Starships D6 / Uhlmann-class Star Destroyer

Uhlmann Star Destroyer

The Uhlmann-class Star Destroyer was a smaller version of the Imperial Star Destroyer ordered to be designed by Moff Uhlmann of the Palvar sector. It was supposed to be capable of operating under the same conditions as the ISD, while being cheaper and faster to manufacture. Luckily for the design team, it lived up to Moff Uhlmann's expectations. Manufactured solely in the Palvar sector, only a small handful of these vessels were ever put into service.

Sporting the same weapons as an Imperial Star Destroyer (just in fewer numbers), the Uhlmann Star Destroyer soon found itself the centerpiece of the Imperial Palvar Sector Group.

Also like the ISD, the Uhlmann carried a full wing of TIE fighters for close support. Typically, a wing on an Uhlmann Star Destroyer consisted of four squadrons of TIE/ln, one squadron of TIE interceptors and one squadron of TIE bombers.

Holding true to the versatility of an Imperial Star Destroyer in being able to perform a broad range of missions, the Uhlmann carried a considerable amount of ground forces, including 5,000 troopers, 15 AT-ATs, 30 AT-STs and enough dropships and landing craft to accomodate them all.

Craft: Delfii StarDrive's Uhlmann-class Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,300 meters long
Skill: Capital ship piloting: Star destroyer
Crew: 37,892, gunners: 342, skeleton: 15,636/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 5,000 (troops)
Cargo Capacity: 25,000 metric tons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Maneuverability: 1D+2
Space: 7
Hull: 6D
Shields: 3D+2
Sensors:
- Passive: 50/1D
- Scan: 100/2D

Search: 200/3D
Focus: 6/4D

Weapons:

50 Turbolaser Batteries
Fire Arc: 10 front, 20 left, 20 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

40 Ion Cannons
Fire Arc: 15 front, 10 left, 10 right, 5 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

8 Tractor Beam Projectors
Fire Arc: 2 front, 3 left, 3 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:

6 TIE squadrons:
48 TIE/ln
12 TIE interceptors
12 TIE bombers
2 Lambda-class shuttles
6 stormtrooper transports
1 Gamma-class assault shuttle

Ground/Air Complement:

15 AT-ATs
30 AT-STs
10 landing craft, drop ships and walker landing barges

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.