STAR TREK
ROLEPLAYING GAME

MERCED-CLASS ESCORT

Game Statistics by Sonny Smith (aka TheAndorian or CypherWest)

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http://www.startrek.com
http://forum.trek-rpg.net
http://strpg.patrickgoodman.org
**Merced-Class**

**Production Data**
- **Origin**: United Federation of Planets
- **Class and Type**: Merced-Class Escort
- **Year Launched**: 2322

**Hull Data**
- **Structure**: 30
- **Size/Decks**: 5/9
- **Length/Height/Beam**: 187/34/87
- **Complement**: 50

**Operational Data**
- **Atmosphere Capable**: No
- **Transporters**: 3 Standard, 3 Emergency
- **Cargo Units**: 40
- **Shuttlebay**: 1a
- **Shuttlecraft**: 5 Size worth
- **Tractor Beams**: 1ad, 1fv
- **Separation System**: No

**Cloaking Device**: N/A
- **Sensor System**: Class 3(+3/D)
- **Operations System**: Class 2(C)
- **Life Support**: Class 2(C)

**Propulsion Data**
- **Impulse System**: FIE-2 (.85c)(C)
- **Warp System**: LF-7X2c (4/6/8.3)(C)

**Tactical Data**
- **Phaser Arrays**: Type VII (x4/C)
  - **Penetration**: 5/5/4/0/0
- **Torpedoes Mk 50 DF**: (x2/C)
  - **Penetration**: 4/4/4/4/4
- **Deflector Shield**: CIDSS-3 (C)
  - **Protection/Threshold**: 15/3

**Miscellaneous Data**
- **Maneuver Modifiers**: +0C/+2H/+3T
- **Traits**: Prototype (Warp Reliability)