

# Ouster Swarm Eclipse Raider

## SPECS

Class: Hvy Combat Vsl  
In Service: 2010  
Point Value: 400  
Ramming Factor: 140  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13 (10)  
Stb/Port Defense: 16 (14)  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +7

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

## WEAPON DATA

**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 3 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

**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  
5-6: Particle Beam  
7-8: Medium Hellwhip  
9: Ouster Shield  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6: Ouster Shield  
7-8: Particle Beam  
9-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Struct  
7-8: Hawking Drive  
9-10: Port/Stb Thrust  
11-12: Ouster Shield  
13-14: Sensors  
15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Atmospheric Ship

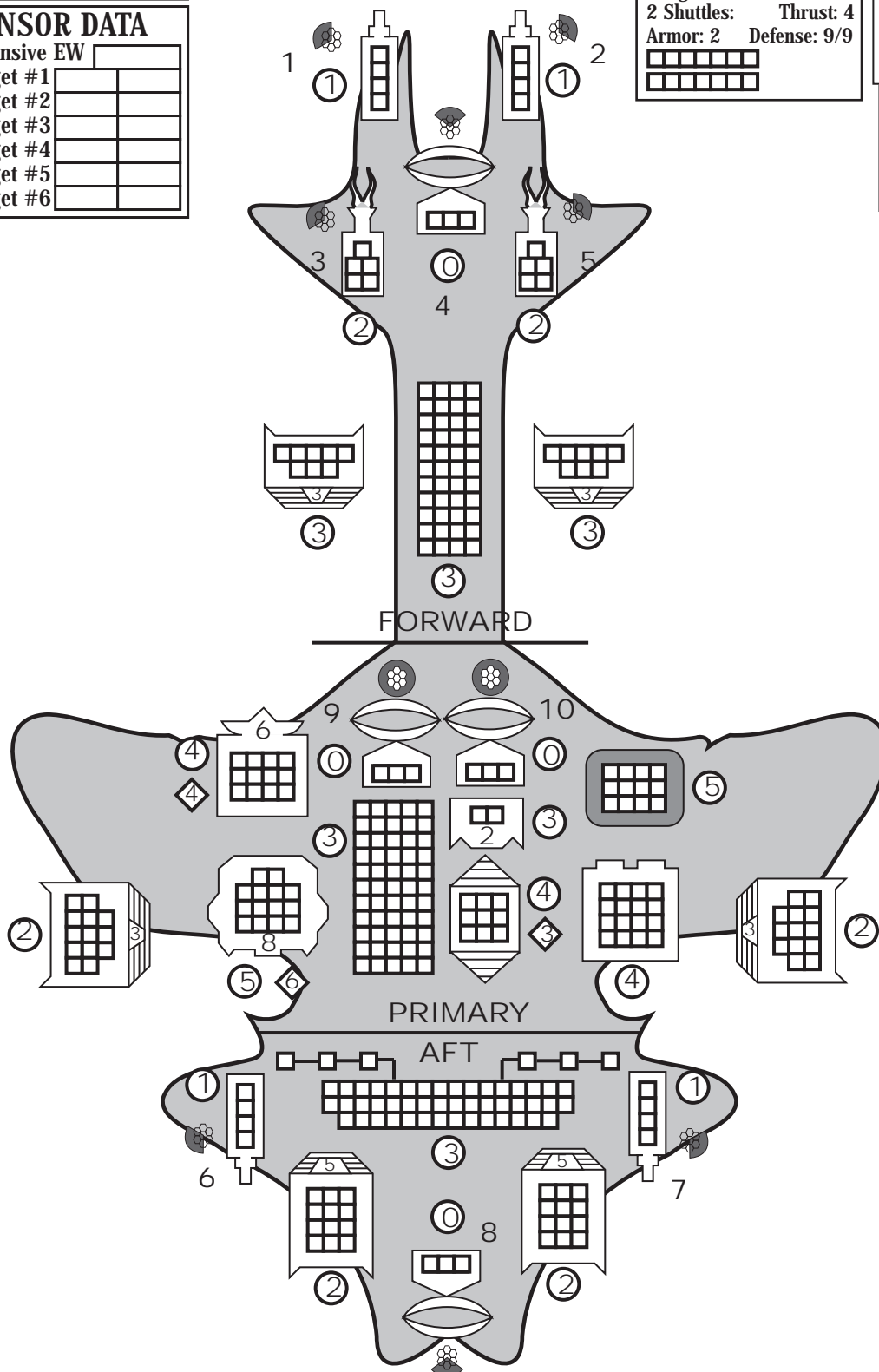
## SENSOR DATA

Defensive EW

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

## HANGAR

0 Fighters (6 on rails)  
2 Shuttles: Thrust: 4  
Armor: 2 Defense: 9/9

## ICON RECOGNITION

- Hawking Drive
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ouster Shield
- Medium Hellwhip
- Standard Part. Beam

