



Version 1/2E

RDF Cat's Eye Reconnaissance Planes



SPECS

Class: Shuttles
 In Service: 2002
 Point Value: 40 each
 Ramming Factor: 14
 Jinking Limit: 4 Lvl

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
 Stb/Port Defense: 10
 Free Thrust: 8
 Offensive Bonus: n/a
 Initiative Bonus: +12

SENSOR ARRAY

Rules:
 1. Automatic -3 Intercept vs Ballistics for shuttle.
 2. +4 Minesweeping Bonus
 3. +1 Init bonus to allied fighters within 2 hexes
 4. During EW allocation segment, may choose one of two eLint functions:

Defensive eLint:
 Reduce profile of all allied fighters and shuttles within 2 hexes by 1 in all directions.

Offensive eLint:
 May grant +2 (max +3) to hit to any friendly ship versus target of choice. Flight must be within 20 hexes of both ships.

Flight Level Combat

Do not use flight level combat for this unit.



Shuttle #1			<input type="checkbox"/>	Dropped Out Shtl Destroyed	<input type="checkbox"/>	Dropped Out Shtl Destroyed	<input type="checkbox"/>								
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