Interstellar Alliance | **2267+**

WSC-2 White Star

Turns: 2/90° Hull: 5
Speed: 12 Troops: 1
Special: Adaptive Armor, Advanced Jump Point, Dodge 3, Flight Computer, Self Repair 2
Craft: 1 Nial Flight

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

WSC-2 White Star

Weapon	Arc	Range	AD	Special
Missile Rack	F	30	2	Precise, SL, SAP
Improved Neutron Laser	F	18	2	B, Precise, SAP, TD
Molecular Pulsar	F	10	8	AF, AP, DD, Precise

Damage: 15 / 3

Crew: 12 / 3

Interstellar Alliance | **2271+**

White Star Gunship

Turns: 2/90° Hull: 5
Speed: 12 Troops: 1
Special: Adaptive Armor, Advanced Jump Point, Dodge 5, Flight Computer, Self-Repair 1D6
Craft: 1 White Star Fighter

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

White Star Gunship

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Improved Neutron Laser	F	18	4	B, Precise, SAP, TD
Molecular Pulsar	F	10	8	AF, AP, DD, Precise

Damage: 24 / 5

Crew: 15 / 5

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