Starships D20 / 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.

Craft: Modified Kevlar United Blood Bath Series II Star Carrier
Class: Capital ship
Size: Huge (500 m long)
Hyperdrive: x1 (backup x14)
Passangers: 200 (troops), 50 (prisoners)
Cargo Capacity: 80,000 tons
Consumables: 9 months
Cost: Not available for sale
Maximum Speed In Space: Cruising (6 squares/action)
Atmospheric Speed: Not applicable
Crew: 1,506 (Normal +2)(See crew stats)
Initiative: +0 (-2 size, +2 crew)
Maneuver: +0 (-2 size, +2 crew)
Defense: 18 (-2 size, +10 armor)

Shield Points: 300 (DR 10)
Hull Points: 730 (DR 10)
Weapons:
8 Turbolaser Batteries
Fire Arc: 2 front, 2 left, 2 right, 2 back
Attack Bonus: +2 (-2 size, +4 fire control)
Damage: 4d10x5
Range Modifiers: PB -6, S -4, M -2, L +0
2 Ion Cannons
Fire Arc: 1 front/right, 1 front/left
Attack Bonus: +1 (-2 size, +3 fire control)
Damage: 3d10x5
Range Modifiers: PB -6, S -4, M -2, L n/a
10 Quad Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Attack Bonus: +1 (-2 size, +3 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
15 Double Laser Cannons
Fire Arc: 4 front, 5 left, 5 right, 1 back
Attack Bonus: +1 (-2 size, +3 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a
2 Tractor Beam Projectors
Fire Arc: 1 front/left, 1 front/right
Attack Bonus: +1 (-2 size, +3 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M/L n/a

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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