



Minbari Enarlla Patrol Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2248
Point Value: 800
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +7

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

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

Shock Cannon
Class: Electromagnetic
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.

HANGAR
0 Fighters
2 Flyers

FORWARD HITS
1-3:Retro Thrust
4-8:Fusion Cannon
9-10:Shock Cannon
11-18: Forward Struct
19-20:PRIMARY Hit

AFT HITS
1-6:Main Thrust
7-12:Fusion Cannon
13-18:Aft Struct
19-20:PRIMARY Hit

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

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

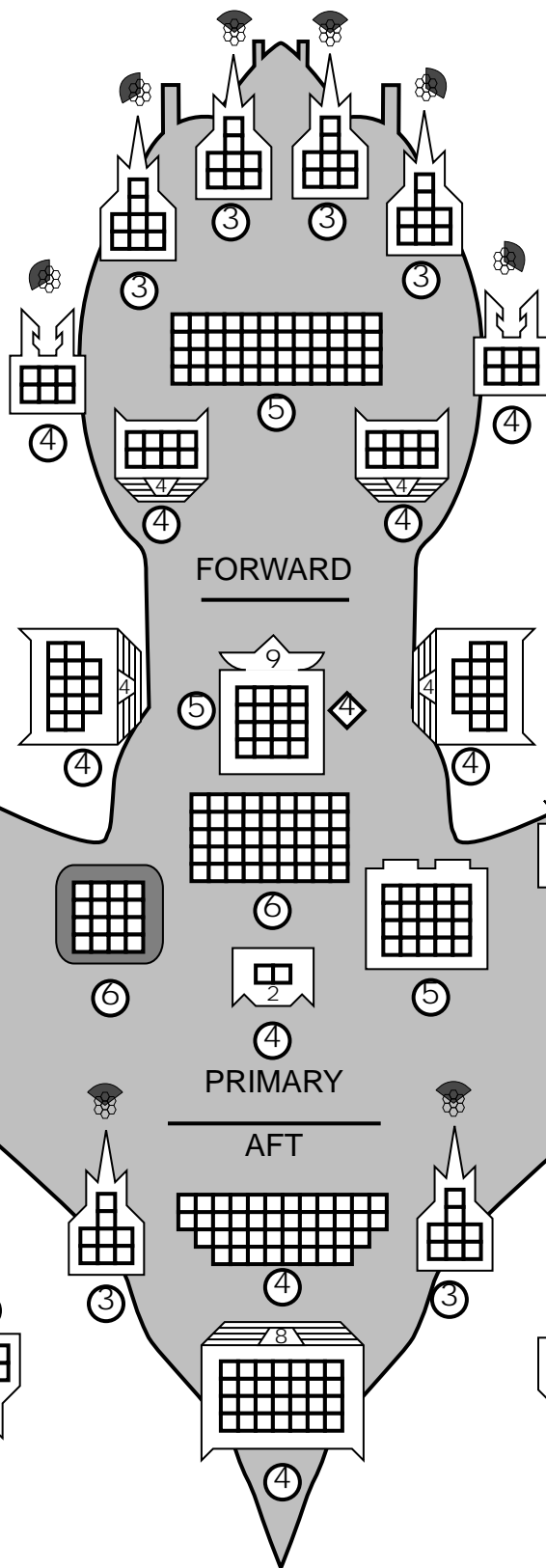
Target #2

Target #3

Target #4

Target #5

Target #6



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

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Fusion Cannon
- Shock Cannon
- Jammer