Starships D6 / The Death Hound

The Death Hound

The Death Hound is perhaps the most powerful and largest starship operated and maintained by the Celmoore pirates. Apparently it was acquired by Dod Bule, supposed leader of the Celmoore pirates, during some sort of secret deal with a local corporation. The story that is told by almost all Celmoore pirates states that the ship was given to Bule with only one condition: no Palvar Defense Force registered starships would be made a target of the Celmoore pirates. Although PDF vessels still fall victim to the Celmoore pirates just as often as before the deal.

Bule heavily modified the carrier, switching out two of the turbolaser batteries for heavy ion cannons as well as replacing ten of the double laser cannons with more powerful quad laser cannons. Other modifications include boosted deflector shield output, a new propulsion and maneuvering system bought from Setec Astronomy and finally slightly increased power output in the tractor beam projectors.

Lacking adequate storage space for stolen goods, Bule chose to remove the extra three starfighter squadons that the Blood Bath carriers carried in their below deck and converted it into a massive cargo hold, capable of holding nearly 80,000 metric tons of cargo.

The Death Hound looks similar to an aircraft carrier, the flat top of the ship where the fighters land is very vulnerable to attack. It compensates for this weakness by employing vamped up fire power on the ship. The top side of the carrier can only hold about thirty-six starfighters, the rest are usually carried below deck but Bule converted this deck into a cargo deck.

Model: Modified Kevlar United Blood Bath Series II Star Carrier
Type: Customized raiding platform
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: Blood Bath star carrier
Crew: 1,506; gunners: 60; skeleton: 695/+15
Crew Skill: See crew stats
Passengers: 200 (troops), 50 (prisoners)
Cargo Capacity: 80,000 metric tons
Consumables: 9 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D+1

Space: 5
Hull: 7D+1
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 55/2D
- Search: 120/3D
- Focus: 5/4D

Weapons:
8 Turbolaser Batteries
- Fire Arc: 2 front, 2 left, 2 right, 2 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D+1
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D

2 Ion Cannons
- Fire Arc: 1 front/right, 1 front/left
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 3D

10 Quad Laser Cannons
- Fire Arc: 2 front, 3 left, 3 right, 2 back
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 5D

15 Double Laser Cannons
- Fire Arc: 4 front, 5 left, 5 right, 1 back
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 3D+2

2 Tractor Beam Projectors
- Fire Arc: 1 front/left, 1 front/right
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D+1
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 6D

Starfighter Complement:

- 3 starfighter squadrons
- 12 Ion Storm F-28 Vipers
- 12 Lancer interceptors
- 12 Y-wings
- 3 boarding shuttles
- 2 light transports
- 1 assault shuttle

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