



Minbari/IA Blue Star Fast Attack Boat



SPECS

Class: Lt Combat Vsl
In Svc: 2271-2277
Point Value: 200-350
Ramming Factor: 30
Jump Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +14

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: -1 per hex
Fire Control: +3/+3/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Neutron Laser
Class: Laser
Modes: R, P, S
Damage: 3d10+9
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

HIT LOCATIONS

1-10: Structure
11-12: Medium Weapon
13-15: Light Weapon
16-17: Drive
18-19: Reactor
20: Control

SENSOR DATA

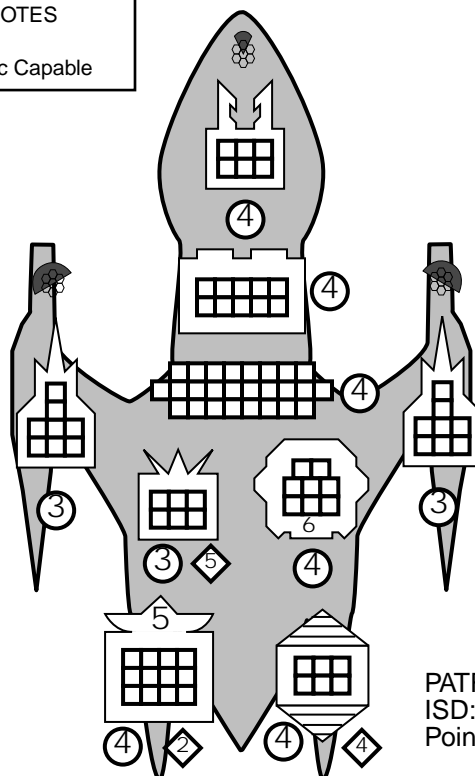
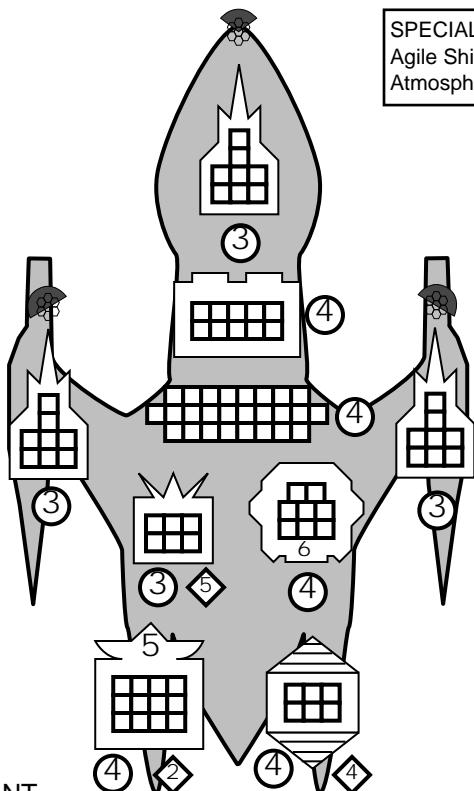
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

LCV SUMMARY

Enemy weapons use the medium ship fire control rating to hit LCVs
Has only one hit location chart
Enemy called shots can be used on weapons only
Drive system applies thrust to any direction as needed
Control system provides all sensors and C&C abilities
Basic initiative bonus of +14
Can jink up to 4 levels using the pivot cost per level
Loss of reactor does not automatically destroy ship
Only one breaching pod can attach at a time
Does not use shuttles

SPECIAL NOTES

Agile Ship
Atmospheric Capable



PATROL VARIANT
ISD: 2275
Point Value: 250

FUSION VARIANT
ISD: 2271
Point Value: 225

ANTI-FIGHTER VARIANT
ISD: 2273
Point Value: 200

ATTACK VARIANT
ISD: 2277
Point Value: 350

ICON RECOGNITION

- Control
- Drive
- Reactor
- Lt Molecular Pulsar
- Neutron Beam
- Jammer
- Fusion Cannon
- EP Gun
- Shock Cannon

Electro-Pulse Gun
Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Shock Cannon
Class: Electromagnetic
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.