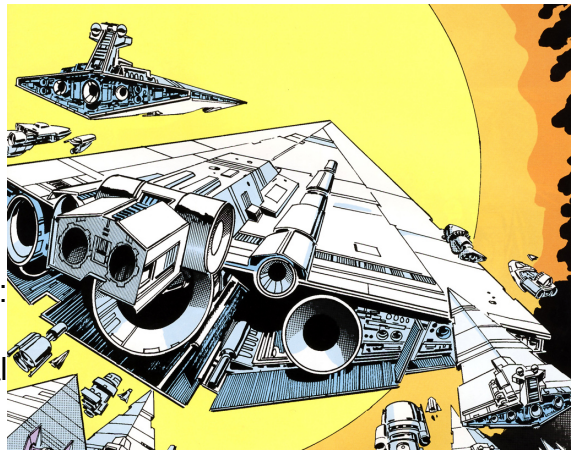
Starships D6 / The Helmsman



Name: The Helmsman.
Craft: Kuat Drive Yards Praetor Mark II-class battlecruiser
Type: Super star destroyer
Scale: Capital
Length: 8000 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 109,000 officers, pilots, and enlisted; skeleton: 10,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 14,000
Cost: 700,000,000 credits
Cargo Capacity: 150,000 metric tons
Consumables: 3 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 4
Hull: 8D
Shields: 7D
Sensors:
- Passive: 75/1D+2
- Scan: 150/3D+2
- Search: 300/5D
- Focus: 8/6D+2

Weapons:
- Twin medium turbolaser batteries (40)
  - Fire Arc: 20 front/left, 20 front/right
  - Skill: Capital ship gunnery
  - Fire Control: 1D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 km
  - Damage: 7D
- Quad heavy turbolaser batteries (60)
  - Fire Arc: 25 front/left, 25 front/right, 10 back
  - Crew: 2
  - Skill: Capital ship gunnery
  - Space Range: 5-20/40/60
  - Atmosphere Range: 10-20/80/120 km
  - Damage: 10D
- Twin long range ion cannon batteries (10)
  - Fire Arc: 4 front/left, 4 front/right, 2 back
  - Skill: Capital ship gunnery

Fire Control: 2D
Space Range: 1-20/50/100
Atmosphere Range: 2-50/100/200 km
Damage: 5D

Twin ion cannons (30)
Fire Arc: 12 front/left, 12 front/right, 6 back
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 5D

Heavy tractor beam emitters (10)
Fire Arc: 4 front, 2 left, 2 right, 2 Back
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

Starfighter Complement:
120 starfighters
Shuttles
Landing craft
All Terrain series walkers

Description: The Helmsman was a Praetor II-class Star Battlecruiser commanded by Mils Giel at some point in the year preceding the Battle of Endor.

Three massive engines propelled the craft forward, with two secondary engines situated above the main structure, and an additional two auxiliary engines on the command section's superstructure. Several smaller openings dotted the rear of the ship, but it's unknown whether they too served a purpose of propulsion. The ship had no apparent ventral reactor bulb, instead, the main reactor was hidden behind layers of armor as on the Executor-class dreadnought.

The flagship was armed with a large amount of guns of varying sizes, with at least 90 cannons visible. Its shields and armor were heavy enough to require an extensive retooling of the firing system of the four modified TIE/LN starfighters used by the Flying Bantha Squadron to ensure that the blast would hit the Teezl deep inside.

The only hangar aperture visible on the ship was a triangular indentation located at the front of its ventral side. This appeared to be only slightly bigger than the main hangar opening on an Imperial-class Star Destroyer.

Behind the main bridge, at the stern of the vessel, was a gigantic transport cage used to carry the bizarre Teezl creature.

The ship's bridge was located at the front end of an elevated superstructure that ran like a spine towards the rear of the vessel and ended in two auxiliary engines. The bridge occupied much more space than the standardized bridge modules on other Star Destroyers. It was large enough for the Admiral to hold big meetings with other officers there.

The battlecruiser was used to transport a Teezl from Valtha Divide to Coruscant, where the creature was meant to be installed and used to coordinate the entire Imperial Navy. One of the largest fleets ever assembled by the Empire accompanied the Helmsman on its long journey. The fleet included an accompanying capital ship with a similar-looking design.

Despite the massive amount of warships present, the armada failed to prevent an attack by the Rebel Alliance, which resulted in the partial destruction of Giel's ship and the death of the Teezl. After being hit by a super-powered shot from a Rebel TIE/LN starfighter, the bridge-section of the Helmsman was left relatively unscathed, and Giel could still communicate with its gun crew. In response to his order, they opened fire on the attacker, but the TIE fighter was small and quick enough to avoid being hit and made its escape.

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