Starships D6 / Colonial Viper MkII (Re-imagin



VIPER Mk II (Re-imagined Series)

Craft: Colonial Viper Mark II
Type: Space superiority fighter
Scale: Starfighter
Dimensions:
-Length: 8.4m (27.6ft)
-Height: 2.7m (8.9ft)
-Wingspan: 4.7m (15.5ft)
Skill: Starfighter piloting: Viper Mk II
Crew: 1
Crew Skill: Varies by pilot
Passengers: N/A
Cargo Capacity: 2 kilograms
Consumables: 1 week (emergency pack)
Cost: 50,000 Colonial credits (used; no longer available new)
FTL Capable: No
Nav Computer: Yes (Short-ranged, carrier-based)
Maneuverability: 2D+2
Speed:
-Space: 7
--Turbo-Boost: 10 (See below)
-Atmosphere: 350; 1,000kmh
--Turbo-Boost: 415; 1,200kmh (See below)
Hull: 4D
Defenses: N/A
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D

WEAPONS:
2 MEC-A6 30mm Thraxon Kinetic Energy Weapons (fire-linked)
Location: Mounted forward of the wings beside the fuselage
Fire Arc: Front
Crew: 1 (Pilot)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 1D
Space Range: 1-3/12/24
Atmosphere Range: 10-30/1.2/2.4km
Damage: 5D

Ammo: 800 round magazine
Rate of Fire: 1 (Ammo Deletion 1Dx10)
Special: These weapons fire on Autofire. See D6 Firearms in Supplements for more details.

8 HD-70 Lightning Javelin Missiles
Location: Dorsal storage bay
Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 8D
Ammo: 8
Rate of Fire: 1

OPTIONAL WEAPONS:
50 Megaton Nuclear Warhead (Replaces missiles, above)
Location: Dorsal storage bay
Fire Arc: Front (or deployed as a mine)
Crew: 1 (pilot)
Skill: Starship gunnery
Scale: Capital
Fire Control: 0D
Space Range: 1/3/7
Atmosphere Range: 100/300/700m
Damage: 10D (Blast Radius: 10D/9D/8D)
Ammo: 1
Rate of Fire: 1

2 Weapon Hardpoints
Weapons per hardpoint:
-4 Missiles (8 Total)
-1 Nuclear Warhead (2 Total)
-1 Anti-Walker Munitions Pod (2 Total)
-1 Anti-Speeder Munitions Pod (2 Total)
-1 1,600 Round KEW Ammo Drum (for the Wing Cannons, above; 2 Total)
Location: 1 hardpoint under each wing
Fire Arc: Front (All weapons)
Crew: 1 (pilot)
Skill: Starship gunnery
Scale:
-Missiles: Starfighter
-Nuclear Warhead: Capital
-Munitions Pods: Walker or Speeder
Fire Control:
-Missiles: 3D
-Nuclear Warhead: 0D
-Munitions Pods (Walker): 4D
-Munitions Pods (Speeder): 5D

Space Range:
-Missiles: 1/3/7
-Nuclear Warhead: 1/3/7
-Munitions Pods (Walker): 1/3/6
-Munitions Pods (Speeder): 1-2/8/16
Atmosphere Range:
-Missiles: 50-100/300/700m
-Nuclear Warhead: 100/300/700m
-Munitions Pod (Walker): 30-100/300/600m
-Munitions Pod (Speeder): 20-200/800.1.6km
Damage:
-Missiles: 8D
-Nuclear Warhead: 10D (Blast Radius: 10D/9D/8D)
-Munitions Pod (Walker): 8D
-Munitions Pod (Speeder): 7D
Ammo:
-Missiles: 4 per rack/hardpoint; 8 total; 18 with dorsal bay
-Nuclear Warhead: 1 per hardpoint; 2 total; 3 with dorsal bay
-Munitions Pod (Walker): 30 rockets/rounds per pod; 60 total
-Munitions Pod (Speeder): 300 rounds
Rate of Fire:
-Missiles: 1 to max number of missiles (8 or 16)
-Nuclear Warhead: 1 to max number of missiles (2 or 3)
-Munitions Pod (Walker): 1 to max number of rockets (30 to 60)
-Munitions Pod (Speeder): 1 to 3, or Autofire (see D6 Forearms in Supplements)

DESCRIPTION:
The Viper Mark II was the Colonial Fleet's primary space superiority fighter/attack craft during the initial Cylon War. 40 years later, they are used by Galactica to effectively combat the Cylons and their more advanced fighters during the exodus from the Twelve Colonies.

GAME NOTES

TURBO-BOOST: The Viper has turbo boosters that can temporarily increase its speed in combat. When used, the pilot can get up to +3 to its speed (space 10). When the pilot uses the Boost option on their control stick, the fighter will increase in speed by +1 per round, to a max of +3 (10). The pilot must make a Stamina check when doing this, starting at Moderate, and increasing by one Difficulty Level per round, as the Speed increases at the same time, to Very Difficult. Failure means the pilot blacks out for 1D+2 rounds. This represents the extreme G-forces at play when the pilot does this.

PILOT SUIT: The pressure suits used by Colonial pilots in the cockpit of a Viper help against the effect of G-forces upon the pilot when making such extreme maneuvers. These suits give the pilot +2D to Stamina rolls to resist these forces and not black out (see above).

LAUNCH TUBES: The Vipers are launched from launch tubes equipped in Colonial battlestars and other craft, which shoot them out at high speeds to get them into combat as quickly as possible. These launch tubes propel the Viper at Space Speed 13, which decreases by 1 every round until the fighter is back to its base speed (7), unless Turbo-Boost is used to keep up this speed. if Turbo-Boost is used, then the first round of flight is free with no Hull Dice rolls needed,

and when the rolls begin, they are at Very Easy Difficulty and work up from that to Very Difficult as normal.

OVERVIEW

Capable of atmospheric flight, the Viper Mark II is a single-seat craft possessing two kinetic energy weapons (KEWs). Hard-points beneath the wings allow missiles, munitions pods and other ordnance to be mounted (The Hand of God).

The Viper Mark I entered Colonial service shortly before the outbreak of the Cylon War. However, it is this Mark II variant (designed specifically for use with the Colonial battlestars) that has garnered the most recognition. The fighter served with distinction throughout the Cylon War, proving to be a capable fighting vehicle and winning renown across the Twelve Colonies; the Mark II is regarded as instrumental in ensuring that the Colonials did not lose the original Cylon War.

The Mark II remained in service after the end of the conflict, but was subsequently superseded by newer models. At the time of the Cylon holocaust, the sleek Mark VII is the front-line variant of the Viper design. It retains the Mark II's general layout, but utilizes fully networked systems to provide superior battle management and combat information for the pilot.

Seemingly similar to the Cylon Raider in performance as well as weaponry, a Mark II is capable of holding its own against many times its number of Raiders in the hands of a seasoned pilot. Galactica's Viper contingent regularly fights off large Raider wings; in one particular instance, Kara Thrace defeats eight Raiders almost single-handedly (Act of Contrition).

AVIONICS

As part of its use in the Cylon War, the Mark II was initially designed to resist Cylon attempts at disabling or damaging its flight controls. Given the number of analog gauges and controls, its likely that the Mark II was intended to be flown entirely without computer assistance in fear of compromise by an electronic attack. Nevertheless, a simple computer to manage the flight systems is present in the cockpit, assisting the pilot's Mark One Eyebal. Some gauges, such as the altimeter, are used only in atmospheric flight.

ARMAMENT

The Mark II's main weapon are two wing-mounted cannons. Additionally, it can be equipped with several missiles, carried under the fuselage ("The Hand of God", "Home, Part II").

LAYOUT

The Mark II is a long, sleek vehicle with specialized features for space attacks, reconnaissance, and atmospheric flight.

The fore section comprises the nose back to the cockpit. Located there are the forward RCS (Reaction Control System) systems for maneuvering the craft; the forward landing gear; the main avionics and sensor packages and the single-seat cockpit.

The stern comprises the main engines, numerous RCS maneuvering jets, fuel tanks, wings and vertical stabilizer. The wings themselves contain the kinetic energy weapons, their munitions storage and feeds. Mounting points beneath the wings allow missiles, munitions pods and other items to be rack-mounted (The Hand of God).

The wing's roots contain the main landing gear, retracted during flight. The Mark II's shape is distinctive because of the offset "intakes" mounted just behind the cockpit. The port / starboard "intakes" incorporate small but powerful reverse thrust engines that can quickly counter a Viper's forward momentum in an emergency (The Hand of God).

PERFORMANCE

The Mark II can rotate 180 degrees vertically in .35 seconds (Act of Contrition). It accelerates at six to seven G's (The Hand of God(RDM)), or 60 to 70 m/s?

-Propulsion: 1 Voram VM2-D15 upper turbo-thrust engine; 2 Voram VM3-D22 turbo-thrust engines; 2 reverse thrust motors; RCS thrusters.

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