

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



MIDGARD VARIANTS



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



Future Armada: Midgard Variants

by Ryan Wolfe

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Overview

The *Midgard Variants* are a set of three similar ship designs based on the same basic technology and layout. The specifications for this alien design (codenamed "Jormungandr") were recently discovered in the ruins of an ancient city deep beneath the sea. The pseudo-organic composites and revolutionary construction techniques have allowed the newly-formed Midgard Shipyards to quickly produce a line of military vessels easily on par with those using conventional technologies.

The Atlantis

The Atlantis is the first *Jormungandr* class vessel – flagship of Midgard Shipyards. This ship is a light carrier that adheres very closely to the original design. While modified to function primarily in the void of space, it can also function as a submersible. The fighter craft on board are derived from the same alien technology and are also capable of submerged operation.

While the Atlantis was built upon the original specifications, the designs have since been modified to produce a larger version (the *Gungnir* class carriers such as the Partisan) and a line of smaller frigates (the *Muninn* class ships, such as the Corvus). This document describes the Atlantis as the primary vessel of the line. Statistics and maps for the Corvus and Partisan variants are then given at the end of the document. They use the same map sections, crew stats, and interior area descriptions as the Atlantis.

Aldus Nordheim, the wealthy industrialist who funded the original deep-sea exploration, had hoped to sell the new fleet to the ConFed military. When they refused, the ships were outfitted with a well-trained, but non-military,

crew and contracted to the rim colonies as a private security force.

So the current crew of the Atlantis isn't part of the official government and isn't exactly military, though they operate as if they were. They owe their primary allegiance to Aldus Nordheim and whoever is paying their current contract. They don't have much respect for law, or the real military – but will do the job they are being paid to do (which is usually to patrol and protect the far colonies that seldom see a ConFed cruiser).

The captain of the Atlantis is the charismatic Captain Jon T. Ericson – a brash young officer who recently left the ConFed navy after repeated clashes with his commanding officers. He is a skilled tactician and natural leader, but doesn't like to take orders. Captain Ericson has a pretty high opinion of himself and is prone to posturing and dramatic speeches. When there is an opportunity to act, Captain Ericson will move boldly and quickly – taking the fastest, but not necessarily the best, course of action.

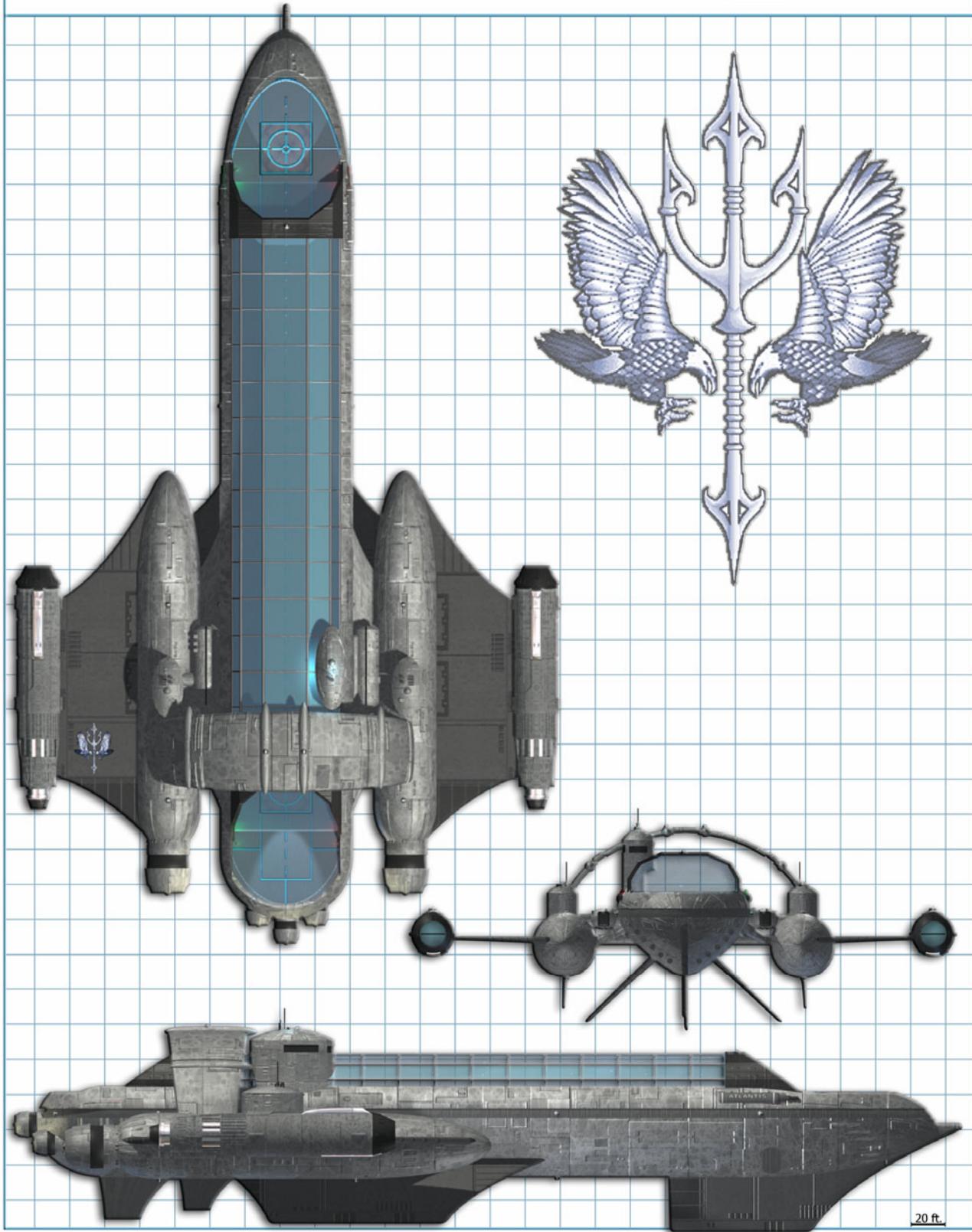
His executive officer, Commander Marta Dykstra, is a dark-haired beauty who is all business. One would think that her severe and cold demeanor is a façade to hide an underlying vulnerability – but honestly, she is cold to the core and there's no vulnerability to hide. She keeps the ship running and has zero tolerance for incompetence. Her background, which she refuses to go into, is apparently more mercenary than military. She commands the Atlantis when Captain Ericson is off duty. When she is in charge all options are weighed carefully before any course of action is decided (an approach often ridiculed by the rash Captain).

The other person of note on board is the chief engineer, a paunchy Frall named Xyk Nune (whose name is generally mispronounced "Zeek"). While most of the Frall engineering crew is rather timid and reserved, Nune is genuinely gregarious – a fact which makes many people very uncomfortable. A long-time Nordheim employee, he was one of the primary developers of the new line of ships and considers them his personal responsibility. With a call to old man Aldus, he could probably get anyone on board (even the captain) fired – and everyone knows it.

ATLANTIS

Progress Level	7	Size	Colossal (-8 size)
Type	Mediumweight	Tactical Speed	3,000 ft. (6 squares)
Subtype	Carrier	Length	520 ft.
Defense	7	Weight	21,000 tons
Flat-footed	5	Targeting Bonus	+3
Autopilot	5	Crew	100 (trained +4)
Hardness	30	Passenger Capacity	60 (marines)
Hit Dice	160d20 (3200 hp)	Cargo Capacity	7,500 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	Induction Engine, Thrusters	Armor	Biosteel (equivalent to Cerametal)
Sensors	Class V sensor array, Targeting system	Communications	Drivesat Comm Array, Mass Transceiver
Defense Systems	Improved autopilot system, improved damage control (4d10), light fortification, particle field, point-defense system, radiation shielding		
Weapons	4 variable fire-linked plasma missile launchers (16 missiles each), 2 fire-linked plasma cannons (range increment 3,000 ft.)		
Attacks	4 fire-linked plasma missile launchers -1 ranged (36d8 / 19-20) and 2 fire-linked plasma cannons -6 ranged (21d8 / 20)		
Attack of Opportunity	Point-defense system +3 ranged (3d12x10)		
Note	Carries 20 fighters This ship can function at full capacity while submerged.		

ATLANTIS



20 ft.



Interior Areas

Deck A: Flight Deck

Flight Deck

The top level of the Atlantis is basically a covered runway with elevators in the deck at both ends. These lifts are used to move fighters to and from the hangar decks below (though the fore elevator goes down as far as the cargo hold).

A transparent alloy canopy covers most of the flight deck. Doors of a similar material can be raised at either end, as can atmosphere containment fields. These fields, standard on high tech vessels with launch bays, allow fighters (and other solid objects) to pass through while keeping in atmosphere and screening out environmental radiation.

Note that the containment fields do not keep out water (that would be bad for the pilots passing through). The Atlantis must either surface, or flood the flight deck, in order to launch fighters while acting as a submersible.

Personnel hatches at the front end of the flight deck lead below decks to the refueling and rearming areas. Similar access points at the aft end lead down to the utility area and machine shop.

The starboard side of the runway is sometimes used to park fighter craft in preparation for a quick launch. This side of the flight deck is blocked by the conning tower anyway and so would be wasted space otherwise. Craft prepped and parked here can get into space without having to wait for the elevator to move them from the hangar decks below.

The Cargo Elevators

The large lifts at either end of the flight deck are used primarily to move fighters to and from the hangar bays. The forward elevator is also used to move munitions and cargo to the lower levels of the ship. Both shafts have bulkheads that can seal at each level – so the lifts can serve as airlocks as well. This is especially important for the forward lift as the top-most level opens into the vacuum of space.

Conning Tower

On the starboard side of the ship, just forward of the aft elevator, stands the conning tower. The smaller elevator in here is the primary access point to the decks below. Though the interior of the tower is rather sparse at this level, the level above houses the flight operations center, while below lies the pilot's ready room and then the auxiliary bridge below that.

Control Tower

Above the flight deck, and accessed through the personnel elevator in the conning tower, is the flight operations control room. The crew here is responsible for tracking and coordinating the fighter craft while they are airborne. Panoramic windows provide an excellent view of the surrounding area and there is a maintenance hatch leading to the top of the tower.





Deck B: Hangar Bays

Sensors

The bow section of this deck houses the massive sensor equipment for the vessel and control stations on either side of the room are tied directly into these sensors. The large table top display in the center of the room can provide a standard radar-like picture or a 3D holographic projection in the space above the table.

The pair of hatches in the floor of the room lead down to the area outside of the bridge on Deck C. The open spaces on either side of the room are the upper half of the missile launch bays. Railed balconies lead from the sensor room to the refueling and rearming areas.

Refueling & Rarming

On either side of the forward cargo elevator shaft are storage areas dedicated to fuel (on the starboard side) and munitions (on the port side). For the laser-bearing Lunatus fighters, the munitions are mainly charge capacitors and replacement lens arrays. Ladders against the outer bulkhead lead up to the flight deck.

Typically a returning fighter craft will be brought down from the flight deck, serviced here briefly, and then moved into its berth for repairs. When time is critical fighters are moved immediately to their berths instead. Later, the fuel and munitions is then used to restock the individual service stations.

Berths

The hangar deck is comprised of several individual fighter berths, each with a dedicated service station. These stations allow the craft to be refueled and repaired while in their individual berths – which keeps the central aisle clear.

The Atlantis has berths for 20 fighters. The Partisan configuration can accommodate 36. Both vessels can use their cargo hold to store additional craft if necessary.

Ready Room

This level of the conning tower (on the starboard side) is used as a mission preparation area. There is a podium and video screen at the front of the room, and seats for a couple dozen crewmen.

The area between the ready room and the pilot's lounge is used by fighter craft moving from their berths to the aft elevator – usually in preparation for launch. Large bulkhead doors can seal off both sides of this area, but these are generally left open so that it is easier to move the fighters.

Pilot's Lounge

Across from the ready room is a relaxation area for pilots awaiting launch – though it is also used as a gathering place for off duty pilots between missions. The subdued lighting, comfortable furniture, and assortment of refreshments are meant to provide a relaxing diversion from otherwise stressful duties.

Note that, structurally, this area is identical to the starboard side conning tower. On this side, however, the structure does not extend up any further than this deck (there is no conning tower on the port side of the flight deck). So while the elevator outside of the ready room goes up two more levels (the flight deck and the control tower), the elevator in the pilot's lounge goes no higher than this deck.

Utilities

Aft of the ready room is a utility area where the ship's laundry and general cleaning is organized. A restroom sits next to a storage area at the back of the room – just like in the machine shop.

Machine Shop

A sizable machine shop is maintained to allow for custom repairs and modifications to both the Atlantis, and individual fighters. As long as there are spare parts in the hold this shop can be used to perform most repairs without requiring a return to spacedock.

Engine Housing

This area, which extends over decks B, C, and D, houses the engine power core and associated machinery. The area is not detailed on the map because it is not generally accessible. The same holds true for the nacelles on either side of the main hull - it's all just engine and other densely-packed mechanical systems in there. The induction engine requires almost no fuel, which saves a tremendous amount of interior hull space. The engine is also used to hold the ship submerged, making ballast less important.





Deck C: Main Operations & Crew Quarters

Bridge

The main bridge of the Atlantis is situated at the bow of the vessel. There are six crew stations, including the primary helm controls. The captain, if present, is expected to stand. Navigation, communication, and weapons systems can all be controlled from here. The front wall of the room holds a large display screen; usually set to display a forward-looking viewpoint.

Outside of the room is a corridor where a pair of security guards are generally stationed. Ladders lead up to the sensor room (except on the Corvus, where they lead nowhere) and hatches in the floor provide access to the crawlspace between decks C and D. This area, about 4 ft. high is densely packed with wiring, ductwork, and various electronic, power, and life-support systems.

Launch Bays

To either side of the bridge are the missile launch bays. The large weapons are stored between decks and moved into position here in preparation for firing. The controls and capabilities of each bay are identical. The ceiling in here is very high, extending up into B deck (except in the Corvus configuration).

The upper reaches hold the gantry system for moving the missiles to and from their launch tubes. There is also a large set of cargo doors in each area. These provide access to the cargo elevator on this deck.

Lounge

The general crewman's lounge has an assortment of games and diversions available. The lounge is rather small for the crew complement and so access is usually scheduled. Separate time blocks are set aside for officers, as there is no dedicated officer's lounge on board.

In practice, the spacious mess hall is more often used for off duty gatherings.

Brig

There are three secure cells, each with a bunk bed and toilet facilities. The doors are thick metal with a view port at head level. A coded key pad on

the outside is used to gain access. When any of the cells are occupied, a guard is stationed in the hallway outside.

Rec Room

The recreation area contains various weight lifting machines, free weights, a punching bag, and large padded mat. Lockers hold a variety of smaller exercise devices.

Crew Quarters

The Atlantis uses a rather unconventional method of crew accommodation. Each crewmember is assigned a personal, self-contained bunk that serves as bed, entertainment center, and general private space. Called "coffins" by the crew, these chambers are comfortable if a bit claustrophobic. Access is through a transparent hatch at the foot of the bunk.

While the floor of each unit serves as the sleeping surface, the walls hold an audio/video unit, environmental controls, and small shelves for personal effects. Each berth can sustain an internal atmosphere for approximately 12 hours, and can serve as a single-use cryogenic chamber in an emergency (this is the Altantis' answer to escape pods).

In the general crew rooms, the bunk units are stacked two high – so a typical room houses either 8 or 10 crew members. Each person has a locker for additional storage and each room has a wall-mounted computer terminal and control station for monitoring the bunks as well as the room's overall environmental systems.

The rooms with only a pair of bunks are officer quarters. The bunks here are not stacked, so each room houses two people. These chambers also serve as work areas, with each officer having a personal computer and desk. Even the ship's captain shares a room (though his roommate, the chief engineer, spends nearly all of his time down on deck D).

In the Corvus design, there are no officer quarters. All senior officers (including the captain) share a room. The chief engineer, however, still has his private bunk in his office on Deck D.



Hatches on Deck C

Some interior crew rooms (the ones with 8 bunks) have an emergency access hatch in the floor and ceiling. These lead down to the cargo bays on Deck D and up to the hangar bays on Deck B. These hatches are closed and locked during normal operations.

In the corridor between each restroom and shower facility is another pair of ladders and hatches. These lead to the same areas as the emergency hatches, but are for use in non-emergency situations as well. These hatches have heavier lids and exposed mechanisms for manual operation.

In general, the hatches which are flush with (and the same texture as) the floor are for emergency use while the heavier, metal hatches are for general use. All of them also allow access to the crawlspace between decks (a cramped maze of ductwork and machinery roughly 4 feet high).

Restrooms

The purple-tiled rooms are the restrooms and shower facilities for the crew. There is no gender distinction between the facilities, though the crew has unofficially regulated the port side for female crew – at least during non-peak hours.

Equipment Lockers

These rooms hold rows of lockers and cabinets, all clearly labeled and well organized. The starboard side room serves as an armory while the port side holds general supplies (uniforms, bedding, cleaning materials, and other sundries). Additional material is stored in the cargo hold and brought up here to replenish stores as needed.

Galley

The galley is split into two rooms, one on either side of the ship. There are small lifts in the aft corners of the room that allow prepackaged food to be brought up from the hold below. The galleys are mainly used to re-hydrate and heat these meals before they are sent out to the waiting crew. The starboard facility also contains equipment to clean and sanitize used dishes and cooking utensils.

Officer's Mess

The officer's dining area is a private room featuring subdued lighting and tasteful decorations. The furniture and food, however, are the same utilitarian fare that the rest of the crew endures.

Mess Hall

The common dining chamber is a spacious room holding rows of long, metal tables. There is ample room for a few dozen people to eat at any given time. Since there are no cafeteria-style facilities, galley workers bring the meal trays out on carts for distribution, collecting used trays and utensils in the process.

At the aft end of the room, a short set of stairs leads up to the command deck. The forward edge of the room holds a pair of hatches that allow access down to the cargo hold via the between-deck crawlspace.

Command Deck

This large open space is fairly empty – a design feature meant to help alleviate the potentially claustrophobic conditions on the crowded ship. This space is often used for organized exercise and training classes, as well as inspections.

A set of floor-mounted doors near the rear of the room allows access to a low storage area between decks. Various exercise equipment and furniture is stored there. Benches are built into the wall at the aft end of the chamber, with the doors to the medical bay in between.

When the captain needs to address the crew in person, he will most often do it from the railed dais overlooking the mess hall.

Auxiliary Bridge

Also called the "Captain's Bridge", this well-fortified chamber houses all of the control necessary to run the ship should the primary bridge be disabled for some reason.

The captain will often command from here as it is closer to his office, and the displays are designed for a higher-level "summary" view of the ship's status. There is a secondary set of helm controls here as well.

Captain & Watch Commander's Offices

The captain has a dedicated officer here, decorated with commendations and an impressive collection of antique firearms. The office next door is shared by whomever is currently in charge of the watch. This rotates between Commander Dykstra and two other senior officers. Both offices have a private restroom in the back.

Medical Bay

The Atlantis houses a very complete medical facility, occupying the entire aft end of C deck. The doors from the command deck grant access to a waiting area. The rest of the central room is partitioned into examination areas and a medical workstation. On the starboard side of the ship is a surgery room capable of simultaneously processing up to three patients. The port side room has recovery facilities for 8 patients, though bunk beds can be brought in to double capacity when needed.

Bathroom facilities are aft of the waiting & examination area and small storage rooms lay at the back of both the surgery and recovery areas. The circular area of machinery between the bathrooms is the equipment used to operate the aft cargo lift (which lies directly overhead).

Primary Air Locks

There are four large airlocks accessible directly from deck C. These are located between the main hull and the small conning towers on either nacelle (which hold the engine control rooms). The starboard side locks are accessed from the room behind the auxiliary bridge while the port side locks are reached from the room outside of the captain's office.

Engine Control Room

The engine nacelles on either side of the main hull house the secondary induction drive units and are composed almost entirely of the machinery and complex equipment. Life support, power generation, and all other major systems are interwoven with the drives here and in the core. At the top of each nacelle is a control room dedicated to monitoring and running these complex devices.

A hatch in the floor allows access to the bowels of the machine and a ladder leads to another hatch in the ceiling. This one opens to the outside and is seldom used (as the control room atmosphere must be vented before opening).

Deck D: Cargo Hold & Engineering

Loading Bay

The foremost chamber in deck D contains the cargo elevator and a pair of large cargo ramps that can lower to either side of the main hull. These allow heavy equipment and large cargo modules to be rapidly loaded onto the vessel while it is at spacedock or on the ground. Both the cargo elevator and the forward chamber can function as airlocks. A set of large, bulkhead doors leads into the first cargo bay while smaller doors on either side lead to the elevated grates on either side of the main floor.

Cargo Bay

All five of the Atlantis cargo bays are identical, though each has its own environmental controls and atmosphere. This setup allows for a variety of storage conditions and helps limit depressurization in the event of a hull breach.

The cargo bay has a 20ft high ceiling crisscrossed by numerous pipes and ducts (which are actually the 'floor' of the between-deck crawlspace). Halfway up either wall is a metal mesh grating that serves as a large shelf for additional storage space. While there is some room underneath the mesh, that space is limited due to the curvature of the bottom of the hull. Stairs lead up to each shelf and a ladder next to each stair case leads all the way to the ceiling far above.

In unusual circumstances, both the Atlantis and the Partisan can use their cargo bays to store additional fighter craft. A pair of fighters can be stored in each hold section, leaving room on either side for additional supplies. With only one elevator connecting this level to the flight deck, it is a slow process to load and unload fighters from the bottom of the ship.

Chief Engineer's Office

The chief engineer has a spacious office down near the engines. He has even had an extra sleeping chamber installed, making the office his quarters as well (which, coincidentally, means the captain pretty much has his own room upstairs).

Across from the chief engineer's office is a public bathroom – installed to save the engineering and cargo crews a trip upstairs just to use the facilities. Elevators at the back of these areas are the primary means of accessing the upper levels of the ship.

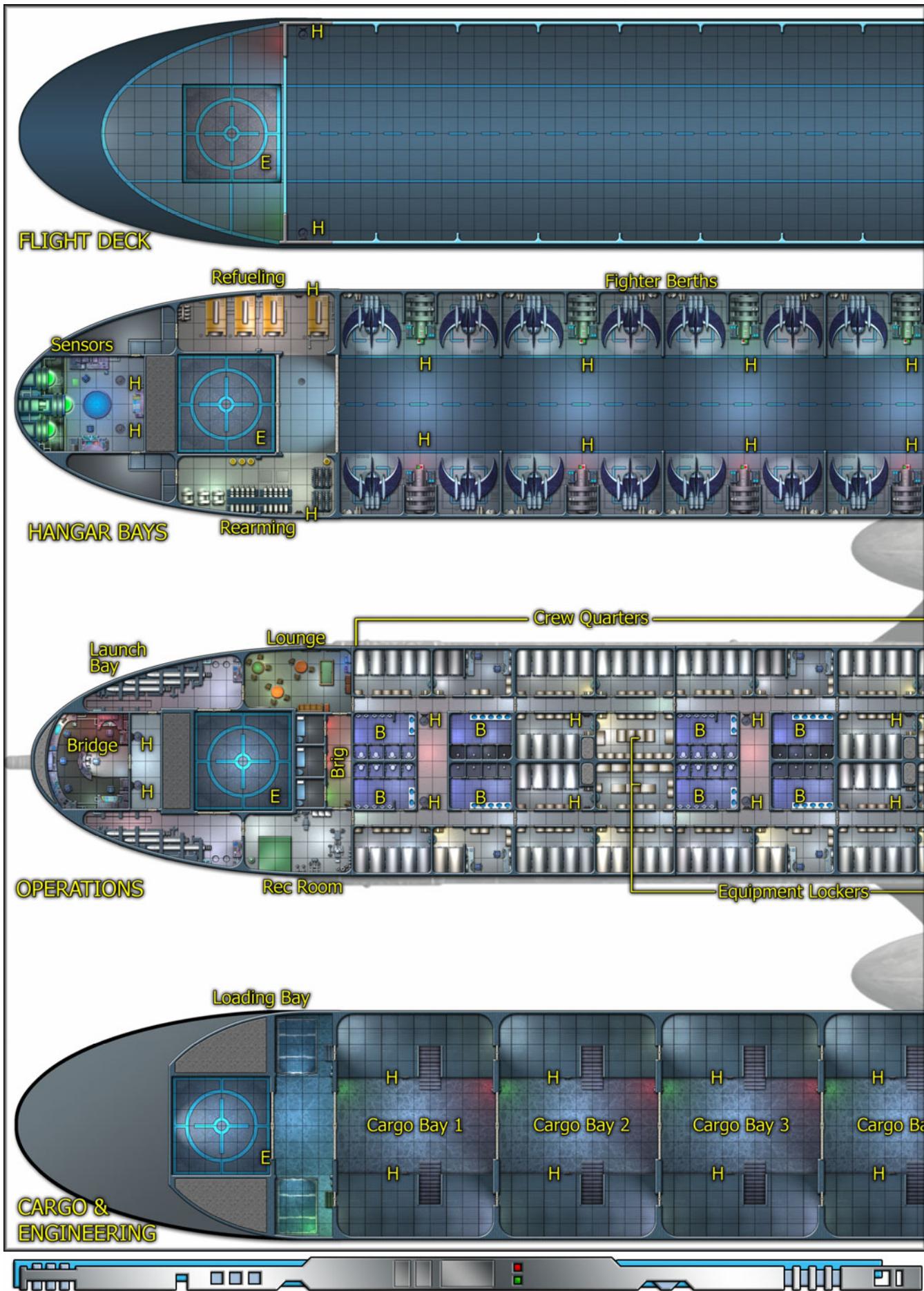
Note that this restroom is the main facility in the Corvus design (which lacks the bathrooms and showers in the standard crew area). For that ship, the closet at the forward end of the restroom is a large shower instead of a storage area.

Engineering

At the aft end of D deck, the primary engine core and a pair of secondary drive cores are exposed for easy maintenance and modification. The back wall of this chamber is the engine housing itself. Power generated here is fed to the induction nacelles and to the smaller engines at the aft end of the main hull. The thrusters (at the ends of the wings) can be monitored from here but are mainly self-contained.

Ladders lead 10 ft up to the raised platforms on either side. There are complete engineering control stations here, and another dedicated control panel at the end of the primary engine core itself. A maintenance hatch in the floor leads to the exterior of the ship.

This cavernous space is usually hot and filled with the steady thrum of the engines. The ambient lights are generally kept low as the myriad displays and core housings provide a strong, if unsteady, light.



FUTURE ARMADA



Crew

The Atlantis has a standard crew of 100, about half of which accounts for the pilots and flight crews. There are also bunks for another 60 armed troops - used mainly to repel boarders. There are no dedicated passenger facilities.

Captain Jon T. Ericson

Charismatic Ordinary 3/Fast Ordinary 3/Dedicated Ordinary 2:

CR 8; Medium-size humanoid; HD 3d6+6 plus 3d8+6 plus 2d6+4; HP 48; Mas 14; Init +2; Spd 30 ft; Defense 22, touch 19, flatfooted 20 (+0 size, +2 Dex, +7 class, +3 equipment); BAB +4; Grap +7; Atk +7; melee (1d4+3, knife), or +6 ranged (2d10+0, Plasma Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Norheim; SV Fort +7, Ref +6, Will +4; AP 4; Rep +4; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Balance +6, Bluff +9, Diplomacy +9, Drive +8, Gamble +5, Intimidate +11, Knowledge (Current Events) +7, Knowledge (Tactics) +12, Pilot +9, Profession +11, Sense Motive +6, Tumble +6

Feats: Armor Proficiency (light), Confident, Heroic Surge, Leadership, Personal Firearms Proficiency

Possessions: Light Combat Armor, Knife, Plasma Pistol; Wealth +9

Chief Engineer Xyk Nune

Smart Ordinary 2/Dedicated Ordinary 4:

CR 6; Medium-size humanoid; HD 2d6+-4 plus 4d6+-8; HP 9; Mas 7; Init +0; Spd 30 ft; Defense 15, touch 15, flatfooted 15 (+1 size, +0 Dex, +4 class); BAB +4; Grap +2; Atk +3 melee (1d4-2, wrench); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Norheim; SV Fort +0, Ref +1, Will +6; AP 3; Rep +3; Str 6, Dex 10, Con 7, Int 16, Wis 14, Cha 16.

Occupation: Technician (Craft [electronic], Knowledge [Technology], Repair)

Skills: Computer Use +10, Craft (chemical) +8, Craft (electronic) +13, Craft (mechanical) +8, Craft (structural) +8, Demolitions +5, Disable Device +10, Gamble +6, Knowledge (Civics) +8, Knowledge (Current Events) +7, Knowledge (Earth and Life Sciences) +7, Knowledge (History) +8, Knowledge (Physical Sciences) +8, Knowledge (Tactics) +7, Knowledge (Technology) +13, Profession (engineer) +11, Repair +15

Feats: Cautious, Gearhead

Special Abilities: Psionics (Sp): At will – *lesser mindlink*; 3/day – *suggestion*.
Manifester level 10th; save DC 10 + key ability modifier + power level.

Possessions: Wealth +8

The statistics on the next page can be used to represent the first officer (Commander Marta Dykstra) and five other senior officers on board. The “Standard Crew” represents the generic crewman on board, though only marines will be armed and wearing space suits - and then only when the Atlantis is at battle stations.

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 Norheim; 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

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 Norheim; 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 +5

Fral Engineering Crew

Smart Ordinary 2

CR 2; Medium-size humanoid; HD 2d6+-4; HP 3; Mas 6; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+1 size, +0 Dex, +1 class); BAB +1; Grap -2; Atk -1 melee (1d4-3, wrench); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Norheim; SV Fort -2, Ref +0, Will +3; AP 1; Rep +1; Str 5, Dex 10, Con 6, Int 16, Wis 13, Cha 14.

Occupation: Technician (Craft [electronic], Knowledge [Technology], Repair)

Skills: Computer Use +10, Craft (chemical) +8, Craft (electronic) +9, Craft (mechanical) +8, Craft (structural) +8, Demolitions +5, Disable Device +10, Knowledge (Civics) +8, Knowledge (History) +8, Knowledge (Physical Sciences) +8, Knowledge (Technology) +9, Profession (Engineer) +6, Repair +11

Feats: Cautious, Gearhead

Special Abilities: Psionics (Sp): At will – *lesser mindlink*; 3/day – *suggestion*.

Manifester level 10th; save DC 10 + key ability modifier + power level.

Possessions: Wealth +5

The Maps

Scale

Since the ship is so long, I decided to use 10 inch long map sections (pages). On a standard 8.5x11 piece of paper, however, this causes a slight cropping on some printers. So the map pages for the Atlantis (and variants) have been scaled to 95% of normal size, which means that the grid squares are slightly smaller than 1 inch when printed. This allows the map sections to cleanly fit on a single piece of paper, and is hopefully a small enough change that it will not cause problems for players.

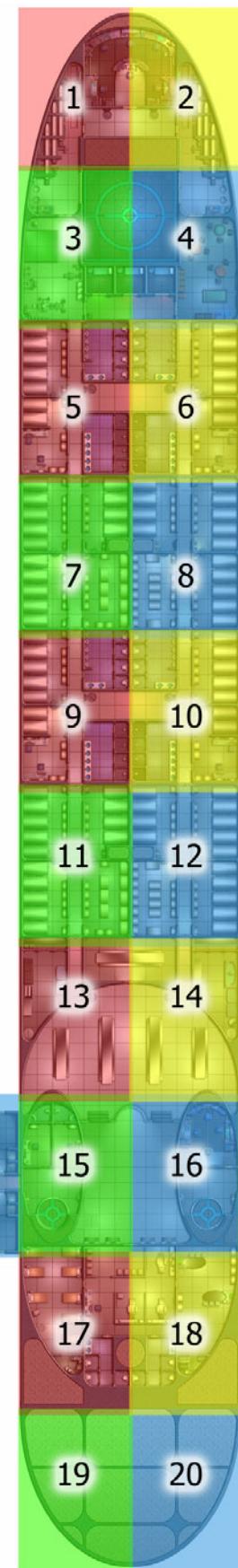
On the tactical maps, each square is equivalent to either 5 feet by default.

Section Numbering

The Atlantis has four decks, designated A (the top) to D (the bottom). Each deck requires approximately 20 pages of maps. In the map books, page 1 is the forward most section of the ship on the left side. Page 2 is the forward most right corner. Then 3 is the second row, left side, and so on. So the left (port) side of the ship is the odd numbers and lower numbers are towards the front of the ship.

The image to the right shows the numbering for the map sections. The map pages are labeled by deck and section number, so the page marked A2 will be the front right corner of deck A.

Note that the engine control rooms on deck C and the control tower above deck A are added on after page 20. This was done so that sections with the same number would line up vertically with the same sections on the other decks.



Lunatus Class Fighters

The fighter craft designed for use on the Atlantis utilize a similar pseudo-organic technology. Like their carrier, these fighters can function underwater as well as in atmosphere or in space. The cramped cockpit, accessed through a hatch in the forward view screen, has room for a single pilot.

There are three lasers mounted on the ship. Two fire (linked) in a given round while the third recharges and cools.

The Atlantis could accommodate other craft of a similar size, but the automated docking berths are designed specifically for the Lunatus. Other craft, if they would fit, would have to be serviced manually.

Biosteel

“Biosteel” armor is equivalent to cerametal but has a distinct, pseudo-organic look. It is grown from metallic cells that, once mature, can rapidly reproduce to repair damage. Currently this type of armor is only produced by Midgard Shipyards. A vessel equipped with Biosteel armor must also have Improved Damage Control to represent the self-repairing abilities of the material. The cost for the Improved Damage Control is reduced by 2 when bought with Biosteel Armor.

Behind the Scenes

Why is *Future Armada 4* so much thicker than the previous issues?

When comparing the amount of material (or sheer number of pages) in this volume of Future Armada with that found in the previous volumes, a clear discrepancy can be seen. This might lead one to think that either volume 4 is under priced or all three of the preceding volumes were overpriced.

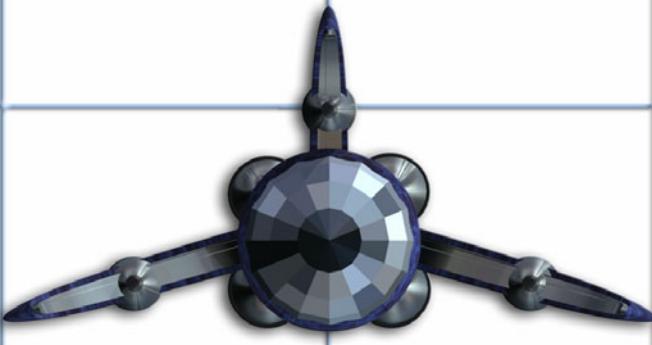
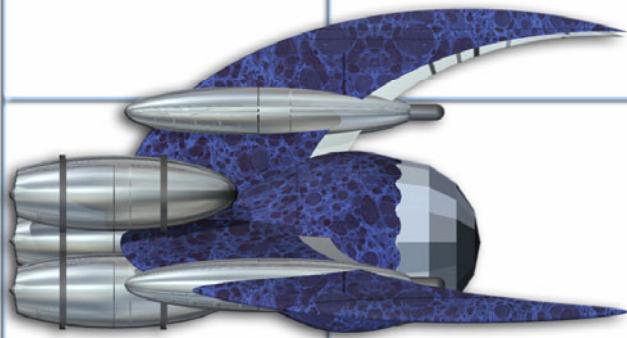
Well, the truth of the matter is that the Atlantis was developed simultaneously for use in BlackWyrm Game's pulp-era superhero book: *Fires of War*. In that book, it represents a secret Nazi supersub created by the Atlanteans. The concurrent development made it feasible to do such a large project without having to raise the price (or in other words, we had the model and maps mostly done so it wasn't THAT much work to turn it into a Future Armada installment).

So the short answer is that volume 4 (Atlantis) is priced low for its contents because the *Fires of War* helped to cover the development costs. The previous volumes are more indicative of the amount of material that one should expect in a Future Armada supplement.

A note on names:

For those interested in the details, *Jormungandr* is the “world serpent” or Midgard Serpent of Norse Mythology. *Gungnir* is Odin’s spear and *Muninn* is one of his ravens (the other being *Huginn*). *Lunatus* is a Latin root for “Lunate” (moon, or crescent shaped) and *Corvus* is Latin for raven or crow.

Lunatus Class Fighter



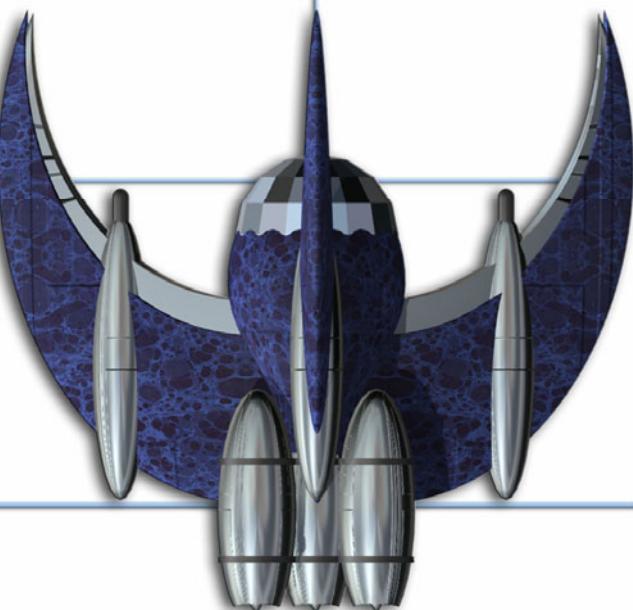
Lunatus Class Fighter

PL 7

Type: Ultralight	Size: Huge (-2)
Subtype: Fighter	Speed: 3,500 ft.
Defense: 13	Length: 18 ft.
Flat: 11 Auto: -	Weight: 16,000 lbs
Hardness: 30	Targeting: +3
Hit Dice: 6d20	Crew: 1
Hit Points: 120	Passengers: 0
Initiative: +4	Cargo: 1,00 lbs
Pilot Class: +3	Grapple Mod: +8
Pilot Dex: +2	Purchase DC: 42
Gunner: +2	Res: Military (+3)

Two fire-linked Lasers
+3 ranged (9d8) 3,000 ft.

- Thrusters (also work underwater)
- Biosteel Plating
- Particle Field
- Improved Damage Control (2d10)
- Class III Sensors
- Improved Targeting System
- Mass Transceiver





Variants

A close look at the map of the Atlantis will show that each deck has a set of pages near the middle that repeats one or more times. These repeating sections make it easy to produce longer, or shorter, variants of the ship without requiring additional types of map pages.

The remainder of this document lists a couple of variants using the same map sections as the Atlantis. Modified exterior models were produced for each variant as well.

Corvus

The Corvus is a *Munnin* class frigate. It is a minimalist approach to the *Jormungandr* design, carrying no fighters but still bearing an impressive array of weaponry. The ship is intended for short range patrols and escort duties

This layout uses only decks C and D, and not all of the map sections for those pages. If you wish to print out the entire Corvus map at miniature scale, these are the map sections you will need:

1. Deck C sections 1-4 and 11-22.
2. Deck D sections 3-6 and 13-20.

Partisan

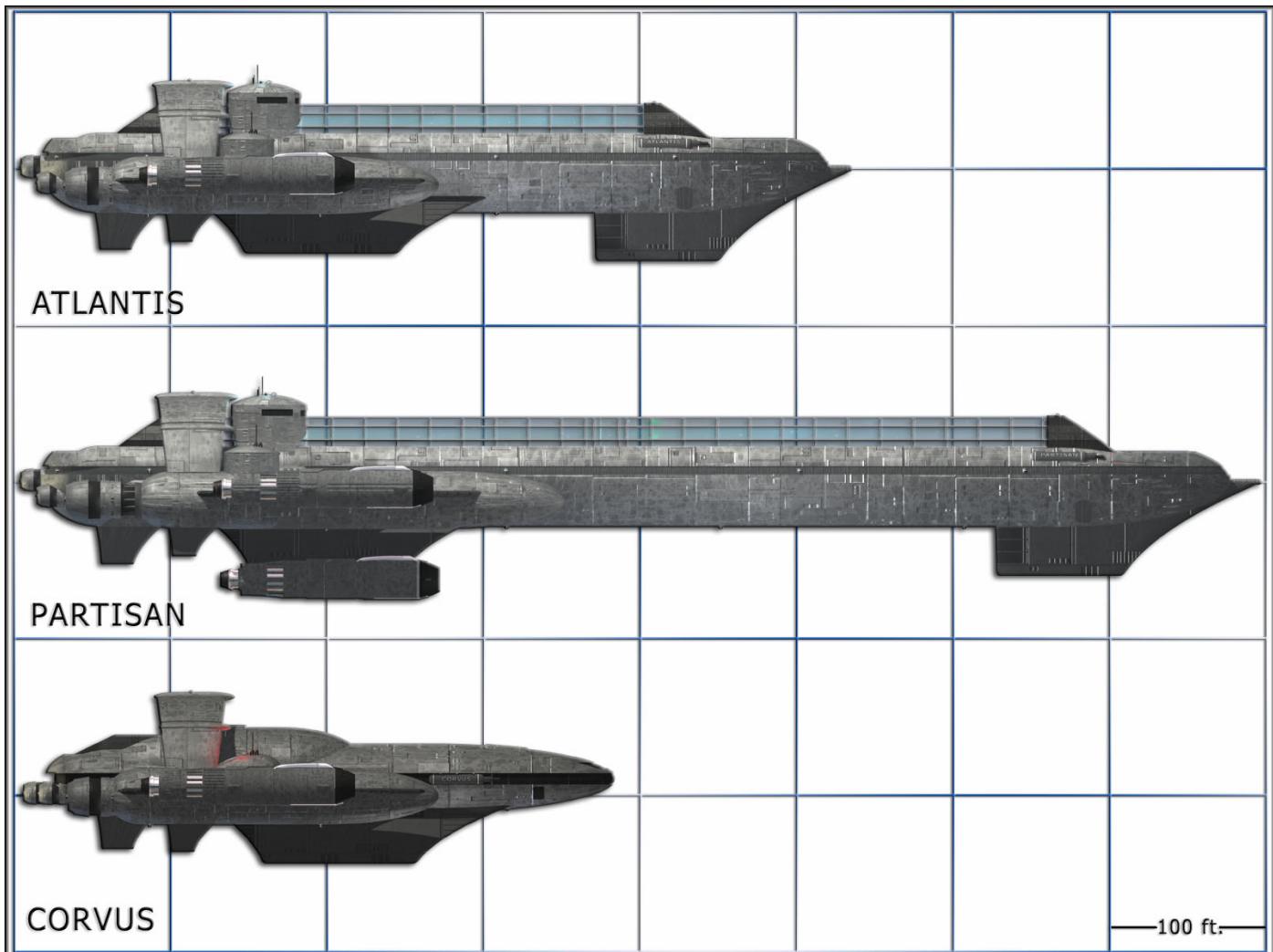
The Partisan, a *Gungnir* class medium carrier, is the same design as the Atlantis but with additional repeating sections added (in the same place on each deck). This is the maximum amount that the Atlantis hull can be extended without incurring unacceptable structural instability. The increased length allows for additional fighters, crew, and cargo. The Partisan performs the same general duties as the Atlantis, but provides more punch for those that can afford the contract.

If you are ambitious enough (and have enough ink) to print out the entire Partisan map at miniature scale, you would need:

1. All map sections from the Atlantis.
2. 2 more copies of sections 9, 10, 11, and 12 for each deck.

Note that for Decks A, B, and D, you could get the same results by printing out 4 additional copies of section 9 and 10 (since 9 and 10 are the same as 11 and 12 for those decks).





The image above shows the relative lengths of the Midgard Shipyard variant designs. All three vessels share a common wing and engine structure, and so all three are the same width.

Corvus

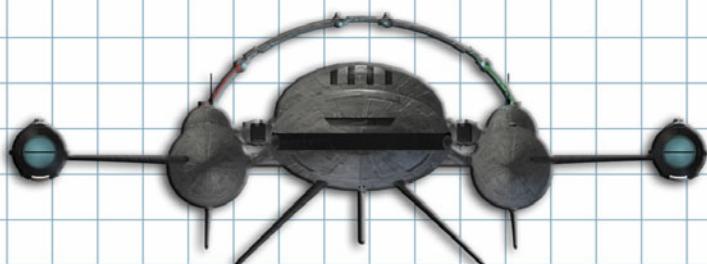
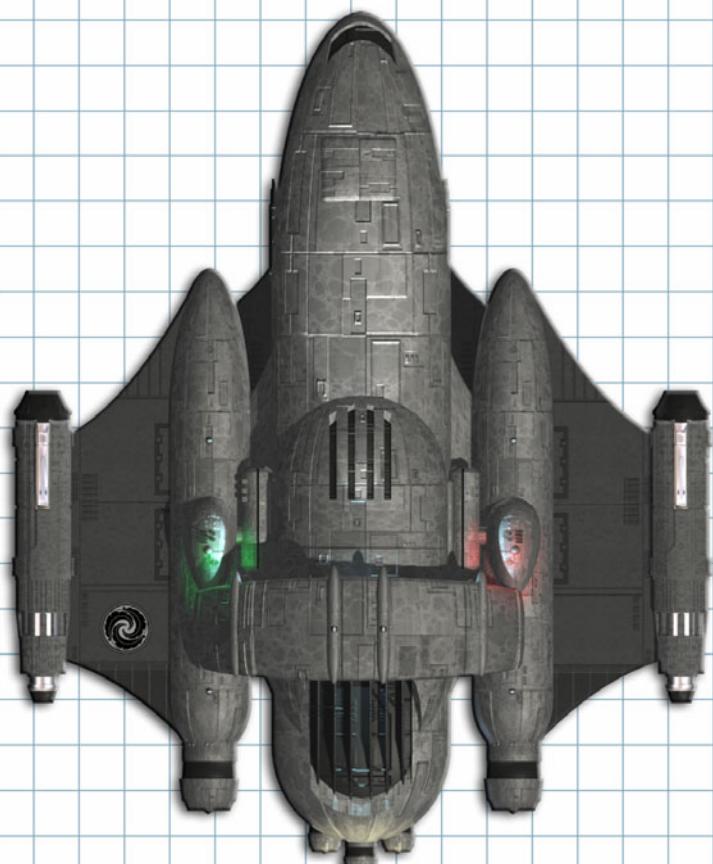
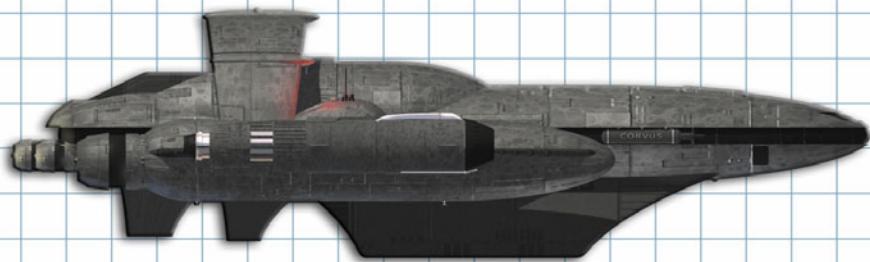
The next few pages give the *d20 Future* game statistics for the Corvus, and a map of the interior. As noted earlier, the Corvus only has two decks (C and D). It does not usually carry any fighters or pilots.

For background and crew, it is suggested that the Atlantis document be used. If both ships are going to appear in your campaign, then a new crew (or at least new set of names) will need to be generated).

There are a pair of bay doors at the top of the cargo elevator shaft. These allow direct access to space and so it is possible, though not standard practice, to use the elevator as a shuttle bay. With a little shuffling, it would even be possible to move fighters (or other small craft) from the cargo hold to space using the lift and bay doors at the top.

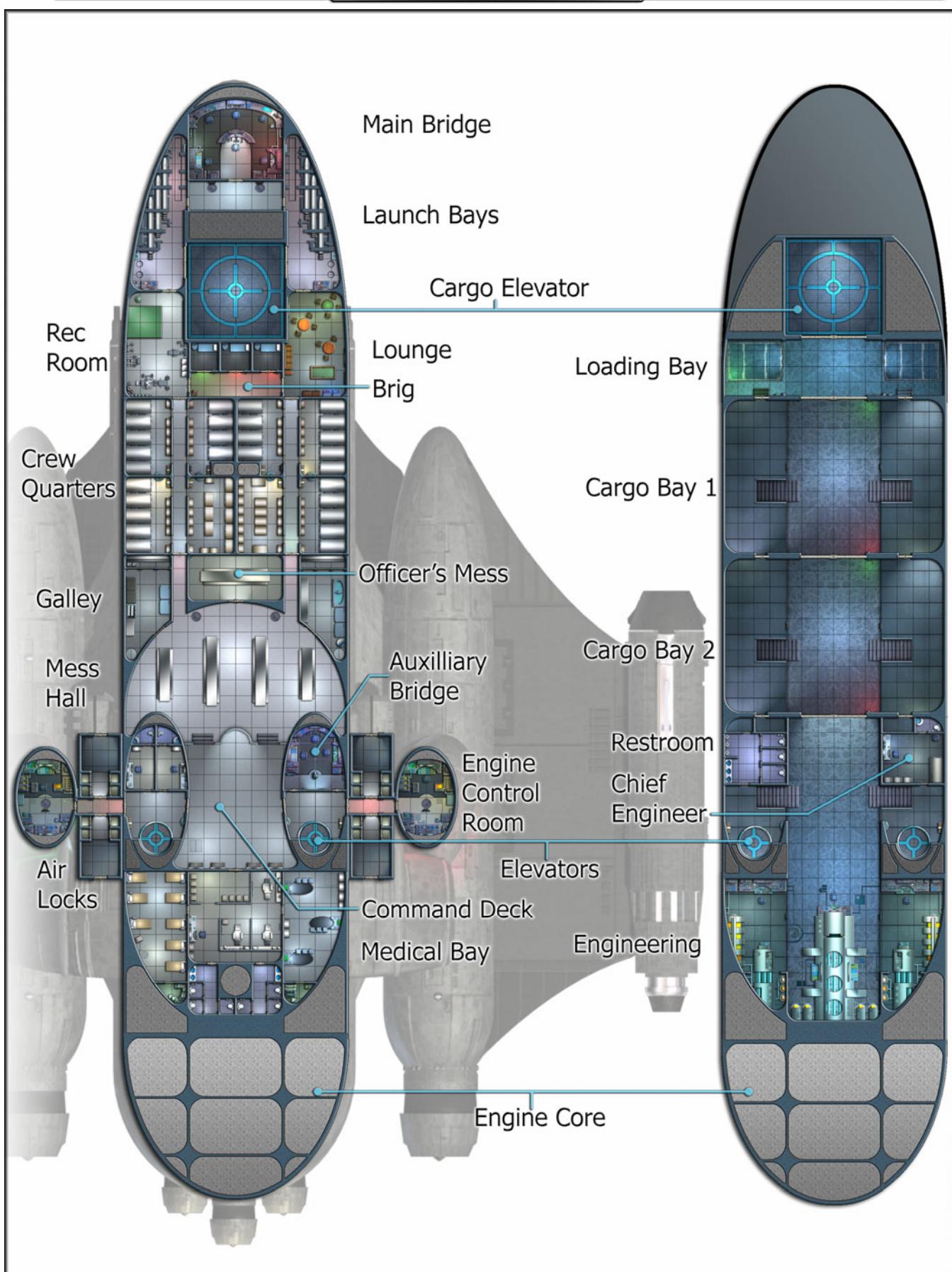
CORVUS			
Progress Level	7	Size	Colossal (-8 size)
Type	Light	Tactical Speed	3,500 ft. (7 squares)
Subtype	Frigate	Length	380 ft.
Defense	7	Weight	13.600 tons
Flat-footed	5	Targeting Bonus	+3
Autopilot	5	Crew	40 (trained +4)
Hardness	30	Passenger Capacity	56 (marines)
Hit Dice	75d20 (1500 hp)	Cargo Capacity	3,000 tons
Initiative	+4	Grapple Modifier	+16
Pilot's Class Bonus	+3	Base Purchase DC	60
Pilot's Dex Modifier	+2	Restriction	Military (+3)
Gunner's Attack Bonus	+2	Grappling Systems	Tractor beam emitter
Engines	Induction Engine, Thrusters	Armor	Biosteel (equivalent to Cerametal)
Sensors	Class V sensor array, Improved targeting system	Communications	Mass Transceiver
<hr/>			
Defense Systems	Chaff launcher (16 bundles), improved autopilot system, improved damage control (3d10), light fortification, particle field, point-defense system, radiation shielding		
Weapons	4 variable fire-linked plasma missile launchers (16 missiles each), 2 fire-linked plasma cannons (range increment 3,000 ft.)		
<hr/>			
Attacks	4 fire-linked plasma missile launchers +1 ranged (36d8 / 19-20) and 2 fire-linked plasma cannons -4 ranged (21d8 / 20)		
Attack of Opportunity	Point-defense system +5 ranged (2d12x10)		

CORVUS



20 ft.



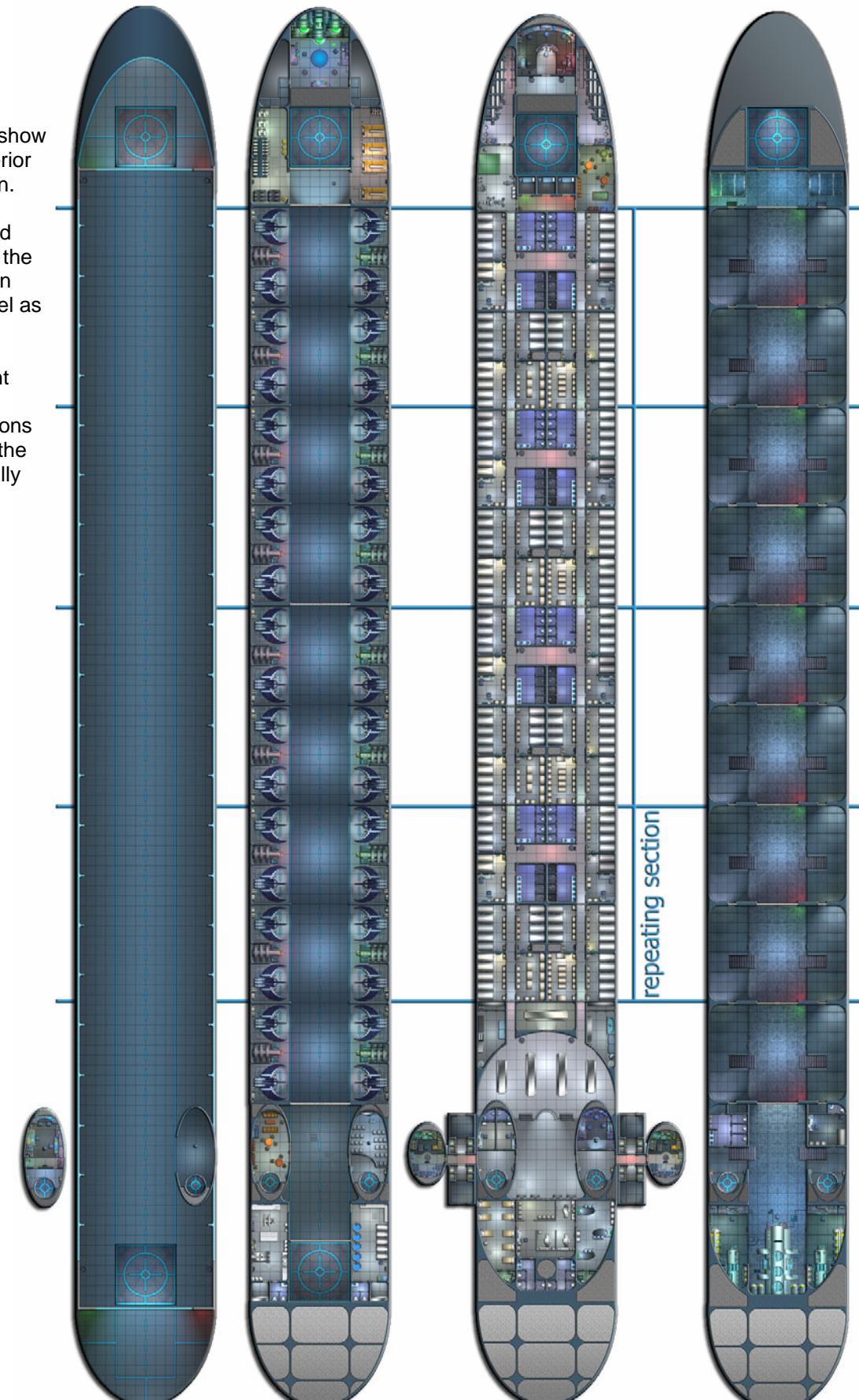


Partisan

The following pages show the statistics and interior layout for the Partisan.

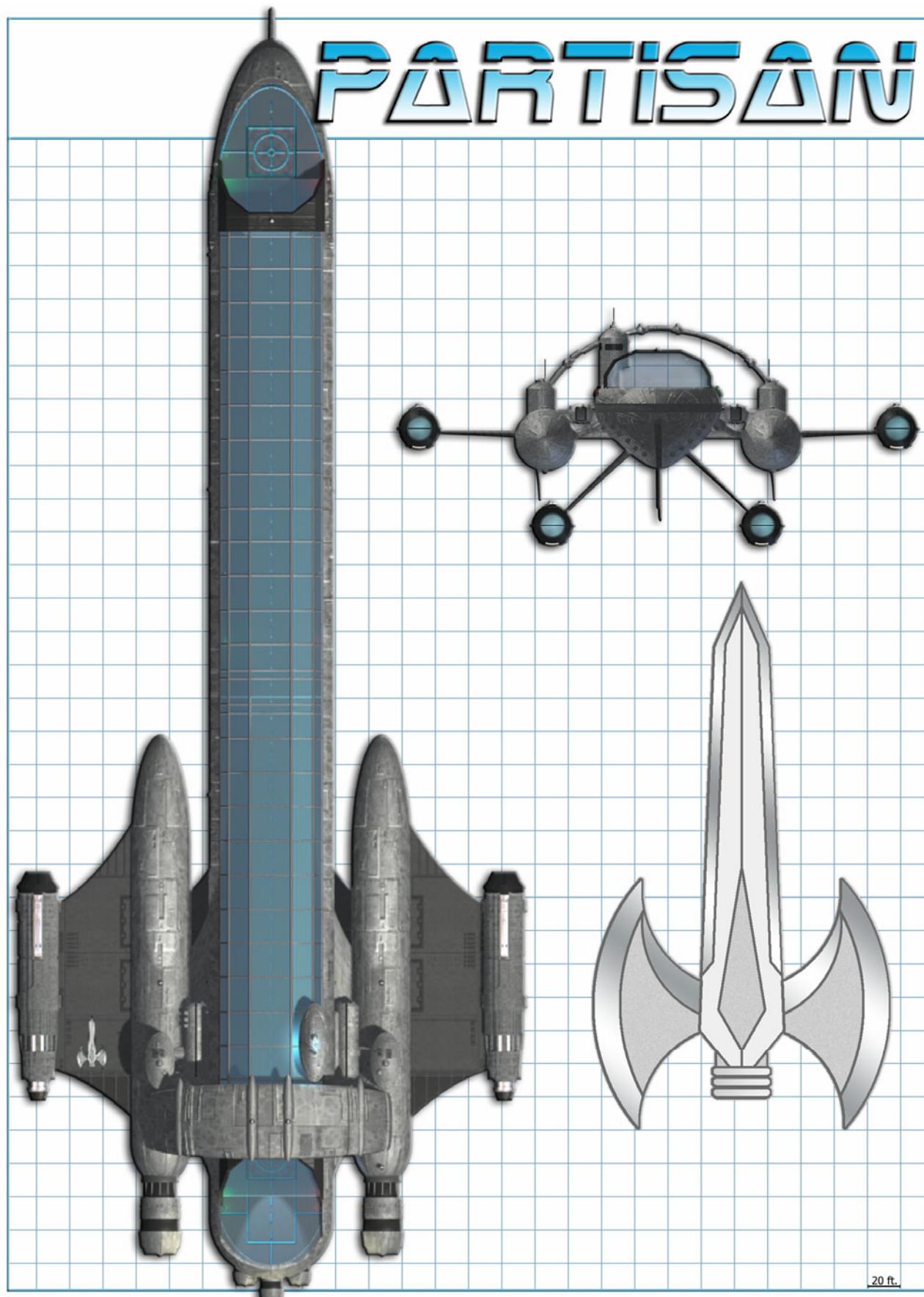
The history, crew, and fighter statistics from the Atlantis document can be used for this vessel as well.

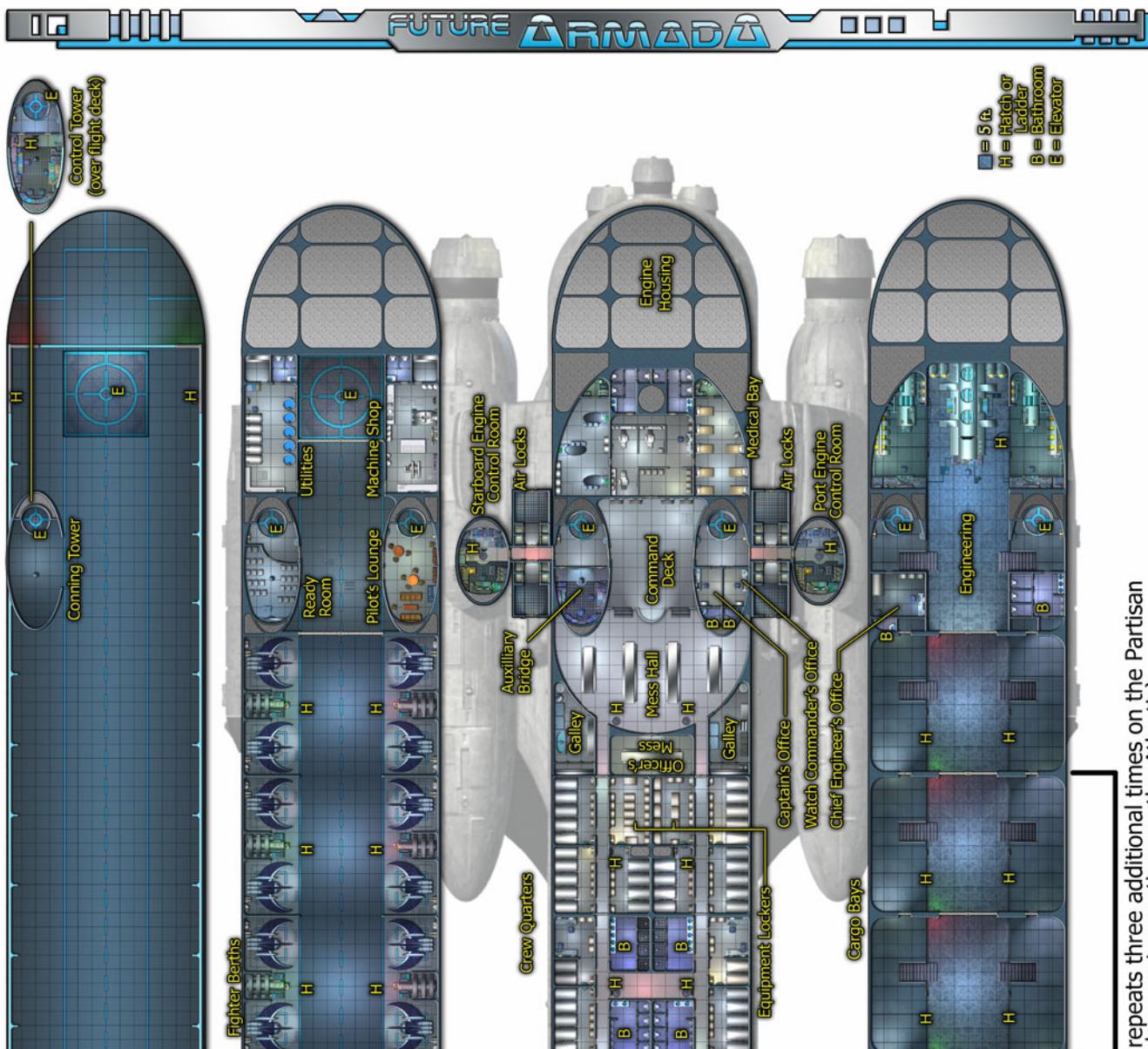
The image to the right shows the full layout of the ship. The sections are labeled later on (the labels being essentially the same as for the Atlantis.)



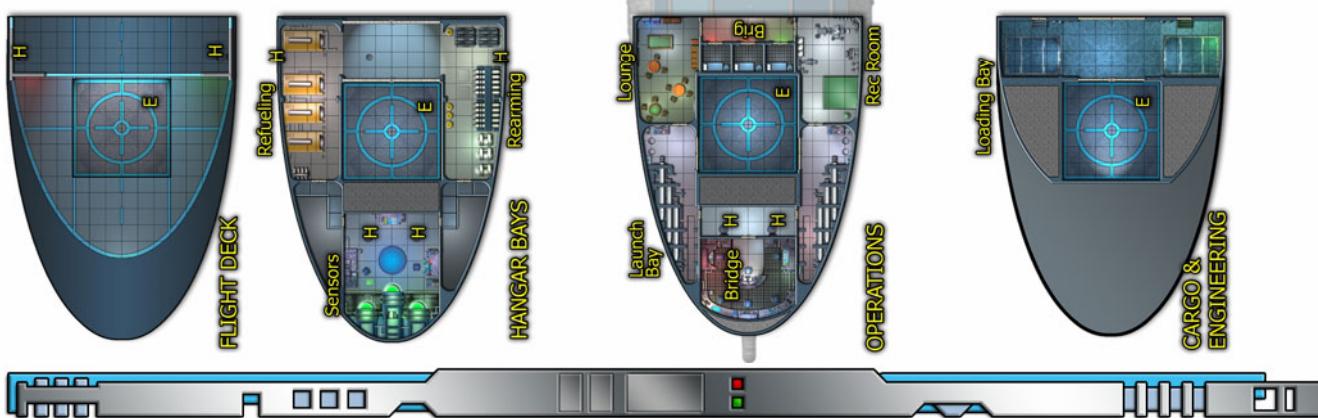
PARTISAN			
Progress Level	7	Size	Colossal (-8 size)
Type	Mediumweight	Tactical Speed	3,000 ft. (6 squares)
Subtype	Carrier	Length	790 ft.
Defense	7	Weight	36,000 tons
Flat-footed	5	Targeting Bonus	+3
Autopilot	5	Crew	160 (trained +4)
Hardness	30	Passenger Capacity	160 (marines)
Hit Dice	190d20 (3800 hp)	Cargo Capacity	7,500 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	Tractor Beam
Engines	Induction Engine, Thrusters	Armor	Biosteel (equivalent to Cerametal)
Sensors	Class V sensor array, Targeting system	Communications	Drivesat Comm Array, Mass Transceiver
<hr/>			
Defense Systems	Decoy drone launcher (8 drones), improved autopilot system, improved damage control (4d10), light fortification, particle field, point-defense system, radiation shielding		
Weapons	4 variable fire-linked plasma missile launchers (16 missiles each), 2 fire-linked plasma cannons (range increment 3,000 ft.)		
<hr/>			
Attacks	4 fire-linked plasma missile launchers -1 ranged (36d8 / 19-20) and 2 fire-linked plasma cannons -6 ranged (21d8 / 20)		
Attack of Opportunity	Point-defense system +3 ranged (3d12x10)		
Note	Carries 36 fighters		

PARTISAN





This section (4 pages) repeats three additional times on the Partisan (whereas it only repeats one time on the Atlantis).



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