



ISA Blue Star Personal Transport

SPECS

Class: Lt Combat Vsl
In Service: 2276
Point Value: 350 each
Ramming Factor: 35
Jump Delay: 48 turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10 (9)
Sth/Port Defense: 11 (10)
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

Light Molecular Pulsar
Class: Molecular
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -2 per hex
Fire Control: +3/+4/+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.

HIT LOCATION

1-9: Structure
10-12: Light Molecular Pulsar
13-14: EMShield
15: Jump Drive
16: Jammer
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Gravitic Drive

SENSOR DATA 6

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Close Combat

ADAPTIVE ARMOR: 1

Weapon Type Available/Assigned

Note: Max 1 point per weapon type

SENSOR DATA 6

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Close Combat

ADAPTIVE ARMOR: 1

Weapon Type Available/Assigned

Note: Max 1 point per weapon type

ICON RECOGNITION

