

# Colonial Mercury class Battlestar

## SPECS

Class: Capital Ship  
In Service:  
Point Value: 2200  
Ramming Factor: 600  
Warp Delay: 7 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 19  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

### PDW

Class: Particle  
Modes: Standard  
Damage: 2d6+3  
Range Penalty: -2 per hex  
Fire Control: +1/+1/+6  
Intercept Rating: -3  
Rate of Fire: 1 per turn

### Artillery

Attack Mode  
Class: Particle  
Modes: Standard  
Damage: 2d10+5  
Range Penalty: -1 per 2 hex  
Fire Control: +3/+2/-2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Barrage Mode

Class: Particle  
Modes: Semi-flash  
Damage: 1d6+1  
Range Penalty: Max 5 hex  
Fire Control: Specify Hex  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### Heavy Artillery

Attack Mode  
Class: Particle  
Modes: Standard  
Damage: 2d10+15  
Range Penalty: -1 per 3 hex  
Fire Control: +3/+2/-3  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

## FORWARD HITS

1-3: Retro Thrust  
4-5: Main Thrust  
6-7: Hvy Artillery  
8-9: Artillery  
10-18: Fwd Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: PDW  
4-6: Artillery  
7-11: Hanger  
12-13: Launch Tube  
14-18: Pt/Stbd Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Main Thrust  
8-9: FTL Drive  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-2: Missile Rack  
3-4: Sensor  
5-7: Reactor  
9-12: Engine  
13-14: C & C  
15-20: Primary Struc

## SPECIAL NOTES

FTL Drive  
Launch Tubes

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

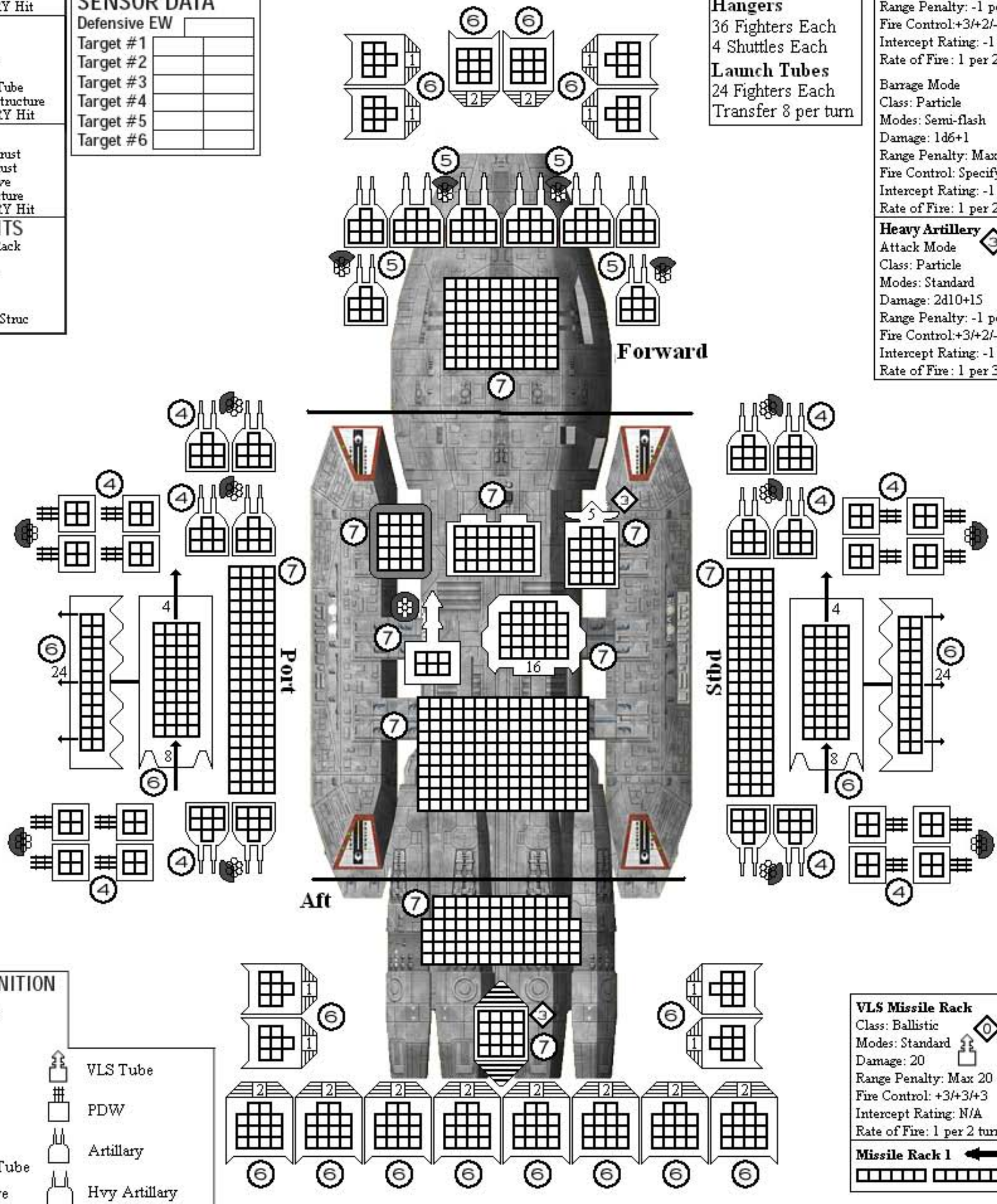
Target #6

## Hangers

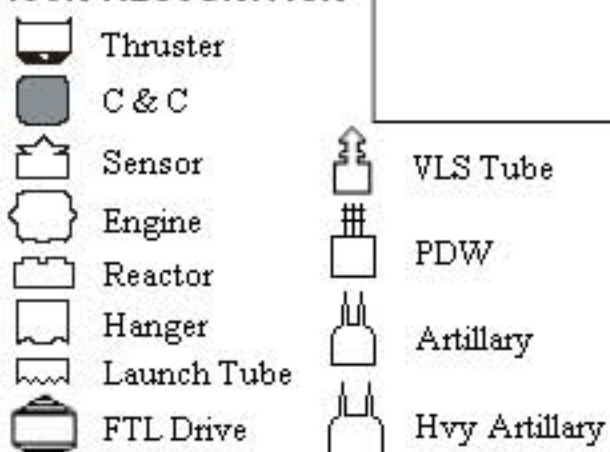
36 Fighters Each  
4 Shuttles Each

## Launch Tubes

24 Fighters Each  
Transfer 8 per turn



## ICON RECOGNITION



## VLS Missile Rack

Class: Ballistic  
Modes: Standard  
Damage: 20  
Range Penalty: Max 20  
Fire Control: +3/+3/+3  
Intercept Rating: N/A  
Rate of Fire: 1 per 2 turns

## Missile Rack 1

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