

STARSHIP TECH



GALACTIC CLASS EXPLORER



STARSHIP TECH: GALACTIC CLASS

About the Author

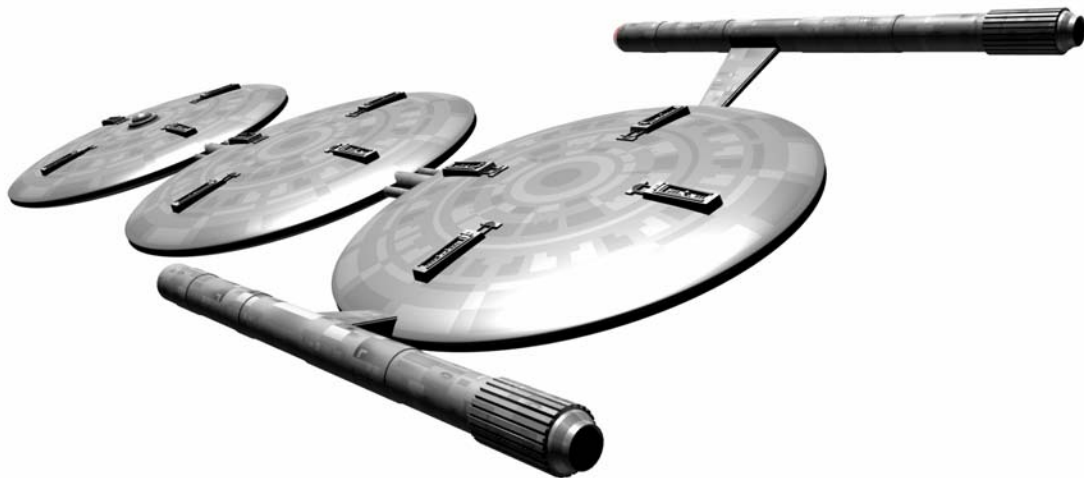
Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship designs. Tom has been an avid RPG player & gamemaster for 25 years and is the president of Fat Dragon Games.

Introduction

Welcome to the STARSHIP TECH series! This PDF series of starship designs was created to bring you the most realistic designs possible for your games. Each ship is presented to you as a stunning 3D CGI model that has been rotated and positioned to show you each aspect of the vessel and its systems. In addition, we also provide you with full color 30mm scale (1" square = 5 scale feet) map tiles of the ENTIRE ship. Everything you need for exciting game play is included in this PDF.

Galactic Class Explorer

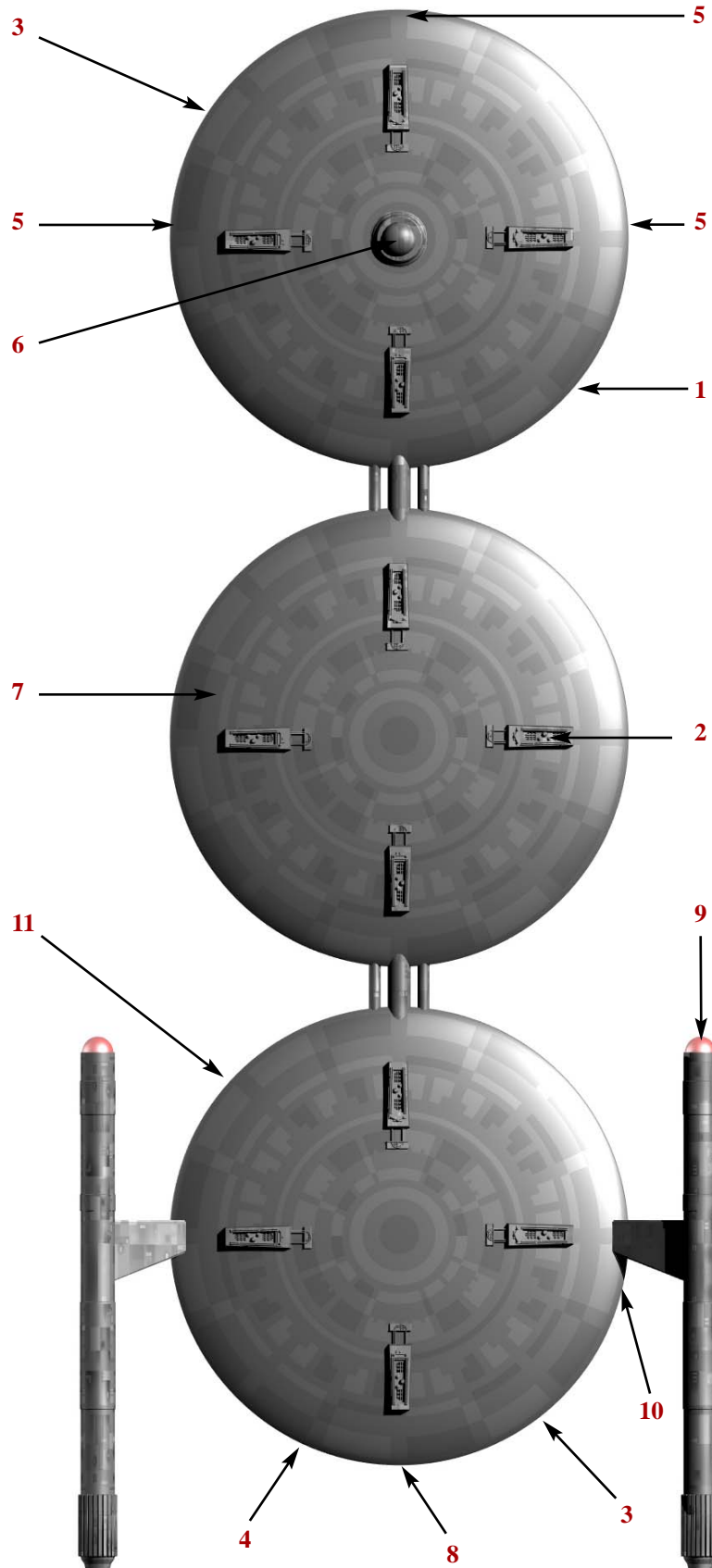
The concept of the Explorer class of starship was first examined when civilian scientific vessels began to be preyed upon by pirates and other hostile forces at an alarming rate. Normally equipped with state of the art sensors and scientific equipment, these ships and their crews made easy targets and brought high rewards on the black market. Eventually it was decided that armed vessels operated by the military was the only solution to this problem. These ships operate alone in desolate areas and need enough firepower to stand toe-to-toe with marauders and pirates. With a crew mix of about 2/3 military and 1/3 civilian scientist and contractors, the Explorer fleet enjoyed a rapid reduction in hostile acts against survey missions almost immediately. The Galactic Class Explorer is the fourth evolution of the Explorer line. Essentially a modification of the Cygnus Class Explorer, the Galactic Class Explorer extended the hull by adding a third saucer section, eliminated the single engine pod mounted on the top rear saucer, added two engine pods mounted on twin booms on the sides of the rear saucer section and incorporated next generation sensors for its mission.



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Offensive and Defensive Ship Systems

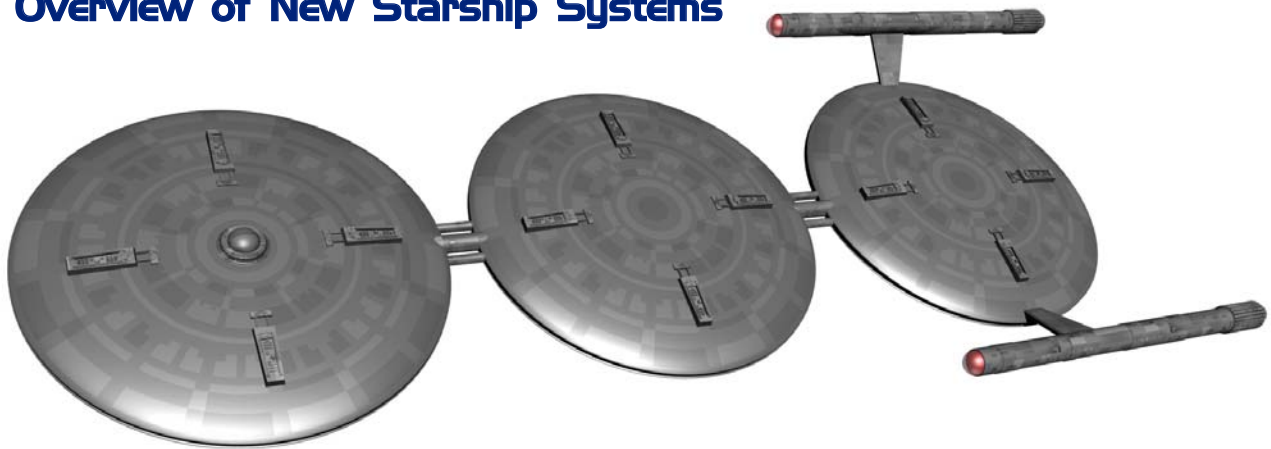
- 1-Sensor Array
- 2-Magnetic Shield Emitters
- 3-Missile Battery
- 4-Minelayer
- 5-Battery of 2 Fusion Beams
- 6-Targeting Sensor
- 7-Vanadium Plating
- 8-Grappler
- 9-Fusion Torch Engine & Thruster
- 10-Decoy Drone Launcher
- 11-Chaff Bundle Launcher



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Overview of New Starship Systems



Class III XE Sensor Array (PL 6)

This is an experimental sensor array that includes all of the features of the Class III array but incorporates a mass detector and can analyze the chemical composition of a planet's atmosphere from orbit, make topographical maps from orbit (1000 square mile section at a time), and analyze a planet's meteorological conditions from orbit. Because this is still an experimental technology there is a 5% chance of error in readings for planetary analysis.

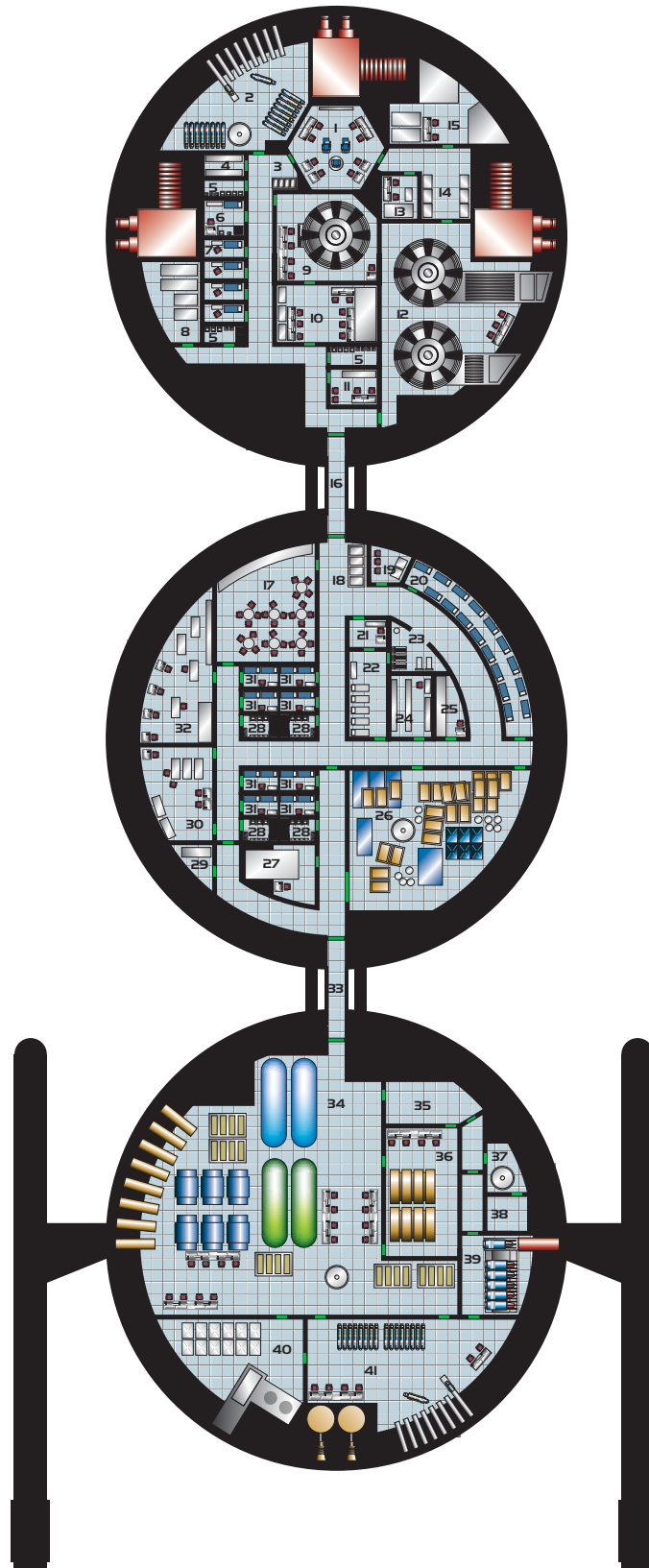
Purchase DC: 34; **Restriction:** None

Service History

The first Explorer ships were basically converted civilian ships that had armament added to their hulls and a military crew. It wasn't until the third generation ship (the Cygnus Class) was launched that there was a purpose built ship for this vital mission. The Lockdyne Cygnus Class proved so successful that no bids were issued for the fourth generation ship design, a request was simply put to Lockdyne to build upon the proven design of the Cygnus and make whatever changes were necessary to incorporate the desired features. This list included a more advanced sensor suite and a weapons upgrade. The new Explorers would be able to hold their own in a firefight with a weapons package approaching that of many offensive military vessels. Halfway through the production the decision was made to change the engine package for the ship, resulting in two engine pods being slung on two booms at the rear of the ship. Later production versions also incorporated a "shuttle bay" below the third saucer section. This was simply an extension of the lower hull where a shuttle could dock with the ship via a top loading airlock ring on the shuttle and a ring airlock in main engineering (34). Most shuttles can be accommodated, but they must have a top load airlock to mate with this ship. The Galactic Class ships were wildly successful with only some minor glitches with the new sensor systems. To date, two have gone missing during extended survey missions and have not been seen since (this would make a good adventure hook with the PCs tasked to investigate a discovered ship or try to track one down when some of the sensor equipment shows up on the black market).



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Deck Descriptions

I: Bridge

The ship's bridge has a single 15' wide view port in the center of the upper level. Each major system within the ship can be accessed through the numerous dedicated stations around the room (engineering, life support, navigation, communications, etc.) All sensor data and weapons controls are also routed to the bridge. The walls of the bridge are covered in large video screens that can display information and images from any of the dedicated consoles in the room.

2: Missile Room (Forward)

Eight launch tubes are in the forward wall of the room and missiles are hand loaded into them. Firing of the missiles is accomplished from the bridge. Missiles cannot be fired from the computer terminals in the room. The airlock hatch for the forward saucer section is located in this room.

3: Storage

This storage room contains fire fighting equipment and suits (16 total).

4: Security Station

Storage for some of the ship's small arms is located here.

5: Crew Lavatory

Standard facilities with four toilets and three sinks.

6: Captain's Quarters

The largest private room on the ship, it contains a bunk, storage unit, computer terminal and a private toilet/shower.

7: Senior Officer's & Expedition Team Leader's Quarters

These four identical rooms each contain a bunk, a storage unit and a writing desk/chair with a link for a personal computer to connect to the ship's intranet.

8: Main Computer Room

The main servers and data backup are located in this room.

9: Main Weapons Sensor

This room contains the main sensor dome equipment and computer.

10: Navigation

All primary sensor feeds related to navigation come through this room. All navigation systems are controlled from here. While about 80% of the functions for these systems can be tapped into from the bridge, total access is only possible from this room.

11: Security Station

All security functions can be monitored/controlled from this room. All video feeds from security cameras, emergency lock/unlock commands for doors throughout the ship and alerts are routed to this room.

12: Main Sensor Array

Two large sensor units are located in this room. A small computer console is located here for diagnostics only, they cannot access/analyze the sensor data.

13: Communications

All data from the communication antennas is routed through this room and can be accessed here or via terminals on the bridge.

14: Sensor Computer

The computer that runs the two main sensors is located and maintained in this room.

15: Sensor Control

All data from the sensors is routed through this room and can be accessed here or via terminals on the bridge.

16: Access Tunnel

Tunnel connecting saucer sections 1 and 2. Each end is blocked by a closable air lock door.

17: Mess Hall & Galley

All food preparation is done here, with several large ovens and a refrigeration unit. Additional cold storage for food is located in the refrigeration room (27). Seven tables and chairs are located here for the crew to eat their meals. This room also doubles as a rec area.

