

Ouster Swarm Etoile Fleet Carrier

SPECS

Class: Capital Ship
In Service: Start
Point Value: 825
Ramming Factor: 200
Jump Delay: 5 Turns

MANEUVERING

Turn Cost: Speed
Turn Delay: Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Def: 18 (14)
Stb/Port Def: 18 (14)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

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.

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

SECTION HITS

- 1-4: Thrust
- 5: Ouster Shield
- 6: Particle Turret
- 7: Hellwhip Turret
- 8-9: Particle Beam
- 10-11: Medium Hellwhip
- 12-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

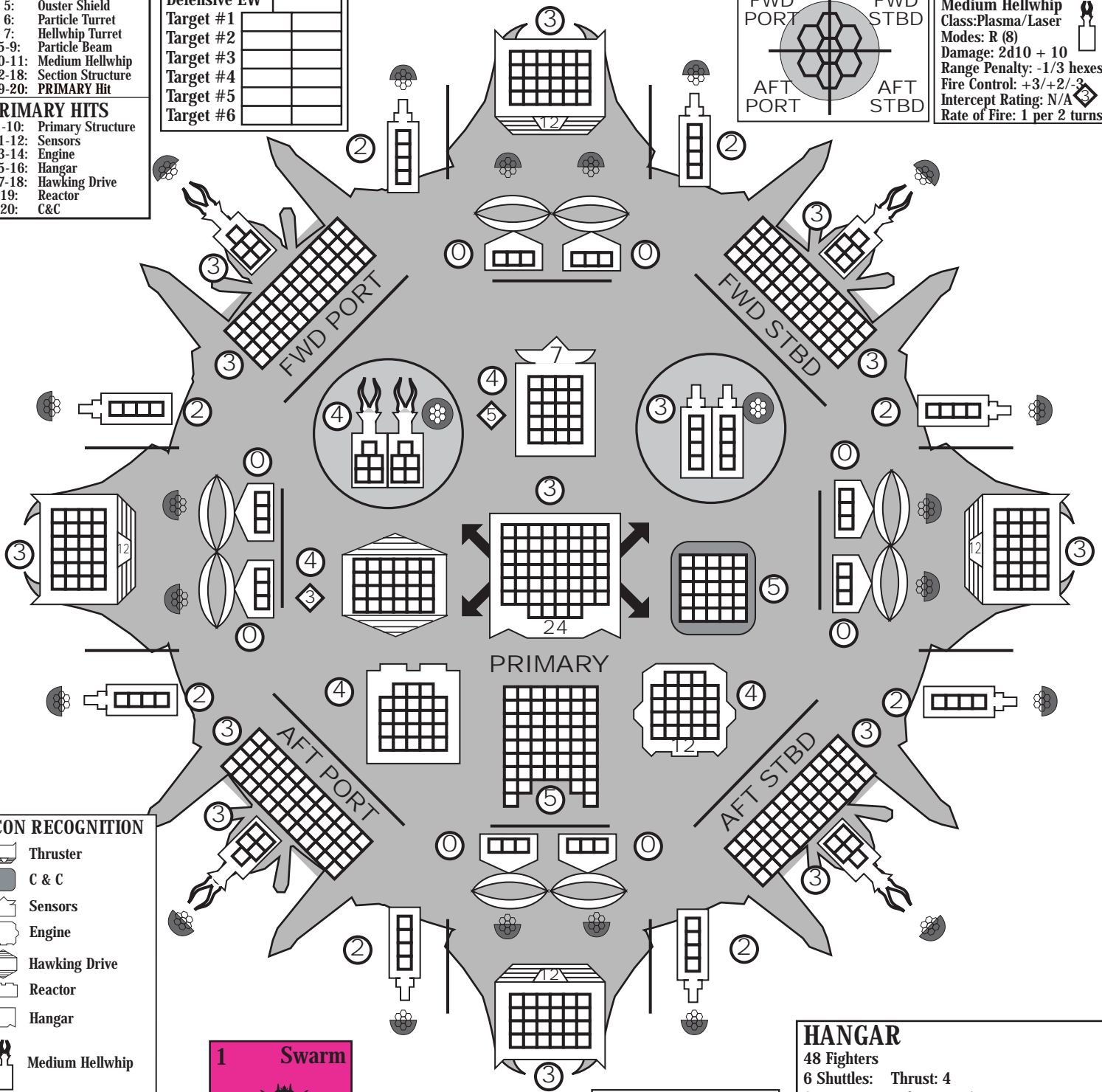
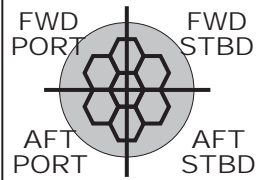
- 1-10: Primary Structure
- 11-12: Sensors
- 13-14: Engine
- 15-16: Hangar
- 17-18: Hawking Drive
- 19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

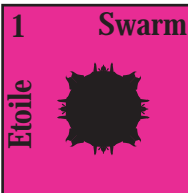
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HULL ARRANGEMENT:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hawking Drive
- Reactor
- Hangar
- Medium Hellwhip
- Particle Beam
- Ouster Shield



SPECIAL NOTES
Special Hull Arrangement
(Four Even Sides)
4 Shields max per facing

HANGAR

48 Fighters
6 Shuttles: Thrust: 4
Armor: 3 Defense: 10/12

