

# 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

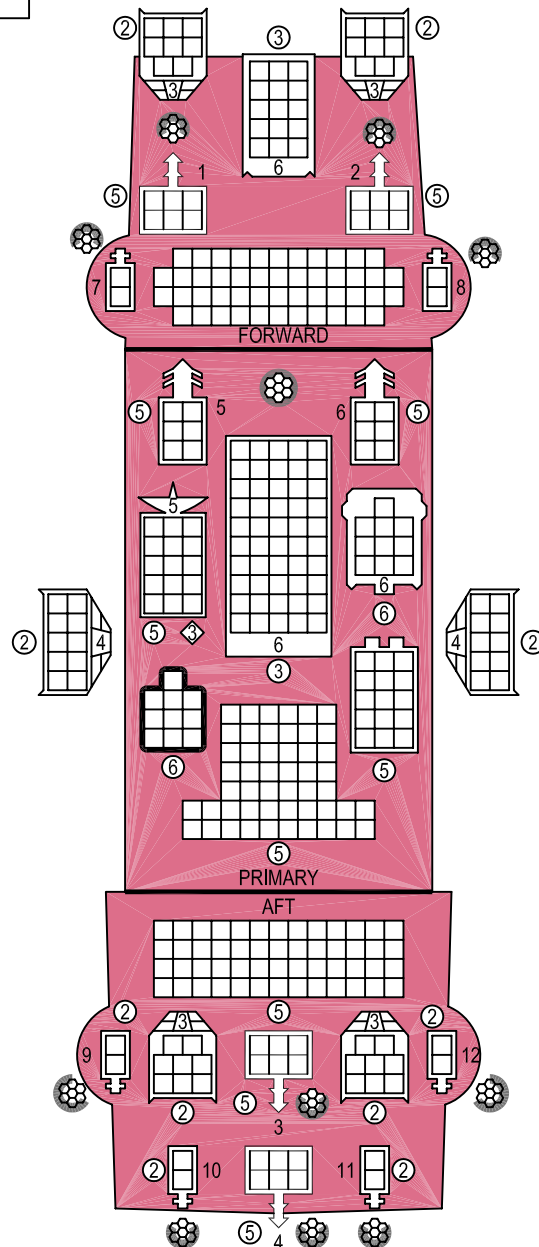
1-6 Structure  
7-8 Side Thrusters  
9 Laser Cutter  
10-14 Cargo  
15-16 Sensors  
17 Engine  
18-19 Reactor  
20 C&C

## 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

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### Rack #2

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### Rack #3

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### Rack #4

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## SPECIAL ICONS