

# Tolkid Merok OSATs (4)

## SPECS

Class: OSAT  
In Service: 1495  
Point Value: 90 each  
Ramming Factor: 35  
Warp 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  
Stb/Port Defense: 9  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: +12

## WEAPON DATA

**Missile Launcher**  
Class: Ballistic  
Missiles: 6  
Range Penalty: None  
Fire Control: -1/-1/-2  
Rate of Fire: 1 per 2 turns

## Autocannon

Class: Projectile  
Modes: Raking (5)  
Damage: 2d6+8  
Range Penalty: -1 per hex  
Fire Control: +2/+0/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## MIRV Missile

Class: Raking (5)  
Missiles: 3d6+2  
Max Range: 14 hexes  
Fire Control: +0/+0/+0  
Intercept Rating: n/a  
*Special: Rakes treated as separate hits when striking a fighter flight.*

## HIT LOCATIONS

1-7: Primary Structure  
8-10: Thruster  
11-13: Missile Launcher  
14-16: Autocannon  
17-18: Sensors  
19-20: Fuel Cell

### OSAT#1

#### SENSOR DATA

Defensive EW

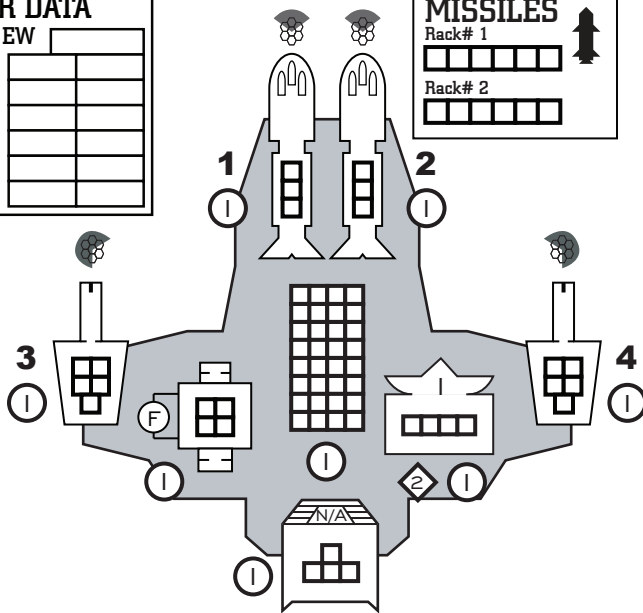
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

#### MISSILES

Rack# 1

Rack# 2

Rack# 2



### OSAT#2

#### SENSOR DATA

Defensive EW

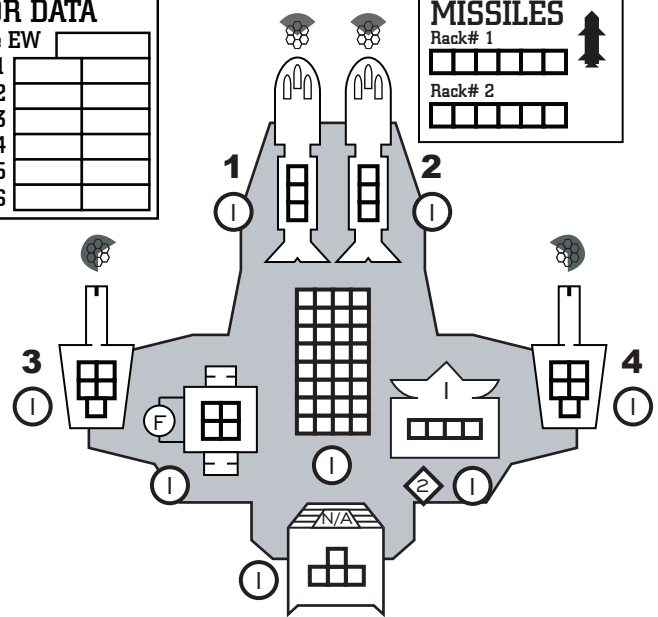
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

#### MISSILES

Rack# 1

Rack# 2

Rack# 2



### OSAT#3

#### SENSOR DATA

Defensive EW

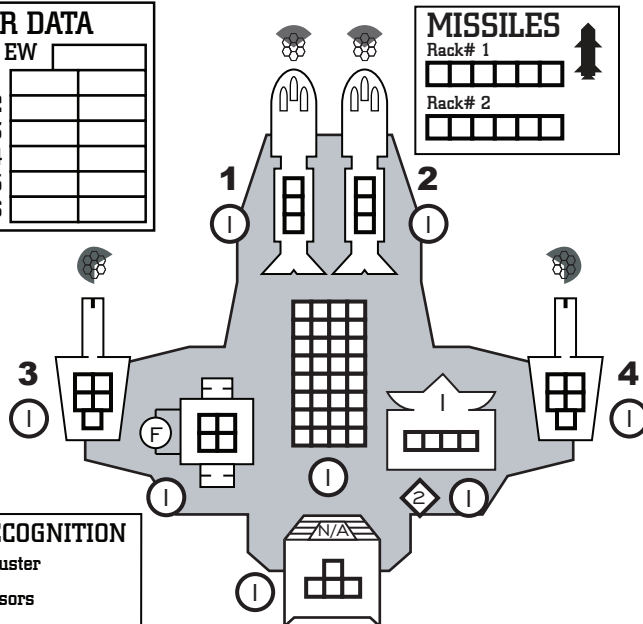
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

#### MISSILES

Rack# 1

Rack# 2

Rack# 2



### OSAT#4

#### SENSOR DATA

Defensive EW

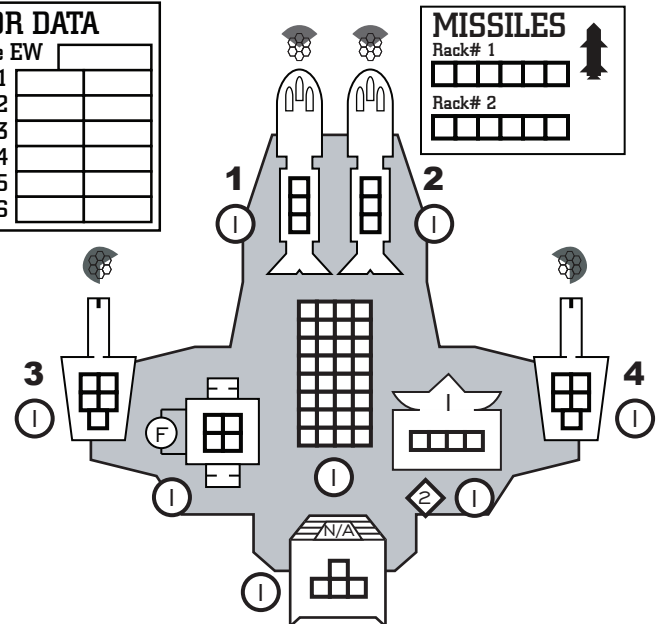
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

#### MISSILES

Rack# 1

Rack# 2

Rack# 2



## ICON RECOGNITION

