

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



REDUX BETA VARIANT DESIGNS

20

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

OGL
SCI-FI

Future Armada: Redux Beta

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This, the final issue of Future Armada, presents three new additions to the Future Armada universe. Each ship is a variant of an existing design, built with a new role in mind. Some material is reused from previous issues, but put together in a new way to fulfill a new purpose.

- The first ship presented is *Telemon* – a variant of the Ajax design, which is itself a reworking of *MisFortune*. Where Ajax relied on customized cargo containers to fulfill vital roles, *Telemon* provides dedicated space for crew quarters and other necessities. A version with cargo bays rather than containers is also provided.
- Next is a set of HMT 337 cargo containers customized to serve as prefabricated structures for a fledgling colony. To efficiently move these colony pods into place is the *Tri-TOAD* – a more powerful version of the boxy VTOL craft.
- Finally, Future Armada ends up where it started with a variant of the CSS *Morningstar* – the flagship of the series. *Starlance* is a Fenris-class warship reworked with an mercenary or adventuring group in mind. It has fewer bunks but tons of extra space for fighters, a shuttle, and a lot more cargo.

Telemon, *Colony Pods*, and *Starlance* are each presented in their own subdirectory. Each has documents with complete interior descriptions and miniature-scale map pages, as well as additional rendered images.

As always, use what you want – and change (or ignore) what you don't want. As with *Redux Alpha*, the goal is to add a sense of continuity to your universe by providing an evolution of some already familiar vessels.

Tri-TOAD



Starlance



Telemon

