Starships D6 / Chiss Star Destroyer



CHISS STAR DESTROYER

Craft: Chiss Ascendancy Star Destroyer
Type: Star Destroyer (Multi-purpose battleship/destroyer)
Scale: Capital
Dimensions:
-Length: 1,000m
Skill: Capital ship piloting: Star Destroyer
Crew: 5,240
-gunners: 492
-skeleton: 1,000/+10
Crew Skill: Astrogation 4D+1, capital ship piloting 5D, capital ship gunnery 5D+2, communications 4D, sensors 4D+2
Passengers: 2,000 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 4 years
Cost: N/A
Hyperdrive: x1 (Backup: x8)
Nav Computer: Yes
Maneuverability: 1D+2
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 6D+1
Defenses:
-Shields: 2D+2
Sensors:
  Passive: 50/1D
  Scan: 100/2D
  Search: 200/3D
  Focus: 6/4D+1

SHIPS:
-48 Starfighters (1 wing of 4 squadrons: Advanced Clawcraft; Nssis-class Clawcraft; Chiss Heavy Fighters; and/or Chiss Recon Fighters)
-24 AirStraeker Atmospheric Assault Craft (2 squadrons)
-24 Troop Landing Craft (2 squadrons)

WEAPONS:
  40 Heavy Megamasers
    Location: Mounted across the hull
    Fire Arc:
    -10 front
    -15 right

-15 left
Crew: 3
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 3-10/30/60
Atmosphere Range: 6-20/600/120km
Damage: 12D
Ammo: N/A
Rate of Fire: 1/3

40 Light Megamasers
Location: Mounted across the hull
Fire Arc:
-10 front
-15 right
-15 left
Crew: 3
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 3-10/25/50
Atmosphere Range: 6-20/50/100km
Damage: 8D
Ammo: N/A
Rate of Fire: 1/3

40 Heavy Turbolaser Batteries (of 8 cannons)
Location: Mounted across the hull
Fire Arc:
-5 front
-15 right
-15 left
-5 back
Crew: 3
-Individual Cannons: 1 (32), 2 (48)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 10D
Ammo: N/A
Rate of Fire: 1/2

40 Light Turbolaser Batteries (of 8 cannons)
Location: Mounted across the hull
Fire Arc:
-5 front
-15 right
-15 left

-5 back
Crew: 3
-Individual Cannons: 1 (32), 2 (48)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D
Ammo: N/A
Rate of Fire: 1/2

4 Tractor Beam Projectors
Location: Mounted across the hull
Fire Arc:
-1 front
-1 left
-1 right
-1 back
Crew: 4 (2), 2 (2)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 5D
Ammo: N/A
Rate of Fire: 1

DESCRIPTION:
The Chiss Star Destroyer was a kilometer-long capital ship used by the military of the Chiss Ascendancy, first observed during their conflict with the Killik Colony in 35 ABY. The Chiss Star Destroyer was the most powerful starship used by the CEDF. Its complement of 48 fighters usually consisted of a mix of Advanced Clawcraft, Nssis-class Clawcraft, Chiss Heavy Fighters and Chiss Recon Fighters, and also carried compliments of AirStraeker atmospheric assault craft and troop landing craft.

GAME NOTES

MASER WEAPONRY: The Chiss employ variations of Maser weapons, such as maser cannons, light and heavy megamasers. These weapons are a mix of energy and particle damage, and unlike laser weapons that only burn upon impact, masers also exert physical force when they impact upon a target. When a maser weapon hits a target it may push them in the opposite direction, especially in combat with vehicles and starships in atmosphere or space. When a maser hits a target capital starship and rolls above Light Damage on the Damage Chart, the target is moved +1 Spaces (or 100 meters in atmosphere) per damage category rolled. The target can use a defensive action to make a piloting skill roll against Moderate Difficulty to negate this. This Difficulty is modified at +1 Difficulty Level for every extra Damage Category rolled on the chart past Heavy Damage. If the Starship is destroyed, then the remains are pushed 1D+2 Spaces, and the

remains may collide with another target that was behind it.

CLOAKING DEVICE: Chiss Star Destroyers are thought to have cloaking devices, though this has yet to be proven. Yet, Grand Admiral Thrawn did procure and use a working model of cloaking device when he undertook his campaign against the New Republic. Then-Captain Palleon came into possession of the cloaking device afterwards, and it is very likely that the Empire of the hand, and later perhaps the Chiss Ascendancy, have working cloak technology and use it extensively. Cloaking devices render any ships they are equipped to absolutely undetectable by other sensor systems in any way. However, the very ship using the cloak cannot use their own sensors, and are effectively blind while using them. A Force user could use their senses and powers to make great effect of a cloaking device, but among the Chiss such people may be rare. However, as proved by thrawn, cloaks have other uses besides hiding ships...

CHARACTERISTICS

Dimensions

The Chiss Star Destroyer somewhat resembled the 900m Victory-class Star Destroyer design still being used by the Galactic Federation of Free Alliances, but its gray hull was slightly longer and slimmer, giving it an aggressive, needle-shaped appearance.

Dome Structure

One distinct difference from most Star Destroyers was that the type lacked any obvious command superstructure, apparently in an attempt to deny attackers easy and visible targets. The most prominent feature was a large dome amidships, thought by Alliance observers to house cloaking equipment, but for the most part the planes of the armored hull were as blank as an expanse of duracrete, interrupted only by recessed weapons mountings.

Offensive and Defensive Systems

Like most Star Destroyer designs, the Chiss capital ships were powerful, but were also vulnerable to a concerted starfighter assault. Their precise capabilities are unknown, but the ships of the class were outfitted with Chiss versions of the range of equipment found aboard a typical Star Destroyer.

Primary armament consisted of beam weapons, including both light and heavy mountings, and divided between conventional turbolasers and the distinctive Chiss energy/particle megamasers. The ships were outfitted with tractor beam projectors, ray shields, and particle shields, the last of which were capable of stopping a few kamikaze dartships but not an entire swarm on a suicide run.

Compliment

The launch complex of a Chiss Star Destroyer included capture bays to impound suspicious ships, and hangars supporting squadrons of Nssis-class Clawcraft. Although precise troop complement is unknown, it is likely that they could serve as platforms for the landing craft, AirStraekers and heavy surface equipment which Chiss fleets deployed from orbit during the Swarm War, and they could also enter a planetary atmosphere themselves to operate alongside surface troops.

HISTORY

Sources dating from the time of the Yuuzhan Vong War suggested that the Chiss then had no capital ships larger than frigates: this information may have been inaccurate, or else the Chiss may have only begun to build Star Destroyers at a later date.

During the conflict with the Killiks, Chiss Star Destroyers formed the backbone of the front-line fleets in the major engagements at Qoribu and Tenupe; in the latter battle, more than thirty Star Destroyers were deployed in an attempt to overrun Killik positions, and the command ship was Fell Defender, apparently commanded by Jagged Fel.

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