

TRAITS: Federation Shuttlecraft, Small Craft, *Mistral*-class

CREW COMPLEMENT: 1-4 **SCALE:** 2

SHIELDS (10): □□□□□□□□□□

SYSTEMS

COMMS 05	ENGINES 09	STRUCTURE 07
COMPUTERS 07	SENSORS 08	WEAPONS 07

DEPARTMENTS

COMMAND 00	ENGINEERING 01	MEDICINE 00
CONN 03	SECURITY 01	SCIENCE 00

ATTACKS

- **Phaser Banks:** Energy, Medium, Damage 4, Versatile 2
- **Micro-Torpedoes:** Torpedo, Long, Damage 3, High Yield
- **Tractor Beam** (Strength 1)

TALENTS

- **SECONDARY REACTORS:** Once per scene, when you take the *Reroute Power* action, you may spend 2 Momentum (Immediate) to immediately regain the use of Reserve Power.
- **EMERGENCY MEDICAL HOLOGRAM:** See page 222 of the core rulebook.

SPECIAL RULE

- **CUSTOMIZABLE MODULES:** The *Mistral* class shuttlecraft may be fitted with one of the following modules for additional functionality. Taking any of these options has an **opportunity cost 1**, but these options may only be taken when preparing the runabout from a starbase, surface facility, or a starship with **Extensive Shuttlebays**.
- **CARGO TRANSPORT:** The *Mistral* class shuttlecraft's aft module has been configured to carry bulk cargo.
- **COMPUTER CORE:** Add 2 to the *Mistral* class shuttlecraft's Computers and Science.
- **HOVERCRAFT:** The *Mistral* class shuttlecraft's aft module has been configured to carry a hovercraft.



The original 'Mistral' shuttlecraft prototype was created by U.S.S. *Sojourner's* Commander Thomas Kazan and Commander Edon Li, for a high-stakes racing competition against the Wairara that required a land/sea secondary vehicle. After further development, the *Mistral*-class was put into service in Starfleet in 2376. It has three interchangeable modules (hovercraft, cargo, computer core). It is also equipped with the latest EMH. The *Mistral* prototype, renamed the U.S.S. *Mistral*, has been upgraded and remains with Captain Kazan throughout his two commands: the U.S.S. *Endeavour* (*Luna*-class) and now the U.S.S. *Atlas* (also a *Luna*-class).

MISTRAL CLASS HOVERCRAFT

TRAITS: Federation Amphibious Vehicle

CREW COMPLEMENT: 1-4 **SCALE:** 1 **SHIELDS (0)**

SYSTEMS

COMMS 03	ENGINES 05	STRUCTURE 04
COMPUTERS 03	SENSORS 03	WEAPONS 03

DEPARTMENTS

COMMAND 00	ENGINEERING 01	MEDICINE 00
CONN 02	SECURITY 00	SCIENCE 00

ATTACKS

- **Phaser Cannon:** Energy, Close, Damage 3, Versatile 2

TALENTS

- **RUGGED DESIGN:** Whenever a task roll is attempted to patch or repair a breach, a d20 may be re-rolled. Further, if the task is successful, the crew may spend Momentum to patch a second breach; this will cost 2 Momentum, +1 per additional step of Potency on that second breach.