Starships D6 / Glorious Heritage Class Heavy



Craft: Systems Commonwealth High Guard Glorious Heritage Class
Type: Heavy Cruiser
Scale: Capital
Dimensions:
-Length: 1301m
-Beam: 976m
-Height: 325m
Skill: Capital Starship Piloting: Glorious Heritage Heavy Cruiser
Crew: 4,132, skeleton: 5/+15
Crew Skill: Varies by crew
Passengers: 500
Cargo Capacity: 2,500 metric tons
Consumables: 4 years
Cost: Not available for sale
Slipstream: x1 (see Equipment for rules)
Nav Computer: Yes
Maneuverability: 4D
Space: 8
Hull: 6D
Defenses: (see below for rules)
  High Tension Armor: +5
  Ablative Armor: 1D
  Reactive Armor: 2D
  Battle Blades: 3D
Sensors:
  Passive: 50/2D
  Scan: 100/3D
  Search: 200/4D
  Focus: 6/4D+2

EXTRA COMBAT CRAFT:
-36 RF-42 Centaur Tactical Fighters
-76 RA-26 Shrike Strike Fighters
-12 AF/A-29 Phoenix Atmospheric Attack Craft
-16 ES-115 Oracle Heavy Sensor/Attack Drones
-8 ES-14 Janus Light Sensor/Attack Drones

WEAPONS
  40 ELS Missile Tubes
    Location: Scattered across the hull.
    Fire Arc: "turret"
    Crew: 1 (bridge crew)

Skill: Missile Weapons
Scale: (Varies by warhead type)
-Offensive Kinetic Kill Missiles: Capital
-Defensive Kinetic Kill Missiles: Starfighter
-Smart Anti-Ship Missiles: Capital
-Strategic Smart Anti-Ship Missiles: Capital
-Strategic MIKV: Starfighter
-Surface Attack: Walker
-Nova Bombs: Death Star
-"Rosanne" Nova Bomb: Death Star
Fire Control: 2D
Space Range:
-Offensive Kinetic Kill Missiles: 1/3/7
-Defensive Kinetic Kill Missiles: 1/2/3
-Smart Anti-Ship Missiles: 1/3/7
-Strategic Smart Anti-Ship Missiles: 1/4/9
-Strategic MIKV: 1/3/7
-Surface Attack: 1/3/7
-Nova Bombs: 1/3/7
-"Rosanne" Nova Bomb: 1/2/3
Atmosphere Range:
-Offensive Kinetic Kill Missiles: 50-100/300/700m
-Defensive Kinetic Kill Missiles: 30-100/200/300m
-Smart Anti-Ship Missiles: 50-100/300/700m
-Strategic Smart Anti-Ship Missiles: 50-200/400/800m
-Strategic MIKV: 50-100/300/700m
-Surface Attack: 50-100/300/700m
-Nova Bombs: 50-100/300/700m
-"Rosanne" Nova Bomb: 50-109/200/300m
Damage:
-Offensive Kinetic Kill Missiles: 11D
-Defensive Kinetic Kill Missiles: 11D
-Smart Anti-Ship Missiles: 9D
-Strategic Smart Anti-Ship Missiles: 9D
-Strategic MIKV: 7D (Cluster Bomb Effect, does 1D+2 seperate damage rolls)
-Surface Attack: 10D
-Nova Bombs: 10D
-"Rosanne" Nova Bomb: 20D
Ammo:
-Nova Bombs: 40 total
-"Rosanne": 1 (unique)
-All Other Missiles: 10 per launcher, 100 in storage
Rate of Fire: 1 missile per attack per launcher.

24 Kinetic Projectile Weapons (Smart Bullets)
Location: Scattered about the hull
Fire Arc: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Crew: 1 (gunner or bridge crew)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 5D

Space Range: 1-3/12/24
Atmosphere Range: 30-300/1.2/2.4km
Damage: 5D
Ammo: 100 (smart bullets, bursts per gun turret)
Rate of Fire: 1 (burst per attack)

12 PDL 50Mw Turrets
Location: Scattered about the hull.
Fire Arc: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Crew: 1 (gunner or bridge crew)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 6D
Ammo: Effectively Unlimited
Rate of Fire: 1 beam burst per attack

12 AP Cannons
Location: Scattered about the hull.
Fire Arc: 4 front; 4 right; 4 left; 4 rear.
Crew: 1 (gunner or bridge crew)
Skill: Capital Ship Gunnery
Scale: Capital
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150km
Damage: 8D
Ammo: Effectively Unlimited
Rate of Fire: 1 Anti-Proton burst per attack.

DESCRIPTION:
For other stats that may be missing from this write up (in case I missied something), please see the Andromeda Ascendant or the Equipment section for other rules.

The Glorious Heritage class Heavy Cruiser is the most notable class of Warship in the High Guard fleet. As the most visible symbol of the reach and power of the Commonwealth, command of these vessels was reserved for the best and the brightest.

-CENTRAL SHIP'S FUNCTION & ROLE-

Capable of high-endurance, independent operations, XMCs are often called upon to perform disaster relief and refugee support operations due to their spacious interiors and ability to ferry large quantities of emergency supplies and additional personnel. During peacetime, XMCs are most often tasked with independent intergalactic exploration, charting and documenting the star systems of the Local Cluster. They are also the preferred platform for first contact missions, given their formidable combat capabilities and their ability to operate without a battlegroup - often critical to assuring potential Commonwealth members that the High Guard comes in peace. And because of their weapons, Heritage class are also very good at settling border disputes and going on

combat missions.

The Heavy Cruiser nonetheless operates most often as the central component of an HCBG. They are ideally suited for interplanetary combat, although they can play a significant role in planetary strike operations and logistics support for the HCBG as a whole. Given their formidable combat capabilities and their ability to operate without a battlegroup - often critical to assuring potential Commonwealth members that the High Guard comes in peace.

A typical ship of the Glorious Heritage class is the Pax Magellanic or Andromeda Ascendant.

-CLASS HISTORY-

Most of the Heritage class ships were built above earth, in the Human operated Newport Orbital Shipyards, mainly because many other Commonwealth ship yards did not have a spacedock that was large enough to build multiple Heritage class ships, and they did not have the facilities to initially arm or tow the Heritage class.

At the time of the fall of the commonwealth, the Glorious Heritage class were the latest type of commonwealth heavy cruiser, and about a year before the fall of the Commonwealth Heritage class ships were being phased in as replacements for the last generation of heavy cruisers. As a result, by the time of the fall there were about a dozen Glorious Heritage class ships scattered throughout the galaxies, and the ones that were being built were quickly rushed into service incomplete or converted into hybrids of many different classes.

During the fall of the Commonwealth, the Glorious Heritage class ships that remained scattered were the reason why the Commonwealth lasted so long in their futile fight against the Nietzschean, because of their ability to refuel, arm, and repair independently and because of their advanced combat and defensive systems.

After the Fall of the Commonwealth, the Andromeda Ascendant was the only known surviving XMC cruiser although later on a large number of other ships were eventually recovered from a Nietzschean managed POW camp in the second season, and several Heritage class ships were among them.

-GAME NOTES-

The Glorious Heritage class ship stats have rules dealing with how it performs in Gene Rodenberry's Andromeda, the television series it comes from. The ships from the Andromeda series do not use shields or hyperdrive like the traditional stuff from Star Wars RPG from West End Games. instead they rely on other defences of a more solid form built into the hull, and a method of FTL called Slipstream that, while in some ways more difficult, outperforms hyperdrives and achieve greater distances, allowing for intergalactic travel in the series' setting.

If the Glorious heritage class ships are used in a more traditional Star Wars setting, the defences an easily be swapped out for standard Shields (3D or 4D recommended). The Weapons can work as they are, or could be swapped out for Laser Cannons (for the PDL laser turrets), Turbolasers (to replace the AP Cannons), Concussion Missiles and Proton Torpedoes (to replace the various missiles used by its launcher systems, preferably both kinds in different scaes for various damage).

Most other systems and stats are standard for Star Wars. Also, if this ship were to have standard

shields installed along with the defences it already possesses, it would become a very mighty ship and a match against almost any kind of Star Destroyer until facing off against a Super class, and even then it would be harder to hit, being much more maneuverable than even the normal Victory and Imperial Star Destroyer classes. Adding the Nova Bombs it possesses, it could take on anything, including the Death Star itself!

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