

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



MORNINGSTAR HEAVY CORVETTE



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.





Future Armada: Morningstar

by Ryan Wolfe of BlackyWyrM Games

<http://home.insightbb.com/~ryan.wolfe>
<http://www.blackwyrM.com/>

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Overview

The ConFed Starship “Morningstar” is a *Fenris*-class heavy corvette designed for extended patrol and escort duties. It often operates alone as police ship and border patrol vessel. A common sight in civilized space, this class of warship is occasionally refitted for civilian use.

The Morningstar has three main weapon systems.

- A number of laser turrets are situated along the top and bottom surfaces of the ship. These are accessed via crawlways above and below the habitation decks and retract beneath the armored plated hull when not in use.
- Missile launchers occupy the forward section of the nacelles on either side of the vessel. These can launch both conventional and nuclear missiles, as well as decoy drones.
- Lastly, there is a spinal mounted magnetic accelerator that runs the length of the ship. This “needle driver” can flay a target with bursts of metal flechettes moving at extremely high velocity.

Note that there are 14 laser turrets on the ship. By the written rules, a ship of this size cannot have 14 weapons, so only two of these fire in any given round. This is what is represented by the “Two Heavy Lasers” in the ship statistics block. You might assume that the others are operating in point-defense mode or just laying down cover fire when not explicitly active.

The vessel does not have a grappling system. Instead it carries a pair of small craft for use in boarding. These same craft serve as shuttles and troop transports for planet-side engagements. One craft occupies each hangar.

When grounded, entrance to the ship is gained through the air locks behind the bridge and cargo is loaded directly into the hold. In space, small craft can enter the hangars while larger ones dock either with the aforementioned air locks or the docking ring directly beneath the cargo hold.

Thirty crew members live aboard the ship, working in three shifts of ten crewmen each. There are no permanent facilities for additional passengers but the recovery wards, cargo hold, and even hangar bays can be converted into living areas should the need arise. The crew are all trained soldiers who can double as marines.

The captain of the CSS Morningstar is Llewellyn Highwater, a taciturn gentleman and career military man from a respected line of captains and admirals. He has been in command a long time and has earned the loyalty of his crew. Less than a year shy of retirement, he plans to take it easy and will avoid unnecessary risks if possible.

His first officer, Eliza McGovern, is an ambitious and talented tactician who looks forward to a command of her own soon. She would rather be on the front lines and has little patience for routine patrols and police duties. Though she admires Captain Highwater as a mentor, she yearns to be in charge of her own warship.

Though *d20 Future* statistics are provided, it is hoped that the Morningstar can be easily customized to fit your particular game system and campaign. You are welcomed and encouraged to make any modifications that you desire.

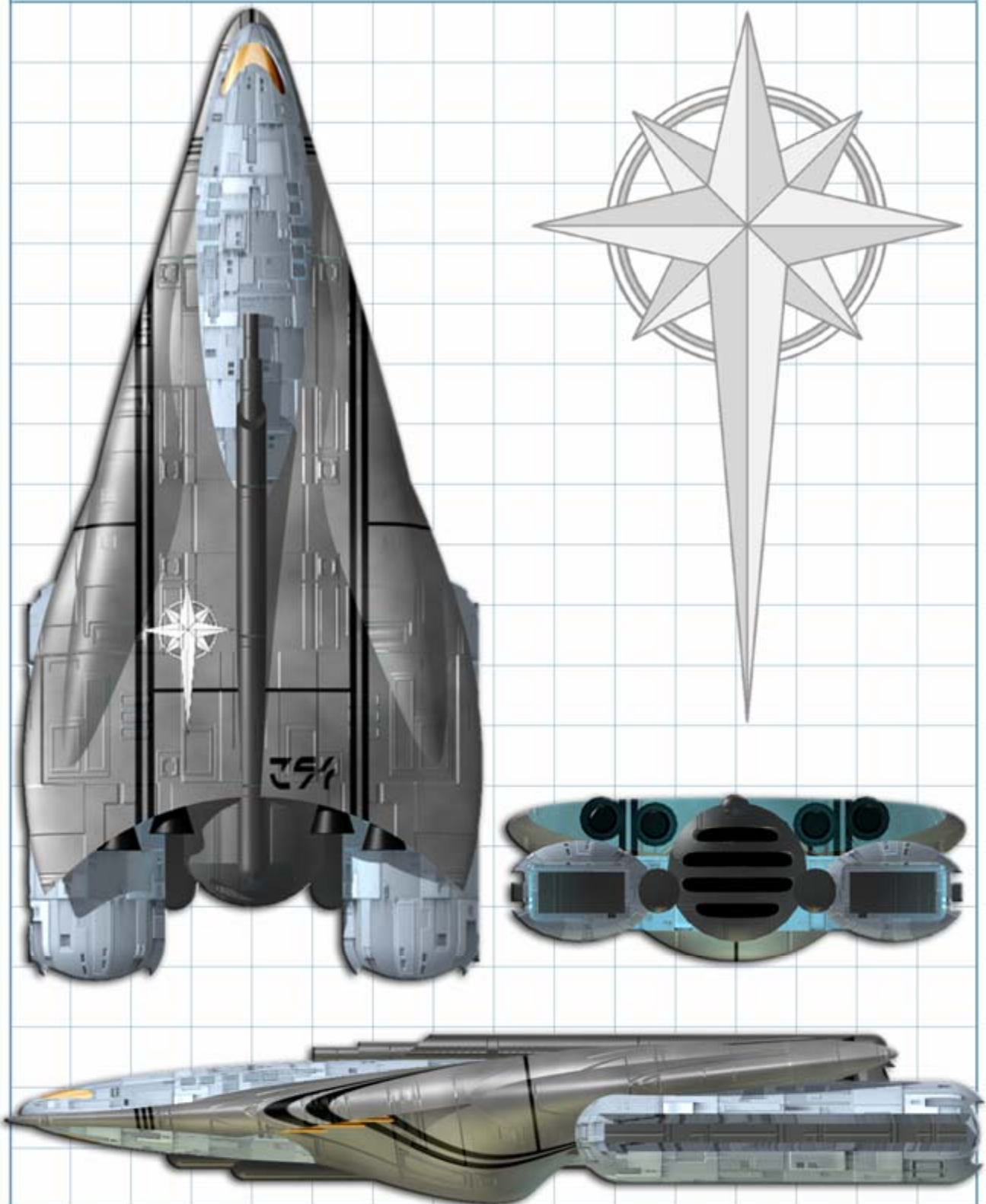
On all of the maps, one square is equivalent to 5 feet. They can instead be interpreted as 2 meters if that will work more easily for your game system of choice.



CSS MORNINGSTAR

Progress Level	6		Size	Colossal (-8 size)
Type	Light		Tactical Speed	3,000 ft. (6 squares)
Subtype	Corvette		Length	325 ft.
Defense	7		Weight	4,400 tons
Flat-footed	5		Targeting Bonus	+3
Autopilot	5		Crew	30 (Trained +4)
Hardness	30		Passenger Capacity	None
Hit Dice	70d20 (1,400 hp)		Cargo Capacity	120 tons
Initiative	+4		Grapple Modifier	+16
Pilot's Class Bonus	+3		Base Purchase DC	62
Pilot's Dex Modifier	+2		Restriction	Military (+3)
Gunner's Attack Bonus	+2		Grappling Systems	None
Engines	Ion Engine, Thrusters		Armor	Vandium Plating
Sensors	Class III sensor array, Targeting system	Communications	Laser transceiver, Radio transceiver	
Defense Systems	Decoy drone launcher, improved autopilot, improved damage control, magnetic field, point defense system, self-destruct system.			
Weapons	2 heavy lasers (range increment 4,000 ft.) 2 fire-linked nuclear missile launchers (16 missiles each), 2 fire-linked CHE missile launchers (24 missiles each), 1 needle driver (range increment 4000 ft.)			
Attacks	2 unlinked heavy lasers -3 ranged (8d8) and 2 fire-linked nuclear missile launchers -8 ranged (16d8 / 19-20) and 2 fire-linked CHE missiles -8 ranged (9d12 / 19-20) and 1 needle driver -8 ranged (8d12)			
Attack of Opportunity	Point-defense system +3 ranged (2d12x10)			

MORNINGSTAR





Lower Level

Cargo Hold

This area is used as the primary storage area on board and usually contains several large crates or pieces of heavy equipment. The exterior door is a sturdy ramp strong enough for vehicle use but the other ramp, leading up to the main section of the ship, is just an iron grate. The space beneath it is open for more cargo and also contains a docking hatch (not shown).

This area is also the primary means of exiting the ship during planetary assaults. Troops gather outside of the weapon lockers during the decent, then rush down the ramp, through the cargo hold, and out onto the planetary surface – allowing the ship to left off again in the shortest time possible.

Mid Level

Lounge

The lounge at the bow of the ship has a trio of view ports set into the curving floor and a large video screen set into the forward wall. The lighting is more subdued than elsewhere on the ship and various refreshments are available from the wall-mounted dispensers. A pair of storage closets hold extra furniture, food, and entertainment equipment.

Rec Room

The recreation room comes complete with punching bag, floor mat, and a strange looking weight-lifting apparatus. Lockers hold various pieces of exercise equipment as well. Restrooms with full-sized showers are available just outside.

Conference Room

A large metal table fills the center of this chamber and video screens line the walls. This area is used for tactical briefings and general meetings for the higher ranking crew.

Note that the ladders in the hallway outside lead to upper deck and the crawlway between the decks. That crawlway leads to the forward turret wells.

Weapon Lockers

A trio of vault-like doors stands to either side of the hallway here. Each opens into a shelf-lined locker holding a variety of weapons, armor, and ammunition. There is enough gear present to outfit the entire crew for battle.

Exit Ramp

Behind a large security door, a ramp leads down into the cargo hold. The ramp is a metal grate and various crates and shipping containers can be seen below.

Galley

Long tables fill most of this room and food dispensers line the forward wall. Between the dispensers a ladder leads to the upper level (emerging between the restrooms in the crew's quarters section). The ladder continues up to the spinal crawlway from there.

There are also a pair of ladders and hatches at the aft end of this section. These also provide crawlway access. The hatches to the upper levels are kept closed when not in battle since they lead directly into crew's quarters.

Medical

These three rooms are the medial facilities for the ship. The front room is used for administration and out-patient tasks. The back rooms are an operating theater and a divided area for patients awaiting treatment. There is restricted access to engineering from this area, for use in emergencies only.

The hallway in front of the medical area contains a lift for moving patients to the recovery wards on the upper level. This hall has a high ceiling and a metal walkway crosses at the upper level.

Engineering

The engineering room, which spans both the mid and upper levels, is built into the engine itself. The walls and ceiling are the casings for various components, some of which extend well into the room. There is a workstation in the center of the chamber and a myriad of controls and access areas throughout the area.





Ladders lead to the upper deck, where a balcony and walkway allow access to more components. There are also ladders in the corners that allow access to the rear turrets on the dorsal (top) side of the ship. The hatches in the floor lead to the lower crawlways, but there are no aft turrets on the ventral (bottom) side.

Note that the great majority of engine, life support apparatus, fuel tanks, and other critical systems are housed in the “wing” areas of the ship. Access is possible at various points but the interior is very cramped and inhospitable. It is more usual to gain access to these areas by removing exterior hull plating (best done in space dock).

Nacelles (starboard and port)

Launch Bay

There are identical launch bays on either side of the ship. Each houses a set of missile launchers and ammunition, as well equipment for manually modifying and loading the ordinance.

Hangar

Behind the launch bays are large hangars. Each can hold a landing craft or pair of fighters. There is a small control room at the front of the bay and storage areas to either side. These mainly contain equipment and tools required for vehicle maintenance.

The Morningstar carries a pair of landing craft, one in either hangar bay. These troop transports are approximately 35 ft. long and so do not allow much room for additional craft.

Upper Level

Bridge

The command center for the ship has 5 dedicated crew stations including the captain's chair. The huge forward screen provides a panoramic view of the area around the ship overlaid with tactical readouts. Just off of the bridge is an equipment locker that holds weapons and vacuum suits for use in emergency situations. There is also a small office available for the captain.

Escape Pods

The eight escape pods provide enough room to evacuate a total of 32 people (though more could

conceivably cram into the tiny vessels). This section also houses an airlock on either side of the ship. When landed, ramps deploy from the wing near the locks – allowing access to ground level.

Hatches in the floor allow access to the deck below. There is also a crawlway between the decks that leads to the port and starboard forward turrets.

Crew's Quarters

The captain and first officer have single rooms closest to the bridge. Each room after that is home to four crewmen except for the aft-most pair. Each of those back cabins has only a single pair of beds because they also contain the access hatches for the dorsal and ventral turret station.

In the center of this section is a pair of restrooms, complete with small showers. The hallway between the restrooms is split by a ladder that leads to the lower level and upper spine. A crawlway in the spine allows access to the dorsal-mounted turrets and the needle driver.

Recovery Ward

Situated directly above Medical, these two rooms are meant to be used for recovering casualties. Currently only one has the beds and monitoring equipment deployed. Though the other is being used for general storage, it can be reconfigured at a moment's notice.

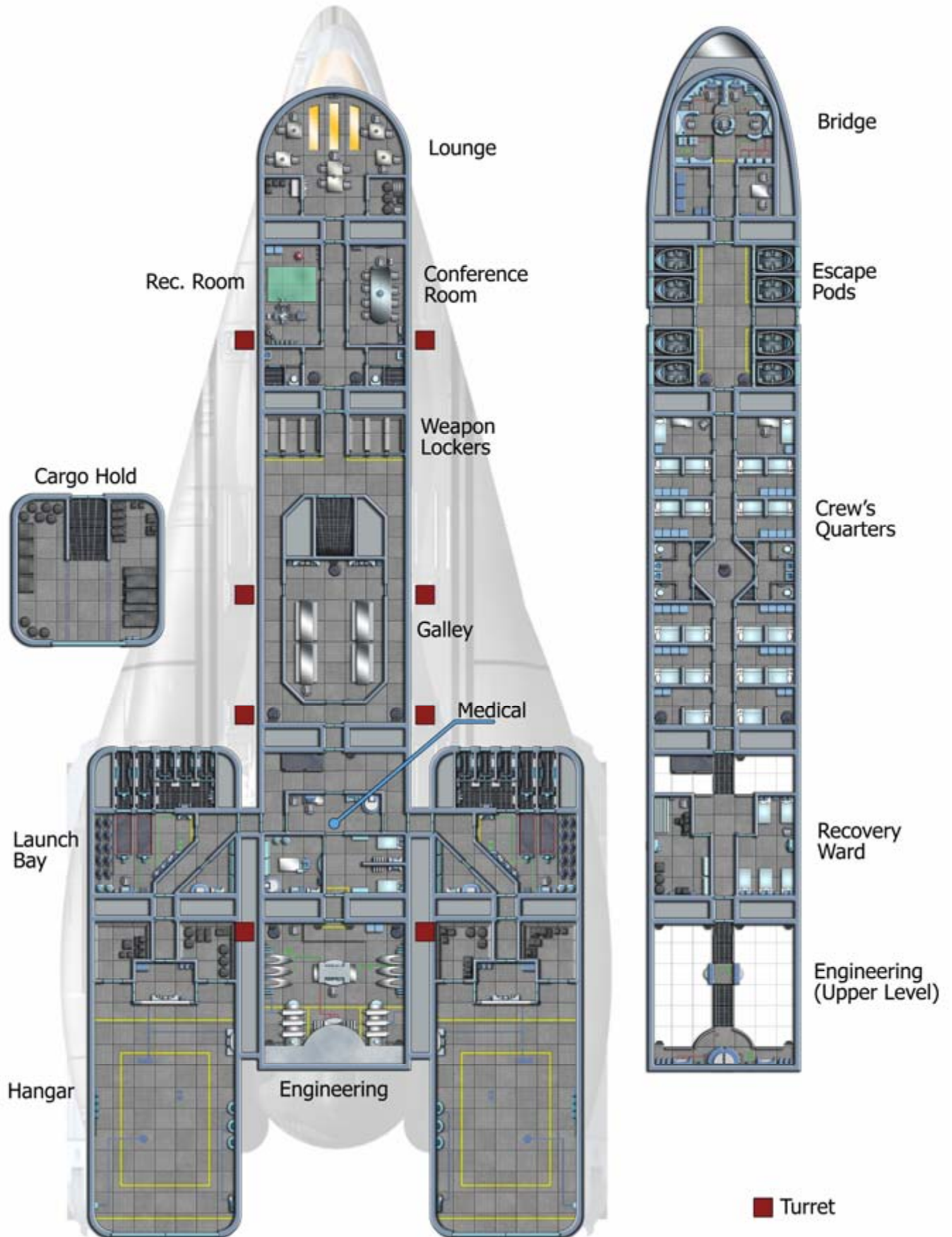
Outside of the recovery rooms a metal walkway crosses to the crew's quarters area. A lift adjacent to the walkway is provided for easily moving bed-ridden patients to and from the lower level.

Engineering (Upper Level)

This is actually the main entrance for the engineering area as the door on the lower deck is for emergency use only. The high-ceilinged engineering room stretches across both the upper and mid levels. The upper area contains a catwalk that crosses to a balcony at the aft part of the room. There are some control panels accessible from the midpoint of the walkway and many more along the aft wall (which is also the casing for the primary engine assembly).

Ladders near the entrance and the balcony lead down to the main floor of the chamber.







Crew

The CSS Morningstar carries thirty crew members, divided into three equal shifts. Each shift has eight “standard” crewmen, which includes the rank and file grunts as well as low grade officers. There are also two “senior officers” overseeing each shift – for a total of half a dozen senior officers (including the captain and first officer) on board. All crew members are proficient with the weapons, equipment, and tactics employed in ship to ship combat and boarding actions.

The statistics below can be used to represent the crew and senior officers. Specific individuals may vary from these generalizations – especially in the case of specialized skills.

Standard Crew

Fast Ordinary 1/Tough Ordinary 1

CR 2; Medium-size humanoid; HD 1d8+0 plus 1d10+0; HP 11; Mas 10; Init +2; Spd 20 ft; Defense 19, touch 16, flatfooted 17 (+0 size, +2 Dex, +4 class, +3 equipment); BAB +0; Grap +1; Atk +1 melee (1d4+1/19-20x2, knife), or +2 ranged (3d8+0/20x2, laser rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Confed Military; SV Fort +1, Ref +3, Will +0; AP 1; Rep +0; Str 12, Dex 14, Con 10, Int 11, Wis 10, Cha 8.

Occupation: Military (class skills: Knowledge (Tactics) & Survival)

Skills: Craft (mechanical) +4, Knowledge (Tactics) +4, Pilot +6, Profession (soldier) +3, Swim -1, Tumble +2

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Zero-G Training

Possessions: light space suit, knife, laser rifle; Wealth +6

Senior Officers

Dedicated Ordinary 6

CR 6; Medium-size humanoid; HD 6d6+0; HP 21; Mas 10; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +4; Grap +4; Atk +4 melee (1d4+0/19-20x2, knife), or +6 ranged (2d8+0, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Con Fed; SV Fort +3, Ref +3, Will +3; AP 3; Rep +2; Str 11, Dex 15, Con 10, Int 14, Wis 10, Cha 14.

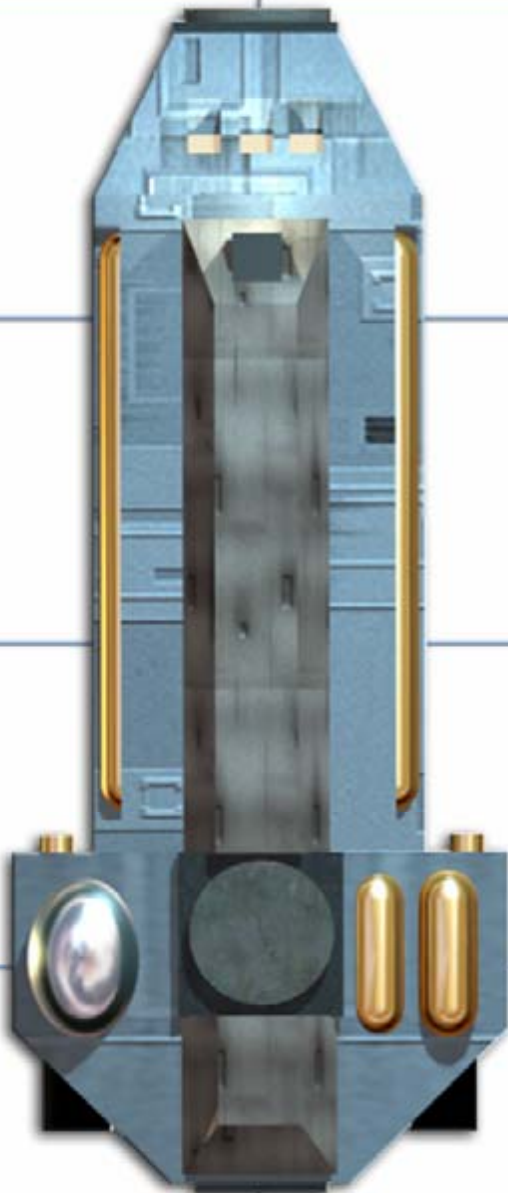
Occupation: Military (class skills: Knowledge (Tactics) & Navigate)

Skills: Bluff +3, Diplomacy +6, Intimidate +6, Knowledge (Tactics) +11, Knowledge (Technology) +4, Navigate +11, Pilot +6, Profession (Military Officer) +9, Tumble +6

Feats: Leadership, Personal Firearms Proficiency, Spacer, Starship Operations (Light), Zero-G Training

Possessions: knife, laser pistol; Wealth +6





Shuttles

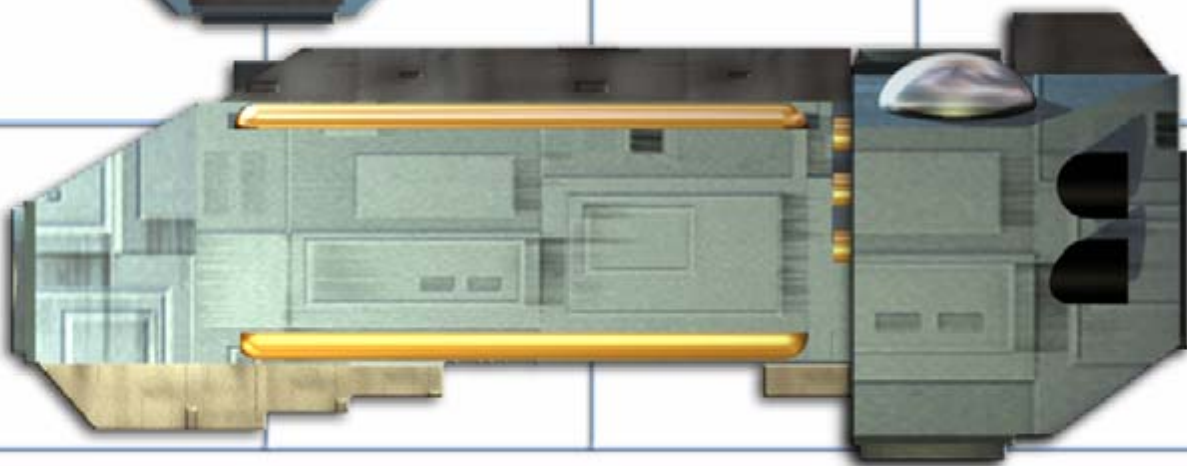
The Morningstar carries two shuttles – one in each hangar bay. These small, boxy craft are used primarily to move troops during boarding actions and planetary assaults. The interior has seats for 16 marines while the pilot drives from an elevated couch in the back-left corner of the shuttle.

The primary entrance for the craft is in the rear but there are three other hatches (bow, top, and bottom) to allow for docking at any orientation. A forward-pointing laser is mounted on top of the vessel.

Type: Ultralight	Size: Gargantuan
Subtype: Launch	Speed: 3,000 ft.
Defense: 11	Length: 35 ft.
Flat: 9 Auto: 8	Weight: 32,000 lbs
Hardness: 20	Targeting: +2
Hit Dice: 6d20	Crew: 1
Hit Points: 120	Passengers: 16
Initiative: +2	Cargo: 600 lbs
Pilot Class: +3	Grapple Mod: +12
Pilot Dex: +2	Purchase DC: 44
Gunner: +2	Restriction: Lic. (+1)

Laser +0 ranged (6d8) 3,000 ft. increment

Ion Engines, Thrusters, Polymeric Armor, Autopilot, Class II Sensors, Targeting System, Laser Transceiver, Radio Transceiver





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