

Minbari/Ranger Liandra Patrol Corvette

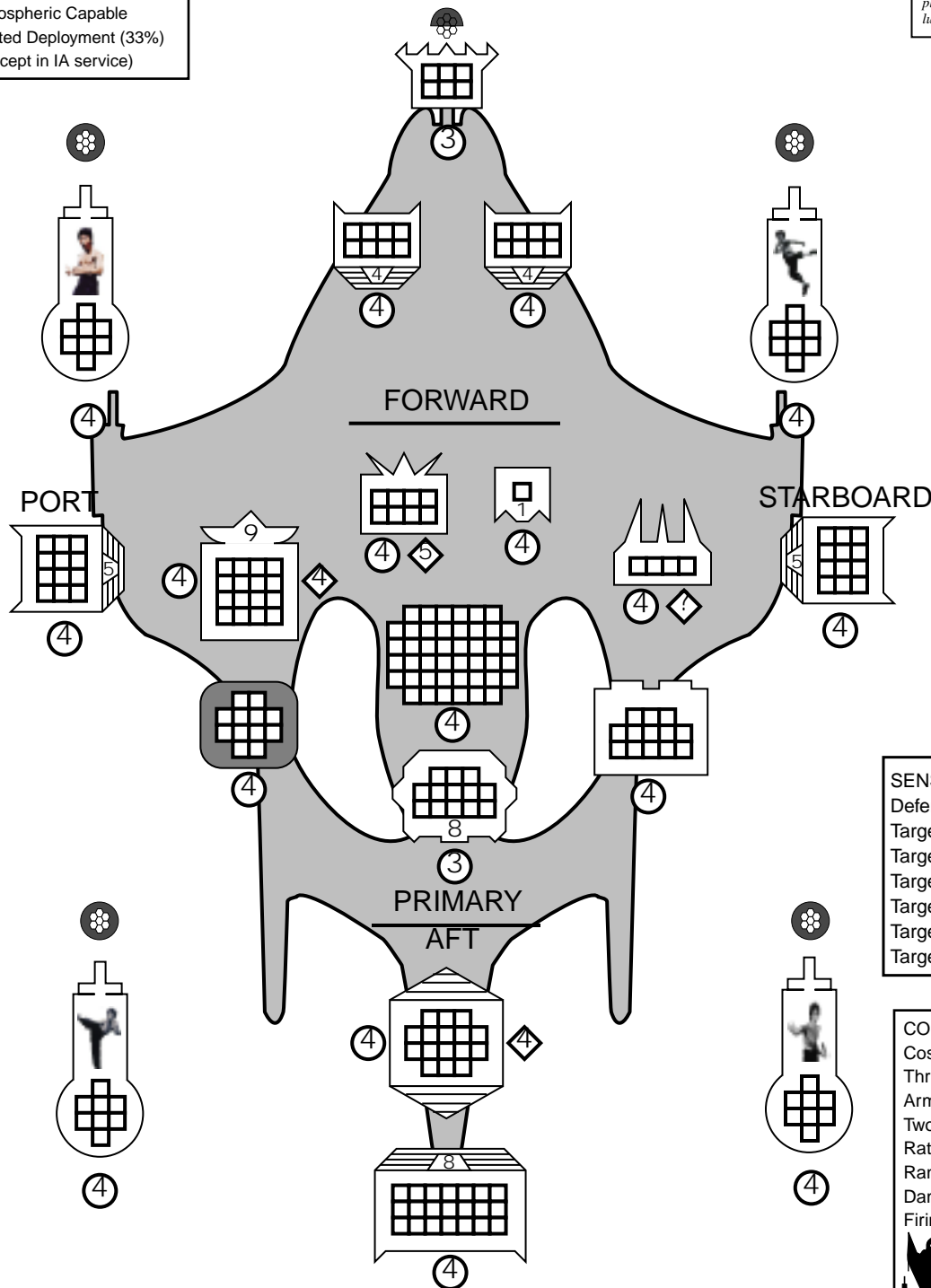
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2245	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 80	Pivot Cost: 1 Thrust	Power Shortage: +0
Jump Delay: 24 Turns	Roll Cost: 1 Thrust	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 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

WEAPON DATA
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
Omni-Directional Kung-Fu Cannon
Class: Molecular
Modes: Standard
Damage: 20
Range Penalty: -1 per hex
Fire Control: +8/+8/+8
Intercept Rating: -4
Rate of Fire: 3d6 per turn
Special: +2 shots per turn if player screams at the top of their lungs while punching into the air

HANGAR
0 Fighters
1 Flyers

FORWARD HITS
1-4:Retro Thrust
5:EP Gun
6-9:OD Kung-Fu Cannon
10-17:Structure
18-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-9:OD Kung-Fu Cannon
10-11:Jump Drive
12-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-8:Port/Stb Thrust
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
Limited Deployment (33%)
(except in IA service)



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

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

ICON RECOGNITION
Thrustor
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Jammer
Tractor
EP Gun
Omni-Directional Kung-Fu Cannon