

Ouster Swarm Bekkoubachi Assault Cruiser

SPECS

Class: Capital Ship
In Service: 5 AH
Point Value: 650
Ramming Factor: 160
Jump Delay: 6 Turns

MANEUVERING

Turn Cost: $2/3 \times \text{Speed}$
Turn Delay: $2/3 \times \text{Speed}$
Accel/Decel Cost: 3 Thrust
Pivot Cost: $2+2$ Thrust
Roll Cost: $4+4$ Thrust

COMBAT STATS

Fwd/Aft Def: 15 (12/10)
Stb/Port Def: 15 (12/10)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

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

Ouster Shield

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.

Shield Projector

Maximum Range: 5 hexes
Increase shield rating of all gravitic shields on target vessel by the projector's shield rating.

Standard Launcher

Class: Ballistic
Missiles: 20
Range Penalty: none
Fire Control: $+3/+3/+3$
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SECTION HITS

- 1-4: Thrust
- 5-6: Gravitic Shield
- 7: Turret
- 8-9: Particle Beam
- 10-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9: Hawking Drive
- 10-11: Turret
- 12: Shield Projector
- 13-14: Sensors
- 15-16: Engine
- 17-18: Hangar
- 19: Reactor
- 20: C&C

SPECIAL NOTES

Assault Ship
Special Hull Arrangement
(Three Even Sides)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

8 Breaching Pods

4 Shuttles: Thrust: 4

Armor: 3 Defense: 10/12

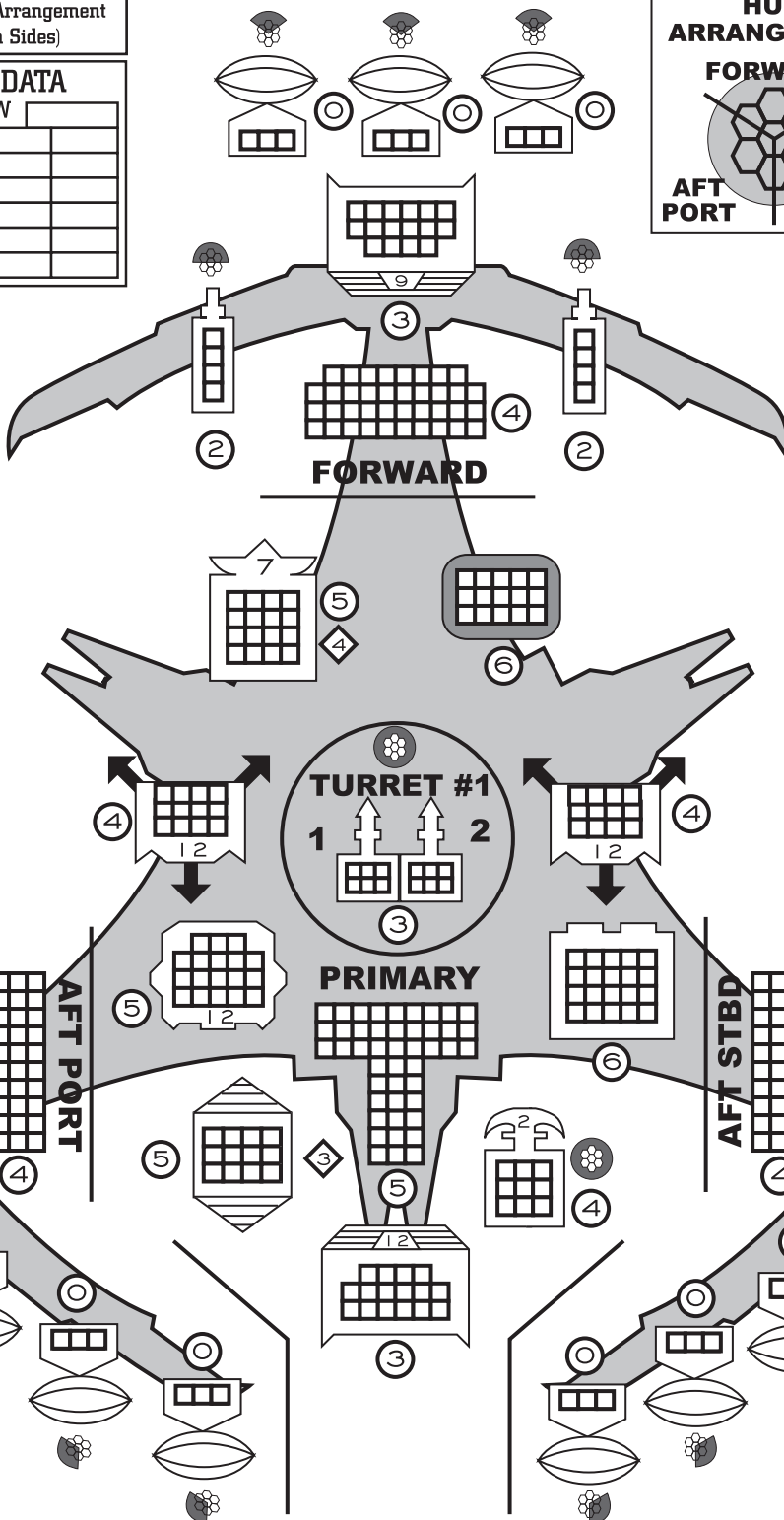
HANGAR

6 Lancer Fighters

6 Century Fighters

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Hawking Drive
- Reactor
- Hangar
- Particle Beam
- Missile Launcher
- Ouster Shield
- Shield Projector



HULL ARRANGEMENT:

FORWARD

AFT PORT

AFT STBD

MISSILES

Rack #1



MISSILES Rack #2

