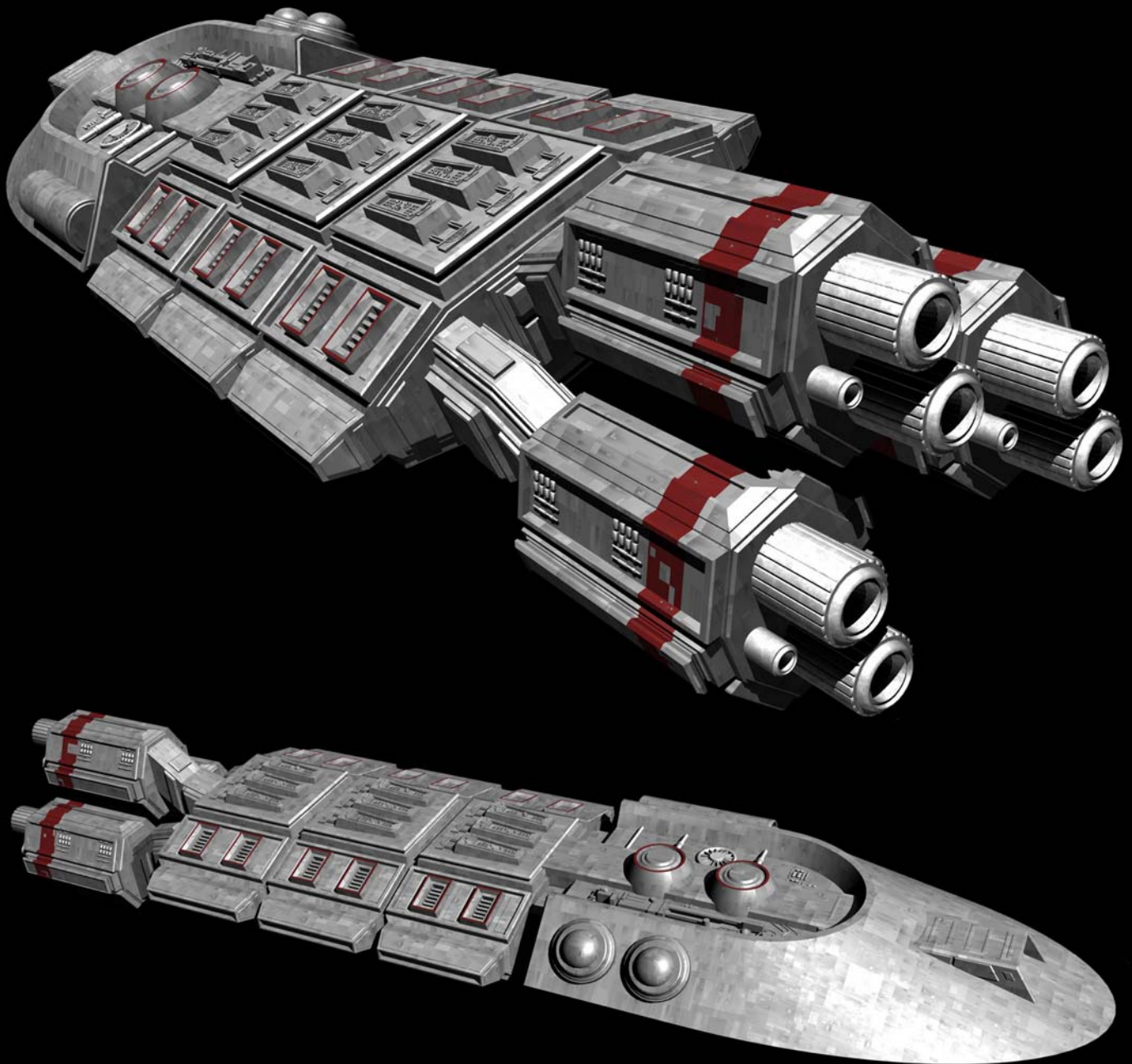


STARSHIP TECH



ATLANTIS CLASS



STARSHIP TECH

No.1 ATLANTIS CLASS CRUISER

Editor

Tom Tullis

Graphic Design & Artwork

Tom Tullis

3D CGI Model

Tom Tullis



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Fat Dragon Games

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STARSHIP TECH: ATLANTIS CLASS

About the Author

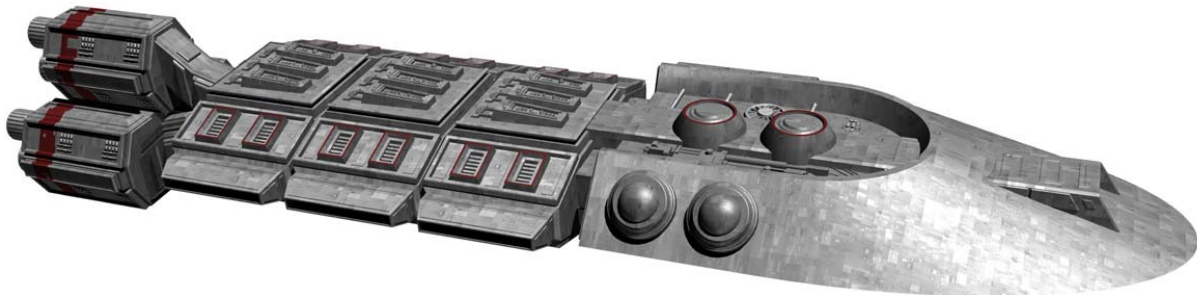
Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship designs. Tom 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 can be rotated and positioned to show you each aspect of the ship 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.

ATLANTIS Class Cruiser

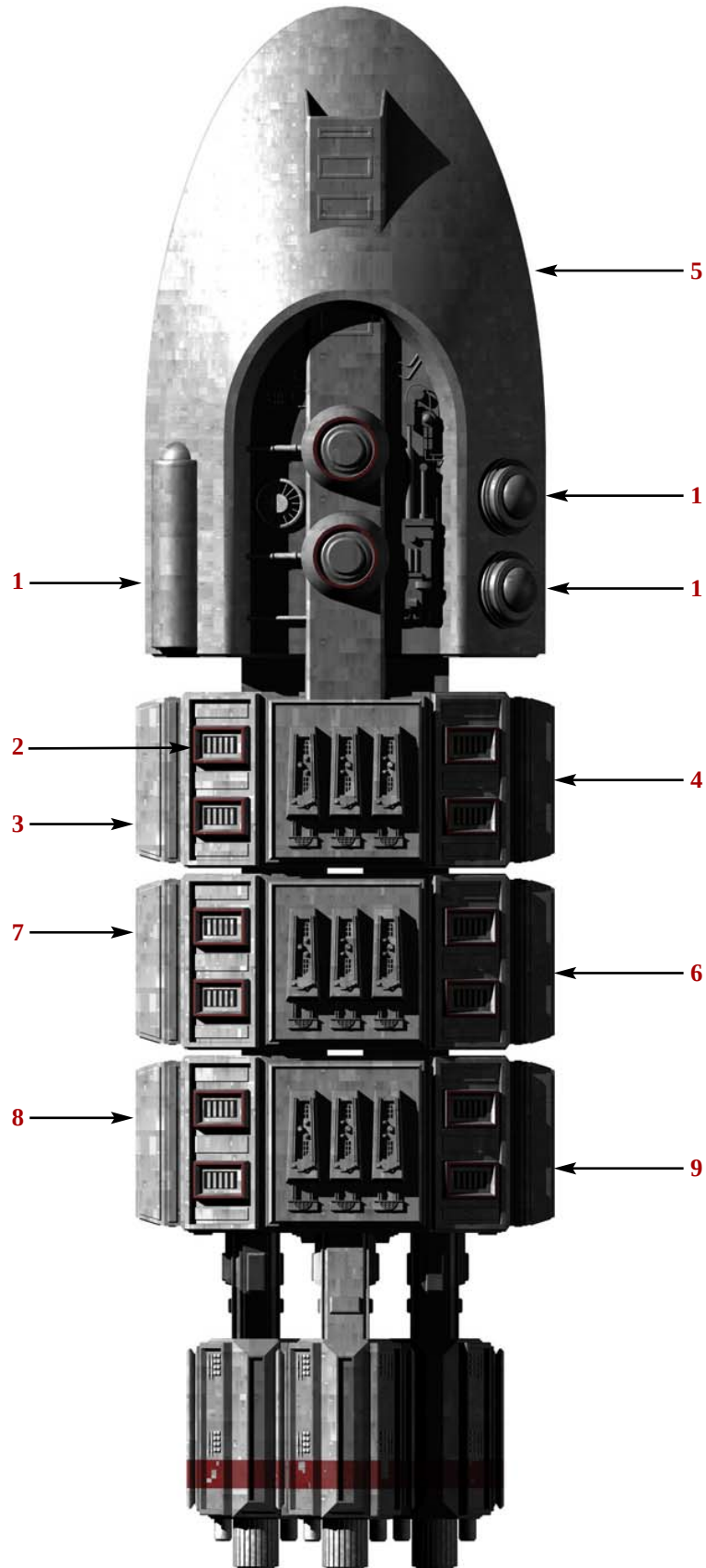
ATLANTIS Class Cruisers measure over 500 feet in length and are comprised of 4 levels. The ship itself is divided into three main sections, a forward hull that includes all command areas and engineering, a main hull that includes most living quarters, weapons, defensive and environmental systems, and the rear engine cluster that is made up of three independent engine units. Each standard Atlantis Class Cruiser is equipped with 4 fusion beams in two batteries of two, a battery of two CHE missile launchers (24 missiles each), magnetic defense field emitters, an autopilot system, a chaff launcher, a decoy drone launcher, a point defense system, radiation shielding, a self destruct system, and an improved damage control system. Sensors include a Class III array and targeting system. The outer hull is made of vanadium, and the engines are a combination of fusion torch and thrusters. The ship has a crew of 95, with an additional passenger capacity of 50 in emergencies. The characters can be crew members onboard, or discover the ship adrift in space without her crew or possibly be tasked with retrieving the ship after it has been commandeered by hostile forces.



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Offensive and Defensive Ship Systems

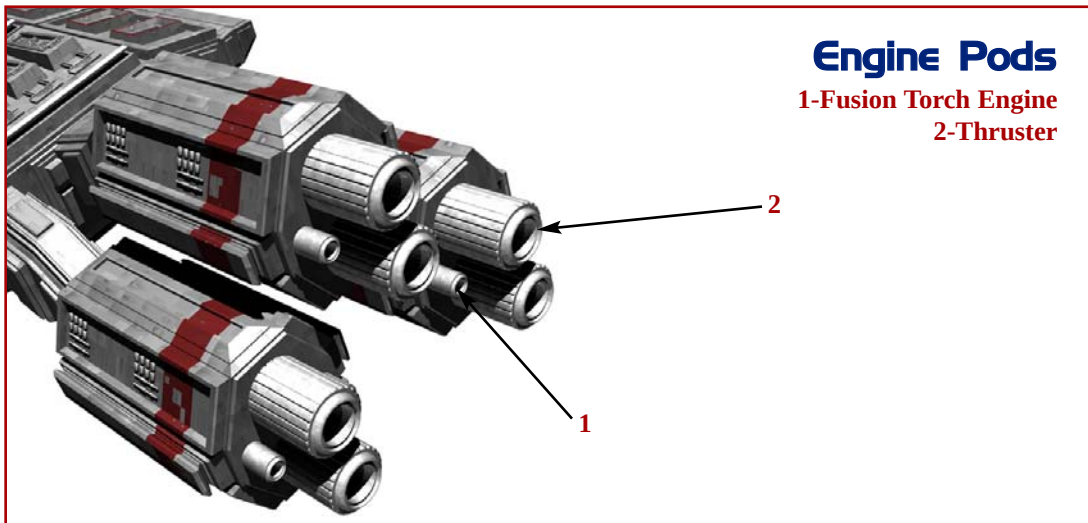
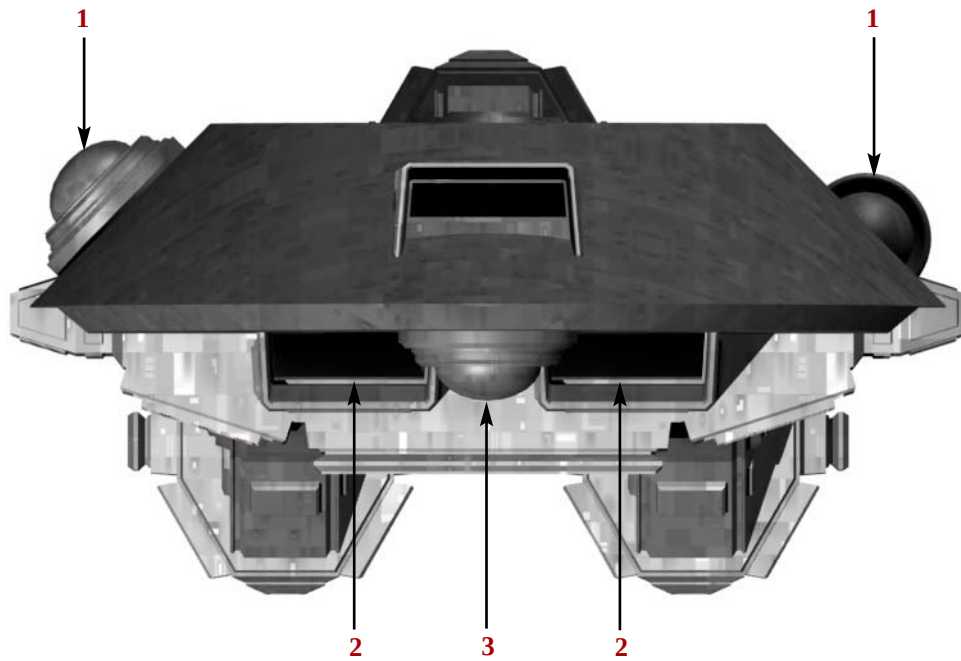
- 1-Class III Sensor Array
- 2-Magnetic Shield Emitters (24)
- 3-Battery of 2 Fusion Beams
- 4-Battery of 2 Fusion Beams
- 5-Vanadium Plating
- 6-Decoy Drone Launcher
- 7-Minelayer
- 8-Chaff Bundle Launcher
- 9-Grappler



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Offensive and Defensive Ship Systems

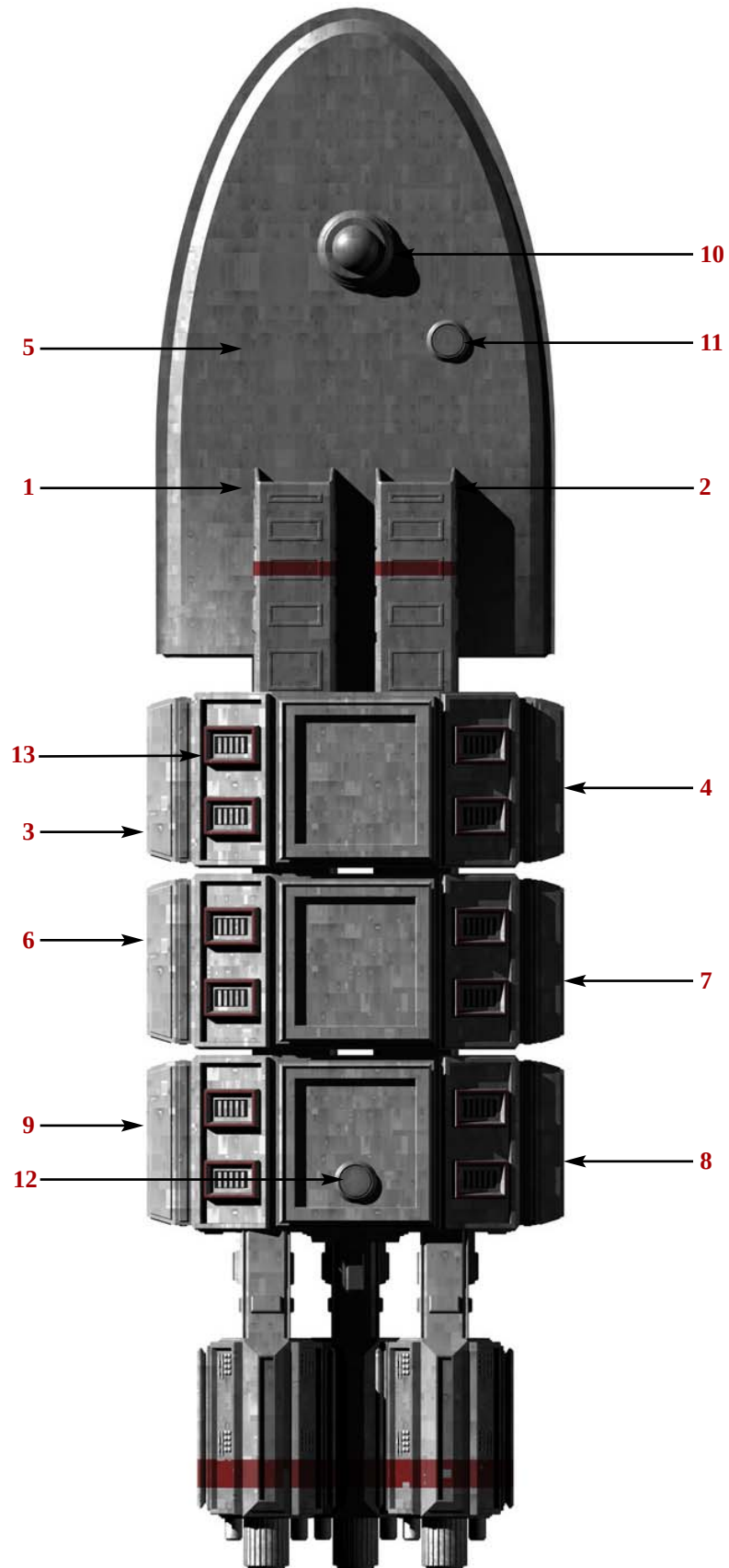
- 1-Class III Sensor Array
- 2-CHE Missile Launcher
- 3-Targeting Sensor



STARSHIP TECH: ATLANTIS CLASS

Offensive and Defensive Ship Systems

- 1-CHE Missile Launcher
- 2-CHE Missile Launcher
- 3-Battery of 2 Fusion Beams
- 4-Battery of 2 Fusion Beams
- 5-Vanadium Plating
- 6-Decoy Drone Launcher
- 7-Minelayer
- 8-Chaff Bundle Launcher
- 9-Grappler
- 10-Targeting Sensor
- 11-Primary Airlock
- 12-Storage Room Airlock
- 13-Magnetic Shield Emitters (24)



STARSHIP TECH: ATLANTIS CLASS

ATLANTIS CLASS CRUISER (PL6)

Type: Mediumweight

Subtype: Cruiser

Defense: 7

Flat-footed Defense: 5

Autopilot Defense: 5

Hardness: 30

Hit Dice: 200d20 (4,000 hp)

Initiative Modifier: +6

Pilot's Class Bonus: +3

Pilot's Dex Modifier: +2

Gunner's Attack Bonus: +2

Size: Colossal (-8 size)

Tactical Speed: 3000 ft. (6 sq.)

Length: 525 feet

Weight: 24,500 tons

Targeting System Bonus: +3

Crew: 95 (trained +4)

Passenger Capacity: 50

Cargo Capacity: 4,100 tons

Grapple Modifier: +16

Base Purchase DC: 64

Restriction: Military (+3)

Attack:

Battery of 2 fusion beams -2 ranged (10d8/19-20) and battery 2 fusion beams -7 ranged (10d8/19-20) and battery of 2 CHE missiles -7 ranged (6d12/18-20)

or

Battery of 2 CHE missiles -2 ranged (6d12/18-20) and battery 2 fusion beams -7 ranged (10d8/19-20) and battery of 2 fusion beams -7 ranged (10d8/19-20)

Attacks of Opportunity:

Point Defense System +3 ranged (3d12x10)



Design Specs:

Engines: Fusion torch, thrusters

Armor: Vanadium

Defense Systems: Autopilot system, 1 chaff launcher (8 chaff bundles), 1 decoy drone launcher (8 drones), improved damage control (4d10), magnetic field, point-defense system, radiation shielding, self-destruct system

Sensors: Class III sensor array, targeting system

Communications: Laser and radio transceivers

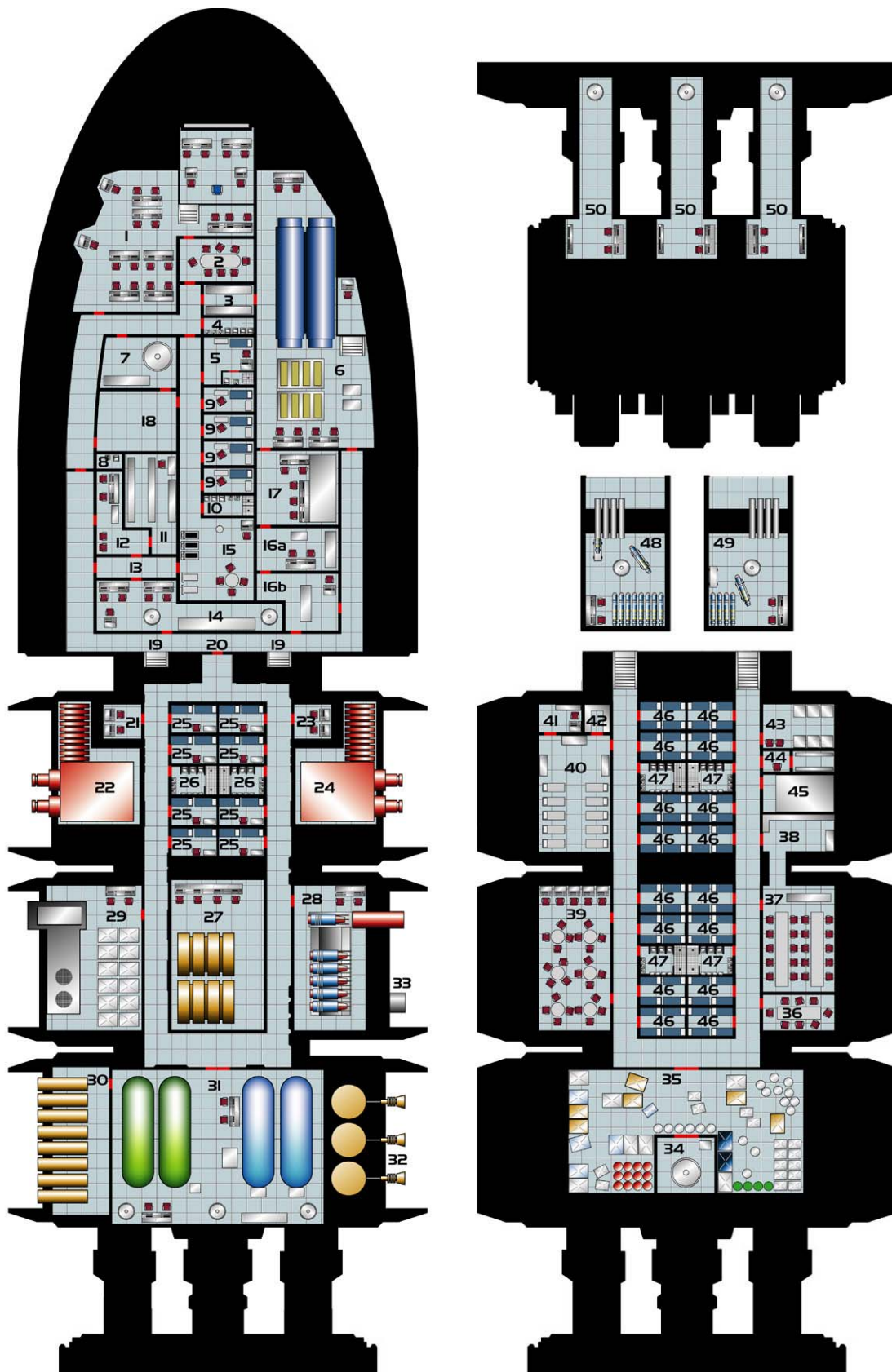
Weapons: 2 batteries of 2 fusion beams each (range incr. 3,000 ft.), 2 CHE missile launchers (24 missiles each), 1 minelayer (36 fusion mines with magnetic fields and stealth screens; 5d10x10 damage)

Grappling System: Grapplers



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Deck Plans



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Deck Descriptions

1: Bridge

The ship's bridge has a single 25' wide view port in the center of the upper level. Each major system within the ship can be accessed through the numerous dedicated stations around the room (engineering, life support, navigation, communications, etc.) All sensor data and weapons controls are also routed to the bridge, although the main use of these systems is conducted at the dedicated sites throughout the ship. There are only two doors on the bridge, one from the primary access hallway and one from the command room (2). The walls of the bridge are covered in large video screens that can display information and images from any of the dedicated consoles in the room.

2: Command Room

This room is used as a ready room/combat command and planning center for the captain and senior officers.

3: Storage

This storage room contains fire fighting equipment and suits (16 total).

4: Crew Lavatory

Standard facilities with four toilets and three sinks.

5: Captain's Quarters

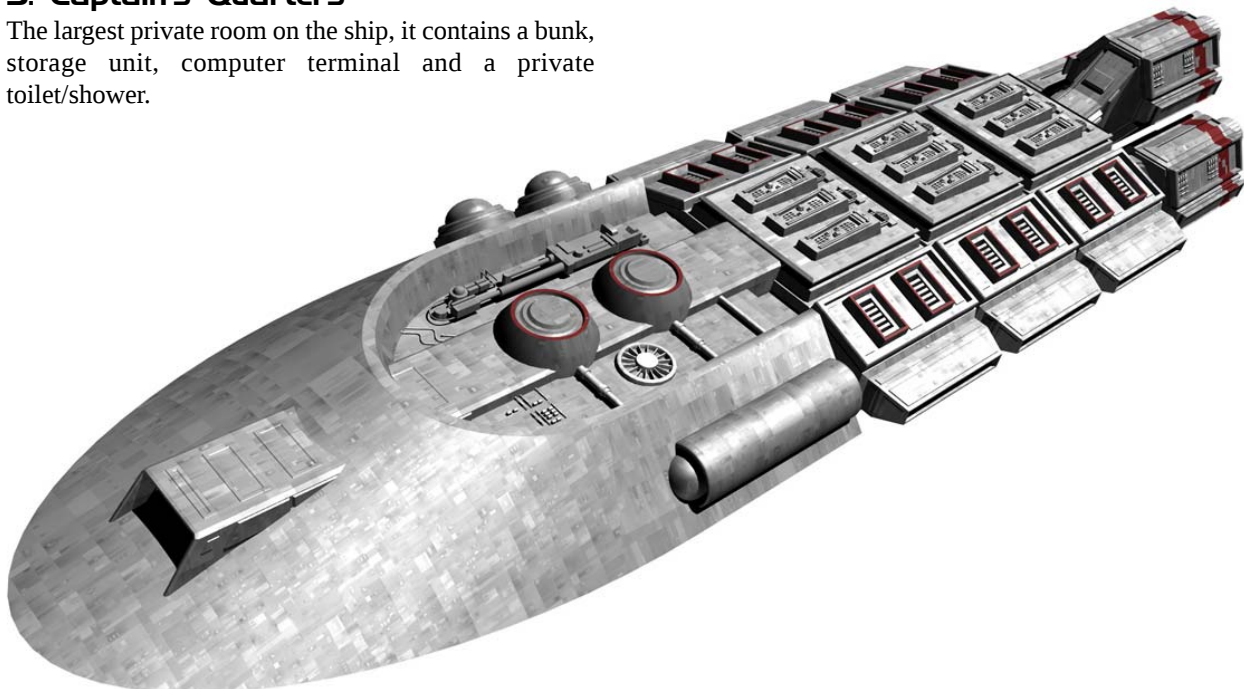
The largest private room on the ship, it contains a bunk, storage unit, computer terminal and a private toilet/shower.

6: Engineering

All engine, power and life support functions are controlled from this room. Two large machines in the center of the room recycle 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. A large air scrubber in the rear portion of the room serves to recycle the ship's air. 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.

7: Primary Airlock

The ship's main docking airlock is in this room. The airlock exits below the forward hull. The room also contains a storage locker with 10 environmental suits/support equipment in it. A door opens into room 18 which is used as a staging area when docked with another ship or for crew members who are suited up to wait for successful docking.



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8: Lavatory

Standard facilities with a single toilet and sink. Primarily used by security personnel from the security station (room 12).

9: Senior Officer's Quarters

These four identical rooms each contain a bunk, a storage unit and a writing desk/chair with a link for a personal computer to connect to the ship's intranet.

10: Senior Officer's Lavatory

Standard facilities with three toilets, two sinks and two showers.

11: Armory

Small arms and explosives are contained in two large storage lockers in this room. A third storage unit contains spare parts for the chief armorer. A small work bench with tools/repair equipment is in the corner.

12: Security Station

All security functions can be monitored/controlled from this room. All video feeds from security cameras, emergency lock/unlock commands for doors throughout the ship and alerts are routed to this room.

13: Access Hall

This hall is closed off to enable security to lock it down in an emergency and limit access to various parts of the forward hull.

14: Weapons Control

The consoles in this room control all functions and firing sequences of the four fusion beams and CHE missile launchers. The room also contains the targeting computer mainframe and access hatches in the floor lead directly to the two missile rooms (48 & 49).

15: Rec/Exercise Room

This area contains several treadmills, weight benches, a punching bag and other miscellaneous pieces of exercise equipment.

16a & 16b: Labs

These rooms are used for electronic and mechanical repairs, computer maintenance, parts fabrication, etc.

17: Navigation and Communications

All primary sensor feeds come through this room. All navigation systems and communications are controlled from here. While about 80% of the functions for these systems can be tapped into from the bridge, total access is only possible from this room.

18: Staging Room

This room is used for the temporary storage of items brought through the primary airlock (7), an embarkation room for troops to suit up or a temporary security cell for new arrivals to be checked out.

19: Stairway to Lower Main Hull

These two sets of stairs lead to the lower main hull deck (rooms 34-47).

20: Access to Upper Main Hull

This door leads to the upper main hull deck (rooms 21-33)

21: Fusion Beam Control Room

This room contains a monitoring station for the port side fusion beam weapons. The status of the equipment and all diagnostics are done through this station.

22: Fusion Beam Battery-Port

While not accessible from within the ship, the port fusion beam battery resides in this room. All maintenance of the weapon is accomplished via the ship's exterior (requiring spacewalk for in-flight repairs).

23: Fusion Beam Control Room

This room contains a monitoring station for the starboard side fusion beam weapons. The status of the equipment and all diagnostics are done through this station.

24: Fusion Beam Battery-Starboard

While not accessible from within the ship, the starboard fusion beam battery resides in this room. All maintenance of the weapon is accomplished via the ship's exterior (requiring spacewalk for in-flight repairs).

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25: Officer's Quarters

These eight identical rooms each contain two bunks, a storage unit under each bunk and a writing desk.

26: Officer's Lavatory

Standard facilities with three toilets, four urinals, two showers and three sinks.

27: Shield Room

Magnetic shields are controlled from here. 24 emitters are stationed above and below the main hull and each of these receives power routed directly from this room.

28: Decoy Drones

This room serves to both store and launch the ship's compliment of decoy drones. A large storage rack fills the room that moves each drone into position with the launch tube's chamber.

29: Mine Ejector

The mine ejector is located and controlled from this room. Up to four mines can be loaded into the mechanism and then controlled from the bridge, but any additional mines must be hand loaded into the ejector.

30: Chaff Ejector

All eight chaff canisters are located in this room. Firing of all eight is accomplished via the bridge.

31: Engine Room

Plasma production and direct control of the three engines is located here. Three access hatches in the floor at the rear of the room lead to hallways for each of the three engine pods (Room 50). A large storage locker in the rear contains environmental suits in case of an emergency.

32: Graplers

Three electromagnetic graplers are located in this area and are controlled from the bridge. The grappler units can only be accessed externally.

33: Data Buoy

Information from the ship's mainframe and linked computer systems can be downloaded into this compact memory core and jettisoned. A transponder on the unit emits a locator beacon.

34: Airlock

A 10' diameter airlock in this room opens to the bottom of the main hull. A small storage locker contains two environmental suits. All loading of cargo for the storage room is done via this airlock.

35: Storage Room

Storage boxes and barrels for food, spare parts, equipment, etc. are located in this room.

36: Officer's Mess

A large table and seating for 8-10 people.

37: Mess Hall

Two large tables and a serving area fill this room. All crew meals are taken here and an access hall runs to the galley (38).

38: Galley

All food preparation is done here, with several large ovens and a stand alone refrigeration unit. Additional cold storage for food is located in the refrigeration room (45).

39: Recreation Room

Six round tables, chairs and five computer work stations are in this room. In addition, a large 60" video screen is on the wall.

40: Sick Bay

Facilities for ten patients and several storage lockers are located here. The medic's office (41) and drug storage (42) each are accessible from the forward wall of this room.

41: Medic's Office

A storage unit and computer terminal are the only things in this room.

42: Drug Storage

This entire room is one large storage unit with shelves and drawers filled with various drugs and medical equipment.

43: Ship's Laundry

This sparse room contains six stacked washer/dryer combo units and several chairs.

44: Emergency Station

This tiny room acts as a backup security station and has a locker with fire fighting equipment and several small arms in the rear.

45: Refrigeration Room

Essentially a large freezer, all food is stored here and the unit maintains a constant 30° temperature.

46: Crew Quarters

These sixteen identical rooms each contain eight bunks (stacked two high) and a storage unit under each bunk.

47: Crew Lavatory

Standard facilities with three toilets, four urinals, two showers and three sinks.

48: Missile Room 1

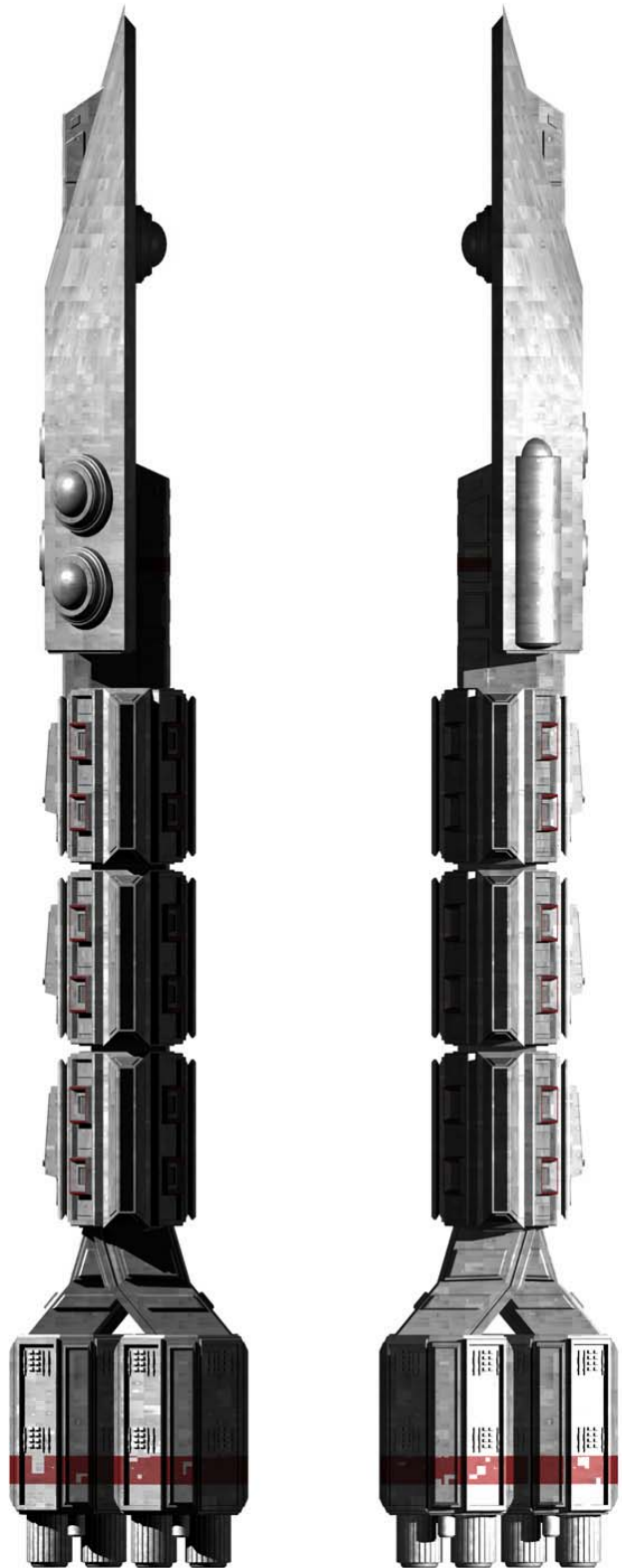
This room is accessed via an access hatch in the ceiling that leads to the weapons control room (14). Four launch tubes are in the forward wall of the room and missiles are hand loaded into them. Firing of the missiles is accomplished from the weapons control room above or the bridge. Missiles cannot be fired from the computer terminals in the room.

49: Missile Room 2

This room is accessed via an access hatch in the ceiling that leads to the weapons control room (14). Four launch tubes are in the forward wall of the room and missiles are hand loaded into them. Firing of the missiles is accomplished from the weapons control room above or the bridge. Missiles cannot be fired from the computer terminals in the room.

50: Engine Maintenance

These three small rooms (one in each engine pod) are accessed from the engine room (31). Monitoring of critical systems can be done directly from this room as can rerouting of plasma to the engines. Manual shut off valves for the plasma conduits are located in each room. The outer maintenance rooms are lower in elevation than the center room. The access halls that lead from the hatches slopes downward for the outer rooms and upward for the center room.



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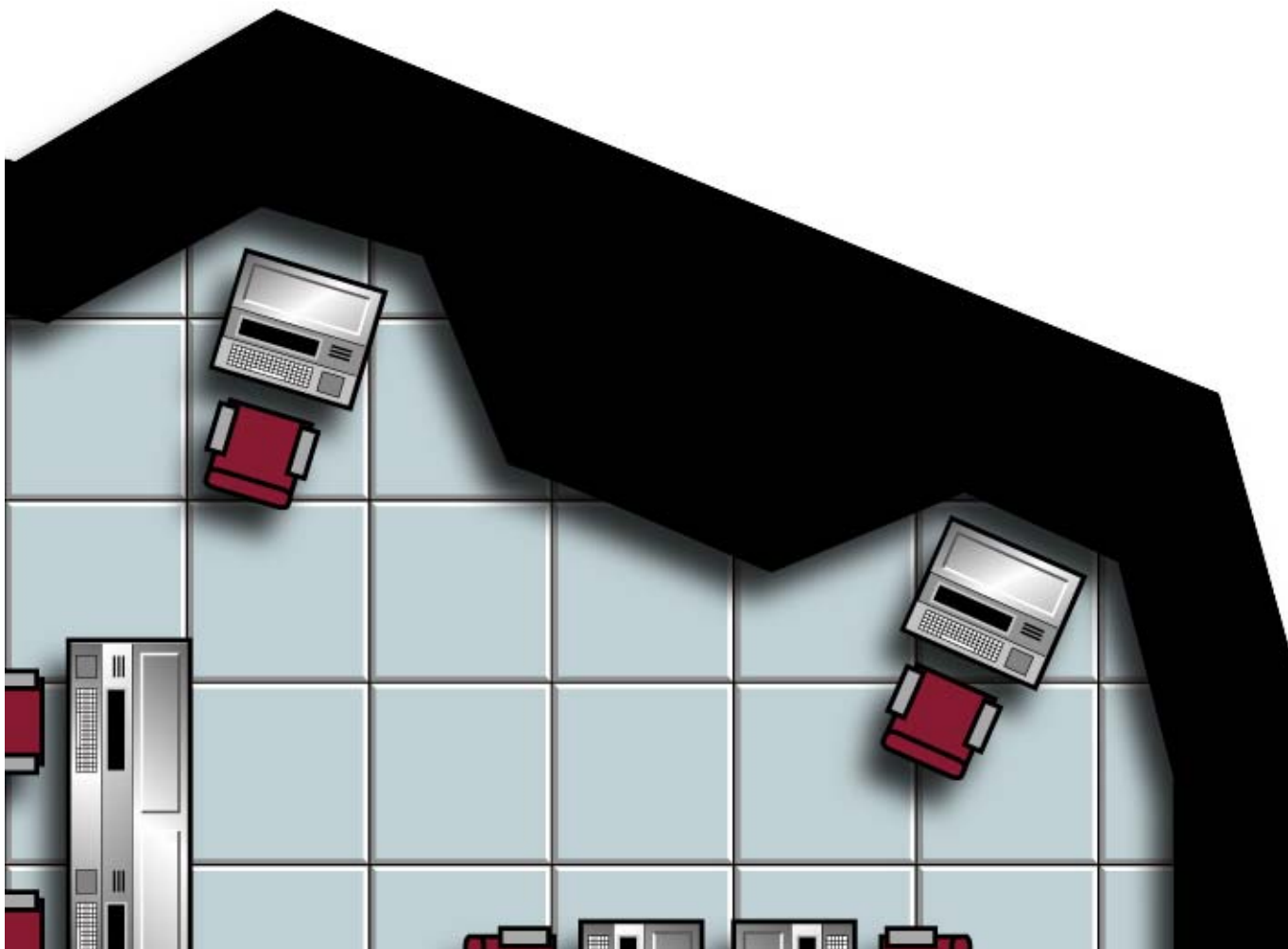
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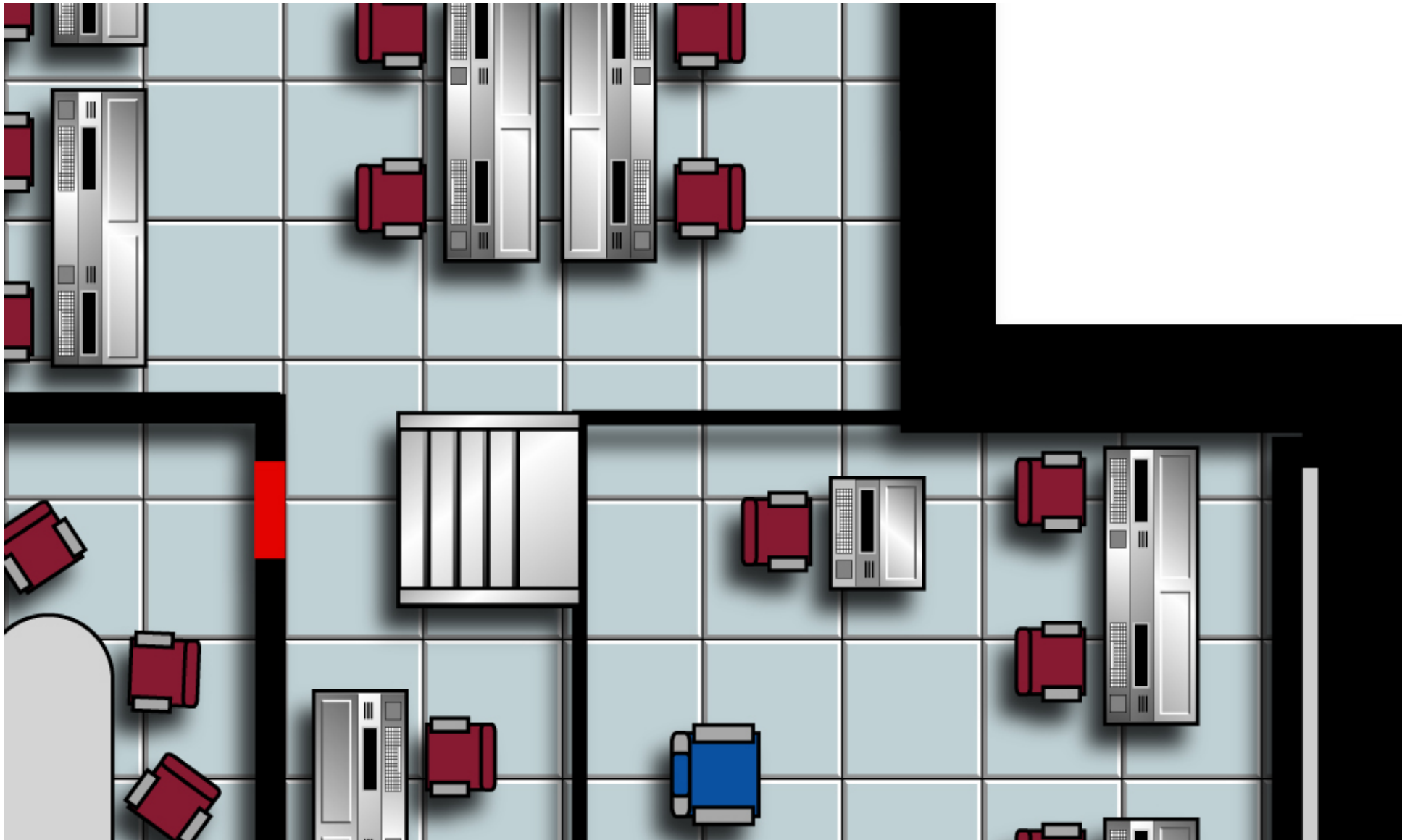
RAPTOR CLASS GUNSHIP



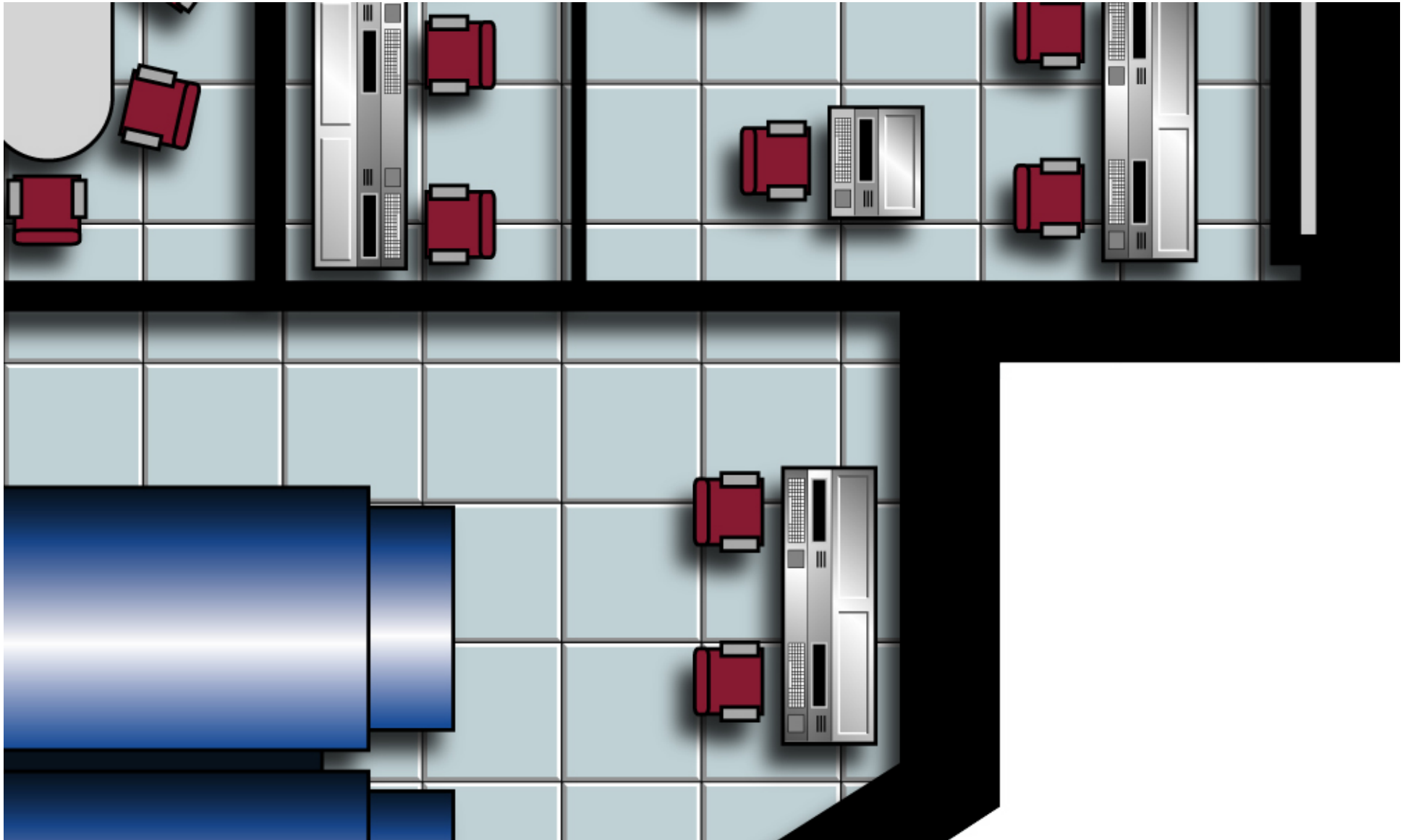
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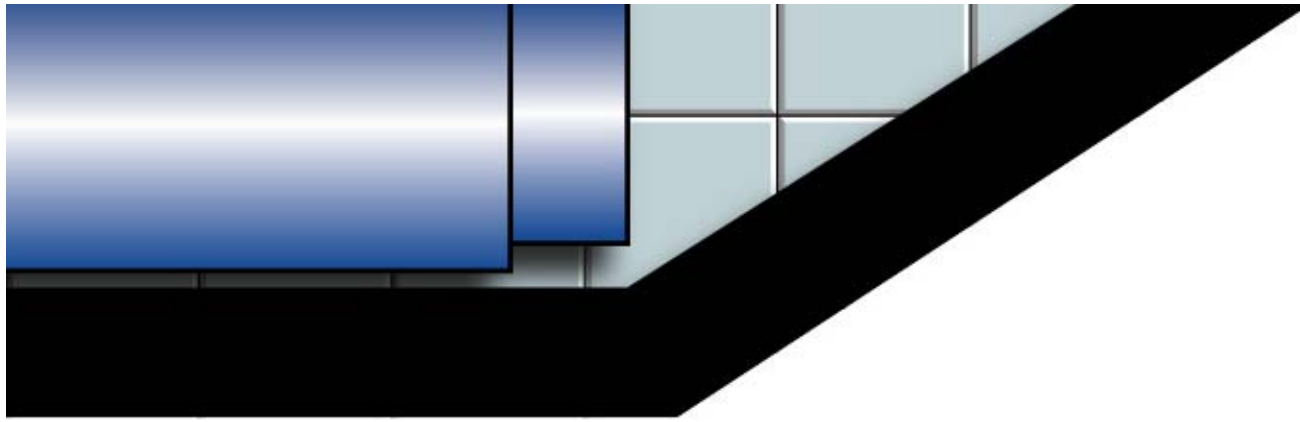
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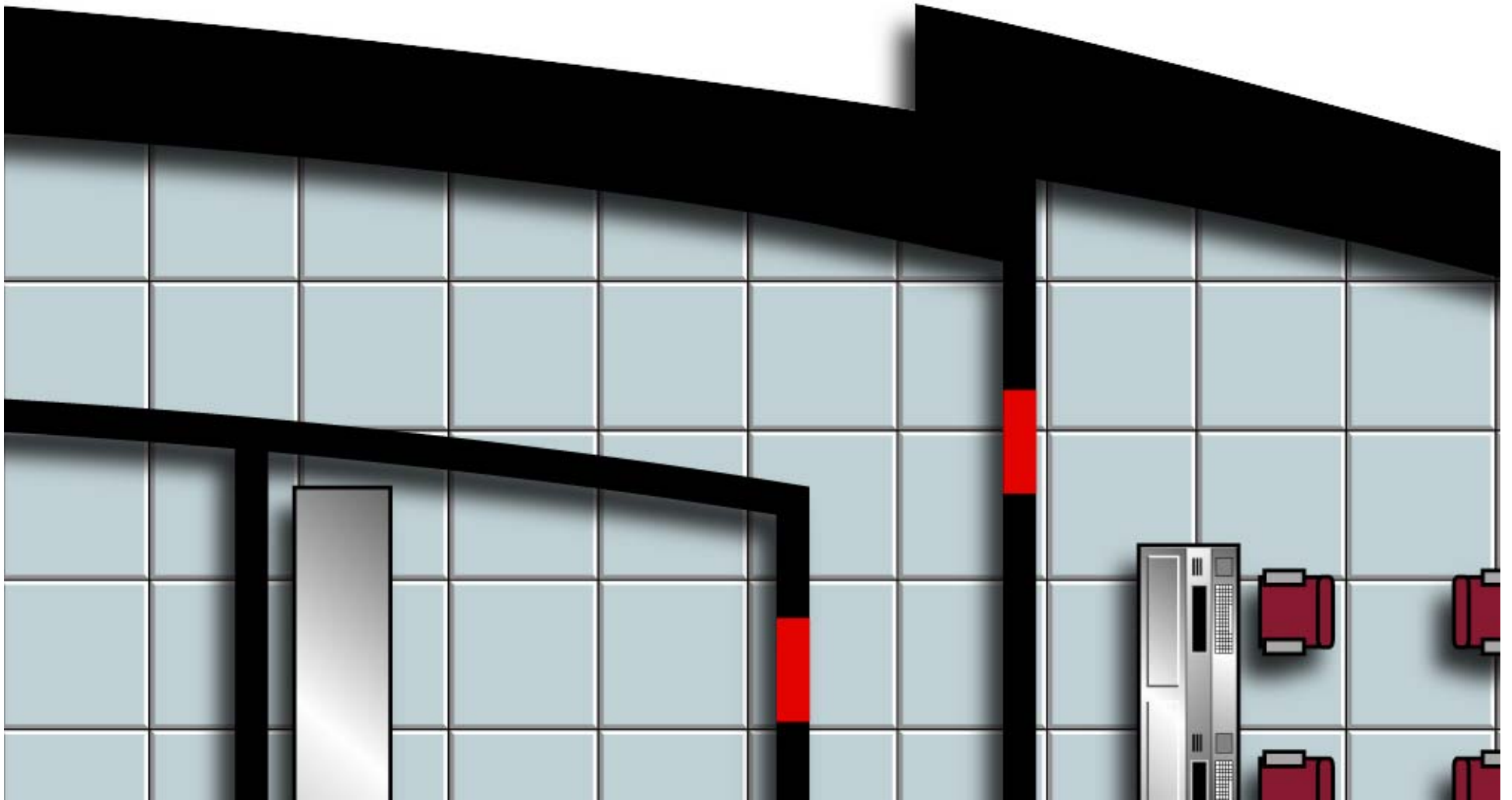
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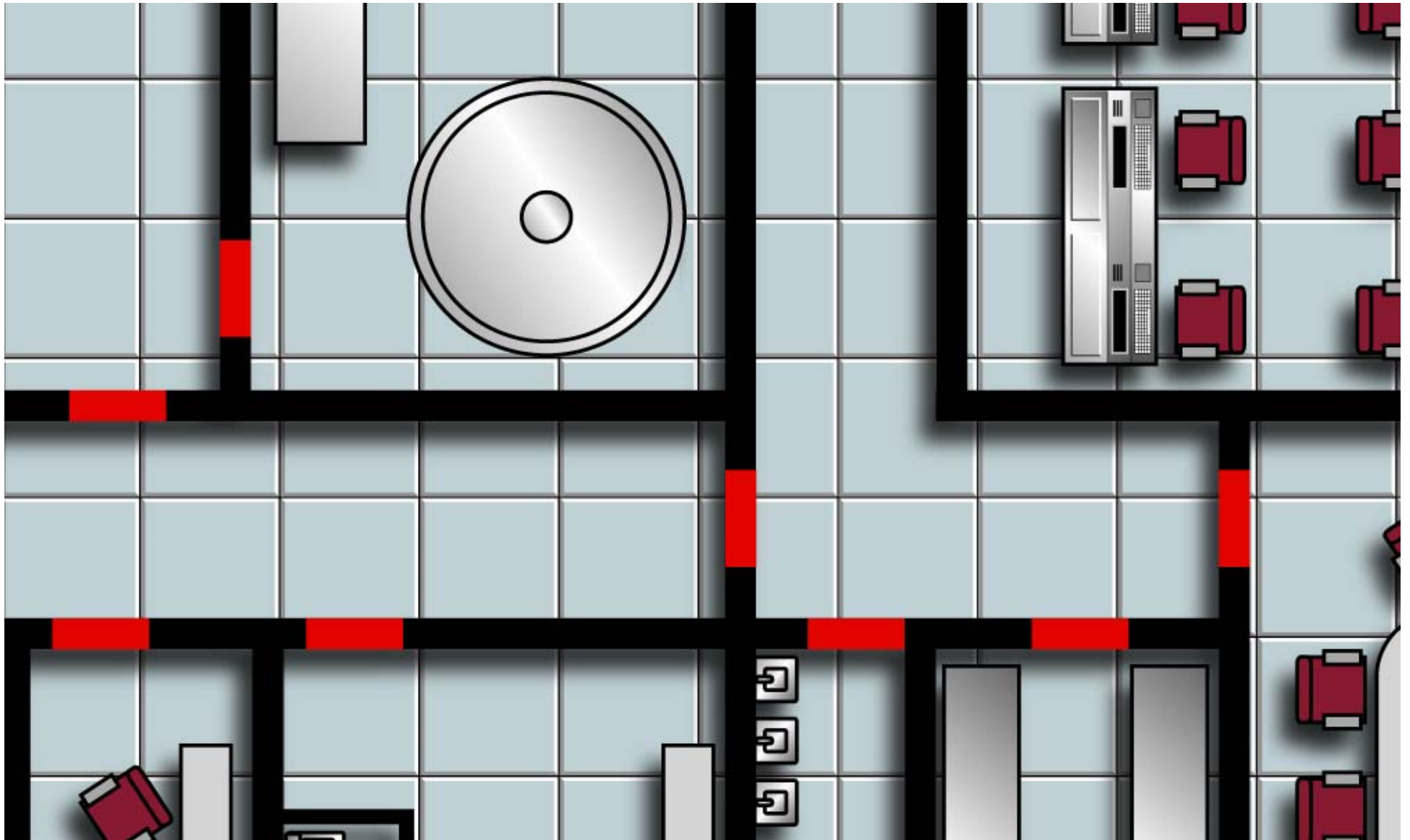
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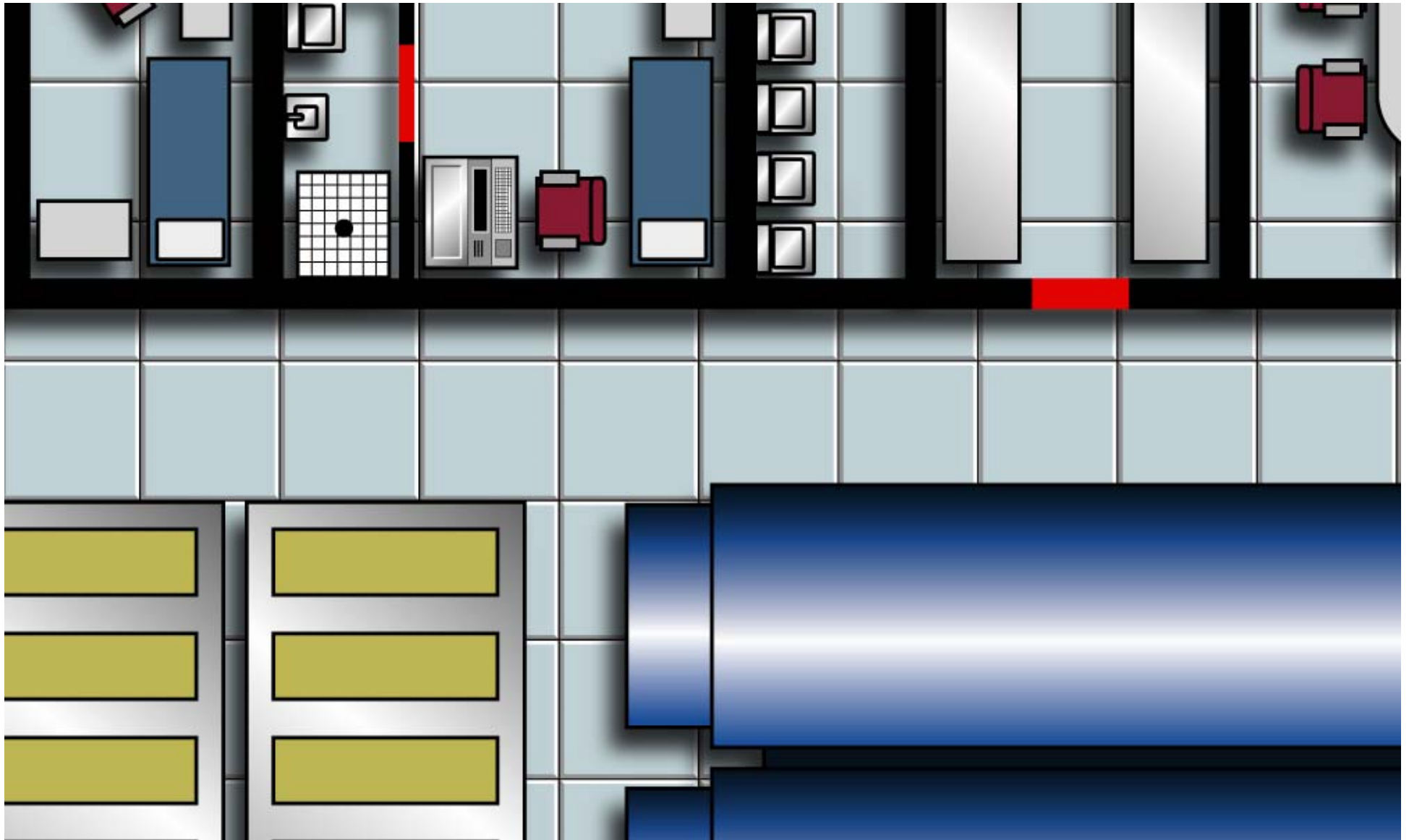
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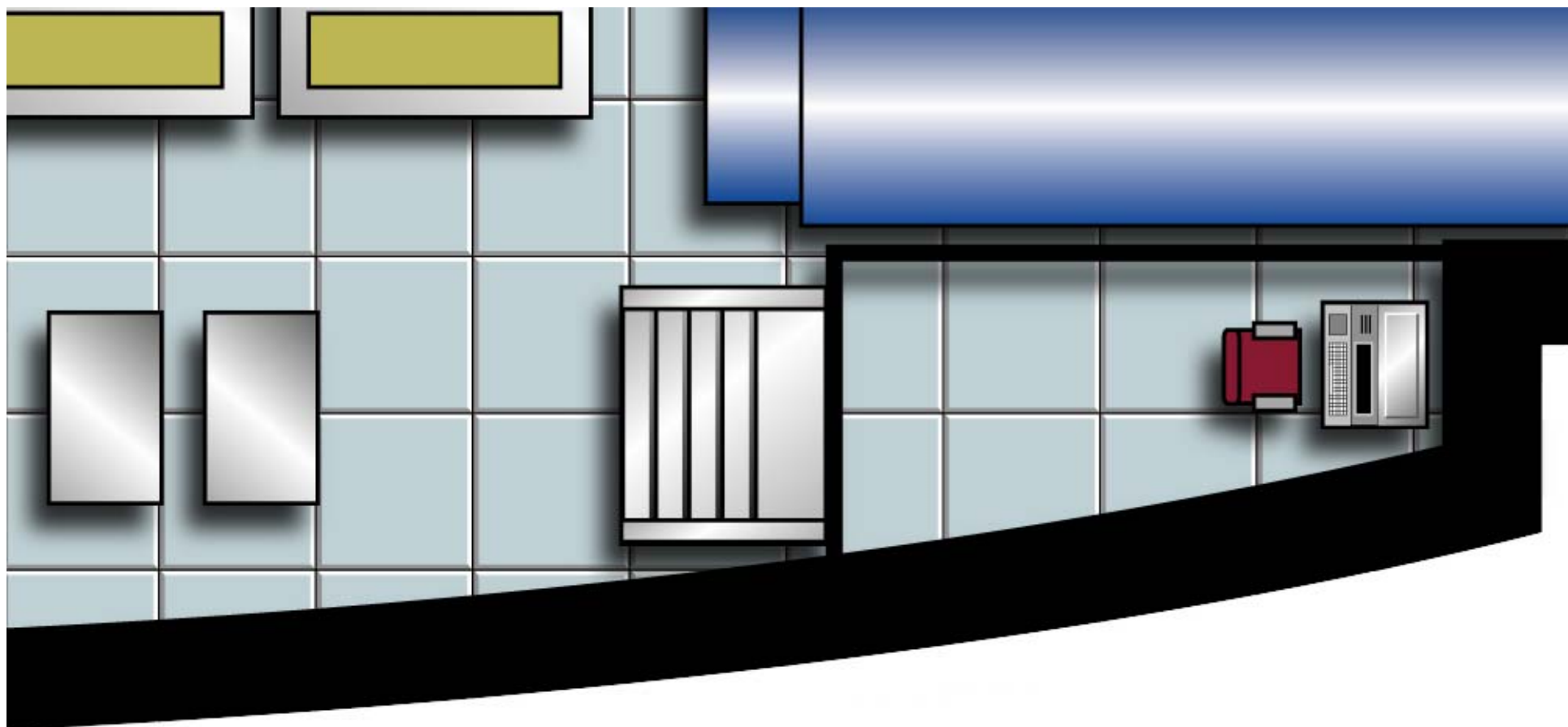
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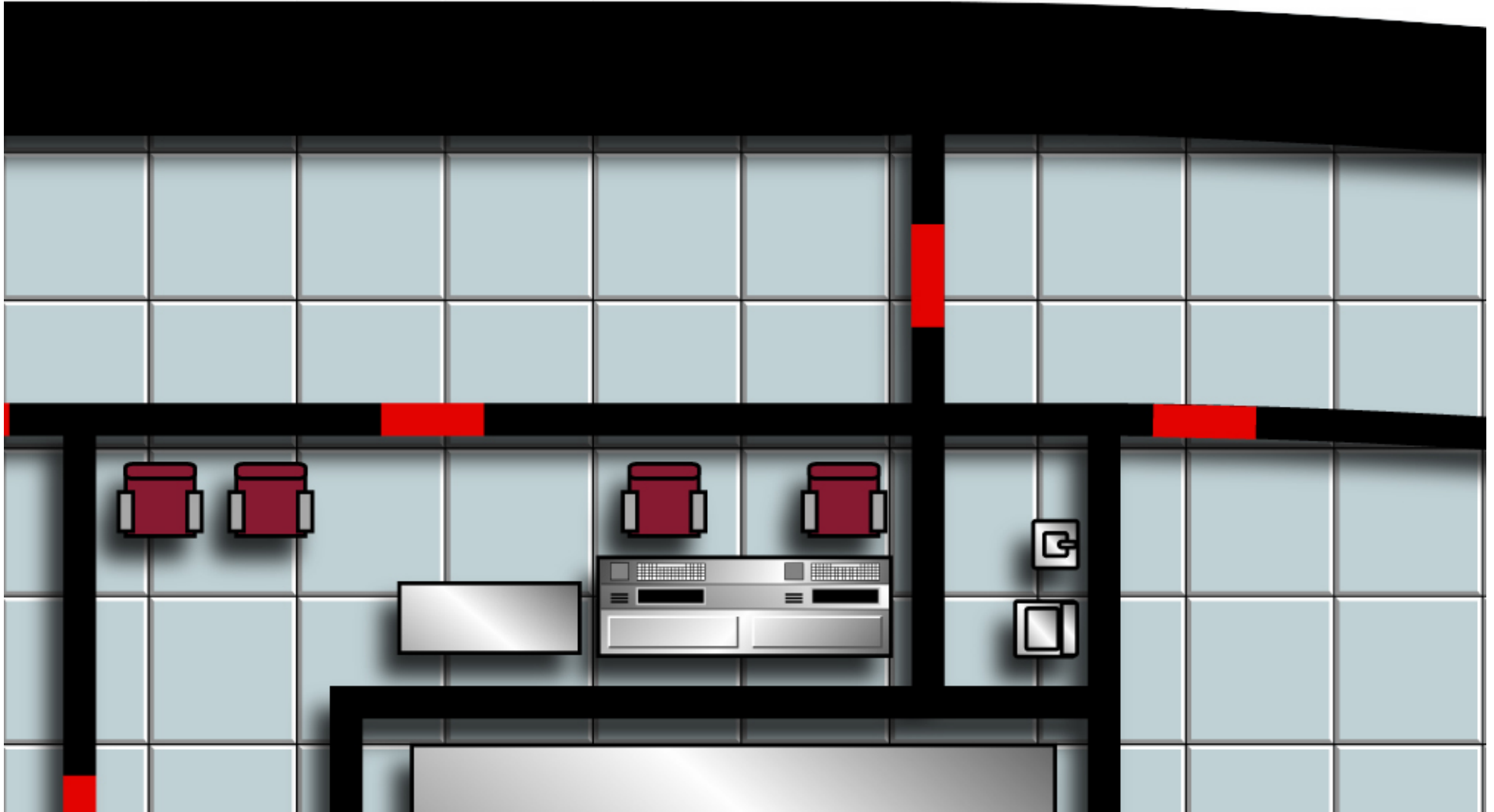
Forward Hull Tile 7



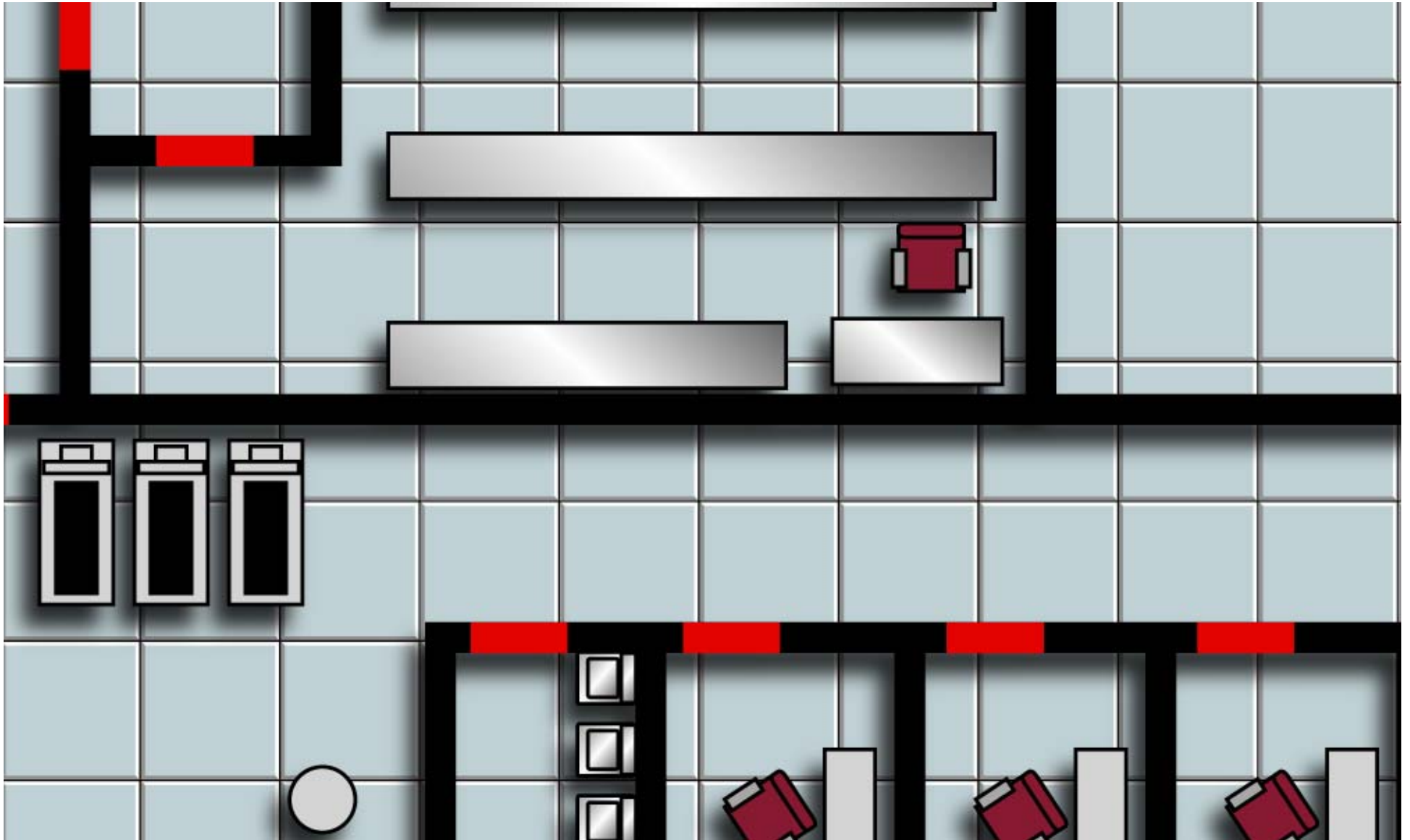
Forward Hull Tile 8



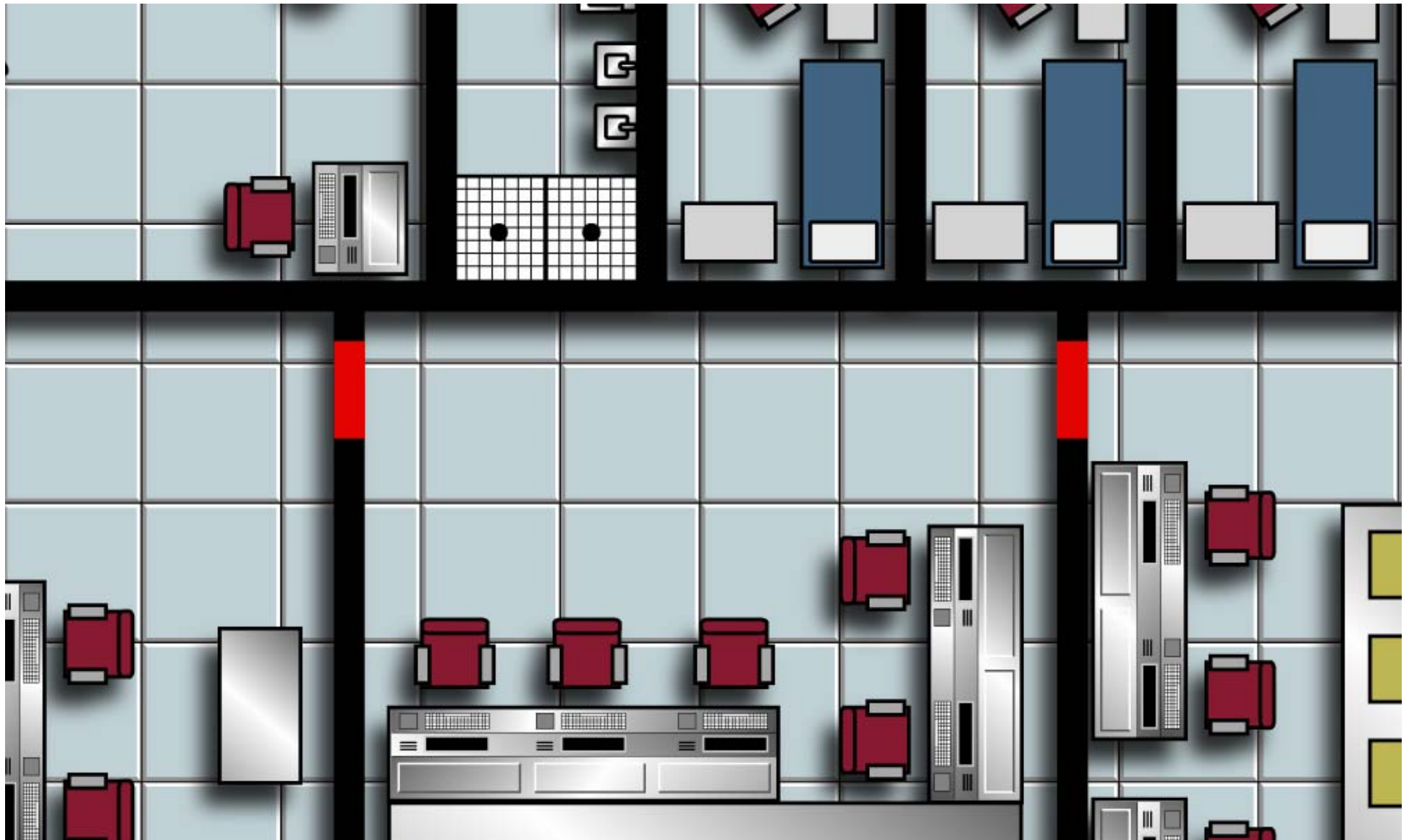
Forward Hull Tile 9



Forward Hull Tile IO



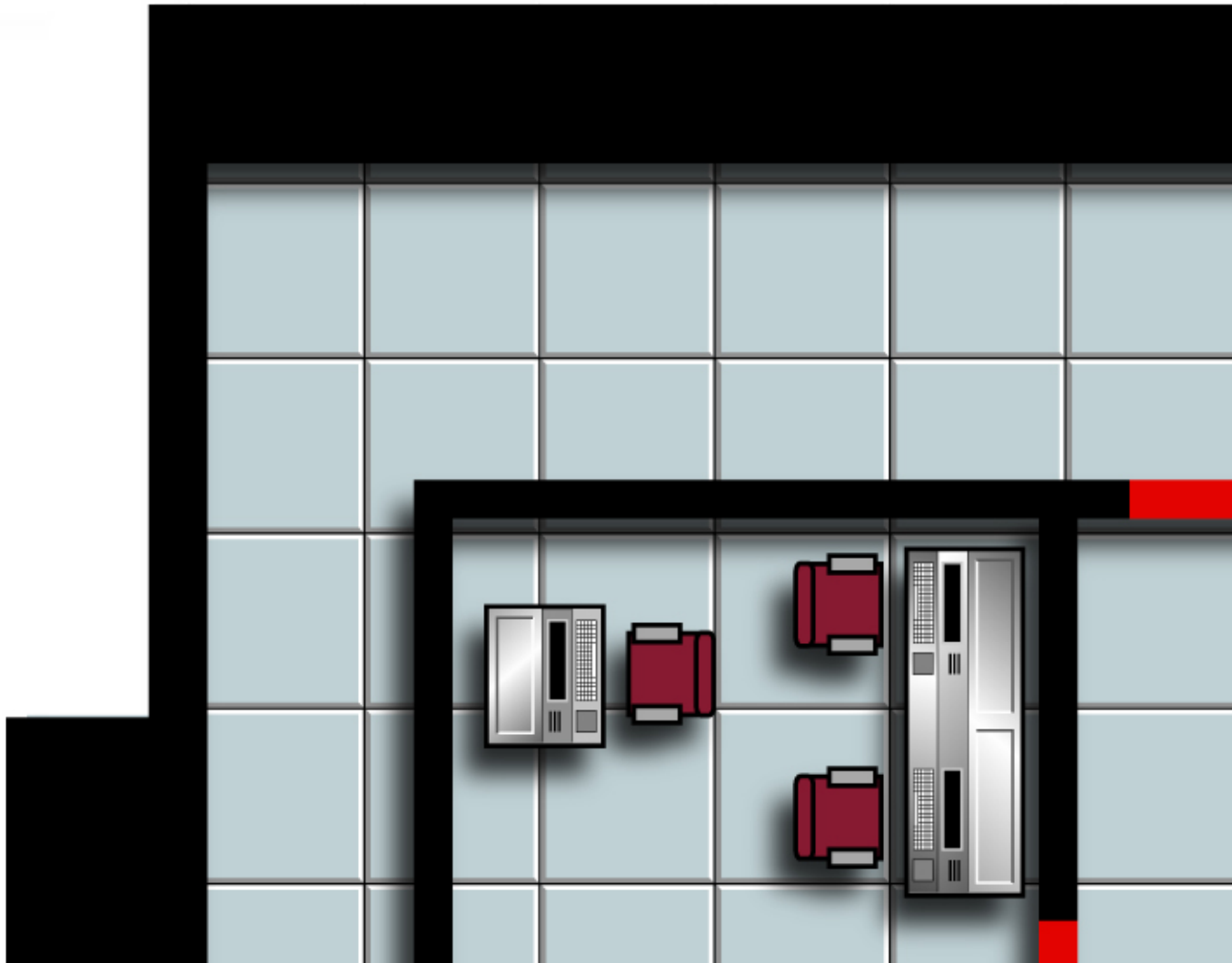
Forward Hull Tile II



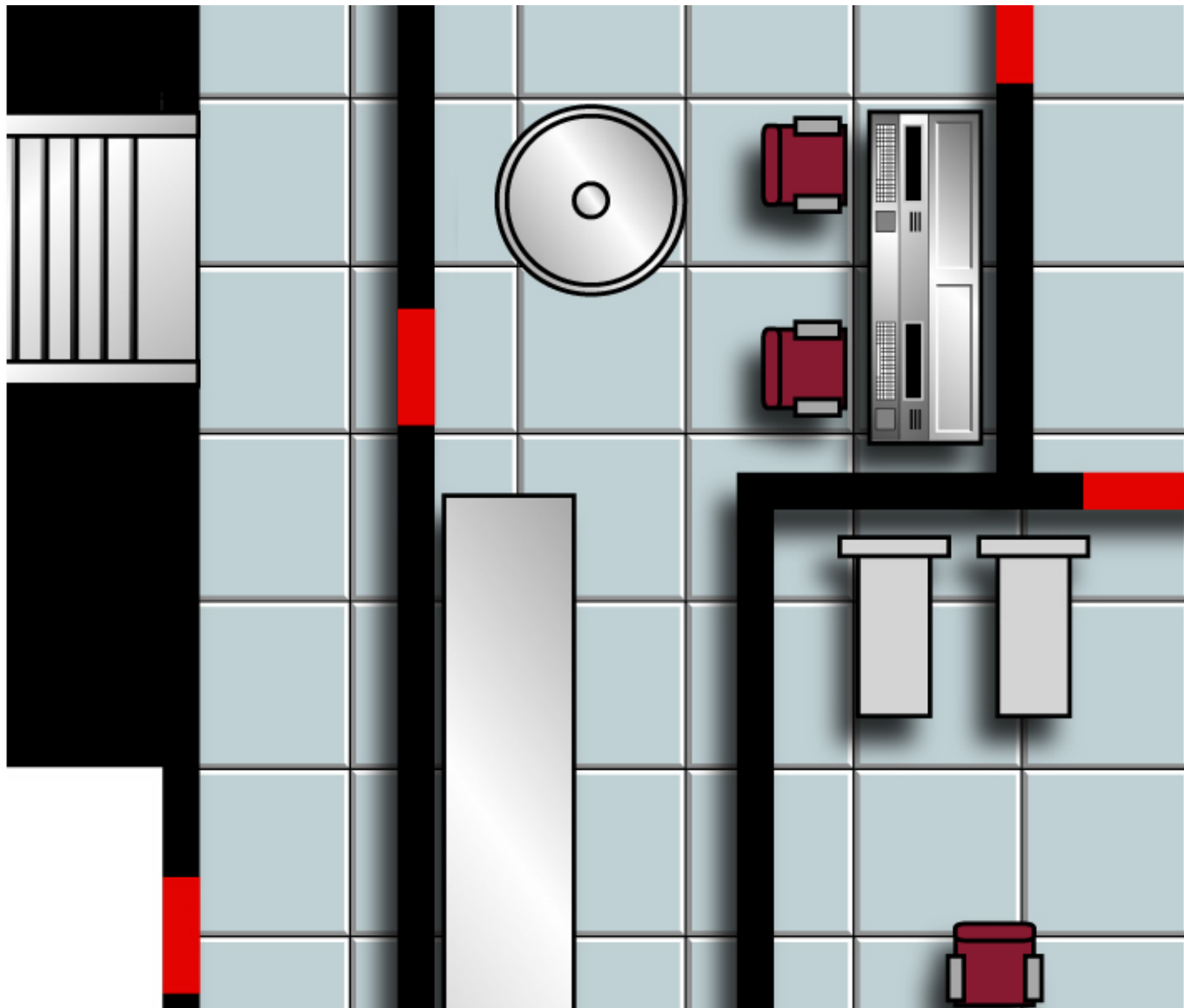
Forward Hull Tile 12



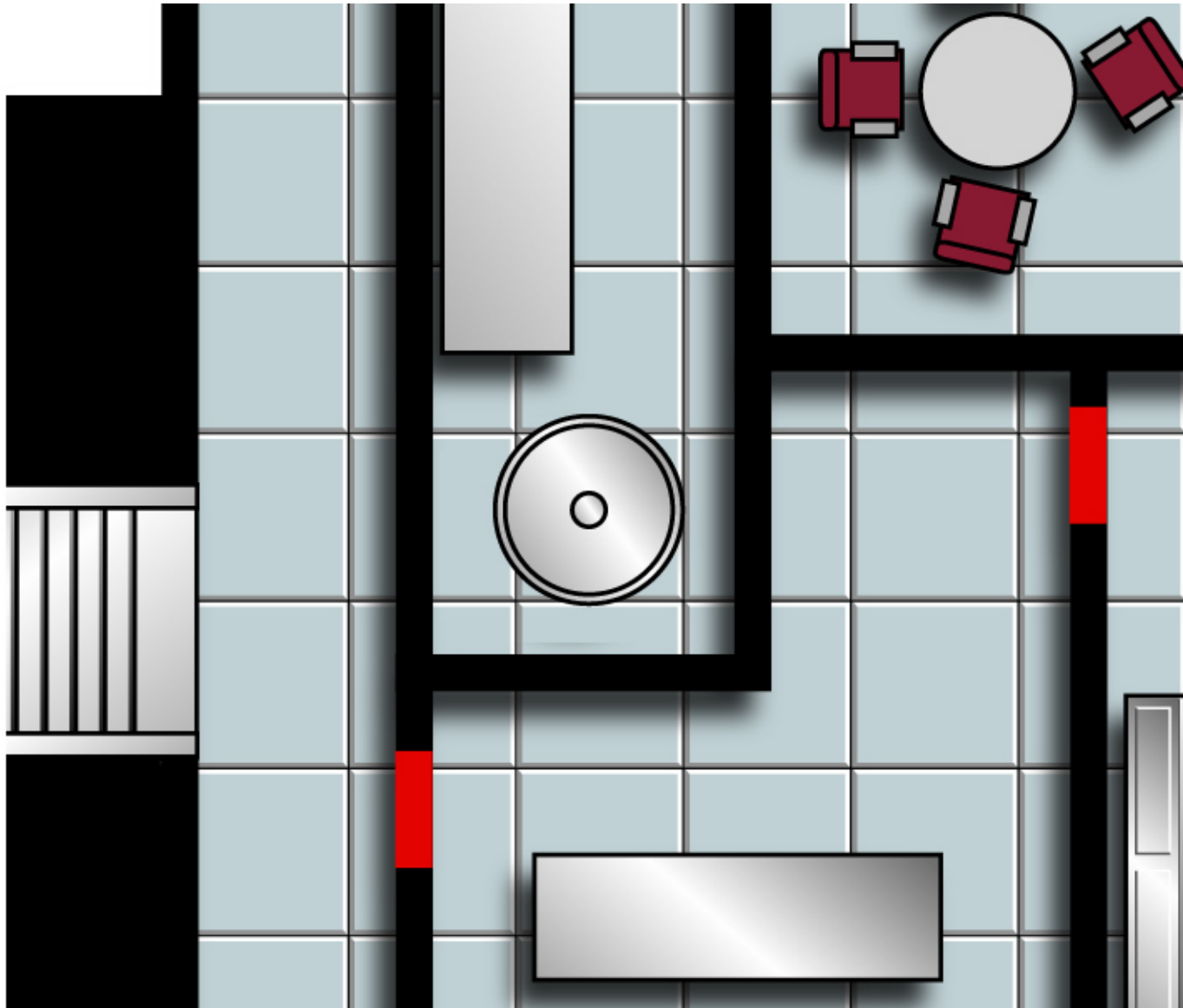
Forward Hull Tile B



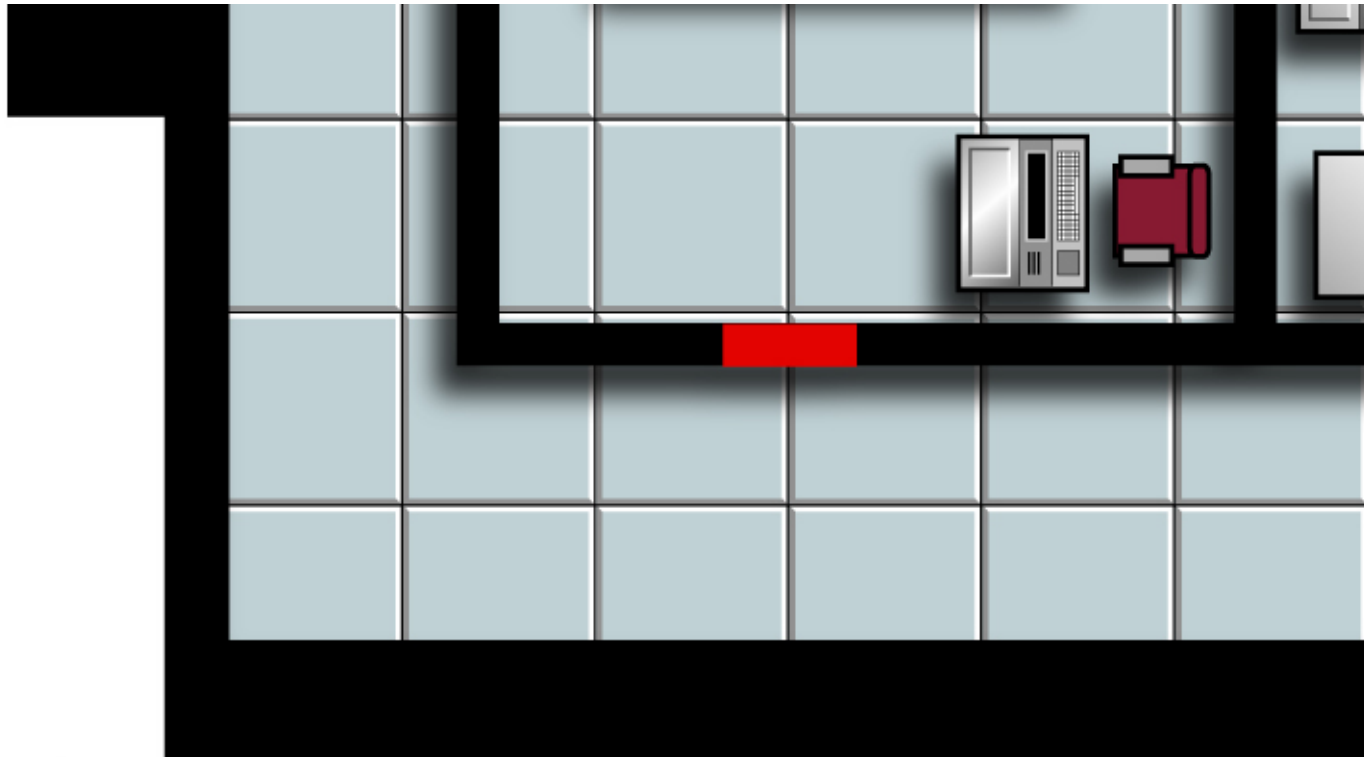
Forward Hull Tile 14



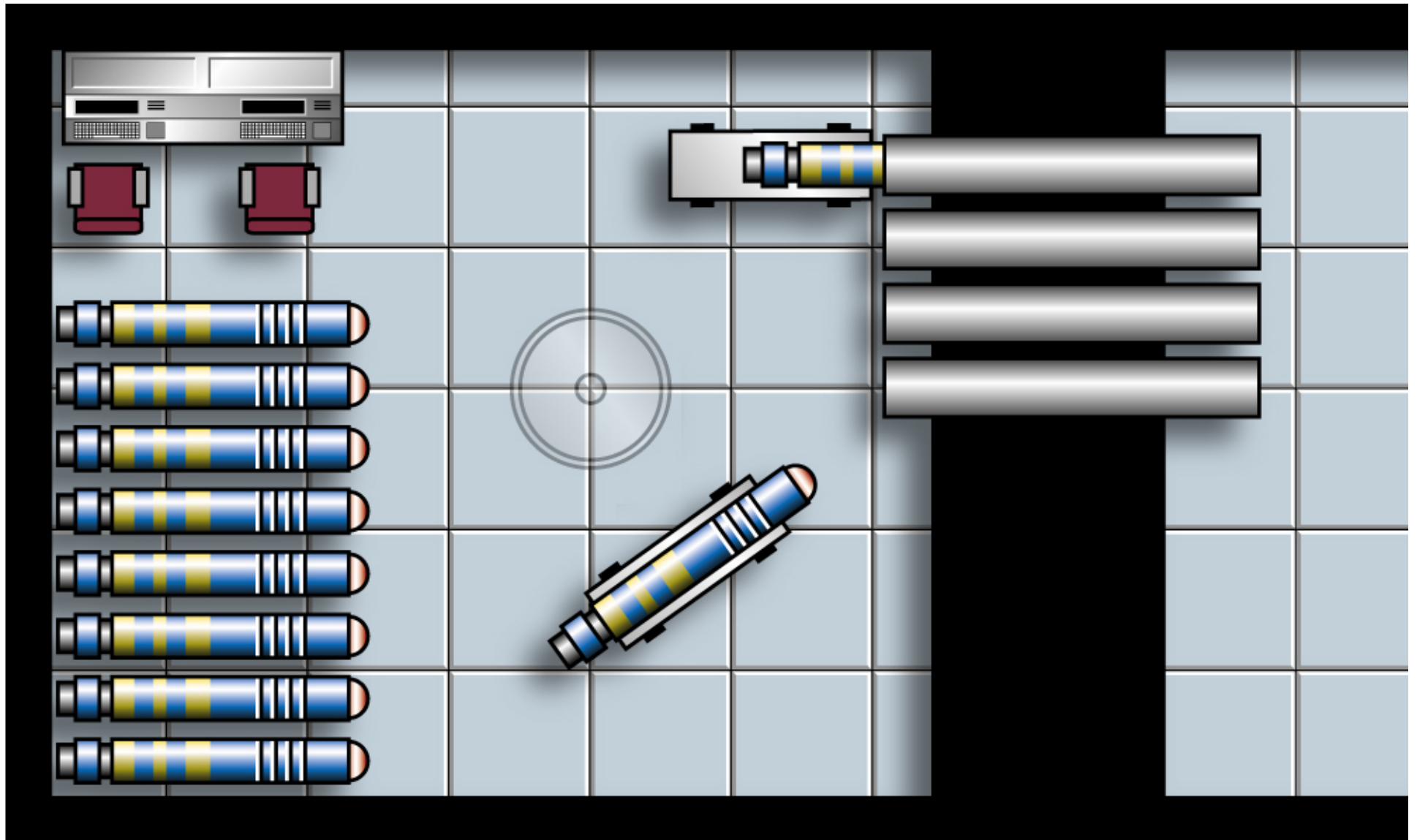
Forward Hull Tile 15



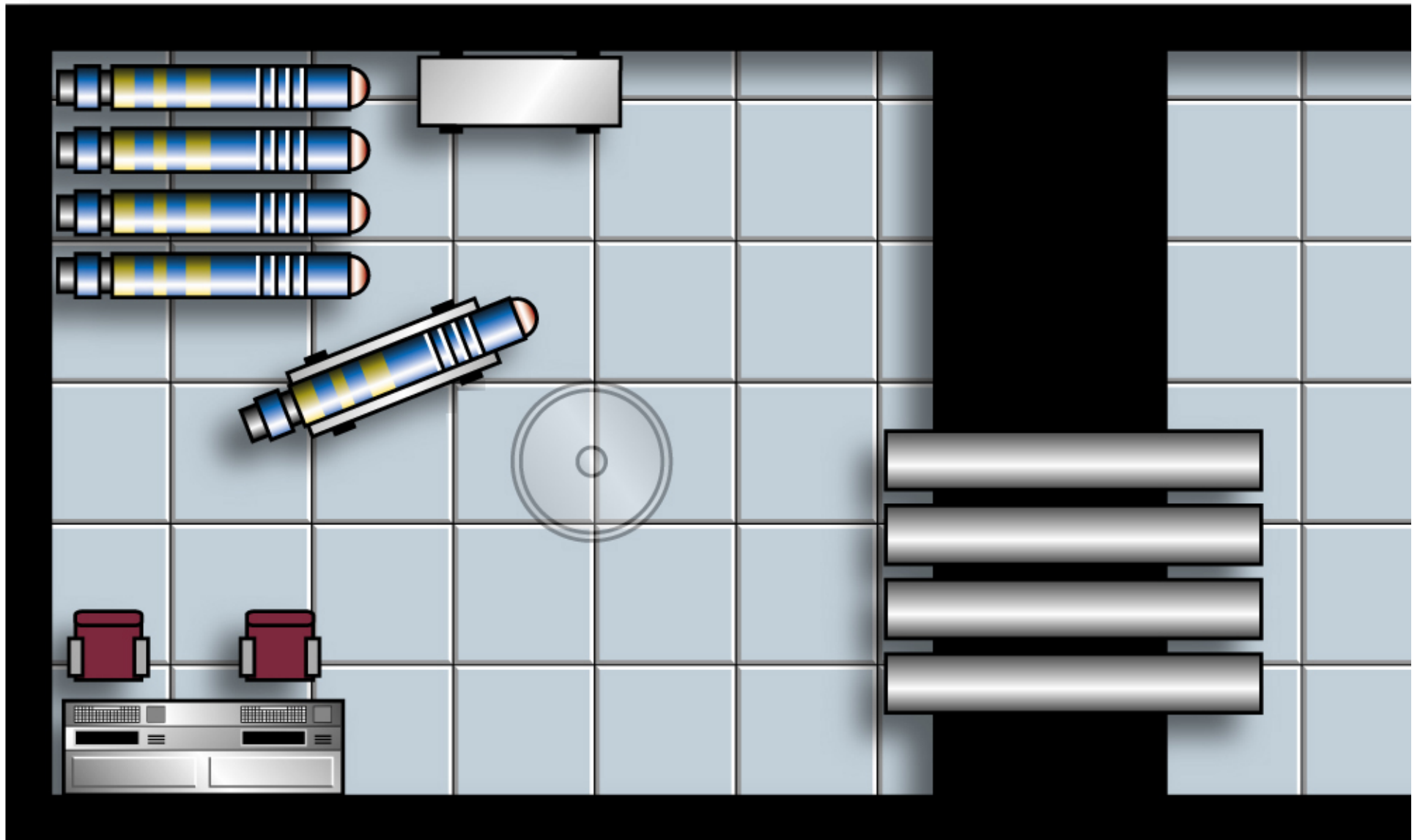
Forward Hull Tile 16



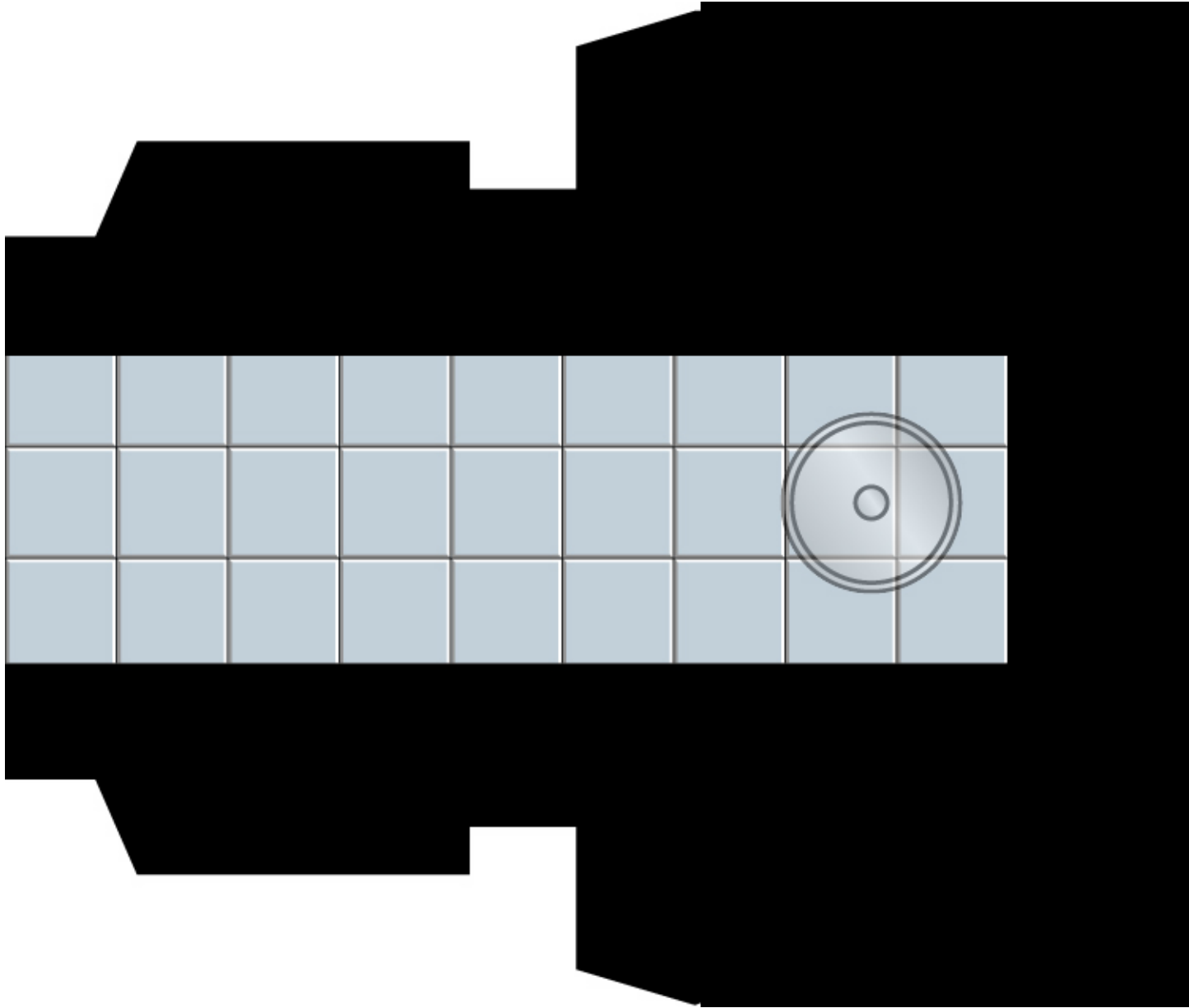
Missile Rooms Tile I



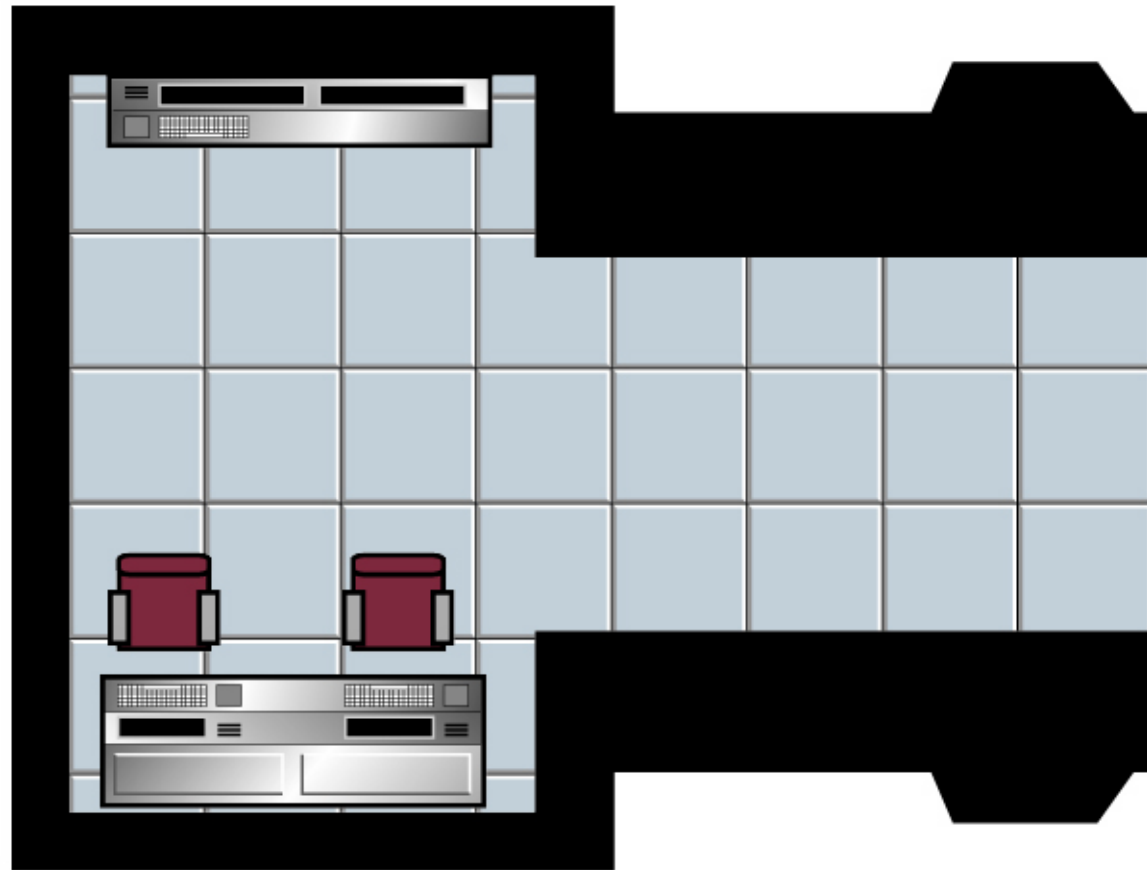
Missile Rooms Tile 2



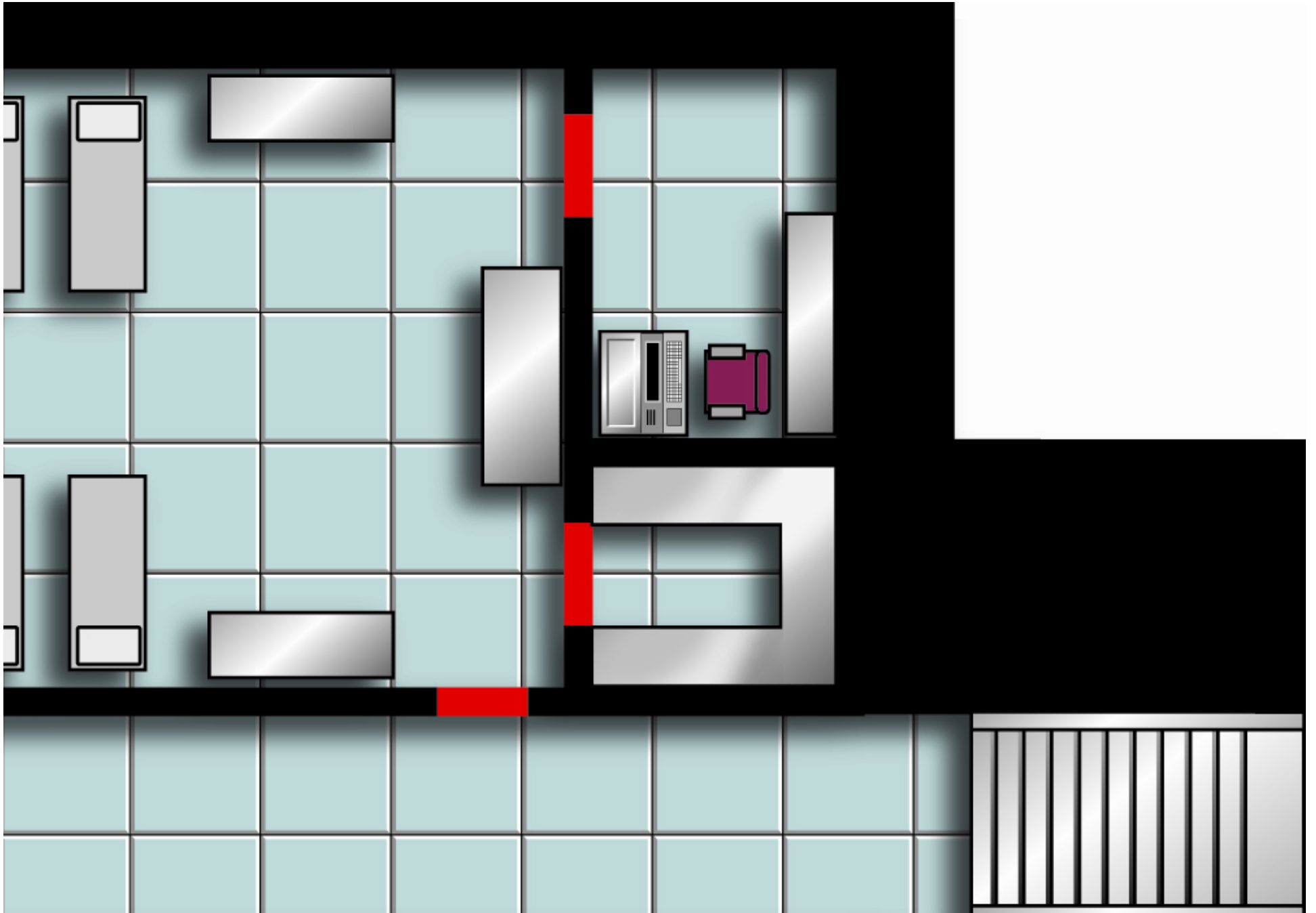
Engine Pod Tile I



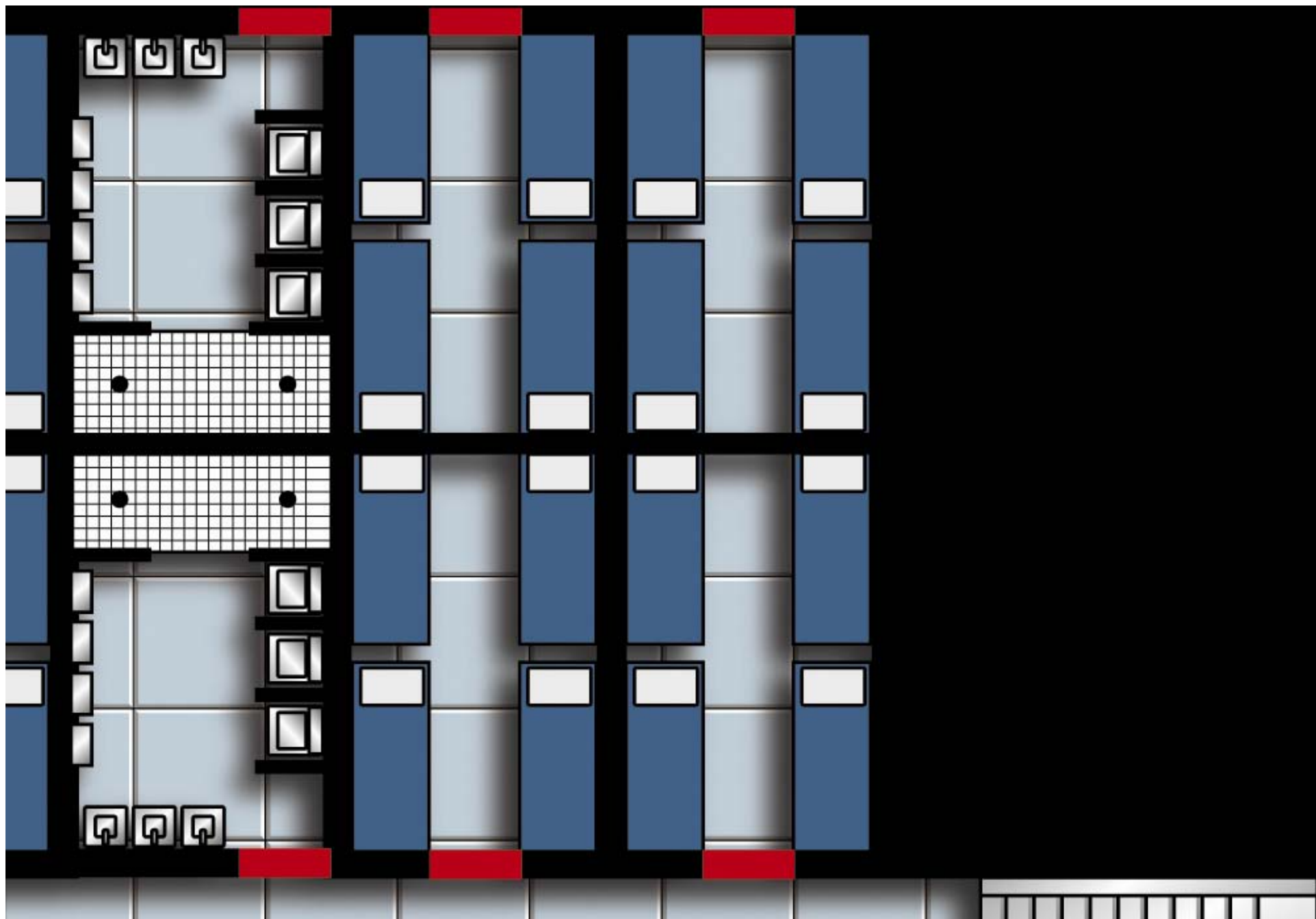
Engine Pod Tile 2



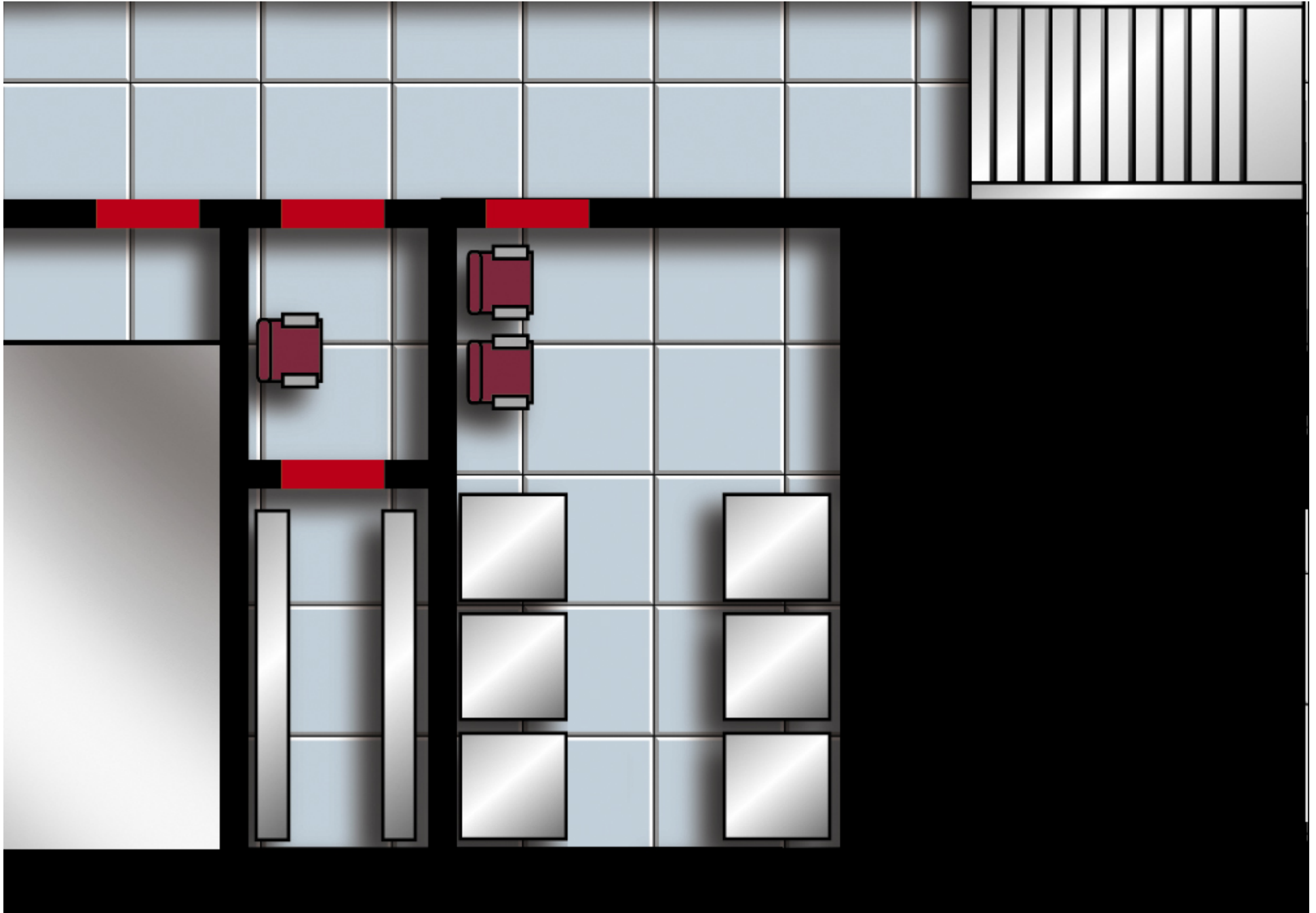
Main Hull Lower Deck Tile I



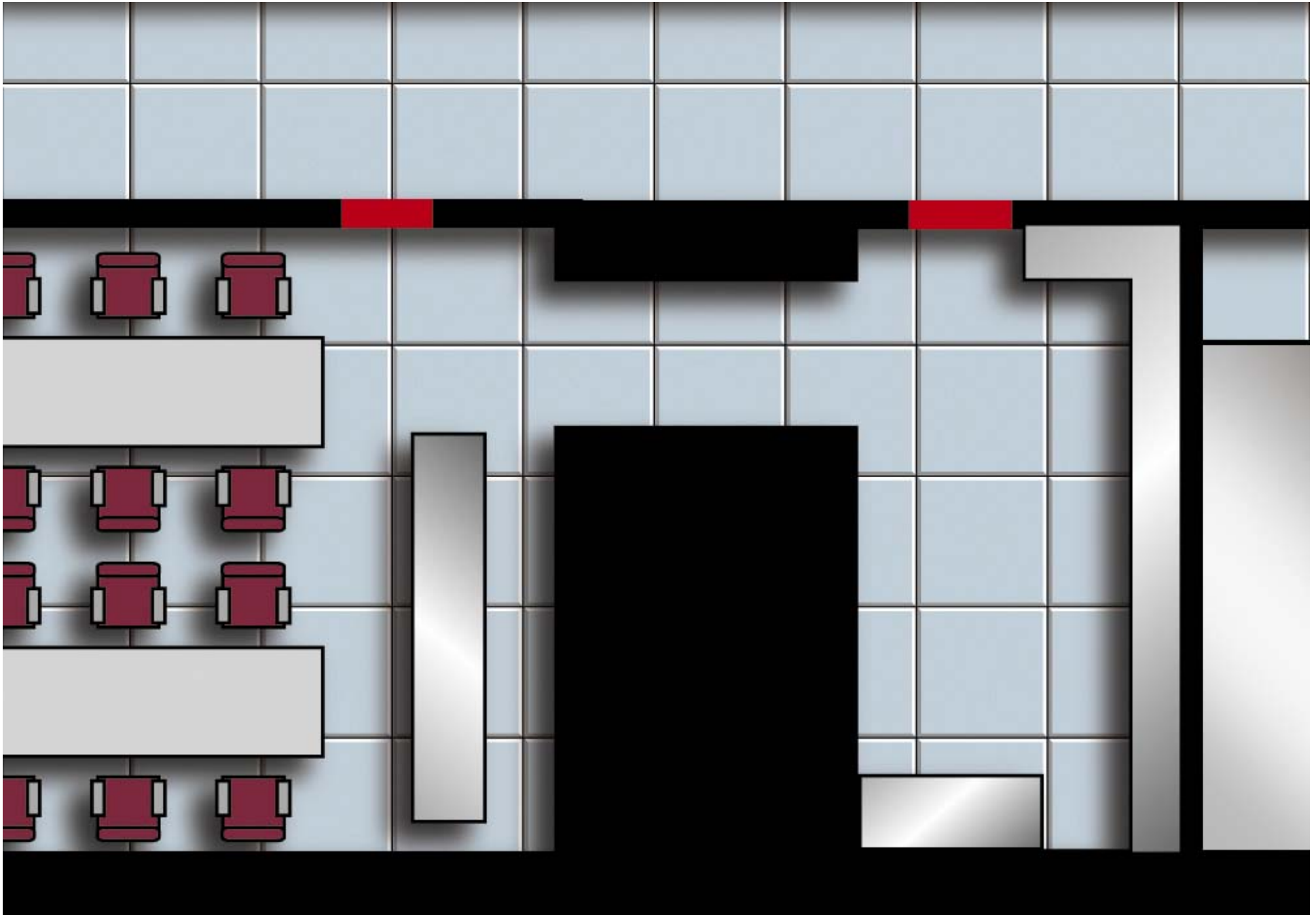
Main Hull Lower Deck Tile 2



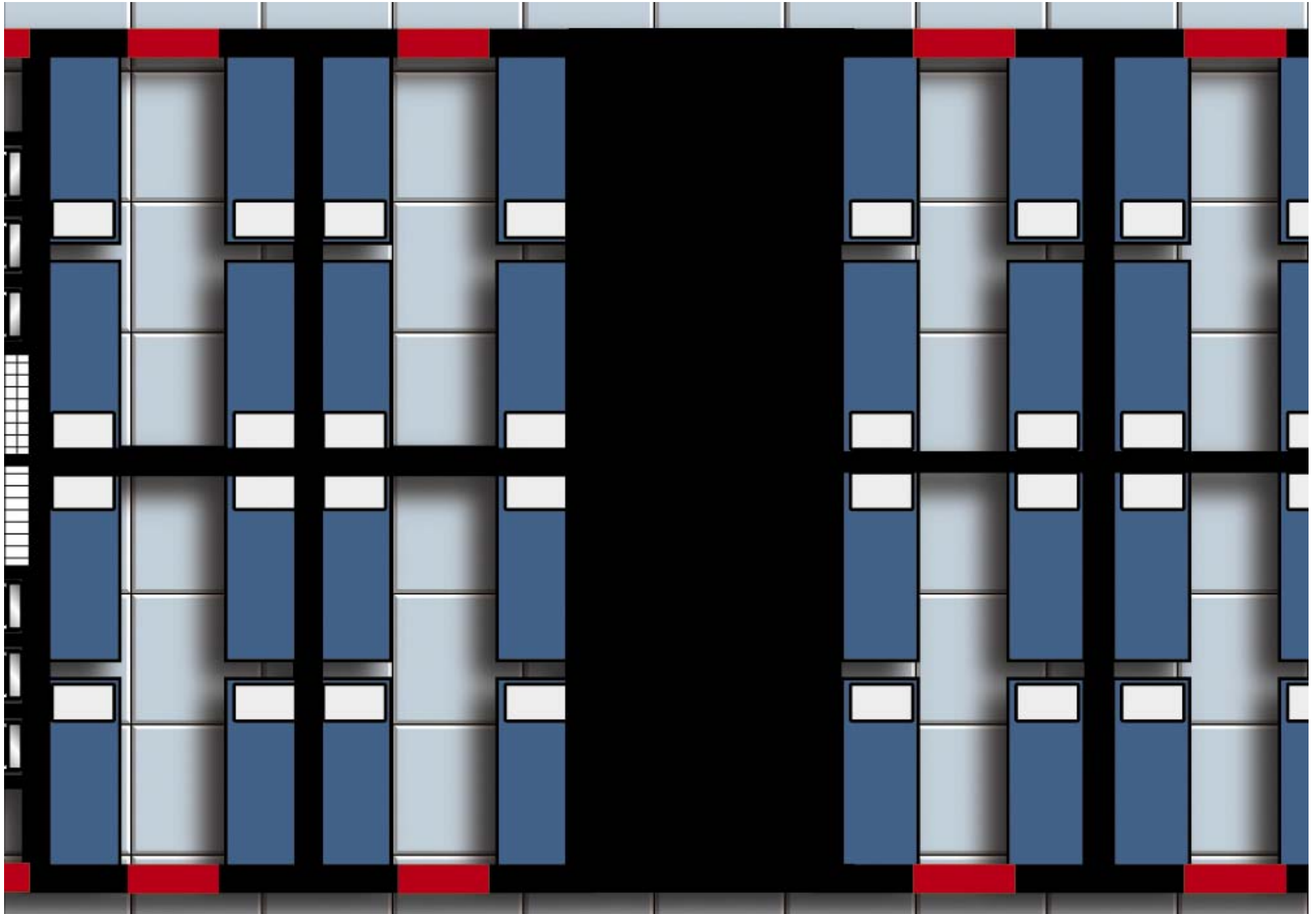
Main Hull Lower Deck Tile 3



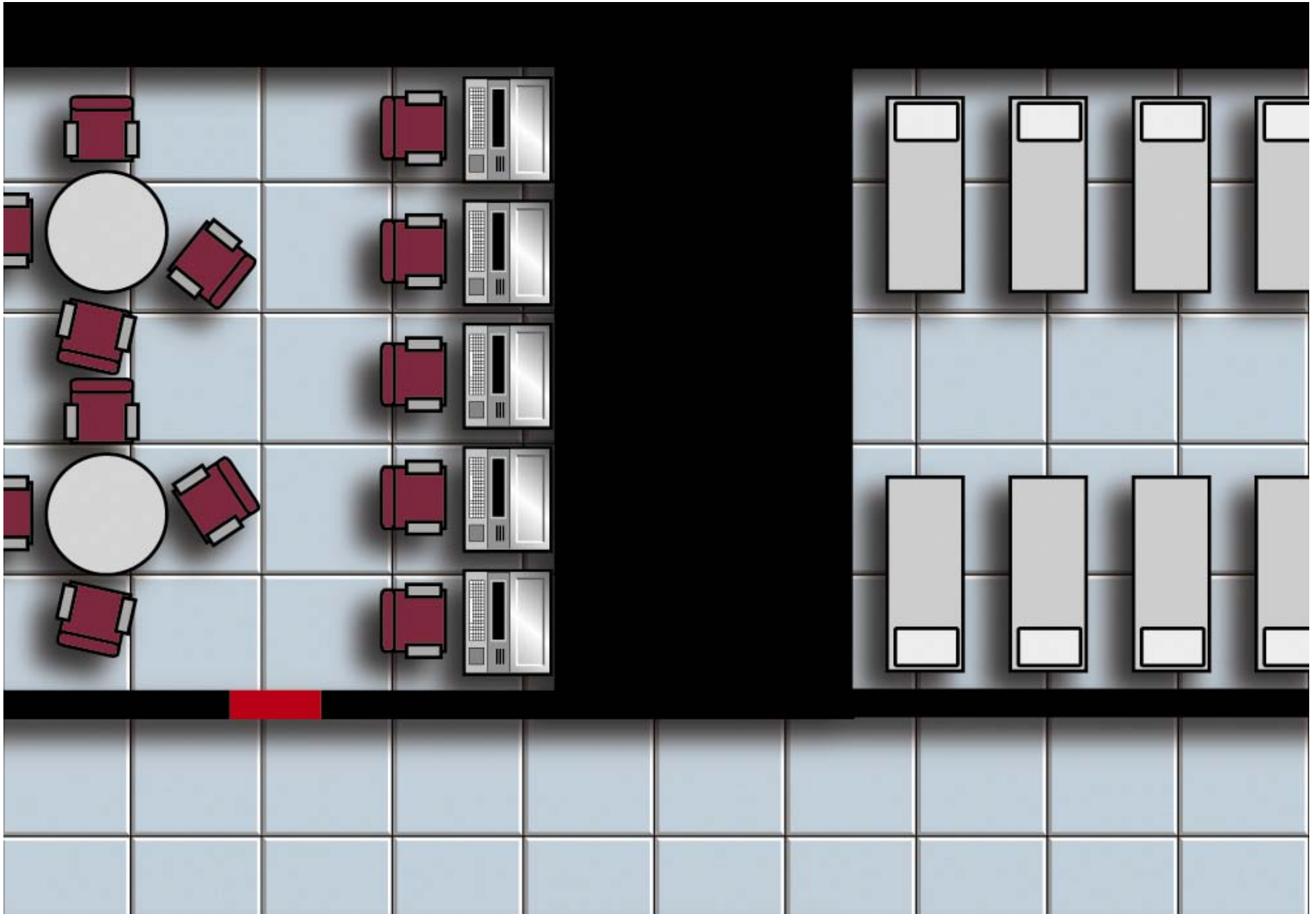
Main Hull Lower Deck Tile 4



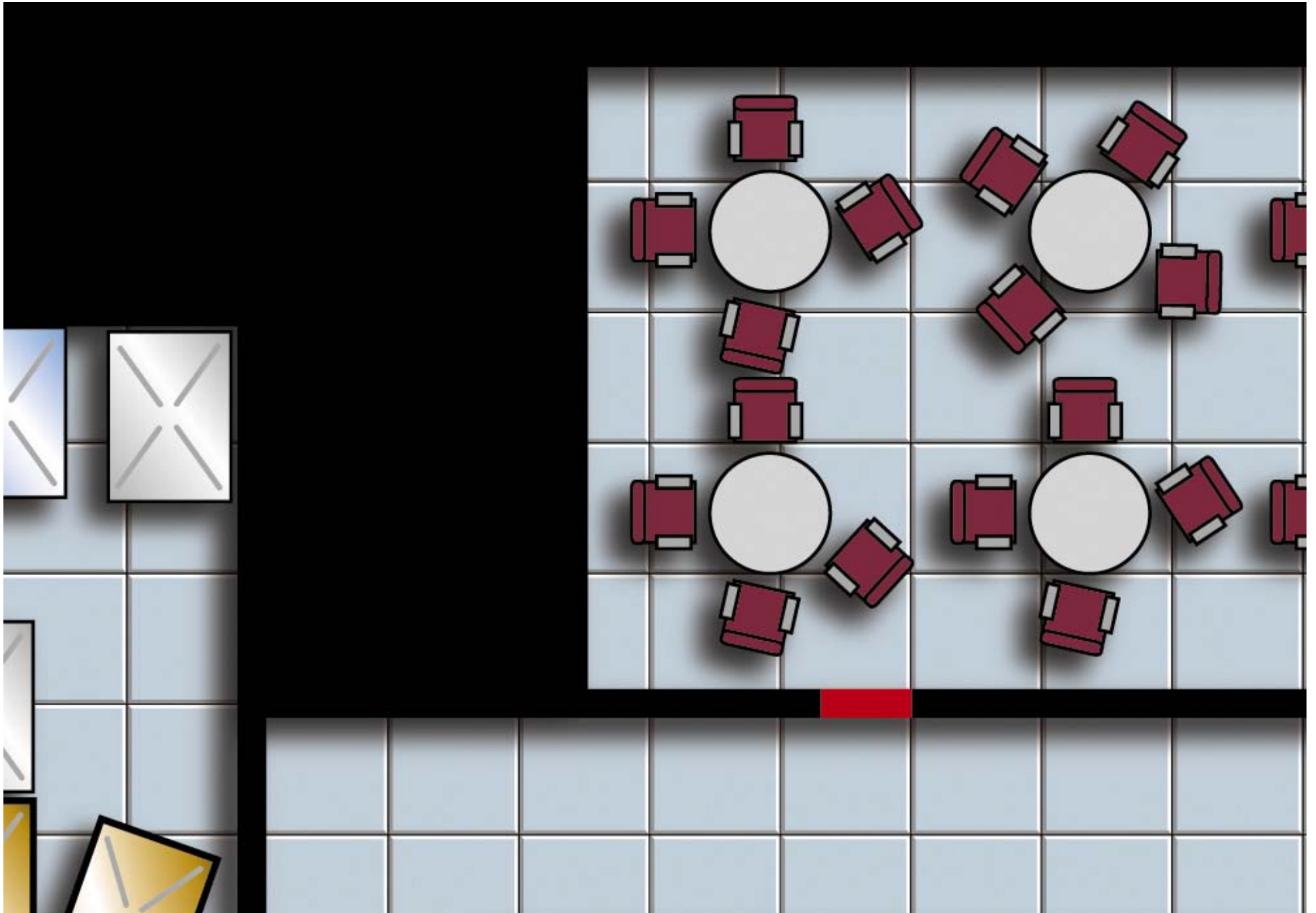
Main Hull Lower Deck Tile 5



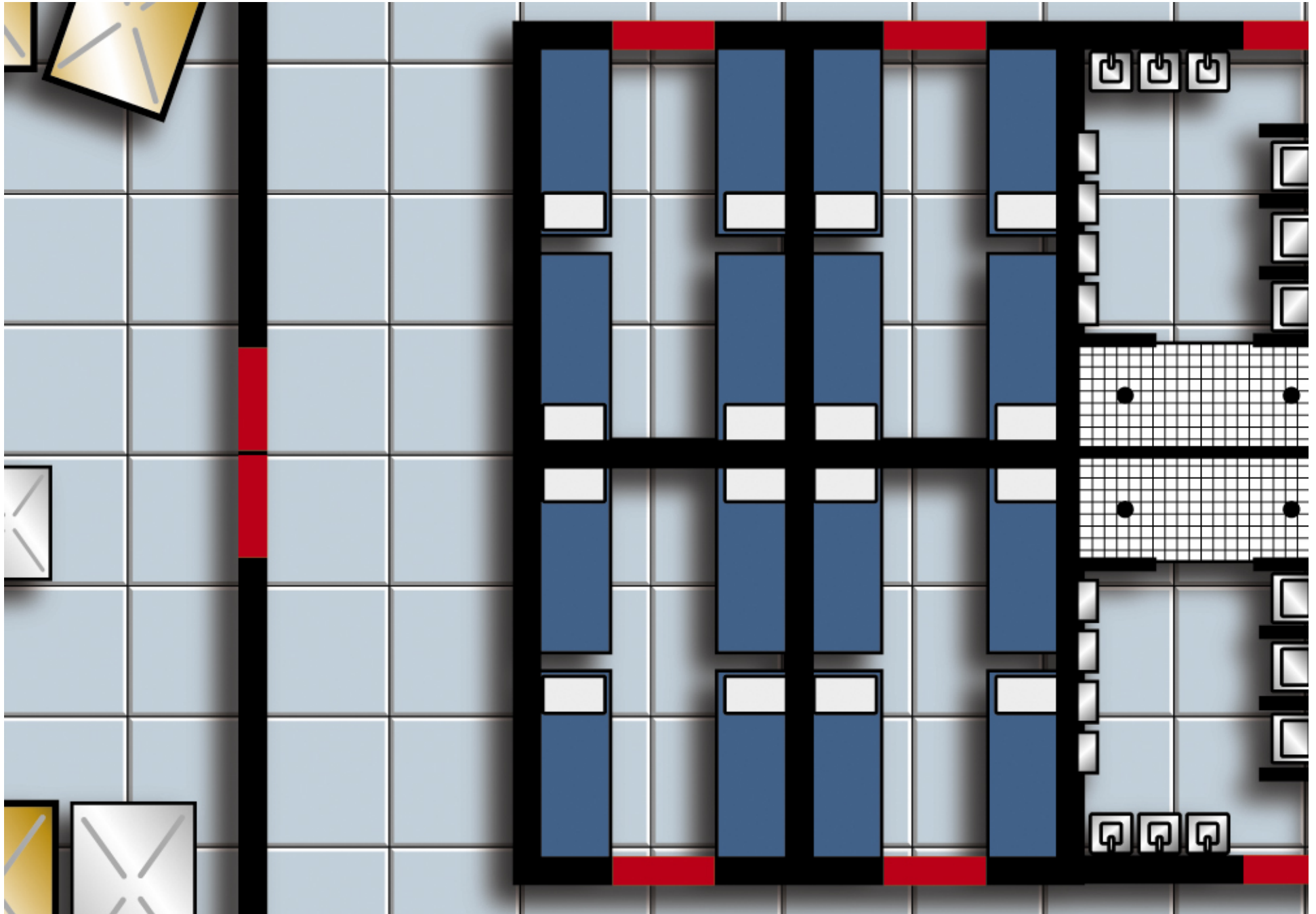
Main Hull Lower Deck Tile 6



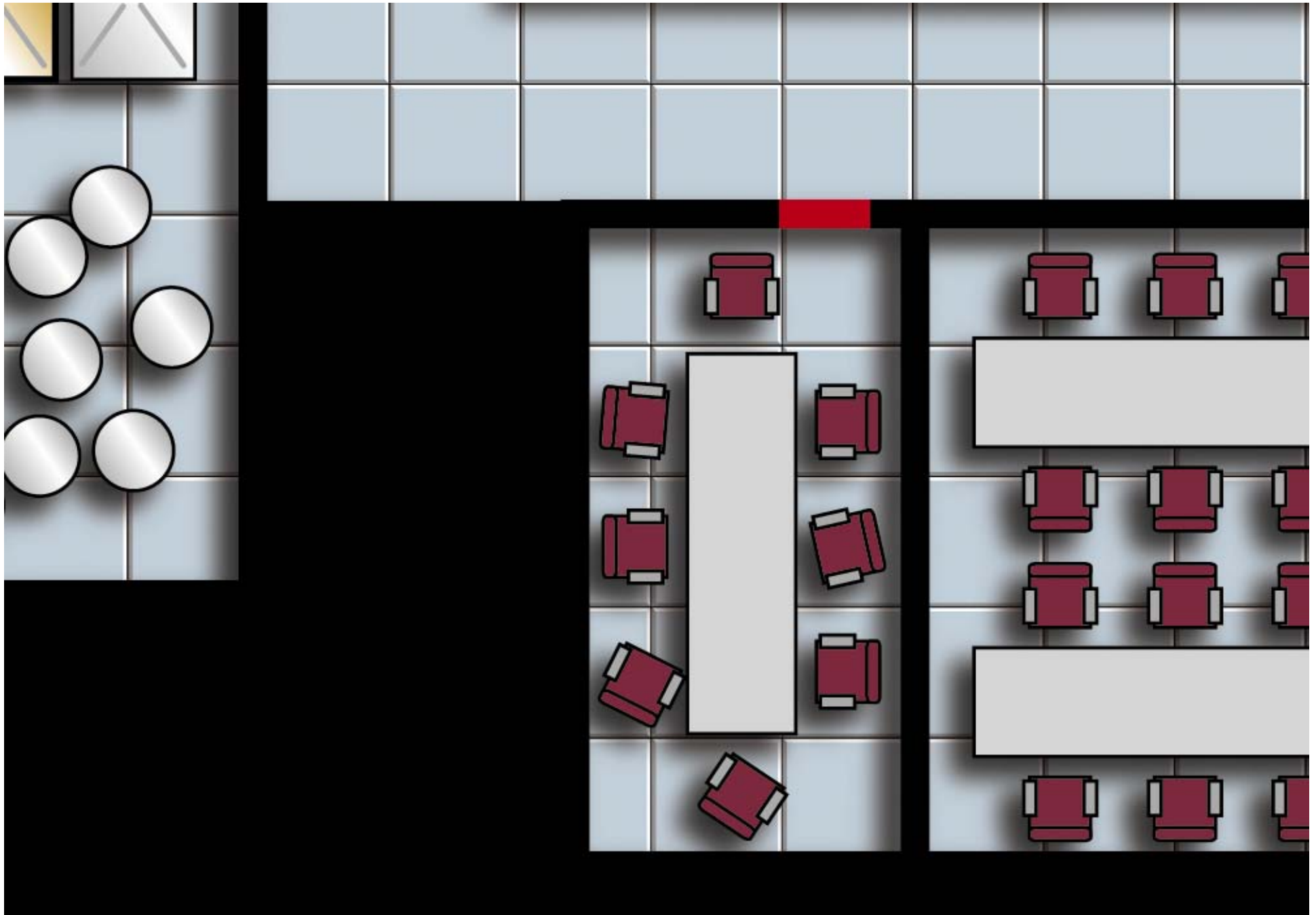
Main Hull Lower Deck Tile 7



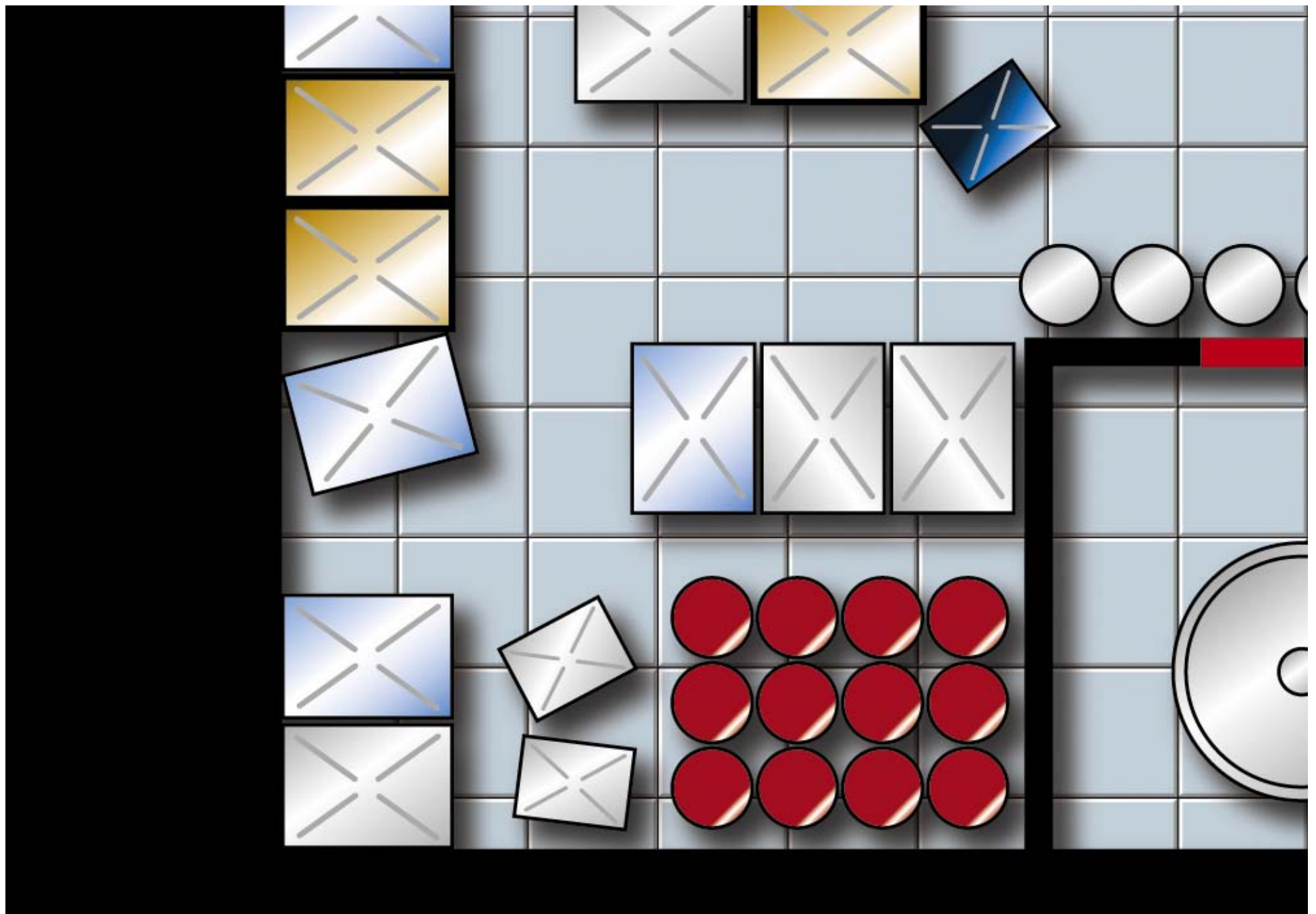
Main Hull Lower Deck Tile 8



Main Hull Lower Deck Tile 9



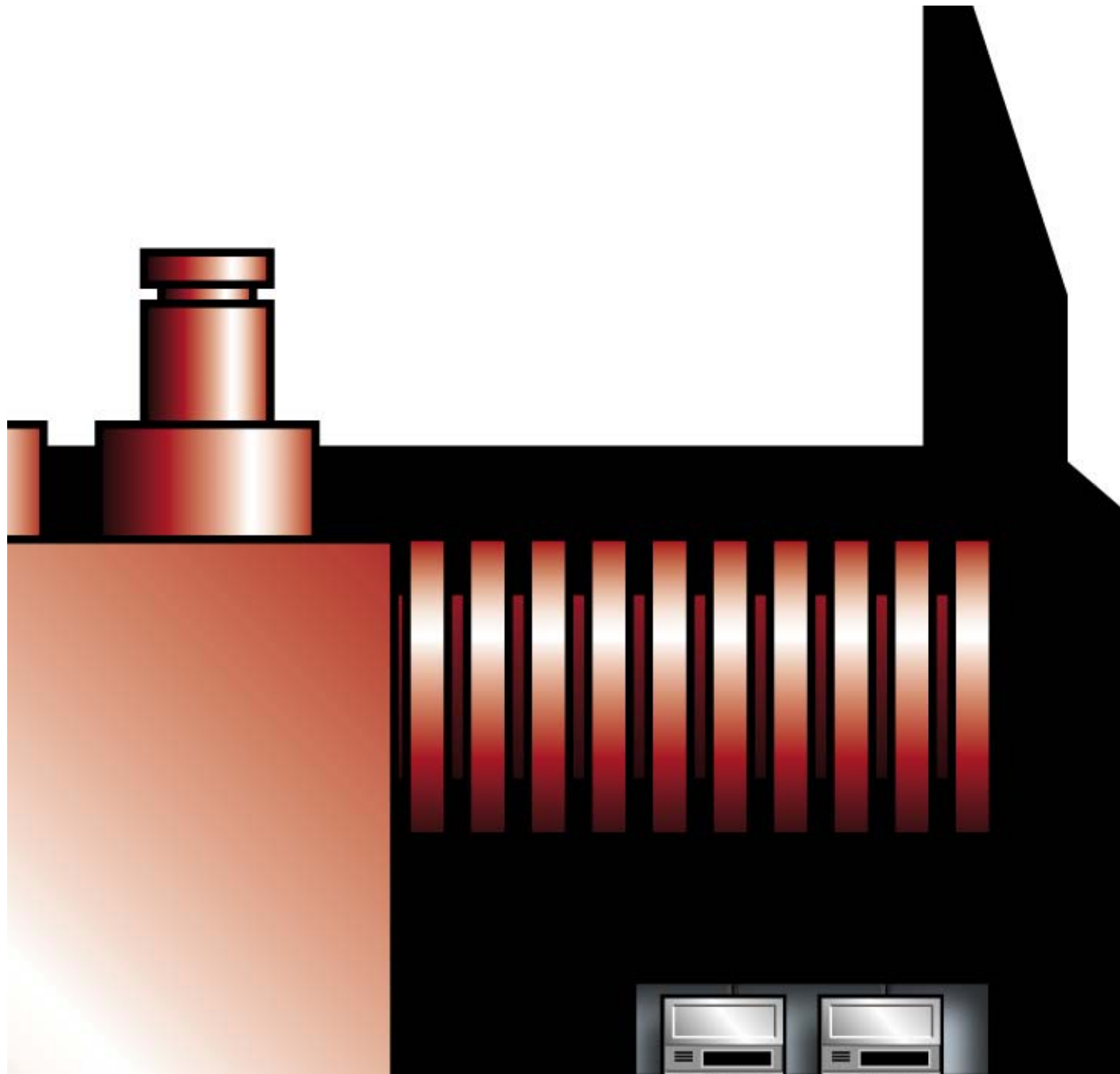
Main Hull Lower Deck Tile IO



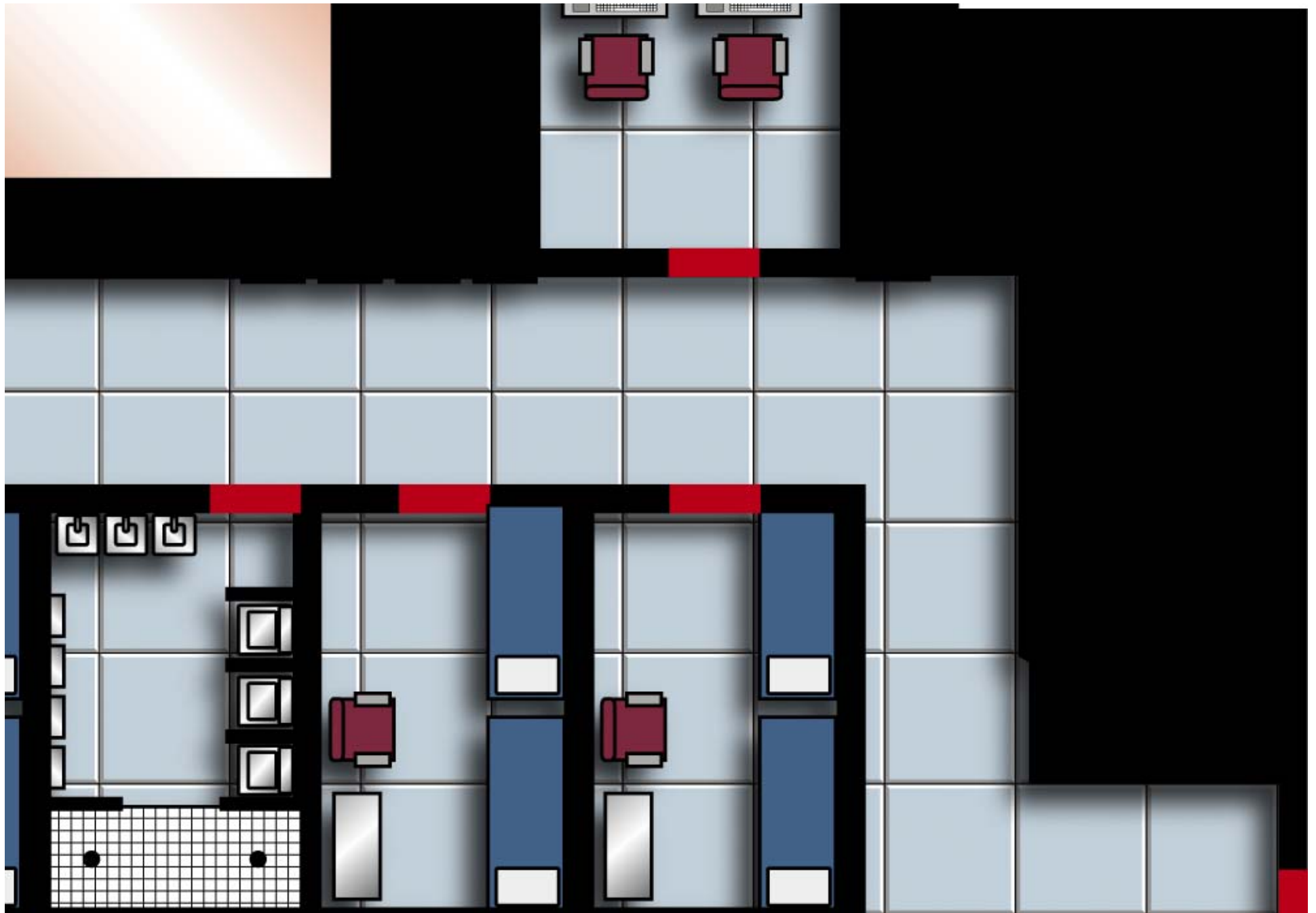
Main Hull Lower Deck Tile II



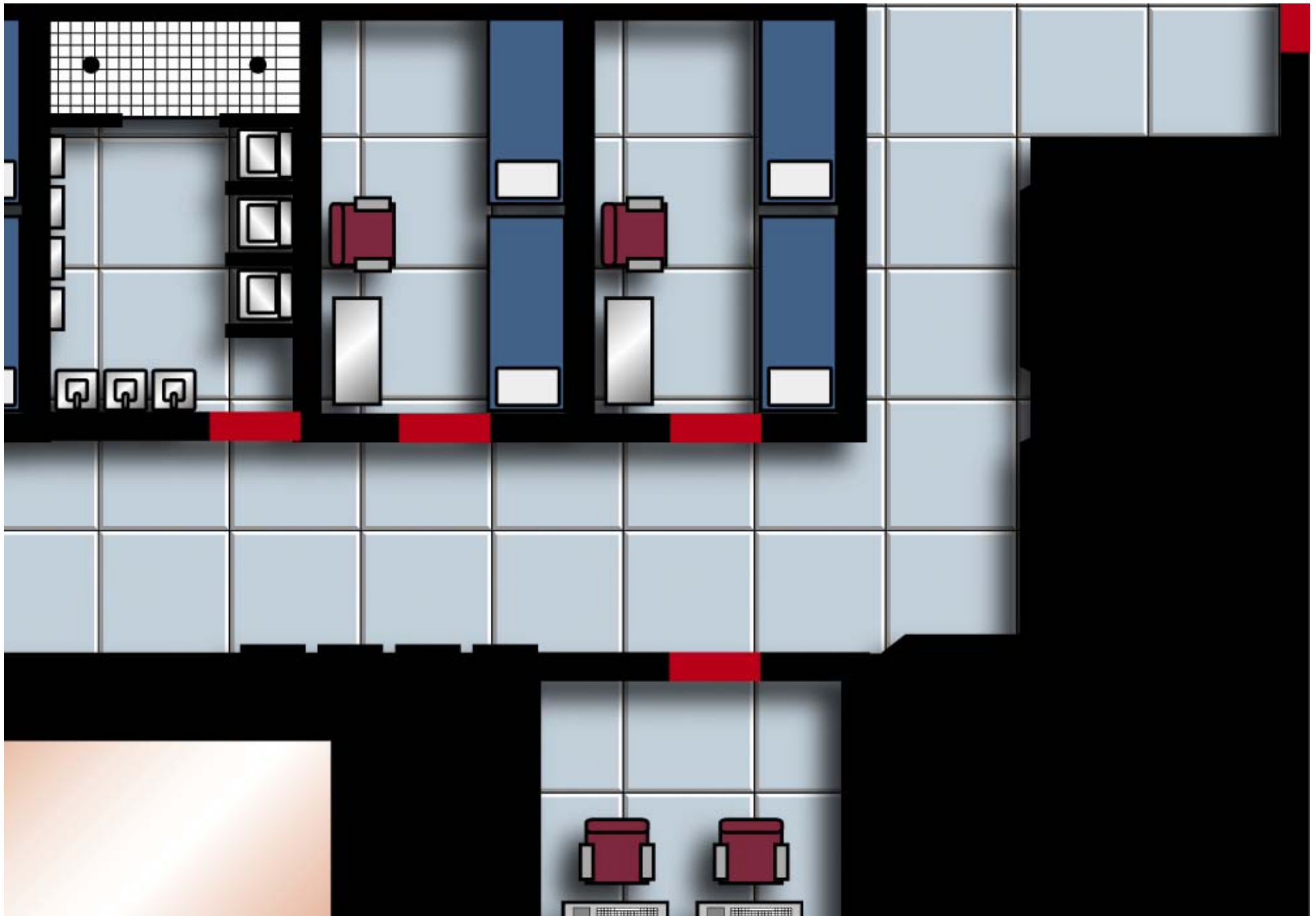
Main Hull Upper Deck Tile I



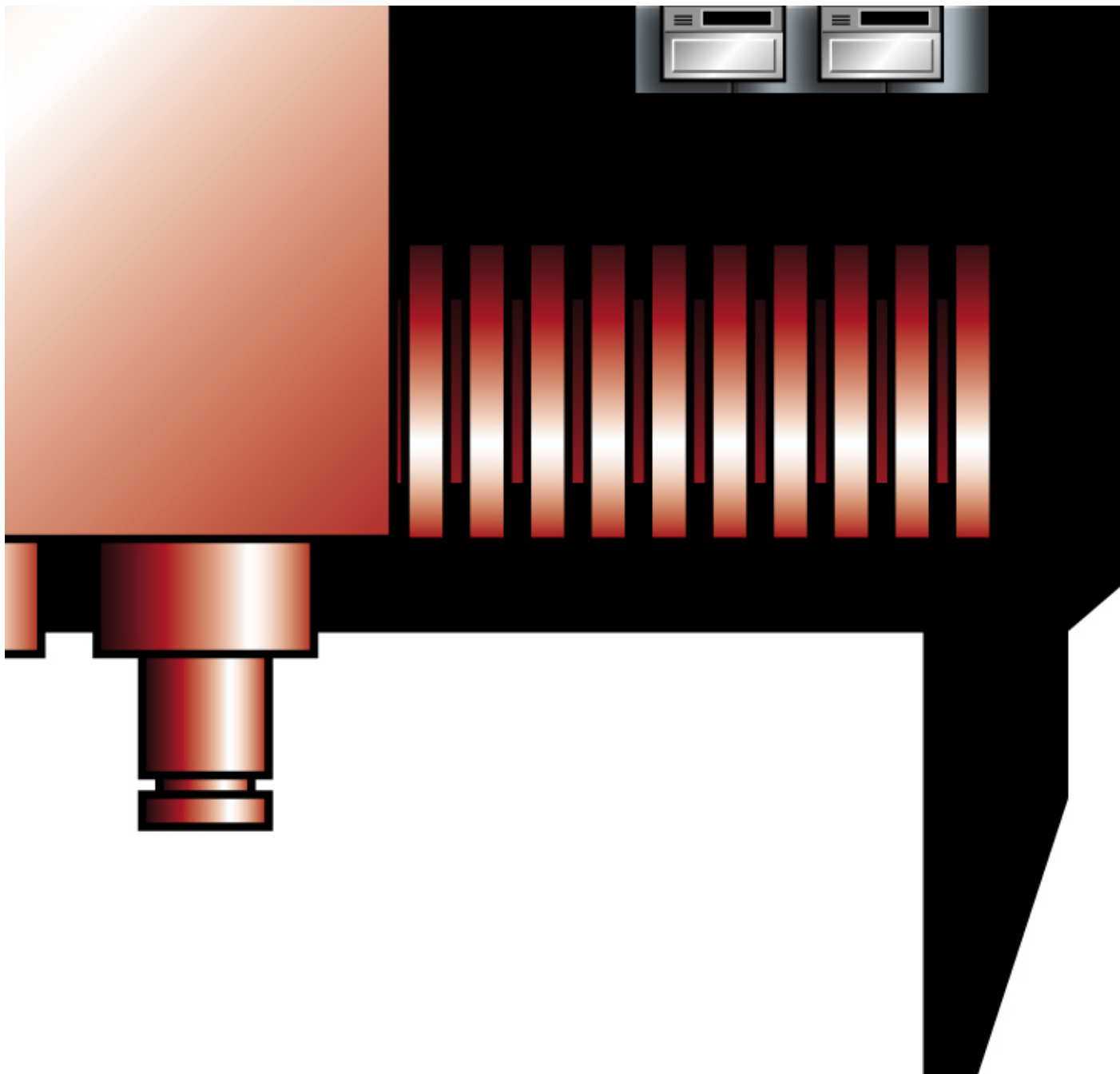
Main Hull Upper Deck Tile 2



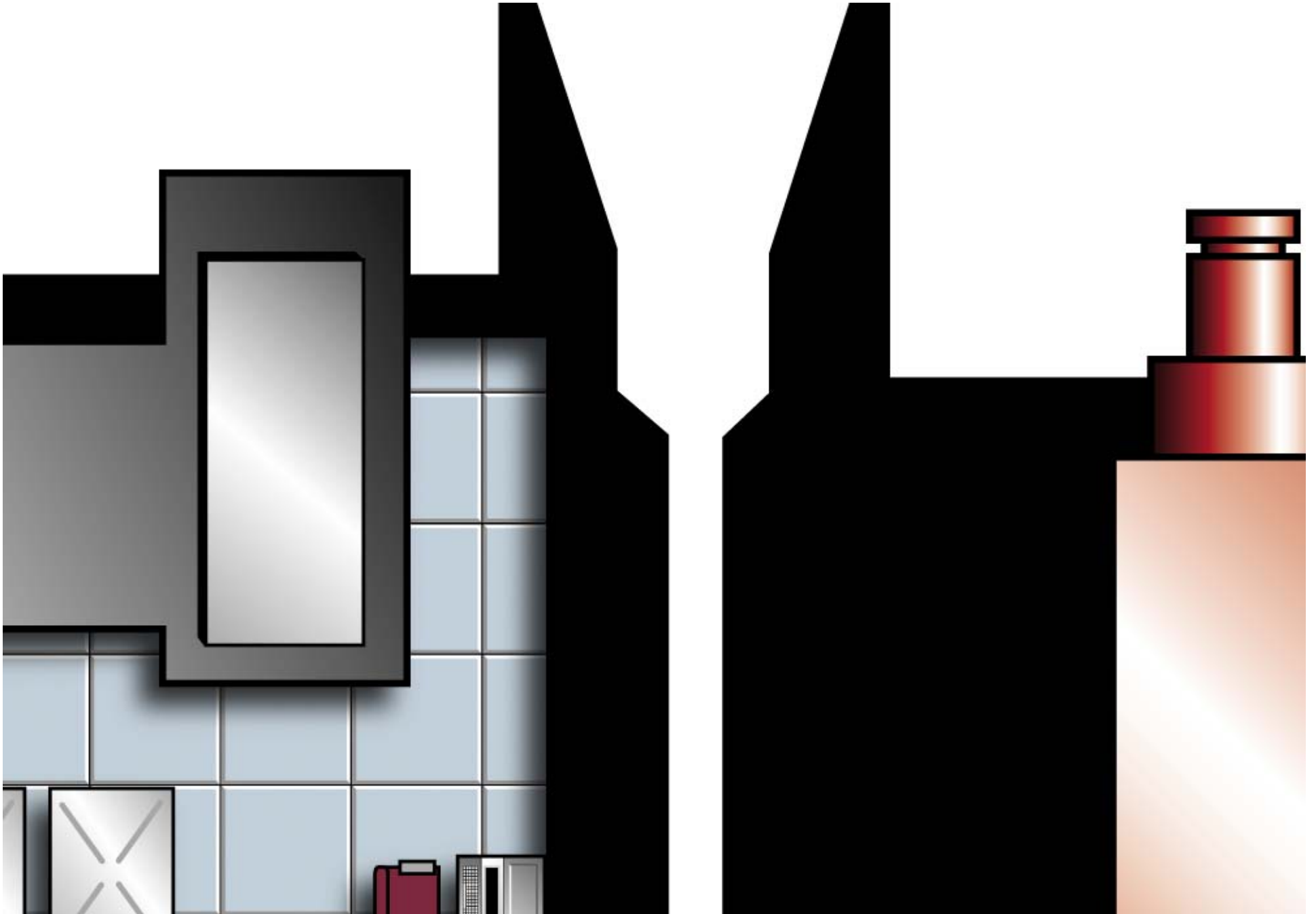
Main Hull Upper Deck Tile 3



Main Hull Upper Deck Tile 4



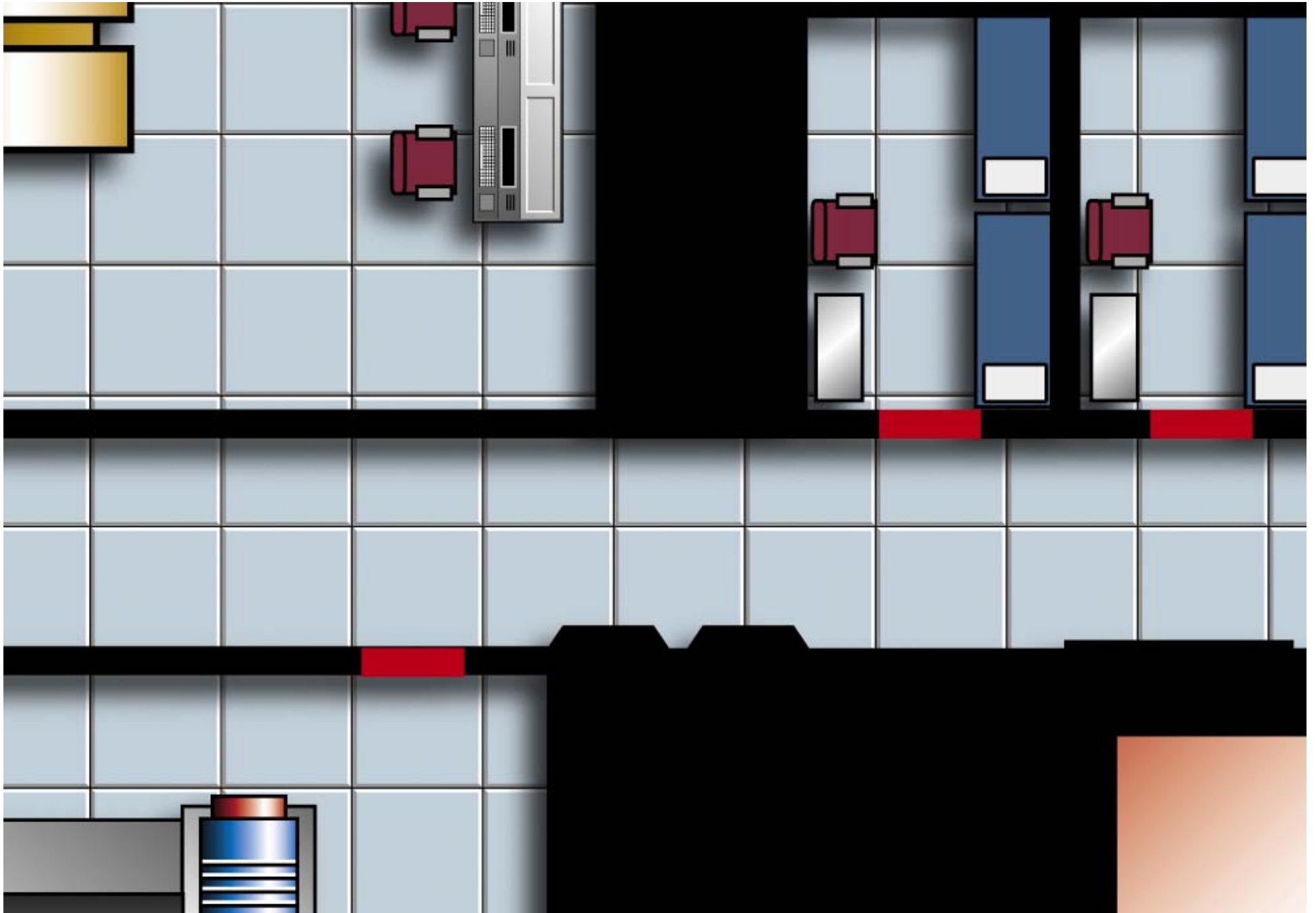
Main Hull Upper Deck Tile 5



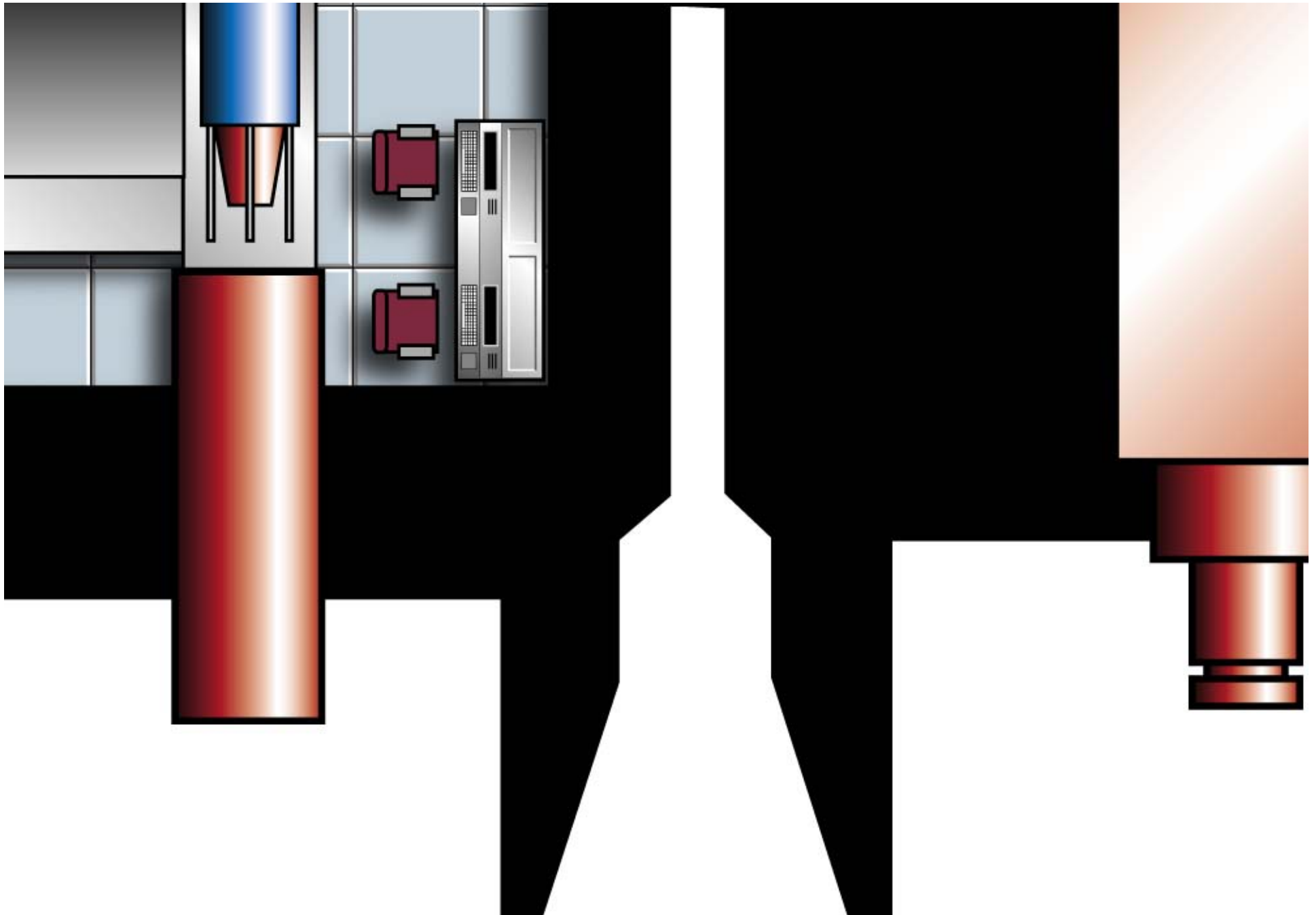
Main Hull Upper Deck Tile 6



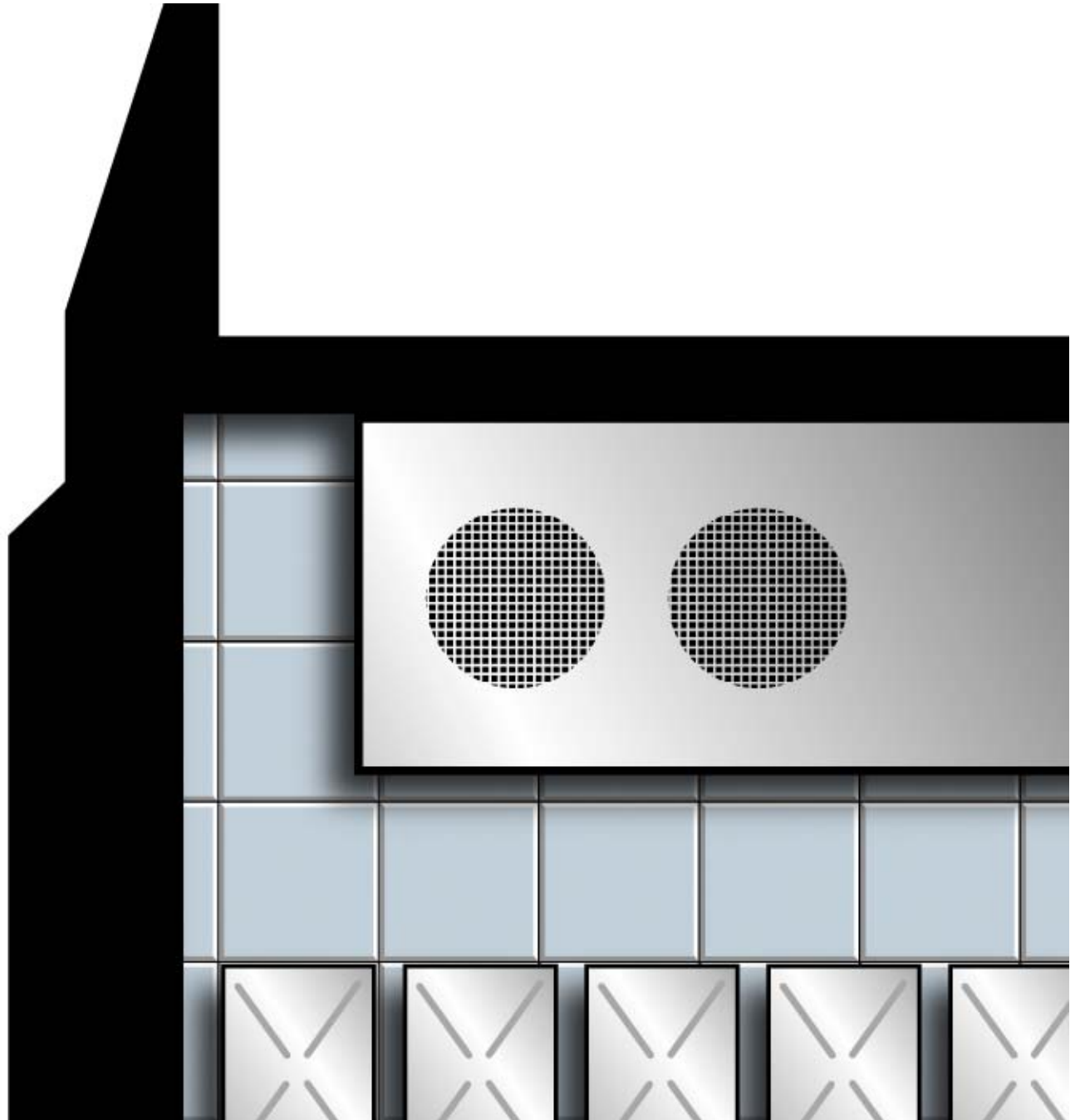
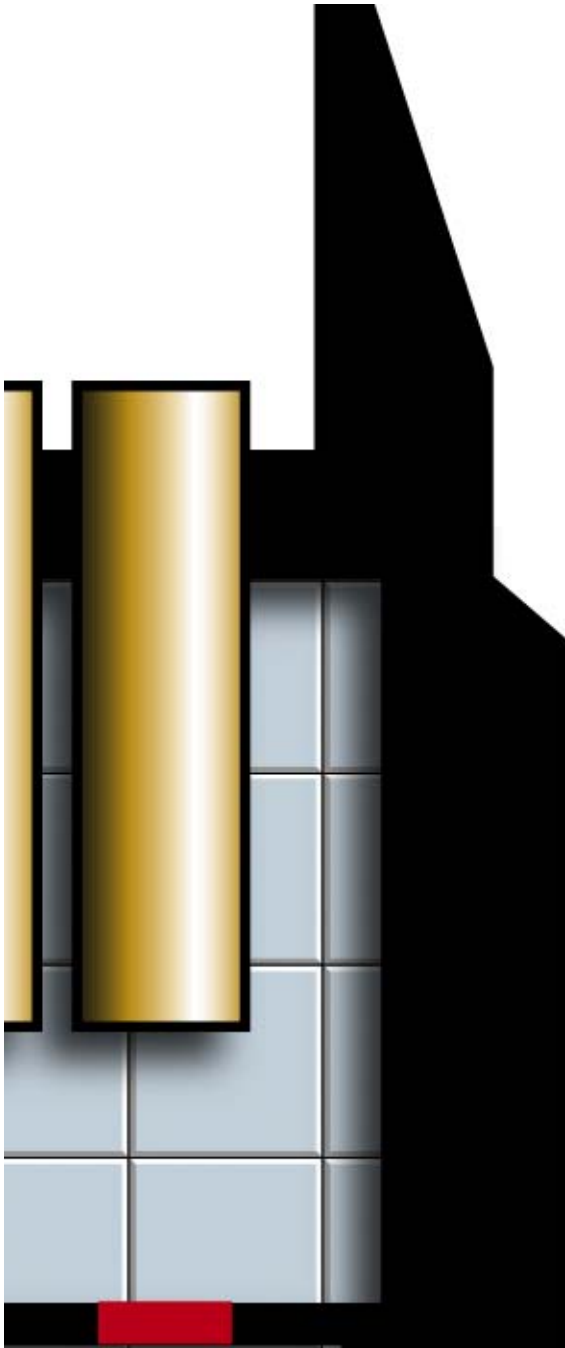
Main Hull Upper Deck Tile 7



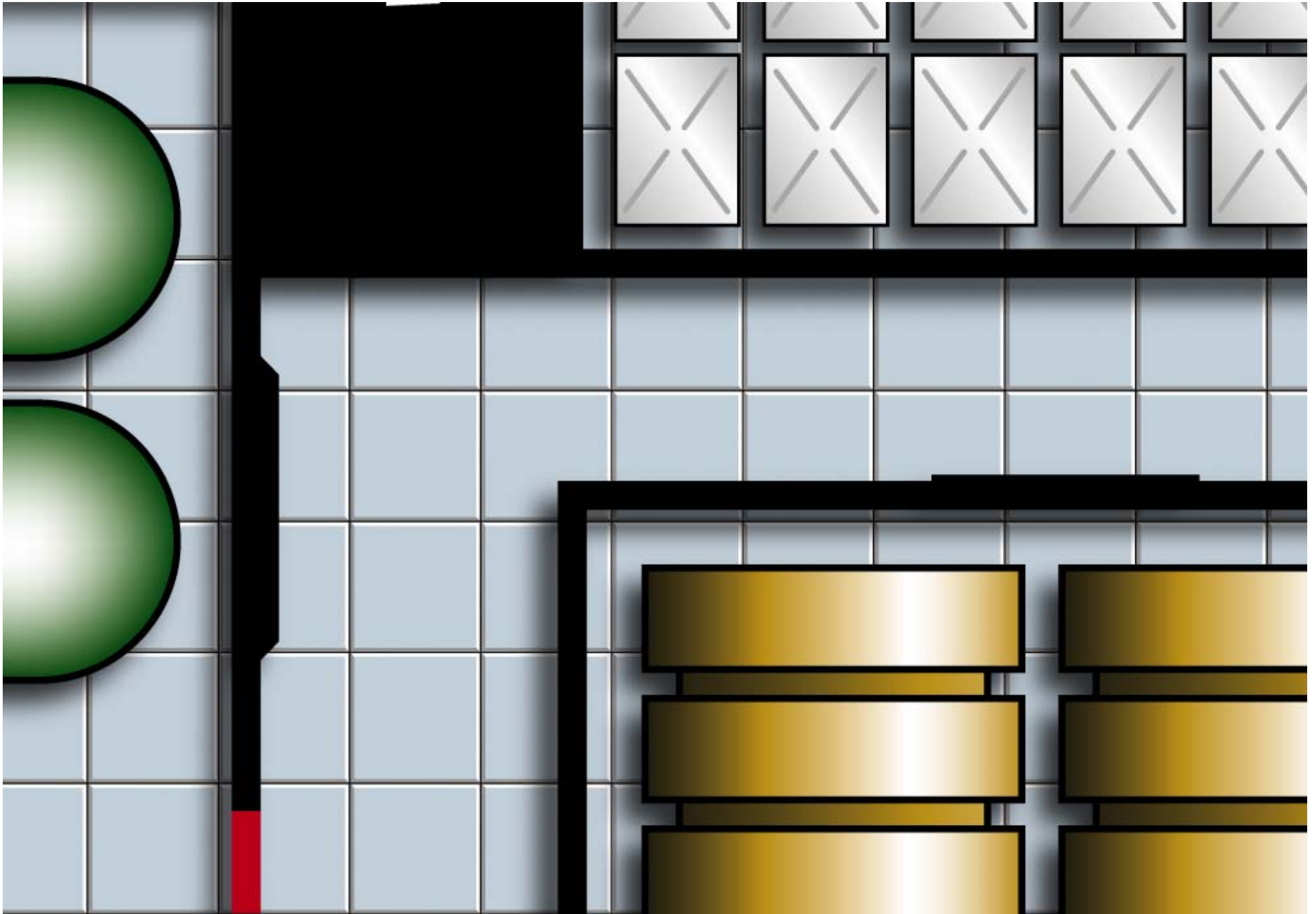
Main Hull Upper Deck Tile 8



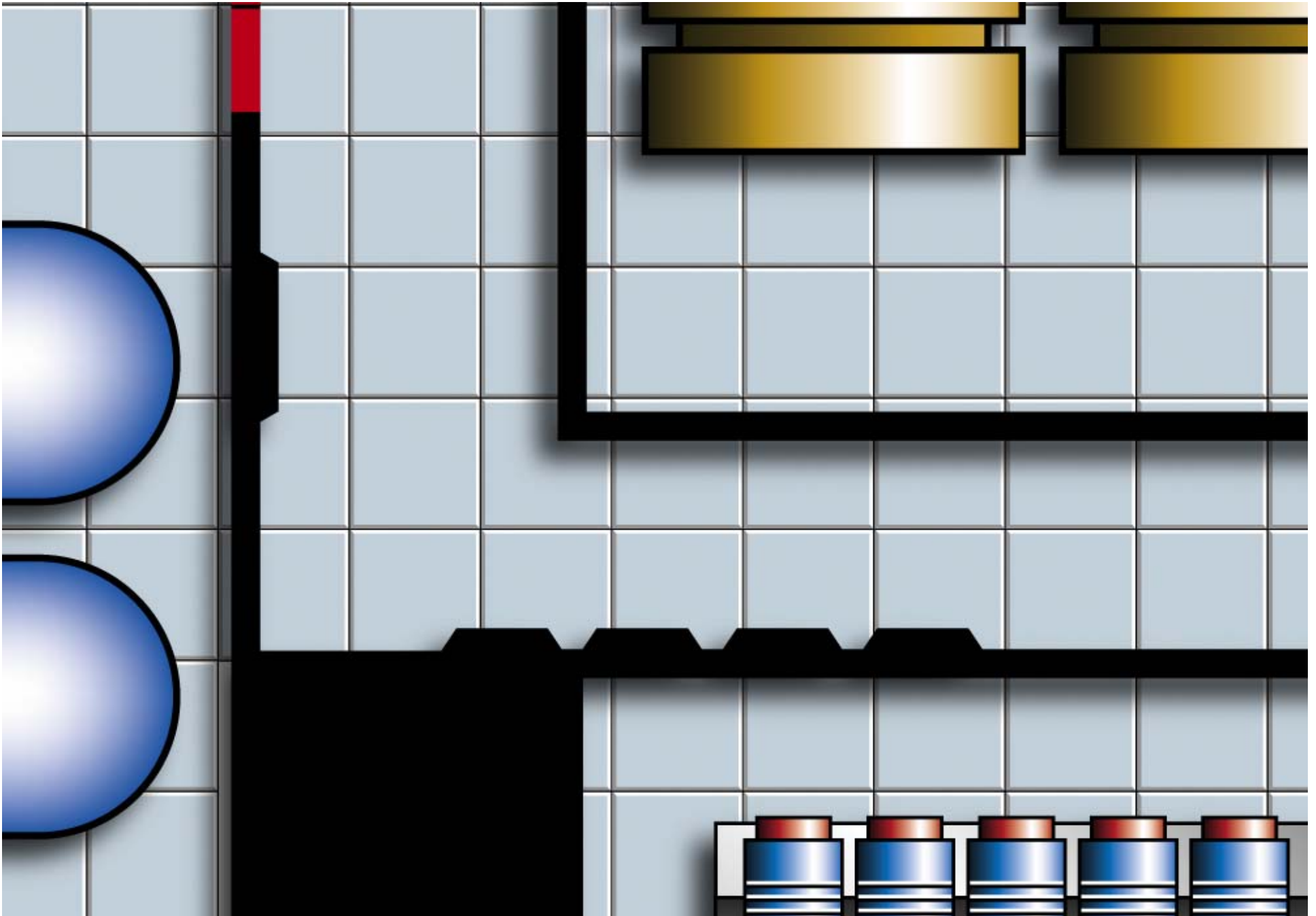
Main Hull Upper Deck Tile 9



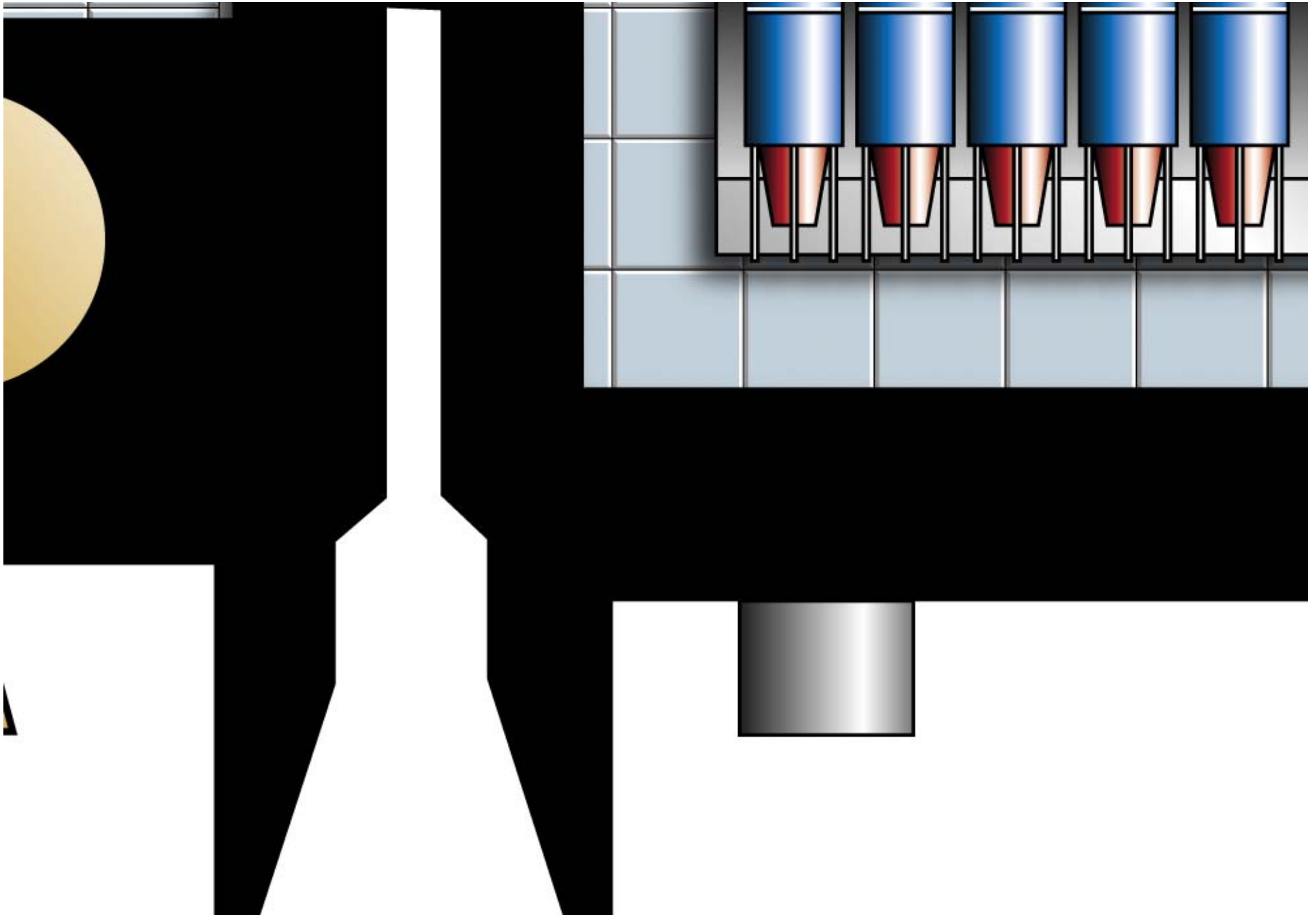
Main Hull Upper Deck Tile 10



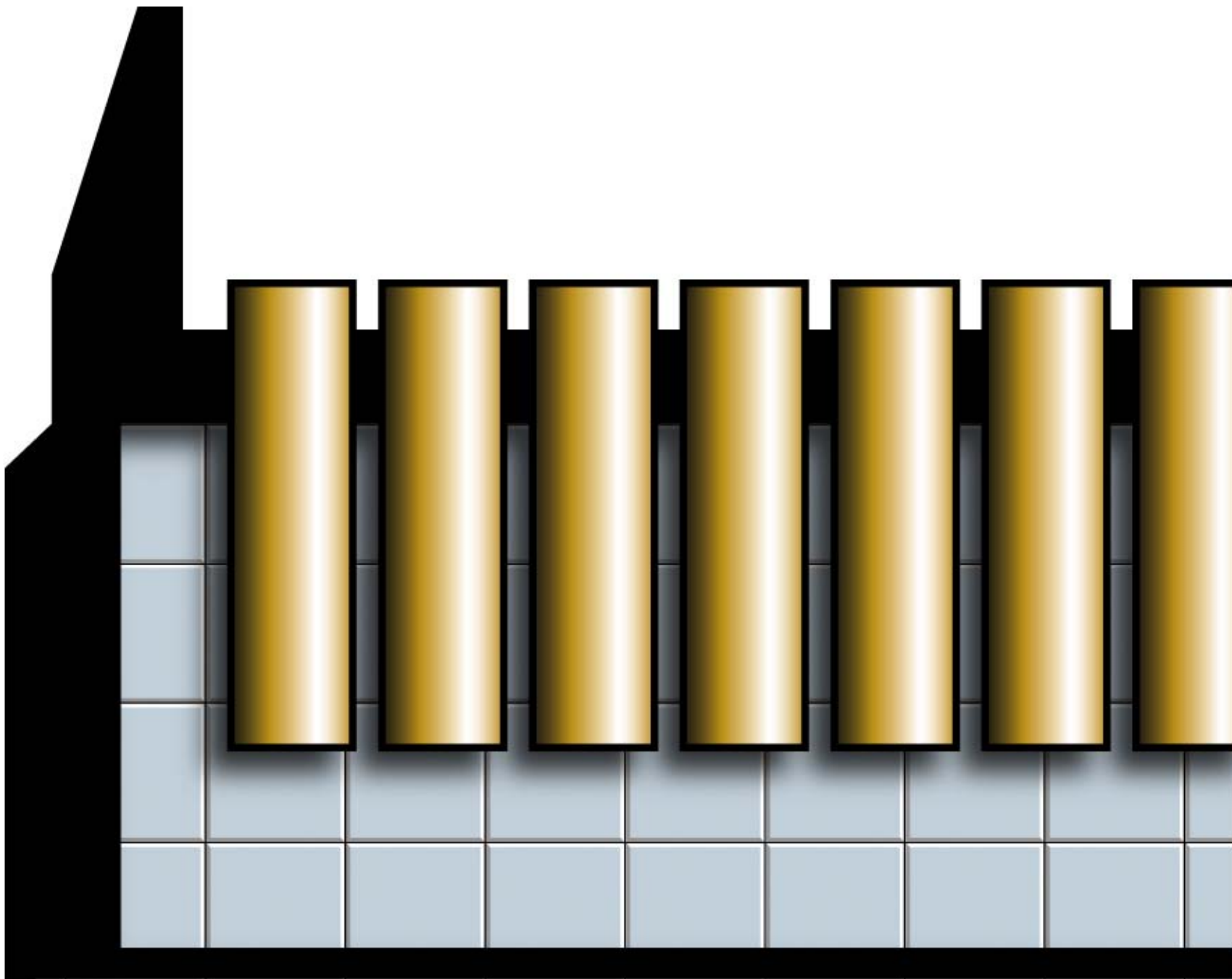
Main Hull Upper Deck Tile II



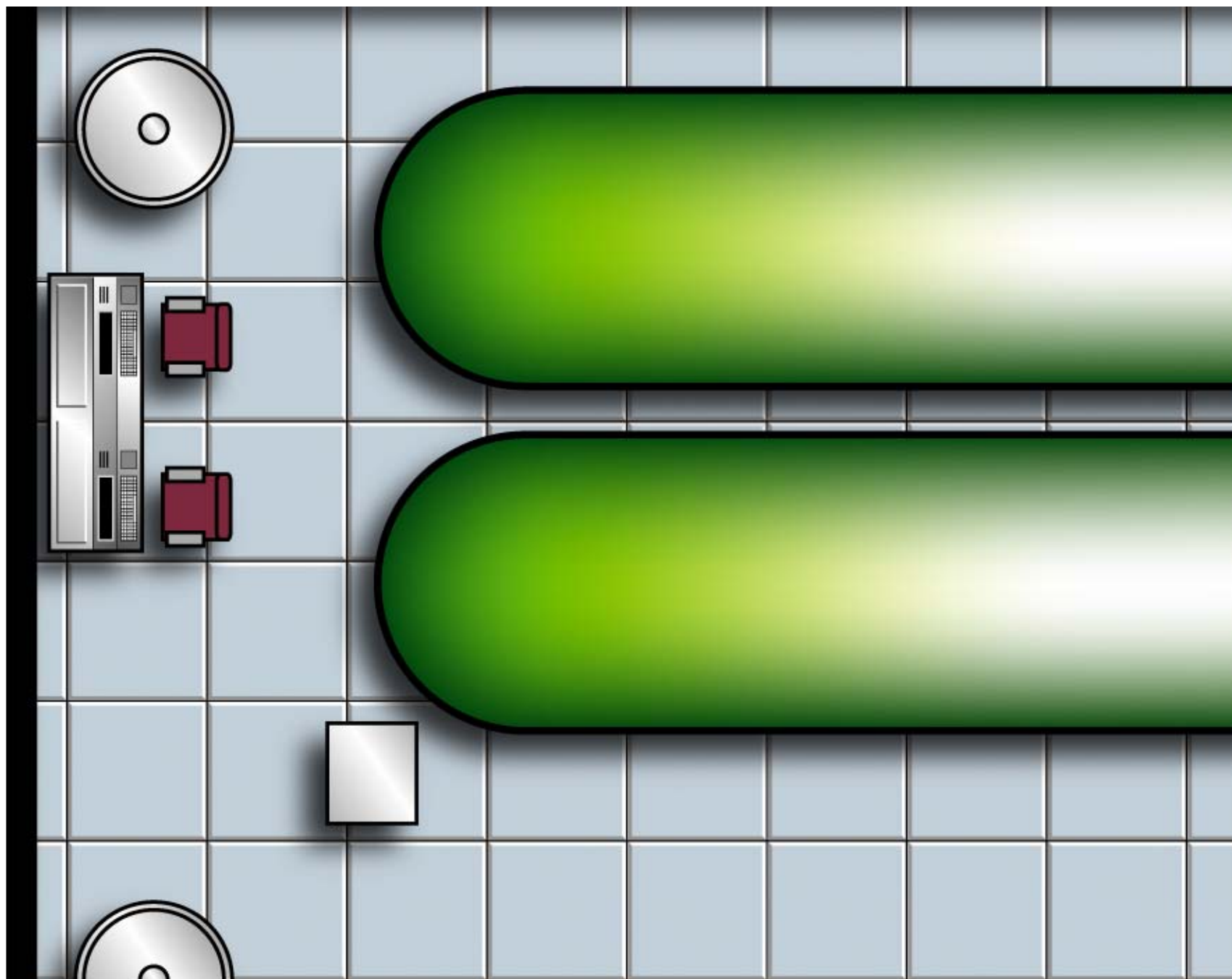
Main Hull Upper Deck Tile 12



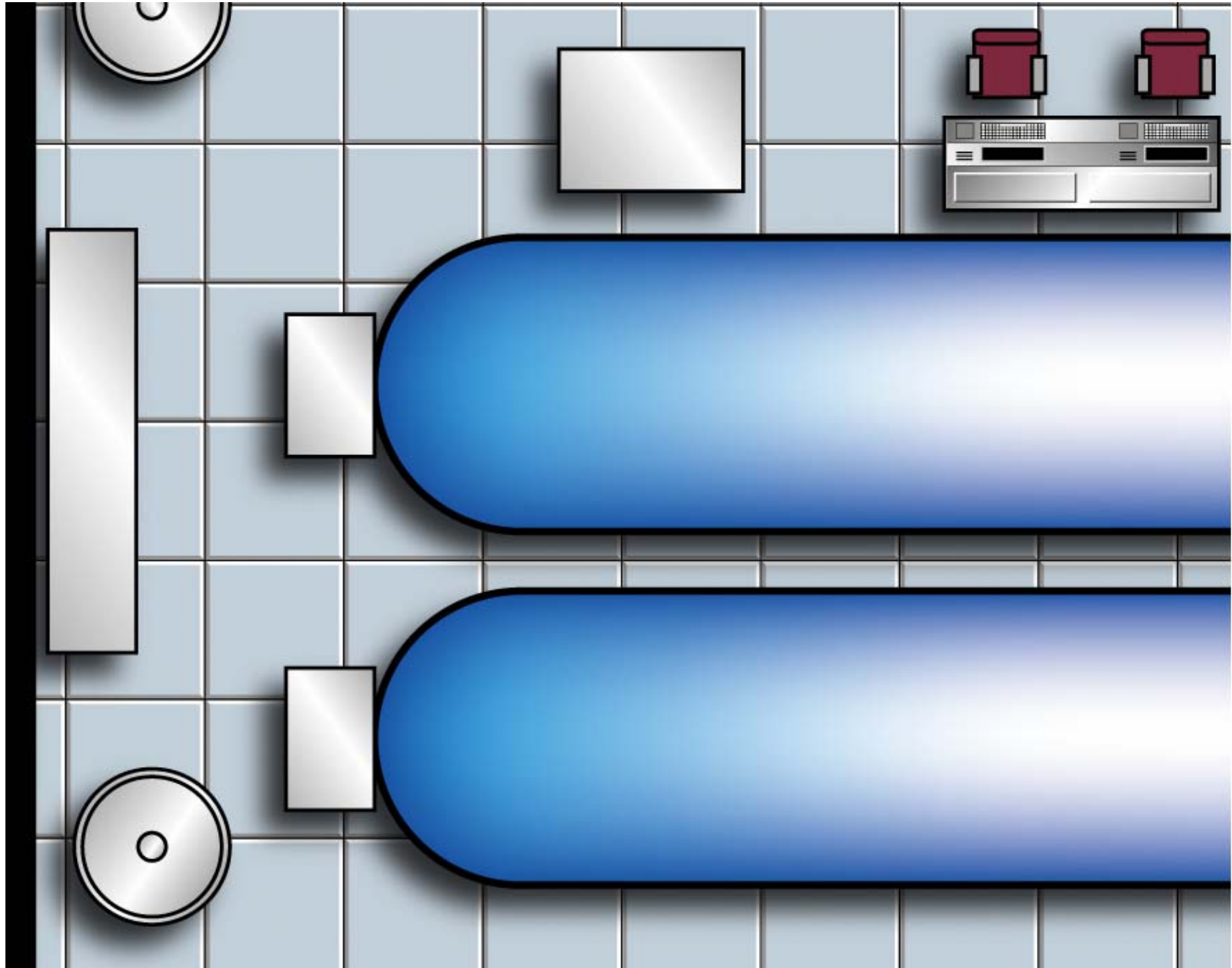
Main Hull Upper Deck Tile B



Main Hull Upper Deck Tile 14



Main Hull Upper Deck Tile 15



Main Hull Upper Deck Tile 16

