

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



WAYFARER SCOUT SHIP



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





Future Armada: Wayfarer

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Overview

The "Wayfarer" is a state of the art *Seeker*-class scout ship - a reconnaissance and surveillance vessel built for long range operations. It is designed to be operated by a single pilot.

The Wayfarer is built around the latest breakthroughs in applied particle physics - first developed to provide a self-refueling engine for extended missions. More recent applications include the particle shielding and weapon systems installed on the vessel. These are still experimental and classified top secret by the ConFed military. The stealth screen and cerametal plating on the hull are also new, but not experimental, technology.

The ship is equipped with a self destruct system to prevent this equipment from falling into enemy hands.

The Wayfarer is operated by Commander Lora Starcrest – a strikingly attractive woman of 30 years whose desire to protect the people and make a difference in the galaxy drove her to join the galactic navy. She signed up for the officer-training program while in working on her Xenobiology degree and eventually ended up in flight school.

Though she did well serving aboard the carrier *Heimdall*, Lora increasingly found her good looks and stubborn independent streak causing problems. By pulling some strings and calling in a few favors, she was able to land a transfer into the scouting service as a test pilot for their latest recon vessel.

So it was that Lora met the Wayfarer and they've been together ever since.

As with all of the *Future Armada* designs, you are welcomed and encouraged to make any modifications that you desire. On the tactical 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.





The WAYFARER				
Progress Level	7		Size	Colossal (-8 size)
Type	Ultralight		Tactical Speed	3,500 ft. (7 squares)
Subtype	Scout		Length	120 ft.
Defense	9		Weight	500 tons
Flat-footed	7		Targeting Bonus	+3
Autopilot	7		Crew	1
Hardness	30		Passenger Capacity	1
Hit Dice	15d20 (300 hp)		Cargo Capacity	20 tons
Initiative	+2		Grapple Modifier	+16
Pilot's Class Bonus	+5		Base Purchase DC	56
Pilot's Dex Modifier	+2		Restriction	Military (+3)
Pilot's Attack Bonus	+7		Grappling Systems	Grapplers
Engines	Particle Impulse Engine, Thrusters		Armor	Cerametal
Sensors	Class IV sensor array, Targeting system	Communications	Mass transceiver	
Defense Systems	Improved autopilot system, damage control (1d10), particle field, radiation shielding, self destruct, stealth screen.			
Weapons	2 fire-linked particle beams (range increment 4,000 ft.)			
Attacks	2 fire-linked particle beams +2 ranged (18d8)			
Attack of Opportunity	none			

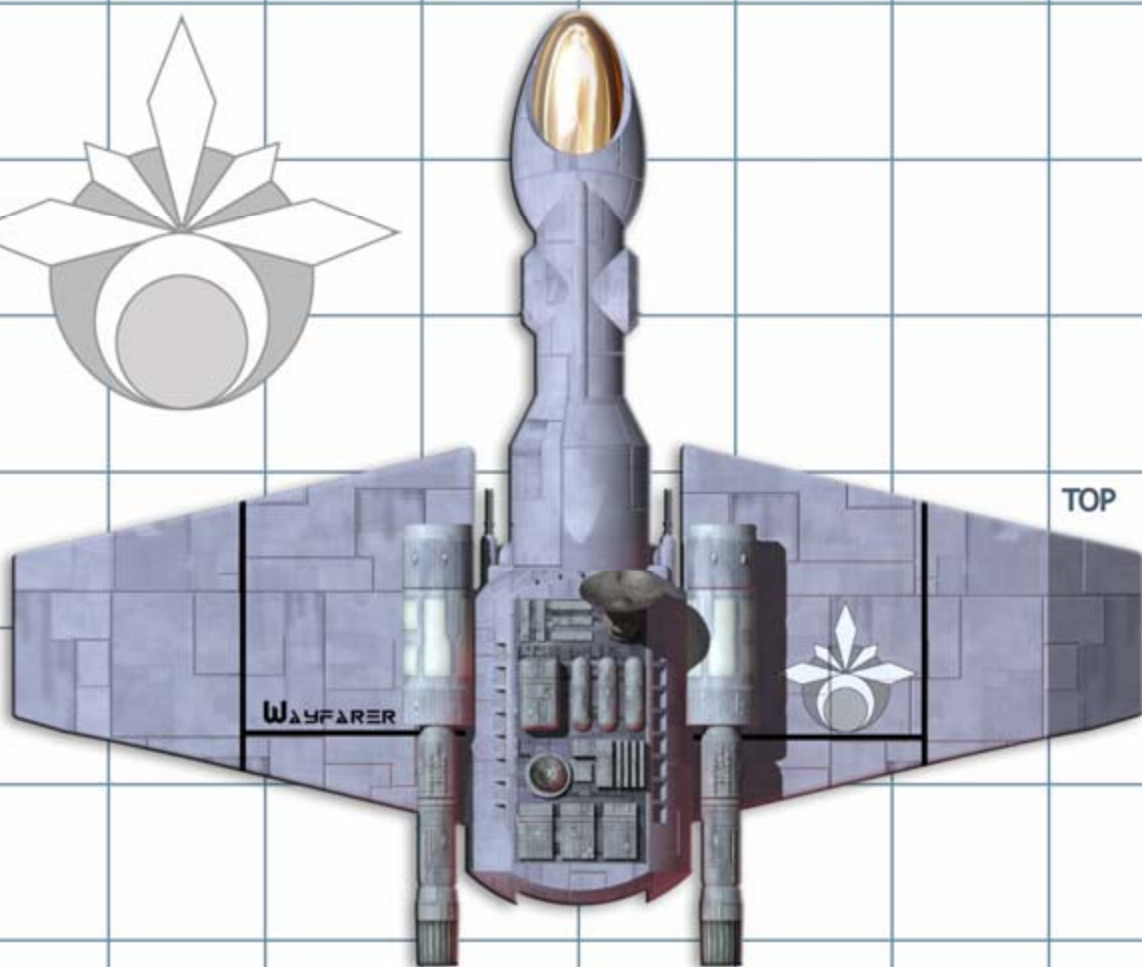


THE WAYFARER

FRONT



TOP



SIDE



20 ft



Interior Areas

Command Pod

The polarized canopy allows for an excellent view and the pilot's seat is designed to slide easily along guides set into the floor – allowing quick access to the control panels along the side and back walls. The cockpit is very spacious for a single pilot and could, in fact, accommodate another seat for a copilot in the aft part of the compartment.

The entire command pod can detach from the main body of the ship to act as an escape pod or life boat in an emergency situation. There are only rudimentary flight controls for the separated pod, no means of lifting off once landed, and no way to rejoin the ship short of a spacedock. Unless somehow overridden, the Wayfarer's self destruct system will automatically engage when the command pod is jettisoned.

Storage lockers near the back of the compartment hold food and survival gear. There are also reserve atmosphere processors that will support the lifeboat for up to three weeks adrift.

Access Corridor

Primary access to the Wayfarer is through the pair of pressure doors on either side of the “neck” which open into the narrow corridor between the command pod to the crew quarters. The walls and ceiling are cramped with various system components and controls and the entire corridor can function as an air lock when necessary.

Crew Quarters

Like the rest of the ship, Lora keeps her quarters clean and orderly – even though it is rarely seen by anyone other than herself. She'll usually keep the lighting subdued and often has classical music playing at low volume in the background. This room is her sanctuary.

The single bed can fold into the wall to allow more open floor space, or a second bunk can fold out over the first to accommodate an additional crew member. A food dispenser, media station, and sink fill out the perimeter of the room while separate chambers in the rear hold the toilet and shower facilities.

Cargo Bay

Part storeroom, part garage, and part engineering section – the large cargo bay is filled with various crates and equipment. The most notable of these is Lora's custom air car “Scooter”. There are also equipment lockers with mechanical and engineering tools, as well as a science station for processing geological and xenobiological samples.

The back wall of this chamber can open outwards to become a ramp – allowing easy loading and unloading of both car and cargo.

Most of the recon and surveillance gear (which is installed on the hull above the cargo bay) can be accessed by removing ceiling tiles from inside. Some wall panels and floor tiles allow access to life support apparatus, but repairing any engine or power system equipment usually requires venturing outside of the ship. There isn't a dedicated engineering section – making the ship difficult to modify or repair on the fly.

A row of small windows near the ceiling allow natural lighting to supplement the harsh fluorescents when available.

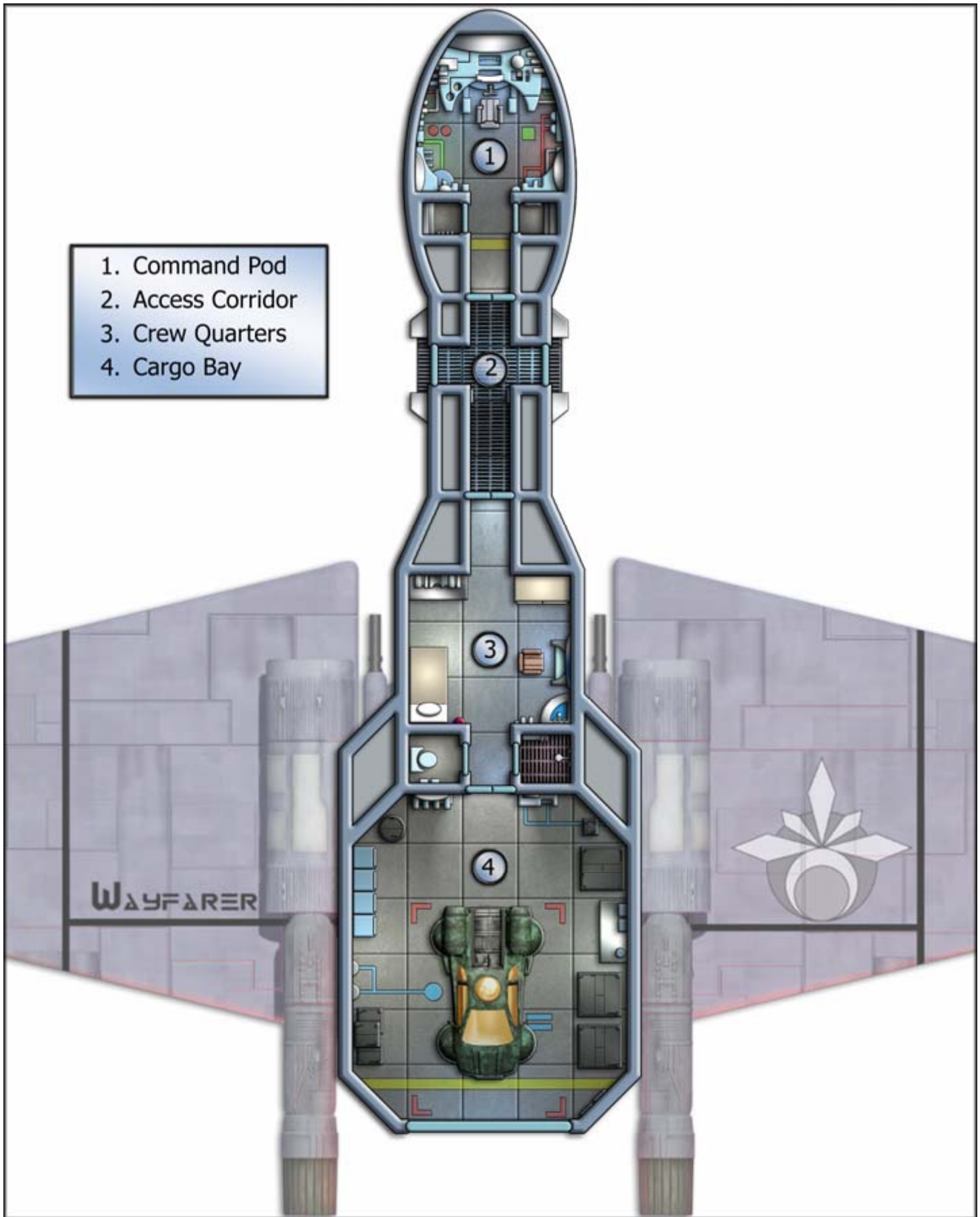
“Scooter”

Officially dubbed the SK-TR 7, this experimental vehicle uses the latest hovercar technology to provide a reconnaissance vehicle that is fast, quiet, and stylish enough for Lora Starcrest. Though unarmed, the car sports an electronic countermeasure suite (equivalent to a PL 6 Stealth Screen) and a camouflage paint job (-4 to Spot in vegetation) to help it avoid detection.

Lora uses her “Scooter” to do long range scouting and patrol missions when in the field, but also likes to employ it as her personal transport when off duty. This is, of course, against regulations but the boys in the lab usually let her get away with it.



1. Command Pod
2. Access Corridor
3. Crew Quarters
4. Cargo Bay





Crew

The Wayfarer is designed to operate with just a single pilot but can be staffed with an additional crewman if the mission warrants (i.e. If it would be a bad idea for the ship to be on autopilot during sleep hours). A second bed can fold out of the wall over the single one shown on the map – making it a standard bunk-bed setup. There is also room for an extra chair in the command pod, though the aft controls in that area might be easier to use while standing.

Pilot (Commander Lora Starcrest)

Dedicated 10

CR 10; Medium-size humanoid; HD 10d6+0; HP 37; Mas 10; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +7/+2; Grap +7; Atk +7/+2 melee (1d6+special, stun baton), or +10/+5 ranged (2d10, plasma pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +5, Ref +5, Will +10; AP 5; Rep +4; Str 11, Dex 15, Con 10, Int 12, Wis 16, Cha 18.

Occupation: Academic (Computer Use, Gather Information, Knowledge [Xenobiology])

Skills: Computer Use +4, Drive +4, Gather Information +10, Investigate +7, Knowledge (Xenobiology) +7, Knowledge (Physical Sciences) +3, Knowledge (Tactics) +5, Knowledge (Technology) +5, Listen* +10, Pilot* +13, Profession (Military) +9, Search* +7, Sense Motive +7, Spot* +10, Survival* +9, Treat Injury* +7

Feats: Personal Firearms Proficiency, Simple Weapon Proficiency, Starship Dodge, Starship Mobility, Starship Operations (Ultralight), Vehicle Expert

Dedicated Feats: Advanced Firearms Proficiency, Alertness, Iron Will, Track, Weapon Focus (plasma pistol)

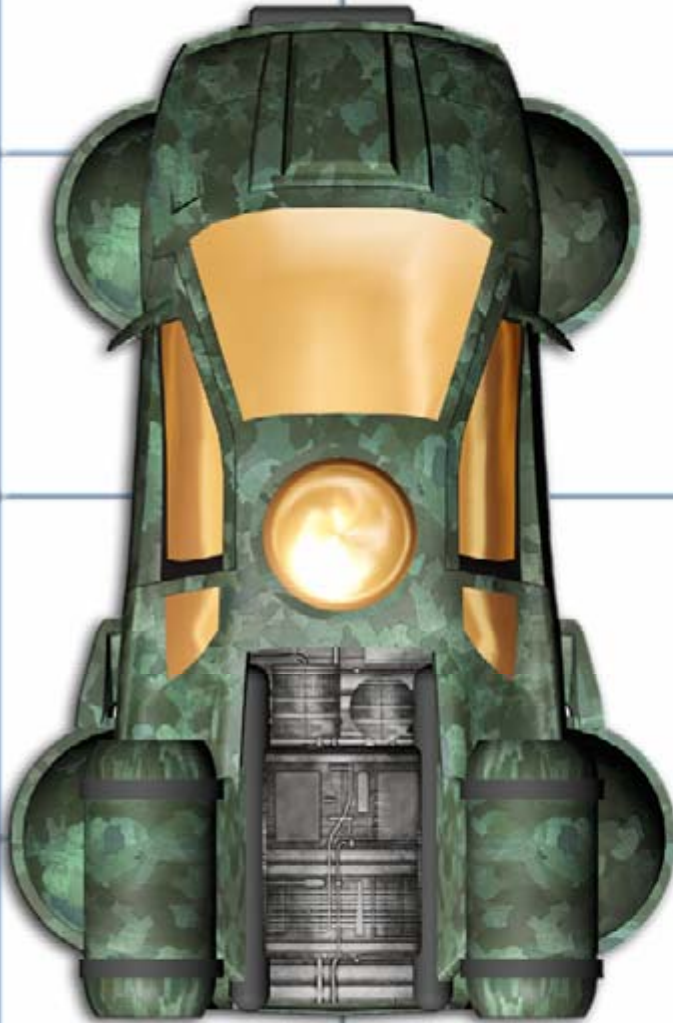
Dedicated Talents: Skill Emphasis (Pilot), Aware, Faith, Cool Under Pressure, Healing Knack

Possessions: stun baton, plasma pistol; Wealth +8

*She can always take 10 on these six skills due to her “Cool Under Pressure” talent.



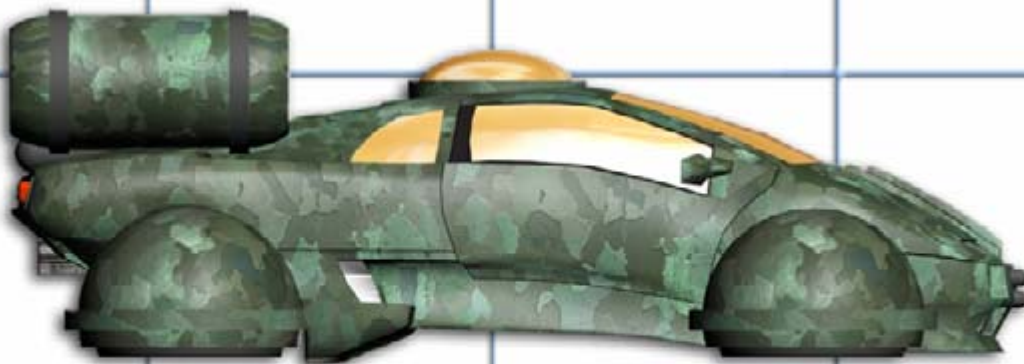
"Scooter"



SK-TR 7 Hovercar (PL 7)

Size: Large
Defense: 9
Hardness: 7
Hit Points: 28
Initiative: -1
Maneuver: +1

Speed: 270 (27)
Crew: 1
Passengers: 1
Cargo: S
Purchase DC: 41
Res: Res. (+2)



5 ft



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