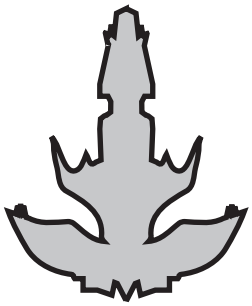


Ouster Swarm Farlight-B Bombardment DN

SPECS
Class: Capital Ship
In Service: 2017
Point Value: 1000
Ramming Factor: 220
Jump Delay: 6 Turns

MANEUVERING
Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 16 (12)
Engine Efficiency: 2/1
Extra Power: 1
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Ouster Shield (1)
Subtract one from incoming chance to hit and any damage scored through arc.. Shields are additive, and can tractor, push, or turn other vessels, see notes..

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-S Missile Rack (0)
Class: Ballistic
Missiles: 20
Range Penalty: none
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-4: Retro Thrust
5-6: Ouster Shield
7-11: Standard Launcher
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Standard Launcher
8: Ouster Shield
9-10: Particle Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Hawking Drive
10-11: Particle Beam
12-18: Aft Struct
19-20: PRIMARY Hit

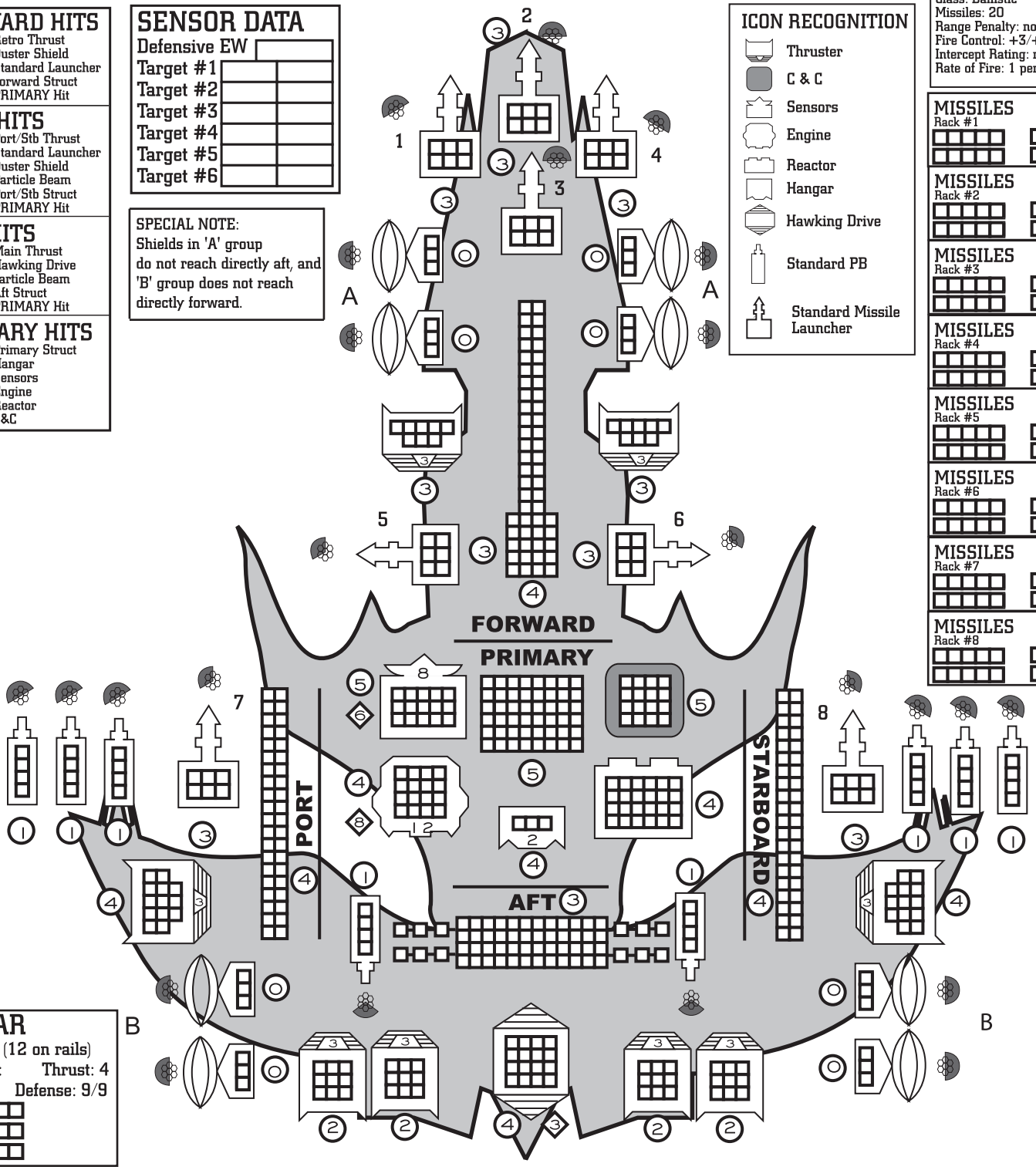
PRIMARY HITS
1-10: Primary Struct
11-12: Hangar
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

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

SPECIAL NOTE:
Shields in 'A' group do not reach directly aft, and 'B' group does not reach directly forward.

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hawking Drive
Standard PB
Standard Missile Launcher

MISSILES
Rack #1
Rack #2
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7
Rack #8



HANGAR
0 Fighters (12 on rails)
3 Shuttles: Thrust: 4
Armor: 2 Defense: 9/9