

# FVR Standard Orbital Satellites (4)



2ND EDITION

| SPECS              | MANEUVERING           | COMBAT STATS           |
|--------------------|-----------------------|------------------------|
| Class: OSAT        | Turn Cost: N/A        | Fwd/Aft Defense: 11    |
| In Service: ?      | Turn Delay: N/A       | Stb/Port Defense: 10   |
| Point Value: ?     | Accel/Decel Cost: N/A | Engine Efficiency: N/A |
| Ramming Factor: 25 | Pivot Cost: N/A       | Extra Power: +0        |
| Jump Delay: N/A    | Roll Cost: N/A        | Initiative Bonus: +12  |

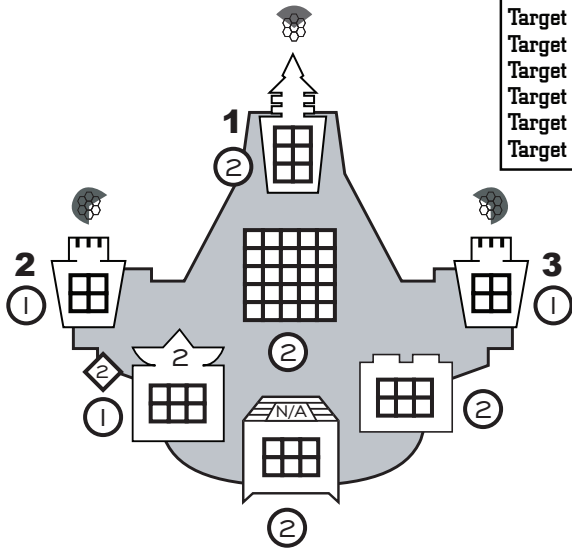
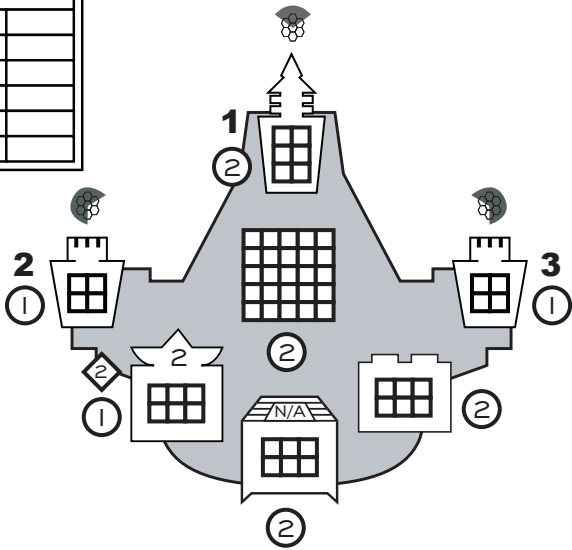
Version 2024/1: Fate

| PRIMARY HITS           |
|------------------------|
| 1-9: Primary Structure |
| 10-11: Thruster        |
| 12-13: Slashing Laser  |
| 14-16: Gatling Cannon  |
| 17-18: Sensors         |
| 19-20: Reactor         |

| SPECIAL NOTES        |
|----------------------|
| Ammo Storage Level 1 |
| Antiquated Sensors   |
| Fission Reactor      |

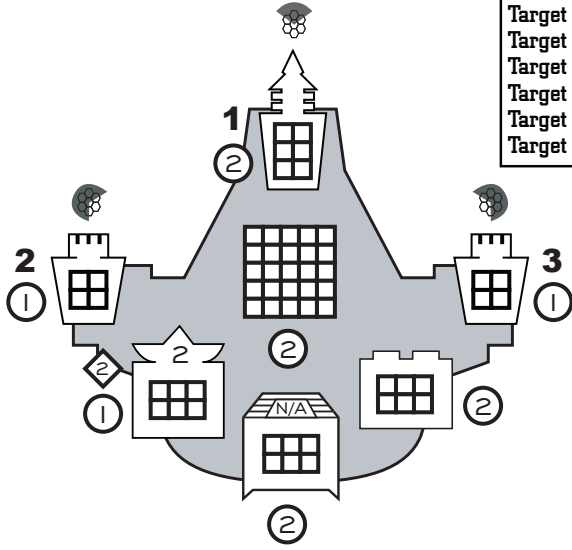
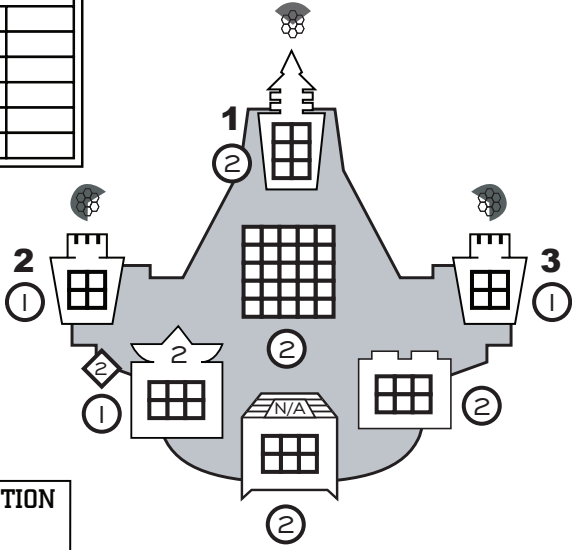
| WEAPON DATA                   |
|-------------------------------|
| <b>Slashing Laser</b>         |
| Class: Laser                  |
| Modes: Raking(5+Y)            |
| Damage: 3d10+4                |
| Maximum Y: 4                  |
| Y Grouping Range: +1 per 4    |
| Range Penalty: -1 per 2 hexes |
| Fire Control: +2/+3/-3        |
| Intercept Rating: n/a         |
| Rate of Fire: 1 per 3 turns   |
| <b>Gatling Cannon</b>         |
| Class: Projectile             |
| Modes: Raking(2)              |
| Damage: 1d3+3                 |
| Range Penalty: -3 per hex     |
| Fire Control: +2/+2/+3        |
| Intercept Rating: -2          |
| (vs Ballistic only)           |
| Rate of Fire: 2 per turn      |

| SENSOR DATA  |
|--------------|
| Defensive EW |
| Target #1    |
| Target #2    |
| Target #3    |
| Target #4    |
| Target #5    |
| Target #6    |



| SENSOR DATA  |
|--------------|
| Defensive EW |
| Target #1    |
| Target #2    |
| Target #3    |
| Target #4    |
| Target #5    |
| Target #6    |

| SENSOR DATA  |
|--------------|
| Defensive EW |
| Target #1    |
| Target #2    |
| Target #3    |
| Target #4    |
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| Target #6    |



| SENSOR DATA  |
|--------------|
| Defensive EW |
| Target #1    |
| Target #2    |
| Target #3    |
| Target #4    |
| Target #5    |
| Target #6    |

| ICON RECOGNITION |
|------------------|
| Thruster         |
| Sensors          |
| Reactor          |
| Slashing Laser   |
| Gatling Cannon   |