Starships D20 / The StarSiege

The StarSiege

The StarHaul light carrier, deployed first by the Old Republic, was a hot item for pirates and many still use the vessel even into the days of the New Republic. Perhaps the most infamous of these pirate StarHauls was Kel Sapur's "StarSiege," which was a highly modified and enhanced variant.

The StarSiege was subjected to a full overhaul after it was captured by Sapur during a raid on a small and worthless convoy, the main target was the StarHaul. All but two of the starfighter racks were removed and replaced with either a new Corellian quad laser cannon turret or a Comar heavy ion cannon. Sapur also removed the four Setec ion drives and replaced them six larger and more powerful Corellian ion drives to dramatically increase the vessel's sublight speeds.

The two starfighter racks which weren't removed were optimized to fit Subpro's Wraith tri-fighters, Sapur's favorite at that time. While Sapur may have been cunning and devious in his day, he never made it to be the bigtime pirate that he wanted. Consequently, the StarSiege was destroyed after it was ambushed by two full squadrons of Republic Z-95s near Turkana. Sapur somehow managed to escape death and capture was persued by the Republic and then the Empire for several years before finally disappearing somewhere in the Mid Rim sectors. Further pursuit by Imperial forces was hampered after the Battle of Endor and rumor has it that the aged Kel Sapur is still performing commerce raids across the Mid Rim. The New Republic's Anti-piracy Commission has a large data file on Sapur and still has a reward of 60,000 credits for his capture.

Craft: Modified Aero-Tech Space Division's StarHaul Light Carrier
Class: Capital
Size: Large (135 m long)
Hyperdrive: x2 (backup x12)
Passangers: 30
Cargo Capacity: 500 tons
Consumables: 1 month
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 800 km/h (13 squares/action)
Crew: 3 (Skilled +4)
Initiative: +3 (-1 size, +4 crew)
Maneuver: +3 (-1 size, +4 crew)
Defense: 19 (-1 size, +10 armor)
Shield Points: 300 (DR 10)
Hull Points: 300 (DR 10)

Weapons:

3 Quad Laser Cannons

Fire Arc: Dorsal turret, 2 ventral turrets

Attack Bonus: +3 (-1 size, +2 crew, +2 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Heavy Ion Cannons

Fire Arc: 2 ventral turrets

Attack Bonus: +5 (-1 size, +2 crew, +4 fire control)

Damage: 4d10x2

Range Modifiers: PB/S +0, M -2, L n/a

Starfighter Complement

2 Wraith-II tri-fighters

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