



EDITION  
DATA

# Minbari White Star

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13 (11)
In Service: 2260	Turn Delay: 1/3 Speed	Stb/Port Defense: 14 (12)
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 1 Thrust	Power Shortage: 0
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	

WEAPON DATA	
<b>Neutron Laser (Impr.)</b>	
Class: Laser	
Modes: R P S3	
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	
<b>Fusion Cannon</b>	
Class: Molecular	
Modes: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

**HANGAR**  
0 Fighters  
2 Flyers

**SPECIAL NOTES**  
Agile Ship  
Gravitic Drive System  
Atmospheric Capable

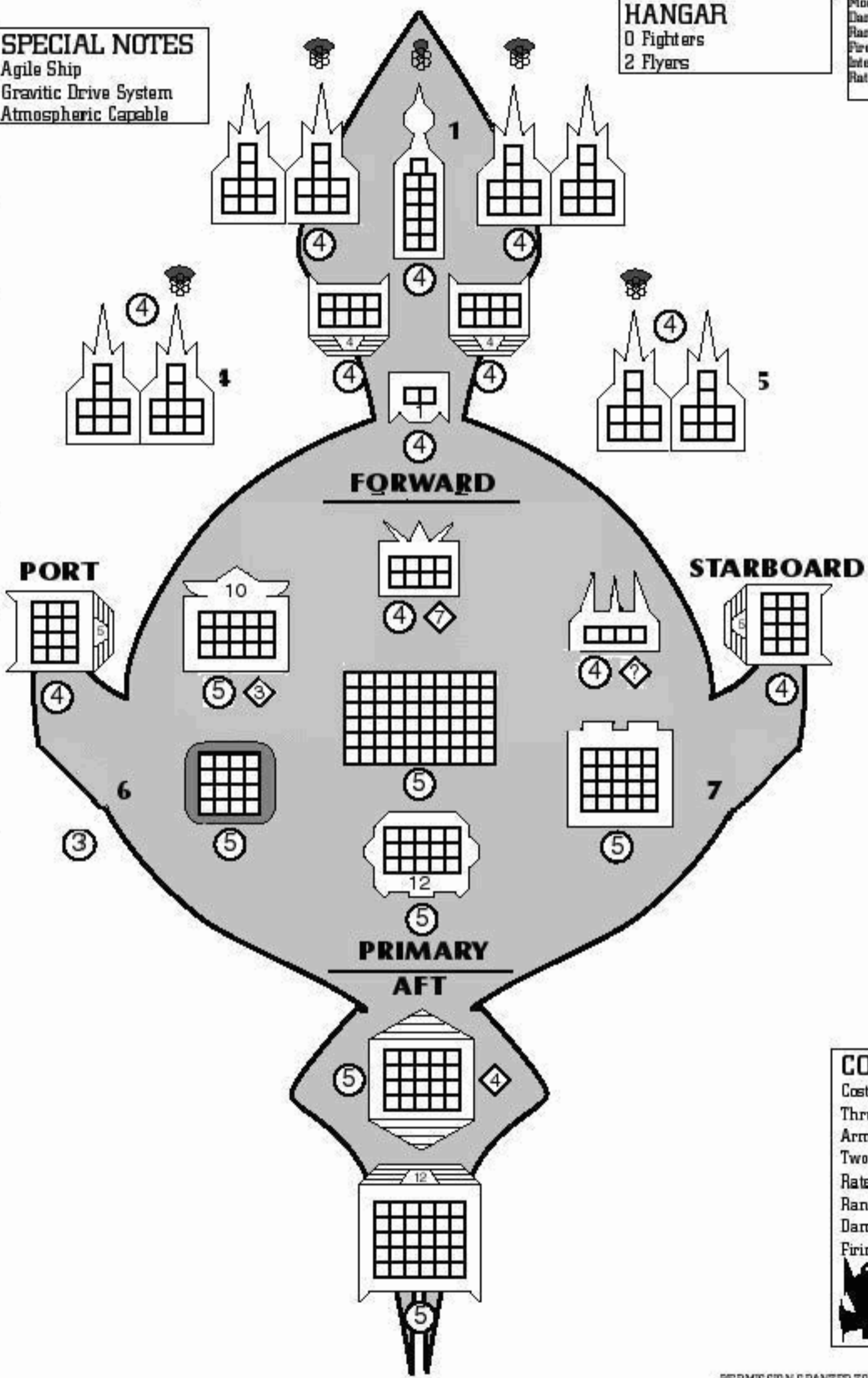
FORWARD HITS
1-4 Retro Thruster
5-7 Imp. Neutron Laser
8-11 Fusion Cannon
12-17 Primary Structure
18-20 Primary Hit

AFT HITS
1-6 Main Thrust
7-9 Jump Drive
10-17 Aft Structure
18-20 Primary Hit

PRIMARY HITS
1-5 Prt/Stb Thruster
9-10 Jammer
11-12 Tractor Beam
13-14 Sensor
15-16 Engine
17 Hangar
18-19 Reactor
20 C&C



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
	Jammer
	Tractor
	Fusion Cannon
	Impr. Neutron Laser

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	