

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



VANGUARD STATION



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



Future Armada: Vanguard Station

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Overview

This "Vigilance" class listening post was designed as a deep-space station that could serve a variety of functions. The small outpost is just over 160 feet tall and houses a permanent crew of 10. There are also barracks and facilities provided for 16 additional personnel or guests.

The power core at the bottom of the station produces a steady pulse of blue-white light when in operation, causing some to compare the outpost to an inverted lighthouse. Other, less kind observers liken it to a brown, metal mushroom hanging in the void.

The station is built around a state-of-the-art Drivesat Communications Array and so can serve as a long distance relay and advanced warning system. A pair of shuttle bays are equipped to store and service short range patrol craft. The large external storage tanks even allow the station to serve as a re-supply point for ConFed vessels on long patrol or civilian ships in distress.

Vanguard Station VII (detailed in this document) is one of twelve such outposts operated by ConFed Security (the law enforcement officers of the space lanes). The shuttle bays house armed police skiffs - used to patrol nearby space. On the upper level, a secure holding area has been constructed to allow for prisoner detention and transfer.

The station is located near the rim of civilized space, where several trade routes from the outlying worlds converge before plunging

towards the core. As such, the station sees plenty of traffic and the officers on board are kept busy with patrols and routine activities.

Business as Usual

The station offices conduct official police business and are open to the public. Common activities include the issuing of licenses and permits, conducting annual ship inspections, and investigating crimes or hunting down fugitives reported to be in the area.

To accommodate visitors the lounge area can be run as a commercial restaurant. As would be expected, the food is not very good as it is all government issued fare re-hydrated and heated by the processors in the kitchen. At least it is reasonably priced. The lounge is licensed to sell alcoholic beverages and is sometimes used as a rest stop or meeting place by long range freight haulers. The ubiquitous police presence keeps it from becoming too popular however.

The reception area and waiting room is in the holding facility. Whether visitors are here to see an administrator or a prisoner, they still report to the officer in that room and wait there, or in the lounge, until they can be taken care of.

Only the lounge, central atrium, and detention center reception area are open to unescorted civilian visitors. Various black and yellow signs make this abundantly clear. The shuttle bays, central command, and all areas below Beta Level also require security cards to open doors. The interior doors in the holding area require pass codes as well.

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 3 composite image of the interior. If printed out at 150 dpi, these will yield miniature-scale maps which are 22x22, 14x10, and 22x28 inches. An oversized printer and special software may be required to do this.

The Planet

Vanguard Station VII is in low orbit over the cold, uninhabited world named Anchorage. The air of that dry planet is breathable, but thin. There are a scattering of deserted mining facilities on the surface, one of which has been stocked with food and emergency survival supplies. The station escape pods are preprogrammed to land near that facility if possible.

This station was assembled here nine years ago and has been in orbit ever since. While the maneuvering thrusters are strong enough to move the station out of orbit, there is nothing of interest nearby. The outpost does not have Faster-Than-Light capability or the ability to enter atmosphere.

Personnel

There are ten permanent crew members on the station, plus eight patrolmen that cycle through in month-long rotations. The crew is divided into two shifts, where each shift has:

- 1 commander
- 2 technical specialists
- 1 engineer
- 1 pilot
- 4 patrolmen

The commander and one technician will usually be on duty in the command center while an engineer is in main engineering at the bottom of the station. The other technician is mobile, manning the crime lab, medical bay, or main engineering as needed. A pilot and two patrolmen are usually in a skiff on patrol. The other two patrol men staff the detention center and lounge (which includes kitchen duty).

The permanent crew members live in the staterooms on the spine of the station (levels alpha, beta, and delta). The eight patrolmen (which can be of either gender) live in the barracks.

The commanders are detailed below; the others are standard ConFed personnel – clean cut, professional, and generally forgettable. Stat blocks are provided near the end of this document.

The current crew consists of:

- **Captain Yuriko Kitamura** – a dedicated officer who has worked long and hard to obtain her position. She gladly accepted the station posting when most would have held out for a ship assignment. After 5 years on Vanguard Station VII, she knows her job extremely well and has earned the respect of the crew and regular citizens that frequent the area.

A little jaded from her years in the service, Yuriko is a stern commander who has no tolerance for insubordination or disrespect. The recent arrival of Rayn Mirano has caused a lot of chaos in the otherwise orderly workings of the station. Much of the crew was initially quite taken with the gregarious Lieutenant Commander but a few of the more astute are beginning to see her Machiavellian side.

- **Lieutenant Commander Rayn Mirano** – a rising star in the ConFed law enforcement division. She has fast talked and schmoozed her way through agency politics, making friends in the right places and removing enemies with well placed innuendos or outright gossip. A relative newcomer, Rayn considers Station VII as a brief pit stop on her race to the top. She fully expects to be running the station within a year and then be in command of a ship shortly after that.

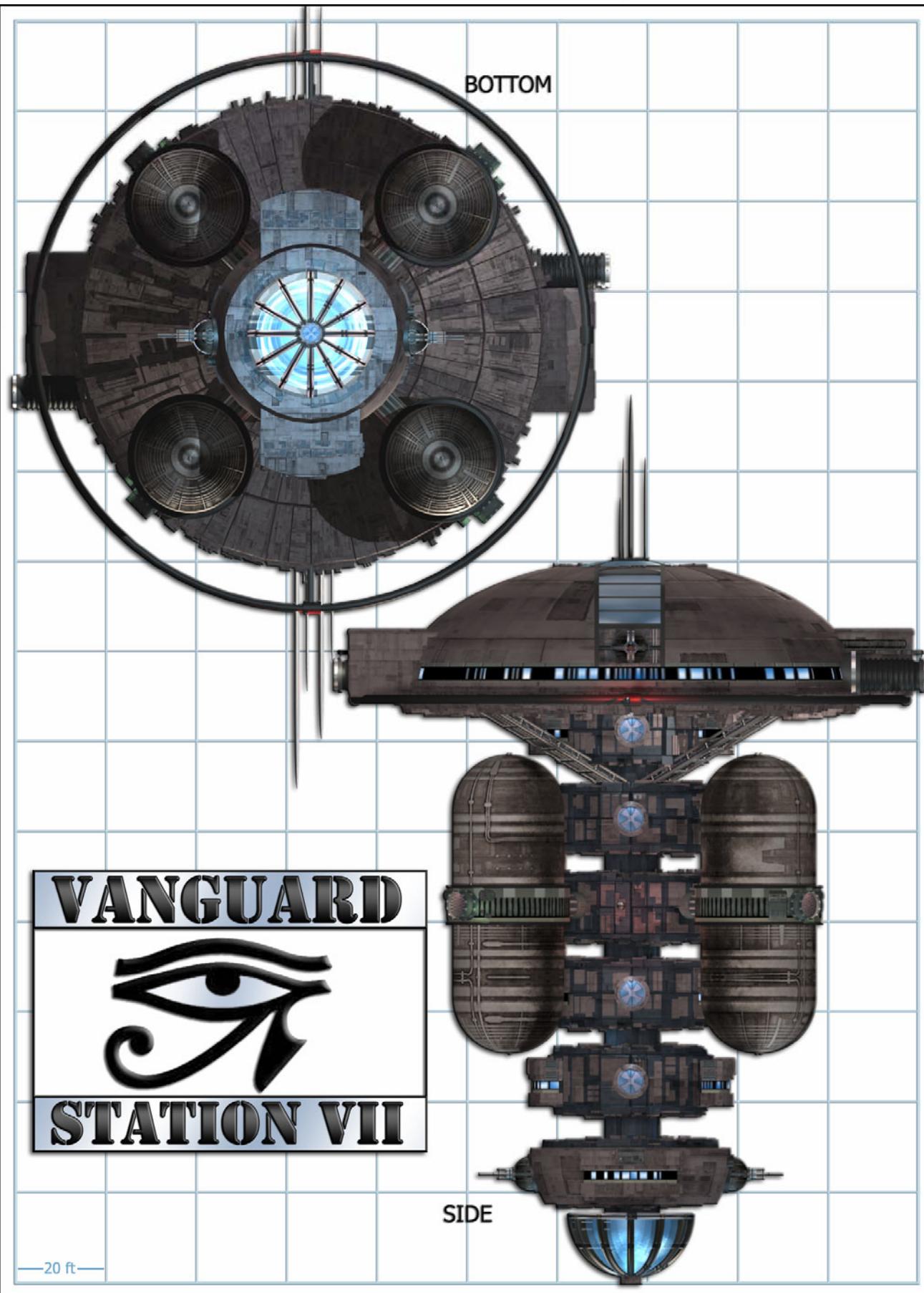
She makes a good first impression, coming off as friendly and genuinely concerned. It's not until you get to know her, or cross check her stories, that the web of manipulation becomes clear. When paired with the dour Captain Kitamura, Rayn Mirano falls naturally into a "good cop" role to play off of the captain's "bad cop" approach. In the end though, most would rather have dealt with the fair, if blunt, Kitamura than the capricious Mirano.

Captain Kitamura is a Japanese woman of average height with dark, shoulder-length hair. She is always impeccably dressed and calm. Lieutenant Commander Mirano is of Italian descent but keeps her short, spiky hair dyed platinum blonde. Her body language generally suggests a friendly, if cocky, attitude.

VANGUARD STATION VII			
Progress Level	7	Size	Colossal (-8 size)
Type	Ultralight	Tactical Speed	100 ft (1/5 th sq.)
Subtype	Space Station	Height	160 ft without antenna (dome = 105 ft diameter.)
Defense	5 (always flat footed)	Weight	4400 tons
		Targeting Bonus	+5
		Crew	10 Custom (+2)
Hardness	40	Passenger Capacity	16 (8 patrolmen currently)
Hit Dice	40d20 (800 hp)	Cargo Capacity	100 tons
Initiative	+0	Grapple Modifier	+16
Pilot's Class Bonus	+3	Base Purchase DC	56
Pilot's Dex Modifier	+0	Restriction	Military (+3)
Gunner's Attack Bonus	+3	Grappling Systems	none
Engines	Station keeping thrusters	Armor	Neutronite
Sensors	Class V Sensors Improved Targeting	Communications	Radio transceiver Drivesat comm. array
Expert crew			
Defense Systems	Improved damage control (3d10), repair drones, radiation shielding, point defense lasers		
Weapons	4 heavy mass cannons (range increment 6,000 ft.)		
Attacks	1 heavy mass cannon +0 (10d12) and 3 heavy mass cannons -5 (10d12)		
Attack of Opportunity	Point-defense system +4 ranged (2d12x10)		

Space station "house rules": Tactical speed is 100 ft, they count as two weight categories higher for equipment with size restrictions, and are always 'flat footed'.





Interior Areas

NB: On the miniature-scale maps, you might notice a small yellow-orange dome affixed to the wall in some rooms. This device provides emergency lighting and also houses a security camera, atmospheric sensors, and a fire suppression system. This isn't to say that other areas are devoid of such equipment, but the yellow-orange domes located far up on the wall combine all of this functionality into one unit that is tied into the central computer system.

Top Deck

Barracks

The closest thing to guest quarters on the station, the barracks has eight sets of bunk beds, each with half a locker's worth of personal storage space next to it. On station seven half of these beds are usually assigned to patrolmen – ConFed Security personnel who are rotated through here periodically. They share this room regardless of gender.

While there are no windows in this room, there is a wall-mounted video screen. The antechamber outside has a desk with an antique computer (not connected to the station system) and some cabinets that hold various games and other entertainment gear. This is all available for public use. The restrooms outside contain full shower facilities as well as toilets and sinks.

Occasionally, the extra bunk space in here is rented out to visitors who need a place to stay. This is usually because their ship has been cited and impounded for some infraction or other. It can sometimes take days to resolve such issues or find a ride back to civilization. If guests protest too vehemently, then they can stay in the detention center instead.

Armory

Though the door opens into the public antechamber, this storage room is locked and clearly marked as off limits to unauthorized personnel. The racks, shelves, and lockers in here hold an assortment of plasma pistols, a handful of plasma rifles, and light combat armor. There are also a few non-lethal weapons gathering dust in the corner. There guns enough for 16 patrolmen

(with several reloads) and armor enough for 8. The door and lock are of the same quality as those in the detention center.

Command Center Balcony

Captain Kitamura and Lieutenant Commander Mirano have their offices on this level, overlooking the command center. The captain's office is tastefully decorated in Japanese fashion and has an expensive oak desk and matching cabinets. Like many desks in the station, this one contains a state of the art computer that folds down into the desktop when not in use.

The lieutenant's office has standard issue metal furnishings and shelves cluttered with unfinished paperwork. Most of the mundane business is run through Mirano's office, while Kitamura reserves hers for personal work and meetings with important individuals.

Atrium Catwalk

10 feet above the atrium floor, a catwalk allows access to the four sides of the upper level. The floor is a wire grating so as not to obstruct the impressive view from below to the transparent domed ceiling overhead. A set of metal stairs curves down to the floor of the atrium. The double doors leading to each area up here are clearly labeled, and also have small windows set in them – allowing one to see what lies beyond.

Directly in the center of the catwalk the gravity is noticeably lighter as this area is right over the zero-gravity shaft which runs the length of the station. Components around the rim of the shaft, and imbedded in the catwalk itself, cannot fully reinstate the artificial gravity field here.

Lounge Balcony

This balcony looks down over the lounge and provides room for more tables. As the lounge itself rarely does enough business to use these upper tables, they are often occupied by the patrolmen as a place to spend time out of the barracks. The balcony provides a commanding view of the lounge and the ceiling-mounted windows present a breathtaking view of the stars.

The back of the heavy mass cannon turret (mounted into the hull outside of the lounge) is covered with a makeshift screen and used for viewing old movies nightly. The balcony seating provides a good view of this as well.

Detention Center

The first room one enters in the detention center is the reception area. The operator behind the security console is also responsible for visitors seeking a meeting with the station commanders and so you may sometimes find a strange mix of people waiting here. While there is only a single couch and chair to accommodate those waiting, there is a wall-mounted video screen and a restroom as well. The small room next to the restroom is used to store office supplies and other materials used in the day to day operations of the center.

The interior doors in this area are reinforced steel and locked. A pass card and access code are required to open them, and even then a signal is sent to the reception desk and the command center (either of which can deny access). Beyond the security door is a small visitation room, also used for "official" interrogation sessions, and another security door. Beyond that is the room with the cells.

Wall mounted cameras provide a clear view into each cell. These cameras can be monitored from the reception desk and the command center.

There is a chair and desk for the guard stationed in here, though a patrolman (or woman) is only present when the skiff is not out on its rounds. The desk has a built in computer terminal (with no network access) and there is a large video screen on the wall. The screen is for prisoner use assuming good behavior.

Note that Vigilance class outposts that are not used for police duties typically have a second set of barracks where the detention center is on Station VII. You can simulate this sort of station by reusing the barracks map page. These stations use the extra space to house troops or guests depending on whether it is a military or commercial facility. These days the unarmed commercial facilities - serving as rest stops along the major space lanes - are more common.

Inaccessible Areas

The four corners of the top deck are filled with machinery for the life support, communications, and sensor systems. There is no easy access. If something inside one of these areas needs repairing, then either a wall section or external hull plating has to be removed. Most of the equipment on this level is monitored and controlled from the central command center.



Main Deck

Cargo Bays

There are large cargo bays located adjacent to each hangar, with room for up to 50 tons of cargo in each bay. Freight usually arrives in pressurized metal crates which require a passkey to open. On a usual day, the crates in here will contain food, household supplies, and a wide variety of spare parts for the shuttles, station, and various systems on board. Crates of slugs for the mass cannons are sometimes stored in here but human-scale weapons and ammunition are kept locked in the armory on the top deck.

Hangar Bays

Each hangar bay is equipped to refuel and service one of the patrol skiffs. A heavy metal door seals the hangar, but each opening is also equipped with an atmosphere-retaining force field. This allows the shuttles to exit without having to depressurize the bay. This is a relatively new technology and the station personnel do not like having nothing but an energy field between them and hard vacuum. For this reason, standard operating procedure is to keep the bay doors closed until everyone is inside the skiff.

Note that it is also standard operating procedure to "back" the skiffs into the hangar so that they can exit as quickly as possible. There isn't a lot of room to spare and so both the skiffs and the hangar bays have a considerable number of scrapes and dings.

As a safety measure, there is a small air lock between the hangar bay and the atrium. The gantry arm is similarly equipped and of course the entire bay can cycle atmosphere if needed.

Docking Gantry

Next to each docking bay is an extendable arm used by docking craft. The gantry can bend up to 90 degrees when extended and is usually kept at zero-G to allow for easy transition. Controls for both gantries are in the command center, with redundant control in the hangar bay.

While there is a door between the gantry and the shuttle bay, it is usually locked – forcing visitors to enter the station through the lounge or command center instead. The long hallway that curves along the exterior wall provides a panoramic view of the

station exterior. The artificial gravity slowly comes up to normal as you move down this hallway from the gantry exit.

Storage Room

There is a small area room at the back of each shuttle bay (near the exit to the atrium). These are used to store flight suits, vacuum suits and other non-restricted gear used on patrols.

Interrogation Room

The secondary storage room in Hangar One has been stripped of equipment and is used for prisoner storage and interrogation that needs to be done "off the record". Detainees brought in via shuttle can be put into this area without being logged into the station records or seen on the security cameras.

The grimy interior and blood-stained floor are often enough to convince an incoming suspect to cooperate. Captain Kitamura is not above ordering Dimitri (the chief engineer) to use physical persuasion when necessary.

The only decorations in here are a pair of handcuffs attached to a bracket in the wall (for the prisoner) and an old chair in the corner (for the interrogator).

Machine Shop

Hangar Two has a small machine shop next to the storage room. This workshop is equipped to repair shuttle parts as well as smaller station systems. There are also tools for weapons and armor maintenance.

The two station engineers are officially responsible for such repairs, and the upkeep of this shop (which is usually a cluttered mess). It is not uncommon for projects to spill out into the hangar bay or nearby cargo bay as space permits.

Kitchen

This is a basic food preparation center, designed to automatically rehydrate and heat prepackaged food trays. It is possible, though inconvenient, to custom prepare meals using the equipment. No one on the station has the skill, or ambition, to do much "home cooking" though.

Food trays are left crated in the cargo bays until there is room in the kitchen's walk-in freezer. Meal preparation then consists of picking a tray off the





shelf and putting it in one of the cookers. These read the barcode on the tray and defrost or heat the various portions accordingly. The other large machine in this room is a sanitation device used to clean and sterilize utensils and cups. The station lacks a dedicated cook so kitchen duty is usually given to the "rookie" patrolmen or assigned as a mild form of punishment.

The restroom near the kitchen is also the main facility used by the lounge. As such, it is not uncommon for visitors to wander into the kitchen while "looking around". Station crew often joke that the freezer is haunted due to the strange noises sometimes heard from within. But these sounds come from the makeshift interrogation room on the other side of the wall rather than from any supernatural source.

Command Center

This large room is the nerve center of the station. From here all major system can be monitored and controlled. Much of the equipment is dedicated to the Drivesat Communications Array, but there are also stations for weapons, life support, and maneuvering controls. While there are consoles for the power system as well, the primary controls for these are in the engineering room at the bottom of the station.

There is always at least one technician on duty here, and usually a commander who is supervising either from the floor or her office on the balcony above.

Windows line the exterior wall and, where not obstructed by the cannon emplacement, there is also an excellent view through the large skylight that runs up the domed ceiling high overhead. Stairs lead to a balcony where the commander's offices are. Both offices have large windows (more like glass walls) that look down on the command center.

Atrium

The high, domed ceiling of this central area is armored glass, providing a nice view of the starscape beyond the roof-mounted antenna spires. From the main deck, the view is somewhat obstructed by the mesh catwalk that quadrisects the area. Some of the floor panels are removable, allowing access the electronic and mechanical systems in the crawlspace beneath the floor. This place is left intentionally sparse to enhance the feeling of open space.

Zero-Grav Shaft

In the middle of the chamber is a round shaft that drops a dizzying distance to the bottom of the station. The artificial gravity field does not encompass the shaft so it is possible to float down to the other levels without need of a platform or elevator. Handholds are spaced around the perimeter and there is an actual ladder as well.

There is no danger of falling as the station's gravity is artificially generated in the floor plating. So if the power and backup systems fail for some reason, the entire station will go to zero-G rather than the shaft suddenly developing gravity. Emergency bulkheads can close between each level in the event of catastrophic decompression.

Lounge

Like the command center, this large room has a high, transparent ceiling that looks out at the void or the frozen planet far below. There is a music machine and video unit provided for entertainment. The backside of the mass cannon is also hung with a large screen and used for nightly movies. The tables in here are imitation wood and, like everything else, show the signs of years of use. Metal stairs lead up to a balcony where there are more tables.

There is typically a single crewmember on duty here. He or she mans the bar and prepares food as needed. Though this person is actually a police officer, they are allowed to wear casual clothing when manning this position. There is a monetary transaction machine at the bar as well - used for civilian visitors who wish to purchase food or lodging. Station VII sees two or three ships on an average day, so the lounge is rarely crowded (and often empty except for off duty patrolmen).

Medical

The medical bay has a single examination and operation table but is well equipped otherwise. Both closets contain medical supplies and are kept locked. The small restroom in this area is shared with the command center.

Each of the technical specialists on board is certified in advanced first aid. Though none are registered surgeons, they can make do in a pinch. If nothing else, they can usually stabilize and maintain an injured crewmember until a real doctor can be brought in.



Spine

The spine of the station consists of five levels, labeled Alpha through Epsilon. Most levels contain a pair of suites complete with restrooms and showers. There is also a pair of escape pods on each level. Each pod has room for four passengers. The null-gravity shaft runs down the middle of the spine, allowing access to all suites and escape pods along its length.

All ten of the 'permanent' crew members have quarters in this area. The eight patrolmen (who rotate out once a month) live in the barracks on the top deck. The levels are described from the uppermost to the lowermost.

Alpha Level

The top-most level of suites houses the station commander and sub-commander (Kitamura and Mirano). Each has a private room even though the chambers hold the standard-issue bunk beds. The captain's room is neat and orderly, decorated with tasteful Japanese décor. The Lt. Commander's room is generally a mess as she hasn't quite finished unpacking yet (and probably never will).

Beta Level

This level houses the station technicians. There are two in each suite, for a total of four crewmen living on this level. The two males (Jon Anderson and Patrick McCray) are in one room while the two females (Ami Arnette and Sandra Smith) share the other.

Gamma Level

The external storage tanks are joined to the station and linked to each other at this level. The area is occupied by flow-control machinery and other apparatus used to monitor the tanks and their contents. The area is usually unmanned except during refueling maneuvers and routine maintenance.

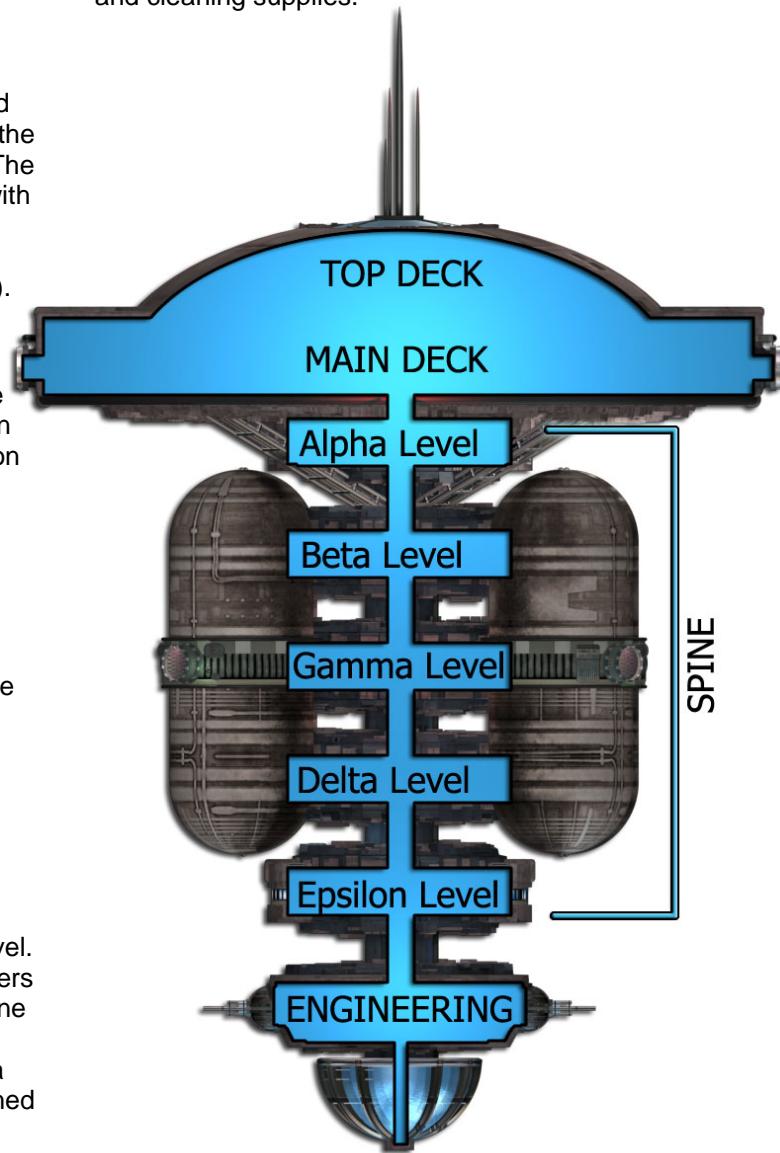
Delta Level

More permanent crew housing occupies this level. Each suite has a pair of bunks. The two engineers (Dimitri Ivanovich and Roger Palowski) share one room and the two pilots (Jack Vance and Akira Ekaidu) share the other. Like the suites on Beta Level, these rooms are clean and fairly unadorned – all according to regulation.

Epsilon Level

The lowest set of suites on the spine of the station holds a little-used science lab and a general storage room. The lab holds forensics equipment designed to facilitate evidence collection and processing. All of the station technicians are qualified to utilize the crime lab, but the need rarely arises.

The storage room is mostly empty and occasionally used as an exercise area when the gym downstairs is occupied. There are a couple of laundry machines beneath the long, metal counter. The locker and crates contain bedding and cleaning supplies.





Engineering Level

Main Engineering

The machinery in here monitors and controls the power core and station-keeping thrusters. There are also redundant controls for the life support system, the heavy mass cannons, and the Drivesat Array, though the command center can override these if it is still intact.

Note that a pair of mass cannons are turreted on the exterior hull of this level, with ammo feeding in from belts beneath the floor. The backside of these state-of-the-art weapons is accessible from the main engineering room, allowing for easy maintenance and repair. The guns themselves are usually controlled remotely from the command center.

There are also removable panels in the ceiling that allow access to the repair drones stationed on the roof outside. When powered down, each rests in its own small niche that can open both above and below (though never both at once as that would depressurize the engineering level).

Conference Room

The expensive black table and matching chairs in this room see little use except on Poker night. The commander generally meets with people one on one, or holds briefings in the command center rather than having everyone travel to the bottom of the station to meet here.

The table has a built-in holography system. There is also a wall mounted video unit adjacent to the panoramic windows.

Gym

A weight system, treadmill, punching bag, and exercise mat take up most of the floor space in this small gym. While the quarters are cramped, the wide windows offer an impressive view of the planet below. The fitness-conscious station personnel log a lot of hours working out.

Power Core

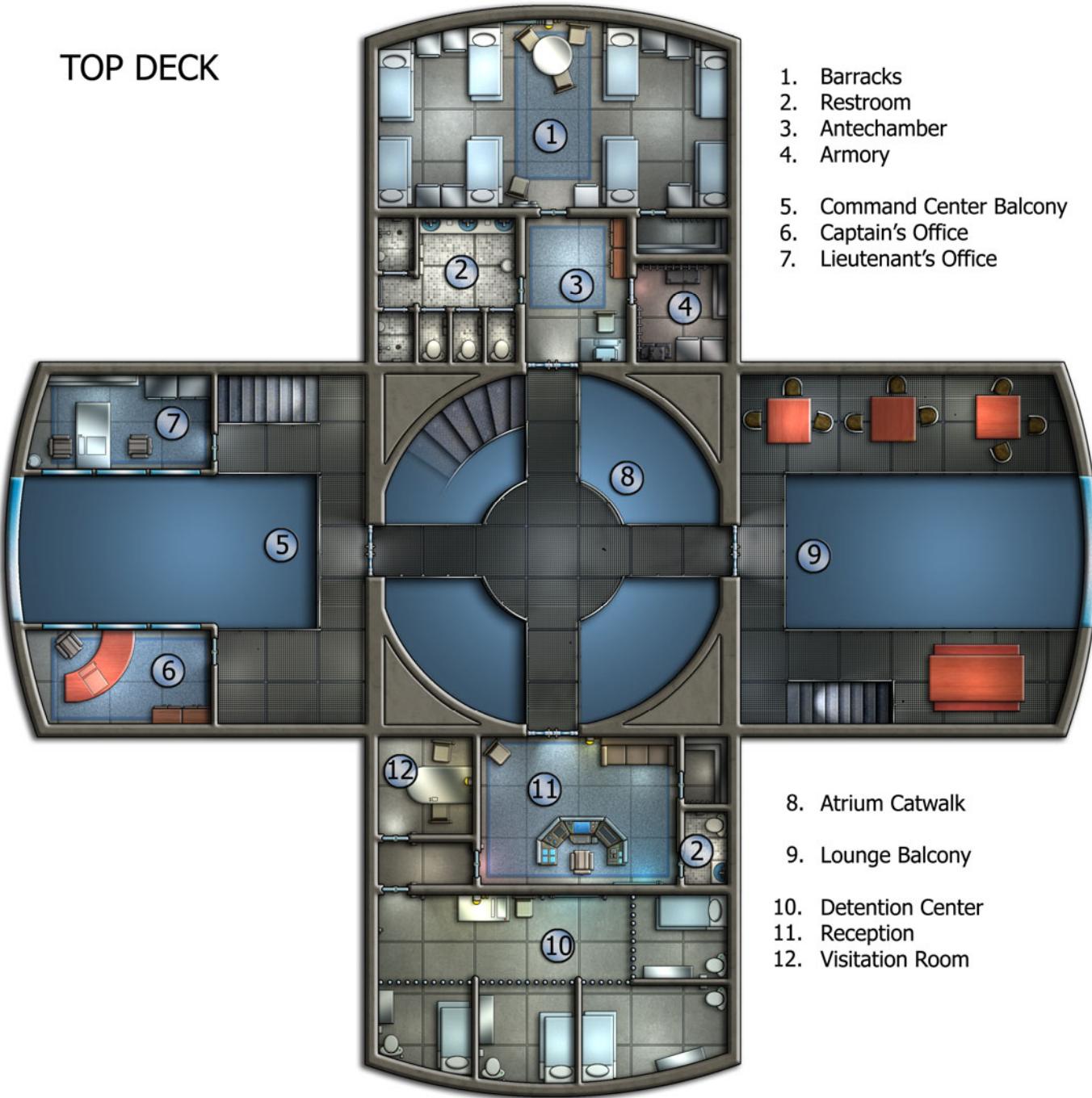
A narrow vertical shaft runs through the center of the power core, allowing access to the docking hatch on the very bottom tip of the station. Otherwise, there is no human-accessible space on this level – every cubic foot is filled with the reactor that provides the station with power.

The core emits a steady pulse of blue-white light (and hard radiation) when in operation. In addition to venting waste heat, this serves as a beacon easily detected by ship's scanners.

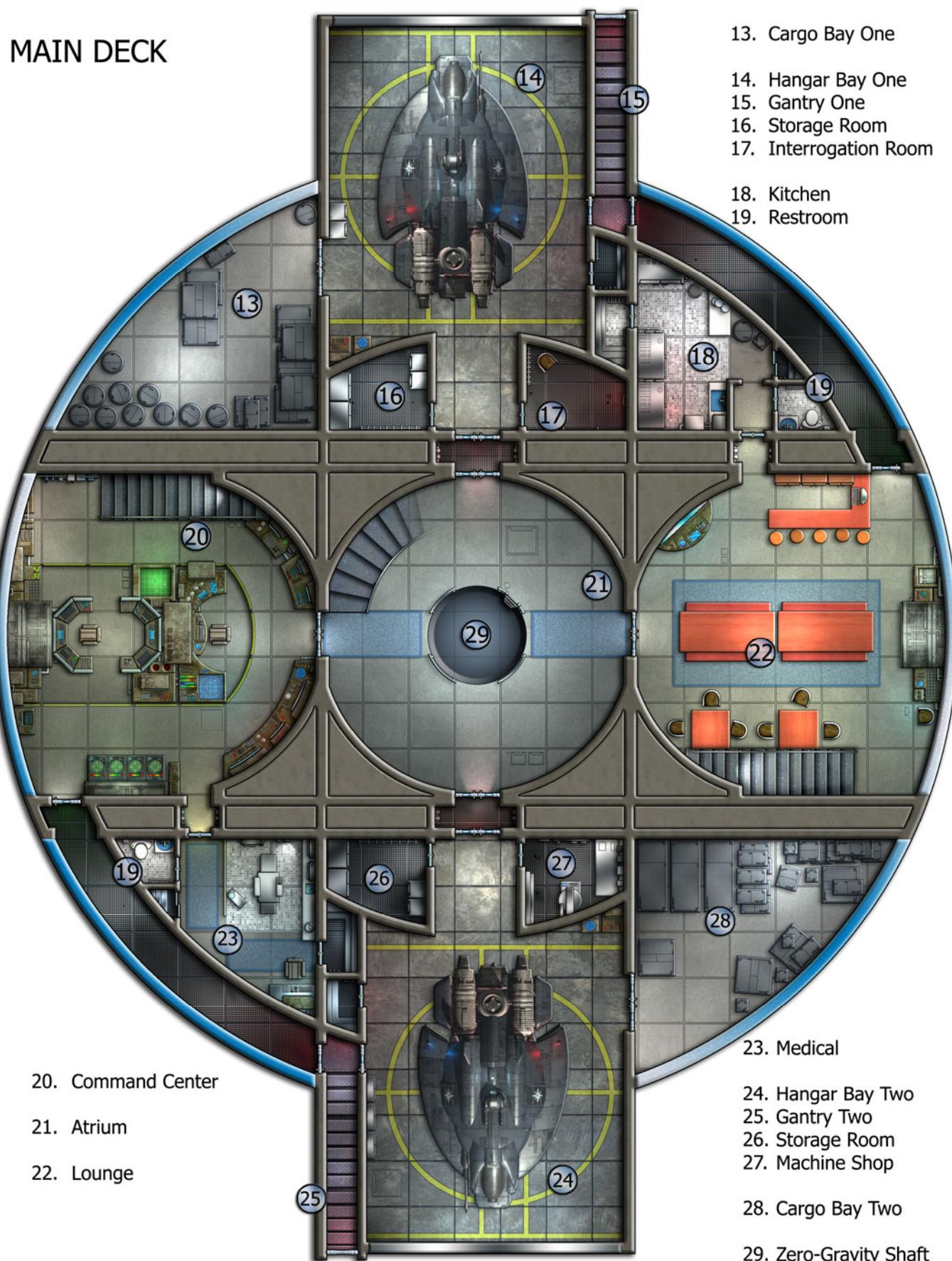
The floors of the engineering level are heavily shielded against radiation but the access shaft is not a place one should spend much time.

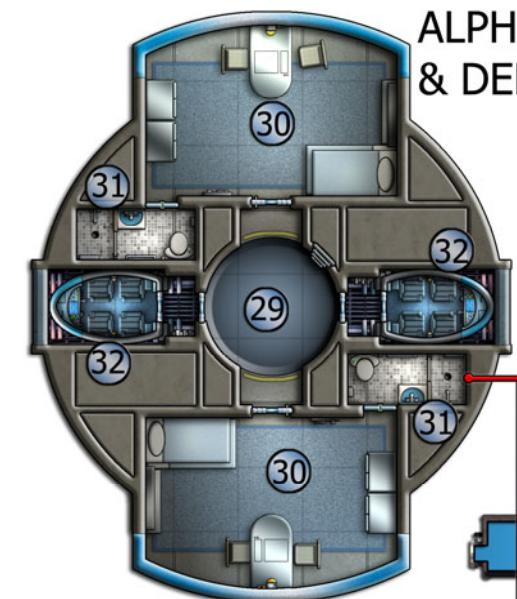


TOP DECK



MAIN DECK

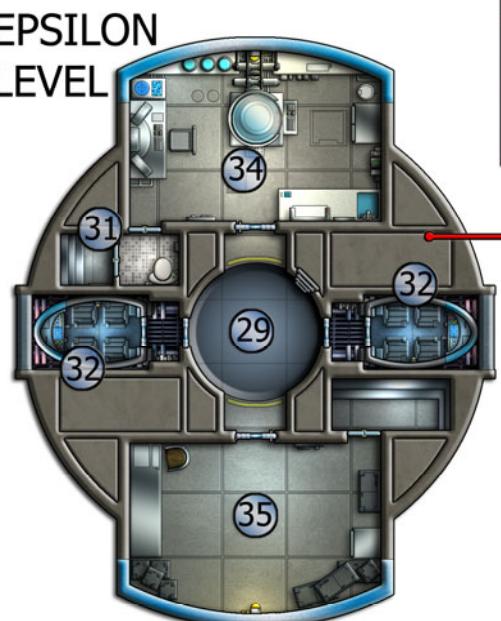




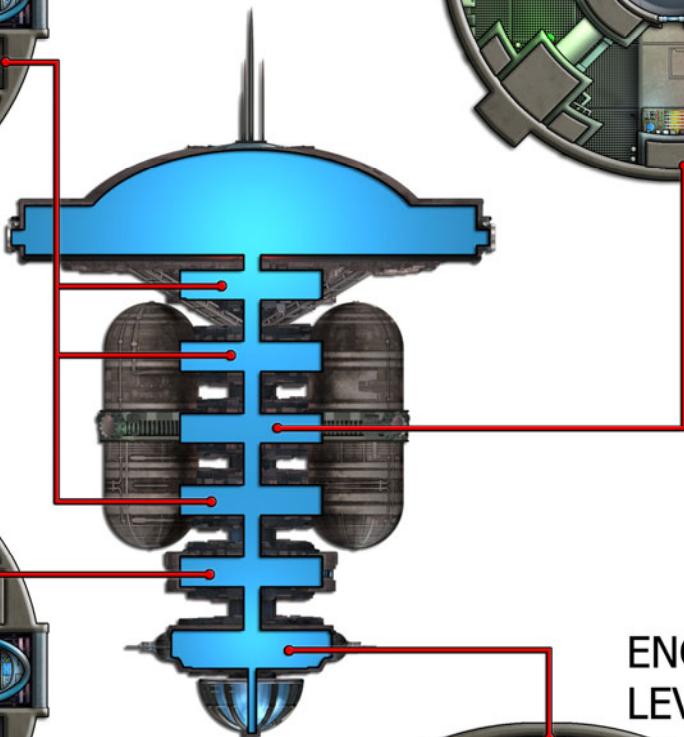
ALPHA, BETA,
& DELTA LEVELS



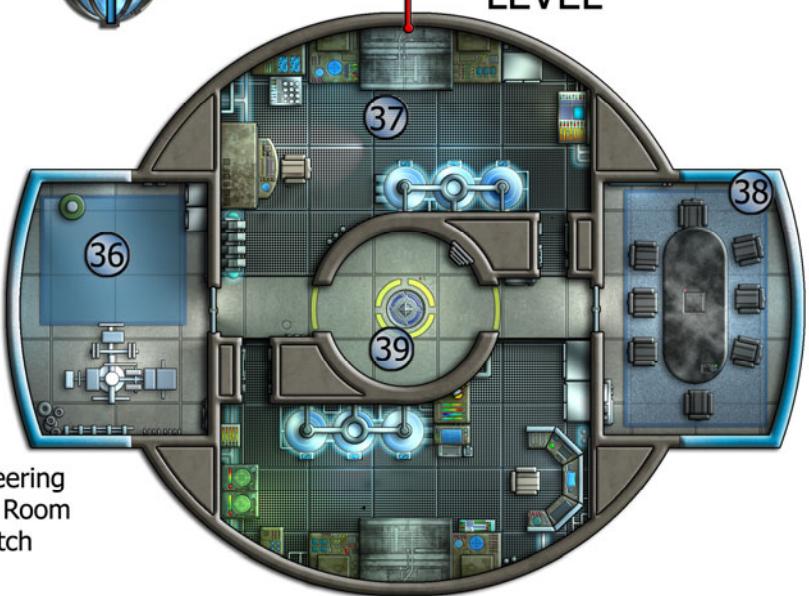
GAMMA
LEVEL



EPSILON
LEVEL



ENGINEERING
LEVEL



29. Zero-Gravity Shaft	34. Crime Lab
30. Crew Quarters	35. Storage
31. Restroom	36. Gym
32. Escape Pod	37. Main Engineering
33. Linkage Control Room	38. Conference Room
	39. Docking Hatch

Crew

Captain Yuriko Kitamura (station commander)

Charismatic 9

CR 9; human; HD 9d6+9; HP 41; Mas 12; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +4; Grap +4; Atk +4 melee (1d3, unarmed), or +6 ranged (2d10, Plasma Pistol); AL ConFed; SV Fort +5, Ref +8, Will +5; AP 4; Rep +4; Str 11, Dex 14, Con 12, Int 12, Wis 10, Cha 13.

Occupation: Law Enforcement (Diplomacy, Knowledge [Tactics])

Skills: Bluff +13, Diplomacy +14, Gamble +2, Gather Information +7, Intimidate +15, Investigate +4, Knowledge (Current Events) +7, Knowledge (Streetwise) +7, Knowledge (Tactics) +7, Listen +6, Profession (Cop) +12, Sense Motive +3, Spot +6

Feats: Action Boost, Armor Proficiency (Light), Confident, Leadership, Oathbound, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: Coordinate, Inspiration, Greater Inspiration, Charm, Favor

Bonus Feats: Dodge, Point Blank Shot, Lightning Reflexes, Iron Will

Possessions: Plasma Pistol; Wealth +6

Lieutenant Commander Rayn Mirano (1st officer)

Charismatic 7

CR 7; human; HD 7d6; HP 25; Mas 10; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +3; Grap +2; Atk +2 melee (1d3-1, unarmed), or +5 ranged (2d10, Plasma Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL ConFed; SV Fort +4, Ref +6, Will +3; AP 3; Rep +4; Str 9, Dex 15, Con 10, Int 12, Wis 8, Cha 16.

Occupation: Law Enforcement (Diplomacy, Gather Information)

Skills: Bluff +15, Diplomacy +16, Gather Information +16, Investigate +8, Knowledge (Behavioral Sciences) +11, Knowledge (Civics) +6, Knowledge (Current Events) +6, Knowledge (Tactics) +6, Profession (Cop) +9, Sense Motive +6

Feats: Attentive, Leadership, Oathbound, Personal Firearms Proficiency, Simple Weapons Proficiency, Armor Proficiency (Light)

Talents: Coordinate, Fast Talk, Dazzle, Taunt

Bonus Feats: Trustworthy, Deceptive, Point Blank Shot, Iron Will

Possessions: Plasma Pistol; Wealth +6

Technicians & Engineers (4 technicians and 2 engineers on board)**Smart Ordinary 3 / Dedicated Ordinary 3**

CR 6; human; HD 3d6+3 plus 3d6+3; HP 16; Mas 9; Init +0; Spd 30 ft; Defense 16, touch 13, flatfooted 16 (+0 Dex, +3 class, +3 equipment); BAB +3; Grap +2; Atk +2 melee (1d3-1, unarmed), or +3 ranged (2d10, Plasma Pistol); AL ConFed; SV Fort +2, Ref +2, Will +5; AP 3; Rep +2; Str 9, Dex 11, Con 9, Int 15, Wis 12, Cha 11.

Occupation: Technician (Computer Use, Knowledge (Technology), Repair)

Skills: Computer Use +12, Craft (Electronic) +8, Craft (Mechanical) +8, Craft (Pharmaceutical) +8, Disable Device +8, Investigate +11, Knowledge (Behavioral Sciences) +5, Knowledge (Earth and Life Sciences) +5, Knowledge (Physical Sciences) +4, Knowledge (Technology) +9, Pilot +2, Profession (Cop) +4, Repair +8, Research +8, Treat Injury +7

Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Gunnery, Starship Operations (Ultralight)

Possessions: Light Combat Armor, Plasma Pistol; Wealth +4

Pilots & Patrolmen (2 pilots and 8 patrolmen on board)**Fast Ordinary 2 / Dedicated Ordinary 2**

CR 4; human; HD 2d8+4 plus 2d6+4; HP 24; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+2 Dex, +6 class, +3 equipment); BAB +2; Grap +3; Atk +3 melee (1d6+1, Baton), or +4 ranged (2d10, Plasma Pistol); AL ConFed; SV Fort +4, Ref +4, Will +1; AP 2; Rep +1; Str 13, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Occupation: Law Enforcement (Gather Information, Intimidate)

Skills: Drive +6*, Gather Information +4, Intimidate +4, Investigate +3, Knowledge (Streetwise) +3, Profession (Cop) +3, Sense Motive +3

Patrolman Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency

Pilot Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Starship Gunnery, Starship Operation (Ultralight), Simple Weapons Proficiency

Possessions: Light Combat Armor, Baton, Plasma Pistol, Handcuffs, Comm Link; Wealth +3

*Pilots have Pilot +6 instead of Drive +6

Escape Pods

The station is equipped with the new "Magnum II" class escape pod. 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).

Unlike the Magnum I, the new model of pod has interior controls that allow the passengers to manually pilot the craft if desired. There is a distress beacon and a basic survival kit with food and water for 4 people for 4 days.

There are a total of 8 pods on the station – enough to evacuate 32 people. The skiffs, if present, can each carry another 4 plus the pilot.

MAGNUM II Escape Pod

PL: 6	Size: Large
Type: Ultralight	Speed: 2,000 ft.
Subtype: Escape Pod	Length: 10 ft.
Defense: 9	Weight: 5,000 lbs
Flat: 9 Auto: 11	Crew: 0
Hardness: 20	Passengers: 4
Hit Dice: 3d20	Cargo: 100 lbs
Hit Points: 60	Grapple Mod: +4
Initiative: +0	Purchase DC: 32
Pilot Class: +0	Restriction: Lic. (+1)
Pilot Dex: +0	

Maneuvering Jets, Polymeric Armor, Improved Autopilot, Class I Sensor Array, Radio Transceiver with Distress Beacon



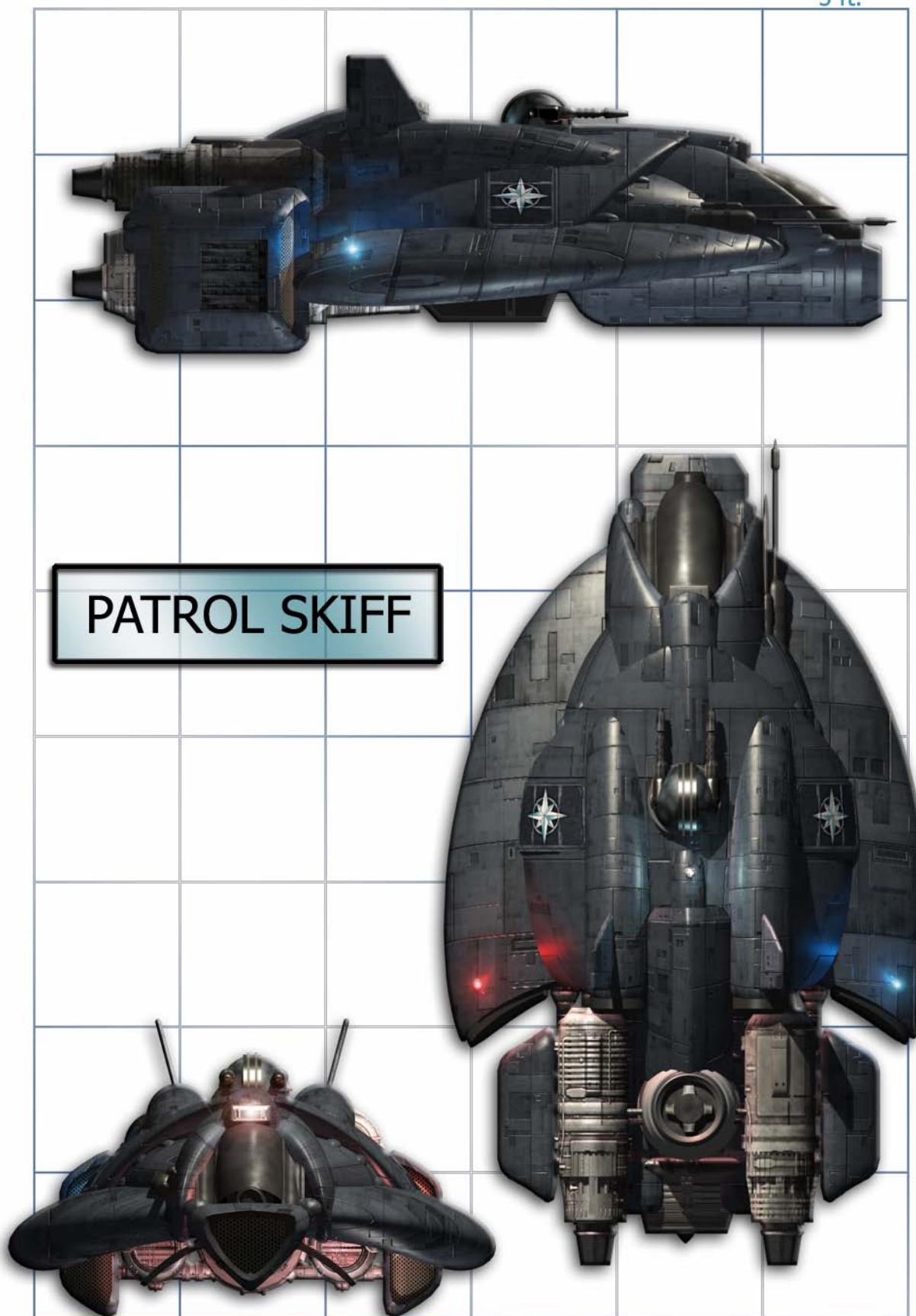
Patrol Skiffs

Vanguard Station VII carries a modified *Morgan* class shuttle in each hangar bay. These are law enforcement versions of the common civilian shuttle, sporting a pair of fusion beams in a roof-mounted turret. On the defensive side, Vandium armor plating and a magnetic shield generator have been installed. The rear passenger seats are also fitted with restraints for unruly prisoners.

PATROL SKIFF

Progress Level	6	Size	Huge (-2 Size)
Type	Ultralight	Tactical Speed	3,500 ft. (7 squares)
Subtype	Armed shuttle	Length	27 ft.
Defense	16	Weight	30 tons
Flat-footed	14	Targeting Bonus	+1
Autopilot	9	Crew	1 Custom (+6)
Hardness	30	Passenger Capacity	4
Hit Dice	6d20 (120 hp)	Cargo Capacity	500 lbs.
Initiative	+2	Grapple Modifier	+8
Pilot's Class Bonus	+6	Base Purchase DC	43
Pilot's Dex Modifier	+2	Restriction	Military (+3)
Gunner's Attack Bonus	+4	Grappling Systems	none
Engines	Ion Engine, Thrusters	Armor	Vandium
Sensors	Class III sensors, Targeting System	Communications	Laser transceiver, Radio transceiver
Expert crew			
Defense Systems	Autopilot system, magnetic field		
Weapons	2 fire-linked fusion beams (range increment 3,000 ft)		
Attacks	2 fire-linked fusion beams +1 ranged (15d8)		
Attack of Opportunity	none		

5 ft.





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