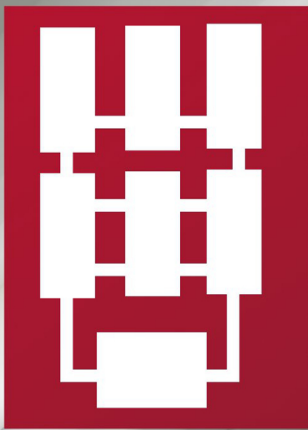


SHIPS OF THE  
GALAXY:

# THE MONARCH

A Supplement for The  
White Star  
Role-Playing Game By:  
Raymond McVay



# SHIPS OF THE GALAXY:

## MONARCH-CLASS EXECUTIVE COURIER

Artwork & Text  
by:  
Raymond McVay

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## INTRODUCTION

In a galaxy filled with literally millions of inhabited planets, few spacecraft stand out as exceptional. There are hundreds of competing designs for even the most specialized craft. What makes a particular design successful is often not its merits, but guile and sheer luck. Such is the case with Trans-Tech's Civilian Passenger Transport, the CPT-12 *Monarch*.

## HISTORY

The Monarch project was initially conceived by Trans-Tech as an executive courier; a small craft capable of FTL flights that was designed to carry a group of business-beings in reasonable comfort. When the galactic community was in its prime, commerce was king and the executives of the multi-planetary merchant unions controlled most of the trade between civilized worlds. While these monsters of the industrial sector dominated the galactic economy, there existed countless smaller firms seeking to do business among a handful of planets in more specialized categories of trade. These small businesses had neither the money nor the need for the massive, kilometer-long trade ships used by the largest corporations. These minor companies needed smaller spacecraft capable of conducting their executives expediently to different markets, preferably without attracting the notice of the larger, insatiable conglomerates.

One such small company was Trans-Tech, an aerospace design firm specializing in light freighters and low-end yachts for a small star cluster in the colonies. Having first seen a need in their own business dealings for an executive courier, the company designed and released the *Monarch* amid little fanfare and began to quietly produce them for a handful of business and private interests. The spacecraft were well received by

their clients and critics alike, and the line enjoyed modest success for its first few years of production.

This may have been the end of the story for the *Monarch*, if not for the events surrounding the flight of the *Majestic IX*.

The *Majestic IX* was part of a fleet of *Monarchs* purchased by one of the galaxy's more prosperous holostudios for use in transporting their B-list celebrities to shooting locations on exotic planets and other places of interest. While taking the up-and-coming starlet Vega Rialtair to an awards banquet in the galactic hub, the *Majestic* was attacked by pirates. Through the skill and valiant efforts of the flight crew, the *Majestic* was able to elude their attackers by diving the vessel into the dense rings of a local gas giant. The nimble and durable *Monarch* was able to navigate the rings with only minor damage, while the pirates suffered extensive casualties and were forced to break off pursuit. In fact, the corsair was so battered by its ordeal that the local system patrol were able to defeat and capture the craft and put an end to the pirates' depredations in that area of space.

When the news broke of the *Majestic IX*'s harrowing flight, the story became an overnight sensation. Vega Rialtair starred as herself in a holo-drama based on the story, and was catapulted to intergalactic stardom. The Flight Crew of the *Majestic* credited the ship's solid design and craftsmanship with allowing them to escape. This resounding endorsement instantly made the *Monarch* Courier one of the most sought after small craft of the decade. Flooded with orders, Trans-Tech was forced to incorporate with several other small firms and take out massive loans in order to meet its production obligations. As thousands of *Monarchs* rolled off the assembly lines of five worlds, it appeared that Trans-Tech's success was assured. However, fame is fickle, and the popularity of the

*Monarch* disappeared as quickly as it had come. Faced with mounting debts and a huge surplus of couriers that had no market, Trans-Tech folded and became a subsidiary of one of the multi-planetary companies it had hitherto avoided.

## DESCRIPTION

The *Monarch*-class Courier has a sleek outer shell that belies its capabilities. Its primary hull is dominated by four huge windows in the bow. The undercut lower section of the hull features four more view ports in the cockpit area. Below that, in the curved prow of the ship, are the *Monarch's* main suite of sensors and communications equipment.

The interior of the primary hull has two decks: The lower deck houses the craft's cockpit, flight crew areas, the ship's small cargo bay and the boarding ramp. The upper deck is the passenger area, with cabins, amenities, and a large conference room in the bow. The two decks are connected amidships by two stairways that open into the cargo area.

On the vessel's dorsal surface is a streamlined blister pod that holds the forward shield emitter. The central section of the blister houses the bulk of the *Monarch's* life support gear, while the aft sensors are mounted behind. These areas can be accessed from the ceiling of the upper habitable deck for maintenance purposes.

The *Monarch's* sublight systems and fuel tanks are housed in two sponsons on the port and starboard. The forward domes on these sponsons contain auxiliary sensor units, which are modular and can be easily replaced with other systems. Behind the sensors are a pair of fuel tanks, each with their own ports. The two high performance sublight drives are in the aft of the sponsons, and are fitted with tapered parabolic cones.

These cones give the *Monarch* an excellent emissions rating, allowing the courier to be flown on planets with strict environmental regulations.

Attached to the aft upper quarter of the sponsons are a pair of radiator wings, the mountings for these wings are articulated; not only can the wings be rotated forward for landing clearance, the wings can be tilted in and out and function as rudder-like control surfaces while in atmospheric flight. The wings have several panels of synthetic diamond sheets that are fabricated with channels for coolant to flow and dissipate the engines' waste heat. The IR-transparent diamond is strong enough to deflect debris damage, making the wings almost as durable as the rest of the hull. The gentle reddish glow from the wing panels is reminiscent of the wing markings of some terrestrial species of insects, which is where the *Monarch* gets its name.

The aft end of the upper primary hull houses the vessel's FTL drives, the passenger escape pods, and the aft shield emitter.

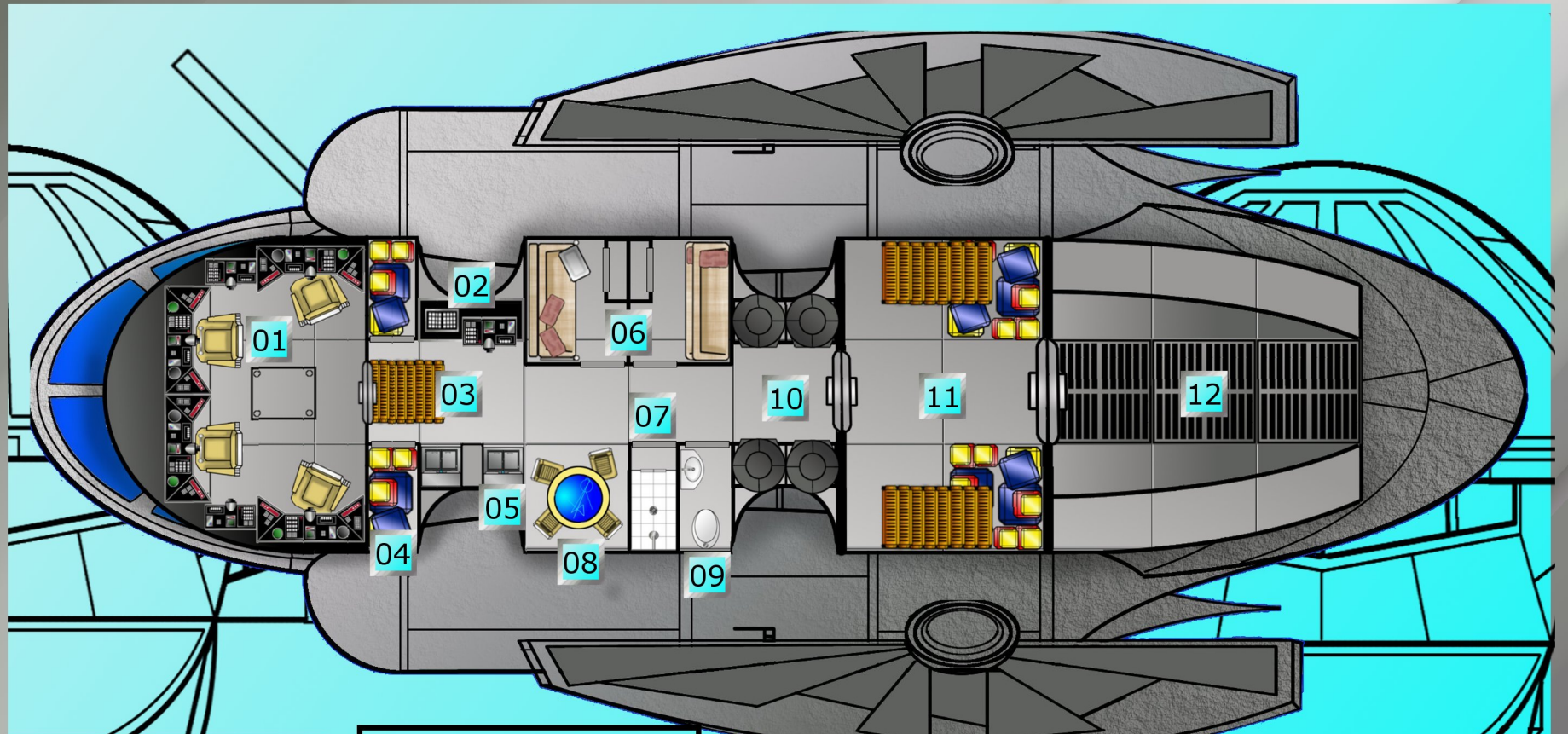
## ABOUT THE MAPS

The following is a description of the *Monarch*-class Courier's interior compartments and features.

*Lower Deck:* This is where the flight crew and many of the technical areas of the *Monarch* are located.

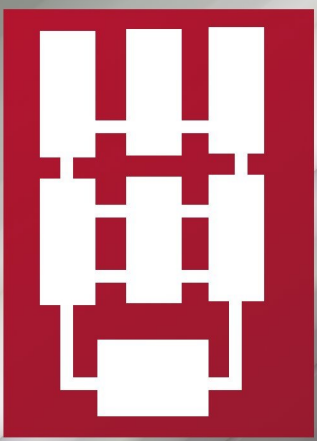
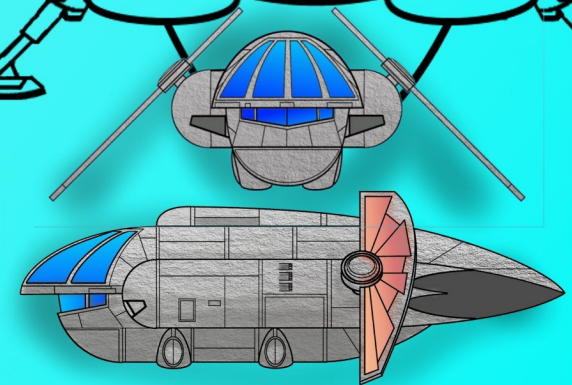
**1. Cockpit:** The *Monarch's* flight crew control the craft from this compartment. It is separated from the rest of the lower deck by a gas-tight door (DC 25) that can be locked from the inside. The lock can be overridden by a succeeding at a *Difficult* (DC 20) Computer Use check.

There are four stations in the cockpit: The Pilot and Co-pilot stations in the fore, the Flight Engineer's stations to the port, and the Communication and Astrogation (COMAST) station to starboard. The flight controls for the Pilot and Co-pilot are identical and either



- 01. Cockpit
- 02. Auxiliary Control
- 03. Ladder
- 04. Storage Lockers
- 05. Crew Galley
- 06. Crew Cabins (2)
- 07. Shower
- 08. Crew Lounge
- 09. Head
- 10. Escape Pod Vestibule
- 11. Cargo Bay
- 12. Entry Ramp

CPT-12  
Deck 1 Interior



can be used to operate the craft. Both stations are equipped with repeater displays that can display sensor, astrogation and systems data from any of the other stations. In addition, there are a pair of repeater consoles mounted laterally and directly behind the two fight stations; these can be used by the Pilot/Co-pilot to control either of the other two stations, or both. These stations can be locked when not in use. A successful *Difficult* (DC 20) Computer Use check can unlock these consoles without knowing the code. The Flight Engineer and COMAST stations are also identical, allowing either station to control the functions of the other. These aft stations cannot be used to pilot the craft. Like the repeater consoles, the aft stations have Universal Interface ports that can be used by robots or organics with a datapad. While these interface ports are meant for diagnostics, a *Moderate* (DC 15) Computer use check can grant access to all the ship's systems.

In the center of the Cockpit, aft of the forward flight seats, is an access panel in the deck that opens into the main sensor array. This allows maintenance in flight. There are many nooks and crannies in this space; hidden contraband requires a *Very Difficult* (DC 25) Search check to find.

**2. Auxiliary Control:** This small console sits in the hallway just aft of the storage lockers. The station is an emergency backup to the computer's cockpit-located mainframe. In the event of extensive damage to the *Monarch*, the Auxiliary Control station can be used to activate shields, access sensor data, monitor life support, communicate, and other functions not related to flight. There is a Universal Interface at this station that can be used by robots and organics with datapads and this station is often used by port or customs inspectors to access the central computer's files. This station can be set up with a Trojan system of false files to fool

inspectors, but it requires a *Very Difficult* (DC 25) Computer Use check to do so.

**3. Stairways:** There are three stairways aboard: one connecting the Cockpit to the rest of the lower deck, and a matching pair that connect the lower deck with the upper deck. These stairs can be folded down into a steep ramp to facilitate their use by wheeled robots and to move bulky cargo.

**4. Storage Locker:** A pair of these lockers are fitted on either side of the stairway up to the Cockpit. One usually contains the crew's rations for a given journey, and the other is used for spare parts, tools and other necessities. The tool locker is frequently used as an impromptu armory as well, and is locked. This lock can be bypassed by succeeding at a *Difficult* (DC 20) Computer Use check.

**5. Crew Galley:** The flight crew of the *Monarch* use a basic galley unit for their meals. This unit can be used to warm preserved rations, basic cooking, and all food storage from room temperature to freezing. Alcohol is not permitted on the flight deck while a ship is underway, so the Galley lacks a bar.

**6. Crew Cabins:** There are two small cabins for use by the flight crew. Both cabins are equipped with a pair of bunks that convert (by folding down the top bunk) into a comfortable couch. Both arms of the couch have folding tables built in; these serve in lieu of a table for those who wish to dine privately. There is a wardrobe mounted on the wall opposite the bunks and storage bins under the bunks for the crew's possessions.

**7. Shower:** The crew all share this single shower stall. The life-support systems are set up so that the crew's shower only uses filtered gray water.

**8. Crew Lounge:** This is the only place available for the crew to relax. The Lounge consists of a holo-table and four comfortable chairs. The holo-table is programed to display both entertainments and a variety of games. The

chairs aren't designed for use during hard maneuvers, as they lack restraints.

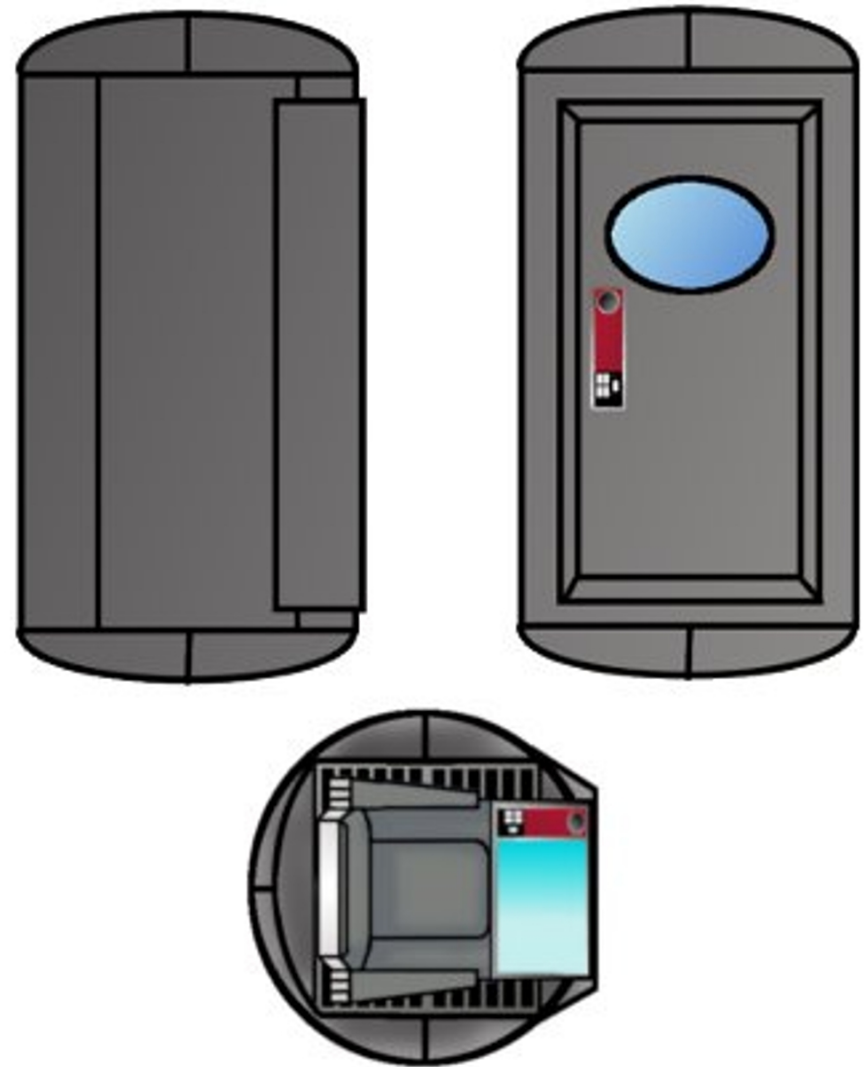
**9. Head:** This small compartment contains a single toilet and sink. It is only designed to work within a gravity field; in the event of loss of gravitation, the plumbing automatically vacuums out the loose water and closes the system. Like all space-borne plumbing, these systems are maintenance intensive and prone to break downs at the worst possible times.

**10. Escape Pod Vestibule:** In the event of catastrophic failure of the *Monarch's* life-support systems, The passengers and crew can abandon ship in the escape pods in this area. There are four escape pods on the lower deck for the flight crew, as well as an additional bay of a dozen pods located on the upper deck for the use by the passengers.

Each escape pod is equipped with a single flight seat that has emergency medical supplies stored underneath and survival rations for a week in an overhead bin. The pod's rudimentary controls are mounded on the door of the minuscule craft, as well as a small view port. The pod has an emergency beacon and fuel for a short jaunt to the nearest planet.

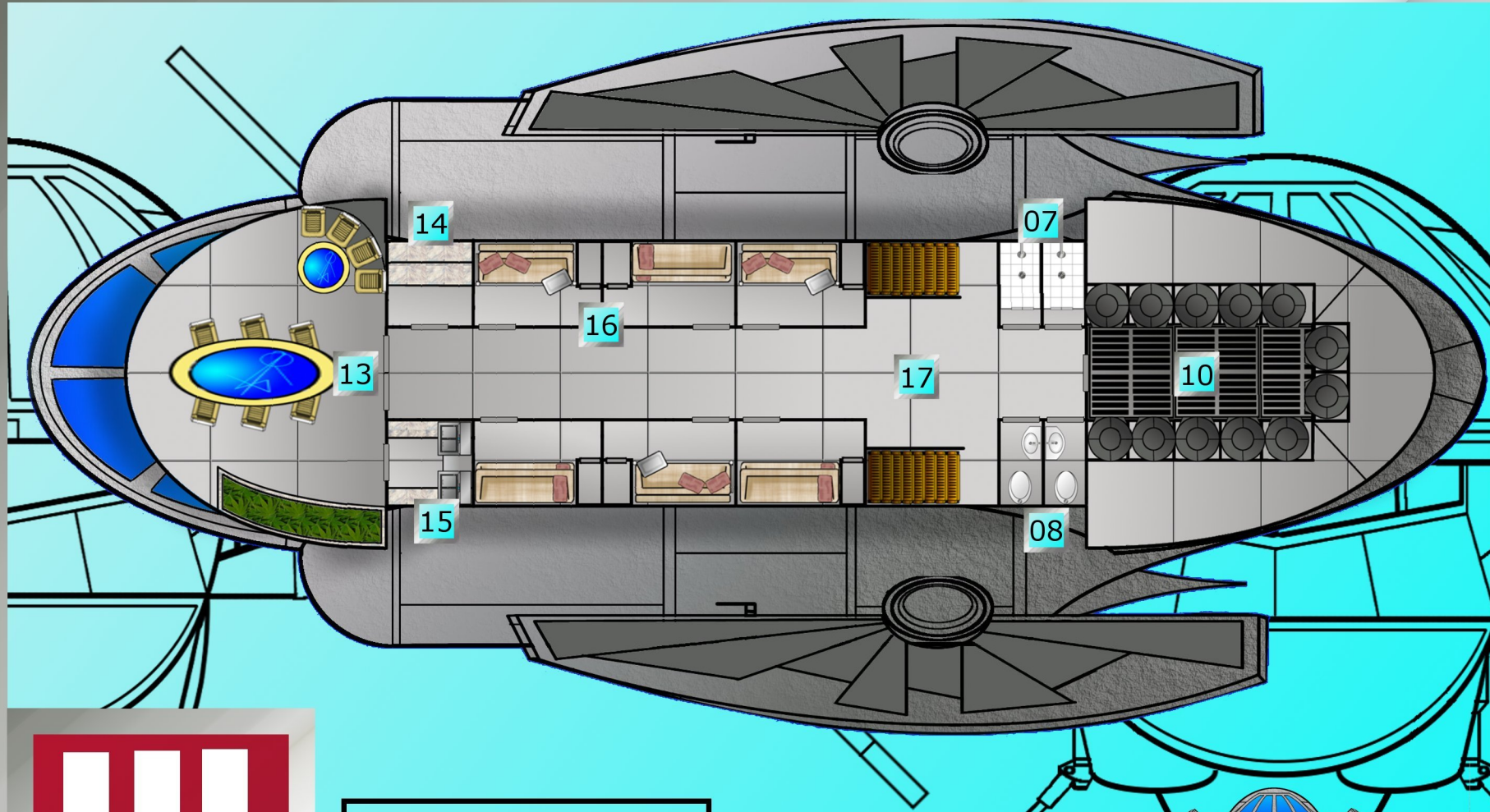
**11. Cargo Bay:** Calling this compartment a Cargo Bay is a bit of a misnomer; it only has a few cubic meters of storage space. The stairways to the upper deck are located in this area, as well as recharging stations for any robots that are aboard. All the entrances to the Cargo Bay are gas-tight, so the compartment doubles as the *Monarch's* airlock.

**12. Entry Ramp:** This swing-down ramp is the only access to the ship. The Ramp can be locked and unlocked electronically from the inside and by remote from the outside. A successful *Difficult* (DC 20) Computer Use check can break the encryption on the lock.



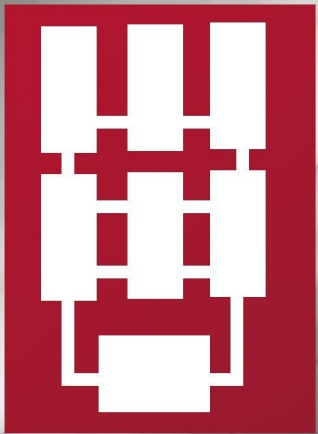
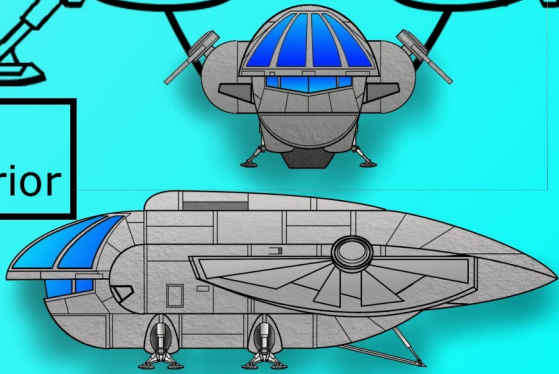
*Upper Deck:* The passengers of the *Monarch Courier* are housed on this deck.

**13. Conference Room:** This is the largest compartment



- 13. Executive Area
- 14. Bar
- 15. Executive Galley
- 16. Executive Cabins (6)
- 17. Upper Deck Vestibule

CPT-12  
Upper Deck Interior





on the ship. The Conference Room is dominated by four enormous windows that offer a fantastic view of space while in flight. There is a large table in the center of the room with seating for six. The table has its own holographic projector and integrated wi-fi connection, allowing the executives on board to stay connected to their clients and their superiors. There is also a small lounge area in one corner of the Conference Room for the busy executives to relax. There is comfortable seating for four and a holo-table that can be used for gaming or other entertainment. The opposite side of the room is usually equipped with a planter, fountain, or other peaceful bit of atmosphere. The aft wall of the Conference Room offers access to the Executive Galley and to the rest of the upper deck.

**14. Bar:** There is a fully stocked bar in a small compartment just off of the Conference Room. It boasts a mix-master computer that has cocktail recipes stored from around the galaxy. Keeping the bar stocked costs an average of 600 credits (Purchase DC 16) a month.

**15. Executive Galley:** This compartment is where the meals for the passengers are prepared. The Galley is full-service and outfitted to prepare gourmet meals, snacks, and even banquets for visiting clients. Like the Bar, keeping the Galley fully stocked requires an investment; at least 2000 credits (Purchase DC 20) must be spent a month in order to enjoy all that the Executive Galley has to offer.

**16. Executive Cabins:** While hotels and cruise ships may offer larger and more luxurious accommodation, the six Executive Cabins are more than adequate for the needs of the *Monarch's* passengers. Like the cabins below decks, the Executive Cabins are equipped with a pair of bunks that convert (by folding down the top bunk) into a comfortable couch. Both arms of the couch have folding tables built in; these serve in lieu of a table for

those who wish to dine privately. There is a wardrobe mounted on the wall beside the bunks and storage bins under the bunks for the passenger's possessions. While these cabins do offer double occupancy, they are usually used as singles in order to offer a measure of privacy and additional comfort.

**17. Upper Deck Vestibule:** This large space is the entrance to the upper deck. There are stairways to the port and starboard that lead to the Cargo Bay below. Because the Cargo Bay can function as an airlock, there are gas-tight hatches that can seal off the Vestibule from the deck below. There are robot recharge ports set in the aft wall of the Vestibule for use by the Galley and Steward robots on the upper deck.

## LIFE ON BOARD

The accommodations on the *Monarch*-class Courier are as stratified as the hull. The crew areas are cramped and spartan, though comfortable when compared to those available on military starships. There are no private spaces for the crew, only a pair of common cabins and a single head for the four-being flight crew to use. The landing gear fairings bite into the available space and storage for the ships' consumables take up even more space. Despite this, most flight crews are fairly satisfied with their amenities, and consider ferrying executives across the stars to be a decent, if somewhat boring way to make a living.

The upper deck accommodations are far more spacious and luxurious. While the *Monarch* is not considered a true yacht, the executive lounge/conference room is fitted out in a manner that rivals many upper-class hotels in outlying regions. The Conference Room is spacious and well appointed; high-level negotiations are not out of place in such a compartment. The passenger cabins can accommodate as many as twelve people, but

the usual compliment is six. These rooms are smallish but comfortable when used for single occupancy; double occupancy makes them little better than the crew cabins below decks. That being said, The *Monarch* is not designed for long-term occupation and most of the executives than travel on such craft are too busy preparing for their destination to complain about – or even notice – the close quarters.

## FOR THE GM

The *Monarch*-class Courier is the space opera equivalent of a Lear Jet; it gets business types from point A to B in comfort. A group of PCs that use a *Monarch* as a private craft will find it more than suited to their needs. They can also use such a ship to charter passenger flights that not only help pay the bills, but give GMs the chance to introduce NPCs or setting exposition with little or no fuss.

The stock *Monarch* has no weapon systems standard. Thanks to the modular nature of the sponsons and the dorsal blister, lasers can be installed at a later date and such modifications offer a group of PCs a minor goal to work toward. The vessels do come with robust shields for a civilian ship, which makes their lack of armament less debilitating.

The *Monarch*'s greatest virtue is its speed. The courier can typically outrun anything but fighters, and can usually survive encounters with those craft by virtue of their much greater range.

Lastly, even after its fad popularity faded away, owning a *Monarch* conveys a certain amount of status that the owners of a typical tramp freighter would not enjoy. While on board a well-maintained *Monarch*, crew enjoy a +1D (+2) bonus to Perception (Charisma)- based skill checks.

## ADVENTURE SEEDS

The following are a few ideas about how to use a *Monarch*-class Courier in an existing campaign:  
**Fox Hunting:** Because the *Monarch* is typically unarmed, some pirates consider them easy prey. The PCs may not be carrying anything of value, but still must evade and outrun attackers.

**The Purloined Courier:** In some regions of the galaxy, the *Monarch* is ubiquitous. A group of shady NPCs mistake the PCs' ship for one that was smuggling illicit goods. Variations include having the authorities suspect the PCs of being smugglers, or the PCs actually being smugglers and their contact approaching another ship.

**Brush with Stardom:** Since the flight of the *Majestic IX*, superstar Vega Rialtair refuses to travel in anything but a *Monarch*. While at a busy spaceport, her personal *Monarch* is damaged and cannot take her to an important engagement. The PCs may be asked to take her instead, or offered money for ship's systems that would take to long to replace. Perhaps the PCs are asked to sell their ship outright. This scenario offers role-playing opportunities to negotiate, and a chance to introduce a famous NPC and additional plot hooks.



"Raymond McVay is a 38-year-old game designer specializing in hard science fiction spacecraft design and world building. He lives in rural Alabama with his wife and three wonderful children."

For more information on the *Monarch*-class Courier, including bonus stats and NPCs, visit our website at:


<http://bluemaxstudios.blogspot.com>

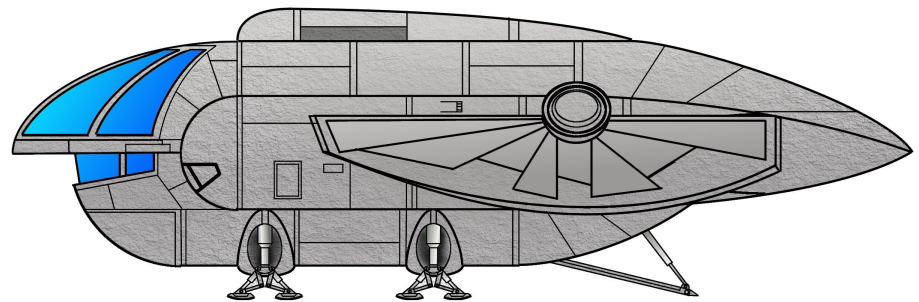
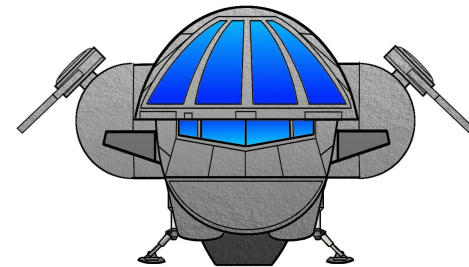
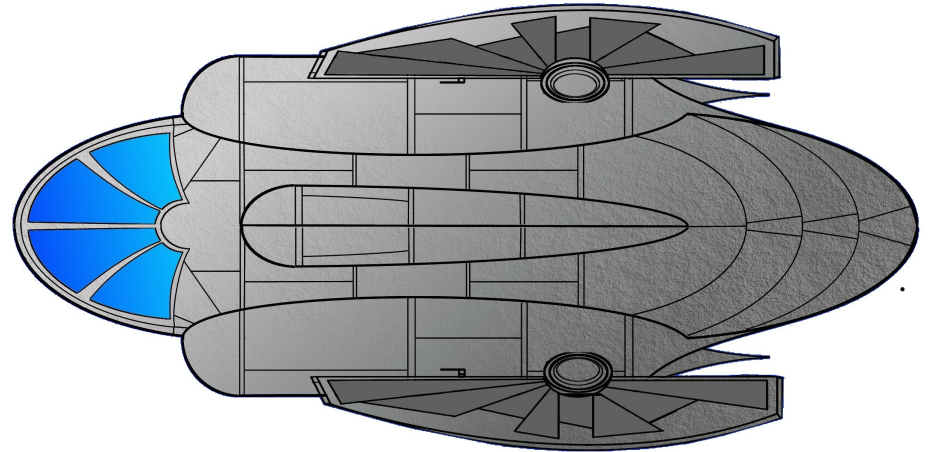
# TRANS-TECH INTERGALACTIC CPT-12 COURIOR

MONARCH EXECUTIVE COURIOR	
ARMOR CLASS	6 [13]
HIT POINTS	65
SHIELD STRENGTH	5
<i>Movement</i>	10
TARGETING	-
ATTACK	-
MODIFICATIONS	Faster-Than-Light Drive, High Yield Thrusters X2, Shield Capacitors x3

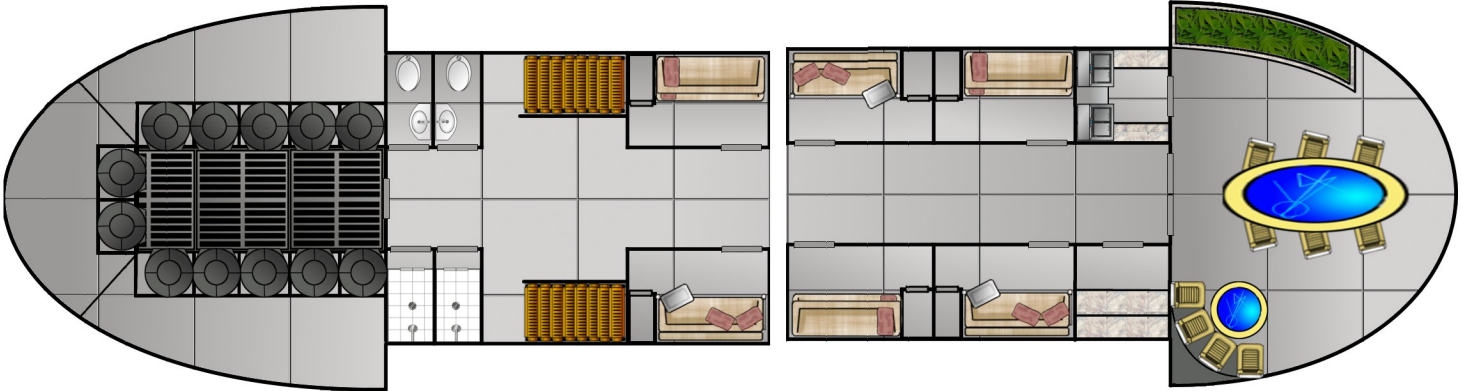
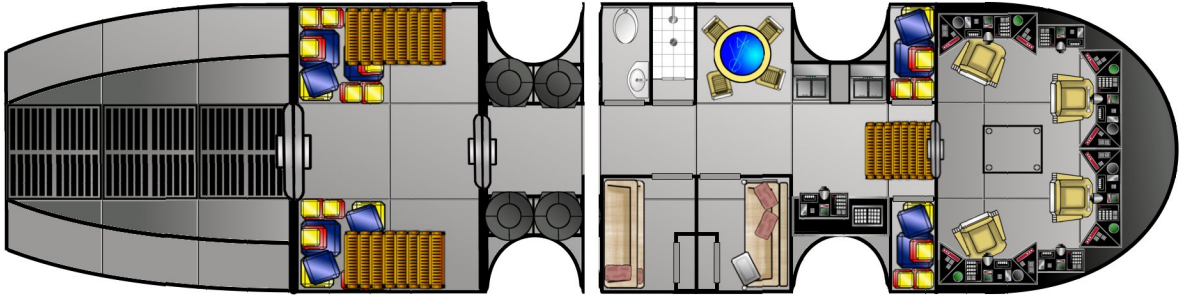
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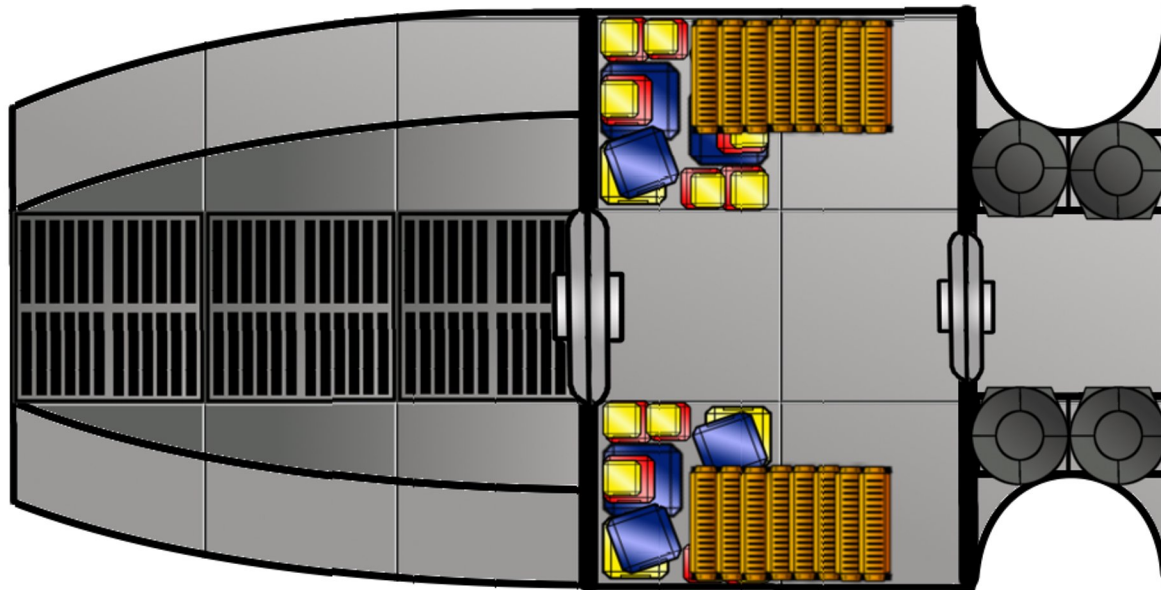
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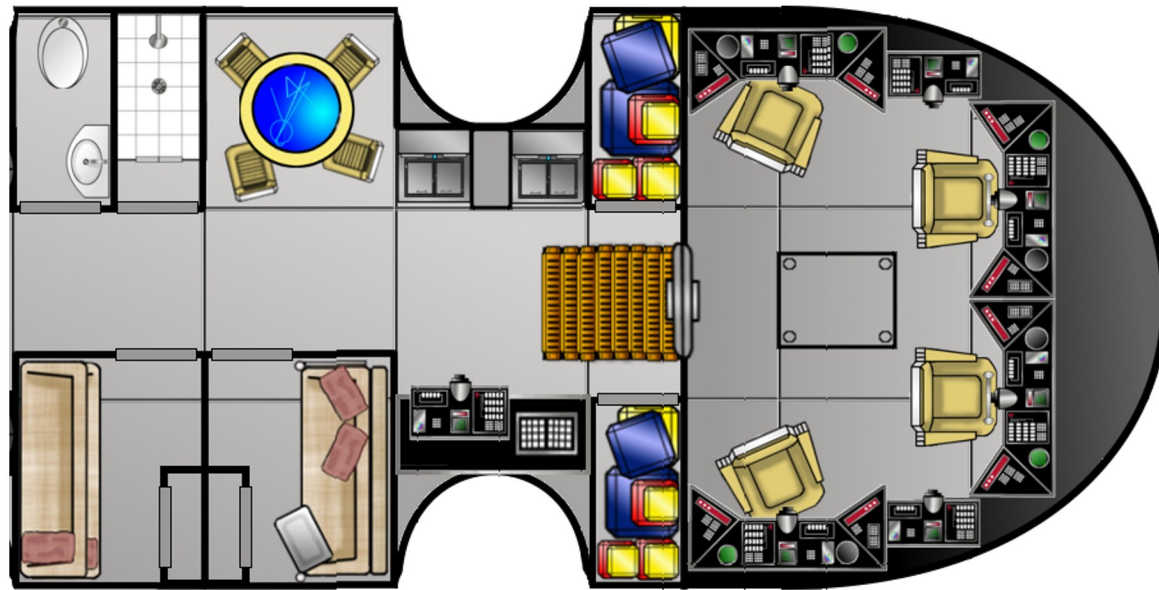
**BATTLE MAP  
ASSEMBLY:**



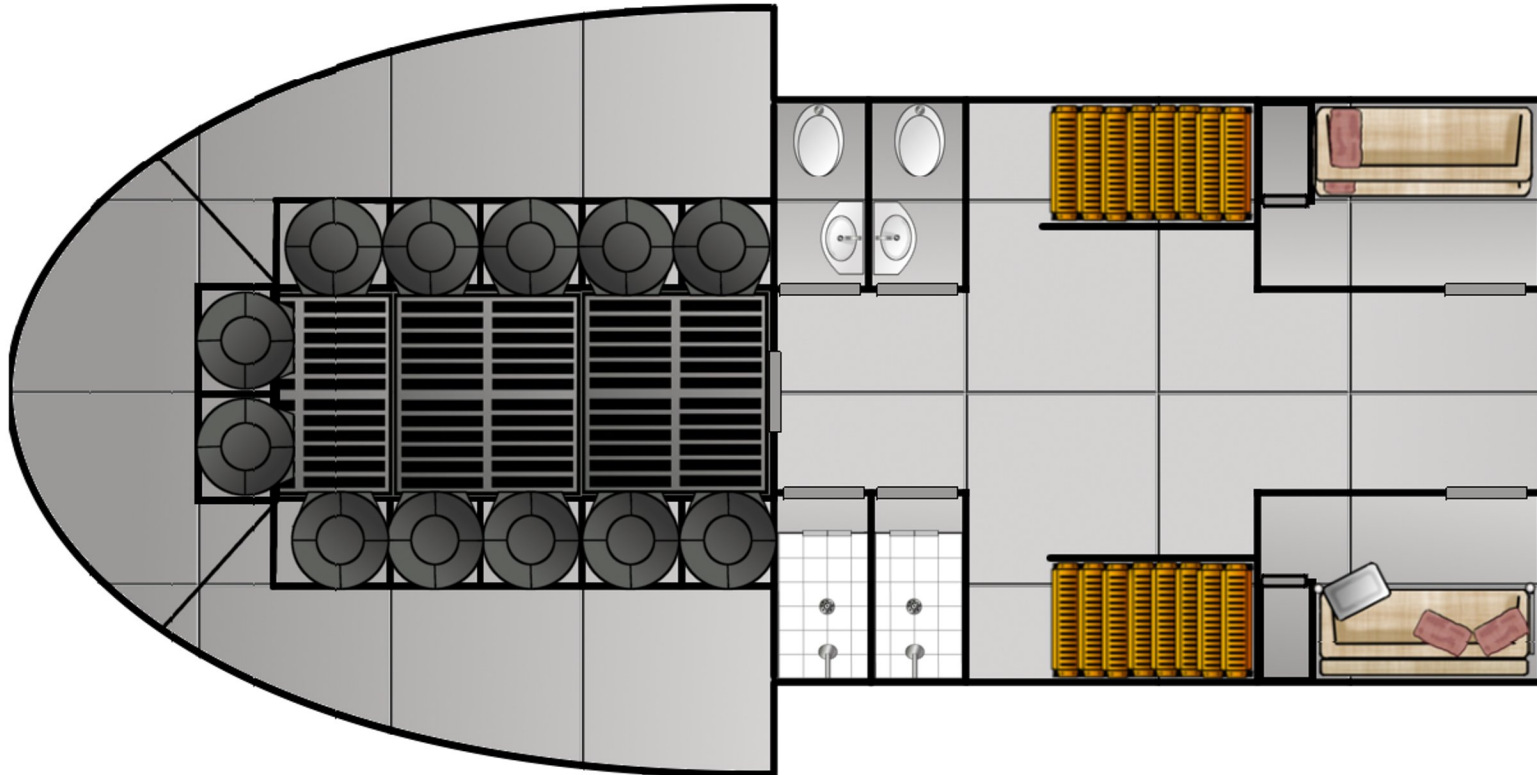
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1 INCH = 1.5 METERS



1 INCH= 1.5 METERS



1 INCH = 1.5 METERS

