

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Umga Drone

## SPECS

Class: Medium  
In Service: SC1&2  
Point Value: 260  
Ramming Factor: 45  
Jump Delay: 25 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 1x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

### Antimatter Cone

Class: Antimatter  
Modes: Standard  
Damage: 2X+6  
Maximum X: 10  
Range Penalty: See Diagram  
Fire Control: +0/+0/+0  
Intercept Rating: See note  
Rate of Fire: 1 per turn  
*Note: Ignores EW & Jinking Attacks vs Ftr/Shitl/Mine: 1 vs Med/Hvy Ships: 1d3 vs Cap Ships: 1d6 vs Enormous: 1d6+3*  
Intercept: -3 per hex crossed by line of fire (affects lasers).  
Follows standard degradation rules.

### Tactical Warp Shunt

Alternate means of propulsion. May be used in lieu of standard movement. Declare at beginning of ship's movement, for every shunt point used the ship is moved one hex backward relative to its forward facing. The ship may not perform any turns, sideslips or other movement. At end of the shunt move the ship has a speed of zero. The shunt may be performed in the middle of a roll or pivot, but any such states are considered cancelled at the end of the shunt. The ship may regain one shunt point per turn for every two extra power rerouted to one of the shunts. Each shunt is considered to be fully charged at beginning of battle.

## FORWARD HITS

1-4: Retro Thrust  
5-8: Antimatter Cone  
9-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Drive  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stb Thrust  
7-11: Warp Shunt  
12-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Ship may begin battle moving in reverse

## SENSOR DATA

Defensive EW

Target #1

Target #2

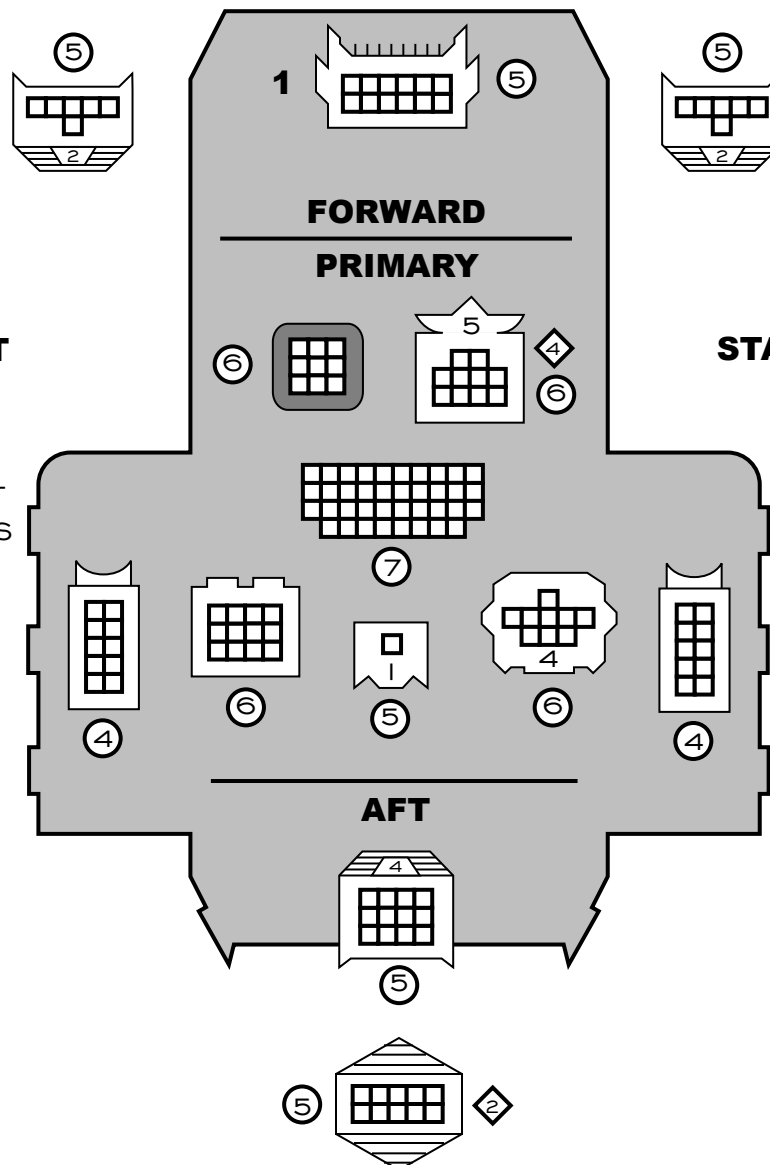
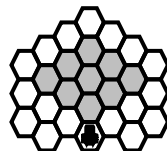
Target #3

Target #4

Target #5

Target #6

## FIELD OF FIRE



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Tactical Warp Shunt
- Antimatter Cone