

# Minbari Enfalli Patrol Frigate

## SPECS

Class: Medium Ship  
In Service: 2231  
Point Value: 650  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 15  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +13

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

## WEAPON DATA

### Molecular Disruptor

Class: Molecular  
Modes: R, P  
Damage: 2d10+30  
Range Penalty: -1 per hex  
Fire Control: +4/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Destroys 1 point of structure armor on facing side*

### 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

### 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

## FORWARD HITS

1-6: Retro Thrust  
7-9: Mol Disruptor  
10-11: Fusion Cannon  
12-13: EP Gun  
14-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-9: Main Thrust  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-10: Jammer  
11-13: Sensors  
14-16: Engine  
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

