Starships D6 / Mandator IV-class Siege Dread



MANDATOR IV-CLASS SEIGE DREADNOUGHT

(* has notes below for further reading and explanation)

Craft: Mandator IV Dreadnought
Model: First Order Mandator IV-class siege dreadnought
Type: Star dreadnought, siege engine
Scale: Capital
Dimensions:
-Length: 7669.72m
Skill: Capital ship piloting: Mandator IV
Crew: 193,000
-Officers: 53,000
-Enlisted: 140,000
-Gunners:
-Skeleton: 10,000/+15
Crew Skill: Astrogation, capital ship gunnery, capital ship piloting, capital ship shields, sensors
Passengers: 22,000 (Stormtroopers)
Cargo Capacity: 200,000 metric tons
Consumables: 6 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 0D
Speed:
-Space: 4
-Atmosphere: N/A
Hull: 10D
Shields: 8D
Sensors:
-Passive: 75/1D+2
-Scan: 150/3D+2
-Search: 300/5D
-Focus: 8/6D+2

CRAFT CAPACITY*:
-TIE/fo starfighters
-TIE/sf starfighters
-Atmospheric Assault Landers (AALs)
-Upsilon-class shuttles
-Xi-class shuttles
-various shuttles and support craft

WEAPONS:

2 Orbital Autocannons* (fire-link optional)
Fire Arc: 2 front
Crew: 50
Skill: Capitak ship gunnery
Fire Control: 4D
Range:
-Space: 10-30/60/100
-Atmosphere: 20-60/120/200km
Damage: 14D
Rate Of Fire: 3/3

2 Dual Mega Turbolaser Turrets*
Fire Arc: 2 turrets
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Range:
-Space: 5-20/40/60
-Atmosphere: 10-40/80/160km
Damage: 11D
Rate Of Fire: 1

26 Dorsal Point-Defense Anti-Aircraft Cannons*
Fire Arc: 26 turrets
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Range:
-Space: 5-15/25/50
-Atmosphere: 10-30/50/100km
Damage: 8D
Rate Of Fire: 1

6 Tractor Beam Projectors
Fire Arc: 2 front, 2 right, 2 left
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Range:
-Space: 1-3/9/18
-Atmosphere: 2-6/18/36km
Damage: 4D

DESCRIPTION:

The Mandator IV-class Siege Dreadnought, also known as the Mandator IV-class warship and the First Order Dreadnought, was a model of dreadnought used by the First Order during their conflict with the Resistance. It acted as an orbital gun platform, and had access to two orbital guns

as well as 26 cannons on the dorsal side, which was comparatively flat. Overall, it was two-and-a-half times the length of the Resurgent-class Star Destroyer.

During the First Order–Resistance war, Captain Moden Canady commanded the Fulminatrix. It was deployed with a fleet to destroy the Resistance base, which it did. But as it was re-targeting the command ship Raddus, it was destroyed by an attack run by Cobalt Squadron's MG-100 StarFortress SF-17s.

Fulminatrix

The Fulminatrix was a Mandator IV-class Siege Dreadnought in the First Order Navy captained by Moden Canady. It participated during the evacuation of D'Qar where it fired its orbital autocannons on the Resistance base and utterly destroyed it, though an evacuation of the base had been already completed. Resistance Commander Poe Dameron launched a single-handed attack on the Fulminatrix, destroying its point-defense cannons in order to clear the way for Resistance bombers to make an attack run. The Fulminatrix deployed its TIE fighters in order to fend off the attack, leading to the destruction of all but one of the bombers. The Fulminatrix was subsequently destroyed by the final MG-100 StarFortress SF-17 when it dropped its bomb payload, going down with all hands.

Characteristics

A massive Mandator IV-class Siege Dreadnought, the Fulminatrix was armed with deadly orbital bombardment cannons that could penetrate planetary shields. The First Order assigned this huge warship, commanded by the Galactic Empire veteran Captain Moden Canady,[6] the task of destroying the D'Qar Resistance base.

Orbital Autocannons

The orbital autocannon (or orbital auto cannon) was a starship weapon used for large-scale bombardments. The Mandator IV-class Siege Dreadnought used by the First Order was equipped with two such cannons.

GAME NOTES:

*Orbital Autocannons

These massive weapons can be fired fire-linked for more damage and less shots, or not fire-linked for more shots and less damage. When not fire-linked, each cannon fires 3 shots, for a total of 6 shots, at 14D Damage. When fire-linked, they onl fire 3 shots, but increase the Damage +2D due to being so massively huge (Damage 16D). Once fired, the cannons take 3 rounds to recharge. These weapons also have an extensive blast radius, delivering their full damage to everything with 100 meters of impact, reducing Damage by -1D for every 50 meters beyond that (if GMs/players disagree, make this full damage 50m, -1D per 10m).

GAME DESIGN NOTES:

The Executor Super Star Destroyers, being 8,000 meter slong, was the main reference used to figure out stats for the Mandator IV Dreadnought which is 7669.72m long, and all in all, this made the Mandator IV an easy write-up. Any differences are due to relative size and shape, role and purpose, level of technology available, and the fact that the Mandator has a humongous pair of weapons installed on the underside of its hull like a gigantic pair of cojones! This ship has the biggest pair in the room, hands down, as the Resistance discovered first hand.

*Dual Mega Turbolaser Turrets

These weapons are NOT in the official information. However, if you look closely at the picture of the Mandator IV, the rea side hull looks like it has 2 very large turret weapons mounted to the back of the dreadnought. Perhaps these are not weapons, but I couldn't help being reminded of the scene in The Last Jedi where I saw a close-up of the massively huge turbolaser cannons on the Supremacy. So, just as I statted out those cannons as "Mega Turbolasers", I present the same weapon here as dual turrets. The Mandator IV could have even been the test bed for these weapons.

Dorsal Point-Defense Anti-Aircraft Cannons

Due to their size, these are effectively dual Heavy Turbolasers turrets.

*Craft Capacity

The numbers of craft the Mandator IV can carry are unknown. However, since the Executor was used as the main reference for this ship in comparable size for things like Maneuverability, Space Speed, Hull, Shields, Sensors, etc, if numbers can be found on how many of what craft the Executor could carry, then the Mandator IV most likely carries a similar number, possibly reduced by at leats half due to having a thinner hull and needing more space devoted to the power generation and aiming systes of the Orbital Autocannons. As a quick fix, give the Mandator IV equal or x2 the craft compliment of the Resurgent-class Star Destroyers.

[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.]

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.