Starships D20 / 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
Class: Capital
Cost: Not available for sale (unique)
Size: Colossal (1,500 meters long)

Crew: Minimum 31,170, maximum 76,628 (Skilled +4)
Passengers: 7,000 (troops)
Cargo Capacity: 65,000 metric tons
Consumables: 3.5 years
Hyperdrive: x2 (backup x10)
Maximum Speed: Cruising
Defense: 12 (-8 size, +10 armor)
Shield Points: 630
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 (100)
Fire Arc: 20 front, 40 left, 40 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 (80)
Fire Arc: 30 front, 20 left, 20 right, 10 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 (16)
Fire Arc: 4 front, 6 left, 6 right
Attack Bonus: +4 (-8 size, +4 crew, +8 fire control)
Damage: Special
Range: PB -6, S -4, M/L n/a

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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