

# Minbari Black Star II (Standard Model)

## SPECS

Class: Medium Ship  
In Service: 2262  
Point Value: ?  
Ramming Factor: 100  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

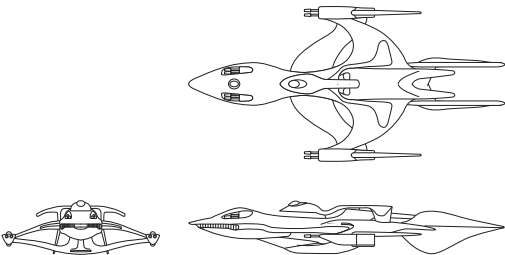
Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Power Shortage: 0  
Initiative Bonus: +13

## WEAPON DATA

**Neutron Laser (Impr.)**  
Class: Laser  
Modes: 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: Standard  
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*



## FORWARD HITS

1-4: Retro Thrust  
5: Impr. Neutron Laser  
6-10: Molecular Pulsar  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-17: 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

## SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Atmospheric Capable

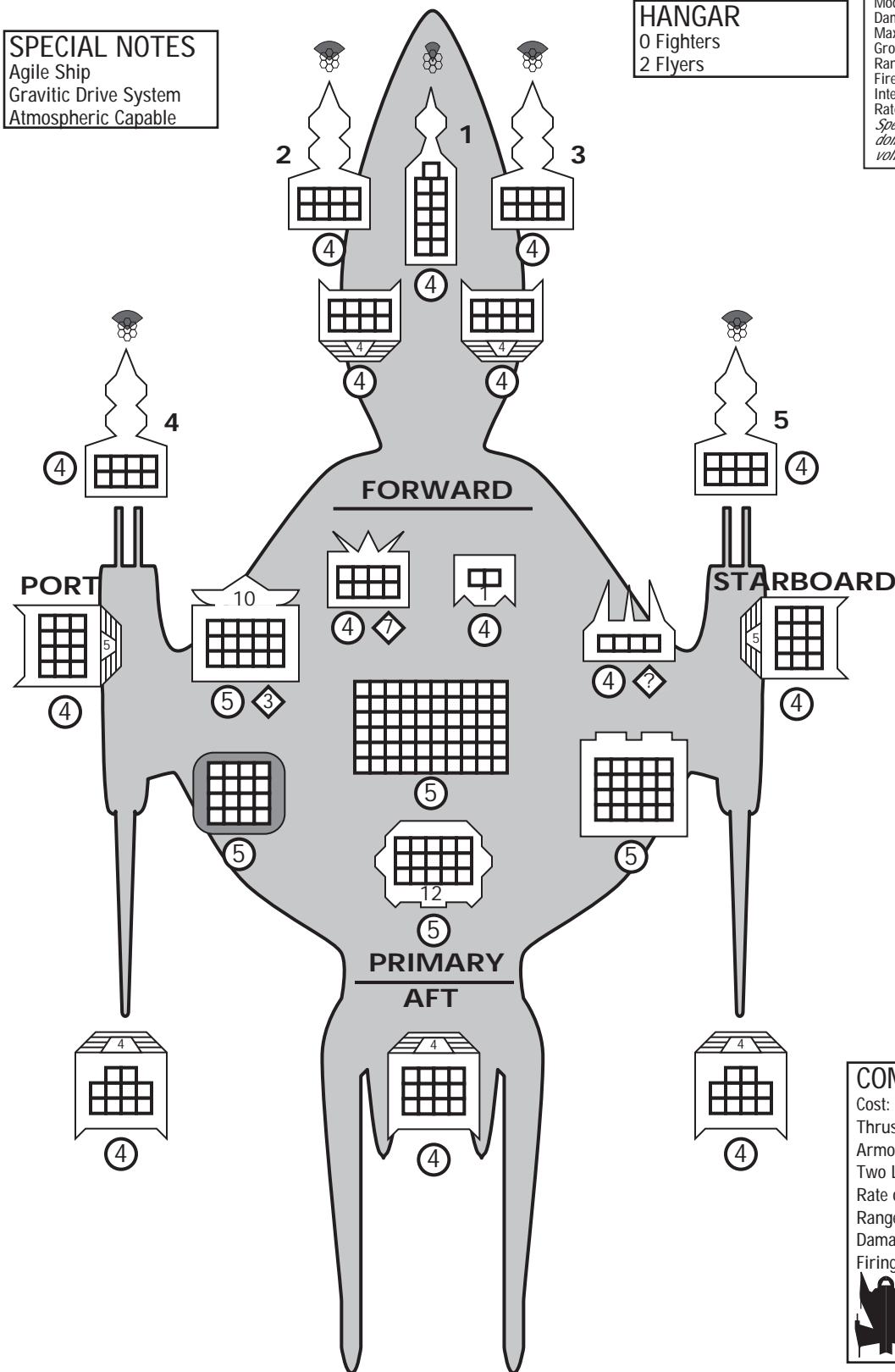
## HANGAR

0 Fighters  
2 Flyers

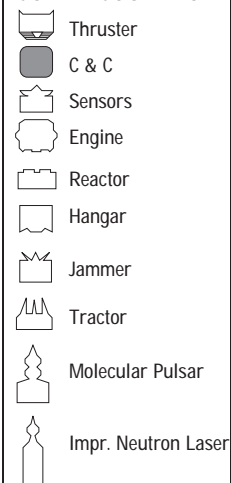
## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION



## COMBAT FLYERS

Cost: 81 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2

