

ISA Whitestar [Upgraded, WSC=2]

SPECS

Class: Medium Ship
In Service: ???
Point Value: ???
Ramming Value: 50
Jump Delay: 24 Turns

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

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (11)
Stb/Port Defense: 14 (12)
Engine Efficiency: 2/1
Extra Power: -7
Initiative Bonus: +13

HANGAR

0 Fighters
2 Flyers

FORWARD HITS

1-4: Retro Thrust
5: Impr. Neutron Laser
6: Impr. Energy Mine
7-10: Molecular Pulsar
11-12: EM Shield
13-17: 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

1-9: Port/Stb Thrust
10-11: Jammer
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Atmospheric Capable
Limited Deployment (33%)
(except in IA service)

ADAPTIVE ARMOR: 3

Weapon Type Available/Assigned

Weapon Type	Available/Assigned













Note: Max 1 point per weapon type

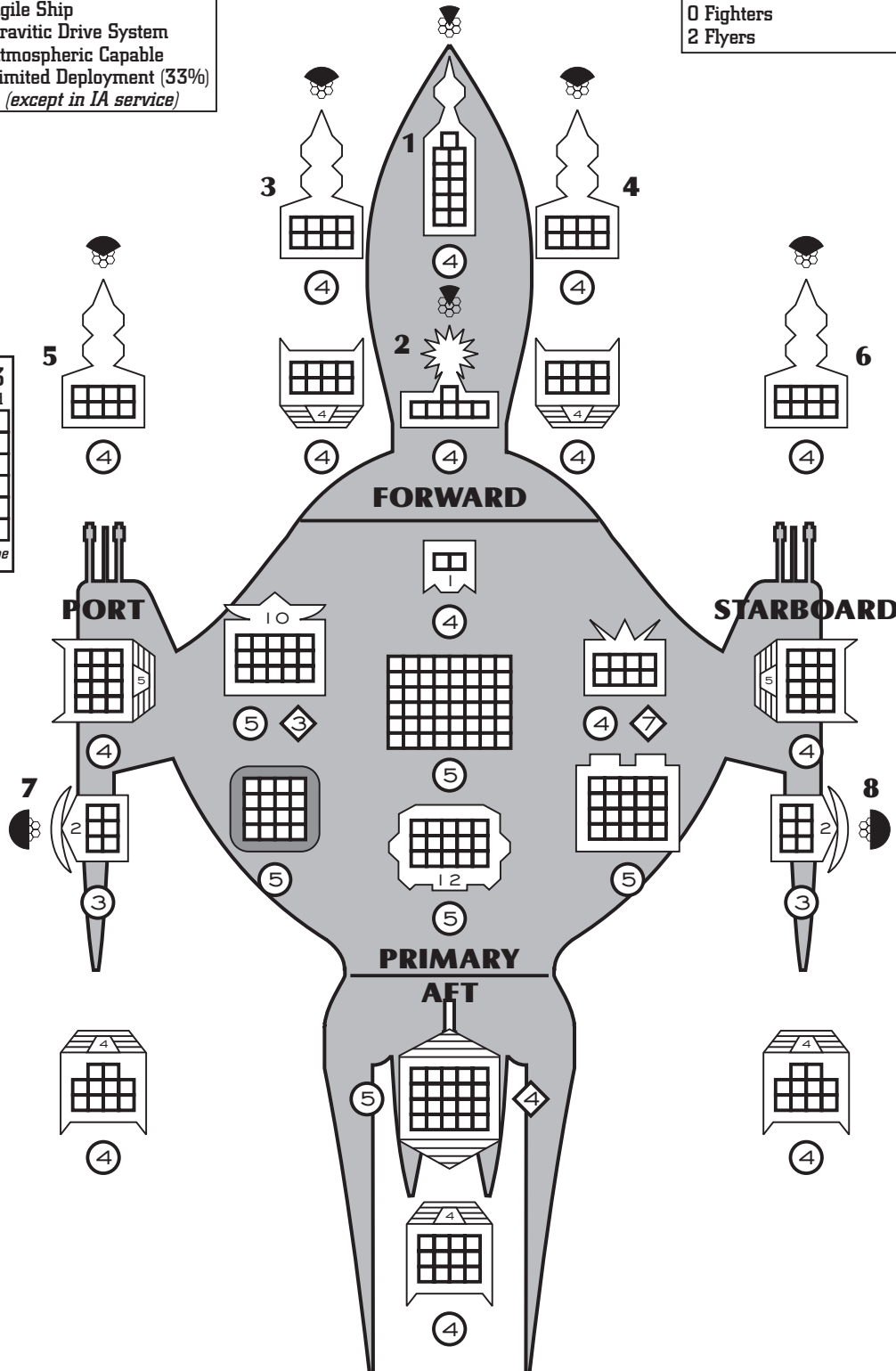
SENSOR DATA

Defensive EW

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

ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Jammer
-  Molecular Pulsar
-  Impr. Neutron Laser
-  Impr. Energy Mine
-  EM Shield



WEAPON DATA

Neutron Laser (Impr.)

Class: Laser
Modes: R, P, S(3)
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

Energy Mine (Impr.)

Class: Ballistic
Modes: Flash
Damage: 40/30/20/10
Range Penalty: None
Max Range: 35 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Targeted on a hex, not a unit. First damage is scored on targets in impact hex, subsequent damage is scored on targets per hex away from impact hex. See rules.

Molecular Pulsar

Class: Molecular
Modes: 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.

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.

ISA Whitestar Carrier [WSC-A]

SPECS

Class: Hvy Combat Vsl
In Service: ???
Point Value: ???
Ramming Value: 150
Jump Delay: 24 Turns

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

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 16 (14)
Engine Efficiency: 2/1
Extra Power: -10
Initiative Bonus: +7

HANGAR

24 Fighters
2 WSC-L (On Catapult)
6 Flyers

FORWARD HITS

1-4: Retro Thrust
5: Impr. Neutron Laser
6-8: Molecular Pulsar
9-10: Fusion Cannon (6-10)
11-12: EM Shield
13-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9-10: Fusion Cannon (11-15)
11-12: EM Shield
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Port/Stb Thrust
10: Catapult
11: Jammer
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

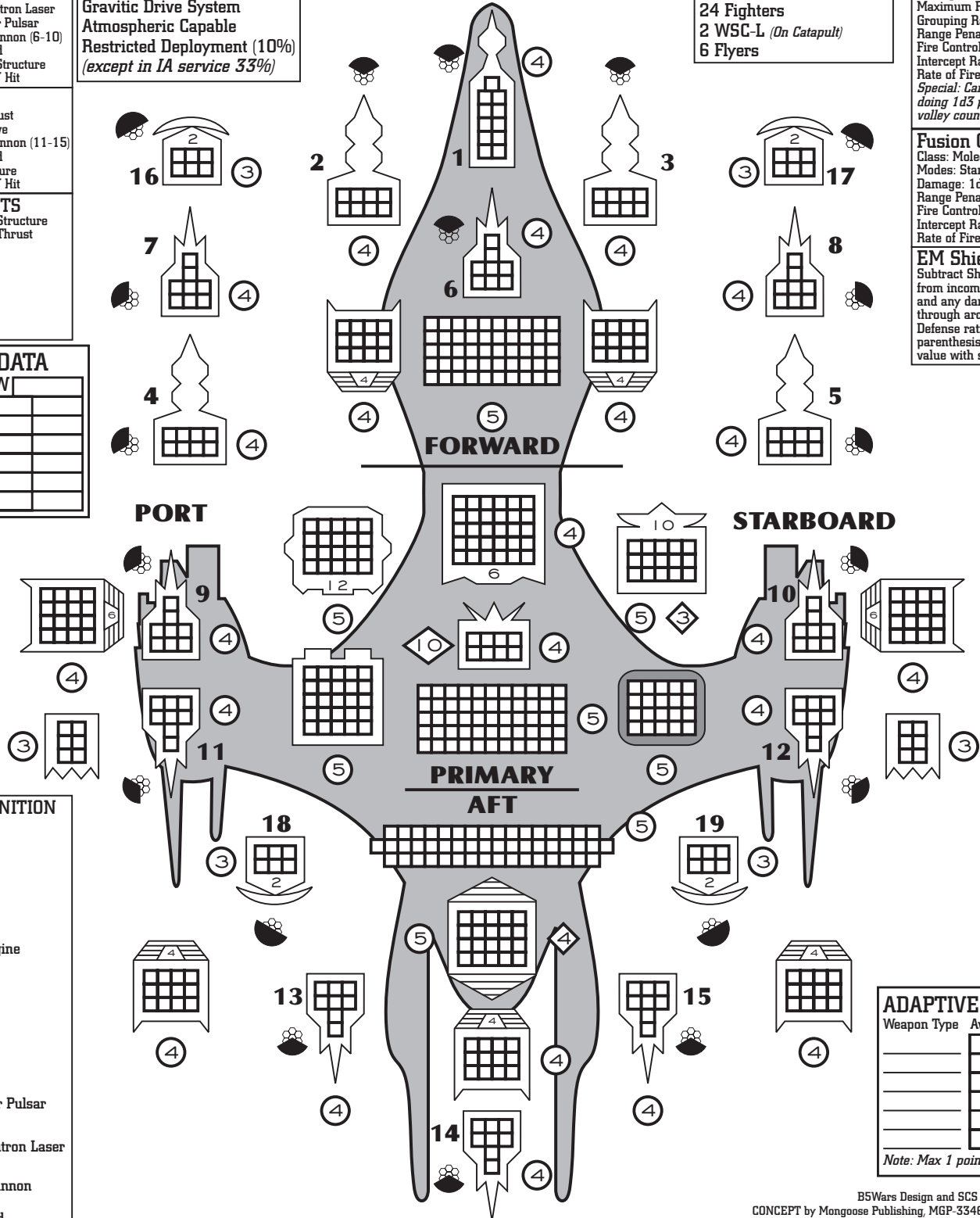
SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable
Restricted Deployment (10%)
(except in IA service 33%)



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Catapult
- Molecular Pulsar
- Impr. Neutron Laser
- Fusion Cannon
- EM Shield

WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
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

Molecular Pulsar

Class: Molecular
Modes: 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
Modes: 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.

ADAPTIVE ARMOR: 3

Weapon Type	Available/Assigned

Note: Max 1 point per weapon type

ISA Whitestar Gunship [WSG]

SPECS

Class: Hvy Combat Vsl
In Service: ???
Point Value: ???
Ramming Value: 150
Jump Delay: 24 Turns

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

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 16 (14)
Engine Efficiency: 2/1
Extra Power: -25
Initiative Bonus: +7

HANGAR

12 Fighters
2 Flyers

FORWARD HITS

1-3: Retro Thrust
4-5: Impr. Neutron Laser
6: Impr. Energy Mine
7-9: Molecular Pulsar
10-12: Fusion Cannon (21-27)
13: EM Shield
14-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Jump Drive
8-9: Impr. Neutron Laser
10-11: Molecular Pulsar
12-13: Fusion Cannon (28-30)
14: EM Shield
15-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Port/Stb Thrust
11: Jammer
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

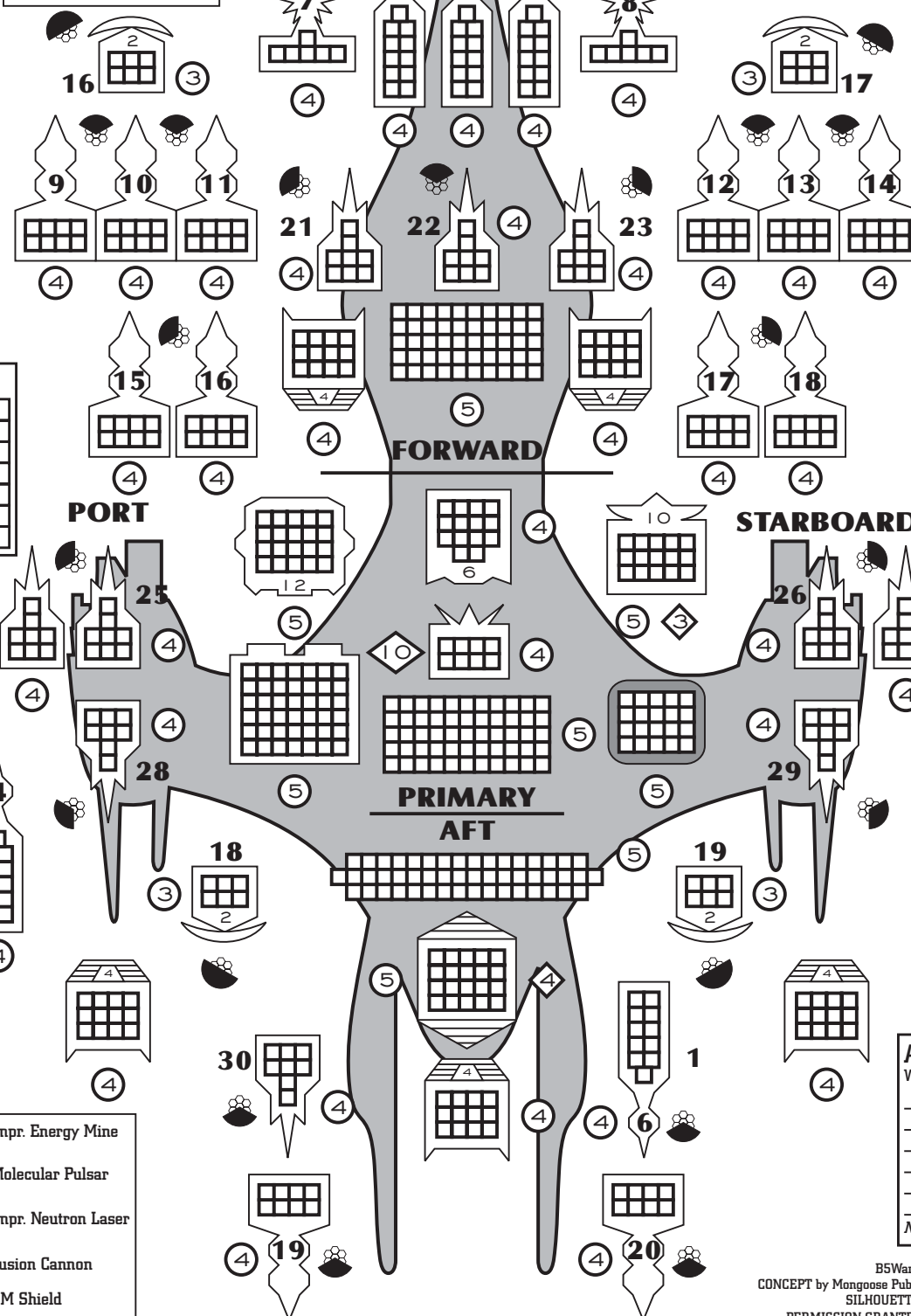
SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable
Restricted Deployment (10%)
(except in 1A service 33%)



ICON RECOGNITION

	Thruster		Impr. Energy Mine
	C & C		Molecular Pulsar
	Sensors		Impr. Neutron Laser
	Engine		Fusion Cannon
	Jump Engine		EM Shield
	Reactor		
	Hangar		
	Jammer		
	Catapult		

WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
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Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Molecular Pulsar

Class: Molecular
Modes: 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
Modes: 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.

Energy Mine (Impr.)

Class: Ballistic
Modes: Flash
Damage: 40/30/20/10
Range Penalty: None
Max Range: 35 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Targeted on a hex, not a unit. First damage is scored on targets in impact hex, subsequent damage is scored on targets per hex away from impact hex. See rules.

ADAPTIVE ARMOR: 3

Weapon Type Available/Assigned

Note: Max 1 point per weapon type

Minbari Whitestar Fighter

SPECS

Class: Super-Heavy Ftrs
In Service: ???
Point Value: ?? each
Ramming Value: 40
Jinking Limit: 4 Lvl

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: 8 (7)
Stb/Port Defense: 9 (8)
Free Thrust: 14
Offensive Bonus: +8
Initiative Bonus: +17

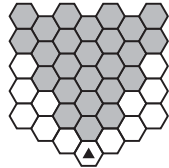
WEAPON DATA

Lt Fusion Cannon
Number of Guns: 3 (Linked) Left
plus 3 (Linked) Right
Class: Molecular
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Lt Molecular Pulsar
Number of Guns: 1
Class: Molecular
Damage: 10 1d3 times
Range Penalty: -1 per hex
Fire Control: 0/0/-2
Rate of Fire: Once per 2 turns



Lt Fusion Cannon Firing Arcs
1 Arc Per Linked Set



Lt Molecular Pulsar Firing Arc

ARMOR



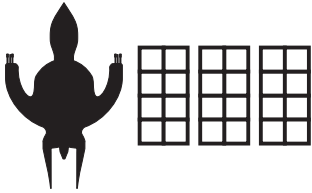
SPECIAL NOTES

Locked-onto as individual units.
Adaptive Armor: 1
EM Shield: Factor 1
Gravitic Drive System

Flight Level Combat

Do not use flight level combat for this unit.

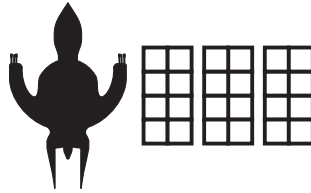
Fighter #1



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

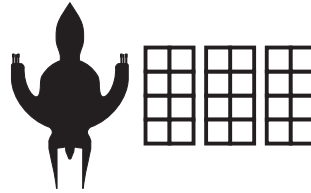
Fighter #2



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

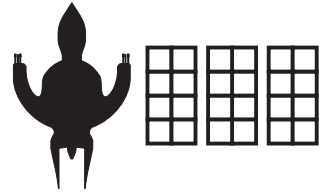
Fighter #3



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

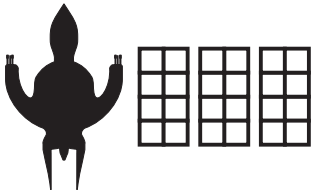
Fighter #4



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

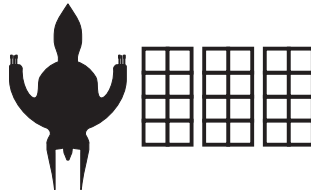
Fighter #5



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

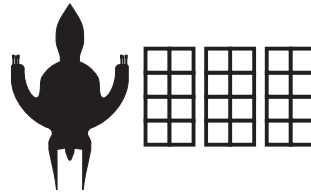
Fighter #6



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

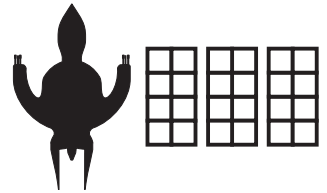
Fighter #7



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

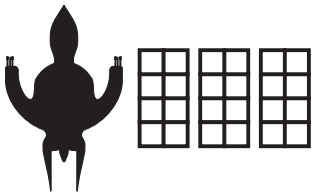
Fighter #8



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

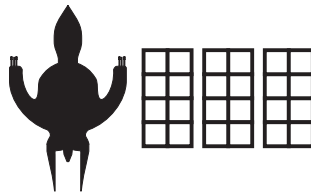
Fighter #9



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

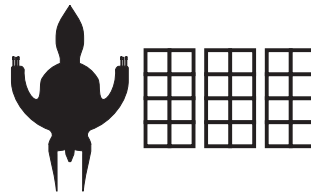
Fighter #10



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

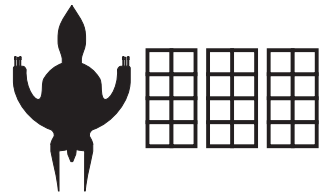
Fighter #11



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking

Fighter #12



Dropped Out ☐
Sat Destroyed ☐

Initiative	Speed
Thrust Used	Jinking