Starships D6 / Climate Disruption Array



Name: Climate Disruption Array
Scale: Starfighter
Size: 50m
Skill: Capital Ship Piloting: Climate Disruption Array
Crew: 0 (Automated or controlled from other location)
Crew Skill: Sensors 5D, Capital ship gunnery 5D, Capital ship piloting 2D, Starship gunnery 5D
Passengers: N/A
Cargo Capacity: N/A
Consumables: N/A
Cost: Not available for sale
Hyperspace Jump Engines: No
Nav Computer: No
Maneuverability: 1D
Space Speed: 1
Atmospheric Speed: N/A
Hull: 4D
Shields: 2D
Sensors:
- Passive: 25/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 2/2D+2

WEAPONS:
- Climate Disruption Cannon
  - Fire Arc: Front
  - Crew: 0 (Automated)
  - Skill: Capital ship gunnery
  - Scale: Death Star
  - Fire Control: 1D
  - Range: Orbital
  - Damage: 1D (*)

*: This weapon does no actual damage, but in concert with other cannons firing on a planet can built massive storms which will cause destruction, tearing down all but the strongest buildings and tearing up top soil rendering arable land unusable. A single cannon can take many hours to build storms up to their full potential, but arrays of satellites used together can build the storms up to their full intensity in a matter of minutes, giving defence forces limited time to take out the satellites.

The damage listed is used against vessels and buildings within the planets atmosphere once the storms have built to full power.

Description: A climate disruption array was a technological device that could be deployed in the orbit of a planet to provoke storms and hurricanes on its surface from space. Imperial-class Star

Destroyers could deploy these arrays.

These arrays were satellites modified to provoke storms once the beam reached through the planet. Once it hit the surface, powerful storms were created and caused vast devastation.

History
The earliest known development for the disruption arrays could be traced back to Fondor, a critical naval complex for the Galactic Empire.

Following the Battle of Endor, which saw the death of Emperor Palpatine, Operation: Cinder was activated. Palpatine's Sentinel droids were sent to "selected" Imperial officers including Admiral Garrick Versio and Captain Lerr Duvat. In the aftermath of the Battle of Endor, Research Station 9, a Tarkin Initiative facility on Endor, contained a hologram of the disruption array.

Versio deployed the arrays above his home planet, Vardos. This saw the defection of two Inferno Squad members; Iden Versio and Del Meeko. Following the skirmish on the planet, the satellites wrecked the planet.

Duvat was sent to Naboo, were he was to scour the planet with the deployed disruption arrays but was stopped by the Rebel Alliance.

Abednedo was also targeted by climate disruption arrays. This led the Abednedo people to support the New Republic and the Resistance.

While other numerous other planets were targeted by Operation: Cinder, ones with unique ecologies were subjected to different climate control weapons; Nacronis, for example, was hit with atmospheric vortex detonators that amplified its natural siltstorms to apocalyptic levels.

Legacy
In 34 ABY, Iden returned to Vardos with Shriv Suurgav and her daughter, Zay. Suurgav noticed what he thought was snow, but Iden revealed it was actually atmospheric ash, leftover from the storms and fires caused by the climate disruption arrays 30 years prior.

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