



# Minbari White Star Scout

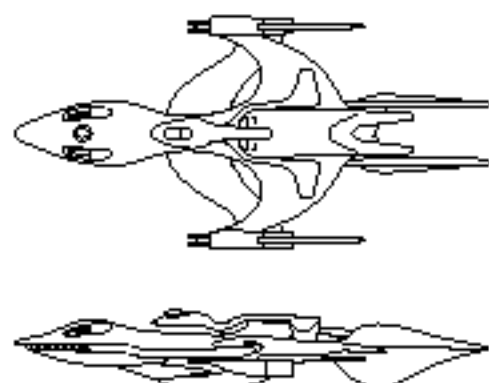
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13 (11)
In Service: 2260	Turn Delay: 1/3 Speed	Stb/Port Defense: 14 (12)
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 1 Thrust	Power Shortage: -7
Jump Delay: 24 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	

### WEAPON DATA

**Molecular Pulsar**  
Class: Molecular  
Mode: Standard  
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

**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

**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.



### SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Atmospheric Capable  
ELINT Ship

### HANGAR

0 Fighters  
2 Flyers

- ### FORWARD HITS
- 1-4: Retro Thrust
  - 5: Forward Sensors
  - 6-7: Molecular Pulsar
  - 8-9: Fusion Cannon
  - 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

### ADAPTIVE ARMOR: 3

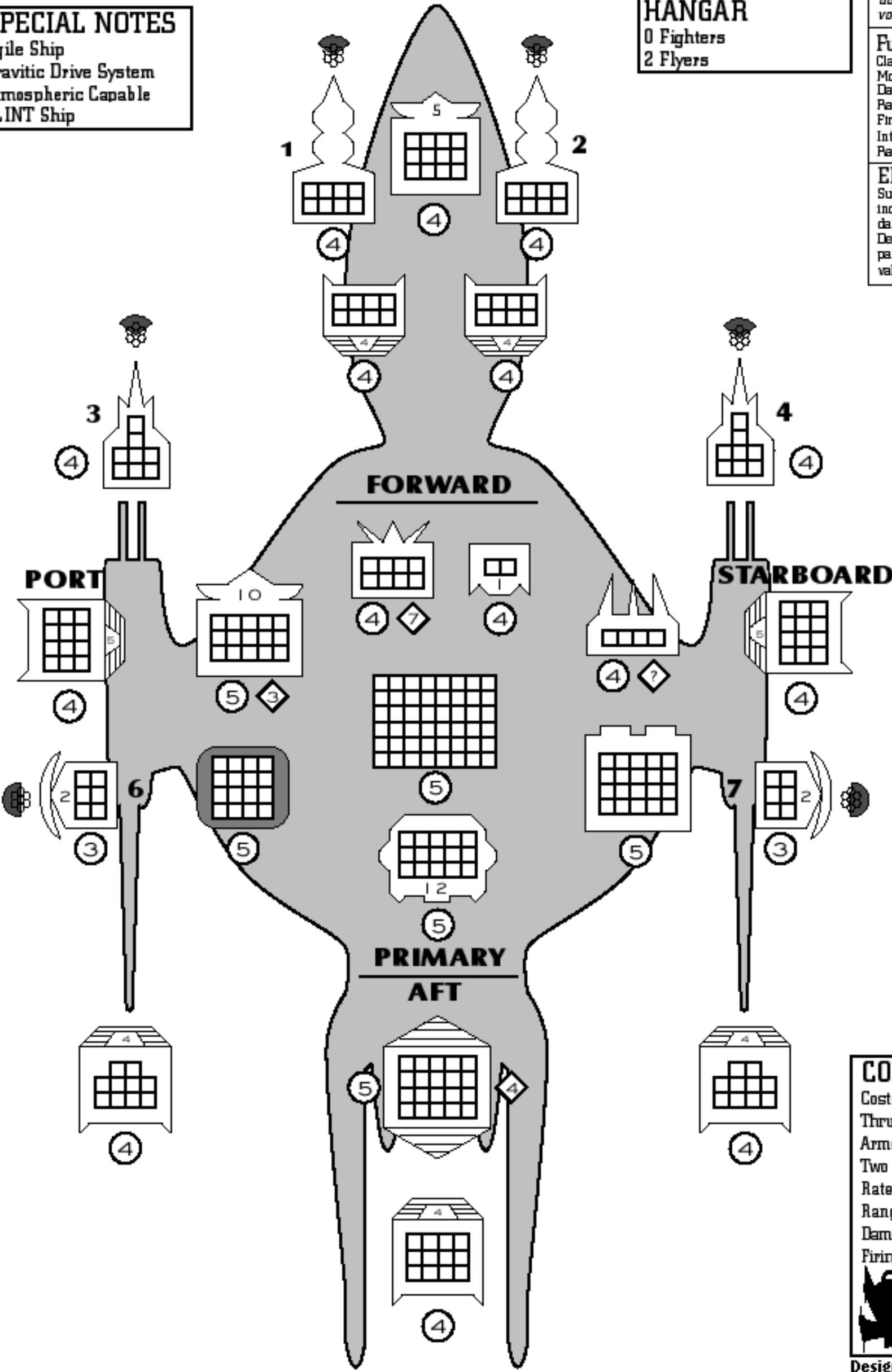
Weapon Type	Available/Assigned

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
- Thrustor
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Hangar
  - EM Shield
  - Jammer
  - Tractor
  - Molecular Pulsar
  - Fusion Cannon



### 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