

# Yolu 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

### Molecular Flyer

Class: Molecular  
Modes: Special  
Damage: Special  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+0/--  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Destroys 1 point of armor on all facing systems and structure*

### Fusion Cannon

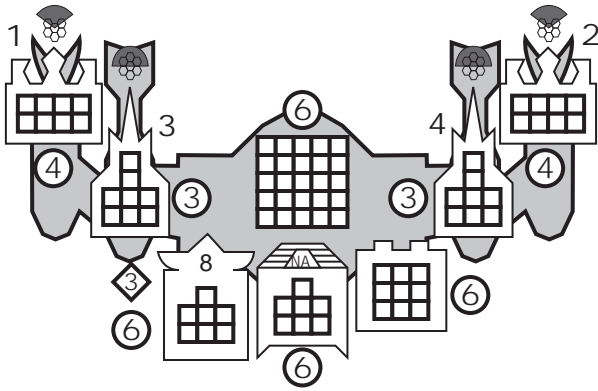
Class: Molecular  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## PRIMARY HITS

1-8: Primary Struct  
9-11: Thruster  
12-13: Fusion Cannon/Flyer  
14-15: Fusion Cannon  
16-17: Sensors  
18-20: Reactor

## Lamanna Class Flyer OSATs

Rare Availability  
Available: 2238  
Cost: 250

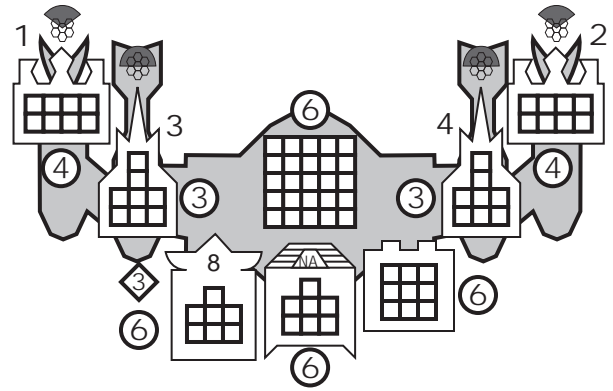


## ← OSAT #1

### SENSOR DATA

Defensive EW

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



## OSAT #2 →

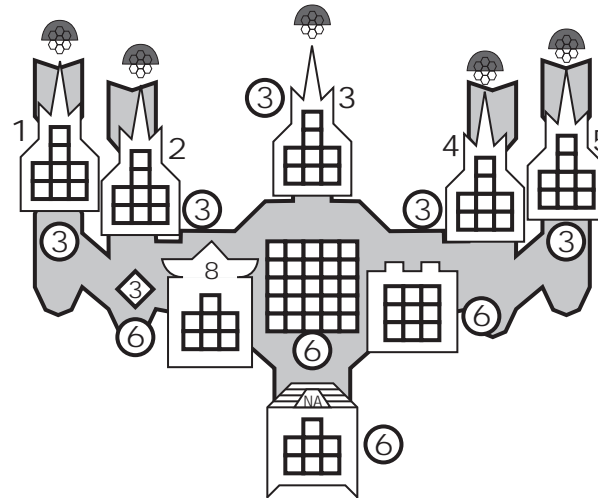
### SENSOR DATA

Defensive EW

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

## Lashassi Class Fusion OSATs

Common Availability  
Available: 2236  
Cost: 180

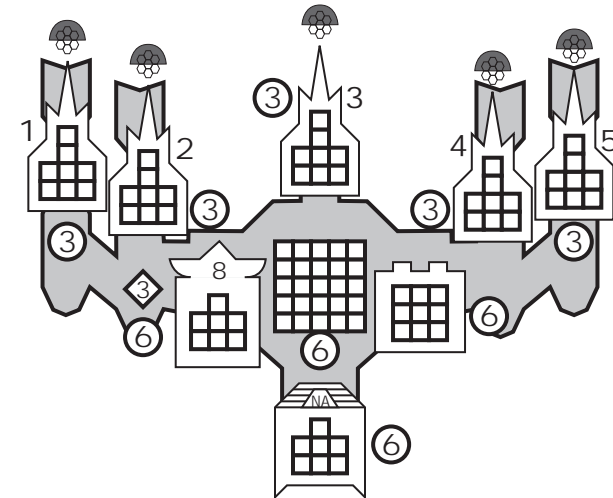


## ← OSAT #3

### 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

- Thruster
- Sensors
- Reactor
- Molecular Flyer
- Fusion Cannon