FUTURE ÂRMÂDÂ

DELUXE STARSHIP DESIGNS

PHOENIX

SALVAGED KESTREL-CLASS

OGL SCI-FI

Future Armada: Phoenix

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Overview

The ship now known as "Phoenix" spent the great majority of its life as the luxury yacht of a Tohoku nobleman. It saw several races and a handful of honor duel against other would-be star samurai. In the last of these, a chance hit ruptured a plasma conduit and completely disabled all power systems. Unable to vent atmosphere, the ship's interior was engulfed in flames. The scorched derelict was consigned to the Kushiro scrap yards.

The foreman at the yard recognized the quality of the Kestrel-class and intercepted the ship before it could be fully dismantled. As a side project, he and his team spent months repairing and refurbishing the craft with available parts and military surplus gear. The interior was gutted and rebuilt with an open deck plan – large areas of space that could be used for a variety of purposes. Systems were replaced and in some cases upgraded from the original.

The goal through all of this was to produce a rugged ship that could take on a variety of jobs, but at a minimal cost. The result is not pretty but it is effective. Phoenix, risen from the flames, is a tough ship. She can carry a fair amount of cargo, especially if the hangar bays are also employed for storage. More likely though, at least one of the bays will be occupied with a military grade fighter craft (itself rescued from the scrap heap).

One of the missile launchers has been replaced with a Neutronium mass cannon. This and the fighter craft make Phoenix well suited to combat missions and so an extra medical station was added to tend potential casualties. A pair of 4-seater life boats were also added as the original design lacked escape pods of any sort. There are bunks for six crew members on board. It takes three to comfortably run the ship.

PHOENIX

Progress Level	7	**Size**	Colossal (-8 size)
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Special Operations	**L x W x H (feet)**	175 x 116 x 32
Defense	11	**Tonnage**	2,510
Flat-footed	7	**Targeting Bonus**	+5
Autopilot	7	**Crew**	6 Expert (+8)
Hardness	40	**Passenger Capacity**	2
Hit Dice	21d20 (420 hp)	**Cargo Capacity**	200 register tons +150 per fighter bay
Initiative	+6	**Grapple Mod.**	+16
Pilot's Class Bonus	+5	**Base Purchase DC**	55
Pilot's Dex Modifier	+4	**Restriction**	Restricted (+2)
Gunner's Attack Bonus	+7	**Grappling Systems**	none
Engines	Particle impulse engine, thrusters	**Armor**	Deflective
Sensors	Class V sensors, improved targeting system	**Communications**	Mass transceiver, Radio transceiver

Defense Systems	Improved autopilot system, magnetic field, point-defense system, particle field
Weapons	2 fire-linked plasma cannons (range increment 3,000 ft.) 1 plasma missile launcher 1 mass cannon

Attacks	2 fire-linked plasma cannons +4 ranged (14d8) and 1 plasma missile launcher -1 ranged (18d8) 1 mass cannon -1 ranged (24d8)
Attack of Opportunity	Point-defense system +5 ranged (1d12x10)

PHOENIX
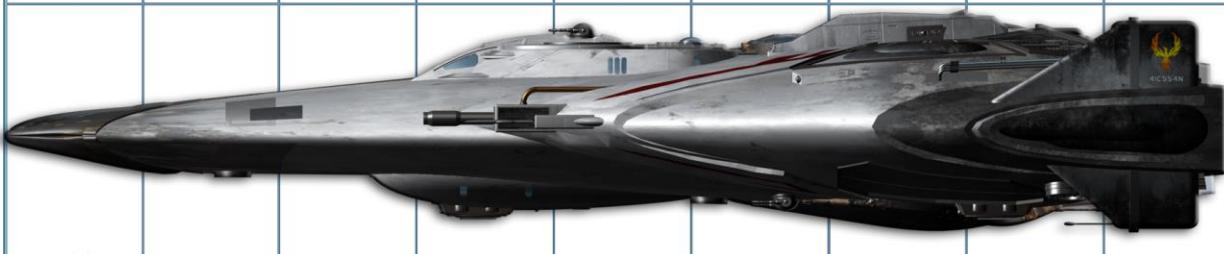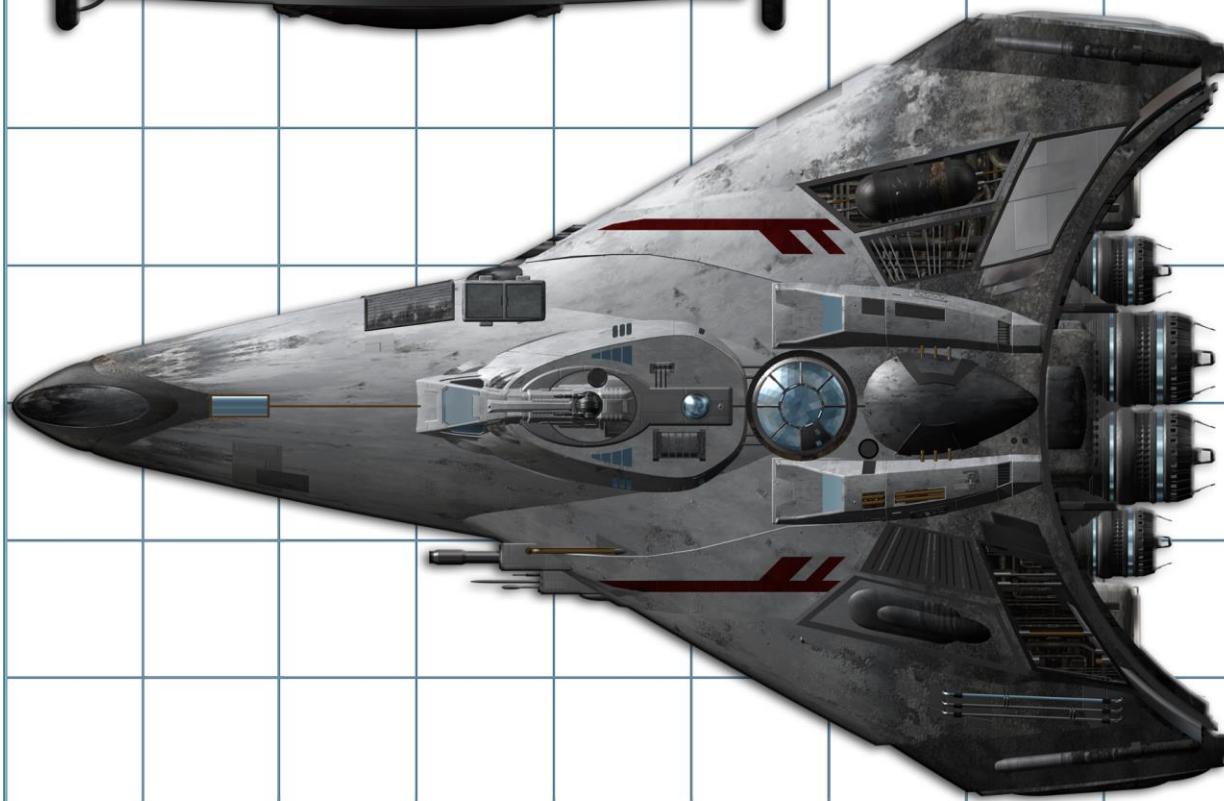
Interior Areas

Phoenix has one main deck with a small bridge deck above and an airlock with exit ramp below. These areas are detailed in the following section and labeled on the interior map.

Upper Deck

Bridge

The bridge is situated above the main deck, allowing for a good field of view across the top of the ship. There are three crew stations on the flight deck though only the pilot is absolutely necessary. The other two seats are provided for a computer systems operator (which covers sensors and communications) and ships systems engineer (covering everything else).

All of the ship's weapon systems can be targeted and fired from the bridge, though each also has local controls for when dedicated gunners are available.

Cabins

What used to be the nobleman's office has been divided into a pair of cabins. Each has a closet, but little else in the way of amenities. Of course, given that the remaining four bunks on the ship share a common room, these two cabins are the "luxury" accommodations onboard Phoenix and will be occupied either by the captain and pilot, or any passengers desperate enough to book passage.

Deck Access

In between the bridge and cabins are the stairs going down to the main deck. There is also a ladder leading up to the dorsal turret (via a hatch in the roof) and a doorway leading into the access tube which runs vertically through the ship. External exit hatches are at the top and bottom of this three-story tube and a ladder runs its length. The entire tube can serve as an air lock, and the gravity is usually set low to make for easier traversal.

Main Deck

Dining Area

In the center of this slightly raised area is a large metal dining table surrounded by six chairs. The front wall of the lounge used to hold an expensive video screen, but is now bare except for the supports and trailing wires. The floor is covered by a stained and threadbare rug.

Crew Bunks

Though there is no privacy, and no way to shut out the light and noise of this common area, this is where the majority of the crew is expected to sleep.

A pair of bunk beds line either wall. There are some storage drawers beneath the lower bunk. Other personal effects are stored in the lockers nearby and in the cargo bay. If the drawers were removed and the bunks shifted up slightly, a third pallet could be placed on the floor – allowing for an addition crewmember (both here and on the other side of the room).

Galley

The starboard side of this area holds a cheap food preparation unit. The installation rehydrates and heats up military-grade rations from its internal stores. It also makes a feeble attempt to clean and processes the meal trays for reuse. The port side has a small sink and beverage station, as well as cupboards stocked with more food items.

Cargo Bay

This large room is usually empty except for some equipment lockers along the port wall and a pair of large escape pods (or small life boats) along the starboard. A large, sliding door allows for cargo loading from the exterior of the ship – though an external ramp or lift is needed as the door opens a dozen feet above the ground.

When activated, the escape pods can either exit through the cargo door or through emergency hatches set in the ceiling directly above them. The cargo door option is smoother but slower and may result in loss of atmosphere. The roof hatches have atmospheric containment fields

and are only open briefly as the pods are jettisoned. The magnetic rails in the floor are used for loading the pods onto the ship, regardless of how they later exit.

At the aft end of the room are stairs leading to the upper (bridge) level and a pair of restrooms – one with a shower. The center section of the floor is a ramp which, when lowered, leads down into the airlock on the lower deck. From there a second ramp leads to the ground.

Aft Area

The back part of the main deck is a single large chamber with the two fighter bays attached. The recreation area, medical bay, and engineering all share this room.

The central part of the chamber has a very high ceiling (more like a wide shaft running up through the engine), with a transparent, octagonal dome overhead. This provides a nice view of the space above the ship and includes an emergency bulkhead to seal off the weak point during combat.

The T-shaped walkway (a step higher than the surrounding floor) has a hatch slightly to port of center. This leads down a short ladder to the ventral turret. Targeting stations on either side of the room are tied to the missile launcher and mass cannon. All of these weapon systems can be operated from the bridge if needed, but can benefit from a dedicated gunner as well.

Recreation Area

A weight bench and punching bag have been set up here. A rack on the wall holds some free weights and exercise mats cover the bare metal of the floor. The counter and cupboards along the port wall are a work area and small machine shop – mainly used for minor repairs and weapon maintenance. The pair of large cabinets along the aft wall are small arms lockers.

Medical Bay

The repair crew got lucky when a medical frigate was slated to be demolished and so the Phoenix medical bay is well equipped and fully stocked. A second medical table was added, though the rejuvenation chamber was not salvageable (and too expensive to replace).

Engineering

The back half of the large chamber is the engineering area. The reactor pre-ignition core has been replaced with an older, but more powerful model – though it also takes up more room. To either side a pair a grav turbines have been added as well. While impressive looking, they are simply replacements for the original (much smaller) equipment that used to be housed out of sight between decks.

In the alcove where the core intersects the aft wall there are three hatches (one in each wall) which lead into the machinery. Those (unmapped) crawlspaces do not maintain atmosphere and require protective gear for entry. The lockers near medical hold a couple of skin-tight, radiation-shielded vacc-suits in addition to a variety of mechanic's tools.

Fighter Bays

The original owner had paid for an extensive customization of Kestrel-class cargo bay – installing retractable bay doors into the floor and bottom of the ship. All the scrap yard crew did was repair the mechanisms and find a surplus fighter small enough to use these existing doors.

What they procured was a damaged Serena-class fighter. It is the perfect size for the bay doors set into the floor but is too wide to use the air lock doors in the aft end of the room. This means that the fighter cannot exit (or enter) Phoenix when the ship sitting on the ground. The future owners may want to invest in a Comet or other anti-grav craft small enough to use both means of egress. Still, the additional speed and firepower added by a military grade fighter may be worth the inconvenience to many.

The storage closet on the side of each bay is filled with tools and parts used in maintaining and repairing the small craft. On the other side of the room are power and fuel couplings. There is an air lock at the aft end of the bay. It opens out 12 feet in the air when the ship is landed planet side. A retractable ramp is used to cover the distance to the ground.

If not housing a fighter, each of these bays can instead add 150 tons of cargo space to Phoenix.

Lower Deck

The teardrop-shaped lower deck is a single chamber. From here a ramp in the curved forward floor leads down to the ground and another in the ceiling leads up to the main deck. Both of these ramps can be operated independently. Narrow windows look out on either side of the long, low-ceilinged room. Between the windows lockers contain vacuum suits and related equipment.

This chamber serves as a large airlock and also allows entry to the access tube which leads up, past the main deck, to the bridge deck (and then out onto the dorsal surface of the hull).

On the map, the shaded area at the front of the chamber is where the floor curves upwards to meet the ceiling. The ramp surface itself flattens out when lowered – providing a constant slope. The raised floor along either wall (parallel to the windows) is just a step higher than the lower part of the floor. Again this is to compensate for the rounded exterior hull.

The ramp in the ceiling lowers down within the center rectangle marked on the floor with dashed yellow lines. The low end of the ramp is towards the front, making it easy to continue on down to the ground. When coming back up, it is possible to continue up to the main deck or step around the ramp into the back part of the air lock. This would usually be done in order to access the computer terminal back there, or to take the access tube up to the bridge (with the low gravity inside the tube making it a quicker trip than going on up the ramp and stairs).

If atmosphere changing is required, then the crew must wait here while the lower ramp closes and the airlock cycles. After that, the upper ramp will descend to allow access to the cargo bay above.

The map below shows the deck layout for the ship and the location of ramps, ladders, and stairs – as well as landing gear. The numbers correspond with those on the internal map on the following page

PHOENIX

MAIN DECK

4. Dining Area
5. Crew Bunks
6. Galley
7. Cargo Bay
8. Escape Pods
9. Restroom
10. Weapon Lockers
11. Recreation Area
12. Medical Bay
13. Engineering
14. Fighter Bay

LOWER DECK

15. Air Lock
16. Exit Ramp

● turret access

UPPER DECK

1. Bridge
2. Deck Access
3. Cabins
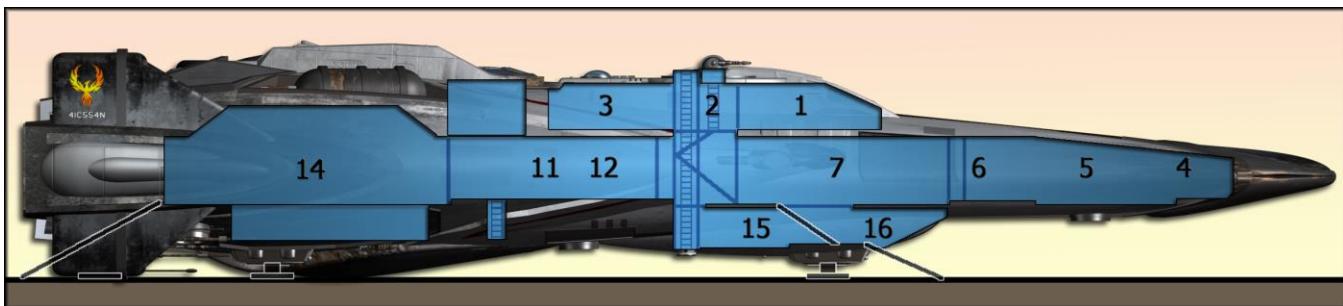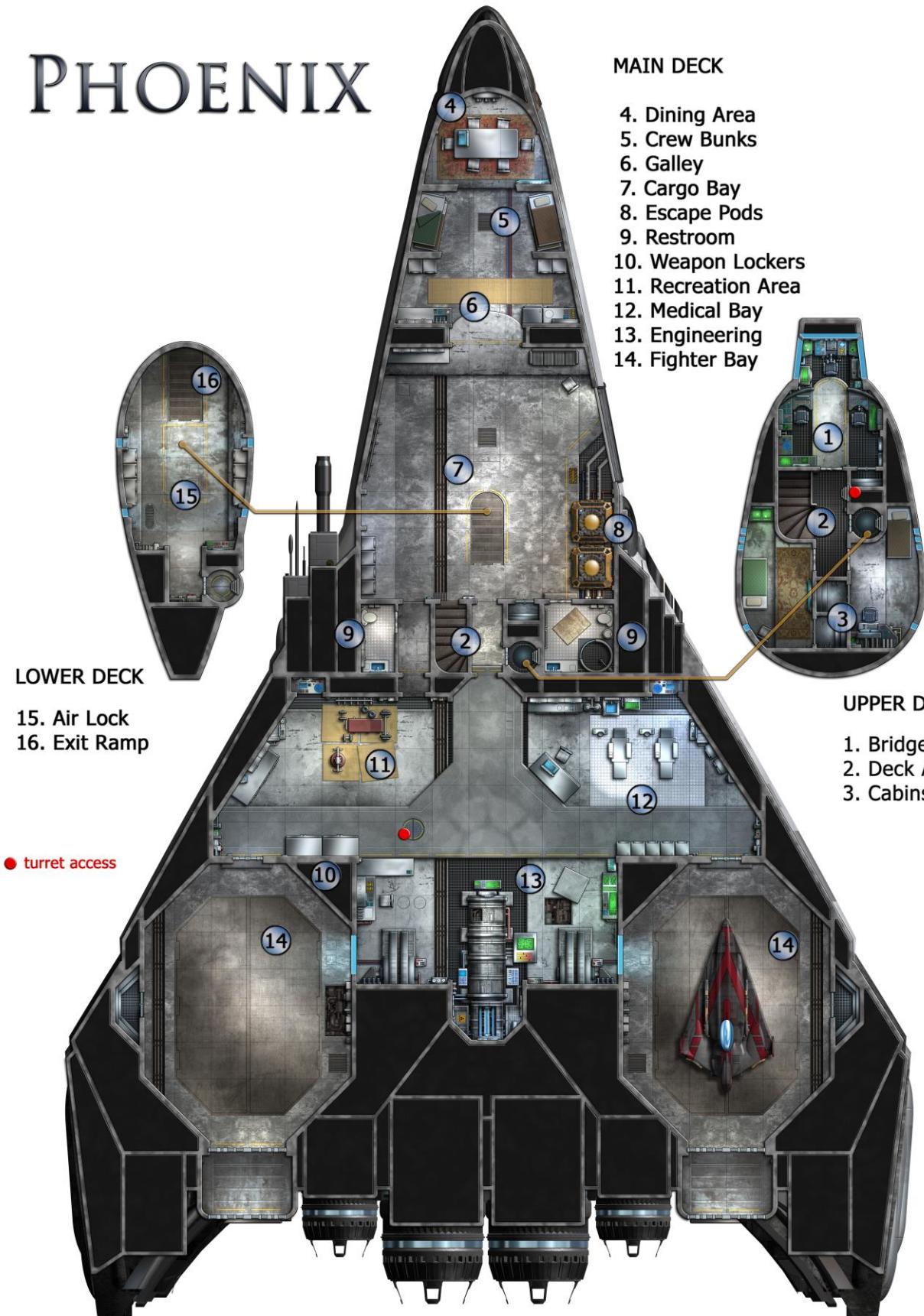
Crew

Below are statistics for a typical "expert" level crew member. Since Phoenix is currently unowned, this is just an example of a potential buyer.

Expert Crew

Smart Ordinary 4 / Fast Ordinary 3

CR 7; human; HD 4d6 plus 3d8; HP 28; Mas 10; Init +4; Spd 30 ft; Defense 22, touch 19, flatfooted 18 (+4 Dex, +5 class, +3 equipment); BAB +4; Grap +4; Atk +4 melee (1d3, unarmed), or +8 ranged (2d8, Laser Pistol); AL ConFed;
SV Fort +2, Ref +7, Will +3; AP 3; Rep +3;
Str 10, Dex 18, Con 10, Int 12, Wis 11, Cha 10

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 Operations (Mediumweight), Starship Operations (Ultralight), Zero-G Training

Possessions: Light Combat Armor, Laser Pistol; Wealth +6

Additional Information

Quad-capacity biopod, type 1

Typically designated as "Qb's" (pronounced "cubes") these rather outdated, miniature life boats contain four seats and can keep four people alive for four days. Food, water, and emergency supplies are stored under the seats. The pods are capable of a single planet-fall (using grav induction thrusters for breaking) and will float in water. They have the usual emergency beacons and distress radios. Trajectories and destinations are determined by the parent vessel at time of launch and cannot be altered.

Serena-class Fighter

Phoenix carriers a military surplus Serena class fighter. Small even for a fighter, this common craft is popular on military ships where hangar space is at a premium. While it employs the latest induction engine and mass transceiver technologies, its small size means that it cannot mount any weapons more devastating than lasers. Still, it is a very good ship for its tonnage. This particular ship was heavily damaged but has been repaired and repainted, and is now nearly back up to spec.

TOP

FRONT

SIDE
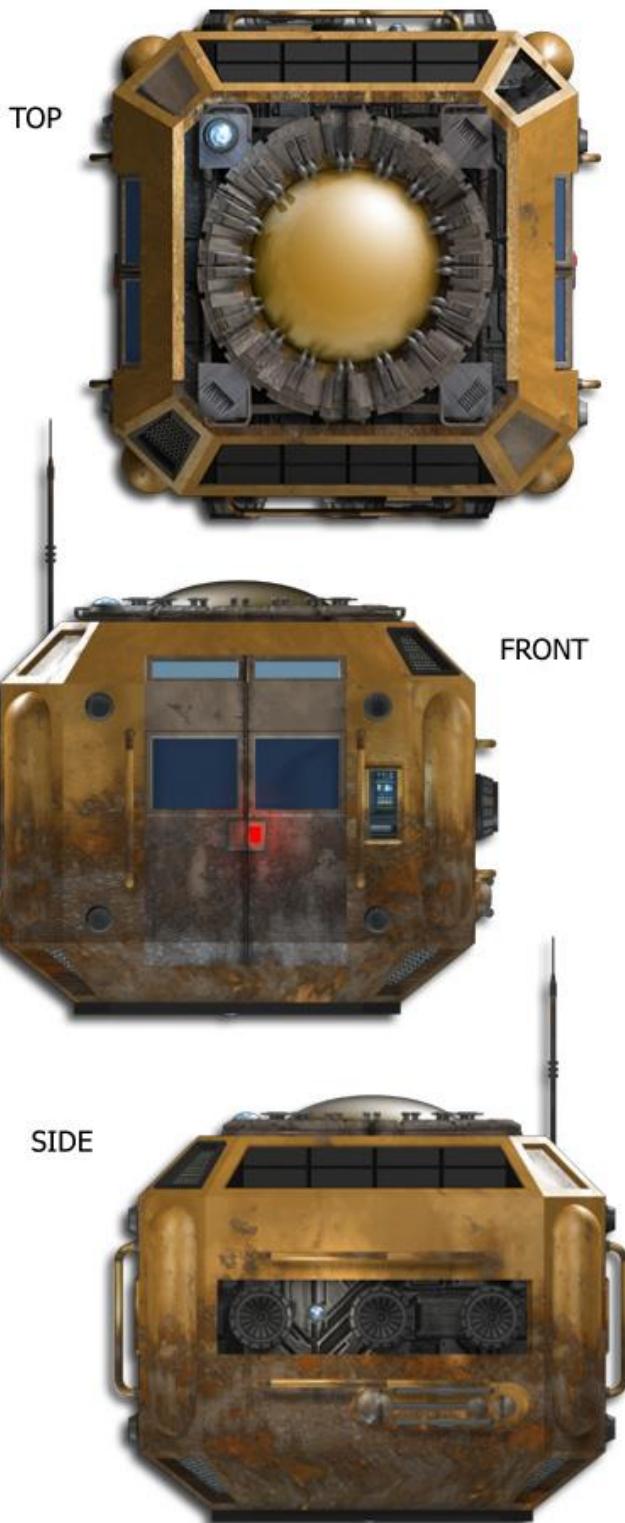
SERENA

Progress Level	7	**Size**	Huge (-2 Size)
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Fighter	**L x W x H**	23 x 13 x 5
Defense	17	**Tonnage**	4.6
Flat-footed	13	**Targeting Bonus**	+3
Autopilot	8	**Crew**	1 Expert (+8)
Hardness	30	**Passenger Capacity**	0
Hit Dice	6d20 (110 hp)	**Cargo Capacity**	50 lbs.
Initiative	+6	**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	**Armor**	Cerametal
Sensors	Class V sensors, Improved targeting system	**Communications**	Mass transceiver

Expert crew	
Defense Systems	Magnetic field, particle field
Weapons	2 fire-linked lasers (range increment 3,000 ft)
Attacks	2 fire-linked lasers +5 ranged (9d8)
Attack of Opportunity	none

SERENA

5 ft

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