



Minbari Starkiller Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 2264
Point Value:
Ramming Factor: 180
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Power Shortage: +0
Initiative Bonus: +7

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

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

Heavy Molecular Pulsar
Class: Molecular
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-1
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus, or can fire every other turn doing 1d3 pulses with the volley count bonus, but a maximum pulse count of 5

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

FORWARD HITS
1-5: Retro Thrust
6-7: Impr. Neutron Laser
8: Hvy Molecular Pulsar
9-10: Molecular Pulsar
11-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7: Impr. Neutron Laser
8: Hvy Molecular Pulsar
9-10: Molecular Pulsar
11-17: Aft Structure
18-20: PRIMARY Hit

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

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable
Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

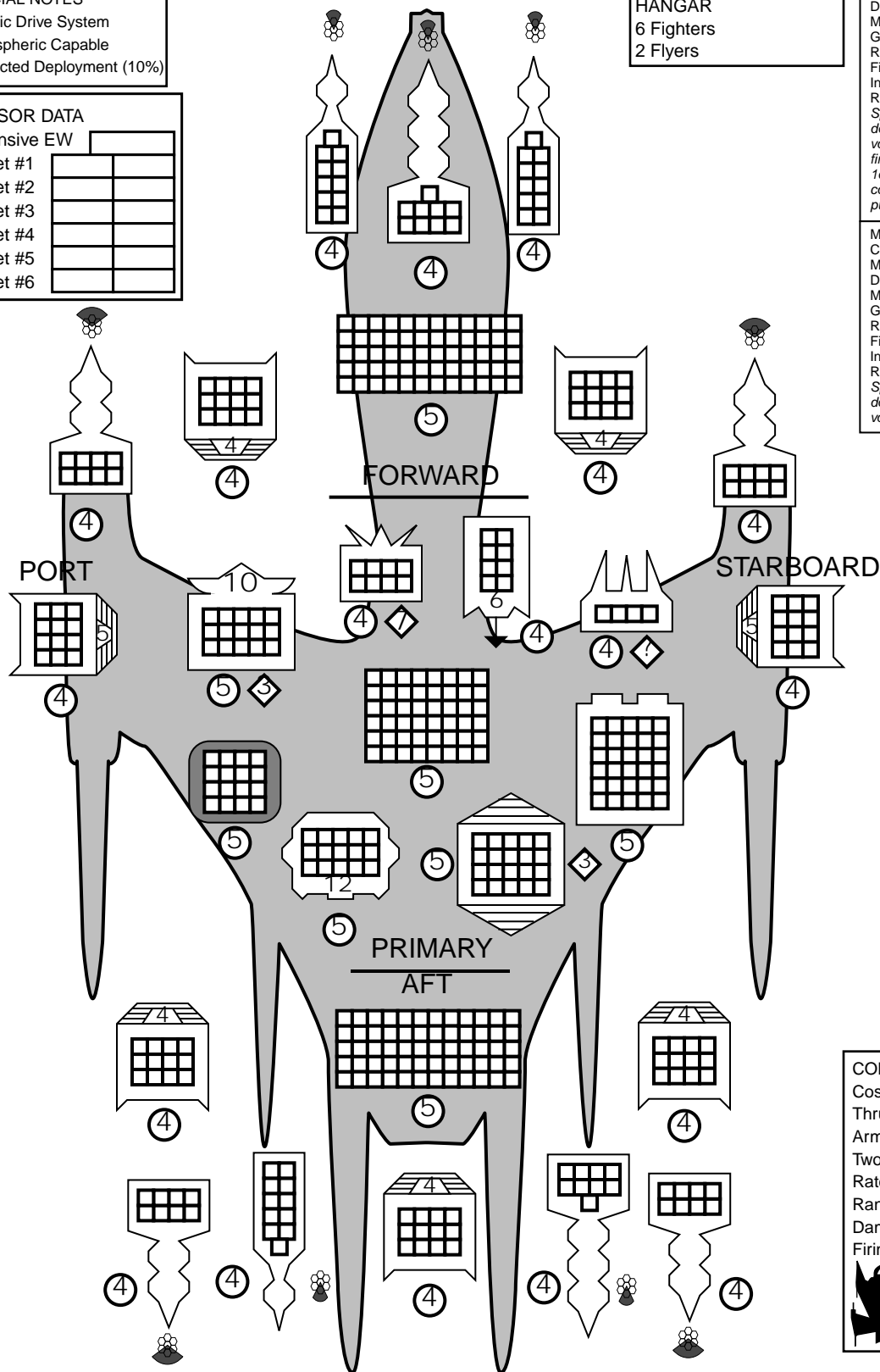
Target #5

Target #6

HANGAR

6 Fighters

2 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Tractor
- Hvy Molecular Pulsar
- Molecular Pulsar
- Impr. Neutron Laser

COMBAT FLYERS

Cost: 70 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

