



Minbari Toravi Patrol Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2205	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 575	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 70	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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	
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	

HANGAR
0 Fighters
2 Flyers

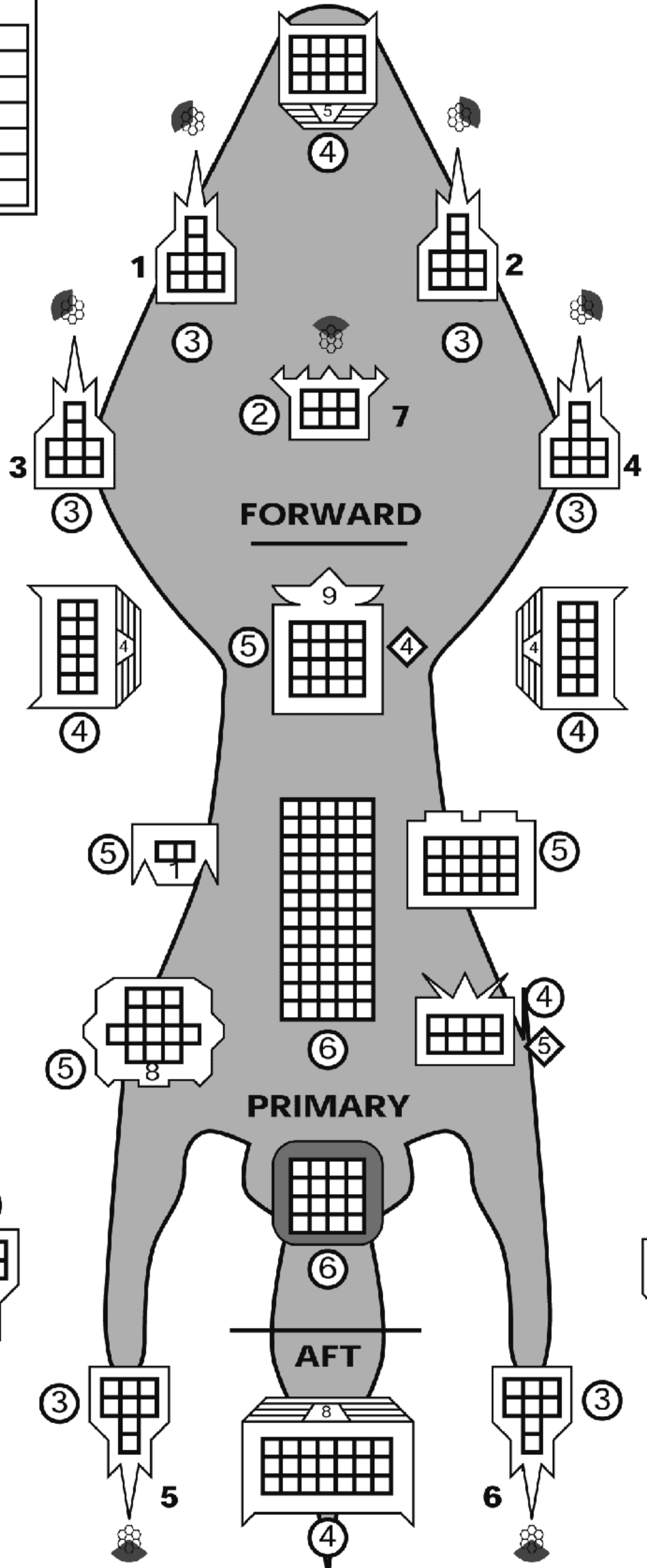
FORWARD HITS
1-6: Retro Thrust
7-11: Fusion Cannon
12-13: EP Gun
14-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-10: Fusion Cannon
11-17: 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
 Atmospheric Capable

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Fusion Cannon
	EP Gun
	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	