

Eldar Nightshade Frigate

SPECS

Class: Medium Ship
In Service: 3875
Point Value: 500
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (8)
Stb/Port Defense: 13 (8)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

Adv Fusion Projector Battery
Class: Particle
Modes: Standard
Dmg: 2d10+6
Range Pen: -1 per 2 hexes
Fire Control: +5/+3/-2
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Holofield Projector
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

Adv Torpedo Tube
Class: Ballistic
Mode: Standard
Damage: 30
Torpedoes: 1
Range Penalty: None
Speed: 18 hexes
Fire Control: +6/+4/+2
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Adv Fuson Batt
7-10: Adv Torp Tube
11-17: Structure
18-20: Primary Hit

AFT HITS

1-5: Main Thrust
6-7: Warp Engine
8-9: Holofield Emitter
11-12: Holofield Generator
13-17: Structure
18-20: P RIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive
Holofields

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

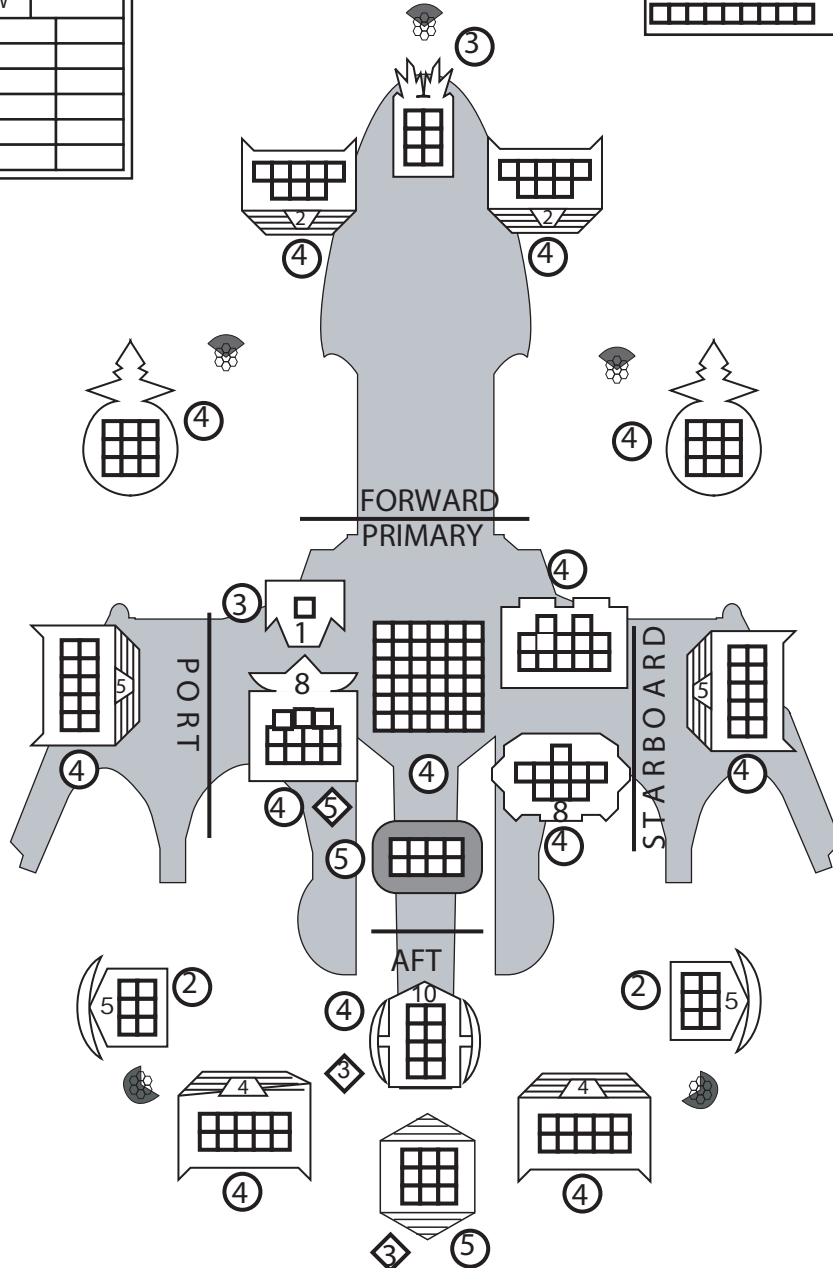
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 3

A armor: 0 Defense: 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Adv Fusion Projector Battery
- Adv Torp Tube
- Holofield Emitter Projector