Starships D6 / Kuat Drive Yards Dominion-cla

The Battlestar

Seven hundred years following the disaster of the Republic's first "super" warship, the Guargantua, the fleet decided to try it again with a slightly smaller, yet more heavily armed vessel, known as the Battlestar.

The Battlestar not only presented an intimidating image, but also wielded the firepower and starfighters to back up that image. The problem with the Guargantua was that it lacked the firepower and starfighter support to back up any threats of major action, which proved to do it harm on more than one occasion.

Unlike the original Guargantua project, the Republic opted to keep the Battlestar highly classified and was quick to cover up the diversion of funds for a deep space research station.

The Battlestar creeped across the outter territories of the Republic, quietly putting an end to group after group of pirates and terrorists and never engaging in any significant conflict, that was, until the incident at Pulug.

A Republic task force was amushed at Pulug by an unidentified alien fleet. Two weeks worth of battle in the system prompted then Admiral Terrico to order in the Battlestar to ensure a quick and decisive victory against the alien threat.

The Battlestar entered the system just in time to reinforce the battered task force. The alien fleet launched and all out assault on the Battlestar, the task force taking up a standardized line formation with the smaller and faster vessels forming a picket line while the Battlestar made up the main line.

The invading alien force was driven off, but at a high cost. Nearly a hundred thousand Republic officers were dead, the aliens defeated and the Battlestar's engines and hyperdrives were damaged beyond repair and in a decaying orbit of the only gas giant in the Pulug system. Several attempts were made to tow the Battlestar into a stable orbit for later salvage but the remaining vessels of the task force didn't have the power to counteract the gravitation pull of a gas giant. The Battlestar was lost and the Republic chose never again to invest in the construction of any other "super" vessels.

Introduced: 900 years prior to the Battle of Yavin

Craft: Rendili StarDrive's Battlestar
Type: Fleet command vessel

Scale: Capital
Length: 4,950 meters
Skill: Capital ship piloting: Battlestar command vessel
Crew: 144,532; gunners: 708; Skeleton: 12,410/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D capital ship shields 4D, sensors 4D
Passengers: 17,590 (troops)
Cargo Capacity: 150,000 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x28
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 8D
Shields: 4D
Sensors:
- Passive: 30/0D
- Scan: 55/1D+1
- Search: 120/2D
- Focus: 3/3D+2

Weapons:
140 Turbolaser Cannons
- Fire Arc: 15 front, 55 left, 55 right, 15 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 3-15/35/75
- Damage: 2D+2

50 Quad Turbolaser Cannons
- Fire Arc: 10 front, 16 left, 16 right, 8 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-20/40/80
- Damage: 4D

50 Turbolaser Batteries
- Fire Arc: 25 left, 25 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-10/30/60
- Damage: 7D

22 Concussion Missile Launchers
- Fire Arc: 2 front, 10 left, 10 right
- Crew: 4
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 2-5/10/15
- Atmosphere Range: 200-500/1/1.5 km

Damage: 6D

20 Tractor Beam Projectors
Fire Arc: 4 front, 7 left, 7 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 1-5/15/30 km
Damage: 4D+2

Starship Complement:
72 starfighters
24 shuttles/light transports
30 dropships

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