



## OUSTER SWARM DUSKBRINGER

### SPECS

Class: Hvy Combat Vsl  
In Service: 2031  
Point Value: 600  
Ramming Factor: 150  
Jump Delay: 4 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 13(11)  
Stb/Port Defense: 14(11)  
Engine Efficiency: 1/1  
Extra Power: +1  
Initiative Bonus: +8

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	2	2	3	3	4	4	5	5	6	6

### WEAPON DATA

#### Heavy Hellwhip

Class: Plasma/Laser  
Modes: R (8), S  
Damage: 3d10 + 15  
Range Penalty: -1/4 hexes  
Fire Control: +4/+2/-5  
Intercept Rating: N/A  
Rate of Fire: 1 per 3 turns

#### Medium Hellwhip

Class: Plasma/Laser  
Modes: R (8)  
Damage: 2d10 + 8  
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  
Modes: 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.  
\* Shields in front arcs do not extend down hex rows 3 & 5 \*

### FORWARD HITS

1-3: Retro Thrust  
4-5: Ouster Shield  
6-7: Medium Hellwhip  
8-10: Heavy Hellwhip  
11-18: Forward Struct  
19-20: PRIMARY Hit

### AFT HITS

1-5: Main Thrust  
6-7: Medium Hellwhip  
8-9: Jump Engine  
10-11: Ouster Shield  
12-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-8: Primary Struct  
9-10: Port/Stb Thrust  
11: Hangar  
12: Particle Beam  
13-14: Sensors  
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

### PRIMARY HANGAR

0 Fighters (6 on rails)

2 Shuttles: Thrust: 5

A armor: 0 Defense: 10/10

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hawking Drive
- Ouster Shield
- Heavy Hellwhip
- Medium Hellwhip
- Standard P. Beam

