



Centauri Ballist Orbital Satellites (4)

SPECS
Class: OSAT
In Service: 2250
Point Value: 250 each
Ramming Factor: 20
Jump Delay: N/A

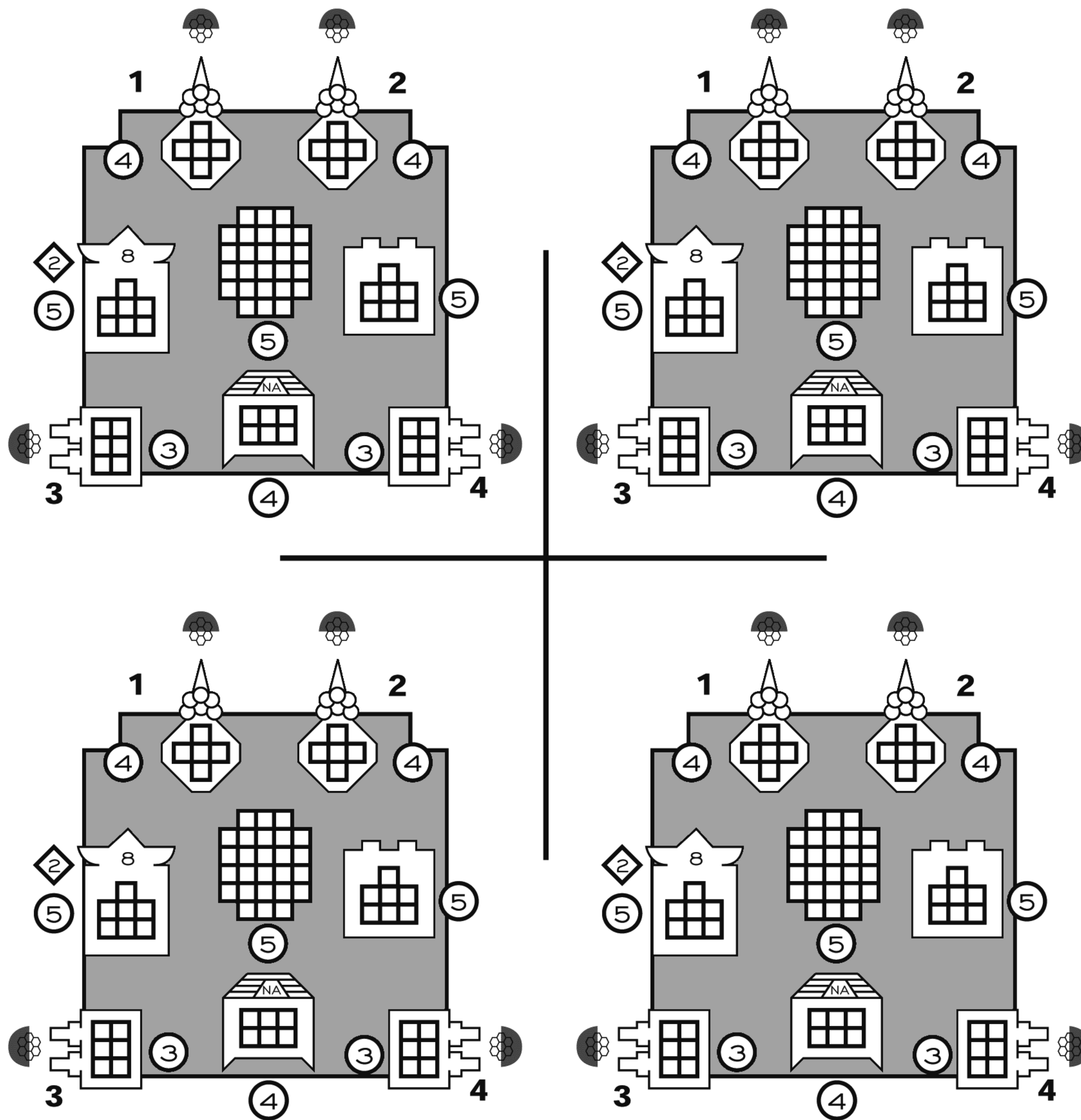
MANEUVERING
Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS
Fwd/Aft Defense: 9
Stb/Port Defense: 9
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA	
Twin Array	⚡
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Ballistic Torpedo	🚀
Class: Ballistic	
Mode: Standard	
Damage: 2d10	
Range Penalty: None	
Max Range: 25 hexes	
Fire Control: +4/+3/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
<i>Special: Can hold up to six shots and fire them all at once or separately. See rules.</i>	

PRIMARY HITS
1-9: Primary Struct
10-11: Thruster
12-14: Ballistic Torpedo
15-16: Twin Array
17-18: Sensors
19-20: Reactor

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



ICON RECOGNITION	
	Thruster
	Sensors
	Reactor
	Ballistic Torpedo
	Twin Array