

# Federation Mercator Shield Cruiser

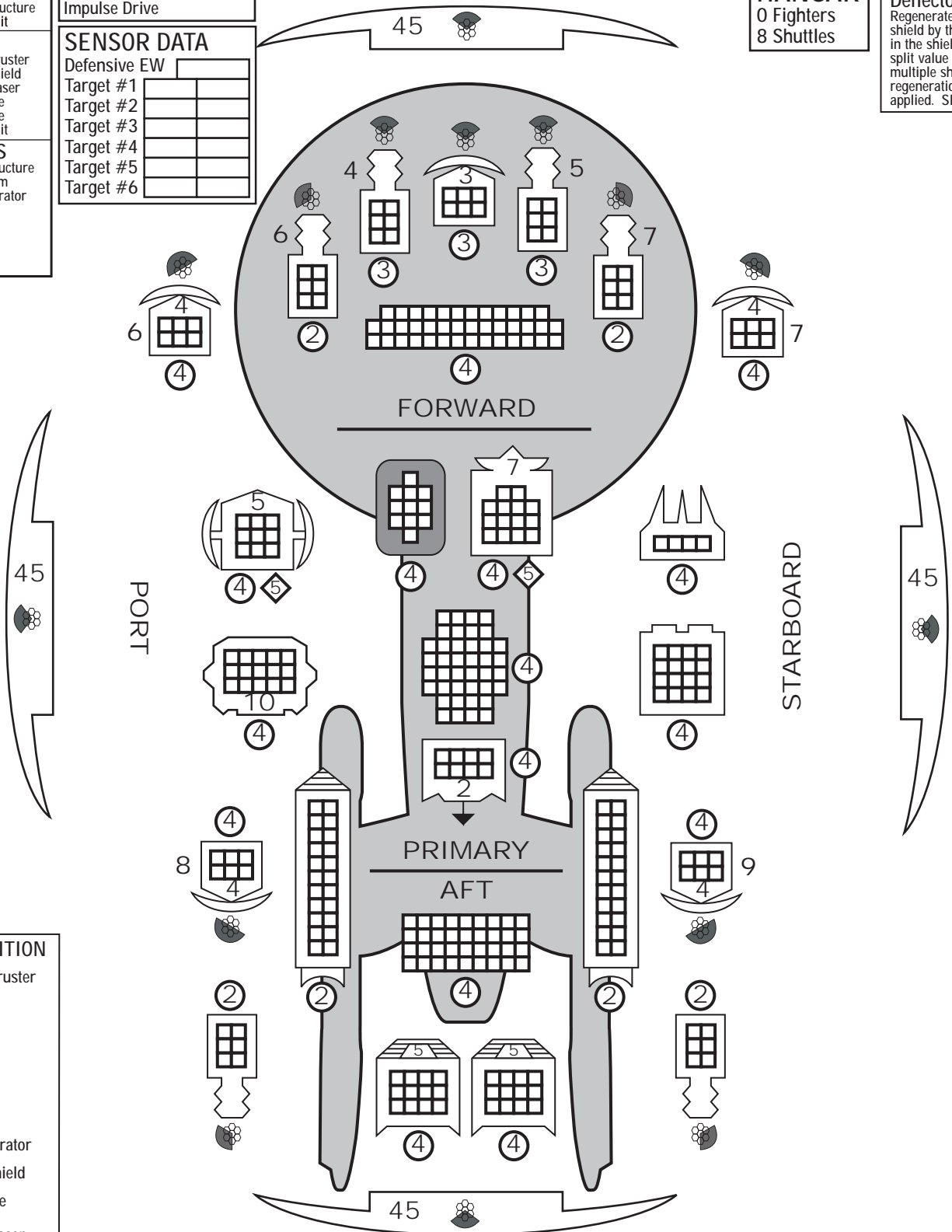
<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14								
In Service: 2288		Turn Delay: 2/3 Speed		Stb/Port Defense: 16								
Point Value: 475		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 2/1								
Ramming Factor: 130		Pivot Cost: 2+2 Thrust		Extra Power: 0								
Warp Delay: 8 Turns		Roll Cost: 2+2 Thrust		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

<b>WEAPON DATA</b>	
Medium Phaser Bank	
Class: Molecular	3
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	
<b>Deflector Shield</b>	
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.	

<b>FORWARD HITS</b>	
1-4:	Deflector Shield
5-8:	Medium Phaser
9-18:	Forward Structure
19-20:	PRIMARY Hit
<b>AFT HITS</b>	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Medium Phaser
8-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
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

<b>SPECIAL NOTES</b>	
Gravitic Drive System	
Impulse Drive	
<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
8 Shuttles



<b>ICON RECOGNITION</b>	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser