

# Hyach Ecamron Tek Freighter

## SPECS

Class: Medium Ship  
In Service: 2213  
Point Value: 170  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x 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: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

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

## WEAPON DATA

### Maser

Class: Laser  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Armor counts double, damage doubled for crits*

### Interdictor

Class: Particle  
Modes: Defensive only  
Damage: None  
Range Penalty: n/a  
Fire Control: n/a  
Intercept Rating: -4  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-9: Maser  
10-11: Cargo A/B  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-10: Cargo C/D  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8: Interdictor  
9-11: Cargo  
12-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Crew Specialists: 0

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

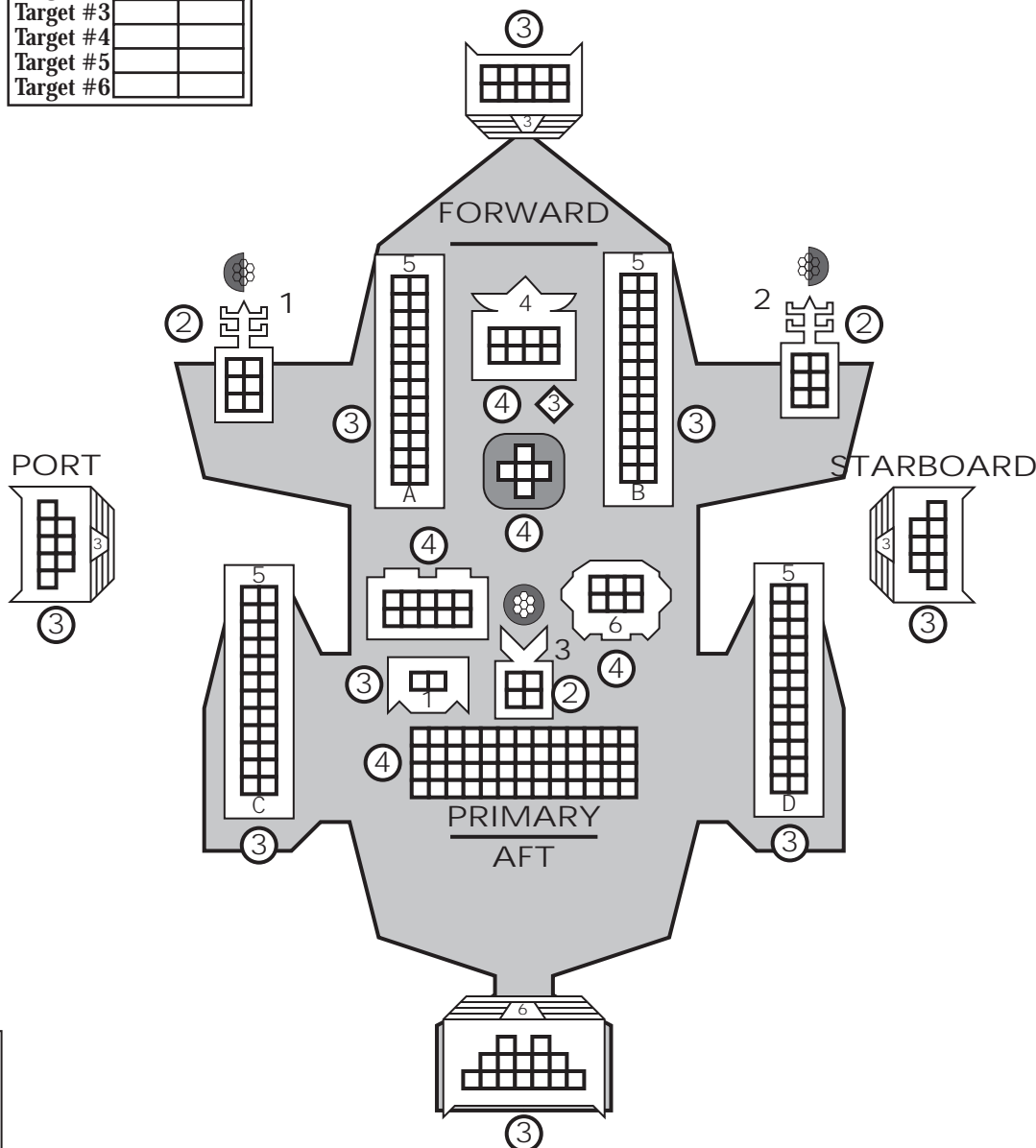
Target #6

## HANGAR

0 Fighters

2 Cargo Shuttles: Thrust: 4

Armor: 0 Defense: 10/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Interdictor
- Maser