



Minbari Enfali Patrol Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2196
 Point Value: 580
 Ramming Factor: 130
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +7

WEAPON DATA

Light Neutron Laser
 Class: Laser
 Modes: R, P, S
 Damage: 3d10+9
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Fusion Cannon

Class: Molecular
 Mode: Standard
 Damage: 1d10+9
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Light Neutron Laser
- 7-10: Fusion Cannon
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Fusion Cannon
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Port/Stb Thrust
- 10-11: Jammer
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

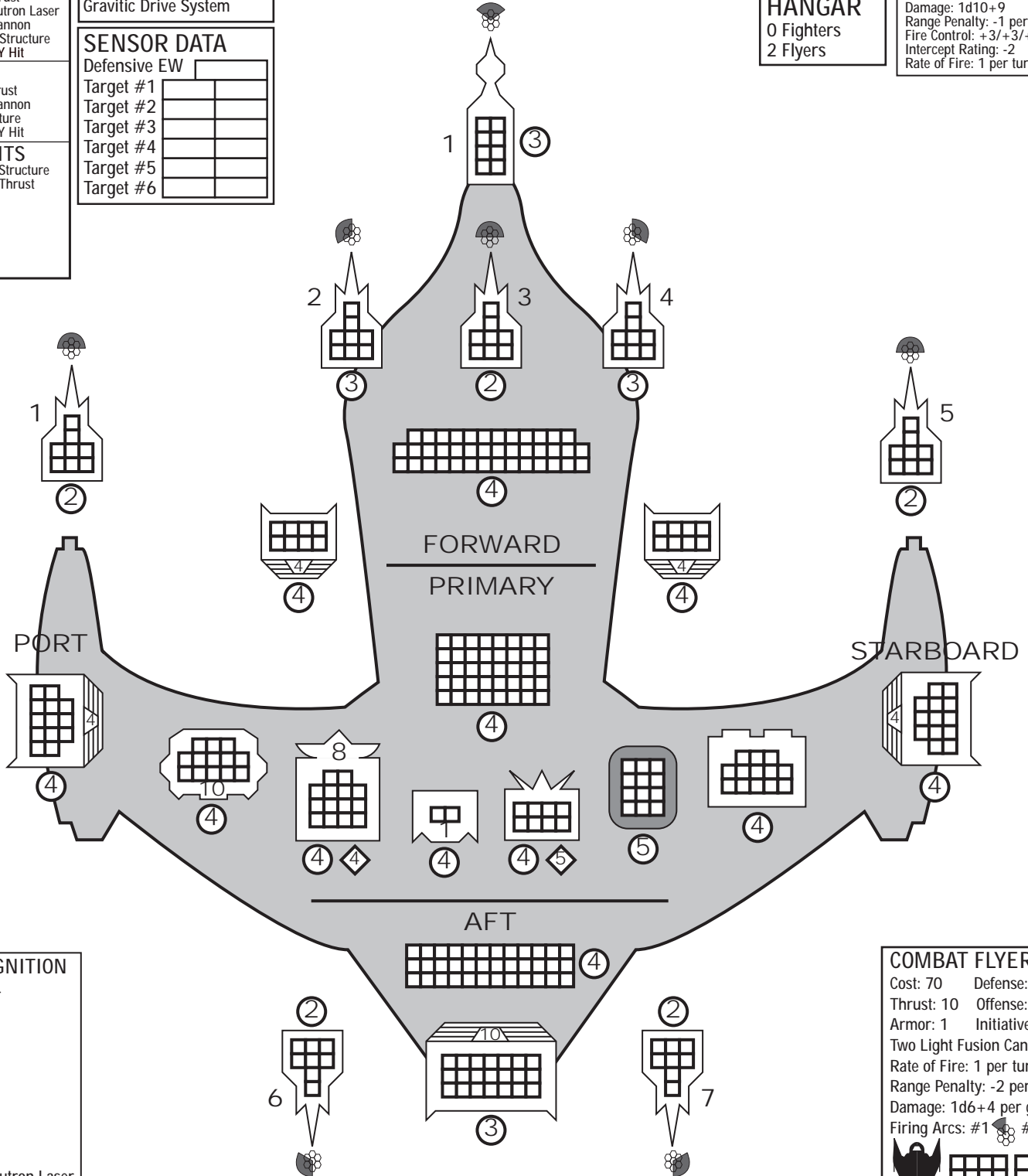
Gravitic Drive System

SENSOR DATA

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

HANGAR

0 Fighters
 2 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Neutron Laser
- Fusion Cannon
- 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

