Starships D20 / Kerl Battleship



Kerl Battleship

While designers at Delfii StarDrive labored to meet the unrealistic deadlines
imposed upon them by Moff Uhlmann for his Uhlmann-class Star Destroyer, they kept in mind that the basic spaceframe developed for the Uhlmann Star Destroyer could easily be adapted to create a main line battleship. When they were three months late in producing the first Uhlmann Star Destroyer, it was the designs for the Kerl-class battleship which saved their lives.

The basic design cut out several basic items which were found on a star destroyer but not needed for a simple battleship. The most important being the removal of the deep vehicle storage areas and the secondary hangar bay where dropships would normally operate from. The total number of troops on board was reduced by more than fifty percent, just enough to defend the ship in case of a boarding. The second cut made in the design was the advanced command superstructure, which would normally be needed to command ground, air and space forces from - this was not the purpose of a main line battleship, however. A smaller bridge, suited to the needs of a battleship was instead used in a less than obvious area of the ship.

After much debate, it was decided that the main fighter hangar bay be kept in the design, as added offensive and defensive capabilities for the battleship. Support ships operating out of the main hangar were reduced as well, down to just four stormtrooper transports and two Gamma-class assault shuttles for boardings, and a flight of four Skipray blastboats for heavy fire support.

The existing weapons complement of fifty turbolaser batteries, forty ion cannons and eight tractor beam projectors were supplemented with the addition of fifteen heavy turbolaser batteries (capable of cripping a ship often in one blow) and twenty quad laser cannons for anti-starfighter defense.

Only a pair of these warships were ever constructed, and one of those was soon incorporated into the hybrid flagship, the Annihilator, for Moff Uhlmann - who died of natural causes soon after.

Craft: Delfii StarDrive's Kerl-class Battleship
Class: Capital
Cost: Not available for sale
Size: Colossal (1,300 meters long)
Crew: Minimum 15,534, maximum 38,334 (Skilled +4)
Passengers: 2,000 (troops)
Cargo Capacity: 40,000 metric tons
Consumables: 4 years

Hyperdrive: x2 (backup x8)
Maximum Speed: Cruising
Defense: 12 (-8 size, +10 armor)
Shield Points: 430
Hull Points: 630
DR: 30

Weapon: Heavy turbolaser batteries (15)
Fire Arc: 5 front, 5 left, 5 right
Attack Bonus: -4 (-8 size, +4 crew, +0 fire control)
Damage: 10d10x5
Range: PB -6, S -4, M -2, L +0

Weapon: Turbolaser batteries (50)
Fire Arc: 10 front, 20 left, 20 right
Attack Bonus: +4 (-8 size, +4 crew, +8 fire control)
Damage: 5d10x5
Range: PB -6, S -4, M -2, L +0

Weapon: Ion cannons (40)
Fire Arc: 15 front, 10 left, 10 right, 5 back
Attack Bonus: +2 (-8 size, +4 crew, +6 fire control)
Damage: Special
Range: PB -6, S -4, M -2, L +0

Weapon: Quad laser cannons (20)
Fire Arc: 5 front, 6 left, 6 right, 3 back
Attack Bonus: +2 (-8 size, +4 crew, +6 fire control)
Damage: 5d10x2
Range: PB -6, S -4, M/L n/a

Weapon: Tractor beam projectors (8)
Fire Arc: 2 front, 3 left, 3 right
Attack Bonus: +4 (-8 size, +4 crew, +8 fire control)
Damage: Special
Range: PB -6, S -4, M/L n/a

Starship Complement:
- 6 TIE squadrons:
  - 48 TIE/ln
  - 12 TIE interceptors
  - 12 TIE bombers
- 4 stormtrooper transports
- 2 Gamma-class assault shuttles
- 4 Skipray blastboats

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