

# The Narn Regime G'eron Battleship

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When the Narn Regime implemented the "Emergency Naval Development" project, its intention was to produce as many combat capable warships in as short a time as possible. Many feared that the fickle Centauri might change their minds yet again and return to the home world. It was hoped that a sizeable fleet, even one based on ships that were inferior to Centauri vessels, would form a large enough deterrent to keep the Centauri away.

As time passed, it was realized that the Centauri had much larger problems. They could no longer afford the time or effort for one former subject world. The Narn thus gained much needed breathing room to reassess their position. It also gave the Narn needed time to allow its new scientists, engineers and naval commanders and architects a chance to gain experience and expertise.

While Narn scientists unraveled the secrets of captured Centauri technology, Narn naval architects began to design a new breed of dedicated warships. Warships that would be able to fight the Centauri on equal or near equal terms. As they worked they began to realize the immense task that was a modern military fleet. The myriad of missions which would need to be performed by the new navy would require many new classes of warship. Quality was to be goal but quantity remained the reality.

Realizing that the Centauri would likely be the largest threat, the Narn reviewed the assets of the Centauri war fleet. Even in its decline the once "Lion of the Universe" retained a diverse and powerful force. And at its lead was the large and powerful Octurian class battleship. To engage a Centauri fleet would entail combat with this vessel. The Narns needed an equivalent and set forth to build it.

Initial design studies immediately bogged down due to the lack of design experience. A vessel that large was proving to be difficult proposition. To speed progress the design teams began to look into the idea of scaling up another design or existing vessel. The most promising option, was a scaling up of another ongoing design, the G'Quan Class heavy cruiser. It was large and robustly designed easing the difficulty of scaling up the design. But most importantly it's design was making excellent progress, making it the only real choice and work was begun.

They immediately began to run into problems. Scaling a cruiser up to a battleship was not as simple as it was earlier hoped. The increased size hull meant more armor to cover it. The added armor meant more internal bracing which also drove the weight up. More weight meant larger more massive engines which meant a larger structure to house them which in turn drove the weight still higher. Lacking the skills or experience, the design began to spiral out of control. Compromises were needed and wholesale changes began to leak into the design.

The obvious fact now faced was that this new battleship was not going to be as large as the Octurian. To save weight the three original G'Quan based main thrusters were reduced to 2 improved versions whose combined almost equaled that of the G'quan. The reduced thrust had an added benefit in that it allowed the engine to also be reduced in size. The fighter bay, originally planned to house 24 Gorith fighters was reduced to the G'Quon's 12, though extra space was kept to house larger future fighters.

Still, progress on the design reached the point where the first vessel was ordered to be commissioned. But as work progressed, rumors began to filter out about a completely new and revolutionary design, one that would be larger still, armed with the latest of weapons and be capable of not only facing but even defeating an Octurian. The rumors remained unconfirmed and were beginning to fade when suddenly a new weapon system called an energy mine appeared from a new special design facility.

The new energy mine was quickly added to the battleship design and the first battleship, the G'eron was completed. Her work ups and tests proved the ship to be capable though uninspiring. Though

of defeating a Centauri cruiser, the G'eron would likely not survive an encounter with an Octurian. Construction of the second battleship, the T'Lair, was soon halted and within a month, work was begun on a new design, the Bin'Tak dreadnought.

For the moment at least, the G'eron was still the most capable warship in the Narn fleet. She was assigned to the Home world defense fleet where she served as flagship. Her only other activities were the occasional saber rattles against other races, none of which culminated in combat.

When the first Bin'tak, G'Quan's Fire, was commissioned most assumed that the G'eron's day was done, but 2 months later G'Quan's Fire was lost to a freak reactor failure with all hands. Stunned by the loss, Narn Admiralty order the T'Lair to be completed as a stop gap while an investigation of the G'Quan's Fire loss was conducted. The T'Lair was completed just prior to the completion of the investigation. No formal report of the investigation was ever made, but subsequent to its completion construction of a second Bin'tak was ordered concurrent with the canceling of any further construction of G'eron class vessels.

The G'eron and T'Lair served with home fleet until the completion of the new Bin'tak. They were then both deployed as flagships to the Battle Squadron. A year and half later they were again replaced by further Bin'tak vessels and reassigned as task force leaders. Both vessels took part in the opening moments of the Narn Centauri War. In the first weeks, the G'eron saw action in Quadrant 27 while the T'Lair was held in reserve. Both vessels were then shifted to Quadrant 1, The G'eron was involved in the attack on Ragesh while the T'Lair took part in the assault on Beta 3. A week later, the T'lair again saw action in Coutor. The G'eron was held in reserve at Ragesh and was spared the surprise defeat at Immolan.

To date, both battleships had performed well, taking little permanent damage. Three week later the T'lair's luck ran out. Faulty reconnaissance of Batain system incorrectly indicated only a limited defensive force instead of the actual battle fleet. In the ensuing battle, the T'Lair was lost while conducting a rear guard holding action, which allowed some of the fleet to escape.

By now, the G'eron was once again the flagship of the fleet in Ragesh, the Bin'Tak dreadnought D'Korith having been destroyed in battle. She held this position for about 2 weeks before being heavily damaged by the Centauri assault which recaptured Ragesh. Heavily damaged, the G'eron was sent to Bor'gath, a highly guarded secret system within Narn space. There she spent the remainder of the war, constantly considered the second most important ship to be repaired but never quite the most important. At wars end she was still not fit for service and it would be another six months before she was declared ready. Her position now is that of fleet flag for either the Home world or the patrolling Bor'gath, alternating with lone the surviving Bin'tak.

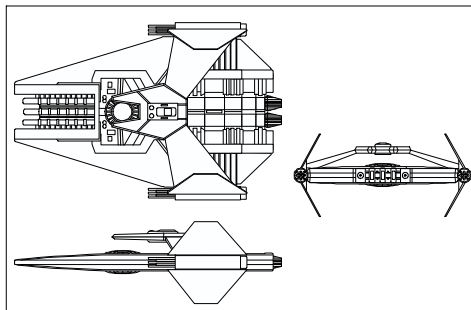
## Credits

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The G'eron came about due to a miniature created by Keith Dague ([nightwatch@microworld.com](mailto:nightwatch@microworld.com)) at Stellardyne Industries (<http://members.xoom.com/Stellardyne/pages.html>). He originally had a B5Wars SCS for this ship but it was made pre-NCW and pre-2nd Edition. I have since updated the SCS into my own format using the NCW as 2nd Edition Rules for guidance. Thus the G'eron uses a mix of Heavy Lasers, E-mine and Ion Torpedoes in conjunction with Twin Arrays and Lt. Pulse Cannons . Think of it as a G'Quan and a half.

The G'eron's and T'lair's history used a lot of personal fiction on my part played off against published information in Agents of Gaming's Narn/Centauri War. The section about the first Bin'tak's being destroyed is based on a scenario called "Sink the Bin'tak in Agents of Gaming's Showdowns-1 supplement book.

Let me ([rbax@structint.com](mailto:rbax@structint.com)) know what you think. If you wish to have a G'eron miniature or one of several other well made and B5 based ships please contact Keith at ([nightwatch@microworld.com](mailto:nightwatch@microworld.com)).



Rev: 1.0

# Narn G'eron Battleship

## SPECS

Classification: Capital Ship  
In Service: 2243  
Point Value: 800  
Ramming Factor: 330  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3  
Pivot Cost: 2+2 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Heavy Laser Cannon**  
Class: Laser  
Mode: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: N/A  
Rate of Fire: 1 per 4 turns

**Ion Torpedo**  
Class: Ballistic  
Mode: 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

**Energy Mine**  
Class: Ballistic  
Mode: 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.*

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

**Light Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 8 1d5 times  
Maximum Pulses: 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

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

## SENSOR DATA

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

## FORWARD HITS

1-3: Retro Thrust  
5-6: Heavy Laser Cannon  
7-9: Energy Mine  
10-11: Twin Array  
12: Lt. Pulse Cannon  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Strb Thruster  
4-5: Twin Array  
6-8: Lt. Pulse Cannon  
9-10: Ion Torpedo  
11-18: Port/Strb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Twin Array  
9: Heavy Laser Cannon  
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: Sensor  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## HANGAR

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

