



Solassi Cerbul Defense Satellites (4)

SPECS

Class: OSAT
 In Svc: 1665 (II:1727)
 Point Value: 180 each
 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: 8
 Stb/Port Defense: 12
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: +12

WEAPON DATA

Nuclear Torpedo
 Class: Ballistic + Plasma
 Modes: Flash
 Damage: 5d10
 Range Penalty: None
 Max Range: 25 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Class-S0 Missile Rack

Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

Light Laser Cannon

Class: Laser
 Modes: Raking
 Damage: 2d10+7
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

PRIMARY HITS
 1-8: Retro Thrust
 9-10: Thruster
 11-12: Nuclear Torpedo
 13-14: Missile Rack
 15-16: Light Laser/Sentinel
 17-18: Sensors
 19-20: Reactor

SENSOR DATA

Defensive EW

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

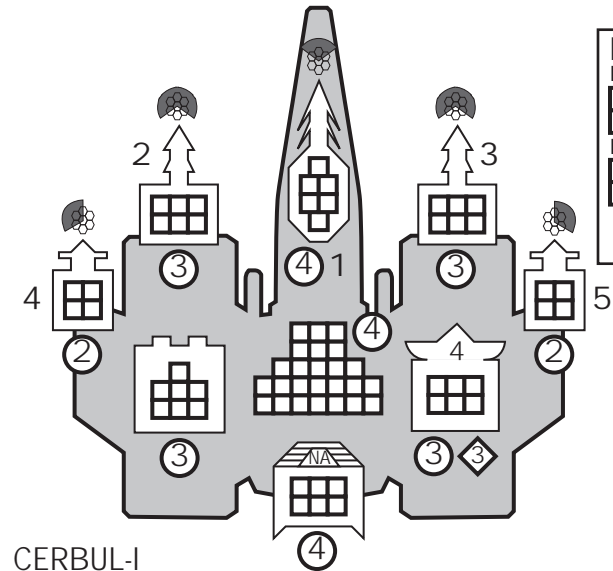
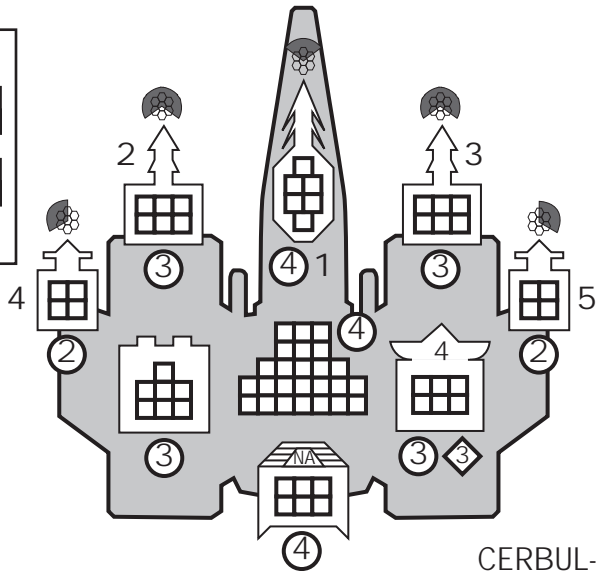
Protector Point Defense
 Class: Particle
 Modes: Standard
 Damage: 1d6+4
 Range Penalty: -2
 Fire Control: -/-/+3
 Intercept Rating: -3
 Rate of Fire: 1 per turn

MISSILES

Rack #1

Rack #2

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MISSILES

Rack #1

Rack #2

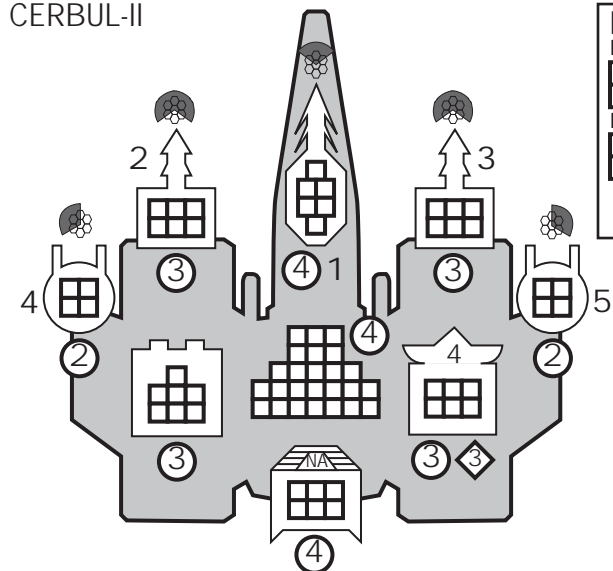
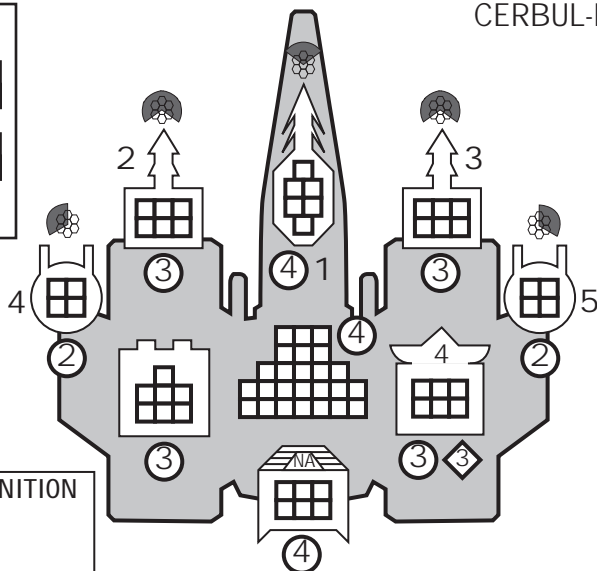
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MISSILES

Rack #1

Rack #2

➡



MISSILES

Rack #1

Rack #2

➡

ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Nuclear Torpedo
- Class-S0 Missile Rack
- Light Laser
- Protector Point Defense