

Minbari White Stars

SPECS

Classification: Medium
In Service: 2260
Point Value: 750
Ramming Factor: 100
Jump Delay: 24 Turns

MANEUVERING

Turn Cost : 1/3 x Speed
Turn Delay: 1/3 x Speed
Accel/Decel Cost: 2
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defence: 13 (11)
Stb/Port Defence: 14 (12)
Engine Efficiency: 2/1
Extra Power: -7
Initiative Bonus: +13

WEAPON DATA

Improved Neutron Laser
Class : Laser
Mode : R, P, S(3)
Damage : 4d10+18
Range Penalty : -1 per 4 hexes
Fire Control : +5/+4/+1
Intercept Rating : n/a
Rate of Fire : 1 per 3 turns

Molecular Pulsar
Class : Molecular
Mode : Pulse
Damage : 10 1d5 times
Maximum Pulses : 7
Grouping Range : +1 per 3
Range Penalty : -1 per hex
Fire Control : +4/+3/+2
Intercept Rating : -2
Rate of Fire : 1 per 2 turns
Special : Can fire every turn doing 1d3 pulses with no volley count bonus.

EM Shield
Subtract Shield Factor from chance to hit and any damage scored through arc.
Defence rating shown in brackets () indicates value with shield active.

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

SPECIAL NOTES

Able Ship
Gravitic Drive System
Atmospheric Capable

FORWARD HITS

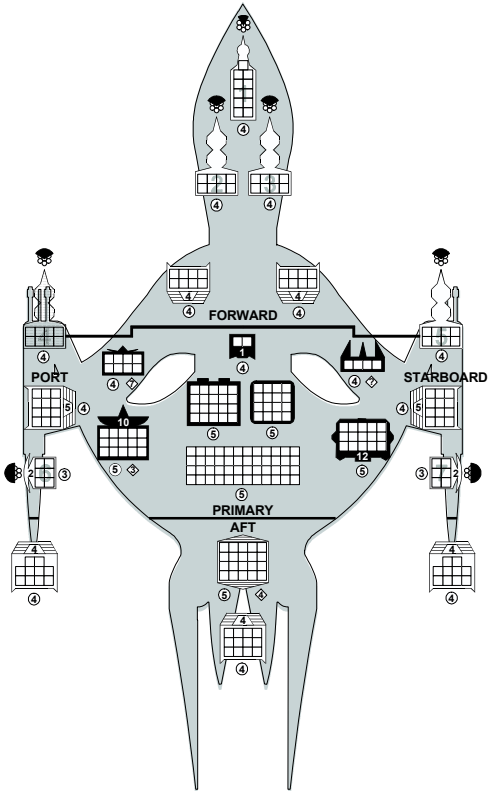
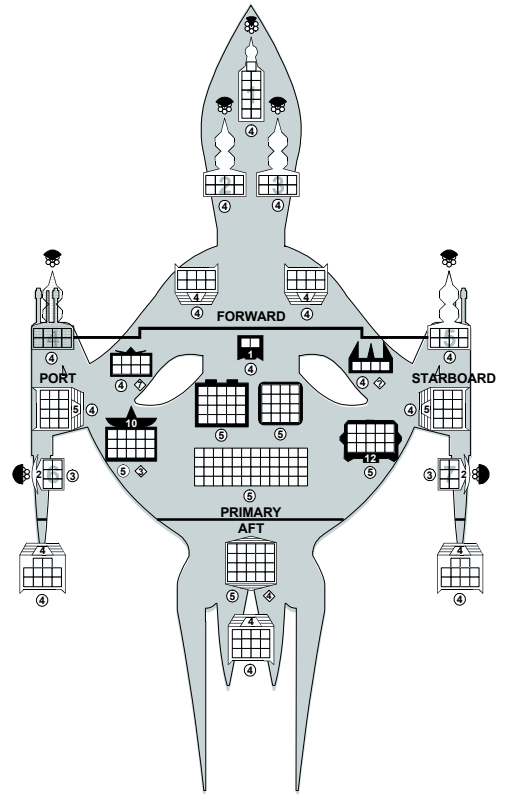
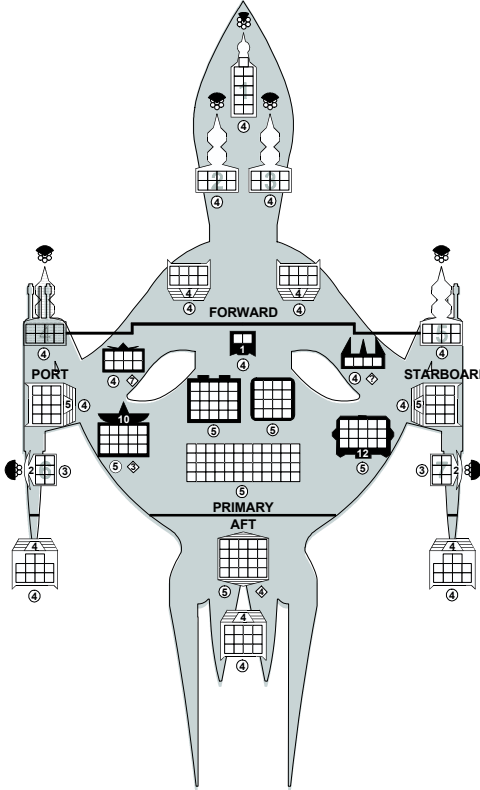
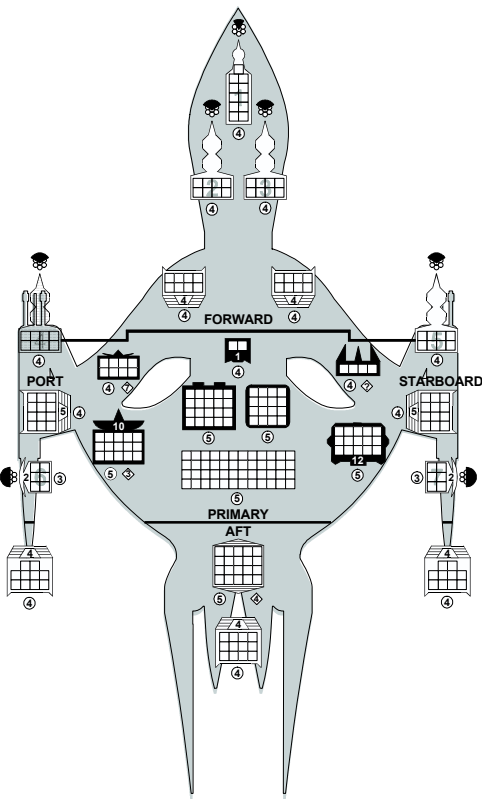
1-4 : Retro Thruster
5 : Improved Neutron Laser
6-9 : Molecular Pulsar
10-11 : EM Shield
12-17 : Primary Structure
18-20 : PRIMARY Hit

AFT HITS

1-6 : Main Thruster
7-9 : Jump Drive
10-11 : EM Shield
12-17 : Primary Structure
18-20 : PRIMARY Hit

PRIMARY HITS

1-8 : Port/Stb Thruster
9-10 : Jammer
11-12 : Tractor Beam
13-14 : Sensors
15-16 : Engine
17 : Hangar
18-19 : Reactor
20 : C & C



ADAPTIVE ARMOUR : 3

Weapon Type

WS #1

WS #2

WS #3

WS #4

Note: Max 1 point per weapon type.