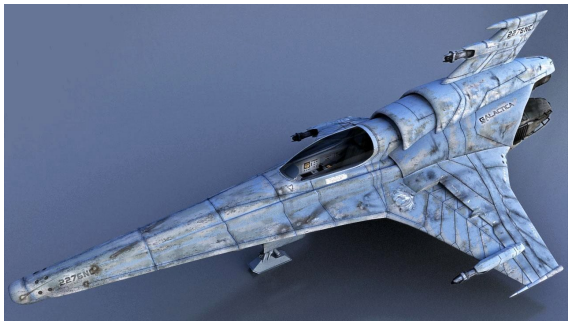
Starships D6 / Colonial Viper MkVII (Re-imagi



VIPER Mk VII

Craft: Colonial
Viper Mk VII
Type: Space superiority fighter
Scale: Starfighter
Dimensions:
-Length: 9.8m (32.3ft)
-Height: 3m (9.7ft)
-Wingspan: 5.6m (18.4ft)
Skill: Starfighter piloting: Viper MkVII
Crew: 1
Crew Skill: Communications 3D, sensors 4D, starfighter piloting 4D+2, starship gunnery 4D+1
Passengers: N/A
Cargo Capacity: 4 kilograms
Consumables: 1 week (emergency pack)
Cost: 200,000 Colonial credits (new)
FTL Capable: No
Nav Computer: Yes (short-ranged, carrier-based)
Maneuverability: 4D+1
Speed:
-Space: 10
--Turbo-boost: 13 (see below)
-Atmosphere: 415; 1,200kmh (see below)
--Turbo-boost: 465; 1,350kmh
Hull: 4D+2
Defenses: N/A
Sensors:
  Passive: 30/0D
  Scan: 60/1D
  Search: 85/2D
  Focus: 4/4D

WEAPONS:
  3 Kinetic Energy Weapons (fire-linked)
    Location: Mounted forward of the wings and dorsal stabilizer
    Fire Arc: Front
    Crew: 1 (pilot)
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 3D+2
    Space Range: 1-4/15/27
    Atmosphere Range: 100-400/1.5/2.7km

Damage: 6D+2
Ammo: 800 round magazine
Rate of Fire: 1 (Autofire, Ammo Depletion 1Dx10)
Special: These weapons fire on Autofire. For details, see D6 Firearms in Supplements for extra rules, or use these here as is.

OPTIONAL WEAPONS
2 Wing-Mounted 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 VII is the Colonial Fleet's latest update to the venerable Viper Mark II primary space superiority fighter / attack craft.

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 13). 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 (13). 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.

WEAPONS: Though the Viper Mk VII has many improvements over the Mk II in performance and weapons, it is never said if it ever had the missile in the dorsal storage bay stated as part of the Mk II's design. However, this could be because of the additional KEW on the dorsal stabilizer, which would be the likely reason. However, the Mk VII does have the hardpoints to mount weapons just like the Mk II and is still a powerful fighter by itself.

MODIFICATIONS: Also, it is noted that the Viper Mk VII is harder to fly since it was modified to resist Cylon electronic attacks, removing systems meant to aid in flight control. Because of this, all skill rolls for the Mk VII is one difficulty higher than normal for starfighters and starships. This makes them effectively immune to Cylon electronic attack, at the cost of difficulty for the pilot. This counts for the difficulty in weapons range, maneuvers, but not hull dice rolls. Some GMs may even make dodging skills require a +5 to their Difficulty, though with the Mk VII's maneuverability, this isn't very hard to do, even against Cylon raiders.

OVERVIEW

Capable of atmospheric flight, the Mark VII is the front-line variant of the Viper design, retaining the Mark II's general layout but adding fully integrated avionics that provide superior battle management and flight information for the pilot.

Ironically, it is this incorporation of new integrated systems that prevents the majority of Mark VIIs from being effective during the Cylon attack: as with the majority of Colonial Fleet, the Mark VIIs suffer fatal computer system failures on contact with Cylon forces. Thanks to a Cylon agent's relationship with Dr. Gaius Baltar, scientist and programmer of the navigation software project, the navigational software in use on board most Colonial Fleet vessels contains back-doors that allow the Cylons to infiltrate a vessel's computers by wireless signals and to disable its power systems. Though this problem can be overcome by removing the navigational upgrade compromised by the Cylons, the information is not discovered in time to benefit the surprised and hard-pressed Colonial forces.

Being a single-seat craft, it mounts three forward-facing kinetic energy weapons (KEWs). In addition, it possesses hard-points beneath the wings for mounting missiles, munitions pods and other ordnance (The Hand of God).

AVIONICS

The Mark VII cockpit is almost totally computerized. There are far

fewer analog gauges and more reliance is placed on a powerful central flight computer. This gives the Mark VII pilot far greater control of the fighter as well as, presumably, greater targeting control in a dogfight.

However, the latest and last software upgrade, the CNP upgrade, introduces a fatal flaw (inserted by a Cylon agent) in the Mark VII that leads to the virtual annihilation of most of these fighters in the opening wave of the Cylon attack.

The surviving Mark VII fighters on both Galactica and Pegasus are retrofitted to older avionics packages to replace the compromised CNP and eliminate further infiltration.

As of "Scar", Pegasus has begun to use her on board construction facilities to produce replacement Vipers. Materials mined in an asteroid field allow the production of two full squadrons. Additionally, since Pegasus joined the Fleet, Mark IIs have been steadily phased out in favor of retrofitted Mark VIIs.

ARMAMENT

The Mark VII's main weapons are three forward-facing cannons, two in the wings and one in the vertical stabilizer. Typically, it is only the wing-mounted cannons that are used.

Like the Mark II, it can also be armed with missiles.

PERFORMANCE

While the Mark II can rotate 180 degrees vertically in .35 seconds (Act of Contrition), it is presumed that the Mark VII has an equal or better performance ratio.
Given that the Mark II is capable of holding its own even against superior numbers of modern Cylon Raiders, the more advanced Mark VII probably also has an equal or superior performance as Raiders in the hands of a capable pilot.

OTHER DESIGN FEATURES

The Viper Mark VII has primary and secondary hydraulics, the secondary system presumably acting as a redundant backup for mission-critical prime system. Damage to both systems does not significantly compromise the Viper's performance as a space combat craft, provided the pilot is sufficiently skilled to manage the changed flight characteristics (Scar).
The consequences of the loss of both systems in atmospheric flight would undoubtedly be far more dire.

NOTES

-Since Galactica only had 40 Viper Mark IIs aboard as part of its museum, they needed as many fighters as possible. The remaining Mark VII's advanced computer systems were refitted to resist Cylon infiltration. However, since this is not how the Mark VII was designed to fly, the craft is increasingly more difficult to handle and can only be flown by the most experienced pilots such as Apollo and Starbuck. Galactica had roughly 6-8 Mark VIIs on board after the Cylon attack ("Scattered", "Flight of the Phoenix").

-According to David Weddle during the "Scar" podcast the Mark VII cockpit design "was actually laid out based on, I think it's either the F-16 or the F-18." The side-mounted control stick more closely resembles that of the F-16, which is appropriate given the "Viper" nickname of the jet (that was initially the General Dynamics codename for the project, which was in turn named for the TOS Viper).

-Also revealed in the podcast for "Scar" is that the full cockpit interior for the Viper Mark VII was built for this episode. "Flight of the Phoenix" had paved the way for the construction of the full cockpit when "the line producers and the production designers figure[d] out ways to move money around that basically bought us this cockpit because we had built the stealth fighter." The cockpit interior may have been constructed at the

same time the Blackbird was being built.

-Like the Original Series' Viper, the weapons fire of
Vipers on the Re-Imagined Series is red, however, the button is on the
center of the joystick for the Mark VII, and the left for the Mark II
(33).

-According to Battlestar Galactica: The Official Companion,
when creating the design of
the Viper Mark VII, Gary Hutzel took a pre-existing design from the 2003
video game loosely
based on a mix of the Original Series and upcoming Miniseries, then "did
some modifications, and
that became the Viper Mark VII".

-As of "Maelstrom", a new exterior design
for the Viper Mk VII is being used. It is characterized by angular air
intakes - with three intakes on the ventral side as opposed to the
original's single intake - and a compressed forward fuselage.
Additionally, the new version possesses a drab gray hue that differs
from the original's gunmetal-gray coloration. Due to the fact that all
Mark VII fighters seen since "Maelstrom" display the later appearance,
it was surmised that this was a retroactive update
rather than a variant of an existing ship.

--However, a shot taken from "Razor"
displays both variants in action. Starbuck's Viper (in the foreground)
is of the redesigned variant, while Showboat's Viper (in the back) is
the original
version - characterized by gunmetal-gray armoring and the sleek forward
fuselage. Taking this visual into account, it may be alternatively
concluded that there are two versions of the Viper Mk VII (with the
newer design perhaps being a product of Pegasus' Viper production
facilities).
Accepting this conclusion would partly explain why the Mk VIIs present
on Galactica's hangar deck bear the original
appearance while those seen in action do not - there would no longer be a
design conflict between the physical model and the CGI version of the
craft. However, for sequences where an actor climbs into the physical
model but is subsequently seen flying the new version (as it happens in
"Crossroads, Part II" and "He That Believeth In Me" for
example) the discrepancy is still present.

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