

Minbari Drala Fi (Black Star) Flagship

SPECS

Class: Capital Ship
In Service: 2204
Point Value: 2750
Ramming Factor: 500
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Sth/Port Defense: 20
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	5	6	7	8	9	10	11	12	13
Turn Delay	2	3	4	5	6	7	8	9	10	11	12	13

WEAPON DATA

Neutron Laser
Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Shock Cannon
Class: Electromagnetic
Mode: Standard
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.

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-7: Neutron Laser
8-11: Fusion Cannon
12-13: EP Gun
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Sth Thrust
4-8: Fusion Cannon
9-11: Neutron Laser
12: Gravity Net
13-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Fusion Cannon
11-12: Neutron Laser
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Unique Ship
Gravitic Drive System
+1 Initiative to all
Minbari units in scenario

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

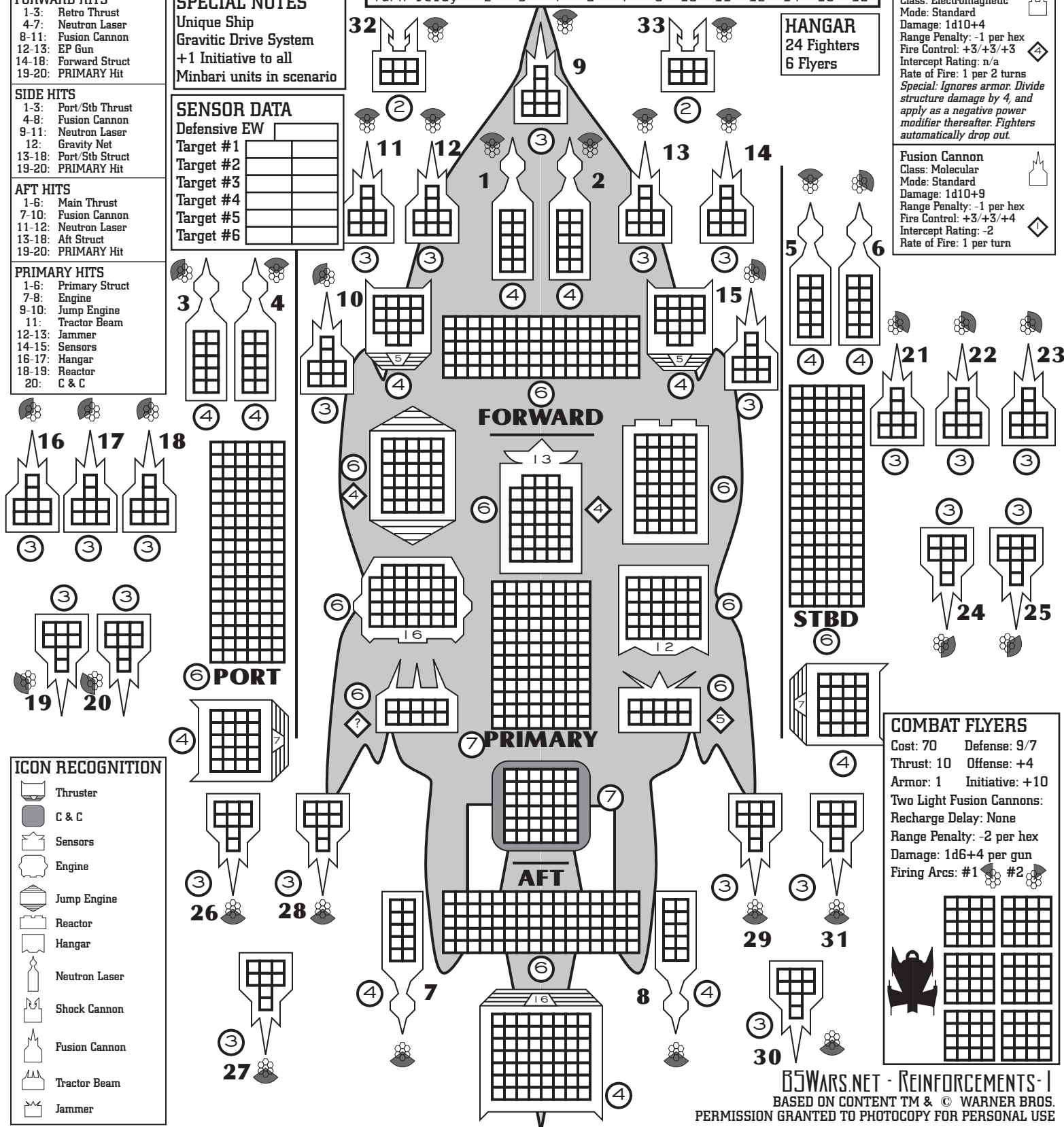
Target #4

Target #5

Target #6

HANGAR

24 Fighters
6 Flyers



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Neutron Laser
- Shock Cannon
- Fusion Cannon
- Tractor Beam
- Jammer

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

