FUTURE ARMADA

DELUXE STARSHIP DESIGNS

EXETER

TRAMP FREIGHTER

6

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

d20 system

Future Armada: Exeter

by Ryan Wolfe

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This ship was inspired by the *Barrett*, designed by Ken Snellings

http://www.snellings.org/Cursed/Barrett.htm

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Overview

The "Exeter" is a *Durance*-class tramp freighter that has been in continuous service for nearly 50 years. One of a dozen similar ships commissioned for Dosojin Transport Inc., the vessel was sold at auction after three decades of moving freight and passengers around civilized space.

"Dosojin VI", as it was then known, was bought by Jebediah Exeter. The retired naval engineer sunk his life's savings and pension into refurbishing the old boat and making it space worthy once more. He christened the ship "Exeter's Folly" but later shortened it to just "Exeter" to improve his business image.

To make ends meet, Jeb convinced his youngest son, Benjamin, to come aboard as captain. Ben brought his new wife (Elizabeth) with him and though she died in an EVA mishap a decade ago, their children - now teenagers - are still on board. With the recent addition of Jeb's prodigal son with his latest companion, Exeter is now a wholly family owned and operated venture. A pair of dependable robots, who are also considered "family", round out the roster.

The ship usually carries a mix of freight and passengers. It is far from luxurious but the service is decent and ship runs on time. It has developed a reputation for dependability and a no-questions-asked policy when it comes to custom charters to out of the way locations. When not running a charter Exeter makes the rounds of the more populous worlds, getting people and things to where they need to go. Jeb will occasionally contract out with one of the larger transport lines but much prefers to stay independent whenever possible.

Please feel free to modify this material however you desire to fit your game system and story. On the interior maps, one square is equivalent to 5 ft (or 2m depending on your game).

The Art directory contains a couple of composite images of the Exeter interior. If printed out at 150 dpi, these will yield miniature-scale maps which are 24x36 inches. An oversized printer and additional software may be required for this.

The current crew consists of:

Jebediah Bartholomew Exeter (74) – known as the “the Admiral” because he outranks his son, the ship’s captain. He is the patriarch and undisputed ruler of the clan. Cantankerous and stern, he’ll brook no nonsense and can be ruthless when it comes to watching after his family.

Captain Benjamin Exeter (43) – Jebediah’s second son. He had just completed training to become a commercial pilot when his father convinced him to sign on. He holds a partial share of the ship and is expected to inherit it when Jeb passes on. Since the death of his wife he has become emotionally withdrawn. But with his crisp uniform and well-groomed beard, he plays the part of the aloof and ever calm captain well.

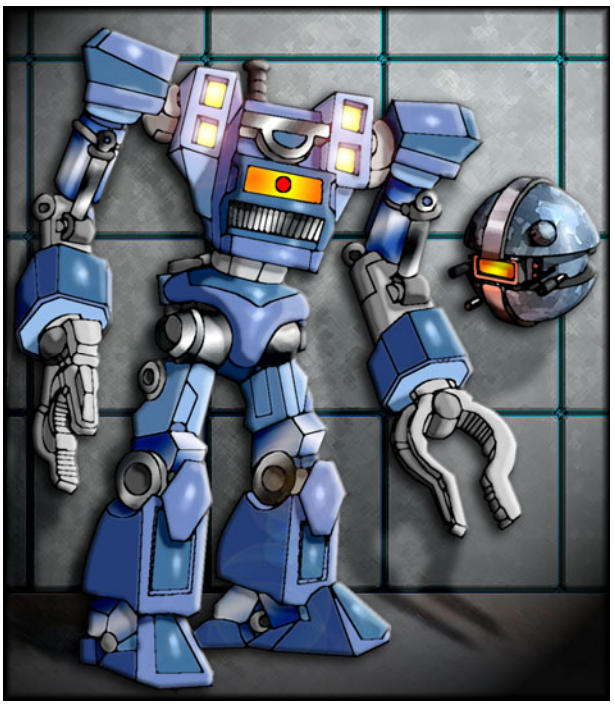
Alyxandra and Benjamin Jr. (18 & 16) – Ben’s children. Both were home schooled and have been raised on board this ship. Both are also working towards the day when they can leave and start a “normal” life. The current plan is to enroll in a planet-side college as soon as Junior turns 18, but it remains to be seen if that plan will come to fruition. Both kids share their father’s pale skin and red hair but inherited their mother’s outgoing personality.

Mitchell Exeter (46) – Jeb’s first born. Ben’s older brother spent most of his life making small fortunes through illicit means, and then squandering them away through gambling and other vices. He came aboard to avoid a warrant for his arrest and has since found it to be a free bed and convenient way to avoid prosecution. Resentful of his father’s preference for Ben, he is also growing jealous of the growing friendship between the captain and Rita. Most folks would just as soon see him move on but Jeb will not evict family in need of refuge. With his shaven head and reading glasses, the family resemblance is well concealed. He has also taken to wearing an old doctor’s coat even when paying passengers are not on board.

Rita Delatorre (31) – Mitch’s fiancée. (they only got engaged so Jeb would allow them to co-habitate). Rita initially hooked up with Mitch to escape a disastrous marriage but has since come to genuinely care for the teens and other people on board. At this point, Mitch is probably her *least* favorite person on the ship; his less desirable traits have come to the fore as they’ve gotten to know each other better. An attractive woman with dark coloring, it’s clear that she is not part of the Exeter clan by blood.

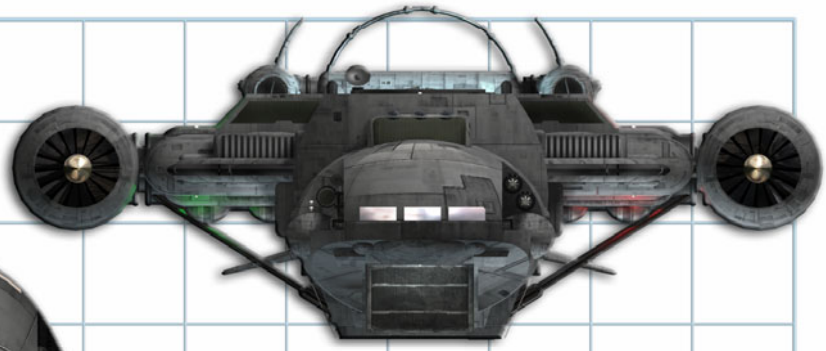
Mac & Bob – the family robots. Mac is an old, general-purpose cargo mover. He is humanoid, about 5 ft. tall, and has large pincers in place of his hands. He stomps about with an air of a dejected fatalism. Bob is a newer model security droid that has been programmed for computer maintenance as well. A sphere about the size of a basketball, he hovers by drawing power from the ship’s grid. He is quick and earnest when going about his duties – seemingly eager to please his human masters. Both bots can understand human speech, but can only respond in their own machine language. Mac was with the ship when Jeb bought it but Bob was recently added to address passenger security concerns. Junior has adopted both as pets and is in charge of their care and upkeep.

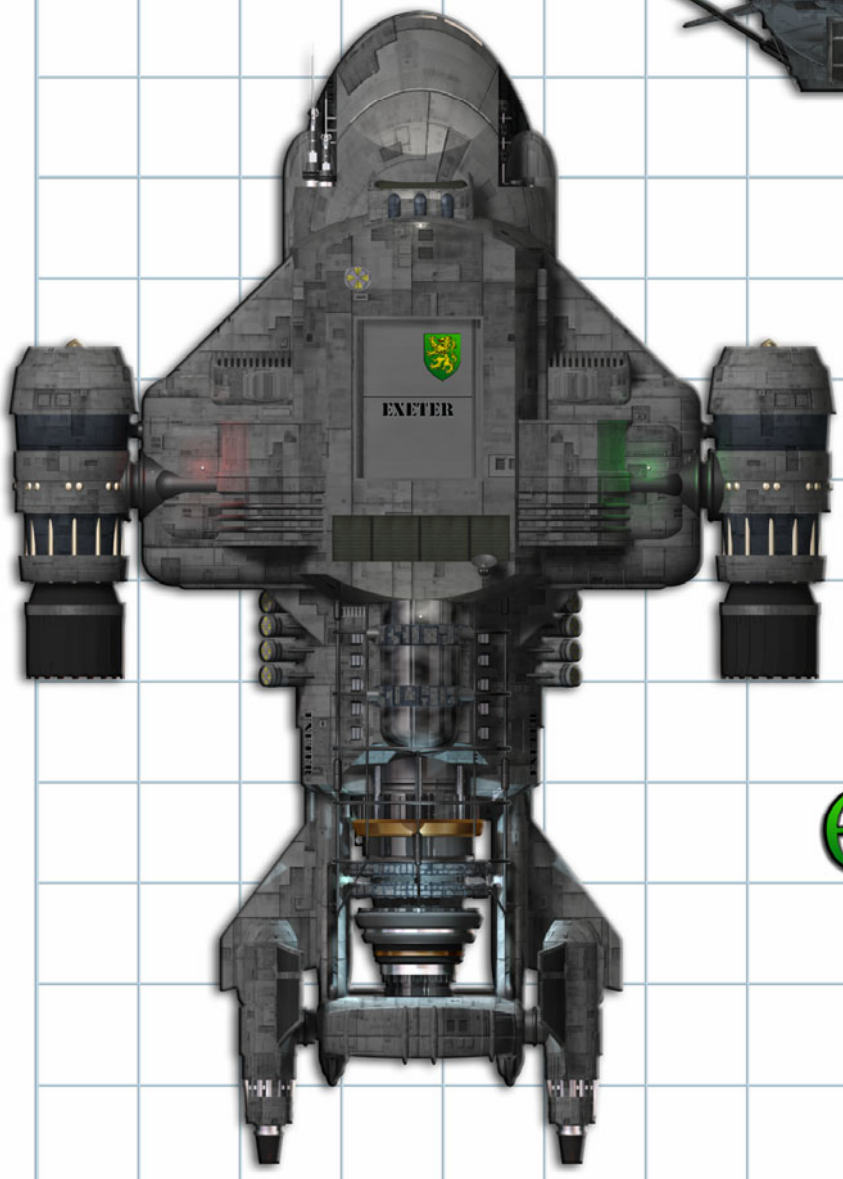
From a passenger’s point of view, it seems that Ben (“Captain Exeter”) runs the ship while Ms. Delatorre plays hostess to the passengers and the teens are general labor (stewardess & cabin boy). The crotchety old Jeb and dour Mitch are rarely seen, but are introduced as the ship’s engineer and doctor if the need arises. The robots are a common sight, with Mac doing menial jobs and Bob floating about on security patrol..

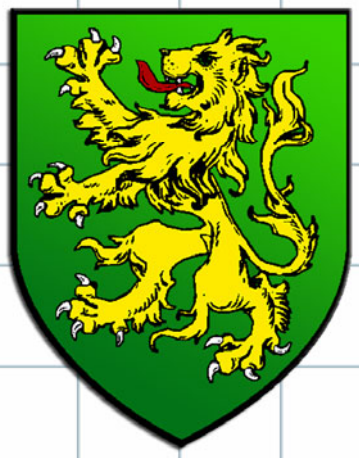


EXETER

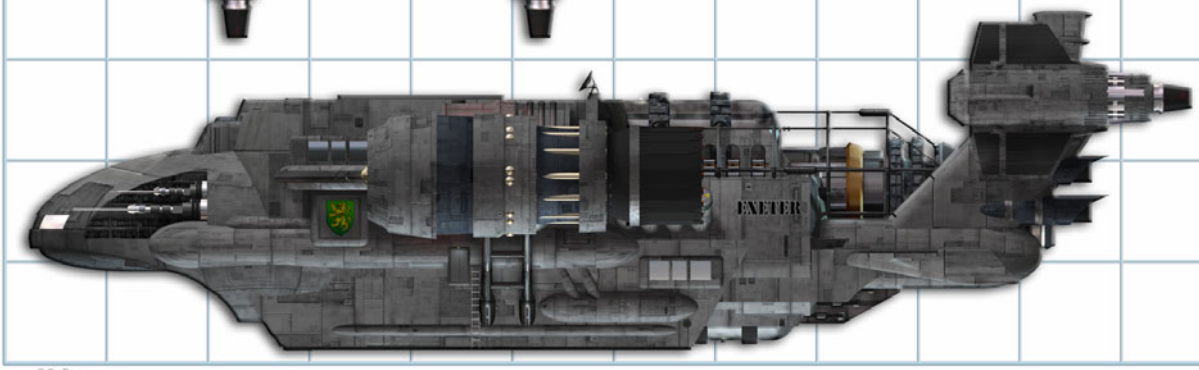
Progress Level	6	**Size**	Colossal (-8 size)
Type	Ultralight	**Tactical Speed**	3,000 ft. (6 squares)
Subtype	Tramp Freighter	**Length**	228 ft.
Defense	10	**Weight**	4070 register tons
Flat-footed	8	**Targeting Bonus**	+0
Autopilot	7	**Crew**	8 (Pilot +12)
Hardness	20	**Passenger Capacity**	18
Hit Dice	27d20 (540 hp)	**Cargo Capacity**	330 tons on cargo deck +70 tons on main deck (+200 tons in hangar bay)
Initiative	+2	**Grapple Modifier**	+16
Pilot's Class Bonus	+6	**Base Purchase DC**	54
Pilot's Dex Modifier	+2	**Restriction**	Licensed (+1)
Gunner's Attack Bonus	+6	**Grappling Systems**	none
Engines	Ion Engine, Thrusters	**Armor**	Alloy Plating
Sensors	Class II sensors	**Communications**	Laser transceiver, Radio transceiver
Assumes Captain Benjamin Exeter is the pilot.			
Defense Systems	Improved autopilot system, improved damage control (+2d10), stealth screen, self destruct system		
Weapons	none		
Attacks	none		
Attack of Opportunity	none		







EXETER



20 ft.

Interior Areas

Shuttle Bay

Hangar

The topmost level of Exeter is taken up by the shuttle bay. There is room for a single 30 ton skiff and complete facilities for repairing and refueling the craft. The bay doors are in the ceiling of the chamber, retracting to fore and aft for launch (at which time the bay is open to space).

A small hatch at the forward end of the bay leads down to the main deck. There is an identical hatch above that leads to the exterior of the ship. A utility room at the aft end of the hangar bay has stairs leading down to the main deck. There are storage rooms on either side of the aft end of the room – used for maintenance equipment and EVA (Extra-Vehicular Activity) gear. Smaller lockers hold personal effects, flight suits, and various camping and survey gear – including a couple of sidearms and a hunting rifle.

If the shuttle is removed, this area can be used to haul an additional 200 register tons of cargo. When this is done the shuttle is either left at dock or magnetically clamped to the hull exterior (usually over the closed bay doors).

Utility Room

The equipment in this room maintains and controls the life support systems (air, water, and heat) onboard the ship. The stairs lead directly down to the crew's lounge.

Main Deck

Bridge

There are five dedicated crew stations on the bridge though the ship can be flown efficiently with just three personnel present. Communications only needs to be manned when the com is in use, and the last area is a gunnery station installed during Exeter's brief stint as a privateer. Now it just serves as a redundant sensor system and computer access point.

The front of the room has three large windows, presenting a good view of the field ahead. The ships primary sensor and communications systems are also in the bow of the ship and can be accessed through wall and ceiling panels in this room.

Captain's Cabin

The original design of this ship placed the captain's quarters adjacent to the bridge so that he could quickly take control when needed. Benjamin keeps up that tradition. The room contains a bed, workstation, walk-in closet and private bathroom facilities. The decorations are sparse, though there are a couple of mementos from his wife that seem out of place in the spartan surroundings.

Conference Room

A large metal table surrounded by 8 chairs fills the side chamber. A large viewscreen, wired into controls on the table, is at one end. There is a computer station in the main part of the room but the room is otherwise kept clear as this is also the primary route to the bridge.

A large storage closet holds administrative files and various office supplies. The adjacent bathroom is provided so that bridge crew doesn't have to walk the length of the ship to use the common facilities.

Horticulture

Just forward of the air lock on the port side is a small workroom that has been converted into an indoor garden. An assortment of metal bins and tubs has been filled with potting soil and supports a variety of vegetables and flowering plants. Sprayers and grow lights hang from the ceiling and there is often water puddled on the floor.

Since her mother's death, Alyx has become the primary caretaker for the garden – though "Aunt Rita" has begun to help out as well.

Main Deck Air Locks

There are large air locks on either side of the main deck. On Exeter, these are used primarily to load cargo into the auxiliary bay while the locks on the passenger level are used for crew and paying customers. When on land there is no easy way up to these airlocks. It's up to the

docking facility to have a cargo gangway or other loading mechanism.

Workshop

The aft work area is used as a general purpose workshop and contains an dense collection of electronics and mechanical equipment. The workstation and shop table can be used to perform any sort of small repair or construction project. Like the garden, this alcove is open to the hallway outside. An old tarp is sometimes strung up as a curtain – more to hide the mess than to provide any real privacy.

When not on duty, the family robots (Mac and Bob) are usually found here recharging or performing routine maintenance.

Auxiliary Cargo Bay

The cargo bay on the main deck is used to hold general ships stores and other non-commercial freight (replacement parts, food stuffs, and even personal belongings). Maximum capacity is 70 tons. It will occasionally be used to hold overflow commercial freight or last minute shipments. Otherwise the room is a combination attic, pantry, and garage all piled into one area.

Crew Quarters

The middle of the main deck has four cabins dedicated to crew quarters. Three of these rooms have bunk beds and the last a single. Every cabin has been home to its occupants for many years and so is thick with personal effects and memorabilia.

On the port side, the forward cabin belongs to Alyx. It was originally shared by the children, but Junior moved out as soon as another cabin became available. The room behind is shared by Mitch and Rita. Jeb won't cotton to them sharing a bed until they say their vows, so they still have the standard issue bunk beds in here.

On the starboard side, the forward cabin (with the single bed) belongs to Jebediah. The one behind is Junior's new room, garishly decorated in the latest teen angst styles.

Restroom

The four crew cabins share a common restroom. It is not gender specific.

Note that there is a small shower on the starboard side just forward of the crew's lounge. This is used when there is a full load of passengers aboard. Otherwise the crew will generally use the larger shower facilities on the passenger level.

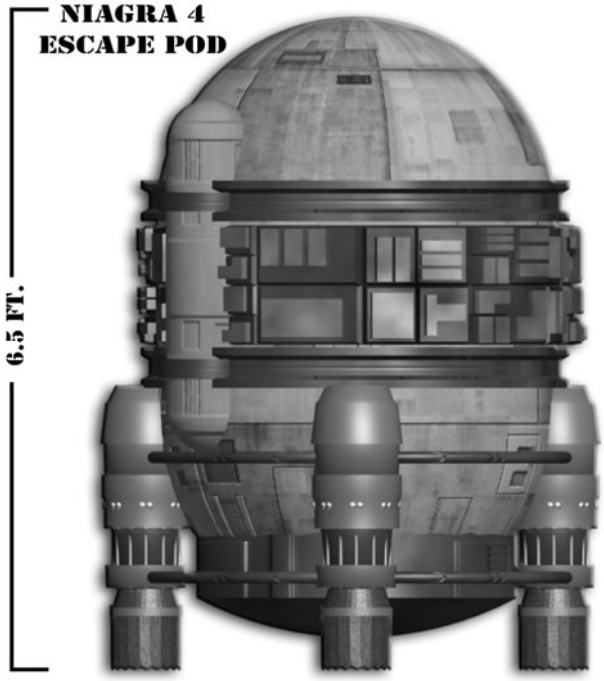
Crew Lounge

This long, narrow room is cozy and comfortably furnished. Soft lighting, plants, tasteful decorations, and a couple of thick rugs help to soften the usual "metal and rust" décor. The starboard side holds a wooden dining table while the other end of the rooms has a gaming table (usually covered with a jigsaw puzzle in-progress). In between is a worn couch situated before a wall-mounted video screen.

Escape Pods

There are four escape pods accessible along either side of the crew's lounge. These are small, single person pods designed for a long stay or single reentry. A single person can survive up to 6 days inside one of these pods (as opposed to the 24 hour range of the typical 4-person pod). It might be possible to fit two people inside one, but there is only one seat.

While the shuttle can be used as a life boat, Exeter doesn't have enough capacity to offload both crew and passengers in the event of a catastrophic failure. This fact is usually glossed over when taking on potential passengers.



Sick Bay

Like all Durance class vessels, Exeter has a well stocked medical bay. There is a combination examination/operation chair on one side of a partition and a recovery area on the other. A locked closet holds a variety of medical gear and medicines.

None of the Exeter family are trained doctors but Rita Delatorre is only a few months short of a nursing certification. If a passenger is in need of serious assistance, Mitch will play the role of a doctor while Rita administers pain killers and sedatives. The ship will then divert to the nearest hospital if such action is called for.

Kitchen

The kitchen has a large walk-in refrigeration unit, a large stove & grill, a mass rehydration unit, and a sizable oven. While freeze-dried food was the normal fare for years, Rita has recently taken on cooking duties and is becoming a skilled chef. In fact the “home cooking” aboard Exeter has become one of its selling points to potential passengers.

Engine Room

Nestled in the bowels of the engine, this hot, noisy chamber allows direct access to the drive core and power system. Supply closets on either side hold a variety of tools and small replacement parts. Panels in the walls and ceiling can be removed to allow access to even more obscure mechanical apparatus.

This area is where “Admiral” Jeb spends most of his time. He was a ship’s engineer in the stellar navy before he retired and bought this vessel. After two decades aboard Exeter he knows every piece by heart and can usually diagnose engine problems by the sound and the feel of vibrations in the hull. He’s also made so many custom modifications to the engine that it would be difficult for another mechanic to figure out exactly how the old boat is still running.

One unique feature of the Durance class engine is the external field dispersion cage – a framework of energized struts that shields the main drive from stray cosmic particles. Jeb has modified the cage on Exeter to disperse ship emissions as well. This acts as a simple stealth screen, making the vessel difficult to scan at range.

Passenger Deck

Passenger Quarters

The passenger cabins are comfortably furnished and clean, though they have clearly seen a lot of use. Each has a bed (single, doublewide, or bunk), a locker or cabinet, and a wall mounted video unit. The unit can double as a simple computer and communication terminal.

Forward Storage

The narrow storage room at the forward end of the passenger deck also has engineering controls for some of the ship’s power systems and back-up life support. The area is usually used to hold passenger luggage and other items that will not fit comfortably into their cabins. Passengers who do not like the idea of unsecured storage are welcome to rent one of the vaults in the aft cargo bay.

Passenger Lounge

The passenger lounge area is set up for dining on the starboard side and general relaxation and video viewing on the port side. Lockers and cabinets hold an assortment of well-used books, games, and other low-tech diversions.

Restrooms

There are two separate toilet facilities and a pair of small shower rooms. All of these are segregated by gender. As on the crew deck, there is an additional cramped shower just forward of the lounge. It is seldom used.

Passenger Air Locks

A pair of short hallways serve as air locks for the passenger level. Outside the ship the doors are about 20 feet off of the ground so a stairway is usually set up to allow easy access to the ground (a collapsible stair is kept in the main hold for those ports which cannot provide one). There are also swing-out ladders attached to the exterior hull for use when stairs are not feasible.

These locks are usually secured during flight so that they are inaccessible to passengers. Clearance from the bridge is needed to unlock the doors.

Cargo Deck

Main Hold

The belly of Exeter is a single large cargo area 65 feet long and 50 feet across. The ceiling is only 9 feet high, which seems claustrophobically low given the depth of the room.

Well packed, the main hold can carry 300 tons of cargo. Even though they are reminiscent of a parking lot, the lines on the floor are just guides to help with inventory tracking. They also mark the extent of the balconies in the cargo-only “Durance XC” variant.

At the forward end of the hold are a pair of heavy bay doors. These slide open to allow access to the air lock beyond. The exterior door on the other side of the lock lowers to act as a ramp. There is also a personnel hatch (with standard couplings) that can be accessed from the lock area. It leads down out the bottom of the ship, and up to the passenger deck. When grounded, the exterior hatch is not usable.

Note that the main doorway is just high enough to allow a shuttle into the hold, though doing so while in flight would be extremely risky (and would also mean venting the entire hold to space).

The cargo-only variant of the Durance class has a more respectable ceiling height (nearly 20 feet). That variant also has fold-down cargo shelving along either side of the main hold. It extends 15 feet out from the wall when deployed, and ladders near the middle of the hold allow crew access to these balcony areas. Assuming the freight can be packed in, this variant can hold 600 tons of cargo (rather than 300) in the main hold.

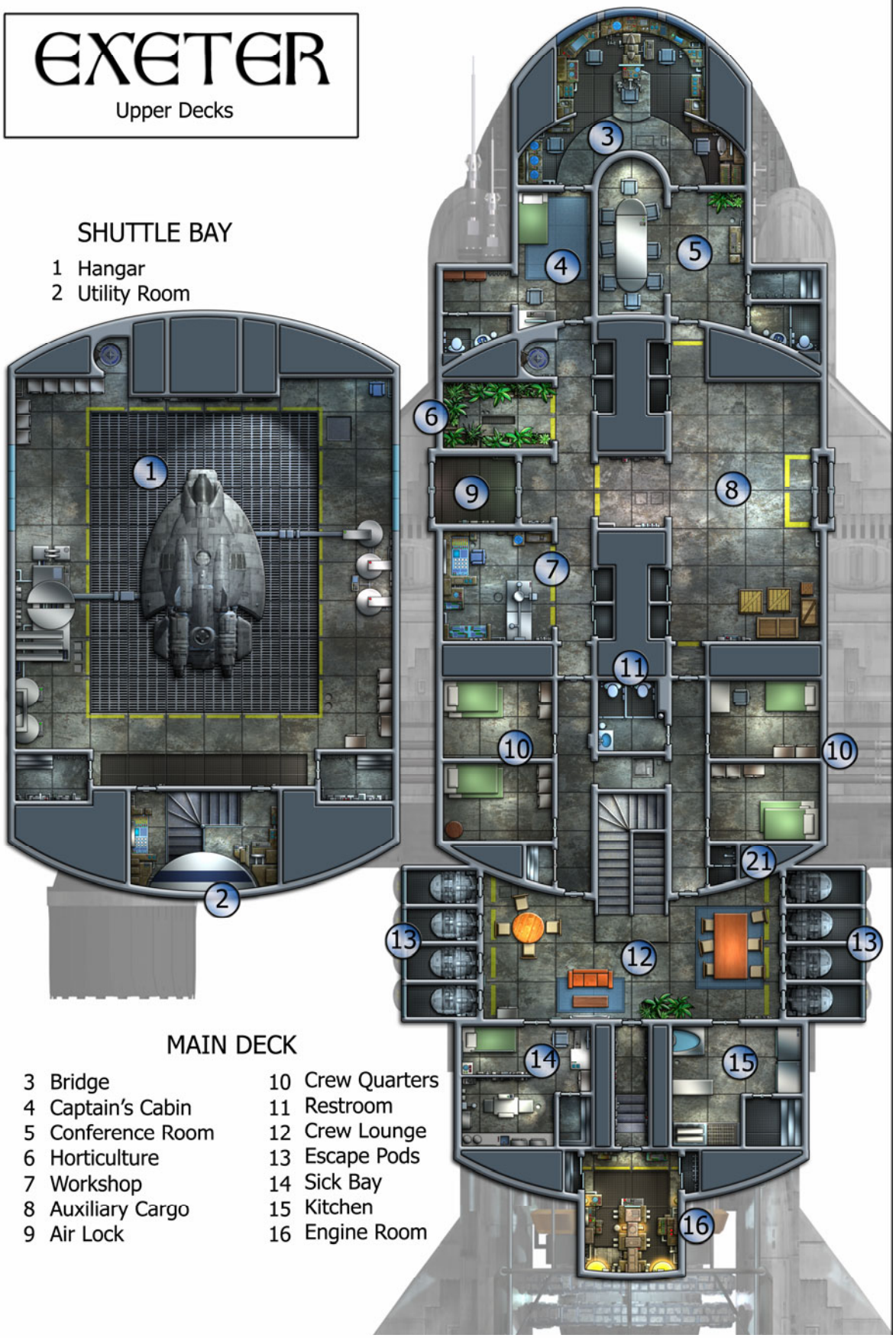
Aft Hold

A step up from the main hold brings one into the aft cargo area. From here stairs lead up, through a pressure door, to the passenger lounge. There is room for up to 30 tons of cargo in this area.

There are small “vaults” (reinforced closets with electronic locks) along either wall – 4 on each side. These are used to transport sensitive goods and passenger valuables. A few of these units also have environmental controls built in.

EXETER

Upper Decks



SHUTTLE BAY

1 Hangar
2 Utility Room

MAIN DECK

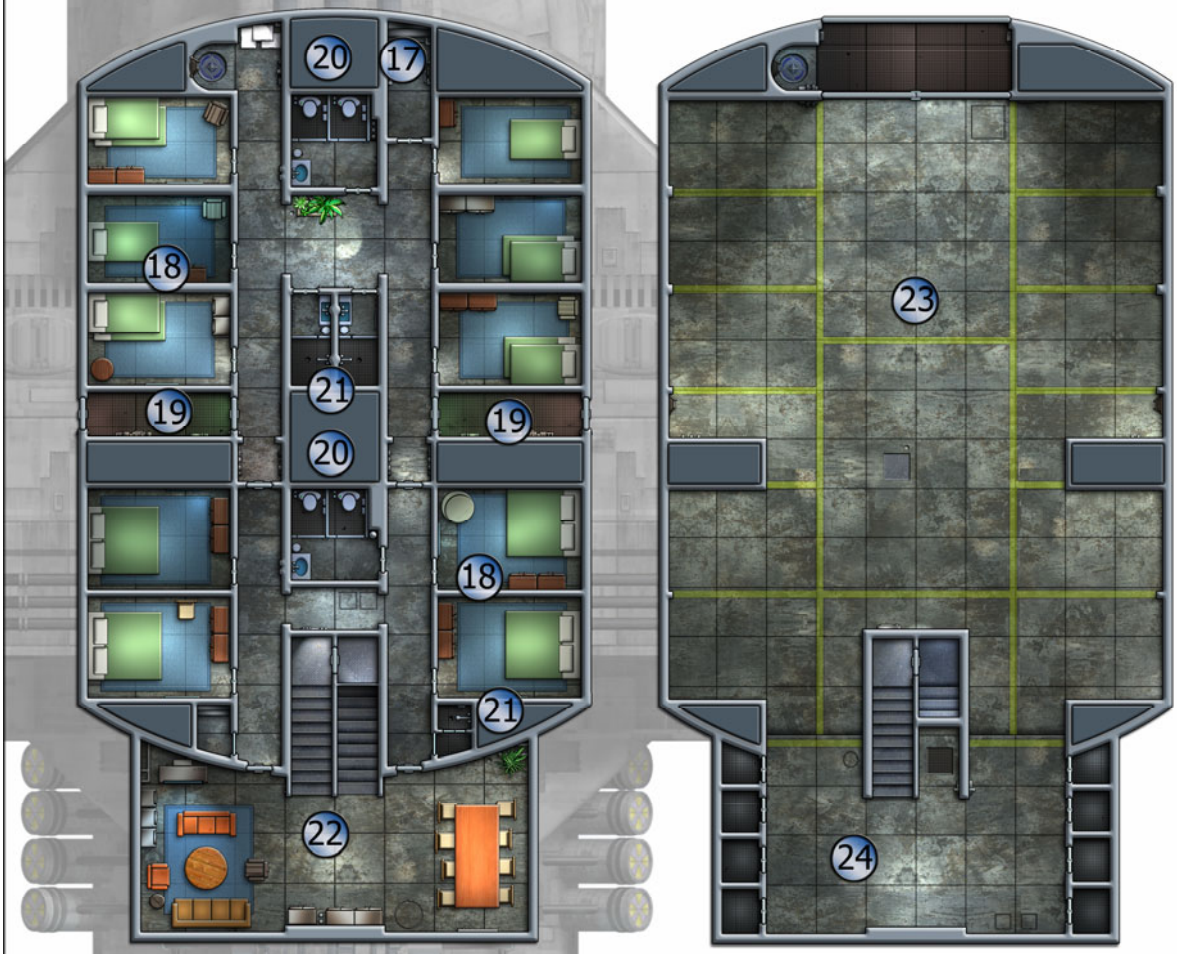
3 Bridge
4 Captain's Cabin
5 Conference Room
6 Horticulture
7 Workshop
8 Auxiliary Cargo
9 Air Lock
10 Crew Quarters
11 Restroom
12 Crew Lounge
13 Escape Pods
14 Sick Bay
15 Kitchen
16 Engine Room

EXETER

Lower Decks

PASSENGER DECK

17 Forward Storage
18 Passenger Cabins
19 Air Lock
20 Restroom
21 Shower
22 Passenger Lounge



CARGO DECK

23 Main Hold
24 Aft Hold

Crew

Jebediah Exeter ("The Admiral")

Smart Ordinary 9

CR 9; Medium-size humanoid; HD 9d6-18; HP 14; Mas 7; Init -1; Spd 30 ft; Defense 12, touch 12, flatfooted 13 (+0 size, -1 Dex, +3 class); BAB +4; Grap +3; Atk +3 melee (1d4-1, wrench), or +3 ranged (2d6, Beretta 93R 9mm machine pistol);SV Fort +1, Ref +2, Will +6; AP 4; Rep +3; Str 8, Dex 9, Con 7, Int 13, Wis 15, Cha 12.

Occupation: Military (Navigate, Pilot)

Skills: Computer Use +9, Craft (Electronic) +13, Craft (Mechanical) +13, Craft (Structural) +13, Intimidate +7, Knowledge (Business) +7, Knowledge (History) +7, Knowledge (Tactics) +7, Knowledge (Technology) +13, Navigate +8, Pilot +5, Profession (ship mechanic)+14, Repair +15

Feats: Advanced Firearms Proficiency, Burst Fire, Gearhead, Master Mechanic, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Ultralight)

Possessions: wrench, Beretta 93R 9mm machine pistol; Wealth +6

Captain Benjamin Exeter

Dedicated Ordinary 3/Fast Ordinary 3

CR 6; Medium-size humanoid; HD 3d6+3 plus 3d8+3; HP 31; Mas 12; Init +2; Spd 30 ft; Defense 18, touch 18, flatfooted 16 (+0 size, +2 Dex, +6 class); BAB +4; Grap +5; Atk +5 melee (1d3+1, fist), or +6 ranged (2d6, Beretta 92F 9mm pistol); SV Fort +4, Ref +5, Will +3; AP 3; Rep +2; Str 13, Dex 14, Con 12, Int 11, Wis 10, Cha 15.

Occupation: Transporter (Navigate, Pilot)

Skills: Drive +5, Knowledge (Current Events) +3, Knowledge (Technology) +6, Listen +3, Navigate +9, Pilot +12, Profession (Freighter Captain) +9, Spot +3

Feats: Leadership, Personal Firearms Proficiency, Simple Weapons Proficiency, Spacer, Starship Operations (Light), Starship Operations (Ultralight)

Talents (Dedicated Ordinary):

Talents (Fast Ordinary):

Possessions: 9mm pistol; Wealth +6

Mitchell Exeter ("Uncle Mitch")

Dedicated 3

CR3; Medium-size human; HD 3d6; hp 13; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +2; Grap +2; Atk +3 ranged (2d4, Walther PPK);
SV Fort +2, Ref +3, Will +2; AP 5; Rep +1;
Str 11, Dex 13, Con 10, Int 10, Wis 12, Chr 13.

Occupation: Creative (bonus class skills: Bluff, Perform (act), Spot).
Skills: Bluff +13, Diplomacy +5, Disguise +5, Perform (act) +8, Profession (charlatan) +5, Sense Motive +8, Knowledge (streetwise) +6, Gamble +2
Feats: Simple Weapon Proficiency, Personal Firearms Proficiency, Trustworthy, Attentive, Deceptive.
Talents & Class Abilities: Skill Emphasis (Bluff), Skill Emphasis (Sense Motive).

Possessions: Worn doctor's outfit, Walther PPK .32 autoloader, cell phone

Rita Delatorre ("Aunt Rita")

Smart Ordinary 3

CR 3; Medium-size humanoid; HD 3d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed);
SV Fort +1, Ref +2, Will +3; AP 1; Rep +1;
Str 8, Dex 13, Con 10, Int 11, Wis 12, Cha 14

Occupation: Emergency Services (Knowledge [Earth and Life Sciences], Treat Injury)
Skills: Computer Use +4, Investigate +2, Knowledge (Art) +3, Knowledge (Behavioral Sciences) +3, Knowledge (Business) +4, Knowledge (Earth and Life Sciences) +5, Listen +6, Profession (Hostess) +7, Sense Motive +6, Spot +6, Treat Injury +7, Tumble +4
Feats: Alertness, Attentive, Dodge, Simple Weapons Proficiency

Possessions: Cell phone

Alyxandra & Benjamin Jr. ("Alyx & Junior")

Fast Ordinary 1

CR 1; Medium-size humanoid; HD 1d8+-1; HP 4; Mas 9; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +0; Grap +0; Atk +0 melee (1d3+0, unarmed); SV Fort -1, Ref +3, Will -2; AP 0; Rep +0;
Str 10, Dex 14, Con 9, Int 11, Wis 7, Cha 14.

Occupation: Transporter (Craft [mechanical], Repair)
Skills: Computer Use +1, Craft (electronic) +1, Craft (mechanical) +3, Drive +4, Knowledge (Popular Culture) +4, Pilot +8, Profession (Steward) +0, Repair +4
Feats: Simple Weapons Proficiency, Spacer, Starship Operations (Ultralight), Vehicle Expert

Possessions:

Mac

General Labor Drone

CR1; Medium construct; HD 1d10+10; hp20; Mas -; Init +0; Spd 20 ft.; Defense 15, touch 10, flat-footed 15 (+5 armor); BAB +0; Grap +3; Atk +3 melee (1d4+3, claw); PS 5 ft. by 5ft.; Reach 5 ft.; SV Fort +0, Ref +0, Will +0; AP 0; Rep +0;
Str 16, Dex 10, Con -, Int 10, Wis 10, Chr 1.

Skill Chips: Repair +4 (4 ranks)
Feat Progits: none
Frame: Biomorph (humanoid)
Locomotion: Legs
Manipulators: Claws
Accessories: Class I Sensor System, AV Transmitter, Ability Upgrade (Strength +2), Integrated Alumisteel Armor

Bob

Security Drone

CR1/2; Medium construct; HD 1/4th d10; hp2; Mas -; Init +4; Spd fly 30ft. (poor); Defense 19, touch 16, flat-footed 15 (+4 Dex, +2 size +3 armor); BAB +0; Grap -10; Atk +4 ranged (2d4, pistol); PS 2.5 ft. by 2.5 ft.; Reach 0 ft.; SV Fort +0, Ref +4, Will +0; AP 0; Rep +0;
Str 7, Dex 18, Con -, Int 10, Wis 10, Chr 1.

Skill Chips: Listen +2 (2 ranks), Spot +2 (2 ranks), Computer Use +2 (2 ranks)
Feat Progits: Personal Firearms Proficiency.
Frame: Armature
Locomotion: Thrusters (limited magnetic propulsion)
Accessories: Class II Sensor System, AV Transmitter, Integrated Duraplastic Armor, Weapon Mount with equivalent of a Skorpion .32 caliber machine pistol, Ability Upgrade (Dexterity +4)

Additional Notes

Skiff

Exeter carries a single, *Morgan* class shuttle in the hangar bay. It is used for just about everything – from passenger transport to running errands. Though old and showing its mileage, the small craft is as meticulously maintained as Exeter herself. The Morgan class is a very common model of light shuttle and is used by law enforcement patrols in many areas.

Alyx is the certified shuttle pilot, though Junior, Jeb, and Ben can all fly the craft as well.

Durance Class Variants

The Durance class was designed by the same shipyard that created the Clydesdale class gunboat. The Durance, however, was designed as a freighter rather than a military vessel. As such it is more comfortable but not as rugged. While a number of old Clydesdales have been refitted for civilian transport duty, the larger Durance generally does a better job.

The original Durance design produced three variants, with the difference being in the lower two levels of the ship. The primary design has the bottom level as a low-ceilinged cargo hold with a deck of passenger cabins above. Exeter is an example of this configuration.

The Durance XC does away with the passenger level to double the ceiling height (and capacity) of the primary cargo hold. This variant can be represented using the standard Durance maps by omitting the Passenger Deck pages. Assume that the stairs in the back of the cargo hold go all the way up to the Main Deck. This variant does not have the air locks shown on the passenger level.

The Durance XP design uses the primary cargo hold to accommodate more passengers. The large open area is filled with cabins, restrooms, and support systems. The front cargo door is missing from this variant and the “Auxiliary Cargo Hold” is the only real cargo space left (allowing for no commercial freight).

To represent this passenger liner variant, use the standard Passenger Deck maps for the lower level as well. Ignore the stairs going down from the lower passenger lounge, and treat the lower deck air locks as storage areas (there are no external doors). It is common for the “Passenger Lounge” area on the bottom deck to be set up as a recreation room.

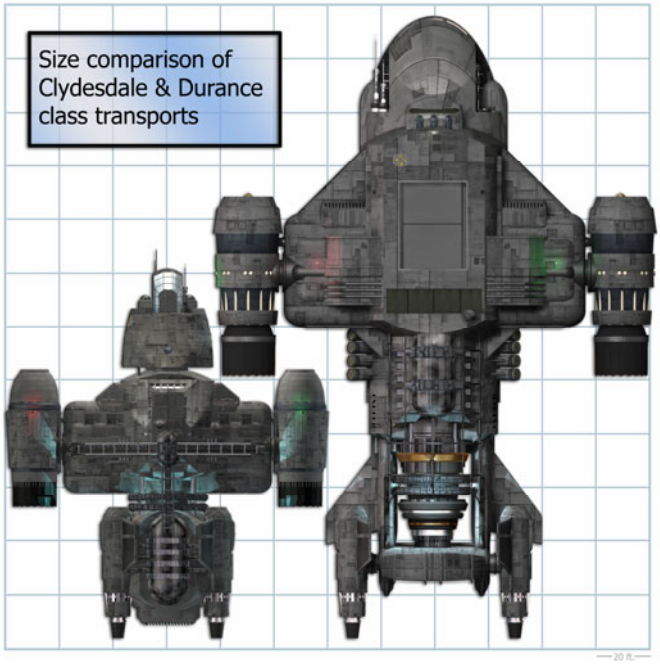
As an aside, common lore is that XC stands for “eXtra Cargo” while XP stands for “eXtra Passengers”.

Privateer Configuration

A couple years back, when pirate activity near Tiryn’s Veil was at its peak, Jebediah applied for and received a permit to arm his ship while working in that sector of space. Calling upon a few old navy buddies, he picked up a turreted fusion cannon and an old Clydesdale missile launcher (which he loaded up with black market nukes).

Both of these weapon systems were placed on the dorsal surface of Exeter, just forward of the hangar bay entrance. This allowed the top hatch to access the turret, but made landing the skiff a bit tricky.

These weapons were only used a couple of times before the ConFed fleet put an end to the pirate threat and the weapon permits were revoked. The statistics for Exeter as a privateer are included in case an armed freighter is a better fit for your campaign.

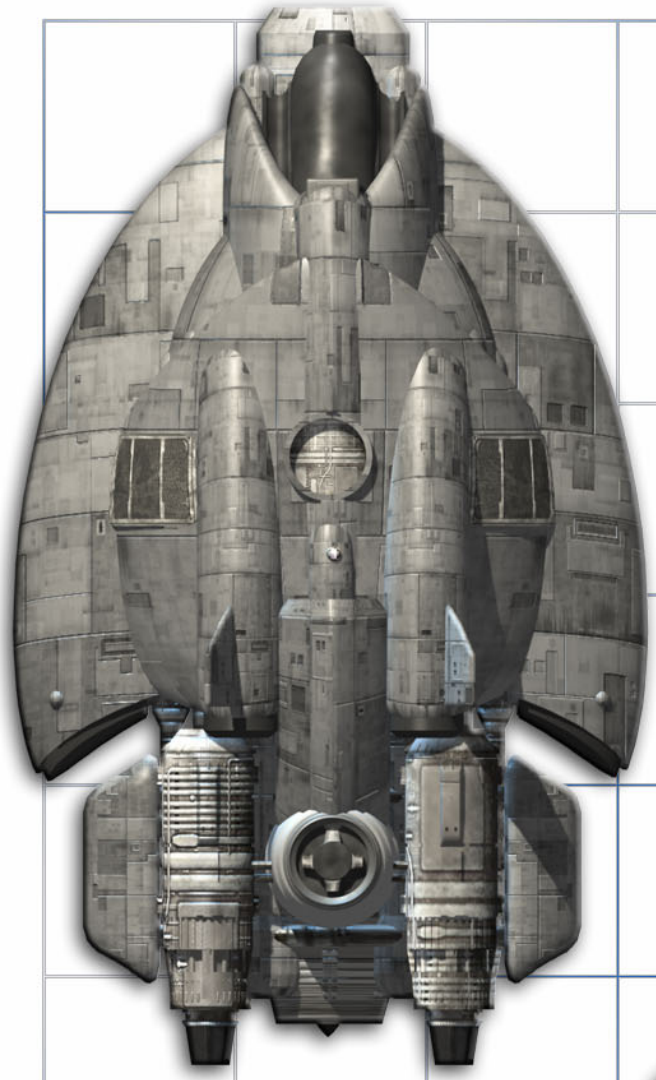


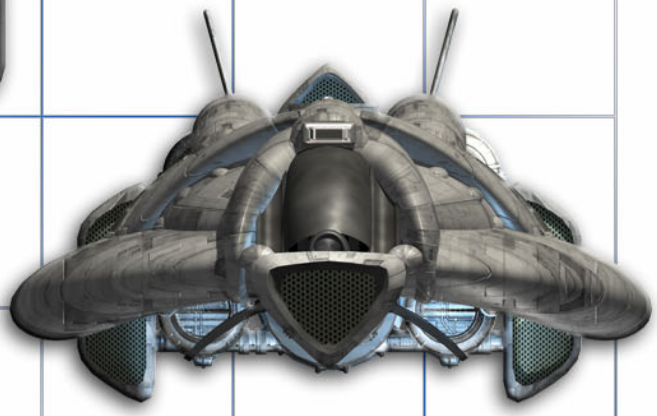
CIVILIAN SKIFF

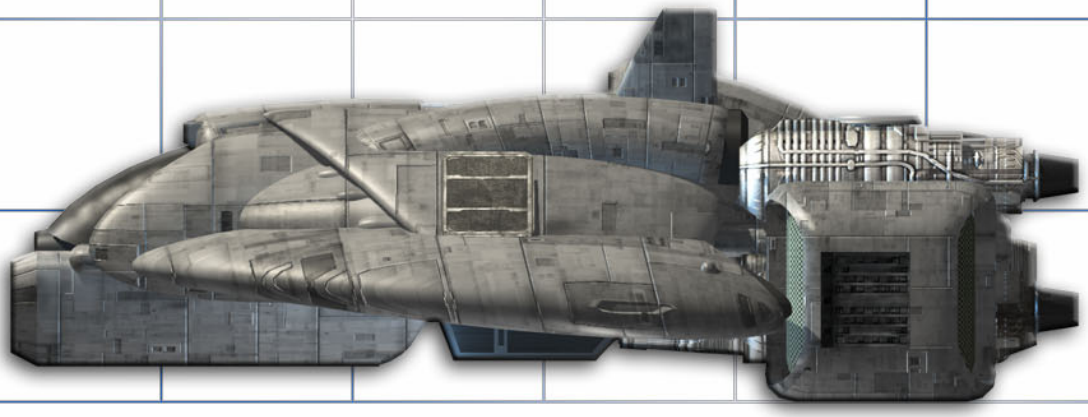
Progress Level	6	**Size**	Huge (-2 Size)
Type	Ultralight	**Tactical Speed**	3,500 ft. (7 squares)
Subtype	*Morgan* Class Shuttle	**Length**	27 ft.
Defense	13	**Weight**	30 tons
Flat-footed	11	**Targeting Bonus**	0
Autopilot	9	**Crew**	1 (Pilot +8)
Hardness	20	**Passenger Capacity**	4
Hit Dice	6d20 (120 hp)	**Cargo Capacity**	3,000 lbs.
Initiative	+2	**Grapple Modifier**	+8
Pilot's Class Bonus	+3	**Base Purchase DC**	40
Pilot's Dex Modifier	+2	**Restriction**	Licensed (+1)
Gunner's Attack Bonus	+2	**Grappling Systems**	none
Engines	Ion Engine, Thrusters	**Armor**	Polymeric
Sensors	Class II sensors	**Communications**	Laser transceiver, Radio transceiver
Assumes Alyxandra Exeter is the pilot.			
Defense Systems	Autopilot system, Sensor jammer		
Weapons	none		
Attacks	none		
Attack of Opportunity	none		

5 ft.

CIVILIAN SKIFF







EXETER (Privateer)

Progress Level	6	**Size**	Colossal (-8 size)
Type	Ultralight	**Tactical Speed**	3,000 ft. (6 squares)
Subtype	Tramp Freighter	**Length**	228 ft.
Defense	10	**Weight**	4070 tons
Flat-footed	8	**Targeting Bonus**	+0
Autopilot	7	**Crew**	8 (Pilot +12)
Hardness	20	**Passenger Capacity**	18
Hit Dice	27d20 (540 hp)	**Cargo Capacity**	330 tons on cargo deck +70 tons on main deck (+200 tons in hangar bay)
Initiative	+2	**Grapple Modifier**	+16
Pilot's Class Bonus	+6	**Base Purchase DC**	56
Pilot's Dex Modifier	+2	**Restriction**	Licensed (+1)
Gunner's Attack Bonus	+6	**Grappling Systems**	none
Engines	Ion Engine, Thrusters	**Armor**	Alloy Plating
Sensors	Class II sensors, Targeting system	**Communications**	Laser transceiver, Radio transceiver
Assumes Captain Benjamin Exeter is the pilot.			
Defense Systems	Improved autopilot system, improved damage control (+2d10), stealth screen, self destruct system, decoy drone launcher (4 drones)		
Weapons	2 fire-linked fusion beams (range increment 3,000 ft) 1 nuclear missile launcher (8 missiles)		
Attacks	2 fire-linked fusion beams +1 ranged (15d8) and 1 nuclear missile launcher -4 ranged (16d8 / 19-20)		
Attack of Opportunity	none		

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