Starships D6 / The Annihilator

The Annihilator

The Annihilator was the last great effort made by Moff Uhlmann of the Palvar sector before his death. Completed just days prior to his untimely death, the Annihilator was a hybrid mating of two ships - an Uhlmann-class Star Destroyer and a Kerl-class battleship. It was to be Moff Uhlmann's command ship, yet he never had the chance to set foot on board of it.

Following his death, his replacement, Moff Nikolai Arkanian, was a slightly hestitant with the odd looking command ship, but soon gave in and transferred his command from his ISD to the Annihilator.

The basic concept of the vessel was simple, engineers would combine two existing warships into one large command ship. They accomplished this by using a Kerl battleship as the lower portion, attaching an Uhlmann Star Destroyer above it where the Kerl's superstructure should have been.

The main control systems of the Uhlmann destroyer were used, linking up systems from the Kerl to the Uhlmann's bridge. An extended superstructure was added onto the Uhlmann's bridge, boasting incredibly power sensors and targetting computers. The bridge of the Kerl was also wired into the Uhlmann destroyer, capable of serving as a secondary bridge in an emergency.

Slow and awkward in flight, the Annihilator most often relied on its tractor beam projectors and two full wings of TIE fighters to bring targets in range of its heavy guns - most of which were located on the Kerl half of the vessel.

Overall starfighter command is based on the Uhlmann half, along with a lavish command room filled with holodisplays for observation of forces on planet. A second main command room, located just below the main bridge, was a large room with an elevated platform in the center. The entire room would act as one large holoprojector, displaying every ship within sensor range in relative position to one another, giving the commander a perfect point of view to conduct a space battle.

Initially, designers wanted to simply clamp the two warships together, giving it the ability to separate again if necessary. However, the stresses of space combat and hyperspace travel would simply make anything less than a full, reinforced, joining unsafe.

Craft: Delfii StarDrive's Annihilator
Type: Hybrid command vessel
Scale: Capital

Length: 1,500 meters long
Skill: Capital ship piloting: Star Destroyer
Crew: 75,914, gunners: 714, skeleton: 31,170/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D, starship gunnery 4D+2
Passengers: 7,000 (troops)
Cargo Capacity: 65,000 metric tons
Consumables: 3.5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Maneuverability: 1D
Space: 6
Hull: 6D+1
Shields: 6D+1
Sensors:
- Passive: 60/1D
- Scan: 130/2D+1
- Search: 250/3D+2
- Focus: 6/5D

Weapons:
15 Heavy Turbolaser Batteries
- Fire Arc: 5 front, 5 left, 5 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 10D

100 Turbolaser Batteries
- Fire Arc: 20 front, 40 left, 40 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

80 Ion Cannons
- Fire Arc: 30 front, 20 left, 20 right, 10 back
- Crew: 5
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 5-25/45/90
- Atmosphere Range: 10-50/90/180 km
- Damage: 4D+2

20 Quad Laser Cannons
- Fire Arc: 5 front, 6 left, 6 right, 3 back
- Crew: 1
- Skill: Starship gunnery
- Fire Control: 3D

Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

16 Tractor Beam Projectors
Fire Arc: 4 front, 6 left, 6 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Starship Complement:
12 TIE squadrons:
96 TIE/ln
24 TIE interceptors
24 TIE bombers
2 Lambda-class shuttles
10 stormtrooper transports
3 Gamma-class assault shuttles
4 Skipray blastboats

Ground/Air Complement:
15 AT-ATs
30 AT-STs
10 landing craft, drop ships and walker landing barges

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