

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



JO LYNN TRANSPORT

5

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

d20
system



Future Armada: Jo Lynn

by Ryan Wolfe

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Overview

The “Jo Lynn” is an old *Clydesdale*-class gunboat that has been refitted for civilian service. During the border wars of the last decade these sturdy vessels were a common sight above the battlefield, quickly moving troops, supplies, and firepower to where it was most needed. Though they perform well enough in space, this dependable workhorse was designed for atmospheric agility. The heavy thrusters allow for powerful acceleration while the rotating engine pods greatly increase maneuverability and allow for enhanced VTOL operation.

Nicholas Clarke served as captain aboard gunboat 968 for three years, taking the sturdy ship on countless sorties into enemy territory across half a dozen worlds. When the war was finally over, Captain Clarke learned that the battered ship was to be sold for scrap. By calling in a few favors he was able to purchase the stripped-down gunboat and re-license it for commercial service. Renamed the “Jo Lynn” (after an old paramour who eventually chose a wealthy industrialist over the ever-absent military man), the ship is now outfitted as a mid-bulk transport.

While the original weapon systems, armor, and countermeasures have been removed, the ship is not defenseless. Clarke had a missile launcher retro-fitted into the military grade sensor array that used to occupy the forward part of the lower hold. This system is well disguised from outside and usually hidden behind crates or under a tarp on the inside.

The current crew consists of:

- **Captain Nicholas Clarke** – in his early forties and just going grey, he still has the bearing of a military man. He is used to giving orders and used to being obeyed. He has a deep sense of morality but does not have much respect for the law in general. He'll take about any job so long as the common folk won't suffer because of his actions. While Clark can fly the Jo Lynn, he usually leaves that to the kid.
- **Lt. Georgia Brucato** – a field medic who served as ship's doctor & communications officer during its last tour of duty. “George” comes from a poor but loving family and wanted to be a surgeon. The military provided the training and she served her time. She's a personable, if homely, woman with shoulder-length black hair and old-fashioned spectacles. She is the only former crew who accepted Clarke's offer to remain on board and since mustering out of the service they have grown very close (unfortunately the ship was already named before their romance blossomed).
- **Andrew “Ace” Ellison** – a scrawny, teenage punk who works cheap and happens to be an excellent pilot. He learned to fly on the gaming simulators and was only hired out of desperation. Since then, however, he has proven his worth and become an accepted part of the team. He calls himself “Ace” but the rest of the crew usually refer to him as “Junior”.
- **“Crazy” Ivan Ivanovich** – ship's mechanic and general tough guy. A big, quiet man who does what he is told without much emotion (regardless of the violence involved). Dressed in greasy coveralls, he almost always has his tool box with him, with a large handgun tucked beneath the tools.

Though d20 statistics are provided, you are welcomed and encouraged to make any modifications that you desire to fit your system of choice. On the interior maps, one square is equivalent to 5 ft (or 2m if that better fits your game system).

The Art directory contains a composite image of the interior. If printed out at 150 dpi, this will yield a miniature-scale map which is 24x30 inches. An oversized printer and additional software may be required for this.

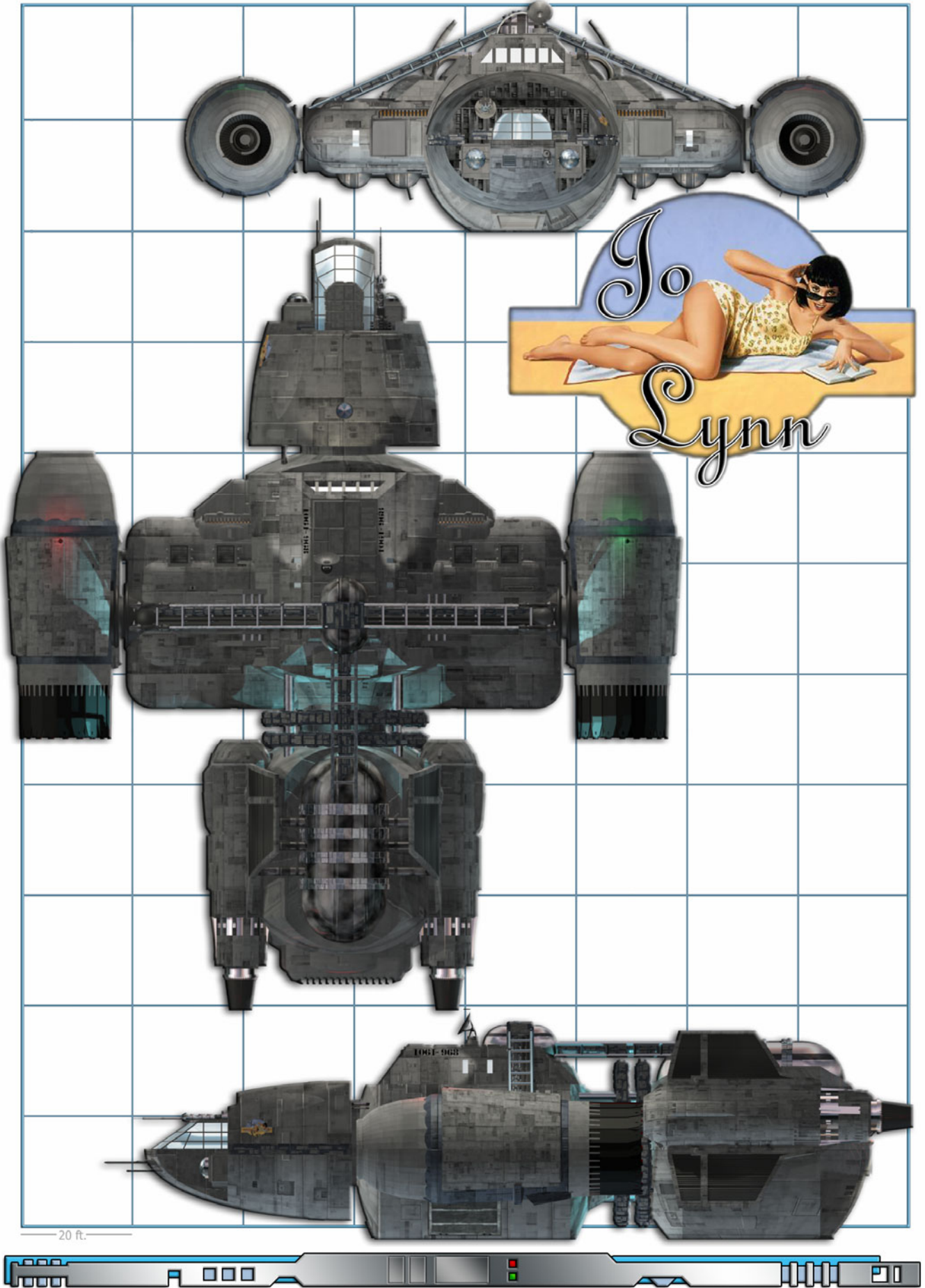




JO LYNN

Progress Level	Low 6		Size	Colossal (-8 size)
Type	Ultralight		Tactical Speed	3,000 ft. (6 squares)
Subtype	Transport		Length	135 ft.
Defense	11		Weight	1100 tons
Flat-footed	7		Targeting Bonus	+0
Autopilot	5		Crew	4
Hardness	20		Passenger Capacity	2
Hit Dice	20d20 (400 hp)		Cargo Capacity	350 tons
Initiative	+4		Grapple Modifier	+16
Pilot's Class Bonus	+5		Base Purchase DC	51
Pilot's Dex Modifier	+4		Restriction	Restricted (+2)
Gunner's Attack Bonus	+3		Grappling Systems	none
Engines	Ion Engine, Thrusters		Armor	Alloy Plating
Sensors	Class I sensors	Communications	Laser transceiver, Radio transceiver	
Defense Systems	Autopilot system, damage control (1d10), light fortification			
Weapons	1 CHE missile launcher (8 missiles)			
Attacks	1 CHE missile -5 ranged (6d12 / 19-20)			
Attack of Opportunity	none			







Interior Areas

Flight Deck

The cockpit of the Jo Lynn has seats for a pilot and co-pilot, though only one is really necessary to fly the ship. The large windows allow for an excellent field of view. Most of the equipment is functional, but a bit battered and more than a few years out of date. During important operations “Ace” or Captain Clarke will be piloting while Georgia handles the operations center (navigation, sensors, and communication) and Ivan does whatever it is he does either in the engine room or manning the missile launcher in the basement.

Operations

This used to be the command & control center, where communications and sensor specialists would use military-grade equipment to conduct electronic warfare and maintain battlefield surveillance. There is still a lot of stripped-down equipment in here, but most of it is non-functional. The ship has basic sensors and communications, and Ivan has cobbled together a simple sensor jammer, but that’s about it.

A ladder in the center of this room leads to pressure hatches above and below. These allow egress to the exterior of the ship. Both were originally turret mountings during the war. Now the bottom hatch is used as a quick way to get from the ground to the bridge. The top hatch is only used for maintenance. Note that both access shafts can be sealed to serve as miniature airlocks.

Central Hall

The heart of the ship is traversed by a single hallway running bow to stern, and a couple of halls running port to starboard. The well-worn grating in the floor allows access to various pipes and conduits and even more are exposed in the ceiling. Lighting is provided by overhead fluorescents that have a tendency to flicker and buzz.

Near the front end of this section are a pair of large storage lockers. These contain vacuum suits, tools, and other gear. Nearby hatches lead to the escape pods. Each of these pods can accommodate 4 people for a 48 hours and a single planetfall.

The middle part of this section holds the stairs and lift. Both of these go down to the ventral cargo bay and up to the galley. This area has a pressure door on either side to limit decompression in the event of a hull breach (because neither the stairs nor the lift have doors of their own).

In addition to the rearmost crew quarters, the aft transverse hall allows access to the bathroom, shower, and main cargo bay. The back wall of this hallway abuts the engine ring structure and (like the airlock leading the cargo bay) is thick with access panels and engine related control surfaces.

There is also a closet in the back hall, holding cleaning supplies and a collection of grungy towels from half a dozen starport hotels.

Bathroom

The bathroom facilities are well worn and built following the military/industrial motif common throughout the ship. They may not always be clean, but they work. The port (left) side has the toilets while the starboard side has the shower.

Workshop

This grease-stained room used to be the captain’s chamber but has since been turned into a workshop in order to keep up with the repairs and customizations made to the Jo Lynn. Ivan spends a lot of time tinkering in here and there is often a disassembled gun or two amongst the other clutter.

Medical

Here the smell of disinfectant masks the scent of burning oil that permeates most of the ship. A single examination chair occupies the center of the room while the perimeter is crammed with old medical equipment and supply cabinets. Far from state-of-the-art, this room has seen a lot of use. The examination chair lays flat for surgical use, but the patient is usually moved (via stretcher) to their own bunk for post-op recovery.

Crew Quarters

The rooms in either wing of the Jo Lynn have been outfitted as living quarters but are anything but fancy. The low ceiling has exposed pipes and ductwork, the floors are the same cold metal panels used in the cargo holds, and the noise





(and vibration) from the nearby engine pods can get pretty intense at full burn. The forward rooms also have a lingering odor of rocket fuel as extra magazines for the launchers overhead used to be stored in here.

There are doors joining the forward rooms to the ones behind, but these are generally kept locked and are more often used as a common closet than a passageway.

Captain Clarke and Dr. Brucato share the aft room on the starboard side. On the port side, the front room has been assigned to Ace and the aft room to Ivan. The final room is guest quarters, sometimes used for a passenger. On the rare occasion when multiple passengers are aboard, Ace moves in with Ivan (taking the top bunk).

Ventral Cargo Bay

More commonly called "the Basement", the lower cargo bay lies directly under the central part of the ship. Long doors on either side allow for fast ground loading of cargo, troops, or vehicles.

At the back end of the room are a pair of storage lockers. Between these are a simple lift (an elevator without doors or walls) and a set of metal stairs spiraling up to the mid-level of the ship.

The equipment at the front end of the room used to be a suite of scanners and long range communications gear. It has been gutted and refitted with a military surplus missile system. As this gear is technically illegal on a civilian vessel, there are usually stacks of empty crates and spare parts hiding the launcher. The control panel, while hidden from casual view, is still easily accessible under a canvas tarp.

Galley

Situated atop the central section of the ship, the tall windows in this room provide a good view forward and to either side. A large stainless steel table occupies the forward part of the dining area while a small kitchenette fills the back section. Various lockers and cabinets hold food and entertainment paraphernalia (since this area doubles as the ship's lounge).

The aft wall holds a walk-in refrigeration unit, a freezer, and pressure doors leading to the stairs and lift.

Aft Cargo Bay

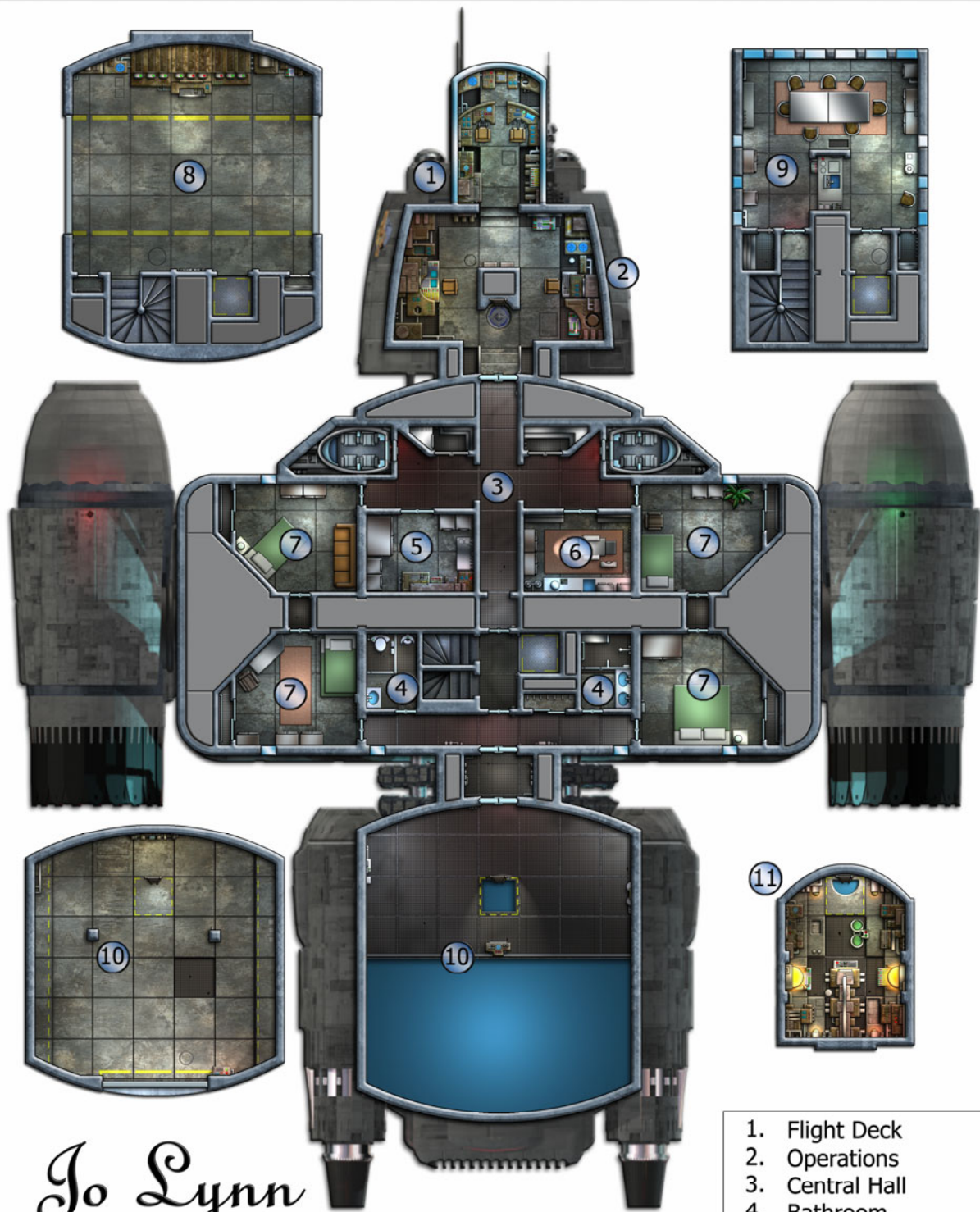
The aft section of the ship holds the main drive above and the primary cargo bay below. Access to the cargo bay is through a large ramp/door in the back of the ship. A large balcony is reachable from a ladder near the forward end of the room. Overhead is a crane and gantry system - used to move cargo to and from the balcony storage area.

As it is on the ceiling, the gantry system is not visible on the map, though the controls are visible at the edge of the balcony. The balcony allows access to a large airlock leading to the interior of the ship. The ceiling of the cargo bay is the bottom side of the engine and is a maze of large (and often very hot) pipes. A massive fuel tank stretches across the back end of the ceiling area.

Engine Room

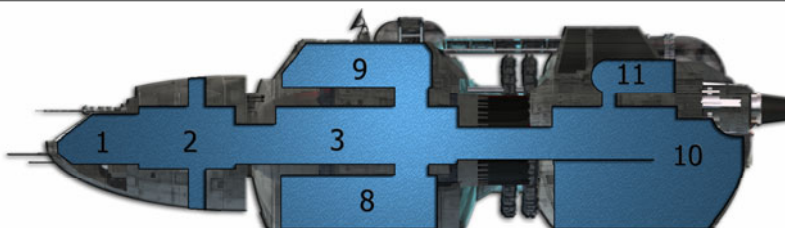
Accessible only by climbing a ladder from the cargo bay balcony, this cramped room is actually inside the main engine housing. There is direct access to the power core, and other vital systems but the hot, noisy, chamber is only manned when absolutely necessary. The access shaft can be sealed to isolate this area, but the mechanism tends to jam and so is usually left open.





Jo Lynn

1. Flight Deck
2. Operations
3. Central Hall
4. Bathroom
5. Workshop
6. Medical
7. Crew Quarters
8. Ventral Cargo Bay
9. Galley
10. Aft Cargo Bay
11. Engine Room



Escape Pods

Jo Lynn is equipped with military surplus "Magnum" class escape pods. These short range lifeboats have seating for four people. The primary entrance hatch is in the rear of the bullet-shaped pod. There is a large transparent canopy in the front which can also open after landing.

The quarters are fairly tight but the chair armrests fold up out of the way to allow passengers entering from the rear hatch to more easily take their seats. Each cushioned chair is also equipped with a 5-point harness as the ride can get pretty rough at times.

The small craft has enough air for 4 people for 24 hours. It is designed to get clear of the danger area and then either hold position or land on a nearby world. The pod is equipped with both a parachute and a flotation ring, though it can also land on engines alone (either bottom-first or by plowing a long furrow in the landscape). There is a distress beacon and a basic survival kit with food and water for 4 people for 4 days.

These old pods are fully automated. They either receive instructions from the ship's computer just prior to launch, or they rely on their default programming. While the onboard system can respond to some basic voice commands, it is not possible to pilot the craft manually.

MAGNUM Escape Pod

PL: 5 Type: Ultralight Subtype: Escape Pod Defense: 9 Flat: 9 Auto: 11 Hardness: 20 Hit Dice: 3d20 Hit Points: 60 Initiative: +0 Pilot Class: +0 Pilot Dex: +0	Size: Large Speed: 2,000 ft. Length: 10 ft. Weight: 5,000 lbs Crew: 0 Passengers: 4 Cargo: 100 lbs Grapple Mod: +4 Purchase DC: 30 Restriction: Lic. (+1)
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Maneuvering Jets, Polymeric Armor, Improved Autopilot, Class I Sensor Array, Radio Transceiver with Distress Beacon





Crew

Captain Nicholas Clarke

Charismatic 6 / Soldier 2

CR 6; Medium-size humanoid; HD 6d6+12 plus 2d10+4; HP 50; Mas 14; Init +0; Spd 30 ft; Defense 16, touch 13, flatfooted 16 (+0 size, +0 Dex, +3 class, +3 equipment); BAB +4; Grap +4; Atk +5 melee (1d4+1, knife), or +6 ranged (2d6+2, Glock 17 9mm pistol); SV Fort +7, Ref +5, Will +4; AP 6; Rep +3; Str 12, Dex 11, Con 14, Int 14, Wis 10, Cha 16.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Bluff +12, Diplomacy +12, Gather Information +8, Intimidate +12, Knowledge (Current Events) +9, Knowledge (History) +6, Knowledge (Tactics) +13, Listen +6, Pilot +5, Profession (Military) +10, Sense Motive +4, Spot +6, Survival +5

Feats: Armor Proficiency (light), Armor Proficiency (medium), Leadership, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Ultralight)

Bonus Feats: Iron Will, Windfall, Point Blank Shot

Talents: Coordinate, Inspiration, Greater Inspiration, Weapon Focus (Glock 17), Weapon Specialization (Glock 17)

Possessions: light combat armor, knife, Glock 17 (9mm pistol); Wealth +9

Lieutenant Georgia Brucato (Medic, Navigation, & Communication)

Dedicated 3 / Field Medic 3

CR 3; Medium-size humanoid; HD 3d6 plus 3d8; HP 26; Mas 10; Init +2; Spd 30 ft; Defense 19, touch 16, flatfooted 17 (+0 size, +2 Dex, +4 class, +3 equipment); BAB +3; Grap +2; Atk +2 melee (1d4-1, knife), or +6 ranged (2d6, Glock 17); SV Fort +5, Ref +5, Will +7; AP 3; Rep +2; Str 9, Dex 14, Con 10, Int 13, Wis 16, Cha 11.

Occupation: Colonist (Computer Use, Navigate)

Skills: Computer Use +10, Concentrate +9, Craft (Pharmaceutical) +11, Knowledge (Earth and Life Sciences) +10, Navigate +6, Profession (Military) +7, Spot +9, Treat Injury +17

Feats: Armor Proficiency (light), Guide, Personal Firearms Proficiency, Simple Weapons Proficiency, Surgery

Bonus Feats: Medical Expert, Dodge

Talents: Healing Knack, Healing Touch 1, Medical Specialist +1, Expert Healer

Possessions: light combat armor, knife, Glock 17 (9mm pistol); Wealth +6





Andrew “Ace” Ellison (Pilot)

Fast Ordinary 4

CR 4; Medium-size humanoid; HD 4d8-4; HP 16; Mas 9; Init +4; Spd 30 ft; Defense 19, touch 19, flatfooted 15 (+0 size, +4 Dex, +5 class); BAB +3; Grap +2; Atk +2 melee (1d4-1, knife), or +7 ranged (1d4-1, knife); SV Fort +0, Ref +6, Will +0; AP 2; Rep +1; Str 9, Dex 18, Con 9, Int 14, Wis 8, Cha 10.

Occupation: Transporter (Knowledge [Streetwise], Pilot)

Skills: Balance +11, Craft (mechanical) +9, Drive +13, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +6, Pilot +14, Sleight of Hand +11, Tumble +11

Feats: Simple Weapons Proficiency, Starship Dodge, Starship Mobility, Starship Operation (Ultralight), Starship Operation (Light)

Bonus Feats: Defensive Martial Arts, Elusive Target

Talents: Evasion, Uncanny Dodge

Possessions: knife, Wealth +2

“Crazy” Ivan Ivanovich (Mechanic & Thug)

Tough Ordinary 1/Strong Ordinary 3

CR 4; Medium-size humanoid; HD 1d10+3 plus 3d8+9; HP 34; Mas 17; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 size, +0 Dex, +3 class); BAB +3; Grap +6; Atk +6 melee (1d6+6, pipe), or +3 ranged (2d8, .44 magnum revolver); SV Fort +6, Ref +1, Will +0; AP 2; Rep +0; Str 16, Dex 10, Con 17, Int 10, Wis 8, Cha 8.

Occupation: Blue Collar (Craft [electronic], Craft [mechanical], Repair)

Skills: Computer Use +2, Craft (electronic) +3, Craft (mechanical) +4, Intimidate +2, Knowledge (Streetwise) +3, Profession (mechanic) +2, Repair +9

Feats: Brawl, Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency

Bonus Feats: Power Attack

Talents: Remain Conscious, Melee Smash, Improved Melee Smash

Possessions: pipe (2 handed), .44 magnum revolver; Wealth +7





Gunboat Configuration

Some game masters may have more need of an armed military vessel than a civilian transport. For these situations statistics are provided for Gunboat 1061-968 as it was during the war. This is before she was decommissioned and stripped of her military gear.

Standard crew complement in this case is five – a captain, pilot, engineer, and two communications officers (with one doubling as a medic). For simplicity, it is assumed that the crew has statistics similar to the people aboard later on. For example the military pilot, while not actually Andrew Ellison, has the same dexterity and general training.

The layout of the interior is slightly different in the gunboat configuration. The forward “crew quarters” rooms are used to hold missiles and the automated loading mechanisms that feed the wing-mounted launchers. Both aft quarters hold bunk beds, and the workshop is the captain’s room. Otherwise the map looks the same. While the surplus missile launcher in the basement is still a sensor suite during this time period, its outward appearance is very similar.

One important difference is that the access shaft in the Operation center leads to a pair of laser turrets (one above and one below) rather than to exterior hatches. While these can be manned, they are usually automated or fired from the bridge as the crew does not include dedicated gunners.

The lower cargo hold is set aside for troop or vehicle transport. Twenty-five soldiers and their gear can be carried down here, though there are no dedicated facilities (the trips are usually short and turbulent).

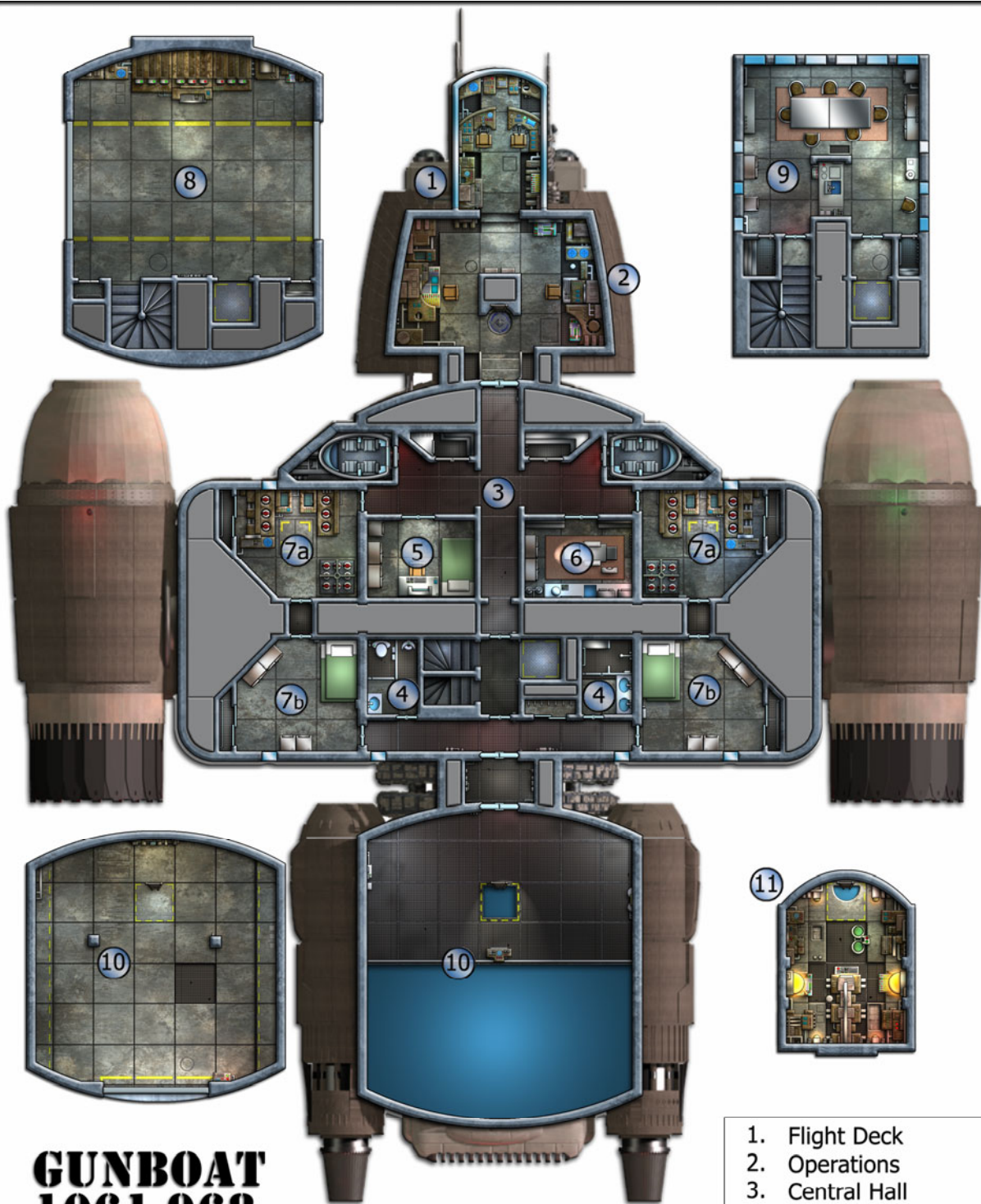
The following pages show the statistics, interior map, and exterior views of the gunboat. In the map book, pages are provided for the Port Side, Central Section, and Starboard Side of the ship. For the other sections of the vessel, use the same map pages as for the Jo Lynn.





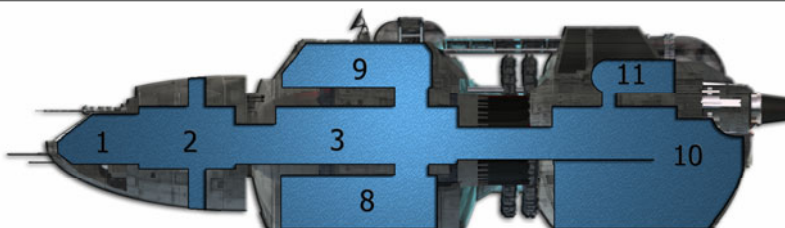
GUNBOAT 1061-968			
Progress Level	7	Size	Colossal (-8 size)
Type	Ultralight	Tactical Speed	3,000 ft. (6 squares)
Subtype	Combat Transport	Length	135 ft.
Defense	11	Weight	1200 tons
Flat-footed	7	Targeting Bonus	+5
Autopilot	6	Crew	5
Hardness	40	Passenger Capacity	25 troops
Hit Dice	20d20 (400 hp)	Cargo Capacity	200 tons
Initiative	+4	Grapple Modifier	+16
Pilot's Class Bonus	+5	Base Purchase DC	53
Pilot's Dex Modifier	+4	Restriction	Military (+3)
Gunner's Attack Bonus	+3	Grappling Systems	none
Engines	Ion Engine, Thrusters	Armor	Alloy Plating
Sensors	Class IV sensors, Improved Targeting System	Communications	Mass transceiver, Radio transceiver
Defense Systems	Improved autopilot system, chaff launcher, improved damage control (2d10), light fortification, particle field, magnetic field		
Weapons	4 fire-linked CHE missile launchers (32 missiles each) 2 heavy lasers (range 4000 ft)		
Attacks	4 fire-linked CHE missiles -0 ranged (12d12 / 19-20) and 2 heavy lasers -5 ranged (8d8 each)		
Attack of Opportunity	none		



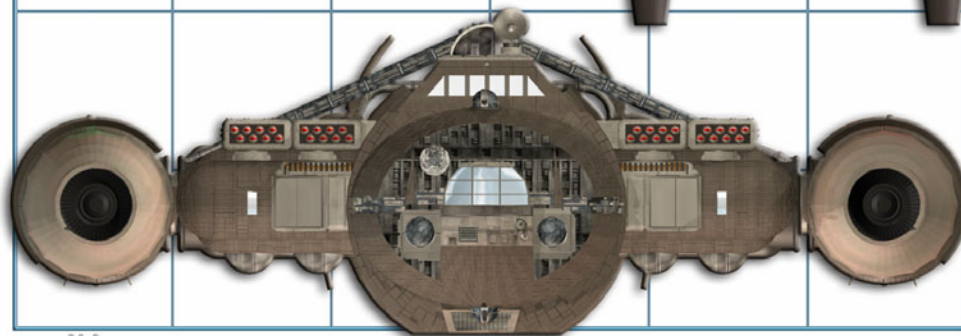
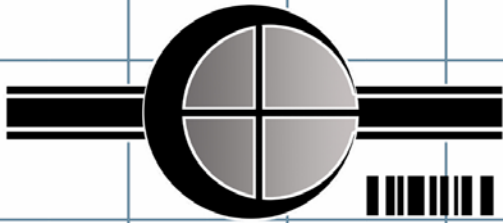


GUNBOAT 1061-968

1. Flight Deck
2. Operations
3. Central Hall
4. Bathroom
5. Captain Quarters
6. Medical
- 7a. Munitions
- 7b. Crew Quarters
8. Ventral Cargo Bay
9. Galley
10. Aft Cargo Bay
11. Engine Room



1061-968



20 ft.



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