COLONIAL Vigilant ORBITAL SATELLITES

SPECS
Class: OSAT
In Service:1755
Point Value:special
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: 10
Stb/Port Defense: 10
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +12

PRIMARY HITS
- 1-9: Primary Struct
- 10-11: Thruster
- 12-13: Hvy Pulsar Laser or Solenite Miss. or Megatron Torp or Telview Ext.
- 14: Med Pulsar Laser or Telview Ext..
- 15-16: Turbolaser
- 17-18: Sensors
- 19-20: Reactor

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

Medium Pulsar Laser ◇ 2
Class: Laser
Mode: Standard
Damage: 3d10+6
Range Penalty: -1 per 2 Hexes
Fire Control: +3/+1/-2
Rate of Fire: 1 per 3 turns
Special: Can fire at accelerated ROF for less damage as shown below:
1 per turn: 1d10+2
1 per 2 turns: 2d10+4

Turbolaser Battery ◇ 1
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

Megatron Torpedo ◇ 2
Class: Ballistic
Mode: Standard
Damage: 12
Range Penalty: None
Max Range: 35 Hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per turn

Solenite Missile ◇ 0
Class: Ballistic
Mode: Flash
Damage: 60 (-1/hex)
Range Penalty: None
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

ICON RECOGNITION
- Sensors
- Reactor
- Solenite Missile
- Megatron Torpedo
- Turbolaser
- Hvy Pulsar Laser
- Telview Extension
- Med Pulsar Laser

WEAPON DATA

Heavy Pulsar Laser ◇ 3
Class: Laser
Mode: Standard
Damage: 4d10+8
Range Penalty: -1 per 2 Hexes
Fire Control: +3/+1/-2
Rate of Fire: 1 per 4 turns
Special: Can fire at accelerated ROF for less damage as shown below:
1 per turn: 1d10+2
1 per 2 turns: 2d10+4
1 per 3 turns: 3d10+6

Telview Extension Optional Pods: ◇ 0
[1][2][3][4]
30 pts — Megatron Torpedo
Class: Ballistic
Missiles: 2
Mode: Standard
Damage: 12
Range Penalty: None
Max Range: 35 Hexes
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 2 per turn

[1][2][3][4]
75 pts — Solenite Missile
Class: Ballistic
Missiles: 1
Mode: Flash
Damage: 60 (-1/hex)
Range Penalty: None
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

[1][2][3][4]
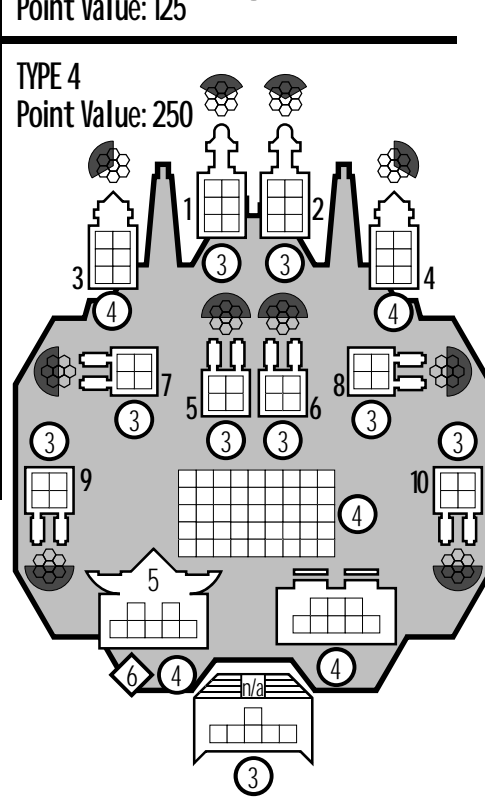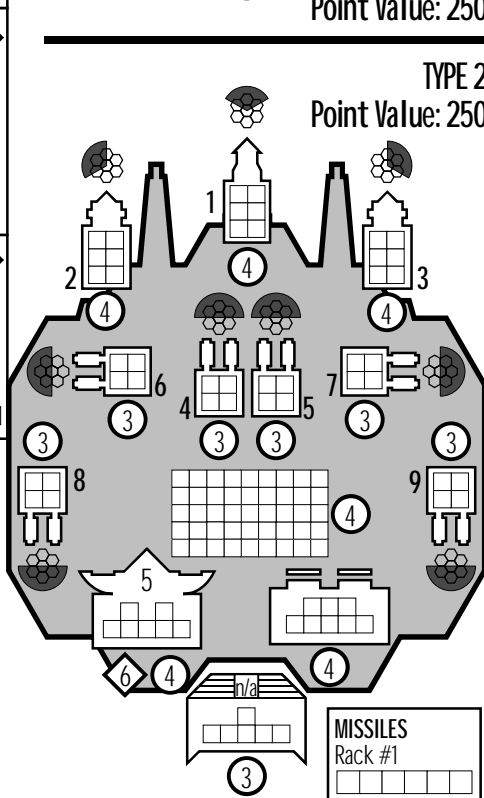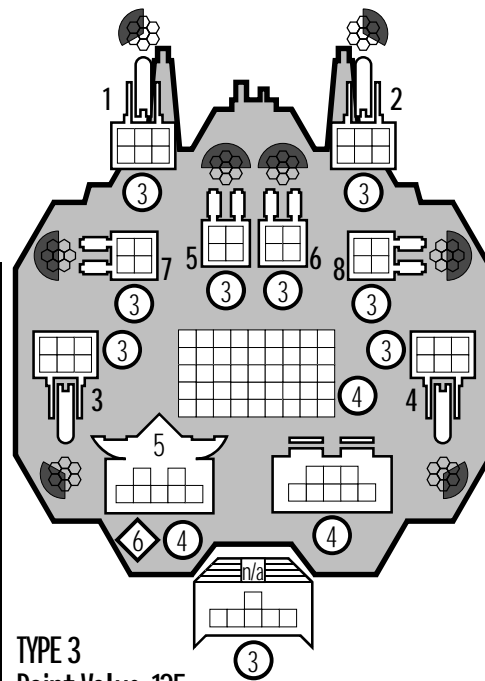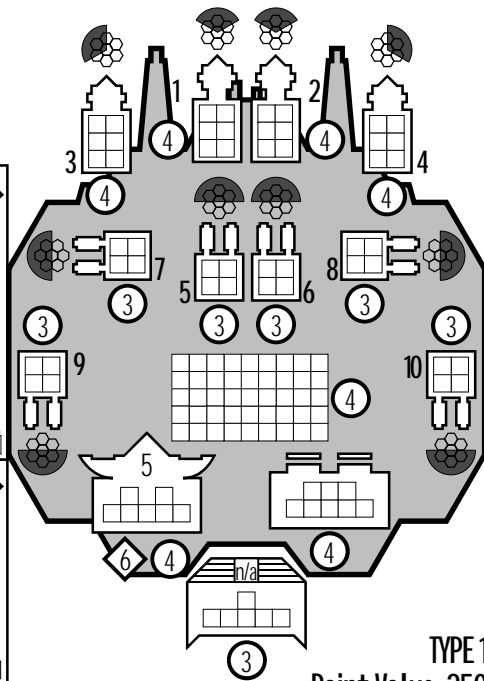25 pts — Turbolaser Battery
Class: Laser
Mode: Standard
Number of Guns: 2
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

[1][2][3][4]
50 pts — Jammer Pod
1 point of ELINT blanket protection. Is not cumulative with other ELINT functions.

[1][2][3][4]
40 pts — Sensor Pod
+3 OEW to any single target or flight per turn that is in arc. Is not cumulative with other pods.

[1][2][3][4]
40 pts — Defense Pod
+3 DEW vs any enemies that is in arc. Is not cumulative with other defense pods.

Only one pod per extension. Mark which extension has which pod using the boxes to the above the option.

TYPE 1
Point Value: 250

TYPE 3
Point Value: 125

TYPE 2
Point Value: 250

TYPE 4
Point Value: 250

MISSILES
Rack #1