WHITE STAR

GENERAL DATA

Race: Minbari Federation
Year: 2260
Availability: Uncomm
Point Value: 331
Command R/C: 5/1

OPERATIONAL DATA

Category: 2
Defensive Rating: 18
Armor: 5
Sensors: 10
Fire Control: 4/2

NOTES:

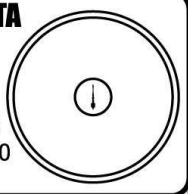
Stealth Equipped
Jammer Equipped

Maneuvering Damage (2A)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	18	14	14	11	9	7	5	5
1	15	11	11	8	6	4	4	3
2	12	8	8	5	3	1	2	1
3	9	5	5	--	--	--	1	--
4	--	--	--	--	--	--	--	--
5	--	--	--	--	--	--	--	--

SHIELD DATA

TYPE: EM
DEFLECT: 2
ABSORB: 1
CAPACITY: 3
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 2
Assist Rating: 0
Volley Rating: 2
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 4
Strafe AF Assist: 3
Stand-Off AF: 2
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩●●
Maneuver: ③②①⓪●●●●●●●

Structural Damage
○○○○○ ●●●●● ●●●●● ●●●●●
○○○●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ○●●●●●●
Proj. #1: ○○○●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (4): ○○●
FCD (2): ○●●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①
Molecrular Pulse: ①②③④

Interceptor/Anti-Fighter Damage
Intercept: ①②●●●●●●●●
Anti-Fight: ①②③④●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩●●
Maneuver: ③②①⓪●●●●●●●

Structural Damage
○○○○○ ●●●●● ●●●●● ●●●●●
○○○●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ○●●●●●●
Proj. #1: ○○○●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (4): ○○●
FCD (2): ○●●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①
Molecrular Pulse: ①②③④

Interceptor/Anti-Fighter Damage
Intercept: ①②●●●●●●●●
Anti-Fight: ①②③④●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩●●
Maneuver: ③②①⓪●●●●●●●

Structural Damage
○○○○○ ●●●●● ●●●●● ●●●●●
○○○●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ○●●●●●●
Proj. #1: ○○○●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

Notes:

FCD Damage
FCD (4): ○○●
FCD (2): ○●●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①
Molecrular Pulse: ①②③④

Interceptor/Anti-Fighter Damage
Intercept: ①②●●●●●●●●
Anti-Fight: ①②③④●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage
Sensors: ①②③④⑤⑥⑦⑧⑨⑩●●
Maneuver: ③②①⓪●●●●●●●

Structural Damage
○○○○○ ●●●●● ●●●●● ●●●●●
○○○●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●
●●●●● ●●●●● ●●●●● ●●●●●

Missile Ammo: ●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●

Shield System Damage
Generator: ○●●●●●●
Proj. #1: ○○○●●●●
Proj. #2: ●●●●●●●
Proj. #3: ●●●●●●●
Proj. #4: ●●●●●●●
Proj. #5: ●●●●●●●
Proj. #6: ●●●●●●●

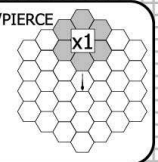
Notes:

FCD Damage
FCD (4): ○○●
FCD (2): ○●●
FCD (-): ●●●
FCD (-): ●●●

Weapon Systems Damage
Neutron Laser: ①
Molecrular Pulse: ①②③④

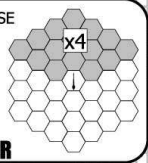
Interceptor/Anti-Fighter Damage
Intercept: ①②●●●●●●●●
Anti-Fight: ①②③④●●●●●

TYPE: LASER/SUSTAIN/PIERCE
RANGE: 9/18/27/41
TRAVERSE: 4
DELAY: 4
DAMAGE: 4d10+1
MAX X: 4
VUL: 1 (G/D)



NEUTRON LASER

TYPE: MOLECULAR/PULSE
RANGE: 2/4/6/9
TRAVERSE: 2
DELAY: 2
DAMAGE: d8
MAX X: 4
VUL: 1 (G/D)



MOLECULAR PULSAR

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