

## Gestaltare Battleship

Gestaltare battleships are large, ancient heavy warships that were originally commissioned in limited numbers by the Old Republic. They were extremely expensive but many Old Republic naval commanders considered them well worth the cost due to the extensive firepower that they were able to bring to bear on any target.

The Gestaltare battleships were 186 meters longer than the Dreadnaught heavy cruisers which once made up the bulk of the galactic fleet and carried a substantially greater amount of weaponry. Its impressive arsenal included fifteen turbolasers, thirty quad turbolasers, fourteen turbolasers, a pair of concussion missile launchers and four tractor beam projectors.

To supplement the Gestaltare's offensive weaponry the Olanar and Dezul starship design corporations - which soon went bankrupt after investing more into the Gestaltare's design than they were able to make back off of it - included a series of four massive deflector shield generators and four new tractor beam projectors (the same model later found on the Victory star destroyers).

Like Rendili's Dreadnaught heavy cruisers, the Gestaltare wasn't originally designed to carry starfighters in order to conserve room on board for larger engines, power generators and more weaponry. However, Olanar/Dezul did include a pair of starfighter "clamps" along the ventral side of the vessel which were designed specifically to fit Incom's Z-95 Headhunters (usually the Z-95R reconnaissance variant). A third docking clamp located near the ventral nose of the vessel is often used for light transports which is usually left vacant and only used for supply and personnel transports.

To better suit the Gestaltare for prolonged deep space combat scenarios, Olanar/Dezul incorporated massive cargo holds throughout the vessel which allows it to carry enough supplies to allow it to remain in service for up to four standard years without resupplying and refueling.

Due to their extremely expensive cost - both initial purchase price as well as maintenance costs - the Gestaltare battleships saw little production and those few that did make it into the service of the Old Republic's naval forces were either destroyed during the Clone Wars or converted into bulk cargo transports afterwards.

Model: Olanar/Dezul Gestaltare Battleship

Type: Heavy battleship

Scale: Capital

Length: 786 meters

Skill: Capital ship piloting: Gestaltare battleship

Crew: 18,510, gunners: 174, skeleton: 9,600/+15

Crew Skill: Astrogration 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D

Passengers: 4,000 (troops)

Cargo Capacity: 18,750 metric tons

Consumables: 4 years

Cost: Not available for sale

Hyperdrive Multiplier: x3

Hyperdrive Backup: x24

Nav Computer: Yes

Maneuverability: 1D

Space: 3

Hull: 6D+1

Shields: 2D+2

Sensors:

Passive: 20/0D

Scan: 45/1D

Search: 120/3D

Focus: 3/3D+2

Weapons:

15 Turbolaser Cannons

Fire Arc: 3 front, 5 left, 5 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 2D

30 Quad Turbolaser Cannons

Fire Arc: 5 dorsal turret, 5 ventral turret, 10 left, 10 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-20/40/80

Atmosphere Range: 6-40/80/160 km

Damage: 4D

14 Turbolaser Batteries

Fire Arc: 5 front, 2 right turret, 2 left turret, 5 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-10/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 7D

#### 2 Concussion Missile Launchers

Fire Arc: Front

Crew: 2

Scale: Starfighter

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

#### 4 Tractor Beam Projectors

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

#### Starship Complement:

2 starfighters (typically Z-95R recon starfighters)

1 light transport or shuttle

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