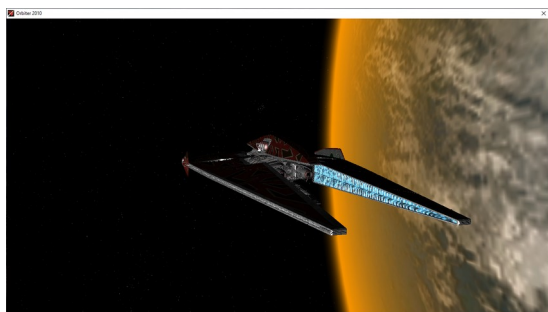


Introduction

This document contains technical schematics and other related information on the various Narn vessels from *Babylon 5*, as rendered in *Orbiter*. The accompanying descriptions are largely taken from the [B5 Technical Manual](#) along with bcelestia's own notes, with spelling and grammar fixes where necessary.

Capital ships



Class: *Bin'Tak*

Type: Dreadnought

Length: 1,900 meters (approx.)

Mass: 50.4 million metric tons

Crew: 900

Troops: 30,000

Fighters: 48 *Frazi*-class fighter craft

Power: 4 fusion reactors

Duration: 18 months

Weapons: 2 ultra-heavy particle lasers, 12 heavy particle lasers, 2 energy mine launchers, 60 plasma pulse cannons

Defences: 8-10 meter armoured hull, electromagnetic defences

Shortly before the Narn-Centauri War, the Narn Regime launched one of the largest and most powerful warships ever developed by any of the younger races — the

***Bin'Tak*-class dreadnought.** Conceived as a mobile, strategic base of operations for the Narn fleets, eight of these massive warships were constructed and assigned to each fleet in the Narn navy, their deployment coinciding with the escalation in hostilities that lead to the Narn-Centauri War.

Carrying 48 *Frazi*-class heavy fighters and armed with two heavy particle beam cannons of similar yield to those of the *Aegis*-class particle beam cannons found on Earth's global orbital defence satellites, these massive warships were like a small fleet unto themselves. This led the Narn to believe their fleets to be unbeatable, but the *Bin'Tak* did have weaknesses. For example, the *Bin'Tak* was slow and cumbersome with an extremely low rate of turn and the ship's main guns, though powerful, were a massive drain on the *Bin'Tak*'s resources. Despite these design drawbacks, the Narn government believed that the mere sight of a *Bin'Tak*-led Narn fleet would be enough to send the Centauri backing. Unfortunately, they were wrong. With strategic assistance from the Shadows, the Centauri were able to ambush and destroy/disable all eight of the *Bin'Tak*-class warships, dealing a critical and morale crushing blow to the Narn military.

After the fall of the Narn homeworld it was discovered that the space frame for two *Bin'Tak*-class dreadnoughts had indeed survived, one in orbit of the homeworld and the other left crippled and left for dead out in deep space. The Centauri held the first as a prize and left it rotting in a decaying orbit around the Narn homeworld while the second was scavenged for vital parts and equipment by the resistance. Following the Centauri's retreat from the Narn homeworld during the height of the Shadow War and their later defeat by the Interstellar Alliance, the Narn towed the two crippled *Bin'Tak* dreadnoughts back to stable orbit around the homeworld where they were used as temporary space docks for the repair and reconstruction of the Narn fleet.

Now, eight years after their deployment, the two remaining *Bin'Tak*-class dreadnoughts are mobile once again, performing the job to which they were originally intended, as control/command ships to the Narn G'Lan and G'Kar naval battle groups. Unlike their predecessors, these refitted *Bin'Tak*-class dreadnoughts have an advantage undreamt of in decades past — a gravitetic propulsion system. Though this system is only capable of offsetting the effect of inertia and internally is only set to 3/5 Narn normal gravity, it has made working on the Dreadnoughts easier and the gravitetic system had greatly improved the *Bin'Tak*-class' speed and manoeuvrability on the battlefield.



Class: *G'Quan*

Type: Heavy cruiser

Length: 1,400 meters (approx.)

Mass: 18.6 metric tons

Crew: 250

Troops: 800

Fighters: 12 *Frazi*-class fighter craft

Power: 3 fusion reactors

Duration: 9 months

Weapons: 2 particle lasers, 6 pulse cannons, 2 energy mine launchers

Defences: 6-8 meters armoured hull, electromagnetic defences

Narn *G'Quan*-class heavy cruiser was the backbone of the Narn military, up until around the time of the Narn Regime's downfall at the hands of the Centauri Republic in 2259.



Class: *Sho'Kar*

Type: Light scout cruiser

Length: 500 meters (approx.)

Mass: 3.8 million metric tons

Crew: 87

Troops: Unknown

Fighters: 2 *Frazi*-class fighter craft

Power: 2 fusion reactors

Duration: 12 months

Weapons: 3 heavy plasma cannons

Defences: 4-6 meter armoured hull, electromagnetic defences

Sho'Kar-class scouts are Narn electronic warfare platforms. Lightly defended, the *Sho'Kar*-class scouts require additional forces for protection, reducing the esteem the Narns hold for this class. In their favour, the ship has overlapping 360 degree fields of fire and is surprisingly well equipped to handle fighter attacks when compared to its dismal reputation. Operationally the ship has two 3100MW reactors and a 3.67G acceleration. The class derives its name from the Narn word for helpers or protectors. They have served since 2240. *Sho'Kar*-class scouts are more effective in reconnaissance missions than fleet support, and have a surprising ability to boost their electronic warfare abilities by diverting all power from weapon systems, a talent of dubious utility in action.



Class: *Thentus*

Type: Frigate

Length: 300 meters (approx.)

Mass: Unknown

Crew: 154

Troops: Unknown

Fighters: Unknown

Power: Fusion reactor

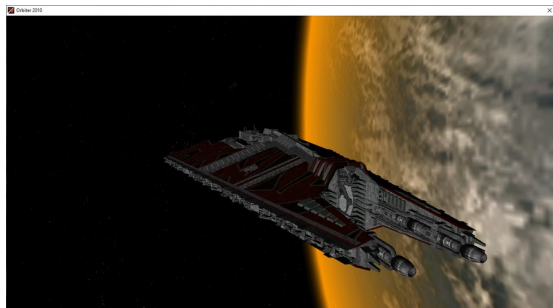
Duration: Unknown

Weapons: Unknown

Defences: Unknown

Thentus-class frigates are the standard light warship of the Narn fleet and are used to defend larger vessels from lighter units. To this end, the weapons were selected to fight smaller opponents at short to mid ranges with generous forward offensive weapons arcs. The design grew out of an earlier police ship, but was eventually decided to be better suited to the fleet than in civil service. The ships

are extremely agile, and have proven popular ships in Narn service, if more fragile than the crews would like. *Thentus*-class frigates have a crew of 154 and a 2 month endurance. The ships are named for a carnivorous animal native to the Narn homeworld and possess a respectable 2700MW reactor. There has long been a demand to upgrade these vessels, to better optimize the hull for combat duties. Despite this sentiment, the ship is a scrappy little ship deserving of respect in its weight class.



Class: *Th'Nor*

Type: Light cruiser

Length: 1,000 meters (approx.)

Mass: 3.8 million metric tons

Crew: 89

Troops: 200

Fighters: 6 *Frazi*-class fighter craft

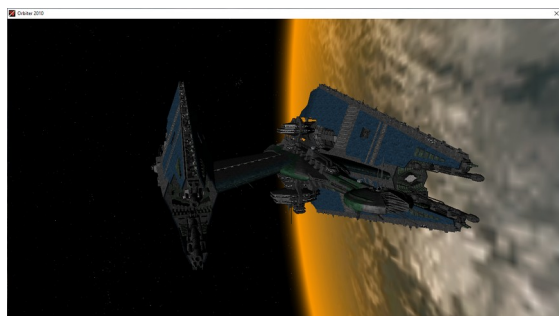
Power: 1 fusion reactor

Duration: 3 months

Weapons: 2 heavy plasma cannons, 8 light pulse cannons, 2 fusion missile launchers

Defences: 4-6 meter armoured hull, electromagnetic defences

The *Th'Nor*-class cruisers were the first and primary capital ship used by the Narn Regime during its fifty-year rise to power following the end of their century-long occupation at the hands of the Centauri. From 2215 to 2245 the *Th'Nor* would be the basis for all subsequent Narn spacecraft designs.



Class: *T'Loth*

Type: Assault cruiser

Length: 1,050 meters

Mass: 10.4 million metric tons

Crew: 160

Troops: 4,000

Fighters: 8 *Frazi*-class fighter craft

Power: 2 fusion reactors

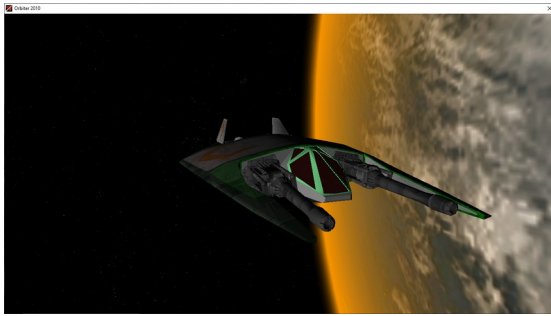
Duration: 8 months

Weapons: 2 plasma cannons, 4 medium pulse cannons, 6 light pulse cannons, 2 fusion missile launchers

Defences: 4-6 meter armoured hull, electromagnetic defences

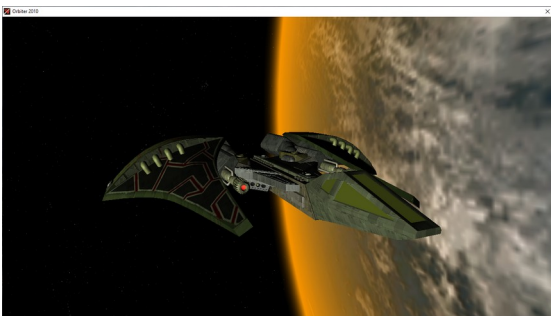
The *T'Loth*-class assault cruiser was one of the first jump-capable warships created by the Narn Regime. Roughly 1,050 meters in length, the *T'Loth*-class assault cruiser is capable of delivering a large contingent of soldiers into any war zone. This troop deployment capability comes with a price, however, as the *T'Loth*-class ships have only half the firepower of, for example, a *Hyperion*-class heavy cruiser.

Fighter craft



Class: *Frazi*
Type: Heavy fighter
Length: 15.8 meters
Mass: 22 metric tons
Crew: 1
Power: 2 fusion batteries
Duration: 2 hours (standard)
Weapons: 2 52mm pulse cannons, 4 missiles
Defences: 4.1 centimetre reinforced hull

The Narn *Frazi*-class heavy fighter is a single pilot attack ship measuring 15.8 meters in length. These vessels are armed with two unidirectional pulse discharge cannons, which are notably a step above the bolters used on old Earth Alliance fighters. As of 2262, the *Frazi* is the predominant fighter of the Narn Regime.



Class: *Gorith*
Type: Interceptor
Length: 33 meters
Mass: Unknown
Crew: Unknown
Power: Fusion reactor
Duration: 6 hours
Weapons: Unknown
Defences: Unknown

The *Gorith*-class interceptors were the first fighter produced by the new Narn Regime circa 2210, and have since been supplemented by the *Frazi*-class. The *Gorith*-class interceptors are used as fighter superiority craft, leaving the *Frazi*-class units to handle the enemy ships. The fighters have a 6 hour endurance and a 13.256 acceleration. Many analysts feel the *Gorith*-class interceptors had alien influences, to spring into existence in such a capable form, from nothing.

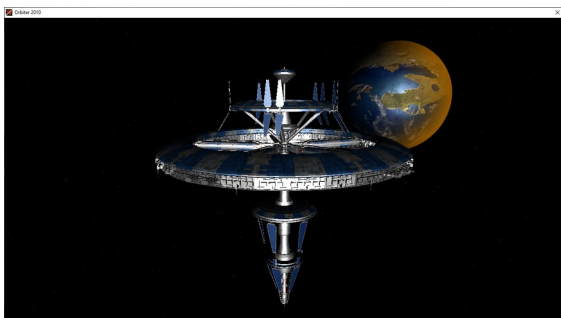


Class: *Tor'Eth*
Type: Heavy fighter / interceptor corvette
Length: 33 meters
Mass: Unknown
Crew: Unknown
Power: Unknown
Duration: Unknown
Weapons: 4 72mm pulse cannons
Defences: Unknown

Designed in the late 2260's, the Narn *Tor'Eth*-class vessel was originally created as a replacement to the aging *Frazi*-class heavy fighter. However, due to typical Narn over-engineering, it soon became clear that the design of the *Tor'Eth* was too complicated, too large, and too expensive to be a feasible replacement for the *Frazi*. Therefore it was re-designated as a fighter/interceptor corvette, created to be an escort class vessel for the new *Gorith*-class bombers. Instead of the planned combination pulse energy weapon and missile offensive payload, the *Tor'Eth* was redesigned to rely strictly on pulse energy weapons. To fulfill the *Tor'Eth*-class' duty as an interceptor, Narn scientists reverse engineered and downgraded the *G'Quan*-class cruiser's ion-particle thrust engines, and created the threesome that propel the *Tor'Eth*.

These extremely overpowered engines, combined with the lack of missile payload, gives the *Tor'Eth* unbelievable speed and manoeuvrability. To further increase the *Tor'Eth*-class' speed, Narn engineers reduced the armour payload of the *Tor'Eth* to an amount similar to that of a *Frazi*-class fighter, instead of the planned *Gorith*-type heavy armour. The *Tor'Eth* sports 4 wing mounted 72mm pulse energy cannons, giving it 3.5 times the amount of firepower as the average *Aurora*-type Starfury, and almost twice the firepower of the *Gorith*. In the eyes of Narn engineers, this more than made up for the unusually thin armour for a vessel of this class. The Narn *Tor'Eth*-class fighter/interceptor corvette can outmanoeuvre, outrun, and outgun 90% of fighters and corvettes, save for the Minbari *Nial* and other advanced units; however, due to its thin armour, 2 or 3 well placed hits will turn it into rubble in a few seconds.

Space stations



Class: Military Base
Type: Military base
Length: 2,000 meters (core section only)
Mass: Unknown
Crew: Unknown
Troops: Unknown

Fighters: Unknown number of *Frazi*-class fighter craft
Power: Fusion reactor
Duration: 5-10 years
Weapons: Particle lasers, plasma cannons, pulse cannons, missiles
Defences: Armoured hulls, electromagnetic defences

No additional information currently exists on this class of vessel.



Class: Outpost
Type: Space station
Length: 2,100 meters
Mass: Unknown
Crew: Unknown
Troops: Unknown
Fighters: Unknown number of *Frazi*-class fighter craft
Power: Fusion reactor
Duration: 5-10 years
Weapons: Particle lasers, plasma cannons, pulse cannons, missiles
Defences: Armoured hulls, electromagnetic defences

This outpost is an example of a typical Narn space station. The Narn use many forms of stations, often built into asteroids or out of old spacecraft, created in a makeshift format by simply interlinking several vessels together and slowly building a frame around the super structure. The Narn do this so they can take territory and establish a presence quickly.

Miscellaneous craft



Class: *T'Ralie*
Type: Commercial freighter
Length: 30 meters
Mass: 87 metric tons
Crew: 2
Capacity: Unknown amount of cargo
Power: 4 fusion batteries
Duration: 12 days (standard)
Weapons: 2 pulse cannons
Defences: 2.8 centimetre reinforced full

The *T'Ralie*-class freighter is the standard commercial transport used by both civilians and the military forces of the Narn Regime. Civilian ships do not have weapons, but military Freighters do, and commercial privateers often outfit their ships with weapons to defend themselves against Raiders.