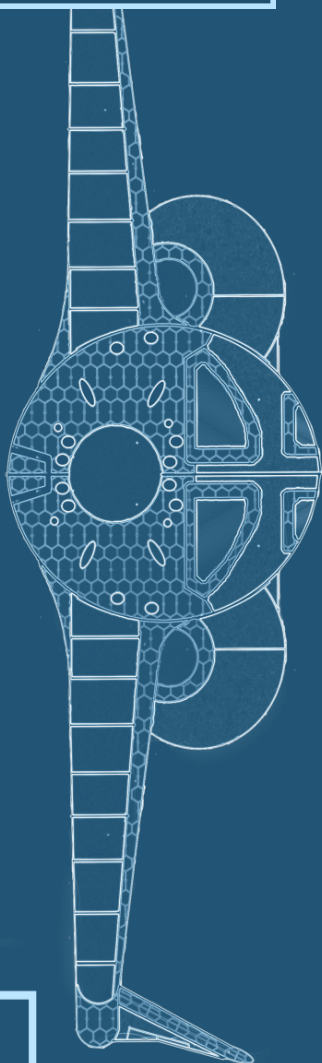


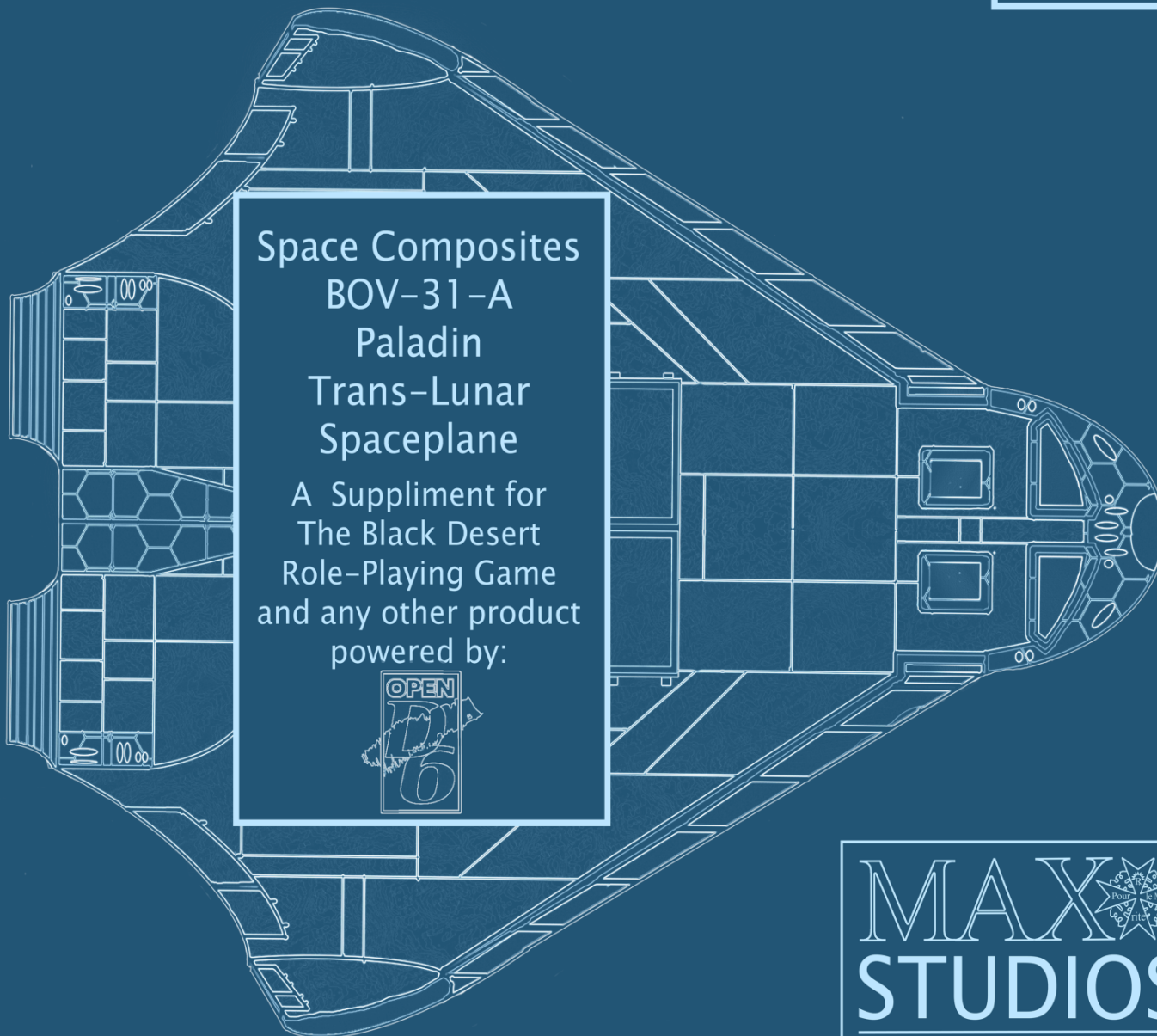


SHIPS OF THE BLACK DESERT



Space Composites BOV-31-A Paladin Trans-Lunar Spaceplane

A Supplement for
The Black Desert
Role-Playing Game
and any other product
powered by:



MAX
STUDIOS



SHIPS OF THE BLACK DESERT: BOV-31-A PALADIN

RAYMOND MCVAY

OGL and Copyright.....	2
Introduction.....	3
History.....	3
Description.....	3
About the Map.....	4
The Map.....	6
For the Gamemaster.....	9
Non-Black Desert Campaigns.....	9
Black Desert Ship's Log.....	10
OpenD6 Ship's Log.....	10
Full-Sized Battle Map.....	12

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INTRODUCTION

Typical of commercial spacecraft manufactured in the United American and Canadian States since the Treaty of Mars, Space Composites' BOV-31-A Paladin has proven popular throughout the Inner System.

The Paladin spaceplane is a small orbiter capable of trans-Lunar crossings while still acquitting itself well as a high-performance atmospheric craft. Originally designed with the business world in mind, the planes' primary function was intended to be orbital hops from UACS to Pacifica on the West coast. By climbing into orbit, The UACSian executives could cross the Mid-West without violating The Union of the Americas' borders.

HISTORY

While its designers only wanted to create a useful and stylish business orbiter, the Paladin's production history is anything but ordinary. First announced just after Treaty Day, Space Composites was confident that their first post-war offering, the BOV-31, would be a hit and waited for the orders to come in. Unfortunately, SC's management miscalculated the degree of economic recovery the UACS would enjoy after the Great Space War. As a result, domestic sales were disappointing and the company officials, already paranoid due to the drop off in defense contracts, voted to abandon the project. During the following year, the fabrication templates for the design were leaked. This led to a dozen different versions of the BOV-31 being manufactured by foreign corporations, governments, the wealthy – anyone with access to industrial fabricators. Space Composites eventually won a lawsuit to have the plans reclassified as proprietary, but by then there were several open-source designs being produced both on and off Terra. Space Composites decided to cut its losses and market the original under the designation BOV-31-A.

Sales of the BOV-31-A benefited from the popularity

of its open-source rivals. Parts templates, forums featuring template updates, and other ubiquitous support tools have made the proprietary Paladins much more economical to maintain and service off Terra, and therefore more attractive to corporations seeking to renew their business ties with the colonies and cultivate new investments.

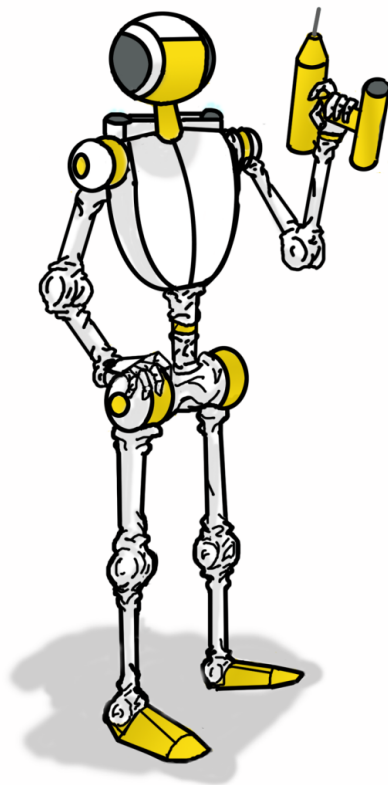
DESCRIPTION

The single-stage to orbit, lifting body spaceplane is the hallmark of all lasting UACSian aerospace designs, and the BOV-31-A is no exception. Being built for the business market, the Paladin is designed for comfort and economy more than anything else. Its standard configuration allows it to be operated by a single pilot for business flights across Terra, up to a maximum crew of five for cargo and supply runs to Luna or between nodes on the Mars cyclor orbits. The plane is mostly carbon fiber construction, with a thermal fabric covering supplemented by armored thermo-carbon tiles over high heat areas.

These include the underside, leading edges of the wings, and the nose; the Paladin can handle aerobraking and make un-powered landings in atmosphere. The twin thruster bells and the aft fuselage between them are also armored, making powered braking safe and easy. The ship uses a standard L-drive laser propulsion system; in atmosphere, the Paladin uses the ambient air for propellant. The spaceplane is too small to have a fusion reactor installed, so it relies on banks of nanocarbon batteries to power its lasers. In space, propellant is supplied by hydrogen tanks in the wings. The tanks supply far more delta-v than the BOV-31-A needs to operate in its life support range, therefore it is very forgiving of novice pilots and has plenty of fuel for maneuvers and course changes while in open space.

If the Paladin has a flaw, it is the same as all spaceplanes: The BOV-31-A must land on a runway. They usually take off from runways as well, but can launch

vertically from facilities with the specialized gantries needed to point their noses up. Most corporations and wealthy individuals that possess Paladins do not consider this limitation to be much of a problem, and those that operate primarily from asteroids and larger spacecraft need not worry about it at all.



ASTRO-BOT: THE RIGHT TOOL FOR THE JOB!

ABOUT THE MAP

The habitable volume of the BOV-31-A is divided into three main areas: The Flight Deck, which houses all the main flight controls and duty stations on-board The Mid-

Deck, where the passengers or crew can eat, sleep and relax, and the Cargo Deck, an unpressurized compartment that also contains the airlock and maintenance areas.

The following entries describe the numbered areas on the Paladin's map:

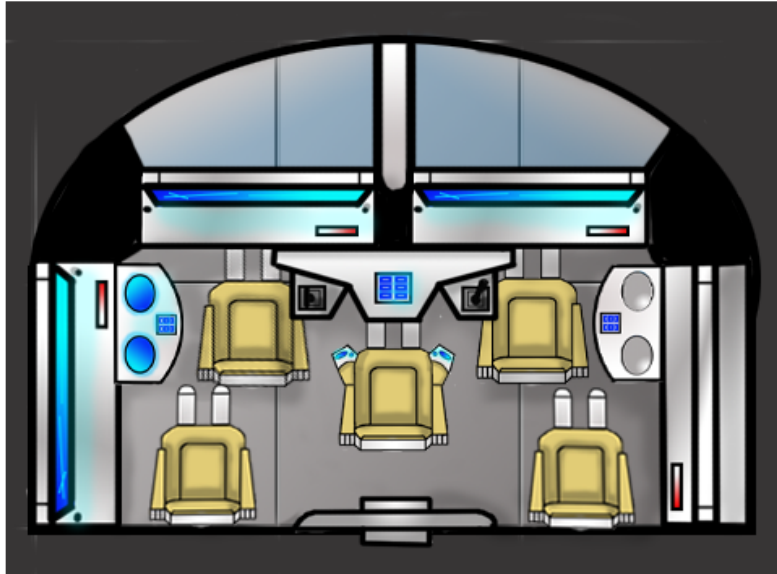
1. Cockpit: The flight deck of the Paladin is situated in the forward-most compartment of the spacecraft. This compartment features two enormous windows directly in front of the flight console, as well as two pairs of smaller windows in the ceiling and walls, respectively. Each of these windows is equipped with debris shutters for use in orbit and, if necessary, combat.

There are four full-sized smart screens in the cockpit area; two forward, one to port, and one to starboard. The screens are transparent, allowing the operators to see out the windows that the screens are mounted behind. Between the forward screens is the main flight console, which features analog controls for the spacecraft. The two side screens are equipped with consoles featuring two touch pads displayed on flexible smart screens. These are usually used as ergonomic keyboards, but can be set to display a variety of information. These side consoles can be slid forward and backward, allowing them to be used by characters in either set of seats. All of these control consoles can be locked for safety.

The Pilot's and Payload Officer's seats are to either side of the flight console. The two aft seats are usually used by passengers; in fully crewed planes, these seats are occupied by a Flight Engineer and a Mission Specialist. The Command Seat is between and directly behind the Pilot and PLO stations, giving the Mission Commander access to both officers' controls. The arms of the command seat have built in ergonomic keyboards that are as easy to use during high-gee maneuvers as in free fall. These controls can override and operate any station in the cockpit.

If the Paladin is equipped with AI, The spacecraft can

be operated by a single individual, from the command seat.



The Mid-Deck

2. Cabins: Paladins come standard with two small crew cabins, one on either side of the mid-deck. Both cabins are equipped with a pair of bunks that convert (by folding down the top bunk) into a comfortable couch. Both arms of the couch have folding tables built in; these serve the ship's company in lieu of a table. The cabins' doors are roll-back panels that open up virtually the entire wall; during off duty time both doors are typically open to create a social area for the crew to relax in. The doors have smart functions built in and can be used as entertainment screens, computer terminals, or holographic backgrounds. There are storage bins under the bunks for the crew's possessions. There is only enough sleeping space provided for four at a time, on the assumption that at least one pilot will be on duty around the clock.

Paladins that typically fly trans-Lunar orbits usually

do not have cabins; instead, they are fitted out with additional flight seats and wall mounted sleeping bags.

3. Circuit Bay Access: The three floor panels in the central aisle of the mid-deck offer access to the main electronics of the spacecraft. From here, the Flight Engineer can maintain or repair the computer, monitor the ship's propellant tanks and nanocarbon batteries, and replace elements of the life support system in an emergency.

4. Galley Unit: This smallish wall mounted system is not very different from ones used since the beginning of space travel. Only capable of warming or re-hydrating prepackaged foods, the Paladin's galley also boasts a tiny refrigerator, so some fresh and chilled items can be served during spaceflights. The galley unit also has the only water tap on the plane (served either hot or warm) which is fitted with a one way valve over the faucet.

5. Storage Locker: Directly opposite the galley unit, the Paladin's storage locker is the de facto pantry aboard. In addition to food, tools and the plane's first-aid kit are kept here. The storage locker also has a smaller, locked bulkhead inside that is used to store any weapons or valuables during flight.

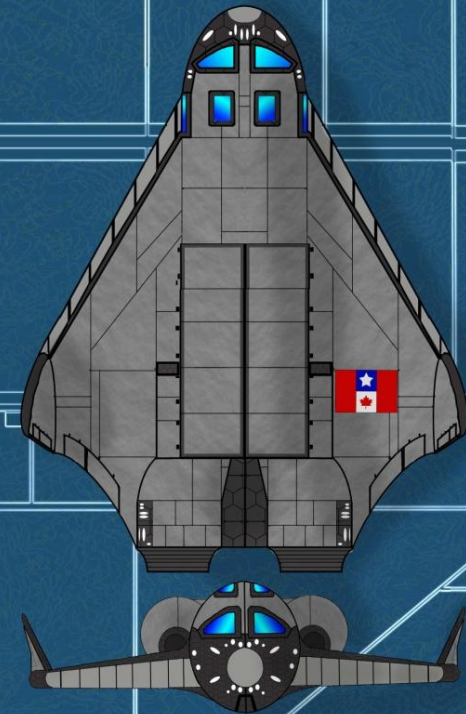
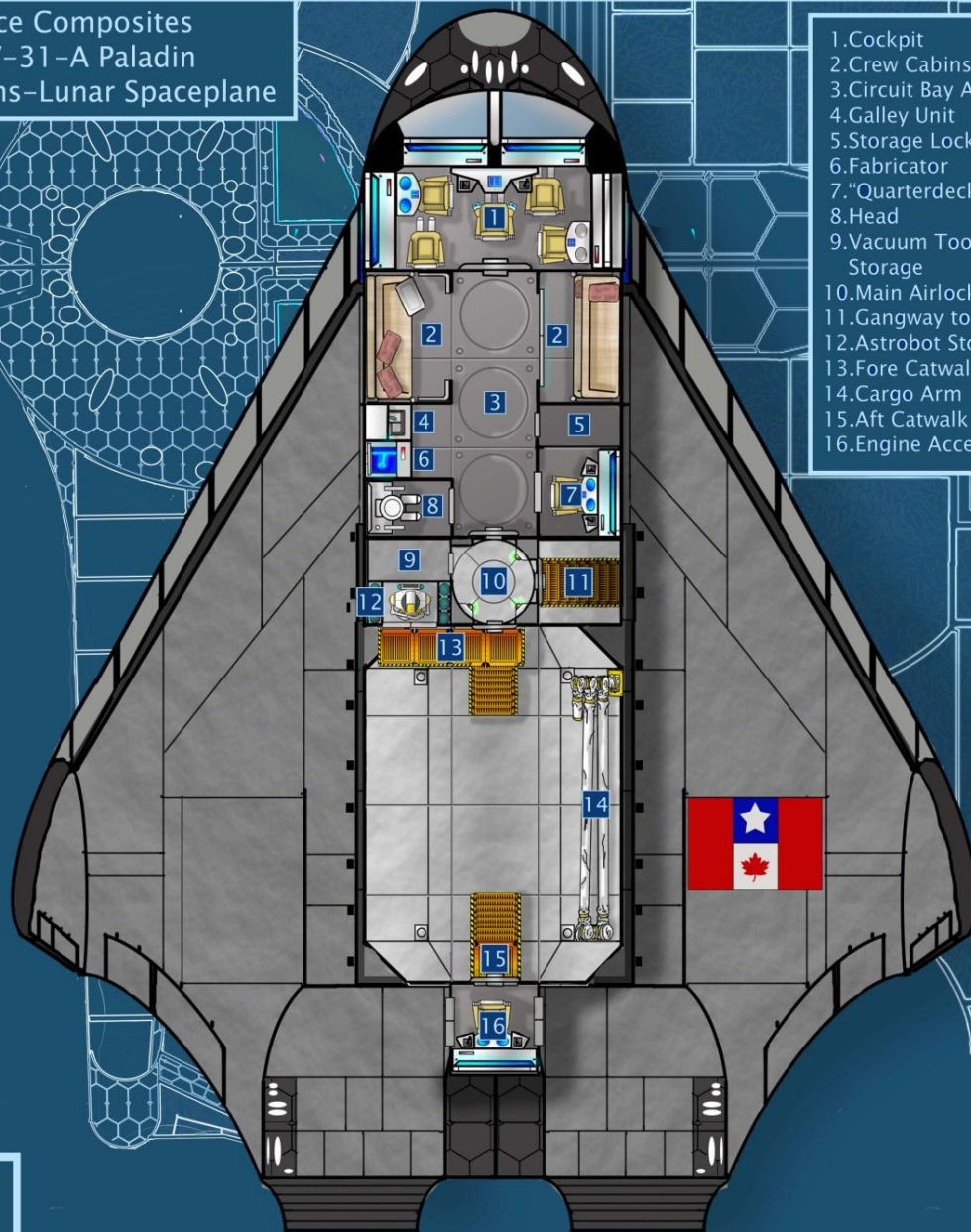
6. Fabricator: The fabrication unit that comes standard on Paladins is fairly basic model. It can print out basic tools and rudimentary components, as well as utility items such as fiber-optic wire. The fabber cannot manufacture nanotech or anything made of high temperature metals.

7. "Quarterdeck": This small compartment is used primarily by the spaceplane's PLO to control the Paladin's cargo arm during loading and unloading. There is a flight seat and computer station identical to the ones in the cockpit. The terminal features a touch pad console and a set of analog controls. In the event of emergency loss of pressure in the cockpit, the quarterdeck console can be used to pilot the spacecraft.

The quarterdeck is also equipped to provide the PLO (and in some cases, the Flight Engineer) virtual control of

Space Composites
BOV-31-A Paladin
Trans-Lunar Spaceplane

- 1.Cockpit
- 2.Crew Cabins (2)
- 3.Circuit Bay Access panels (3)
- 4.Galley Unit
- 5.Storage Locker
- 6.Fabricator
- 7."Quarterdeck"
- 8.Head
- 9.Vacuum Tools/Rescue Ball Storage
- 10.Main Airlock
- 11.Gangway to Boarding Ramp
- 12.Astrobot Storage
- 13.Fore Catwalk
- 14.Cargo Arm
- 15.Aft Catwalk
- 16.Engine Access



 = 1.5 meters



the Paladin's astrobot via telepresence.

8. Head: There is only one toilet standard on the BOV-31-A. It is designed to be useable in any gravity from full-gee to freefall. In zero-gee conditions, the waste is stored in a holding tank and exposed to vacuum to sterilize it, making it safe to store until the gravity dependent plumbing can eliminate it. In case of malfunction, there is a supply of emergency "bowel-bags" that can be used while the fabricator prints out new plumbing. These are as unpleasant as they sound.

The Cargo Deck:

9. Vacuum Tool/ Rescue Ball storage: Because pressurized spacesuits are too bulky to store in such a small craft (and skins suits must be custom fitted), Paladins carry a number of emergency rescue balls that passengers can retreat into in the case of catastrophic loss of pressure. These are kept in a storage locker accessible from the main airlock. This locker also stores a basic set of powered vacuum tools that the astrobot can reach without having to cycle through the airlock.



10. Main Airlock: the spaceplane's main airlock is in fact its only airlock. Essentially an insulated tube the airlock has pressure doors on three sides, leading to the cargo bay, the mid-deck, the gangway, respectively. The other side holds the vacuum tool locker. In addition, there is a docking collar mounted to the ceiling of the airlock. This standardized collar is accessible only when the cargo bay doors are open and lets the Paladin dock with space stations, other orbiters, and interplanetary ferries. For safety, the docking collars cannot open unless the spacecraft is docked.

If the Paladin is equipped with an on-board AI, it is installed in the space directly below the airlock so it can be evacuated in case of emergency. Orbiters not equipped with AI use this space for additional storage, and sometimes to smuggle contraband.

11. Gangway: Access to the BOV-31-A while landed on Terra or Mars is through this room. A steep flight of companionway stairs connect the main airlock and the external hatch. When mated to another spacecraft via the docking collar, the companionway is dismounted and moved to the main airlock to serve as a boarding ladder.

Beyond the external hatch is the boarding ramp, which closes flush with the hull. Because the external hatch must hold pressure, this room can be used as an extension to extend the main airlock. The external hatch cannot be opened while the Paladin is in zero pressure, however. The walls to either side of the companionway are usually lined with additional supplies, held in place with cargo netting.

12. Astrobot Storage: The Paladin's manufactured by Space Composites come with an added bonus over the open-source versions: Each has a General Robotics Mk 09 Astrobot to perform any EVAs. The astrobots can handle cargo, perform maintenance, and any other chores that usually require a crew member in a spacesuit. While primarily controlled virtually from the quarterdeck, the

astrobot is capable of limited autonomy. In addition, the astrobot's legs are easily detachable, and its spinal mount is designed to attach to the cargo arm's universal socket.

This increases the astrobot's reach to anywhere on the upper hull. The astrobots are not meant for combat; their insulation cannot handle laser hits and their debris shielding is no match for armor piercing ammunition.

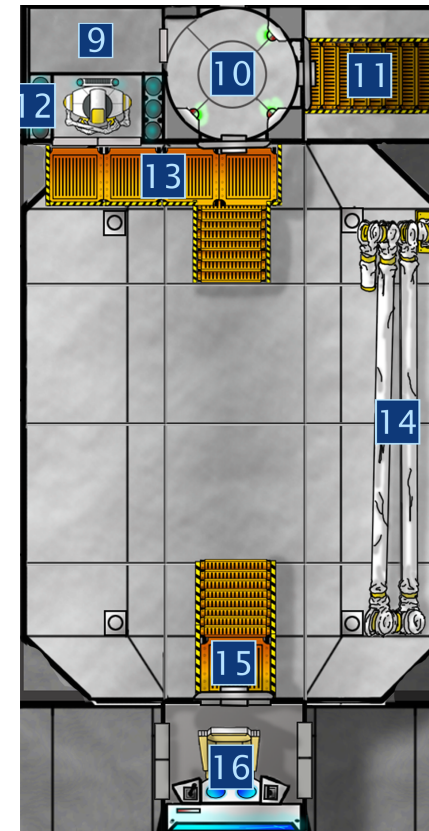
The storage locker itself is insulated but not pressurized, therefore attempting to store an anthroid or other cosmetically enhanced robot will result in damage to the body sheath if taken into space. The locker is also fitted with a recharging plate and its own dedicated nanocarbon batteries. This means that the astrobot can stay charged and continue repairs even if the orbiter has lost electrical power.

13. Fore Catwalk: One of the only all-metallic components on the Paladin, the two catwalks in the cargo bay are magnetized to make EVAs more convenient. They are also equipped with rails for safety in gravity. The fore catwalk connects the astrobot locker and the main airlock with a companionway to the cargo bay floor. The metal plates are painted with an anti-corrosive.

14. Cargo Arm: These devices have hardly changed since their introduction in the twentieth century. The main difference between the arm mounted on the BOV-31-A and its ancestors is that it can be used in full gravity. Its length and multiple joints allow it to reach any point on the upper hull while its universal socket allow it mount tools, robots and dock with cargo containers and other spacecraft. In addition, the cargo arm has power feeds and gas and liquid hoses that allow it to be used as an umbilical for resupply in open space.

15. Aft Catwalk: Identical to the fore catwalk except for its size, the aft catwalk connects the cargo bay floor to the engine access.

16.Engine Access: The original BOV-31's featured engine



access compartments that were unpressurized and fitted out with a simple tool locker. Open-source upgrades were so common, however, that Space Composites decided to make the most popular ones standard on the -31-A. The engine access is now equipped with airlock doors to allow them to contain sensitive electronics. The control suite is the twin of the quarterdeck and generally serves the same functions. In addition, there are doors mounted on the port and starboard bulkheads that expose the number one and number two pulse lasers. These hatches allow the astrobot or Flight Engineer to make emergency repairs to the L-Drive while in flight in atmosphere or vacuum.

Pressurizing the engine access has another, much more important advantage. The standard propulsion-grade laser focusing optics can be replaced by the more

fragile and precise combat-grade optics. A simple software add-on can then turn the engine access into an aft facing gunner's well. These upgraded lasers can also be controlled from the cockpit and the quarterdeck. Using the L-Drive's pulse laser in this fashion is a significant drain on the Paladin's batteries; for every shot fired by the weaponized lasers, subtract two rounds from the ship's available Delta V. While certainly not meant for such modification, most, if not all Paladins that traverse open space, are armed in this fashion. The Black Desert is a dangerous place, and preparation is rewarded far, far more often than optimism.

FOR THE GAME MASTER

In The Black Desert Role-Playing Game, the Paladin spaceplane is meant to fill the role of Ubiquitous Character Spaceship, like the Firefly-class and the YT-1300 transport in other SF games. It is common enough to replace, there are "open-source" versions that are affordable, and they can be operated by a variable sized crew. In addition, they are frequently and extremely modified.

Introducing the Paladin into your game is fairly easy as well. Like the United States it replaced, the UACS supplies many other nations and power groups with its aerospace craft, so Paladins can pop up anywhere. If you have a campaign that focuses on, say, a group of colonist in an isolated node, you could have a first contact with the outside world be by NPCs with a Paladin. Assume that the spacecraft carries its design templates in its memory; it should be easy then to have the colonies fabricators produce one for you characters. For an added twist, the Paladin could be controlled by an AI and need a crew.

If your characters find themselves with more funds than equipment (not a natural state, but it can happen) then a new Paladin can be purchased for a cool two million.

NON-BLACK DESERT CAMPAIGNS

Since this supplement for The Black Desert was published before The Black Desert RPG itself, it is safe to assume the GMs will be using the BOV-31-A in other campaigns. Below are some suggestions for adapting these plans for use in other science fictions games.

While the history that comes with the Paladin is setting-specific, the product it describes, a post-war "everybody" spacecraft, is common to many SF settings and can be used with only a little modification. In this way, fans of D20 Future can use the Paladin with almost no changes at all.

The fabricator was put next to the galley so that fans of more fantasy tech settings can use it as a food replicator. Admittedly, the graphics would be retro for such a setting, the Paladin could be an antique that was retro-fitted by an eccentric, a ghost ship found abandoned in deep space, or even the primitive shuttle of an alien culture. The choice is yours.

The design also is unusual for an SW setting, but again, the above changes may work. Simply imagine the FTL drive of your choice behind the engine access, the main airlock could be dubbed an escape pod, and you already have room for that annoying protocol 'droid...

Finally, interior can be used as a substitute for the 30t shuttle in a Traveler universe, if one was so inclined✳

- Raymond McVay is a 33-year-old biology student when he's not being a game designer. He lives in southern Alabama with his wife and three children. Check out his blog at <http://www.rocket-dad.com> for details on the latest Blue Max Studios developments.

NAME:

CRAFT: BOV-31-A PALADIN SPACEPLANE

TYPE: light spacecraft (orbiter)

LENGTH: 27 METERS

SKILL: spacecraft operation (orbiter)

Paladin spaceplane

CREW: 1 to 5

PASSENGERS: up to 6

CARGO CAPACITY: 18 tons (27 cubic meters)

CONSUMABLES: 50 crew-days

FUSION POWER? NO

SAFETY THRESHOLD: 10

ACCELERATION: 2

DELTA-V: 40 rounds

HULL STRENGTH: 3D

DAMAGE RANGE: 12

AVIONICS: +1D

WEAPONS: none (standard)

Weaponized L-Drive Lasers (modification)

Fire Arc: rear

Fire Control: +1D

Capacity: 10

Damage: 3D

WEAPON CAPACITY: 10

current:

DAMAGE RANGE: 12/level

current:

DISABLED SYSTEMS:

☐ Avionics

☐ Hull

☐ Life-Support

☐ Power

☐ Propulsion

Weapons ☐ ☐ ☐ ☐ ☐ ☐

CONDITION:

☐ Lightly Damaged

☐ Moderately Damaged

☐ Severely Damaged

☐ Destroyed

BOV-31-A PALADIN: OPEND6 SHIP'S LOG

Modules (3 energy units)

Life Supporting: bridge (4 areas, 2 tons, 100 cr) with gunnery +1 (500 cr); duty station (4 areas, 2 tons, 100 cr) with sensors +2 (1,000 cr) and comm +2 (1,000 cr) Command area with sensors +1 and comm +1 (1,000 cr); 2 two-person rooms (28 areas, 14 tons, 1,400 cr) with food processor (2 areas, 1 ton, 10-day/5 person supply, 167 cr); 10 oxygen units (2 areas, 1 ton, 10-day supply, 334 cr)

Cargo: bulk (30 areas, 15 tons, 250 cr) with 3 breathable atmosphere units (0.3 tons, 10-day supply, 100 cr); Maintenance Robot [use stats in D6: Space, pg. 106] (20,000 cr)

In-System Drive (7 areas, 9 tons, 13,000 cr)

Move: 7 (space), 350 (atmosphere, 1,000 kph), 21 eu

Maneuverability: 0

Energy Units: 55

Interstellar Drive: none

Weapons (13 eu, 1 area, 2 tons, 20,000 cr)

2 small weaponized L-drives (each: damage 3D, range 8/25/40, rear arc)

Hull Toughness: 1D+2 (15 tons, 7,500 cr)

Armor: 1D+1 (2.5 tons, 5,000 cr)

Shields: 0

Length: 27 meters

Total Tonnage: 46.25

Crew: 1

Passengers: 4

Total Cost (new): 51,450 credits/Price Difficulty: 30

also from



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**THE BLACK DESERT
ROLE-PLAYING GAME
PREVIEW #1:**

The Ship's Log Explained

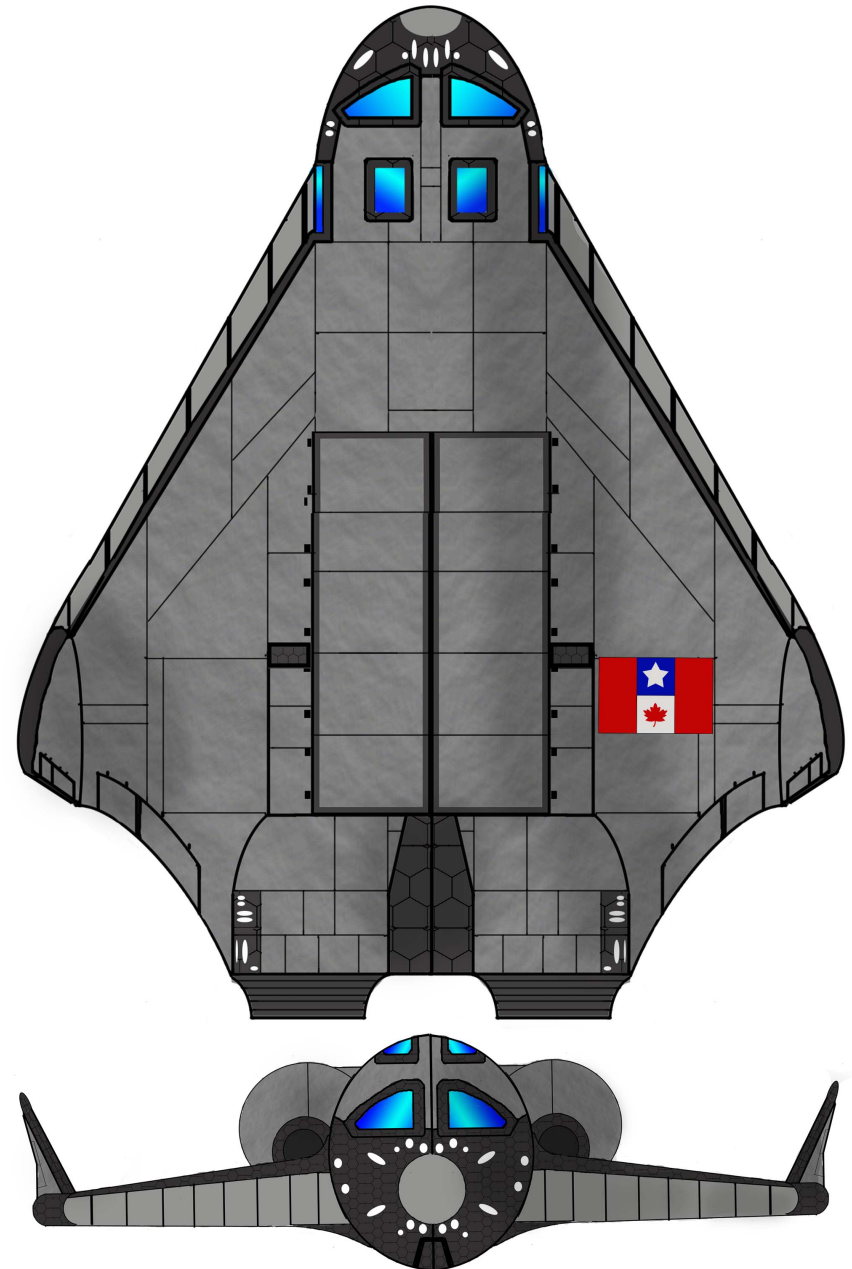
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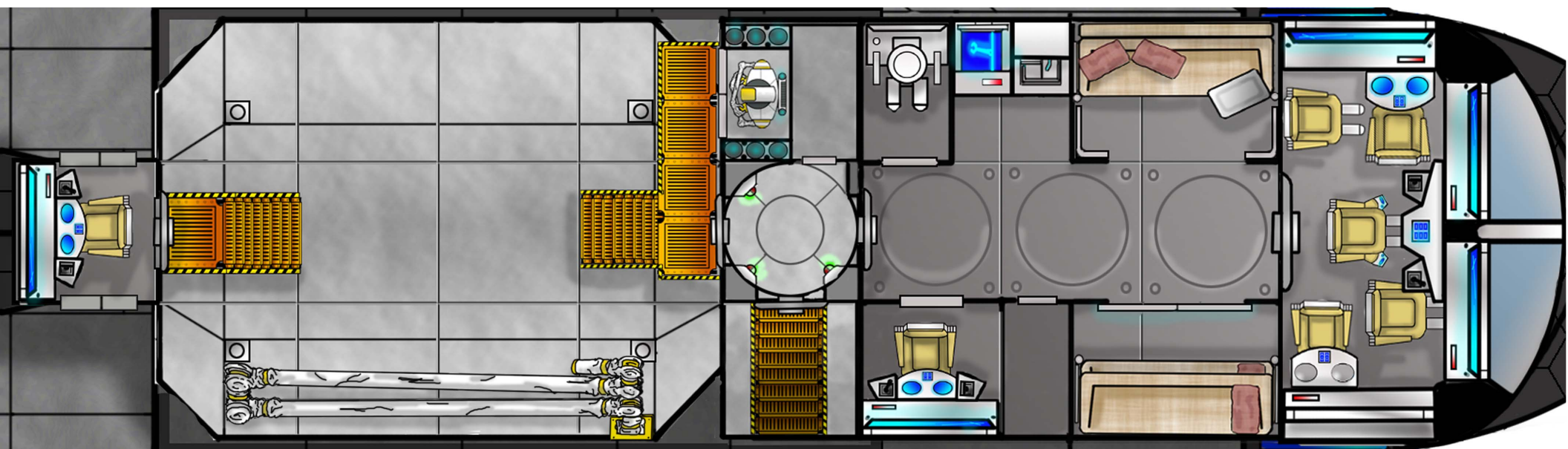
COMING SOON...

**SHIPS OF THE BLACK DESERT:
RG-403 HEINLEIN**

The backbone of Brazil's
Military machine, revealed!



BOV-31-A PALADIN BATTLE MAP



ONE INCH = 1.5 METERS