

STARSHIP TECH



RAPTOR CLASS GUNSHIP



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No.2 RAPTOR CLASS GUNSHIP

Editor

Tom Tullis

Graphic Design, Artwork & 3D CGI Modeling

Tom Tullis



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STARSHIP TECH: RAPTOR CLASS

About the Author

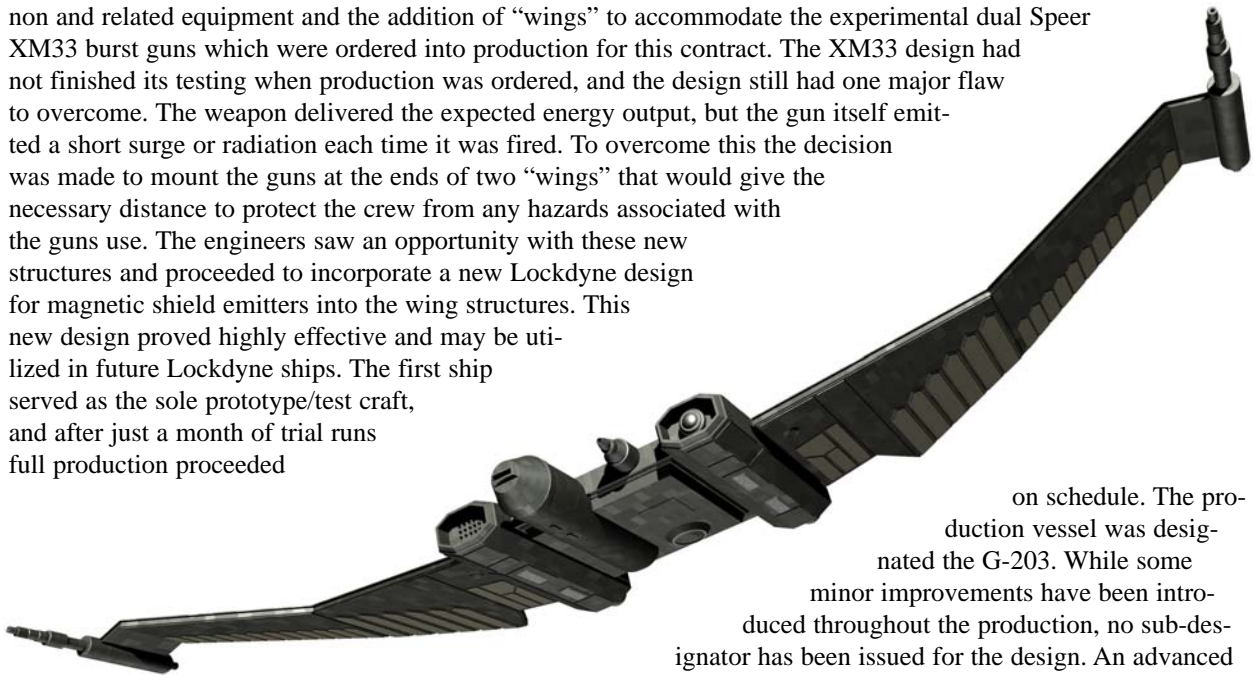
Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship designs. Tom has been an avid RPG player & gamemaster for 25 years and is the president of Fat Dragon Games.

Introduction

Welcome to the STARSHIP TECH series! This PDF series of starship designs was created to bring you the most realistic designs possible for your games. Each ship is presented to you as a stunning 3D CGI model that has been rotated and positioned to show you each aspect of the vessel and its systems. In addition, we also provide you with full color 30mm scale (1" square = 5 scale feet) map tiles of the ENTIRE ship. Everything you need for exciting game play is included in this PDF.

Raptor Class Gunship

The Raptor Class design was created in response to a military request for a new gunship. Growing threats along the borders of several systems necessitated that this new design enter production as quickly as possible, bypassing the usual research and development (R&D) phase usually associated with new ships. Several ship builders were invited to submit designs for this new contract, titled XG-203. In the end, the Lockdyne corporation received the production contract as none of the other participants could meet the tight production and IOC (Initial Operational Capability) for the first squadron of ships. Lockdyne had been able to meet this timetable by utilizing an off-the-shelf approach to many of the ship's systems and basing the design on the commercially successful C-477 cargo ship. The original contract called for a vessel that would incorporate the new Bruning PPC-4 Plasma Pulse Cannon in addition to the usual compliment of energy weapons and missile batteries. Lockdyne engineers realized that the new ship would essentially be 'built around' this new weapon due to its massive size. By making modifications to the existing C-477 design they were able to meet the IOC requirement and bring the project in under budget. Changes to the C-477 design included moving the cockpit right of center to make room for the PPC-4 cannon and related equipment and the addition of "wings" to accommodate the experimental dual Speer XM33 burst guns which were ordered into production for this contract. The XM33 design had not finished its testing when production was ordered, and the design still had one major flaw to overcome. The weapon delivered the expected energy output, but the gun itself emitted a short surge or radiation each time it was fired. To overcome this the decision was made to mount the guns at the ends of two "wings" that would give the necessary distance to protect the crew from any hazards associated with the guns use. The engineers saw an opportunity with these new structures and proceeded to incorporate a new Lockdyne design for magnetic shield emitters into the wing structures. This new design proved highly effective and may be utilized in future Lockdyne ships. The first ship served as the sole prototype/test craft, and after just a month of trial runs full production proceeded

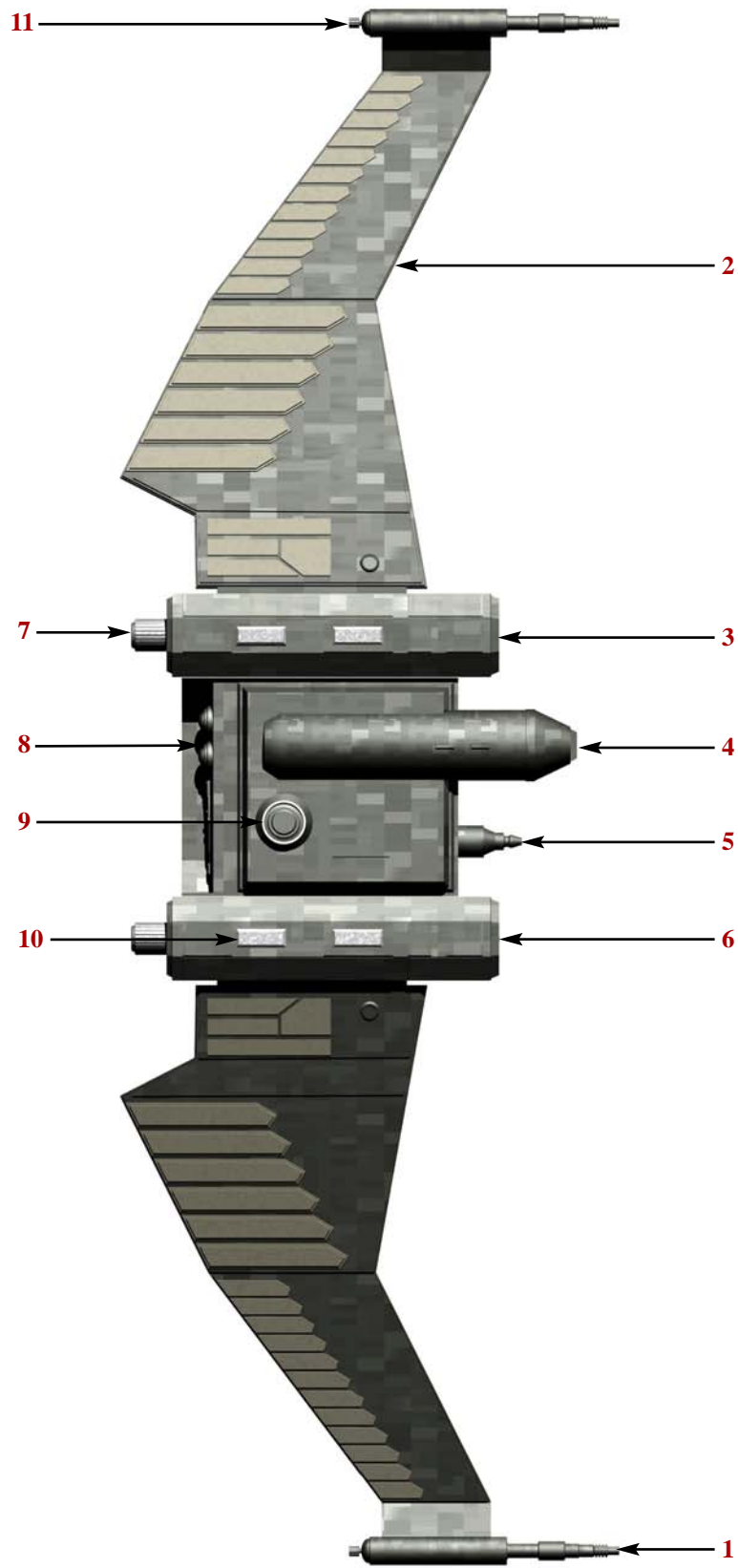


on schedule. The production vessel was designated the G-203. While some minor improvements have been introduced throughout the production, no sub-designator has been issued for the design. An advanced version is rumored to be in development by the Lockdyne Corporation.

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Offensive and Defensive Ship Systems

- 1-Speer XM33
- 2-Magnetic Shield Emitters
- 3-Missile Battery
- 4-Cockpit
- 5-PPC-4 Plasma Pulse Cannon
- 6-Targeting Sensor
- 7-Thruster
- 8-Sensors
- 9-Air Lock
- 10-Retractable Landing Gear
- 11-Ion Engine



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Overview of New Starship Systems



Bruning PPC-4 Plasma Pulse Cannon (PL 6)

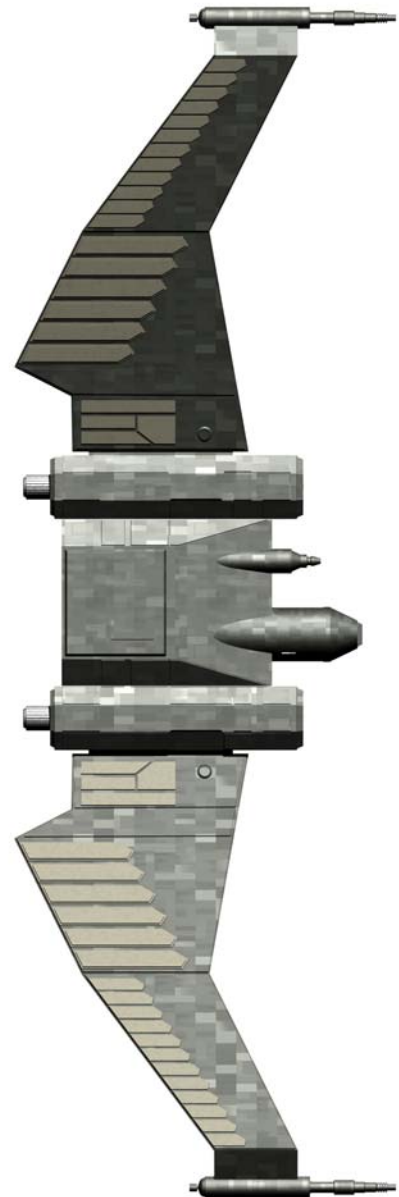
This is an early generation plasma weapon (usually PL 7). These early units require massive recharge times (can only fire every third round) to fully ionize the gas and pressurize it before firing through the magnetic rail. As these are considered 'super weapons' in a PL 6 environment only the military would have them.

Damage: 14d6; **Critical:** 20; **Damage Type:** Fire; **Range Increment:** 3,000 feet; **Rate of Fire:** Single*; **Minimum Ship Size:** Gargantuan; **Purchase DC:** 39; **Restriction:** Mil (+3)

* every third round

Speer XMB3 Burst Gun (PL 6)

Damage: 15d8; **Critical:** 20; **Damage Type:** Energy; **Range Increment:** 3,000 feet; **Rate of Fire:** Single; **Minimum Ship Size:** Gargantuan; **Purchase DC:** 35; **Restriction:** Mil (+3)



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Service History



The first Raptor squadron reached IOC only 33 months after the contract was awarded—a record for a design of this size. Crews generally liked the design, which was undoubtedly due to the ship's lineage as a civilian cargo vessel. The Raptor performed as expected in most areas, and the new magnetic shield emitter configuration proved to be more effective than previous versions. Raptors are usually deployed alone in most cases but may be seen in pairs along more desolate or dangerous areas. Longer deployments than were customary with previous designs have become the norm for these crews. The ship is extremely self-sufficient with supplies that can last the standard 16 member crew for up to 30 days and enough fuel to allow for longer patrols without refueling mid-mission (thanks to the “wings” which also serve as enormous fuel tanks). While further testing resulted in the elimination of the radiation hazard from the XM33 guns on later production models, the decision was made to retain the ship's unique “wings” as these have proven to be exceedingly valuable design features for both the defensive emitter systems and additional fuel storage.

The standard crew operates in two 12 hours shifts (8 crewmen per shift). Basic recreational requirements are supplied for the crew, and the ship's database contains the usual library of digital books and movies. For special operations, the recreational area and airlock room can be converted to hold additional troops. Raptors have been used as assault and boarding ships on many assignments. They have the unique ability to fly the Special-Ops troops into place and then provide support for them unlike other troop transports. Some Raptors have been modified with grapplers on the ship's underside to assist with docking maneuvers on hostile ships when assisting with delivery of Spec-Ops troops.

Not generally known outside military circles is the fact that several Raptors have gone missing during their deployments. At least one has been spotted by civilian authorities which would indicate piracy or possibly even a crew gone rogue. The mere thought of a Raptor in the hands of pirates is enough to guarantee “shoot to kill” orders for all military ships should they encounter one of the missing vessels.

With the success of the design Lockdyne engineers have proceeded to begin conceptual designs on an advanced version of the Raptor. As of yet no military interest in a follow-on production run has been shown due to increasing budget cuts and the simple fact that the original design continues to serve so well. Lockdyne will shortly begin rotating Raptors back through the shipyard for a MSIP (Multi-Stage-Improvement-Program) series of upgrades. These will likely include replacement of all older model XM33 guns, newer targeting sensors and cockpit upgrades, and the possible addition of grapplers on all ships. Lockdyne expects to be able to upgrade up to four ships per year. Two Raptors have been set aside by the military to serve as testbeds for a possible Reconnaissance version of the Raptor. Designated RG-203, the design would eliminate the PPC-4 cannon and missile battery, utilizing the saved space for additional sensor equipment.

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RAPTOR CLASS GUNSHIP (PL6)

Type: Light

Subtype: Gunship

Defense: 7

Flat-footed Defense: 5

Autopilot Defense: 5

Hardness: 30

Hit Dice: 40d20 (800 hp)

Initiative Modifier: +4

Pilot's Class Bonus: +3

Pilot's Dex Modifier: +2

Gunner's Attack Bonus: +2

Size: Colossal (-8 size)

Tactical Speed: 3500 ft. (7 sq.)

Width: 440 feet

Weight: 3,200 tons

Targeting System Bonus: +3

Crew: 16 (trained +4)

Passenger Capacity: 10

Cargo Capacity: 70 tons

Grapple Modifier: +16 (if grappler installed)

Base Purchase DC: 56

Restriction: Military (+3)

Attack:

2 fire-linked XM33 burst guns -3 ranged (23d8/20) and 1 PPC-4 plasma pulse cannon -8 ranged (14d6/20) and 1 CHE missile launcher -8 ranged (6d12/19-20)

or

1 CHE missile launcher -3 ranged (6d12/19-20) and 2 fire-linked XM33 burst guns -8 ranged (23d8/20) and 1 PPC-4 plasma pulse cannon -8 ranged (14d6/20)

or

1 PPC-4 plasma pulse cannon -3 ranged (14d6/20) and 1 CHE missile launcher -8 ranged (6d12/19-20) and 2 fire-linked XM33 burst guns -8 ranged (23d8/20)

Attacks of Opportunity:

Point Defense System +3 ranged (2d12x10)

Design Specs:

Engines: Ion engine, thrusters

Armor: Vanadium

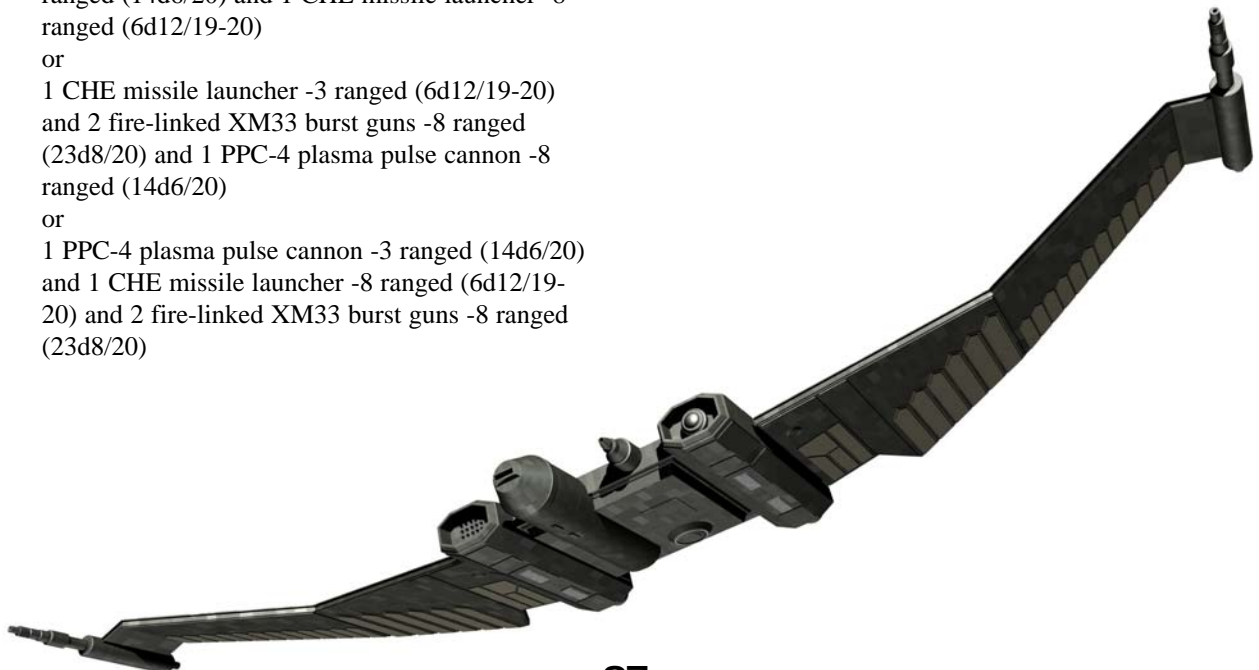
Defense Systems: Autopilot system, improved damage control (3d10), magnetic field, point-defense system, radiation shielding

Sensors: Class III sensor array, targeting system

Communications: Laser and radio transceivers

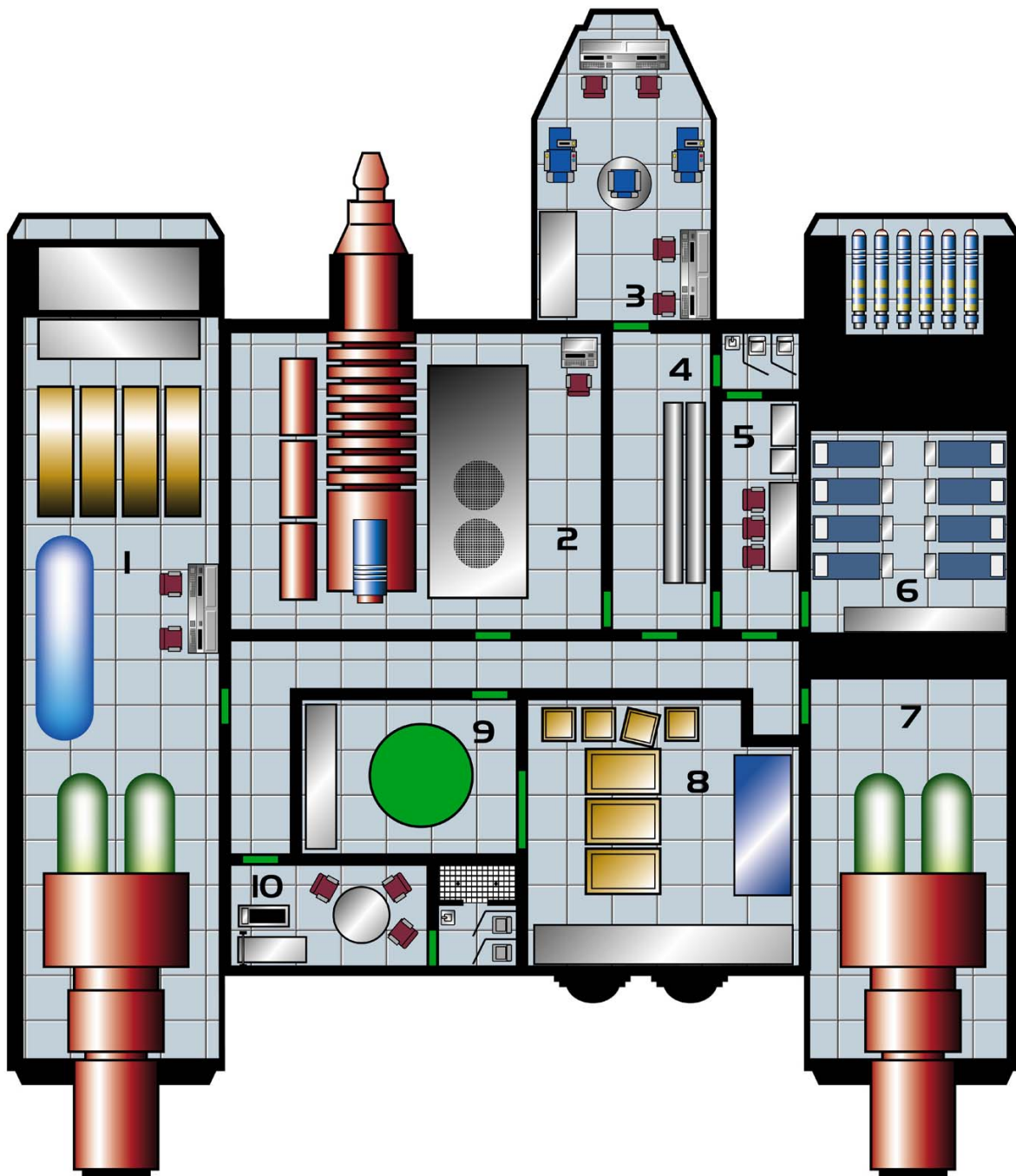
Weapons: 2 fire linked XM33 burst guns, 1 PPC-4 plasma pulse cannon, 1 CHE missile launcher (24 missiles)

Grappling System: Grapplers (if installed)



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Deck Plan



Deck Descriptions

1: Engineering/Port Engine Room

All engine, power, defensive shield and life support functions are controlled from this room. A large machine in the center of the room recycles water which is then stored in various tanks throughout the ship. This distribution method conserves as much water as possible should several tanks become damaged in an accident or combat. Air return ducts (12" square-too small for anyone to fit into) run throughout the ship to this point. Control of all electrical systems and secondary engine control is all accomplished from this room. While about 80% of the functions for these systems can be tapped into from the bridge, total access is only possible from this room.

2: Pulse Cannon Control Room

This room contains a monitoring station for the main plasma pulse cannon. The status of the equipment and all diagnostics are done through this station.

3: Bridge

The ship's bridge has a single 7' wide view port in the center of the room. Each major system within the ship can be accessed through the numerous dedicated stations around the room (engineering, life support, navigation, communications, etc.) Two gunner's chairs (one on each side of the bridge) control all weapons, and control of a weapon system can be switched from one station to the other with the flip of a switch. The computer mainframe for the ship is also located here.

4: Access Hall/Storage Batteries

This hallway provides access to the bridge, galley, plasma cannon room and main corridor. This area also contains the emergency power batteries.

5: Mess Hall/Galley

All food preparation is done here, with a small oven and refrigeration unit. Additional cold storage for food is located in the storage room (8). A table and three chairs for the crew to eat the meals here instead of the rec room (10) are along the right hand wall. A door in the front leads to a lavatory with two toilets and one sink.

6: Crew Quarters

16 bunk beds, each with a storage unit under the bed and a main storage locker on the rear wall fill this room.

7: Starboard Engine Room

Access to the starboard engine is located here. All diagnostics are done from main engineering but physical repairs must be done from this room.

8: Storage Room

Storage boxes and barrels for food, spare parts, equipment, etc. are located in this room. A cold storage unit is also located here along with the main computer for the sensor array in the rear of the room.

9: Airlock

The ship's main docking airlock is in this room. The airlock exits below the main hull. The room also contains a storage locker with 16 environmental suits/support equipment in it. A door opens into room 8 which is used as a storage facility, a staging area when docked with another ship or for crew members who are suited up to wait for successful docking.

10: Rec/Exercise Room

This area contains a treadmill, weight bench, a punching bag and a small table and chairs. A door in the rear leads to a lavatory with two toilets, two showers and one sink.

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