

BABYLON 5 **Narn Regime** **2266+**

G'Vrahn-class Fast Cruiser

Turns: 2/45° Hull: 6
 Speed: 8 Troops: 6
 Special: Advanced Jump Point, Command 2, Flight Computer, Interceptors 4
 Craft: 5 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:

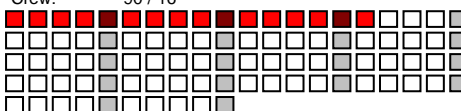
G'Vrahn-class Fast Cruiser

Weapon	Arc	Range	AD	Special
Heavy Laser Cannon	B	30	6	Beam, DD, Super AP
	F		8	
Or Short Charge	F	20	4	
Advanced Mag Gun	F	25	3	Beam, Super AP, TD
Ion Torpedo	F	30	4	Precise, Super AP
Pulse Cannon	F	10	10	
Pulse Cannon	P	10	10	
Pulse Cannon	S	10	10	
Pulse Cannon	A	10	4	

Damage: 80 / 15



Crew: 90 / 16



BABYLON 5 **Narn Regime** **2268+**

Ka'Bin'Tak-class Super Dreadnought

Turns: 1/45° Hull: 6
 Speed: 4 Troops: 12
 Special: Carrier 2, Command 2, Jump Point, Shuttles 4
 Craft: 6 Frazi Flights



Notes:

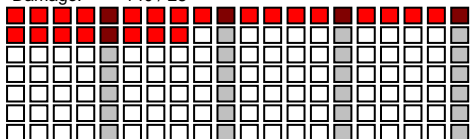
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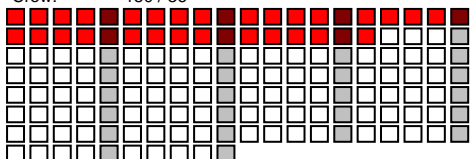
Ka'Bin'Tak-class Super Dreadnought

Weapon	Arc	Range	AD	Special
Heavy Laser Cannon	B	30	6	Beam, DD, Super AP
	F		10	
Or Short Charge	F	20	5	Energy Mine
Ion Torpedo	F	30	4	Precise, Super AP
Advanced Mag Gun	F	25	4	Beam, Super AP, TD
Pulse Cannon	F	10	16	
Twin Particle Array	F	8	8	Twin-Linked
Pulse Cannon	P	10	10	
Twin Particle Array	P	8	6	Twin-Linked
Pulse Cannon	S	10	10	
Twin Particle Array	S	8	6	Twin-Linked
Pulse Cannon	A	10	8	
Twin Particle Array	A	8	4	Twin-Linked
Heavy Laser Cannon	B(a)	30	6	Beam, DD, Super AP

Damage: 140 / 28



Crew: 150 / 36



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G'Vrahn-class Fast Cruiser

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Pulse Cannon	P	10	10	
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Crew: 90 / 16



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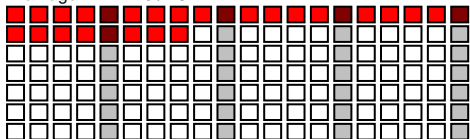
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Pulse Cannon	S	10	10	
Twin Particle Array	S	8	6	Twin-Linked
Pulse Cannon	A	10	8	
Twin Particle Array	A	8	4	Twin-Linked
Heavy Laser Cannon	B(a)	30	6	Beam, DD, Super AP

Damage: 140 / 28



Crew: 150 / 36

