Starships D6 / Kuat Drive Yards Viceroy-Clas



Viceroy Star Destroyer
Craft: Kuat Drive Yards Viceroy-Class Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,500 meters
Skill: Capital Ship Piloting: Star Destroyer
Crew: 13,830, skeleton: 5,000/+10
Passengers: 2,500 troops
Cargo Capacity: 16,000 metric tons
Consumables: 10 years
Cost: Not available for sale
Hyperdrive Multuplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D+1
Shields: 5D *
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Fighters: 86
Transports: 8
Weapons:
- 60 Quad Laser Cannons
  - Scale: StarFighter
  - Crew: 1
  - Fire Arc: 25 Front/Left, 25 Front/Right, 10 Back
  - Fire Control: 2D
  - Space: 1-5/15/25
  - Atmosphere Range: 100-500/1.5/2.5km
  - Damage: 6D
- 50 Heavy Turbolaser Batteries
  - Fire Arc: 23 Front/Left, 23 Front/Right, 4 Back
  - Crew: 5
  - Skill: Capital Ship Gunnery
  - Fire Control: 0D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150km
  - Damage: 10D
- 50 Heavy Turbolaser Cannons

Fire Arc: 22 Front/Left, 22 Front/Right, 6 Back
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 7D

20 Ion Cannons
Fire Arc: 9 Front/Left, 9 Front/Right, 2 Back
Crew: 5
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D

4 Proton Bomb Launchers
Fire Arc: Front
Crew: 40
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-3/7/12
Atmosphere Range: 2-6/14/24km
Damage: 12D

10 Tractor Beam Projectors
Fire Arc: 4 Front/Left, 4 Front/Right, 2 Back
Crew: 10
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 6D

*: Viceroy Class Star Destroyers have 6D of back up shields. When a die of shields is lost, if the operators can make an Easy - Capital Ship Shields total, one of the back up die codes of shields can be brought up to increase the shield back to 5D.

Description: The Viceroy Class Star Destroyer is the latest generation of the Star Destroyer design, basically being the Imperial V Star Destroyer. However the radical design elements used in the Viceroy led to it being introduced as its own class rather than simply a later model Imperial Class.

The Viceroy, like its smaller brother the Chariot Star Cruiser, is a sleek rounded vessel which comes in as a full 100 meters shorter than the standard Imperial Class even though the keel of the designs is virtually identical. The indent at the front of the ship for the Proton Bomb Launchers accounts for much of this, but various other improvements in the design account for the rest.

The Viceroy as well as bringing a more curved and technologically advanced appearance, also contained enough advancements to live up to this appearance. Advanced automation meant that it required only a third of the crew of an Imperial Class Star Destroyer, while bringing far more firepower to bear on its targets. The front of the vessel was home to four proton bomb launchers, which are capital scaled versions of proton torpedoes capable of cracking open the hulls of most enemy capital ships.

The designers of the Viceroy also took lessons from Rebel designs of the time, adding a secondary set of shield generators just behind the primary ones on the tower. These provide back

up shields which can be brought online if shield power is ever lost, allowing Viceroy's to avoid the fate that met the Super Star Destroyer Executor at Endor.

The cost of building Viceroys however is far too high for the advantages the design brings, so the Viceroy Class was cursed to never see large production, a sad fate for perhaps the most technologically advanced Star Destroyer to have ever been designed.

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