



## Minbari Toragni Light War Cruiser

### SPECS

Class: Capital Ship  
In Service: 2259  
Point Value:  
Ramming Factor: 300  
Jump Delay: N/A

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +1

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

### WEAPON DATA

Neutron Laser  
Class: Laser  
Modes: R, P, S  
Damage: 4d10+15  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+4/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

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.

**FORWARD BITS**  
1-3 Retro Thrust  
4-5 Neutron Laser  
6-7 Shock Cannon  
8-9 Fusion Cannon  
10-18 Forward Struct  
19-20 PRIMARY Hit

**SIDE HITS**  
1-3 Port/Stb Thrust  
4-8 Fusion Cannon  
9-10 Neutron Laser  
11-18 Port/Stb Struct  
19-20 PRIMARY Hit

**AFT HITS**  
1-6 Main Thrust  
7-8 Fusion Cannon  
9-10 Shock Cannon  
11-18 Aft Struct  
19-20 PRIMARY Hit

**PRIMARY HITS**  
1-9 Primary Struct  
10-11 Engine  
12-13 Jammer  
14-15 Sensors  
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

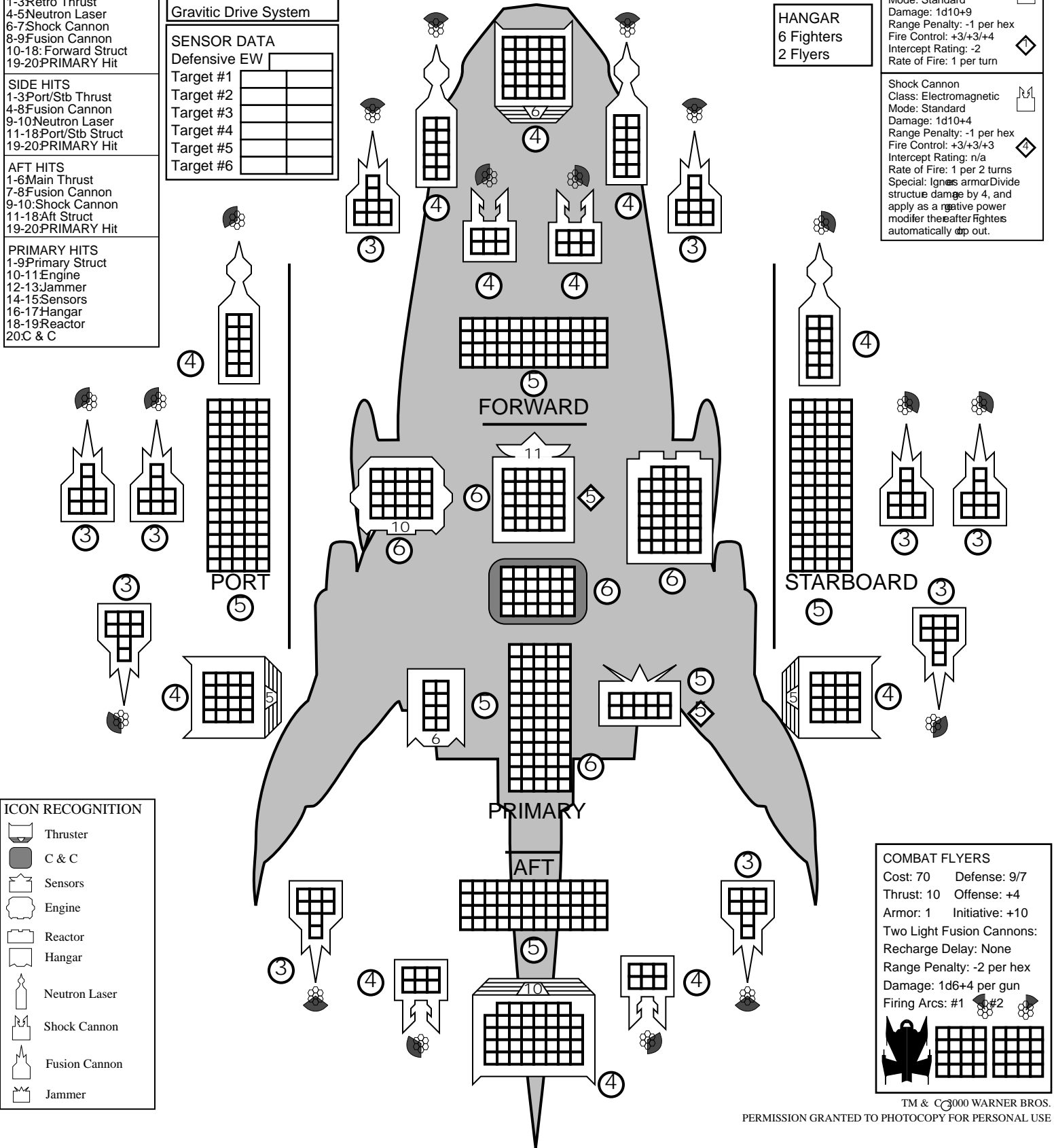
### HANGAR

6 Fighters

2 Flyers

### ICON RECOGNITION

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



### COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Recharge Delay: None  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2

