

FULL THRUST

The Narn Regime

A Project Continuum Fleet Book



Jane's Fighting Starships

The Narn Regime

20 Feb 2017
v1.0

Credits and Thanks

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CROSS DIMENSIONS developed by: *Hugh Fisher*

CONTINUUM: THE CROSS DIMENSIONS SUPPLEMENT by: Jim Klein and the E.C.S.W.

COVER BY: Jeffrey Clint Kozell

THE GAME SPACE of Pensacola, Florida: *without whose generous support and encouragement this work would not be possible.*

ORIGINAL FLEET CONCEPT BY: Jeffrey Clint Kozell

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BY
Jeffrey Clint Kozell
and
Emerald Coast Skunkworks

Release history:
v1.0 - 20 Feb 2017

I've been playing the Narn Regime since AOG released their first miniatures in 1997. I fell in love with the Narn on *Babylon 5*, and their ships even more. As AOG released miniatures for the Babylon 5 races I immediately took to painting them. The Bin'Tak, G'Quans and one of two other ships were all originally hand painted. Although they looked nice I couldn't bring myself to paint any more ships that way. So, that is when I came up with the idea of using large decals. The geo-pattern on the ships are all decals that I created using *Photoshop* and *Corel Draw*. I basically scanned the ships and used the imported image to draw the patterns to the correct size. I then applied some hull textures and printed the decals on decal paper.

But good miniatures need a good game system. Although *Babylon 5 Wars*, and later *A Call to Arms*, were good systems in their day, they just haven't had the staying power that *Full Thrust* has. I've redesigned these ships countless times trying to get them to "feel" just right. Many hours have gone into designing and play-testing these designs in the hope they recreate the essence of the original material. A lot of compromises have to be made when converting ship designs from the original source material to *Full Thrust*. For instance, every ship has a FTL drive. Although only the largest ships in the B5 universe typically have a jump drive, it proved cumbersome during game deployments given the current rules. The concession was made for the sake of game-play and ease of design vs fluff. So, I hope you find these designs meet your expectations and serve you well in battle.

Thank you for your interest and continued support for Project Continuum!



The following miniatures were used in this fleet book:

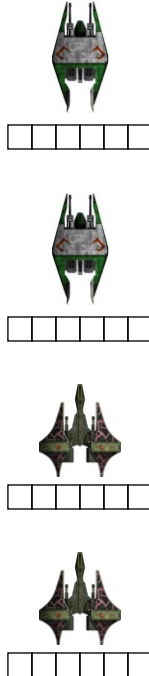
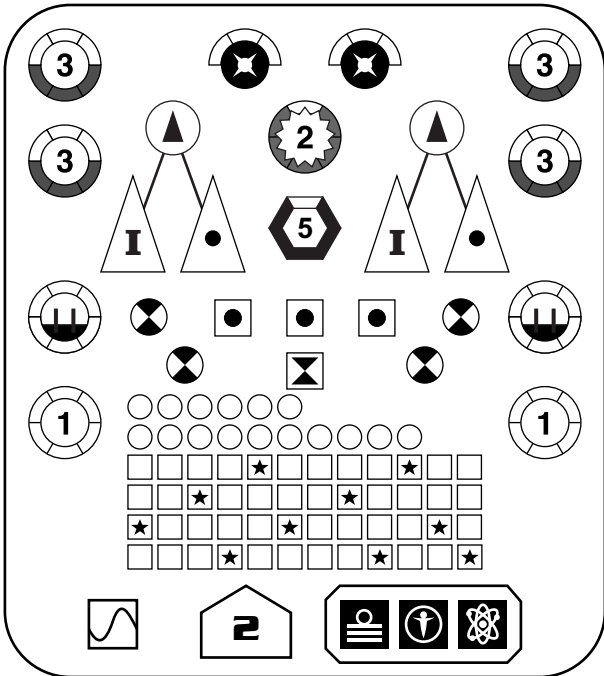
Ka'Bin'Tak	Mongoose Publishing A Call To Arms
Bin'Tak	AOG Babylon 5 Wars
T'Loth	AOG Babylon 5 Wars
G'Vrahn	Mongoose Publishing A Call To Arms
G'Karith	AOG Babylon 5 Wars
Var'Nic	AOG Babylon 5 Wars
Dag'Kar	AOG Babylon 5 Wars
Ka'Toc	AOG Babylon 5 Wars
Rothan/Rongoth	ICE Silent Death Lance Electra
Sho'Kar	AOG Fleet Action
Thentus	FASA Renegade Legion Interceptor Spiculum



All Narn miniatures painted by Jeffrey Clint Kozell

All ships were designed using
Full Thrust Continuum Ultimate Ship Builder
 Download it for **FREE** from
<https://emeraldcoastskunkworks.wordpress.com/category/gaming-aids/>

Ka'Bin'Tak-class Super Dreadnaught



Frazi Fighters (FTL)

Launch move: 12mu
Standard move: 24mu
Secondary move: 12mu (uses 1 CEF)
Attack as Class 1 Beam (uses 1 CEF)

Gorith Interceptors (FTL)

Launch move: 12mu
Standard move: 24mu
Secondary move: 12mu (uses 1 CEF)
Attack fighters or missiles (uses 1 CEF):
Roll 3 or 4 = 1 damage
Roll 5 = 2 damage
Roll 6 = 2 damage and reroll
Attack ships (uses 1 CEF):
Roll 6 = 1 damage

Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Ka'Bin'Tak-class Super Dreadnaught



Points: 862 (961)

TMF: 204

Beam Batteries

3 Roll 4 or 5 = 1 point of damage.
Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.
PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

4 Roll 4 or 5 = Kill one fighter or missile.
Roll 6 = Kill two fighters or missiles and reroll.
Anti-Ship mode - Roll 6 = 1 point of damage.

Twin Array

11 Attack with two beam dice out to 24mu OR may fire as one normal PDS.

Torpedoes

Damage is 1D6 per hit.
Non-Penetrating - All damage is on armor.
To-Hit at range

0-6	6-12	12-18	18-24	24-30
2+	3+	4+	5+	6

Plasma Bolt Launchers

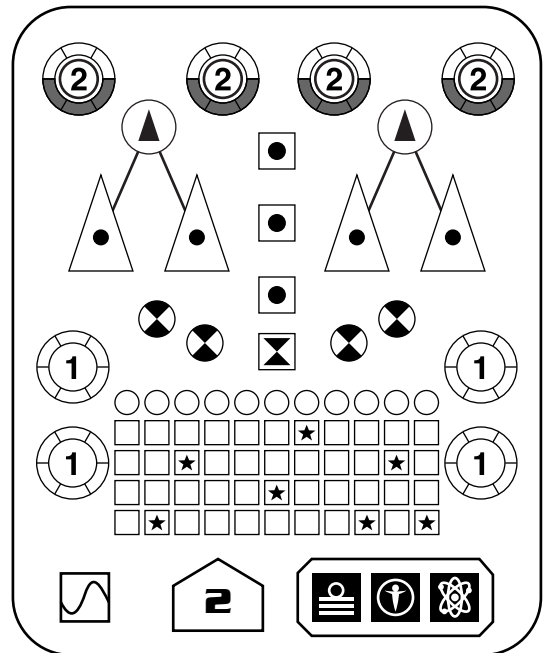
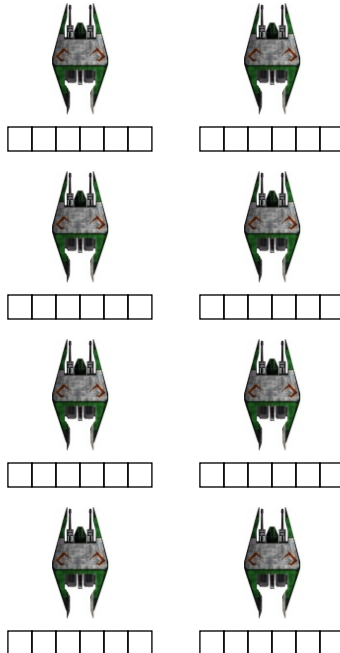
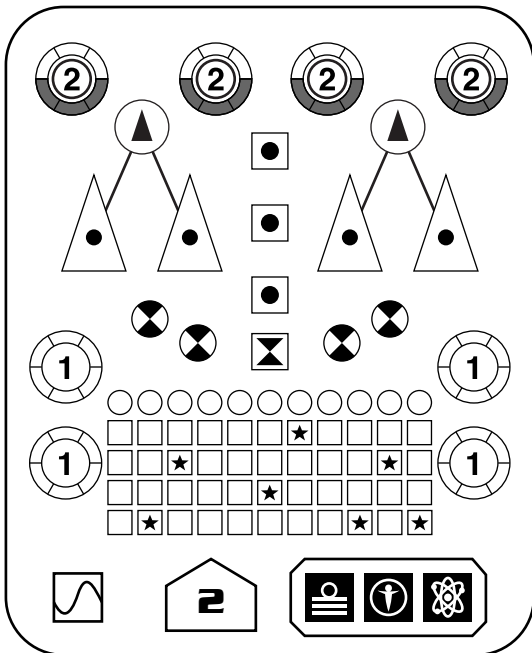
2 May only fire every other turn.
Maximum range is 30mu.
D6 damage per class to all ships and fighters within 6mu.
Non-Penetrating - All damage is on armor.

Kinetic Guns (K-Guns)

If hit scored, roll again:
5 Roll GREATER than K-gun class: damage = class
Roll LESS THAN OR EQUAL to class: damage = class x 2.
Natural roll of 6 always = damage
Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

T'Loth-class Assault Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

T'Loth-class Assault Cruiser

Points: 584 (565)

TMF: 140



Plasma Cannons

2 Inflict 1d6-2 (-shields/DRM) hits, with each hit inflicting 1 damage. So on a roll of 3 it inflicts 1 hit, on a 4 it inflicts 2 hits, on a 5 it inflicts 3 hits, and on a 6 it inflicts 4 hits, penetrates, and gets a reroll!

Penetrating - All initial damage is on armor, all reroll damage is on hull.

Dice at range 0-12 12-24 24-36

Class	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

4 Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Beam Batteries


1 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

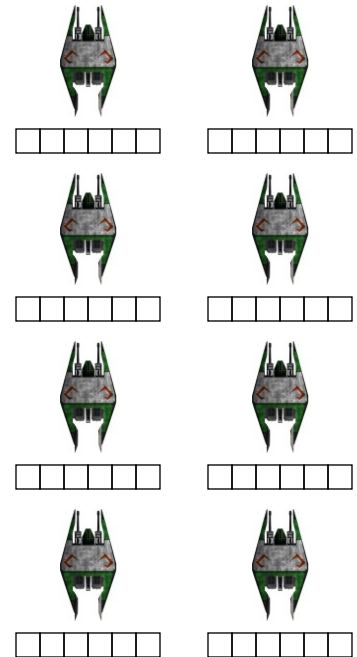
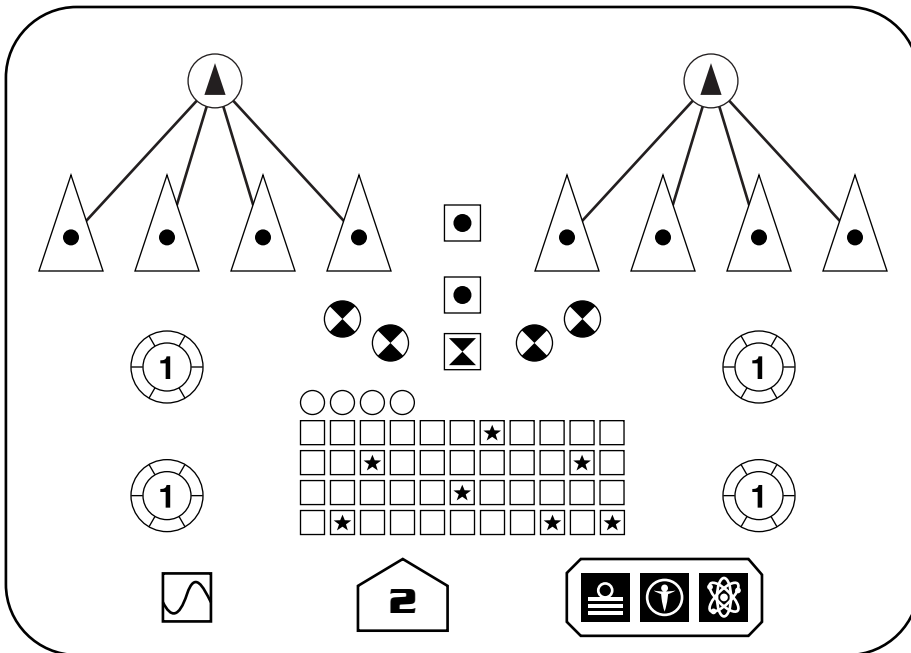
Dice at range 0-12 12-24 24-36

Class	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

Frazi Fighters (FTL)

 Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (uses 1 CEF)
 Attack as Class 1 Beam (uses 1 CEF)

T'Rann-class Heavy Carrier



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

T'Rann-class Heavy Carrier

Points: 638 (572)

TMF: 140



Beam Batteries

1 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).


Dice at range 0-12 12-24 24-36

Class 1	1		
Class 2	2	1	
Class 3	3	2	1

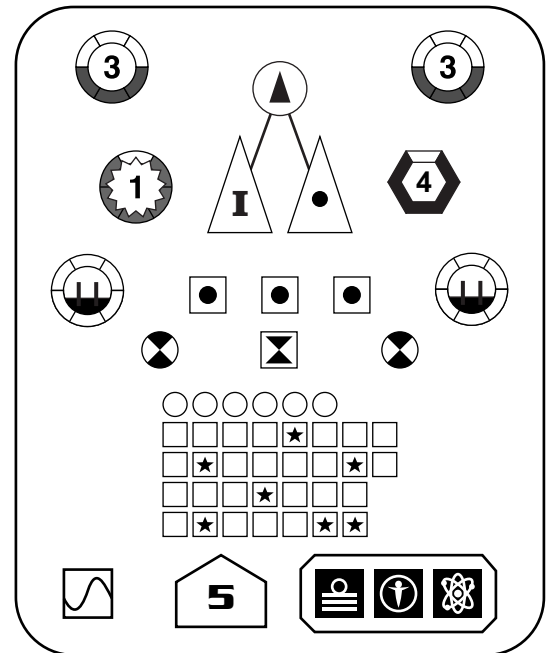
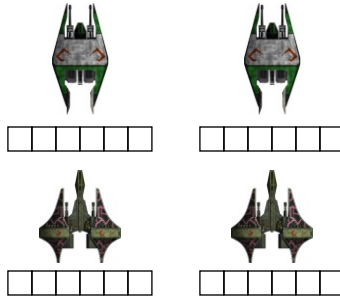
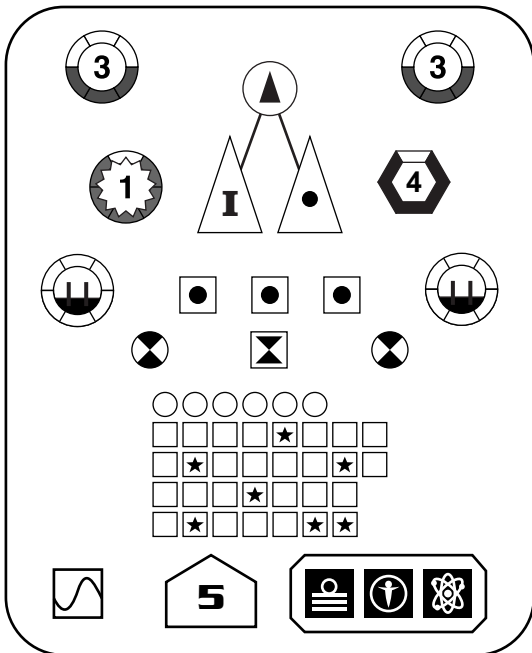
PDS (Point Defence System)

1 Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Frazi Fighters (FTL)

 Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (uses 1 CEF)
 Attack as Class 1 Beam (uses 1 CEF)

G'Vrahn-class Fast Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

G'Vrahn-class Fast Cruiser



Points: 528 (536)

TMF: 134

Beam Batteries



Roll 4 or 5 = 1 point of damage.

Roll 6 = 2 points of damage and reroll.

Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range 0-12 12-24 24-36

Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)



Roll 4 or 5 = Kill one fighter or missile.

Roll 6 = Kill two fighters or missiles and reroll.

Anti-Ship mode - Roll 6 = 1 point of damage.

Twin Array



Attack with two beam dice out to 24mu OR may fire as one normal PDS.

Kinetic Guns (K-Guns)



If hit scored, roll again:

Roll GREATER than K-gun class: damage = class

Roll LESS THAN OR EQUAL to class: damage = class x 2.

Natural roll of 6 always = damage

Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

Frazi Fighters (FTL)



Launch move: 12mu

Standard move: 24mu

Secondary move: 12mu (uses 1 CEF)

Attack as Class 1 Beam (uses 1 CEF)

Gorith Interceptors (FTL)



Launch move: 12mu

Standard move: 24mu

Secondary move: 12mu (uses 1 CEF)

Attack fighters or missiles (uses 1 CEF):

Roll 3 or 4 = 1 damage

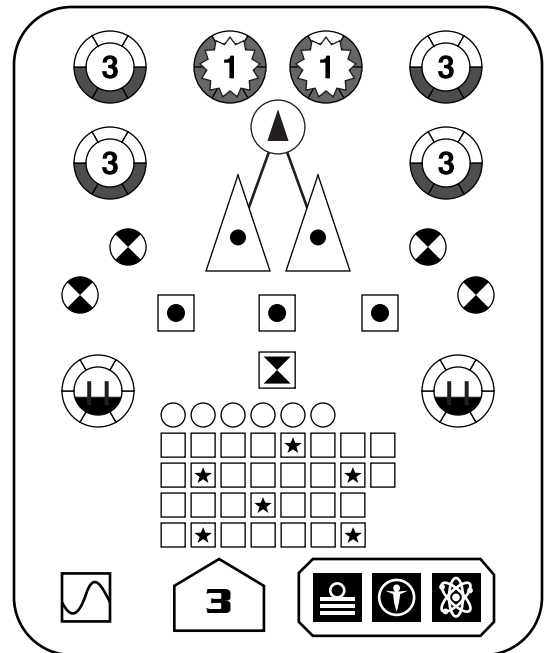
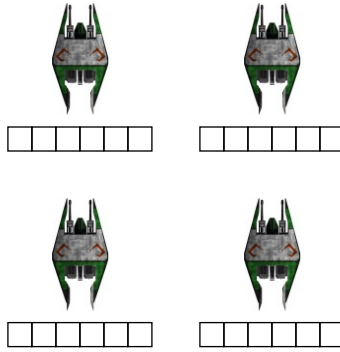
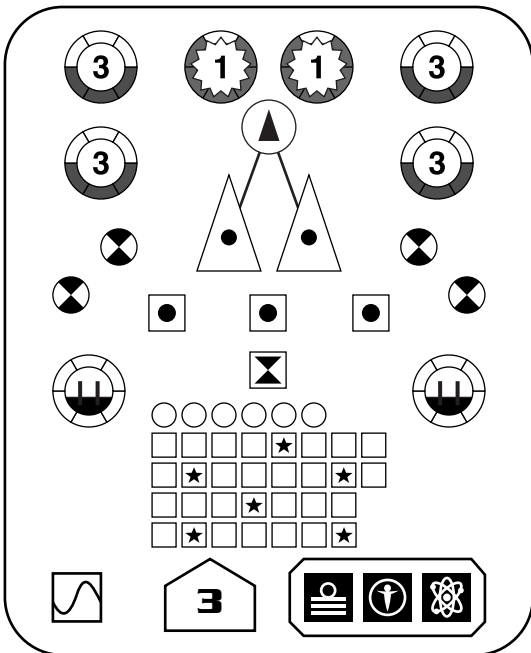
Roll 5 = 2 damage

Roll 6 = 2 damage and reroll

Attack ships (uses 1 CEF):

Roll 6 = 1 damage

G'Quan-class Heavy Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

G'Quan-class Heavy Cruiser



Points: 511 (511)

TMF: 128

Beam Batteries

Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Plasma Bolt Launchers

May only fire every other turn.
 Maximum range is 30mu.
 D6 damage per class to all ships and fighters within 6mu.
Non-Penetrating - All damage is on armor.

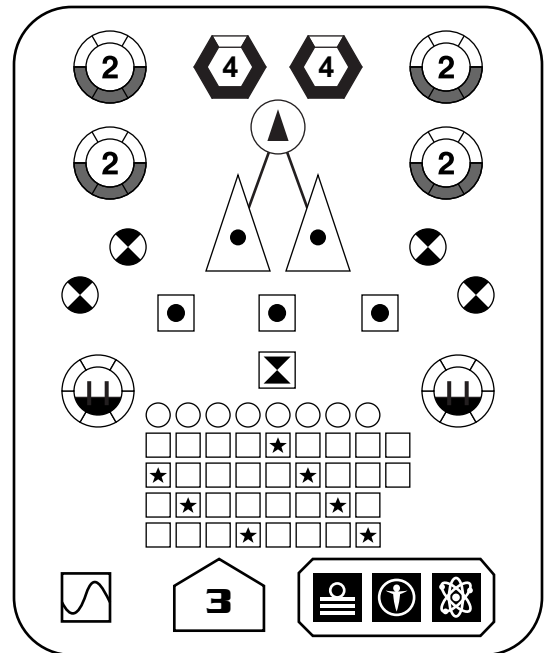
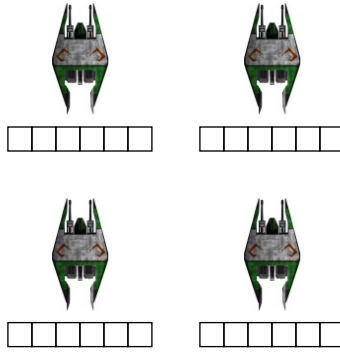
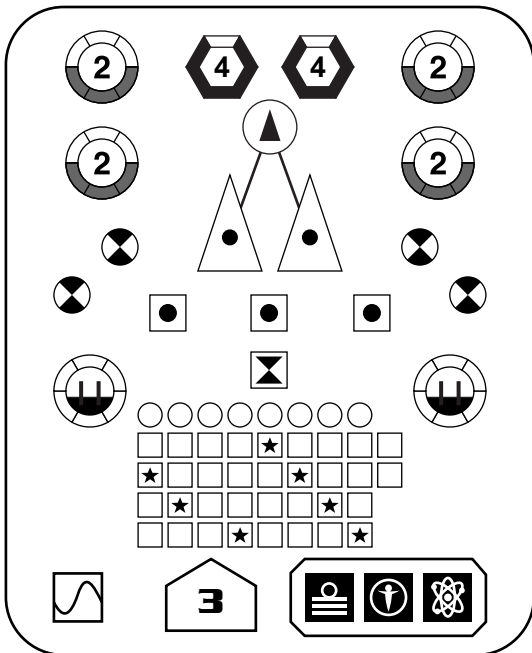
Twin Array

Attack with two beam dice out to 24mu OR may fire as one normal PDS.

Frazi Fighters (FTL)

Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (uses 1 CEF)
 Attack as Class 1 Beam (uses 1 CEF)

G'Lan-class Mag Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

G'Lan-class Mag Cruiser



Points: 521 (521)

TMF: 128

Beam Batteries

Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Kinetic Guns (K-Guns)

If hit scored, roll again:
 Roll GREATER than K-gun class: damage = class
 Roll LESS THAN OR EQUAL to class: damage = class x 2.
 Natural roll of 6 always = damage
Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

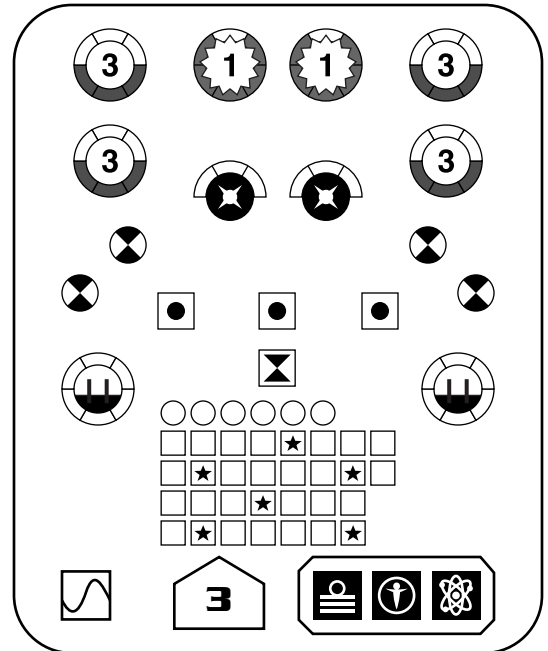
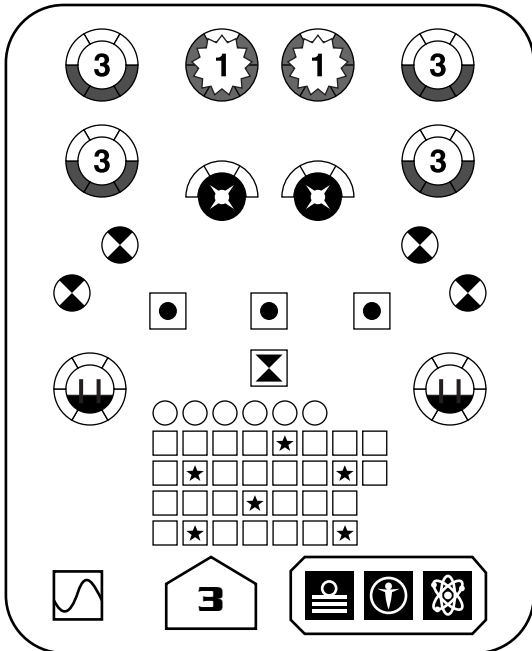
Twin Array

Attack with two beam dice out to 24mu OR may fire as one normal PDS.

Frazi Fighters (FTL)

Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (*uses 1 CEF*)
 Attack as Class 1 Beam (*uses 1 CEF*)

G'Quonth-class Attack Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V


G'Quonth-class Attack Cruiser



Points: 448 (478)

TMF: 124


Beam Batteries

 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.


PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1


PDS (Point Defence System)

 Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.


Plasma Bolt Launchers

 May only fire every other turn.
 Maximum range is 30mu.
 D6 damage per class to all ships and fighters within 6mu.
Non-Penetrating - All damage is on armor.

Twin Array

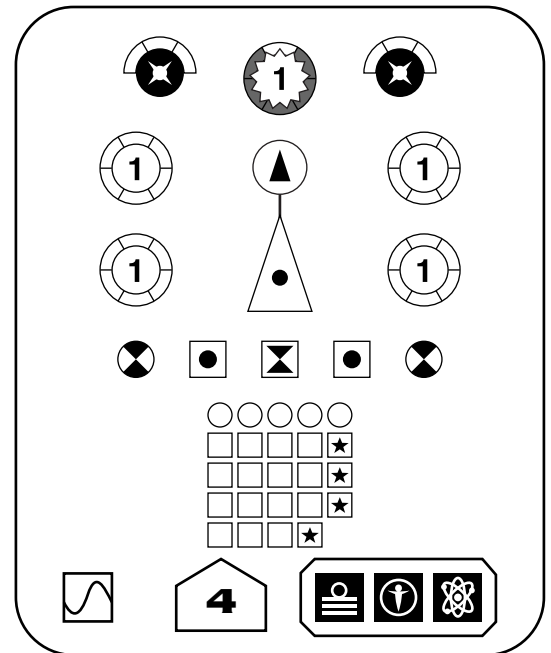
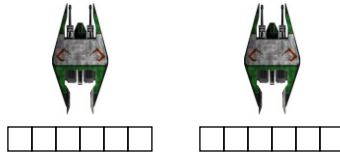
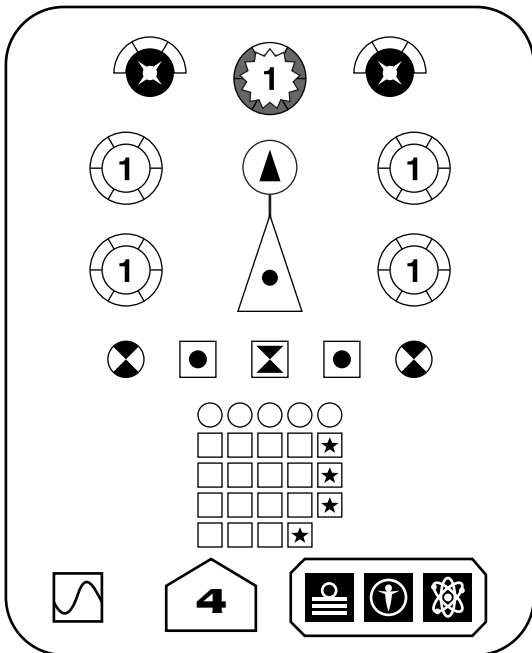
 Attack with two beam dice out to 24mu OR may fire as one normal PDS.

Torpedoes

 Damage is 1D6 per hit.
Non-Penetrating - All damage is on armor.
To-Hit at range

0-6	6-12	12-18	18-24	24-30
2+	3+	4+	5+	6

G'Karith-class Patrol Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

G'Karith-class Patrol Cruiser

Points: 306 (276)

TMF: 80



Torpedoes

Damage is 1D6 per hit.
 Non-Penetrating - All damage is on armor.
To-Hit at range

0-6	6-12	12-18	18-24	24-30
2+	3+	4+	5+	6

Plasma Bolt Launchers

May only fire every other turn.
 Maximum range is 30mu.
 D6 damage per class to all ships and fighters within 6mu.
 Non-Penetrating - All damage is on armor.

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Beam Batteries

Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
 Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

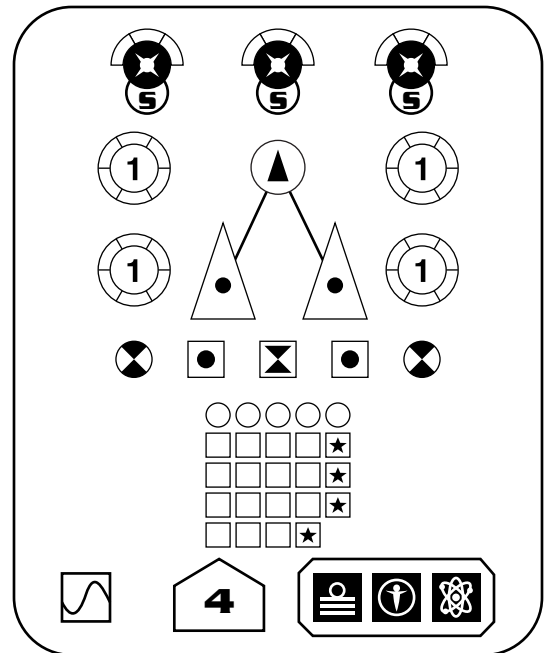
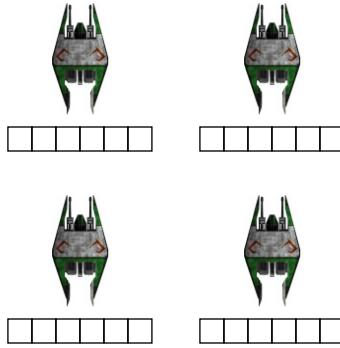
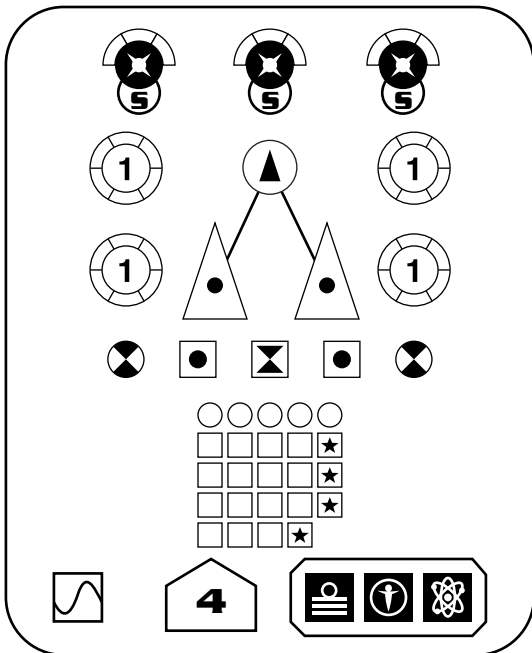
Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

Frazi Fighters (FTL)

Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (uses 1 CEF)
 Attack as Class 1 Beam (uses 1 CEF)



G'Sten-class War Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

G'Sten-class War Cruiser

Points: 330 (292)

TMF: 80



Torpedoes - Short Range

Damage is 1D6 per hit.

Non-Penetrating - All damage is on armor.

To-Hit at range

0-4	4-8	8-12	12-26	16-20
2+	3+	4+	5+	6



Beam Batteries

Roll 4 or 5 = 1 point of damage.

Roll 6 = 2 points of damage and reroll.



Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range

0-12	12-24	24-36	
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

Class 1

Class 2

Class 3

Frazi Fighters (FTL)

Launch move: 12mu

Standard move: 24mu

Secondary move: 12mu (uses 1 CEF)

Attack as Class 1 Beam (uses 1 CEF)



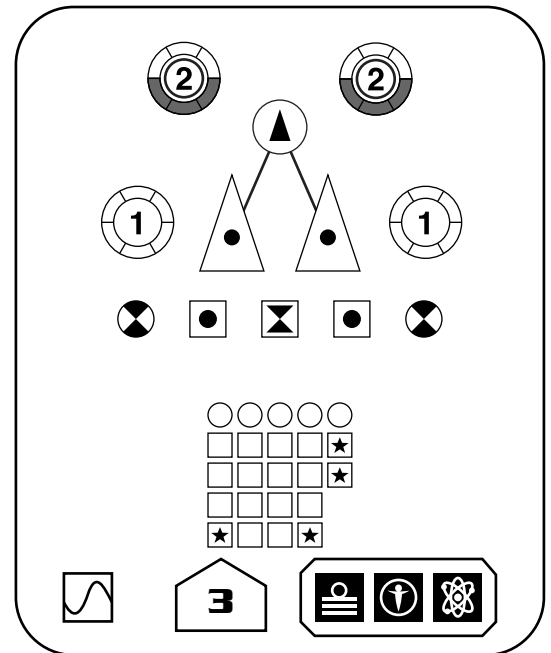
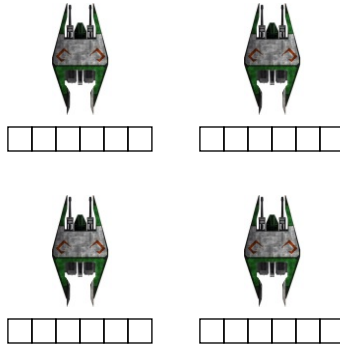
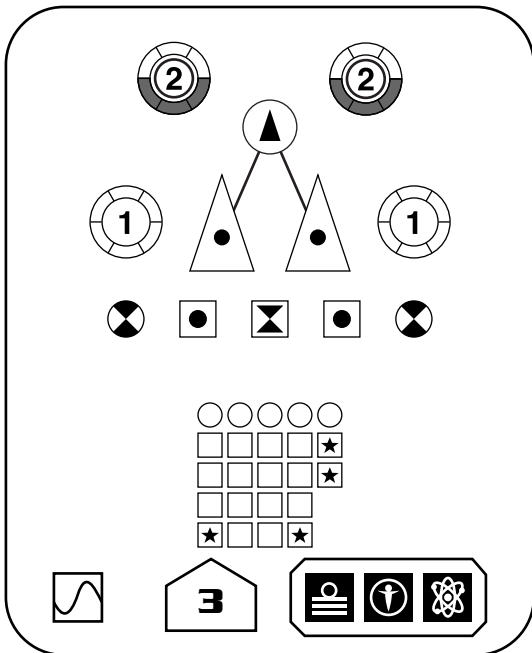
PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.

Roll 6 = Kill two fighters or missiles and reroll.

Anti-Ship mode - Roll 6 = 1 point of damage.

T'Rakk-class Frigate



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

T'Rakk-class Frigate

Points: 297 (257)

TMF: 70



Plasma Cannons

2 Inflict 1d6-2 (-shields/DRM) hits, with each hit inflicting 1 damage. So on a roll of 3 it inflicts 1 hit, on a 4 it inflicts 2 hits, on a 5 it inflicts 3 hits, and on a 6 it inflicts 4 hits, penetrates, and gets a reroll!

Penetrating - All initial damage is on armor, all reroll damage is on hull.

Dice at range 0-12 12-24 24-36

Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

4 Roll 4 or 5 = Kill one fighter or missile.
6 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Beam Batteries


1 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

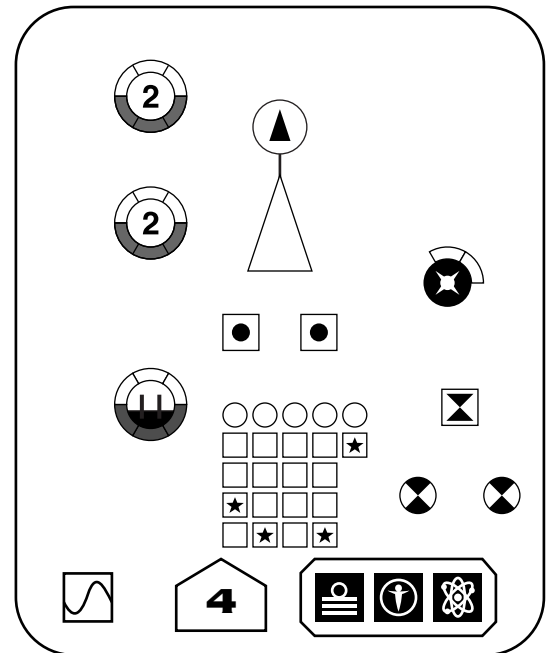
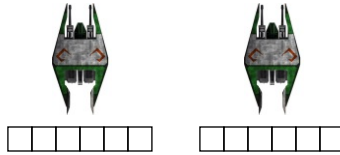
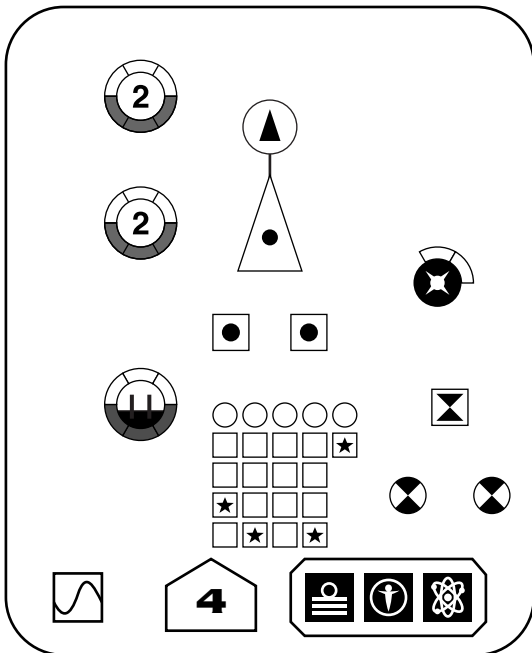
Dice at range 0-12 12-24 24-36

Class 1	1		
Class 2	2	1	
Class 3	3	2	1

Frazi Fighters (FTL)

 Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (uses 1 CEF)
 Attack as Class 1 Beam (uses 1 CEF)

Var'Nic-class Long Range Destroyer



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V


Var'Nic-class Long Range Destroyer



Points: 266 (233)

TMF: 68


Beam Batteries

 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.


PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)


 Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Torpedoes


 Damage is 1D6 per hit.
Non-Penetrating - All damage is on armor.
To-Hit at range

0-6	6-12	12-18	18-24	24-30
2+	3+	4+	5+	6

Twin Array

 Attack with two beam dice out to 24mu OR may fire as one normal PDS.

Frazi Fighters (FTL)

 Launch move: 12mu
 Standard move: 24mu
 Secondary move: 12mu (uses 1 CEF)
 Attack as Class 1 Beam (uses 1 CEF)

Dag'Kar-class Missile Frigate

Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Dag'Kar-class Missile Frigate



Points: 126 (103)

TMF: 36

Plasma Bolt Launchers

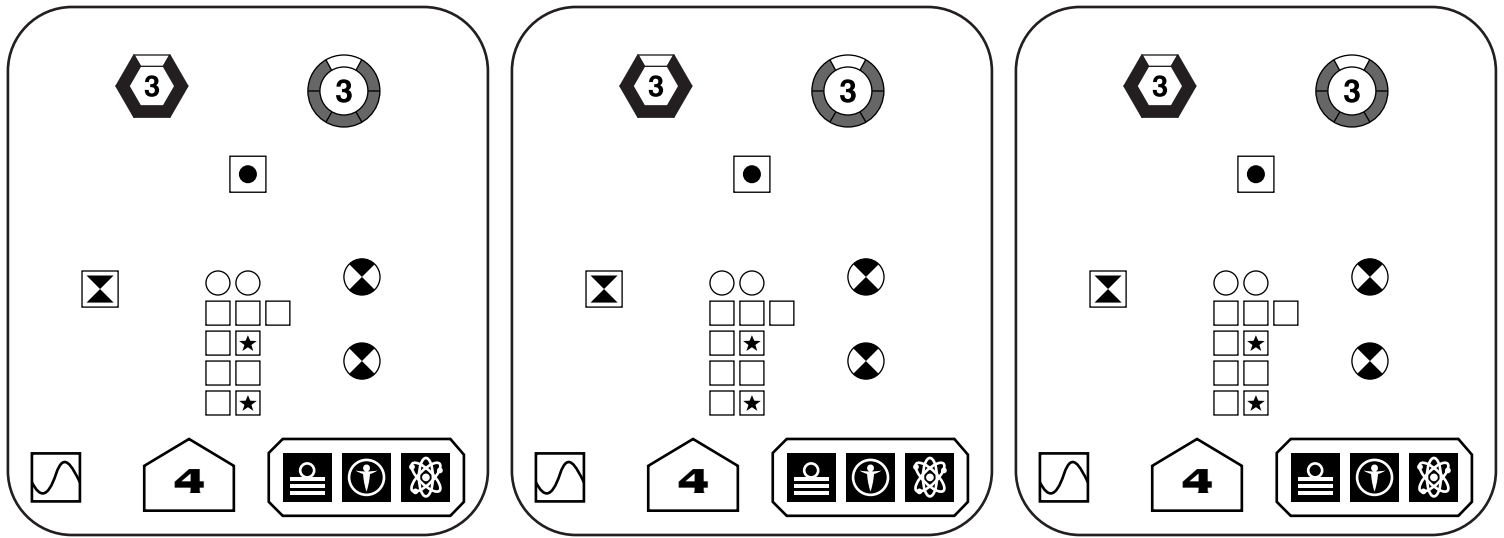
May only fire every other turn.
 Maximum range is 30mu.
 D6 damage per class to all ships and fighters within 6mu.
Non-Penetrating - All damage is on armor.

Torpedoes

Damage is 1D6 per hit.
Non-Penetrating - All damage is on armor.
To-Hit at range

0-6	6-12	12-18	18-24	24-30
2+	3+	4+	5+	6

Ka'Toc-class Battle Destroyer



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Ka'Toc-class Battle Destroyer



Points: 122 (100)

TMF: 32

Beam Batteries

3 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

4 Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Kinetic Guns (K-Guns)

3 If hit scored, roll again:
 Roll GREATER than K-gun class: damage = class
 Roll LESS THAN OR EQUAL to class: damage = class x 2.
 Natural roll of 6 always = damage
Armor-Piercing - First damage point taken on armor, remainder on hull.

To-Hit at range	0-6	6-12	12-18	18-24	24-30
	2+	3+	4+	5+	6

Ka'Tan-class Escort Destroyer

Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Ka'Tan-class Escort Destroyer



Points: 109 (88)

TMF: 30

Beam Batteries

3 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range	0-12	12-24	24-36
Class 1	1		
Class 2	2	1	
Class 3	3	2	1

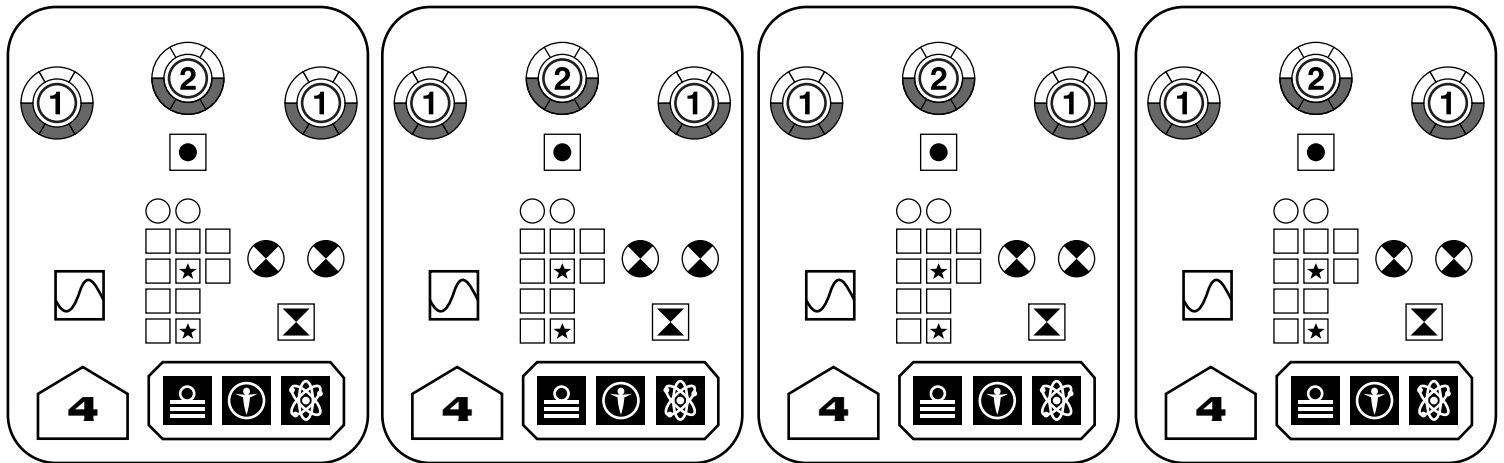
PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Plasma Bolt Launchers

1 May only fire every other turn.
 Maximum range is 30mu.
 D6 damage per class to all ships and fighters within 6mu.
Non-Penetrating - All damage is on armor.

Rothan-class Plasma Destroyer



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Rothan-class Plasma Destroyer



Points: 116 (94)

TMF: 32

Plasma Cannons

2 Inflict 1d6-2 (-shields/DRM) hits, with each hit inflicting 1 damage. So on a roll of 3 it inflicts 1 hit, on a 4 it inflicts 2 hits, on a 5 it inflicts 3 hits, and on a 6 it inflicts 4 hits, penetrates, and gets a reroll!

Penetrating - All initial damage is on armor, all reroll damage is on hull.

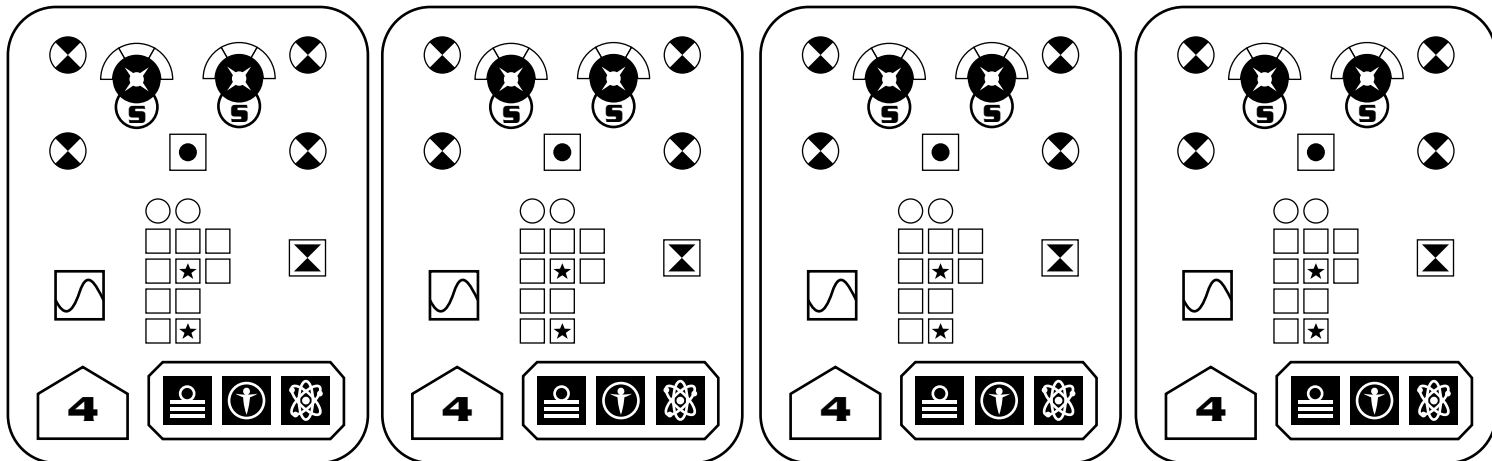
Dice at range 0-12 12-24 24-36

Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

4 Roll 4 or 5 = Kill one fighter or missile.
6 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Rongoth-class Destroyer



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Rongoth-class Destroyer

Points: 116 (94)

TMF: 32



Torpedoes - Short Range

Damage is 1D6 per hit.



Non-Penetrating - All damage is on armor.

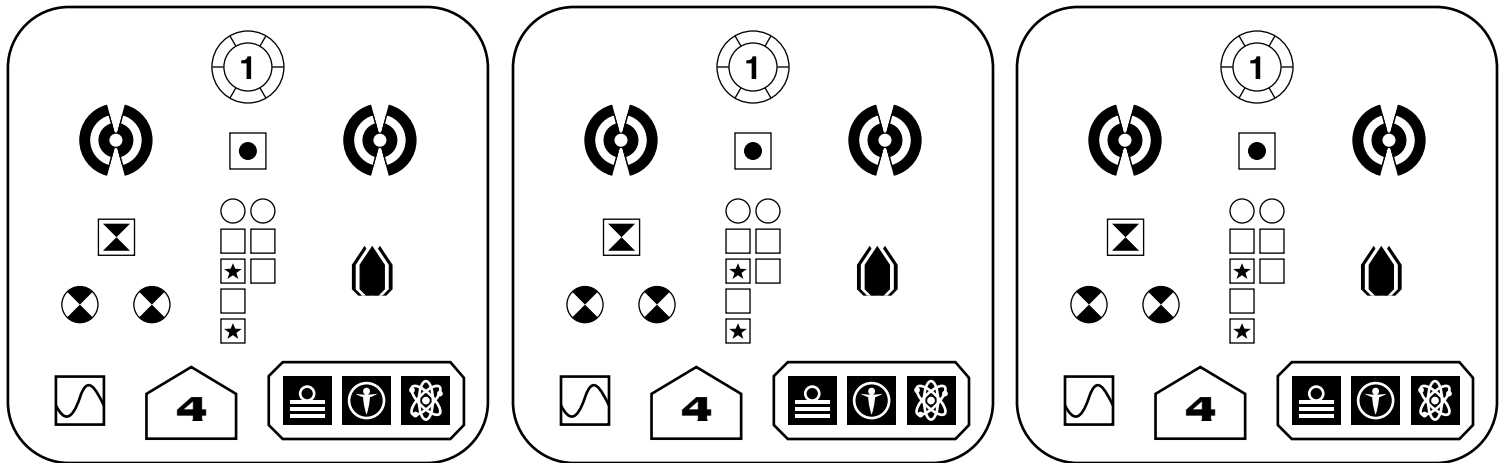
To-Hit at range

0-4	4-8	8-12	12-26	16-20
2+	3+	4+	5+	6

PDS (Point Defence System)

Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.

Sho'Kar-class Light Scout Cruiser



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Sho'Kar-class Light Scout Cruiser



Points: 110 (90)

TMF: 28

Beam Batteries



Roll 4 or 5 = 1 point of damage.

Roll 6 = 2 points of damage and reroll.

Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range 0-12 12-24 24-36

Class 1 1

Class 2 2 1

Class 3 3 2 1

PDS (Point Defence System)



Roll 4 or 5 = Kill one fighter or missile.

Roll 6 = Kill two fighters or missiles and reroll.

Anti-Ship mode - Roll 6 = 1 point of damage.

Area ECM (Electronic Counter Measures)



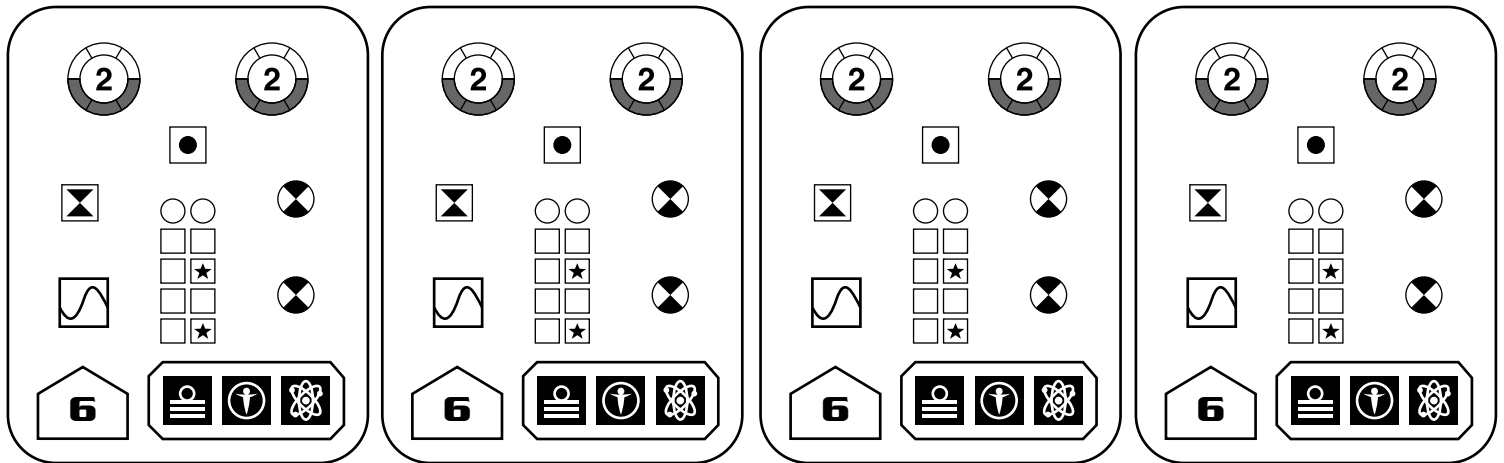
Every level of ECM reduces the lock-on range of missiles, fighters and gunboats by 1 mu within a 6mu range. When Area ECM is turned on, the carrying ship cannot use its own Fire Control systems. The shorter-range fire control systems in PDS, ADS, scatterpacks and ADFC still function normally.

HoloField



Direct fire weapons incur a -1 DRM penalty. Weapons that inflict BD* hits still generate re-rolls on a 6. Needle beams are ineffective, but needle missiles can still strike designated systems if they overcome the -1 DRM penalty. Missiles, fighters and ordnance have their attack range is reduced by 1 mu. Area of effect weapons are not affected.

Thentus-class Frigate



Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Thentus-class Frigate

Points: 100 (80)

TMF: 28



Beam Batteries



Roll 4 or 5 = 1 point of damage.

Roll 6 = 2 points of damage and reroll.

Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range 0-12 12-24 24-36

Class 1 1

Class 2 2 1

Class 3 3 2 1

PDS (Point Defence System)

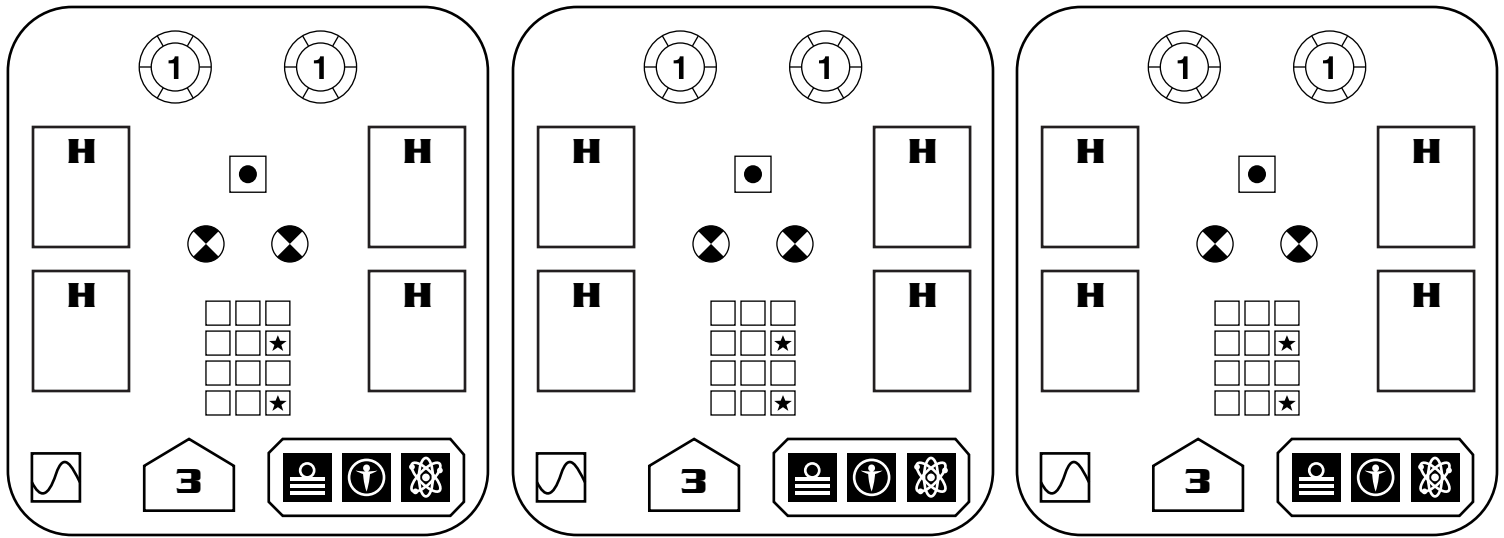


Roll 4 or 5 = Kill one fighter or missile.

Roll 6 = Kill two fighters or missiles and reroll.

Anti-Ship mode - Roll 6 = 1 point of damage.

Narn Freighter

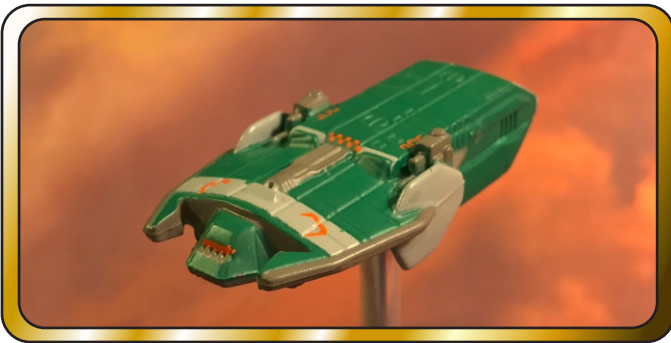


Ship ID	V	Turn 1	V	Turn 2	V	Turn 3	V	Turn 4	V	Turn 5	V	Turn 6	V

Narn Freighter

Points: 82 (60)

TMF: 28



Beam Batteries

1 Roll 4 or 5 = 1 point of damage.
 Roll 6 = 2 points of damage and reroll.
Penetrating - All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range 0-12 12-24 24-36

Class 1	1		
Class 2	2	1	
Class 3	3	2	1

PDS (Point Defence System)

4 Roll 4 or 5 = Kill one fighter or missile.
 Roll 6 = Kill two fighters or missiles and reroll.
 Anti-Ship mode - Roll 6 = 1 point of damage.