

White Star
Minbari Federation

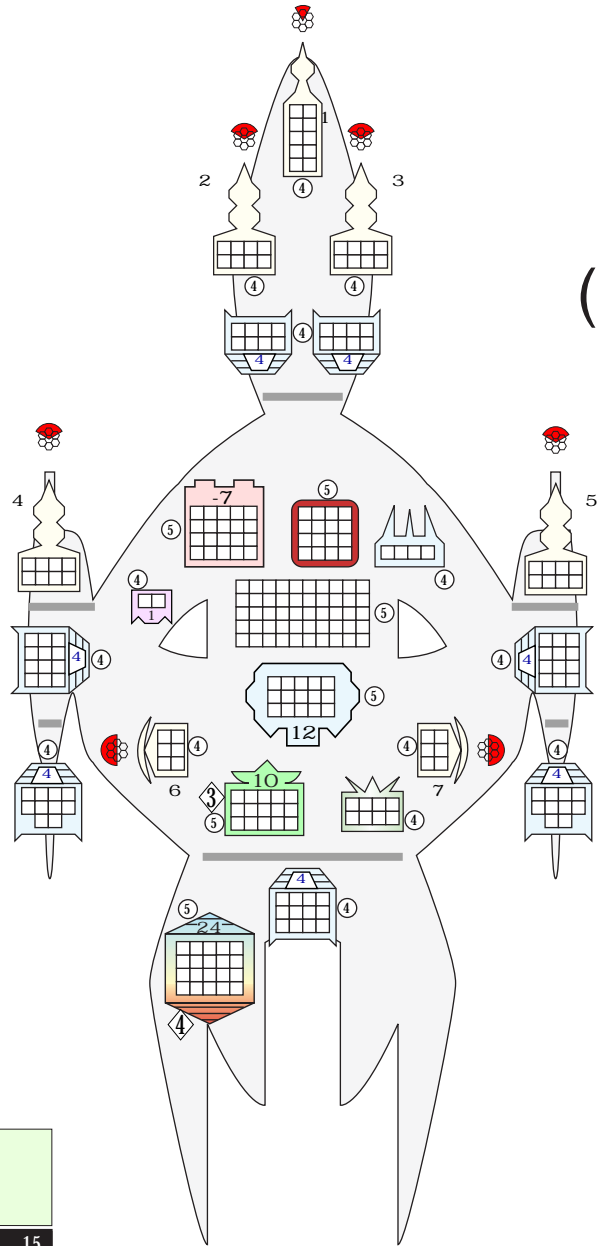
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13 (11)

14
(12)

14
(12)



Forward hits

- 1-4 : Retro thruster
- 5 : Imp Neutron Laser
- 6-9 : Molecular Pulsar
- 10-11 : EM Shield
- 12-17 : Structure
- 18-20 : PRIMARY hit

Aft Hits

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

PRIMARY HITS

- 1-8 : Side Thruster
- 9-10 : Jammer
- 11-12 : Tractor Beam
- 13-14 : Sensors
- 15-16 : Engine
- 17 : Hangar
- 18-19 : Reactor
- 20 : C&C

Specs

Class	Med
Point value	750
Deployment	33%
In service	2260

Hangar

Launch:	1/tum
Fighters	0
Shuttles	2

Stats

Engine Effic.	2/1
Pivot	1
Roll	1
Ramming	100

Adaptive Armour
3 points
0 pre-assigned

- Particle _____
- Laser _____
- Plasma _____
- Molecular _____
- Matter _____
- Anti-matter _____
- Electro-mag _____
- Gravitic _____
- Ballistic _____

SPECIALS

- Gravitic Drive
- Jammer
- Agile

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Neutron Cannon imp.	Laser	n/a	1/3	R,P,S3	-1/4hexes	+5/+4/+1	4d10+18
Molecular Pulsar	Mol&Pulse	-2	1/2	Std	-1/hex	+4/+3/+2	d 5 x 10#

#max 7 pulses grouping 1/3

Speed (accn) (2)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Turn cost	1/3	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
Turn delay	1/3	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
No. of turns	3++	3++	3++	3+1	3+1	3+4	2+4	2+2	2+4	1+8	1+7	1+6	1+5	1+4	1+3	

13 (11)

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+ 13														
1. Imp Neutron Laser	◆														
2. Molecular Pulsar	◆														
3. Molecular Pulsar	◆														
4. Molecular Pulsar	◆														
5. Molecular Pulsar	◆														
6. Jammer	◆														
7. Tractor Beam	◆														
Extra power available	-7														
EW / Thrust bought															
EW / Thrust total	10 / 12														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															