



Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Minbari Starfire Attacker

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 14 (12)
In Service: 2264	Turn Delay: 1/3 Speed	Stb/Port Defense: 15 (13)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 110	Pivot Cost: 2 Thrust	Power Shortage: -7
Jump Delay: 24 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +13
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	

<b>FORWARD HITS</b> 1-3:Retro Thrust 4:Impr. Neutron Laser 5-6: Molecular Pulsar 7-8:Lt. Molecular Pulsar 9-10:Shock Cannon 11-17:Structure 18-20:PRIMARY Hit
<b>AFT HITS</b> 1-6:Main Thrust 7-8:EP Gun 9-10:Jump Drive 11-17:Structure 18-20:PRIMARY Hit
<b>PRIMARY HITS</b> 1-6:Port/Stb Thrust 7-8:Shield Generator 9-10:Jammer 11-12:Tractor Beam 13-14:Sensors 15-16:Engine 17:Hangar 18-19:Reactor 20:C & C

<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>SPECIAL NOTES</b>	
Gravitic Drive System	
Atmospheric Capable	

<b>HANGAR</b>
0 Fighters
4 Shuttles

<b>WEAPON DATA</b>	
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: Pulse	
Damage: 10 1d5 Times	
Maximum Pulses: 7	
Grouping Range: +1 per 3	
Range Penalty: -1 per hex	
Fire Control: +5/+4/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Special: Can fire every turn doing 1d3 pulses with no volley count bonus	
Light Molecular Pulsar	
Class: Molecular	
Mode: Pulse	
Damage: 8 1d5 Times	
Maximum Pulses: 7	
Grouping Range: +1 per 3	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+5	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Electro-Pulse Gun	
Class: Electromagnetic	
Effect: Forces dropout	
Range Penalty: -3 per hex	
Fire Control: -/-/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Shock Cannon	
Class: Electromagnetic	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.	

<b>ICON RECOGNITION</b>	
	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Jammer
	Tractor
	EP Gun
	Shock Cannon
	Molecular Pulsar
	Lt Molecular Pulsar
	Impr. Neutron Laser

