Starships D20 / Olanar/Dezul Gestaltare Battl

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.

Craft: Olanar/Dezul Gestaltare Battleship
Class: Capital
Cost: Not available for sale

Size: Gargantuan (786 meters long)
Crew: Minimum 9,600, maximum 18,510 (normal +2)
Passengers: 4,000 (troops)
Cargo Capacity: 18,750 metric tons
Consumables: 4 years
Hyperdrive: x3 (backup x24)
Maximum Speed: Cruising
Defense: 14 (-4 size, +9 armor)
Shield Points: 260
Hull Points: 630
DR: 24

Weapon: 15 Turbolaser Cannons
Fire Arc: 3 front, 5 left, 5 right, 2 back
Attack Bonus: +9 (-4 size, +2 crew, +6 fire control)
Damage: 2d10x5
Range Modifiers: PB -4, S -2, M -1, L +0

Weapon: 30 Quad Turbolaser Cannons
Fire Arc: 5 dorsal turret, 5 ventral turret, 10 left, 10 right
Attack Bonus: +5 (-4 size, +2 crew, +4 fire control)
Damage: 4d10x5
Range Modifiers: PB -4, S -2, M -1, L n/a

Weapon: 14 Turbolaser Batteries
Fire Arc: 5 front, 2 right turret, 2 left turret, 5 back
Attack Bonus: +2 (-4 size, +2 crew, +2 fire control)
Damage: 7d10x5
Range Modifiers: PB -2, S -1, M/L n/a

Weapon: 2 Concussion Missile Launchers
Fire Arc: Front
Attack Bonus: +6 (-4 size, +2 crew, +4 fire control)
Damage: 9d10x2
Range Modifiers: PB +0; S/M/L n/a
Range Increment: 100 meters

Weapon: 4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Attack Bonus: +4 (-4 size, +2 crew, +8 fire control)
Damage: Special
Range Modifiers: PB -4, S -2, M/L n/a

Starship Complement:
- 2 starfighters (typically Z-95R recon starfighters)
- 1 light transport or shuttle

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