Starships D6 / Mon Calamari Shipyards Visco



VISCOUNT-CLASS STAR DEFENDER

Craft: Mon Calamari Shipyards Viscount-class Star Defender
Type: Dreadnaught battleship/mobile space station
Scale: Capital
Dimensions:
-Length: 17,000m
Skill: Capital ship piloting: Viscount Star Defender
Crew: 68,174
-gunners: 930
-skeleton: 4,000/+15
Crew Skill: Astrogation 4D+2, capital ship gunnery 6D+2, capital ship piloting 6D, capital ship shields 6D, communications 5D, sensors 5D+1
Passengers: 12,500 (troops)
Cargo Capacity: 200,000 metric tons
Consumables: 6 years
Cost: N/A
Hyperdrive: x1 (Backup: x12)
Nav Computer: Yes
Maneuverability: 0D
Speed:
-Space: 4
Hull: 15D
Defenses:
-Shields: 9D
-Backup Shields: 9D
Sensors:
  Passive: 80/2D
  Scan: 160/4D
  Search: 320/5D
  Focus: 10/7D

SUPPORT VESSELS:
-216 Various Starfighters (see below for standard compliment)
--60 T-64AC3 X-wing starfighters
--12 T-65XJ X-wing starfighters
--48 RZ-1 A-wing interceptors
--48 E-wing escort starfighters
--48 B-wing or K-wing assault starfighters
-Shuttles (dozens)
-Troop Transports (dozens)
-Dropships (dozens)
-Landing Barges (dozens)

WEAPONS:

50 Heavy Turbolaser Batteries (of 40 cannons each)
Location: Scattered about the hull
Fire Arc:
-10 front
-15 right
-15 left
-10 back
Crew: 4
-Individual Cannons: 2 (6), 3 (40), 4 (4)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 1D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120km
Damage: 20D+2
-Individual Cannons: 7D
Ammo: N/A
Rate of Fire: 1

50 Turbolaser Batteries (of 40 cannons each)
Location: Scattered about the hull
Fire Arc:
-10 front
-20 right
-20 left
Crew: 3
-Individual Cannons: 4 (10), 2 (40)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 17D+2
-Individual Cannons: 4D
Ammo: N/A
Rate of Fire: 1

200 Assault Concussion Missile Tubes
Location: Scattered about the hull
Fire Arc:
-100 front
-50 right
-50 left
Crew: 1
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D

Ammo: 30 missiles per tube
Rate of Fire: 1

60 Heavy Ion Batteries (of 5 cannons)
Location: Scattered about the hull
Fire Arc:
-10 front
-20 right
-20 left
-10 back
Crew: 2
-Individual Cannons: 2 (20), 1 (40)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 4D
Space Range: 1-15/30/60
Atmosphere Range: 2-30/60/120km
Damage: 7D
-Individual Cannons: 5D
Ammo: N/A
Rate of Fire: 1

100 Point-Defense Laser Batteries (of 5 cannons)
Location: Scattered about the hull
Fire Arc:
-20 front
-30 right
-30 left
-20 back
Crew: 2
-Individual Cannons: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-4/16/32
Atmosphere Range: 50-400/1.6/3.2km
Damage: 7D
-Individual Cannons: 5D
Ammo: N/A
Rate of Fire: 1

40 Tractor Beam Projectors
Location: Scattered about the hull
Fire Arc:
-20 front
-10 right
-10 left
Crew: 2 (20), 1 (20)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 4D

Space Range: 1-6/18/36
Atmosphere Range: 2-12/36/72km
Damage: 9D
Ammo: N/A
Rate of Fire: 1

DESCRIPTION:
The Viscount-class Star Defender was a very large warship developed by the Mon Calamari for use by the New Republic Defense Fleet.

Characteristics

Dimensions: The Viscount-class Star Defender was envisioned as the New Republic equivalent of an Executor-class Star Dreadnaught (Super Star Destroyer). As such, it measured almost twice as much as the Mediator-class battle cruiser.

(NOTE: It should be noted that in WEG Star Wars D6 RPG, the Executor-class SSD was listed as being 8,000m in length, but on Wookiepedia it is listed as being 19,000m in length. If GMs/Players wish to adjust the Viscount-class to fit more with the WEG game statistics and be comparable to their Executor-class, then simply adjust the Viscount's length to something more like 7,000m in length.)

Although slightly shorter in length than the Executor-class, the superior construction skills of the Mon Calamari enabled the vessel to carry more starfighters, as well as having a substantially smaller crew. Its shape was also more compact than the Executor-class, and it had heavier and more extensive armor. Dozens of docking clamps allowed the vessel to directly dock with many other capital ships at the same time.

Offensive and Defensive Systems: The Viscount-class was equipped with over nine thousand weapons systems, including heavy turbolaser batteries and assault concussion missile launchers. The Viscount's shields had backups, like previous Calamari designs, and were thus highly regenerative. The computers, electronical equipment and sensor systems were above and beyond those of an Imperial Star Dreadnought and it carried a HoloNet Transciever.

Compliment: Ships of the class could carry hundreds of starfighters, as well as dozens of small support vessels, including frigate-sized ships. The class was also fitted with enough life pods to carry the crews of the ship itself, and also those of whatever smaller support vessels were carried at the time. This totalled a passenger-capacity of 500,000 individuals. The ship was also equipped with enough repair droids to cover the entire vessel during emergency repairs.

Other Systems: To support wounded in combat, the Viscount-class had hundreds of self-replenishing bacta tanks in its medical wings. It also had fighter repair bays, in these bays they would repair fighters and also maintain them.

History

Development: Despite having beaten the Executor in combat at the Battle of Endor, Admiral Ackbar saw the various Super Star Destroyers still in the Imperial hands, as the main threat to the burgeoning New Republic navy. With this in mind, he proposed the creation of Super Star Destroyer-scale warships to counter the Imperial vessels.

It would take many years of development, and the threat of the rogue Executor-class Star Dreadnaught Intimidator during the Black Fleet Crisis to hasten the development program and actually produce the larger dreadnaughts.

Despite having used Mon Calamari battleships and Bulwark-class battlecruisers in previous decades, the New Republic had never constructed anything on this scale before. Regardless, the Mon Calamari began development on the Viscount-class.

Construction on the class dragged on, as the threat posed by the Imperial Remnant diminished and the New Republic captured several Star Dreadnaughts during the war.

Active Service: The first ship of the class, the Viscount, was eventually completed in time to engage rogue Imperial warlords, pirates and hideouts. It was noted as being commissioned in 25 ABY, shortly before the Yuuzhan Vong Invasion began.

The extent of the Viscount's Civil War-related battles and their duration is not known, but they constituted the only events in which the Viscount-class was used for its original purpose, battling Imperial targets, including at least one Star Dreadnaught.

The Viscount-class, along with the Corellian Strident-class marked the first of the Star Defender ship type. When the New Republic government transitioned into the Galactic Federation of Free Alliances, the Viscount-class continued to play a prominent role in the fleet, with the ships being regarded as the backbone of the Galactic Alliance Defense Force.

The power of a Viscount-class Star Defender was evident during the Battle of Mon Calamari. The Viscount herself was part of a trio of heavy warships, including the Executor-class Guardian and the Mon Calamari battle cruiser Harbinger, that was deployed by the Galactic Alliance Defense Fleet so they could use their heavy, long-range weapons to assault the center of the Yuuzhan Vong armada. The heavy guns of the Viscount were instrumental in destroying numerous warships.

By the Sith-Imperial War, the Viscount-class and other heavy warship-designs had been phased out of service, as fleet doctrine moved towards smaller, compact weapons-platforms, like the Scythe-class main battle cruiser.

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