# Starships D6 / Kerl Battleship



Kerl Battleship

While designers at Delfii StarDrive labored to meet the unrealistic deadlines
imposed upon them by Moff Uhlmann for his Uhlmann-class Star Destroyer, they kept in mind that the basic spaceframe developed for the Uhlmann Star Destroyer could easily be adapted to create a main line battleship. When they were three months late in producing the first Uhlmann Star Destroyer, it was the designs for the Kerl-class battleship which saved their lives.

The basic design cut out several basic items which were found on a star destroyer but not needed for a simple battleship. The most important being the removal of the deep vehicle storage areas and the secondary hangar bay where dropships would normally operate from. The total number of troops on board was reduced by more than fifty percent, just enough to defend the ship in case of a boarding. The second cut made in the design was the advanced command superstructure, which would normally be needed to command ground, air and space forces from - this was not the purpose of a main line battleship, however. A smaller bridge, suited to the needs of a battleship was instead used in a less than obvious area of the ship.

After much debate, it was decided that the main fighter hangar bay be kept in the design, as added offensive and defensive capabilities for the battleship. Support ships operating out of the main hangar were reduced as well, down to just four stormtrooper transports and two Gamma-class assault shuttles for boardings, and a flight of four Skipray blastboats for heavy fire support.

The existing weapons complement of fifty turbolaser batteries, forty ion cannons and eight tractor beam projectors were supplemented with the addition of fifteen heavy turbolaser batteries (capable of cripping a ship often in one blow) and twenty quad laser cannons for anti-starfighter defense.

Only a pair of these warships were ever constructed, and one of those was soon incorporated into the hybrid flagship, the Annihilator, for Moff Uhlmann - who died of natural causes soon after.

Craft: Delfii StarDrive's Kerl-class Battleship
Type: Star Destroyer
Scale: Capital
Length: 1,300 meters long
Skill: Capital ship piloting: Star Destroyer
Crew: 37,892, gunners: 392, skeleton: 15,534/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D,

starship gunnery 4D+2
Passengers: 2,000 (troops)
Cargo Capacity: 40,000 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Maneuverability: 1D+1
Space: 6
Hull: 6D+1
Shields: 4D+1
Sensors:
Passive: 50/1D
Scan: 100/2D
Search: 200/3D
Focus: 6/4D
Weapons:
15 Heavy Turbolaser Batteries
Fire Arc: 5 front, 5 left, 5 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D
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
20 Quad Laser Cannons
Fire Arc: 5 front, 6 left, 6 right, 3 back
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
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
- 4 stormtrooper transports
- 2 Gamma-class assault shuttles
- 4 Skipray blastboats

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