

# Ssehl'ath Ritesh Orbital Satellites (4)

## SPECS

Class: OSAT  
In Service: 1900  
Point Value: 60 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: 7  
Stb/Port Defense: 7  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Class-S0 Missile Rack**  
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

**Class-0 Missile Rack**  
Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +1/+1/+1  
Rate of Fire: 1 per 3 turns

**Point Defense Laser**  
Class: Laser  
Modes: Standard  
Damage: 1d10  
Range Penalty: -2 per hex  
Fire Control: +0/+0/+0  
Int Rating: -1 (-2 vs. ballistics)  
Rate of Fire: 1 per turn

## PRIMARY HITS

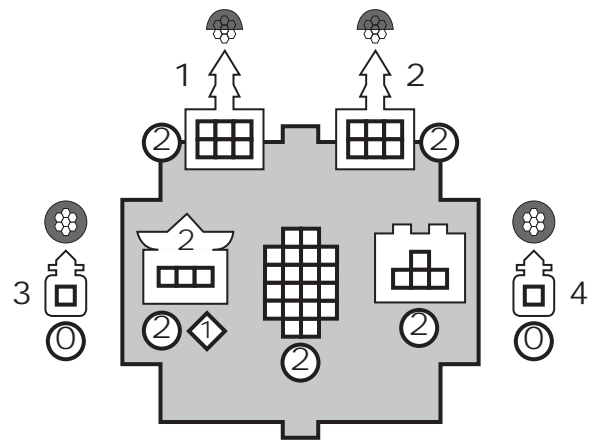
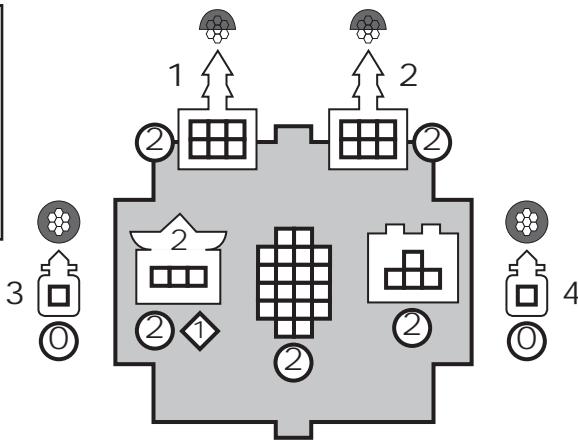
1-10: Structure  
11-13: Missile Rack  
14-15: Point Defense Laser  
16-17: Sensors  
18-20: Reactor

## SENSOR DATA

Defensive EW

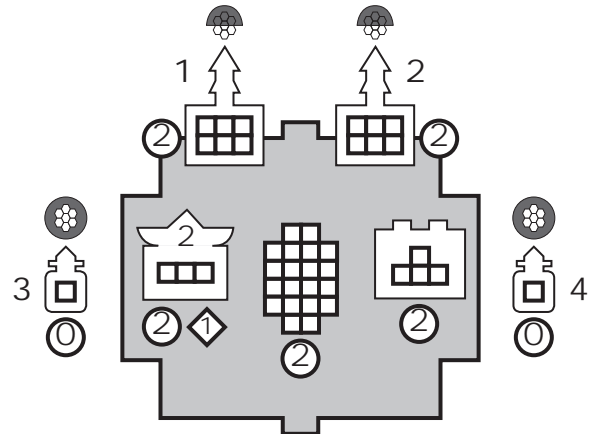
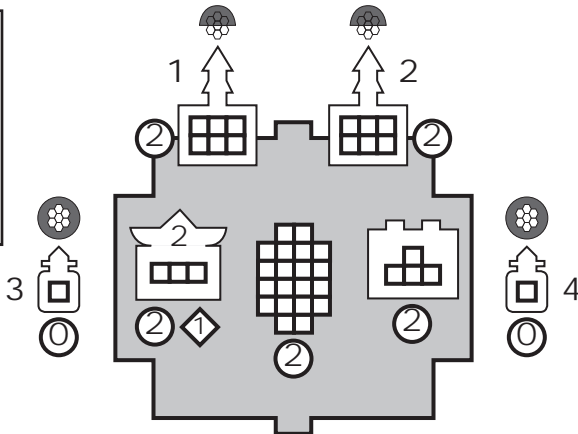
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6


**MISSILES**  
Rack #1  
Rack #2



**MISSILES**  
Rack #1  
Rack #2

**MISSILES**  
Rack #1  
Rack #2



**MISSILES**  
Rack #1  
Rack #2

## ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Missile Rack
- Point Defense Laser

## 1918 Refit

Point Value: 70

1. Replace all Class-0 Missile Racks with Class-S0 Missile Racks.