

Narn Heavy Cruiser

Craft: Narn Regime Heavy Cruiser

Type: Battle cruiser

Scale: Capital

Length: 450 meters

Skill: Capital ship piloting: Narn Cruiser

Crew: 200, gunners: 28, skeleton: 50/+15

Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1, sensors 4D

Cargo Capacity: 1,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x1

Nav Computer: Yes

Manuverability: 1D

Space: 5

Hull: 4D+2

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

Heavy Turbolaser Cannon

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

2 Heavy Particle Cannons (fire-linked)

Fire Arc: Front

Crew: 5

Skill: Starship gunnery

Fire Rate: 1/3

Fire Control: 4D

Space Range: 1-5/20/40

Atmosphere Range: 2-10/40/80 km

Damage: 8D



Starfighter Complement: 1 squadron (usually Narn fighters)

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text by Ryan Matheny, HTML and logos done by FreddyB

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