

Solar Banshee

Little more than apparitions created by solar winds emanated from the most powerful of stars, Solar Banshees receive their name from the horrid wailing cry that can be heard screeching on any nearby radio set as they pass by on their journey through the cosmos. More than just an annoyance or a discomfort to space travelers, these high frequency electromagnetic waves can tear through stone and metal alike, having unexpectedly laid waste to starbases and entire asteroid fields in a single pass. In addition their ethereal form makes them an extremely difficult opponent to combat. The most effective weapons found to date are anything that creates a great deal of EMI (Electromagnetic Interference), such as electronics, fluorescent lights, and the newly patented intermodulation cannon.



Locations

Solar Banshees can be found on energy tiles in the Neutral Zone and Pardus Cluster.

Stats

Skills

Tactics	80
Hit accuracy	65
Maneuver	70
Weaponry	45
Engineering	70

Health

Hull	
Armour	
Armour strength	
Armour type	
Shield	
Shield regeneration	
Total health	

Other

XP for killing	
Loot from killing	
Spawn type	
Roams?	
Cloaks?	
Retreat hold frequency	
Retreat hold rounds	
Respawn time	
Old age death time	

Weapons

Guns

Gun	Base damage	Shots per round	Total damage	Weapon type

Missiles

Missile	Base damage	Average reload time

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