

# Minbari White Star (Standard Model) (I)

## SPECS

Class: Medium Ship  
In Service: 2265  
Point Value: 850  
Ramming Factor: 100  
Jump Delay: 24 Turns

## 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 (11)  
Stb/Port Defense: 14 (12)  
Engine Efficiency: 2/1  
Power Shortage: 0  
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

## HANGAR

0 Fighters  
2 Flyers

## 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: 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*

## EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.  
Defense rating shown in parenthesis ( ) indicates value with shield active.

## FORWARD HITS

1-4: Retro Thrust  
5: Impr. Neutron Laser  
6-9: Molecular Pulsar  
10-11: EM Shield  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Drive  
10-11: EM Shield  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
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  
Limited Deployment (33%)  
*(except in IA service)*

## ADAPTIVE ARMOR: 3

Weapon Type Available/Assigned


*Note: Max 1 point per weapon type*

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

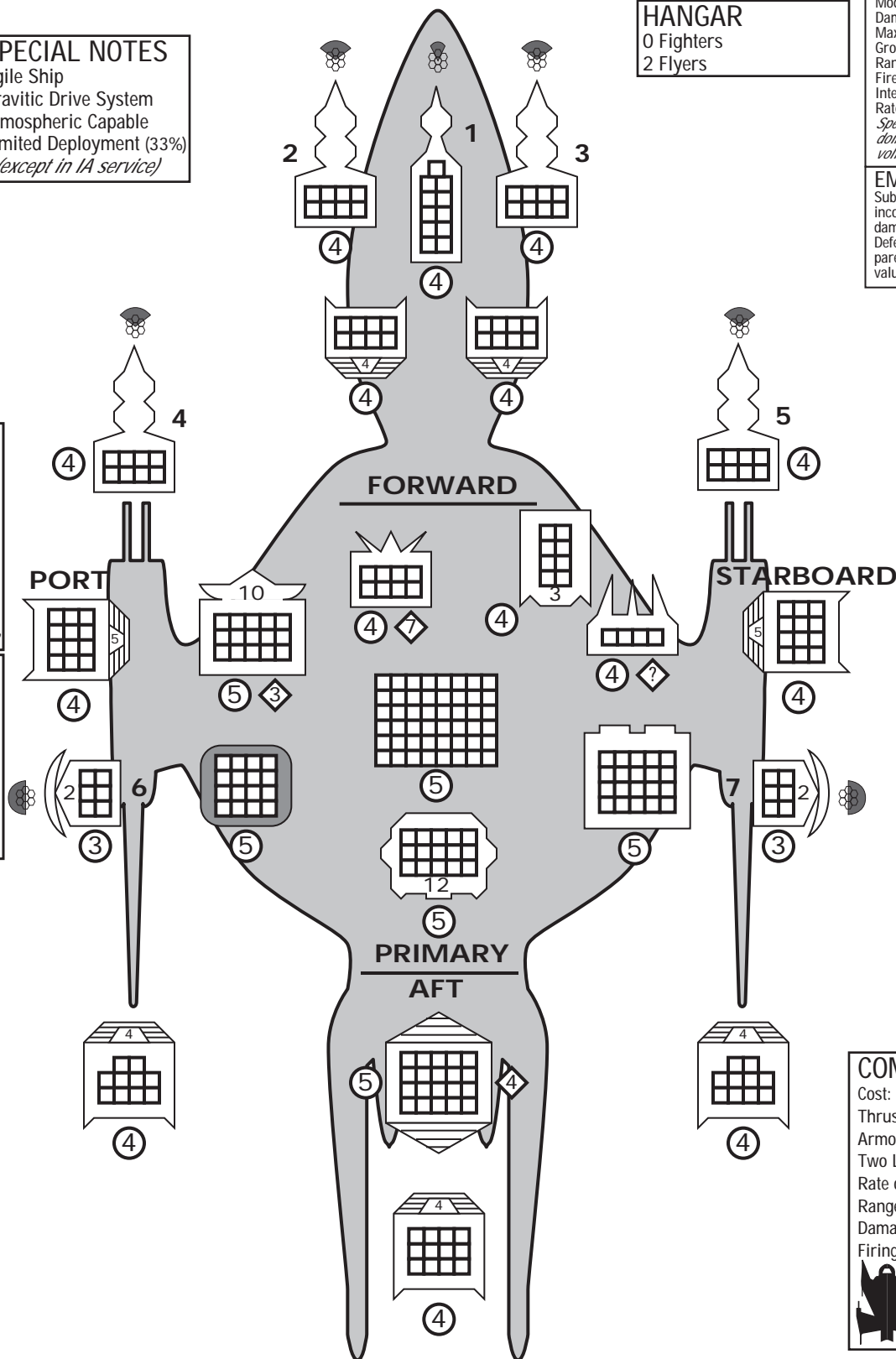
Target #4

Target #5

Target #6

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Jammer
- Tractor
- 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

