FUTURE ARMADA

DELUXE STARSHIP DESIGNS

STARLANCE

LIGHT CARRIER

20c

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

OGL

SCI-FI

Future Armada: Starlance

by Ryan Wolfe of 0 hr: art & technology
0-hr.com

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Overview

Behind the scenes Starlance was created after a request was made for a ship that required only a crew of four to six, plus fighters for each, additional cargo space, and possibly a shuttle. This seems like it could be a common desire given the nature of RPG campaigns, and so the premier ship of the Armada was refit with these goals in mind.

The purpose of this variant is to turn Morningstar into a freelance mercenary unit with a “minimum crew / maximum cargo” design. To achieve this, extensive changes were made to the Fenris class corvette to create the new Sleipnir-class experimental transport.

The hangar nacelles were extended and the missile bays at the forward end of each were removed. Each hangar is designed to hold a trio of fighters. The new design allows them to launch from the front of the nacelle as well as the back - or land in the back and launch from the front.

To accommodate a shuttle (or even more cargo), the original crew quarters on the top deck were removed and replaced with a hangar bay. For this the roof was raised considerably and retractable bay doors were built into the ceiling (requiring the removal of the spinal mount and four dorsal turrets).

The lower cargo bay was extended slightly and the former galley above removed to allow for additional storage. If all of the hangar space is used for cargo, Starlance’s total cargo capacity is 2200 register tons (compared to 120 in Morningstar).

Two of the original crew cabins were left intact and four more were built into what was previously the medical recovery ward. This allows beds for six – or up to twelve if the beds are considered to be stacked bunks. Typically the pilot and captain would occupy the rooms nearest the bridge. The forward lounge has been redecorated with the reduced crew size in mind. The food dispensers in the lounge are the primary source of food and drink onboard. Meals are either eaten in the lounge or in the conference room nearby.

Many other minor changes have been made to the original heavy corvette design. Extensive automations and computer upgrades have been added to support the smaller crew. Emission control systems and running lights bring the craft up to civilian standards while improved landing skids meet guidelines for public tarmac areas. A non-military communication system has been installed, as have additional access hatches on the top and bottom of the ship. These are accessed via the ladder on the starboard side of the escape pod hall.

The concealed point-defense turrets have been removed. Two standard turrets were installed on existing hard points near the bow – one dorsal and one ventral. A third turret is in a tail gunner position at the aft end of Starlance. Any of these weapon emplacement may be operated from within the cupolas or from gunnery stations on the bridge.

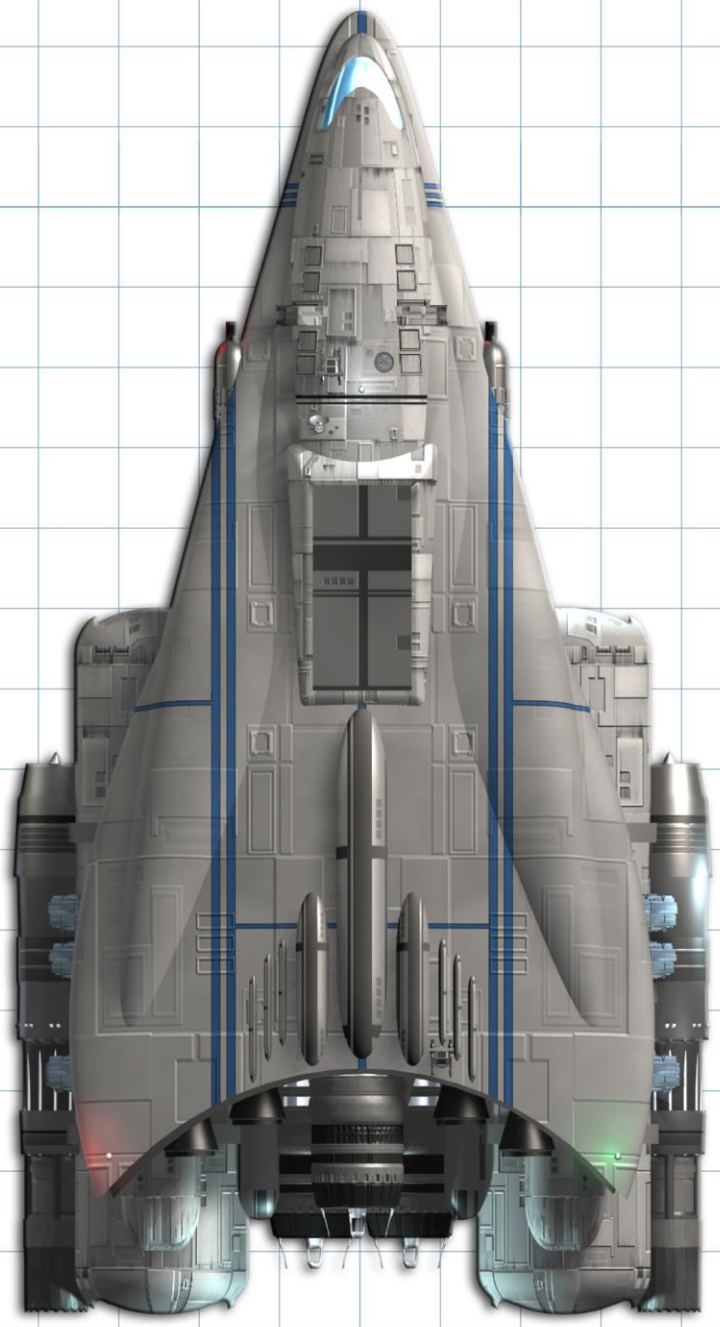
Note that much of this material is taken from the original *Morningstar* issue, and the issues of *Future Armada* that first present the small craft carried by Starlance.

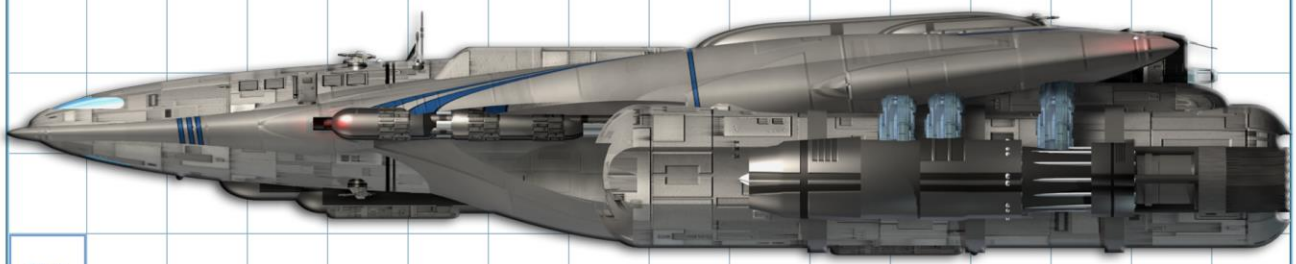
STARLANCE

Progress Level	6	**Size**	Colossal (-8 size)
Type	Light	**Tactical Speed**	3,500 ft. (7 squares)
Subtype	Carrier	**L x W x H (feet)**	325 x184 x 56
Defense	7	**Tonnage**	12,800
Flat-footed	5	**Targeting Bonus**	+0
Autopilot	5	**Crew**	6 (Trained +4)
Hardness	30	**Passenger Capacity**	0
Hit Dice	70d20 (1,400 hp)	**Cargo Capacity**	320 register tons (plus 1880 in hangar bays)
Initiative	+4	**Grapple Mod.**	+16
Pilot's Class Bonus	+3	**Base Purchase DC**	62
Pilot's Dex Modifier	+2	**Restriction**	Registered (+2)
Gunner's Attack Bonus	+2	**Grappling Systems**	None
Engines	Particle Impulse Engine, Thrusters	**Armor**	Vandium Plating
Sensors	Class II sensor array, Targeting system	**Communications**	Laser transceiver, Radio transceiver

Defense Systems	Improved autopilot, improved damage control, magnetic field, point defense system, self-destruct system.
Weapons	2 heavy lasers (range increment 4,000 ft.)
Attacks	2 fire-linked heavy lasers -3 ranged (12d8) and
Attack of Opportunity	Point-defense system +3 ranged (2d12x10)

STARLANCE





20 ft

Interior Areas

Upper Deck

Bridge

The command center for the ship has five dedicated crew stations including the captain's chair. The huge forward screen provides a panoramic view of the area around the ship overlaid with tactical readouts. Just off of the bridge is an equipment locker that holds weapons and vacuum suits for use in emergency situations. There is also a small office available for the captain.

Escape Pods

The eight escape pods provide enough room to evacuate a total of 32 people (in the event that cargo space is used for passengers). This section also houses an airlock on either side of the ship. When landed, ramps deploy from the wing near the locks – allowing access to ground level. Hatches in the floor and ceiling allow access to the deck below and turret or pressure hatch above.

Crew Quarters

Starlance has six crew cabins, two ahead of the shuttle bay and four behind. Each is comfortably furnished and provides plenty of room for one or two people. Consider the beds to be a stacked pair of bunks in the latter case.

Shuttle Bay

This cavernous bay is designed to hold and maintain a single shuttle with room to spare. The roof of the bay opens to space though (like the other hangars) it is equipped with an atmospheric containment field. Still, this is considered a secondary safety device - and a way to avoid the whole hangar having to function as a huge air lock - rather than a foolproof system. When the bay doors are open, vacuum protocols are standard procedure.

Engineering (Upper Level)

This is actually the main entrance for the engineering area as the door on the lower deck is for emergency use only. The high-ceilinged engineering room stretches across both the upper and middle levels. The upper area contains a catwalk that crosses to a balcony at the aft part of the room. There are some control panels accessible from the midpoint of the walkway and many more along the aft wall (which is also the casing for the primary engine assembly).

Ladders near the entrance and the balcony lead down to the main floor of the chamber. A ladder in the rear corner leads up to the tail gunner turret.

Main Deck

Lounge / Galley

The lounge at the bow of the ship has a trio of view ports set into the curving floor and a large video screen set into the forward wall. The lighting is more subdued that elsewhere on the ship and various snacks and refreshments are available from the wall-mounted dispensers.

Automated food dispensers here handle all of the dining needs for the small crew. A pair of storage closets hold extra furniture, food packets, and entertainment equipment.

Rec Room

The recreation room comes complete with punching bag, floor mat, and a strange looking weight-lifting apparatus. Lockers hold various pieces of exercise equipment as well. Restrooms with full-sized showers are available just outside. Note that these are the only showers on board.

The forward, ventral point-defense turret is accessed through a hatch in the floor here. The other hatch leads to the exterior of the ship.

Conference Room

A large metal table fills the center of this chamber and video screens line the walls. This area is used for tactical briefings and general meetings for the crew. It also serves as the dining room for those who do not wish to eat in the lounge.

Weapon Lockers & Utility Room

A trio of vault-like doors stands on the starboard side of the hallway here. These open into a shelf-lined locker holding a variety of weapons, armor, and ammunition. There is enough gear present to outfit the entire crew, and then some, for battle.

On the port side, the doors are more normal and open to a utility room holding laundry machines and shelves filled with uniforms and bedding. Additional supplies are kept in the cargo hold nearby.

Central Cargo Hold

The central section of the ship is a long cargo hold. The ceiling is about 10 feet high, which feels low given the other dimensions of the room. Because the only exterior access is via the ramp leading to the lower cargo bay, it is neither quick nor easy to move freight into or out of this area.

Medical

These three rooms are the medial facilities for the ship. The front room is used for administration and out-patient tasks. The back rooms are an operating theater and a divided area for patients awaiting treatment or recovering. There is restricted access to engineering from this area, for use in emergencies only.

The hallway in front of the medical area contains a lift for moving items to the upper level. This hall has a high ceiling and a metal walkway crosses above.

Engineering

The engineering room, which spans both the mid and upper levels, is built into the engine itself. The walls and ceiling are the casings for various components, some of which extend well into the room. There is a workstation in the center of the chamber and a myriad of controls and access areas throughout the area.

Ladders lead to the upper deck, where a balcony and walkway allow access to more components.

Note that the great majority of engine, life support apparatus, fuel tanks, and other critical systems are housed in the “wing” areas of the ship. Access is possible at various points but the interior is very cramped and inhospitable. It is more usual to gain access to these areas by removing exterior hull plating (best done in space dock).

Nacelles (starboard and port)

Hangars

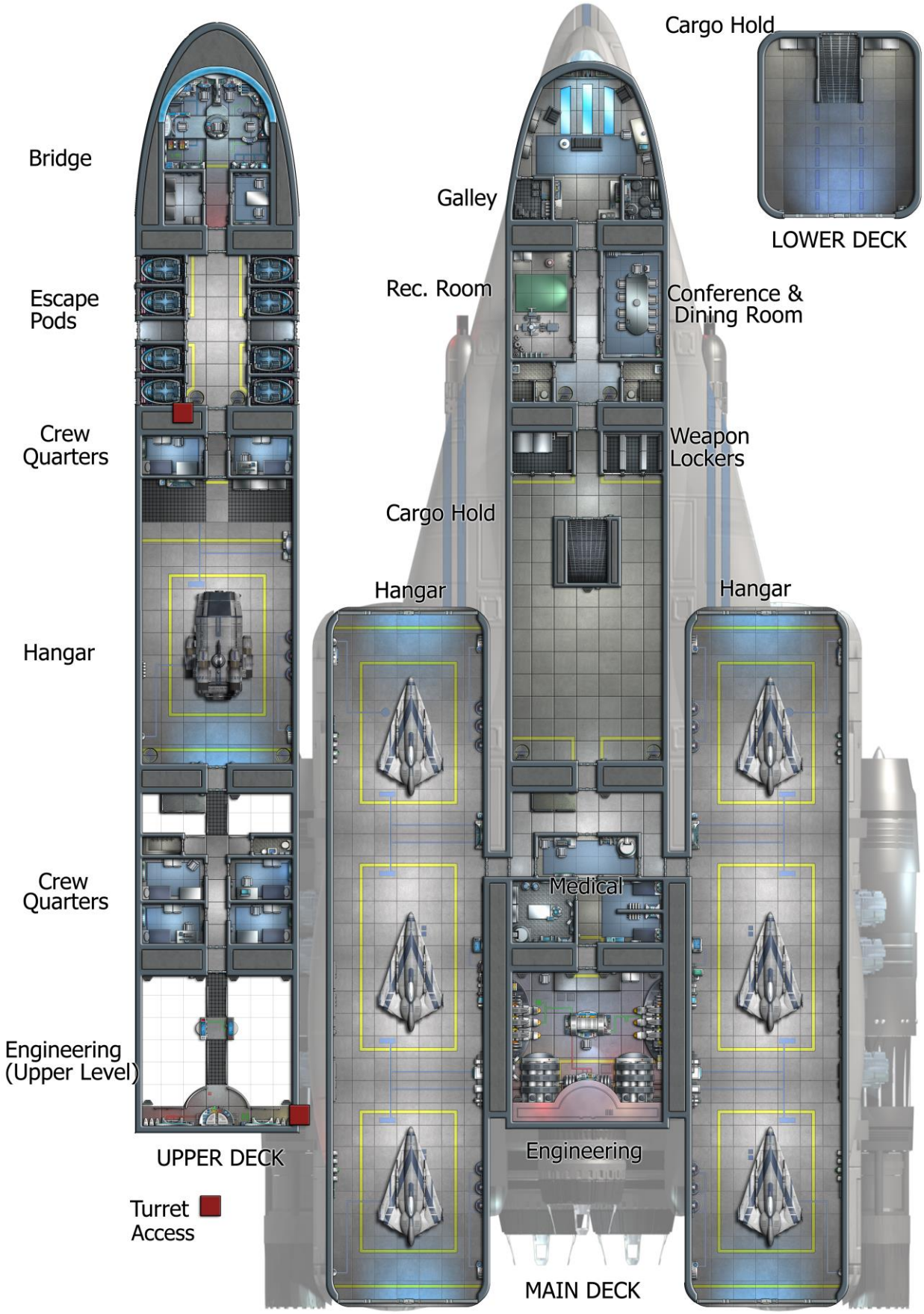
Each nacelle is a long hangar with bay doors at either end. Facilities are provided for half a dozen fighter craft, with additional supplies and ordnance kept in the central cargo hold. Double that amount could conceivably fit, but maneuvering would be tricky – and there are not enough bunks on board for that many pilots regardless.

The ends of the bays are screened by an atmospheric containment field that hinders the passage of gases not enclosed by solid material. The technology is still new and few would trust their lives to it (especially in battle where power levels can change unpredictably) but it does save considerable time by allowing fighters to launch without having to cycle all of the air out of the hangars first. Pilots and crew working in the hangars usually wear vacuum suits.

Lower Deck

Lower Cargo Hold

This area is used as an additional storage area on board and usually contains several large crates or pieces of heavy equipment. The exterior door is a sturdy ramp strong enough for vehicle use but the other ramp, leading up to the main section of the ship, is just an iron grate. The space beneath it is open for more cargo and also contains a docking hatch (not shown).


Bridge
Escape Pods
Crew Quarters
Hangar
Crew Quarters
Engineering (Upper Level)
UPPER DECK
Turret Access
Galley
Rec. Room
Cargo Hold
Hangar
Hangar
Medical
Engineering
MAIN DECK
Cargo Hold
LOWER DECK
Conference & Dining Room
Weapon Lockers

Crew

The statistics below can be used to represent the crew found aboard this type of ship.

Standard Crew

Fast Ordinary 1/Tough Ordinary 1
CR 2; human; HD 1d8 + 1d10; HP 11; Mas 10; Init +2; Spd 20 ft; Defense 19, touch 16, flatfooted 17 (+2 Dex, +4 class, +3 equipment); BAB +0; Grap +1; Atk +1 melee (1d4+1/19-20x2, knife), or +2 ranged (3d8, laser rifle); AL ConFed Military;
SV Fort +1, Ref +3, Will +0; AP 1; Rep +0;
Str 12, Dex 14, Con 10, Int 11, Wis 10, Cha 8.

Occupation: Military (class skills: Knowledge (Tactics) & Survival)

Skills: Craft (mechanical) +4, Knowledge (Tactics) +4, Pilot +6, Profession (soldier) +3, Swim -1, Tumble +2

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Zero-G Training

Possessions: light space suit, knife, laser rifle; Wealth +6

Experienced Crew

Dedicated Ordinary 6
CR 6; human; HD 6d6; HP 21; Mas 10; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+2 Dex, +3 class); BAB +4; Grap +4; Atk +4 melee (1d4/19-20x2, knife), or +6 ranged (2d8, laser pistol); AL ConFed Military;
SV Fort +3, Ref +3, Will +3; AP 3; Rep +2;
Str 11, Dex 15, Con 10, Int 14, Wis 10, Cha 14.

Occupation: Military (class skills: Knowledge (Tactics) & Navigate)

Skills: Bluff +3, Diplomacy +6, Intimidate +6, Knowledge (Tactics) +11, Knowledge (Technology) +4, Navigate +11, Pilot +6, Profession (Military Officer) +9, Tumble +6

Feats: Leadership, Personal Firearms Proficiency, Spacer, Starship Operations (Light), Zero-G Training

Possessions: knife, laser pistol; Wealth +6

Additional Information

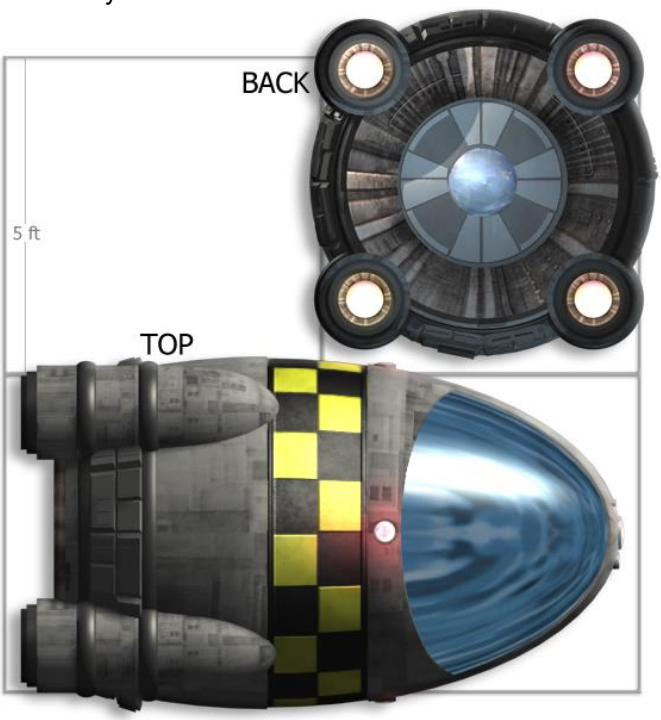
Escape Pods

The ship is equipped with the new “Magnum II” class escape pod. These short range lifeboats have seating for four people. The primary entrance hatch is in the rear of the bullet-shaped pod. There is a large transparent canopy in the front which can also open after landing.

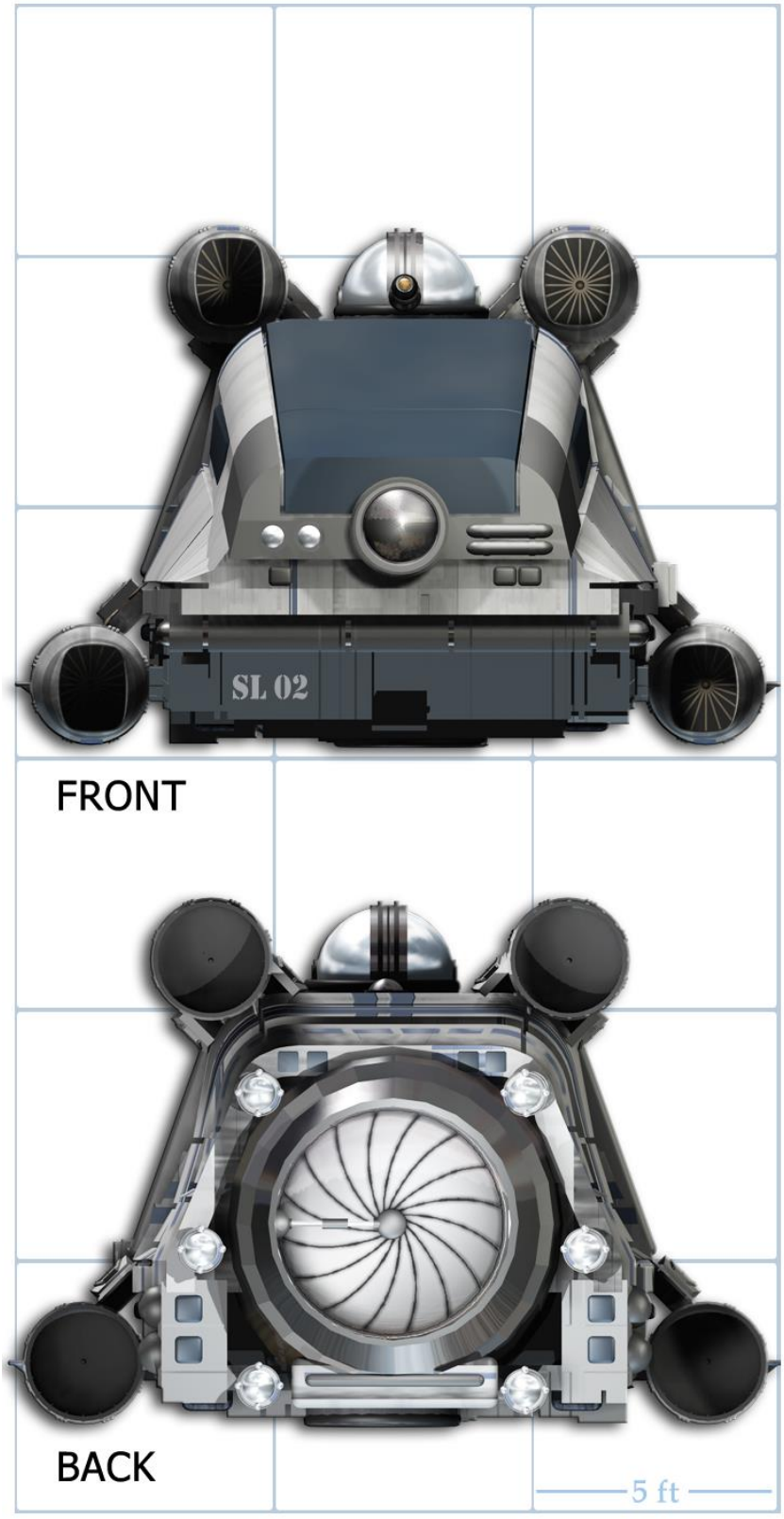
The quarters are fairly tight but the chair armrests fold up out of the way to allow passengers entering from the rear hatch to more easily take their seats. Each cushioned chair is also equipped with a 5-point harness as the ride can get pretty rough at times.

The small craft has air scrubbers to last 4 people for 4 days. It is designed to get clear of the danger area and then either hold position or land on a nearby world. The pod is equipped with both a parachute and a flotation ring, though it can also land on engines alone (either bottom-first or by plowing a long furrow in the landscape).

Unlike the Magnum I, the new model of pod has interior controls that allow the passengers to manually pilot the craft if desired. There is a distress beacon and a basic survival kit with 16 total days’ worth of food and water.



MAGNUM 2 Escape Pod				
PL	6		**Size**	Large (-1 size)
Type	Ultralight		**Speed**	2,000 ft. (4 squares)
Subtype	Escape Pod		**L x W x H (ft)**	9 x 5 x 5
Defense	9* (Flat 9, Autopilot 9)		**Tonnage**	1.9
Hardness	20		**Targeting**	+0
Hit Dice	4d20 (80 hp)		**Crew**	1 (piloting optional)
Initiative	+0*		**Passengers**	3
Pilot’s Class	+0*		**Cargo**	100 lbs
Pilot’s Dex	+0*		**Grapple**	+4 (no grappling system)
Gunner	+0		**Base Pur DC**	32 Licensed (+1)
Engines	Maneuvering jets		**Armor**	Polymeric
Sensors	Class II		**Comm**	Radio transceiver with distress beacon
	**modify these values if the pod is manually piloted.*			
Defensive Systems	Improved autopilot system			
Weapons	none			
AoO	none			



Brahma-class Boarding Shuttle

The Brahma is originally a civilian design created by Bishop Aerotech for short range cargo hauling, passenger transport, and ambulance duties. The military version adds armor and a turreted gun.

The large rear hatchwaycan iris completely open, allowing quick and easy access to the interior. All models have a universal coupling mechanism here. The boarding craft variant adds a ring of breaching lasers and extra sealing mechanism so that the craft can burn through a hull if needed. Note that the Brahma must back towards the hull to do this – it does not have a forward breaching laser, or even a hatch, in the front of the ship.

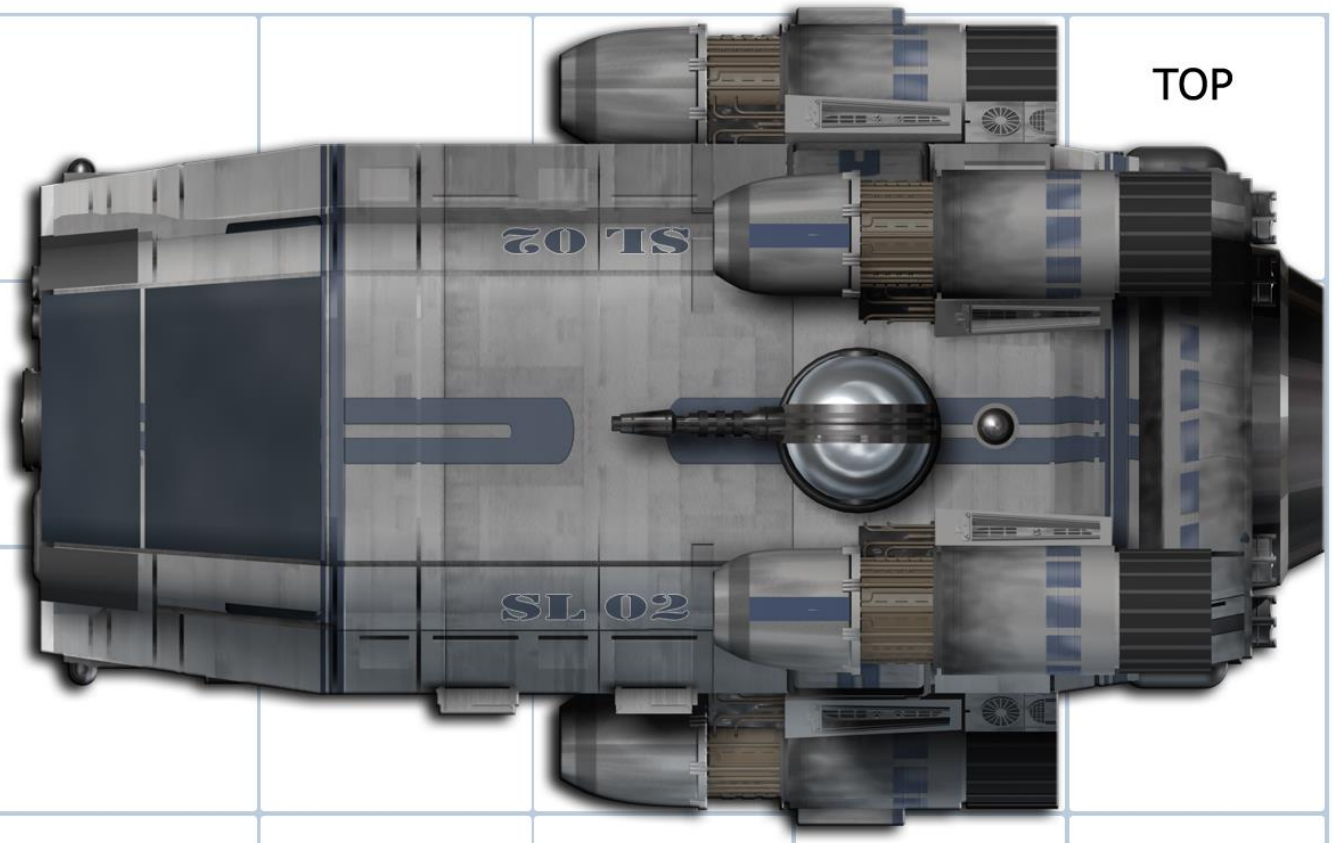
A typical run is done by accelerating full throttle to the half way point, then the Brahma is flipped around to finish the approach aft-first. The engines rapidly decelerate the ship while the breaching lasers soften up a section of hull for impact and penetration.

Serena-class Fighters

An good example of a single-pilot ship well suited to Starlance is the Serena-class fighter. 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.

Statistics and orthographic views of the Serena-class are provided after the Brahma.

TOP



BRAHMA

SIDE

5 ft

BRAHMA

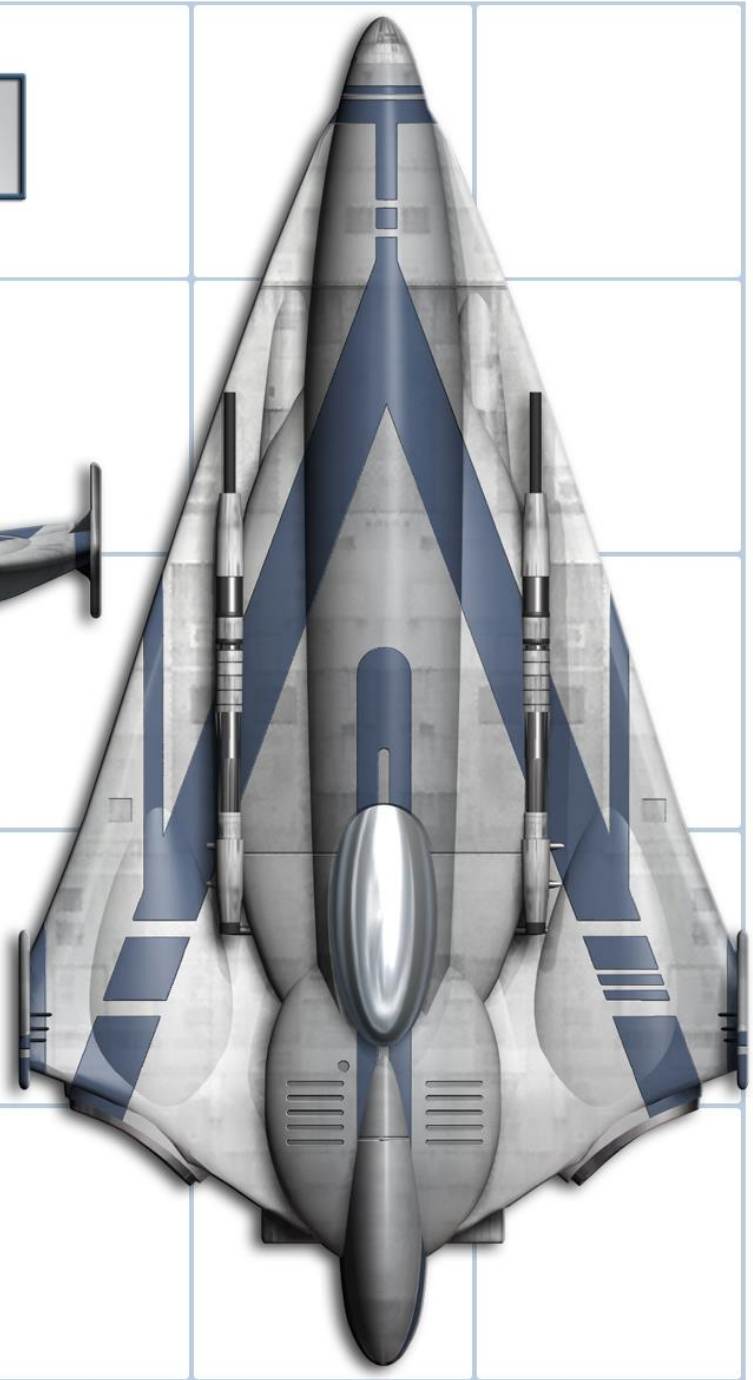
(boarding shuttle configuration)

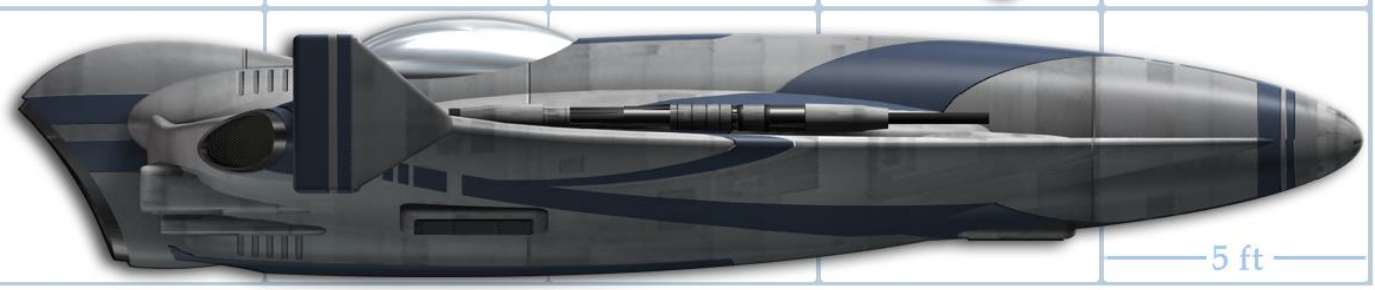
Progress Level	6	**Size**	Huge (-2 Size)
Defense	17	**Tonnage**	11.7 tons
Flat-footed	13	**Targeting Bonus**	+1
Autopilot	8	**Crew**	1 Expert (+8)
Hardness	30	**Passenger Capacity**	13
Hit Dice	6d20 (120 hp)	**Cargo Capacity**	1200 lbs.
Initiative	+4	**Grapple Modifier**	+8
Pilot's Class Bonus	+5	**Base Purchase DC**	44
Pilot's Dex Modifier	+4	**Restriction**	Military (+3)
Gunner's Attack Bonus	+4	**Grappling Systems**	none
Engines	Ion Engine, Thrusters	**Armor**	Vandium
Sensors	Class III sensors, Targeting System	**Communications**	Laser transceiver, Radio transceiver
Expert crew			
Defense Systems	Stealth screen, improved damage control (2d10)		
Weapons	1 turreted laser (range increment 3,000 ft) 1 set of breaching lasers (range increment 10 ft)		
Attacks	1 laser +3 ranged (6d8) or 1 set of breaching lasers (special)		
Attack of Opportunity	none		

SERENA-class Fighter

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	7d20 (140 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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