

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

Destabilizer Beam
Class: Molecular
Modes: Piercing only
Damage: 6d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +6/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

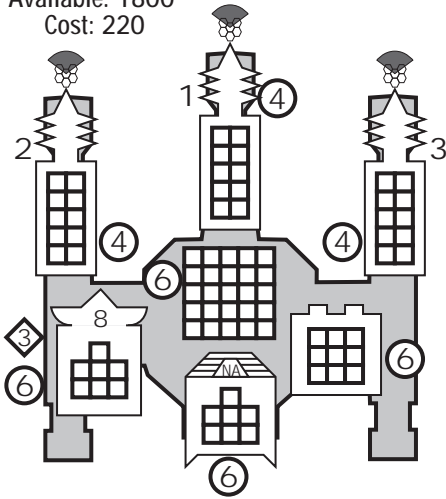
Fusion Agitator
Class: Molecular
Modes: Raking (6)
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treats all armor as if it were 1 point lower. Add 1d10 damage for each 4 extra power (max +4d10)

PRIMARY HITS

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

Lashanna Class Agitator OSATs

Common Availability
Available: 1800
Cost: 220



← OSAT #1

SENSOR DATA

Defensive EW

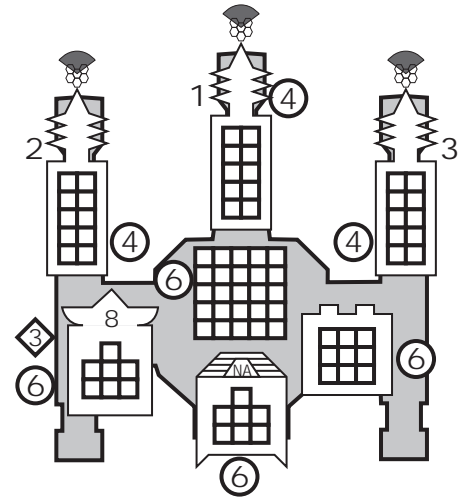
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

OSAT #2 →

SENSOR DATA

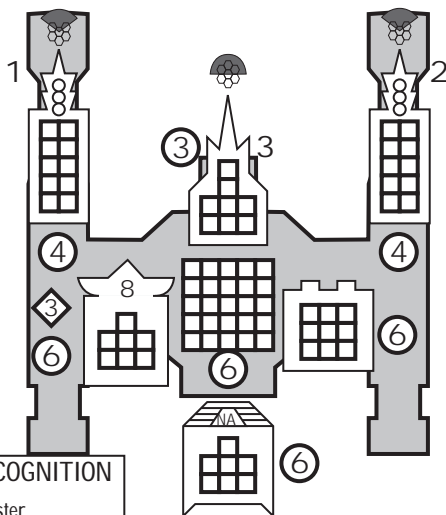
Defensive EW

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



Lamassa Class Destablizer OSATs

Uncommon Availability
Available: 1730
Cost: 260



← OSAT #3

SENSOR DATA

Defensive EW

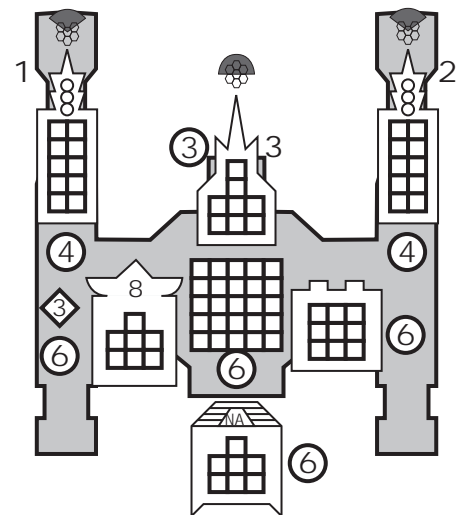
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

OSAT #4 →

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Fusion Agitator
- Fusion Cannon
- Destabilizer Beam

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