Counter: Free Vathian Republic Name: Umadan Heavy 2ND EDITION MANEUVERING **WEAPON DATA COMBAT STATS** Class: Hvy Combat Vsl Turn Cost: 3/2 Speed Fwd/Aft Defense: 14 Slashing Laser Class: Laser Modes: Raking(5+Y) Damage: 3d10+4 Maximum Y: 4 In Service: ? Turn Delay: 1x Speed Stb/Port Defense: 14 Point Value: 165 Accel/Decel Cost: 5 Thrust Engine Efficiency: 6/1 Ramming Factor: 125 Pivot Cost: 4+4 Thrust Extra Power: +0 Y Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/-3 Jump Delay: N/A Roll Cost: 3+3 Thrust Initiative Bonus: +6 Speed 10 11 75 Intercept Rating: n/a
Rate of Fire: 1 per 3 turns 11 7 Turn Cost 1,4 12 18 75 15 17 Turn Delay **FORWARD HITS SPECIAL NOTES** Light Bolt Cannon 1-4: Retro Thrust 5-6: Slashing Laser 7-9: Light Bolt Cannon 10-18: Forward Structure 19-20: PRIMARY Hit Version 2024/2: Fate HANGAR Ammo Storage Level 3 Class: Projectile Modes: Standard Antiquated Sensors O Fighters Damage: 12 Range Penalty: -1 per hex Fire Control: +1/+1/+1 **Fission Reactor** 2 Shuttles: Thrust: 3 Unreliable Ship: Sluggish **AFT HITS** Armor: 1 Defense: 12/14 Intercept Rating: -1 1-6: 7-9: Main Thrust Limited Deployment (33%) Rate of Fire: 1 per 2 turns Light Bolt Cannon 10-18: Aft Structure 19-20: PRIMARY Hit **SENSOR DATA** PRIMARY HITS Defensive EW Target #1 Primary Structure Light Bolt Cannon 8-9: Target #2 10-12: É Port/Stbd Thrust Target #3 Sensors 15-16: Engine 17: Hangar Target #4 18-19: Reactor 20: C & C Target #5 Target #6 0 0 PRIMARY **PORT** STARBOARD **3** 3 ICON RECOGNITION Thruster C & C Sensors Engine Reactor Hangar Slashing Laser Light Bolt Cannon