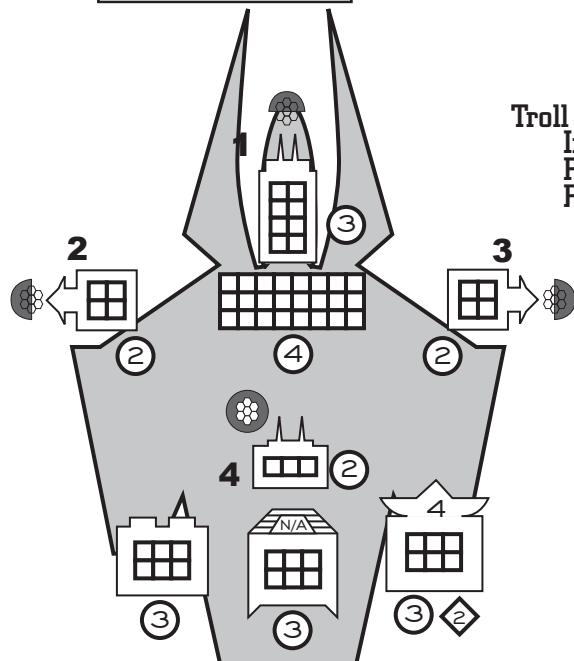
HIT LOCATIONS

1-8: Structure
9-10: Lt Chemical Laser/
Lt Particle Beam
11-12: Thruster
13-15: Hvy Prtcl Projector/
Nuclear Torpedo
16-17: Sensors
18-19: Reactor
20: Light Laser/
Gauss Cannon

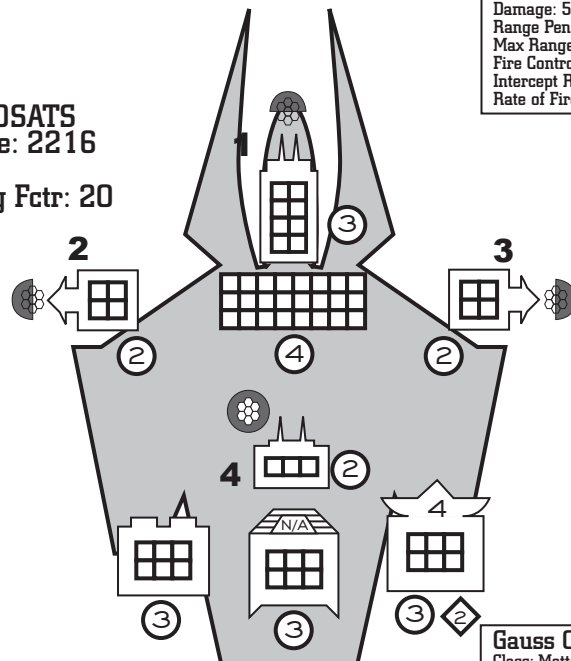
SENSOR DATA

Defensive EW

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



Troll Type 1 OSATS
In Service: 2216
PV: 90
Ramming Fctr: 20

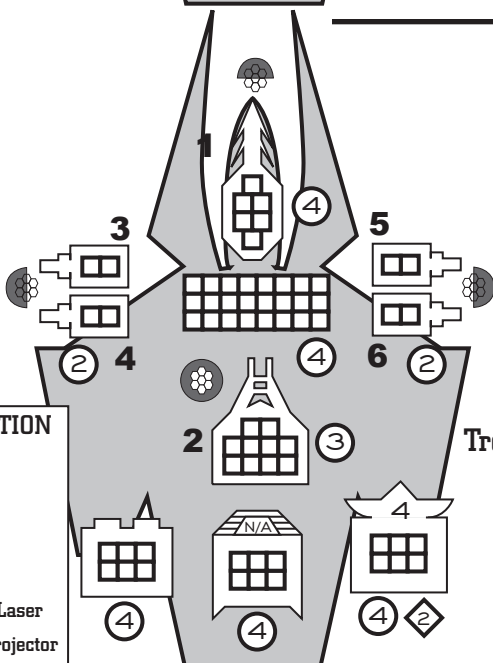


Gauss Cannon

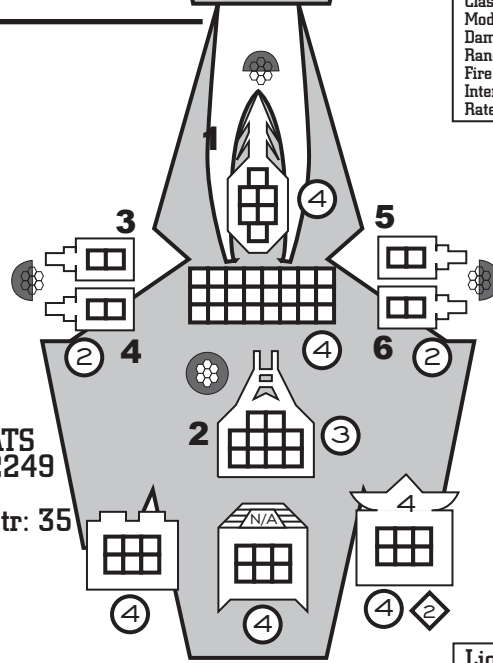
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

ICON RECOGNITION

Thruster
Sensors
Reactor
Hvy Particle Projector
Lt Chemical Laser
Lt Particle Projector
Nuclear Torpedo
Gauss Cannon
Lt Particle Beam



Troll Type 2 OSATS
In Service: 2249
PV: 180
Ramming Fctr: 35



Nuclear Torpedo

Weapon #1



Nuclear Torpedo

Weapon #1



Light 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