

Ouster Swarm Remora Assault Vessel

SPECS

Class: Medium Ship
In Service: 2070
Point Value: 300
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11 (9)
Stb/Port Defense: 12 (10)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +13

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

WEAPON DATA

Light Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Grappling Claw

Attaches the Cuttlefish to the target vessel so boarding parties can be deposited.

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.

FORWARD HITS

1-4: Retro Thrust
5: Ouster Shield
6-7: Light Part Beam
8-9: Boarding Claw
10-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Light Part Beam
8: Ouster Shield
9-14: Structure
15-16: Hawking Drive
17-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Barracks
11-12: Sensors
13-14: Hangar
15-17: Engine
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

6 Squid Breaching Pods

2 Slvg Shuttles: Thrust: 7

Airport: 0 Defense: 9/11

11-12: Sensors

13-14: Hangar

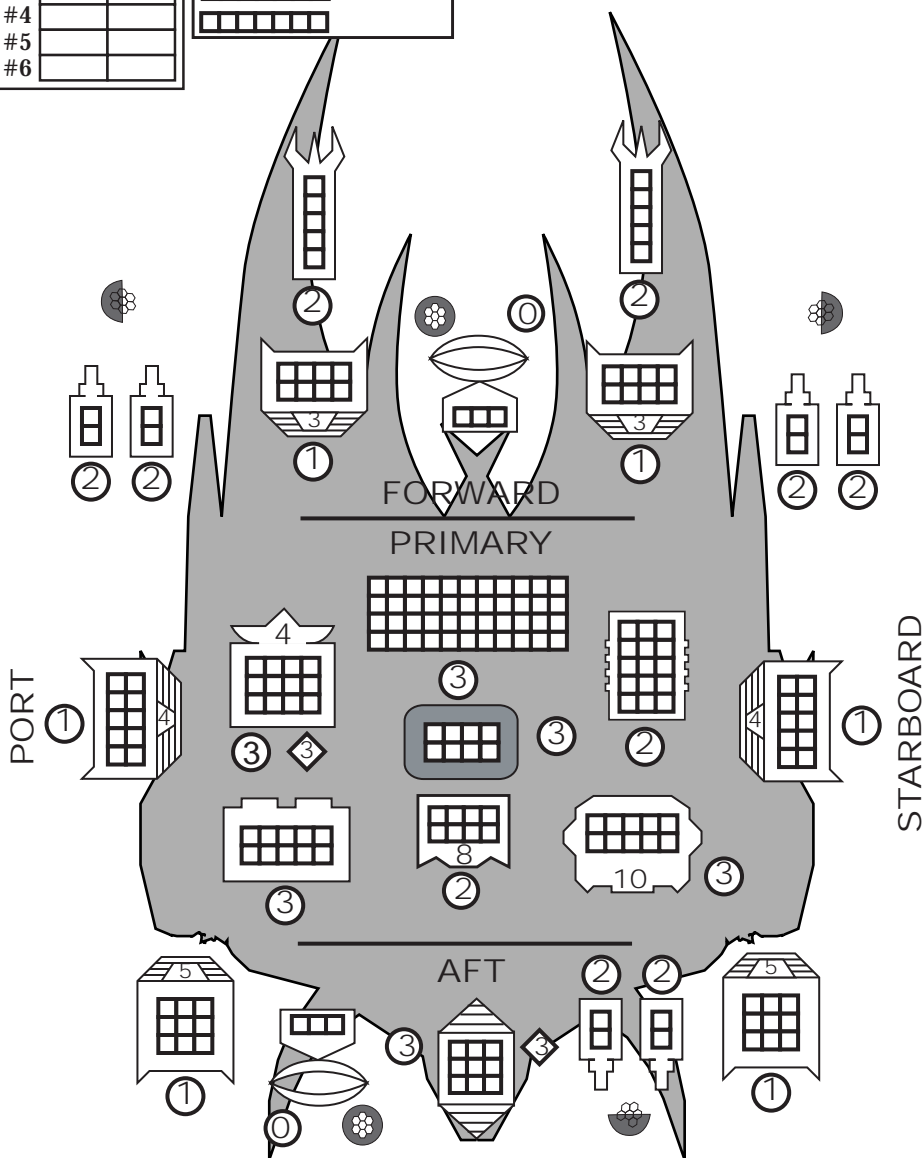
15-17: Engine

18-19: Reactor

20: C&C

SPECIAL NOTES

Atmospheric Capable



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Barracks
- Grappling Claw
- Ouster Shield
- Lt Particle Beam
- Hawking Drive

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Swarm

Remora

