

# Ouster Swarm Nova Heavy Lancer

## SPECS

Class: Lt. Combat Vsl  
In Service: 2036  
Point Value: 180 each  
Ramming Factor: 30  
Jump Delay: 5 Turns

## MANEUVERING

Turn Cost: 1/4 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 9 (8)  
Stb/Port Defense: 10 (9)  
Engine Efficiency: 1/1  
Extra Power: +0  
Initiative Bonus: +13

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

## HIT LOCATION

- 1-10: Structure
- 11: Ouster Shield
- 12-13: Fighter Launcher
- 14-15: Medium Hellwhip
- 16: Particle Beam
- 17-18: Drive
- 19: Reactor
- 20: Control

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable  
Engine includes Hawking

## SENSOR DATA

| Defensive EW |  |  |
|--------------|--|--|
| Target #1    |  |  |
| Target #2    |  |  |
| Target #3    |  |  |
| Target #4    |  |  |
| Target #5    |  |  |
| Target #6    |  |  |

## WEAPON DATA

### 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.

### Medium Hellwhip

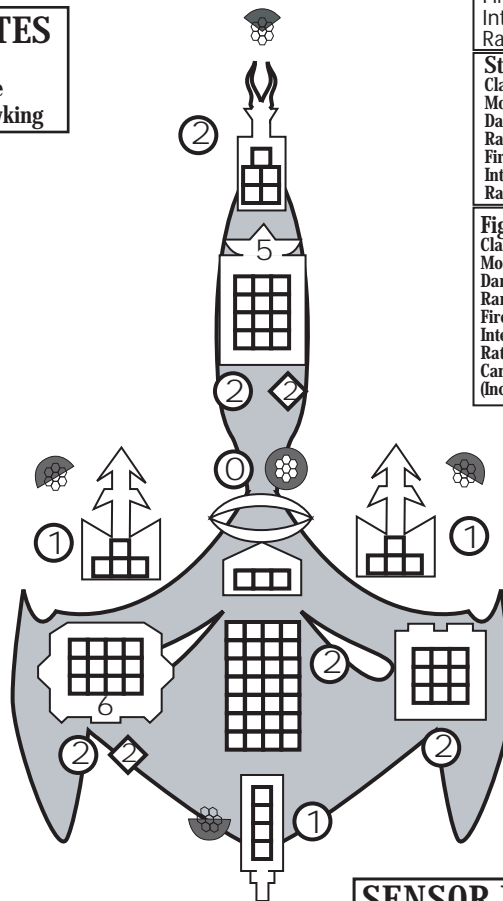
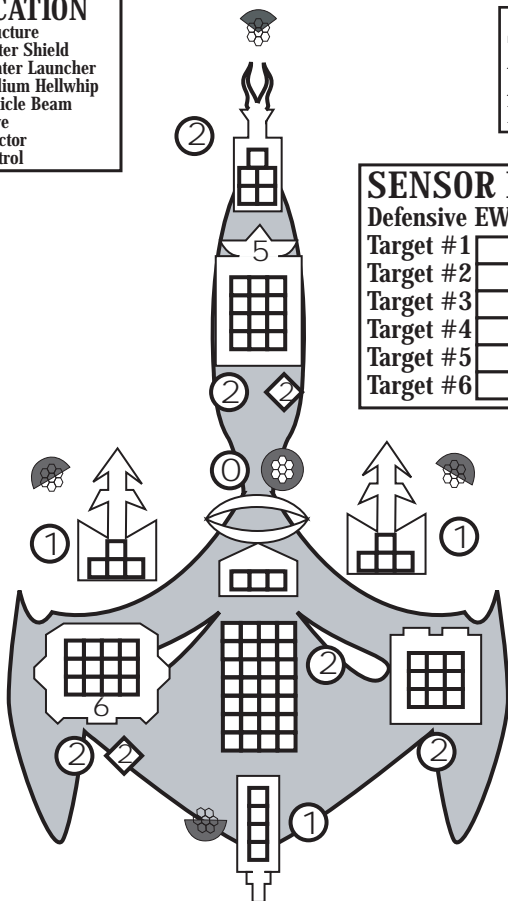
Class: Plasma/Laser  
Modes: R (8), S  
Damage: 2d10 + 10  
Range Penalty: -1/3 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: N/A  
Rate of Fire: 1 per 2 turns

### 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

### Fighter Missile Launcher

Class: Ballistic  
Mode: Standard  
Damage: 8  
Range Penalty: N/A (10 max)  
Fire Control: +1/+2/+3  
Intercept Rating: N/A  
Rate of Fire: 1 per turn  
Carries 6 fighter missiles (Included in Cost of Ship)

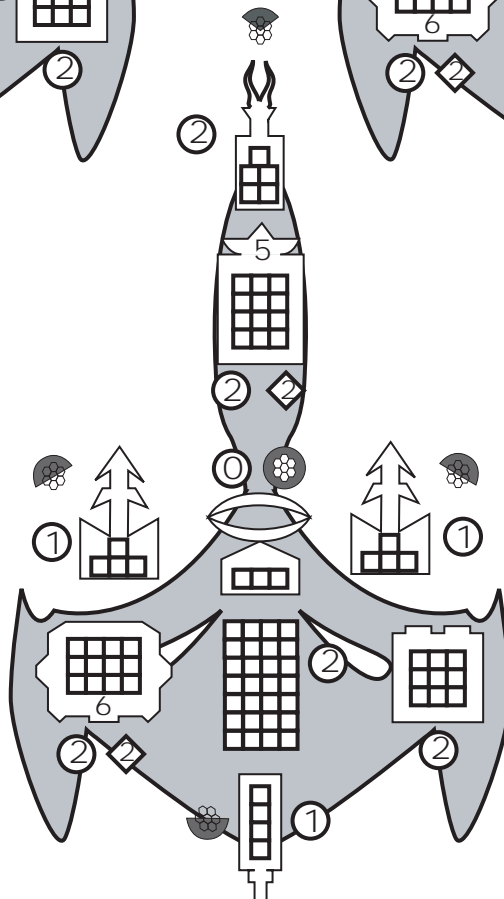


## SENSOR DATA

| Defensive EW |  |  |
|--------------|--|--|
| Target #1    |  |  |
| Target #2    |  |  |
| Target #3    |  |  |
| Target #4    |  |  |
| Target #5    |  |  |
| Target #6    |  |  |

## ICON RECOGNITION

- Control
- Drive
- Reactor
- Ouster Shield
- Particle Beam
- Medium Hellwhip
- Fighter Launcher



## SENSOR DATA

| Defensive EW |  |  |
|--------------|--|--|
| Target #1    |  |  |
| Target #2    |  |  |
| Target #3    |  |  |
| Target #4    |  |  |
| Target #5    |  |  |
| Target #6    |  |  |