



# IA Blue Star (Standard Model)

## SPECS

Class: Light Combat Vsl  
In Service: 2271  
Point Value: 325  
Ramming Factor: 35  
Jump Delay: N/A

## MANEUVERING

Turn Cost: ☐ 1/4 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 10 (8)  
Stb/Port Defense: 11 (9)  
Engine Efficiency: 1/1  
Extra Power: +0  
Initiative Bonus: +15

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

## WEAPON DATA

**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.

## HIT LOCATIONS

1-10: Structure  
11: Jammer  
12: EM Shield  
13-15: Molecular Pulsar  
16-17: Drive  
18-19: Reactor  
20: Control

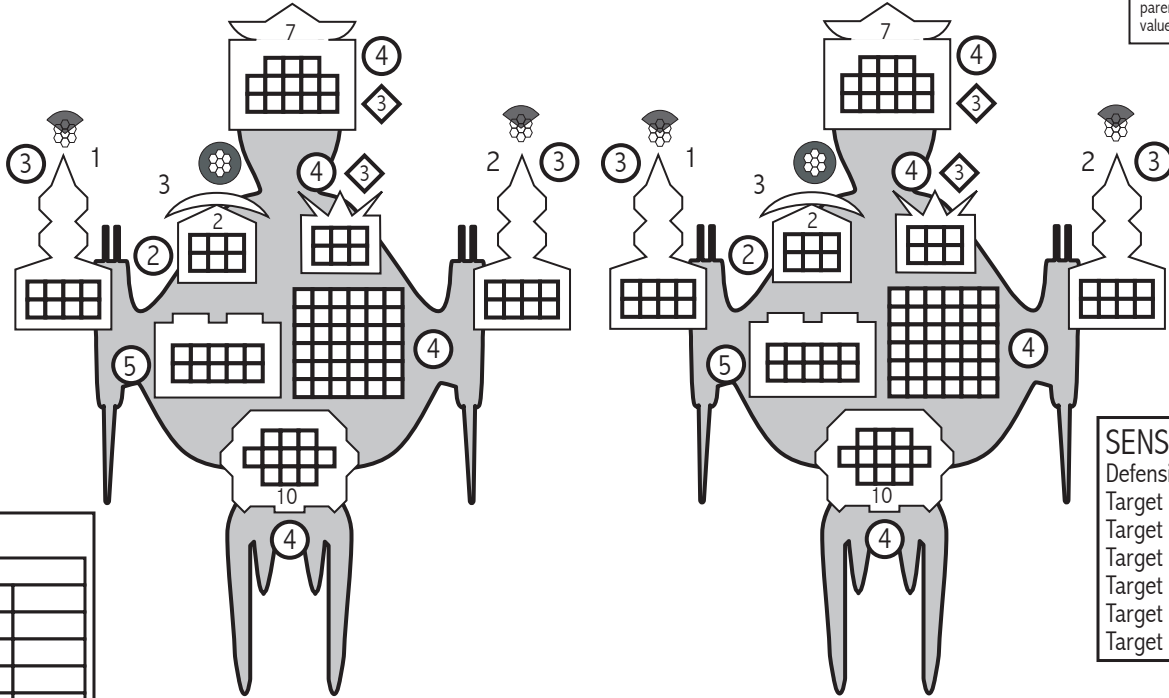
## ADAPTIVE ARMOR: 2

Weapon Type Available/Assigned


Note: Max 1 point per weapon type

## SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Atmospheric Capable



## SENSOR DATA

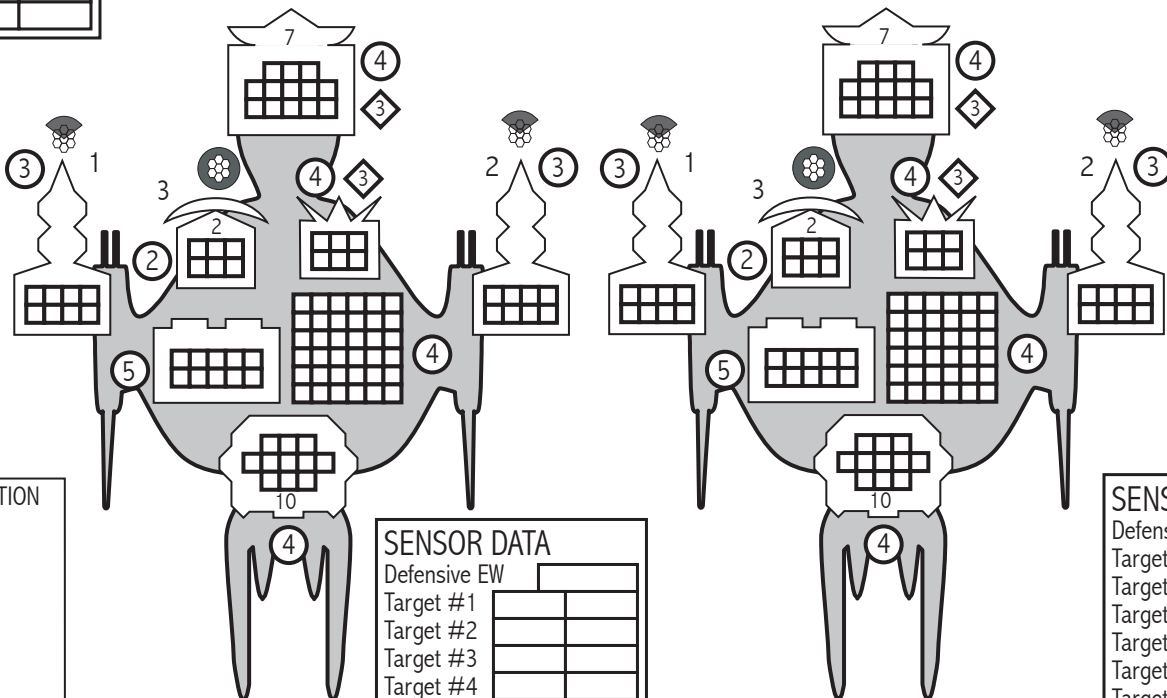
Defensive EW

Target #	1	2	3	4	5	6
Target #1						
Target #2						
Target #3						
Target #4						
Target #5						
Target #6						

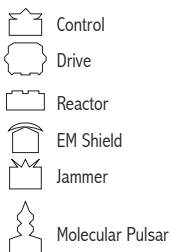
## SENSOR DATA

Defensive EW

Target #	1	2	3	4	5	6
Target #1						
Target #2						
Target #3						
Target #4						
Target #5						
Target #6						



## ICON RECOGNITION



## SENSOR DATA

Defensive EW

Target #	1	2	3	4	5	6
Target #1						
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Defensive EW

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