

## Serena Dawn II

In doing a new deck plan for the Serena Dawn for the Star Frontiers module SF-0, I made some assumptions about the intent of the original designer of the first Serena Dawn deck plan. First, and most obvious, is that they wanted to fit it to the cover of the module hence the odd size and shape that clashes with the latter Knight Hawks ships. Secondly the odd design of the four large air lock areas was to facilitate multiple avenues of advance for the player to move around the ship and not ram them through a linear “dungeon crawl”; especially since they were stripped of their weapons.

My goal with my deck plans was to preserve the feel of the original while designing a ship that was closer to the standards presented in Knight Hawks. In that vain I opted for three air locks with ladder wells to the decks below and no elevators. Visually it would look like the original and maintain multiple lines of advance for the players. If the players attempt to assault a defended air lock from below it could become very dicey so the three ladder wells are actually crucial.

I decided that a ship of this sort being detailed to deliver a rescue expedition to a largely unexplored system would not be a luxury liner but rather a bit of a tramp freighter. Further, this particular ship could be of such age that it was built before elevators were standard and that would explain the ladder wells.

On the maps I left the default setting of the Dunjinni grid: ¼ inch squares which matched the original as well. Personally, I prefer to use 28mm miniatures which will require 1 inch squares. At present I have no plans to do a separate map in the larger scale and will most likely have the maps enlarged at a printer. NOTE: These maps were exported to JPEG images with ¼ inch grid then uploaded to the internet. When the original files became corrupted on my computer I downloaded them from the net and in the process of all of this I can't really tell what the dimensions are or at what % of enlargement is necessary for proper printing.

The cargo deck has two cargo holds like the original and these should not be considered the only cargo areas. They just happen to be the cargo areas for small freight and luggage; the Serena Dawn could very well have bulk cargo areas ‘down ship’. On the original each cargo hold had 15 cabinets that could be searched only once so I included 15 cargo containers in each hold and I recommend the same rules for searching as the original.

The cold storage class births are in actuality freeze fields rather than hibernation births. Since the freeze field is already a common technology I decided that it would also be used for this type of passage. This is why I included a medical scanner/ operating bed in the room, since operating a freeze field is a medical procedure it would be appropriate to have some medical equipment. The original SD had an area listed as cold storage though it didn't have any effect on play. For this cold storage area I recommend allowing a player that searches here to find a med kit.

The journey class cabins and computer room should be treated the same as they appear in the original module. The crew quarters are a little more elaborate but should be treated the same as the original. The auxiliary control in the second bridge area on the original deck plan, however I ruled it to be extra controls for cargo handling, life support, and the security station (since the weapons locker is located here). Simply treat it as the section of bridge with the weapons locker. I included the rescue equipment lockers in the

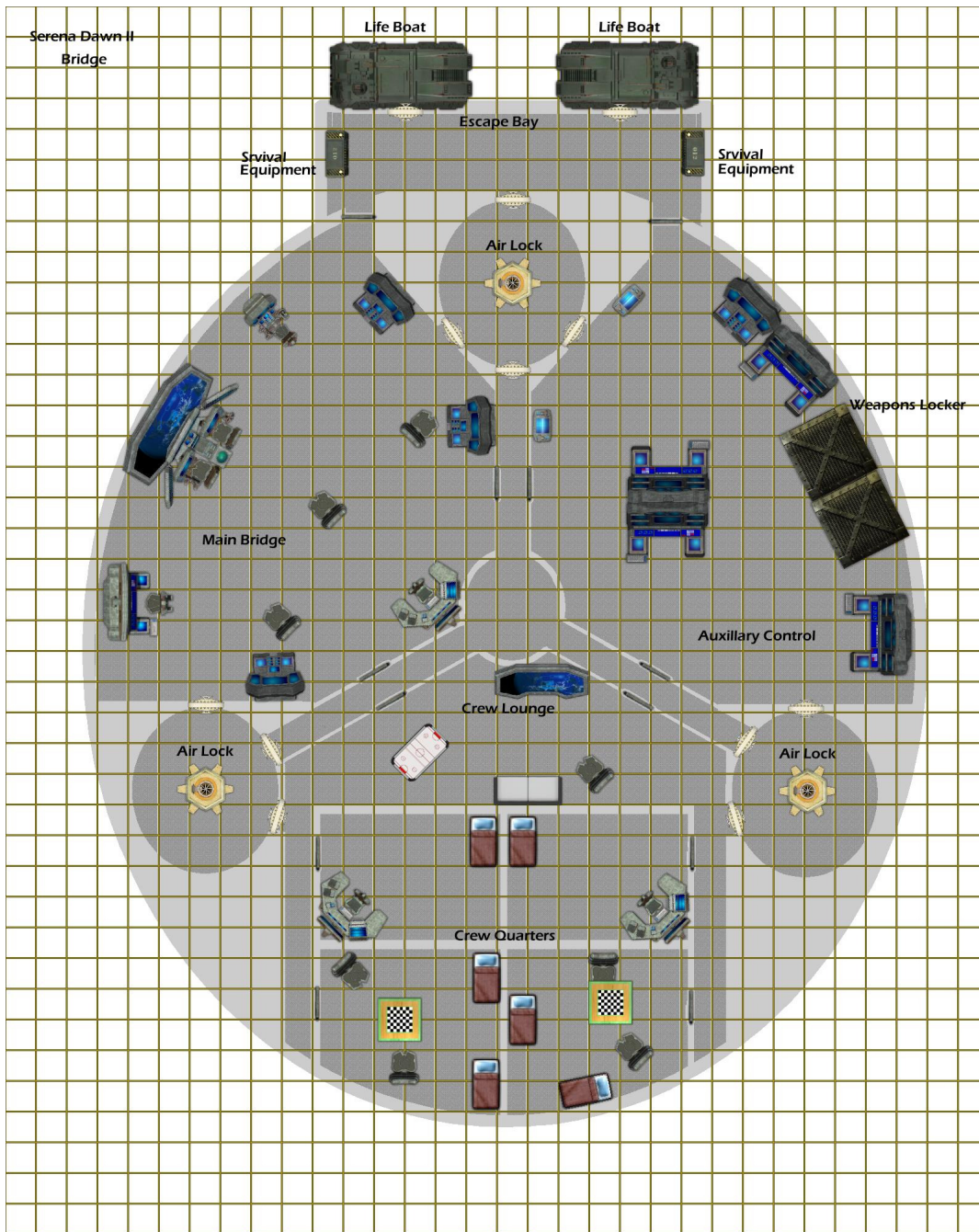
escape bay because I miss read the module so I've just ruled these lockers as empty during play and the survival packs are already aboard the life boats.

In the module the players start in their rooms and fight their way to the bridge and escape bay, all the while they recover what equipment they can along the way. With that in mind then decks should be arranged, from the bottom up; journey class cabins, cargo deck, and bridge. The module has this to say about the remaining decks:

"During your journey, you have toured the area of the ship not shown on the map. It contains recreation areas, the observation dome, the galley, the first class living quarters, and fuel storage. There is nothing else of interest in that area."

I'm tempted to design these decks as well with a view to having a Serena Dawn Class that is the cheapest of the cheap and oldest of the old in ships of the Frontier. A real tramp freighter/ privateer type ship that generally required lots of TLC to keep operating.

A final note, concerning the pirates magically appearing on the decks of the Serena Dawn, it seems odd that a pirate ship could approach and board a freighter underway without anyone knowing before the corridors are infested with pirates. To answer this I decided that since the ship is old the radar has a glitch where it doesn't pick up ships of hull size 1 (shuttles) and the pirates actually boarded by shuttles from their bases on Volturnus.

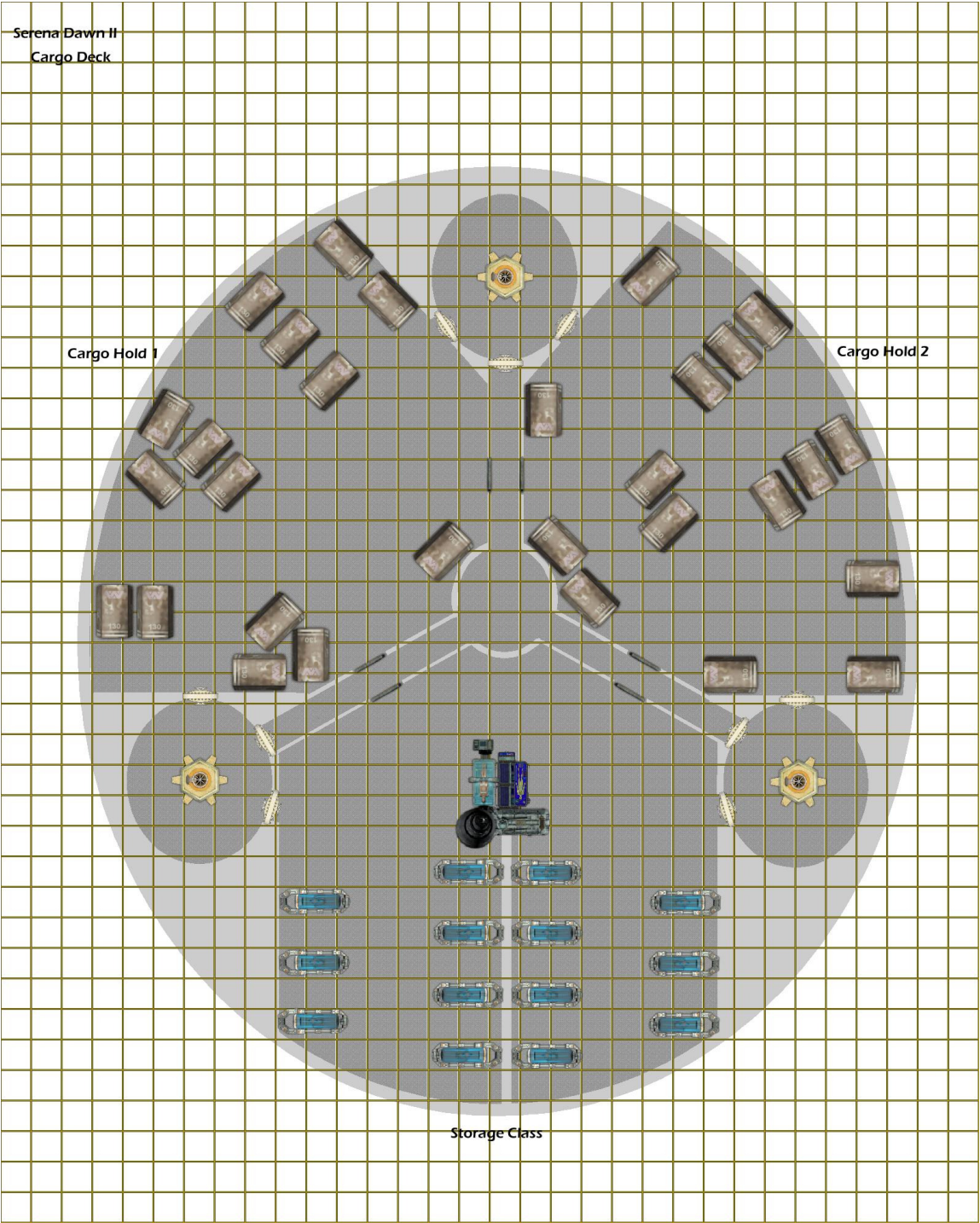


Serena Dawn II  
Cargo Deck

Cargo Hold 1

Cargo Hold 2

Storage Class





Serena Dawn II  
Journey Class

