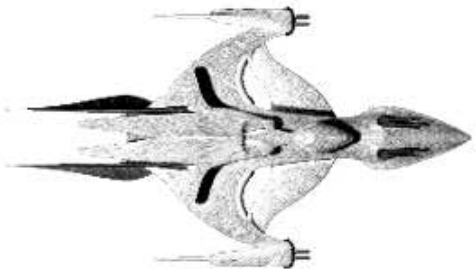
White Star Variant (Rare)
Version 2: 2E/SF

Name: _____ Counter: _____

Minbari Command White Star (I)

BABYLON 5 WARS 2ND EDITION



SPECS
Class: Medium Ship
In Service: 2265
Point Value: 950
Ramming Factor: 100
Jump Delay: 24 Turns

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
Power Shortage: 0
Initiative Bonus: +14

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

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
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.

HANGAR
6 Fighters
2 Flyers

FORWARD HITS
1-4: Retro Thrust
5: Impr. Neutron Laser
6-9: Molecular Pulsar
10-11: EM Shield
12-17: 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
1-7: Port/Stb Thrust
8: Self-Repair
9-10: Jammer
11-12: Tractor Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship
Gravitic Drive System
Atmospheric Capable

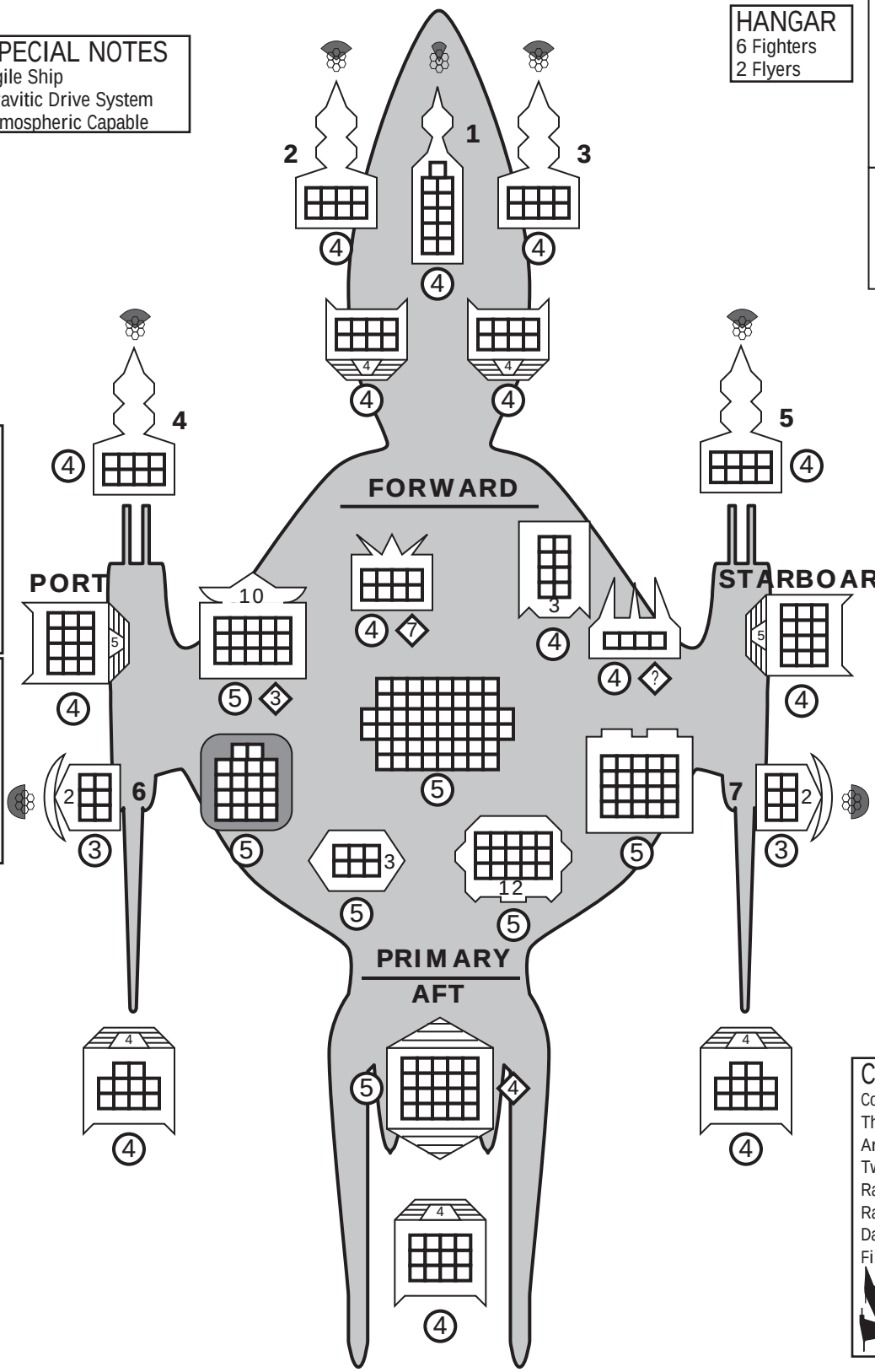
ADAPTIVE ARMOR: 3

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
Self-Repair
EM Shield
Jammer
Tractor
Molecular Pulsar
Impr. Neutron Laser

COMBAT FLYERS
Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

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