



2ND EDITION

# Invid Trilobite Command Frigate

## SPECS

Class: Capital Ship  
 In Service: Unknown  
 Point Value: 620  
 Ramming Factor: 280  
 Fold Delay: 20 Turns

## MANEUVERING

Turn Cost: 2x Speed  
 Turn Delay: 1x Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 5+5 Thrust  
 Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
 Stb/Port Defense: 16  
 Engine Efficiency: 5/1  
 Extra Power: 0  
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Deim 649 Cannon**  
 Class: Particle  
 Modes: R, P, S  
 Damage: 3d10+19  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+3/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

- FORWARD HITS**  
 1-5: Retro Thrust  
 6-8: Deim 649 Cannon  
 9-10: Deflector Shield  
 11-18: Forward Structure  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-7: Cargo  
 8-9: Hangar  
 10-11: Deflector Shield  
 12-18: Port/Stb Structure  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-8: Main Thrust  
 9-10: Deflector Shield  
 11-18: Aft Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-9: Primary Structure  
 10-11: Shield Generator  
 12: Jump Engine  
 13: Sensors  
 14-15: Engine  
 16-18: Hangar  
 19: Reactor  
 20: C&C

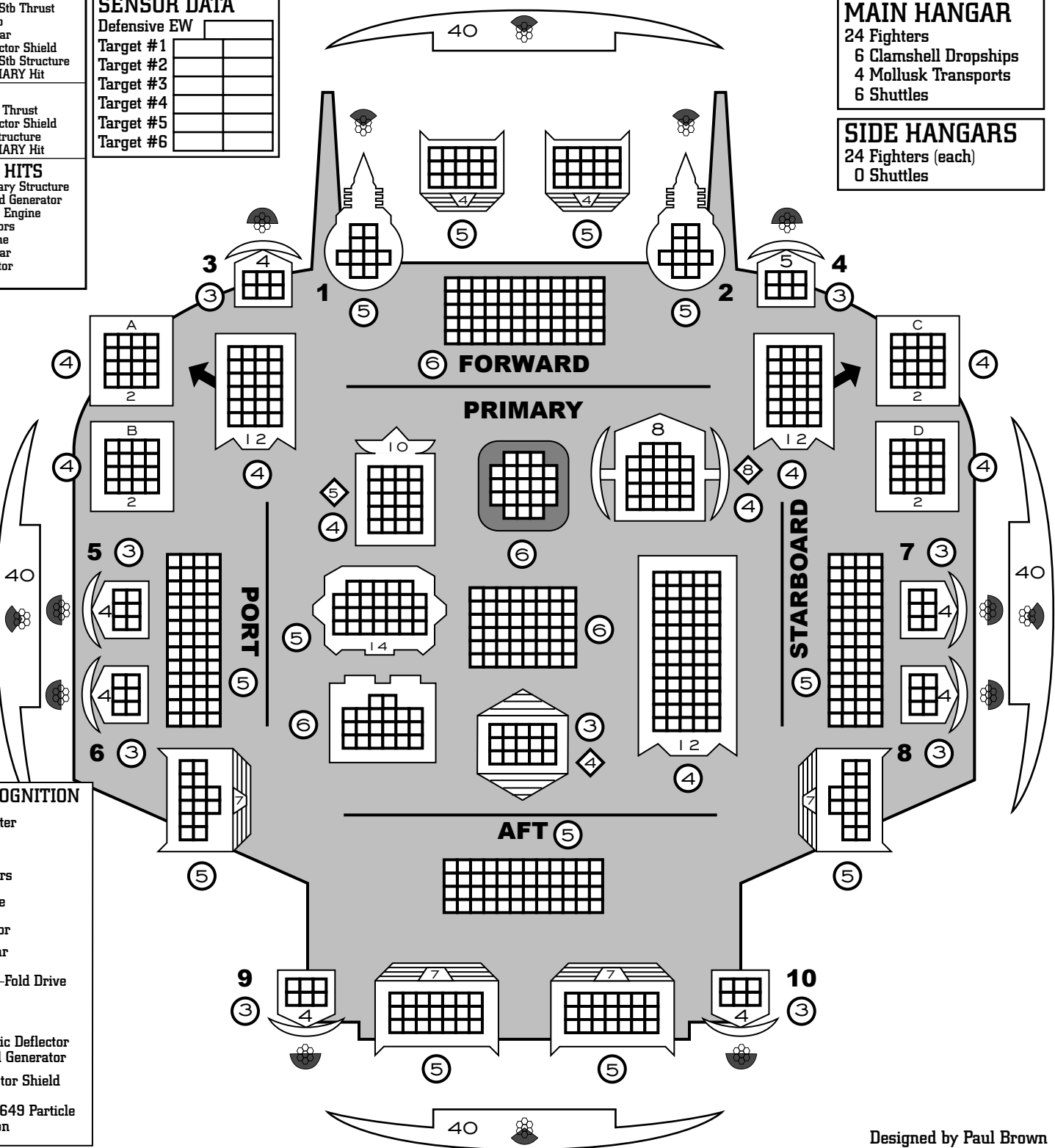
**SPECIAL NOTES**  
 Hyperspace Fold Drive  
 Giant Crew Capable  
 Atmospheric Capable

**SENSOR DATA**

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

- MAIN HANGAR**  
 24 Fighters  
 6 Clamshell Dropships  
 4 Mollusk Transports  
 6 Shuttles
- SIDE HANGARS**  
 24 Fighters (each)  
 0 Shuttles



- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - Hyper-Fold Drive
  - Cargo
  - Gravitic Deflector Shield Generator
  - Deflector Shield
  - Deim 649 Particle Cannon