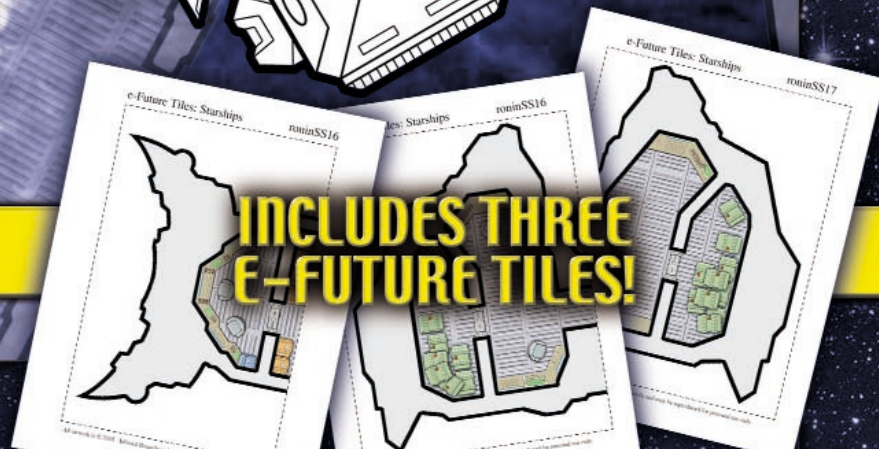


# FUTURE



Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

# STARSHIP 15



**INCLUDES THREE  
E-FUTURE TILES!**

# INTRODUCTION

Welcome to Ronin Arts' *Future: Starship 15 – The Taurus*, the 15th installment in our ongoing series of PDFs for use with futuristic D20 System campaigns. This series makes some assumptions about your campaign; the starship designs in this series will be most useful in campaigns in which the following statements are true:

- The campaign is not a “hard” science setting. Campaigns that are more space opera/adventure movie are the intended target for this series.
- Starships are not rare or unusual. All of the starships in this series assume that space travel is a standard and common occurrence – individuals either fly their own ships or ride on passenger ships. Starships and space travel are as common for characters as a plane ride is for people of our reality.
- Space combat is not uncommon. It's just another exciting adventure when the player characters have to engage the enemy while fleeing from some world or other.
- The campaign is packed with action. If things aren't exploding, how much fun can the game really be?

## WHAT'S REQUIRED TO USE THIS PDF?

In order to use *Future: Starship 15* – without miniatures (see below for miniatures usage) – you will need the *D20 Modern* roleplaying game, published by Wizards of the Coast, Inc., and the official future supplement, also published by Wizards of the Coast, Inc.. You can find both at your favorite local game store or online at any number of role-playing game vendors. No other Ronin Arts products are required to use this book.

To use the *Taurus* with miniatures, you will need a complete set of SkeletonKey Games' *e-Future*

*Tiles: Star Freighter* and *e-Future Tiles: Star Chasers* tile sets. The only tiles you will need that are not available in those two *e-Future Tiles* sets are the wings and cockpit – which have been thoughtfully included at the end of this PDF.

To learn more about SkeletonKey Games please visit the official websites at [www.skeletonkeygames.com](http://www.skeletonkeygames.com) and [www.starbaseprime.com](http://www.starbaseprime.com).

## FUTURE: DATASTREAM

As of the time of publication, Ronin Arts' *Future: Datastream* subscription service is running, introducing new material for futuristic campaigns five times each week. For more information on the *Future: Datastream*, including subscription information, please visit the official forums at [www.d20projects.com](http://www.d20projects.com).

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## ABOUT THE AUTHOR

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Green Ronin, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit [www.michaelhammes.com](http://www.michaelhammes.com).

# NEW RULES AND IDEAS

## THE HUNTER CAMPAIGN

Harkening back to the heyday of safaris on Earth is this campaign concept. In it the *Taurus* and its crew are a group of modern-day big game hunters who fulfill contracts for the capture of live xenomorphs. Note the emphasis on the term “live.” Anyone can send in the military or mercenaries to lay waste to an area and bring back carcasses, but it takes someone with specialized skills and knowledge to capture xenomorphs alive and keep them that way for the oftentimes-long journey back to the buyer.

And just who buys living xenomorphs? Well, no one poor, because capturing live xenomorphs is an expensive game. But beyond that:

- **Scientific Community** – this can mean anything from government bio-weapons divisions to not-for-profit health organizations to large zoos. These organizations buy xenomorph specimens in order to study them, both to learn their behavior and to see what kind of benefit (i.e. a new drug, genetic advantage, cure of disease, rabid killing machine clones, etc.) they can derive from their biological natures.
- **Private Individuals** – let’s face it, there are always individuals with too much money looking for a way to distinguish themselves from other individuals with the same problem. What better way to stand out from the crowd of everyday billionaires than to have your own xenomorph (or better yet, xenomorphs)? To such individuals their xenomorphs are a status symbol, nothing more.
- **Business/Entertainment** – this segment is distinguished from the scientific community, which is most often also a business or at least business-driven, in the fact that they

are looking to exploit the xenomorph directly rather than to study it or derive some form of benefit from its biology. Thus you have entertainers who make use of the unique appearance and talents of a xenomorph to improve their acts as well as individuals on remote worlds that run Roman-style circuses where xenomorphs battle each other and gladiators (which may be free or slave).

Not only does a hunter campaign give the PCs an excuse to go hunting the most dangerous of xenophiles all over the universe, it also puts them in contact with some very interesting characters and organizations that can lead to, or even be, adventures in their own right. But that’s not all. The campaign can also put the PCs in some interesting moral predicaments.

The first issue is that their occupation in and of itself is a source of controversy. Even if the PCs only work for above-board zoological organizations they will undoubtedly run afoul of whatever xenomorph rights organizations there are. And then there is the question of whether to take an assignment from a morally questionable organization or individual. Sure, the bioweapons job pays well, but do they really want to put a living example of that warrior-xenomorph in the hands of those that might use it to subject worlds to their whim? And if the PCs don’t do it, you can bet some other less scrupulous hunters will.

## TRANQUILIZERS

Much like in today’s world, the crew of the *Taurus* relies on tranquilizers to subdue targeted xenomorphs for capture. Producing tranquilizers is a use of either the Craft (chemical) or Craft (pharmaceutical) skill.

Tranquilizers are essentially poisons with the goal to induce unconsciousness rather than death.

## NEW RULES AND IDEAS

Tranquilizers are usually injected via a tranquilizer dart (basically, a syringe that can be shot from a weapon).

While it would be easy to list one or two tranquilizers here, the fact is that tranquilizers require a very specific dose. Too little and the tranquilizer does not have an effect. Too much and a tranquilizer can kill. As a result, the dose of a tranquilizer has to be carefully measured for each application (and that's before taking into consideration the problems inherent in dealing with xenomorph physiologies).

While it would be impossible, and is in fact impractical, to create rules for all the factors involved in creating the proper type and dose of tranquilizer for a given xenomorph, the following system does add a little more variation and thought into the creation of tranquilizers.

### TRANQUILIZER

**Type:** Injury

**Save DC:** 10+

**Initial Damage:** 1d2 Dex (Save DC 10-12), 1d3 Dex (Save DC 13-15), 1d4 Dex (Save DC 16-18), 1d6 Dex (Save DC 19+)

**Secondary Damage:** Unconsciousness 1d3 hours

**Purchase DC:** Base 6 +1 per every point of Save DC above 10

**Craft DC:** Base 20 + 1 per every point of Save DC above 10

**Time:** 8 hours

The individual crafting the tranquilizer determines the Save DC for a given dose (to represent the strength). The Save DC in turn determines the Initial Damage, Purchase DC, and Craft DC.

For example, a dose with a Save DC of 14 (10 + 4) would have an Initial Damage of 1d3 Dex, a Purchase DC of 10 (6 + 4), and a Craft DC of 24 (20 + 4). A dose with a Save DC of 18 would have Initial Damage of 1d4 Dex and Purchase and Craft DCs of 14 and 28 respectively.

**Overdose:** Any creature (xenomorph or otherwise) that fails either of its Fortitude save against a tranquilizer by 10 or more has received an overdose dies (the creature's Constitution drops to 0).

## TRANQUILIZER GUNS

The crew of the *Taurus* has a number of tranquilizer guns at their disposal.

### CROSSBOW

**Damage:** Special (tranquilizer)

**Critical:** —

**Damage Type:** —

**Range Increment:** 20 ft.

**Rate of Fire:** 1

**Magazine:** 1 int.

**Size:** Large

**Weight:** 7 lb.

**Purchase DC:** 9

**Restriction:** —

The ultimate in retro technology, this modified crossbow fires tranquilizer darts instead of bolts; it is highly reliable and, thanks to modern materials, totally silent in its operation (although the bolt still makes noise going through the air).

### AIRDART TRANQUILIZER RIFLE

**Damage:** Special (tranquilizer)

**Critical:** —

**Damage Type:** —

**Range Increment:** 30 ft.

**Rate of Fire:** 1

**Magazine:** 1 int. (breech loaded)

**Size:** Large

**Weight:** 8 lb.

**Purchase DC:** 17

**Restriction:** —

The Airdart is almost unchanged from the tranquilizer rifles of 21<sup>st</sup> century Earth. Simple in construction and ruggedly reliable, the Airdart uses CO2 cartridges to deliver its disposable .50 caliber dart (one cartridge/dart per shot) making it very silent (+10 to the DC of Listen checks to hear the weapon firing). Loading the Airdart rifle is a full-round action.

### AIRDART TRANQUILIZER PISTOL

**Damage:** Special (tranquilizer)

**Critical:** —

**Damage Type:** —

**Range Increment:** 5 ft.  
**Rate of Fire:** 1  
**Magazine:** 1 int. (breech loaded)  
**Size:** Medium  
**Weight:** 4 lb.  
**Purchase DC:** 16  
**Restriction:** —

Another design relic from 21<sup>st</sup> century Earth, the Airdart tranquilizer pistol relies on a pump-action filled air reservoir instead of the CO2 cartridges of the rifle to put its darts downrange. Pumping and loading the Airdart pistol is a full-round action. Like the Airdart rifle, it is very silent in operation (+10 to the DC of Listen checks to hear the weapon firing).

### RAIL GUN TRANQUILIZER RIFLE (PL 6)

**Damage:** Special (tranquilizer)  
**Critical:** —  
**Damage Type:** —  
**Range Increment:** 60 ft.  
**Rate of Fire:** S  
**Magazine:** 5 box  
**Size:** Large  
**Weight:** 20 lb.  
**Purchase DC:** 22 (25 with sound suppressor gadget)  
**Restriction:** Res (+2)

The PL 6 rail gun tranquilizer makes use of electromagnets to propel alloy tranquilizer darts. It is a very bulky weapon but provides enhanced range and rate of fire over the Airdart designs.

### RAIL GUN TRANQUILIZER RIFLE (PL 7)

**Damage:** Special (tranquilizer)  
**Critical:** —  
**Damage Type:** —  
**Range Increment:** 100 ft.  
**Rate of Fire:** S  
**Magazine:** 5 box  
**Size:** Large  
**Weight:** 20 lb.  
**Purchase DC:** 24 (27 with sound suppressor gadget)  
**Restriction:** Res (+2)

The PL 7 rail gun tranquilizer uses gravity pulses rather than magnets to propel darts to an even longer range than the PL 6 rail gun.

## OTHER WEAPONS

While the *Taurus's* crew has access to tranquilizer guns for most of its hunting work, they are not their sole weapons. Other favorite weapons and weapon gadgets include:

- Gravity Snare
- Stun Baton
- Stun Module (to give the crew's energy weapons a non-lethal option)

## CONCUSSOR

For truly big xenomorphs the *Taurus* itself can bring to bear a pair of fire-linked custom-manufactured concussors.

Based on concussion rifle technology, the concussors fire artificial gravity pulses at the target, dealing concussion (nonlethal) damage with every hit.

The target of the concussors must succeed at a Fortitude save (DC = damage dealt) or be knocked prone. Targets of Medium size or smaller are hurled a distance of 5 feet for every 5 points of damage dealt by the concussors. For each increase in size category, the damage required to knock the creature prone is doubled, so a Gargantuan creature would be knocked back 5 feet for every 40 points of damage dealt.

As with all nonlethal damage-causing weapons, if the concussors' damage exceeds the target's Constitution score then it must make a Fortitude saving throw (DC 15). Success means that the target is dazed for 1 round, failure means the target is unconscious for 1d4+1 rounds.

## CONCUSSOR

**Damage:** 6d10 (33)  
**Critical:** 20  
**Damage Type:** Concussion  
**Range Increment:** 200 ft.  
**Rate of Fire:** S  
**Minimum Ship Size:** Huge  
**Purchase DC:** 31  
**Restriction:** Lic (+1)

## BASIC INFORMATION

### “BIG EARL” (PL 7)

“Big Earl” is the name given to the *Taurus*’s custom-designed hover truck. Featuring a cab for four individuals with sunroof/firing port, “Big Earl” is brought along on hunts to bring back the catch.

“Big Earl’s” bed carries a specimen cage (the ship has a total of four). Made of starship-grade cerametal (Hardness 30, 60 hit points, Break DC 55), the 12” x 12” holding pen can comfortably hold xenomorphs of up to Huge size.

**Crew:** 1

**Passengers:** 4

**Cargo:** H

**Initiative:** -1

**Maneuver:** -1

**Speed:** 190 (19)

**Defense:** 6

**Hardness:** 8

**Hit Points:** 45

**Size:** G

**Purchase DC:** 32

**Restriction:** Lic (+1)

### HATV (PL 7)

HATVs are small hover vehicles based on the design of the four-wheeled dirt-bikes/ATVs of previous generations.

Able to accommodate a passenger along with the rider, the HATVs can also hold a decent amount of gear.

The crew of the *Taurus* uses the HATVs for scouting and hunting, with the passenger acting as spotter and shooter.

**Crew:** 1

**Passengers:** 1

**Cargo:** T

**Initiative:** +1

**Maneuver:** +2

**Speed:** 250 (25)

**Defense:** 9

**Hardness:** 6

**Hit Points:** 27

**Size:** L

**Purchase DC:** 27

**Restriction:** Lic (+1)

# BASIC INFORMATION

Deriving its name from the giant hornlike sensor array at its cockpit, the *Taurus* is a custom design based on a rather common PL 7 fast freighter hull (to save costs and due to the reliability of a proven design).

Although not nearly as fully functional during long journeys as some vessels (the *Taurus* lacks both a kitchen and medical bay because of cost constraints), the ship and its crew nevertheless can spend many months in the wilds of space in relative comfort.

Although used mainly as a base camp for planetside operations, the *Taurus* can be brought directly into the hunt if the planet’s topography allows where its impressive size intimidates the xenomorphs while its complement of weapons, and superior speed make it virtually impossible for xenomorphs to escape.

Even if the *Taurus* is not brought directly into the hunt, once the quota of xenomorphs has been captured, the *Taurus* is usually flown in to the nearest viable location to pick the specimens up rather than waiting for “Big Earl” to come to it.

# GAME STATISTICS

## THE TAURUS (PL 7)

**Type:** Ultralight  
**Subtype:** Fast Freighter (modified)  
**Defense:** 11  
**Flat-footed Defense:** 7  
**Autopilot Defense:** 7  
**Hardness:** 30  
**Hit Dice:** 22d20 (440 hp)  
**Initiative Modifier:** +8 (+4 Dexterity, +4 Improved Initiative)  
**Pilot's Class Bonus:** +5  
**Pilot's Dex Modifier:** +4  
**Gunner's Attack Bonus:** +4  
**Size:** Colossal (-8 size)  
**Tactical Speed:** 4,000 ft. (8 sq.)  
**Length:** 185 feet  
**Weight:** 740 tons  
**Targeting System Bonus:** +5  
**Crew:** 7 (expert +8)  
**Passenger Capacity:** 0  
**Cargo Capacity:** 60 tons  
**Grapple Modifier:** +16  
**Base Purchase DC:** 53

**Restriction:** Licensed (+1)

**Attack:** 2 sets of 2 fire-linked heavy particle beams +1 (24d8) and 1 set of 2 fire-linked concussors (9d10 + special)

**Attack of Opportunity:** point defense system +5 ranged (1d12x10)

### TAURUS-CLASS DESIGN SPECS:

**Engines:** Induction engine, thrusters

**Armor:** Cerametal

**Defense Systems:** Chaff launcher, improved autopilot system, improved damage control system (2d10), light fortification, point defense system, radiation shielding

**Sensors:** Class IV sensor array, improved targeting system

**Communications:** Mass transceiver, radio transceiver

**Weapons:** 2 sets of 2 fire-linked heavy particle beams (range incr. 5,000 ft.), 1 set of 2 fire-linked concussors (range incr. 200 ft.) (see **New Rules and Ideas**)

**Grappling Systems:** Tractor beam emitter

# STARSHIP KEY

- 1. Fore Airlock** – The chief means of ingress and egress onto the *Taurus* when docked or while in space. Thanks to an extendable ladder, the airlock can be used planetside. The lockers hold one spacesuit each. The bench comes in handy for crewmembers looking to do a bit of relaxing away from the others.
- 2. Fore Airlock Control** – Like most areas on the ship, this one is used in more of a utility fashion, holding whatever equipment has room, although the five wall lockers are reserved for spacesuits, holding one each.

## STARSHIP KEY

3. **Crew Quarters** – Three double bunks, some storage lockers for personal items, and an AV system. What more could you want?
4. **Bathroom** – Shower, sink, toilet, and two closets for cleaning and personal hygiene supplies.
5. **Captain's Quarters** – Outfitted like the crew quarters, the chief advantage the captain of the ship has is that he or she doesn't have to share the space, or the bathroom, with anyone else.
6. **Central Control** – The *Taurus'* nerve center. Central Control holds the ship's mainframe and serves as its primary computer station. As with virtually all vessels, the *Taurus* features a fully integrated ship-wide network where every computer can access every function and system (i.e. communication, engineering, navigation, weapons, etc.); which station is used for which function is largely a matter of convenience and accessibility.
7. **Cockpit** – A standard commercial three-station layout, with pilot position in the center and co-pilot/navigator/communications to either side.
8. **Computer and Work Stations** – These identical areas serve as the ship's workrooms. It is here that the crew draws on the ship's vast xenomorph library to plan the capture of their prey, concoct tranquilizers, and catalog and monitor specimens that they have captured.
9. **Storage** – These areas serve as the primary storage areas for equipment aboard the *Taurus*, although the crew has so much stuff that much of it is stored in other areas (such as airlock control and the area between central control and the cockpit).

Almost anything imaginable is stored here, including weapons, armors, sensors,

field equipment, a series of chemical and pharmaceutical kits, survival gear, camping gear, food, medical kits, etc. In fact, so eclectic and extensive is the collection of equipment aboard the *Taurus* that, unless the GM has a good reason why a specific piece of unrestricted, licensed, or restricted equipment would not be on board, it is. The *Taurus* has a 50% chance to have any given piece of military equipment, and a 10% chance to have a given piece of illegal equipment. Of course knowing that the ship has something is one thing, finding it quite another.

Equipment is never stored in the converted cargo bays.

10. **Converted Cargo Bays** – These four bays have been converted from cargo bays to serve as animal pens and garages. Each bay has a 15-foot by 20-foot floor elevator that can be used to take aboard the HATVs, Big Earl, and specimen cages. In their fully up positions the elevators are flush with the bay floors, and in their fully down positions the elevators extend to a planet's surface. The ramp-less bay doors are used only when the *Taurus* is docked in space.

When no xenomorphs are onboard, the crew often uses an empty cargo bay for volleyball games, to show movies (via a holographic projector) and, after dragging out the holographic simulators from storage, for target practice.

11. **Aft Airlock Control** – This area is little used except by crewmembers seeking a bit of privacy while using the computer.
12. **Aft Airlock** – Three more space suits in this little-used airlock. Like the fore airlock, an extendable ladder can be used to reach a planet's surface.

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# ADVENTURE HOOKS

## IT'S WHAT'S ON THE INSIDE THAT COUNTS

The *Taurus'* crew has been asked to capture a species of giant (Huge size or bigger) herbivorous xenomorph from a recently discovered planet. Except for several encounters with packs of vicious smaller local predators (Small or Medium size), a specimen proves relatively easy to capture.

What the crew is not aware of is that the giant herbivores have a relationship with the smaller predators that goes beyond the simple predator-prey relationship. Specifically, the herbivores serve as living hosts to the predators' eggs and, at some point during the journey, the predators' eggs will hatch.

## DID YOU GET THAT IN WRITING?

Given the *Taurus'* crew's reputation for excellence, it is only natural that a major consortium would hire them to retrieve a xenomorph specimen that escaped their lab.

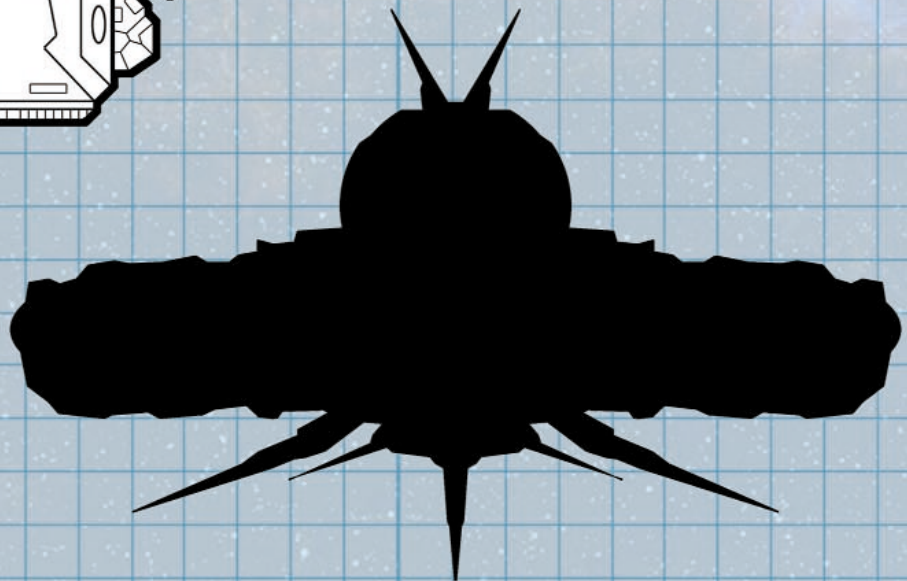
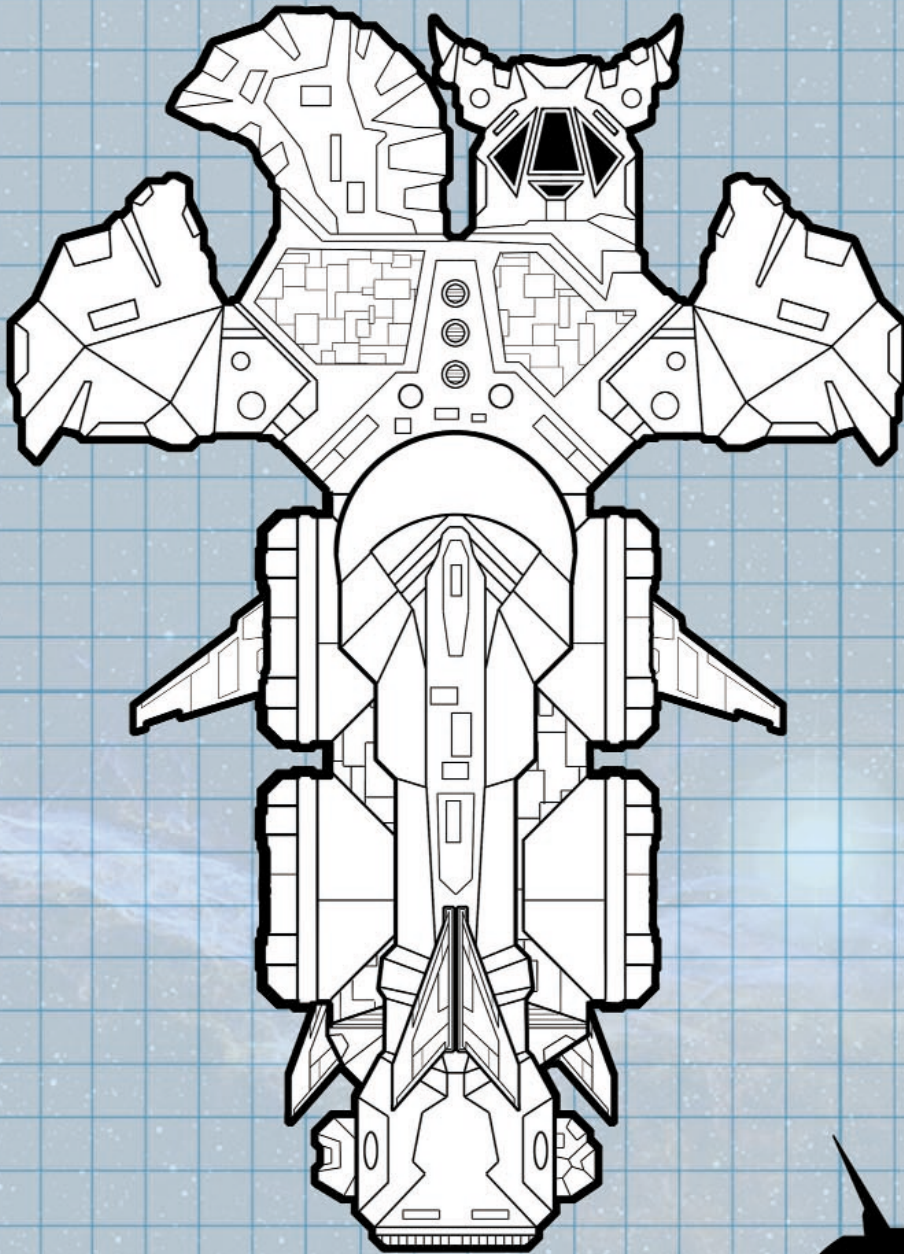
As the contract states, the xenomorph must be brought back alive, and as quickly as possible. In order to help out the crew, the consortium hands them all the information on the xenomorph's capabilities. Well, not all of its capabilities. Nor do they let on to the fact that the xenomorph is an illegal genetic experiment.

What the consortium also isn't telling the crew is that they will be trailed and monitored the entire time so that, when they have found the xenomorph, the consortium's private security forces can retrieve the xenomorph eliminate the *Taurus'* crew. It's not that the consortium is cheap, rather, it's that the knowledge of the existence of the xenomorph is too important to be let out.

# TAURUS

GRAVITY AGE  
ULTRALIGHT

(MODIFIED) FAST  
FREIGHTER



# TAURUS

GRAVITY AGE  
ULTRALIGHT

(MODIFIED) FAST  
FREIGHTER



1. Fore Airlock
2. Fore Airlock Control
3. Crew Quarters
4. Bathroom
5. Captain's Quarters
6. Central Control
7. Cockpit
8. Computer and Work Stations
9. Storage
10. Converted Cargo Bays
11. Aft Airlock Control
12. Aft Airlock

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