Version 1: 2E/BKS

Name: Counter:

### **SPECS**

Class: OSAT In Service: 2025 Point Value: 300 Ramming Factor: 25 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: 9 (6) Stb/Port Defense: 9 (6) Engine Efficiency: N/A Extra Power: +0 Initiative Bonus: +12

### Proto-EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

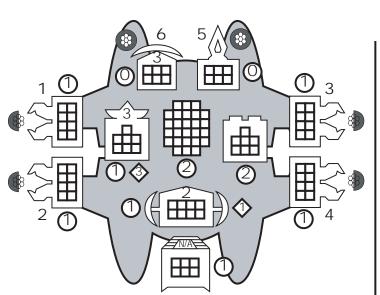
2ND EDITION

# WEAPON DATA

**Burst Launcher** Class: Electromagnetic Modes: Pulse

Modes: Pulse
Damage: 2d6 1d3 times
Max Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
after range 25
Fire Control: +3/+2/-Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: +5 to critical rolls.

Class: Electromagnetic
Modes: Raking(5)
Damage: (1d10+2) x 2
Range Penalty: -1 per hex
Fire Control: +1/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



**SENSOR DATA** 

Defensive EW

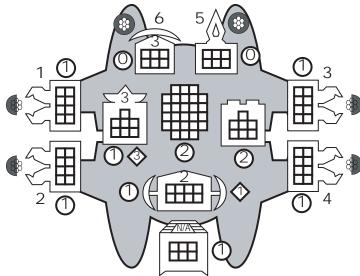
Target #1

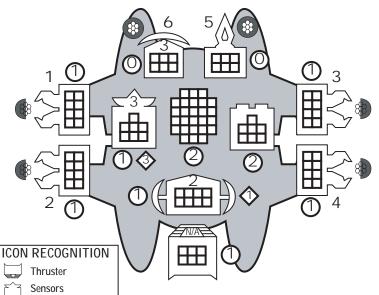
Target #2

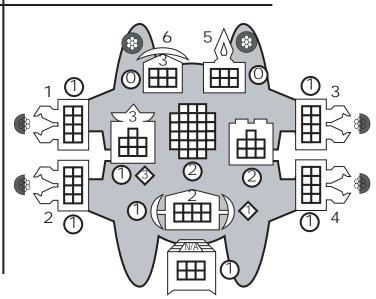
Target #3

Target #4

Target #5 Target #6







PRIMARY HITS

10: 11-13:

14: 15:

16-17: 18-19: 20:

Structure

Sensors Reactor

Thruster Burst Launcher

Electron Beam Proto-EM Shield

Shield Generator