

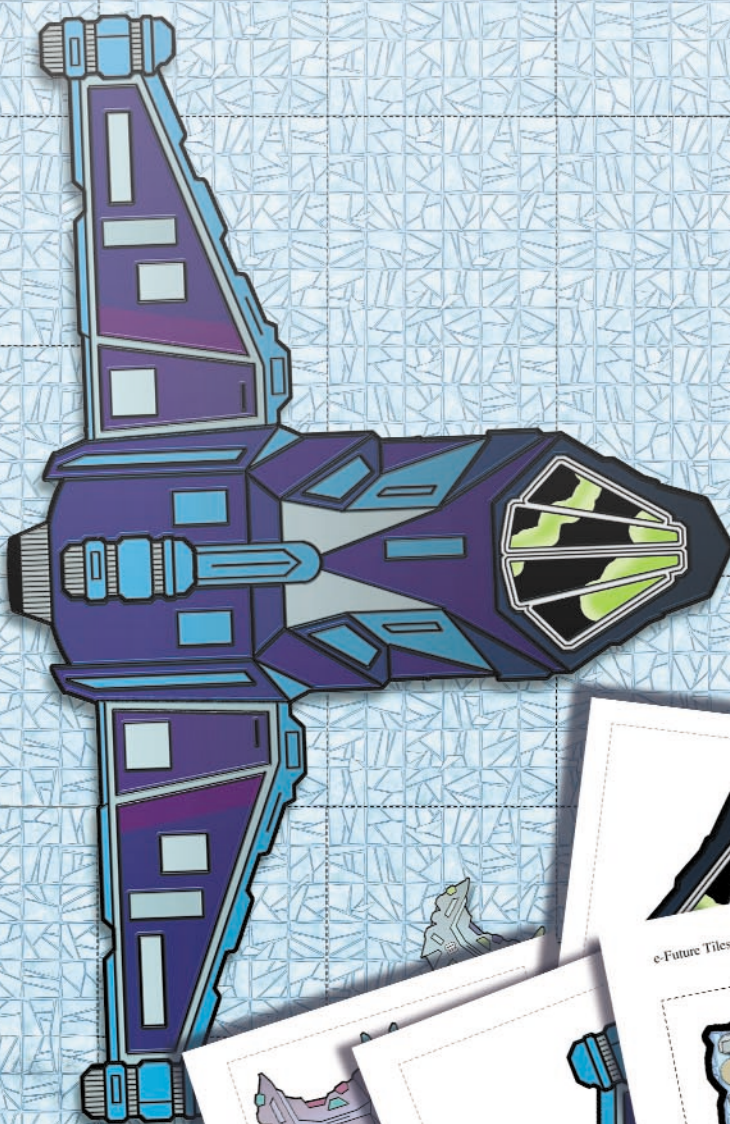
FUTURE



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

INSTALLATION 1

ASTEROID OUTPOST



**INCLUDES 1 BONUS TILE
AND 6 COUNTER SHEETS!**

e-Future Tiles: Ice Cave Base

INTRODUCTION

Welcome to Ronin Arts' *Future: Installation 1 – Asteroid Outpost*, the first in a new series of PDFs for use with futuristic D20 System campaigns. This series makes some assumptions about your campaign; the equipment, bases, starship designs, and ideas in this series will be most useful in campaigns in which the following statements are true:

- The campaign is not a “hard” science setting. Campaigns that are more space opera/adventure movie are the intended target for this series.
- Starships are not rare or unusual. It is assumed that space travel is a standard and common occurrence; starships and space travel are as common for characters as a plane ride is for people of our reality.
- The campaign is packed with action. If things aren't exploding, how much fun can the game really be?

ABOUT THE AUTHOR

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has

steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit www.michaelhammes.com.

E-FUTURE TILES

The *Asteroid Outpost* is based on *SkeletonKey Games' e-Future Tiles: Ice Cave Base* and *e-Adventure Tiles: Ice Cave* tile sets. While this PDF can be easily used on its own you will get a lot more use out of it in your game sessions if you construct the base – at miniatures scale – using the printable tiles. The only tile you will need that are is not available in the previously mentioned SkeletonKey Games sets is the lounge – which has been thoughtfully included at the end of this PDF.

To learn more about SkeletonKey Games please visit their website at www.skeletonkeygames.com.

NEW RULES AND IDEAS

This section contains new rules and ideas relating to the asteroid outpost. As always, inclusion of this information in a campaign is up to the GM.

NEW STARSHIP SYSTEMS

The following are new systems found on the *Devilbat* class of fighters. They are included here so that you may easily use them to modify existing starships or as a reference when designing your own original ships.

MARKSMAN TARGETING SYSTEM (PL 7)

The Marksman targeting system is an advanced military targeting system. Employing enhanced fuzzy logic theorems to predict the

movements of enemy ships, the system provides an equipment bonus on attack rolls depending on the ship's size: Huge +4, Gargantuan +5, Colossal +6.

The purchase DC of the targeting system depends on the size of the ship.

Purchase DC: 24 (Huge), 29 (Gargantuan), or 34 (Colossal).

Restriction: Military (+3).

PLASMA CANNON, LIGHT (PL 7)

This is a smaller version of the standard plasma cannon. Although the smaller size means reduced range and power when compared to a standard plasma cannon, it is still one of the most powerful weapons for a ship of Huge size.

Damage: 10d8 (45)

Critical: 20

Damage Type: Energy

Range Increment: 2,000 ft.

Rate of Fire: Single, S, or A

Minimum Ship Size: Huge

Purchase DC: 33

Restriction: Military (+3)

SENTINEL DRONES (PL 7)

Equipped with a Class IV sensor system, sentinel drones are used to supplement a base or ship's sensor capabilities, usually by patrolling in areas that the ship's sensors cannot reach, and often serve an early warning system for a base or planet. Sentinel drones are equipped with thrusters for maneuvering (allowing them to take off and land on their own) and an autopilot system for self-navigation. A mass transceiver allows the sentinel drone to communicate information to its home base or ship as well as to receive new instructions; sentinel drones can be manually piloted from a home base or ship. Most sentinel drones carry a radio transceiver as a communications backup and long-range sentinel drones use a laser transceiver instead of a mass transceiver.

Sentinel drones are usually deployed in specific locations and programmed to either remain in place (stationary) or to patrol a certain area (patrolling). A sentinel drone can be placed on continuous relay (the drone continuously sends back the data it collects) or on contingency relay (the drone only sends back data if a certain triggering condition is met; i.e. a spaceship enters sensor range).

A sentinel drone is a Medium-size object with a Defense of 12, Hardness 10, 10 hit points, and it rolls 1d20 on opposed grapple checks.

Purchase DC: 34 for drone launcher and one drone, 33 for each additional drone.

Restriction: Military (+3)

NEW EQUIPMENT

The following piece of equipment is available for personnel on the asteroid outpost. It is included here so that you may easily use it in your own campaign.

ENVIRONMENTAL PROTECTION SUIT (PL 7)

The environmental protection suit is capable of sustaining life in extremes of temperature and a lack of breathable air. Thanks to advances in miniaturized technology, chemical engineering, and material composition, the environmental protection suit offers the same level of protection from the hazards of space, communication, and biological function monitoring as the PL 5 space suit but at a fraction of the weight while also adding the capabilities of the PL 6 survival suit. The environmental protection suit is composed of a full-body suit and helmet made of advanced materials.

Internal air recyclers provide enough oxygen for 24 hours of continuous operation at which point the oxygen ratio starts to become thin (treat this condition as drowning, except that the individual must make a Constitution check every hour instead of every round). Water is available from several internal pouches accessible through a small tube; the suit recycles and purifies sweat and urine to refill these bags as needed. Solar panel material absorbs solar energy and heat and stores that energy in tiny heat cells throughout the suit. The suit can release enough heat to keep a comfortable temperature for the human body for up to 24 hours before needing to recharge. Thereafter, chemical pouches can be activated one time for an additional 24 hours of heat (once these too are depleted the individual suffers from any external cold per the standard rules, receiving a +4 equipment bonus on saves against cold due to the suit's insulation). Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture. A tiny intravenous feeding system provides basic nutrition for up to three weeks (thereafter, the individual begins to starve as per the standard rules).

An environmental protection suit has the following statistics:

Type: Tactical

Equipment Bonus: +3

Nonprof. Bonus: +1

Max Dex. Bonus: +5

Armor Penalty: -1

Speed (30 ft./20 ft.): 30 ft./20 ft.

Weight: 9 lb.

Purchase DC: 18

Restriction: -

NEW STARSHIP

The following section details a new fighter attached to the asteroid outpost. This fighter features two new pieces of equipment that were detailed in the **New Starship Systems** section.

DEVILBAT CLASS

BACKGROUND INFORMATION

Retreating on all fronts under the onslaught of the combined might of Houses Steinburg, Exeter, and deVilmort, House Fujiwara desperately searches for a weapon to stem the tide of battle.

Given the name “Devilbat” because of its resemblance to the bloodthirsty flying mammals of Sabishii Ichi 4 this new weapon, a single-seat fighter, will not only stem but turn the tide of battle in House Fujiwara’s favor and will lead to the eventual ascension of Duchess Reiko Fujiwara to the Empire’s throne.

Its very compact design makes the Devilbat not only very maneuverable, but also surprisingly tough for a fighter of its size. More important than the impressive design, however, is the abundance of advanced technology that the fighter features (all courtesy of House Fujiwara’s factories and ancillary research facilities).

Complementing the most up-to-date engines and communications systems available, the Devilbat is equipped with a displacer for enhanced survivability (House Fujiwara will be the only great House of the Empire during the entirety of the Successor Wars with the resources to mass-produce displacer systems). In addition, two new technologies make their debut on the Devilbat.

The first is the Marksman targeting system that, at the time of its introduction, is the most advanced targeting system in the Empire. The second is courtesy of House Fujiwara weapon researchers, who can count on the great House’s deep pockets, and that finally overcome the challenge of creating a powerful gun for a ship of the Devilbat’s small size. The reduced plasma gun, although less powerful and with a significantly shorter range than a standard plasma gun, provides unheard of power for such a small ship.

Rushed into production, the first Devilbat wings make their appearance at the Battle of Three Moons. Flying from Fujiwara fleet carriers, the Devilbats intercept a small, unsuspecting Exeter fleet on its way to rendezvous with the Allied Grand Fleet. In a matter of minutes, the Exeter fleet loses eleven corvettes, seven frigates, five destroyers, two fleet carriers, and almost three score fighters. As the remnants flee to seek the safety of the Grand Fleet, the legend of the Devilbat begins.

GAME STATISTICS

DEVILBAT CLASS (PL 7)

Type: Ultralight
Subtype: Fighter
Defense: 21
Flat-footed Defense: 15
Autopilot Defense: 8
Hardness: 30
Hit Dice: 7d20 (140 hp)
Initiative Modifier: +8
Pilot’s Class Bonus: +7
Pilot’s Dex Modifier: +6
Gunner’s Attack Bonus: +8/+3
Size: Huge (–2 size)
Tactical Speed: 4,000 ft. (8 squares)
Length: 18 feet
Weight: 15,000 lb. (7.5 tons)
Targeting System Bonus: +4
Crew: 1 (ace +12)
Passenger Capacity: 0

Cargo Capacity: 250 lb.
Grapple Modifier: +8
Base Purchase DC: 48 (49 as equipped)
Restriction: Military (+3)
Attack: 2 fire-linked semiautomatic light plasma cannons +10/+5 ranged (15d8)
Attack of Opportunity: None

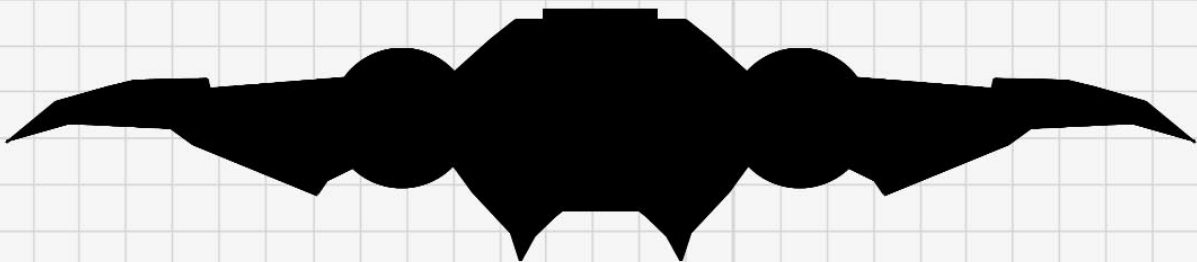
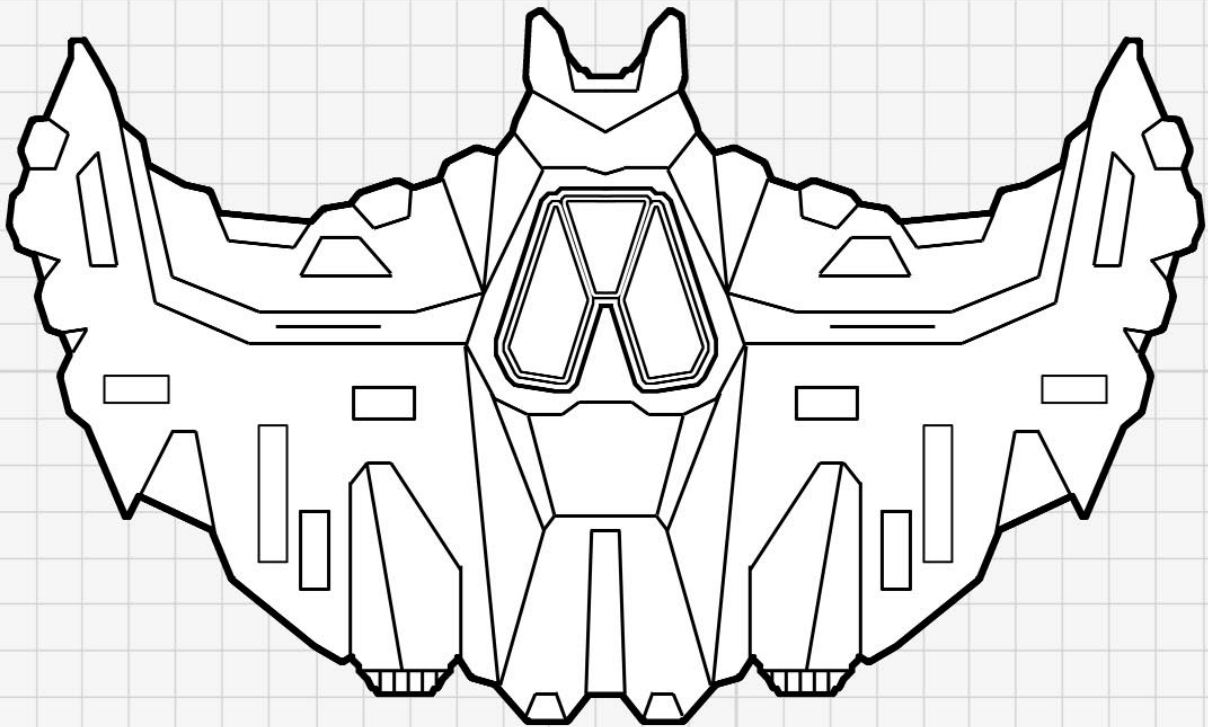
DEVILBAT DESIGN SPECS:

Engines: Induction engine, thrusters
Armor: Cerametal
Defense Systems: Displacer, improved damage control (2d10)
Sensors: Marksman targeting system (see **New Starship Sensors** section), Class V sensor array
Communications: Mass transceiver, radio transceiver
Weapons: 2 fire-linked semiautomatic light plasma cannons (range incr. 2,000 ft.) (see **New Starship Weapons** section)
Grappling Systems: N/A

DEVILBAT

FIGHTER

TOP VIEW



SILHOUETTE VIEW – FRONT

BASIC INSTALLATION INFORMATION

This Fujiwara Yamato asteroid outpost is located on asteroid TX-476420 in the Yamato asteroid belt and is typical of the remote outposts maintained by most of the empire's houses at the edges of their territories.

The Yamato asteroid belt is located in the uninhabited Class A Maruishi system, a fact that means the surface of every asteroid is moderately irradiated (the outpost is sufficiently deep underground to avoid any of the radiation effects). Although the system's star is relatively hot, the asteroid belt itself located far enough away that the asteroid belt escapes the worst effects of the heat if not the radiation.

Asteroid TX-476420 itself is devoid of atmosphere (vacuum) and is so small that it is effectively a zero-gravity environment; the dark side of TX-476420 (which is where the outpost is located) is covered in ice and has an average temperature of -170°F (-110°C) while the sunward side temperatures average 265°F (130°C).

Temperatures within the asteroid outpost vary by location. In those areas with ice, including the cafeteria, the temperature is regulated to a balmy 30 °F (-1°C) while the living quarters and other areas with grates are kept at a positively torrid 65°F (18°C). The atmosphere within the asteroid outpost is Terran standard.

The asteroid outpost has a number of systems (these work for the outpost just as they do for starships):

Defensive Systems: Magnetic field, particle field, self-destruct system, stealth screen.

Sensor System: Class V sensor array

Communications Systems: Laser transceiver, mass transceiver, radio transceiver.

Weapons: Four Gargantuan turrets of two fire-linked quantum cannons (range incr. 6,000 ft.).

TURRET STATS

Although the standard rules do not present any actual rules for creating turrets, by cannibalizing the starship rules one can create the following relevant statistics for the asteroid outpost's four turrets:

Asteroid outpost Turret (PL 7)(immovable object of Gargantuan size)

Hardness: 40

Hit Dice: 10d20 (200 hp)

Initiative Modifier: +6

Size: Gargantuan (32 foot diameter dome)

Targeting System Bonus: +4 (improved targeting system)

Crew: 0* (expert +8; *gunner located inside base; turret operated by remote)

Attack: 2 fire-linked quantum cannons +4 ranged (24d8)

Base Purchase DC: 36

Standard PL 7 Design Specs

Armor: Neutronite

Defensive Systems: Light fortification, magnetic field*, particle field*, stealth screen* (*these systems are located inside the Asteroid outpost and cover the turrets; at the GM's option these may be assigned to each turret separately, driving up the cost of the turrets significantly).

Sensors: Class V sensor array, improved targeting system

Weapons: Two fire-linked quantum cannons (range incr. 6,000 ft.)

TURRETS UNDER COVER

As written, the asteroid outpost's turrets are capable of full rotation and elevation and are thus without any protection except for that provided by their armor. At the GM's option, these turrets can be located within the rock of the asteroid itself. While this reduces the turrets' ability to rotate and elevate, it does provide them with cover and additional protection in the form of the asteroid's rock.

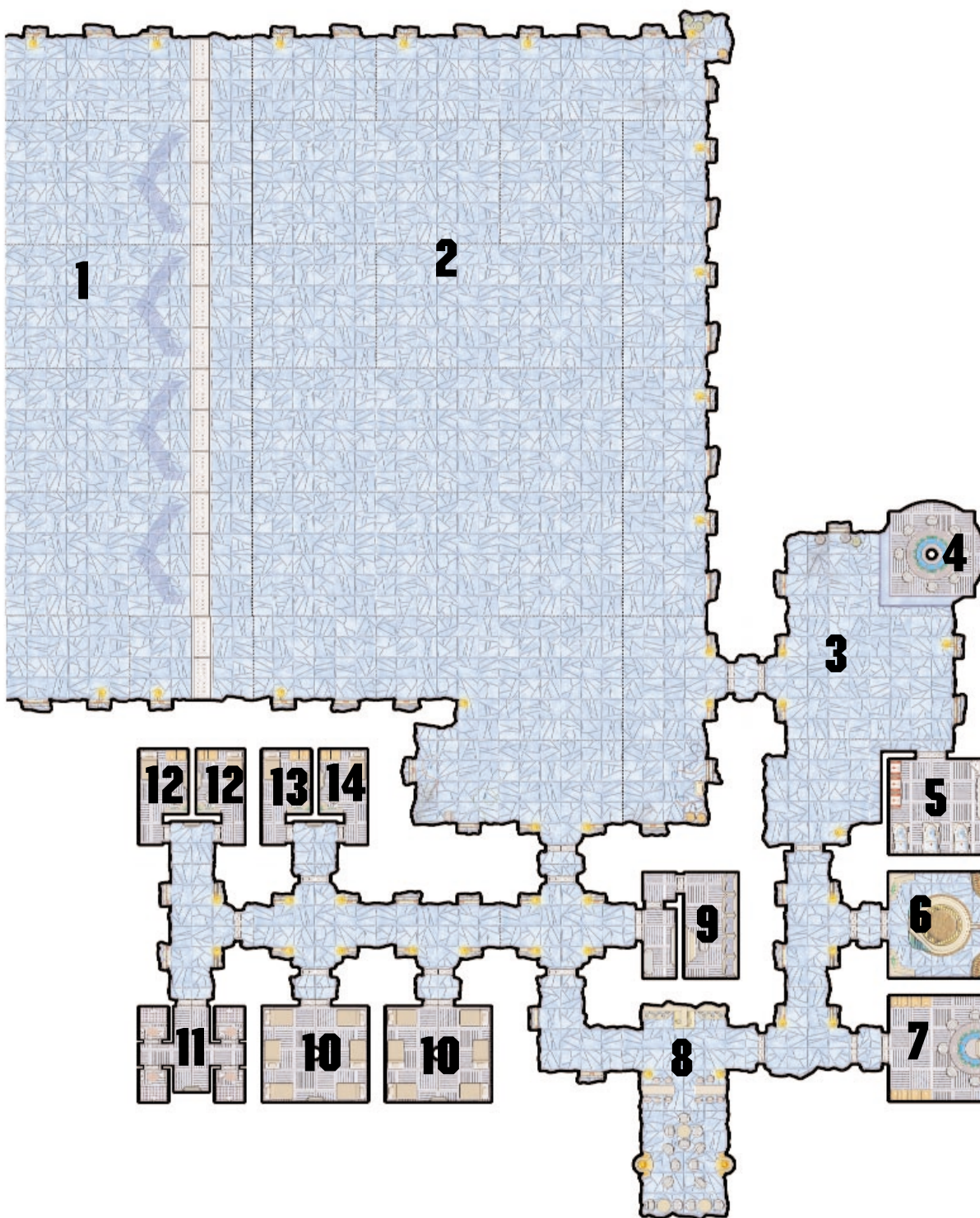
The simplest way to deal with this is to assign the turrets the appropriate cover bonus for the amount of cover they have (usually +4 for one-half cover or +7 for three-quarters cover) and assume that any shots which miss hit the protective rocks and cause no damage (while it is tempting to keep track of the hit points of protection provided by the rocks, this becomes tedious very quickly).

ASTEROID OUTPOST

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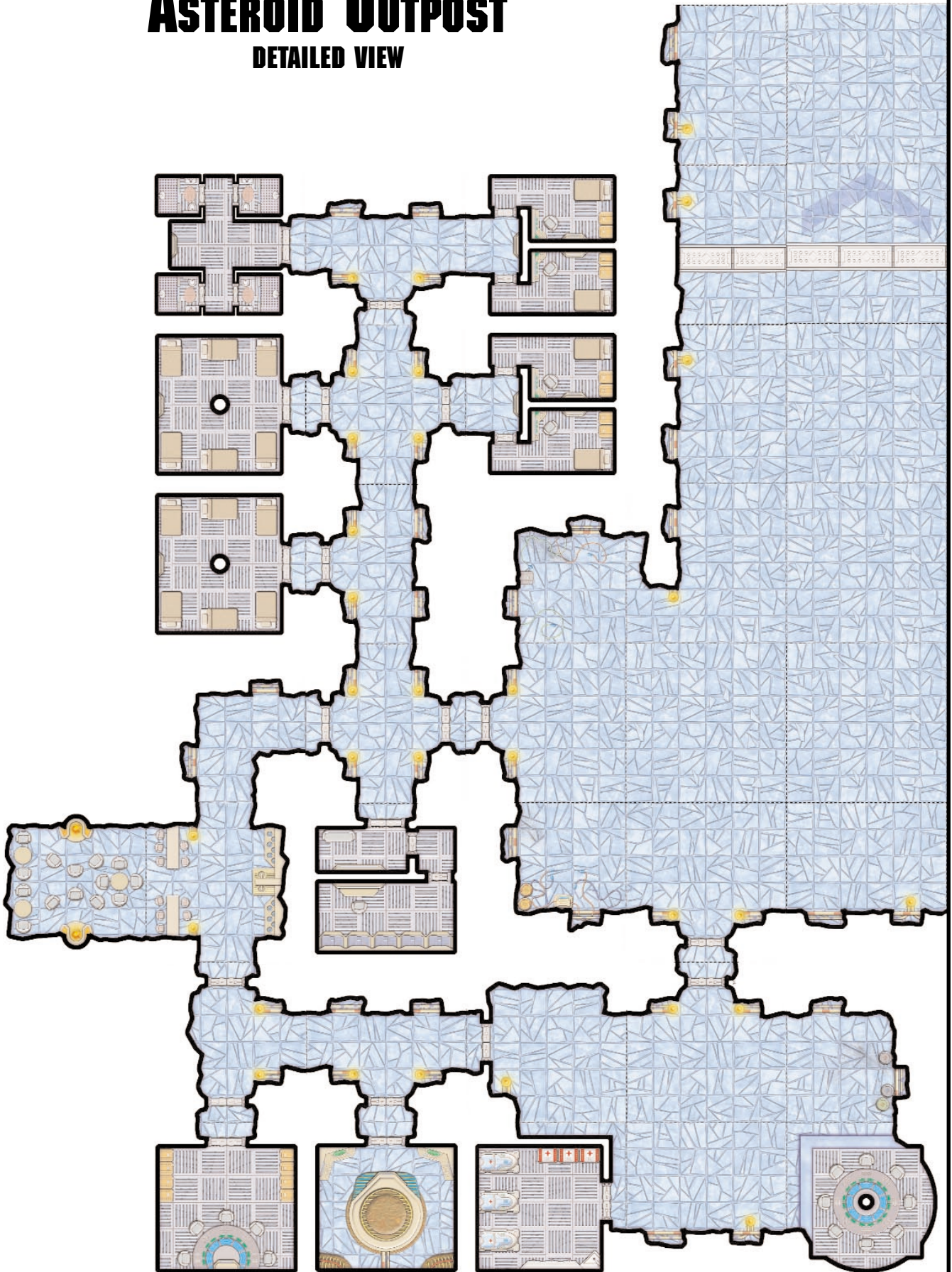
FULL MAP

- | | | |
|----------------------|-------------------------------|---------------------------------|
| 1. Runway | 6. Power Core | 11. Latrines |
| 2. Hangar | 7. Central Command | 12. Pilot Quarters |
| 3. Storage | 8. Cafeteria | 13. Executive Officer Quarters |
| 4. Auxiliary Command | 9. Supply | 14. Commanding Officer Quarters |
| 5. Hospital | 10. Junior Personnel Quarters | |



ASTEROID OUTPOST

DETAILED VIEW



INSTALLATION KEY

1. Runway - The runway's opening resembles a natural cave and is indistinguishable from any of the other caves that dot the asteroid. It is important to note that this runway is the only way into or out of the outpost and that the runway is exposed to the vacuum of space; an electrostatic field at the blast doors prevents atmosphere leaking from the outpost itself when these doors are opened.

2. Hangar - This is where the wing of Devilbats resides when not on patrol. The entire base runs on two 12-hour shifts (12 hours on and 12 hours off). Two Devilbats are assigned to each 12-hour shift. When on shift, the pilots fly an early and late patrol of 2 hours each as well as any special missions (usually scouting missions or training exercises); maintenance on the Devilbats is completed off-shift. Ceiling hoists as well as pneumatic and electric tool connections make maintenance on the ships relatively easy.

3. Storage - This large area serves as the base's primary storage area. From spare parts for the Devilbats and drones to general supplies (i.e. food, entertainment products, clothing, tools, low-expense sensors, etc.), whatever is bulky or can be stored unsecured is found here. This area also serves as a maintenance bay for the sentinel drones and, like the hangar, is equipped with ceiling hoists and pneumatic and electric tool connections.

4. Auxiliary Command - This area is used only when the outpost is under attack (when four of the monitors here serve as gunnery controls for the outpost's turrets) or if there is an overflow from Central Command. The computers here serve the same functions as those found in Central Command.

5. Hospital - Equipped with the medical supplies standard for a base of its size, the hospital is capable of handling any medical emergency. The three medical pods are wonders of technology, combining advanced diagnostic and surgery capabilities, they grant a +10 equipment bonus to all Treat Injury checks. This bonus does not stack with a character's bonus; either the pod or character's bonus (usually whichever is higher) applies to any treatments.

6. Power Core - Inarguably the most vital area of the base, the power core not only holds the base's gravity induction reactor but also all of the other environmental systems (heat, air, electric,

etc.) as well as the magnetic field, particle field, and stealth screen generators. Access to this area is restricted to authorized maintenance techs, the maintenance chief, and the executive and commanding officers.

Destruction of the reactor, whether through sabotage or the activating the base's self-destruct mechanism, blows the entire asteroid apart, killing everyone within the outpost or on the asteroid.

7. Central Command - This area serves as the nerve center of the outpost and is manned around the clock. Flight control, sensor control, communications, probe control and gunnery are all housed here. The computers in this area are interchangeable; each is able to access any of the systems.

8. Cafeteria - This large room serves not only the personnel's sustenance needs, but with two large holo-fireplaces and plenty of space to sit and relax also serves their socializing needs. Everything in the kitchen area, from food preparation to dishwashing, is automated. Meals are vacuum-packed and selected from the vending machine (which is restocked by the quartermaster). The vending machine conveys the meal to the super-convection oven and, one minute later, there's a complete meal. Except for the silverware and drinking cups, the entire meal including its packaging is edible (i.e. when one selects soup, it is served in an edible soy-protein bowl). As with all military rations, these meals provide for maximum nutrition and minimum bodily waste.

9. Supply - This area is the domain of the quartermaster (one per shift) and holds a number of accountable items such as spare environmental protection suits, high-cost tools and sensors, and various expensive spare parts (chiefly electrical). All of these items can only be obtained with a valid retinal scan checkout at the counter.

This room also serves as the base's armory; it is where the plasma weapons (rifles for each of the junior personnel and pistols for the pilots and officers) are stored along with a supply of power packs and where the quartermaster performs maintenance on the weapons. In a specially locked compartment (retinal scan lock accepting only the scans of either one of the quartermasters or the executive or commanding officer) are stored a supply of grenades including dissolver, gravitic, and stun.

10. Junior Personnel Quarters - Space is at a premium in these tight quarters. Featuring triple bunks and minimal under-bunk storage space (which forces individuals to keep things in their duffel bags on the floor), these quarters house everyone from the medics to the maintenance and systems techs. In order to minimize disturbances, and to allow use of the on-wall entertainment center without disturbing anyone, all personnel in a room share the same shift.

11. Latrines - This area features a quad of individual bathrooms complete with toilet, sink, and shower. This area is always busiest just before shift change when all the junior personnel get themselves prepared for their work shifts.

12. Pilot Quarters - These two small rooms feature double bunks and are for the use of the

Devilbat pilots. Each room features two storage lockers, one for each pilot, and a single computer and desk as well as a wall-mounted video screen that serves as both entertainment center and intercom. In order to simplify things, the two pilots assigned to each shift share the same room.

13. Executive Officer Quarters - Although titled for the executive officer, this room actually features a double bunk as the executive officer shares these quarters with the base's maintenance chief. It is equipped identically to that of the pilot quarters.

14. Commanding Officer Quarters - This private room belongs to the base's commander. Although no more spacious or better equipped than either the pilots' or executive officer's quarters, it is the only private room in the entire base.

ADVENTURE HOOKS

HOME SWEET HOME

This is more of a campaign concept than an adventure idea and, as you can probably guess it concerns the PCs obtaining the asteroid outpost as a base of operations for their own activities. How do they obtain the outpost? They could capture it from someone (a good choice would be the privateer Meng Li and his three sons who operate *Starship 3 - The Black Mantis* as the runway is large enough to accommodate that ship), they could simply buy it (perhaps the Fujiwara no longer have a use for it), or it could simply be abandoned (possession is nine-tenths of the law). Naturally, once in residence others will be looking to forcibly evict them.

ASSAULTING THE ROCK

In this adventure, the PCs have to obtain something from within the Asteroid outpost. It could be plans for a new weapon, a hostage, valuable object, whatever, as long as it gets them inside the asteroid outpost (a twist on this is that they have to destroy the outpost by activating the self-destruct system as they leave). This sort of adventure could include the PC's ship fighting the turrets as well as battles on the asteroid's surface.

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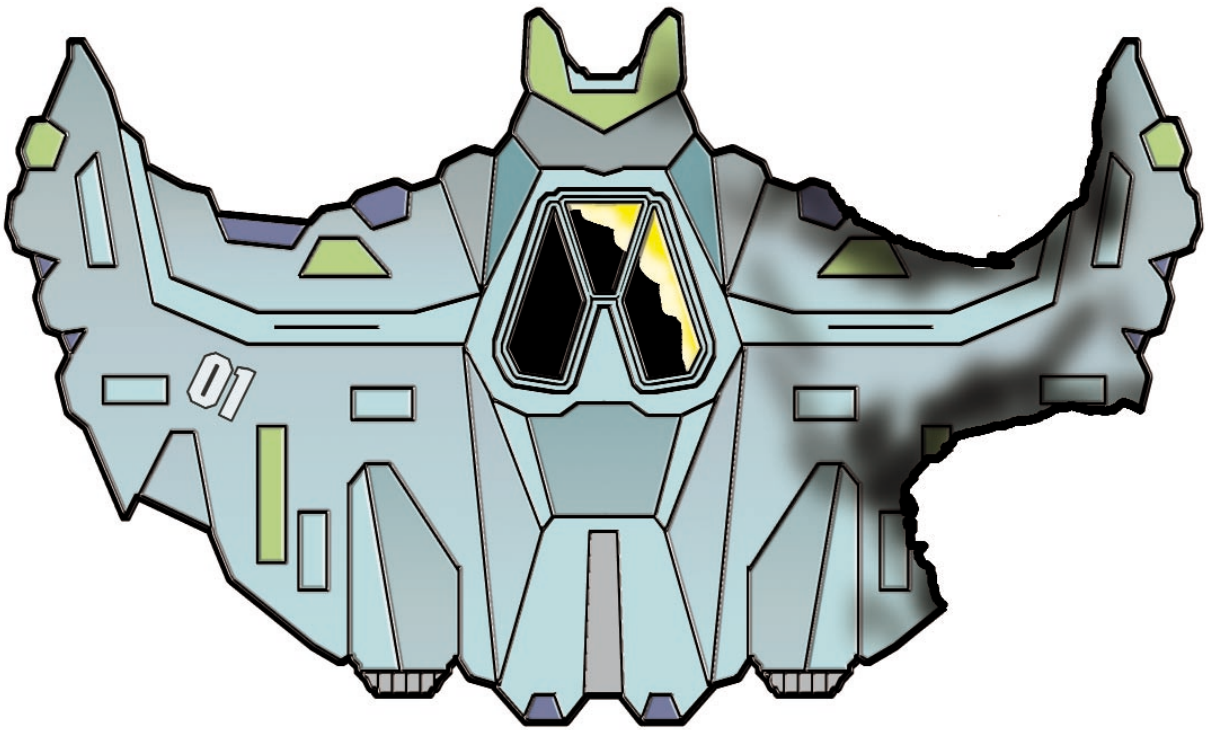
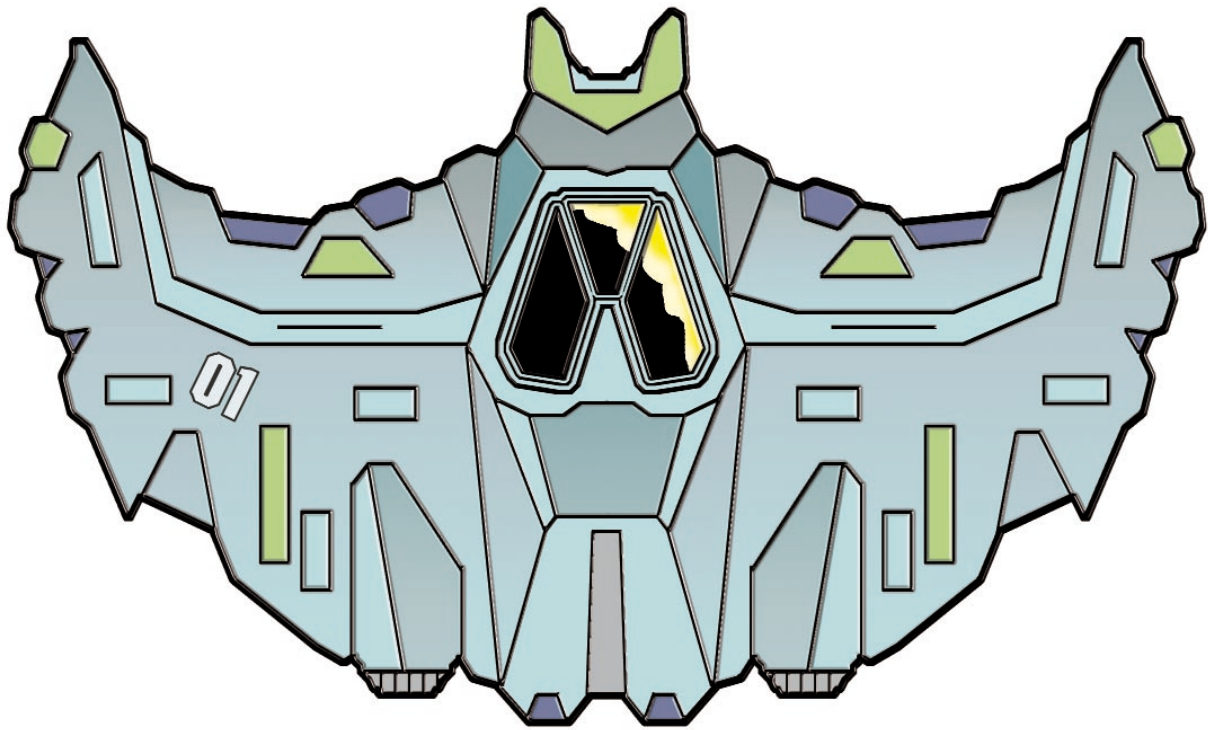
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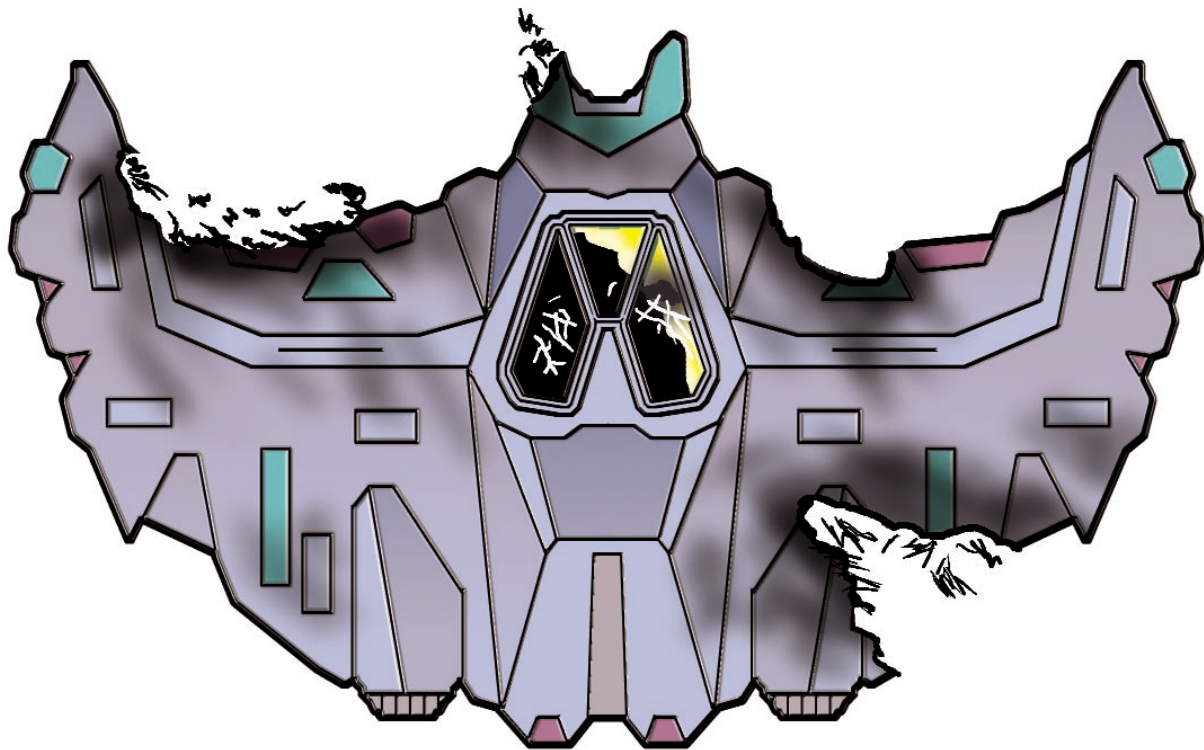
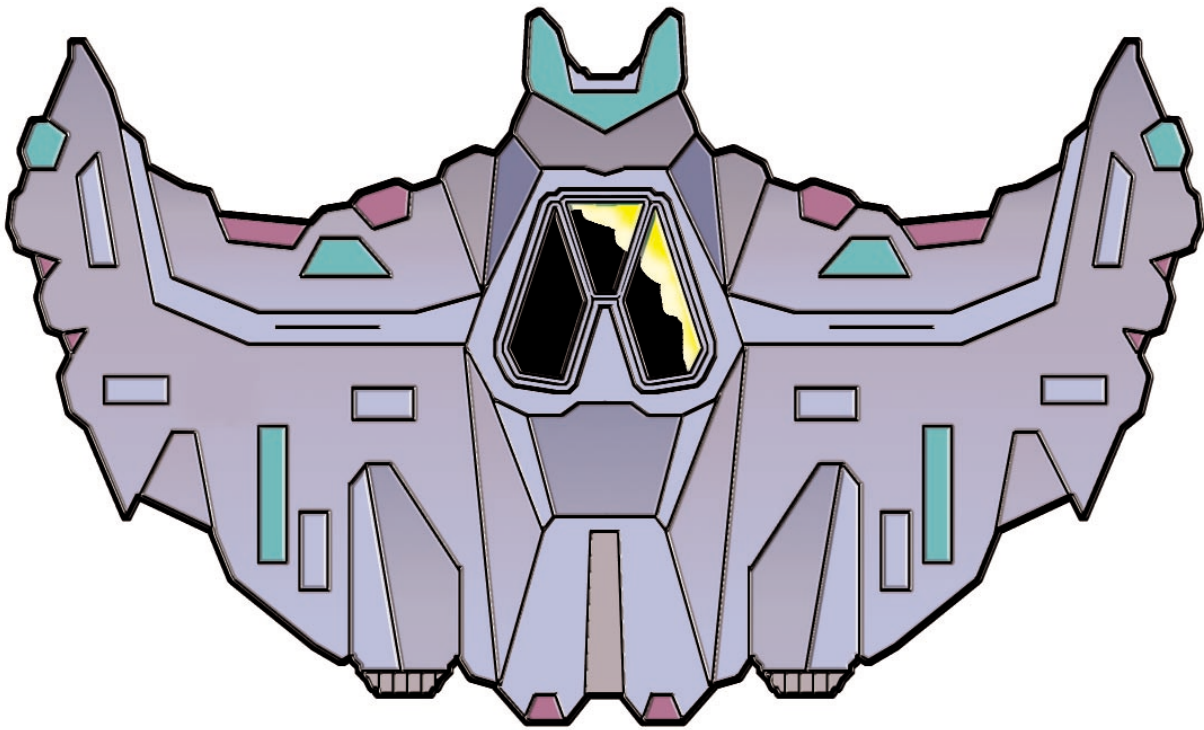
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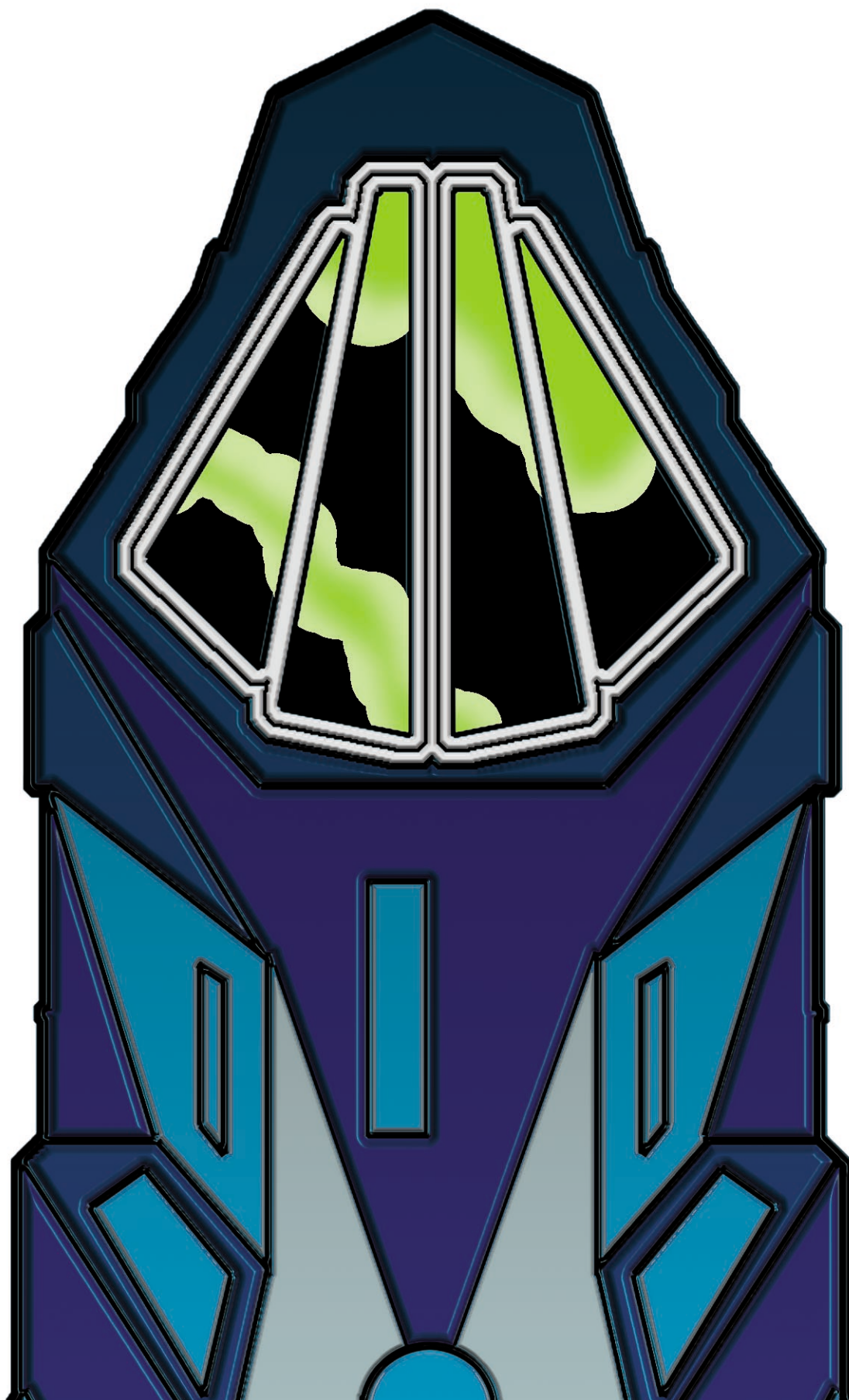
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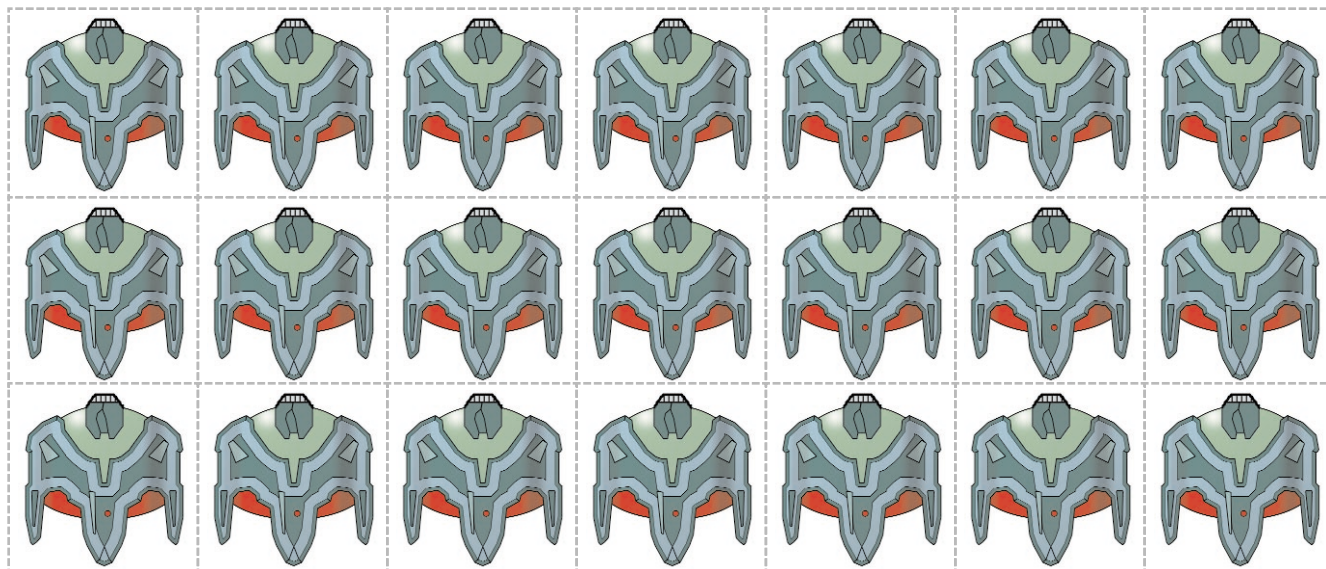
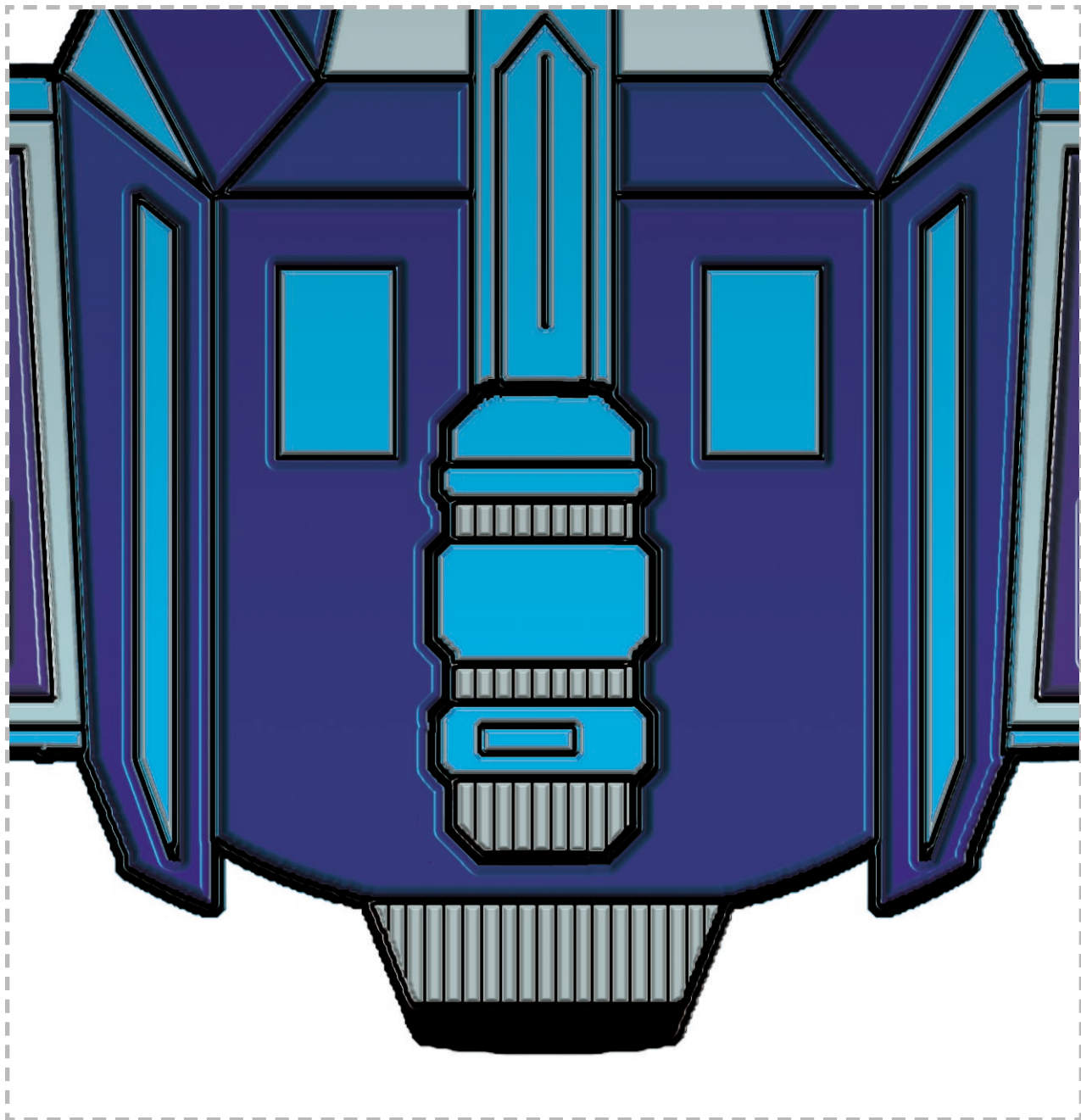
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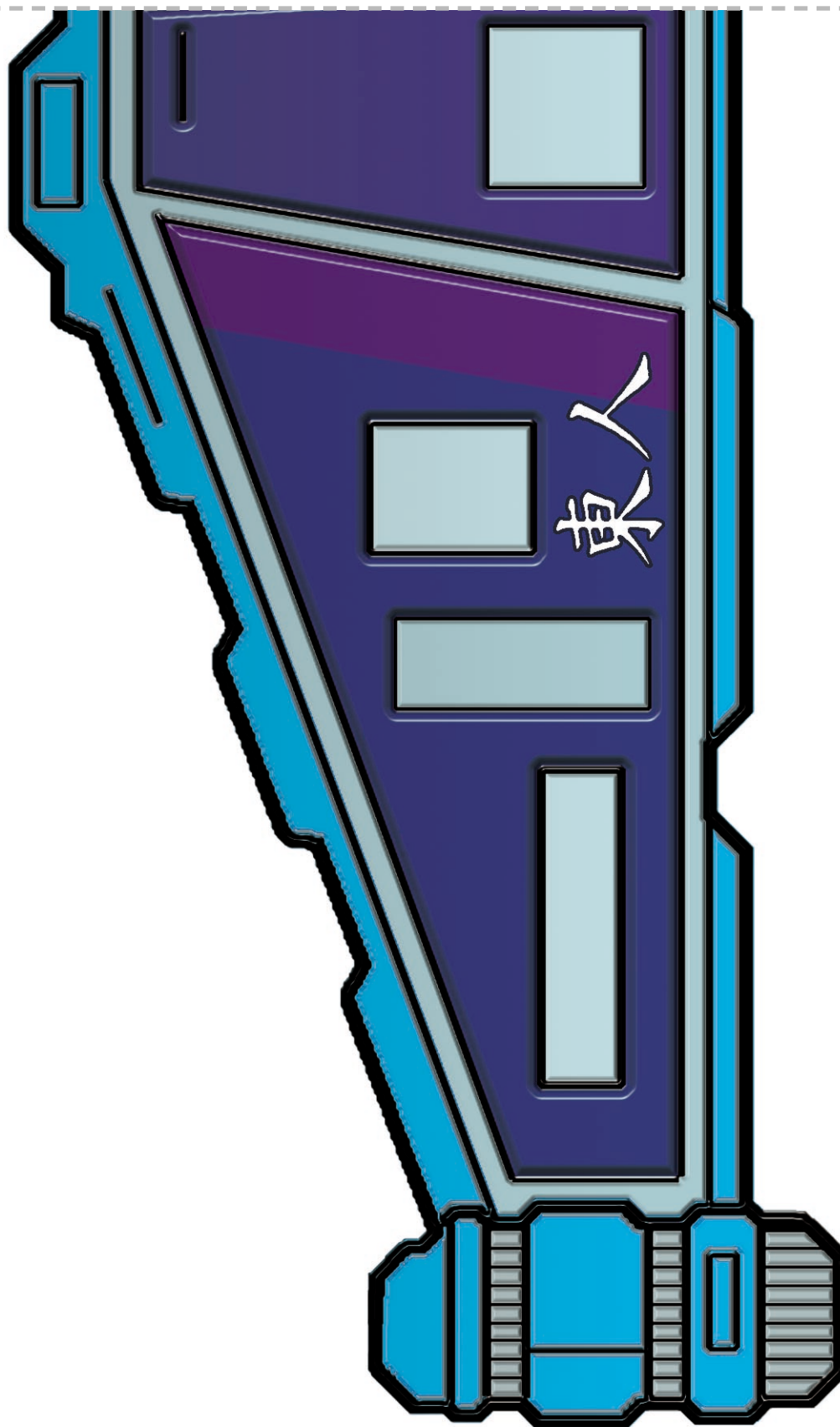
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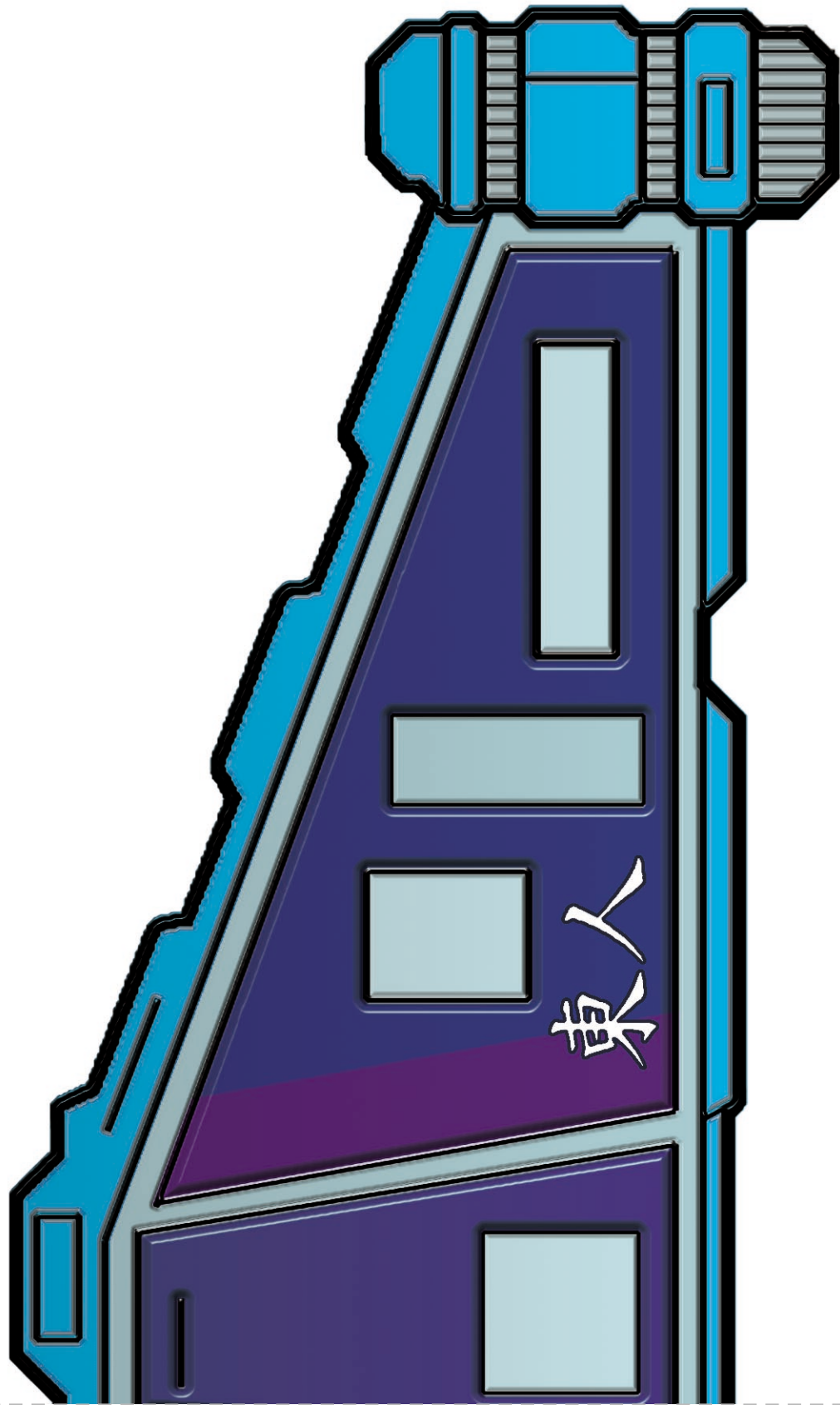




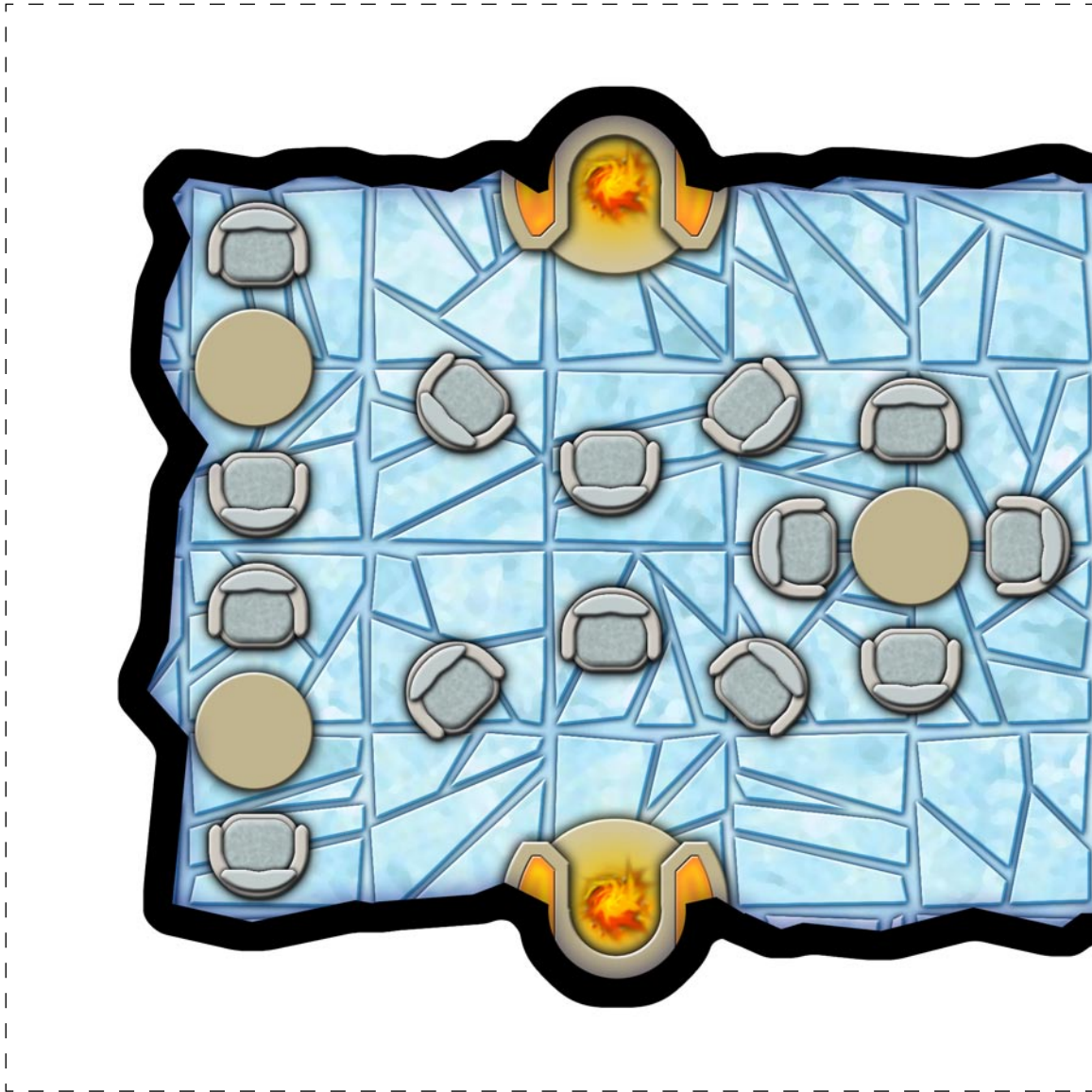








e-Future Tiles: Ice Cave Base



ICB49ronin

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