



# Minbari Ranger Patrol Corvette

## SPECS

Class: Medium Ship  
In Service: 2240  
Point Value: 450  
Ramming Factor: 50  
Jump Delay: 30 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 10  
Stb/Port Defense: 11  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +12

## WEAPON DATA

**Lt Molec. Disruptor**  
Class: Molecular  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per hex  
Fire Control: +3/+0/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Destroys 1 point of structure armor on facing side*

**Lt Molecular Pulsar**  
Class: Molecular  
Mode: Pulse  
Damage: 9 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-6: Retro Thrust  
7-8: Lt Molec Disruptor  
9-12: Lt Molec Pulsar  
13-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Lt Molec Pulsar  
10-11: Jump Engine  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-11: Sensors  
12-14: Engine  
14-15: Jammer  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable  
Gravitic Drive  
Limited Jump Engine  
Limited Fire Control

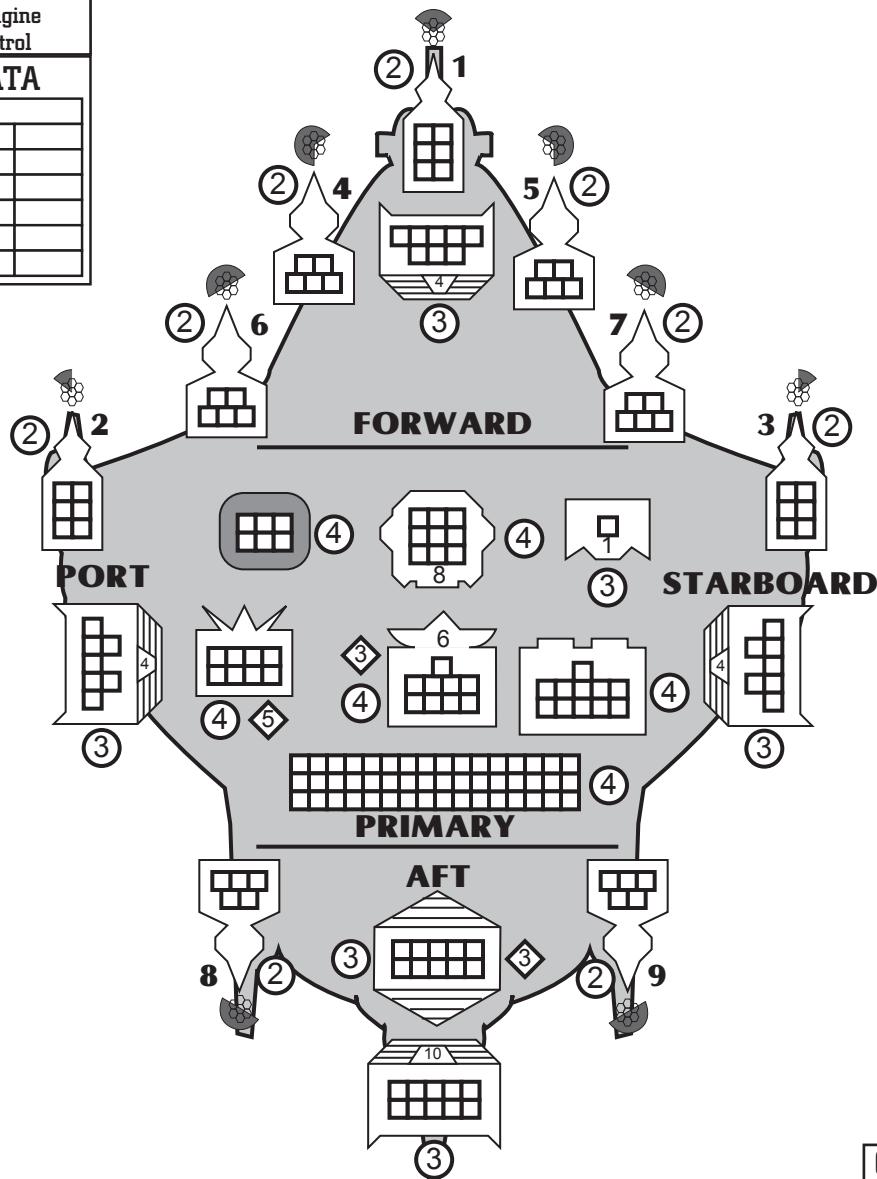
## SENSOR DATA

Defensive EW

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

## HANGAR

1 Flyer



## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Molecular Disruptor
	Lt Molecular Pulsar
	Jammer

## 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

