

Yolu Early Defence Satellites (4)

SPECS

Class: OSAT
In Service: varies
Point Value: varies
Ramming Factor: 30
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: 7
Stb/Port Defense: 8
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Super Heavy Molecular Disruptor

Class: Molecular
Modes: R, P
Damage: 4d10+32
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns
Special: Destroys 2 points of structure armor on facing side

Lt Molec. Disruptor

Class: Molecular
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per hex
Fire Control: +3/+0/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Destroys 1 point of structure armor on facing side per 3 hits.

PRIMARY HITS

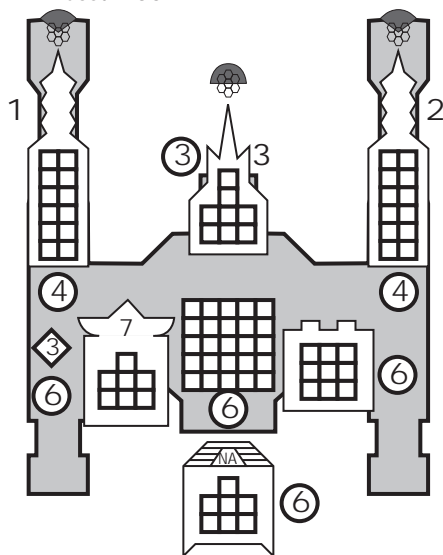
1-8: Primary Struct
9-11: Thruster
12-14: Disruptor
15: Fusion Cannon
16-17: Sensors
18-20: Reactor

Lassan Class Super Heavy Disruptor OSATs

Uncommon Availability

Available: 1260

Cost: 200



← OSAT #1

SENSOR DATA

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

OSAT #2 →

SENSOR DATA

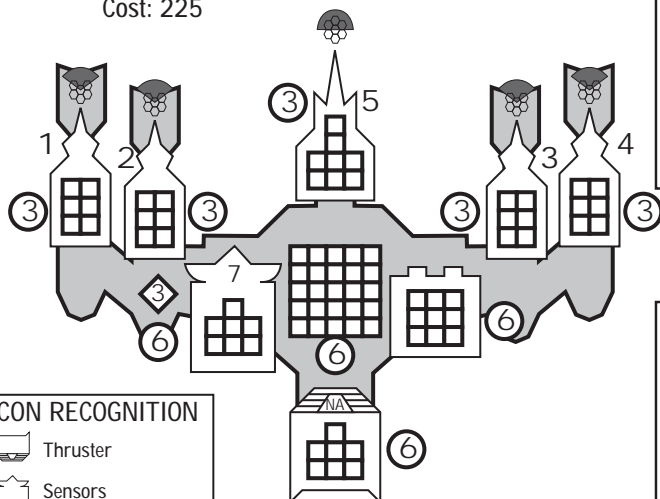
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Lanassa Class Light Disruptor OSATs

Common Availability

Available: 1182

Cost: 225



← OSAT #3

SENSOR DATA

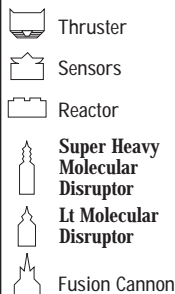
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

OSAT #4 →

SENSOR DATA

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

ICON RECOGNITION



Fusion Cannon

Class: Molecular
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn