

G'Tok Strike Cruiser

The G'Tok began the War of Retribution as a standard G'Quan class heavy cruiser assigned to the Red Fleet under the command of Captain Na'Kal. Involved in nearly every major conflict posted by the Red Fleet, the G'Tok managed to survive relatively undamaged, earning herself the reputation of being a "lucky" ship. In the final month of the war, the G'Tok found herself circling the Narn Homeworld waiting for the Centauri and a fiery end.

Instead, her lucky reputation earned her the attention of WarLeader G'Sten. G'Sten had recently been assigned by the Kha'Ri to lead a last ditch raid against the Centauri supply word of Gorash in the hopes of stalling the war. Re-assigned to G'Sten's assault group, the G'Tok, along with several other G'Quans would attempt to quietly exit Homeworld space, sneak their way through the Quadrant 01 and Beta 3 systems to finally arrive at Gorash. There they would destroy the primary supply depot and then attempt to fight their way back to Narn space or failing that neutral space.

Despite intelligence reports of intense Centauri patrols, G'Sten's strike force managed to work its way through Quadrant 01 without detection. Arriving at Beta 3, the G'Tok's lucky reputation was again born out when G'Sten chose the G'Tok to act as rear guard for the rest of the fleet. Left behind at Beta 3, the G'Tok would stand as look out for the returning elements of the strike force following the raid and provide a surprise reinforcement if the strike force was engaged.

Unfortunately, G'Sten's apparent success at sneaking through the Quadrant 01 and Beta 3 systems was simply wishful thinking. Centauri forces had spotted the Narn force the moment it had entered Quadrant 01 space. However, the Centauri Admirals in system were under strict orders from the Centaurum to let the Narn force pass. With no recourse, the Centauri commanders consoled themselves by keeping careful tabs on the ships left behind by G'Sten.

Lurking at the fringes of Beta 3 space, the G'Tok waited as G'Sten's return became more and more overdue. In desperation, Captain Na'Kal disregarded G'Sten's orders and prepared to jump to the Gorash system. In the moment's prior to jump, a Centauri task force exited hyperspace virtually on top of the Narn cruiser. Their opening volley of fire sorely damaged the Narn ship. It was only due to the fact that Na'Kal had already order a jump that the battered cruiser was able to make it to the safety of hyperspace.

Trapped in hyperspace and heavily damaged, the G'Tok found herself in a desperate game of cat and mouse with Centauri forces. Initially, the G'Tok bought the time she needed to manage makeshift repairs by hanging at the very edge of detection of the Beta 3 hyperspace beacon located at the opposite side of the system. With those repairs that were possible in place, Na'Kal then attempted to sneak his way onto the Beta 3 to Quadrant 01 beacon in the hopes of returning to Narn space. Unfortunately, Centauri patrols were so intense along this obvious escape route that Na'Kal and the G'Tok were forced away again and again in order to avoid detection.

By then, the G'Tok had been in the Beta 3 system for over a month. Intercepted Centauri transmissions indicating the fall of Homeworld left Na'Kal in desperate straights. With no homeworld to return to and his makeshift repairs failing, Na'Kal was forced to consider a more radical course of action. He now directed the G'Tok towards the Beta 3 to Epsilon beacon in the hopes of finding sanctuary with Babylon 5 and the Earth Alliance. Luckily, with the war's end, the Centauri forces along this route were much more lax in their patrols. As a result, the G'Tok was able to slip through their patrols and make it to Babylon 5.

Following the events of "A Fall of Night," the G'Tok managed to work her way to the super secret Bor'Goth system via a circuitous route through neutral and friendly space. As one of only a handful of surviving capital ships, the G'Tok was taken in for immediate repairs despite extensive damage that might have otherwise scraped her in the past. Initially, the G'Tok was to be rebuilt as a G'Quonth Attack Cruiser. The thinking was that there would be little or no expeditionary activity for the foreseeable future. Fleet units would typically be acting in the defensive role and could therefore be supported by planetary fighter squadrons eliminating the need for an embarked fighter component. Fleet units would therefore be maximized for direct fire combat potential. However, halfway through the G'Tok's refit, a new experimental weapon, developed in the labs at Bor'Goth became available. Owing to the massive rebuild effort already in progress, the G'Tok was selected to trial the new system. In short order, the entire forward weapon suite was removed in favor of two of the new and very large Mega Laser Cannons.

Trials of the G'Tok and her new weapon systems were progressing smoothly, when a request was forwarded from Ambassador G'Kar on Babylon 5. In the request, he asked that a heavy cruiser be sent to Babylon 5 to take part in the newly established Babylon 5 Defense Treaty. Further, he specifically requested Captain Na'Kal and the G'Tok based on their prior experience with Babylon 5. Bor'Goth officials were inclined to send a vessel other than the experimental G'Tok. However, G'Kar was the sole free and acting member of the Kha'Ri, which lent his request significant weight. And on second thought, assigning the G'Tok to Babylon 5 would provide for a means of field-testing the new weapon without risking confrontation with the occupying Centauri. The G'Tok was thus re-assigned to Babylon 5 where at she would make immediate use of her new weapons during the events of "Walkabout."

As a result of G'Tok's efforts during the Shadow War, officials at Bor'Goth decided to commission a new class of cruiser based on the G'Tok and the new Mega Laser. In recognition of the G'Tok, the new class was designated the G'Tok Strike Cruiser. In addition to the new class of cruisers, the only existing Bin'Tak Dreadnought was also upgraded with Mega Laser Cannons.

G'Tok Strike Cruiser

First introduced in Y2260, the G'Tok Strike Cruiser was the first Narn vessel to carry the new Mega Laser Cannon. Based on the G'Quonth Attack Cruiser, the G'Tok replaced the original forward heavy laser/ion torpedo installations with two of these very large weapons. To offset the heightened power demands of the Mega Laser Cannons, the port and starboard Heavy Laser Cannons were down-rated to Medium Pulse Cannons.

Initially relegated to a single hull, the success of the G'Tok during the Shadow War convinced the Narn to construct additional units of this class as well as expand the installation of the new weapon. In fact, the Narn contingent of the Drazi/Narn force that assaulted Centauri Prime largely consisted of nearly every G'Tok Strike Cruiser then constructed.

Bin'Tak Mk-II Dreadnought

Following the success of the lone G'Tok Strike Cruiser during the Shadow War, the Narn leadership at Bor'Goth decided to upgrade the only remaining Bin'Tak Dreadnought with the Mega Laser Cannon. Similar to the G'Tok, the forward Heavy Laser/Energy Mine installations were replaced with the new Laser. Concerned by the loss of the long range Energy Mines, the engineers chose to replace the short ranged Mag Gun with a pair of Heavy Pulse Cannons as a means of redressing the range balance. To minimize the strain on the reactor, the original sensor suite was replaced by the slightly more advanced G'Tal Command Cruiser's version. As it was the reactor system was still forced to operate slightly over the original specifications.

After the pullout of the Centauri, the updated Bin'Tak was relegated to the fleet protecting the space over Homeworld. Despite requests for its presence, the newly reconstituted Kha'Ri conservatively held back the dreadnought from the strike on Centauri Prime leaving her untested in battle.

In Y2268, as a reward for their initial membership with the Interstellar Alliance, the Kha'Ri received details on the Minbari Command and Control system. Wasting little time, the Kha-Ri installed the system in their Bin'Tak Dreadnoughts. A year later, the G'Tal Command Cruisers were similarly upgraded.

Mega Laser Cannon

In Y2243, the Brakiri corporation of Ly-Nakir Industries approached the Kha-Ri with a request to purchase heavy lasers from the Narn Regime. Unsurprisingly, the Narn leaders, after a series of tough negotiations, agreed. Several examples were transferred to the Brakiri corporation. These were immediately installed in the new Cidikar Heavy Carrier. Unfortunately, the primary shipyard for the new Cidikar was destroyed during a League War. Once again in economic turmoil and without current need for additional Heavy Lasers, Ly-Nakir reneged on its contract and spurned the Narn representatives.

Ten years later Ly-Nakir was back, once again requesting Heavy Lasers. Several Kha-Ri members recommended sending only the Ly-Nakir representative's heads back as way of answer. However, Ly-Nakir was fully aware of the likely animosity its agents would face from the Narn and provided them a powerful bargaining chip. In addition to the offer originally brokered in Y2243, Ly-Nakir offered new technology, or at least the potential of new technology.

The prior year, a lone Ly-Nakir agent from a team of agents infiltrated into Im-Rehsa managed to escape a maximum security Im-Rehsa facility with a data crystal containing a radical new but theoretical weapons technology. Even the Im-Rehsa scientist treated the technology as new and unusual despite being involved in its apparent development. Ly-Nakir lacked the scientific wherewithal to exploit this technology but their agents implied to the Kha-Ri, that Narn might possess certain "systemic" research assets, which might be better suited. The Kha-Ri agreed, re-establishing Heavy Laser shipments to Ly-Nakir while transferring the data to Bor'Goth with orders for maximum research effort.

Research efforts on Bor'Goth had reached the point of bread-boarded lab tests when the War of Retribution unexpectedly began. While Bor'Goth scientists pressed forward to transition the new weapon from lab to field the war went from startling victories to total defeat. Hidden safely away, Bor'Goth could only wait for the trickle of returning ships broken and battered by the war. Wait and rebuild for the future. And to the future it would offer the newly developed Mega Laser.

Designer Notes

Obviously, the Mega Laser statistics as they currently exist are a direct translation of the Graviton Beam to the Gravitic Lance carried over to the Heavy Laser. The resulting G'Tok Strike Cruiser now provides a more realist approximation to the Narn Cruisers seen through the course of Seasons 3, 4 and 5. I.e. a cruiser, without supporting Narn fighters present, firing a pair of long duration heavy lasers at what can be approximated as long range. At it exists now, the new longer range of the Mega Laser, would tend to preclude concurrent firing of the much shorter range support weapons at anything other than close range.

ADDITIONAL POST WAR OF RETRIBUTION NARN UNITS

G'Vren Ballistic Cruiser

Rare G'Quan Variant

During the War of Retribution, the Centauri paid particular attention to the Dag'Kar Missile Frigate, designating it a high priority target. As the Dag'Kar represented a significant long range punch, Narn Warleaders continued to deploy the vessel despite its rapidly shrinking numbers. In response, the Centauri became particularly adept at punching fighters groups through the Narn ranks and into the nearly defenseless rear-rank Dag'Kars. Losses were so greater, that the Sho'Kov Torpedo Cutters were pressed into service as poor-man's Dag'Kars. At wars end the few Dag'Kars which survived were those that had been hidden away in the Bor'Goth system.

During the subsequent occupation, Centauri forces made every attempt to destroy Narn infrastructure related in any way to potential war materials production. They were largely successful, and in short order the only significant military production facilities left to the Regime were located in the Bor'Goth system. In order to rebuild the fleet as quickly as possible, it was decided to standardize production to only a handful of hull types. These included the G'Quan, the Var'Nic, the Ka'Toc, the Thentus and, occasionally, the Bin'Tak. The remaining hulls were deemed to old, to limited or supported missions that were deemed no longer necessary.

One of the hulls excised was that of the Dag'Kar. Designed specifically to first field multiple bomb racks and then later energy mines and ion torpedoes, the Dag'Kar hull was virtually impossible to modify for other missions. Worse, the incredibly compact reactor which powered the Dag'Kar's weapons was incredibly expensive and difficult to manufacture. Standardization was the order of the day and the Dag'Kar was simply too specialized to construct. However, the ballistic support mission remained a valid fleet need. In response, Bor'Goth engineers were tasked with developing a replacement utilizing the hulls that were to be retained. The obvious hull choice to fill the fleet ballistic mission was the G'Quan. Already possessing some E-Mines, the G'Quan possessed excellent agility and sufficient growth margin for conversion.

At first glance, the resulting G'Vren Ballistic Cruiser seems under armed, possessing only two-thirds the Dag'Kar's E-Mines and Ion Torpedoes. However, unlike the Dag'Kar the G'Vren retains the G'Quan's original defense grid of Twin Arrays and Light Pulse Cannons. And when the overall robustness of the G'Vren is compared to that of the Dag'Kar, the G'Vren becomes even more acceptable. While never particularly numerous, sufficient G'Vren were constructed to provide for fleet level engagements.

Theroc Torpedo Frigate

Rare Thentus Variant

Developed concurrently with the G'Vren Ballistic Cruiser, the new Theroc Torpedo Frigate was intended to fill the ballistic support roll for smaller task groups in a manner similar to the Sho'Kov Torpedo Cutter. Released nearly a year before the G'Vren, the Theroc made full use of its large Thentus-based hull by mounting four Ion Torpedoes while still retaining the secondary Twin Array load out. Intensely popular with the initially small task groups formed following the withdrawal of the Centauri, the Theroc would remain in short supply despite calls for increased production.

G'Sok Fleet Carrier

Unique/Rare/Uncommon G'Quan Variant

Following the surrender at Homeworld, the commanders in the hidden system of Bor'Goth initiated a clandestine recovery operation in an attempt to salvage some remnant of the once proud Narn fleet. By virtue of the sudden push towards Homeworld by the Centauri Grand Fleet, several disabled Narn units which would have otherwise been seized, were left adrift in the wake of the fast moving Centauri. In a bold move that utilized their greater local knowledge of local hyperspace, units from Bor'Goth jumped in behind the occupation fleet and recovered several hulls even as Centauri seized control Homeworld.

One of the more damaged hulls returned to Bor'Goth was the G'Quan class cruiser, G'Sar. She had encountered the Centauri as part of a small task group left behind during G'Sten's ill-fated assault on Gorash. During the encounter, the G'Sar's forward superstructure had been shattered by mass Centauri laser fire. Moments later a lucky shot from a follow-up matter cannon strike punched through the shatter nose and smashed the C&C. The ship promptly went dead in space and was subsequently ignored by the Centauri who pushed on to Homeworld. Though heavily damaged, the Bor'Goth salvage group quickly realized that the primary systems, with the obvious exception of C&C, along with most sections aft of the forward superstructure were essentially intact. Returned to Bor'Goth, the G'Sar was initially ordered stripped to provide parts for other, less damaged

cruisers. However, these orders were quickly rescinded and a more aggressive and innovative approach was taken.

During the War, the lack of legitimate fleet carriers with their large strike groups proved tactically restrictive. While most Narn ships carried fighters, the integration of these fighters into larger groups/wings proved disastrously ineffective due to unfamiliarity between the various flights. This lack of cohesion was magnified as parent ships were lost or reassigned. A large carrier could deploy a large integrated group behind which the rest of the fleet's fighters could follow.

Finally, fighters, with their short construction times, would represent the primary striking power of the Regime until ship construction recovered. Admittedly, these fighters could initially be deployed defensively from the various planets and installations, but in time the deep space fleet would be reborn and would benefit from a legitimate fleet carrier. To that end the G'Sar was designated for conversion into a fleet carrier. The entire forward section was rebuilt as a large hangar replacing the forward weapons suite. The original hangar was enlarged 50% by virtue of down sizing the reactor systems, which was now only powering the original defensive suite of Twin Arrays and Light Pulse Cannons plus a pair of Medium Pulse Cannons.

Completed at the end of Y2262, and therefore unavailable for the strike on Centauri Prime, the G'Sar could deploy no less than 42 fighters. A bit less than the Earth Alliance Avengers but more than the Centauri Balvarin and Balvarix class carriers. Operated exclusively around Bor'Goth, the G'Sar was used to perfect enlarged fighter strikes and field tested the new Fratha Heavy Torpedo Fighter. The success of the G'Sar Fleet Carrier convinced the Narn to build additional units of the class. Initially, G'Sar numbers were very limited as production of G'Quan hulls were needed for numerous other missions, however, by Y2265, sufficient numbers had been constructed that their appearance in larger fleets became relatively common.

Fratha Heavy Torpedo Fighter

Rare/Uncommon Frazi Variant

During the War of Retribution, the flights of Tarza Torpedo Fighters had proven very successful virtue of being able to engage Centauri fleet elements outside their Twin Array envelope by means of their Light Ion Torpedo's. Unfortunately, the low number of Tarza's deployed, coupled with small ordinance loads meant that their overall affect on any given engagement was typically insufficient to swing the tide. Rather than attempt to mount additional torpedoes on the Tarza, Bor'Goth engineers instead elected to utilize the larger Frazi Heavy Fighter.

By downgrading the original Frazi's Paired Particle Gun to the Gorith's Light Particle Beam, sufficient space was generated to add no less than eight Light Ion Torpedoes on the large fighter's frame. An extended nose was also added to house a dedicated navigator as well as more sophisticated targeting system. In order to maintain the original fighter's thrust levels it was necessary to revise the armor arrangement in order to reduce mass. The new layout resulted in an overall reduction in armor weight but still managed to include an improvement to the forward armor rating.

The new fighter was very popular with the fleet. However, initial production was almost entirely dedicated to planetary defense limiting its availability to only priority units such as the Bin'Tak, G'Sar and G'Tal class vessels. The shortage would continue throughout Y2265 at which point production reached the levels necessary to equip fleet units.

Therit Patrol Frigate

Common Thentus Variant

Following the sudden withdrawal of Centauri forces from Narn space in early Y2261, the region became somewhat of a happy hunting ground for various Raider organizations. Relief supply missions, arms sales, shipments of manufactured goods purchased by the Narn to rebuild, it drew Raiders from surrounding regions like sharks. With Sheridan initially engaged in the Earth civil war and then later with the Interstellar Alliance, aid in the form of Whitestar patrols was slow in coming.

With Sho'Kos production closed, the role of patrol vessel was initially designated to the basic Thentus. However, one enterprising new Kha'Ri member suggested taking a lesson from the Brakiri and their Kabrik Police Ship. That vessel was intended to capture Raider ships rather than simply destroying them. Capturing Raiders has multiple advantages. First there was the Raider vessel itself, which could be sold or used for parts. Then there was the cargo the Raiders may already be carrying, much of which would have likely been originally purchased by the Narn. And finally there was the Raider crew, who could be "induced" to provide locations of other Raiders, bases and cargo caches, and then finally publicly executed which would serve to drive the point home far more effectively than blowing them up in deep space.

To that end, the basic Thentus was altered to provide for an enlarged hangar bay holding a mix of breaching pods and assault shuttles. To create the needed room, the original weapons suite was downgraded from Medium Lasers and Twin Arrays to the smaller Medium and Light Pulse Cannons. In addition, the Sensor Suite and Command and Control facilities were simplified and reduced in size. The power demand reduction also allowed for downsizing of the reactor. As it was, the resulting design was a tight fit for the crew and assault personnel. Fortunately, the new Therit Patrol Frigate was not intended for long

patrols and the crews could quickly be rotated.

Deployment of the patrol ship was immensely successful. Raider activity was quickly reduced to a more manageable level. However, it could not be stamped out entirely, as the region was simply too lucrative and still too wide open to completely police.

Therus Escort Frigate *Rare Thentus Variant*

As the Narn fleet slowly recovered from the devastation resulting from the War of Retribution and the subsequent occupation by the Centauri, Narn shipwrights and engineers finally began to take note of the startling growth in fighters deployed by other governments. The Brakiri Pikitos, the Vree Tzymm, the Earth Alliance Badger and Thunderbolts and the Drazi Serpent series. Considering the size of these fighters, and the longer ranges of the weapons they carried, it was deemed highly unlikely that even a dedicated interceptor fighter would be able to breakup incoming attacks. The Centauri, despite not having a heavy fighter, were more often than not able to punch fighters through Narn defensive lines to get at the vulnerable support units like the Dag'Kar and Sho'Kar. Had the Centauri had true heavy fighters, the damage would have been even worse.

What was needed was a dedicated escort vessel agile enough to go out and meet incoming fighter waves while possessing sufficient anti-fighter weapons to break up coordinated attacks. The weapon already existed in the form of the Pulsar Mine, which, while possessing extremely limited range, produced a staggering amount of anti-fighter fire. Originally, deployed on the G'Karith Patrol Cruiser, the weapon had largely been deemed a failure, though in retrospect, this would primarily be due to the capital ship's lack of agility. A more agile ship should, in theory, improve the Pulse Mine's performance.

Unsurprisingly, the Thentus hull was selected for conversion. Its modification was originally intended to be a straight swap of the Burst Beams with Pulsar Mines. Unfortunately, the Pulsar Mines were slightly too large necessitating the downgrade of the Medium Lasers to Medium Pulse Cannon along with a corresponding reduction in the reactor systems. The further space saving measure, the Command & Control spaces were also slightly downgraded, though this change was not considered significant as the vessel would be operating as an escort to larger, priority vessels and would not be acting independently.

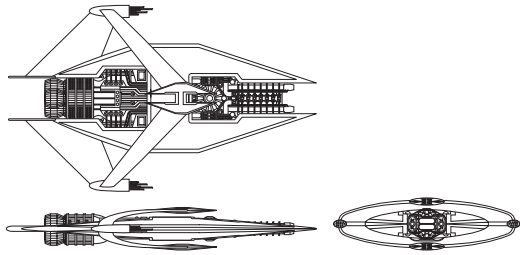
The resulting Therus Escort Frigate appeared on paper to be an excellent escort vessel. However, it was later realized that the Pulsar Mines, despite their high rate of fire, lacked as big enough punch to take out heavy fighters in a single shot. Still, its primary purpose was break up incoming attacks, a job it performed most adequately. Production of the Therus was primarily limited by the availability of Pulsar Mines. Initial units were constructed using the Pulsar Mines removed from the surviving G'Karith during their refit to G'Sten War Cruisers. Once these stocks were used up, additional Pulsar Mine construction was slowly re-introduced. As a result, the Therus was a rare appearance on the battle field and then usually attached to priority targets like the Bin'Tak, G'Sar, G'Vren and Va'Kar.

Va'Kar Mk-II Fleet Scout *Rare/Uncommon Var'Nic Variant*

One of the most glaring weaknesses of the Narn fleet during the War of Retribution was in the area of ELINT. The basic Sho'Kar Scout Cruiser was undersized, poorly armed and, worst of all, possessed an ELINT system completely outclassed by the Centauri Covran. The addition of the Va'Kar Long Range Scout in Y2253 solved the first two issues but remained saddled with the Sho'Kar's obsolete ELINT package. The Centauri occupation crippled much of the Narn Regime's technology base, especially in the area of advanced sensor development (Bor'Goth's works were largely aimed at weapon system development and lacked significant sensor research facilities). Considering the staggering number of needs the Regime was forced to contend with, the likelihood of upgrading their sensor technology was remote at best. With few options, the Narn went outside the Regime and attempted to import the necessary technology. Unfortunately, most races were unable to meet the Narn needs and those that could were either unwilling to do so out of old fears of the Regime or asked for more than the Narn could afford.

In desperation, Citizen G'Kar was contacted in hopes that his friendship with the leaders of the Interstellar Alliance might generate some more positive results. Initially unwilling, G'Kar was finally convinced of the severity of the need and agreed to contact Delenn. Before leaving, he further indicated that the Minbari owed him and the people of Narn a great favor and maybe it was time to call it in. Three weeks later, G'Kar returned to Homeworld, in a Minbari freighter. Inside were a number of Sensor Suites removed from decommissioned Letann Scouts and the necessary technical information to construct more.

The sensor suites initially available were immediately installed on Va'Kar class scouts resulting in the new Fleet Scout designation. While Narn engineers and scientists first backward engineered the Minbari sensor units and then managed to begin production, the existing Va'Kar Mk-II Fleet Scouts would be rarely encountered, their numbers carefully husbanded by the conservative Kha'Ri. By Y2270, production of indigenous Sensor Suite finally began lessening the rarity of this powerful new addition to the Narn Fleet.



Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +0



DESIGN and SCS by Richard Bax (HRT), 2005
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Bin'Tak Variant (Unique through Y2262/Rare thereafter)

Version 1: 2E/RLB

Name: _____ Counter: _____



Narn Bin'Tak Mk-II Dreadnought

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 1400
Ramming Value: 460
Jump Delay: 20 Turns

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

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Mega Laser Cannon

Class: Laser
Modes: S
Damage: 5d10+30
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Can fire as two heavy laser cannons at the same or different targets.

Hvy Laser Cannon

Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Rate of Fire: 1 per 4 turns

Hvy Pulse Cannon

Class: Particle
Modes: Standard
Damage: 15 1d5 times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Ion Torpedo

Class: Particle
Modes: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-3: Retro Thrust
5-6: Mega Laser Cannon
7-8: Hvy Pulse Cannon
9: Lt Pulse Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Heavy Laser Cannon
6: Lt Pulse Cannon
7-8: Twin Array
9: Ion Torpedo
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Heavy Laser Cannon
9: Twin Array
10-11: Lt Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
After Y2268 this unit adds initiative bonus to all Narn ships in the scenario.
Increase cost of ship by 50 points

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

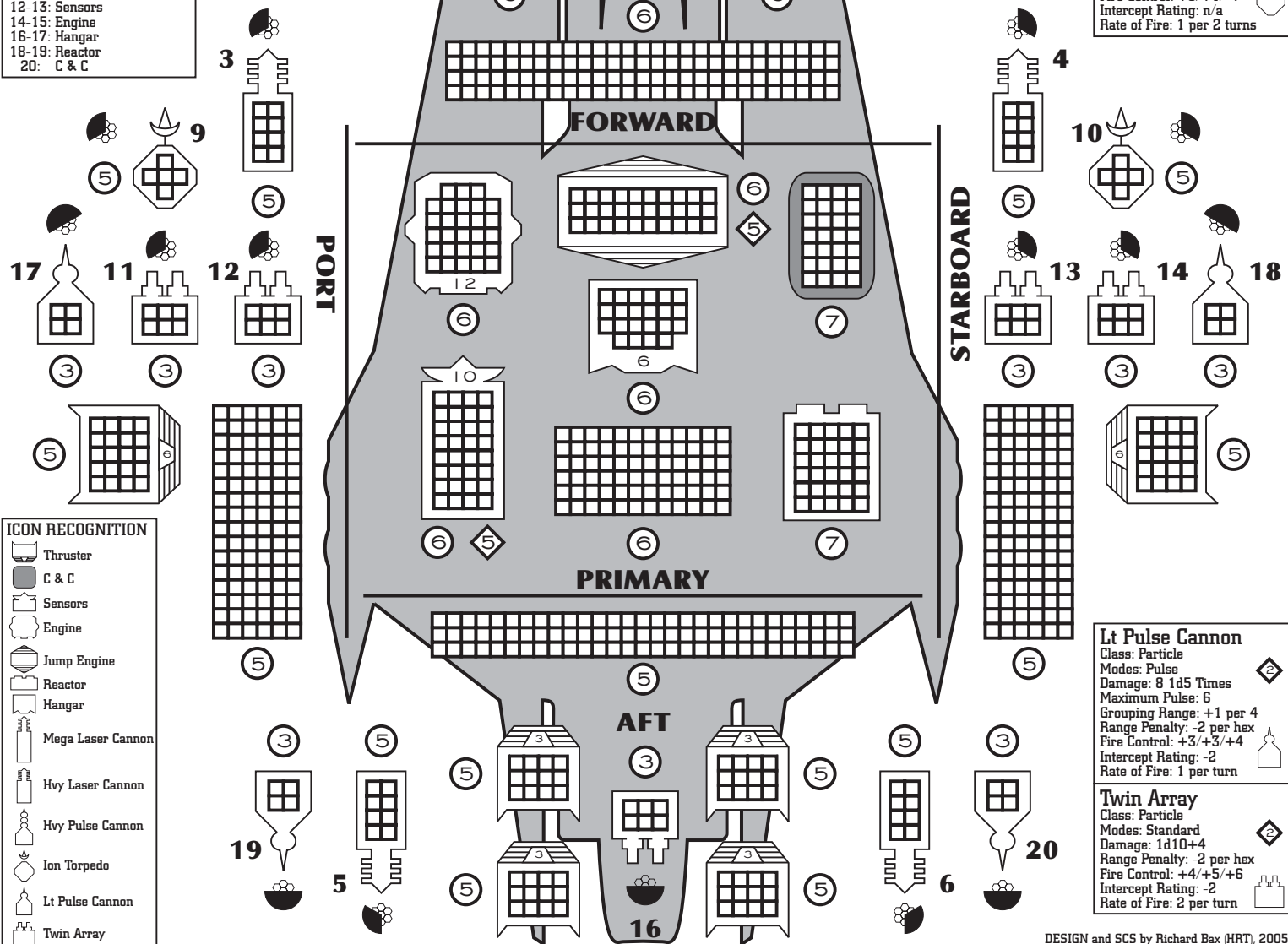
Target #4

Target #5

Target #6

HANGAR

18 Fighters
4 Shuttles Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Mega Laser Cannon
- Hvy Laser Cannon
- Hvy Pulse Cannon
- Ion Torpedo
- Lt Pulse Cannon
- Twin Array

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

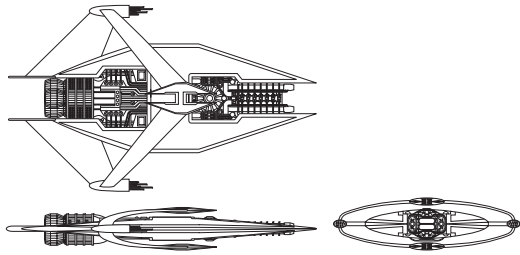
Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

G'Quan Variant (Rare)

Version 1: 2E/RLB

Name: _____ Counter: _____



Narn G'Vren Ballistic Cruiser

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 775
Ramming Value: 330
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 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: +0

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
5-11: Energy Mine
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Ion Torpedo
7-8: Lt Pulse Cannon
9-10: Twin Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-11: Lt Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

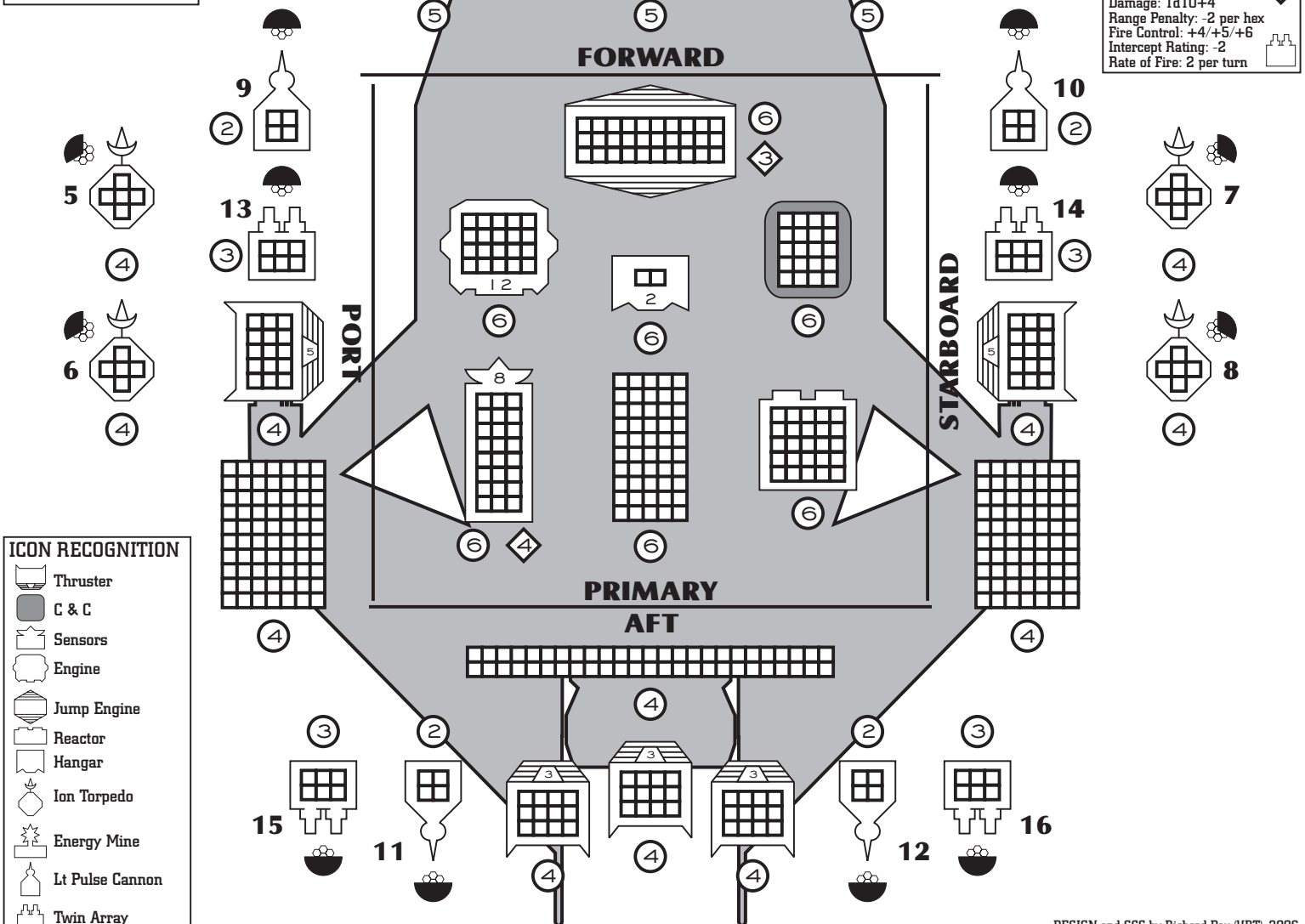
Target #6

HANGAR

0 Fighters

2 Shuttles Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Torpedo
- Energy Mine
- Lt Pulse Cannon
- Twin Array

WEAPON DATA

Energy Mine

Class: Ballistic
Modes: Flash
Damage: 30/10
Range Penalty: None
Max Range: 50 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.

Ion Torpedo

Class: Particle
Modes: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Thentus Variant (Rare)

Version 1: 2E/RLB

Name: _____ Counter: _____



Narn Theroc Torpedo Frigate

SPECS

Class: Medium Ship
In Service: 2263
Point Value: 460
Ramming Value: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +13

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

WEAPON DATA

Ion Torpedo

Class: Particle
Modes: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

HANGAR

0 Fighters
2 Shuttles Thrust: 4
Armor: 1 Defense: 10/12

FORWARD HITS

1-5: Retro Thrust
6-8: Medium Pulse Cannon
9-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Array
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Pulsar Mine
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

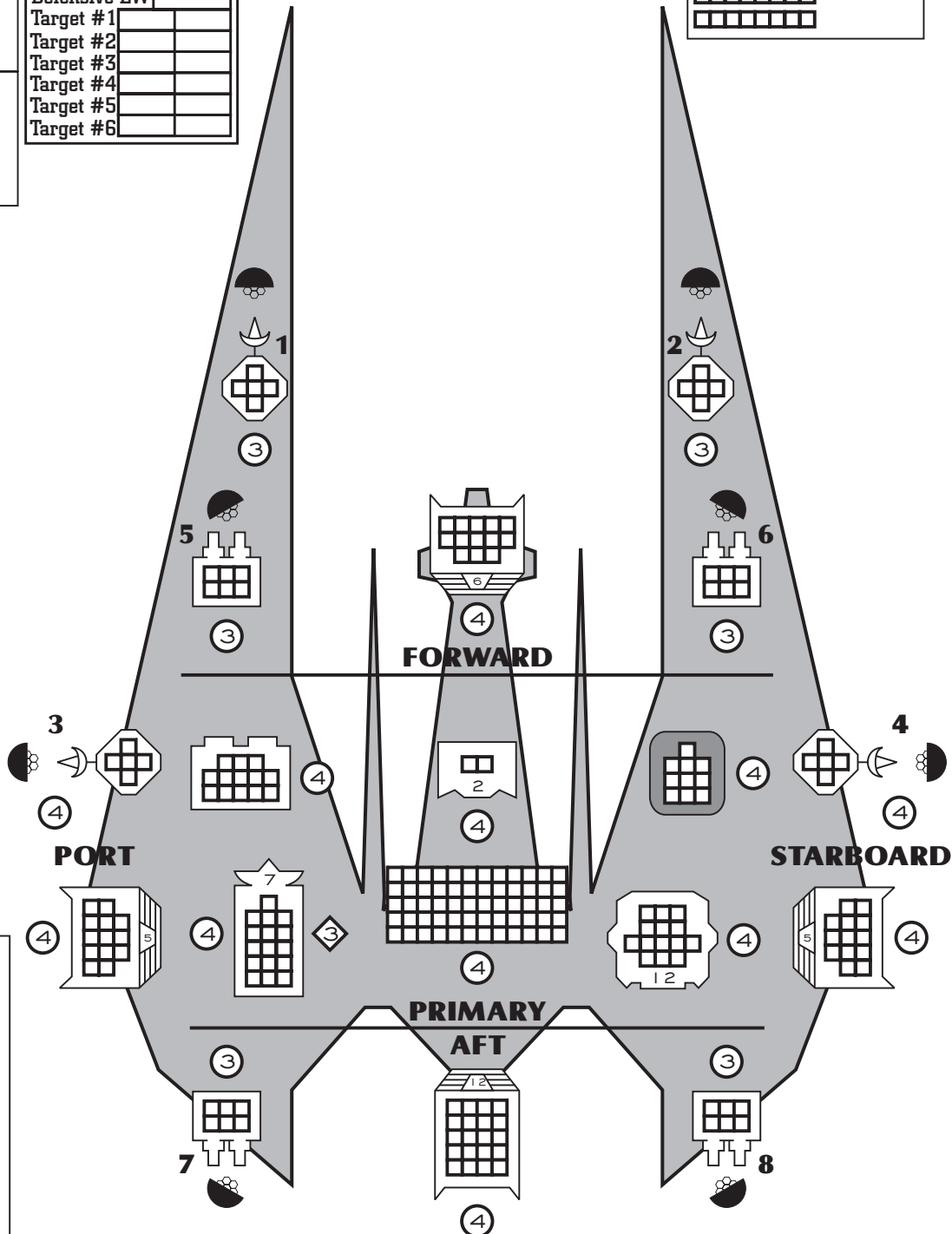
Target #2

Target #3

Target #4

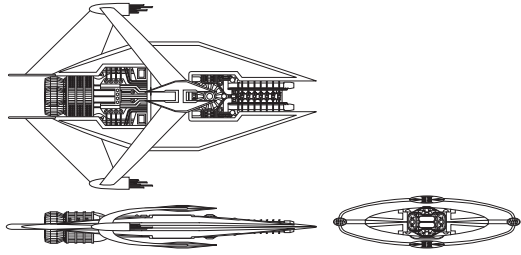
Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ion Torpedo
- Twin Array



Narn G'Sar Fleet Carrier

SPECS

Class: Capital Ship
In Service: 2262
Point Value: 750
Ramming Value: 330
Jump Delay: 20 Turns

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

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 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: +0

WEAPON DATA

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-11: Forward Hangar
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Pulse Cannon
7-8: Lt Pulse Cannon
9-10: Twin Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-11: Lt Pulse Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

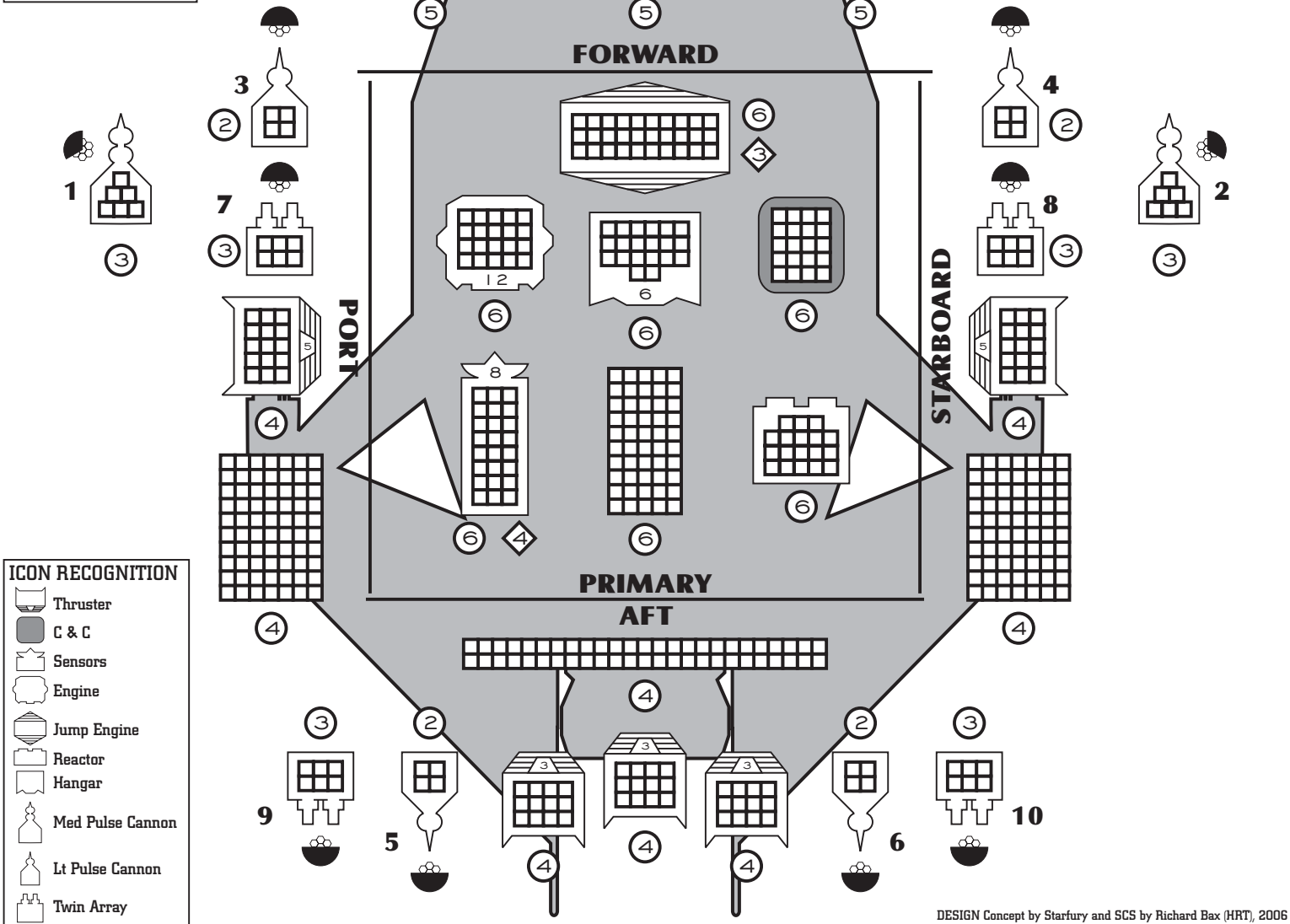
Target #6

PRIMARY HANGAR











18 Fighters
2 Shuttles Thrust: 4
Armor: 1 Defense: 10/12

FORWARD HANGAR

24 Fighters
0 Shuttles



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Med Pulse Cannon
-  Lt Pulse Cannon
-  Twin Array

Narn Fratha Heavy Torpedo Fighter

SPECS

Class: Heavy Fighter
In Service: 2662
Point Value: 70 each
Ramming Value: 23
Jinking Limit: 6 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 8
Free Thrust: 10
Offensive Bonus: +5
Initiative Bonus: +17

WEAPON DATA

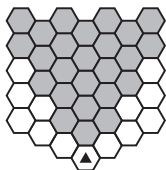
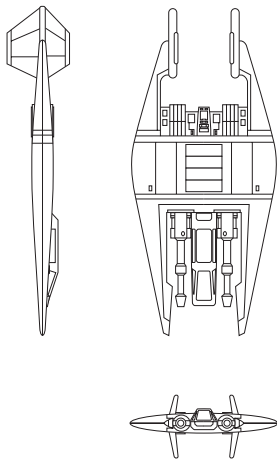
Light Particle Beam
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn

Light Ion Torpedo

Class: Ballistic
Damage: 10
Max Range: 20 hexes
Fire Control: n/a
Intercept Rating: n/a
Cost: 8 Combat Points each

SPECIAL NOTES

Can carry 8 torpedos
Launch Rate 2 per turn
Navigator included.



ARMOR



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Thentus Variant (Common)

Version 1: 2E/RLB

Name: _____ Counter: _____



Narn Therit Patrol Frigate

SPECS

Class: Medium Ship
In Service: 2261
Point Value: 380
Ramming Value: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +13

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

WEAPON DATA

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Burst Beam

Class: Electromagnetic
Modes: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: -1 power if structure hit, deactivates power-using systems; +4 critical to non-powered systems; forces auto-dropout on fighters. See rules.

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Medium Pulse Cannon
9-11: Lt Pulse Cannon
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt Pulse Cannon
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Burst Beam
10-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

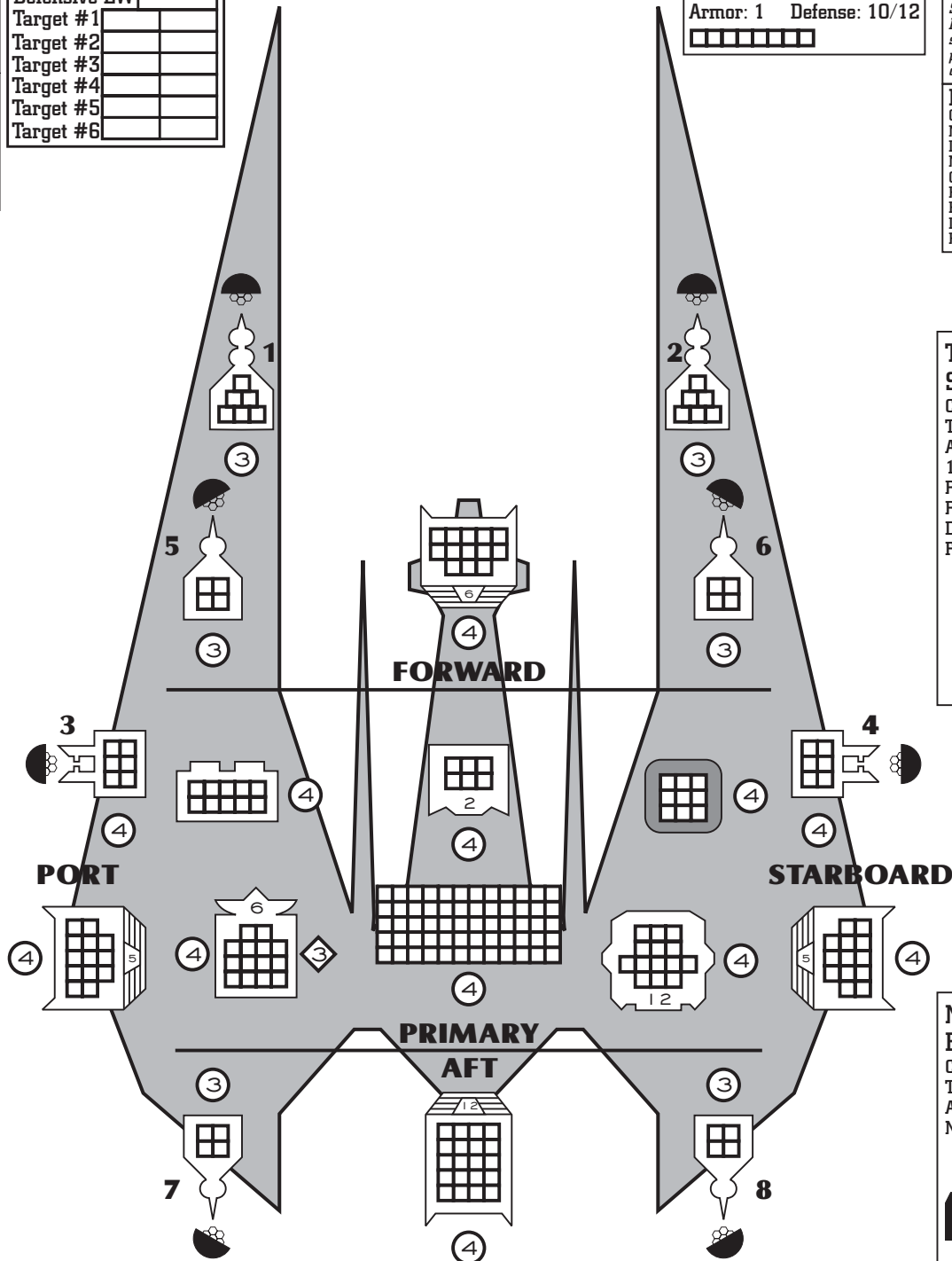
Target #4

Target #5

Target #6

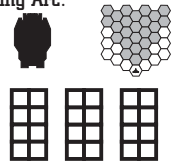
HANGAR

0 Fighters
2 Breaching Pods
3 Assault Shuttles
1 Shuttles Thrust: 4
Armor: 1 Defense: 10/12



T'HKAR ASSAULT SHUTTLES

Cost: 30 Defense: 9/9
Thrust: 7 Offense: +2
Armor: 2 Initiative: +9
1 Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage 1d6+5
Firing Arc:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Burst Beam
- Med Pulse Cannon
- Lt Pulse Cannon

NARN T'RAKH BREACHING POD

Cost: 40 Defense: 9/10
Thrust: 5 Offense: 0
Armor: 4 Initiative: +8
No Weapons



Thentus Variant (Rare)

Version 1: 2E/RLB

Name: _____ Counter: _____



Narn Therus Escort Frigate

SPECS

Class: Medium Ship
In Service: 2264
Point Value: 400
Ramming Value: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +13

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

WEAPON DATA

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Pulsar Mine

Class: Particle
Modes: Pulse (Special)
Damage: 8
Range Penalty: None (Max 2)
Fire Control: --/--/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 18 shots at fighters/shuttles per turn

Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Medium Pulse Cannon
9-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Array
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Pulsar Mine
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

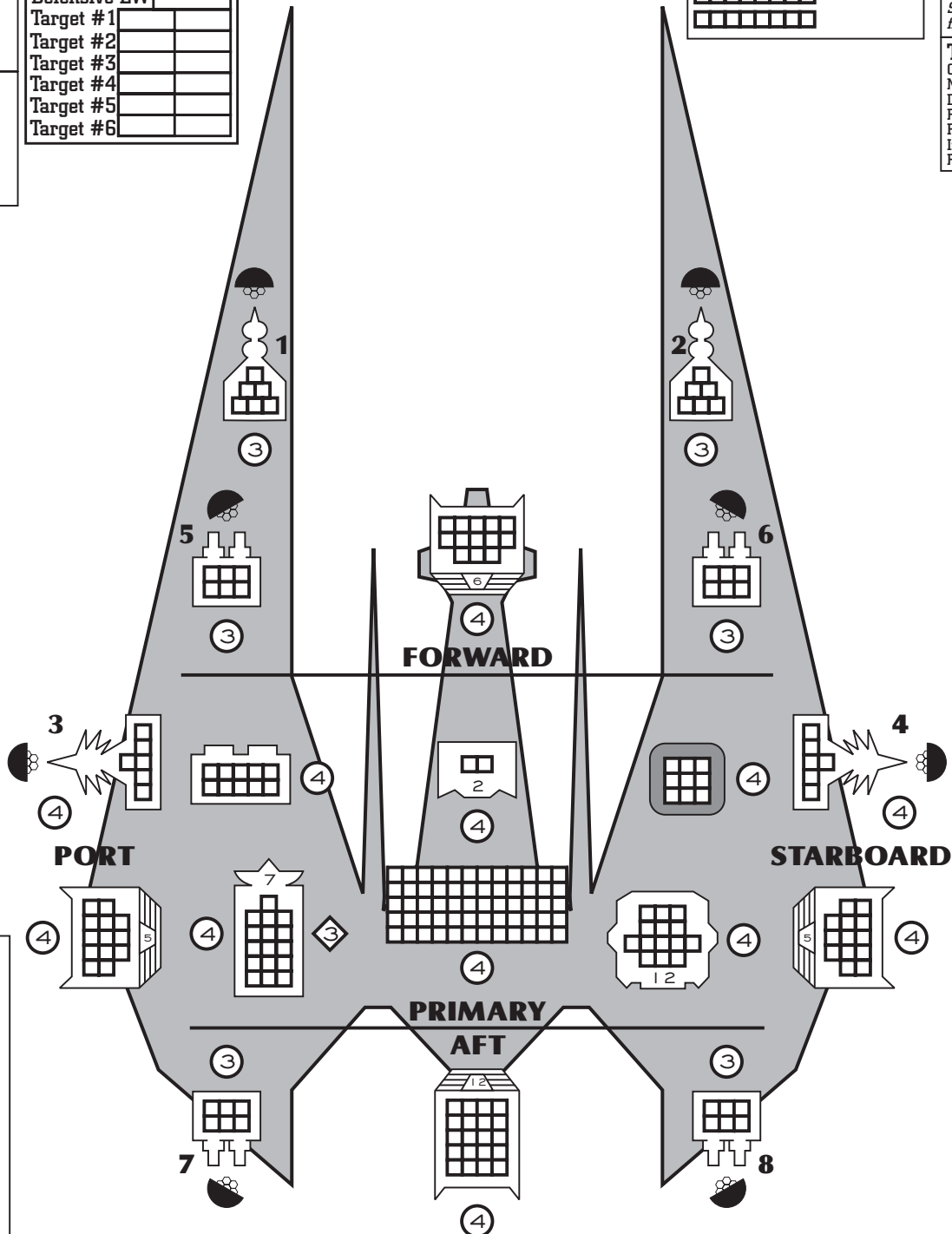
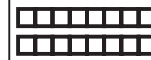
Target #6

HANGAR

0 Fighters

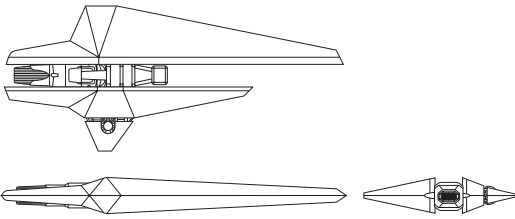
2 Shuttles Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Pulsar Mine
- Med Pulse Cannon
- Twin Array



Narn Va'Kar Mk-II Fleet Scout

SPECS

Class: Capital Ship
In Service: 2266
Point Value: 750
Ramming Value: 210
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +2

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

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Ion Torpedo

Class: Particle
Modes: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Twin Array
9-18: Forward Structure
19-20: PRIMARY Hit

PORT HITS

1-4: Port Thrust
5-7: Med Pulse Cannon
8-9: Twin Array
10-18: Port Structure
19-20: PRIMARY Hit

STARBOARD HITS

1-4: Starboard Thrust
5-7: Ion Torpedo
8-9: Twin Array
10-18: Starboard Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Structure
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

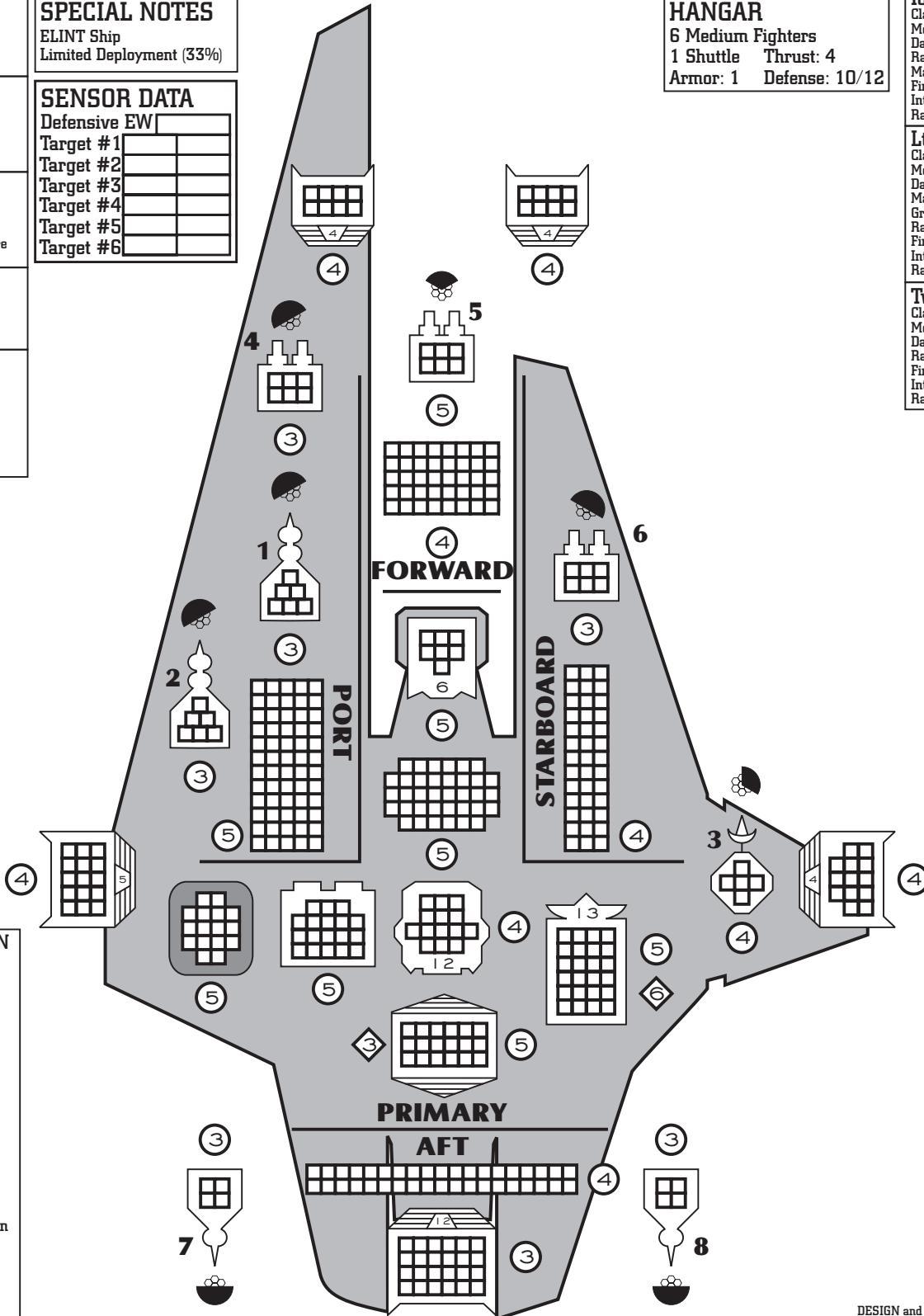
ELINT Ship
Limited Deployment (33%)

SENSOR DATA

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

HANGAR

6 Medium Fighters
1 Shuttle Thrust: 4
Armor: 1 Defense: 10/12



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Ion Torpedo
	Med Pulse Cannon
	Lt Pulse Cannon
	Twin Array