Narn Regime | **2245+**

Bin'Tak-class Dreadnought

Turns: 1/45° Hull: 6
Speed: 5 Troops: 8
Special: Command 1, Jump Point, Shuttles 2

Craft: 3 Frazi Flights

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Bin-Tak-class Dreadnought

Weapon	Arc	Range	AD	Special
Heavy Laser Cannon	B	25	6	Beam, DD, SAP
Energy Mine	F	30	8	Energy Mine, SL
Energy Mine	F	30	8	Energy Mine, SL
Or Short Charge	F	20	4	Energy Mine
Ion Torpedo	F	30	4	Precise, Super AP
Mag Gun	F	20	2	Beam, SAP, TD
Twin Particle Array	F	8	16	Twin-Linked, Weak
Light Pulse Cannon	F	8	8	
Twin Particle Array	P	8	8	Twin-Linked, Weak
Light Pulse Cannon	P	8	6	
Twin Particle Array	S	8	8	Twin-Linked, Weak
Light Pulse Cannon	S	8	6	
Twin Particle Array	A	8	4	Twin-Linked, Weak
Light Pulse Cannon	A	8	4	
Heavy Laser Cannon	B(a)	25	2	Beam, DD, SAP

Damage: 85 / 17

Crew: 95 / 23

Narn Regime | **2259+**

G'Quonth-class Attack Cruiser

Turns: 1/45° Hull: 6
Speed: 5 Troops: 6
Special: Jump Point

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

G'Quonth-class Attack Cruiser

Weapon	Arc	Range	AD	Special
Heavy Laser Cannon	B	30	6	Beam, DD, SAP
Energy Mine	F	30	6	Energy Mine, SL
Energy Mine	F	30	6	Energy Mine, SL
Or Short Charge	F	20	3	Energy Mine
Ion Torpedo	F	30	4	Precise, Super AP
Twin Particle Array	F	8	10	Twin-Linked, Weak
Light Pulse Cannon	F	8	8	
Twin Particle Array	P	8	10	Twin-Linked, Weak
Light Pulse Cannon	P	8	8	
Twin Particle Array	S	8	10	Twin-Linked, Weak
Light Pulse Cannon	S	8	8	
Twin Particle Array	A	8	10	Twin-Linked, Weak
Light Pulse Cannon	A	8	8	

Damage: 55 / 13

Crew: 70 / 19

Narn Regime | **2245+**

Bin'Tak-class Dreadnought

Turns: 1/45° Hull: 6
Speed: 5 Troops: 8
Special: Command 1, Jump Point, Shuttles 2

Craft: 3 Frazi Flights

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

Bin-Tak-class Dreadnought

Weapon	Arc	Range	AD	Special
Heavy Laser Cannon	B	25	6	Beam, DD, SAP
Energy Mine	F	30	8	Energy Mine, SL
Energy Mine	F	30	8	Energy Mine, SL
Or Short Charge	F	20	4	Energy Mine
Ion Torpedo	F	30	4	Precise, Super AP
Mag Gun	F	20	2	Beam, SAP, TD
Twin Particle Array	F	8	16	Twin-Linked, Weak
Light Pulse Cannon	F	8	8	
Twin Particle Array	P	8	8	Twin-Linked, Weak
Light Pulse Cannon	P	8	6	
Twin Particle Array	S	8	8	Twin-Linked, Weak
Light Pulse Cannon	S	8	6	
Twin Particle Array	A	8	4	Twin-Linked, Weak
Light Pulse Cannon	A	8	4	
Heavy Laser Cannon	B(a)	25	2	Beam, DD, SAP

Damage: 85 / 17

Crew: 95 / 23

Narn Regime | **2259+**

G'Quonth-class Attack Cruiser

Turns: 1/45° Hull: 6
Speed: 5 Troops: 6
Special: Jump Point

Craft: None

Notes:

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

G'Quonth-class Attack Cruiser

Weapon	Arc	Range	AD	Special
Heavy Laser Cannon	B	30	6	Beam, DD, SAP
Wide Burst Energy Mine	F	30	6	Energy Mine, SL, W
Energy Mine	F	30	6	Energy Mine, SL
Or Short Charge	F	20	3	Energy Mine
Ion Torpedo	F	30	4	Precise, Super AP
Twin Particle Array	F	8	10	Twin-Linked, Weak
Light Pulse Cannon	F	8	8	
Twin Particle Array	P	8	10	Twin-Linked, Weak
Light Pulse Cannon	P	8	8	
Twin Particle Array	S	8	10	Twin-Linked, Weak
Light Pulse Cannon	S	8	8	
Twin Particle Array	A	8	10	Twin-Linked, Weak
Light Pulse Cannon	A	8	8	

Damage: 55 / 13

Crew: 70 / 19