

Narn Regime Fleet List – B5W A Call to Arms Points

Common Hulls Name, ISD, Cost

Narn Arcismus Supply Ship - 2242 - 40 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	18/4	24/6	8	None	Jump Point, Shuttles 2
Weapon			Range	Arc	AD	Special	
Burst Beam			5	F	2	AP, Anti-Fighter, Precise	
Burst Beam			5	A	1	AP, Anti-Fighter, Precise	
Light Pulse Cannon			6	F	2		
Light Pulse Cannon			6	A	4		
Light Pulse Cannon			6	P	2		
Light Pulse Cannon			6	S	2		

Narn Bin'Tak Dreadnought - 2245 - 127 Points + 18 Points Fighters (Frazi) = 145 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	50/11	60/15	8	3 Fighter Flights	Jump Point, Command +1, Interceptors 2
Weapon			Range	Arc	AD	Special	
Mag Gun			12	F	2	Beam, Super AP, Triple Damage	
Heavy Laser Cannon			35	B	6	Beam, Double Damage, Super AP	
Heavy Laser Cannon			35	B(a)	4	Beam, Double Damage, Super AP	
Heavy Laser Cannon			35	P	2	Beam, Double Damage, Super AP	
Heavy Laser Cannon			35	S	2	Beam, Double Damage, Super AP	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Ion Torpedo			30	F	2	Precise, Super AP	
Twin Array			10	F	6	Twin-Linked	
Twin Array			10	A	2	Twin-Linked	
Twin Array			10	P	4	Twin-Linked	
Twin Array			10	S	4	Twin-Linked	
Light Pulse Cannon			10	F	6		
Light Pulse Cannon			10	A	4		
Light Pulse Cannon			10	P	4		
Light Pulse Cannon			10	S	4		

Narn Dag'Kar Missile Frigate - 2240 - 75 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	4	12/3	18/5	1	None	
Weapon			Range	Arc	AD	Special	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Ion Torpedo			30	F	4	Precise, Super AP	

Narn D'Tarn Light Gunboat - 2241 - 23 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	3	5/2	8/2	None	None	
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			8	F	3	Twin-Linked	
Light Pulse Cannon			5	F	4		

Narn G'Karith Patrol Cruiser - 2253 - 49 Points + 6 Points Fighters (Frazi) = 55 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	2/45°	5	27/6	26/6	4	1 Fighter Flight	
Weapon			Range	Arc	AD	Special	
Pulsar Mine			2	F	4	Anti-Fighter, Weak	
Pulsar Mine			2	A	4	Anti-Fighter, Weak	
Medium Pulse Cannon			12	F	10	Twin-Linked	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Narn G'Quan Heavy Cruiser - 2242 - 63 Points + 12 Points Fighters (Frazi) = 75 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	1/45°	5	33/7	40/10	6	2 Fighter Flights	Jump Point, Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			30	B	4	Beam, Double Damage, Super AP	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Twin Array			8	F	4	Twin-Linked	
Twin Array			8	A	4	Twin-Linked	
Twin Array			8	P	4	Twin-Linked	
Twin Array			8	S	4	Twin-Linked	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Narn Ka'Toc Battle Destroyer - 2240 - 59 Points + 6 Points Fighters (Frazi) = 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	2/45°	5	20/4	26/6	2	1 Fighter Flight	
Weapon			Range	Arc	AD	Special	
Mag Gun			9	F	2	Beam, Super AP, Triple Damage	
Heavy Laser Cannon			25	F	4	Beam, Double Damage, Super AP	
Light Pulse Cannon			7	F	4		
Light Pulse Cannon			7	A	4		
Light Pulse Cannon			7	P	4		
Light Pulse Cannon			7	S	4		

Narn Rongoth Destroyer - 2241 - 50 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	18/4	23/6	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			15	F	4	Twin-Linked, Double Damage	
Light Pulse Cannon			7	A	4		
Twin Array			7	F	4	Twin-Linked	
Twin Array			7	A	4	Twin-Linked	
Twin Array			7	P	4	Twin-Linked	
Twin Array			7	S	4	Twin-Linked	

Narn Sho'Kar Light Scout Cruiser - 2240 - 59 Points + 6 Pts Fighters (Frazi) = 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	2/45°	4	22/5	28/7	1	1 Fighter Flight	Jump Point, Scout, Stealth 3+
Weapon			Range	Arc	AD	Special	
Burst Beam			8	F	2	AP, Anti-Fighter, Precise	
Twin Array			10	F	2	Twin-Linked	
Twin Array			10	A	2	Twin-Linked	
Twin Array			10	P	2	Twin-Linked	
Twin Array			10	S	2	Twin-Linked	
Light Pulse Cannon			10	F	4		
Light Pulse Cannon			10	F	4		
Light Pulse Cannon			10	F	4		
Light Pulse Cannon			10	F	4		

Narn Sho'Kos Patrol Cutter - 2240 - 35 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	3	10/3	10/3	1	None	Dodge 5+
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			10	F	3	Twin-Linked	
Burst Beam			5	F	2	AP, Anti-Fighter, Precise	
Light Pulse Cannon			6	F	2		
Light Pulse Cannon			6	P	2		
Light Pulse Cannon			6	S	2		

Narn Thentus Frigate - 2215 - 43 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	14/4	19/5	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			15	F	3	Beam, Super AP	
Burst Beam			5	P	1	AP, Anti-Fighter, Precise	
Burst Beam			5	S	1	AP, Anti-Fighter, Precise	
Twin Array			7	F	4	Twin-Linked	
Twin Array			7	A	4	Twin-Linked	
Twin Array			7	P	4	Twin-Linked	
Twin Array			7	S	4	Twin-Linked	

Narn T'Loth Assault Cruiser - 2241 - 50 Points + 12 Pts Fighters (Frazi) = 62 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	30/6	36/9	12	2 Fighter Flights	Jump Point, Shuttles 3
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			12	B	12	AP, Twin-Linked, Double Damage	
Light Pulse Cannon			7	F	6		
Light Pulse Cannon			7	A	6		
Light Pulse Cannon			7	P	6		
Light Pulse Cannon			7	S	6		

Narn T'Rakk Frigate - 2213 - 35 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	15/3	19/5	3	None	Shuttles 1
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			10	B	6	AP, Twin-Linked, Double Damage	
Particle Beam			6	F	1	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	A	1	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	P	1	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	S	1	Anti-Fighter, Twin-Linked, Weak	

Narn Var'Nic Long-Range Destroyer - 2241 - 58 + 4 Points Fighters (Gorith) = 62 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	21/5	26/6	3	1 Flight Fighters Gorith's only	Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			15	F	4	Twin-Linked, Double Damage	
Medium Laser			20	F	4	Beam, Super AP	
Ion Torpedo			30	F	1	Precise, Super AP	
Twin Array			8	F	4	Twin-Linked	
Light Pulse Cannon			8	A	4		

Narn T'Rakh Breaching Pod - 2227 - 4 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
5	SM	4	-	-	1	-	Breaching Pod, Dodge 5

Narn Frazi Heavy Fighter Flight - 2249 - 6 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	4	+1	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Paired Particle Gun			2	T	2	AP	

Narn Gorith Medium Fighter Flight - 2210 - 4 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	3	+2	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Light Particle Beam			2	T	2	-	

Narn Tarza Torpedo Fighter Flight - 2255 R* - 8 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
9	SM	3	+2	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Light Particle Beam			2	T	2	-	
Light Ion Torpedo			6	T	2	AP, Precise	

* Gorith Variant

Variant Hulls Name, ISD, Rarity (Common = blank, Uncommon = U, Rare = R, Unique = Q), Cost

Narn D'Tarn Plasma Gunboat - 2213 - 18 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	3	5/2	8/2	None	None	
Weapon			Range	Arc	AD	Special	
Medium Plasma Cannon			8	F	2	AP, Twin-Linked	
Light Plasma Cannon			4	F	2	AP	

Narn D'Tarn Attack Gunboat - 2246 R - 23 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	3	5/2	8/2	None	None	
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			12	F	2	Beam, Super AP	
Twin Array			6	F	4	Twin-Linked	

Narn D'Tarn Escort Gunboat - 2241 - 23 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	3	5/2	8/2	None	None	
Weapon			Range	Arc	AD	Special	
Twin Array			6	T	2	Twin-Linked	
Burst Beam			4	F	2	AP, Anti-Fighter, Precise	

Narn G'Lan Mag Cruiser - 2259 U - 83 Points + 12 Points Fighters (Frazi) = 95 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	1/45°	5	33/7	40/10	6	2 Fighter Flights	Jump Point, Interceptors 1
Weapon			Range	Arc	AD	Special	
Mag Gun			10	F	4	Beam, Super AP, Triple Damage	
Medium Laser Cannon			15	B	4	Beam, Super AP	
Medium Pulse Cannon			12	F	6	Twin-Linked	
Twin Array			8	F	4	Twin-Linked	
Twin Array			8	A	4	Twin-Linked	
Twin Array			8	P	4	Twin-Linked	
Twin Array			8	S	4	Twin-Linked	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Narn G'Quonth Attack Cruiser - 2252 U - 80 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	1/45°	5	33/7	40/10	6	None	Jump Point, Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			30	B	6	Beam, Double Damage, Super AP	
Heavy Laser Cannon			30	P	2	Beam, Double Damage, Super AP	
Heavy Laser Cannon			30	S	2	Beam, Double Damage, Super AP	
Ion Torpedo			30	F	2	Precise, Super AP	
Twin Array			8	F	4	Twin-Linked	
Twin Array			8	A	4	Twin-Linked	
Twin Array			8	P	4	Twin-Linked	
Twin Array			8	S	4	Twin-Linked	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Narn G'Sten War Cruiser - 2260 - 58 Points + 6 Points Fighters (Frazi) = 64 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	2/45°	5	27/6	26/6	4	1 Fighter Flight	
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			15	F	4	Twin-Linked, Double Damage	
Medium Pulse Cannon			12	F	10	Twin-Linked	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	6		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Narn G'Stor Heavy Cruiser - 2246 U - 70 Points + 12 Pts Fighters (Frazi) = 82 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	1/45°	5	33/7	40/10	6	2 Fighter Flights	Jump Point, Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			30	B	4	Beam, Double Damage, Super AP	
Heavy Pulse Cannon			15	F	8	Twin-Linked, Double Damage	
Twin Array			8	F	4	Twin-Linked	
Twin Array			8	A	4	Twin-Linked	
Twin Array			8	P	4	Twin-Linked	
Twin Array			8	S	4	Twin-Linked	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Narn G'Tal Command Cruiser - 2263 R - 90 Points + 12 Pts Fighters (Frazi) = 102 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	1/45°	5	33/7	40/10	6	2 Fighter Flights	Jump Point, Interceptors 1, Command +1
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			35	B	6	Beam, Double Damage, Super AP	
Heavy Laser Cannon			35	B(a)	2	Beam, Double Damage, Super AP	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Twin Array			9	F	4	Twin-Linked	
Twin Array			9	A	4	Twin-Linked	
Twin Array			9	P	4	Twin-Linked	
Twin Array			9	S	4	Twin-Linked	
Light Pulse Cannon			10	F	4		
Light Pulse Cannon			10	A	4		
Light Pulse Cannon			10	P	4		
Light Pulse Cannon			10	S	4		

Narn Ka'Tan Pulse Destroyer - 2258 U - 60 Points + 6 Points Fighters (Frazi) = 66 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	20/4	26/6	2	1 Fighter Flight	
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			15	F	12	Twin-Linked, Double Damage	
Light Pulse Cannon			7	F	4		
Light Pulse Cannon			7	A	4		
Light Pulse Cannon			7	P	4		
Light Pulse Cannon			7	S	4		

Narn Rothan Plasma Destroyer - 2211 - 46 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	18/4	23/6	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			12	F	6	AP, Twin-Linked, Double Damage	
Light Plasma Cannon			6	A	2	AP	
Twin Array			7	F	4	Twin-Linked	
Twin Array			7	A	4	Twin-Linked	
Twin Array			7	P	4	Twin-Linked	
Twin Array			7	S	4	Twin-Linked	

Narn Sho'Kov Torpedo Cutter - 2243 R - 40 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	3	10/3	10/3	1	None	Dodge 5+
Weapon			Range	Arc	AD	Special	
Ion Torpedo			30	F	3	Precise, Super AP	
Light Pulse Cannon			6	F	2		
Light Pulse Cannon			6	P	2		
Light Pulse Cannon			6	S	2		

Narn Thentus Heavy Frigate - 2247 U - 50 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	14/4	19/5	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			15	F	3	Beam, Super AP	
Medium Pulse Cannon			10	P	3	Twin-Linked	
Medium Pulse Cannon			10	S	3	Twin-Linked	
Twin Array			7	F	4	Twin-Linked	
Twin Array			7	A	4	Twin-Linked	
Twin Array			7	P	4	Twin-Linked	
Twin Array			7	S	4	Twin-Linked	

Narn T'Narr Early Cruiser - 2247* - 50 Points + 8 Pts Fighters (Gorith) = 58 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	30/6	36/9	12	2 Fighter Flights	Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			12	B	12	AP, Twin-Linked, Double Damage	
Light Plasma Cannon			6	F	2	AP	
Light Plasma Cannon			6	A	2	AP	
Twin Array			7	P	2	Twin-Linked	
Twin Array			7	S	2	Twin-Linked	

* T'Loth Variant

Narn T'Norr Frigate - 2255 U* - 43 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	15/3	19/5	3	None	Shuttles 1
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			12	F	8	Twin-Linked, Double Damage	
Light Pulse Cannon			6	F	2		
Light Pulse Cannon			6	A	2		
Light Pulse Cannon			6	P	2		
Light Pulse Cannon			6	S	2		

* T'Rakk Variant

Narn T'Rann Heavy Carrier - 2247 U* - 58 Points + 24 Pts Fighters (Frazi) = 82 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	30/6	36/9	2	4 Fighter Flights	Jump Point, Carrier 2
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			12	F	12	Twin-Linked	
Light Pulse Cannon			8	F	6		
Light Pulse Cannon			8	A	6		
Light Pulse Cannon			8	P	6		
Light Pulse Cannon			8	S	6		

* T'Loth Variant

Narn Var'Loth Assault Destroyer - 2243 U - 52 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	21/5	26/6	9	None	Jump Point, Shuttles 3
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			15	F	4	AP, Twin-Linked, Double Damage	
Medium Plasma Cannon			10	F	4	AP, Twin-Linked	
Ion Torpedo			30	F	1	Precise, Super AP	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		

Narn Va'Kar Long-Range Scout - 2253 U - 65 + 4 Points Fighters (Gorith) = 69 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	21/5	28/7	2	1 Flight Fighters Gorith's only	Jump Point, Scout, Stealth 3+
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			15	F	6	Twin-Linked	
Ion Torpedo			30	F	1	Precise, Super AP	
Twin Array			10	F	6	Twin-Linked	
Light Pulse Cannon			10	A	4		

Bases & Defences Name, ISD, Cost**Narn Ja'Dul Civilian Starbase - 2242 - 150 Points**

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	400/200/100	-	16	3 Fighter Flights	Defence Network 4, Immobile, Interceptors 3, Space Station, Targets 2
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			30	-	2	Beam, Double-Damage, Super AP	
Twin Array			8	-	8	Twin-Linked	
Light Pulse Cannon			8	-	6		

Narn Ja'Stat Warbase - 2243 - 500 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	5	600/300/150	-	40	5 Fighter Flights	Command +1, Defence Network 12, Immobile, Interceptors 5, Space Station, Targets 4
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			40	-	4	Beam, Double-Damage, Super AP	
Mag Gun			15	-	3	Beam, Super AP, Triple Damage	
Heavy Pulse Cannon			30	-	4	Twin-Linked, Double Damage	
Energy Mine			30	-	6	Energy Mine, Slow-Loading	
Ion Torpedo			30	-	2	Precise, Super AP	
Twin Array			12	-	8	Twin-Linked	
Light Pulse Cannon			12	-	6		

Narn T'Gan Orbital Satellite - 2242 - 23 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	7/2	-	-	None	Immobile
Weapon			Range	Arc	AD	Special	
Energy Mine			30	T	6	Energy Mine, Slow-Loading	
Ion Torpedo			30	T	2	Precise, Super AP	
Light Pulse Cannon			6	T	2		