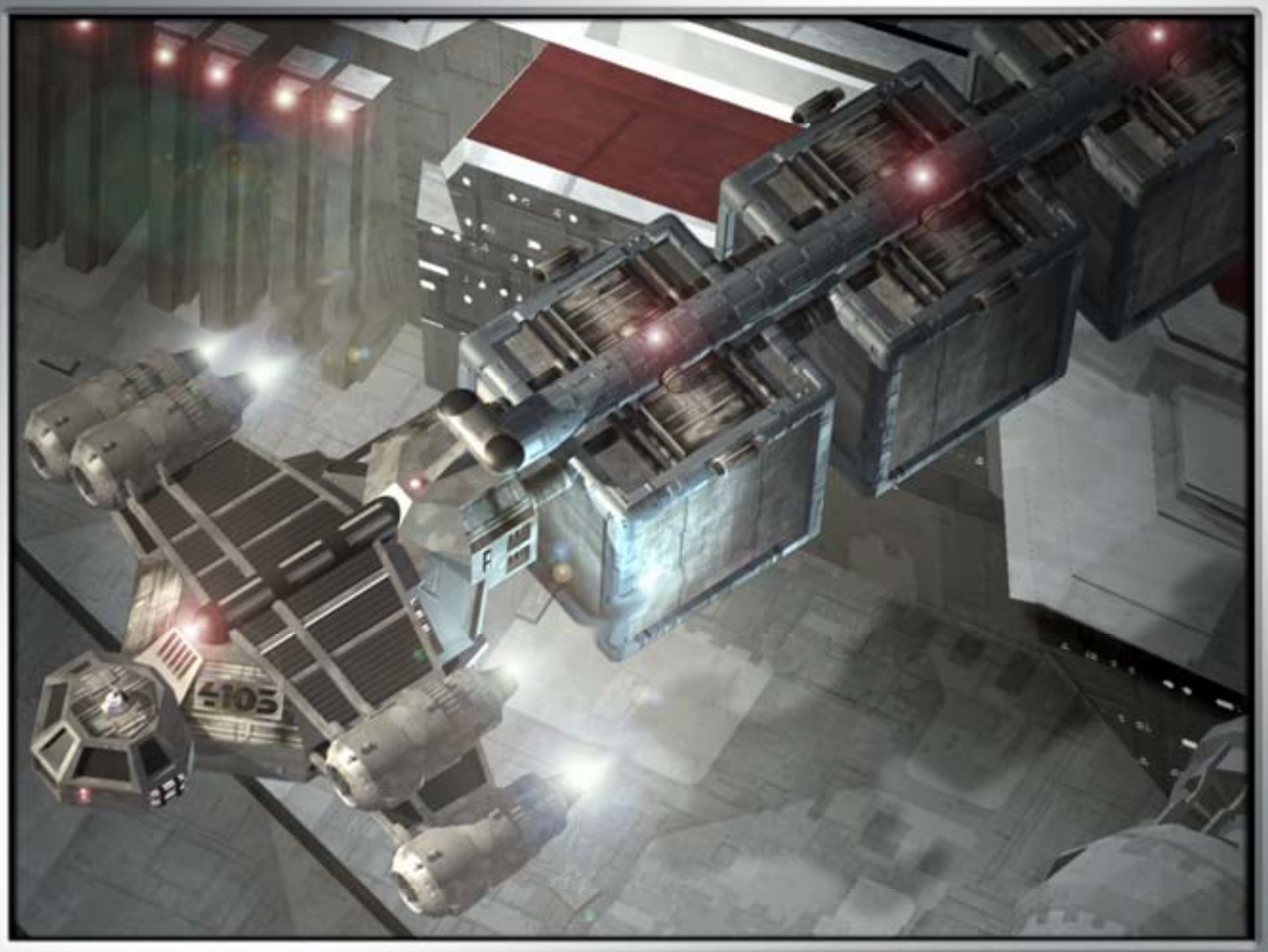
FUTURE ARMADA

DELUXE STARSHIP DESIGNS



TUG-410S

FREIGHT HAULER

3B

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

d20 system

Future Armada: TUG-4103

by Ryan Wolfe of BlackyWyrm Games

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Overview

Hyperion Manufacturing & Tansport (HM&T) is a mega-corporation involved in asteroid mining, zero-G manufacturing, and inter-system freight hauling throughout a large section of civilized space. The company employs a legion of contract pilots to move commodities to where they are needed and TUG-4103 is just one unremarkable cog in the great machine of interstellar commerce.

This vessel is an old *Loggerhead*-class hauler designed to pull long trains of unmanned cargo pods. It requires only a single crew and operates exclusively in space – sporting a powerful set of ion engines but no atmospheric thrusters. The ship is decades old and nearly obsolete. It runs, but is in a poor state of repair and looks ready to give out at any moment.

One new addition that the current owner has made is a black market missile launcher – concealed behind the spine-mounted search light. There are only a handful of missiles loaded, but hopefully it would be enough to dissuade the casual pirate.

Though designated as a hauler, the TUG itself has almost no cargo space. Instead, it attaches to a long line of cargo pods which hold the actual goods. This class of ship is much like a locomotive was to the trains of olden days.

TUG-4103 is currently operated by Oswald McNamara, know universally as “Mac”. As a contracted pilot for Hyperion Manufacturing & Transport, he spends the great majority of his time on his ship – hauling freight from place to place. This is fine by him as his planet-side residence is a dank apartment in a seedy high-rise in very bad part of the coastal sprawl. As far as Mac is concerned, the less time spent at the bottom of the gravity well the better.

Mac is a portly, balding man of unremarkable stature or bearing. He tends to go unshaven and dressed in dirty coveralls. Though he had to give up smoking because of the strain on his ship’s atmosphere scrubbers, he still likes to chew on an unit cigar while driving or operating the comm.

With a temperament ranging from uncouth to surly, it’s not really a surprise that Mac works alone. He runs his routes on schedule, but mainly because of the financial incentives offered by HM&T. Paychecks tend to go towards tawdry entertainment or get-rich-quick schemes that never quite work out. Oswald McNamara has been flying this boat for nearly 10 years and it’s a good bet that he’ll be running the same routes, and scams, 10 years from now.

On all of the maps, each 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. You are welcome to make any modifications that you desire.

TUG 4103

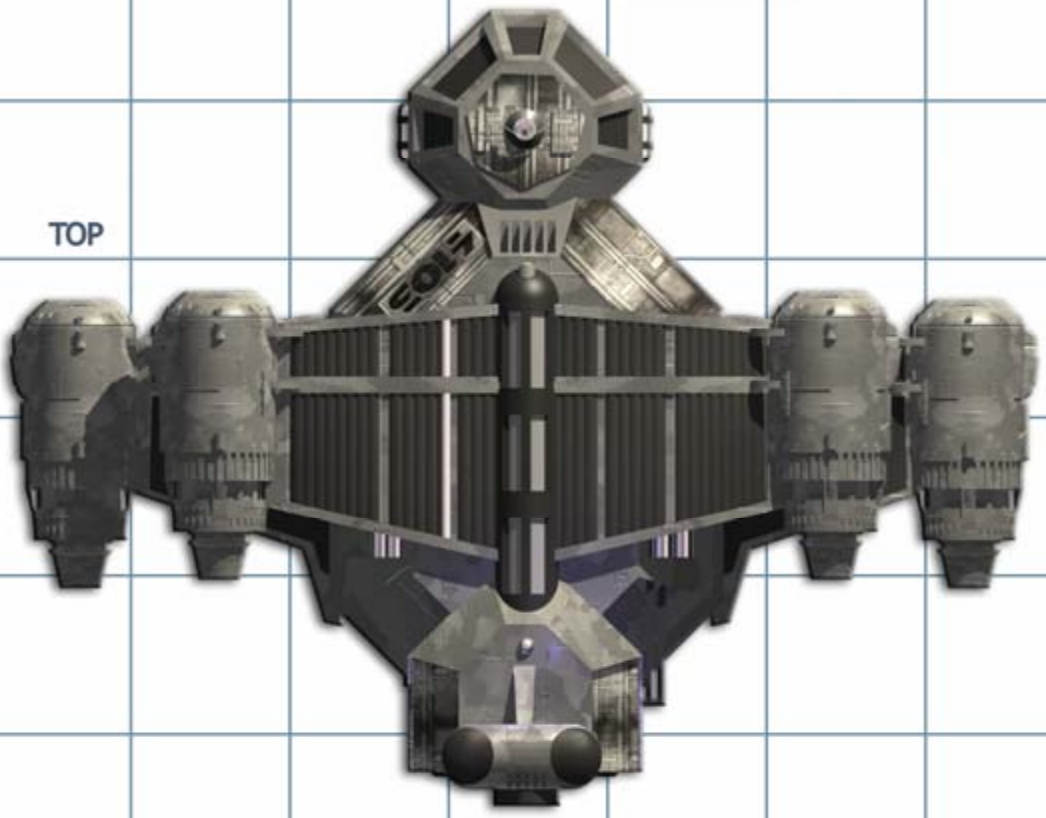
Progress Level	Low 6	**Size**	Gargantuan (-4 size) *Colossal (-8 size) with pods*
Type	Ultralight	**Tactical Speed**	2,500 ft (5 squares) *-500 ft per three pods*
Subtype	hauler	**Length**	53 ft *+ 35ft per pod*
Defense	9 *5 with pods*	**Weight**	245,000 lbs *+ 25,000 lbs per pod*
Flat-footed	8 *4 with pods*	**Targeting Bonus**	+0
Autopilot	8 *5 with pods*	**Crew**	1
Hardness	20	**Passenger Capacity**	1
Hit Dice	8d20 (160 hp) *+ 1d20 (20 hp) per pod*	**Cargo Capacity**	1 ton + *100 tons per pod*
Initiative	+1	**Grapple Modifier**	+12 *or +16 with pods*
Pilot's Class Bonus	+2	**Base Purchase DC**	48
Pilot's Dex Modifier	+1	**Restriction**	Licensed (+2)
Gunner's Attack Bonus	+1	**Grappling Systems**	Grapplers
Engines	Ion engines only (can't enter atmosphere)	**Armor**	Alloy Plating
Sensors	Class I	**Communications**	Radio Transceiver
Defense Systems	Autopilot, damage control (1d10), chaff launcher		
Weapons	1 CHE Missile Launcher (4 missiles)		
Attacks	1 CHE Missile Launcher -3 ranged (4d12x10/19-20)		
Attack of Opportunity	none		

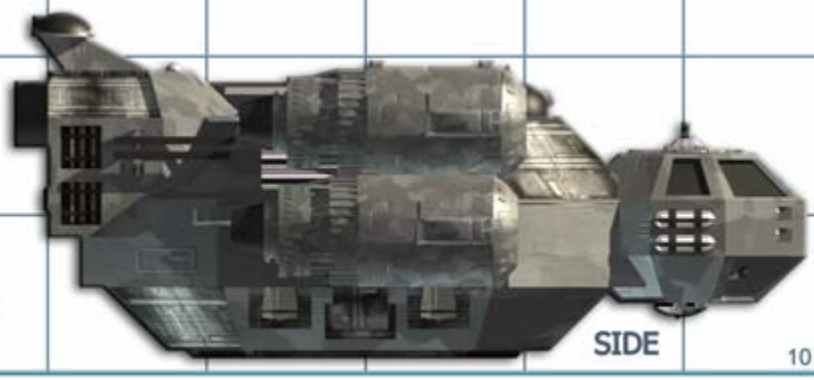
*The statistics in *italics* refer to the vessel when attached to one or more cargo pods.

TUG-403

FRONT

TOP





SIDE

HMT

HYPERION MANUFACTURING AND TRANPORT

10 ft

Interior Areas

Cockpit

TUG-4103 has a spacious cockpit to house it's wide array of antique dials and switches. There is a single dilapidated pilot's seat and a short flight of stairs leading down to the main cabin.

The door between the two areas has atmospheric seals so that the cockpit or cabin can be independently depressurized. Though difficult to clear and open, there is an access hatch in the floor of the cockpit to facilitate extra-vehicular access.

Cabin

The main area of the vessel is a single cabin for the pilot's off-hour use (when docked or on autopilot en route). There is a computer/media terminal in one corner and a food station built into the back wall. A combination toilet/shower is in a small chamber on the starboard side and a storage closet is on the port side opposite. There are exit hatches down a few stairs on either side, but no dedicated airlock.

The metal table in the center of the cabin can fold into the floor to provide room for exercise (not that this room has seen any exercise in several years). The low bed can also fold into the wall, and there is a second bunk concealed higher up (again, seldom used).

At the back of the chamber are the ship's engines and a cramped engineering hallway. Here a ladder leads up to the crawlspace which runs the length of the cargo train (or ends in a sealed pressure hatch if no train is attached).

Other than the occasional decompression in deep space, Mac doesn't do a whole lot of house cleaning; so both the cockpit and the main cabin are often littered with dirty clothes, dirtier fast food containers, and the occasional holo-mag. The pine scented air freshener hung from the center light does little to cover the sour odor of the dingy room.

Cargo Pods

A standard cargo pod is a cube roughly 25 ft. on a side. It has small maneuvering thrusters, linkages to attach to other pods, and a rudimentary computer system to monitor and report status. The top of the container also sports an access crawlway running from bow to stern. When linked up, it is possible to traverse the entire train, and access any cargo pod, via this crawlway. A standard module holds 100 tons of cargo.

Defense Module

This special purpose module is designed to add firepower to an otherwise unarmed train. Rather than cargo space, this pod holds a turreted fusion beam and advanced sensor systems. For the sake of deterrence, all of this extra gear is concealed until brought into play (so a pirate never knows if a train is packing). The weapon systems are usually operated by the tug pilot – though it is also possible for a gunner to access the controls in the pod itself.

Game Mechanics

It is easiest to treat an entire train (TUG plus 1 to 14 cargo pods) as a single vessel. To do this, start with the base stats for TUG-4103. For each cargo pod, add one hit die and 20 hit points. For every three pods (round down), reduce the speed by 500 feet (1 square).

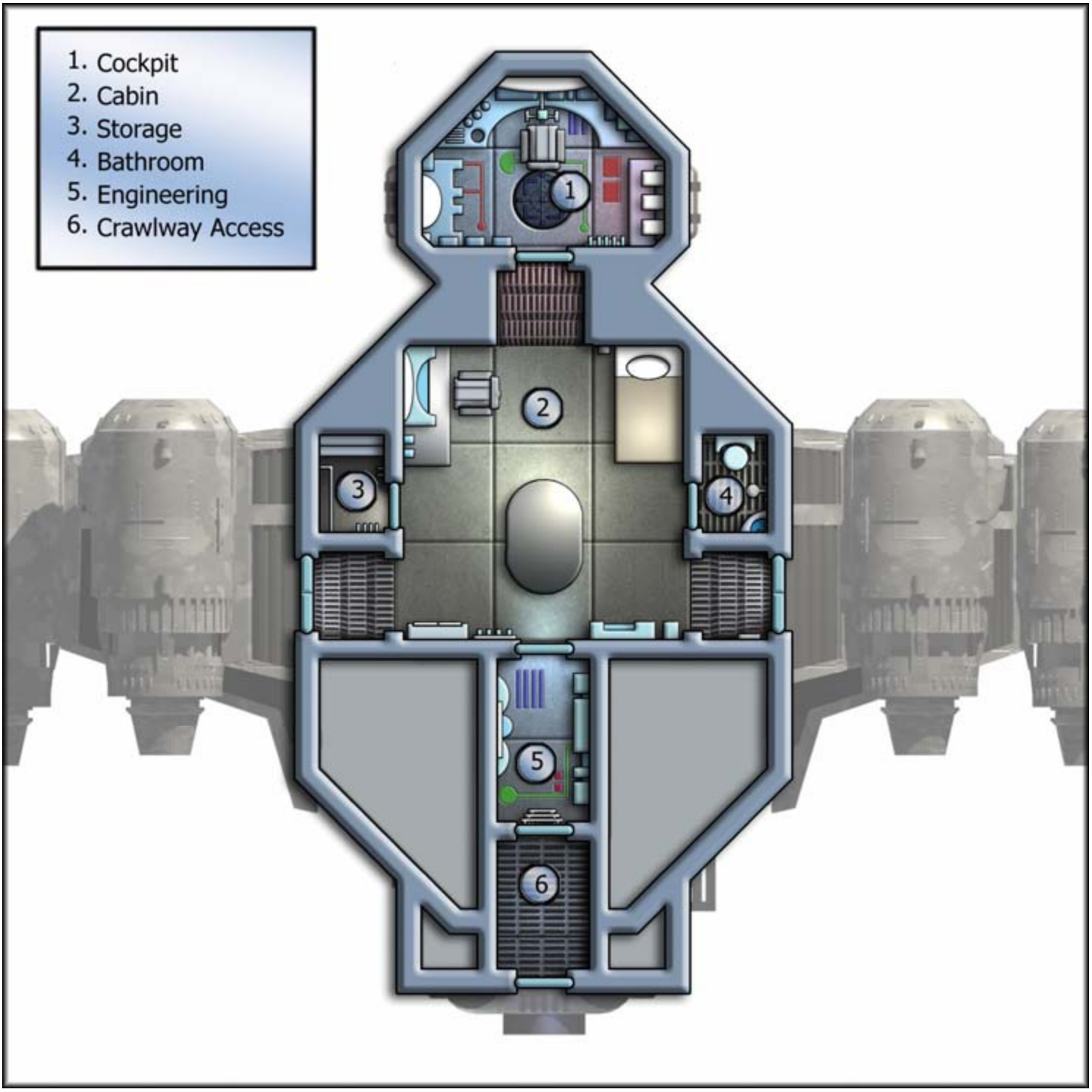
The ship as a whole is also now "Colossal" sized, which modifies various statistics.

A defense module will add the following to the ship stats:

- **Class III Sensors**
  - Increases initiative by 2
- **Targeting System**
  - Grants a +3 to hit for a colossal ship
- **Point Defense System**
- **Fusion Beam**
  - (10d8), range 3000 ft

The new attack statistics for a (now colossal) TUG-4103 would be:

1 Fusion Beam -4 ranged (10d8) and 1 CHE Missile Launcher -9 ranged (4d12x10)
Attack of Opportunity: -4 ranged (1d12x10)


1. Cockpit
2. Cabin
3. Storage
4. Bathroom
5. Engineering
6. Crawlway Access
1
2
3
4
5
6

Crew

As mentioned previously Mac is a portly, balding man of unremarkable stature or bearing – just a guy trying to make a living in the cold space between the known worlds.

Pilot (Oswald “Mac” McNamara)

Tough Ordinary 2

CR 2; Medium-size humanoid; HD 2d10+4; HP 15; Mas 15; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +1; Grap +2; Atk +2 melee (1d4+1, knife), or +2 ranged (2d6+0, Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +1, Will -1; AP 1; Rep +0; Str 13, Dex 12, Con 15, Int 9, Wis 8, Cha 8.

Occupation: Blue Collar (Craft (electronics]) Repair)

Skills: Computer Use +1, Craft (electronics) +0, Craft (mechanical) +0, Intimidate +0, Knowledge (Streetwise) +1, Pilot +3, Repair +0

Feats: Starship Gunnery, Starship Operations (Ultralight)

Possessions: pocket knife, 9mm pistol; Wealth +7

Standard Cargo Pod

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