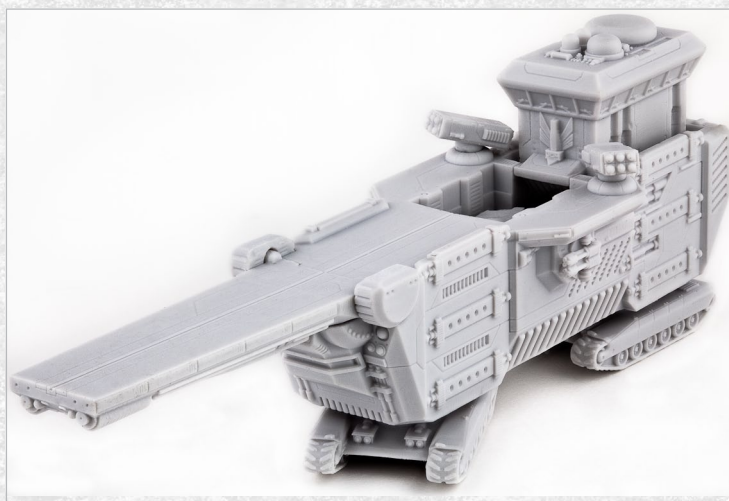


FERRUM CLASS DRONE BASE (P 1 OF 2)

- EXPERIMENTAL RULES 1.1



The Ferrum Class Drone Base is one of the most titanic ground vehicles ever produced by the UCM. It is only manufactured on the world from which it acquired its name, the industrial powerhouse of Ferrum. Like many UCM vehicles it is a recent development and has only just entered frontline service with the Colonial Armoured Corps.

The Ferrum has a single purpose on the battlefield, to deploy and control Starsprite drone squadrons. A single Ferrum can control a squadron of up to eight drones at any one time, and can replenish the swarm from its voluminous internal hangar should any losses be sustained.

Despite their small size, Starsprite UAV's carry the latest in UCM optical hardware coupled to a

compact but lethal payload of UM-110 'Golden Arrow' missiles. While this weapon individually lacks the punch of its larger cousin, it can be employed to lethal effect when a group of drones act in concert. By constantly sharing targeting data, multiple munitions can be brought to bear on vulnerable areas with mechanical precision. Starsprites can also turn their missiles on other loitering aircraft, making them a lethal and ever present threat to almost everything on the battlefield.

Since AI's of all kinds are susceptible to hacking on the modern battlefield, the Starsprites are only semi-autonomous and rely on intensely powerful local command signals and human input from the Ferrum itself. This control system is difficult to hack due to its potency, since the Starsprites will effectively ignore all input from weaker sources. However, the downside of such a system is that the Ferrum itself must remain in relatively close proximity its Starsprites, making its presence on the battlefield essential. Like almost all UCM vehicles, the Ferrum can be deployed from the air direct to the frontline, in this case by an Albatross Heavy Dropship.

FERRUM CLASS	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
DRONE BASE	7	3"	A	5	160	VEHICLE	SUPPORT	1 STANDARD	DRONE BASE*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN UM-5 GATLING (LEFT)	3	4	4+	24"	12"	3"	F/S (LEFT)	
TWIN UM-5 GATLING (RIGHT)	3	4	4+	24"	12"	3"	F/S (RIGHT)	
POINT DEFENCE LAUNCHERS	6	2	3+	36"	9"	3"	F/S/R	AA, SC

Transport: 1x Albatross Heavy Dropship (1 unit only)

*** Special rule - Drone Base:** During its first activation a Ferrum Class Drone Base may deploy a squad of up to eight Starsprite Drones (the normal rules for transports apply). However, if the Ferrum is destroyed then all Drones onboard and those deployed by it are instantly destroyed as well. In subsequent activations, the Ferrum may replenish up to four losses from the Drone Squadron by deploying new ones at the start of its activation, before existing Starsprite Drones activate. It may deploy an unlimited number throughout the game, but only eight may be in the air at any one time. The newly deployed Drones do NOT have to fly into coherency with previously deployed Dones.

UCM UNITS

- STARSprite DRONE (P 2 OF 2)
- EXPERIMENTAL RULES 1.0



STARSprite DRONE	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	3	30"	A	1	N/A	AIRCRAFT	SCOUT	8 STANDARD*	N/A**	CLOUD*, TINY**

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UM-110 'GOLDEN ARROW'	6	1	3+	24"	6"	15"	F	FOCUS-4, AA (MAY NOT REACTION FIRE)

* **Special rule - Cloud Formation:** Starsprites fly in tight, close formation in order to combine fire and share targeting information. Any AA weapon with multiple shots firing against a squadron of Starsprite drones in coherency may allocate each shot to separate targets within the squadron. Normal rules for range and line of sight still apply.

** **Special rule - Tiny:** A Starsprite always counts as 'Destroyed in the Air' if destroyed, since it's too small to make a big impact if it crashes! As such they do not need an LZ value.

NOTE: This unit uses the new Focus Fire mechanic. Please refer to the '[Experimental Rules: New Mechanics](#)' document for rules.