

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



LAHOTA
ARMED COURIER

i5

Uses the Open Game License to present familiar stats for ship & crew.

OGL
SCI-FI



Future Armada: Lakota

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Overview

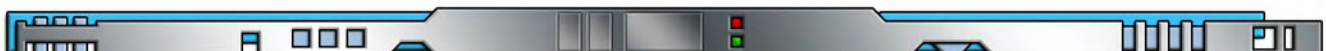
"Lakota" is a Tomahawk-class courier ship owned and operated by a brother and sister team who routinely employ three additional crew members. This class of ship was designed as a fast, multipurpose transport and it has seen considerable success since its launch a few years back. Many captains appreciate the armament, spacious cargo deck, and dedicated vehicle bay. The installed systems emphasize defense over offence, but the turrets and missile launcher can still be very effective in the hands of trained personnel.

A common variant configuration converts the lower deck into passenger cabins – using the extra overhead space for additional life support machinery. Other customizations have converted crew cabins into detainment cells (for prisoner transport or bounty hunting) or refit the forward bay as additional living space.

Lakota was purchased right off the line by Dane and Sioux Spears. With "Tomahawk" being reminiscent of their native-American ancestry, the pair christened the ship "Lakota" in honor of the tribe of their forefathers.

Together the brother and sister run Ravenguard Transport. Originally "Ravenguard Security" was just a planet-side operation doing bodyguard and investigation work in the urban centers of Brahminbaria. The transport side was added after the purchase of the ship. Now the Spears siblings work the space lanes as an armed courier or escort. When more lucrative contracts are scarce, Lakota makes standard cargo runs. The ship's insignia, a raven and shield, is also the corporate logo for Ravenguard Transport.

Dane, who was a pilot in the war, has recently invested in a Stormcrow-class fighter. When launched from the forward bay it can greatly enhance Lakota's available firepower.





Lakota's current crew includes the following:

Sioux "Suzie" Spears (30) – a serious woman who has been through a lot and intends to hold on to what is hers. She and her little brother grew up as orphans in the slums of Brahminbaria's largest port. Both escaped the streets by joining the military, but only Dane completed his training and shipped out to join the war effort. Left behind, Sioux became a bodyguard and security officer, eventually starting her own small company: Ravenguard Security. When her brother returned from the Border Wars, the two invested in a ship and have since been running Ravenguard Transport. Every month is a struggle to meet the mortgage, but both enjoy the independence and adventure that comes with the space lanes.

Dane Spears (28) – a ConFed pilot with a commendable war record. His years in the service have made him an adrenaline junkie, leading to frequent conflict with his sister (who is both more conservative and more stubborn). Anyone who spends time with Dane will quickly realize that he spent a lot of time in the service. His mannerisms and demeanor are as much of a give away as his short haircut and service tattoos. When dealing with clients, Dane presents himself as Lakota's pilot while Sioux handles the business side of things.

Both Sioux and Dane have the features of their Native American ancestry, though they dress in common spacer gear. Sioux braids her long hair while Dane keeps his cut to military specs. Still, there is an unmistakable family resemblance between the two. Though they frequently bicker, their loyalty to each other is absolute.

Kim Lu, Reiko Pasquale, & Bobby Williams (22, 22, 21) – young veterans of the border wars. These three were gunners aboard the C.S.S. Shōkaku: the carrier from which Dane flew during his time in the service. Though only passing acquaintances of the pilot during the war, the trio used this common connection to land the job when they saw Ravenguard Transport was hiring. Kim Lu, who is a certified mechanic, is the only permanent crewmember. She is present on nearly every flight. The other two are only contracted for trips where a full complement of gunners might be warranted.

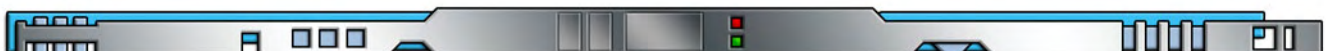
Kim Lu is a petite Asian woman who keeps her hair in top knot and usually dresses in mechanics' fatigues. Perpetually perky and upbeat, she uses humor to deal with stress.

Reiko Pasquale is a heavysset blonde woman – gregarious and uncouth. Of the three, she is the most likely to start a fight. She feels very protective of both of her friends and tends to overreact to perceived insults.

Bobby K. Williams is a young man who saw more than his share of atrocities during the war. With his skinny frame and spectacles he could easily be mistaken for a bookworm or computer geek. His flat personality and surprising cruel streak bespeak the traumas he suffered in the service.

Please modify this material however you desire to fit your game and story. On the interior maps, one square is equal to 5 ft. or its rough equivalent in your system of choice.

The Art directory contains a large image of Lakota's interior. If printed out at 150 dpi, this will yield a miniature-scale map which is 24x36 inches. An oversized printer and additional software may be required in order to do this.



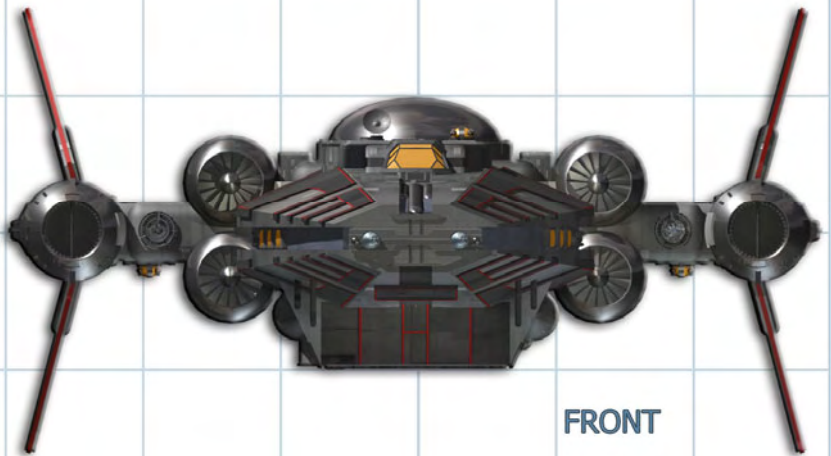
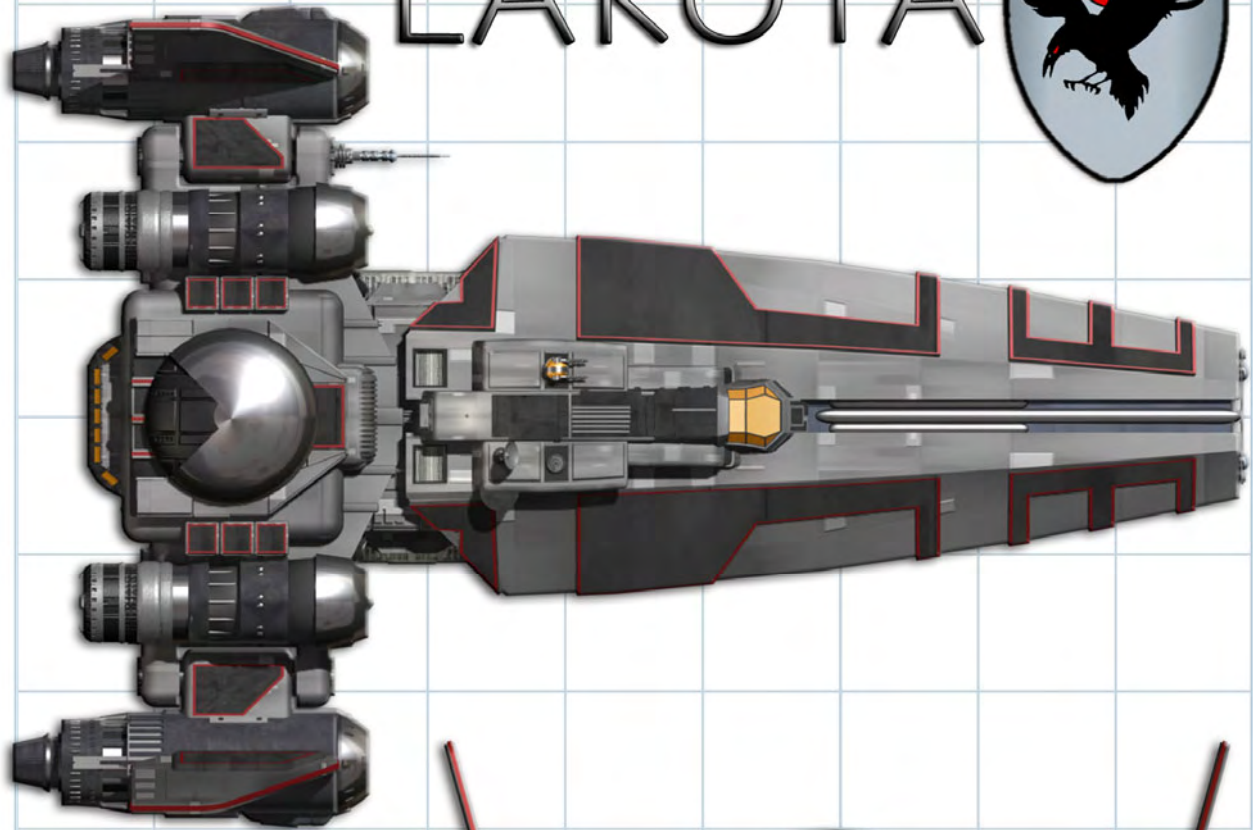


LAKOTA			
Progress Level	7	Size	Colossal (-8 size)
Type	Ultralight	Tactical Speed	4,000 ft. (8 squares)
Subtype	Armed Courier	L x W x H (feet)	195 x 165 x 71
Defense	11	Tonnage	3,100
Flat-footed	7	Targeting Bonus	+3
Autopilot	7	Crew	5 Pilot is “Expert” level (+8) Gunners are “Trained” (+4)
Hardness	30	Passenger Capacity	2
Hit Dice	24d20 (480 hp)	Cargo Capacity	384 register tons in lower bay 100 register tons in forward bay
Initiative	+4	Grapple Mod.	+16
Pilot’s Class Bonus	+5	Base Purchase DC	56
Pilot’s Dex Modifier	+4	Restriction	Restricted (+2)
Gunner’s Attack Bonus	+2	Grappling Systems	Grapplers
Engines	Particle impulse engine, thrusters	Armor	Cerametal
Sensors	Class II sensors, targeting system	Communications	Mass transceiver, Radio transceiver
Defense Systems	Improved autopilot system, decoy drone launcher, improved damage control (2d10), light fortification, magnetic field, point-defense system, particle field, stealth screen		
Weapons	1 mass reaction missile launcher 3 particle beams (range increment 4,000 ft.)		
(Missiles are fired by the Expert pilot, particle beams by Trained gunners.)			
Attacks	1 plasma missile launcher +1 ranged (20d8) and 1 particle beam -8 ranged (12d8) and 1 particle beam -8 ranged (12d8) and 1 particle beam -8 ranged (12d8)		
Attack of Opportunity	Point-defense system +3 ranged (1d12x10)		



TOP

LAKOTA



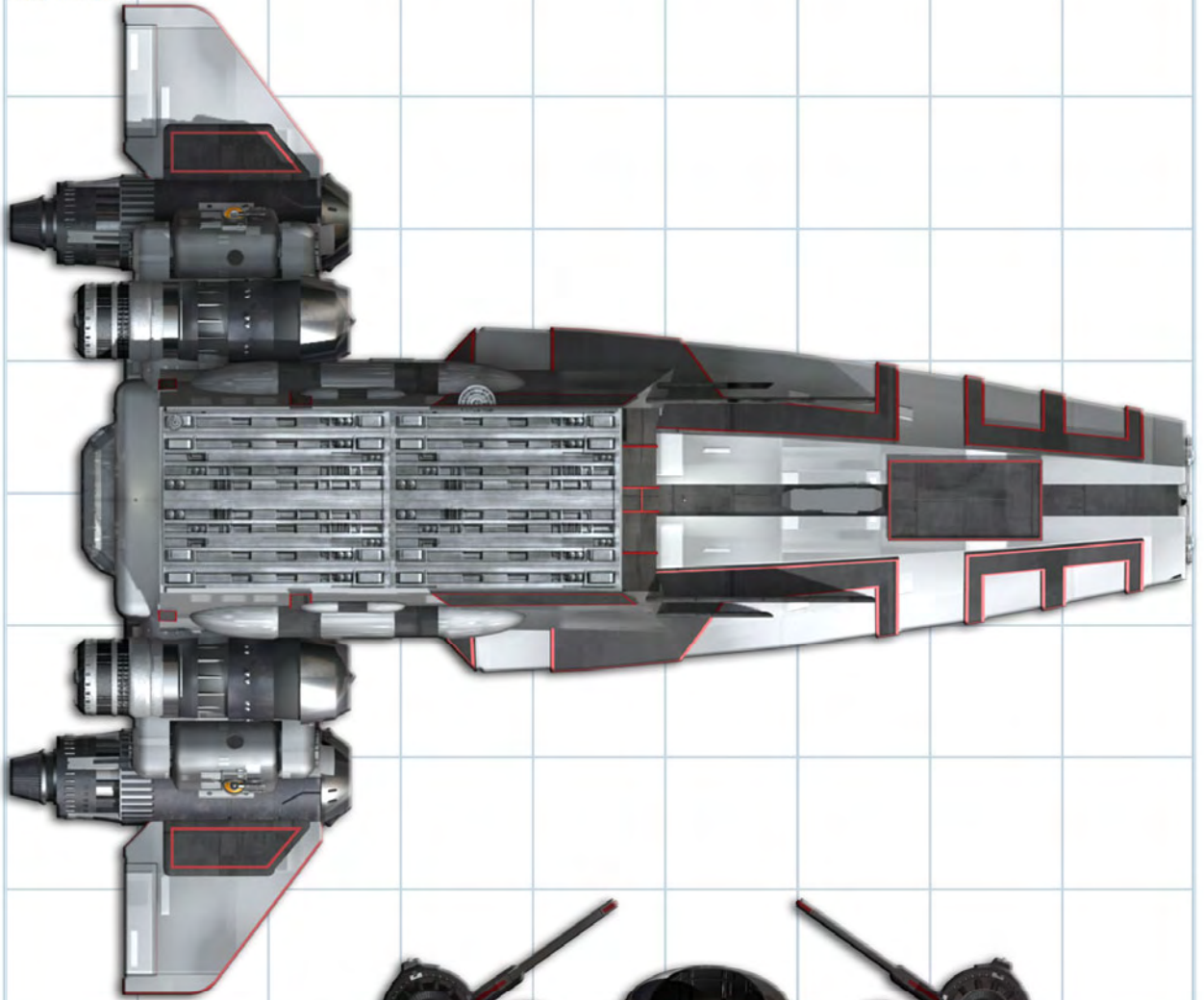
FRONT

SIDE



— 20 ft. —

BOTTOM



REAR



SIDE

WINGS FULLY RAISED

— 20 ft. —



Interior Areas

Lakota is comprised of three decks. The uppermost is the smallest – holding only the bridge and operations room. The main living area is the middle deck. The lower deck is a single large bay used for cargo or small craft. These areas are detailed in the following section and labeled on the interior map.

Upper Deck

Bridge

The cockpit has seats for a pilot and co-pilot and a good field of view to the front and sides of the ship. The rear area of the bridge contains engineering readouts and additional shield controls. A single pilot can handle the ship though an additional crew member (either her or in operations) is a big help – especially in “stressful” situations. In addition to this, up to three gunners can be employed to man the turrets.

A hatch in the floor opens above the hallway between the crew quarters. An automated ladder folds down when the hatch opens – allowing easy access to the deck below but keeping the hallway free of obstruction when not needed.

Operations

The operations area has three stations. Two of these are gunnery stations slaved to the lateral turrets (which double as point-defense guns). Those two guns can be operated either from this location or from within the turrets themselves. The third station in this room is the primary computer interface. It handles sensors, communications, and data-centric operations. The ship's computer system is a basic model. It is not an artificial intelligence and does not have an identity or voice interface of any sort.

The two closets contain general parts and supplies plus half a dozen plasma pistols. From this deck, a narrow spiral staircase leads down to the main deck. A lift also leads downwards from the operations area (for wheeled bots).

Dorsal Turret Access

Lakota's third turret is mounted directly above this room and can only be operated manually from within. A ladder on the port side of the room leads up to this cramped space. Opposite is another ladder leading upwards. This one exits the ship through a standard boarding hatch.

Main Deck

Forward Bay

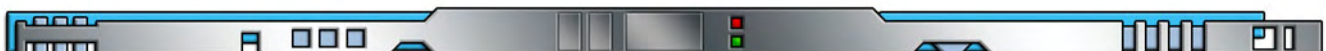
A large part of the floor of this large chamber can open up, either as a ramp or a set of bay doors. An automated rehinging system allows for this versatility and it takes less than a minute for the mechanism to switch between the two methods of operations.

This area was designed as a vehicle bay. Generally, if a space-launching vehicle is carried, then the doors are kept in bomb bay mode (split down the middle with hinges on either side). If a ground vehicle is carried, then ramp mode is used (hinging at the back, with no split). Magnetic and physical couplings in the floor can secure a craft to the ramp while it is raised or lowered. For people to exit while the ship is landed the exit should be in ramp mode.

Lakota has been equipped with a service boom that can attach to, and suspend, a Sparrowhawk or Stormcrow-class fighter. This allows the ramp to be used planetside even when a fighter is in the bay. The small craft can be raised up enough for people to enter via the ramp without having to duck. The boom also has built-in fuel and computer couplings to assist with servicing and diagnostics.

The forward end of the bay includes a backup weapon station for the missile & decoy launchers housed in the nose of the ship (these are usually under direct control of the pilot or copilot). There are also diagnostic displays for the sensors housed here.

If used for cargo, this bay has a capacity of roughly 100 tons.





Crew Cabins

There are six cabins aboard a Tomahawk-class courier in its default configuration. On Lakota five of these are used by the crew, with each crewmember having their own private cabin. The most luxurious cabin – containing a queen-sized bed and the newest furnishings – is set aside for the rare passenger taken aboard.

On other ships, it is not uncommon for the crew to share cabins with double bunk beds. This typically allows for three cabins to be used for passengers.

Workroom / Medical

As is common on ships of this class, the sick-bay is a small room just big enough for a single examination chair (which folds down into an operating table) and room to work. As usual, it doubles as both an examination room and operation theater. This particular medical facility serves double duty as a tech workroom. Those drawers and cabinets not containing medical supplies are filled with circuit boards, spare mechanical parts, and power tools.

Restrooms

The foyer is a common area for crew and passengers. From here stairs lead up to the operations room and down to the hangar bay. There are two toilet stalls and a shower stall (all completely enclosed and nearly soundproof) here, as well as a pair of sinks. Along the starboard wall is a long counter top with cabinets beneath. These contain restroom and cleaning supplies.

Air Lock

The primary entrance to Lakota is through the airlocks on either side of this chamber. Each lock has a trio of storage closets for vacuum suits and other mission gear. The floors of these areas slope downwards towards the exit doors. When the ship is landed, a ramp can be extended from the doors down to the ground.

Lounge

This spacious common room contains a small kitchenette, a sunken dining area, and a lounge space in between. Though both the port and starboard walls are taken up with hatches and access points for the escape pods and engineering rooms, there is an excellent view to the stern of the ship. The large dining table is positioned to take advantage of the view. There are food lockers at the forward end of the room and cabinets with entertainment supplies at the aft end.

Because of the lack of usable wall space, the lounge has a holo projection table positioned in front of the couch. This multi-media center can project 3D images above the table and also has a rise-up video panel. The unit is tied into the ships computer and communication systems as well.

A lift near the kitchenette leads down to the lower deck, as does a hatch (with a ladder beneath) near the back of the room. The stair can fold down into a ramp to allow wheeled access to the lounge area. This is true of all the non-spiral stairs onboard Lakota as the ship is designed to facilitate the use of wheeled bots and cargo palettes.

Escape Pods

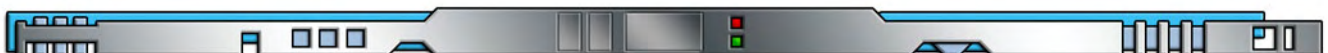
A total of six escape pods are onboard Lakota, with each capable of carrying two passengers. They are accessed through hatches in the lounge area and launch out the top of the ship.

Engineering

There is a nearly identical engineering room on either side of the aft end of the ship. These rooms are sandwiched between the engines and so do not have much headroom in the central part. They do have a good set of controls and diagnostics, as well as direct access to the engines. Crawlways lead to the wing-mounted turrets.

Side Turret Access

The wing turrets, while accessible, are tough to get too and only accessible when the wings are in flight mode (at zero degrees angle). Because of this, they are often operated remotely from the gunnery stations behind the bridge.





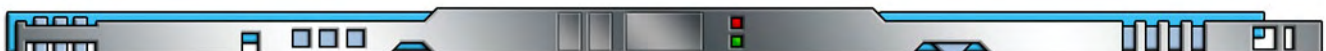
Lower Deck

The lowest deck is a single large chamber. At 75x32x16 feet it has a volume of 384 displacement tons and is suitable for use as either a cargo bay or a hangar. There are magnetic couplings and physical tie downs for cargo, as well as refueling and servicing points for small craft. Aside from the steep spiral stairway, there is also a lift and a ladder that lead from this deck up to the main deck. A hatch is set into the ceiling at the top of the ladder. A similar hatch is set into the floor. It exits out the bottom of the ship.

There is a panel in the ceiling which slides shut over the lift hole. A similar mechanism can seal off the stairs when needed – thus isolating this area in the event of decompression. The large forward and rear doorways (which open into space) have docking bay shield generators installed. These allow spacecraft to enter and exit while the hangar retains atmosphere.

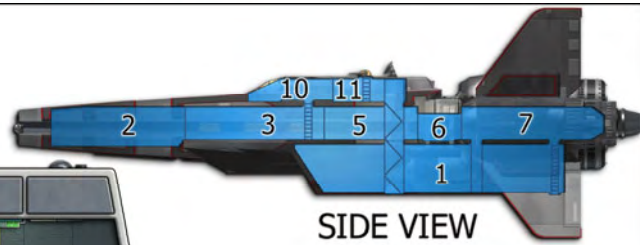
The cargo doors at the front and rear end of the lower deck roll up into the ceiling when opened. Each also has a smaller (human sized) door set in the bottom center. This “Judas Gate” slides open and allows a person to enter without having to open the entire cargo door.

If required, this deck can (just barely) hold four standard HMT 337 cargo containers. They have to use the aft door though since the forward one is not tall enough.

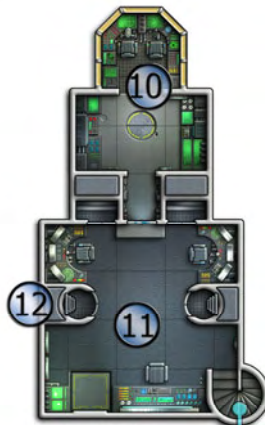


LAKOTA

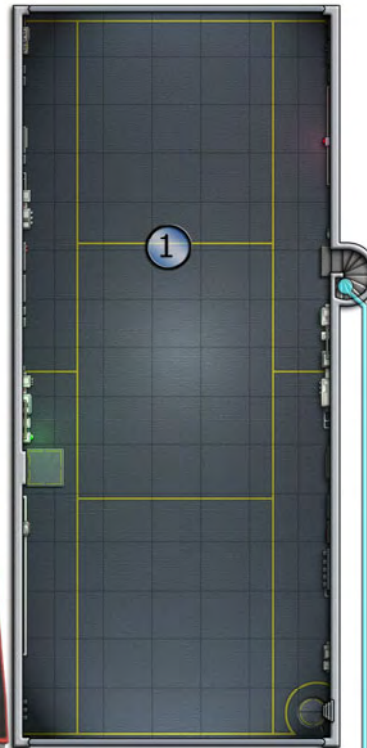
1. Hanger Bay
2. Forward Bay
3. Crew Cabins
4. Workroom / Medical
5. Restrooms
6. Air Lock
7. Lounge
8. Escape Pods
9. Engineering
10. Bridge
11. Operations
12. Turret Access



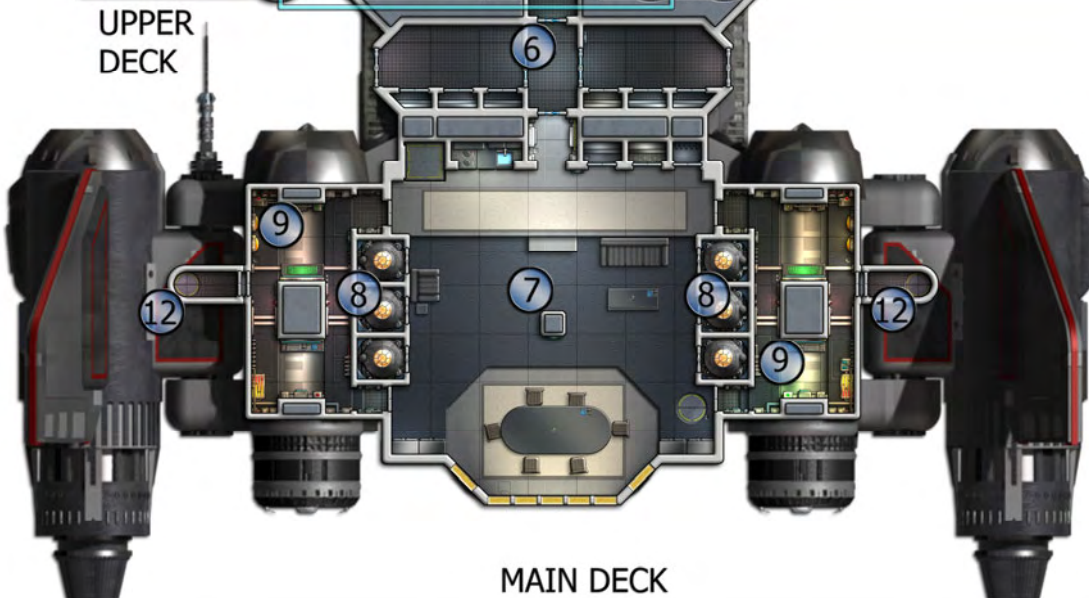
SIDE VIEW



UPPER DECK



LOWER DECK



MAIN DECK



Crew

Dane & Sioux Spears ("Expert" Crew)

Smart Ordinary 4 / Fast Ordinary 3

CR 7; human; HD 4d6+4 plus 3d8+3; HP 35; Mas 12; Init +4; Spd 30 ft; Defense 19, touch 19, flatfooted 15 (+4 Dex, +5 class); BAB +4; Grap +4; Atk +5 melee (1d3+1, unarmed), or +8 ranged (2d10, Plasma Pistol); AL none;
SV Fort +2, Ref +7, Will +5; AP 3; Rep +3;
Str 13, Dex 18, Con 12, Int 12, Wis 14, Cha 11

Occupation: Military (Navigate, Pilot)

Skills: Computer Use +8, Craft (Electronic) +8, Craft (Mechanical) +8, Craft (Structural) +8, Drive +8, Knowledge (Tactics) +8, Knowledge (Physical Sciences) +8, Knowledge (Technology) +8, Navigate +8, Pilot +8, Profession (Military) +8, Repair +8, Tumble +8

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

Possessions: Plasma Pistol; Wealth +9

*Instead of Armor Proficiency (Light), Sioux has Iron Will, putting her Will save at +7 total.

Kim Lu, Reiko Pasquale, & Bobby Williams ("Trained" Crew)

Smart Ordinary 1 / Dedicated Ordinary 2

CR 3; human; HD 1d6+2d6; HP 11; Mas 10; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12 (+2 Dex, +2 class); BAB +1; Grap +1; Atk +1 melee (1d3, unarmed), or +3 ranged (2d10, Plasma Pistol); AL none;
SV Fort +2, Ref +2, Will +3; AP 1; Rep +2;
Str 10, Dex 14, Con 10, Int 12, Wis 11, Cha 10

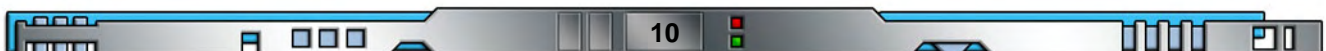
Occupation: Military (Pilot, Navigate)

Skills: Computer Use +4, Craft (Electronic) +5, Craft (Mechanical) +4, Craft (Structural) +4, Knowledge (Physical Sciences) +4, Knowledge (Popular Culture) +4, Knowledge (Tactics) +4, Knowledge (Technology) +4, Navigate +4, Pilot +4, Profession +4, Repair +4, Research +4, Spot +4, Treat Injury +4

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

Possessions: Plasma Pistol; Wealth +7

*Instead of Armor Proficiency (Light), Kim Lu has "Gearhead", putting her Use Computer and Repair skills at +6 total.



Additional Information

Wing Configuration

An interesting design feature of the Tomahawk-class is the adjustable wing position. In flight mode the wings are typically kept in their default position. This is inline with the wing supports with zero degrees of angle. To land the wings are rotated up 28 degrees. In this configuration, the lower wing tips will be exactly at ground level, granting stability while keeping the wings from bearing the full weight of the ship.

When in combat, the wings are rotated to 70 degrees (the furthest up they can go). In this attack position the lateral turrets have a good field of fire to either side of the ship as well as forward and backwards. When in flight mode the lower pane of the wings block the turret's view to either side.

While engine output is the same regardless of configuration, the field generators and ship dynamics optimize efficiency and stability while in flight mode and emphasize speed and maneuverability when the wings are in attack position.

Note that the lateral (side) turrets can only be accessed when the wings are in flight mode, so gunners must get into place before the wings are rotated into attack position. This is one of the main reasons for the redundant gunnery stations in the operations room.

Stormcrow

The Stormcrow-class fighter is essentially a "Sparrowhawk Mark 2". Advances in technology have allowed for a reduction in engine size without a loss of thrust. Additional wing support and some minor hull redesign lend greater stability and increased durability while the new magnetic shield array offers increased protection. The missiles carried by the former design have been removed and replaced with an additional set of guns. Additionally, a repeating plasma gun set has been added to the nose of the craft. Though not very effective against space craft, it is useful for strafing runs against personnel and ground targets.



FLIGHT MODE



LANDING CONFIGURATION

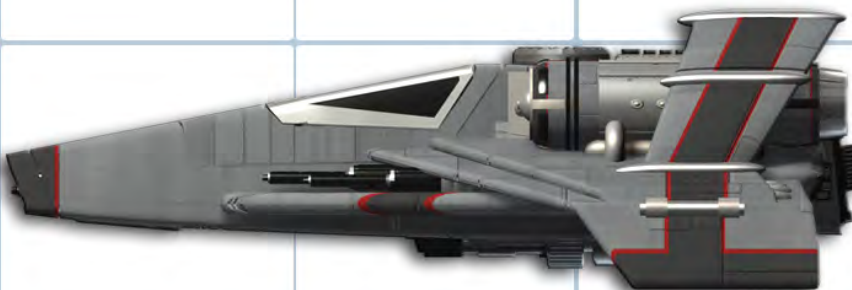


ATTACK POSITION

Like the Sparrowhawk, the Stormcrow is designed for bottom-opening hangars and 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. A Stormcrow 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.

STORMCROW			
Progress Level	7	Size	Huge (-2 Size)
Type	Ultralight	Tactical Speed	4,000 ft. (8 squares)
Subtype	Fighter	L x W x H	15 x 13 x 5
Defense	17	Tonnage	1.6
Flat-footed	13	Targeting Bonus	+3
Autopilot	8	Crew	1 Expert (+8)
Hardness	30	Passenger Capacity	0
Hit Dice	7d20 (140 hp)	Cargo Capacity	30 lbs.
Initiative	+4	Grapple Modifier	+8
Pilot's Class Bonus	+5	Base Purchase DC	44
Pilot's Dex Modifier	+4	Restriction	Military (+3)
Gunner's Attack Bonus	+4	Grappling Systems	none
Engines	Induction engine and thrusters	Armor	Cerametal
Sensors	Class V sensors, Improved targeting system	Communications	Mass transceiver
Defense Systems	Magnetic field, particle field		
Weapons	2 fire linked lasers (range increment 3,000 ft) 1 plasma rifle (range increment 80 ft)		
NB: Each pair of guns on the ship is represented, in game terms, by a single weapon.			
Attacks	2 fire linked lasers +5 ranged (9d8) or 1 plasma rifle +5 ranged (3d10)		
Attack of Opportunity	none		

STORMCROW



5 ft

Variants

Passenger Transport

Perhaps the most common Tomahawk variant is one which replaces the lower bay with a passenger deck. This adds rooms and facilities for a dozen passengers in a mix of single, double, and couples cabins.

The forward end of the deck has additional toilet and shower stalls. The aft end is a cargo area for luggage and supplies. There are a couple of closets near the service lift. These hold bedding and additional cleaning supplies. A video lounge is set up in the open space where the stairs lead up to the main deck.

While the forward and aft cargo doors are still fully operational in this variant, the postern door on the forward end is used far more than the whole edifice. This is because a wall has been built just inside – blocking all but the area directly inside the postern entrance.

Note that the rooms on this level have normal ceiling heights because the extra overhead space is filled with additional life support systems. Note also that there are no escape pods or life boats for passengers, though sometimes a shuttle (commonly a Brahma variant) is carried in the forward bay.



Bounty Hunter

Another less common customization is to trade out three of the crew cabins (in the middle of the main deck) for a set of prisoner transport cells. This bounty-hunter variant can comfortably carry 4 prisoners. There is also a solitary confinement cell with room for a single occupant. Fake, opaque windows are installed on the outside of the ship, making it impossible to tell if a given ship contains cells or normal cabins.

This variant can still support six crew members by turning one cabin into a cramped barracks with four bunks. The usual crew load would be a captain and co-pilot, plus four guards who are also trained in ship's gunnery.

NB: A blank map page for the forward bay is provided to allow for further customization.



Escape Pods

There are six escape pods accessible from the lounge. These Niagara 2 pods are small, two person vehicles designed for a long stay and single reentry & landing. As with the previous design, the pod has no piloting controls and operates automatically using data from the ship's main computer at the time of launch.

Though the exterior is the same size as the Niagra1 single person pod, this version squeezes two seats inside. The passengers are face to face with their knees almost touching. A single person can survive up to 6 days inside one of these pods. With two people, this time is reduced to 3 (very uncomfortable) days.

The interior of the pod is not mapped out as it contains nothing more than two well padded chairs (with five-point harness and built-in toilet) and basic controls for the comm and sensors.

There is a door-like hatch in the side of the pod and a round hatch in the bottom. The top end of the escape pod serves as a window.



NIAGARA 2 Escape Pod			
PL	5	Size	Medium (+0 size)
Type	Ultralight	Speed	1,500 ft. (3 squares)
Subtype	Escape Pod	L x W x H (ft)	7 x 5 x 5
Defense	10 (Flat 10, Autopilot 10)	Tonnage	1.2
Hardness	20	Targeting	+0
Hit Dice	3d20 (60 hp)	Crew	0
Initiative	+0	Passengers	2
Pilot's Class	+0	Cargo	10 lbs
Pilot's Dex	+0	Grapple	+0 (no grappling system)
Gunner	+0	Base Pur DC	27 Licensed (+1)
Engines	Maneuvering jets	Armor	Alloy Plating
Sensors	Class I	Comm	Radio transceiver with distress beacon
Defensive Systems	Autopilot system		
Weapons	none		
AoO	none		

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