FUTURE ARMADA

DELUXE STARSHIP DESIGNS



JADE

RECON SHIP

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

OGL

SCI-FI

Future Armada: Jade

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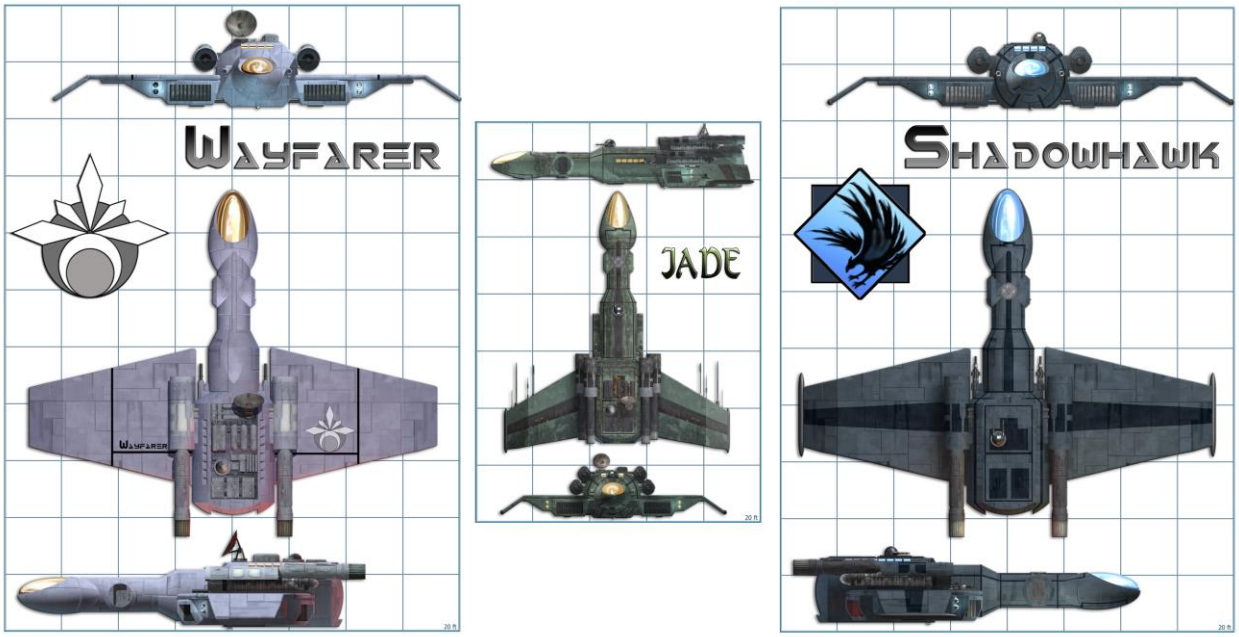
Overview

"Jade" is a Seeker Mk IV class ship descended from the line that produced the Wayfarer and Shadowhawk vessels years ago. Advancements in engineering have allowed much of the same technology to be fit into a more compact and efficient frame – producing a smaller, more agile, vessel. The ship is best operated by a crew of two, but can be flown by one. It has bunks for four. The only drawback of the compact design is that the aft cargo hold is not large enough to easily accommodate a ground car. Often hoverbikes are carried as a less space-intensive alternative.

Jade is a well-worn recon ship that has seen many years of service on (and between) distant worlds. She wasn't designed as a fighting vessel, but has seen her share of combat none the less. Though she relies more on agility than firepower, this ship can still put up a good fight against those foes she cannot outrun. Whatever the odds, she has always brought her crew back safely.

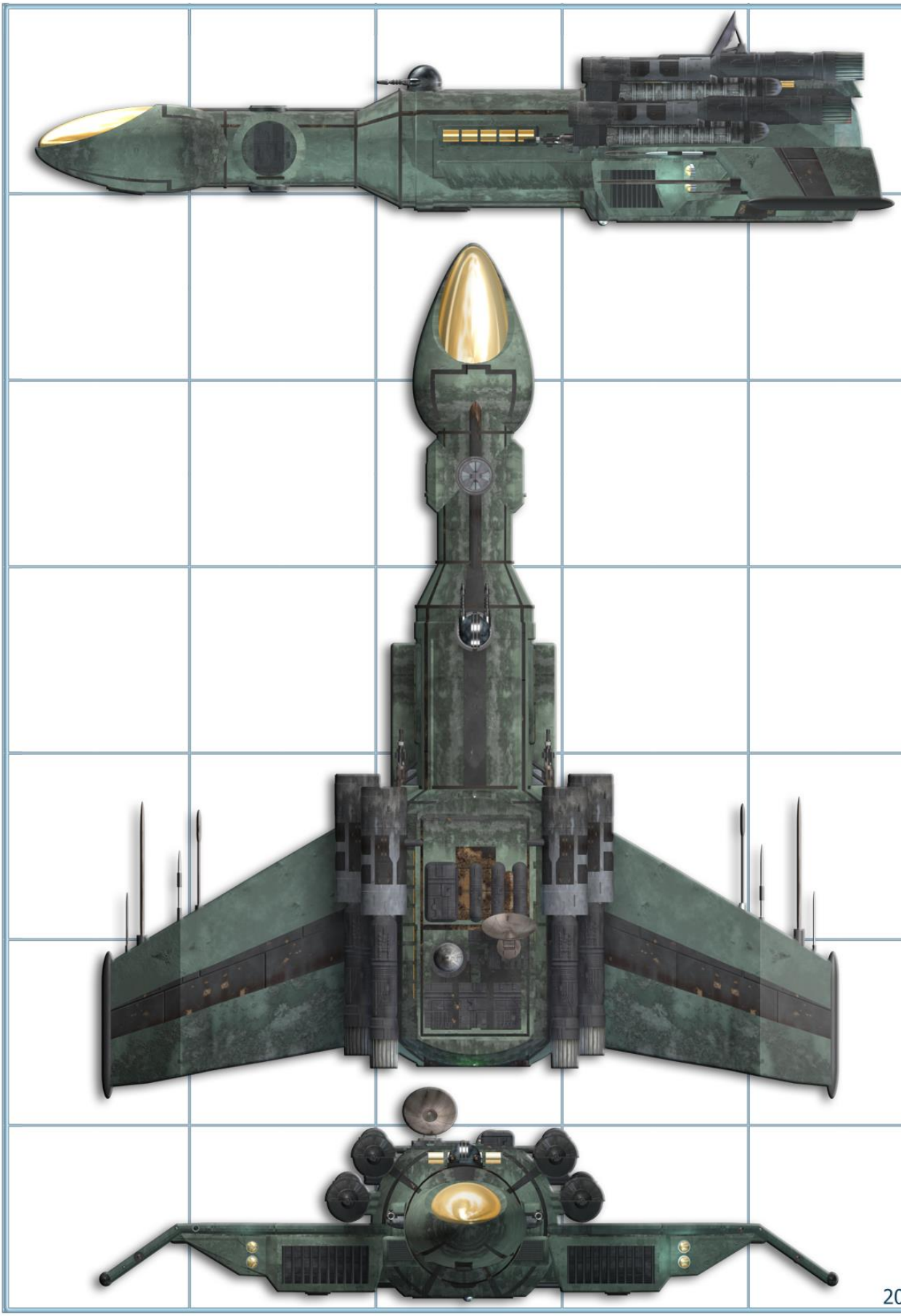
The images below provide a size comparison between Jade and her predecessors (from *Future Armada* issue #3).



JADE

Progress Level	7	**Size**	Colossal (-8 size)
Type	Ultralight	**Tactical Speed**	3,500 ft. (7 squares)
Subtype	Scout	**L x W x H**	92 x 77 x 23
Defense	12	**Tonnage**	269
Flat-footed	8	**Targeting Bonus**	+3
Autopilot	5	**Crew**	2 18 (Expert +8)
Hardness	30	**Passenger Capacity**	2
Hit Dice	12d20 (240 hp)	**Cargo Capacity**	30 register tons
Initiative	+6	**Grapple Modifier**	+16
Pilot's Class Bonus	+6	**Base Purchase DC**	52
Pilot's Dex Modifier	+4	**Restriction**	Restricted (+2)
Pilot's Attack Bonus	+4	**Grappling Systems**	none
Engines	Particle Impulse Engine, Thrusters	**Armor**	Cerametal
Sensors	Class IV sensor array, Targeting system	**Communications**	Mass transceiver

Defense Systems	Improved autopilot system, damage control (1d10), particle field, radiation shielding, stealth screen.
Weapons	2 fire-linked plasma cannons (range increment 3,000 ft.) - fixed forward 2 fire-linked antimatter guns (range increment 4,000 ft.) - turret
Attacks	2 fire-linked plasma cannons -3 ranged (21d8) 2 fire-linked antimatter guns -8 ranged (15d8)
Attack of Opportunity	none


20 ft

Interior Areas

Command Pod

Unlike the earlier Seeker-class ships, the cockpit of this variant was designed for two crewmembers. Though a single person can operate the ship, having a second seat allows the pilot to fully engage in flight maneuvers while the co-pilot handles sensors, communications, and other secondary systems. The dorsal turret can be manned by a gunner, but there are secondary controls in the cockpit. The pilot has primary fire control for fixed-forward cannons on the side of the fuselage.

The command pod can detach from the main body of the ship to act as a life boat in an emergency situation. There are only rudimentary flight controls for the separated pod, no means of lifting off once landed, and no way to rejoin the ship short of a spacedock. The two seats come equipped with 5-point harnesses. Another pair of harnesses are in the storage closet and attachment points are built into the wall. This allows for all four crew members to safely eject in the command pod, though not with equal amounts of ease or comfort.

The storage lockers hold also food and survival gear. The reserve atmosphere & water recyclers will support the lifeboat with four occupants for up to four days.

Access Corridor

Primary access to Jade is through the pair of pressure doors on either side of the “neck” which open into the narrow corridor between the command pod to the crew quarters. The walls and ceiling are cramped with various system components and controls. The entire corridor functions as an air lock when necessary and a fold down ladder allows access to the hatch in the ceiling. This round hatch is fit the a standard umbilical collar to allow docking with other ships in the void.

Living Area

Jade’s main cabin is a cylindrical room roughly 20 feet long and 12 wide. Windows run along each wall. A food dispenser, media screen, and sink fill out the perimeter of the room while separate chambers in the rear hold the toilet and shower facilities.

A ladder at the forward end of the room allows access to the turret on the top of the ship. Explosive bolts allow the turret to be removed in an emergency.

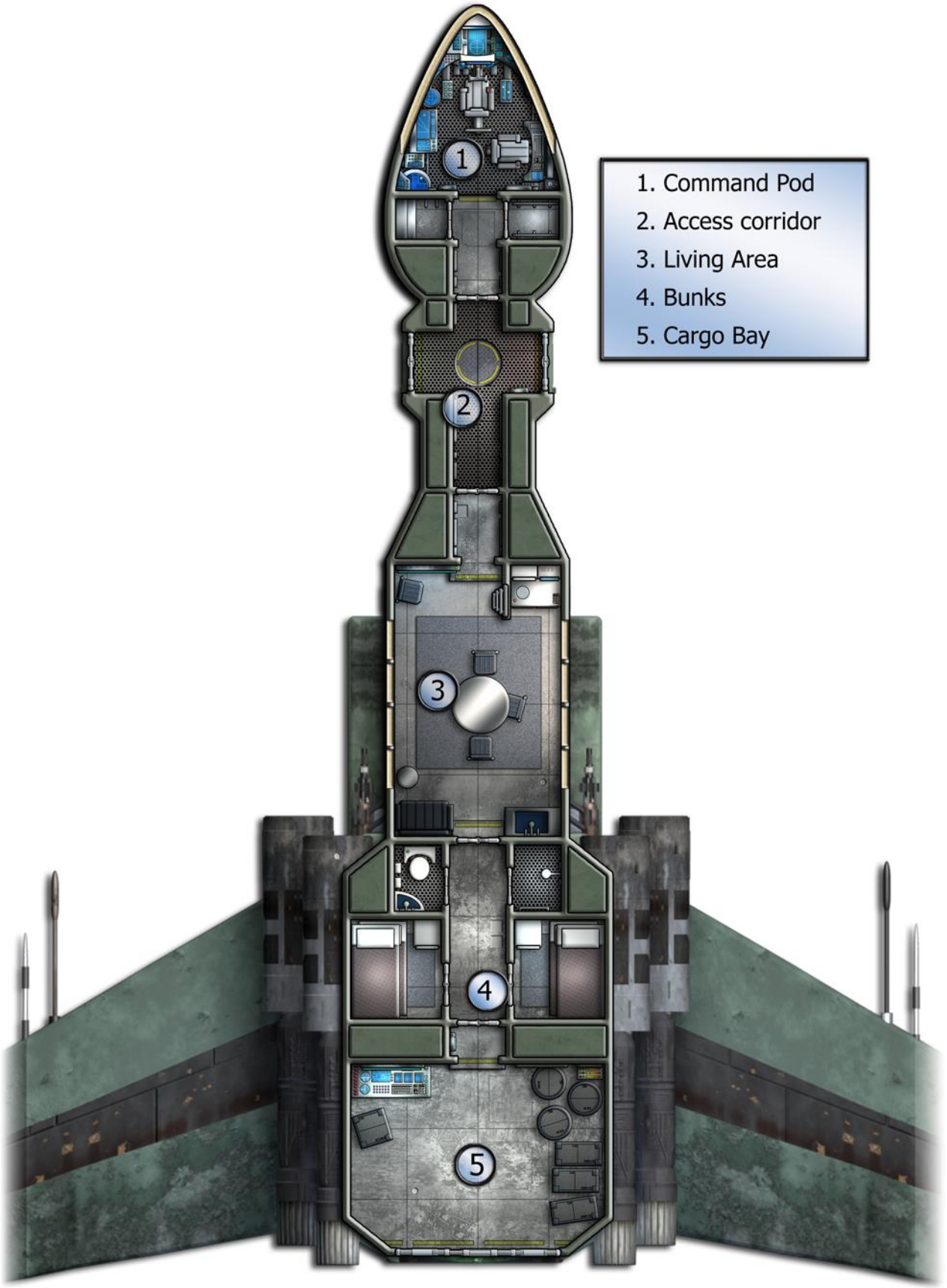
Bunks

Two small, identical rooms are on either side of the corridor between the living area and the cargo bay. Each of these rooms has a pair of bunk beds and a locker for personal effects. The high ceiling allows for additional storage drawers under and above the bunks. Alternatively, the drawers can be removed and the space adjusted to allow for a third bed in each room.

Cargo Bay

The grungy cargo area is roughly 20 by 15 feet and has a high ceiling. It contains the usual tie-downs and mag-plates for securing supplies and equipment. The back wall of the chamber can open outwards to become a ramp – allowing easy loading and unloading of cargo. A row of small windows near the ceiling allows natural lighting to supplement the harsh fluorescents when available.

Built into the forward wall is a dedicated engineering station. As with the previous models most of the recon and surveillance gear (which is installed on the hull above the cargo bay) can be accessed by removing ceiling tiles from inside. Some wall panels and floor tiles allow access to life support apparatus, but repairing any engine or power system equipment usually requires venturing outside of the ship.



1. Command Pod
2. Access corridor
3. Living Area
4. Bunks
5. Cargo Bay

Crew

This is a typical member of the crew while Jade was in service to the ConFed scouting service. Specific individuals may swap out a skill for a particular specialty, but the modifiers for that skill will be similar to those given below

Dedicated Ordinary 3 / Fast Ordinary 3

CR 6; human; HD 3d6 plus 3d8; HP 25; Mas 11; Init +4; Spd 30 ft; Defense 23, touch 20, flatfooted 19 (+4 Dex, +6 class, +3 armor); BAB +4; Grap +5; Atk +5 melee (1d6+1, stun baton), or +8 ranged (3d8, laser rifle); SV Fort +3, Ref +7, Will +3; AP 3; Rep +2;
Str 12, Dex 18, Con 11, Int 11, Wis 10, Cha 10.

Occupation: Military (Knowledge [Tactics], Pilot)

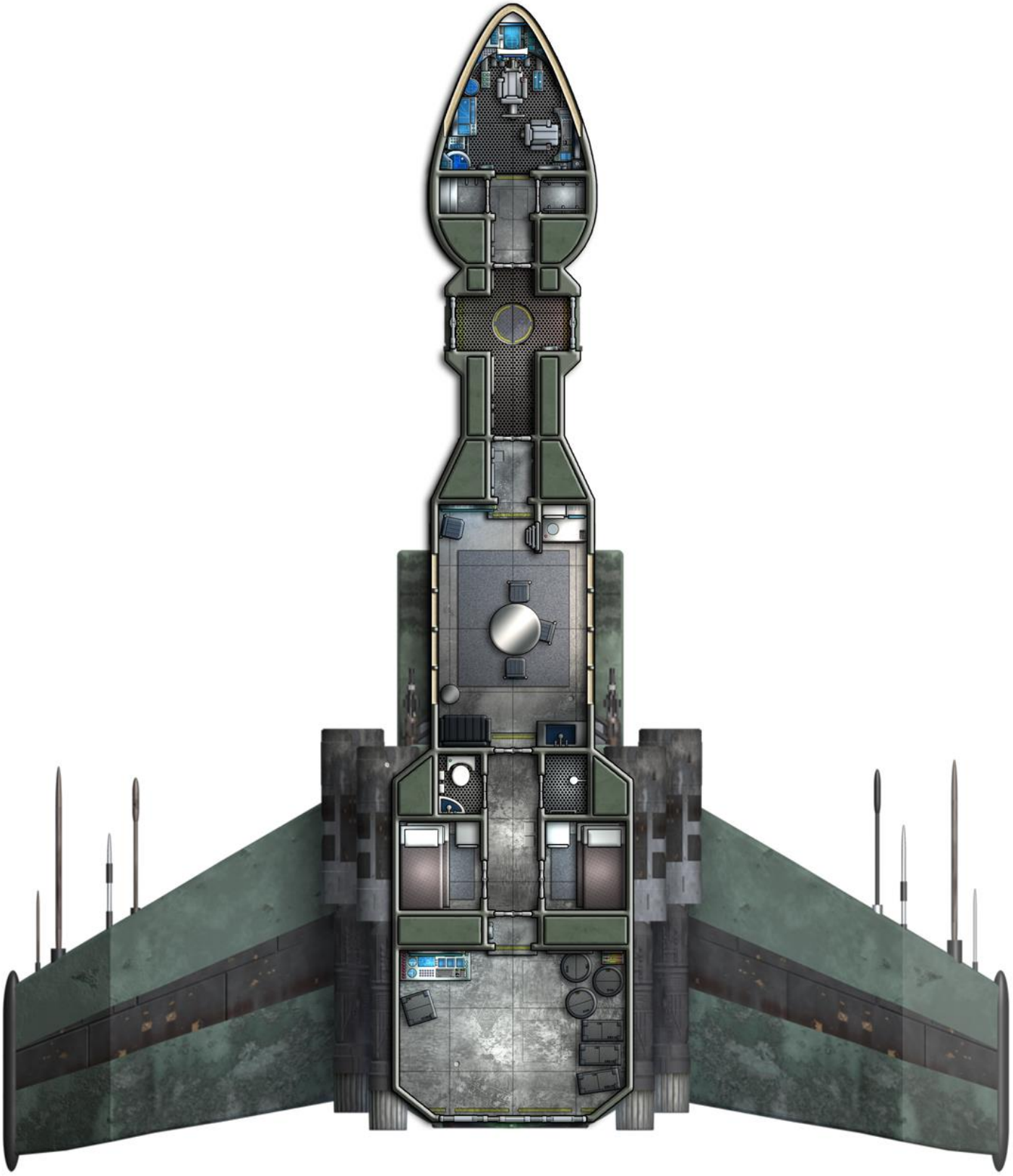
Skills: Computer Use +7, Knowledge (Tactics) +8, Knowledge (Technology) +8, Navigate +1, Pilot +8, Profession +8

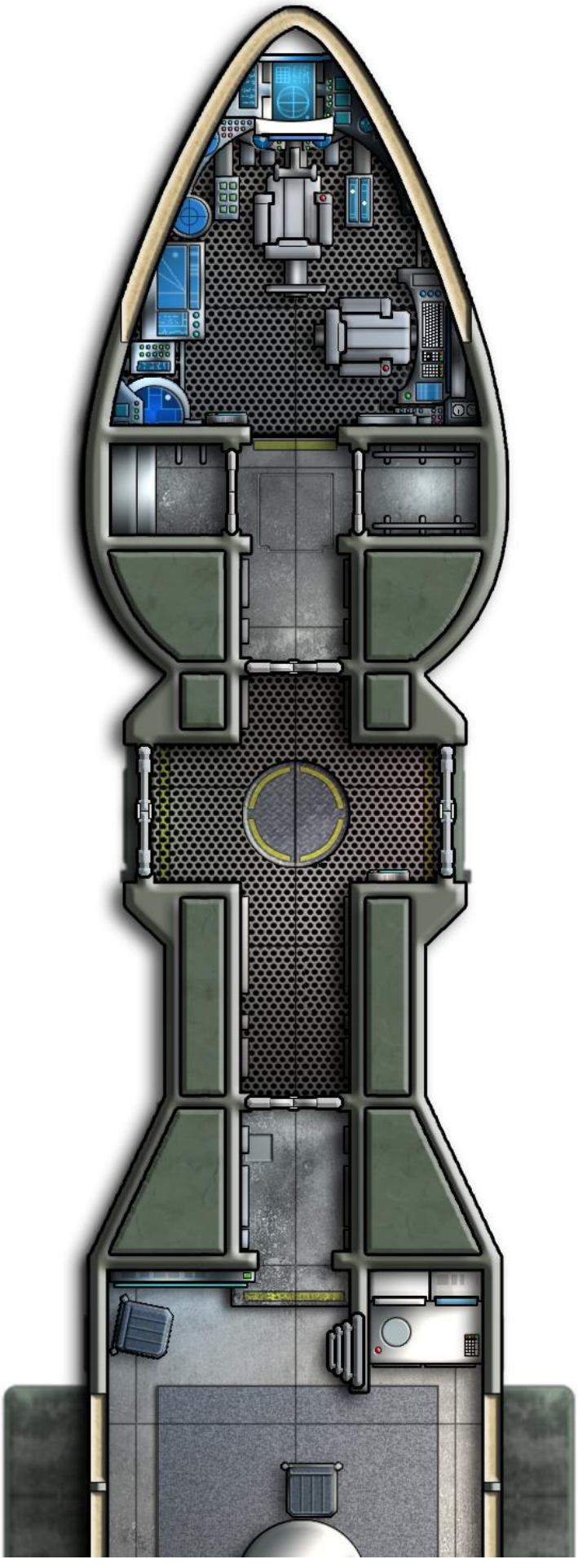
Feats: Armor Proficiency (light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Starship Gunnery, Starship Operations (Ultralight)

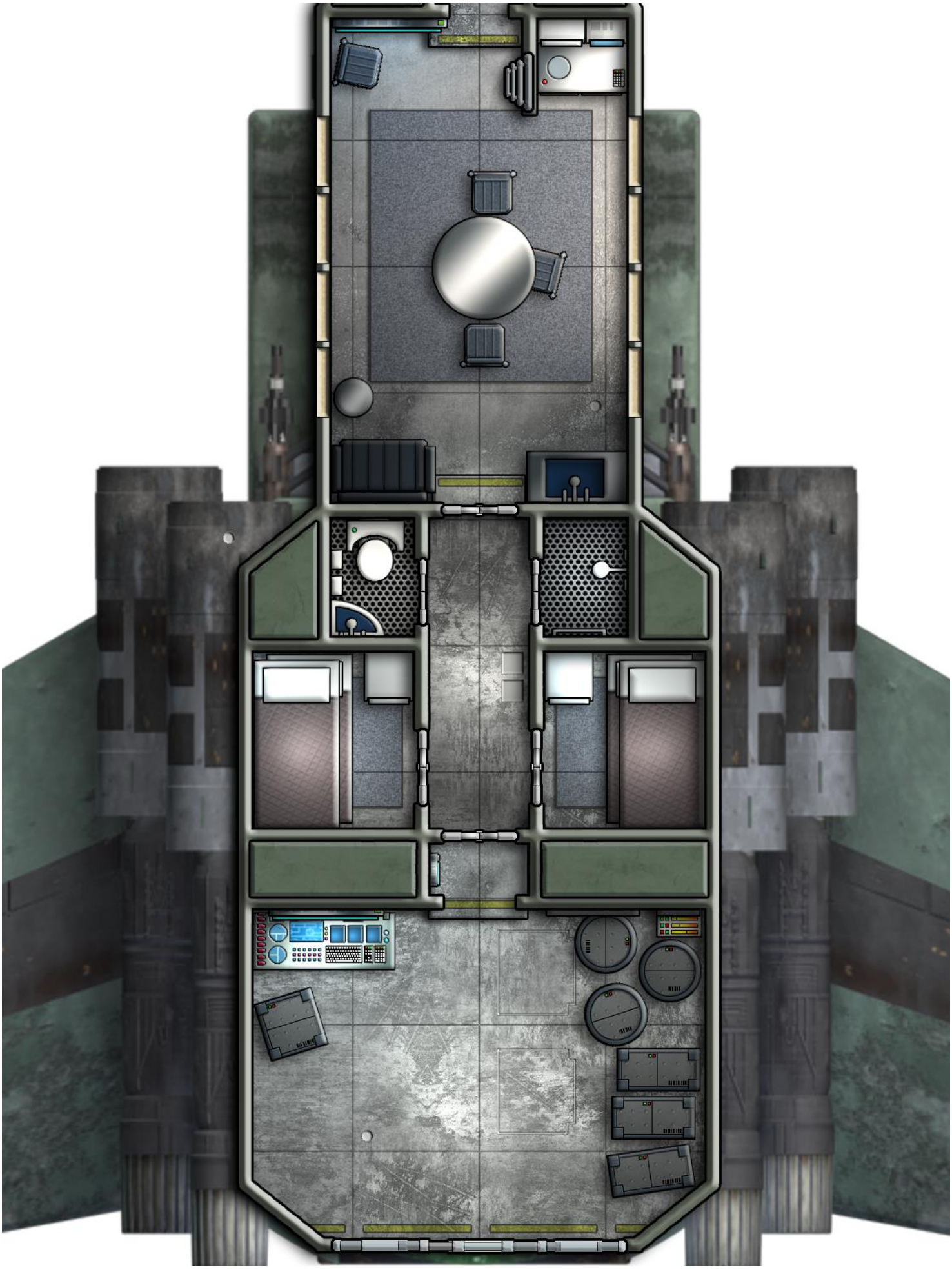
Possessions: light combat armor, stun baton, laser rifle; Wealth +6

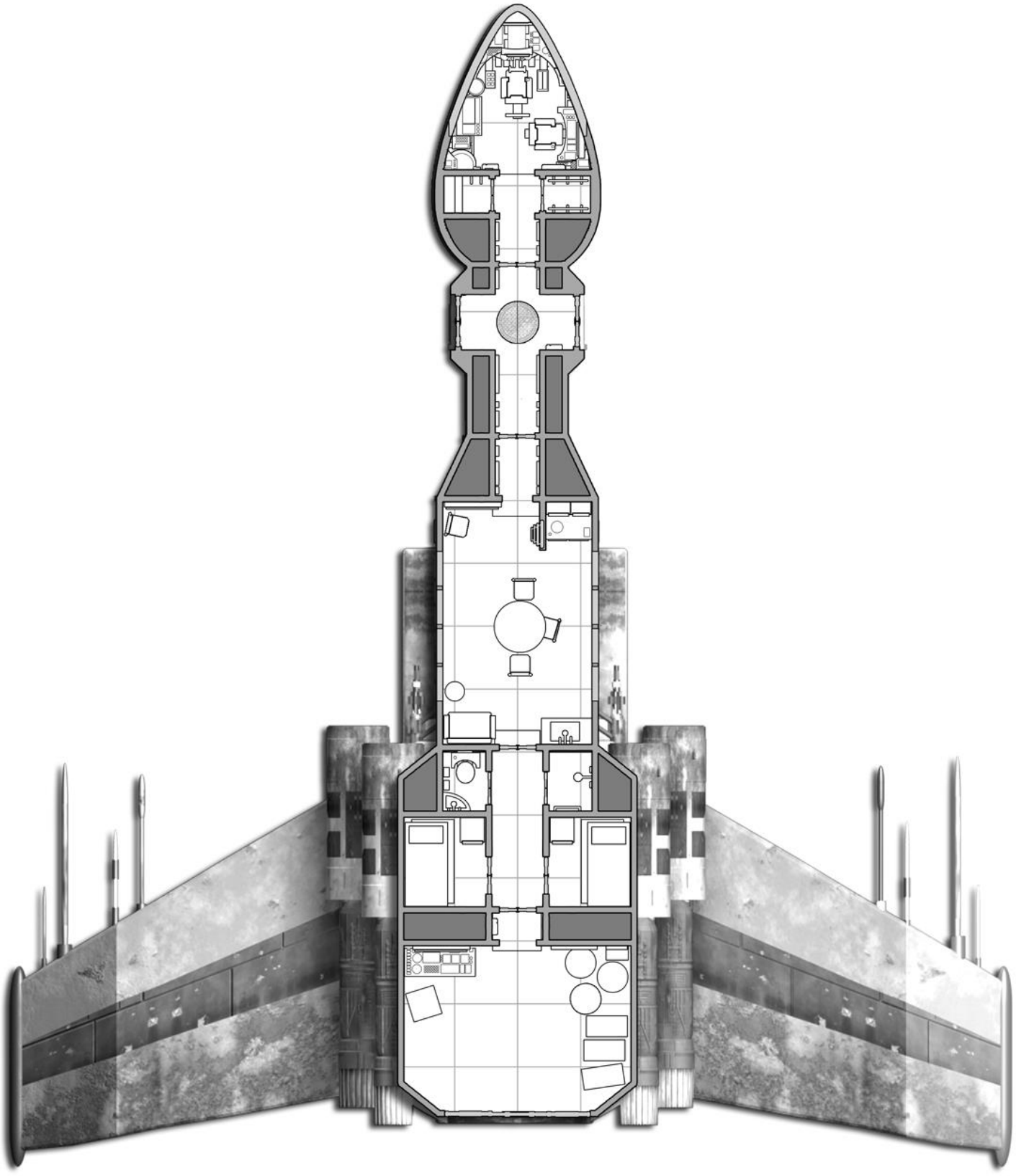
Map Pages

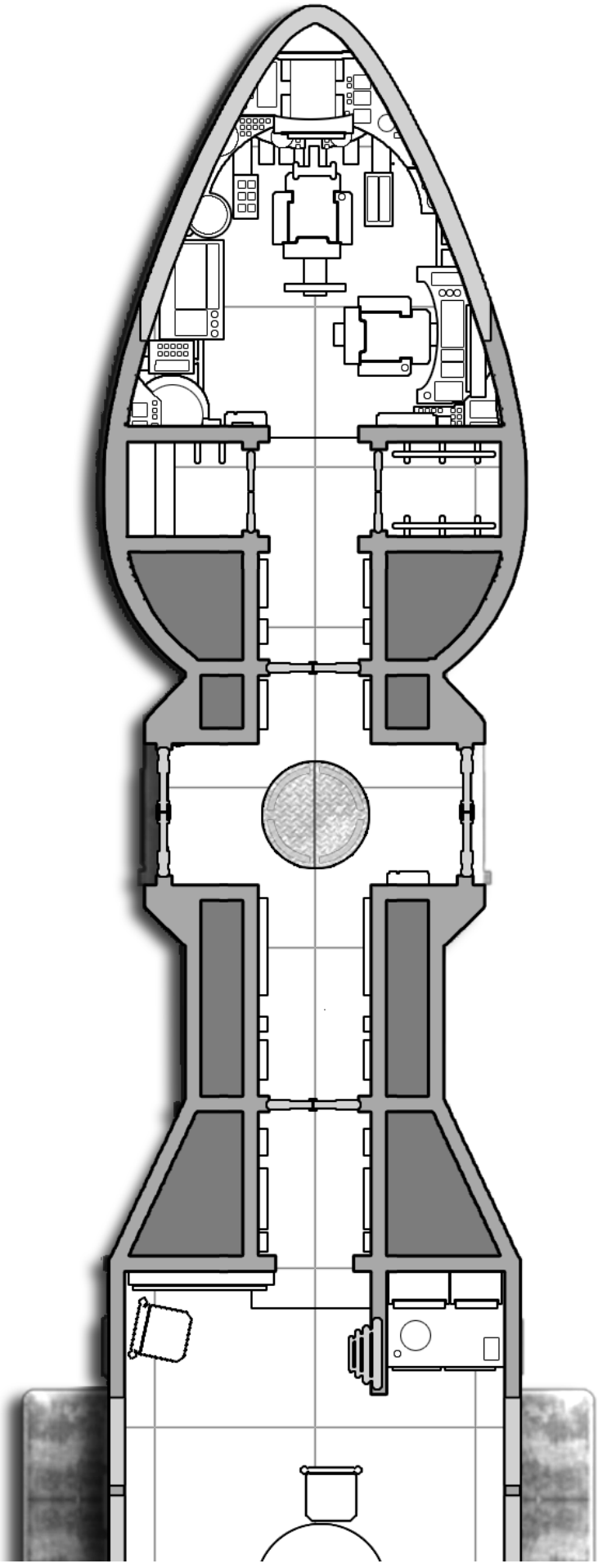
Because the ship is small, the map pages are included here instead of in separate documents. The first three pages are the color version of the deck plans (an overview, and then the 1 inch = 5ft maps) and the next three pages are the black and white versions. Note that the fore and aft map sections overlap considerably.

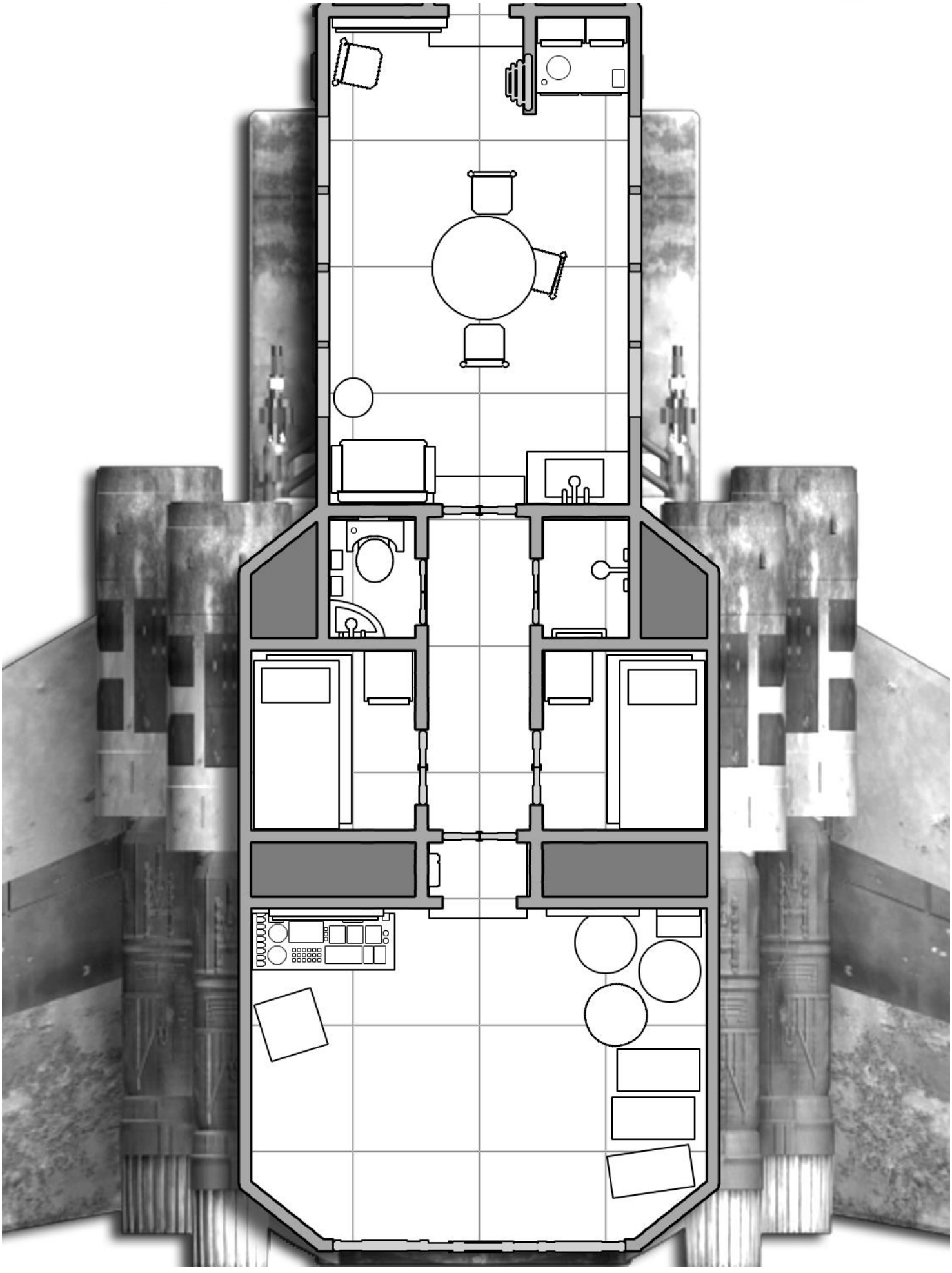












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