FUTURE ARMADA

DELUXE STARSHIP DESIGNS



ORION

STRIKE CARRIER

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

OGL SCI-FI

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Future Armada: Orion

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Overview

"Orion" is a Retribution-class strike carrier designed to serve as a transport and base of operations for combat vehicles both in space and on the ground. An internal runway traverses the carrier from stern to bow, widening out in middle to form a cavernous hangar area. Lifts move fighter craft from here down to the bays in the nacelles on either side of the ship. These two-deck high nacelles are lined with large bay doors along the outer edge The upper doors allow access to cargo areas while the ground level doors open into the lower vehicle bays that store the hover tanks. Orion carries sixteen Vulture-class heavy fighters in its upper bays. Below are a dozen Aries-class tanks and four modified Brahma transports. When added to the strike carrier's impressive built in fire power, this single ship decide many engagements.

While the cargo and vehicle storage areas are below and to either side of the internal runway, the primary crew areas lie above it. Atop the forward end of the thousand-foot long carrier is a spacious observation lounge. The primary living areas occupy the midship section with the support deck and bridge high above. The back end of the carrier houses engineering as well as a dedicated flight control area and a rear-facing observation area.

Orion is designed to live in space but can quickly traverse atmosphere and deploy ground forces when needed. The carrier can then return to the sky or remain as a ground-side base of operations. A pair of massive plasma cannons are the main guns for the ship. Turreted missile launchers provide additional fire support, particularly when planetside. In addition to the usual array of small point-defense guns, Orion has a turreted laser mounted as a tail gun to guard the aft landing approach.

A product of the Nova Albion construction yards, Orion is the oldest surviving Retribution-class carrier. Under the command of Captain Sumaiyaa Zakaria it served the Terra Novan Theocracy in the Nexan War, distinguishing itself at the siege of Brahminbaria and earning respect from both sides of the line. That war ended when the former enemies joined forces against the massive Umbral Empire.

After a full repair and refit, Orion joined the ConFederation campaign against Epsilon Eridani and the push to Tau Ceti that eventually brought about an armistice. Now officially attached to the ConFed peacekeeping force, Orion patrols the core-ward border worlds - ready to bring its considerable firepower to bear wherever required. A pair of newly commissioned Seraphim-class escort frigates* are typically in attendance during these patrols.

The crew of Orion is almost exclusively human, though about equally mixed between those from Terra Mortis (old Earth) and the Theocracy. A showcase of the new alliance, the veteran crew has been in enough battles against their common enemy to form close ties and get past any lingering animosity towards eachother. What frictions remain are good natured rivalries rather than old-grudges. When Umbral forces are encountered on the wrong side of the border, the crew of Orion instantly bands together into an efficient and deadly team.

*These frigates ("Perseus" and "Bellerophon") are similar to the exploration vessel "Drake" using the Horizon variant map pages and the pirate configuration stat block.

Please modify this material however you wish 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. Due to file size limitations, giant composite maps of Orion's interior are not provided.

The senior ranking officers on Orion are:

Captain Sumaiyaa Zakaria (51) - the captain of Orion, she has held this command for more than a decade. She is devout and self assured – wholly confident in her right and ability to lead. Her family is lesser nobility among the colonies and boasts an impressive assortment of military commanders and church leaders. Sumaiyaa could have followed either path but felt called to serve amongst the stars. As a defender of her faith and her people, she has had an exemplary career. When the Nexan War ended in alliance the Theocracy chose to send her to serve in the ConFederation as an ambassador of Nexan culture and values.

Captain Zakaria rules Orion with a firm hand and is respected for her fairness and wisdom. Beneath her are a triad of commanders who are responsible for the day to day operations of the ship, the ground forces, and the fighter wings. The relationship between the four is efficient, formal, and always professional. Sumaiyaa herself is too austere to be beautiful. Her hair – iron grey – is worn in a long braid. Though she is only of average height, her assured demeanor and unflinching gaze give her an unmistakable air of command.

Commander Jon Tau (30?) - the Executive Officer on Orion. He is a former member of the Cyntek Sodality: a military tactician who defected to the ConFederation at the start of the Umbral War. After allied command ascertained his loyalty, they made good use of his knowledge of Umbral strategy to help secure the border worlds. While he realizes that he is unlikely to ever hold a command of his own, he is proud of his position and what he has done to reunite the humans of Terra Mortis with the post-human Cyntek society.

As with most of the gene-modified Cyntek, Commander Tau is handsome and well built. He has striking green eyes and his hair would be blue-black but he keeps his head and face clean shaven. When the light strikes his scalp at the right angle, a tracery of embedded circuitry can be seen. This is the only sign of his augmentations besides his ageless appearance and emotionless demeanor. There are very few aliens on board Orion so the nearly-human Commander Tau stands out as different. The crew obey him without question, but some dislike taking orders from a Cyntek. He strictly maintains the fighting skills he learned as an elite field operative for the Sodality. The captain initially distrusted Commander Tau but, like many, has come to rely upon his tactical genius.

Ground Commander Allehandro Cadena (45) - a heavyset blonde man with a stubbled jaw and penchant for chewing cigars. He has been a ground pounder and tank commander for many years and is only happy when he and “his boys” are let loose to do their job. He dislikes being a treated like a passenger on the carrier and so is often sour and gruff while on board. Commander Cadena oversees the tank crews and those who work on them. He is also acting Chief of Security, using his those under him to handle ship-board policing duties.

Allehandro is of mixed European heritage and grew up in the London sprawl. He has an impressive variety of scars and tattoos, the most notable of which is a chain of thick links around his throat – commemorating his first twenty kills.

Flight Commander Angelica Catalina Serrano (34) - an ace pilot and commander of the fighter jocks stationed on board Orion. Though well into her 30’s, she can still out fly anyone under her command. “Angel Cat” earned a formidable reputation during the Nexan War. Unfortunately she fought for the ConFederation while Captain Zakaria fought for the Theocracy. Though the colonies and ConFederation are now allies, the captains still holds a bit of a grudge, or is perhaps a little envious of the flamboyant and well-liked Commander.

Angelica’ shows her Spanish heritage in her coloring and she wears her hair short to more easily accommodate her flight suit and helmet. She is attractive, outgoing, and personable – everything the Captain is not – and has the full loyalty of the pilots and crew under her command.

While there are several other high-ranking officers on board (the Chief Engineer, Chief Medical Officer, and so on), this trio of Commanders is who Captain Zakaria considers her inner circle.

ORION

Progress Level	7	**Size**	Colossal (-8 size)
Type	Mediumweight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Strike Carrier	**L x W x H (feet)**	977 x 560 x 149
Defense	11	**Tonnage**	310,500
Flat-footed	7	**Targeting Bonus**	+5
Autopilot	7	**Crew**	250 (Expert +8)
Hardness	30	**Passenger Capacity**	8 plus two teams of up to 8 each
Hit Dice	250d20 (5,000 hp)	**Cargo Capacity**	2600 register tons
Initiative	+8	**Grapple Mod.**	+16
Pilot's Class Bonus	+5	**Base Purchase DC**	68
Pilot's Dex Modifier	+4	**Restriction**	Military (+3)
Gunner's Attack Bonus	+4	**Grappling Systems**	Grapplers (+16)
Engines	Particle impulse engine, thrusters	**Armor**	Cerametal
Sensors	Class V sensors, Improved targeting array	**Communications**	Mass transceiver, radio transceiver

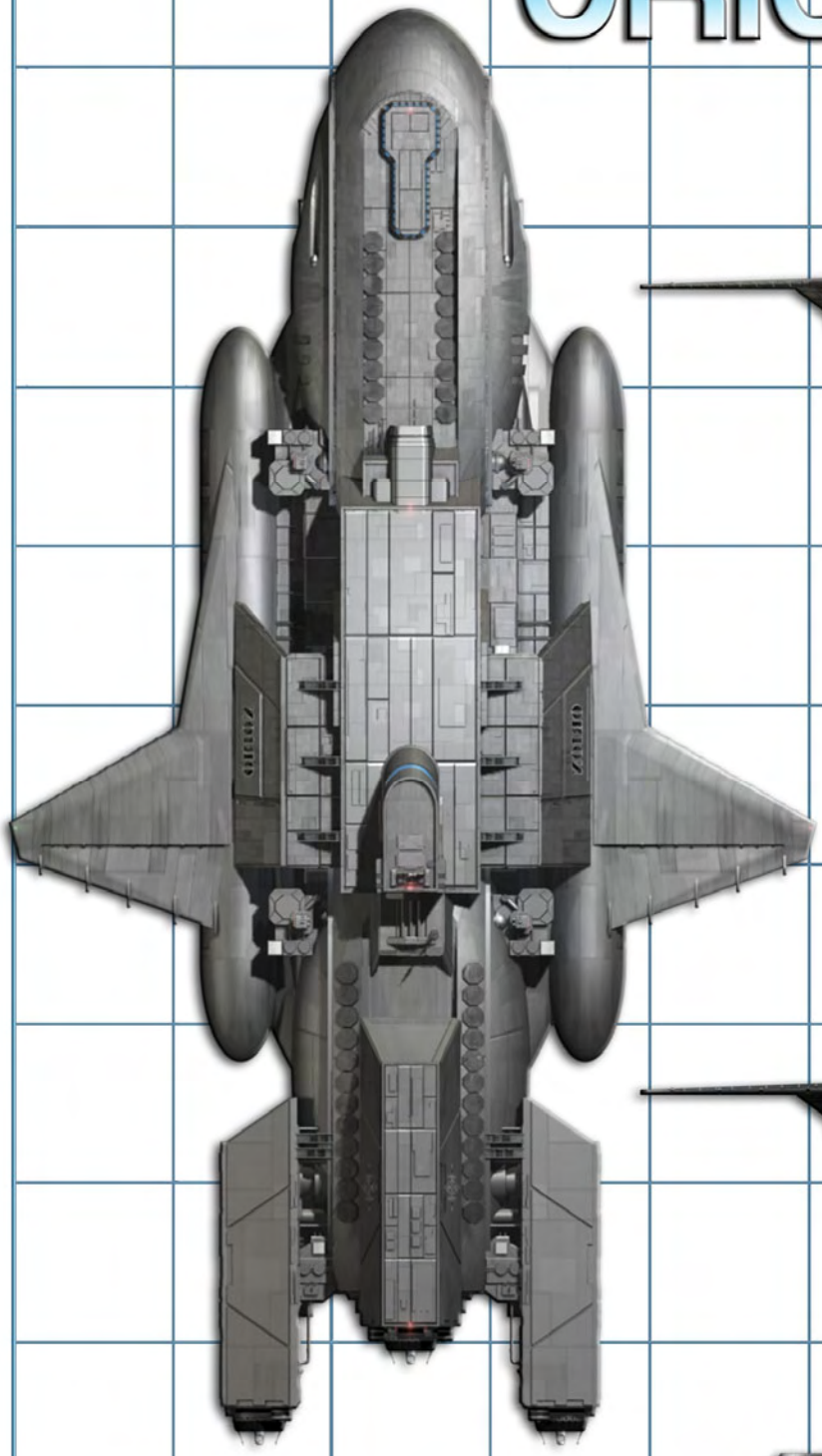
Defense Systems	Improved Autopilot, Improved Damage Control System (4d10), Light fortification, Point-Defense System, Decoy Drone Launcher, Self-Destruct System Radiation Shielding, Magnetic Field, Particle Field, Stealth Screen
Weapons	4 fire-linked mass reaction missile launchers in a variable link 4 fire-linked heavy plasma cannons* (range increment 4000 ft.) 1 heavy laser (range increment 4,000 ft.)

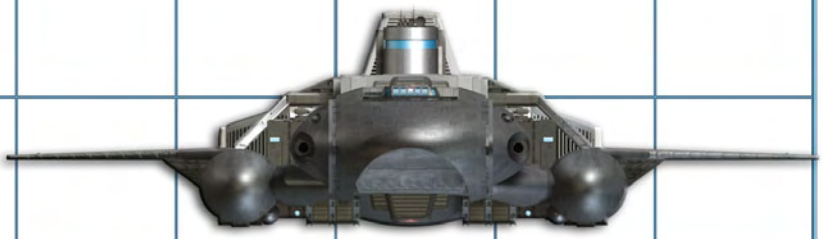
*the main guns are each equivalent to a linked pair of heavy plasma cannons, so both main guns firing together are equivalent to four cannons total.

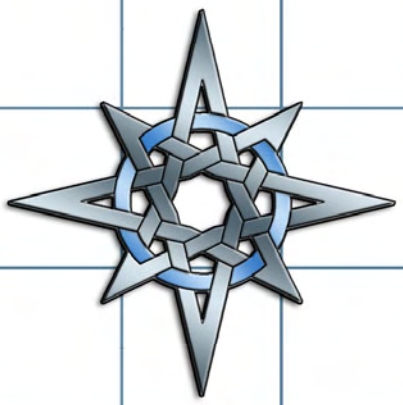
Attacks	4 fire-linked mass reaction missile launchers +1 ranged (40d8/19-20) and 4 fire-linked heavy plasma cannons -4 ranged (36d8) and 1 heavy laser -4 ranged (8d8)
Attack of Opportunity	Point-defense system +5 ranged (3d12x10)

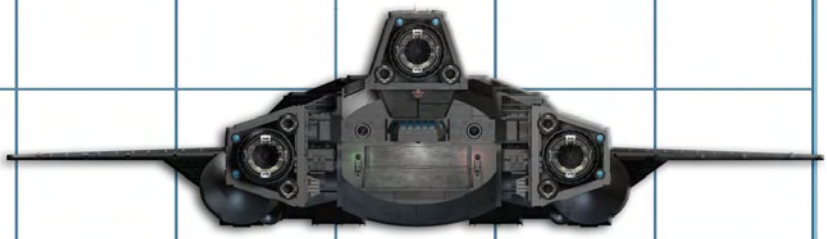
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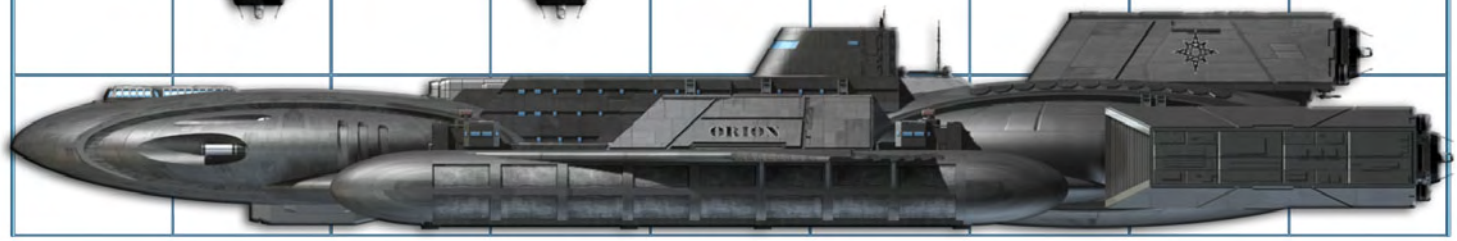
ORION







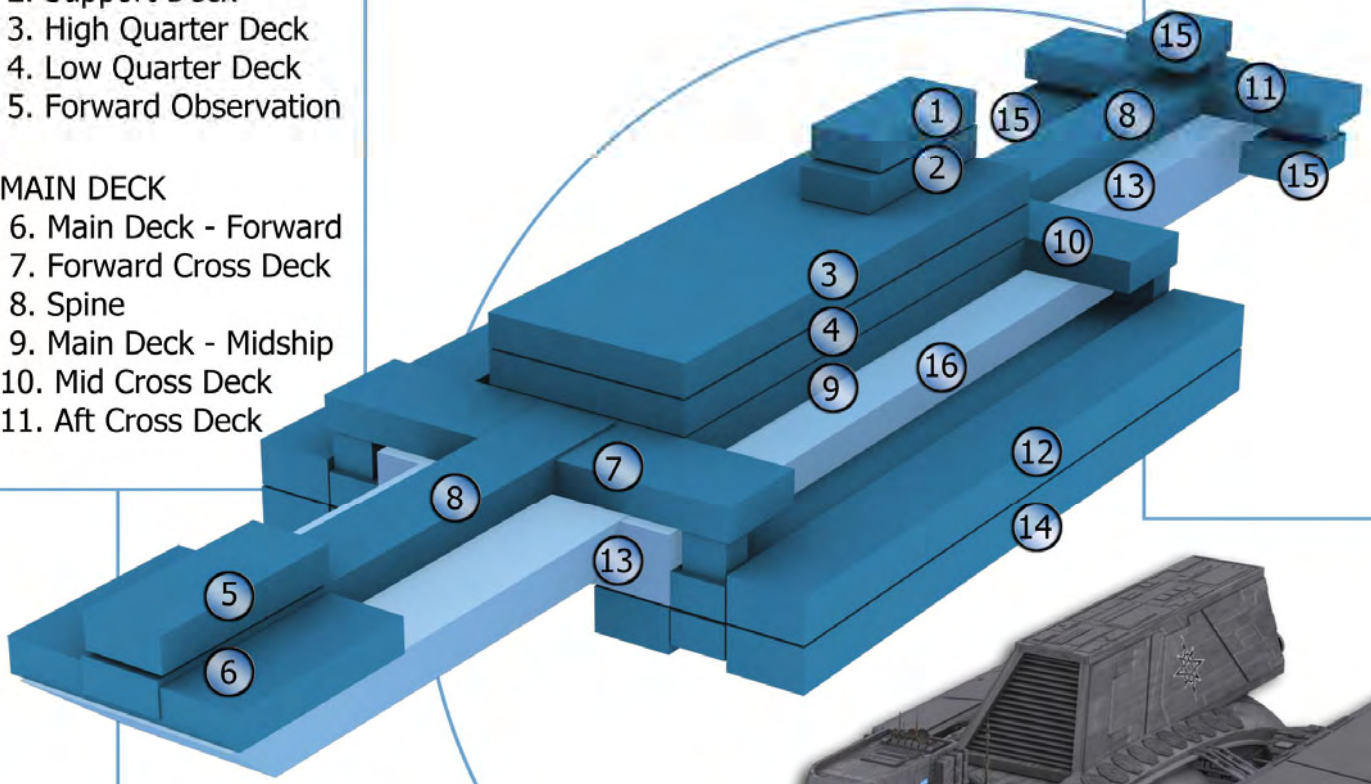


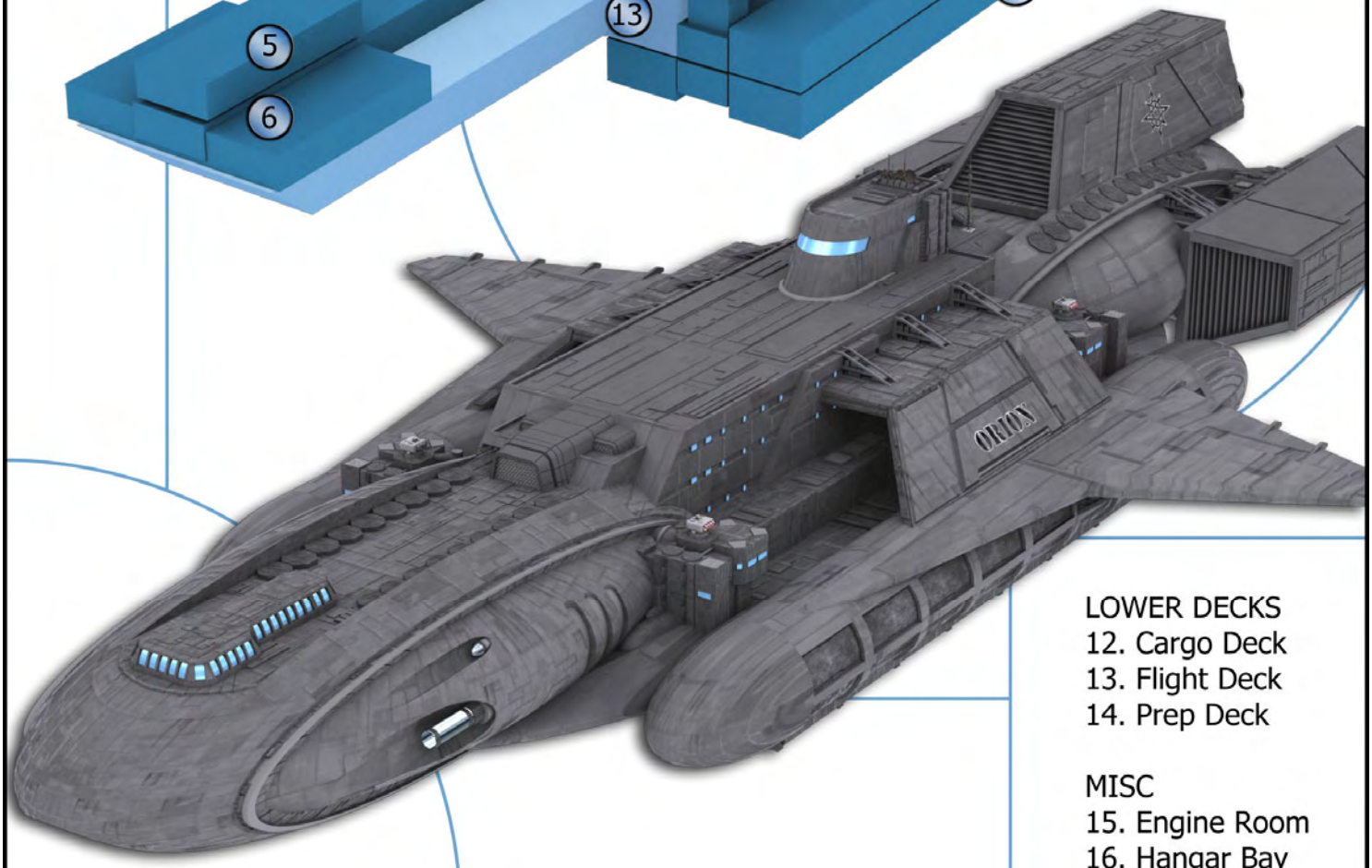


DECK LAYOUT

UPPER DECKS
1. Command Deck
2. Support Deck
3. High Quarter Deck
4. Low Quarter Deck
5. Forward Observation

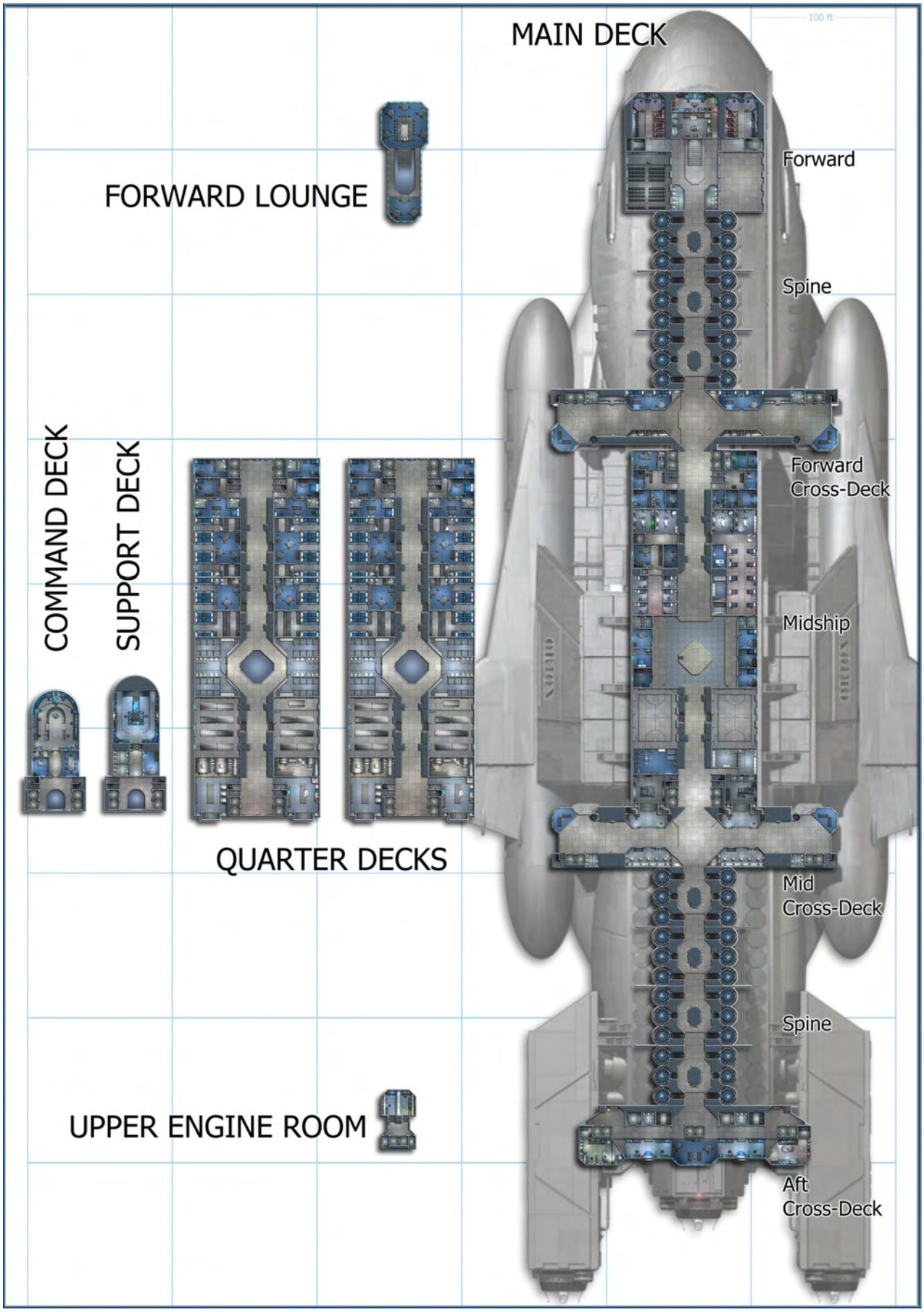
MAIN DECK
6. Main Deck - Forward
7. Forward Cross Deck
8. Spine
9. Main Deck - Midship
10. Mid Cross Deck
11. Aft Cross Deck

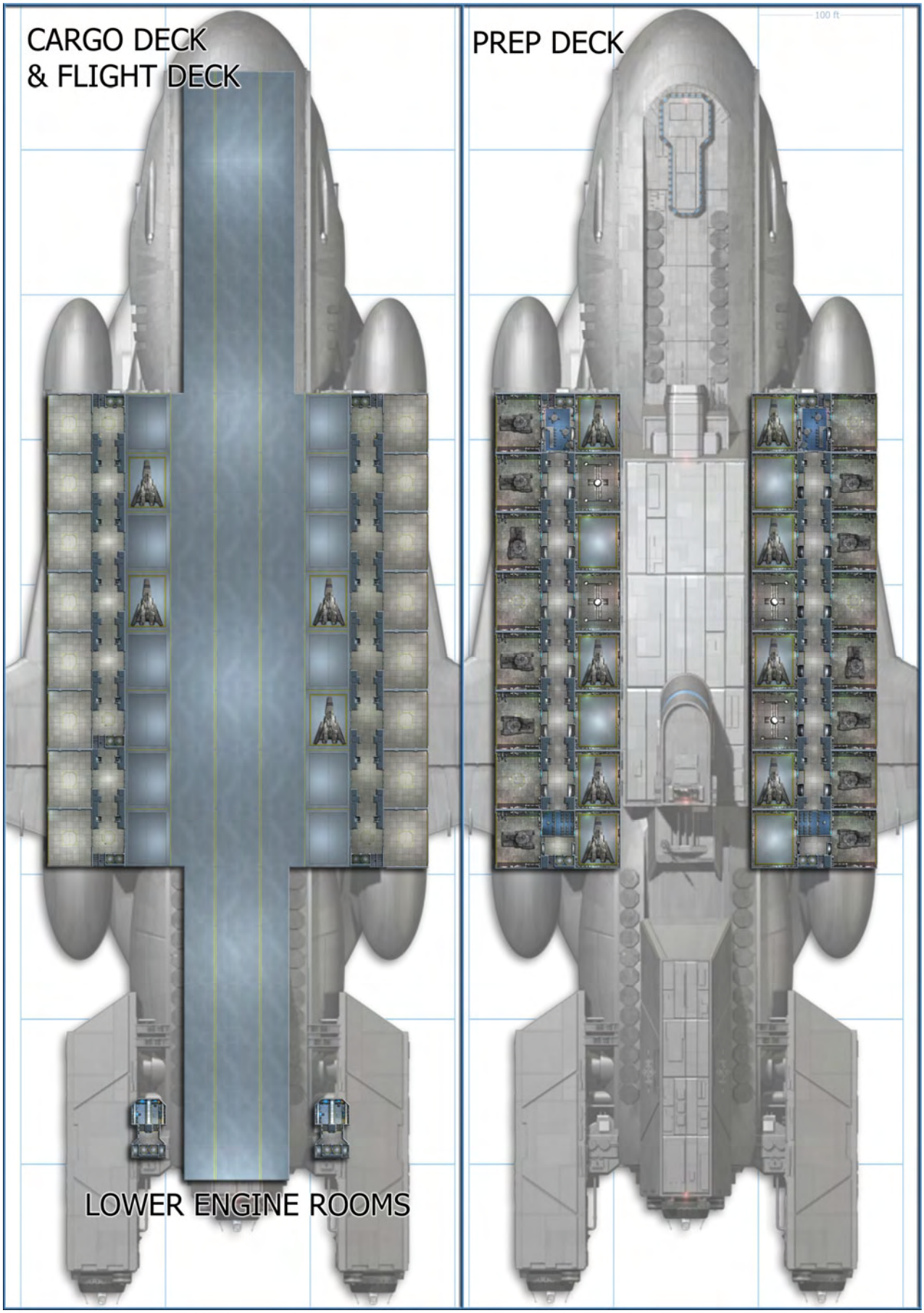


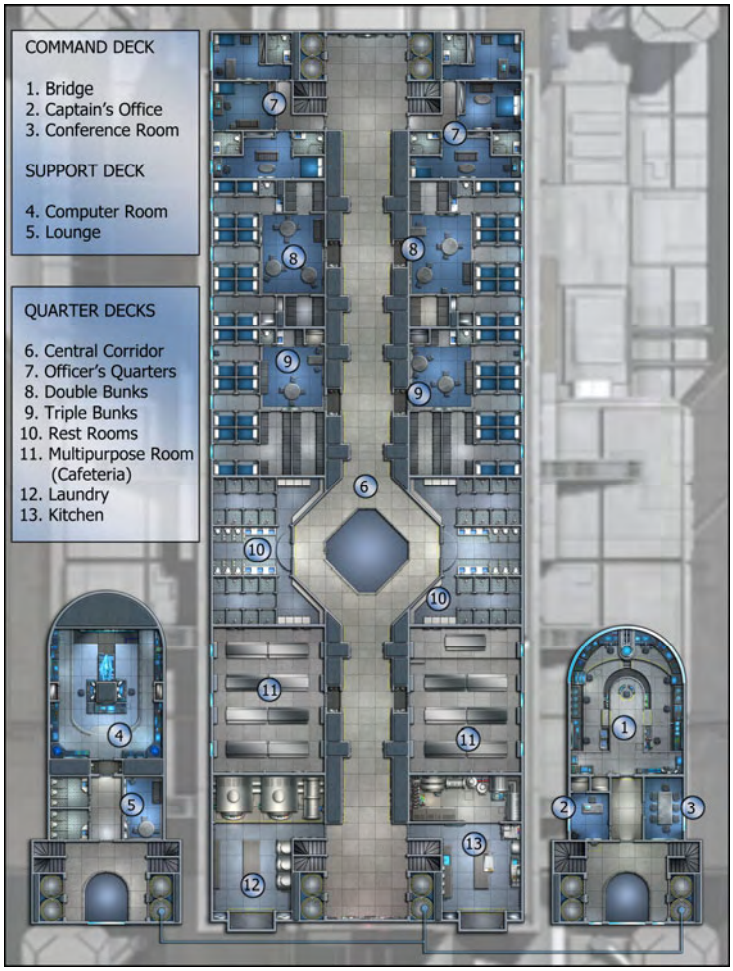


LOWER DECKS
12. Cargo Deck
13. Flight Deck
14. Prep Deck

MISC
15. Engine Room
16. Hangar Bay


MAIN DECK
FORWARD LOUNGE
COMMAND DECK
SUPPORT DECK
QUARTER DECKS
UPPER ENGINE ROOM
Forward
Spine
Forward
Cross-Deck
Midship
Mid
Cross-Deck
Spine
Aft
Cross-Deck


CARGO DECK
& FLIGHT DECK
PREP DECK
LOWER ENGINE ROOMS



Interior Areas

Orion has seven decks with many different sections and these areas are discussed in the following pages. Refer to the composite maps on the preceding pages to see how the specific sections fit into the overall layout of the ship. The decks are described from the top down, front to back.

Command Deck

The highest deck on Orion, the Command Deck shares the superstructure with the Support Deck. Both of these sit high atop the center of the ship and help define Orion's distinctive profile.

Bridge

The bridge is situated at the front of the top-most deck, giving it an excellent field of view though also leaving it somewhat exposed to enemy attack. The layout of this large room has the commanding officer and assistant on a walkway a few steps above the crew working below. The command chair and its attendant displays can be retracted below the floor, and are usually kept stowed in this position. Except when Orion is at battle stations, the captain himself does not sit down when on the bridge, preferring to pace and watch over the crew.

The bridge has primary helm and navigation control as well as secondary engineering, computer, sensor, and weapons controls. The large forward window (which is structurally as sound as the surrounding hull) has built-in display and overlay capabilities. There is also a holographic projection platform between the command chair and the window. In addition to the commander's chair there are eight crew stations here, with the forward two being the most vital.

The weapon locker adjacent to the bridge contains small arms and emergency vacuum suits.

Captain's Office

Near the bridge, a personal office is provided for the commanding officer. It contains all of the usual amenities as well as a storage closet.

Conference Room

This room is used for command briefings and other high-ranking meetings. It sports a wall-sized video screen and a window with an excellent view of Orion's starboard side.

Aft End

At the back of the Command Deck are the stairs and elevators going down through the Support Deck and Quarter Decks to the Main Deck (just forward of the Mid Cross-Deck). A large, vertical window looks towards the aft end of Orion and a balcony overlooks the Support Deck below.

On one wall is a ladder leading to a pressure hatch in the ceiling. This emerges on top of the command tower and has an extendable tube for linking to another hatch on a ship above. Since Orion lacks standard boarding air-locks, this hatch and the two on the bottom of the ship are the only way for personnel to do direct ship-to-ship transfer in space. It's far more common for people to board in a Brahma or other small craft by landing in the hangar.

Support Deck

Computer Room

Directly beneath the bridge is the computer room - responsible for ship's sensors, systems monitoring, and communications as well as the usual assortment of computational and data manipulation activities. The room is quite spacious because the original computer system (which nearly filled the chamber) was replaced at the start of the Umbral War. The new machine takes up a fraction of the space, allowing for more displays and room to work. While this system is a low-level artificial intelligence, the captain has adamantly refused to activate any of its personality or voice interaction routines.

A huge video screen adorns the front wall of the chamber and a holographic table stands before it. There are typically two crewmembers on duty in here.

Lounge

This lounge is for bridge and computer room personnel – either for on-duty breaks or while serving as back up crew. A beverage/snack station, table, couch, and large video screen are provided. Restrooms are across the hall.

High Quarter Deck

The two long decks beneath the Support Deck are almost exactly the same. Because they house the crew quarters, they have (to the consternation of proper sailors everywhere) come to be called the "Quarter Decks". The High Quarter Deck is the top-most one, being directly below the Support Deck. The Low Quarter Deck lies between the High Quarter Deck and the Main Deck - Midship section.

Central Corridor

A long hall runs the length of each Quarter Deck, ending at a bank of elevators and stairs at either end. These are the only easy ways onto or off of the deck. On the High Quarter Deck, the forward stairs do not go up any further. Instead, they end at a service hatch leading only into the ceiling ducts.

In the central part of the hall a balcony looks down past the Low Quarter Deck to the dais on the Main Deck. A railing runs around the outside of this octagonal opening and a ladder leads down to the floors beneath. In addition to providing a nice open area, these balconies allow for more crew members to view important presentations made from the dais below.

Officer's Quarters

At the forward end of the deck are half a dozen cabins reserved for high ranking officers. Each private room has its own bathroom. The captain's quarters are here though she dislikes the long distance to the bridge. One cabin on each level is generally kept vacant for non-civilian visitors.

Double Bunks

Each of these room (one on either side of the hall) are home to two dozen crew members. The bunks, which include a video unit and computer interface, are stacked two high with storage drawers beneath each. Plastic shutters can be pulled down to provide privacy and reduce noise from outside.

The common area has a few tables and a larger video entertainment unit. There are also a couple of locker rooms, with each crew member assigned a cupboard-sized locker. Like the bunks, these are stacked two high.

The double bunk quarters are home to the crew Captain Zakaria considers most important – the pilots, tank drivers, and those who directly maintain the vehicles; as well as her bridge crew and lower ranking officers. Lesser personnel are relegated to the more crowded triple bunk rooms next door.

Triple Bunks

Though the room is the same size, this area houses 36 crew members compared to the 24 in the double bunk room. This is accomplished by stacking the bunk units three high – removing the storage drawers. Likewise there are 36 lockers available in each room. The cramped quarters and small common area is one reason Orion has numerous "lounges" scattered around the ship. All of these bunk room are mixed-gender.

Rest Rooms

Each Quarter Deck has a pair of large restrooms on either side of the balcony in the center part of the deck. These facilities are mainly shower rooms, though the toilets do get a lot of use since each bunk room only has a single small wash closet. These rooms are gender specific, though that is not enforced during peak hours.

Multipurpose Rooms

The starboard room is almost always configured as a dining facility because the aft wall abuts the kitchen directly. The automated units along this wall provide prepared meals and also accept dirty trays for cleaning. The units along the forward wall are beverage stations.

When the port side multipurpose room is configured for dining, one table is set apart for high ranking officers. Between meal times, the room will usually be configured for sports – though the auditorium functionality is sometimes used for evening cinema.

Laundry

There are two huge laundry processing machines in this hot, noisy chamber plus a trio of smaller wash-n-dry units. A large table and long counter are used for sorting, as are the hanger bars along the wall. Wheeled laundry bins often crowd the floor.

Uniforms and bedding make up the bulk of the material, but all shipboard cloth items are processed and sorted in one of the two identical laundry rooms, then moved to the storage room on the main deck (accessed directly via the lift at the rear of the room) or in deep storage on the cargo deck.

Kitchen

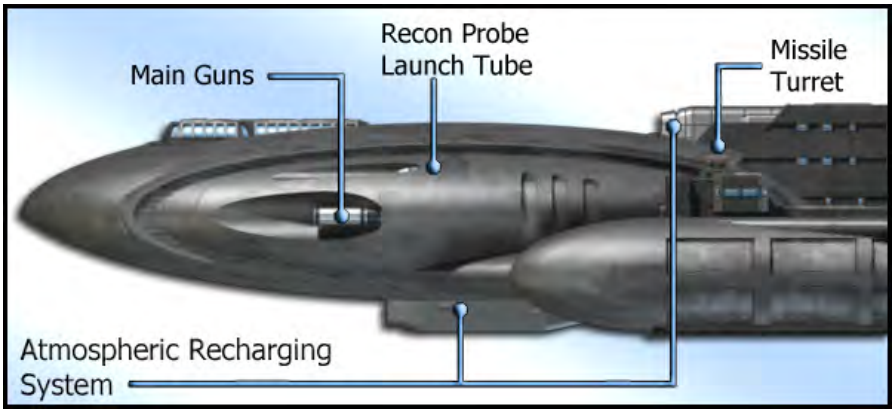
Most meals made here are just a matter of putting the proper ingredients in the correct vat and letting the machinery prepare the food and serve it up on trays. Note that the units here connect directly to the wall-mounted units in the multipurpose room, dispensing food and collecting used trays. Dirty trays and utensils are fed into the wall unit on the port side of the room, where they are washed, sterilized, and stored for reuse.

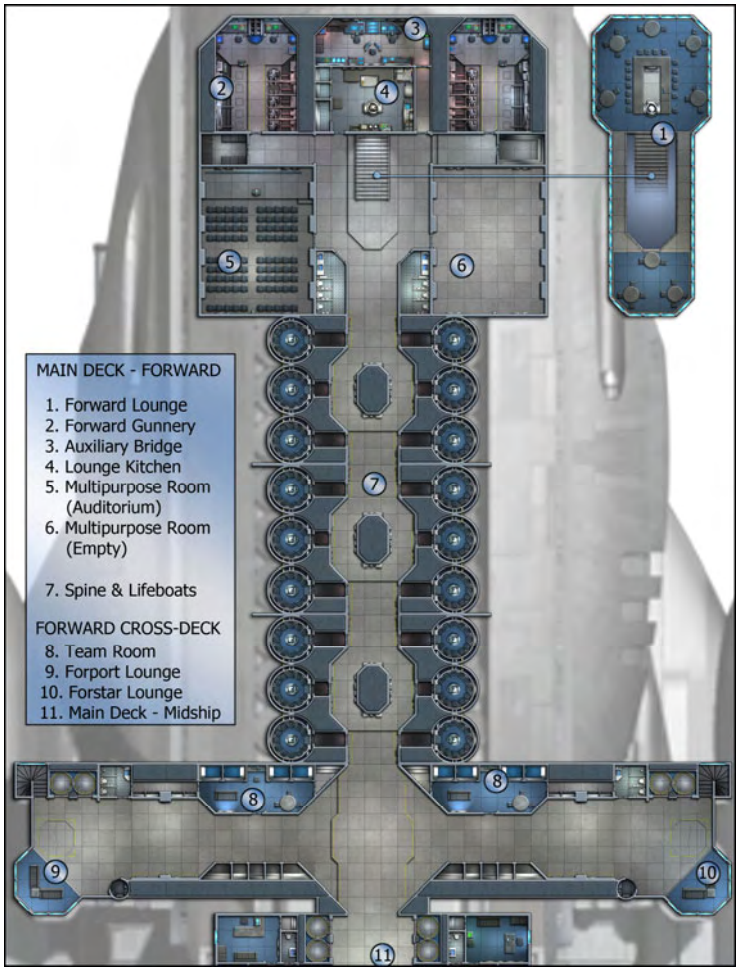
Raw materials are brought up from the storage room on the main deck (which itself is replenished from the cargo deck via common push carts). For special occasions, there are more conventional cooking appliances in the kitchen, as well as proper plates. Most fancy meals are served in “Jilly’s” though.

Low Quarter Deck

As explained earlier, this deck is just like the High Quarter Deck with a few minor exceptions. At the front end of the central corridor on both decks are the large vents and machinery that are the back end of the atmospheric recharging system (these vents are built into the wall and so not clearly visible on the map page).

The atmospheric recharging system is the extended “nose” that can be seen in front of these decks on the external view. When Orion is in a breathable atmosphere, this system filters and processes air to refresh the internal life support system. It is also a point for rapidly venting midship atmosphere – used as a defensive measure if the ship is boarded. A similar system is built into the bottom of the ship, allowing for rapid venting or refill of the hangar and runway area.





Forward Observation Deck

"Jilly's"

This level is technically the Forward Observation Deck, which holds only one area: The Forward Lounge. The person in charge of the Forward Lounge is Gillian Carlson, known to the crew as Jilly. She usually works the bar during the evening/late shift herself and so the lounge has become known as "Jilly's" among the crew. This is easily the most popular off-duty area on the ship and dining reservations are required during peak hours.

The bar is served by a kitchen on the deck below, with food sent up though a dumbwaiter (a small elevator for transporting food trays). In addition to the sizable bar, there are five tables in the front of the lounge and three more in the back. All have an excellent view through the large windows which run around the perimeter of the deck. A large set of stairs leads down to the Main Deck – Forward area.

Main Deck – Forward

The forward end of the hall from midship emerges into a fairly spacious area. A wide staircase leads up to the lounge overhead. The ceiling is high here because of the balcony above, and panoramic windows can be glimpsed beyond. The multipurpose rooms in this area are typically configured as auditoriums for viewing movies or left empty for social gatherings. The restrooms here are for general use and the storage rooms at either end of the "T" contain general supplies used to supplement activities in the multipurpose rooms or lounge.

Forward Gunnery

There are two gunnery rooms in the forward part of the ship – one on either side of the auxiliary bridge. The personnel on duty here are responsible for the main guns and the missile turrets as well as launching recon probes (which can also be quickly reconfigured as decoy drones).

The probes themselves are stored here (5 in each room) for easy maintenance and modification. They are launched through the tubes above the forward guns and can be recovered on the flight deck. This is a rather antiquated method of reconnaissance in this day and age, but was standard equipment for capital ships back when Orion was commissioned. Captain Markari, a staunch believer in the old ways, still makes good use of the probes to extend her battlefield awareness.

Back in the day, the machinery here could also retrieve individual missiles from the internal magazines, allow for maintenance, and then return the arms to the forward launching tubes. Since the upgrade of Orion's missile turrets in the last war, she does not typically carry additional missiles in the forward section.

Auxiliary Bridge

This small but well-fortified room serves as a backup command center for use in case the Command Deck is damaged or destroyed. There are full helm controls and basic displays for other ship's systems. This room, and the hallway leading to it, are kept secured at all times.

Lounge Kitchen

Dedicated to providing food for the Lounge above, this small kitchen is fully equipped and stocked with better fare than the cafeterias on the Quarter Decks. In the center of the busy room is a column containing a lift system. This is used to send trays of food up to the bar and to retrieve used dishes and utensils for washing.

Multipurpose Rooms

The Main Deck – Forward area houses two multipurpose rooms. Like all of the multipurpose rooms on Orion, these can be configured as auditoriums, Z-ball courts, or cafeterias. As stated in the introduction to this section, these particular rooms are usually used as movie theaters or empty spaces for social occasions (such as dances or celebrations).

Forward Spine

The divided hallway between the forward section and the cross-deck cuts through an area filled with ships systems and storage tanks. The walls are thick with access panels and have evenly spaced doorways which lead to the escape pods. These Discus-class life boats launch vertically out of the top of Orion. There are 18 life boats along the forward spine – 9 on either side – and additional boats along the aft spine. Indicator lights over each door display the status of the life boat beyond.

Forward Cross Deck

Running perpendicular to the spine of the ship, the Forward Cross-Deck lies between the Forward Spine and the Main Deck – Midship area. The cross-deck extends so far out to the sides because it needs to reach beyond the hangar area in order to allow access (via elevators and stairs) to the Cargo/Flight Deck below.

Team Room

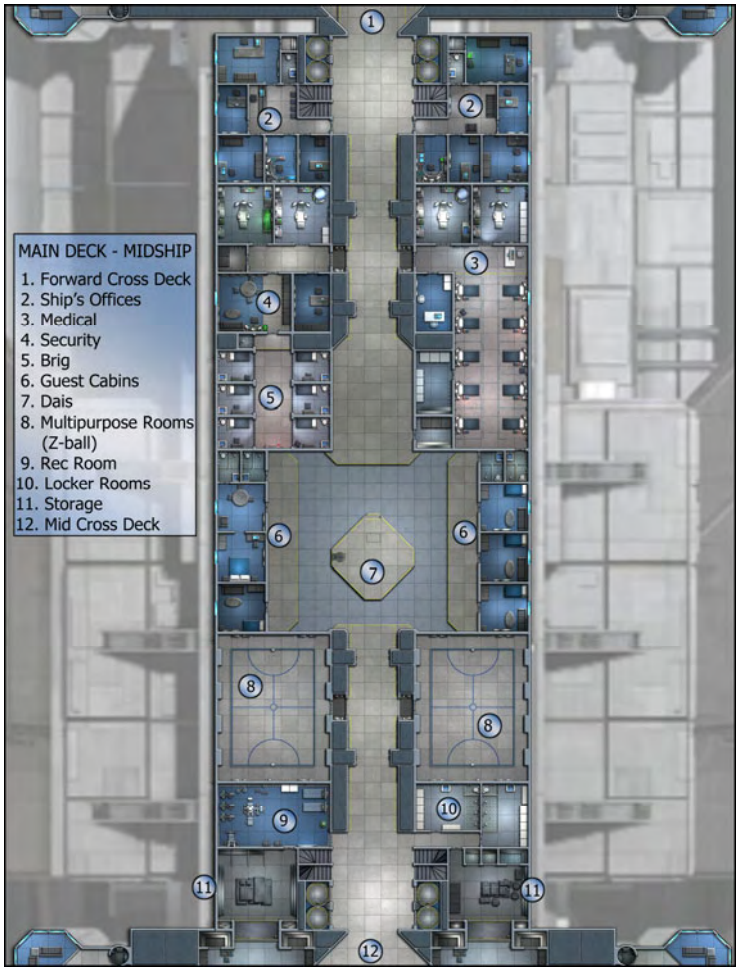
Each arm of the cross-deck has a dedicated cabin called a “Team Room”. These cabins, close to the flight deck, are used to house selected teams of operatives – the special forces of the ship. Even though a typical team has only 4 or 5 members, the team room has 8 bunks (stacked 2 high). Also present are standard furniture including video and computer stations.

Each team room has access to a private bathroom at the end of the hall (itself lined with personal storage lockers). When the team rooms are not in use, these restrooms are open to the general crew. Across from the team rooms are a row of storage closets containing general maintenance and cleaning supplies.

Side Lounge

At the end of either side of the cross-deck are carpeted areas with a couple of couches. While there isn’t any food service here, it is an out of the way place to take a break. The windows provide a good view to the side of the ship, and an exciting vantage point when the missile turret (mounted on the roof of this area) is fired. The turret is accessed through a ladder nearby.

The elevator and stairs near the lounge lead down to the Cargo/Fligth Deck, and then beyond that to the Prep Deck at the bottom of the ship. There is an octagonal hatch and lift system built into the floor here - used for hauling cargo up from below.



Main Deck - Midship

Ship's Offices

The forward part of this section of the ship houses two sets of five offices, with each set having a reception area as well. Those on the starboard side are the more important people, with the captain's office being the forward-most one (though she spends a lot more time in her office near the bridge than in this more spacious one). The chief engineer and flight commander also have offices on this side, while the chief of security and chief medical officer have separate accommodations in their particular areas down the hall.

Across the hall are people who handle the day to day administration and operation of the ship. These are generally lower ranking except for the XO who has the large, corner office on this side. The port side has a receptionist while the starboard side just has a waiting room. No matter who you are here to see, you check in on the left side of the hall.

Medical

The medical bay has four operating theaters which double as examination rooms. The ward has ten beds. If a lot more are needed, they are pulled up from the cargo deck and the central hall/dais area is used for triage or recovery as the situation dictates.

In here curtains can be pulled out from the walls to provide some privacy for most of the beds. There is a nurses station in the ward and the chief medical officer's office nearby. A secured storage room off of the ward holds various medical supplies and pharmaceuticals.

Security

Across the central hall from the medical bay is the security center and brig. At the forward part of this section is the chief of security's office and the guard room for officers on duty or in charge of prisoners. The storage room is an armory, containing small arms and armor. The port-side medical theater has a high quality body scanner that is used on incoming prisoners as well as medical patients. This room is also equipped for interrogation procedures.

Brig

There are six cells here, each equipped for a single prisoner – though that can change by bringing in a bunk bed or two. Each cell has a toilet, there is a dedicated shower on site, and food is brought in; so prisoners do no ever have to leave this area. Wall-mounted sensors keep an eye on things and are connected to the guard station outside.

Guest Cabins

Orion has five dedicated cabins for guests and visitors. Three are simple cabins with a double bunk. One has a single bed, and the last is a V.I.P. suite with a large bed and twice the floor space of the other cabins. It also has a private bathroom while the others share the nearby facilities off the central hall.

These rooms are also sometimes used for overflow from the medical ward or for those with the rank to warrant a private recovery room.

Dais

A raised stage stands in the center of the hall, providing a place for crew-wide addresses to be made in person. A lectern (with ties to the sound system) can be raised from beneath the floor. The surrounding floor is a couple steps lower than the dais; making it easier for people there, and on the steps beyond, to see.

Overhead are balconies on the Quarter Decks so that crew above can also watch the proceedings. In addition to in-person addresses (which the zealous captains very much enjoys giving) this stage is sometimes used for entertainment. Both improvisational theater and impromptu boxing matches have been popular in recent months.

Though off limits except in emergencies, a ladder leads from the dais up to the balconies above. A hatch in the floor conceals a short ladder that covers the distance between the floor of the main deck and the ceiling of the hangar below. That ladder can be extended down to the floor of the hangar, allowing emergency access to the lower decks. The 6ft tube between decks can function as an airlock as the hangar may be unpressurized when such emergencies occur.

Multipurpose Rooms

These recreation rooms are almost always configured as Z-ball sports arenas. Z-ball is a zero-G team game (with variants supporting teams of 2, 3, or 4) played in a court enclosed by transparent walls. It's good exercise and a good way to train for zero gravity operations. When both courts here are full it is not uncommon for teams to head forward and reconfigure one of the multipurpose rooms up front (assuming it is not in use).

Rec Room

The recreation room has a standard assortment of weight machines, a couple of treadmills, and a trio of exercise bikes. Given the size of the crew, the room is often crowded.

Locker Rooms

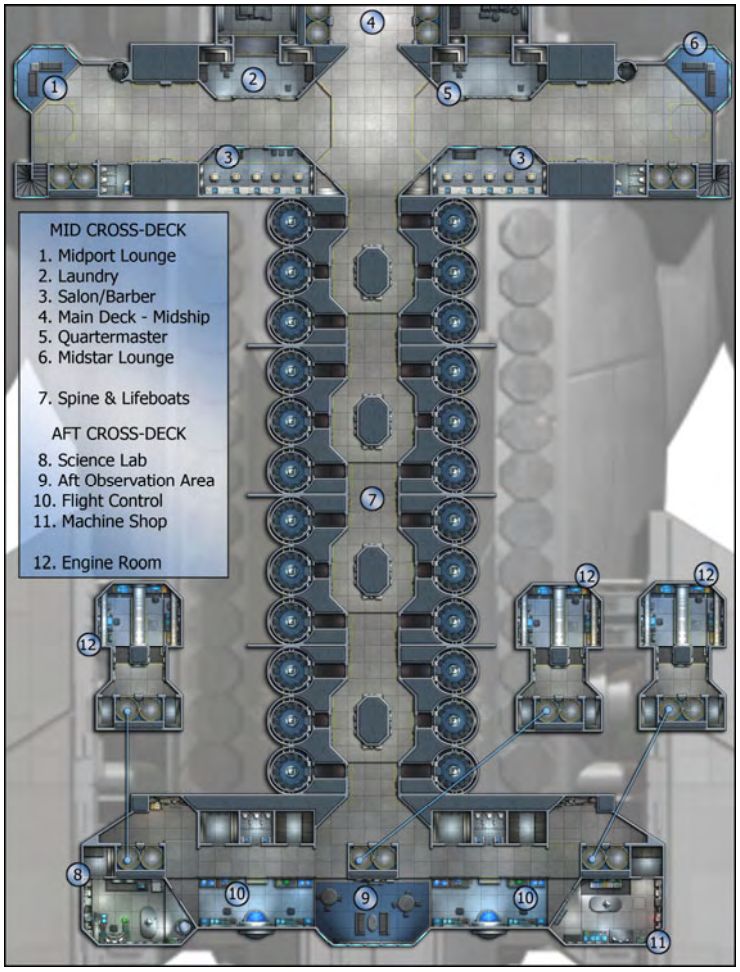
Across from the Rec Room are a pair of gender-segregated locker rooms. Again because of crowding, many crewmembers simply head back to the Quarter Decks to shower and change.

Storage Rooms

The port-side storage room is used by the laundry facilities on the decks above, and the laundry exchange immediately aft. There is a lift in the aft wall of the storage room that opens directly into the exchange and also goes up to either Quarter Deck laundry facility.

The storage room on the starboard side works in a manner similar to the one on the port side except that it is used to store food stuffs. There are three freezers, shelves lined with packaged food, and crates full of edible supplies.

These rooms are restocked from the cargo deck. Supplies are brought up the octagonal lifts at the end of the Mid Cross-Deck and then through the lift in either the Laundry Exchange or Quartermaster area. Both of those rooms have oversized doors to facilitate cargo transfer.



Mid Cross-Deck

This section of Orion is located on the Main Deck, immediately aft of the Midship area. At either side are elevators and stairs going down to the Cargo/Flight and Prep Decks.

Laundry Exchange & Quartermaster

The cross-deck has a laundry turn in point on the port side and a quartermaster (mainly handling food) on the starboard side. At these locations crew members can exchange uniforms and bedding or purchase snack foods and personal effects. Each room is staffed by two people during normal hours of operation.

At the back of each room are a pair of storage closets and a lift that goes up to the Quarter Decks – accessing the laundry facilities on the one side and the kitchens on the other. The lift, which has doors both front and back, can also open directly into the storerooms in the Main Deck – Midship area. Additional supplies are brought up from the cargo deck via the large, octagonal lifts at either end of the cross-deck.

The front of each room has a couple of customer counters set on either side of a set of cargo doors. This oversized portal allows large crates to be easily moved through the room and onto the lift (or straight through to the storage rooms beyond).

Salon / Barber

There are two small, but identical, barber shops on the this deck. They handle regulation hair cuts and other salon services for both genders. Though there are five chairs in each saloon, there are usually only a couple of barbers on duty to handle walk-in customers. Appointments are also taken for those who don't want to waste time waiting around.

Additionally, these facilities are used for crew-wide, minor medical visits – such as inoculations needed before visiting an exotic port of call, or routine bio-scans to check for contraband or foreign pathogens. It is during these mandatory visits that you'll find all ten chairs in use and lines stretching down the hall.

Side Lounges

At either end of the cross-deck are relatively quiet, out of the way areas with a nice view to the side of the ship, though there is no beverage or food service available. As this is the midship cross-deck, the port-side area is called the Midport Lounge and the starboard-side area is known as the Midstar Lounge. The nearby restrooms are open to general crew.

As with the Forward Cross-Deck, a turreted missile launcher is housed above this area. Though fully automated, it can be reached though a ladder in an access tube near the lounge. This tube leads up to the roof and then runs horizontally over to the turret. The access point is kept locked and secured – used only for maintenance or when the remote weapon controls are damaged.

Aft Spine

This area is identical to the Forward Spine except that it is longer – having 12 life boats along either side. Also, the machinery surrounding the area are power and propulsion rather than weapons and life support systems.

Aft Cross Deck

The Aft-Cross Deck allows access to the engine rooms: two below and one above. These are reached via the elevator pairs at the center and either end of the deck. Note that there are no stairs here, though the elevator shaft (like all the rest) does have a ladder inside. No matter the time or shift, there are crew stationed in the flight control areas and engine rooms.

Science Lab

The left end of the deck houses a dedicated science lab. Since the Support Deck is extremely well suited to computer work, and the medical facilities do their own research, and there is a machine shop at the other end of the deck, this lab is often left unused. It is mainly called upon just for overflow work, which is most often medical or electronics. The area where this lab does excel is in the overlap of disciplines, for example cybernetics work (combining medical and electronics) and robotics (combining computer expertise and mechanics).

Aft Observation Area

Though open to the general crew, this area is meant mainly to serve as a convenient break room for the flight control and engineering crews on duty nearby. The view to the rear of Orion is the best to be found as ships enter the Landing/Launch Deck immediately below the observation windows. There is also a nice view of the turreted tail gun mounted above the observation area. The turret is automated, run remotely, and not accessible without removing ceiling panels and crawling through ductwork.

There is a small beverage and snack station built into the wall behind the elevators.

Flight Control

The flight control area here is divided into two identical sections – one on either side of (and a step below) the Observation Area. During typical operations, the port side will handle landing procedures while the starboard side covers launches, though this routine can change instantly if the situation warrants.

A pair of interlinked sensor domes provide a binocular view of approaching small craft. While complete data is displayed here, it is also sent up to the computer room for additional processing. Both the bridge and auxiliary bridge have back-up flight control stations for use in the event of a catastrophic failure. Likewise, this area is equipped to serve as a backup sensor and navigation area. A restroom, flanked by a pair of general storage rooms, lies across the walkway from either Flight Control area.

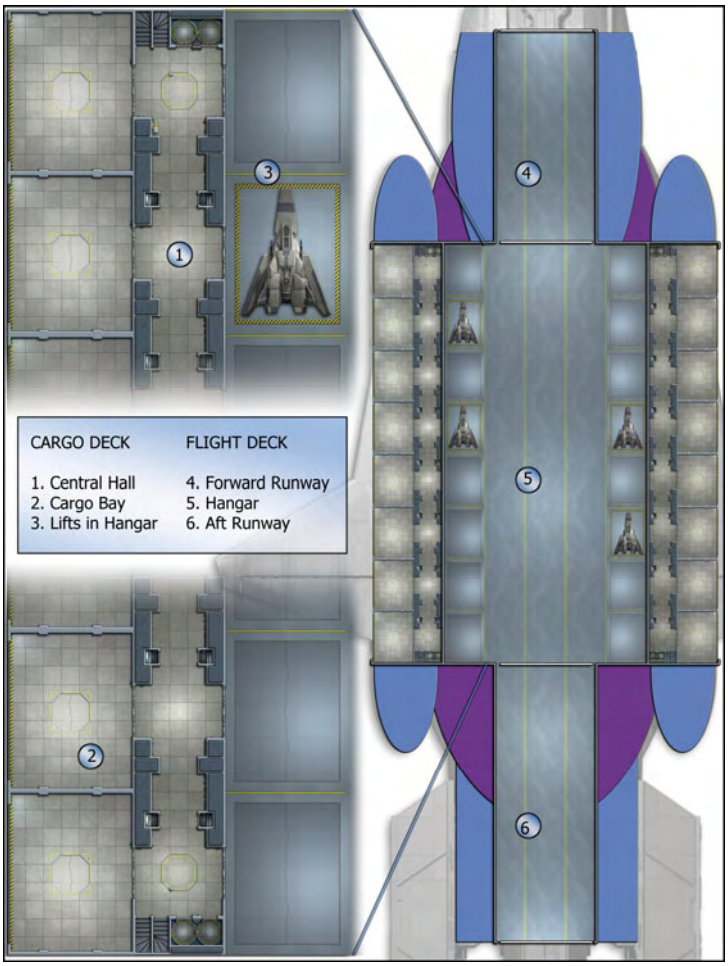
Machine Shop

This room is set up to do electronics and mechanical research and development as well as general maintenance and repair. Weapon customization is the current trend and the workshop is well equipped to handle most modifications. As with the Science Lab, the shop has a dedicated secure storage area adjacent to the room. It also makes heavy use of the general storage rooms outside.

Engine Rooms

Each of Orion's three engines has a dedicated work area nestled into its structure. Accessed from the Aft Cross-Deck, these hot, noisy chambers allow engineers to directly monitor and control the ship's power and propulsion systems.

Crawling further into the engines is possible though access panels in the floor, walls, and ceiling, though an environmental hazard suit is required. The closets on either side of the elevators contain these as well as a wide selection of tools and parts. Larger parts are kept in the cargo hold.



Cargo Deck

Central Hall

The central hall of the cargo deck runs for an unobstructed 350 feet between the elevator banks at either end. Also at either end is an octagonal lift built into the floor. This is used to lift large cargo crates up to the cross-decks above. Because of the length and low traffic, these halls are a favorite for joggers. On those occasions when the hangar area is pressurized and designated for recreation, it is possible to run a circuit through one central hall to the other and back.

Cargo Bays

Though shown empty on the map, these cargo bays are usually packed with supplies and munitions. Orion has eight cargo bays down either side of the ship – each with a capacity of more than 150 register tons (15,000 ft^3). Though each has its own door to the outside, these doors open some 15 feet off the ground. This means that restocking requires a tall loading vehicle/mech or is done in space. More often loading is done indirectly through the tank bay at ground level or from the hangar deck.

An octagonal set of doors, about 10 feet across, is set into the floor of each cargo bay. These open directly into the vehicle bay beneath. A motorized winch system is built into the ceiling, allowing items to be lowered to the vehicle bay. This system can also be useful for moving heavy items around the cargo room itself. If all of vehicle bays are doing a simultaneous resupply, the gravity plating in these decks may be dialed way down – making the movement of heavy supply crates much easier.

Flight Deck

The flight deck (also called the Launch Deck) is at the same level as the Cargo Deck and runs the entire length of the ship bow to stern. The deck consists of three large areas: the forward runway, the aft runway, and the hangar area in between. This great empty space determines a lot of the form and function of the strike carrier.

Hangar

The central part of the flight deck is a huge, vaulted chamber where fighters either prepare for launch or settle in after landing. Along each side of the hangar are lifts (8 on each side) that lead down to the fighter bays on the vehicle preparation deck. After Vultures enter the hangar via the aft runway, they settle on their designated lift and are then lowered down to the prep deck where their individual bay is sealed and pressurized. A cover slides closed over the area after the left descends, making it safe for additional fighters to maneuver across the area.

In the walls along each side of the hangar area are pressure doors leading directly to the central hall of the cargo deck. These are employed when the hangar is pressurized and the huge chamber is used for routine service tasks better suited to the wide open space than the cramped service bays below. Through these doors supplies and parts can be moved directly from the cargo bays onto the flight deck.

The central flight deck is 105 ft across between the Cargo Deck map pages with the lifts. Occasionally this area is used for recreational activities as the wide open space is suitable for many team sports.

Runway

Assisted by an old, but reliable, gravionic guidance field, ships exit the central hangar area through the forward runway, launching into space (or atmosphere) beneath the bow of the ship. Landings are conducted using the aft runway.

Because of engine wash, the rear landing approach is not safe when the main engines are in operation above 80% capacity. The forward approach is still usable, though the forward acceleration of Orion can make this a challenge. Neither approach is feasible while the ship is maneuvering at speed in atmosphere - though Orion can use its gravitic system to move slowly or even hover.

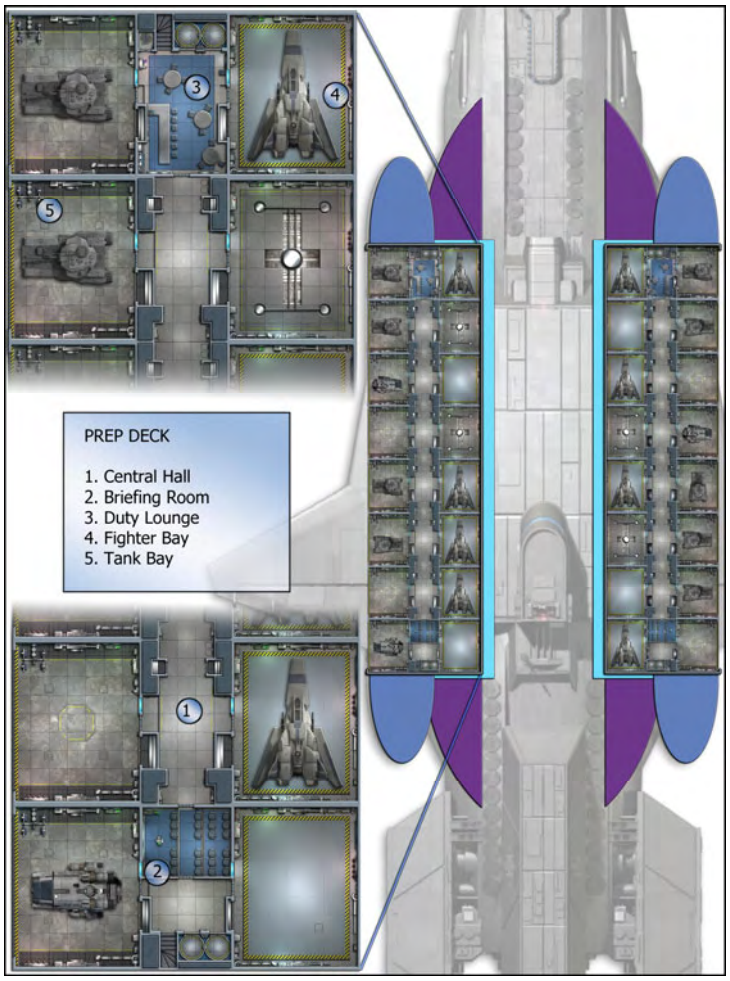
In addition to the external doors at the front and back ends of the runway, there are similar doors at the forward and aft end of the central hangar area. This allows the for the front and back runway areas to be used as large air locks. Though a slow way to launch craft, it does allow for service personnel to occupy the pressurized hangar area while ships launch or land. Four Vultures can fit comfortably in either lock.

More typically, all of these doors are kept open during launches. The individual fighter bays are depressurized after the pilot is aboard and the fighter can launch directly from the hangar after it has been lifted up to that level from the Prep Deck below.

Ramps can be extended from either end of the runway down to the ground level. When planeside, this is the usual way for personnel to come aboard – the other option being to walk in through one of the tank bays. It is also possible to drive ground vehicles up these ramps, allowing for cargo to be brought into the hangar area and then across into the cargo bays.

When Orion is in space, direct boarding is only possible through the dorsal and ventral hatches. For this reason visitors are usually brought aboard via shuttle craft.





Prep Deck

The vehicle preparation deck is known simply as the “Prep Deck” by the crew. This is where all of the on board craft are stored and maintained – each in its own private bay with easy access to the outside.

Central Hall

Because of the rooms at either end, this central hall is not as long as the one on the Cargo/Flight Deck. Many access panels and equipment lockers line its length and various craft can be seen in the bays beyond. This same hall is used by both fighter pilots and tank crew. This could be chaotic except that both rarely launch at the same time. Instead this area is sometimes the domain of the ground guys, and other times the domain of the flyers and their support personnel.

Briefing Room

The aft end of the hall houses a briefing room where pilots and tank crews receive their mission details before launching. Rows of seats further back are raised a step or two higher than those in front, allowing everyone a good view of the lectern and wall screen at the front of the room.

When a briefing is in session other personnel are not allowed to pass through the room. In order to get to the vehicle bays they have to go up to the Cargo deck and then forward to the other set of elevators (or use a cargo lift above an empty tank bay).

Duty Lounge

At the forward end of the hall is the duty lounge for fighter and tank crews. This gives them a place to relax while still being close to their craft. There is a friendly rivalry between the fighter crews and tank crews with the former claiming the portside lounge and the latter tending to congregate on starboard.

The “Lounge” is really more of a bar. There is a full beverage service but little in the way of food. There is also little in the way of ambiance beyond a few video units and an old game console. As the stairs and elevators from above come out in this room, it is not uncommon for personnel on duty to pass through the area in order to get to the vehicle bays.

Access to the ventral hatches is though the small airlock just off of the lounge. The hatches lead out the bottom of the ship and have the standard universal couplings to allow linking with other ships in the void. They are not usable when Orion is grounded.

Fighter Bay

Orion carries four wings of Vultures, with each wing consisting of four heavy fighters. Every fighter is assigned to its own service bay (eight on the port side and eight on the starboard side). These bays have automated maintenance systems; booms swing out to scan over the ship while couplings connect to fuel and computer systems. A variety of diagnostic and repair mechanisms are made available to the support crew.

The floor of the room is a powerful lift that moves the fighter into position in the hangar above. Gravionic couplings align the fighter on the lift and keep it secure. These are similar to the guide fields that direct a ship down the center of the runway and assist with landing exactly on the proper lift.

To launch, a pilot gets into the cockpit here in the bay. The room is depressurized and the ceiling slides open as the lift raises the fighter to the Flight Deck. From there the ship can shift sideways onto the central runway and launch out the bow of Orion. Landing reverses the procedure, with the fighter landing from the aft end of the strike carrier and then returning the pilot to the bay for debarking.

Each bay has a tool closet and is periodically resupplied from the cargo deck. It is also not uncommon for routine maintenance and rearming to be done in the hangar area as this allows multiple craft to be quickly inspected and serviced by a single team going from ship to ship. It is also easier to move munitions from the cargo bays directly onto the flight deck.

These bays are designed for the Vulture-class fighters. They can, however, hold smaller craft – or even a pair of Sparrowhawks. In the void, when guests are brought aboard via shuttle, they are typically brought into a fighter bay as it is tricky to maneuver into one of the tank bays while Orion is airborne (though launching is relatively straight forward).

Tank Bay

The tank bays are similar to the fighter bays in that each is designed to hold and service a single vehicle. There are custom mechanisms to inspect, service, and resupply the Aries tanks and Brahma-class shuttles stored here. Orion typically carries a dozen of the former and four of the latter. They are divided into four lances – each with three tanks and a personnel carrier.

The main difference in these vehicle preparation bays is the means of egress. Instead of being lifted up and out, the tanks (and shuttles) exit directly out the side of the ship. The great bay doors that make up one wall open at ground level, allowing all sixteen bays to simultaneously launch (something Vulture pilots envy while awaiting their turn on the runway).

There is also a set of smaller octagonal hydraulic doors in the ceiling that access the cargo room above each tank bay. These allow ammunition and parts to be easily brought down from above. Though there is a small lift in the floor of the tank bay, it cannot be used while a tank is present (except to lift the tank itself – which exceeds the safety rating of the lift unless the gravity is turned down). For that reason, cargo is either brought down when the bay is empty or the winch system mounted in the ceiling of the cargo room is used to lower items.

As an Aries tank is smaller than a Vulture-class fighter, it is possible to squeeze two tanks into a bay if necessary. Though Vultures will not fit, it is not unheard of to store smaller fighter craft (like Serena or Sparrowhawks) in these bays if a particular mission is not going to involve dirt. They can launch directly to port or starboard easily enough, though returning a fighter to a tank bay is a slow and careful process even if Orion is stationary. For that matter, the cargo bays above (if empty) can also be used as impromptu hangars in a pinch. The doors and chambers are just as big, and both are equally lacking in guidance assistance for launching and landing spacecraft.

The following sections of this document detail the crew stats and the small craft on board Orion.

Crew

Captain Sumaiyaa Zakaria

Charismatic 9 / Dedicated 1 / Field Officer 3 / Ambassador 4

CR 17; human; HD 9d6+3d8+4d6+1d6; HP 64; Mas 10; Init +1; Spd 30 ft; Defense 19, touch 19, flatfooted 18 (+1 Dex, +8 class); BAB +10; Grap +9; Atk +11 ranged (2d8, Laser pistol); AL Theocracy & ConFed; SV Fort +7, Ref +7, Will +16; AP 8; Rep +11;
Str 9, Dex 12, Con 10, Int 13, Wis 17, Cha 20

Occupation: Religious (Knowledge(History), Knowledge(Theology/Philosophy), Sense Motive)

Skills: Bluff +19, Diplomacy +26, Gather Information +13, Intimidate +24, Knowledge (Civics) +8, Knowledge (History) +9, Knowledge (Tactics) +12, Knowledge (Theology and Philosophy) +19, Listen +8, Pilot +3, Profession (Military) +19, Sense Motive +23, Spot +8

Feats: Alertness, Armor Proficiency (light), Dedicated Plus, Educated (Knowledge (Tactics), Knowledge (Theology and Philosophy)), Frightful Presence, Iron Will, Oathbound, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Starship Operations (Heavy), Starship Operations (Mediumweight), Trustworthy, Well-Connected

Charismatic Talents: Charm, Favor, Coordinate, Inspiration, Greater Inspiration
Dedicated Talents: Skill Emphasis (Intimidate), Faith, Cool Under Pressure
Field Officer Abilities: Leadership, Uncanny Survival
Ambassador Abilities: Diplomatic Immunity, Information Access

Possessions: , Laser pistol; Wealth +7

Commander Jon Tau (Executive Officer)

Charismatic 3 / Smart 3 / Helix Warrior 6

CR 12; Cyntek; HD 3d6+6+3d6+6+6d10+12; HP 79; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+2 Dex, +5 class); BAB +8; Grap +11; Atk +11 melee (1d4+3/19-20, unarmed), or +10 ranged (2d8, Laser Pistol); AL ConFed; SV Fort +8, Ref +9, Will +6; AP 6; Rep +5; Str 16, Dex 14, Con 14, Int 18, Wis 10, Cha 12.

Occupation: Military (Knowledge (Tactics), Survival)
Skills: Climb +11, Computer Use +19, Diplomacy +8, Gather Information +8, Intimidate +12, Investigate +7, Jump +9, Knowledge (Earth and Life Sciences) +10, Swim +11, Knowledge (Physical Sciences) +10, Knowledge (Tactics) +25, Knowledge (Technology) +12, Navigate +13, Pilot +4, Profession (Military) +9, Research +7, Sense Motive +3, Survival +7

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Athletic, Combat Martial Arts, Educated (Knowledge [Tactics], Knowledge [Technology]), Endurance, Improved Combat Martial Arts, Lightning Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Mediumweight), Ultra Immune System

Charismatic Talents: Coordinate, Inspiration
Smart Talents: Savant (Computer Use), Savant (Knowledge [Tactics])
Helix Warrior Abilities: Haul, Light Sleeper, Survivor, Darkvision (60 ft.), Strong As An Ox, Superior Conditioning, Darkvision (90 ft.)

Possessions: unarmed, Laser Pistol; Wealth +6

Ground Commander Allehandro Cadena

Strong Hero 3 / Soldier 7 / Charismatic Hero 2

CR 12; human; HD 3d8+9 + 7d10+21 + 2d6+6; HP 96; Mas 16; Init +1; Spd 30 ft; Defense 19, touch 16, flatfooted 19 (-1 Dex, +7 class, +3 equipment); BAB +9; Grap +11; Atk +11 melee (2d8+2, Concussion Rod), or +8 ranged (3d10, Plasma Rifle); AL ConFed; SV Fort +11, Ref +6, Will +3; AP 6; Rep +3;
Str 15, Dex 9, Con 16, Int 12, Wis 10, Cha 15.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Bluff +4, Craft (mechanical) +5, Diplomacy +7, Drive +12, Intimidate +14, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +15, Profession +15

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Brawl, Exotic Firearms Proficiency (grenade launchers), Exotic Firearms Proficiency (Tank/APC), Frightful Presence, Leadership, Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (Hover), Vehicle Expert, Vehicle Specialization (military vehicles)

Strong Talents: Extreme Effort, Ignore Hardness
Charismatic Talents: Coordinate
Soldier Abilities: Weapon Focus (Plasma Rifle), Weapon Specialization (Plasma Rifle), Tactical Aid, Improved Critical (Plasma Rifle), Improved Reaction

Possessions: Light Combat Armor, Concussion Rod, Plasma Rifle; Wealth +6

Flight Commander Angelica Catalina Serrano (“Angel Cat”)

Fast 3 / Charismatic 3 / Dogfighter 4

CR 10; Human; HD 3d8+3 + 3d6+3 + 4d8+4; HP 53; Mas 13; Init +5; Spd 30 ft; Defense 25, touch 22, flatfooted 20 (+5 Dex, +7 class, +3 equipment); BAB +6; Grap +6; Atk +11 ranged (2d8, Laser Pistol); AL ConFed; SV Fort +5, Ref +13, Will +3; AP 5; Rep +7;
Str 11, Dex 20, Con 13, Int 12, Wis 10, Cha 16.

Occupation: Military (Navigate, Pilot)

Skills: Balance +9, Bluff +6, Computer Use +6, Diplomacy +6, Drive +11, Intimidate +6, Knowledge (Current Events) +7, Knowledge (Popular Culture) +5, Navigate +15, Pilot +19, Profession (Military) +13, Repair +5, Tumble +8

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Spacer, Starship Battle Run, Starship Dodge, Starship Gunnery, Starship Mobility, Starship Operations (Ultralight), Starship Strafe

Fast Talents: Evasion, Uncanny Dodge 1
Charismatic Talents: Charm, Favor
Dogfighter Abilities: Defender of the Universe, Shake, Rattle, & Roll

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

Expert Crew & Pilots

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

Tank Crew

Tough Ordinary 4 / Soldier 2

CR 6; human; HD 4d10+8 + 2d10+4; HP 45; Mas 14; Init +2; Spd 30 ft; Defense 19, touch 16, flatfooted 17 (+2 Dex, +4 class, +3 equipment); BAB +4; Grap +5; Atk +5 melee (2d8+1, Concussion Rod), or +6 ranged (3d10, Plasma Rifle); AL ConFed; SV Fort +6, Ref +5, Will +1; AP 3; Rep +1;
Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Occupation: Military (Drive, Knowledge (Tactics))

Skills: Drive +8, Intimidate +3, Knowledge (Current Events) +2, Knowledge (Pop Culture) +3, Knowledge (Streetwise) +2, Knowledge (Tactics) +8, Profession (Military)+8

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Exotic Firearms Proficiency (Tank/APC), Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (Hover)

Soldier Abilities: Weapon Focus (Plasma Rifle), Weapon Specialization (Plasma Rifle)

Possessions: Light Combat Armor, Concussion Rod, Plasma Rifle; Wealth +6

Additional Information

Orion typically carries 16 heavy fighters. These are divided into four wings of four fighters each. Orion also carries 12 hover tanks and 4 Brahma-class shuttles as personnel carriers. These are divided into four lances with each lance being three tanks and a shuttle. These craft are described in more detail below.

Aries-class Hover Tank

The Aries-class hover tank is a tried and true design that is familiar to ground forces everywhere. While air and space superiority dominate the majority of conflicts, ground forces are still required to hold territory. This heavily armored vehicle uses a combination of anti-grav and vectored thrust to move at considerable speed while staying 2-6 feet above the ground. The Aries mounts a powerful quantum cannon as its main gun and carries four side-mounted missiles as well. These can fire both surface to surface or surface to air. In addition, a plasma rifle (generally set to full automatic fire) and gravitic grenade launcher are mounted atop the turret. Either weapon can be aimed and fired from inside the tank, though the automatic rifle is better utilized by an gunner with the hatch open if the situation allows. The grenade launcher carries a dozen rounds. A very inaccurate weapon, it is used to blanket an area with anti-personnel blasts or smoke bombs. It takes a crew of three to properly man this vehicle: a driver, gunner, and commander.

The Vulture-class heavy fighter was initially designed and built at the same facilities as the Aries. They were chose for the Retribution-class strike carriers partly because they share a number of parts and systems. This overlap in technology makes it more efficient to maintain supplies and properly service both types of vehicles.

For the sake of consistency, the stats for the Aries are given in “starship” format. If this isn’t acceptable, use the PL 7 hover tank statistics found in the “Vehicles” chapter of the rule book. *Double Neutronite* is a custom armor type with 60 hardness. Vehicles so equipped suffer a -1500 ft speed penalty and cannot fly – though they can hover off the ground a couple of meters.

Brahma-class Personnel Carrier

The four personnel carriers on board Orion are *Taurus* variants of the Brahma-class shuttle. This variant is a recent modification of the traditional boarding shuttle. It was created to move a platoon of marines into battle. The forward-facing seats have been replaced with benches that allow the troops to face each other as they head into combat. There are restraint harnesses mounted behind the benches and storage lockers both underneath the benches, and in the center of the craft between them.

The internal layout is designed to accommodate a standard platoon consisting of two 6-man squads and a platoon leader. There is room for five men on each bench, with the squad leaders sitting in real seats aft. The platoon leader has a command console up front next to the pilot.

This model has updated the Brahma with heavier armor and a more advanced sensor suite. The usual stealth screen, breeching lasers and targeting computer have been removed but additional structural fortification has been added to increase durability.

The top-mounted turret was removed at its limited field of fire was designed for space combat rather than ground-based maneuvers. The troops, however, did not like the idea of an unarmed personnel carrier and so the Taurus has been retrofit with a side-mounted plasma rifle and a roof-mounted grenade launcher. These are the same supplemental weapon systems found on the Aries hover tank. Both weapons are automated and operated from inside the craft.

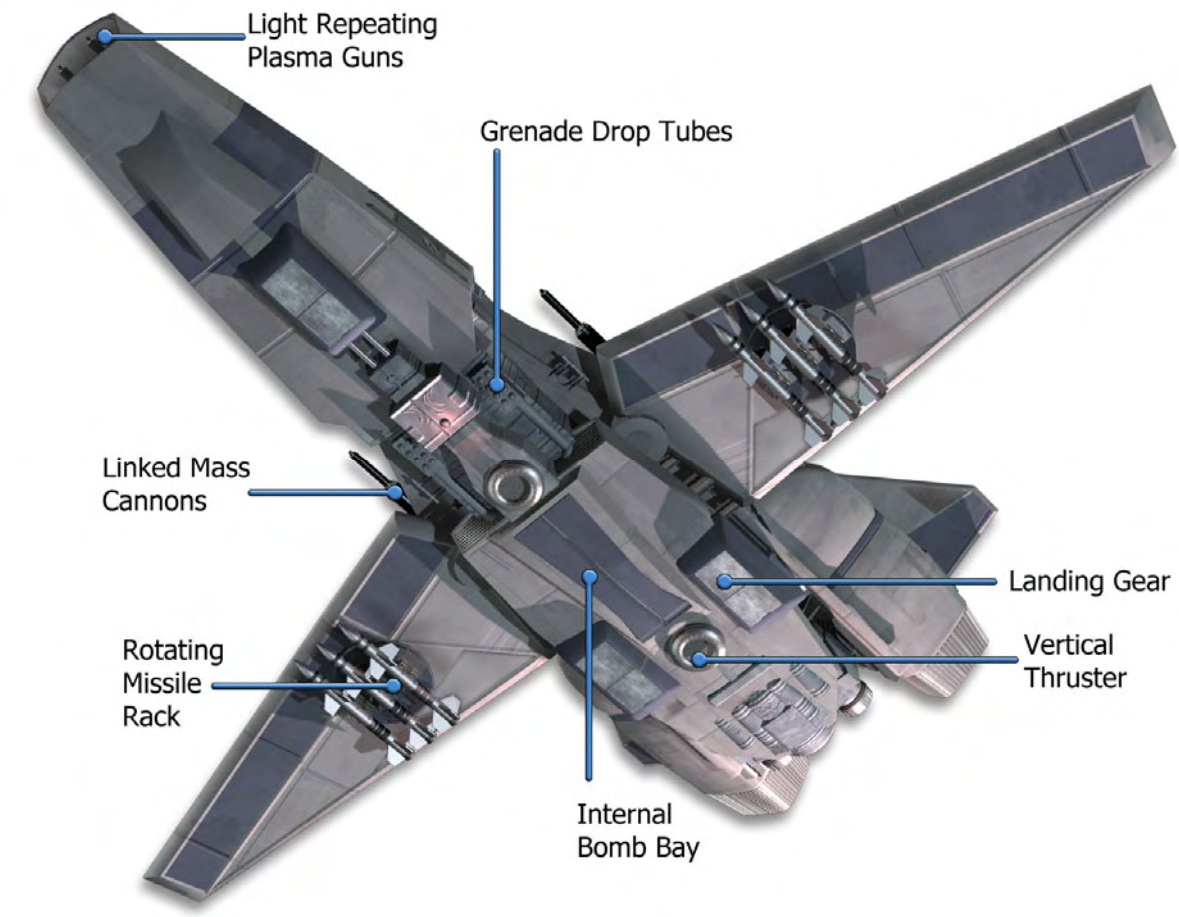
Vulture-class Heavy Fighter

The Vulture-class heavy fighter is slower but more durable than typical fighters. It also packs more firepower. In addition to its distinctive pair of forward facing mass cannons, the Vulture carries half a dozen missiles with conventional high-explosive warheads. The craft also has an internal bomb bay which can hold a pair of ground-targeting warheads or long-range missiles. To reduce overall mass (and explosives on board), this bay is left empty except when the mission profile calls for strikes against specific targets.

In addition to these anti-vehicle weapons, the Vulture has a couple of auxiliary weapon systems. The first is a pair of light repeating plasma guns in the nose of the craft. Not really a match for vehicle armor, they are useful for strafing the battlefield or as a backup weapon.

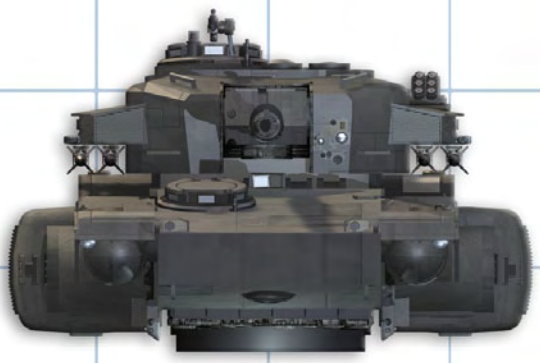
On the underside of the fuselage are 16 grenade tubes designed to drop their payload over enemy ground-troops. Gravitic or smoke grenades are the usual load out, with 12 of the former and 4 of the latter being typical.

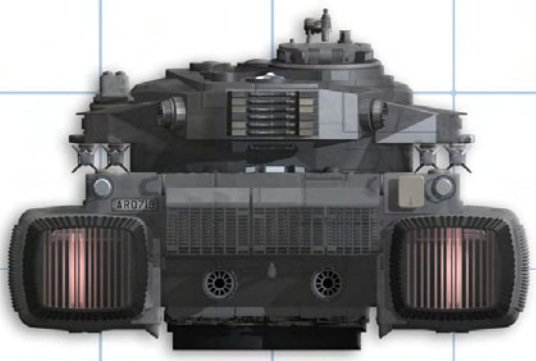
Another distinctive feature of the Vulture is its variable configuration wings. The normally-delta shaped wings can be moved forward to allow for different handling in atmosphere (in space, of course, it makes very little difference). The wing-mounted missiles launchers are affixed to rotatable cylinders so that they can maintain a forward-facing orientation regardless of wing position. Though not recommend in most circumstances, the launchers can be rotated through 180 degrees, allowing for missile to be fired rear-ward. The Vulture cockpit is designed for two crewmen with the pilot in front.

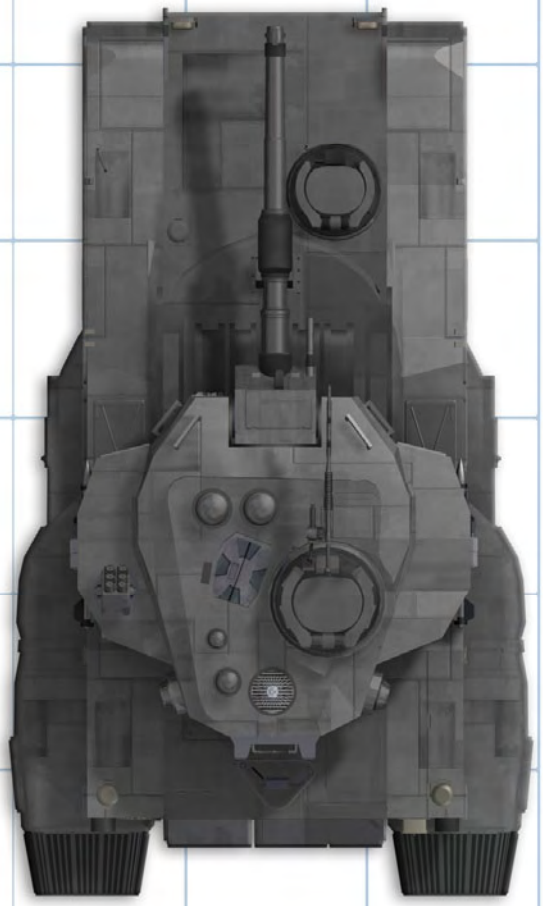


ARIES

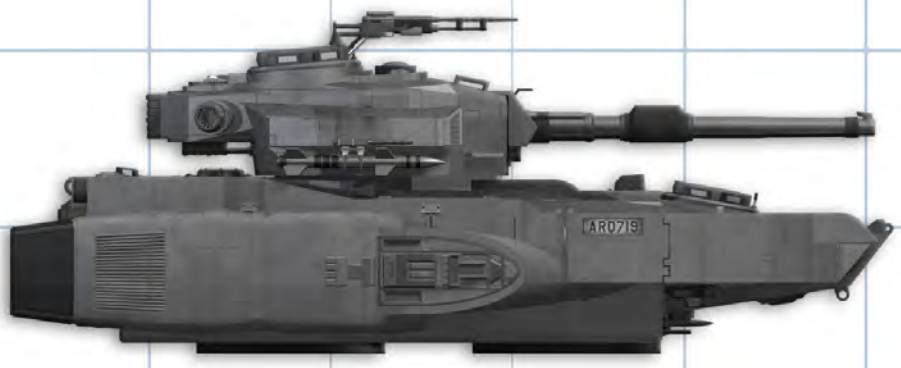
Progress Level	7	**Size**	Gargantuan (-4 Size)
Type	Ultralight	**Tactical Speed**	120 (at character scale)
Subtype	Hover Tank	**L x W x H**	25 x 15 x 10
Defense	15	**Tonnage**	15.2 register tons
Flat-footed	11	**Targeting Bonus**	+3
Autopilot	6	**Crew**	3 Expert (+8)
Hardness	60	**Passengers**	0
Hit Dice	12d20 (240 hp)	**Cargo Capacity**	100 lbs.
Initiative	+6	**Grapple Modifier**	+12
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	Particle Impulse Engine	**Armor**	Double Neutronite
Sensors	Class V sensors, Improved targeting	**Communications**	Radio transceiver
Expert crew			
Defense Systems	Magnetic field, particle field, light fortification		
Weapons	2 fire-linked quantum cannons* (range increment 6,000 ft) 1 CHE missile launcher (4 missiles) 1 Plasma Rifle (range increment 80 ft) 1 Gravitic Grenade Launcher (range increment 70 ft)		
* the main gun is represented by a pair of linked quantum cannons			
Attacks	2 fire-linked quantum cannons +5 ranged (24d8) and 1 CHE missile launcher +1 ranged (6d12/19-20) or 1 Plasma Rifle +5 ranged (3d10) and 1 Gravitic Grenade Launcher +1 ranged (6d6)		
Attack of Opportunity	none		







ARIES

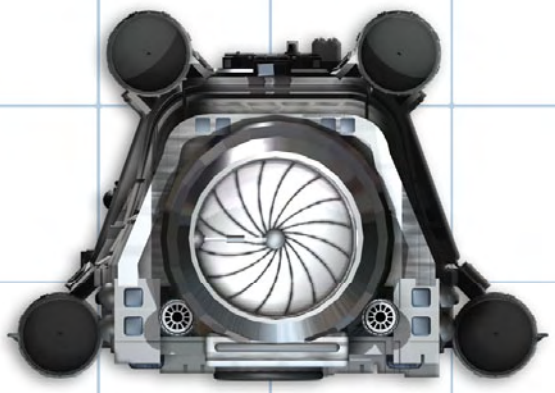


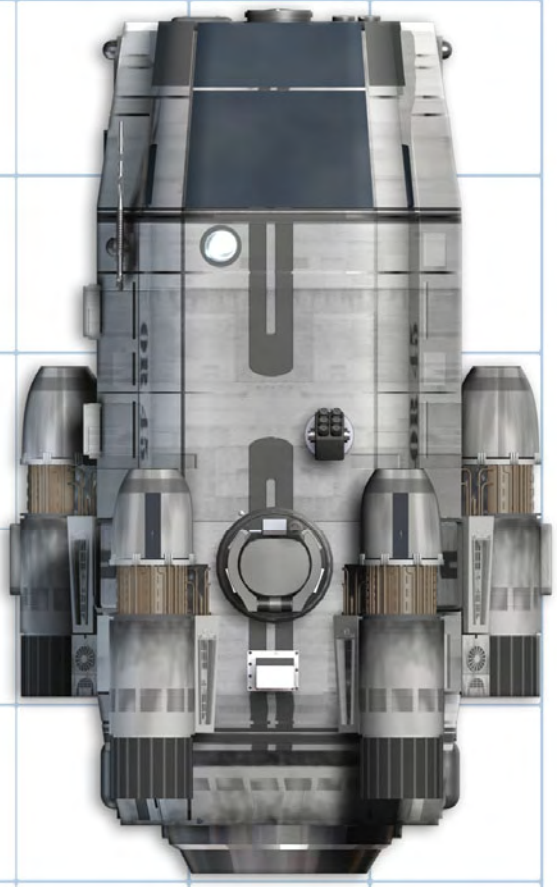
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BRAHMA
(Taurus Variant)

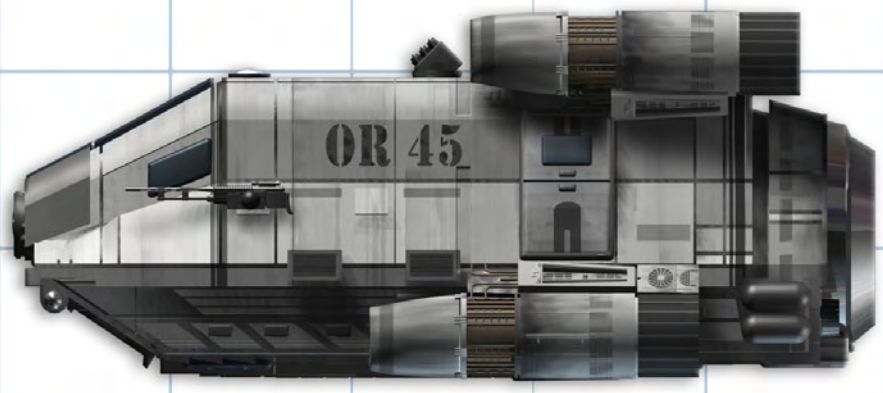
Progress Level	7	**Size**	Huge (-2 Size)
Type	Ultralight	**Tactical Speed**	3,000 ft. (6 squares)
Subtype	Personnel Carrier	**L x W x H**	24 x 15 x 10
Defense	17	**Tonnage**	11.5 register tons
Flat-footed	13	**Targeting Bonus**	+1
Autopilot	8	**Crew**	1 Expert (+8)
Hardness	40	**Passenger Capacity**	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**	Neutronite
Sensors	Class IV sensors	**Communications**	Laser transceiver, Radio transceiver
Expert crew			
Defense Systems	Light fortification, improved damage control (2d10)		
Weapons	1 Plasma Rifle (range increment 80 ft) or 1 Gravitic Grenade Launcher (range increment 70 ft)		
Attacks	1 Plasma Rifle +6 ranged (3d10) or 1 Gravitic Grenade Launcher +6 ranged (6d6)		
Attack of Opportunity	none		







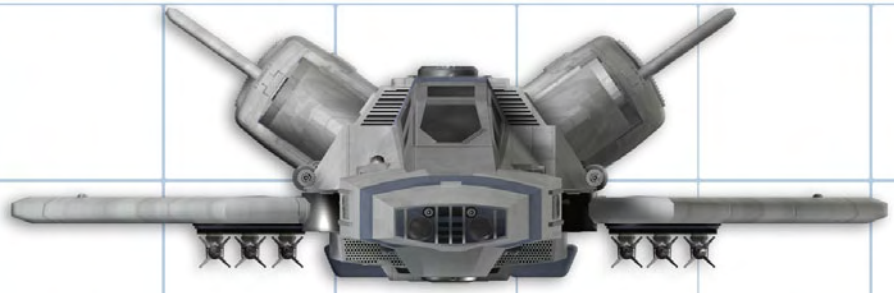
BRAHMA

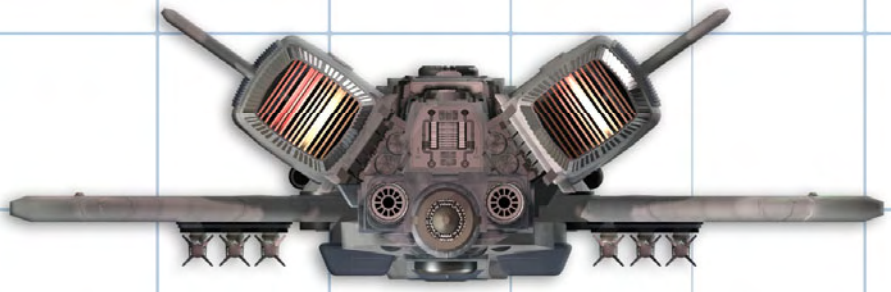


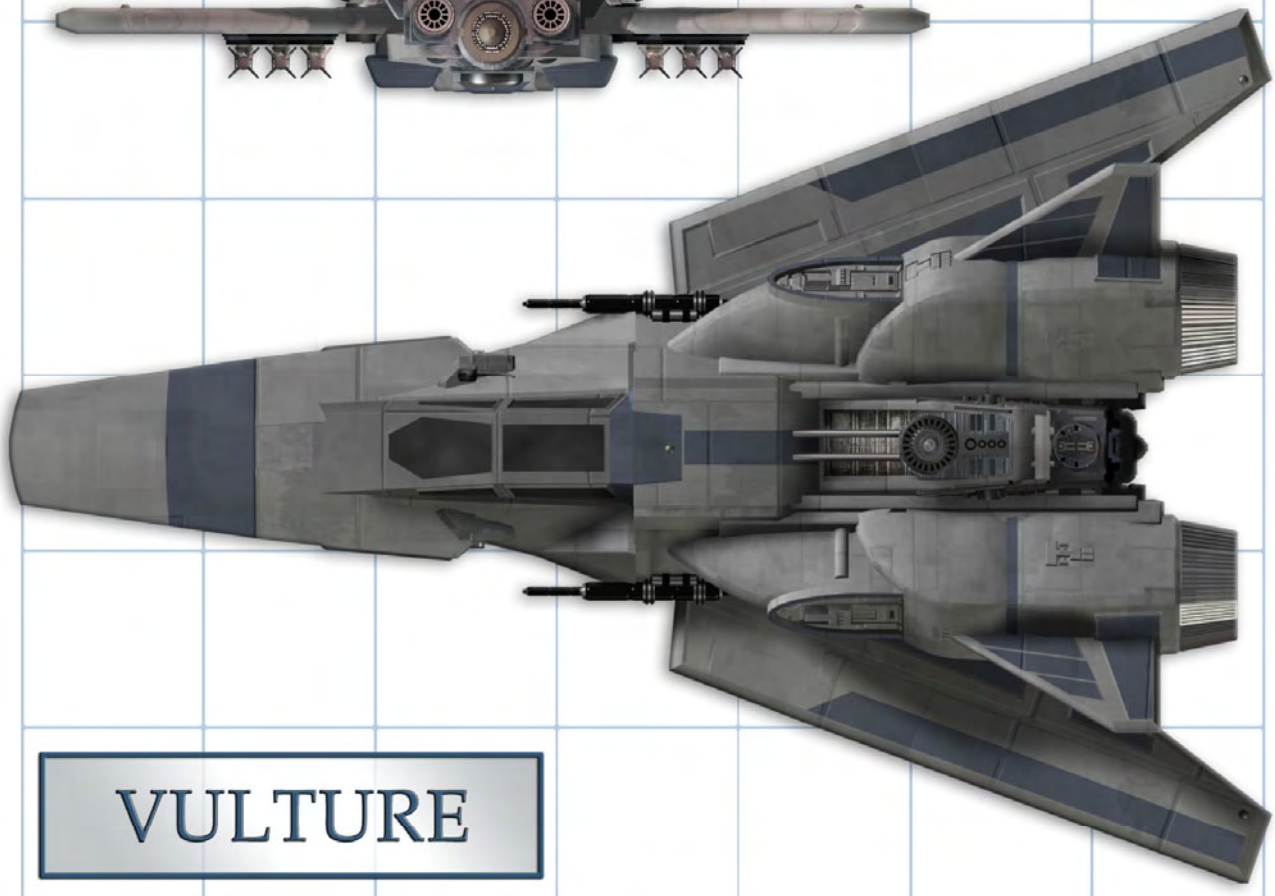
5 ft

VULTURE

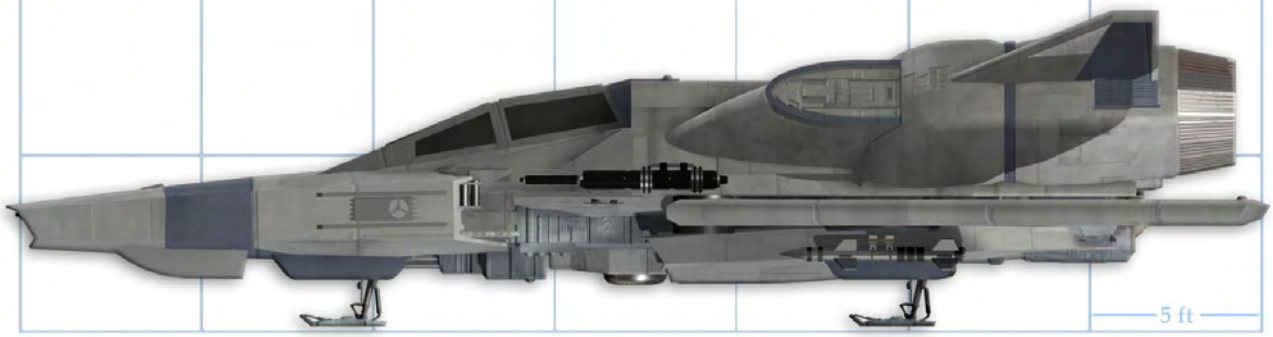
Progress Level	7	**Size**	Gargantuan (-4 Size)
Type	Ultralight	**Tactical Speed**	3,500 ft. (7 squares)
Subtype	Fighter	**L x W x H**	36 x 25 x 8
Defense	15	**Tonnage**	10.8 register tons
Flat-footed	11	**Targeting Bonus**	+3
Autopilot	6	**Crew**	2 Expert (+8)
Hardness	40	**Passenger Capacity**	0
Hit Dice	10d20 (200 hp)	**Cargo Capacity**	100 lbs.
Initiative	+6	**Grapple Modifier**	+12
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	Particle Impulse Engine	**Armor**	Neutronite
Sensors	Class V sensors, Improved targeting system	**Communications**	Mass transceiver
Expert crew			
Defense Systems	Magnetic field, particle field, improved damage control (2d10)		
Weapons	2 fire-linked mass cannons (range increment 5,000 ft) 1 CHE missile launcher (6 missiles + potentially 2 more in bomb bay) 1 Plasma Rifle* (range increment 80 ft) 1 Gravitic Grenade Launcher (range increment 70 ft)		
*this is actually a pair of light repeating plasma guns in the nose of the craft. Together, they are equivalent to a plasma rifle.			
Attacks	2 fire-linked mass cannons +5 ranged (12d12) and 1 CHE missile launcher +1 ranged (6d12/19-20) or 1 Plasma Rifle +5 ranged (3d10) and 1 Gravitic Grenade Launcher +1 ranged (6d6)		
Attack of Opportunity	none		







VULTURE



5 ft

Discus-class Life Boat

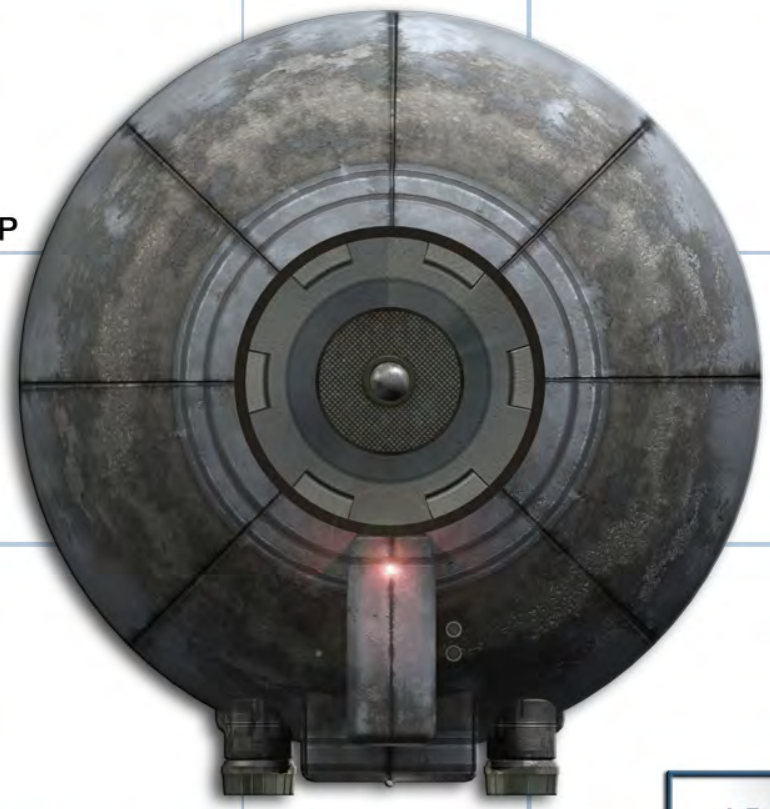
This is the same type of life boat found on board Invictus and Argos III. Each 13ft diameter disc has seating for eleven people. The power, supplies, and air scrubbers are sufficient to keep 11 people alive for 7 days. In addition to the usual distress beacon and radio transceiver, the craft also has an onboard autopilot that can handle travel to a nearby sanctuary or a single planetary landing. The boat can be given directions, but cannot be manually piloted. There is a built-in toilet facility but little in the way of privacy. Basic camping & survival supplies are stored beneath the floor, including a disassembled hunting rifle.

The boats onboard Orion are older PL5 models. They are equivalent to the more recent models except that they have heavy alloy plating instead of the newer Cerametal armor and the onboard computer system is less advanced.

(old) DISCUS-class Life Boat			
PL	5	**Size**	Large (-1 size)
Type	Ultralight	**Speed**	1,500 ft. (3 squares)
Subtype	Life Boat	**L x W x H (ft)**	12 x 13 x 6
Defense	9 (Flat 9, Autopilot 9)	**Tonnage**	4.6
Hardness	20	**Targeting**	+0
Hit Dice	6d20 (120 hp)	**Crew**	0 (piloting impossible)
Initiative	+0	**Passengers**	11
Pilot's Class	+0	**Cargo**	500 lbs
Pilot's Dex	+0	**Grapple**	+4 (no grappling system)
Gunner	+0	**Base Pur DC**	35 Licensed (+1)
Engines	Maneuvering jets	**Armor**	Alloy plating
Sensors	Class I	**Comm**	Radio transceiver with distress beacon
Defensive Systems	Autopilot system, radiation shielding		
Weapons	none		
AoO	none		

DISCUS

TOP



SIDE



BACK



5 ft

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