



Yolu Kalta Heavy OSATs (2)

SPECS

Class: OSAT
In Service: 2113
Point Value: 720 each
Ramming Factor: 90
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
Sth/Port Defense: 12
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

Destabilizer Beam

Class: Molecular
Modes: Piercing
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 1dd10 damage for each 4 extra power (max +4d10)

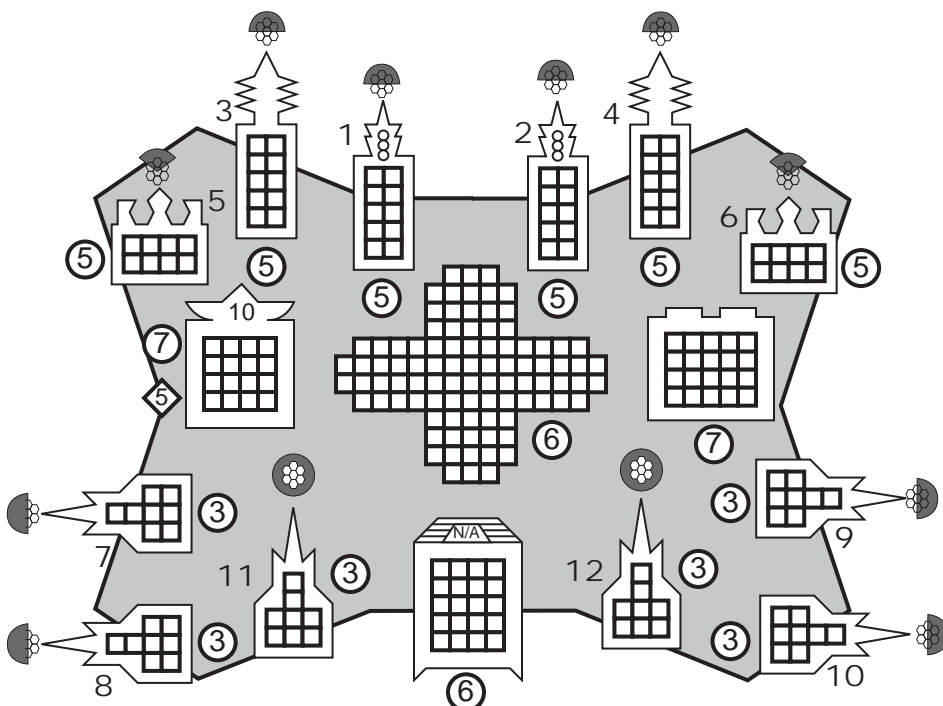
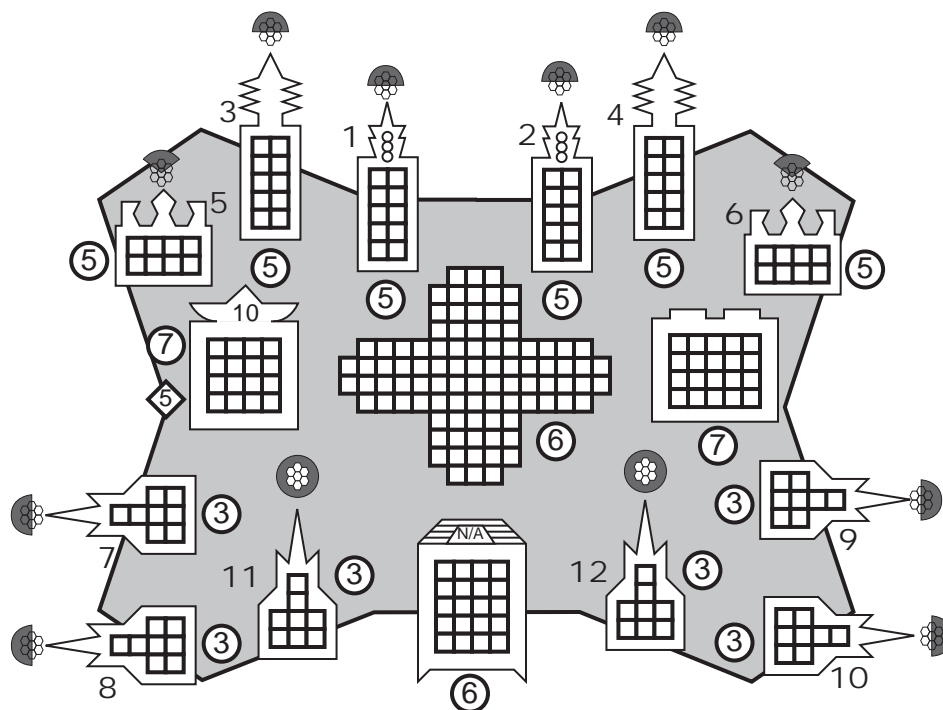
SENSOR DATA

Defensive EW

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

PRIMARY HITS

1-6: Primary Struct
7-8: Thruster
9-10: Destabilizer Beam
11-13: Fusion Agitator
14-15: Fusion Cannon
16-17: Sensors
18-19: Reactor
20: Molecular Flyer



ICON RECOGNITION

