

SERENA DAWN SPACEPORT

A M E T H Y S T
 <D20/D20 MODERN>

G H O S T I N T H E S H E L L
 <D20 Modern>

F O R U M

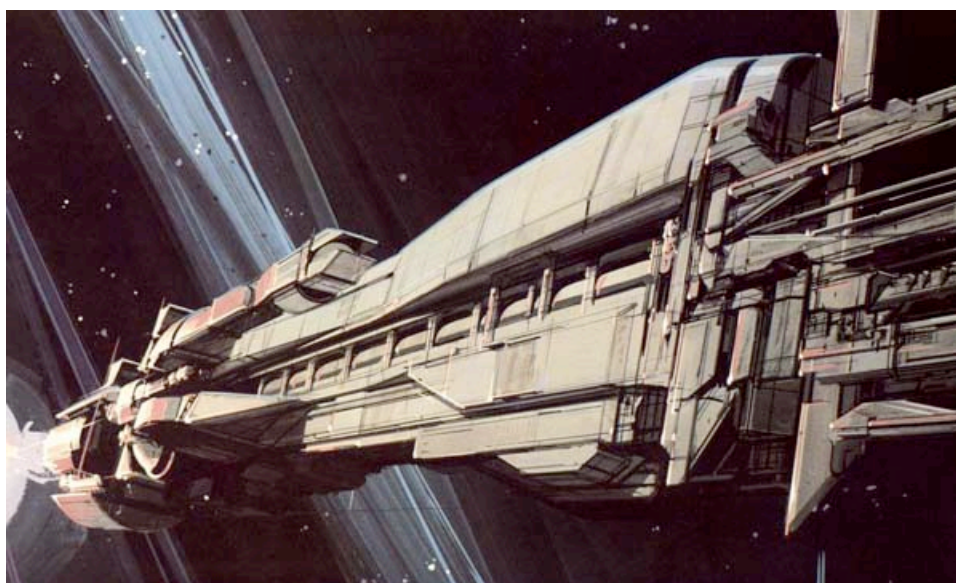
P A T H F I N D E R
 <GURPS>

A L I E N
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A D V I C E F O R B O O D
 R O L E - P L A Y I N G

/ I F U Z I O N PRAY FOR THE PREY A ROLE PLAYING CAMPAIGN

THE USS "DETERRENT"



The Deterrent is a Conestoga class vessels, originally designed as a troop and logistic transports with a limited defensive capability. Over 385 meters in length and massing some 78,000 metric tons, the Conestogas are designed to an 8-17-0 layout, an asymmetric configuration which offers the optimum cargo capacity within a compact and well-armored hull.

STATISTICS

Variant	Body	WT	Armor	MV	Move	Mach	Orbit	SR
Conestoga	20	78,000	8	-8	-	-	10	100

Communication range: Orbital, FTL

Crew: 1 Navigator, 1 Engineer, Capsules for 90 crew, 2 000 more capable in Cargo

Maneuverability: +8 dodge of guided missiles.

Additions: Full stock. Everything on the gear list.

Evacuation: 8 EEVs, 200 space suits 80 Re-Entry Pods.

Armament package: 10 Smart Guns, 100 Pulse Rifles 20 Flamethrowers, 200 Pistols, 30 Shotguns, up to 30 other weapons. May be replaced with higher TL weapons.

Range: Orbital: Unlimited

FTL: 15

FTL Speed: 0.74 ly/day

Drop Slots: 4

Craft Slots: 1

Cargo Slots: 6

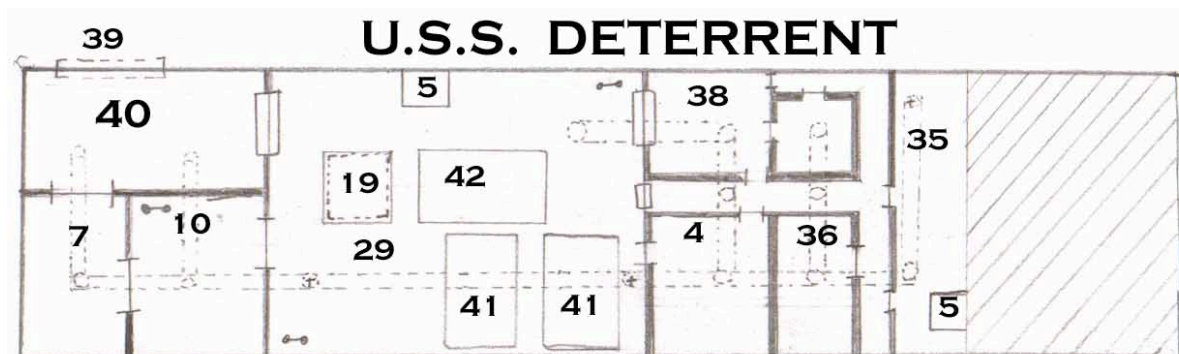
Automatic Systems: Base 11 skill.

Hardpoints: n/a Weapons are fixed.

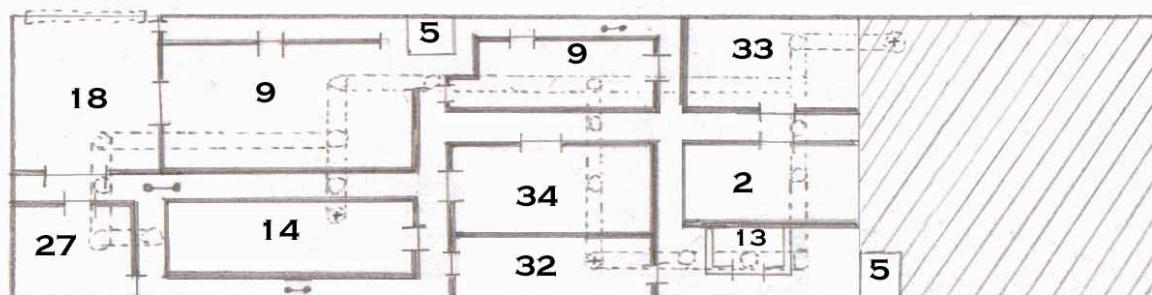
Basic Armament: 8 XIM-28A missiles, 2 Particle Beams, 4 30 mm railcannon turrets (each turret has two linked guns),

6 infrared lasers on turrets, 60 orbital mines, 20 decoys, 2 maneuvering drones

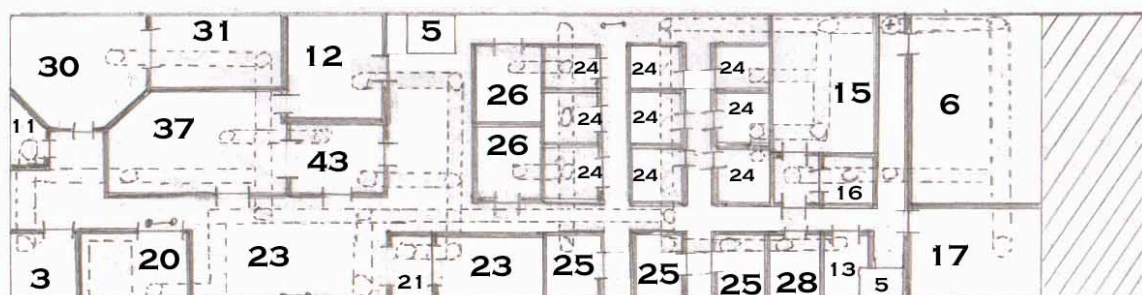
DECK PLANS



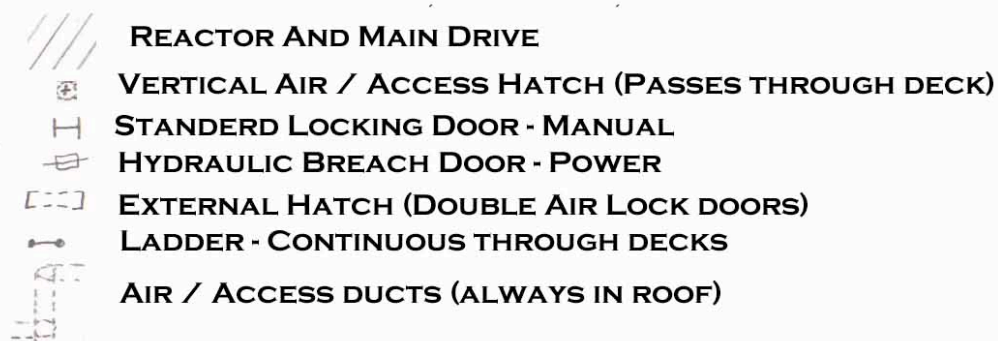
DECK III: ENGINEERING AND LAUNCH CONTROL



DECK II: SYSTEMS AND STORAGE



DECK I: COMMAND, CONTROL, AND LIVING



1. Gravity Generator Control
 2. Life Support Control
 3. "NAM" Computer center – Senior Officers' eyes-only.
 4. Detention Brig – Three cells with solid core iron bars.
 5. Elevator – 4 meters x 4 meters.
 6. Basketball Court / Gymnasium – Includes weights and exercise equipment.
 7. Cargo Hold 1 – Various Machinery
 8. Cargo Hold 2 – Voyage Supplies
 9. Main Cargo Hold – Empty save for loading equipment
 10. Weapon's Locker – All Ships weapons as listed in the manifest.
 11. Emergency Weapons Locker – 5 Pulse Rifles with extra clips.
 12. Medical Bay – Also medical storage.
 13. Latrines
 14. VR Target Range – Gun Replicas that shoot light. Five stalls.
 15. Theatre – 30-person capacity.
 16. Projection Room – Also storage for current films.
 17. Showers – Separated into male and female shower rooms.
 18. Main Air Lock – For station docking and mass egress of personnel.
 19. Cargo Air Lock – Bottom loading dock from the launch bay.
 20. Access Air Hatch – Roof mounted air lock to the top of the ship.
 21. Kitchen.
 22. Fridge – Very large for meats and dairy.
 23. Mess Hall.
 24. Crew Quarters (Infantry)
 25. Crew Quarters (NCO) – For squad commanders.
 26. Command Quarters – For Ship Captain and Military Commander.
 27. Personal Communication Center – Only unlocked when communication blackout is lifted. Five stalls.
 28. Laundry.
 29. Launch Bay and Drop Slots – Two dropships, Loading Air lock, and the APC.
 30. Bridge – One flight seat, one navigator, one gunner and one computer terminal.
 31. Officer Briefing Room – For NCO and OCC only.
 32. Recycling Plant.
 33. Coolant Tanks – 4 huge primary tanks. 100 portable tanks weigh 100lbs each.
 34. Ship Supplies – for non-perishables.
 35. Engineering – Not clean. Filled with tables and tools.
 36. Battery Room – Rows of 500 lbs battery packs. 50 portable 50lbs batteries
 37. Hypersleep – 25 stalls.
 38. Powerloader storage – Three machines.
 39. Vehicle transfer hatch – Non air lock for loading vehicles.
 40. Vehicle Storage – For APC. May hold one additional buggy.
 41. Dropships
 42. Droplock
 43. Crew Lockers – For when the crew leave Hypersleep.
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