Starships D6 / Warlock Heavy Star Destroyer

Warlock Heavy Star Destroyer

The Warlock-Class Star Destroyer was designed to capture what was to be one of the most lucrative naval contracts in galactic history. The Emperor had issued a mandate that a warship capable of subjugating an entire world and defeating entire fleets of lesser ships was to be built. Rendili answered this call with the Warlock. Nearly 2,000 meters long, the Warlock mounts some of the heaviest weapons ever built into a starship. Her main guns are two immense continuous-beam turbolaser capable of punching completely through most ships with a single shot. Backing these long-range artillery pieces up are 9 double turbolaser turrets meant for medium-range engagements as well as 3 heavy railguns for extreme-range sniping. To deal with mid-sized enemy capital ships, the vessel mounts 4 medium turbolaser turrets and carries 9 light turbolasers for use against the smallest capital ships such as large assault shuttles, blastboats, and gunships. 16 heavy anti-starfighter batteries guard against heavy space bombers such as the Y-Wing while 36 smaller quad laser cannons serve as defense against lighter snubfighters. Rounding out the armament are 12 heavy concussion missile launchers armed with ship-killing guided missiles and 16 light concussion missile launchers for use against enemy fighters. Finally, these ships are equipped to carry 72 fighters, 12 bombers, and 12 assault shuttles. While a valiant effort by Rendili StarDrive, this ship was doomed to failure due to the utilitarian nature of her design. Not nearly as visually intimidating as an Imperator-Class Star Destroyer, the Warlock's design is all business with no attention given to aesthetics or psychological impact. Additionally, the Warlock was not designed to carry large numbers of troops and ground assault vehicles like the smaller Imperator could do and was thus passed over in favor of KDY's design. Twelve Warlocks were built, but no one has ever discovered exactly what became of them. Conflicting reports have stated that the ships were scrapped, stolen, sold to an Outer Rim government, and even that they disappeared in a hyperspace accident. Their true fate has so far remained a complete mystery and is likely to remain so for quite some time.

Era: The last of the Warlocks was finished about 5 years before the Battle of Yavin

Craft: Rendili StarDrive's Warlock Class Heavy Star Destroyer
Type: Heavy Destroyer
Scale: Capital
Length: 1,992 meters
Crew: 12,000, Gunners: 205, Skeleton: 1,540/+10
Crew Skill: Astrogation: 6D, Capital Ship Gunnery: 5D+2, Capital Ship Piloting: 5D+1, Capital Ship Shields: 6D+1, Capital Ship Repair: 7D+2, Capital Ship Weapons Repair: 7D, Communications: 6D, Security: 6D, Sensors: 5D+2, Starship Gunnery: 5D

Passengers: 120
Troops: 1,800
Cargo Capacity: 4,800 metric tons
Consumables: 5 years
Cost: 50 billion credits, support craft not included.
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Space: 8
Atmosphere: 365; 1,050 kmh
Maneuverability: 3D
Hull: 7D
Shields: 5D
Sensors:
- Passive: 50/3D
- Search: 125/4D
- Scan: 250/5D
- Focus: 10/6D

Weapons:
2 Anti-Capital Ship Continuous-Beam Turbolasers
- Fire Arc: Front
- Crew: 5 Each
- Skill: Capital Ship Gunnery
- Fire Control: 5D
- Space Range: 5-25/75/150
- Atmosphere Range: 10-50/150/300 km
- Damage: 15D or 16D when fired together

9 Double Turbolaser Cannons
- Fire Arc: Turret
- Crew: 3 Each
- Skill: Capital Ship Gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 9D

3 Heavy Railguns
- Fire Arc: Turret
- Crew: 10 Each
- Skill: Capital Ship Gunnery
- Fire Control: 6D
- Space Range: 10-50/150/300
- Atmosphere Range: 20-100/300/600 km
- Damage: 6D
- Ammunition: 100 rounds per gun

4 Medium Turbolaser Cannons
- Fire Arc: Turret
- Crew: 2 Each
- Skill: Capital Ship Gunnery
- Fire Control: 3D
- Space Range: 5-25/35/75
- Atmosphere Range: 10-50/70/150 km
- Damage: 7D

9 Light Turbolaser Cannons
- Fire Arc: Turret
- Crew: 2 Each
- Skill Starship Gunnery
- Fire Control: 3D
- Space Range: 5-25/35/75
- Atmosphere Range: 10-50/70/150 km
- Damage: 5D

16 Anti-Starfighter Turbolaser Batteries
- Scale: Starfighter
- Fire Arc: Turret
- Crew: 3 Each
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 8D

36 Quad Laser Cannons
- Scale: Starfighter
- Fire Arc: Turret
- Crew: 1 Each
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 4D

16 Light Concussion Missile Launchers
- Scale: Starfighter
- Fire Arc: Any (Self-Guided)
- Crew: 1 Each
- Skill: Starship Gunnery
- Fire Control: Self-Guided, tracks target for 10 rounds with 8D skill
- Space Range: 1-5/15/30
- Atmosphere Range: 100-500/1.5/6 km
- Damage: 10D (24 missiles per launcher)

12 Heavy Concussion Missile Launchers
- Fire Arc: Any (Self-Guided)
- Crew: 1 Each
- Skill: Capital Ship Gunnery
- Fire Control: Self-Guided, tracks target for 10 rounds with 8D skill
- Space Range: 3-18/36/66
- Atmosphere Range: 6-36/72/132 km
- Damage: 15D (12 missiles per launcher)

Support Craft:
- 72 Fighters
- 12 Bombers
- 12 Assault Shuttles

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