Starships D6 / Damorian Manufacturings Ber

Berserker Battleship

One of the best combat ships to come out of the Clone Wars, the Damorian Manufacturing Berserker-Class Battlecruiser was a terrifying opponent for capital ship captains to face. Designed specifically as a ship killer, the Berserker was equipped with massive ion drives to propel it directly into the center of enemy formations quickly where it would set about taking apart the enemy from within their ranks.

Its heavy armor and Class 4 shields allowed it to close with enemy vessels and absorb tremendous punishment before being knocked out of action. The ships were more or less built around the main weapon, a gargantuan four hundred meter long electromagnetic mass driver cannon which fired an enormous four hundred and six centimeter diameter gravitically collapsed hyperdense projectile made of a duranium steel alloy. Each projectile weighed over four hundred metric tons and had to be moved from storage to the firing chamber using specially designed repulsor carts.

Since the main cannon could only be fired against targets directly ahead of the ship the Berserkers also mounted a total of thirty massive hellbore cannons that fired bolts of super-heated plutonium plasma that wreaked havoc on the hull and shields of opposing vessels. Supplementing these cannons were thirty-six standard double turbolaser cannons, used for long range fire since the hellbore cannons had relatively short ranges and thus required close proximity with the enemy to be useful.The Berserker also carried thirty-two concussion missile batteries for planetary bombardments and additional anti-capital ship fire. Backing up these heavy weapons were twelve anti-starfighter laser batteries and sixteen proton torpedo batteries used to deal with snub-fighter screening forces. The Berserker itself only carried two squadrons of Z-95 Headhunters and a pair of assault shuttles to supplement the defensive weapons carried onboard.

While being extremely fast in realspace, the Berserker was very difficult to maneuver due to inefficient placement of reaction thrusters and generally poor handling characteristics. Also, the Berserkers were almost embarrassingly slow in hyperspace due to substandard hyperdrive units being used to save space for the realspace drive and the massive weapons loadout. Additionally, these ships are archetypical Hangar Queens, meaning that they spend inordinate amounts of time in drydock for maintenance and overhauls. The Berserkers required immense power cores merely to accommodate the ammunition of its main weapons. The mass driver projectiles had to be carried in force field stasis to prevent them from accidentally ripping a hole in the hull during extreme combat maneuvers by simply being slung around. Each round had its own micro-stasis chamber which held it securely in place. When it was time to load the

mass driver a section of the chamber would detach and serve as the repulsor-cart used to move the massive slugs from storage to the mass driver's firing chamber.

Another of the technical nightmares of the Berserker was the radiation shielding needed to protect against exposure to the ravening levels of radioactive energy produced by the hellbore cannon ammunition. With each blast requiring five deuterium pellets and a pellet of plutonium, the Berserkers carried huge amounts of radioactive material aboard. A total of six thousand deuterium pellets and twelve hundred pellets of weapons-grade enriched plutonium were carried as standard. The massive amounts of radiation shielding on the ammunition storage chambers for the hellbore cannons had to replaced after every six months of service. A single Berserker required same amount of time, money, and material resources for upkeep as three Victory-class Star Destroyers. Add to this the fact that with the heavy armor, huge shield generators, massive power core, and immense weapons loadout, there is little room left for the crew.

Service aboard a Berserker was generally considered one of the most hellish assignments one could be given among Old Republic naval crews. Crew quarters aboard a Berserker are less than half the size of quarters on most other capital combat ships and recreational facilities are practically nonexistent. Very few Berserkers still exist since the vast majority of the ones used in the Clone Wars were destroyed in combat. The survival rate of the Berserker-Class battlecruiser was one of the worst in the entire war due not to any weakness on the part of the ship, but due more to the highly perilous nature of its mission profile.

When a Berserker appeared on the field enemy commanders would make the Berserker a priority target and virtually ignore any other vessel in the opposing fleet in a rush to destroy the deadly shipkiller. For their part, it is estimated that for every Berserker shot down in combat that seven enemy capital cruisers met the same fate.

The Berserkers never caught on with the Imperial Admiralty for some reason and thus was never brought into active service with the Imperial Navy. Damorian Manufacturing ceased production of the ships after the Imperial Navy made it clear that the ship would not be incorporated into its ranks to avoid being nationalized by the Empire.

What few ships of the class that still exist are in the hands of minor governments such as the Tion Hegemony, the Centrality, the Corporate Sector Authority, and the various noble houses of the Tapani Sector. A tiny number are held in twos and threes by still smaller organizations such as the governments of the Kathol Sector and some of the larger pirate bands.

Craft: Damorian Manufacturing's Berserker-Class Battlecruiser
Type: Anti-capital ship battlecruiser
Scale: Capital
Length: 710 meters
Skill: Capital ship piloting: Berserker
Crew: 4,554, gunners: 452, skeleton: 1,048/+10
Passengers: 240 (troops)

Cargo Capacity: 2,500 metric tons
Consumables: 3 months
Cost: 270 million credits
Hyperdrive Multiplier: x4
Hyperdrive Backup: x26
Nav Computer: Yes
Maneuverability: 0D
Space: 7
Hull: 5D
Shields: 4D
Sensors:
- Passive: 30/0D
- Search: 50/1D
- Scan: 100/2D
- Focus: 4/3D

Weapons:
Super Heavy Mass Driver Cannon
- Fire Arc: Front
- Crew: 30
- Skill: Capital Ship Gunnery
- Ammo: 20
- Fire Control: 1D
- Fire Rate: 1/5
- Space Range: 6-30/70/150
- Atmosphere Range: 12-60/140/300 km
- Damage: 16D

30 Hellbore Cannons
- Fire Arc: 6 in 2 Dorsal Turrets Firing Front/Left/Right, 6 in 2 Ventral Turrets Firing Front/Left/Right, 3 Left, 3 Right, 3 in 1 Dorsal Turret Firing Left/Right/Back, 3 in 1 Ventral Turret Firing Left/Right/Back, 3 in 1 Dorsal Turret Firing On All Arcs. 3 in 1 Ventral Turret Firing On All Arcs (Turrets May Only Bear On One Arc Per Turn)
- Crew: 10
- Skill: Capital Ship Gunnery
- Ammo: 20 per cannon
- Fire Control: 2D
- Space Range: 1-5/10/25
- Atmosphere Range: 2-10/20/50 km
- Damage: 12D

36 Double Turbolaser Cannons
- Fire Arc: 6 Front, 12 Left, 12 Right, 6 Back
- Crew: 3
- Skill: Capital Ship Gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

12 Anti-Starfighter Laser Batteries
- Fire Arc: 3 Front, 3 Left, 3 Right, 3 Back
- Crew: 2

Scale: Starfighter
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

32 Concussion Missile Batteries
Fire Arc: 8 Front, 8 Left, 8 Right, 8 Back
Crew: 2
Skill: Capital Ship Gunnery
Ammo: 64 per battery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

16 Proton Torpedo Batteries
Fire Arc: 4 Front, 4 Left, 4 Right, 4 Back
Crew: 1
Scale: Starfighter
Skill: Capital Ship Gunnery
Ammo: 144 per battery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D

Support Craft: 24 Z-95 Headhunters
2 Katarn-Class Boarding Shuttles

Era: Clone Wars

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