Starships D6 / Siege Perilous Class Atmosph



Siege Perilous Class Atmospheric Attack Carrier

Craft: Systems Commonwealth High Guard Siege Perilous Class Destroyer
Type: Atmospheric attack carrier (AAC)/Multipurpose Destroyer
Scale: Capital
Dimensions:
-Length: 1,500m
-Beam: 920m
Skill: Capital ship piloting: Siege Perilous Destroyer
Crew: 4,500, skeleton: 5/+15
Crew Skill: Varies by crew (AI of 4D to 6D)
Passengers: 5,000 (Lancer troops)
Cargo Capacity: 5,000
Consumables: 3 years
Cost: Not available for sale
Slipstream: x1
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 7D+1
Defenses:
-High Tension Armor: +5
-Ablative Armor: 2D
-Reactive Armor: 3D
-Battle Blades: 4D
Sensors:
  Passive: 75/2D
  Scan: 150/3D
  Search: 300/4D
  Focus: 6/4D+2

EXTRA CRAFT:
-460 Slipfighters (Various compliment)
-150 Attack Drones

WEAPONS:
  180 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
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
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
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
Ammo:
-Nova Bombs: 50 total
-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)

24 Point Defense Lasers
Location: Scattered about the hull.
Fire Arc: All Partial Turrets; 6 right, front, left; 6 front, left, rear; 6 front, right, rear; 6 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

4 AP Cannons
Location: Scattered about the hull.
Fire Arc: Turrets
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:
The Siege Perilous class is an Atmospheric Attack Carrier (AAC), and is used primarily as an anti-air and orbital bombardment platform. It is one of the Old Commonwealth's most powerful and versatile warships, as it can carry over five thousand Lancers, 460 slipfighters, 150 attack drones, and, like the Andromeda Ascendant, can depopulate a planet in several seconds.

Known ships of this class are the Balance of Judgement, the Wrath of Achilles and the Resolution of Hector.

-BALANCE OF JUDGEMENT-

The Balance of Judgment is a Siege Perilous class vessel. It is the founder and leader of the Restorian Movement.

Surviving the fall of the Commonwealth, the Judgment fought against pirates, slavers and other threats to peaceful worlds. Overtime, its AI logic became twisted and pinpointed that space travel is the main threat to peace in the universe, and in order to stop space travel it founded the Restorians to cure the universe of this "plague".

It developed an avatar named Gabriel, which fell in love with Rommie. They were both in love and Gabriel used this love against her and betrayed her. Rommie was heartbroken and destroyed him.

-WRATH OF ACHILLES-

The Wrath of Achilles is a Siege Perilous class that served the old Commonwealth and was captured by the Drago-Kazov Pride after the war.

He was commisoned in the closing months of the War but the commisioning was to little to late and the Nichiens ultimetly one the war. Achillies was eventually captured by the Drago Kazov though he managed to put up a fight that he still bore scars from in The Knight the Death and The Devil. He was eventually dumped in the Taturus system with out a Slip Drive with over 50 other Comonwealth ships untill the Nichens could find a way to erase their AI's and then control their bodies has a powerfull war fleet.

Has their years of imprisonment whent by Achilles emerged has the natural leader of the P.O.W's and kept them together and made sure that they didnt lose hope. He also made sure they remained soldiers and not slaves by organising resistance movements in the camp when the Nitchiens tried to erase them from time to time. Half way in to their imprisonment the ships were able to cobble together a single Slip Drive that they placed in the troop transpot Clarion's Call has he would be the least likely to draw attention on the outside. The plan was for Clarrion to contact the "moderate prides" and then have the Nitchens turn on one another while the ships escapped. Clarrion was sucsefull in escaping but the ships were punished when two of there number were dismantled slowly before the other ships in a ship eqivlent to being hung drawn and quatered. There deaths appeared in vain has Clarrion never returned and was branded a traitor by the remaining prisoners.

300 years later the ship P.O.W camp was visted by Captain Dylan hunt and some of his crew who learnet of the camp and were determined to rescue the ships and bring them in to the New Comonwealth.

Dylan was directed to Achillies by Ryan the AI of Clarion's call that Hunt and the others "aquired" for the mission who pointed the ship and explained that he was the camp leader and also one of the most powerfull ships the High Guard created before they fell. Going on this Dylan decided they should land on Achillies so they could direct the fleet by appealing to there leader first.

Achillies however did not greet the rescuers with open arms and was prepared to vent the two strangers and the "Traitor" out in to open space unless they explain themselves in 60 seconds. Dylan's quick thinking fortunatly allowed Rommie to up link with Achillies core to speak directly with the AI. Rommie was able to make contact and the Achillies recognised her has the AI of the lost Andromeda who explained the circumstances of her escape. She also said she could sympathise with the ships imprisonement despite the diffrent circumstances that Achillies pointed out, and then Rommie explained the reason they were here. While the old Commonwealth had fallen Dylan was building a new one and wanted the ships to be a part of this. Achillies was notably intreaged and happy with the idea but warned that Dylan might be assuming and expecting to much from the prisoners.

Speaking with the Achillies Avatar Dylan learnt a lot had happened in the camp in 300 years spesifically a large philisophacl and social debate amoung the ships. Many of the ships had begun to wonder if they had ever been equall with their High Guard comrades and not just beasts of burden. While Dylan's offer is better that there current pradicament many of the ships might think of the offer as just another form of imprionment.

-RESOLUTION OF HECTOR-

The Resolution of Hector is a Systems Commonwealth Siege Perilous class that was taken over by the AI of the Balance of Judgement-controlled Rommie and hijacked out of Drydock before its commissioning. Its registry number was DSX-91-369.

HIJACKING

The ship itself was not hijacked alone, as the Balance of Judgement managed to contact and hire several dozen Restorian members to man the ship. It was hijacked at the perfect time, because the Andromeda and several High Guard ships were in Drydock being upgraded and repaired and waiting for the Resolutions' commissioning, and as a result could not pursue the Balance of Judgement until several hours after it hijacked the ship. Once the ship escaped, he fled to an asteroid field in order to find cover while his AI could better install himself and so that Seamus Harper, who was on the ship when it was hijacked, would build the AI a new body. Harper managed to put the ship into training mode so that it could only run simulations and not actually fire, so when the Andromeda Ascendant finally arrived in the asteroid field, the Balance of Judgment wasn't able to fire upon them. Rommie was allowed control of her body again because she was able to bring the ship out of training mode and save Harper's life, and she then tries to bargain for his freedom. He agrees for an escape pod to be provided, but Dylan and the Resolution of Hectors avatar manages to sneak onto the ship by using a captured Restor fighter, and once they find their way onto the bridge the 2 avatars fight each other while Dylan tries to use the AI eraser that was captured from the Drago-Kazov Prides POW camp for captured High Guard ships. however, the eraser is ineffective, and Dylan finds Rommie and Harper and tells them to get off the ship. The Balance of Judgement wins in the fight between his avatar and the resolutions', and he shoots the avatar in the chest. Rommie tries to convince the judgment into surrendering. The Andromeda shows up, and while the Balance's AI surrenders, but the avatar does not, and he and Rommie fight until they open the airlock and get swept out of the cargo bay, Dylan then shows up in an EVA suit and manages to save him at the last second, and the Balance's AI is wiped from the resolution by Persieds.

FINAL MISSION

The Hector and Twelve centuries were destroyed by the foces of the Than.

-SHIP FEATURES-

The interior of the ship is actually the same basic layout of a Glorious Heritage class vessel, with crew quarters and command center being in the same location, except that the back ground colors are crimson and black (the Andromeda Ascendant's colors are blue and black) , and the bridge is smaller.

-WRITE UP NOTES-

The Siege Perilous class destroyer is, in almost every way, the big brother to the Glorious heritage class heavy cruisers, and their stats show this abundantly. They have more weapons than the Glorious Heritage which means they pack more punch over all. But even better, they have more staying power, as their Defenses (replacements for "Shields" above) have been boosted by about 1D all around, save for the High Tension Armor, which is nasty enough as it is to just force opponents to have to roll higher to deal damage to the ship.

Just as with the Glorious Heritage class ships, the Siege Perilous vessels would make a great addition to any fleet in Star Wars, able to pound away at any other Star Destroyer around its size or greater with an abundance of missile volleys and come out the winner.

What this ship lacks in speed or maneuverability, it makes up for in sheer firepower and staying ability.

If one wishes to convert this ship over to Star Wars types with more traditional stats, simply remove the "Defences" stats and replace it with some "Shields", probobly about 3D to 4D. The weapons can be replaced easily with more traditional Star Wars versions, such as laser cannons and turbolasers for the PDLs and AP cannons, and replacing the various missile payloads with different scales of concussion missiles and proton torpedoes from walker to capital, and perhaps even death star if one wishes to have a variant to the nova bombs.

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