

FVR Heavy Orbital Satellites (2)

SPECS	MANEUVERING	COMBAT STATS
Class: OSAT In Service: ? Point Value: ? Ramming Factor: 80 Jump Delay: N/A	Turn Cost: N/A Turn Delay: N/A Accel/Decel Cost: N/A Pivot Cost: N/A Roll Cost: N/A	Fwd/Aft Defense: 13 Stb/Port Defense: 11 Engine Efficiency: N/A Extra Power: +0 Initiative Bonus: +12

Version 2024/1: Fate

PRIMARY HITS

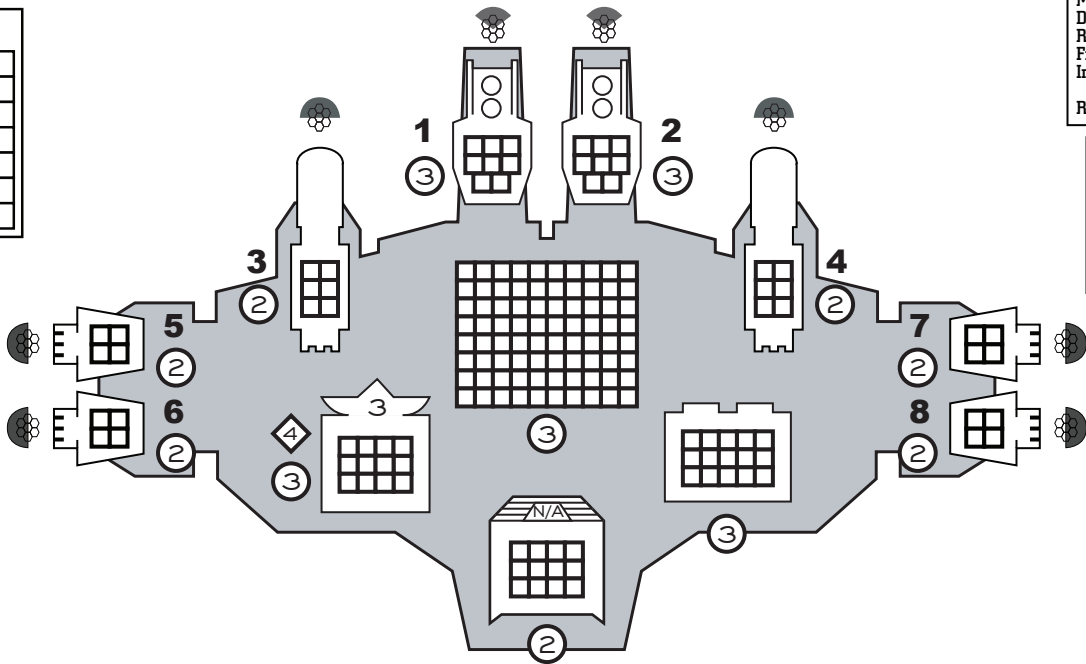
1-8:	Primary Structure
9-10:	Thruster
11-12:	Ranged Bolt Cannon
13-14:	Heavy Torpedo
15-17:	Gatling Cannon
18-19:	Sensors
20:	Reactor

SPECIAL NOTES

Ammo Storage Level 3
Antiquated Sensors
Fission Reactor

SENSOR DATA

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



WEAPON DATA

Ranged Bolt Cannon Class: Projectile Modes: Standard Damage: 13 Range Penalty: -1 per 3 hexes Fire Control: +2/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Heavy Torpedo Class: Ballistic (Torpedo) Modes: Standard Damage: 18 Range Penalty: None Maximum Range: 20 hexes Fire Control: +2/-1/-- Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Gatling Cannon 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

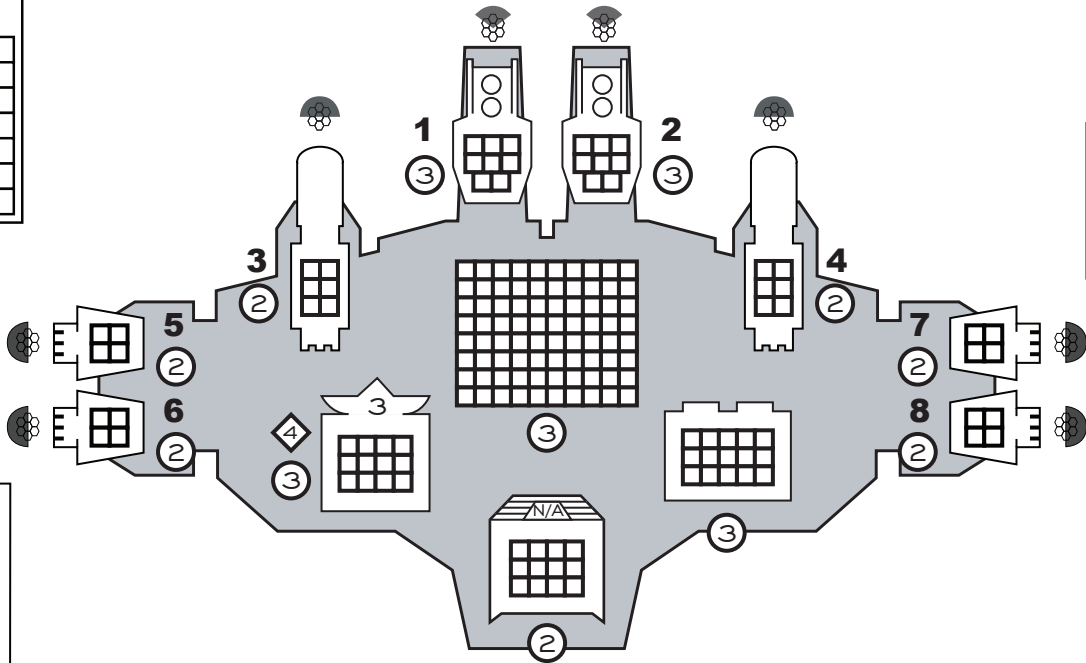
TORPEDOS

Rack #3
Rack #4



SENSOR DATA

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



TORPEDOS

Rack #3
Rack #4



ICON RECOGNITION

	Thruster
	Sensors
	Reactor
	Ranged Bolt Cannon
	Heavy Torpedo
	Gatling Cannon