



# Ouster Swarm Cuttlefish Salvager

## SPECS

Class: Medium Ship  
In Service: 2044  
Point Value: 225  
Ramming Factor: 40  
Jump Delay: 4 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12 (10)  
Sth/Port Defense: 13 (11)  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +14

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

## FORWARD HITS

1-4: Retro Thrust  
4-6: Boarding Claw  
7-9: Ouster Shield  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Hangar  
8: Engine  
9-10: Hawking Drive  
11-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Barracks  
11-12: Port/Stb Thrust  
13-14: Particle Beam  
15-16: Sensors  
17: Self Repair  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## Notes:

Living Ship

## 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.

### 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

### Grappling Claw

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

## HANGAR

6 Squid Breaching Pods  
2 Slvg Shuttles: Thrust: 7  
Armor: 0 Defense: 9/11

## ICON RECOGNITION

- Self Repair
- Hawking Drive
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Barracks
- Grappling Claw
- Ouster Shield
- Particle Beam

