



Minbari Whitestar Attack Vessel

Power
Starting: 32
Current:
Deactivated:

Hangar
Flyers: 2
Current:

Game Data

Speed Initiative

Turn

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Classification: Agile Medium **Turn Cost:** 1 + 1/4 Speed
Crew: 28 (1 officer) **Turn Delay:** 1/3 Speed
Point Value: 450 each **Accel/Decel Cost:** 2
Jump Delay: 10 Turns **Pivot Cost:** 2+2 Thrust
Jump Cost: 30 Power **Roll Cost:** 1+1 Thrust
Engine Efficiency: 1/1 **Initiative Bonus:** +5

Targeting Data

Id _____ EW _____
 Id _____ EW _____
 Id _____ EW _____
 Id _____ EW _____
 Id _____ EW _____

Thrust

Available **14**

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Used

Retros

Port Sbd

Main

Defense

Fwd/Aft: 9
 Port/Stbd: 12

Def EW

Hit Locations

Forward Hits
 1-3: Retro Thrust
 4-7: Neutron Cannon
 8-11: Twin F-P Cannon
 12-18: Forward Struct
 19-20: PRIMARY HIT

Aft Hits
 1-10: Main Thrust
 11-18: Aft Struct
 19-20: PRIMARY HIT

PRIMARY Hits
 1-7: Primary Struct
 8-9: Jammer
 10: Tractor Beam
 11-12: Port Thrust
 13-14: Stbd Thrust
 15: Hangar
 16: Sensors
 17: Jump
 18: Engine
 19: Reactor
 20: C & C

Weapon Specs

Heavy Neutron Cannon

Modes: R, P, S
 Always in optional Sustained mode:
 +7p/2nd Turn, +14p/3rd Turn, +21p/4th Turn
 Damage: 4d10+10
 2x Dam/Ignore 1/2 armor Vs. Shadow Vessels
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: n/a
 Recharge Time: 3/4/5/7 Turns

Twin Fusion-Pulse Cannon

Damage: 10 d5 times
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+4
 Intercept Rating: -3
 Recharge Time: 1 Turn

The Whitestar uses Bio-Organic Hull Technology. This is represented by the ability to restore up to one point of structural damage per side/turn, up to 3 points. Each time the ship is hit by a weapon type, increase the armor values of the entire ship by +1 for additional hits by the same weapon type, up to a maximum of +3.