

SNUB-NOSE WHITE STAR (BLUE STAR)

Craft: Interstellar Alliance Snub-Nose White Star

Type: Advanced personal transport

Scale: Starfighter

Dimensions:

-Length: 52.12m

Skill: Space transport piloting: Blue Star

Crew: 1

-Gunners: 1

-Skeleton: 1/+0\*

-Emergency Evac: 40/1 week

Crew Skill: Astrogation 4D, Starship gunnery 5D, Sensors 4D, Space transports 5D

-Autopilot\*: 2D to all related skills

Passengers: 10 (luxurious)

Cargo Capacity: 200 metric tons

Consumables: 1 month

Cost: Not available for sale

Hyperspace Jump Engines: Yes

Nav Computer: Yes (+2D Astrogation)

Maneuverability: 1D+\*\* (see below)

Speed:

-Space: 3+\*\* (see below)

-Atmosphere: 260; 750kmh\*\* (see below)

Hull: 5D

Defenses:

-Bio Armor Hull:\*\*\*

-Energy Dispersion: +1D

-Damage Adaptation: -1D

-Healing: +1D

-Minbari Stealth Device: (see below)\*\*\*\*

-Shields: N/A

Sensors\*\*\*\*\*:

-Passive: 15/1D

-Scan: 30/2D

-Search: 600/3D

-Focus: 4/4D



WEAPONS:

## 2 SD Neutron Cannons (fire-link optional\*)

Location: Mounted in wings

Fire Arc: Front

Crew: 1 (bridge crew)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Range:

-Space: 1-7/15/30

-Atmosphere: 2-14/30/60km

Damage: 5D (6D\*)

Rate Of Fire:

-Fire-Linked: 1

-Salvo: 2

## Gravitic Discharge Beam

Location: Mounted along hull

Fire Arc: Turret

Crew: 1 (bridge crew)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 4D

Range:

-Space: 1-3/9/18

-Atmosphere: 1-3/9/18km

Damage: 4D

Rate Of Fire: 1

## Minbari Stealth Device\*\*\*\*

Location: Sensor array

Fire Arc: All

Crew: 1 (bridge crew)

Skill: Sensors

Scale: Starfighter

Fire Control: 0D

Range:

-Space: 1-3/7/15

-Atmosphere: 100-300/700/1.5km

Damage: -2D from Fire Control

Rate Of Fire: N/A (Continuous)

GAME NOTES:

\*AUTOPILOT: A single crew member can fly the ship with only voice commands, even through Hyperspace, and the ship can even fire weapons in this manner. The single crew must use the Command skill to decide how many actions the ship can perform, much like commanding troops or NPCs.

\*\*GRAVIMETRIC DRIVE: This form of propulsion differs from normal thrust propulsion in that it starts slow, but the ship builds up both speed and maneuverability as it propels itself. In time, as it increases in speed, a ship with a gravimetric drive can achieve greater speeds and maneuverability than it would using normal propulsion. For the Blue Stars, they start at Space Speed 3/Maneuverability +1D (as a transport with a gravimetric drive), and increase at +1 to both every round the ship flies to build up speed. The Safety Limit is Space Speed 9/Maneuverability +3D (+6/+2D). As with most ships with gravimetric drives, the ship CAN increase its Speed/Maneuverability past the Safety Limits. Any increase to Speed/Maneuverability beyond the Safety Limits will incur Dex checks from the crew, starting at Moderate Difficulty at Space Speed 9/Maneuverability +3D (failure results in 4D damage). For every Speed/Maneuverability increase of +1 past the Safety Limit, the Difficulty will increase by 1 level (+5), starting at Moderate, up to Heroic Difficulty at Space Speed 13/Maneuverability 4D+1, with the damage increasing by +1D at each Difficulty increase (8D at Space Speed 13!). Also, if the Speed entries above list Atmosphere, then the gravimetric drive can work in such an environment, though GMs may wish to incur penalties for operating a ship with this kind of drive within the gravity well of a planet.

\*\*\*VORLON BIO-ARMOR: The hull can disperse the energy of ranged energy weapons to an extent, adapt to weapons it is struck by, and heal itself from incurred damage.

-Energy Dispersion: The hull counts as having energy shields on all firing arcs at the listed Dice code (1D).

-Damage Adaptation: Every time the hull is used in a battle against a specific kind of weapon and survives, it will reduce the damage of that weapon by -1 pip in the next engagement, for a maximum reduction of up to the listed Dice code (-1D). It still takes time for the hull to adapt, at least a day before the next battle against the specific weapon or weapon type.

-Healing: The ship counts as a character and heals as a character would, taking the same amounts of time to heal injuries depending on their severity. This can be affected by crew for enhanced effects or sped up, much like medical care, using skills like Repair Skills and Bioengineering (an advanced skill), and other similar skills.

-Notes: Energy Dispersion and Damage Adaptation both mention working according to a dice code. It is easy for these two abilities to work on the same dice code, but they CAN have different dice codes listed. Healing does not list a dice code, but if GMs wish, the dice code can be a bonus for the ship's crew when using their skills to affect healing for the ship. Also, when making modifications to these abilities and their dice codes, it is left to GM discretion on whether the dice codes can all be enhanced together as a single ship system, or as three separate systems (hence why these abilities can have different dice codes). A good rule of thumb would be to have a standard Difficulty Level for enhancing the Bio-Armor dice code as a whole for all three abilities, and then reduce the Difficulty Level if only modifying one specific ability of the Bio-Armor.

\*\*\*\*MINBARI STEALTH DEVICE: The Minbari employ a powerful stealth device that jams enemy targeting systems, making it difficult to get a target lock on their ships. This device reduces enemy Fire Control dice by the die code listed for the stealth device. In essence, it works exactly like the "Enemy

Targeting Jammer" from a Star Wars A-Wing, using the Sensors skill for use, is part of the Sensor systems, but works at capital scale. This means starfighters will be affected by the 6D scale difference, and may effectively have 0D Fire Control on their weapons (the penalties to Fire Control will not go past a reduction of 0D).

\*\*\*\*\*SENSORS: The White Star's sensors, like much of the rest of the ship, are a mix of Minbari and Vorlon technologies. As such they are able to detect many things that other ships of the younger races would never be able to detect. For example, they can detect disturbances in Hyperspace created by Vorlon and Shadow technology that are artificially created to hide entire fleets with a method of Hyperspace stealth. Any other kind of ship created by the younger races, including Minbari vessels, would normally not be able to detect such anomalies. Also, as per the movie "In The Beginning" Minbari sensors are known to disable the ability of Earth Alliance/Earthforce ships to use Hyperspace Jump Engines to create jumpgates. Earthforce may have fixed this problem after the Earth-Minbari War (unknown) and it is also unknown if any other species starships were affected this way.

-ADVANCED TECHNOLOGY: The White Star is a mix of Minbari and Vorlon technology. Minbari technology is already far more advanced than the other younger races, with perhaps the Drakh being the closest in relative technology level. This alone would require a Technology skill roll to understand the technology involved, starting at Moderate or Difficult level. Vorlon technology, that of a First One race, is much more advanced beyond that of the Minbari and Drakh, equaled only by the Shadows and other First Ones. This would make any technology rolls for understanding the Tech no less than Very Difficult, and then only under the utmost best circumstances. Otherwise, these technology skill rolls will always be of Heroic Difficulty, perhaps even with a higher target number in mind. Also of note, due to the White Star having Vorlon technology included in its design, certain features that function like other spaceships may have a more expanded ability to perform their functions. For example, see "Sensors" above.

-POWER TRANSFER: The crew can pull pips from any numbered stat that uses power (Space Speed, Maneuverability, Energy Shields, etc), and add these pips to the desired weapon's damage dice. These pips can be taken as much or as little as desired. After every power transfer and weapon attack, roll 1D: on a roll of 1, the ship loses power for 1 round per pip of power transferred. For every 3 pips transferred, roll +1D, and any roll of 1 on these extra dice has the same result. Power is replenished after this time has passed and the ship can then fly, maneuver and attack with weapons, as well as any other functions that require power to use. until then, the ship is dead in space and unable to move or fight. Power Transfer can be done with any ranged energy weapon, though of course it usually makes more sense to use the weapon with the most damage and/or range.

-Example: In one episode of Babylon 5 to attempt using telepaths against the Shadows, a White Star was used to destroy a Shadow vessel while it was telepathically stunned and immobile. The White Star had to transfer power from other systems to boost the damage of the Fusion Beam to kill the Shadow ship.

## DESCRIPTION:

Snub-nose White Stars, also known as Blue Stars, are smaller personal versions of the White Star and possess many of the same Minbari and Vorlon design features including artificial intelligence and the

ability to create jump points. Built by the Interstellar Alliance, these ships were a common sight over the central planet Minbar by 2281 and in service as early as 2263.

President John Sheridan piloted his personal White Star from Minbar to Babylon 5 and then Coriana VI shortly before Babylon 5's decommissioning ceremony. His ship was later found adrift in the Coriana system, empty and with all its airlocks sealed.

**OTHER INFO:**

Status: Active (as of 2281)

Affiliation: Interstellar Alliance

Class: Personal Transport

Length: 52.12m

Crew: 1

Engines: Gravimetric Drive

Jump Capable: Yes

Gravity: Yes

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