



Romulan Atarra Long Range Shuttles

SPECS
 Class: Super-Hvy Ftrs
 In Service: 2354
 Point Value: 150 each
 Ramming Factor: 38
 Jinking Limit: 4 Lvl

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 1/4 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: 9
 Offensive Bonus: +6
 Initiative Bonus: +13

WEAPON DATA
Light Disruptor Beam
 Number of Guns: 3 (Linked)
 Class: Molecular
 Damage: 1d3+5
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per turn
Light Plasma Torpedo
 Class: Ballistic + Plasma
 Dmg: 2d10+4 (-1 per 2 hexes)
 Range Penalty: None
 Max Range: 20 hexes
 Fire Control: n/a
 Rate of Fire: 1 per turn
 Ammunition: Max 6/fighter
 Cost: 12 each



ARMOR
 3
3
3
3

SPECIAL NOTES
 Shields regenerate at a rate of 3 per turn.
 Warp Delay: 5 turns
 Includes navigator.
 Locked-onto as individual units.
 Cloaking Device

Flight Level Combat
 Do not use flight level combat for this unit.

(Tail gun uses the reverse arc)

Fighter #1

Dropped Out
Ftr Destroyed

Fighter #2

Dropped Out
Ftr Destroyed

Fighter #3

Dropped Out
Ftr Destroyed

Fighter #4

Dropped Out
Ftr Destroyed

Fighter #5

Dropped Out
Ftr Destroyed

Fighter #6

Dropped Out
Ftr Destroyed

Fighter #7

Dropped Out
Ftr Destroyed

Fighter #8

Dropped Out
Ftr Destroyed

Fighter #9

Dropped Out
Ftr Destroyed

Fighter #10

Dropped Out
Ftr Destroyed

Fighter #11

Dropped Out
Ftr Destroyed

Fighter #12

Dropped Out
Ftr Destroyed

Initiative	Speed
Thrust Used	Jinking

Initiative	Speed
Thrust Used	Jinking

Initiative	Speed
Thrust Used	Jinking

Initiative	Speed
Thrust Used	Jinking

Initiative	Speed
Thrust Used	Jinking

Initiative	Speed
Thrust Used	Jinking

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Thrust Used	Jinking

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Thrust Used	Jinking

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Thrust Used	Jinking

Initiative	Speed
Thrust Used	Jinking