

Federation Mercator Shield Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2288
Point Value: 475
Ramming Factor: 130
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

WEAPON DATA

Medium Phaser Bank
Class: Molecular
Mode: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4

Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HANGAR

0 Fighters
8 Shuttles

FORWARD HITS
1-4: Deflector Shield
5-8: Medium Phaser
9-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

AFT HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6-7: Medium Phaser
8-11: Warp Engine
12-18: Aft Structure
19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

PRIMARY HITS

1-8: Primary Structure
9: Tractor Beam
10-11: Shield Generator
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

