

Vinzin Hive Guardian OSATs(4)

PRIMARY HITS

1-9: Primary Struct
10-11: Thruster
12-14: Matter Cannon
15-16: Twin Array
17-18: Sensors
19-20: Reactor

SPECS

Class: OSAT
In Service: 2205
Point Value: 215 each
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: 12
Stb/Port Defense: 12
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +10

WEAPON DATA

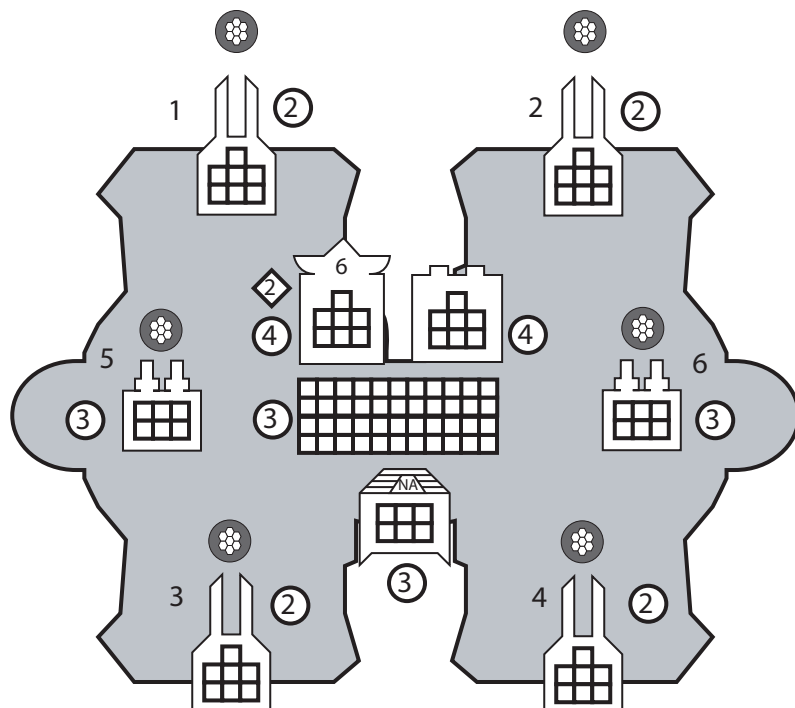
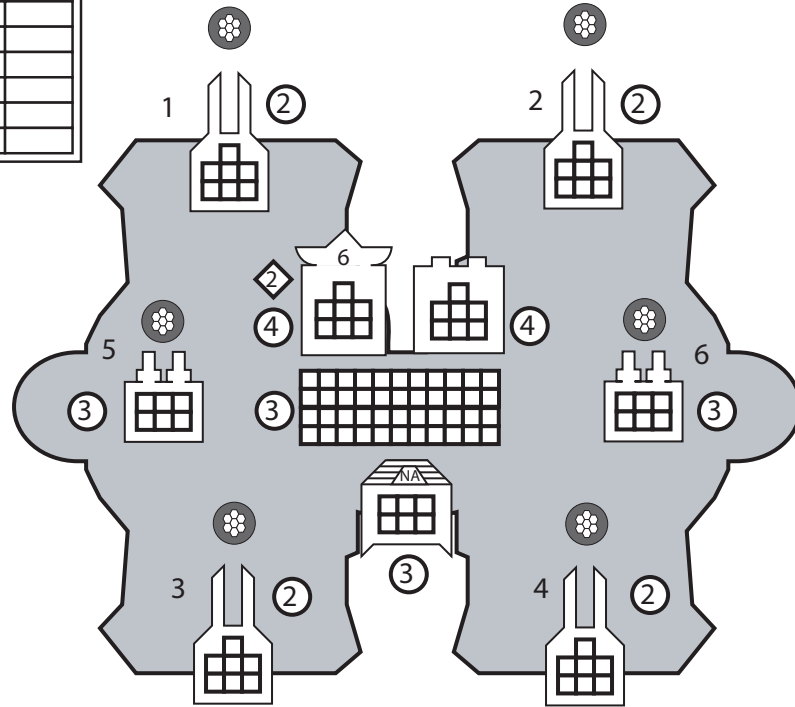
Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn






SENSOR DATA

Defensive EW

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



ICON RECOGNITION

-  Thruster
-  Sensors
-  Reactor
-  Matter Cannon
-  Twin Array