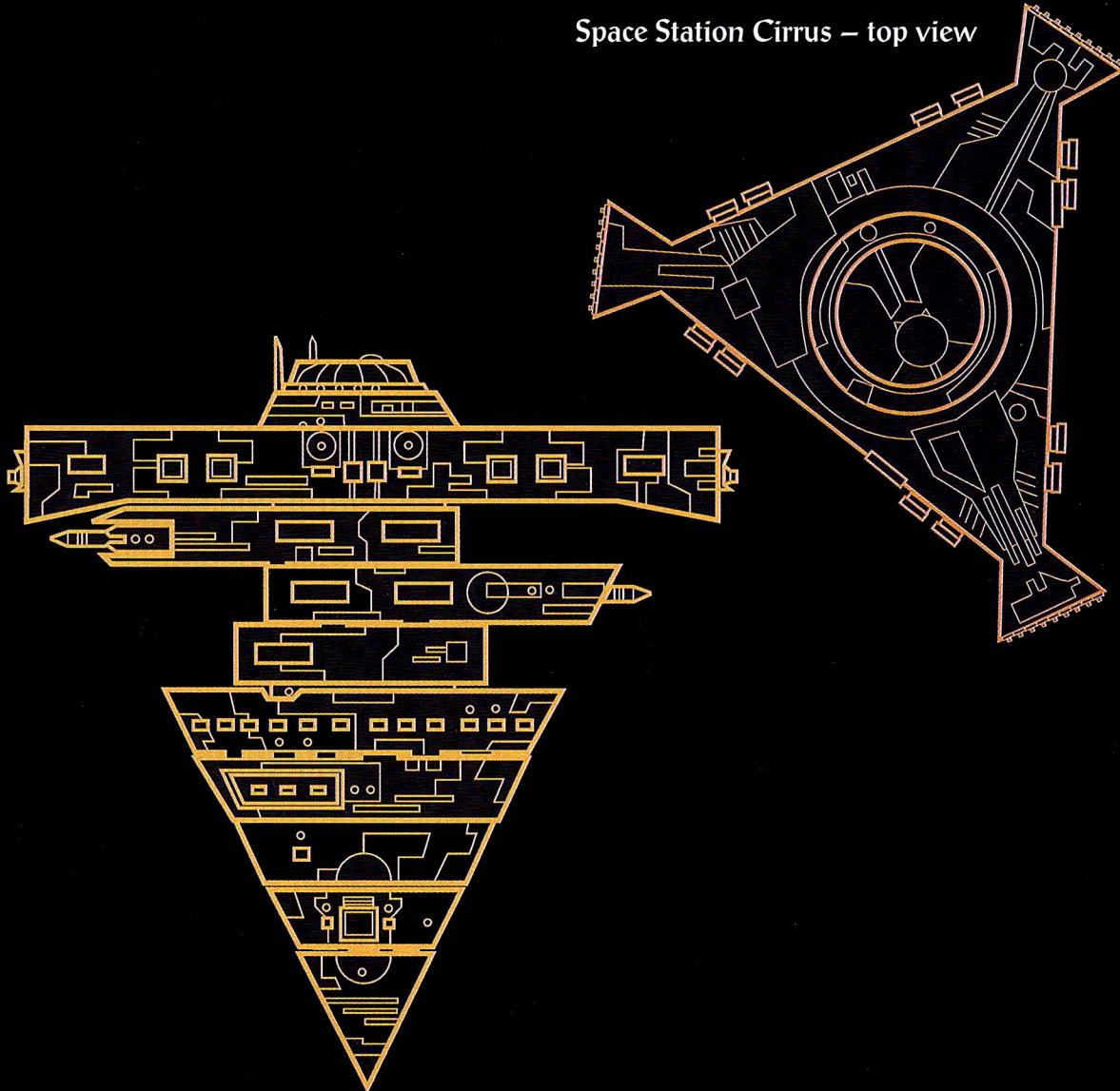


Space Station *Cirrus* Deckplans

Approved for use with
TRAVELLER®

Space Station Cirrus – top view



Space Station Cirrus – side view

**NOBLE
ARMADA**

FADING SUNS

TO
OFFICER
DECK A

Noble Armada: Spacestations

It is apparent that the first long-term, crewed space vehicle in our own world will be the multinational spacestation. It is simply more efficient to separate the process of entering and exiting a planet's atmosphere from the process of traveling between planets. Orbiting stations allow this separation.

In addition to the basic refueling and repair duties of their more mobile cousins, spacestations also act as centers of trade and commerce in the Known Worlds. For the purposes of a **Noble Armada** game, however, their military capabilities are our only concern.

A fixed spacestation can only avoid combat by scaring away aggressors. Therefore, they tend to be powerfully armed and shielded. Included here is the *Cirrus* class spacestation used throughout the Known Worlds to help guard jumpgates and important planetary bases within a solar system. The major inhabited worlds usually have larger orbiting starbases for their defense.

The following rules explain the differences in operation between a fixed spacestation and a mobile starship.

Size

Although the display sheet provided here may make the spacestation seem nearly the same size as a typical cruiser, it is indeed much larger. The display shows only the military portion of the station. A typical spacestation also contains huge cargo holds, trade and entertainment decks, living quarters and vast docking spaces for the repair of spaceships. None of these areas has much effect on **Noble Armada** combat. However, many shots fired against a spacestation that miss probably hit one of these areas instead.

At any rate, the size class of the station is not listed because it varies too much based on the amount of civilian areas attached. However, any station worth fighting over would dwarf even the largest ship — any ship that grapples a station comes to a virtual stop. (See below for rules on grappled ships spinning along with the station's rotation.)

Movement or Rotation of the Station

The immense size of a spacestation means that its few engines are nearly incapable of moving it at a noticeable speed. Instead, they are normally used to rotate the station. (On rare occasions, crews have reconfigured the drives to move the station *slowly* to a new location.) For commercial docking, spacestations prefer to stand still. However, in a military conflict, it is important that the spacestation rotate to prevent ships from approaching within the dead zones between its firing arcs.

A spacestation's engines create this rotation speed in the same way starship engines accelerate or decelerate their travel speed — by spending thrust points. Spacestations have no maneuver drives and may not maneuver like a ship. Once a spacestation has applied thrust to begin rotating, it remains spinning at its chosen speed until thrust is again applied to change this speed.

A d20 die is placed to the right of the spacestation to represent clockwise rotational speed, and to the left for counter-clockwise speed. For example, a spacestation starts the turn with a speed 6 clockwise rotation. It thus turns 60 degrees clockwise in the movement segments of phases one and three, and 120 degrees clockwise in the movement segments of phases two and four. It has three thrust generators, so it can elect to increase its rotation to speed 9 for the next turn. It would then turn 120 degrees clockwise in the movement segments of phases one, two and three, and turn 180 degrees clockwise in phase four.

Grappling Ships

Any ship grappling or grappled by a spacestation is immediately pulled to the spacestation. It becomes attached to the hex facing it and follows the orbit of the spacestation as it rotates. For example, a Decados galliot grapples a spacestation rotating clockwise at speed 6 on phase three. On phase four, the spacestation rotates 120 degrees clockwise; rotate the galliot 120 degrees as well and move it four hexes clockwise around the spacestation so that it maintains the same relative orientation to the station. Treat grappled ships as moving speed zero for determining which shields they have available.

Shields

Since spacestations do not move through new areas of space, they do not need as much shielding against debris as do starships. The numbers in the shield banks refer to the rotation speed of the spacestation, not its velocity. For example, Spacestation *Cirrus* has three banks of shields. The first bank is available for defense at rotation speeds 9 and lower, the second bank at rotation speeds 6 and lower. The station may use all three banks for defense at rotation speeds 3 and lower.

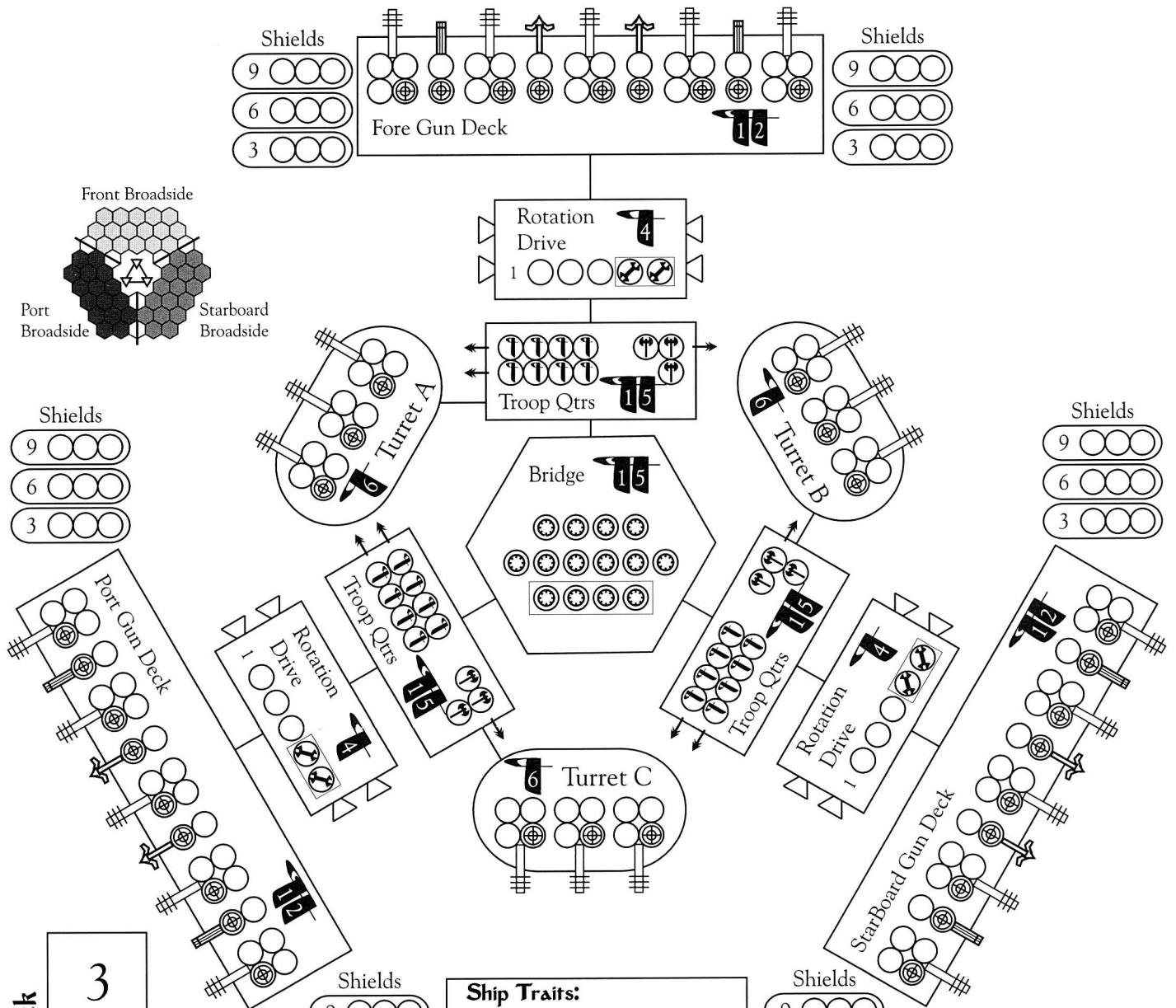
In addition, spacestations have a limited amount of shield repair ability. A spacestation may have a section on its display listing "Spare Shields." At the start of any turn in which the spacestation has one or more destroyed shields, the controlling player may replace any destroyed shield from one set of spare shields. For example, Spacestation *Cirrus* has six spare shields in six sets of one shield each. Since there is one shield per set, it may replace one damaged shield per turn with an undamaged spare shield. It may do this on six different turns until it runs out of spare shields. (On the display sheet, cross out a spare shield and draw in a single empty circle next to the previously destroyed shield.)

Other Exceptions

Note that stations usually have more than two sides. Apply damage to the facing side only. For example, Spacestation *Cirrus* has three sides. If it was hit in the fore, the rear port and rear starboard gun decks could only be damaged by the standard damage bleed rules.

Spacestations may not dodge a ramming ship. A ship attempting to ram a spacestation is automatically successful. Roll for fouling as normal.

Spacestation, Cirrus



Thrust Track

3

2

1

Ship Traits:

Crew	56
Marines	24
Marauders	9
Launch Rate	9
Minimum Bridge	4
Minimum Rotation	
Engine (per)	2

Ship Traits:

Void Hull (Not Streamlined)	
Size Class	50
Point Value	215
Maximum Rotation:	
Full Shields	12
2/3 Shields	9
1/3 Shields	6
No Shields	3
Starting Thrust Rating	3

Armament:

12 Heavy Lasers (48:3)	
120° Broadside Arc	
9 Heavy Lasers (48:3)	
360° Turret Arc	
6 Grapple Guns (2:*) &	
6 Gatling Guns (2:1)	
Gun Decks	
120° Broadside Arc	

Shields

9	○ ○ ○
6	○ ○ ○
3	○ ○ ○

Damage Chart:

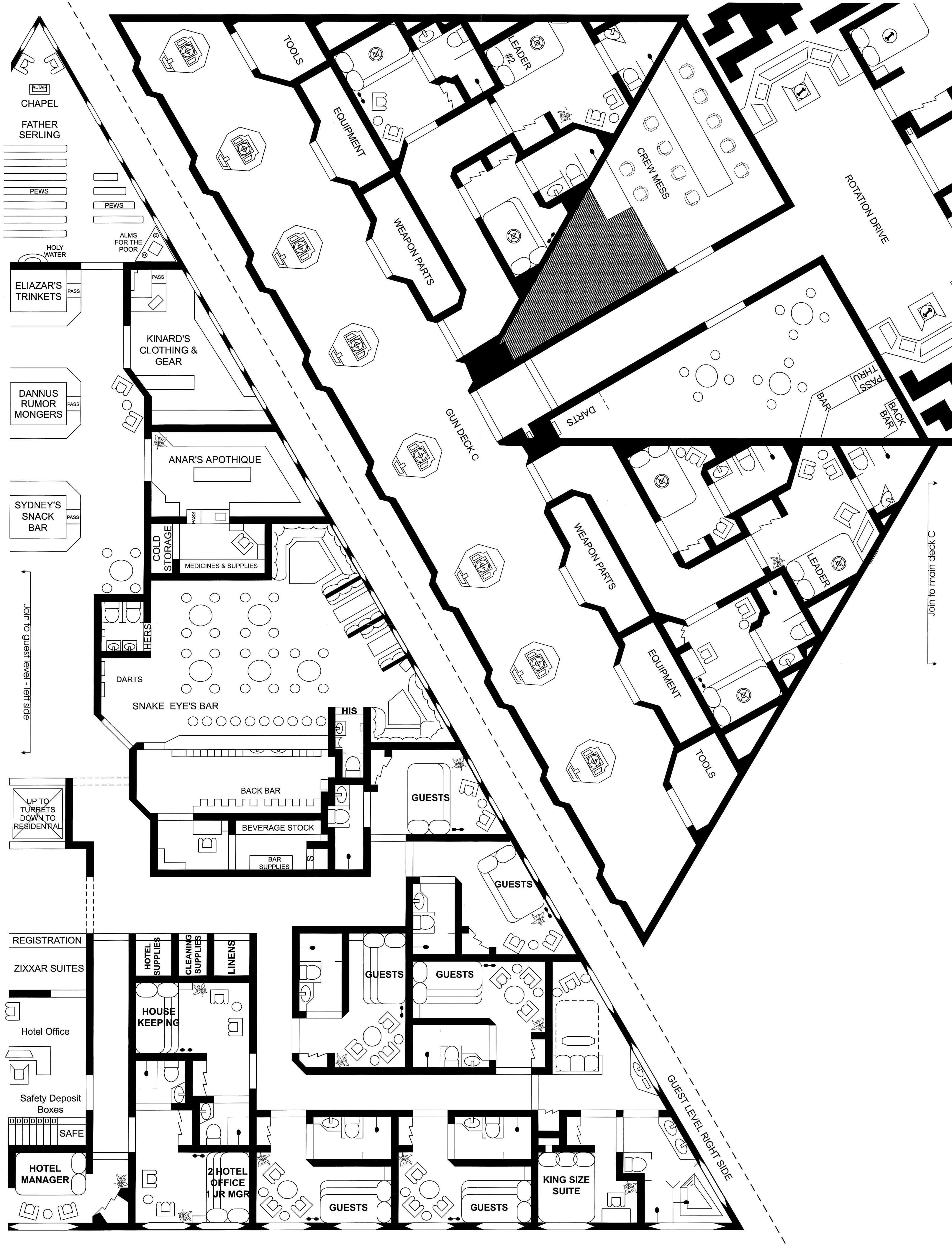
1 - 1	Bridge
2 - 3	Turret A
4 - 5	Turret B
6 - 7	Turret C

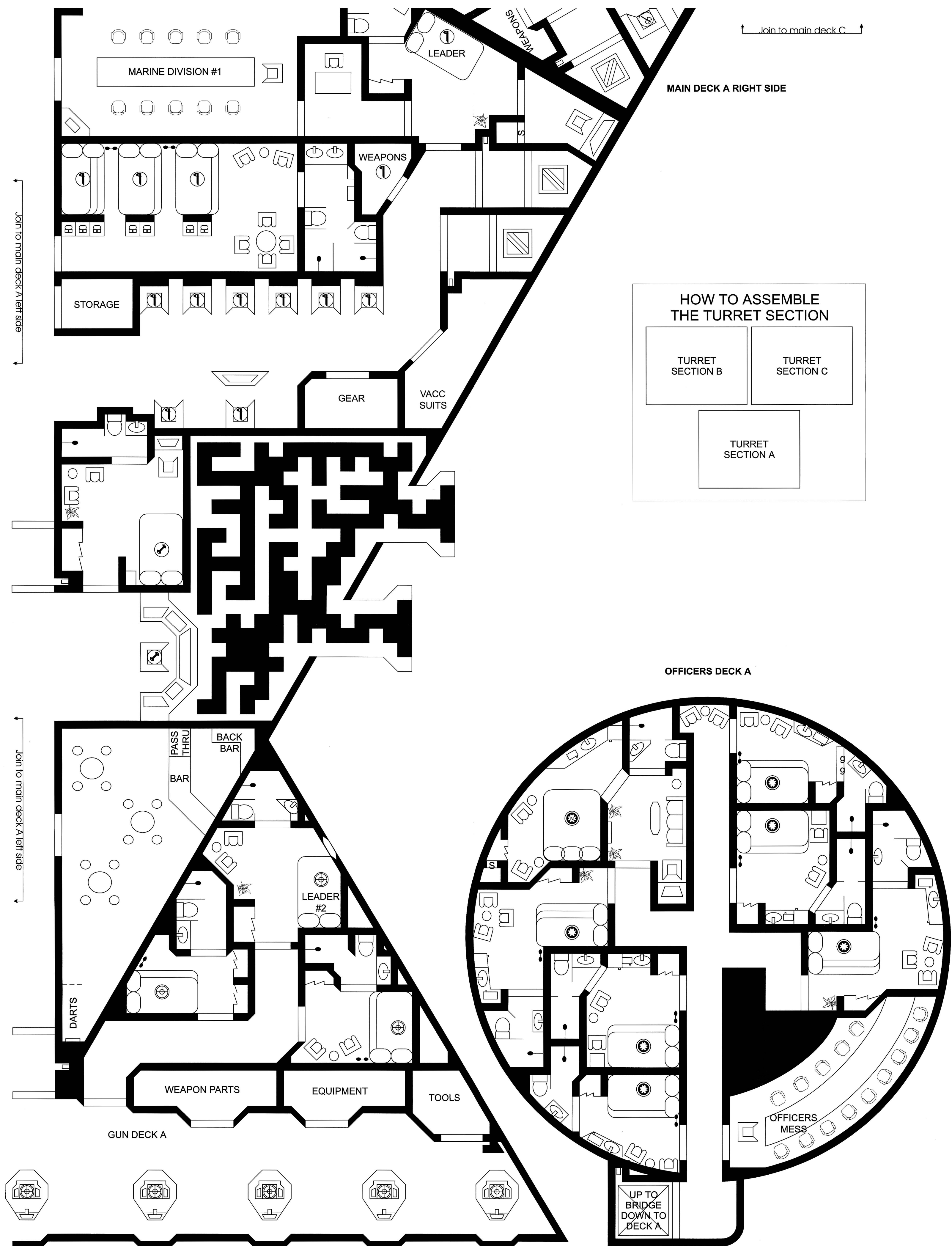
Or in facing:

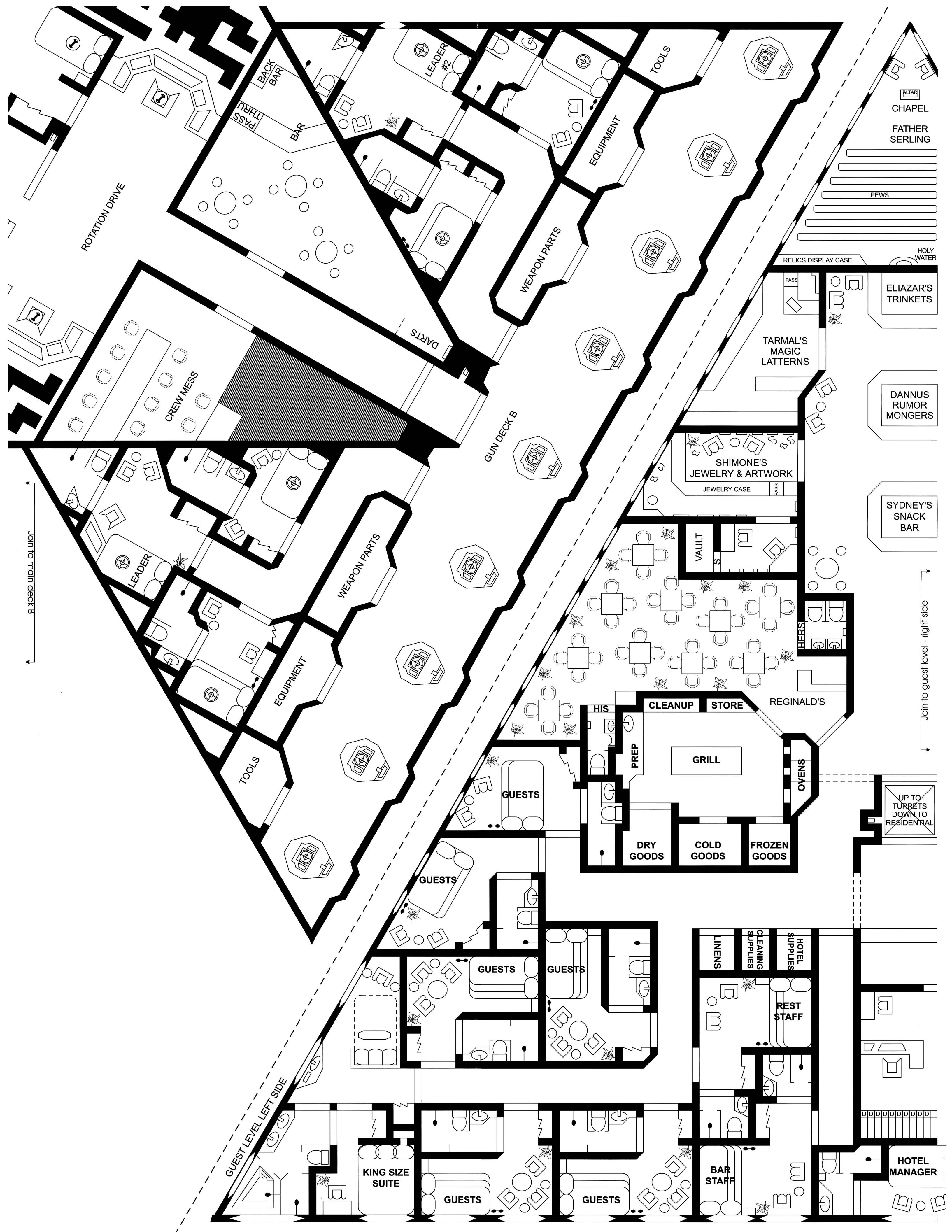
8 - 10	Troop Qtrs
11 - 12	Rotation Drive
13 - 20	Gun Decks

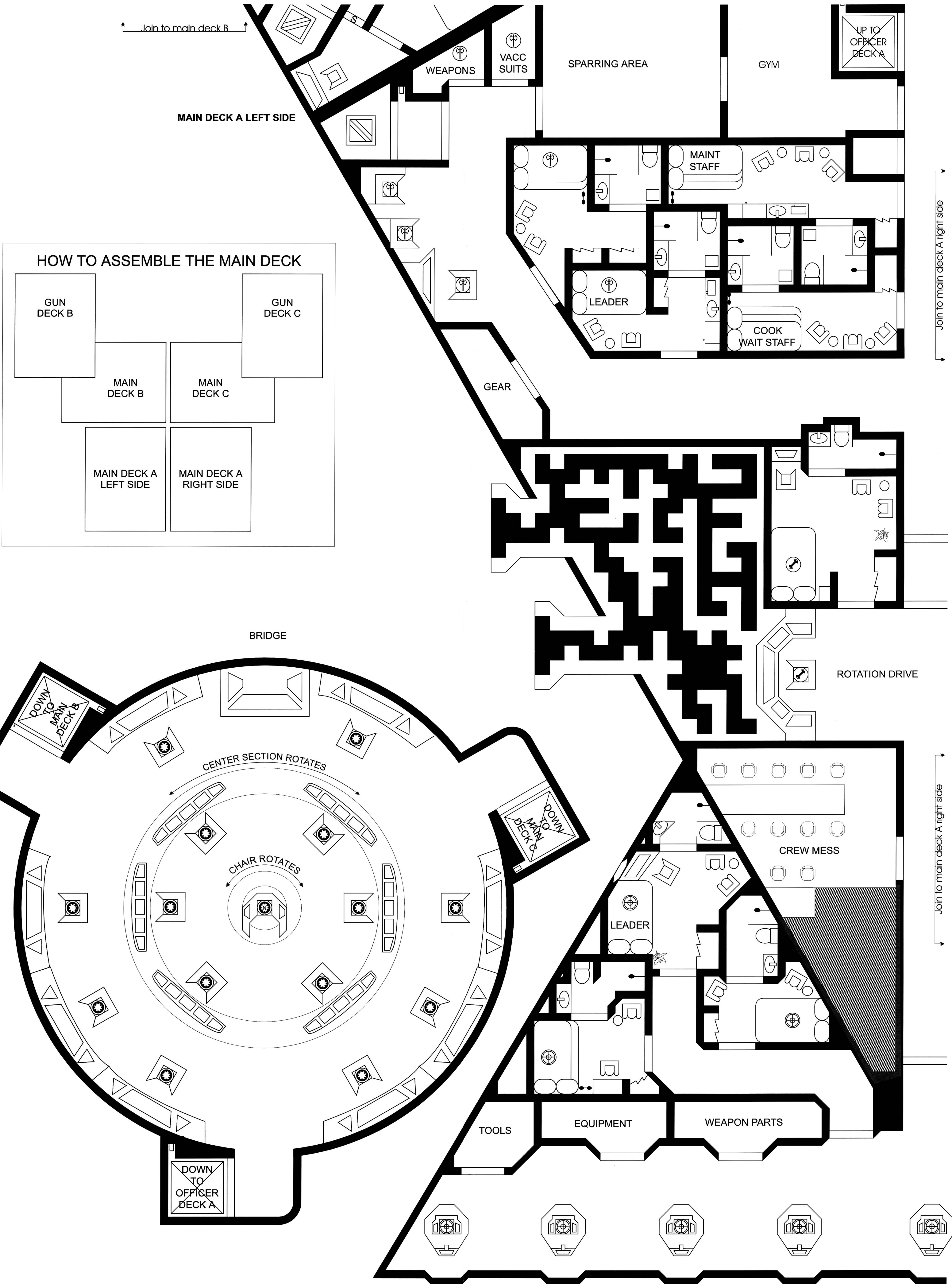
Spare Shields:

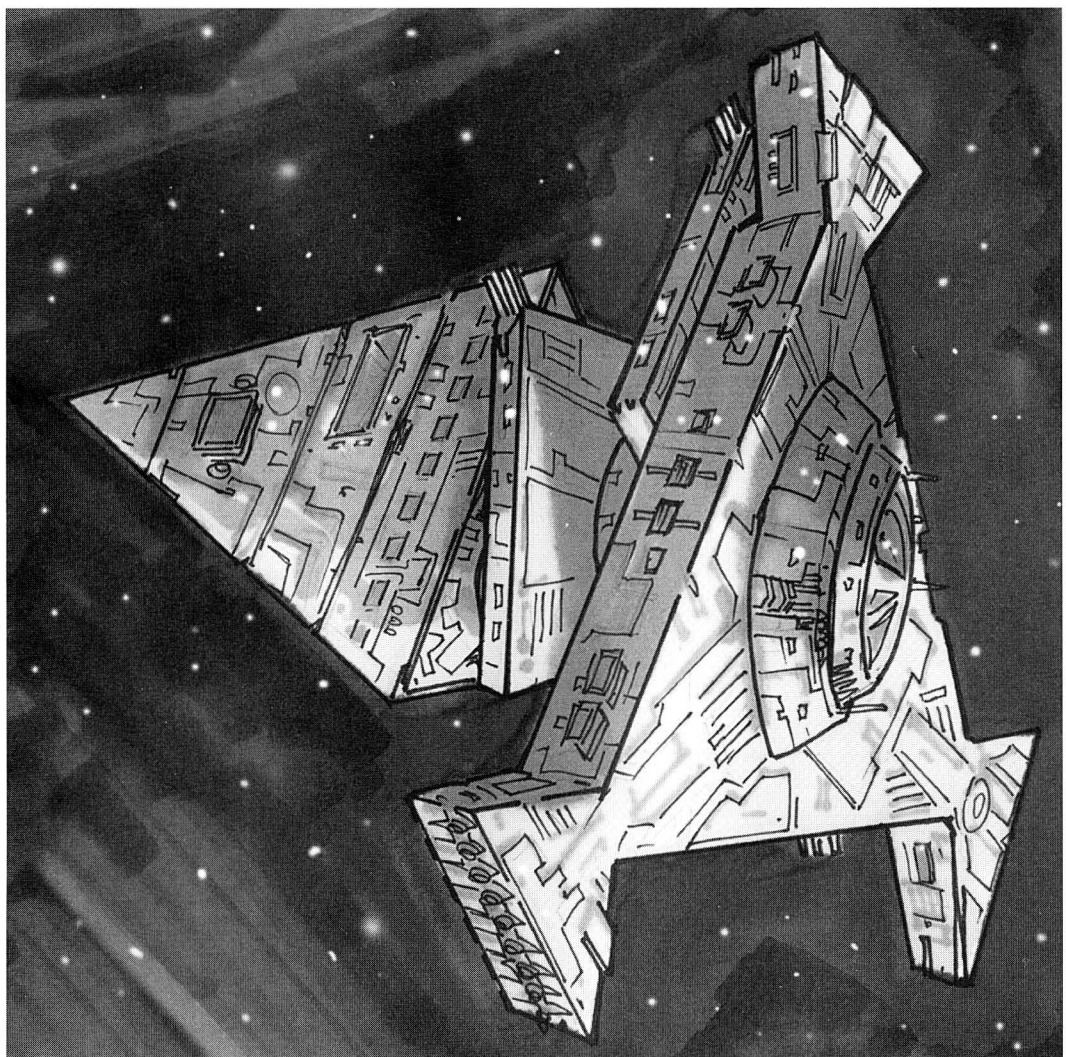
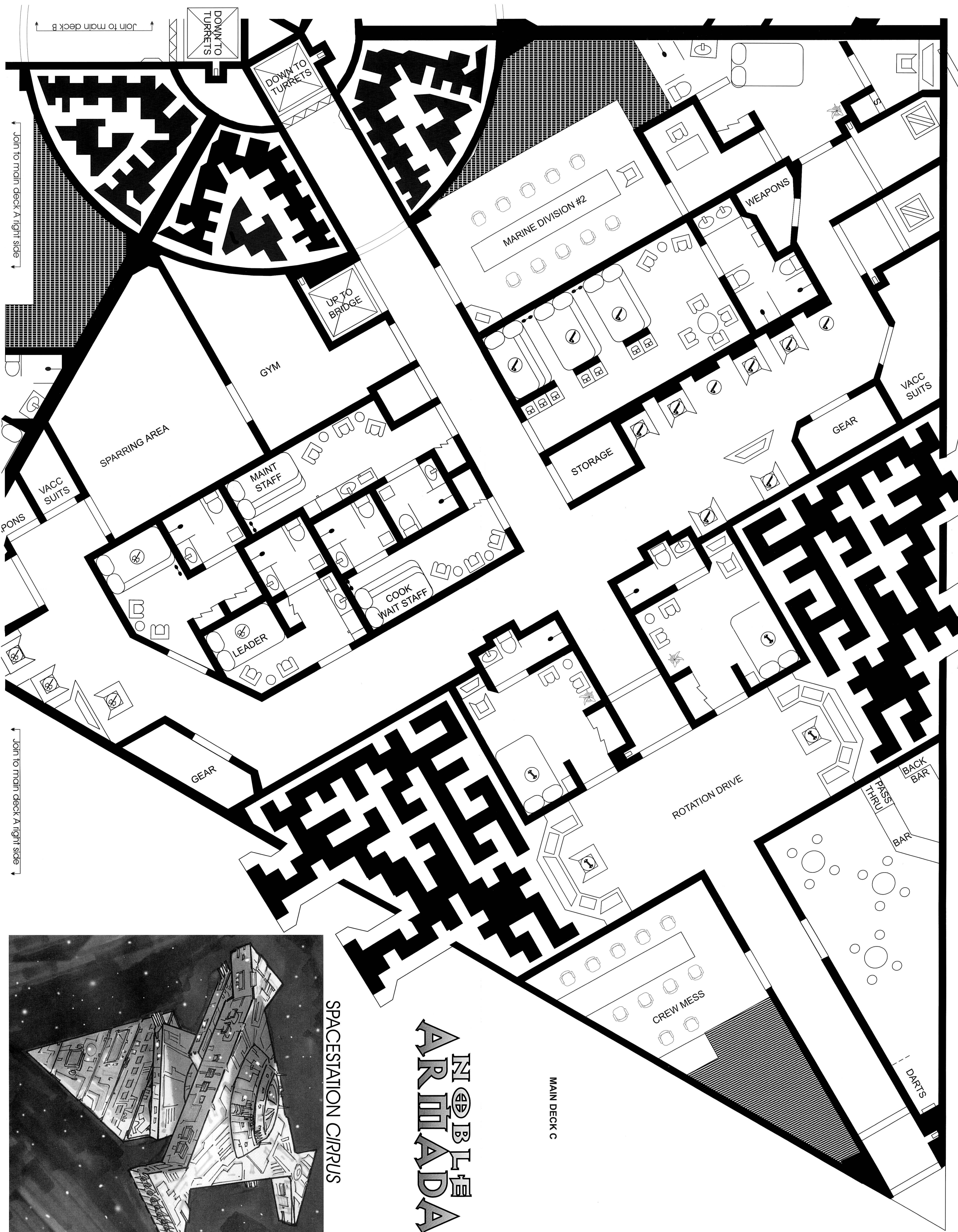
1	○
2	○
3	○
4	○
5	○
6	○











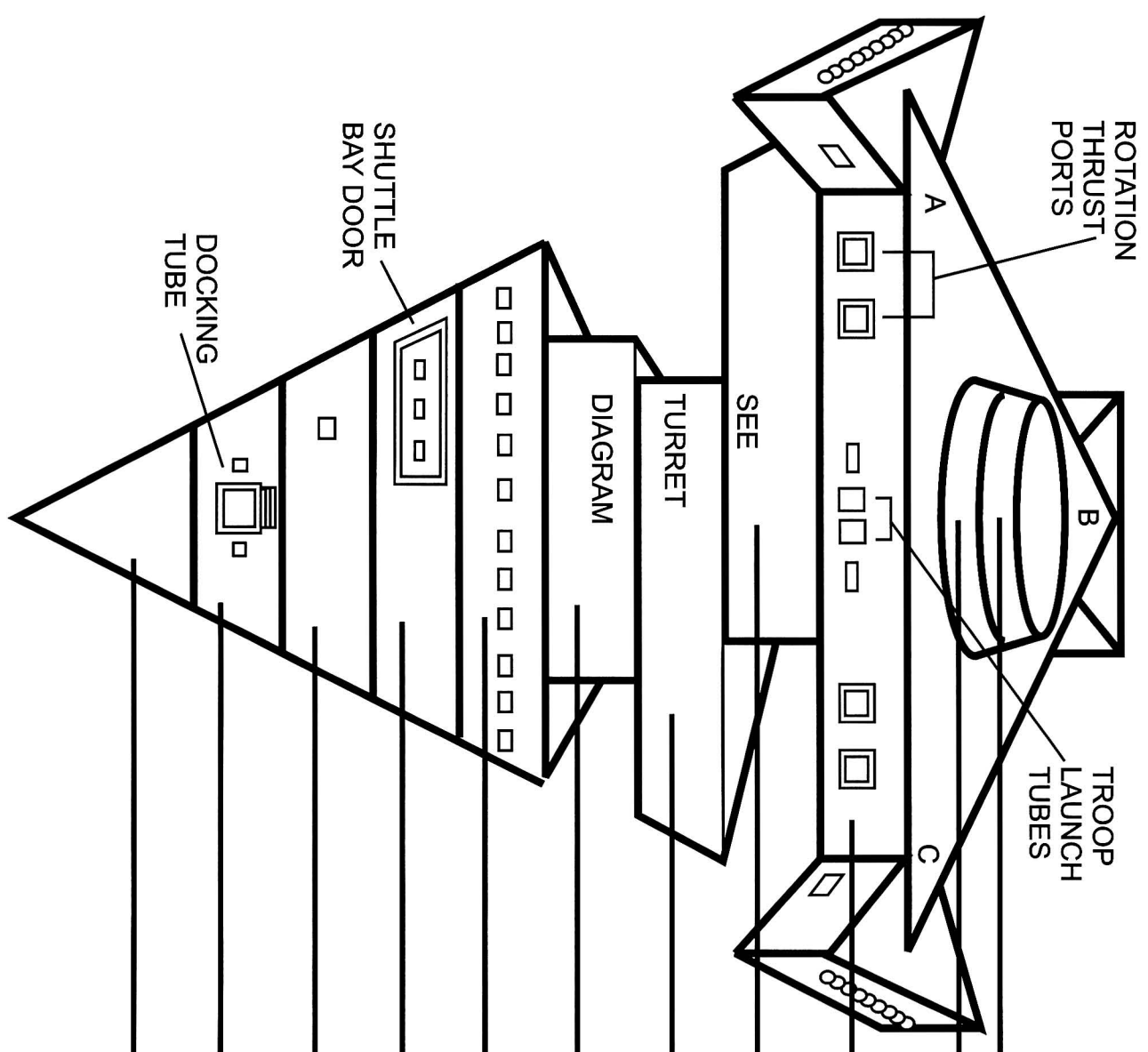
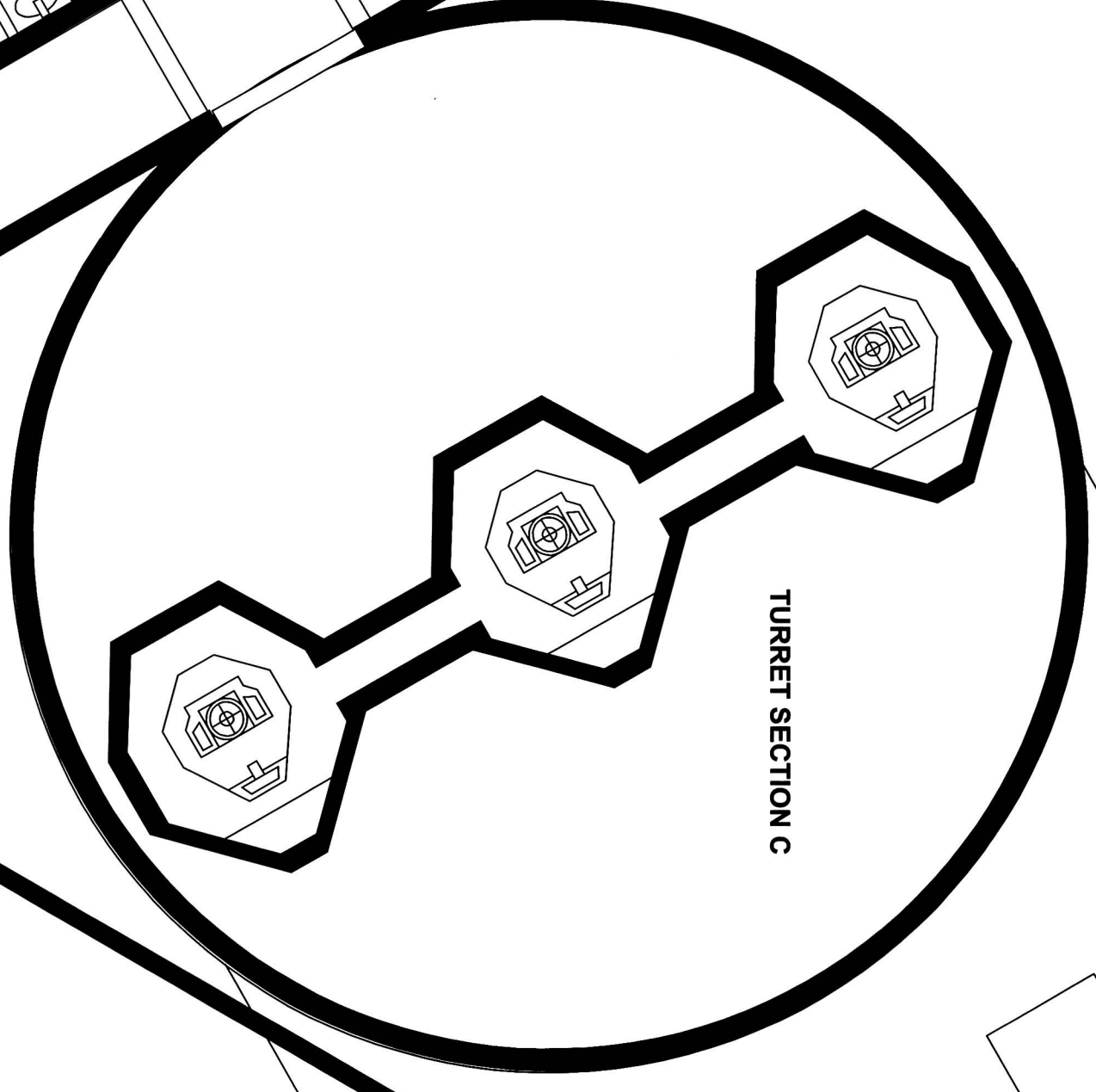
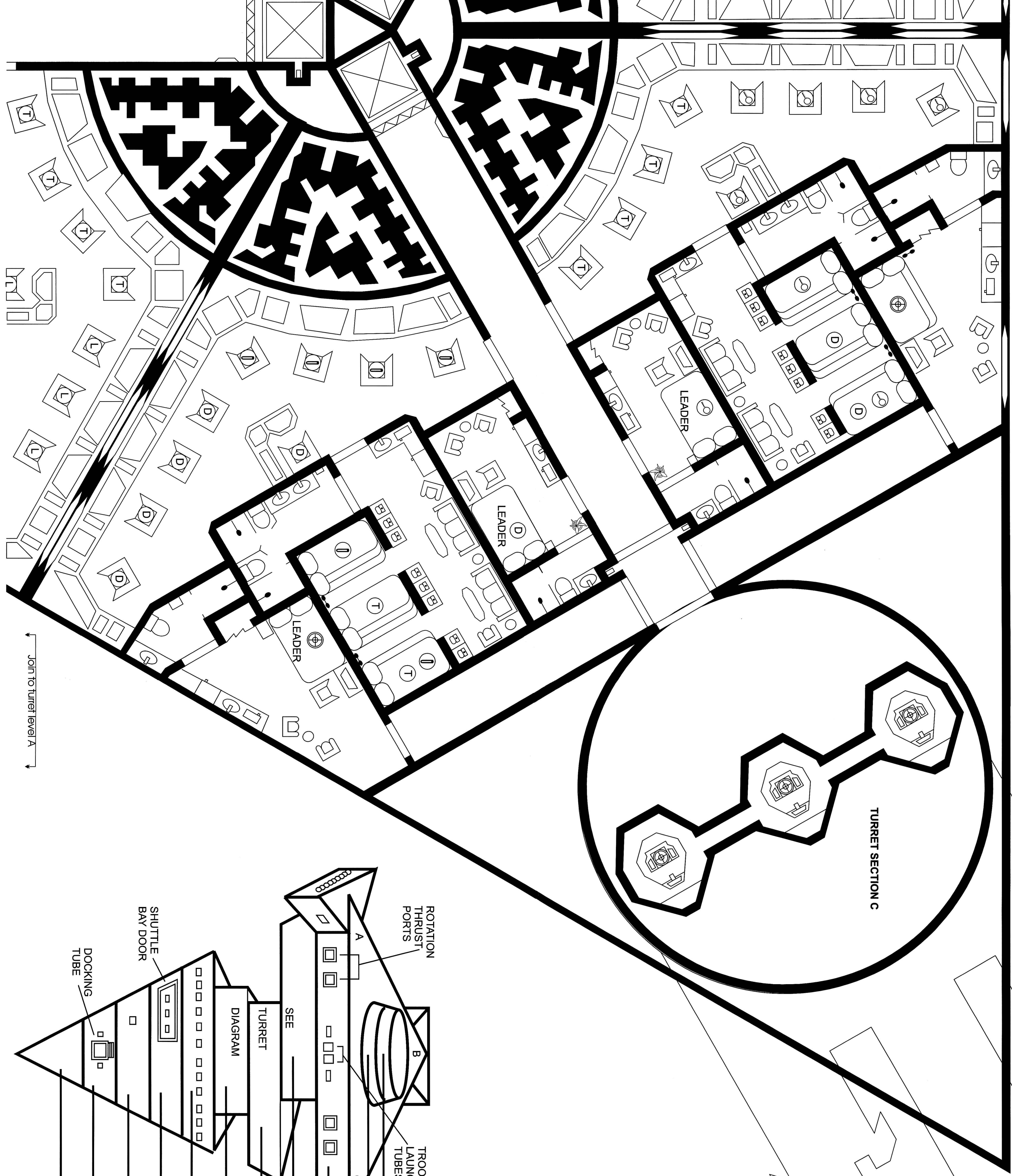
SPACESTATION CIRRUS

ARCADE

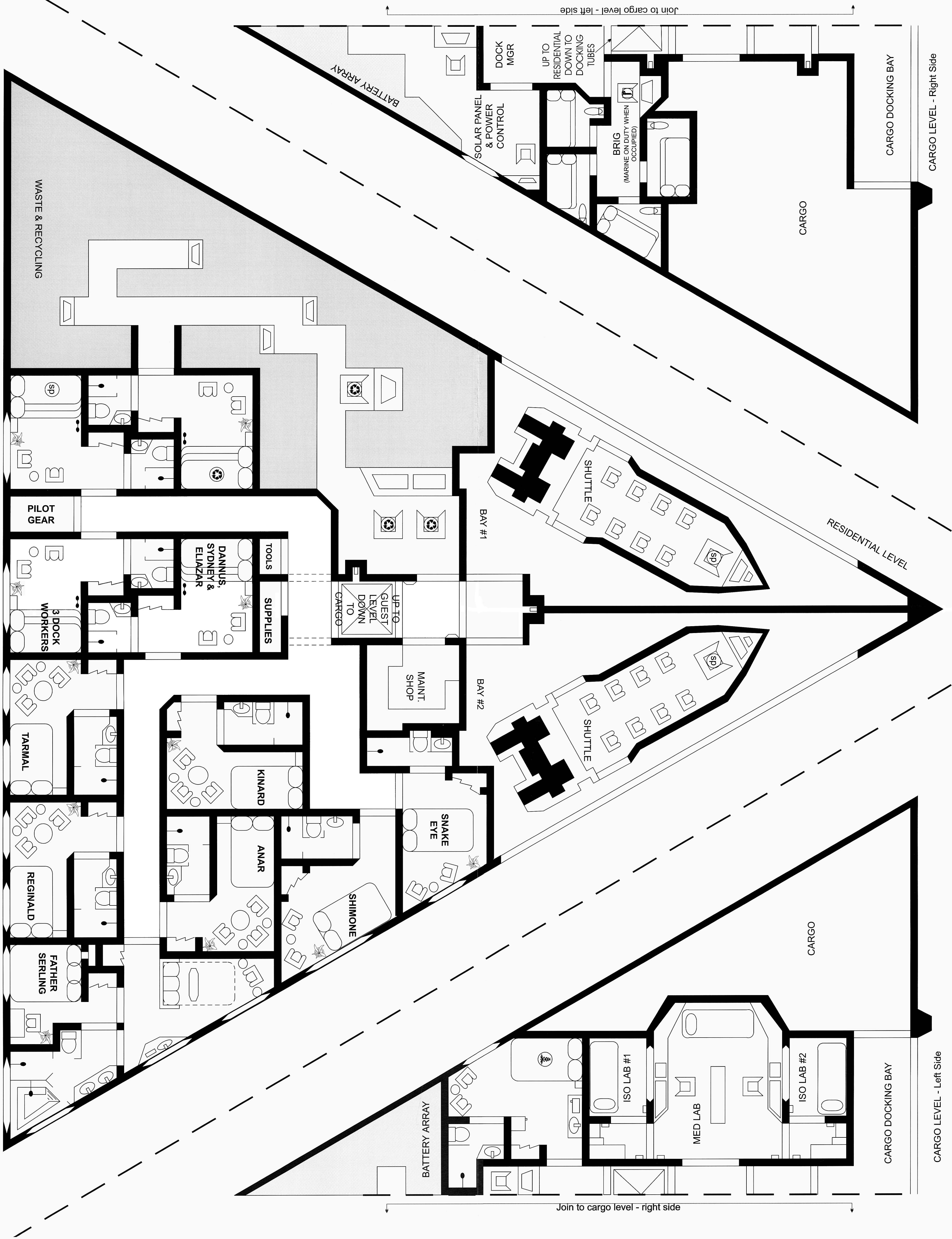
MAIN DECK C

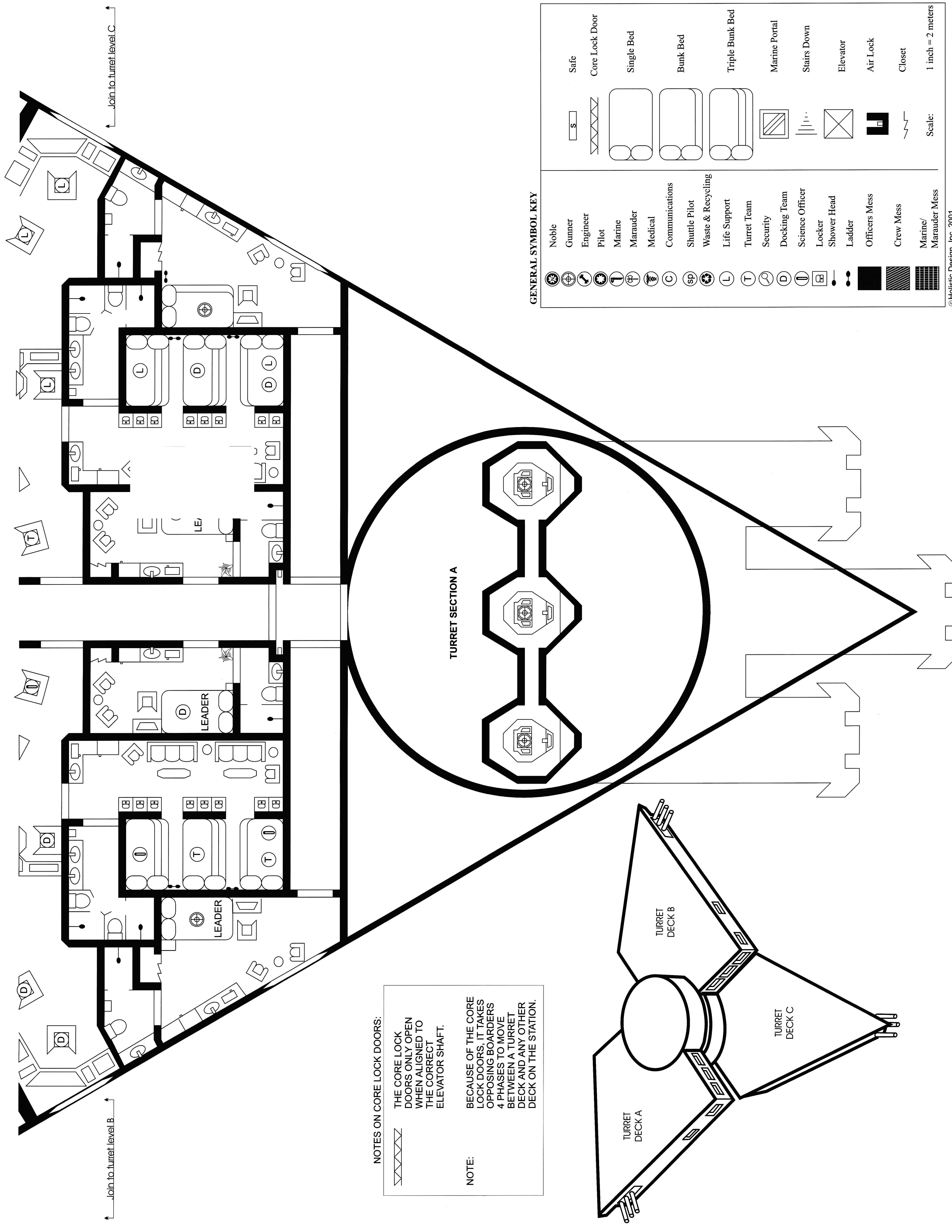


Join to turret level B



BRIDGE
OFFICERS DECK A
MAIN DECK
TURRET DECK A
TURRET DECK B
TURRET DECK C
GUEST DECK
RESIDENTIAL DECK
CARGO
DOCKING
INACCESSABLE





NOTES ON CORE LOCK DOORS:



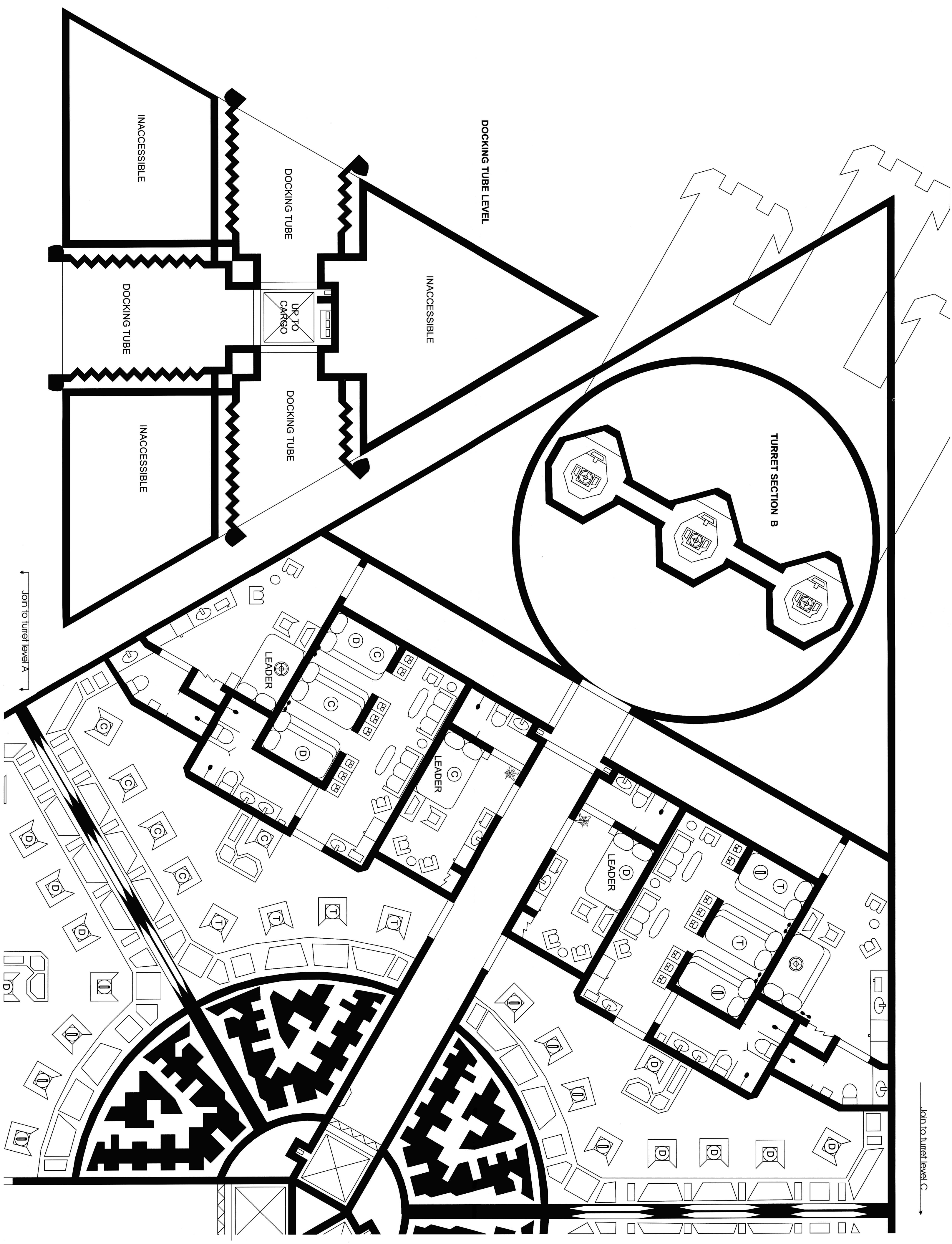
THE CORE LOCK DOORS ONLY OPEN WHEN ALIGNED TO THE CORRECT ELEVATOR SHAFT.

NOTE:

BECAUSE OF THE CORE LOCK DOORS, IT TAKES OPPOSING BOARDERS 4 PHASES TO MOVE BETWEEN A TURRET DECK AND ANY OTHER DECK ON THE STATION.

GENERAL SYMBOL KEY

	Noble		Safe
	Gunner		Core Lock Door
	Engineer		Single Bed
	Pilot		Bunk Bed
	Marine		Triple Bunk Bed
	Marauder		Marine Portal
	Medical		Stairs Down
	Communications		Elevator
	Shuttle Pilot		Air Lock
	Waste & Recycling		Closet
	Life Support		Scale: 1 inch = 2 meters
	Turret Team		
	Security		
	Docking Team		
	Science Officer		
	Locker		
	Shower Head		
	Ladder		
	Officers Mess		
	Crew Mess		
	Marine/Marauder Mess		



Space Station *CIRRUS* Deckplans

Captain: "Status report, lieutenant."

Lieutenant: "All's quiet, sir. Wait a minute — something's approaching the station. It's a Decados fleet, sir! A cruiser and three frigates!"

Captain: "Battle stations, lieutenant. Bring all guns online. We'll show these Decados scum that Space Station Cirrus is no easy pirate's mark!"

"Space Station Cirrus Deckplans" is a collection of deckplan maps for use with the Noble Armada miniatures game or the Fading Suns roleplaying game — it has also been approved for use with Traveller®! In fact, it can be used with just about any science fiction game. One large, multideck space station is featured, depicted on 25mm-scale maps — perfect for detailed boarding actions or roleplaying game firefights.

Contents: Ten 17" x 22" maps depicting the following decks:

- Bridge
- Officers Deck
- Main Deck
- Turret Decks A, B and C
- Guest Deck
- Residential Deck
- Cargo Deck
- Docking Deck

Also includes Noble Armada space station rules and battle traits.



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