modern dispatch ☼46

More Starship Class Templates
by Phil Reed

It has been a long time since the *Dispatch* last presented a selection of starship class templates (not since way back in issue #12) and it is with that in mind that I've written the following new starship class templates. As with that first time around, I've included not only new templates (and a sample starship for each template) but also new starship devices to help expand the number of options available to starship designers.

For even more templates and starship devices take a look at Ronin Arts' ***Future: Datastream – 2005 Collection.*** Recently released, this 170+ page PDF presents a lot of material – ranging from characters to mecha to starships – for use with the future SRD.

RONIN ARTS

Starship Templates
Frankenstein-Class Template (PL 8)

By the time of the Energy Age there are literally thousands of cast off starships cluttering orbital scrapyards across the galaxy. The Frankenstein-class template represents a ship that is cobbled together from bits and pieces of scrap – these ships are characteristically ugly and instantly recognizable as a junker. The *Nova Dragon*-class template can be applied to any ultralight or light starship. The starship's design specs should be adjusted as follows:

Hit Dice: Increase by +6d20.

Engine Upgrade: Select any PL 6 or PL 7 engine. Tactical Speed Reduction: Decrease by –1,000 ft. (2 squares).

Armor Upgrade: Obviously, the ship is built with the best armor its creators can find but unfortunately there's never enough of the best. Instead, the ship is constructed with a mixed selection of armor types – whenever the ship is hit roll on the following table to determine what type of armor the impact spot is covered in.

D6 Roll	Armor/Hardness
1-2	Cerametal/30
3-4	Deflective/20 (ballistic), 40 (all other)
5	Neutronite/40
6	Advanced Ablative/45

Defense System Upgrade: Trade any one item out for an item 1 PL greater.

Sensors Upgrade: Trade any one item out for an item 1 PL greater.

Communications Upgrade: Trade any one item out for an item 1 PL greater.

Weapons Downgrade: Permanently remove one weapon. Additionally, select any one other weapon and replace it with a weapon of a previous PL (minimum PL 5).

Cargo Capacity Modification: Increase by +25%.

Frankenstein-Class Hauler (PL 8)

This commercial transport, built from the scraps of hundreds of older starships, is a type usually seen in service with down-on-their-luck traders and tramp merchants.

Type: Light
Subtype: Hauler
Defense: 7
Flat-footed Defense: 5
Autopilot Defense: 5
Hardness: Special, see template text
Hit Dice: 42d20 (840 hp)
Initiative Modifier: +2
Pilot's Class Bonus: +3
Pilot's Dex Modifier: +2
Gunner's Attack Bonus: +2
Tactical Speed: 2,000 ft. (4 sq.)
Length: 450 feet
Weight: 6,000 tons
Targeting System Bonus: +3
Crew: 8 (trained +4)
Passenger Capacity: 8
Cargo Capacity: 4,125 tons
Grapple Modifier: +16
Base Purchase DC: 56
Restriction: Restricted (+2)

Attack: 1 heavy laser –3 ranged (12d8)
Attack of Opportunity: Point-defense system +3 ranged (2d12×10)

Standard PL 5 Design Specs:
Engines: Particle impulse engine, thrusters
Armor: Special, see template
Defense Systems: Autopilot system, improved damage control system (3d10), point-defense system
Sensors: Class IV sensor array, targeting system
Communications: Mass transceiver, radio transceiver

Weapons: 1 heavy laser (range incr. 4,000 ft.)
Grappling Systems: Grapplers

Krankenhaus-Class Template (PL 7)

The hospital ship is common throughout the galaxy during the Gravity Age. This particular type is built on the skeletal basis of existing, decommissioned starships. The *Krankenhaus*-class template can be applied to any PL 5 or PL 6 ultralight, light, or mediumweight starship. The starship's design specs should be adjusted as follows:

Defense System Upgrade: Add gravitic stabilizers
Weapons Downgrade: Remove all weapons.
Passenger Modification: Multiply the number of passengers the ship can carry by ten. This is the number of patients the ship can accommodate – each in his own bed.
Crew Modification: Add 1 doctor and 2 nurses for every 5 passengers the ship can carry.
Cargo Capacity Modification: Reduce by 75%.

Krankenhause-Class Hospital Ship (Modified Bulk Freighter) (PL 7)

Probably one of the most commonly modified ships, the bulk freighter makes an excellent hospital ship.

Type: Mediumweight
Subtype: Bulk freighter
Defense: 7
Flat-footed Defense: 5
Autopilot Defense: 7
Hardness: 20
Hit Dice: 125d20 (2,500 hp)
Initiative Modifier: +2
Pilot's Class Bonus: +3
Pilot's Dex Modifier: +2
Gunner's Attack Bonus: +2
Size: Colossal (–8 size)
Tactical Speed: 2,500 ft. (5 sq.)
Length: 800 feet
Weight: 32,000 tons

Targeting System Bonus: +3
Crew: 8 (trained +4) plus 16 doctors and 32 nurses
Passenger Capacity: 80 patients
Cargo Capacity: 5,000 tons
Grapple Modifier: +16
Base Purchase DC: 60
Restriction: Restricted (+2)

Attack: None
Attack of Opportunity: Point-defense system +3 ranged (3d12×10)

Standard PL 7 Design Specs:
Engines: Fusion torch, thrusters
Armor: Alloy plating
Defense Systems: Gravitic stabilizers, improved autopilot system, improved damage control (4d10), point-defense system, radiation shielding, sensor jammer
Sensors: Class II sensor array, targeting system
Communications: Laser transceiver, radio transceiver
Weapons: None
Grappling Systems: Grapplers

Mercury-Class Template (PL 8)

Some of the fastest ships in the galaxy are the *Mercury*-class ultralight starships. Equipped with advanced surge burners, plasma acceleration drives, and inertial flux engines, ships of the Mercury-class frequently outrun other starships – even those from advanced civilizations. The *Mercury*-class template can be applied to any ultralight starship. The starship's design specs should be adjusted as follows:
Engine Upgrade: Advanced surge burners, plasma acceleration drive, and inertial flux engines.
Tactical Speed Modification: +1,000 ft. (2 squares).

Mercury-Class Assault Fighter

Type: Ultralight
Subtype: Assault fighter
Defense: 19
Flat-footed Defense: 13
Autopilot Defense: 6
Hardness: 20 (ballistic) or 40 (other damage forms)
Hit Dice: 9d20 (180 hp)
Initiative Modifier: +8
Pilot's Class Bonus: +7
Pilot's Dex Modifier: +6
Gunner's Attack Bonus: +8/+3
Size: Gargantuan (–4 size)
Tactical Speed: 6,500 ft. (13 sq.) (7,000 ft. with plasma acceleration drive engaged)
Length: 32 feet
Weight: 36,000 lb.
Targeting System Bonus: +4
Crew: 1 (ace +12)
Passenger Capacity: 1
Cargo Capacity: 1,200 lb.
Grapple Modifier: +8
Base Purchase DC: 48
Restriction: Military (+3)

Attack: 2 fire-linked particle beams +8 ranged (18d8) and plasma missile +3 ranged (18d8/19–20); or 2 fire-linked particle beams +8/+3 ranged (18d8)
Attack of Opportunity: None

Standard PL 8 Design Specs:
Engines: Advanced surge burner, plasma acceleration drive, inertial flux engine, thrusters
Armor: Deflective
Defense Systems: Autopilot system, improved damage control (2d10), stealth screen
Sensors: Class V sensor array, improved targeting system

Communications: Mass transceiver, radio transceiver
Weapons: 2 fire-linked particle beams (range incr. 4,000 ft.), 1 plasma missile launcher (8 missiles; range incr. 5,000 ft.)
Grappling Systems: None

Nova Dragon-Class Template (PL 7)

This design features light plasma cannons – a *Nova Dragon*-class starship is a brutal, powerful weapon of destruction. The *Nova Dragon*-class template can be applied to any ultralight starship. The starship's design specs should be adjusted as follows:
Hit Dice: Increase by +3d20.
Engine Upgrade: Particle impulse engine (tactical speed + 1,000 feet).
Armor Upgrade: Neutronite.
Weapons Upgrade: Replace each individual weapon with 2 fire-linked light plasma cannons (10d8 damage; range incr. 2,500 ft.) *and* another 2 fire-linked light plasma cannons (10d8 damage; range incr. 2,500 ft.)

Nova Dragon-Class Assault Fighter

Nova Dragon assault fighters are powerful, close range attack fighters designed specifically for assaulting orbital facilities and capital ships.
Type: Ultralight
Subtype: Assault fighter
Defense: 19
Flat-footed Defense: 13
Autopilot Defense: 6
Hardness: 40
Hit Dice: 12d20 (240 hp)
Initiative Modifier: +8
Pilot's Class Bonus: +7
Pilot's Dex Modifier: +6
Gunner's Attack Bonus: +8/+3
Size: Gargantuan (–4 size)

Tactical Speed: 4,000 ft. (8 sq.)
Length: 32 feet
Weight: 36,000 lb.
Targeting System Bonus: +4
Crew: 1 (ace +12)
Passenger Capacity: 1
Cargo Capacity: 1,200 lb.
Grapple Modifier: +8
Base Purchase DC: 48
Restriction: Military (+3)

Attack: 8 fire-linked light plasma cannons +8 ranged (10d8, range incr. 2,500)
Attack of Opportunity: None

Standard PL 7 Design Specs:
Engines: Particle impulse engine, thrusters
Armor: Neutronite
Defense Systems: Autopilot system, improved damage control (2d10), stealth screen
Sensors: Class V sensor array, improved targeting system
Communications: Mass transceiver, radio transceiver
Weapons: 8 fire-linked light plasma cannons (range incr. 2,500 ft.)
Grappling Systems: None

New Starship Systems

In order to make the new starship class templates especially useful, most of the ones presented in this entry of the *Dispatch* include at least one new piece of starship equipment.

New Starship Engines

Advanced Surge Burners (PL 7)

A starship equipped with this device may perform a surge forward maneuver as a move action (see the *Starship Move Actions* section of the SRD). Advanced surge burners carry enough fuel for six uses – after that the system must be refueled (requiring 30 minutes and a purchase DC of 12) in order for it to be used (when the fuel supply is depleted the ship may still perform a surge forward maneuver but it requires a full-round action, as per the basic rules for the maneuver).

Advanced surge burners are not powerful enough to move a starship on their own; the starship must also be equipped with a standard engine.
Minimum Ship Size: Huge.
Tactical Speed Bonus: See text.
Purchase DC: 18.

Plasma Acceleration Drive (PL 7)

These small accelerant boosters redirect plasma energy from an inertial capacitor through energy rockets, increasing the starship's tactical speed for a short period of time. A plasma acceleration drive may only me mounted on a ship equipped with PL 7 or greater engines and if those engines are damaged, the acceleration drive will not function.

Activating the plasma acceleration drive is a full round action for the ship's pilot. A plasma acceleration drive provides its boost for 2d4 rounds after which the drive cuts itself off and cannot be reactivated again for one hour (the drive needs one hour to properly charge the inertial capacitor). A ship can mount multiple plasma acceleration drives – the effects of multiple drives do not stack.

Minimum Ship Size: Huge.
Tactical Speed Bonus: +500 feet (+1 square) for 2d4 rounds, see text.
Purchase DC: 10 + one-half the base purchase DC of the starship.

New Starship Armor

Advanced Ablative (PL 8)

This slightly improved version of ablative armor is strengthened by molecularly bonding the armor to a neutronite backing. The armor is identical to ablative except as follows:
Hardness: 45.
Purchase DC: 17 + one-half the base purchase DC of the starship.

New Starship Defense System

Gravitic Stabilizers (Pl 7)

Gravity generators embedded in the starship's hull and decks create an artificial gravity field that instantly adjusts to external conditions. In any situation that the crew would be shaken or stunned there is a 25% chance that the effect is completely negated – the gravitic stabilizers prevent the crew from being jostled around and disrupted.

Gravitic stabilizers are a more advanced form of shock stabilizers (see *Future: 13 More Starship Devices*).
Purchase DC: 18 + one-half the base purchase DC of the starship.
Restriction: Licensed (+1).

New Starship Weapon

Plasma Cannon, Light (PL 7)

This smaller, lighter version of the Gravity Age plasma cannon is frequently mounted on ultralight fighters and escorts. Its smaller size enables a starship to mount 2 of these weapons in place of any 1 normal weapons – an ultralight starship that can carry 1 weapon for every 3 Hit Dice can carry 1 light plasma cannon for every 1.5 Hit Dice (round up).

Damage: 10d8 (45)
Critical: 20
Damage Type: Fire
Range Increment: 2,500 ft.
Rate of Fire: Single
Minimum Ship Size: Huge
Purchase DC: 33
Restriction: Military (+3)

Section 15
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