Starships D20 / Aero-Tech Space Divisions B

Behemoth Battlecruiser

The Behemoth-class battlecruiser was a short-lived design by Aero-Tech Space Division - a small time starship constuction company with minor ties to the Old Republic. The Behemoth was Aero-Tech's attempt to create an affordable yet effective capital combat starship.

The Old Republic was required to purchase at least five of the vessels under the terms of their contract with Aero-Tech. The five Behemoths purchased by the Old Republic sat in space dock for several months before they were finally deployed to convoy escort duties as the Old Republic command didn't believe they possessed the combat abilities for front line service.

Frustrated with their failure in the Behemoth's design in the eyes of the Old Republic, Aero-Tech began producing the Behemoth in limited numbers and sold it on the open market as a "heavy corvette." It became a cult classic of sorts among the pirates of that era and sales remained at a satisfying level for nearly three years.

The Behemoth appealed to pirates for several reasons although the main one was the ease at which a stock version could be modified and upgraded. The stock weapons were designed so that they could be easily be replaced with larger, more powerful, weapons. In addition to the weaponry options the Behemoth provided it also featured a controversial "snap-fit" armor plating system, allowing for custom armor plates to snap on over the existing hull plates for added protection. curiously enough, Aero-Tech made sure that they were the only providers of the armor plates. These armor plates are hard to come by in the days of the Rebellion due to the fact that Aero-Tech went out of business around the time the Empire rose to power.

The downfalls to the Behemoth were critical design mistakes made by Aero-Tech. In their attempt to make the Behemoth as affordable as possible the designers had opted to go with heavy armor and not include shield generators. The installation of shield generators is very expensive and time consuming as there is no space for the generators. The best solution that many owners have found is sacrificing half of their cargo space to install the generators. The other major downfall to the Behemoth is its engines. They were extremely inefficient and upgrades just weren't worth the cost.

In all, six hundred Behemoths were produced and many of those can still be found in private ownership today.

Craft: Aero-Tech Space Division's "Behemoth" Battlecruiser
Class: Capital

Cost: 1.9 million credits (used)
Size: Huge (428 meters long)
Crew: Minimum 1, maximum 10 (Normal +2)
Passengers: 10 (troops)
Cargo Capacity: 2,000 metric tons
Consumables: 1 year
Hyperdrive: x3
Maximum Speed: Cruising
Defense: 14 (-2 size, +10 armor)
Shield Points: 0
Hull Points: 400 (460 with extra armor plates)
DR: 20

Weapon: Heavy Charge Cannon
Fire Arc: Front
Attack Bonus: +2 (-2 size, +2 crew, +2 fire control)
Damage: 1d10x5 - 9d10x5
Range Modifiers: PB -2, S -0, M/L n/a
Game Notes: The charge cannon, like the name implies, requires a charging prior to use. The cannon charges at a rate of 1d10 per round and can charge up to 9d10. Use of the charge cannon prohibits the use of the turbolaser.

Weapon: Heavy Turbolaser
Fire Arc: Front
Attack Bonus: +6 (-2 size, +2 crew, +6 fire control)
Damage: 6d10x5
Range Modifiers: PB -4, S -2, M -1, L n/a

Weapon: 7 Burst Laser Cannons
Fire Arc: 1 ventral turret, 1 dorsal turret
Attack Bonus: +4 (-2 size, +2 crew, +4 fire control)
Damage: 3d10x5
Range Modifiers: PB -4, S -2, M/L n/a

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