

## CHAPTER FOUR: RED FLEET VEHICLES

**A**s the Red Star Campaign Setting is principally a Modern Setting, characters can expect to find all manner of contemporary civilian vehicles as described in the *d20 Modern Roleplaying Game*, from subcompact cars to passenger aircraft. However, this world is an alternate history, with many similarities, but many differences as well. There shouldn't be a Ford Motors, GMC, or AMC for that matter. Instead, try to come up with names that evoke a connection, being similar, but without an overtly obvious connection.

### Vehicle Overview

The following new vehicles are available to both characters in the Red Fleet and many of their opponents (who tend to use scrounged or captured U.R.R.S. vehicles themselves). Note the civilian vehicles already listed in the *d20 Modern Roleplaying Game* may be used without modification in *The Red Star Campaign Setting*, but all military vehicles are replaced by the ones given in this chapter.

Four new entries can be found on **Table 4-2: Military Vehicles**. These are Weight, Hardpoints, Weapons, and Extras, and are explained below. Also, the Cargo and Passengers entries are slightly different from their *d20 Modern Roleplaying Game* equivalents.

#### Cargo \ Passengers

All the military vehicles in *The Red Star Campaign Setting* are re-configurable to a greater or lesser extent. In almost all cases, however, their passenger accommodation is considerably more basic than is a Western luxury vehicle or even troop transport, often consisting of no more than a simple collapsible metal bench for a number of passengers. For this reason, any amount of cargo space can be swapped out for passenger space, or vice versa, at a ratio of 100 kg to 1 passenger.

#### Overstriker

This is akin to a destroyer escort for skyfurnaces. Certain wealthy commercial combines also have similar vessels to use as cargo carriers, or even pleasure ships. In the Red Fleet, overstrickers are typically assigned in groups of four to six as escorts for skyfurnaces.

#### Skybarge

Scarcely larger than a modern overstriker, this is an older model skyfurnace from the years after the Great Patriotic War and throughout the rest of the century. Some still see

#### Weight

This entry gives the vehicle's weight in tons. One ton equals 1000 kg. The weight of a vehicle determines how much of another vehicle's cargo capacity it takes up as cargo.

#### Hardpoints

A hardpoint is a potential mount for a military weapon. Some of the more powerful weapons require more than one hardpoint, and some take up cargo space. Two figures are given for this category, the second in brackets. The first figure is the total number of hardpoints available on the vehicle before any weapons are fitted. The second figure is the number remaining after the vehicle's standard loadout of weapons has been fitted. **Table 4-3: Vehicular Weapons** gives the number of hardpoints each vehicular weapon takes up.

#### Weapons

The vehicle's usual array of weapons is listed here. If a vehicle mounts more than one weapon of a particular type, the number is listed in brackets.

#### Extras

Any Vehicle Options (see page 83) this vehicle is fitted with as a factory standard are noted here.

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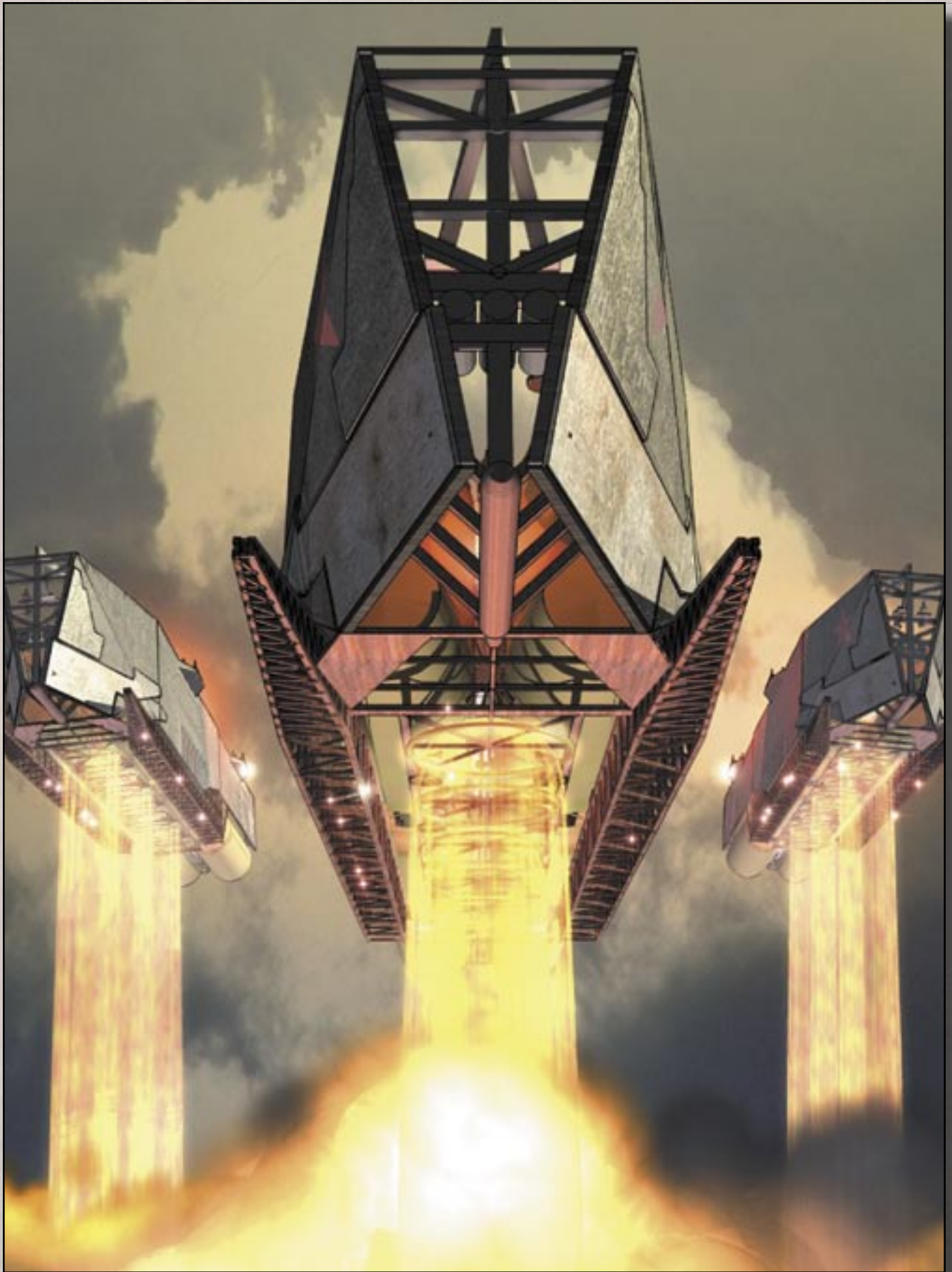
### Air Vehicles

service in supply roles or in the militaries of smaller or less advanced countries. A skybarge is potentially a terrifying sight to infantry and other ground forces, but is no threat to a true skyfurnace.

#### Skyfurnace

Originally designed by Sergei Koralev, the skyfurnace is a heavily armored warship used for the rapid deployment of infantry and certain military vehicles, as well as supporting siege operations. Though an airship, it never actually lands. Massive towers with skyscraper-height installations built to accommodate skyfurnaces serve to resupply these warships. There are also floating permanent bases; these are favored

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### Named Skyfurnaces

The named skyfurnaces presented here have all been modified according to the rules above on skyfurnace enhancements and options. Any statistic not listed here is assumed to be identical to that of a standard skyfurnace.

#### Pirin

**Cargo Capacity:** 110,000 tons

**Damage Reduction:** 62

**Hit Points:** 1700

**Speed:** 150 (15)

**Weaponry:** 48 isolator tunnels, 6 main ventral blast furnace coils, 20 Markov truss cannons, 1 000 heavy DSHK deck guns, 87 BHX Rykov hook missiles, 132 KGT Sickle drop missiles, and 112 medium Shadow anti-aircraft missiles

**Hardpoints:** 1450 (29)

#### Konstantinov

**Cargo Capacity:** 100,000 tons

**Damage Reduction:** 70

**Hit Points:** 1,500

**Speed:** 150 (15)

**Weaponry:** 48 isolator tunnels, 6 main ventral blast furnace coils, 26 Markov truss cannons, 1,000 heavy DSHK deck guns, 106 BHX Rykov hook missiles, 132 KGT Sickle drop missiles, 112 medium Shadow anti-aircraft missiles, 20 Katyushas (1000mm)

**Hardpoints:** 1,550 (0)

#### Solaris

**Cargo Capacity:** 108,000 tons

**Damage Reduction:** 60

**Hit Points:** 1,500

**Speed:** 180 (18)

**Weaponry:** 48 isolator tunnels, 6 main ventral blast furnace coils, 20 Markov truss cannons, 1 000 heavy DSHK deck guns, 87 BHX Rykov hook missiles, 132 KGT Sickle drop missiles, and 112 medium Shadow anti-aircraft missiles

**Hardpoints:** 1450 (29)

#### Taktarov

**Cargo Capacity:** 100,000 tons

**Damage Reduction:** 60

**Hit Points:** 1,500

**Speed:** 150 (15)

**Weaponry:** 48 isolator tunnels, 6 main ventral blast furnace coils, 36 Markov truss cannons, 1,100 heavy DSHK deck guns, 94 BHX Rykov hook missiles, 136 KGT Sickle drop missiles, and 121 medium Shadow anti-aircraft missiles

**Hardpoints:** 1650 (0)

by the Western Transnationalists for their own skyfurnaces, since they've have the resources to build them.

Named skyfurnaces include: *Firin*, known for her durability; *Konstantinov*, the flagship, known for her armor but also with excellent firepower; *Solaris*, known for her speed (she survived the Battle of Kar Dathra's Gate by an emergency ascent, dropping her ventral array); and *Taktarov*, known for her firepower. Twelve furnaces were lost in the Battle of Kar Dathra's Gate in Al'Istaan, including the *Aurora*, *Beria*, *Kaganovich*, *Vyshinsky*, and *Yagoda*.

### Crew and Staff

The command crew for a skyfurnace typically consists of the following, starting at the top of the chain of command: Skymarshall (commander), Chief Engineer, Chief Protocol Engineer, Chief of Security, Head Deck Kaster, Head Medical Officer, Infantry Commander, Krawl Drop Commander, Markov Cannon Commander, ZIK Elite Squadron Leader. The total crew and passenger complement varies depending on the ship and mission; it can range anywhere between 10,000 and 25,000. It usually includes Red troopers, warkasters and hailer guardsmen, with quarters and provisions. Most of the actual crew members required to fly a skyfurnace and operate its weaponry are Red Fleet Officers, zeks, and deck kasters. Officers must spend six years at the Academy before graduating to skyfurnace duty.

### The Zero

Of special note among the crew are Zeros elite Red assassins. All Red Fleet skyfurnaces have secret political officers on board, who are always ready to crush a mutiny if necessary. These are known as Zeroes.

In *The Red Star, Volume 2, #2*, Volkov was able to invoke a special order that sent his own Zero to infiltrate the *Konstantinov* and try to crush the uprising (Urik had already taken care of his Zero during the mutiny). They are named "Zeros" because nobody knows their identities, even other Zeroes. They are trained in locked leather masks with which they are forbidden to tamper. Zeros are the deadliest, most ruthless soldiers at the disposal of Central Command.

In the Zero's repertoire of attacks is the ability to take down an entire skyfurnace using specially built demolitions charges placed at key junctures within the superstructure of the vessel. They wear railsuits to permit full use of the Combat Grid for their activities, and carry specially modified hooks configured with a wide range of demolition tools.

### Controlling a Skyfurnace

A skyfurnace is usually piloted by the Head Deck Kaster, assisted — or if need be, replaced — by a small crew of senior deck kasters. Only deck kasters have the necessary powers and sensitivity to take full advantage of a skyfurnace's capabilities. A skyfurnace that goes out of control (often as a result of a failed *jumpgate transfer protocol*, but also sometimes due to battle damage or for other reasons) goes into a tumble, with the severity dependent on the amount by which the Pilot check was failed. See **Table 4-1: Skyfurnace Tumbles** for more information.

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### SKYFURNACE NOMENCLATURE NOTE

Most skyfurnaces are named after prominent people from the real-world Russian Revolution and its downfall after the Bolshevik takeover. Skyships in the service of the antagonists are named after villainous figures from this history, whereas protagonist vehicles are named after historical heroes; the *Konstantinov*, for example, is named after the middle name of Marshal Konstantinovich Zhukov, the commander responsible for holding back the Nazis in WWII. The following are some suggested skyfurnace names for your own campaigns, if you do not choose to use the already-named vessels.

**Protagonists:** Glazunov, Khristenko, Loza, Skornov, Zemska

**Antagonists:** Beria, Brezhnev, Kaganovich, Kirov, Molotov, Orlov

### PHYSICAL STRUCTURE

The total length of a skyfurnace varies slightly by skyfurnace, though two to three kilometers is typical. Weight is around 300,000 tons. Each skyfurnace is divided into a complex system of sectors and subsectors, usually named by a letter for the sector and a number for the subsection within that. For example, Subsector B8 would be the 8th subsector in B Sector.

Vertically, each skyfurnace is also divided into eight decks named for the first eight letters of the Greek Alphabet: Alpha, Beta, Gamma, Delta, Epsilon, Zeta, Eta, and Theta Decks. Each deck is far taller than a single level, since most decks must contain vast apparatus or subsidiary vehicles, such as krawl columns.

### BLAST CHAMBERS

These cavernous chambers are vital to the skyfurnace's most powerful attack mode — full ventral immolation. A reactor crew mans each blast chamber. More information on blast chambers and their use can be found on page 82.

### CORRECTIVE ENGINES

These small rocket thrusters are found in a number of places over the skyfurnace's exterior, pointing in several different

directions. They are used for attitude adjustments, such as evasive action as a skyfurnace is capable of (which is not a great deal), and dealing with turbulence, among other things.

### GATE CHAMBERS

The supply kasters of the Kasting Deck (see below) make use of gate chambers to make kasting *gate transfer protocols* with greater ease. A sorceress can take a day to "attune" to all the gate chambers on a particular skyfurnace she is aboard, allowing her to make full use of the increased range offered by these chambers when *gating* to them.

### KASTING DECK

The central deck of any skyfurnace is the Kasting Deck, typically the workplace of some 500 to 800 deck kasters along with a mix of around 600 to 1,000 warkasters, supply kasters, medikasters, sorceress engineers and infokasters. The kasting deck includes a number of gate chambers. This is where a *jumpgate transfer protocol* will be kasted from, if a skyfurnace is to be transported to a new battleground.

Almost every aspect of skyfurnace flight and combat is controlled and powered here, by rank upon rank of deck kasters. Most provide their personal sorcerous energies directly, so vast numbers of *shield reinforce protocols* can

### TABLE 4-1: SKYFURNACE TUMBLES

Control Roll Failed By	Result
1-5	<b>Class I Tumble.</b> The skyfurnace spins off to one side in a movement that resembles the skid of an earthbound vehicle. No height is lost, but all weapons fire from the skyfurnace is at a -2 penalty for the duration of the spin. A new DC 10 Pilot check may be made as a full action, with success indicating that the tumble ends.
6-10	<b>Class II Tumble.</b> As Class I tumble, but the penalty is -4 and the Pilot check DC is 15.
11-15	<b>Class III Tumble.</b> As Class I tumble, but the penalty is -6 and the Pilot check DC is 20.
16-20	<b>Class IV Tumble.</b> As Class I tumble, but the penalty is -8 and the Pilot check DC is 25. Furthermore, there is a slight vertical component to the tumble. The skyfurnace loses 1d4 x 100 meters of altitude per round of the tumble, and all crew not strapped down must make DC 15 Reflex saves each round or be dealt 1d6 damage.
21 or higher	<b>Class V Tumble.</b> The skyfurnace tumbles end over end, plummeting towards the ground. No weapons fire is possible from the vessel until it is brought back under control (DC 30 Pilot check as a full action). Each round it tumbles, the craft loses 3d6 x 100 meters of altitude; and all crew not strapped down must make DC 20 Reflex saves or be dealt 2d6 damage.

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be cast during a battle as necessary, or a number of deck kasters can divert their attentions to providing support for the kasting of a *jumpgate transfer protocol*.

### QUARTERDECK

Skyships from the Isle of Lions have a small additional deck above the top deck on the rear quarter of the vessel, called the quarterdeck. Most of the high-ranking officers, including the Commander, are expected to stand on the quarterdeck during combat, exposing themselves to the worst of enemy fire, as a demonstration of their faith in their own battle plans and a nod to the nautical traditions of the Isle. Full command and communications apparatus are thus installed on the quarterdeck. Other countries do not include a quarterdeck on their skyships.

### SIEGE LOCKS

These extendable bridges are used for grappling or boarding. A siege lock can extend out from nothing up to 200 meters in one round, locking on to anything it comes into contact with at the other end by a combination of powerful electromagnets and vast titanium grappling claws.

### TOP DECK

Like the top deck of a sea ship, this deck is uncovered by any roof, leaving anyone aboard it unprotected by the skyship's damage reduction (though they still have cover against attacks from below). For this reason, it is not used during battles, only for assemblies, infantry drills, and other non-combat purposes. Top deck is more formally known as Alpha Deck.

### VENTRAL ARRAY

A skyfurnace's ventral array is the massive substructure of grillwork that includes the ventral blast coils. The ventral array can be cut away to reduce the risk of the main ventral tanks

rupturing or exploding. This has the side effect of making the skyfurnace far faster and somewhat easier to maneuver, giving a +1 to all Pilot checks made with respect to it and +20 (+2) to Speed. Cutting away the ventral array takes at least two minutes of heavy work with engineer axes (see page 58 for details on the engineer axe). A ventral array contains 500 of the skyship's base 1500 hit points (or one-third of its hit points, if it has more than 1500).

### WORK LIFTS

These elevator shafts transport zeks to their various duties aboard skyfurnaces. Multi-level, open-air elevator cars, known as "cages" to the zeks, hold up to three squads of 60 men total.

### WEAPONRY

The precise weaponry found aboard a skyfurnace varies by the ship, though virtually all have 48 isolator tunnels in 16 batteries of three, as well as 6 main ventral blast furnace coils. These are built into the skyfurnace's structure, and so cannot usually be swapped for another weapon. A typical loadout for the remaining weapon capacity follows: 20 Markov truss cannons, 1 000 heavy DSHK deck guns, 87 BHX Rykov hook missiles, 132 KGT Sickle drop missiles, and 112 medium Shadow anti-aircraft missiles.

### VEHICULAR CARRYING CAPACITY

Precise vehicular carrying capacity varies by skyfurnace and mission. Again, the following loadouts are typical, but not universal. Note all vehicles carried also have support by appropriate stores of fuel and ammunition, as well as hangers and repair shops.

Krawls are organized in columns of 25. A typical loadout would be 15 Invasion-class krawl columns and 10 Hammer-class krawl columns. Furthermore, up to three Hydra class

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### Table 4-2a: Military Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Damage Reduction
<b>Skyships</b>								
Overstriker	500	100	10,000 tons	-8	-8	200 (20)	2	40 (+8)*
Skybarge	750	500	15,000 tons	-8	-8	150 (15)	2	30 (+6)*
Skyfurnace	10,000	15,000	150,000 tons	-8	-8	150 (15)	2	60 (+12)*
<b>Other Aircraft</b>								
Bullpup MiG (fighter)	1	0	20 kg	-2	-2	1400 (140)	8	10
ZIK Zero Inertia Kraft (fighter)	1	0	10 kg	1	1	1500 (150)	9	5
ZIK Zero Inertia Kraft Bomber	2	0	50 kg	0	0	1000 (100)	8	5
<b>Krawls</b>								
Hammer Class Krawl (tracked tank)	5	0	500 kg	-4	-4	90 (9)	6	30 (+6)*
Hydra Class Krawl (tracked tank)	24	90 (+20*)	2000 kg	-8	-8	70 (7)	2	50 (+10)*
Invasion Class Krawl (tracked tank)	10	0	750 kg	-4	-4	80 (8)	6	40 (+8)*
<b>Other Land Vehicles</b>								
Armored Personnel Karrier (tracked APK)	3	12	250 kg	-4	-4	95 (9)	6	20
Dragunov SPG (tracked self-propelled gun)	8*	0	100 kg	-4	-4	80 (8)	6	20
Hoverkraft	4	7	2000 kg	-2	-2	120 (12)	8	15
Hydra Class Krawl Track (tracked APK)	2	30	400 kg	-4	-4	70 (7)	6	50 (+10)*
Kleaver Half-Track (tracked APK)	5	20	500 kg	-2	-2	100 (10)	8	15*
Nomad Half-Track (tracked APK)	5	8	750 kg	-2	-2	110 (11)	8	15*
<b>Extras</b>								
Krawl Drop Casing	—	—	*	—	—	*	—	10*

\* See text for special rules

krawls can be constructed from their various components (see **Hydra-class Krawl**, page 77). Constructing a Hydra-class krawl is typically a 12- to 36-hour process, depending on how unusual the Hydra loadout is and how many zeks a Commander allocates to the task. All three can be assembled simultaneously if required.

Self-propelled guns are often attached directly to krawl columns in the command structure, usually at a ratio of five Dragunov SPGs per krawl column. This allows every krawl column to have indirect fire support available. At the discretion of the Commander, the SPGs may instead be deployed separately; there is usually one SPG per five krawls aboard a skyfurnace.

Armored Personnel Karriers may be carried in various quantities. Usually a skyfurnace will expect to deploy its troops directly onto the battlefield via *gate transfer protocols*, but occasionally stealth or logistics necessitates the use of APKs. Typically a skyfurnace might have 20 APKs, 10 Kleaver half-tracks and 3 Nomad half-tracks.

ZIKs (Zero-Inertia-Kraft) are a form of combat aircraft. ZIKs have highly specialized roles, and are not always present in a

Skyfurnace's arsenal. ZIK capacity varies by skyfurnace and mission, but three ZIK squadrons, two elite ZIK squadrons and one ZIK bomber squadron would be typical, with 20 aircraft in each squadron.

Bullpup MiG fighters are also carried, usually one squadron of 20. These are held in place in the ventral array, just to the sides of the ventral blast coils. Each fighter has a fore and aft stop which can be released at the touch of a button; the aircraft then lurches forward and downward, going into freefall on release.

### Infantry Capacity

Red Fleet infantry are organized in battalions of 600 each, with each skyfurnace typically taking five to ten battalions onboard. Given a skyfurnace's total passenger capacity of 15,000 people, transporting twenty to twenty-five battalions of troops would theoretically be possible without reducing the vessel's regular crew, but that would leave very little surplus capacity for krawl and other vehicle crews, ground vehicle and aircraft maintenance technicians, warkasters, and support staff.