

# Craytan Deprim Orbital Defenses (2)

## SPECS

Class: OSAT  
In Service: 1953  
Point Value: 700  
Ramming Factor: 80  
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: 13  
Stb/Port Defense: 12  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## PRIMARY HITS

1-8: Structure  
9-10: Thruster  
11-15: Hvy Assault Cannon  
16-17: Triple Chatter Cannon  
18: Magazine  
19: Sensor  
20: Reactor

## BOMBS

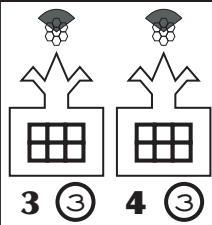
Rack #1



Rack #2



## 2098 Refit



Point Value: 725

1. Replace Plasma Guns 3 and 4 with Plasma Bomb Racks 3 and 4. Armor and arcs as shown.

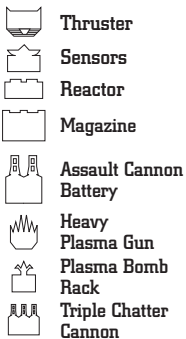
## SENSOR DATA

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

## MAGAZINE CRITICAL HITS

1-10: No Critical  
11-14: No Critical, add 1 to next roll  
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).  
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.  
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.

## ICON RECOGNITION



## SENSOR REFIT

System	1953	2098
Sensor Refit	5	6

## WEAPON DATA

### Heavy Assault Cannon Battery

Class: Bil-Pro  
Mode: Standard  
Damage: 3d10+12  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+1/-  
Intercept Rating: --  
Rate of Fire: 1 per 3 turns  
OR  
High Explosive Round  
Mode: Flash  
Damage: 3d10+6

### Heavy Plasma Gun

Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Triple Chatter Cannon

Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 3 per turn

### Plasma Bomb Rack

Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +1/+1/-  
Rate of Fire: 1 per 2 turns

### Plasma Bomb

Mode: Standard  
Damage: 12 (Plasma)  
Max Range: 15 (25) hexes  
Fire Control: +1/+1/-  
Intercept Rating: n/a

## SENSOR DATA

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

## BOMBS

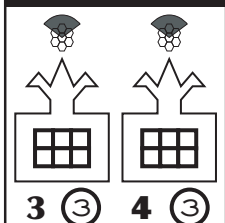
Rack #1



Rack #2



## 2098 Refit



Point Value: 725

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