White Star (refit)

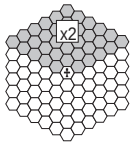
FLEET ACTION

Ship Datacard

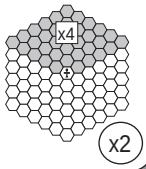
ID:

SHIP NAME: SQUADRON:

Med. Neutron Laser (Imp)
Class: Laser
Range: 8/16/24/32
Fire Control: d12/d12d8
Damage: 3d10 +1 per die
Max Shots/Turn: 2



Molecular Pulsar x2
Class: Molecular/Pulse
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8
Max Shots/Turn: 3 (special)



CMD RATING: 6
CMD COST: 2
DEF RATING: 15
ARMOR: 5
SENSOR: 11
AVAIL: Uncommon*

RACE: ISA/Minbari
CLASS: White Star
CATEGORY : Medium
YEAR IN SERVICE: 2265
Jump Drive: Yes
POINT VALUE: 365

NOTES:

Jammer

EM Shield
Level 1

Adaptive Armor
Level 1

*Common after 2271

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE			E																											
SENSORS																														
Med. Neutron Laser																														
Molecular Pulsar																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

White Star (refit)

FLEET ACTION

Ship Datacard

ID:

SHIP NAME: SQUADRON:

Med. Neutron Laser (Imp)
Class: Laser
Range: 8/16/24/32
Fire Control: d12/d12d8
Damage: 3d10 +1 per die
Max Shots/Turn: 2

Molecular Pulsar x2
Class: Molecular/Pulse
Range: 2/4/6/8
Fire Control: d10/d10/d8
Damage: d8
Max Shots/Turn: 3 (special)

CMD RATING: 6
CMD COST: 2
DEF RATING: 15
ARMOR: 5
SENSOR: 11
AVAIL: Uncommon*

RACE: ISA/Minbari
CLASS: White Star
CATEGORY : Medium
YEAR IN SERVICE: 2265
Jump Drive: Yes
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NOTES:

Jammer

EM Shield
Level 1

Adaptive Armor
Level 1

*Common after 2271

Version 1.0

STRUCTURAL DATA

RATING/NUMBER 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
STRUCTURE E
SENSORS
Med. Neutron Laser
Molecular Pulsar

MANEUVERING DATA

SPEED/RATING 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
COME ABOUT
HARD TURN
COURSE CORRECT
TURN
MAX ACCEL
MAX DECEL