

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



DRAKE EXPLORATION VESSEL



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





Future Armada: Drake

by Ryan Wolfe

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

Future Armada: Drake is copyright © 2006 Ryan Wolfe. All text in this book other than proper names is designated as open game content. You may not distribute this material without permission of the author. Permission is granted to the purchaser to print a copy for personal use

Overview

“Drake” is a Seraphim-class exploration vessel. Originally designed as an escort frigate by the Terra Novan Theocracy, the first (and only) three vessels of the class were still in the Nova Albion construction yard when it was captured by Confederation forces at the height of the last war. Though the nearly complete ships were not suitable for addition to the ConFed war fleet, they were too valuable to waste and so were rechristened, assigned to the Exploration Corps, and sent to recon distant frontiers.

While the ship retains the familiar “cathedral” design common in early Theocracy warships, most of the weaponry and war gear has been replaced with sensors and science equipment.

The original design was created as both a fast escort and a transport. The hangars were designed to hold a squadron of light fighters that could be used both in space and atmosphere. The cavernous main hold could carry several ground craft and troops with the large doors at either end facilitating rapid loading and deployment.

For armaments, Drake has only a pair of turreted laser cannons – one fore and one aft. These were designed to provide cover fire during landing operations and are not well positioned for space combat. The frigate originally had a pair of spinal-mounted mass cannons to fill that role, but these were removed when the ship was refitted for the Exploration Corps.

The two other surviving ships of this class are the “Magellan” and “Columbus”. Both are also now part of the Exploration Corps and are on duty at the other end of civilized space.





The command crew consists of:

Captain Ezekiel Zebadiah Harris (27) – known as “Captain Easy” (though not to his face), Harris is from the capital and the youngest son in a long line of aristocrats. His father is a high ranking Senator who was instrumental in getting Ezekiel command of the Drake (his first). The dashing captain Harris is very enthusiastic but lacks experience and is too proud to ask for advice. This often results in him making bad plans and then stubbornly sticking to them even after the mistake has become clear. Operating out on the rim has kept him from coming under scrutiny from Central Command.

Commander Gustav Gehrig (53) – a crusty old veteran who worked his way up through the ranks. He is called “Old Gus” by the crew, not as an insult, but out of familiarity. He was in line for command before Captain Harris was given the assignment at the last minute. He won’t rat out his commanding officer but secretly despises the arrogant elitist. Gustav’s attempts to point out bad decisions have only earned him threats of court martial and so now he keeps quiet unless lives are on the line. He usually volunteers for the shift when Harris is asleep so that he can run the ship without being countermanded or watched over every moment.

Captain Harris has raven black hair, piercing blue eyes, and a firm jaw. Commander Gehrig has white hair and a short beard. Though Old Gus’ craggy countenance is not nearly as attractive as the debonair captain’s, his confidence and experience give him a stronger presence and air of authority that Harris has yet to acquire.

The other sixteen crew members are divided into a ten person “Operations Crew” and six person “Science Team”. They have a variety of ranks and specialties but all are experts in their chosen fields. The Operations Crew members are career military and handle the non-scientific operations of the ship. All ten of these crewmembers are qualified starfighter pilots in addition to being certified engineers, communications specialists, and so on.

The six Science Team members are officially military personnel as well but for most that is secondary – a mere technicality endured in order to land this assignment. The team holds a variety of advanced degrees in physics,

xenobiology, geology, stellar cartography, and other fields useful in Drake’s exploration and reconnaissance duties. Dr. Abrams, an influential academic in her mid-fifties, is the team leader.

While none of the Science Team serve as pilots, all have had basic flight and combat training. Each is also qualified to fill some role in operating the ship so that Drake can field three shifts with six productive crewmembers on each.

A typical shift has three people on the bridge, one in engineering, and two floaters. These assist in engineering, perform routine maintenance, or work in the science lab depending on their particular training. When Sparrowhawk pilots are required (for recon or defensive patrols) they are usually drawn from one of the other shifts.

Of the eighteen crew members nine are male humans and six are female humans. There is an aleerin female on the Operations Crew and a pair of female fraal on the Science Team.

The Operations Crew includes six human males, three human females, and one aleerin female. The Science Team includes two human males, two human females, and two fraal males.

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).

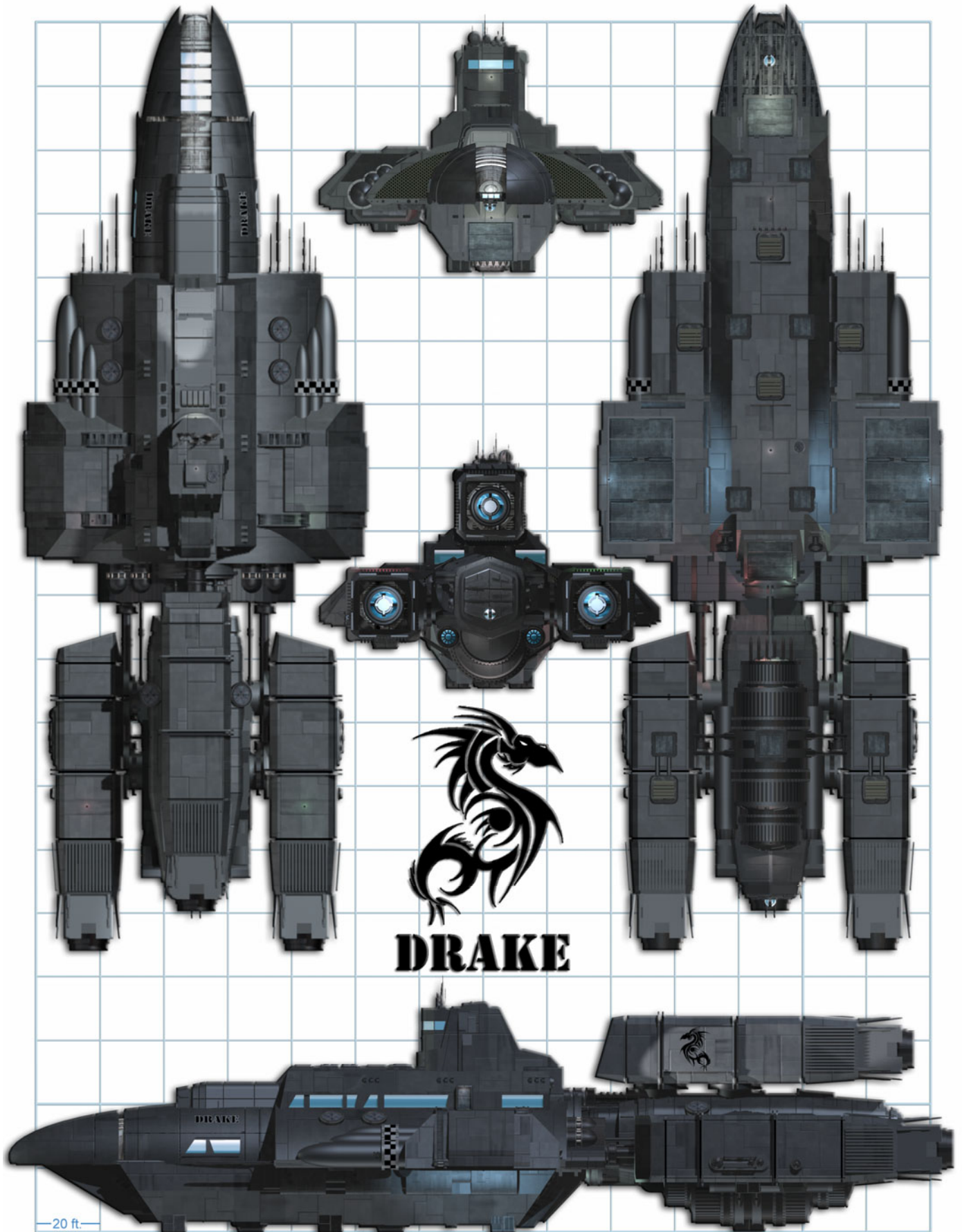
The Art directory contains a couple of composite images of the Drake interior. If printed out at 150 dpi, these will yield miniature-scale maps which are 24x60 and 20x28 inches. An oversized printer and additional software may be required in order to do this.





DRAKE			
Progress Level	7	Size	Colossal (-8 size)
Type	Light	Tactical Speed	4,000 ft. (8 squares)
Subtype	Frigate	Length	292 ft.
Defense	12	Weight	5,150 tons
Flat-footed	8	Targeting Bonus	+3
Autopilot	5	Crew	18 (Expert +8)
Hardness	30	Passenger Capacity	None
Hit Dice	55d20 (1,100 hp)	Cargo Capacity	900 tons
Initiative	+6	Grapple Modifier	+16
Pilot's Class Bonus	+6	Base Purchase DC	62
Pilot's Dex Modifier	+4	Restriction	Military (+3)
Gunner's Attack Bonus	+4	Grappling Systems	None <i>Grapplers</i>
Engines	Particle impulse engine, Thrusters	Armor	Cerametal
Sensors	Class V (or IIII) sensors, improved targeting	Communications	Mass transceiver, radio transceiver
Defense Systems	Damage control system (2d10), improved autopilot, <i>magnetic field, particle field, stealth screen</i>		
Weapons	2 lasers (range increment 3,000 ft.) <i>2 fire-linked heavy mass cannons (range increment 6000 ft.)</i>		
Attacks	1 laser +3 ranged (8d8) and 1 laser -2 ranged (8d8) or <i>2 fire-linked heavy mass cannons +3 ranged (15d12) and 2 lasers -2 ranged (8d8)</i>		
Attack of Opportunity	none		
<i>Italicized blue text is for the 'pirate configuration'. Ignore this for the default (explorer) layout.</i>			





DRAKE



Interior Areas

In the Event of a Hull Breach...

There are no doors on the stairways or lifts so much of the ship shares a common airspace (meaning multiple decks could vent to space if there were a hull rupture somewhere). To prevent this, there are horizontal bulkheads in the floor wherever a stairway or lift passes between decks. In the event of depressurization, these will slide shut, isolating the affected deck.

While the mechanism can be controlled manually, it is more cumbersome than pressure doors. On the plus side, the bulkheads are stronger than doors, and the layout allows for more open space within the hull during normal operations (making the cramped interior somewhat less claustrophobic).

These bulkheads are not shown on the map (because they are under the floor) but when deployed they would cover the squares where you see stairs or lifts on the main and science decks.

Bridge

Like the waterborne battleships of old, Drake's bridge is situated in a conning tower above the main hull. While the view is excellent the position is also somewhat exposed to enemy fire. All of the ship's major functions can be controlled from the bridge and while there are redundant controls for propulsion, scanners, and communications, those on the bridge have priority.

A doorway in the back corner of the bridge leads to a storage closet which contains vacuum suits for the bridge crew and a small arms locker. There is also a ladder leading up to a pressure hatch. This leads to the outside of the ship and is used for maintenance or when docking with other ships in the void. Other doors lead to the lift and stairs – both of which go only downwards from here.

Note that there is a deck's worth of stairway and equipment space between the bridge and science level. This can be seen on the cut-away side view of the ship but is not explicitly mapped out. This equipment area is taken up by the ship's computer system and is accessible by removing floor grating on the bridge.

Science Deck

Science Lab

Originally a triage and multi-table surgery theater, the forward-most room on the science level has been converted into a state-of-the-art research facility (though a single operating table and supplies have been kept intact for emergencies). The chamber contains advanced sensor and communication gear as well as devices used to analyze organic, non-organic, and synthetic samples from alien worlds or cultures.

The area forward of the science lab used to house the heavy mass drivers, but now holds additional scanning and communications gear. It is not accessible from inside. Additional lab equipment is stored down the hold and brought up when needed (or just set up in the hold itself if space upstairs is tight).

There are two smaller rooms off of the science lab. The first is a standard storage closet holding medical and scientific gear. The second, larger room, is a reinforced, climate-controlled vault. It is used to store dangerous or valuable samples.

Though inconvenient it is possible, given a few hours of work, to remove the ceiling plating and open sections of the roof of this level to space. This is how most of the equipment was originally installed. The area would have to be fully depressurized if this were to be done in space, and mechanical assistance (a crane, or cable-equipped Sparrowhawk) would be needed to do this planet-side.

Medical

The medical area has three patient beds and a work area for the doctor on duty. The room is used for general examinations and consultation, as well as post-surgery recovery. Curtains can be used to section off each bed area.

The locked closet holds medicines and other supplies. The restroom is generally reserved for patient use. Note that there are large windows running the length of this room (and extending into the science lab beyond). These provide an excellent view off the port side of the ship.





Isolation Cells

There is a single, reinforced, climate-controlled vault in the science lab itself. Two more are located in the hallway outside. While the one in the lab is used for inorganic samples, the other two are set up to accommodate living 'guests'. Both are secure enough to double as a brig, with the added advantage of customizable atmosphere, temperature, and gravity settings.

When either cell is being used to hold a prisoner there will be a guard stationed in the hallway outside. This is both for additional security and to escort the prisoner to the nearby restroom when necessary (the hallway doors are generally locked at this time).

Air Lock

This air lock is the primary means of entrance for crew and passengers when the ship is at spacedock. When on the ground the cargo hold doors are more commonly used since this lock opens out onto an elevated part of the ship. The storage closets here contain vacuum suits and maintenance gear.

In the hallway near the air lock are a lift and stairway leading up to the bridge and down to the main deck. There are also doors to the gym, medical, and science labs (all clearly labeled).

Gym

The recreation room contains a weight machine, treadmill, and various pieces of exercise equipment. There is also a broad mat for floor exercises or sparring. The small storage room contains extra weights and other gear. Three of the four walls in here hold broad windows, providing a panoramic view of the stars beyond.

Main Deck

Auditorium

The nose of the main deck is packed with sensor and targeting equipment. Just behind this is a small auditorium that serves as a mission ready room and briefing area. With seating for 26, there is always ample room. A podium stands on a raised dais at the front of the auditorium, flanked by a large video screens behind and to either side.

Below the podium is a hatch set flush with the floor. The hatch opens directly into the bow laser turret, which looks down at the area in front of the forward cargo doors. It was designed to provide suppressive fire while troops disembark the front end of the ship.

The center section of the roof of the auditorium is transparent, providing a broad view of the space above.

Galley

Between the galley and the auditorium is a wide hall where the stairs from the forward end of the cargo hold come up to the main deck. There are storage lockers on either side – holding an uninteresting assortment of maintenance gear.

The port (left) side of the galley area contains a large steel dining table and eight chairs. Along the walls are a beverage station, a large video screen, and some lockers holding dishes, utensils and an assortment of games. The walk-in closet is filled with uniforms, linens and bedding (with more of the same stored in the hold).

On the starboard side is the kitchen, containing everything needed to hydrate and cook (or chill) the pre-made meals hauled up from the hold. There is also an actual grill and oven, only used on special occasions for "home cooking".

The storage room just aft of the kitchen has shelves lined with cooking supplies and a small cargo lift that allows easy access to the hold. For safety reasons, the lift is kept in the "up" position when not in use.



Laundry

This small room is usually brightly lit, stuffy, and hot. There are machines for washing and drying uniforms and other cloth items – a duty usually assigned as punishment.

Crew's Quarters

Each cabin has a bunk bed, desk, and a pair of lockers for personal belongings. There is also a wall-mounted video unit in each room. Like all of the video units on board, these can also function as computer terminals and are networked throughout the ship (though isolated from command functions and sensitive systems). Otherwise the chambers are functional but plain.

Escape Pods

Drake is equipped with six standard Magnum II escape pods. Each of these can hold four people, so there is ample room for the standard crew of 18 – especially considering that the six Sparrowhawks may also be available as escape craft.

All of the pods are on the main deck. Four are near the middle of the ship and the other two are in the engineering area. Around the four forward ones are access and control surfaces for Drake's life support systems. This area can be reached from the crew's quarters hallway or the hangar bay maintenance rooms. It is off-limits except during emergencies.

The pods launch at a pretty steep angle, allowing them to clear a considerable distance even if used while Drake is on the ground. This was important because the ship was originally designed to disembark ground forces in combat hot zones. The only real fault of the system is that it is a long way from the bridge to the nearest pods, meaning that either the bridge crew has to abandon their posts early or give up any hope of escaping.

If given the opportunity, those on the bridge will sometimes don vacuum suits prior to combat. In addition to protecting from a hull breach, it means that the nearby hatch can be used as a last-ditch means of evacuating the ship.

Hangar Bay

Drake carries a complement of six small fighter craft. Each hangar bay has been specifically designed and built to harbor three of these Sparrowhawk-class craft. Retrofitting the bays for other craft is possible, but not easy.

There are identical booms in the ceiling over each set of bay doors. When a fighter comes in for docking, they are guided up to these booms which attach to a coupling mechanism on the dorsal surface of the fighter. The small craft can then hang suspended while the bay doors in the floor are closed. Internal gravity in the berth is usually kept off until the bay doors are sealed and the fighter is resting on its landing gear.

While docked, the boom remains attached as it also contains refueling hoses, power feeds, and computer interface cables. The procedure is reversed for launching – once the pilot is aboard the fighter is lifted slightly, the bay doors open, and the ship is dropped out into space. As the fighters are capable of VTOL flight using onboard gravitic generators, they can launch and dock even when Drake is grounded (though there is much less room for error).

The hangar bay is equipped with atmospheric energy screens that can cover the floor area when the bay doors are open. These can be engaged to allow for fighters to launch and land without having to depressurize the hangar bay. There are two dozen missiles stored in ceiling racks, ready for manual reloading.

Lockers along one wall hold flight suits for each pilot. At the forward end of the hangar is a machine shop dedicated to maintenance and repair of the fighters. The shops on each side of the ship are nearly identical, though the port side is used for general repair as well (servicing all small electronic/mechanics devices on board).





Restrooms

The restroom facilities on the main deck are broken into two parts. On the port side are three toilets and sinks, as well as a closet for bathroom supplies. On the starboard side are three showers, more sinks, and an additional toilet. The showers and toilets are completely enclosed chambers and so neither room is gender segregated.

Officer's Quarters

The central hub of the main deck lies just outside of the officer's quarters. Here the aft stairs from the cargo hold come up and a spiral stairway and lift continue on up to the science deck. Labeled doors lead to the hangar bays and either side and restrooms across from the officer's quarters.

The officer's quarters themselves are much like the standard crew cabins except that they have a single bed instead of a bunk, and the officers have moved in a little extra furniture to make their jobs easier. The captain and commander both use their cabins as office space too.

Forward Engineering

The door between the officer's quarters is usually locked from the outside – requiring confirmation from the bridge to open. Beyond lies the engineering section for the ship, but before that are a collection of eight storage lockers. These serve as Drake's armory and hold an assortment of armaments and armor. This area is also used to hold the explosives and other weapons-grade equipment sometimes needed by the Science Team.

The back third of Drake is all engine, holding both the power core and the impulse engines. Rather than a specific engineering room, there are a couple of control areas within the engine itself and an access corridor between. In general the forward room handles the reactor and the aft room deals with the impulse engines, but both systems are heavily intertwined. Midway between the control rooms is a monitoring station and couple of escape pods.

Though it cannot function as a secondary bridge, there are enough redundant controls here to pilot the ship to a limited extent. In the

event that the bridge is destroyed, Drake could still maneuver – allowing for a retreat or last ditch ramming attempt. Weapons, communications, and all but visual sensors are unavailable from this position but full scanners and communications can be routed from the science lab if that part of the ship is still intact.

Aft Engineering

This is usually where the engineer on duty is stationed, because both the most critical controls, and the only chair, are located here. There is a networked computer station in addition to the engine controls.

As in the auditorium on the main deck, there is a turret hatch set into the floor of this chamber. But unlike the forward hatch, this one does not open directly into a turret. Instead, one must traverse a narrow crawlway through the hind end of the impulse drive before reaching the tailgunner position. It's not a journey for the claustrophobic, but the view can be pretty spectacular depending on how hot the engines are running.



Cargo Deck

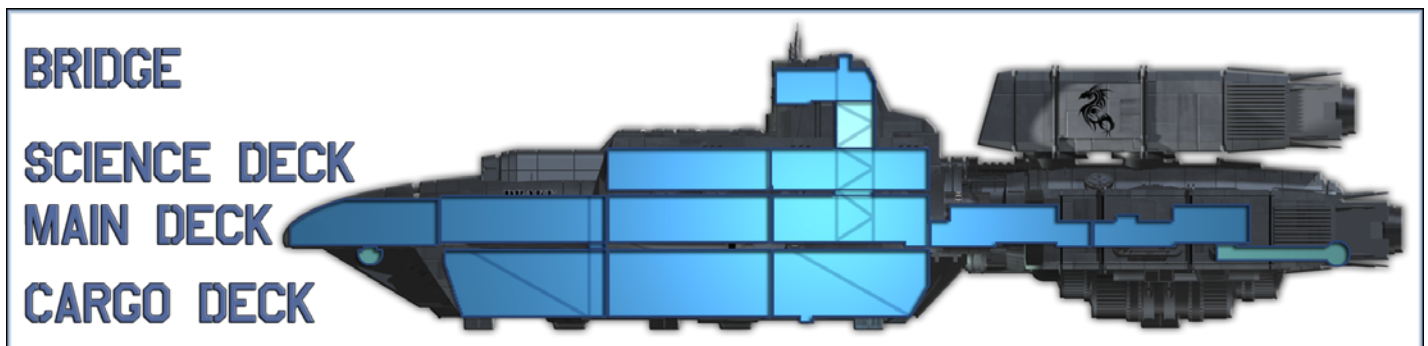
Drake has a cavernous cargo hold – originally designed to carry troops and combat vehicles, but now holding more mundane supplies. Even with only a quarter of the hold full, there are enough provisions for Drake to remain in space for 3 months at a stretch. The crew often uses the empty space for impromptu sporting events.

The hold is equipped with fold-down cargo shelving along either side of the main hold. It extends 15 feet out from the wall when deployed. Ladders and a small lift near the bow end of the hold allow crew access to these balcony areas. Automated ramps near the aft end rise up for balcony access and lower into the hold floor when not needed. These days, the cargo shelves are kept deployed during normal operations. They were originally installed to allow for large armored vehicles to be carried in the hold. Since that particular ability is not often needed in an exploration vessel, the cargo balconies are just left permanently deployed.

There is a large storage closet on the port side forward of the cargo balcony. This contains a couple of vacuum suits and a various tools and maintenance equipment. On the starboard side aft of the balcony is a rack holding several hover pallets. These are used to move heavy cargo. The hatch in the floor across from the pallet rack has standard exterior couplings and is meant for deep space docking. When Drake is on the ground, there is about 3 feet of clearance below the hatch, making it useable but not convenient.

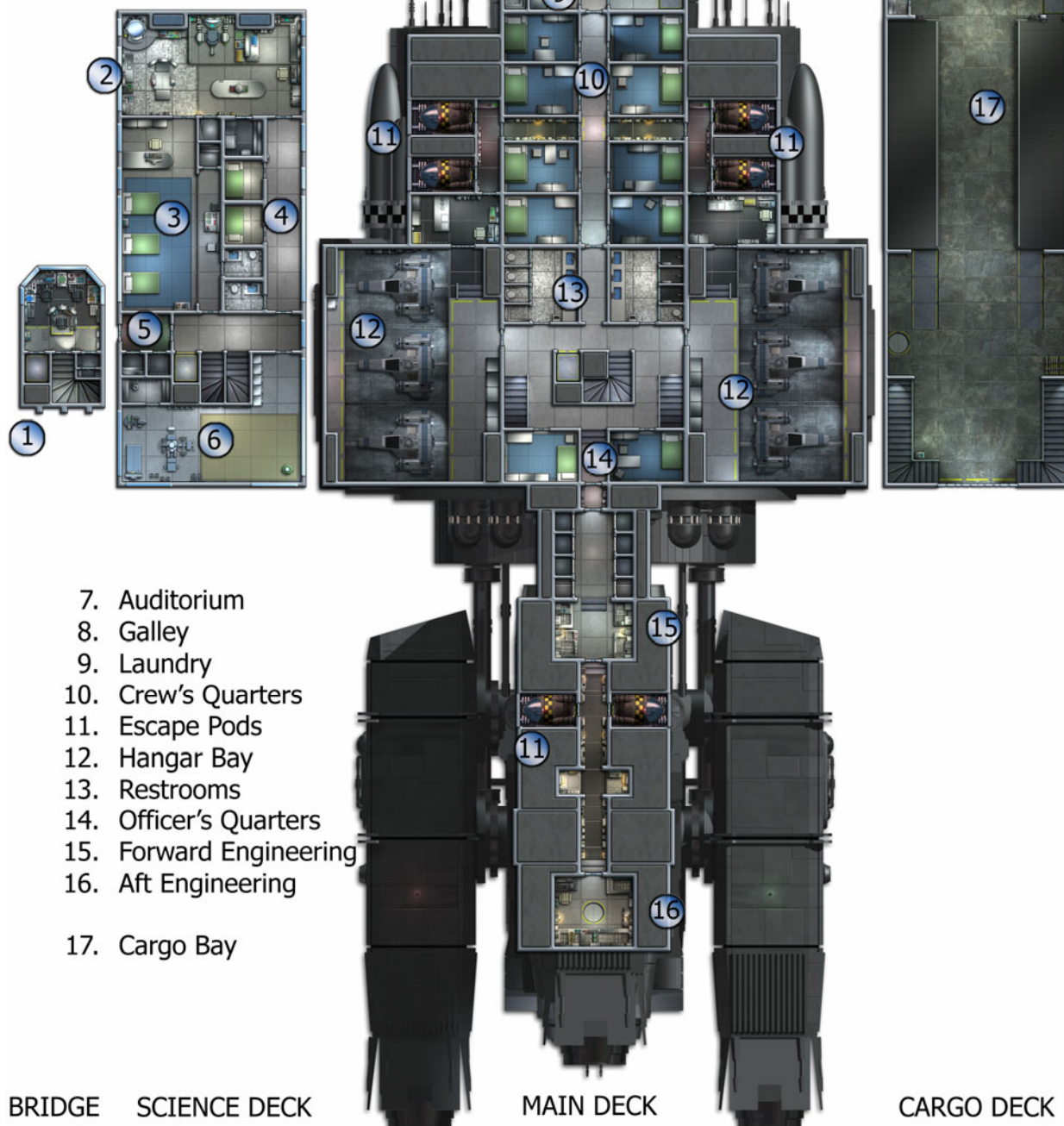
Note that the main cargo doors do not function as an air lock. Though the stairways and lift can be sealed, the entire hold is open to the exterior environment (or lack there of) when either set of cargo door are opened. This is another hold over from the frigate design which favored rapid troop deployment over convenience.

The map below shows the deck layout for the ship and the location of stairs. The light blue areas (the stair up to the bridge, and the turrets) are not explicitly shown on the interior maps).



DRAKE

1. Bridge
2. Science Lab
3. Medical
4. Isolation Cells
5. Air Lock
6. Gym



7. Auditorium
8. Galley
9. Laundry
10. Crew's Quarters
11. Escape Pods
12. Hangar Bay
13. Restrooms
14. Officer's Quarters
15. Forward Engineering
16. Aft Engineering
17. Cargo Bay

BRIDGE SCIENCE DECK

MAIN DECK

CARGO DECK



Crew

Captain “EZ” Harris

Charismatic 10

CR 10; human; HD 10d6+10; HP 45; Mas 13; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +5; Grap +5; Atk +7 ranged (2d8, laser pistol); SV Fort +6, Ref +9, Will +4; AP 5; Rep +6; Str 11, Dex 14, Con 13, Int 10, Wis 8, Cha 14.

Occupation: Dilettante (Intimidate)

Skills: Bluff +7, Craft (writing) +8, Diplomacy +15, Gamble +1, Intimidate +18, Knowledge (Civics) +9, Knowledge (History) +8, Knowledge (Tactics) +6, Listen +2, Profession (Military Officer) +12, Sense Motive +3, Spot +2

Feats: Armor Proficiency (light), Confident, Educated (Knowledge [Civics], Knowledge [History]), Personal Firearms Proficiency, Simple Weapons Proficiency, Well-Connected

Talents (Charismatic): Charm, Favor, Fast Talk, Dazzle, Taunt

Bonus Feats (Charismatic): Lightning Reflexes, Point Blank Shot, Renown, Windfall, Iron Will

Possessions: laser pistol; Wealth +14

Commander Gustav Gehrig (“Old Gus”)

Charismatic 4 / Field Officer 6

CR 10; human; HD 4d6+6d8; HP 41; Mas 10; Init +3; Spd 30 ft; Defense 13, touch 13, flatfooted 14 (-1 Dex, +4 class); BAB +8; Grap +7; Atk +7 ranged (2d8, laser pistol); SV Fort +6, Ref +3, Will +10; AP 5; Rep +5; Str 9, Dex 9, Con 10, Int 12, Wis 14, Cha 16.

Occupation: Military (Knowledge [Tactics], Navigate)

Skills: Bluff +11, Computer Use +10, Diplomacy +16, Gamble +5, Gather Information +9, Intimidate +16, Knowledge (Streetwise) +6, Knowledge (Tactics) +14, Navigate +8, Pilot +1, Profession (Military Officer) +9, Sense Motive +8

Feats: Iron Will, Simple Weapons Proficiency, Spacer, Starship Operations (Light), Leadership, Great Fortitude

Talents (Charismatic): Coordinate, Inspiration

Bonus Feats (Charismatic): Trustworthy, Point Blank Shot

Special Abilities (Field Officer): August Leadership, Uncanny Survival, Tactical Expertise

Bonus Feats (Field Officer): Improved Initiative, Advanced Firearms Proficiency

Possessions: laser pistol; Wealth +8





This is a typical member of the Operations Crew. Specific individuals may swap out a skill for a particular specialty, but the modifiers for that skill will be similar to those given below. Though stats are given for arms and armor, the crew is only so equipped if given enough time and the captain has given orders to open the armory (located in forward engineering).

Operations Crew

Dedicated Ordinary 3 / Fast Ordinary 3

CR 6; human; HD 3d6 plus 3d8; HP 25; Mas 11; Init +4; Spd 30 ft; Defense 23, touch 20, flatfooted 19 (+4 Dex, +6 class, +3 armor); BAB +4; Grap +5; Atk +5 melee (1d6+1, stun baton), or +8 ranged (3d8, laser rifle); SV Fort +3, Ref +7, Will +3; AP 3; Rep +2; Str 12, Dex 18, Con 11, Int 11, Wis 10, Cha 10.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Computer Use +7, Knowledge (Tactics) +8, Knowledge (Technology) +8, Navigate +1, Pilot +8, Profession +8

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Starship Gunnery, Starship Operations (Ultralight)

Possessions: light combat armor, stun baton, laser rifle; Wealth +6

Below is a typical member of the science team. Note, however, that one of the fraal (Dr. Vo) has the "Surgery" feat and +8 Treat Injury. He is the only medical doctor on board, though others have some basic training. As with the operations crew they are only armed when the situation warrants.

Science Team

Smart Ordinary 6

CR 6; human; HD 6d6; HP 21; Mas 10; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+2 class); BAB +3; Grap +3; Atk +3 melee (d3, unarmed), or +3 ranged (2d8, laser pistol); SV Fort +2, Ref +2, Will +4; AP 3; Rep +2; Str 10, Dex 10, Con 10, Int 16, Wis 13, Cha 11.

Occupation: Academic (Computer Use, Gather Information, Research)

Skills: Computer Use +15, Craft (chemical) +12, Craft (electronic) +8, Craft (mechanical) +7, Craft (pharmaceutical) +8, Investigate +12, Knowledge (Behavioral Sciences) +10, Knowledge (Earth and Life Sciences) +14, Knowledge (Physical Sciences) +14, Knowledge (Technology) +14, Knowledge (Theology and Philosophy) +7, Profession (scientist) +10, Repair +14, Research +13, Treat Injury +3

Feats: Educated (Knowledge [Behavioral Sciences], Knowledge [Technology]), Educated (Knowledge [Earth and Life Sciences], Knowledge [Physical Sciences]), Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: laser pistol; Wealth +8





Additional Information

Sparrowhawk-class Fighters

This new breed of fightercraft was custom designed for areas where space is a premium (like aboard carriers and space stations). Little more than a cockpit with powerful engines and guns attached, the Sparrowhawk is fast and agile, if not particularly durable or easy to maintain.

The Sparrowhawk is also designed for bottom-opening hangars and so has a coupling mechanism (the round device behind the cockpit) that attaches to a ceiling-mounted boom. When the fighter docks this boom connects to the coupler, allowing the craft to hang suspended while the bay doors are open.

The Sparrowhawk also has standard landing gear and this is employed in the hangar as well – lessening the strain on the suspension boom when the bay doors are closed and gravity is at Earth-normal. Though the primary engines are fixed rear-facing, each fighter has an internal gravitic generator as well. This allows for hovering and precise maneuvering in atmosphere.

These fighter craft are not the best choice for an exploration vessel but the cost (in time and resources) of refitting the hangar bays was not deemed worth it by Central Command. So Captain Harris uses them as scouts and for the occasional show of force. If it ever comes to combat, the fighters are also the “main guns” of the science vessel.

The Latter Days

If a pirate or warship is of more use to you than a lightly-armed exploration vessel, the text below provides a possible history to explain the transformation. Of course you are welcome to make up your own story, or just use the heavily armed version for exploration if it better suits your particular setting.

In the stat block, the statistics for Drake in “pirate configuration” are given in *italicized blue text*. This text should be ignored for the standard (explorer) configuration.

The Black Dragon

After a disastrous first-contact situation in an unknown region of space, Commander Gerig finally rallies the crew against Captain Harris and a general mutiny ensues as Gustav takes permanent command of the ship. With the crew branded as traitors the ship is unable to continue its official duties, but Gustav ignores orders to return for court martial.

Left to his own devices Old Gus returns to the borders of civilized space and becomes a vigilante, enacting his own justice on pirates and enemy vessels. But salvage alone is not enough to keep Drake in fighting form and so he eventually turns to raiding civilian outposts and passenger ships.

Drake is upgraded over time. First the twin mass cannons (originally removed in favor of additional sensor gear) are reinstalled. This lowers the sensor array from “Class V” to “Class III”. Then defensive shielding, electronic countermeasures, and a grappling system are added. In the end, Drake is a small but formidable frigate capable of catching or destroying most civilian craft. Crewmembers that find the criminal lifestyle distasteful are removed (some forcibly) and replaced with those more loyal to Gerig and more accustomed to life as outlaws.

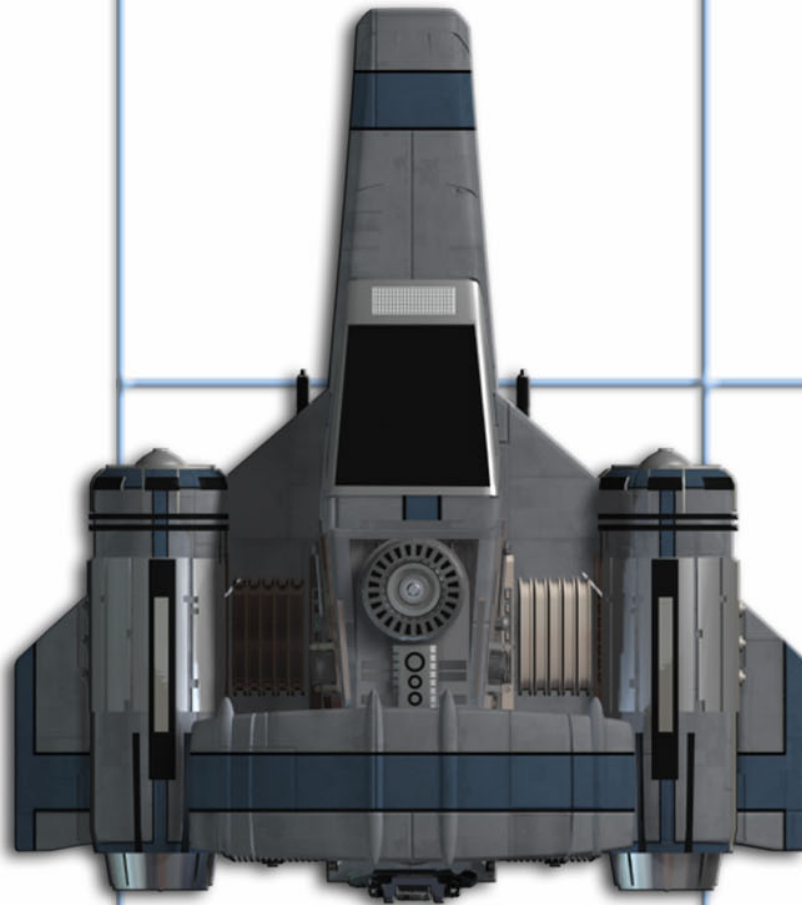
Now also known as “the Black Dragon”, the ship has developed a reputation for dealing fairly with those who surrender immediately and mercilessly with those who put up any resistance. Gustav has adjusted well to life as a pirate captain. He has a good ship at his command, a crew that fears and respects him, and no bureaucracy telling him what to do.

There have been several confrontations with ConFed patrols - most spurred on by Senator Harris, outraged at the death of his son. In each case, however, Gustav and the Drake have proven victorious or impossible to capture. The bounty on both is now quite considerable.

Note that the pirate configuration can also represent a Seraphim-class frigate as originally designed. In this case the crew cabins would have triple bunks, adding 18 marines to the crew. The science lab would be a surgery area and the lower hold would usually contain a lance of four hover tanks.



Sparrowhawk



Sparrowhawk Class Fighter PL 7

Type: Ultralight	Size: Huge (-2)
Subtype: Fighter	Speed: 4,000 ft.
Defense: 17	Length: 15 ft.
Flat: 13 Auto: 11	Weight: 14,000 lbs
Hardness: 30	Targeting: +3
Hit Dice: 6d20	Crew: 1 (Expert)
Hit Points: 120	Passengers: 0
Initiative: +4	Cargo: 30 lbs
Pilot Class: +5	Grapple Mod: +4
Pilot Dex: +4	Purchase DC: 44
Gunner: +4	Res: Military (+3)

Laser +5 ranged (6d8) 3,000 ft. or
Plasma Missile +5 ranged (18d8/19-20)
2 missiles

- Particle Impulse Engine
- Thrusters
- Cerametal Armor
- Improved Autopilot System
- Particle Field
- Class V Sensors
- Improved Targeting System
- Radio Transceiver

10 ft



OPEN GAME LICENSE v1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygaz and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Future Armada: Drake Copyright 2006, Ryan Wolfe.

