FUTURE ARMADA

DELUXE STARSHIP DESIGNS

VALKYRN

INTERCEPTOR

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

d20 system

Future Armada: Valkyrn

by Ryan Wolfe

http://home.insightbb.com/~ryan.wolfe

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Overview

Named for the Valkyrie of Norse mythology, the Valkyrn class of interceptors is designed to perform a wide variety of duties from escort, to reconnaissance, to long range patrols. Basically, one step up from a heavy fighter, they are maneuverable and well armed – able to chase down most other ships.

They carry a crew of four and often operate in pairs. It takes a pilot and co-pilot to operate the craft. The other crewmembers work communications and sensors during engagements, or rotate with the pilots during extended patrols. The cramped quarters only have a single set of bunk beds so sleeping must be done in shifts.

These ships are a common sight at the Vanguard stations along the border – often refueling during long sorties, or providing a show of force when the station skiffs are not enough. Though officially part of the military arm of the Confederation stellar navy, these ships are routinely assigned to police duties as well.

The crew presented in this document is assigned to Valkyrn "Bravo-6", one of eight such ships that based out of Port Bastion – a fairly remote installation on the icy world of Amundsen III. This dingy facility serves as a trade hub and jumping off point for parts unknown. Bravo Squadron is tasked with patrolling the hinterlands of known space to watch for hostile incursions and provide a first line of defense if needed. They are also authorized to conduct police duties as required.

The captain of Valkyrn Bravo-6 is Commander Hiro Akari – a middle aged man of Japanese decent who has risen through the ranks on his own merit. Hiro grew up in the urban centers of the capital and earned his way into the ConFed academy at an early age. After completing flight training he served as a fighter pilot aboard the carrier Kyoto. He saw a fair bit of combat during the border wars and earned several commendations. Later he was promoted and transferred to the Valkyrn "Bravo" squadron.

Though dedicated, honorable, and committed, Hiro is also a bit of a loner. He likes the power of the Valkyrn class interceptor but doesn't like the fact that it requires a co-pilot and carries a crew of four. An introverted perfectionist, Hiro would just as soon be flying solo as he has learned to count only on himself when the chips are down. Still, it is good to be in command and Hiro is ambitious enough to want a capital ship some day. The Valkyrn is a good stepping stone between fighter jockey and a "real" command.

While his occidental co-workers tease him incessantly about his name, they respect Hiro's abilities and reliability. Their only complaint is that he tends to treat his crew like equipment – only interacting to give orders, and expecting those orders to be carried out quickly and efficiently without question. Because of this, and the fact the Commander Akari insists on doing any important tasks himself, he is usually saddled with a crew of rookies. They will learn their job well and stay out of Hiro's way where a veteran might *insist* on helping out.

On the maps each square is equivalent to 5 feet unless noted otherwise. They can instead be interpreted as 2 meters if that will work more easily for your game system of choice.

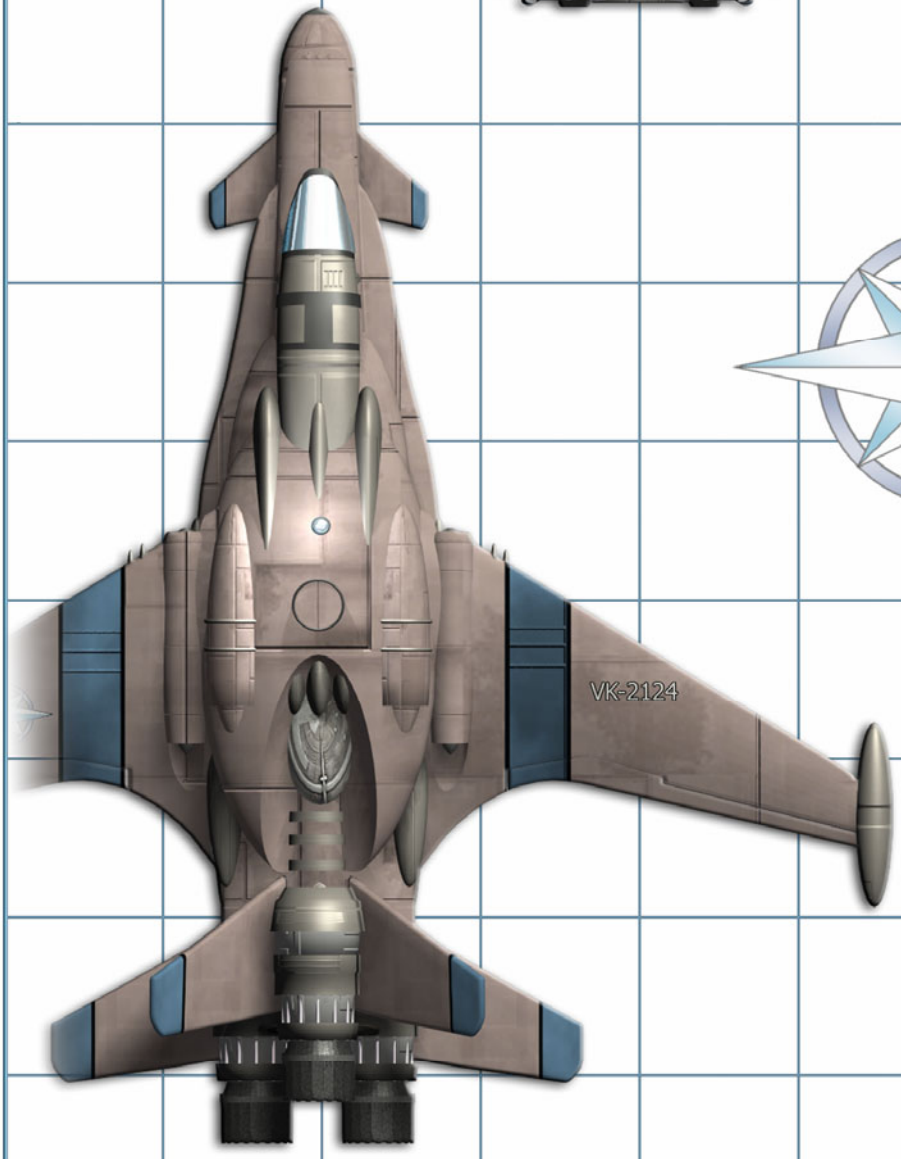
VALKYRN INTERCEPTOR

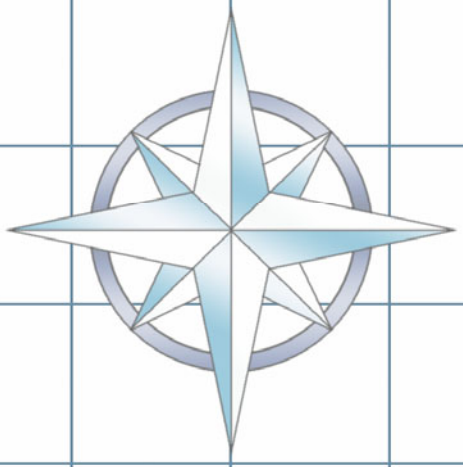
Progress Level	7	**Size**	Colossal (-8 size)
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Interceptor	**Length**	74 ft. + 73 ft. wingspan
Defense	11 (+ Dodge)	**Weight**	120 tons
Flat-footed	8	**Targeting Bonus**	+5
Autopilot	7	**Crew**	2
Hardness	30	**Passenger Capacity**	2
Hit Dice	12d20 (240 hp)	**Cargo Capacity**	10 tons
Initiative	+5	**Grapple Modifier**	+16
Pilot's Class Bonus	+6	**Base Purchase DC**	50
Pilot's Dex Modifier	+3	**Restriction**	Military (+3)
Pilot's Attack Bonus	+8	**Grappling Systems**	Grapplers
Engines	Particle Impulse Engine, Thrusters	**Armor**	Cerametal
Sensors	Class V sensor array, Improved targeting system	**Communications**	Mass transceiver

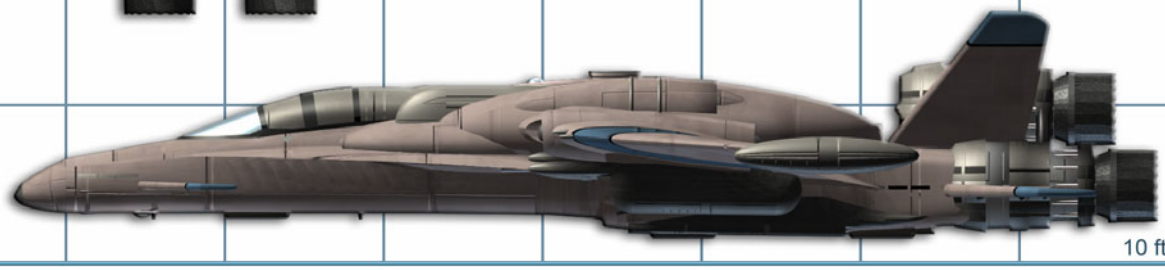
Defense Systems	Improved autopilot system, damage control (1d10), particle field, magnetic field
Weapons	2 fire-linked heavy particle beams (range increment 5,000 ft.) 1 plasma missile launcher (8 missiles, range increment 5,000 ft.)

Attacks	2 fire-linked heavy particle beams +5 ranged (24d8) 1 plasma missile launcher +0 ranged (18d8 / 19-20)
Attack of Opportunity	none

VALKYRIN







10 ft

Interior Areas

Flight Deck

The Valkyrn has a forward area for the pilot and copilot. The entire ship can be run effectively with a trained operator in each of these two seats. The pilot, in the forward seat does most of the basic flying and handles the fixed-forward guns. The co-pilot handles the more complicated flight systems, countermeasures, and the missiles.

Down a couple steps from the pilot area are two additional crew stations – one dedicated to communications and the other to sensors. Note that canopy over this area can open up on either side, allowing direct access to the outside. Since a little climbing is involved, the rear entrance ramp is more often used to enter and exit the ship.

Cabin

The cramped cabin area has a couple of narrow bunks, a small kitchen area, and a tiny bathroom with just a toilet inside. A video unit at the foot of one bunk is the only option for entertainment. There is a docking hatch in the ceiling and a ladder that folds down to provide access.

Cargo Hold

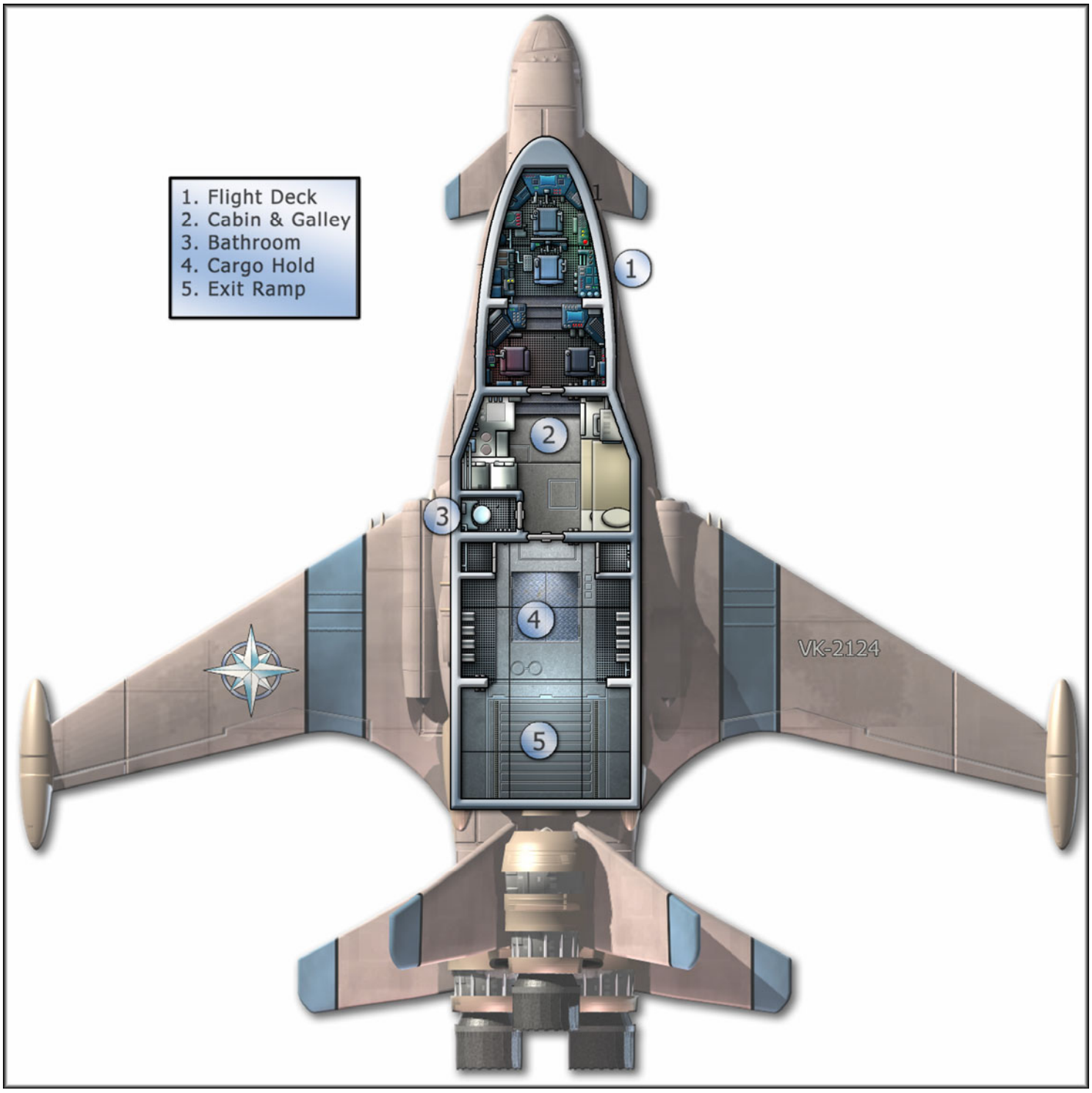
The cargo area is a cold, low-ceilinged area with bare metal walls, a pair of pressurized bomb bay doors in the floor, and an exit ramp in the back.. As this room is tucked beneath the power plant and immediately forward of the main engines, the ambient noise level can get pretty high.

There is a small storage locker on either side of the cabin door. These hold weapons and other small items used during normal operations. Generally the central cargo area is kept clear to allow for easy access and smooth operation of the missile system.

In the default configuration, the perimeter of this area is occupied by an automated missile deployment system. There is a loaded rack of four missiles along each wall. In combat, this room is depressurized and a robotic gantry lowers a rack of missiles through the bomb bay doors, placing them flush with the bottom of the craft. When those four missiles are expended, the next rack is automatically moved into position. If there is any loose cargo in here, it will be lost to space when the bay doors open.

In other game systems, this area could hold a mine-laying device rather than a missile system. In d20, however, a single mine takes up a whopping 100 tons of space! Since this is more than the displacement tonnage of the entire ship, missiles are installed instead. It is also conceivable that this mechanism could be used to deploy free-falling bombs (meant to be dropped in atmosphere).

Some planet-side patrols have been known to carry a pair of hover-cycles in this area. There is no space (or headroom) for a proper ground car. Note that the rearmost 7 feet of this room slopes upwards slightly. The ramp in that area is the primary means of entering and leaving the ship once it has landed, though even the stout Commander Akari has to duck when using this route.


1. Flight Deck
2. Cabin & Galley
3. Bathroom
4. Cargo Hold
5. Exit Ramp
1
2
3
4
5
VK-2124

Crew

Commander Hiro Akari

Fast 3 / Dogfighter 4

CR 7; human; HD 3d8 + 4d8; HP 32; Mas 11; Init +3; Spd 30 ft; Defense 20, touch 19, flatfooted 17 (+0 size, +3 Dex, +6 class, +1 equipment); BAB +5; Grap +5; Atk +5 melee (1d6, tonfa), or +8 ranged (2d6, falcon .45); SV Fort +2, Ref +9, Will +2; AP 3; Rep +3;
Str 11, Dex 16, Con 11, Int 12, Wis 10, Cha 15.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +4, Diplomacy +5, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +7, Navigate +4, Pilot +14,
Profession (ConFed Officer) +10, Repair +7, Research +4

Feats: Personal Firearms Proficiency, Precise Shot, Simple Weapons Proficiency, Starship Gunnery, Starship Operations (Ultralight)

Bonus Feats: Point Blank Shot, Starship Dodge, Starship Mobility

Talents: Evasion, Uncanny Dodge, Defender of the Universe

Possessions: flightsuit, tonfa, falcon .45; Wealth +8

ConFed Police Officer

Fast Ordinary 1/Dedicated Ordinary 1

CR 2; human; HD 1d8+1 plus 1d6+1; HP 11; Mas 12; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +1 equipment); BAB +0; Grap +0; Atk +0 melee (1d6, tonfa), or +2 ranged (2d6, Falcon .45); SV Fort +2, Ref +3, Will +1; AP 1; Rep +1;
Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

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

Skills: Diplomacy +4, Investigate +3, Knowledge (Streetwise) +4, Knowledge (Tactics) +5, Pilot +6, Profession (law officer) +4, Sense Motive +2

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

Possessions: Flightsuit, tonfa, Falcon .45; Wealth +6

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