



## Starships D6 / Uhlmann-class Star Des

### 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

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