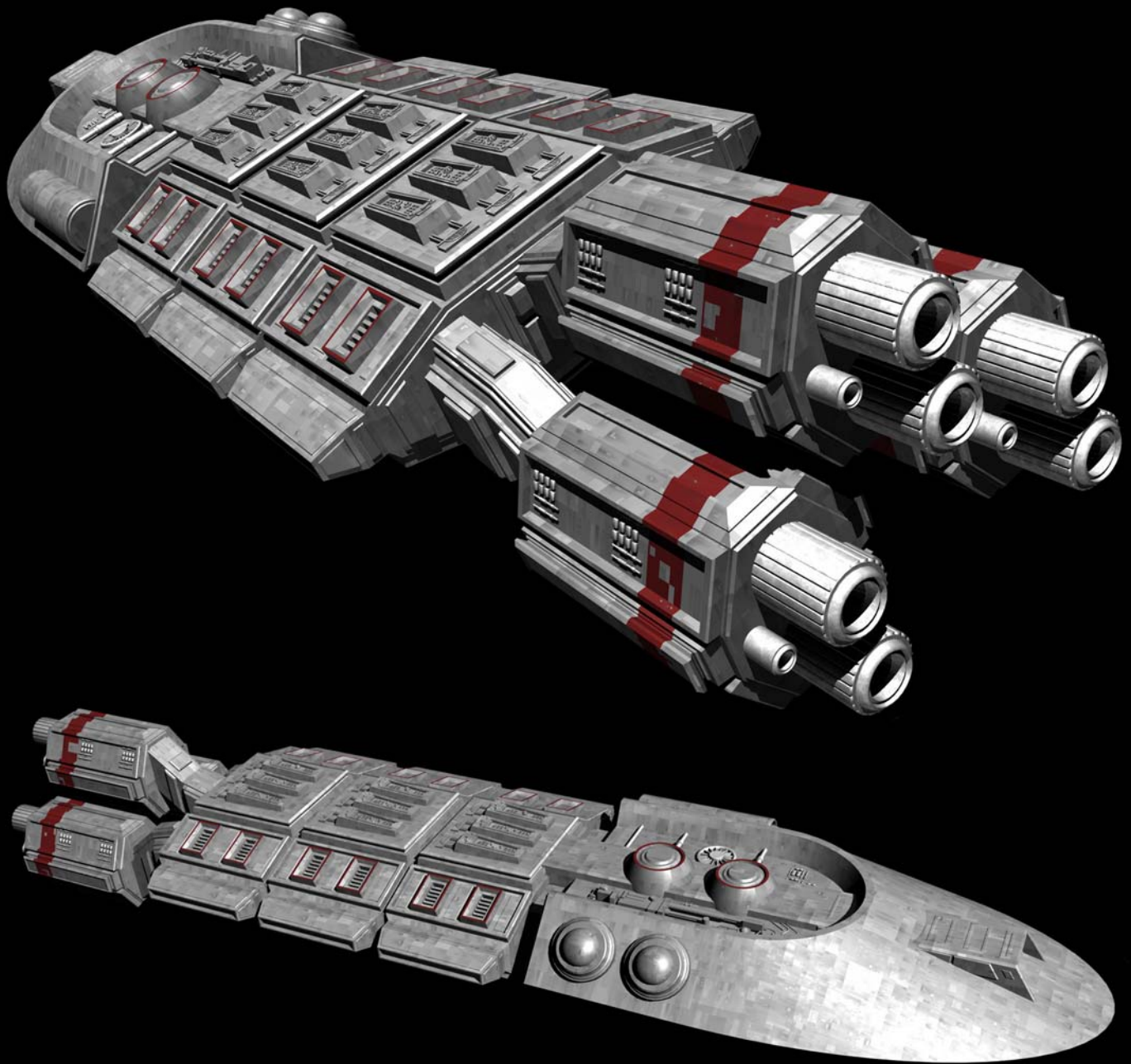


STARSHIP TECH



ATLANTIS CLASS



STARSHIP TECH

No.1 ATLANTIS CLASS CRUISER

Editor

Tom Tullis

Graphic Design & Artwork

Tom Tullis

3D CGI Model

Tom Tullis



Open Game Content Information

Reproduction of non-Open Game Content contained in this book by any means is prohibited without the written permission of the publisher. This book contains Open Game Content (see pages 13-14 for licenses). All item statistics and text descriptions are considered Open Game Content. All other content such as drawings, diagrams and paintings are copyrighted by Fat Dragon Games. The 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

Requires the use of the
D20 Modern rulebook published by Wizards of the Coast, Inc.



Fat Dragon Games

www.fatdragongames.com

STARSHIP TECH: ATLANTIS CLASS

About the Author

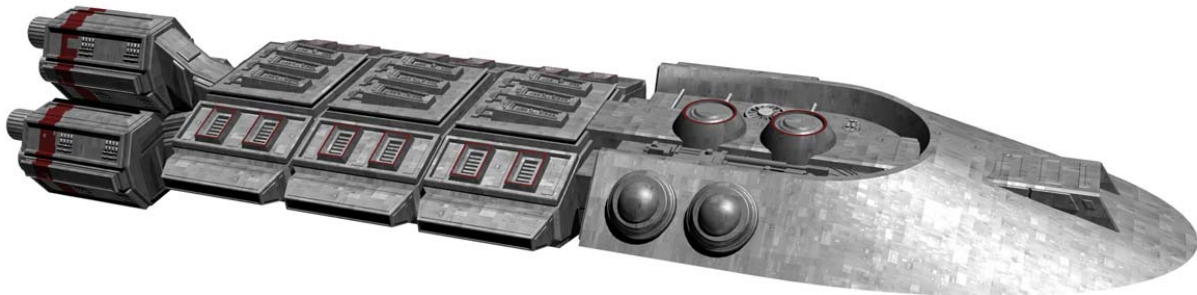
Tom Tullis has worked as a freelance aviation artist and technical illustrator for 15 years and has illustrated over 100 books on aeronautics. He brings that experience to the Starship Tech series applying his vast knowledge of real world aeronautical systems to create realistic starship designs. Tom 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 can be rotated and positioned to show you each aspect of the ship 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.

ATLANTIS Class Cruiser

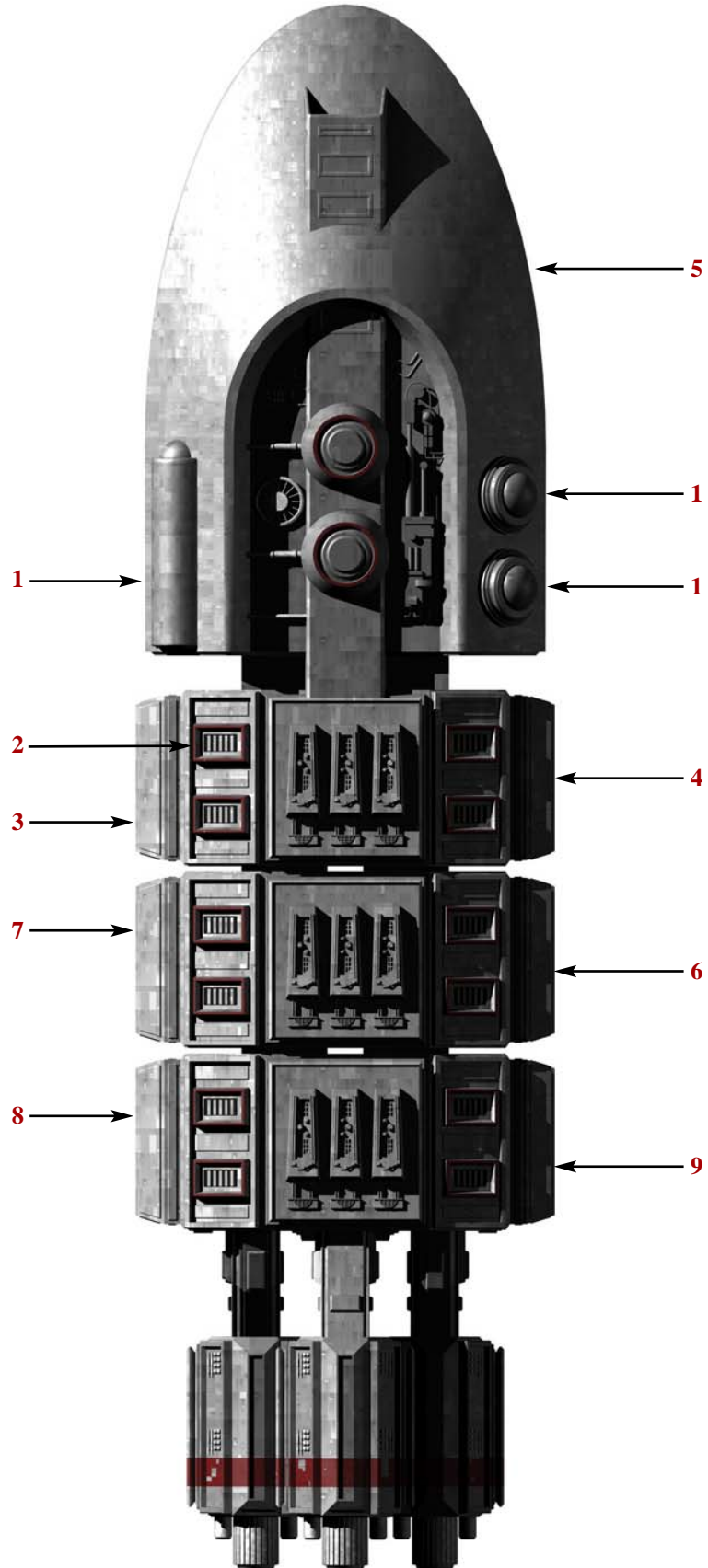
ATLANTIS Class Cruisers measure over 500 feet in length and are comprised of 4 levels. The ship itself is divided into three main sections, a forward hull that includes all command areas and engineering, a main hull that includes most living quarters, weapons, defensive and environmental systems, and the rear engine cluster that is made up of three independent engine units. Each standard Atlantis Class Cruiser is equipped with 4 fusion beams in two batteries of two, a battery of two CHE missile launchers (24 missiles each), magnetic defense field emitters, an autopilot system, a chaff launcher, a decoy drone launcher, a point defense system, radiation shielding, a self destruct system, and an improved damage control system. Sensors include a Class III array and targeting system. The outer hull is made of vanadium, and the engines are a combination of fusion torch and thrusters. The ship has a crew of 95, with an additional passenger capacity of 50 in emergencies. The characters can be crew members onboard, or discover the ship adrift in space without her crew or possibly be tasked with retrieving the ship after it has been commandeered by hostile forces.



STARSHIP TECH: ATLANTIS CLASS

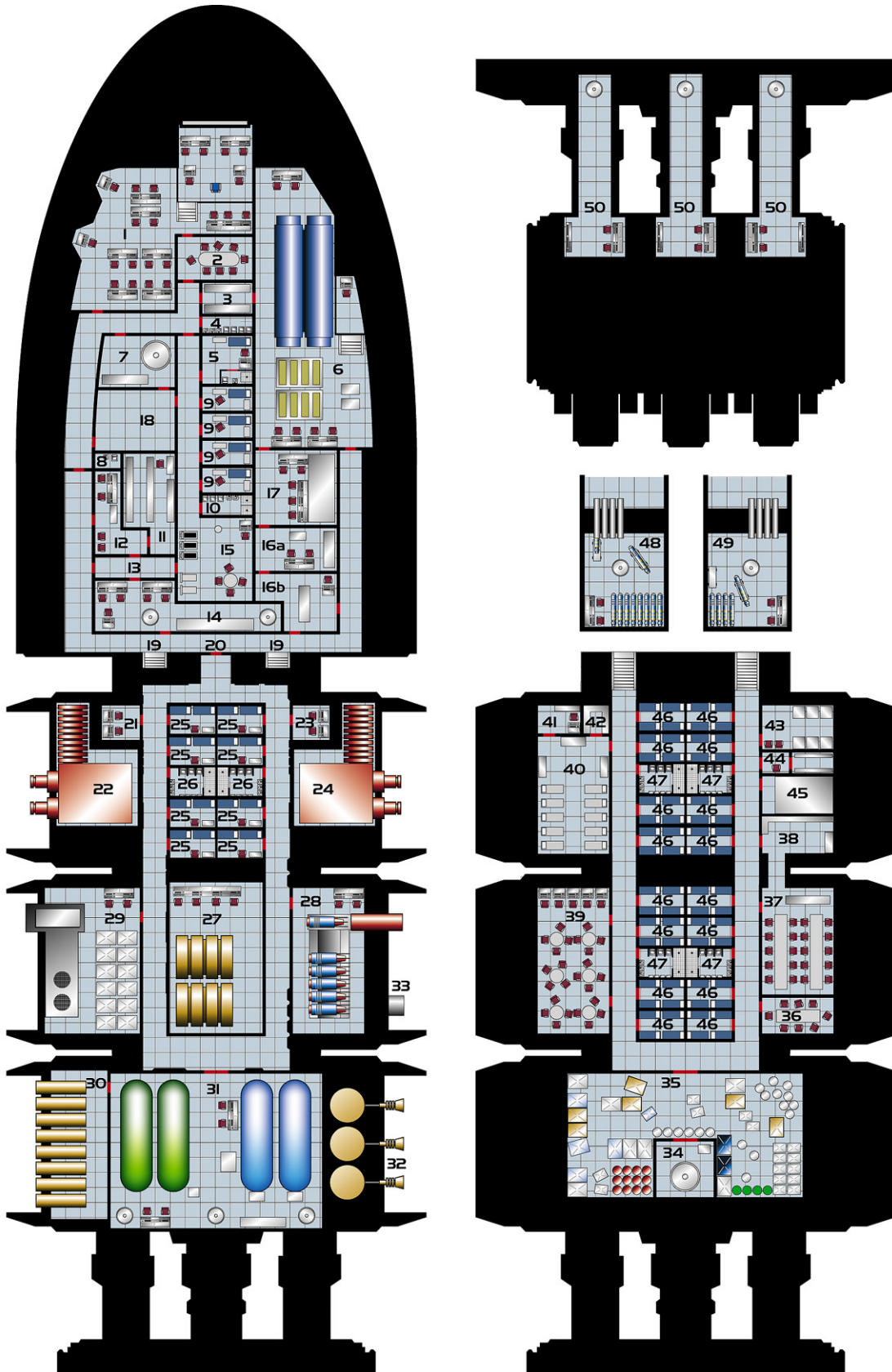
Offensive and Defensive Ship Systems

- 1-Class III Sensor Array
- 2-Magnetic Shield Emitters (24)
- 3-Battery of 2 Fusion Beams
- 4-Battery of 2 Fusion Beams
- 5-Vanadium Plating
- 6-Decoy Drone Launcher
- 7-Minelayer
- 8-Chaff Bundle Launcher
- 9-Grappler



STARSHIP TECH: ATLANTIS CLASS

Deck Plans



STARSHIP TECH: ATLANTIS CLASS

44: Emergency Station

This tiny room acts as a backup security station and has a locker with fire fighting equipment and several small arms in the rear.

45: Refrigeration Room

Essentially a large freezer, all food is stored here and the unit maintains a constant 30° temperature.

46: Crew Quarters

These sixteen identical rooms each contain eight bunks (stacked two high) and a storage unit under each bunk.

47: Crew Lavatory

Standard facilities with three toilets, four urinals, two showers and three sinks.

48: Missile Room 1

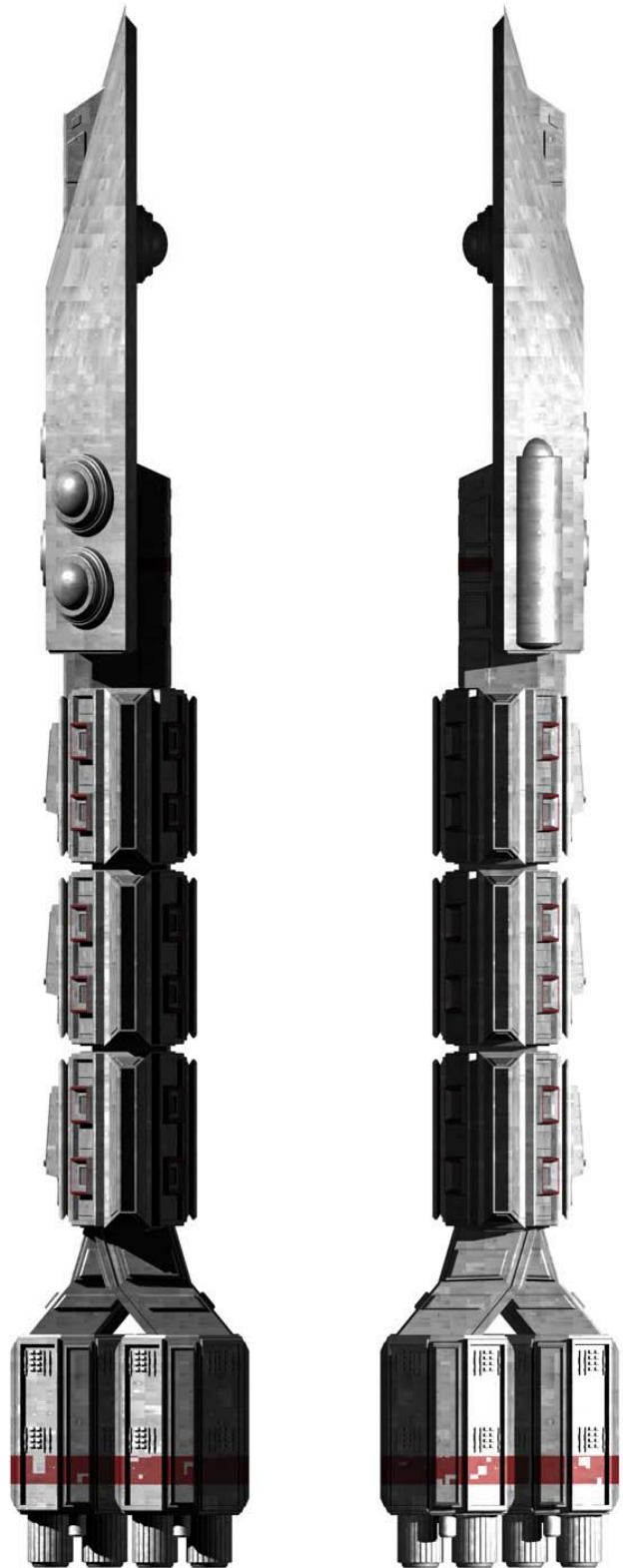
This room is accessed via an access hatch in the ceiling that leads to the weapons control room (14). Four launch tubes are in the forward wall of the room and missiles are hand loaded into them. Firing of the missiles is accomplished from the weapons control room above or the bridge. Missiles cannot be fired from the computer terminals in the room.

49: Missile Room 2

This room is accessed via an access hatch in the ceiling that leads to the weapons control room (14). Four 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 weapons control room above or the bridge. Missiles cannot be fired from the computer terminals in the room.

50: Engine Maintenance

These three small rooms (one in each engine pod) are accessed from the engine room (31). Monitoring of critical systems can be done directly from this room as can rerouting of plasma to the engines. Manual shut off valves for the plasma conduits are located in each room. The outer maintenance rooms are lower in elevation than the center room. The access halls that lead from the hatches slopes downward for the outer rooms and upward for the center room.



STARSHIP TECH: ATLANTIS CLASS

THE D20 SYSTEM TRADEMARK LICENSE VERSION 6.0

By downloading the enclosed graphic files and/or by returning the Confirmation Card as presented in the file "card.pdf," the Licensee ("You") accept to be bound by the following terms and conditions:

1. Copyright & Trademark

Wizards of the Coast, Inc. retains title and ownership of the d20 System trademark logos, the d20 System trademark, and all other copyrights and trademarks claimed by Wizards of the Coast in The Official Wizards of the Coast d20 System Trademark Guide found at www.wizards.com/d20 (the "d20 System Guide"), incorporated here by reference.

2. License to use

You are hereby granted the non-transferable, non-exclusive, non-sublicensable, royalty-free license to use the d20 System trademark logos, the d20 System trademark, and certain other trademarks and copyrights owned by Wizards of the Coast (the "Licensed Articles") in accordance with the conditions specified in the current version of this License and the d20 System Guide.

3. Agreement not to Contest

By making use of and/or distributing material using the d20 System trademark under the terms of this License, You agree not to contest the ownership of the Licensed Articles.

4. Quality Standards

The nature of all material You use or distribute that incorporates the Licensed Articles must comply with all applicable laws and regulations, as well as community standards of decency, as further described in the d20 System Guide. You must use Your best efforts to preserve the high standard and goodwill of the Licensed Trademarks. In order to assure the foregoing standard and quality requirements, Wizards of the Coast shall have the right, upon notice to You, to review and inspect all material released by You that uses the Licensed Articles. You shall fully cooperate with Wizards of the Coast to facilitate such review and inspection, including timely provision of copies of all such materials to Wizards of the Coast. Wizards of the Coast may terminate this License immediately upon attempted notice to you if it deems, in its sole discretion, that your use of the Licensed Articles does not meet the above standards.

5. Termination for Breach

In the event that You fail to comply with the terms of this License or the d20 System Guide, You will be considered to be in breach of this License. Wizards of the Coast will attempt to notify you in writing by sending a letter to the address listed on the most recent Confirmation Card on file, if any. Except as otherwise specified herein, you will have 30 days from the date of the notice (the "cure period") to cure the breach to the satisfaction of Wizards of the Coast. If no Confirmation Card is on file, you will be considered to be in breach of this License immediately. If, at the end of the cure period, the breach is not cured, Wizards of the Coast may terminate this License without further written notice to You.

6. Effects of Termination

Upon termination, You shall immediately stop all use of the Licensed Articles and will destroy any inventory or marketing material in Your possession bearing the d20 System trademark logos. You will remove any use of the d20 System trademark logos from your advertising, web site, letterhead, or any other use. You must instruct any company or individual that You are or become aware of who is in possession of any materials distributed by You bearing the d20 System trademark logos to destroy those materials. You will solely bear any costs related to carrying out this term of the License.

In Wizards sold discretion, Wizards may allow You to continue to use the License for Licensed Articles which otherwise comply with the terms of the License.

7. Penalty for Failure to Comply with Termination Instructions

If You fail to comply with the Effects of Termination, Wizards of the Coast may, at its option, pursue litigation, for which You shall be responsible for all legal costs, against You to the full extent of the law for breach of contract, copyright and trademark infringement, damages and any other remedy available.

8. Updates

Wizards of the Coast may issue updates and/or new releases of the d20 System trademark logos without prior notice. You will, at the earliest possible opportunity, update all material distributed by You to use the updated and/or new version of the d20 System trademark logos. You may continue to distribute any pre-existing material that bears an older version of the d20 System trademark logo.

9. Changes to Terms of the License

Wizards of the Coast may issue updates and/or revisions to this License without prior notice. You will conform in all respects to the updated or revised terms of this License. Subsequent versions of this License will bear a different version number.

10. Updates of Licensee information

You may transmit an updated version of the "card.pdf" Confirmation Card at any time to Wizards of the Coast.

11. Notices to Licensor:

Wizards of the Coast
c/o Publishing Division
Attn: Roleplaying Games Department
PO Box 707
Renton, WA 98057-0707

12. No maintenance or support

Wizards of the Coast shall have no obligation whatsoever to provide You with any kind of maintenance or support in relation to the d20 System trademark logos.

13. No Warranty / Disclaimer

THE D20 SYSTEM TRADEMARK LOGO FILES ARE MADE AVAILABLE ON AN "AS IS" BASIS. WIZARDS OF THE COAST DOES NOT MAKE ANY REPRESENTATION OR WARRANTY, WHETHER EXPRESS OR IMPLIED, AS TO THE FITNESS FOR A PARTICULAR PURPOSE, USE OR MERCHANTABILITY. WIZARDS OF THE COAST MAKES NO REPRESENTATION OR WARRANTY THAT THE D20 SYSTEM TRADEMARK LOGO FILES ARE ERROR-FREE.

STARSHIP TECH: ATLANTIS CLASS

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Starship Tech: Atlantis Class Copyright 2005, Tullis Aviation Art, Ltd.
All artwork Copyright 2005 Thomas A. Tullis

Coming Soon from Starship Tech

STARSHIP TECH



RAPTOR CLASS GUNSHIP



Forward Hull Tile 2

