



RDF Rabbit Light Recon Shuttle

SPECS

Class: Shuttles
 In Service: 2005
 Point Value: 25 each
 Ramming Factor: 10
 Jinking Limit: 4 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 7
 Stb/Port Defense: 9
 Free Thrust: 8
 Offensive Bonus: n/a
 Initiative Bonus: +12

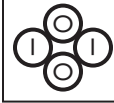
SENSOR ARRAY

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

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

Offensive eLint:
 May grant +2 (max +2) to any friendly ship versus target of choice. Flight must be within 15 hexes of both ships.

ARMOR



Breach Pod Variant

Point Value: 25
 In Service: 2016
 Delete eLint capabilities and add one contingent of marines.

Flight Level Combat

Do not use flight level combat for this unit.

Shuttle #1			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #2			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #3			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #4			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #5			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #6			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #7			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #8			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #9			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #10			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #11			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking
Shuttle #12			Dropped Out Shtl Destroyed		Initiative	Speed	Thrust Used	Jinking