

Ekarid Merchant Frigate

Specifications:

Class: HCV
In Service: 2220
Point Value: 400
Ramming Factor: 150
Jump Delay: N/A

Maneuvering:

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Acce/Deccel: 3 Thrust
Pivot Cost: 1+1 Thrust
Roll cost: 2+2 Thrust

Defense:

Fwd/Aft Def: 14
Port/Strbrd Def: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative: +6

SO-MISSILE RACK

Class: Ballistic
Missiles: 12
Range Penelty: None
Fire Control: +2/+2/+2
Intercept Rating: N/A
Rate of Fire: 1 per 2 Turns

Laser Cutter

Mode: Raking (6)
Damage: 4D10+2
Range: -1 per 2 Hexes
Fire Control: +2/+1/-2
Intercept: N/A
Rate of Fire: 1 per 3 Turns

Light Particle Beam

Class: Particle
Mode: Standard
Damage: 1D10+4
Range: -2 / Hex
Fire Control: +3/+3/+3
Intercept: -2
Rate of Fire: 1 per Turn

FORWARD HITS

1-4 Retro Thrusters
5-7 Hanger
8-9 SO-Missile Racks
10 Lt. Particle Beam
10-18 Structure
19-20 Primary

AFT HITS

1-5 Main Thrusters
6-7 SO-Missile Racks
8-9 Lt. Particle Beam
10-18 Structure
19-20 Primary

PRIMARY

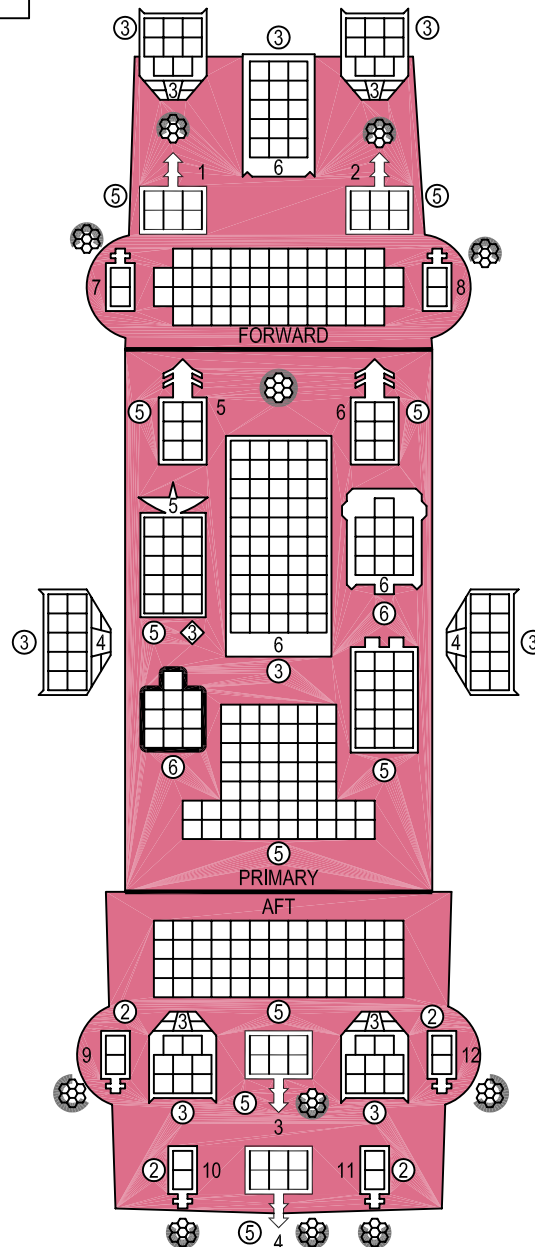
1-6 Structure
7-8 Side Thrusters
9 Laser Cutter
10-14 Cargo
15-16 Sensors
17 Engine
18-19 Reactor
20 C&C

SPECIAL NOTES

After 2249 Sensor strength is 6
Same power curve.

ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		



Hanger

6 Light Fighters
3 Shuttles
Thrust:2 Def:8/10 Armor:0

6 Cargo Shuttles

Thrust:2 Def:9/10 Armor:0

Type SO-Missile racks

Rack #1

--	--	--	--	--	--	--	--	--	--

Rack #2

--	--	--	--	--	--	--	--	--	--

Rack #3

--	--	--	--	--	--	--	--	--	--

Rack #4

--	--	--	--	--	--	--	--	--	--

SPECIAL ICONS