

# FUTURE ARMADA

DELUXE STARSHIP DESIGNS



REMORA  
BOARDING CRAFT



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





BEFORE ME THINGS CREATE WERE NONE, SAVE THINGS  
ETERNAL, AND ETERNAL I ENDURE.  
ALL HOPE ABANDON YE WHO ENTER HERE.

## Future Armada: Remora

by Ryan Wolfe

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"Malachai" line art by Derrick Thomas.

### Overview

A product of the now-defunct Bishop Aerotech, Remora-18 is a *Lamprey* class boarding vessel originally designed to carry troops to an enemy ship during deep-space battles. The specialized support craft was built to withstand heavy fire while approaching its target, and then magnetically attach to the enemy hull. At this point, the breaching bore on the bottom of the Remora would burn through the hull and establish a seal – allowing the boarding party to enter and take control of the enemy vessel.

These craft saw limited use in the last war as they became a prime target while making their approach towards the enemy target. Slow and unmaneuverable compared to a starfighter, a loaded Lamprey was dangerous enough to draw fire from every fighter jockey in range. So, even with their strong armor, it was often considered a suicide mission to board one of these ships.

Sometimes two or three Lamprey would be sent in concert in the hopes that one could get through and deliver its troops as, when one did, the havoc wrought by a heavily armed and armored contingent of marines was considerable. The soldiers who successfully carried out these boarding actions became some of the most respected in the service.

Remora-18 was one of two dozen Lamprey that served the forces of the Terra Novan Theocracy during Colter's Uprising more than a decade ago. The sturdy craft made a couple of successful runs before sustaining lethal damage in a battle between the moons of Cervantes. Left drifting among the wreckage for years, she was eventually found by scavengers and nursed back into working condition.

These scavengers were a violent gang of petty criminals on the run from the law. They've now turned to pirating – using Remora's unique abilities to clamp onto and board civilian craft. While the transponder signal still identifies the ship as "Remora-18", the gang has unofficially renamed it "the Beast" - possibly because 18 is 6+6+6, but more likely just to fit their own twisted sense of drama.

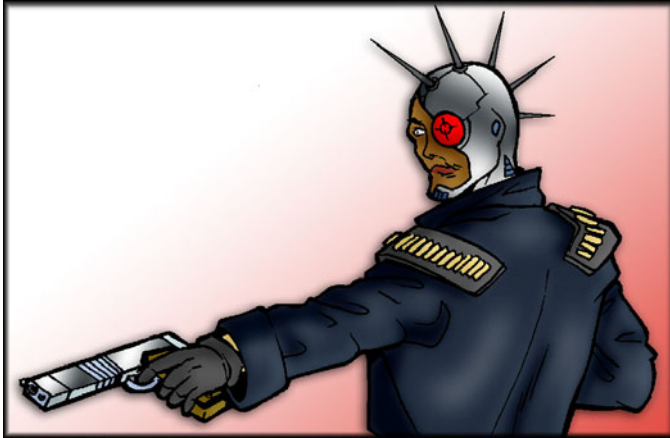
A couple of the rookie members originally tried to paint Satanic designs and profanity on the hull but the gang leader had that removed when he realized it was warning off potential prey. Now the ship will often try to pose as an official inspection ship, or a vessel in distress, in order to get closer to possible victims.

Still, Remora-18 is developing a sinister reputation as the group is ruthless and brutal - enjoying the suffering of their victims as much as the monetary spoils of their endeavors.

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On all the interior maps, each square is equivalent to 5 ft (or 2m depending on your game).





### The “Minions”

This group of misfits and psychopaths call themselves “the Minions of the Beast”. They are a stereotypical, low-life gang from the urban dystopia of Neoberlin on the overpopulated and heavily polluted colony of Rheinholt. Dressed in chrome and leather, they sport a lot of piercings, tattoos, and low-end cyberwear. They are into violence, deafeningly loud music, and whatever recreational pharmaceuticals they can buy or steal.

The leader, “Malachai” wears a long black coat and likes to shout orders (that no-one particularly obeys). Half of his skull is chrome and he sports a Mohawk made of steel spikes. A pair of hulking brutes (who happen to be brothers) are the muscle of the outfit. They have long blades built into their cybernetic arms and like to use them whenever possible. Last and not least are the “rookies”, three urban rejects looking to prove themselves.

Malachai handles most of the repair and maintenance duties himself, though he doesn’t have much mechanical skill. “Ratboy”, who is one of rookies, is the only one qualified to pilot the ship. Names for the rest, and statistics for all, can be found near the end of this document.

### Some Notes About the Ship

The landing gear on a Lamprey-class ship can retract, though it is not currently functioning on Remora-18 (the gear is permanently down). This does not hinder its ability to grapple a target.

The Remora squadron was typically unarmed – relying on allied starfighters to cover their approach. The Beast, however, has had a surplus missile rack installed and fitted with some black market ordinance. These are low grade missiles that can frighten a civilian but are not a real threat to a warship of any worth.

Remora-18 has also been rigged with a self-destruct system. Malachai is in the habit of setting this on a 20 minute timer when he boards a hostile craft. If things go wrong, it lets him have the last laugh. And if things go well, he has plenty of time to come back and shut it off. As only he knows the code to deactivate the overload, it is also a good incentive for his gang to keep him alive.

If used to haul cargo, the ship can fit 100 tons of cargo in the hold, but this makes either the bore or the exit ramp inaccessible. The ship can only carry 30 tons of cargo in the hold while still keeping enough room clear to operate at full functionality.



## REMORA-18 (“the BEAST”)

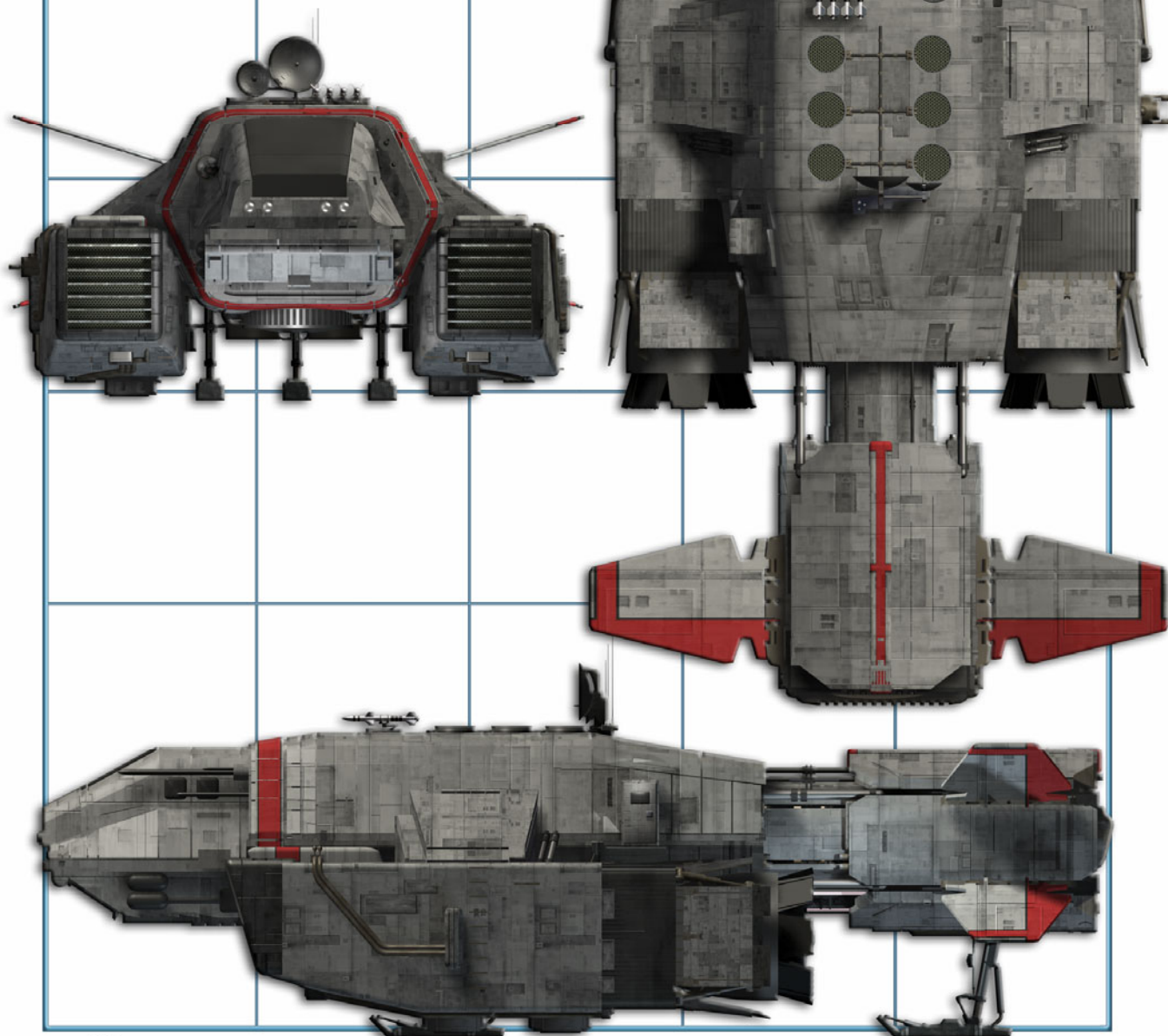
<b>Progress Level</b>	7		<b>Size</b>	Colossal (-8 size)
<b>Type</b>	Ultralight		<b>Tactical Speed</b>	3,500 ft. (7 squares)
<b>Subtype</b>	Boarding Craft		<b>Length</b>	100 ft.
<b>Defense</b>	7		<b>Weight</b>	550 tons
<b>Flat-footed</b>	5		<b>Targeting Bonus</b>	+3
<b>Autopilot</b>	7		<b>Crew</b>	2 or 3
<b>Hardness</b>	30		<b>Passenger Capacity</b>	0
<b>Hit Dice</b>	16d20 (320 hp)		<b>Cargo Capacity</b>	35 or 100 tons
<b>Initiative</b>	+2		<b>Grapple Modifier</b>	+16
<b>Pilot's Class Bonus</b>	+3		<b>Base Purchase DC</b>	50
<b>Pilot's Dex Modifier</b>	+2		<b>Restriction</b>	Military (+3)
<b>Gunner's Attack Bonus</b>	+2		<b>Grappling Systems</b>	Magnetic Grapples
<b>Engines</b>	Ion Engines, Thrusters		<b>Armor</b>	Vandium
<b>Sensors</b>	Class II sensor array	<b>Communications</b>	Laser transceiver, Radio transceiver	
Assumes a "Trained" pilot.				
<b>Defense Systems</b>	Improved autopilot system, breaching bore, self destruct system			
<b>Weapons</b>	1 CHE missile launcher (4 missiles)			
<b>Attacks</b>	1 CHE missile -6 ranged (6d12 / 19-20)			
<b>Attack of Opportunity</b>	none			

**Breaching Bore:** This piece of PL6 equipment can be used to open a 10ft diameter hole into a grappled ship. Equipped with pressure doors at the either end, it allows a boarding party to easily invade a hostile vessel. Once attached, the bore can burn through a hull in 1 round per 10 points of hardness. The breach is fairly air tight so long as the ships remain grappled. Purchase DC 25 (Military)



# REMORA 18

THE BEAST



20 ft.



## Upper Deck

### Flight Deck

The front end of the bridge is a large, slanted window – allowing for excellent forward visibility. To either side, however, things are a bit more limited. While there are a pair of small windows set high on either side of the bridge, the are difficult to see through

The forward pair of seats are for the pilot and co-pilot. They are required in order to fly and operate the ship efficiently. In the rear section of the bridge is a third crew station. This allows for an optional computer operator who can handle sensors and communications. A metal hatch in the floor allows quick access to the electronics systems in the engineering room below.

### Galley

Small kitchen facilities are tucked away between the dining area and the stairs leading down to the hold. Opposite the head of the stairs is a small pantry with a set of shelves. On the port (left) side of the galley are some heavy steel storage cabinets and a round metal dining table surrounded by a few old chairs. A video unit is mounted to the wall in the corner above the table. There is also a view port near the table and another one at the head of the stairs.

One of the cabinets is chained and sealed with a large padlock. Money and valuables taken from victims is kept in here and only Malachai knows the combination.

Currently both the table and sink are concealed beneath mountains of dirty plates and grime-encrusted utensils. The dishwasher is broken and it has become somewhat of a game to see exactly how dirty of a plate a gang member is willing to eat off of. Disposable food containers and an assortment of pillaged household goods are scattered across the remaining surfaces and much of the floor.

A trap door in the center of the floor opens over the breaching bore doors. There is a winch in the ceiling and cables to help raise cargo from the hold below. When on the ground, the bore doors can be opened to move supplies directly from the tarmac to the galley.

Near the stairs, a ladder leads up to a pressure hatch in the ceiling. This opens to the top of the ship and so will vent the galley if opened in space. Various warning lights and safeties should prevent this from happening by accident.

### Crew Quarters

Originally designed to house a crew of three in relative comfort, this cabin is now a stinking mess. Malachai and the muscle have claimed the beds, leaving the rookie gang members to make due with nests of dirty laundry on the floor. Mixed in with the clothes are various bits of decomposing food and used meal containers. There is a video screen built into the wall opposite a small view port.

*In the event that you use this ship for your own crew, you can consider the beds to represent bunks – allowing proper sleeping space for up to six people.*

Adjacent to the barracks is a bathroom with a shower. The facilities are pretty old and functionality is intermittent. With the current crew on board, this is not a pleasant place to spend time.

The barracks also have access to the ships only real air lock. Since the exterior hatches and boarding ramp require venting entire rooms, this air lock is used instead. It leads out onto the port engine pylon and there is a ladder built into the side of the pylon so that the air-lock can be used even when the ship is grounded.

When Malachai occasionally takes a prisoner, this airlock is also used as a makeshift cell and ad-hoc execution chamber. The interior is thus understandably grim.

A walk-in storage room aft of the air lock holds a pair of large metal cabinets and some built-in closets. With the Minions living here, the room is piled high with the garbage even they cannot stand having in their sleeping area. A pair usable of vacuum suits are hung on the rack at the back of the room, all be concealed behind the trash.





## Lower Deck

### Engineering

Tucked underneath the bridge is a low-ceilinged room packed with electronics and computer gear, as well as some bulky sensor and communication equipment. The life support systems can also be monitored and controlled from here. This room is seldom occupied as no-one on board knows how to use the equipment present.

There is a metal hatch in the ceiling which leads directly to the bridge. It requires stepping on the equipment to climb up and out, but is meant mainly for emergencies (when a person on the bridge might need to get to down here in a hurry).

### Hold

Most of the lower deck is taken up by a single large chamber. This room has the ramp used as the primary means of access to the ship. It also holds the upper end of the breaching bore. Stairs along the starboard wall lead to the upper deck and a door at the bow end allows access to the engineering area beneath the bridge. At the aft end of the hold, a short ladder leads up to the access tube for the engine room.

The massive breaching bore pressure doors take up much of the floor space in the front end of the hold. Another, smaller, hatch is set into the floor next to the bore. This leads down to a normal docking hatch in the bottom of the ship. There isn't enough room for an air lock in the floor, so opening the outer hatch in the void requires venting the hold. It is also possible to use this hatch for boarding purposes as many modern ships are equipped with compatible mechanisms for deep-space docking.

A couple sets of supply closets are near the aft end of the chamber; next to a rack of old vacuum suits. The closets contain maintenance supplies and a several yards of patching tarp (used to seal large hull breaches, such as those caused by the bore). There is more of this, and an incredible variety of useless junk, stored in the old metal shipping crates scattered around the hold. The floor itself is clear since anything not strapped or magnetically held down is routinely ejected into space.

### The Breaching Bore

The main purpose of this chamber is to support the breaching bore, which is built into the floor at the forward end of the hold. This end of the bore contains a set of heavy pressure doors which can slide open to allow access to the boarding 'pit'. This tube can extend downwards up to 15 ft to where it opens up into an enemy vessel.

Once Remora has magnetically attached itself to an enemy ship, the exterior end of the bore extends and begins to burn through the victim's hull. This makes quite a bit of noise as chunks of hull and molten metal break loose and are vented beneath the ship. Once the bore is through the hull, it inflates a narrow sealant ring, equalizes atmosphere, and opens the pressure doors at either end so the boarding party can cross over.

The pit is 10 feet across to allow for multiple boarders to cross simultaneously. There are also ropes and hooks hanging from the ceiling over the boarding pit. These are used to facilitate a quick entry – a boarder can clip onto a rope and rappel down the pit into the enemy ship (assuming its gravity is oriented properly.)

If gravity is not oriented similarly on both ships, the breaching tube will adjust its internal gravity field to provide a smooth transition. This can be disorienting (and briefly nauseating) but is better than nothing. Displays near the bore show what sort of gravity and atmospheres are present before the bore doors are opened.

There is also a trap door in the ceiling over the bore. This is provided to facilitate the loading of supplies to the upper deck.

### Engine Room

This engine room is more engine than room. Really it's just a cramped, hot space at the end of the access tube where a mechanic can crawl around the power core and a few other vital bits of machinery. The actual engines on either side of Remora are pretty much self contained and require extra-vehicular activity (vacuum work) to maintain or repair.

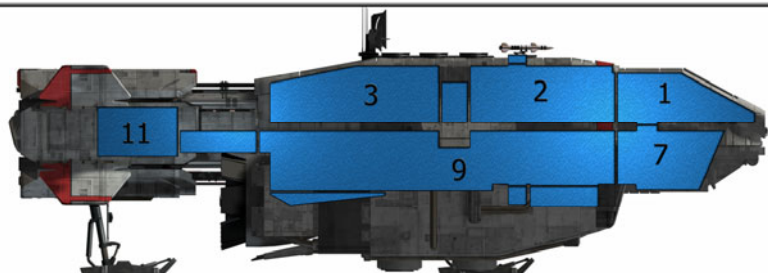
The access tube is a claustrophobic cylinder roughly 4 feet across. The sides and ceiling are composed mainly of pipes and conduits connecting the power core to the engine pylons.





## REMORA 18

1. Flight Deck
2. Galley
3. Crew Quarters
4. Bathroom
5. Air Lock
6. Storage
7. Engineering
8. Breaching Bore
9. Hold
10. Exit Ramp
11. Engine Room





## ***The Minions of the Beast***

Note that cybernetic body armor is normally subcutaneous but these guys have it installed on the outside for show. They also have a number of cosmetic modifications including piercings, spikes, and tattoos.

### ***Ratboy, Razor, & Krissy***

#### **Gang Rookie (Fast 1)**

CR1; human; HD 1d8; hp 8; Mas 11; Init +2; Spd 30 ft.; Defense 15, touch 15, flat-footed 13 (+2 Dex, +3 class); BAB +0; Grap +0; Atk +0 melee (1d4, knife), or +2 ranged (2d6, Uzi); SV Fort +0, Ref +3, Will -2; AP 0; Rep +0; Str 10, Dex 15, Con 11, Int 8, Wis 6, Chr 7.

**Occupation:** Criminal (bonus class skills: Hide, Knowledge (street wise)).

**Skills:** Hide +7, Knowledge (pop culture) +3, Knowledge (streetwise) +4, Move Silently +6.

**Feats:** Simple Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot.

**Talents:** Evasion.

**Cybernetics:** Prosthetic arm or leg (normal functionality, but obviously mechanical)

**Possessions:** Uzi submachine gun, 1 extra clip, knife

(Note: Ratboy has "Starship Operation (Ultralight)" rather than Precise Shot, and Pilot +7 instead of Hide)

### ***Big Bruno & Dogfaced Joe***

#### **Gang Muscle (Strong 2)**

CR2; human; HD 2d8+4; hp 16; Mas 15; Init +1; Spd 20 ft.; Defense 17, touch 12, flat-footed 15 (+1 Dex, +1 class, +5 armor); BAB +1; Grap +4; Atk +6 melee (1d8+4, sword-arm); SV Fort +4, Ref +1, Will -1; AP 0; Rep +0; Str 16, Dex 12, Con 15, Int 7, Wis 9, Chr 8.

**Occupation:** Criminal (bonus class skills: Gamble, Knowledge (street wise)).

**Skills:** Intimidate +1

**Feats:** Simple Weapons Proficiency, Personal Firearms Proficiency, Archaic Weapon Proficiency, Weapon Focus (sword-arm), Combat Reflexes

**Talents:** Melee Smash.

**Cybernetics:** 2 upgraded prosthetic arms, weapon mount (sword) on right arm, medium body armor.

**Possessions:**

### ***Malachai***

#### **Gang Lieutenant (Fast 2 / Tough 2)**

CR4; human; HD 2d8+2 plus 2d10+2; hp 29; Mas 13; Init +3; Spd 30 ft.; Defense 21, touch 19, flat-footed 18 (+3 Dex, +6 class, +2 armor); BAB +2; Grap +2; Atk +2 melee (1d4+2, knife) or +5 ranged (2d6, .45 pistol); SV Fort +3, Ref +5, Will -1; AP 2; Rep +0; Str 11, Dex 16, Con 13, Int 10, Wis 9, Chr 12.

**Occupation:** Criminal (bonus class skills: Knowledge (street wise), Gamble).

**Skills:** Gamble +5, Intimidate +9, Knowledge (pop culture) +7, Knowledge (streetwise) +8, Repair +5, Spot +6.

**Feats:** Simple Weapons Proficiency, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Double Tap, Confident, Cybertaker.

**Talents:** Evasion, Remain Conscious

**Cybernetics:** Nightvision optics, light body armor, subcutaneous comm. unit.

**Possessions:** Colt .45 autoloader, 2 extra clips, knife





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