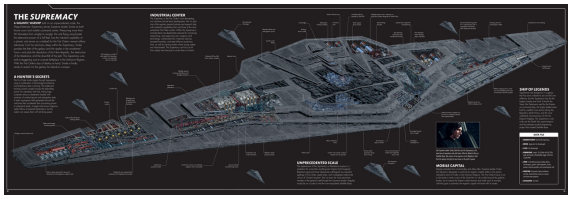
Starships D6 / The Supremacy (Mega-class S



THE SUPREMACY

(* has notes below for further reading and explanation)

Craft: Supremacy
Model: Kuat-Entralla Engineering Mega-class Star Dreadnought
Type: Star dreadnought
Scale: Capital
Dimensions:
-Length: 13,239.68 meters
-Width: 60,542.68 meters
-Height: 3975.35 meters
Skill: Capital ship piloting: Mega-class star dreadnought
Crew: 2,225,000+*
-gunners: 4,300
-troops: 1,500,000+
-Elite Praetorian Guard: 8
-skeleton: 100,000/+15
Crew Skill*: Astrogation 7D, capital ship gunnery 6D, capital ship piloting 7D+2, capital ship shields 6D+2, sensors 6D
Passengers: 500,000
Cargo Capacity*: 85,000,000 metric tons
Consumables: 10 years
Cost: Not Available For Sale
Hyperdrive Multiplier: x2*
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 4
-Atmosphere: N/A
Hull: 15D
Shields: 10D*
Sensors:
-Passive: 100/2D
-Scan: 200/4D
-Search: 400/5D+2
-Focus: 10/7D

CRAFT CAPACITY:
-8 Resurgent-class Star Destroyers
--2 docked internally
--6 docked externally
(The following are in unknown numbers, but assumed to be substantial)

-All Terrain MegaCaliber Six walkers
-All Terrain Scout Transports
-Snoke's escape craft
-Xi-class light shuttles
-Various other ships, shuttles, vehicles, starfighters, support craft, etc

WEAPONS*:

1,000 Mega Turbolasers*
Fire Arc: 400 front, 200 right, 200 left, 200 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Range:
-Space: 5-20/40/60
-Atmosphere: 10-40/80/160km
Damage: 10D
Rate Of Fire: 1

1,000 Heavy Turbolasers
Fire Arc: 400 front, 200 right, 200 left, 200 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 5-25/50/75
-Atmosphere: 10-50/100/150km
Damage: 7D
Rate Of Fire: 1

100 Anti-Ship Missile Batteries* (10 launchers per battery, fire-link optional)
Fire Arc: 40 front, 20 right, 20 left, 20 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 2-12/30/60
-Atmosphere: 4-24/60/120km
Damage: 12D (fire-linked); 9D (not fire-linked)
Ammo: concussion missiles, 30 per launcher/300 per battery
Rate Of Fire: 1 (fire-linked); 10 (not fire-linked)

1,000 Heavy Ion Cannons
Fire Arc: 400 front, 200 right, 200 left, 200 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Range:
-Space: 1-10/25/50
-Atmosphere: 2-20/50/100km
Damage: 5D

Rate Of Fire: 1

200 Tractor Beam Projectors
Fire Arc: 100 front, 30 right, 30 left, 40 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Range:
-Space: 1-5/15/30
-Atmosphere: 2-10/30/60km
Damage: 9D

DESCRIPTION:

The Supremacy, informally known by the Resistance as "Snoke's Boudoir," was a Mega-class Star Dreadnought that served as the flagship of Supreme Leader Snoke and the headquarters of the First Order.

CHARACTERISTICS

Dimensions

The Supremacy was 60 kilometers in wingspan and was the sole Mega-class Star Dreadnought in the First Order's service. Being the First Order's headquarters, the starship acted as both a command center and a battleship. Its size was gargantuan, easily outclassing all known ship sizes in galactic history, including the Star Dreadnoughts of the Galactic Empire, the trophy battlecruisers used by wealthy citizens of the waning days of the Old Republic, and even the various reconstructed versions of the flagship used by Xim the Despot.

Complement and Crew Requirements

The Supremacy was large enough to dock eight Resurgent-class Star Destroyers, six externally and two internally. It also crewed over 2,225,000 personnel, including officers, stormtroopers, gunners, vehicle engineers, factory workers, technical specialists, and communications staff.

Largely because of its role as the First Order's headquarters, not only was it able to carry stormtroopers into battle, but it was also capable of fixing, harboring, and building various ships in the First Order Navy on-board its hangar bays, two of which were large enough to even house and repair Resurgent-class Star Destroyers inside them.

Bridge

Its main command bridge sat upon a massive structure sitting at the center of the ship, which had a similar design to that of the Mandator IV-class Siege Dreadnought, and to a lesser extent the Resurgent-class Star Destroyer. The bridge had access to displays that allowed for 360 degree views, thus allowing for lookouts over everything within the city-scape-like structures on the main "wing" of the destroyer.

Hyperspace Tracker* and Armaments

The Supremacy was able to track its targets through hyperspace using a combination of technological advances and brute-force data crunching. The Shipboard Tracking Control Complex boasted the data-shifting power of a planetary intel hub, linking its huge computer arrays to data banks loaded with centuries of combat reports and astrogation data. A static hyperspace field generated around the machines then accelerated their processing power to unheard-of levels. A target's last known trajectory yielded trillions of potential destinations, but the system could assess them with terrifying speed. This capability of tracking ships via hyperspace routes had its roots from the Tarkin Initiative.

The ship, owing to it being the central command ship, forwarding base, and the proverbial brain of the First Order's entire forces, also was entirely self-sufficient, to the extent that it did not need to worry about supply shortages. In addition, the vessel possessed thousands of heavy turbolasers, anti-ship missile batteries, heavy ion cannons, and tractor beam projectors.

HISTORY

The ship was built by the First Order to act as the official capital of the First Order at the order of Snoke. Although various enlisted officers as well as allies of the First Order argued for a planet to act as their capital, Snoke insisted on using the Supremacy as the main capital of the group, at least until they succeeded in their goal of bringing the entire galaxy under their control and restoring the old Galactic Empire.

Cold War

Upon being completed, the Supremacy was kept hidden in the galaxy's Unknown Regions to keep it from being discovered. Snoke preferred to issue commands from this vessel to his minions. In order to ensure it wasn't discovered, Snoke also had it hidden among the brightest stars within the Unknown Regions. However, the Resistance nonetheless suspected the existence of the ship, nicknamed "Snoke's Boudoir" and tried to investigate the veracity of its rumored existence, although even the more cynical members of the Resistance could not imagine just how gargantuan the ship was. Prior to his defection to the Resistance, FN-2187 spent some time aboard the Supremacy whenever his stationed vessel, the Resurgent-class Star Destroyer Finalizer, was docked in the vessel, doing patrol routes and basic duties. After the Hosnian Cataclysm, however, Snoke, determining that the time was right to unveil himself, proceeded to unveil the ship to the unsuspecting galaxy to pursue the Resistance.

Attack on the Resistance Fleet

The Supremacy participated in pursuit of the fleeing Resistance fleet. Under the command of General Armitage Hux, the ship followed the fleet, knowing they could not jump to hyperspace, as they could trace them with their new technology, and if they continued to run, they would eventually run out of fuel. Utilizing single heavy turbolaser batteries near the forward hangars, the Supremacy bombarded the Resistance as they ran, destroying a medical frigate and a corvette when they ran out of fuel.

*Eventually, the Resistance evacuated their flagship the Raddus in transports and Hux ordered them targeted instead. While many transports were destroyed, in his haste to stop the Resistance from fleeing to Crait, he neglected to realize that Vice Admiral Amilyn Holdo was preparing a jump to hyperspace aimed directly at the Supremacy. Realizing too late what was about to happen, Hux could only watch as the Raddus sliced through about half of the ship, destroying several escorting Resurgents in the process as well. The Supremacy lost its entire right half, and a huge gap was

open to space where thousands of crew members and stormtroopers perished. However, due to Snoke's foresight, the First Order was ultimately able to survive the destruction of the Supremacy unharmed.

GAME NOTES:

*Hyperspace tracker

To use the Hyperspace Tracker to track ships through Hyperspace, first a ship linked to the tracker (such as any of the Resurgent-class Star Destroyers in the First Order fleet) must make a Very Difficult Sensors roll when the target ship makes the jump to lightspeed and enters Hyperspace (with the Sensors bonus dice also added in). This Sensors roll gathers the data on the jump. This dataa is then ran through the advanced computers and extensive database the tracking system uses to extrapolate where the target ship is heading. A Very Difficult Computer Programming/Repair skill roll must be made for this process, though the system has a high degree of automation and advanced assistance, with bonus dice of +4D to make the roll. This is much like how Sensors bonus dice and weapons have Fire Control.

*Raddus Lightspeed Jump Collision (A.K.A., "The Holdo Maneuver")

In games of WEG Star Wars D6, this type of action can be done, and their are rules to represent this in the form of "ramming" rules (pages 109-111 in Star Wars Rulebook Revised and Expanded). Ramming counts as an extra action along with the piloting skill roll (-1D). This would also require an Astrogation roll, but at Easy Difficulty as the ramming ship isn't trying to go anywhere, just collide with another nearby ship. If and when doing this, GMs/players must remember that ramming damage is based on what speed your vehicle is moving (All-Out, 10D), the position of the vehicles (Head-On Crash +3D Damage), and would count as a "Major Collision" (+4D Damage), which totals up to 17D Damage, not including other factors (some versions of the rules add the vehicles' Hull dice).

However, the vehicle speed does not take into account the Raddus' jump to lightspeed with its hyperdrive. This would increase the Raddus' speed-based portion of the damage to MONSTROUSLY RIDICULOUS levels, easily multiplying the damage x2 (34D), but more likely x3 (51D) or x4 (68D), or even higher, and GMs could easily say "automatic death sentence if that ship succeeds in ramming you".

The Raddus would also have +12D to piloting skill rolls to ram the Supremacy, due to the Supremacy technically counting as a Death Star scale object, and the Supremacy would be -12D to dodge the Raddus.

The lightspeed jump collision also had the added effect of producing shrapnel and debris from the Supremacy and Raddus that was hurled in multiple trajectories along the general direction of Raddus' flight path through Supremacy, also propelled to lightspeed (or close enough to it), colliding with many Resurgent-class Star Destroyers and utterly destroying them in the process. This result effectively turned the whole act into a "death star scale lightspeed jump shotgun blast".

Due to the tactic's success in allowing the Resistance to survive at the time, and as the Rebel Alliance was known to have many tactics named after members who made them practical and

useful, this move will personally be remembered to me as "The Holdo Maneuver".

GAME DESIGN NOTES:

*Crew

Something to keep in mind, as the Supremacy is meant to be not only a massive military vessel, but also the mobile capital of the First Order, their crew compliment may also include many bureaucrats, politicians, aids, etc, and other non-military personnel to run the day-to-day operations of the First Order on a government level as well. This is why the Supremacy has 500,000 listed for Passengers, as it will not only have permanent political positions as part of its crew, but also a constant influx of government staff coming and going from the ship at any given time on official First Order government business.

Fun fact, a little side note worth mentioning. I used the Super class Star Destroyer Executor as reference for a lot of things for the Supremacy, and effectively multiplied things from the Super to x7 to match the Supremacy's size and relative numbers. When I started this write-up, I multiplied the Executor's crew number x7 as well (2,225,000), then was thinking about reducing that number to represent the First Order's automation tech, when I began reading through the Supremacy's description from the wiki to copy/paste here, and saw it mention the same number for its crew compliment. That surprised me, and I guess I was on the right track.

*Crew Skill

These skills were pulled from the Executor and bumped up in dice. This is to represent how a ship this important, as a mobile capital for a government, would undoubtedly have their best capital ship experts operating this ship, and in all likelihood these stats may be even higher.

Also worth noting, while the Supremacy has very good crew skills to operate the ship, as it is also a mobile capital for the First Order's government, the crew would also possess a wide range of political related skills, including but not limited to: Brainwashing 6D, Bureaucracy 6D, Business Administration 5D+1, Business 5D, Economics 5D, Intimidation 7D, Law Enforcement 5D, Military History 4D, Planetary Systems 5D, Tactics 7D, Torture 6D, Value 5D, Bargain 4D, Con 4D, Investigation 4D, Persuasion 4D, Search 4D. The business related skills would be for when the FIrst Order works to acquire new weapons and technology, and no skills for aliens are given because the First Order probably wouldn't care.

*Cargo Capacity

What I did here is something I do when making up stats for a ship similar to another ship but different in size. (1)I figure which is the larger and smaller ship. (2)Figure out how many times the smaller ship multiplies up to the larger ship's size (x1/2, x2, x10, etc). (3)Then I multiply the cargo capacity times that size, but then I multiply it again, and then again. This triple multiplier is because when you enlarge something to x2 "size", it does not have x2 "volume" in internal mass, but more like x8 (x2 length, by x2 width, by x2 height). So, I do this for cargo capacities on ships too, but looking for similar ships in shape, as well as size (otherwise, you just have to guess).

In this case, I looked up the Super Star Destroyer Executor in the WEG Special Edition Trilogy Sourcebook (yeah, I know its dimensions were corrected later on, but for here it will serve my

purpose), checked its given length, multiplied that up to match the width of the Supremacy (just over x7), and then went from there. Executor has 250,000 meteric tons cargo capacity, so x7 length = 1,750,000, by x7 width = 12,150,000, by x7 height = 85,050,000. I rounded down and knocked the "50,000" off for a nice, round number, and left it at that.

Due to not being a perfect cube or sphere, the end result in cargo capacity does not have to be exact, and can be rounded up or down depending on how much space a person thinks would be devoted to cargo on a ship, and depending on that ship's purpose. In this case, the Supremacy is a mobile battlestation and fleet support facility, but also a ship meant to be able to go in and fight and win against anything it goes against, and yet is also the capital of the First Order's government. 85,000,000 metric tons, is generous, but due to the Supremacy's multiple roles, that number could easily go up to a round 100,000,000 metric tons.

*Hyperdrive Multiplier and Hyperdrive Backup

The stats given are to fit the norm for WEG D6 Star Wars ships. However, with a ship this bog and powerful, it could easily have a "backup" hyperdrive as powerful as the main hyperdrive, and perhaps more than two of these as well (GM/player discretion).

*Shields

[EDIT] what is listed below was for when the Hull was 17D and Shields were 8D. As I was typing this section up, I thought about it, and came to the conclusion that the extra dice should be distributed between the Hull and Shields a little more. So this is already done, but I left the below portion as part of, I guess, a log of progress for posterity, to show reraders what I was thinking at the time.

The Hull and Shields were guessed from the Executor, giving +7D to Hull, but nothing extra for the Shields. This is for several reasons. First, the film The Last Jedi shows the Supremacy has shield generators covering multiple sections of the hull, not just a single one. If a game has characters assaulting the Supremacy, they'll probably be attacking not the whole ship, but a section of it at a time, something that is described in the rules for both Death Stars. Second, with 17D Hull and 8D Shields, the ship has a combined damage resistance of 25D, technically 13D Death Star scale, and doesn't really need any more than this.

If GMs/players wish to change this, I would recommend transferring dice from the Hull to Shields, perhaps at 15D Hull and 10D Shields.

*Weapons

The stats listed for weapons are guesswork and extrapolation, based on the weapons of Imperial class and Super class Star Destroyers for the most part. If their crew stats seem light (like for weapons, see "crew" note above), it's because it is mentioned for the Resurgent class official info that the First Order makes extensive use of newer automation technology to reduce the needed crew of their ships. As for the number of weapons, this is roughly multiplied from the Super class Star Destroyers, however, where many aspects of the Executor were multiplied x7, for the weapons in general I went with x4 instead. This is because, in general, this is already overkill when it comes to firepower, but also because the Supremacy, as powerful as it is, will almost always have am escort fleet of Resurgent-class Star Destroyers with it at all times to defend it and increase this ship's offensive and defensive effectiveness.

If GMs/players still wish to increase the number of weapons and their crew, just add half again the number and you're good to go (x6 that of the Executor).

The only exception to the multiplier rule I have been using in this write-up is for the Tractor Beams. A ship this size, and this important to the Forst Order, I think would have a substantial number of tractor beams, to handle ships constantly coming and going on official First Order government business (as this is the FO's mobile government capital), as well as to deflect various debris that would inevitably collide with a ship that is so massively large.

[EDIT] Also worth noting, as I am using the Executor as a reference, I noticed while looking in the Special Edition Trilogy Sourcebook's (SETS) stats for the ship that the Executor's Heavy Turbolaser Batteries there only had 4D Damage, which seemed odd, and I remembered seeing 10D somewhere. So I looked in the Imperial Sourcebook, and voila, 10D Damage was listed. Nice to see the SETS is just as flawed as the Special Edition Trilogy of the films.

[NOTE] For how I do stats, as I've looked through ship stats in Star Wars D6 for many years now, in my mind I imagine turbolasers a certain way. While blaster cannons and laser cannons are the standard ranged weak weapon for starfighter scale, turbolasers are as such for capital scale ships, and can come in many shapes and sizes. But when looking at the most recent and most powerful versions on ships like Imperial Star Destroyers (namely the Imperial II class) and the Super class Star Destroyers, my standards for them are as follows: Turbolasers, 4D Damage; Heavy Turbolasers, 7D; Turbolaser Batteries, 7D; and Heavy Turbolaser Batteries, 10D. For batteries, sometimes if you dig deep enough in the lore, you can find how many individual weapons are in a battery, reverse the fire-linking rules, and find out the damage for the individual weapons (this also depends on what version of the fire-linking rules you use, as one uses dice, and the other uses pips). However, this is not exact, as using the numbers given in official info (or as close to it as I can find) does not always match up to stats given in D6 sourcebooks. Ultimately, this "standard" was what I came up with for turbolaser weaponry in general to simplify things when making my own write-ups, BUT, GMs/players do not have to go by this, and can modify these stats as you see fit for how you imagine this ship or any other to be.

*Mega Turbolasers

These are NOT listed in the official information on the wiki. When I watched Star Wars Episode VIII The Last Jedi, one scene showed these massively large cannons on the hull, looking bigger than the turbolasers/heavy turbolasers depicted on other Imperial and First Order starships, firing at the Resistance fleet as it was trying to put distance between the two groups of starships. While the Supremacy has "Heavy Turbolasers" listed, I made the assumption that these were not the same as the canons I saw in this scene, and thought that they could instead be newer, larger cannons that could take the place of Heavy Turbolaser Batteries.

If GMs/players do not agree with this, they can simply remove these from the Supremacy's stats when using the ship, or replace the stats of the "Heavy Turbolasers" with those of the "Mega Turbolasers" if they believe these large cannons should be represented in the stats, or that they are the "Heavy Turbolasers" mentioned in the offiucal info. Don't forget that of one is replaced by the other, the number of weapons and crew for the weapon still being used should be doubled, as the other weapon has been removed.

*Anti-Ship Missile Batteries

In short, these are roughly the same as the Concussion Missile Tubes of the Executor, multiplied

x4, and placed into batteries of 10 each, with fire-linking optional to give one attack with high damage, or many attcks at reduced damage. Makes a great interception weapon, kind of like a real world naval vessels.

[NOTE!: This write-up is not made based on official information. At the time of this write-up there is little-to-no information available to use, and much of this was made up using info scraps, guesswork, imagination and creativity. Future official info releases may render this write-up incompatible with the Star Wars canon.]

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