



Version 4: 2E/BG

Name:

Counter:

MERCURY BATTLESTAR

SPECS

Class: Capital Ship
In Service: 2000
Point Value: 3200
Ramming Factor: 740
FTL Delay: 18 Turns

MANEUVERING

Turn Cost: 2x Speed
Turn Delay: 2x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32

WEAPON DATA

Heavy KEW
Class: Matter
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 3 Hexes
Fire Control: +5/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

KEW Turret
Class: Matter
Mode: Standard
Damage: 2d10
Range Penalty: -1 per 3 Hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Special: Can fire in Flak Mode
Class: S-Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns
Special: Fires only missiles of type H or Nuclear

Flak Battery

SPECIAL NOTES

Antiquated Sensors

FLIGHT POD (each)

80 Vipers

20 Launch Tubes

15 Raptors

FORWARD HITS

1-3: Retro Thrust
4-5: Heavy KEW
6-8: KEW Turret
9-11: Flak Battery
12-18: Forward Struct
19-20: Primary Hit

SIDE HITS

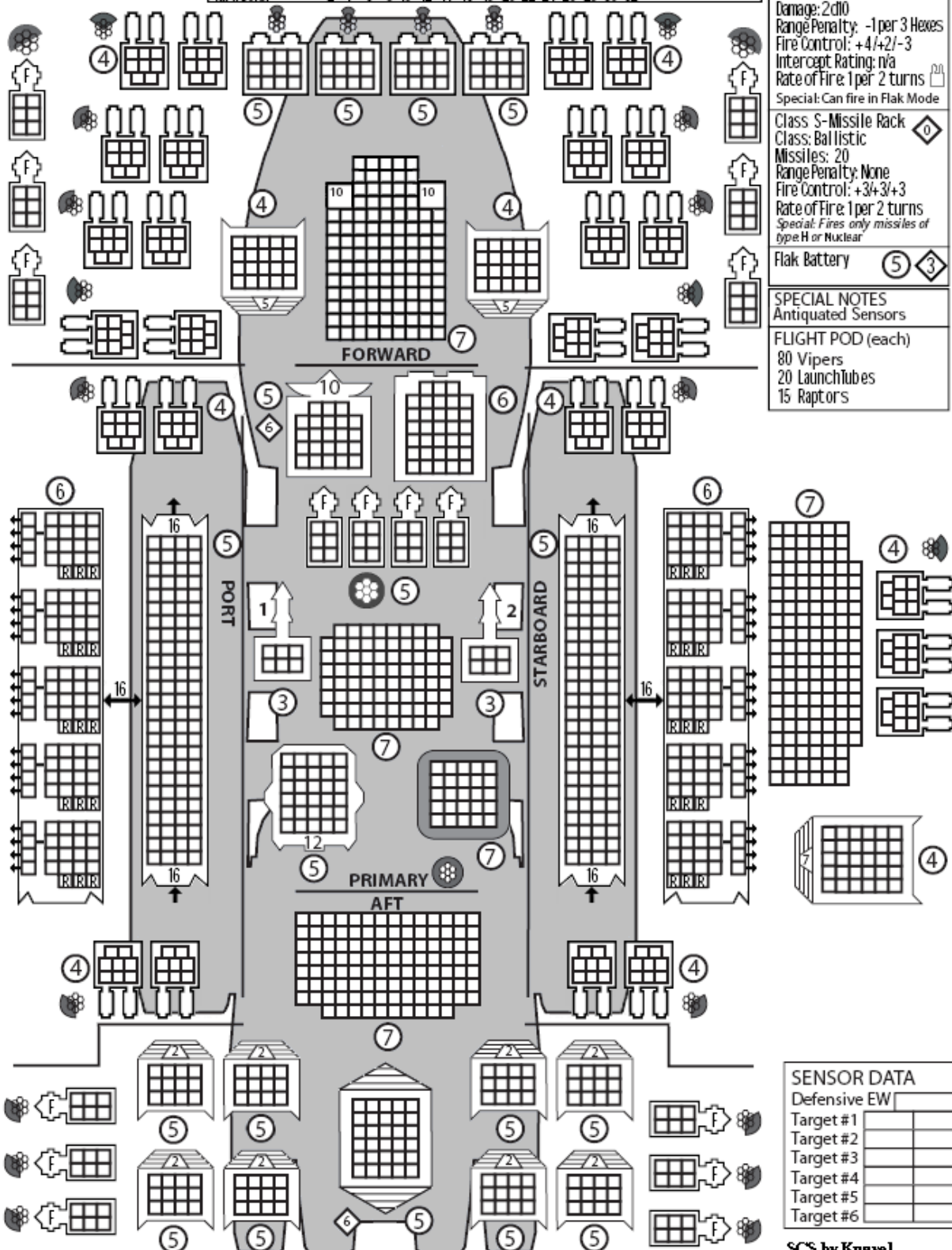
1-2: Port / Stb Thrust
3: Launch Tubes
4-6: Recovery Hangar
7-8: KEW Turret
9-13: Hangar
14-18: Port / Stb Struct
19-20: Primary Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9-10: Flak Battery
11-18: Aft Struct
19-20: Primary Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Flak Battery
11-12: Sensors
13-15: Engine
16: Missile Rack
17-19: Reactor
20: C&C



ICON RECOGNITION

- Thruster
- C&C
- Sensor
- Engine
- FTL Drive
- Reactor
- Launch Tubes & Hangar
- Flight Deck
- KEW Turret
- Flak
- Class-S Missile Rack
- Heavy KEW

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SCS by Knuvel