# Federation Type 11Heavy Shuttles





## **SPECS**

Class: Shuttle In Service: 2372 Point Value: 54 each Ramming Factor: 24 Jinking Limit: N/A

## **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: 10 Stb/Port Defense: 11 Free Thrust: 10 Offensive Bonus: +5 Initiative Bonus: +11

SPECIAL NOTES Armor shown includes

shielding. If this is deactivated, reduce all armor by 1 and increase

thrust by 3. Locked-onto as

### WEAPON DATA

Paired Phaser Beam Number of Guns: 2 [linked] plus 1 tail gun [unlinked] Class: Molecular Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a Intercept Rating: -1 Rate of Fire: 1 per turn



(Tail gun uses the reverse arc)



