

Ouster Swarm Farlight Dreadnought

SPECS

Class: Capital Ship
In Service: 2017
Point Value: 1000
Ramming Factor: 220
Jump Delay: 6 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (11)
Sth/Port Defense: 16 (12)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

| 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 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

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
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Heavy Particle Cannon

Class: Particle
Modes: Raking
Damage: 6d10+60
Range Pen: -1 per 3 hexes
Fire Control: +6/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

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

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

FORWARD HITS

1-3: Retro Thrust
4: Particle Beam
5-6: Ouster Shield
7-8: Medium Hellwhip
9-11: Heavy Part. Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thrust
5-7: Heavy Hellwhip
8: Ouster Shield
9-10: Particle Beam
11-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Hawking Drive
10-11: Particle Beam
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

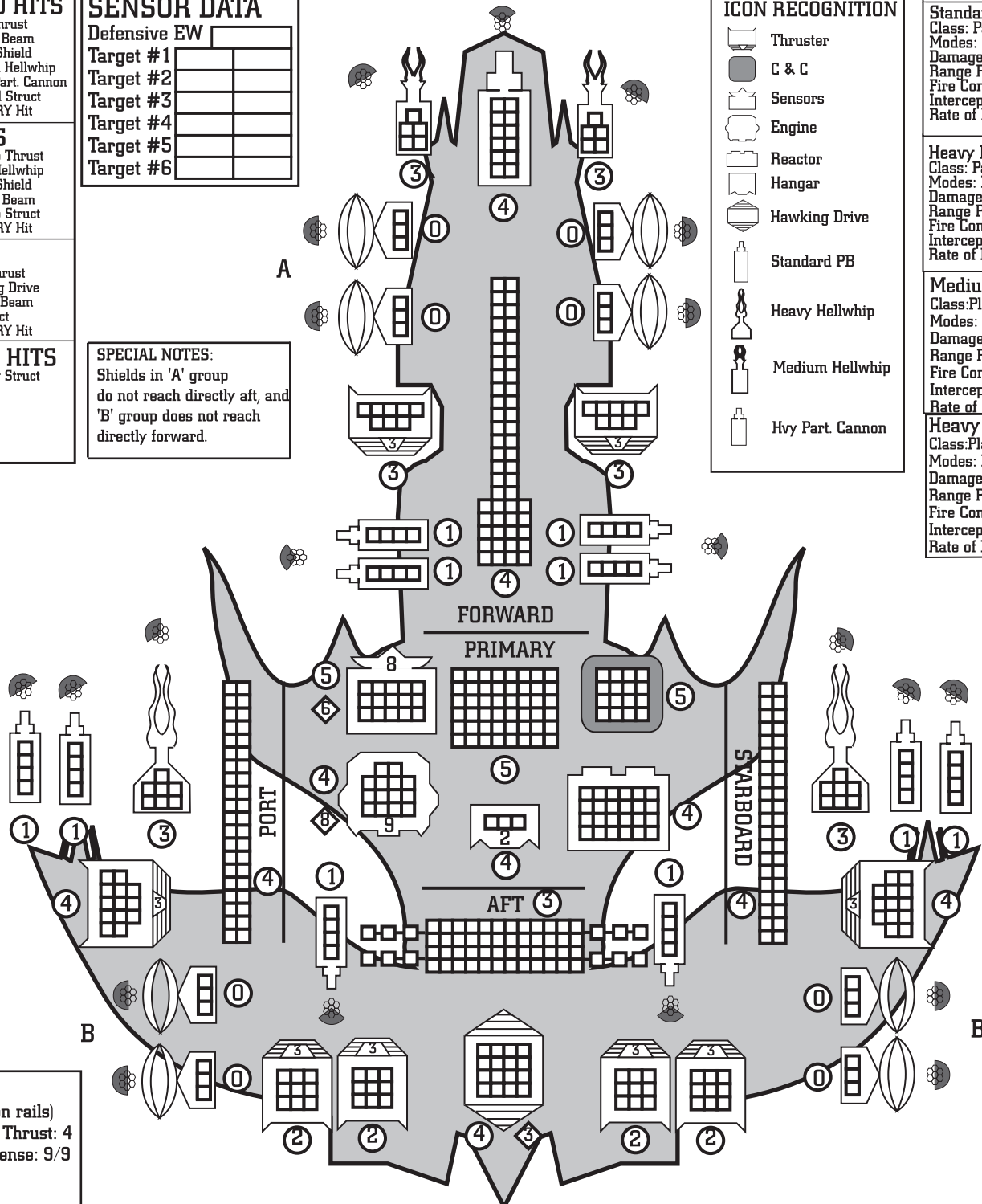
Target #6

SPECIAL NOTES:

Shields in 'A' group do not reach directly aft, and 'B' group does not reach directly forward.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hawking Drive
- Standard PB
- Heavy Hellwhip
- Medium Hellwhip
- Hvy Part. Cannon



HANGAR

0 Fighters (12 on rails)
3 Shuttles: Thrust: 4
Armor: 2 Defense: 9/9