FUTURE ARMADA

DELUXE STARSHIP DESIGNS

CYGNUS
SCIENCE VESSEL

18

Future Armada: Cygnus

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Overview

The Orbis-class is a common hull design by Aves Engineering that has been modified and scaled to serve as everything from gunships to passenger liners. Cygnus, presented here, is a variant (Orbis-6) produced for the ConFederation Scout Service as a long range science vessel. A gunship variant (Aquila) is detailed at the end of this document.

In the post war (or, more likely, "between wars") era there is a drive to explore new systems and expand the ConFederation while at the same time keeping watch for new or recurring dangers. Towards this end, the scout service commissioned a number of vessels to be outfit for long range exploration and reconnaissance. Cygnus is one of the first such vessels. Based on the standard disc shaped hull of the Orbis line, this variant adds a pair of large nacelles to accommodate advanced sensor systems and long range FTL drives. The main hull section is largely unchanged except for the addition of a bio sciences lab and upgrades to the medical and engineering areas to allow them to serve as specialized laboratories as well.

The ship is unarmed except for a pair of retractable missile launchers in the underside of the ship. The mechanisms are well concealed and configured to look like non-military probe launchers to a casual scan. The goal is to appear non-threatening but still have some firepower if needed.

The crew are all highly skilled professionals – experts in their fields and chosen specifically for this mission. While there is a security officer and several crewmen skilled in combat, there are no marines carried. About half the crew are scientists and the other half ship systems personnel. The captain, Captain Otubiay runs a tight ship and makes sure that everyone measures up to his exacting standards.

Adom Otubiay (41) – a former operative for ConFed Security who has retired into the scout service in order to serve the state far removed from the political hotbed of the core worlds. Of African descent, Adom has dark skin and eyes. He keeps his face and head clean shaven and is fastidious about his appearance. Tall and somewhat lanky, he is in excellent physical shape. His ConFed rank and training (plus some strings pulled behind the scenes) just qualified him for this position. Though he was once forced to assume command of an Aquila type gunship on extended patrol, this is his first official captaincy.

Adom is aloof, formal, and efficient in his role as captain but is also cognizant of his shortcomings and so quick to delegate responsibilities to experts in a given field. He sees his role as one of organizer, overseer, and decision maker. It is the responsibility of the crew to carry out their duties flawlessly and provide accurate information so the best decisions can be made.

It should be noted that Adom's actual last name and service history are classified. His Security Service designation, "Operative Two Beta: Alpha" (or "O.2.B.A") became his alias "Otubiay". Some of the officers on board have their suspicions but none are certain about their captain's former activities.

Please modify this material however you desire to fit your game and story. On the interior maps, one square is equal to 5 ft. or its rough equivalent in your system of choice.

The Art directory contains large, composite images of the ship interior. If printed out at 150 dpi, this will yield miniature-scale maps which are 36x24 inches. An oversized printer and additional software may be required in order to do this.

CYGNUS

Progress Level	7 (+PL 8 sensors)	**Size**	Colossal (-8 size)
Type	Light	**Tactical Speed**	4,000 ft. (8 squares) *3,500 ft. (7 squares)*
Subtype	Science Vessel *Gunship*	**L x W x H**	343 x 209 x 58 *168 x 164 x 46*
Defense	12	**Tonnage**	8570 *4010*
Flat-footed	8	**Targeting Bonus**	+3
Autopilot	5	**Crew**	16 (Expert +8)
Hardness	30 *40*	**Passenger Capacity**	None *8*
Hit Dice	60d20 (1,200 hp)	**Cargo Capacity**	500 register tons *20 register tons*
Initiative	+6	**Grapple Modifier**	+16
Pilot's Class Bonus	+6	**Base Purchase DC**	62
Pilot's Dex Modifier	+4	**Restriction**	Military (+3)
Gunner's Attack Bonus	+4	**Grappling Systems**	None
Engines	Particle impulse engine, Thrusters	**Armor**	Cerametal *Neutronite*
Sensors	Class VI (*III*) sensors, improved targeting	**Communications**	Mass transceiver, radio transceiver

Defense Systems	Damage control system (2d10), improved autopilot, magnetic field, particle field, radiation shielding, *point defense system*
Weapons	1 plasma missile launcher *and* *1 laser (range increment 3,000 ft.)and* *2 fire-linked heavy plasma cannons (range increment 4,000 ft.)*

Attacks	1 plasma missile launcher +1 ranged (20d8) or *1 plasma missile launcher +1 ranged (18d8) and* *2 fire-linked heavy plasma cannons +3 ranged (27d8) and* *1 laser -2 ranged (6d8)*
Attack of Opportunity	*Point-defense system +3 ranged (1d12x10)*

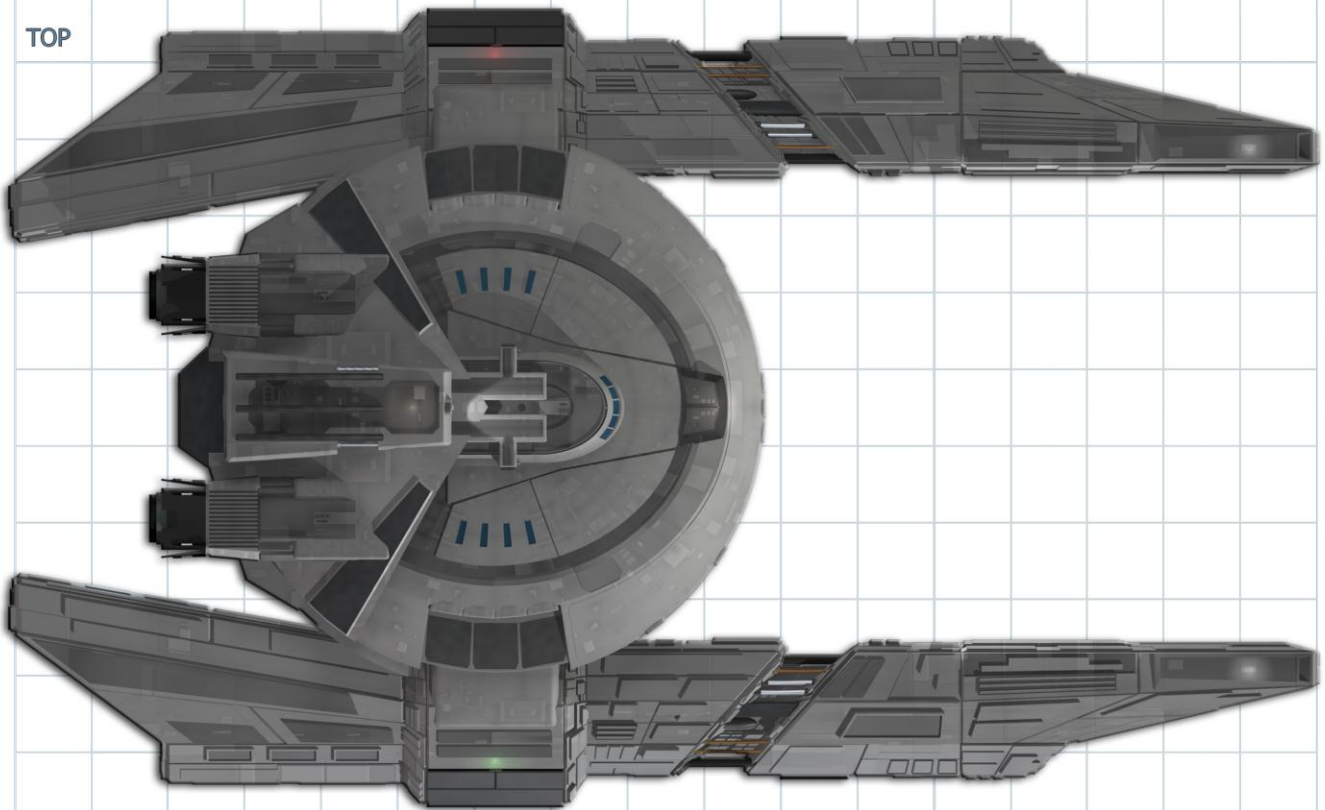*Italicized blue text is for the Aquila variant. Ignore this for the default (science vessel) layout.*

CYGNUS

SIDE

TOP

FRONT

REAR

20 ft

Interior Areas

Cygnus has three decks. The uppermost is the smallest and contains the bridge. The middle deck has cabins, off duty areas, and the shuttle bay. The lowest deck holds the labs, cargo, and engineering areas. These areas are detailed in the following pages and labeled on the interior maps which follow.

Upper Deck

Bridge

The flight deck of the ship has stations for five: the commander, two helmsmen, and two multipurpose consoles (covering sensors, communications, and science duties). The forward windows provide an excellent view across the top of the vessel.

High Entry

The chamber just aft of the bridge allows access to air locks on either side of the ship. These exit onto the gently sloping surface of the ship's upper hull. Though handholds are provided down the side of the ship, these airlocks are typically only used in space (for external maintenance) or when at a docking facility with retractable gantries. If Cygnus is just sitting on the tarmac, then the exit ramp on the lower deck is the primary means of egress.

Storage closets along the walls of the chamber contain vacuum suits and other emergency gear. The one nearest the aft door is reinforced and secured with a code lock. It contains a collection of small arms and ammunition.

A lift tube allows easy access to the mid and lower deck. In the room behind the tube a ladder and hatchway provide similar, if somewhat slower access. Note that the ladder also leads upwards to a pressure hatch in the roof. The standard dorsal hatch and extendable couplings allow for in-space linkage with similarly equipped vessels. A similar hatch and linkage tube is built into the bottom the hull as well. It is at the far end of this same ladder. Most ships will have top and bottom hatches so that vessels can link one atop the other while keeping relative gravity in the same direction.

Office

A small office is provided for the captain or current commander on duty to use. The restrooms outside are provided so that bridge staff do not have to travel far to use the facilities.

Ready Room

The aft end of the upper deck is a spacious conference room with a table for eight and a wall-sized video screen for multimedia presentations. The cabinets and storage room contain miscellaneous administrative and cleaning supplies.

Middle Deck

Lounge

The forward end of the mid deck is a large, dedicated lounge area. A variety of chairs, tables, and couches are provided, as are cabinets and a closet holding games and other entertainment supplies. The large, forward windows provide an excellent view ahead of the ship and a wall screen video unit supplies a host of other visual diversions. It is common for crew members to get meals, snacks, or libations from the galley and then bring them in here to enjoy.

Cabins

There are four single cabins and two double cabins on the middle deck. These are given to officers, ranking crew members, and guests. Other personnel bunk in the barracks on the lower deck. The cabins are fairly spacious and well appointed. All have storage cabinets, tables, and chairs – and most have windows as well.

Showers

This room has three enclosed shower stalls and basic restroom equipment. While these are the primary shower facilities, there are additional stalls in the rec room and in medical (though that is meant for patient use only). Like all of the restroom facilities, these are not gender-specific.

Restroom

This restroom is a basic facility with toilet, mirror, and sink. A trash receptacle is built into the counter top and additional paper supplies are stored under the sink.

Armory

A secure door in one corner of the lounge allows access to the ship's armory. Steel cabinets hold weapons and ammunition as well as body armor and other military-grade gear.

Rec Room

Cygnus boasts a large recreation room containing treadmills and free weights as well as punching bags and a sparring mat. The closet and cabinets hold exercise equipment. A small changing room with a shower is also provided.

Central Chamber

The round chamber at the heart of the ship is mainly just a way to get from one area to another. Supply lockers hold emergency equipment and other essentials and a pair of large video screens display the ship's status plus other announcements and information meant for visitors and the general crew. A lift tube leads to the upper and lower decks. A hatch and ladder parallel this route for those who don't care to wait.

Utility Room

Laundry machines and lockers containing uniforms and bedding line the walls. Heat and noise from the washing units combines with that from the main engines just on the other side of the bulkhead to make this a noisy and stuffy chamber. The lowest ranking crew members rotate duties between here, the galley, and general cleaning.

Shuttle Bay

Though low ceilinged for its floor area, this bay can easily accommodate the single Novemere shuttle typically carried. Gravitic and magnetic guide panels in the floor and ceiling assist with positioning the shuttle precisely within the bay. Consoles and storage units at the front of the chamber are dedicated to shuttle maintenance and repair. The circular area of the floor can rotate – allowing the shuttle to both land and leave bow first.

The sides of the bay are actually the external surface of the main engines and provide the primary means of physically accessing that machinery. Connections and cables are provided to refuel and recharge the shuttle directly from Cygnus' engines and power core.

This bay is not included in the 500 tons of cargo space on Cygnus. If devoted to storage rather than a shuttle, this area can hold an additional 100 tons of cargo. Unlike the cargo bays in the nacelles, this bay does not have an extendible ramp for easy access to the ground. This could make loading such cargo inconvenient.

Containment

In addition to serving as a brig, the two cells here are also rigged for biological quarantine and observation. Each has a bed, toilet, and sink with a detachable sprayer (an ad hoc shower).

Lower Deck

Sensors

The forward half of the nacelles on either side of Cygnus house advanced sensor arrays. The innards of these systems are only accessible at the end nearest the cargo bay. Here cramped passages allow crew to get to key diagnostic and control consoles. More extensive modification or repair typically involves EVA (Extra-Vehicular Activity).

Cargo Bays

The middle section of each nacelle is a spacious cargo bay. The outside wall of each bay is a huge door which slides upwards to open. If needed a ramp can be lowered to the ground as well. Each bay can accommodate a pair of HMT-337 cargo containers, though they are more often used for various crates or the occasional ground vehicle. Along the edge of the room are some basic controls for the systems in this room (the door, atmospheric force field, magnetic clamps, and environment) as well as storage closets with tools and vacuum suits.

The portion of the room closest to the main hull is raised up a couple of feet due to the architecture of the nacelles. Though not easily accessible, the missile bays lie beneath these floor sections. On either side, steep stairways follow the slope of the connecting structure leading from the nacelle up to the lower deck of the ship. The top of the stairs are joined by a railed balcony from which the rest of Cygnus can be accessed – either though doors to the rest of the lower deck or via ladders leading up to the middle deck.

Engineering

FTL drives take up the aft portion of each nacelle. As with the sensors, there is a chamber within the bowels of the drive that allows engineers to directly access diagnostic and control systems for each drive unit.

Barracks

Each of these rooms holds bunks and storage for four crew members. Each room also has a table, video unit, and private restroom. These barracks are used by lower ranking crew members as those with sufficient status instead reside in the cabins on the middle deck. Depending on the current roster, these rooms may be segregated by gender – but that is the exception rather than the rule.

Exit Ramp

When the ship is on the ground, this ramp can be lowered and extended to allow easy access onto and off of Cygnus. Because the bnacelles hold the lower hull well above the ground, the ramp has to extend quite a ways. For safety, this model of ramp includes pop-up handrails along its entire length. With the ramp lowered an automated floor section can slide out to secure entrance to the ship (by fully covering the rectangular area of floor that would otherwise be open to the outside in area 20).

Biology Lab

The port side of the lower deck is a biology lab dedicated to the examination of known and unknown life forms. One side of the room holds scanning equipment and computers while the other has a variety of plant samples and aquariums/terrariums containing small organisms.

Escape Pods

A dozen Niagra-2 escape pods line the walls of this gloomy chamber. Each pod can hold two people, providing more than enough seats for crew and passengers on a normal trip. When launched, the pod drops down through the floor, the hatch in the floor here seals while one in the hull of the ship opens, and then the pods are ejected out the bottom of the ship into space. The system is not usable if Cygnus is currently landed.

A lift is provided to move personnel to the middle and upper levels of the ship. The ladder leads up to the middle deck and down to a pressure hatch in the bottom of the ship. That seven foot length of shaft can also seal at the floor level of this room to serve as a cramped air lock.

Medical

The med bay has a fully equipped examination and surgery theater plus a recovery ward with two beds and a nurse's station. In addition to the usual medical gear, the examination room has additional equipment for use in xenological examination.

Reactor Core & Science Lab

The aft end of the lower deck houses the ship's reactor, providing power to both sublight and FTL drives as well as the ship in general. This advanced fusion core is also the centerpiece of the physics and engineering laboratory which fills much of the chamber. Wall screens and computer interface consoles line each wall while the back of the room is dominated by the rotating column mechanism atop which sits the shuttle in the bay above.

Underside View

Following the two pages showing the interior deckplans of Cygnus is a page with a view of the underside of the ship. From this angle, the exterior hatches for the escape pods and exit ladder can be seen, as well as the exit ramp forward of that area. The concealed missile bays and obvious shuttle platform are called out, as are the locations for the landing struts. The larger, central struts hold most of the weight when Cygnus is grounded, with the forward and aft columns serving mainly for balance. Note that the central, circular part of the hull is supported only by the nacelles and the exit ramp needs to extend nearly two stories to reach ground level.
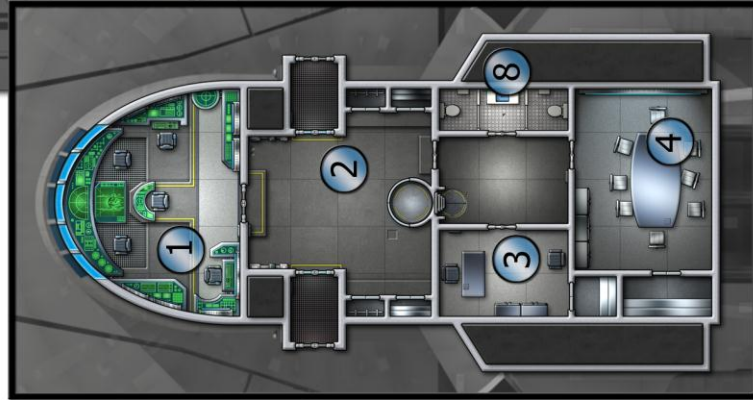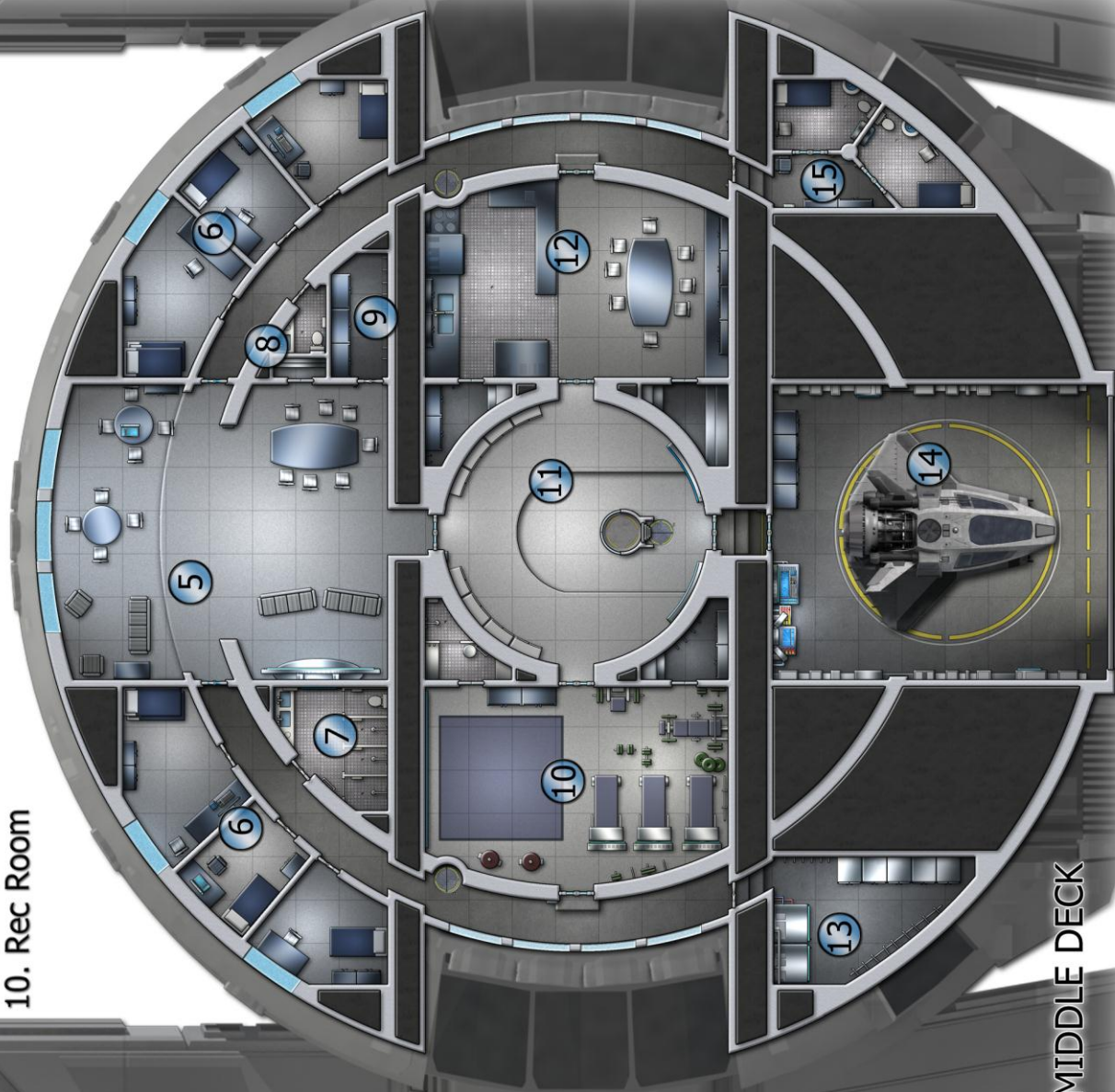
CYGNUS

FUTURE ARMADA
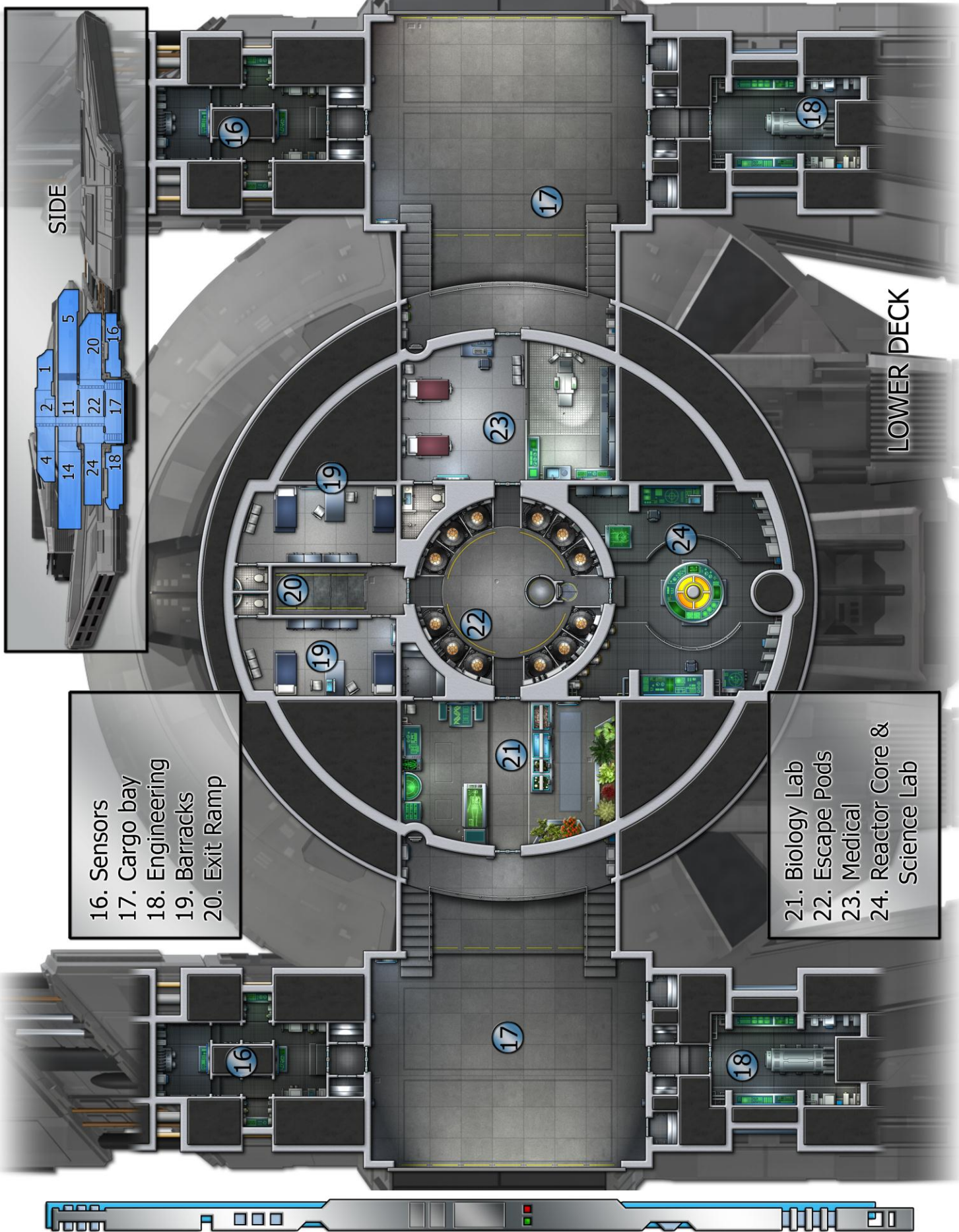
5. Lounge
6. Cabins
7. Showers
8. Restroom
9. Armory
10. Rec Room

11. Central Chamber
12. Galley
13. Utility Room
14. Shuttle Bay
15. Containment

1. Bridge
2. High Entry
3. Office
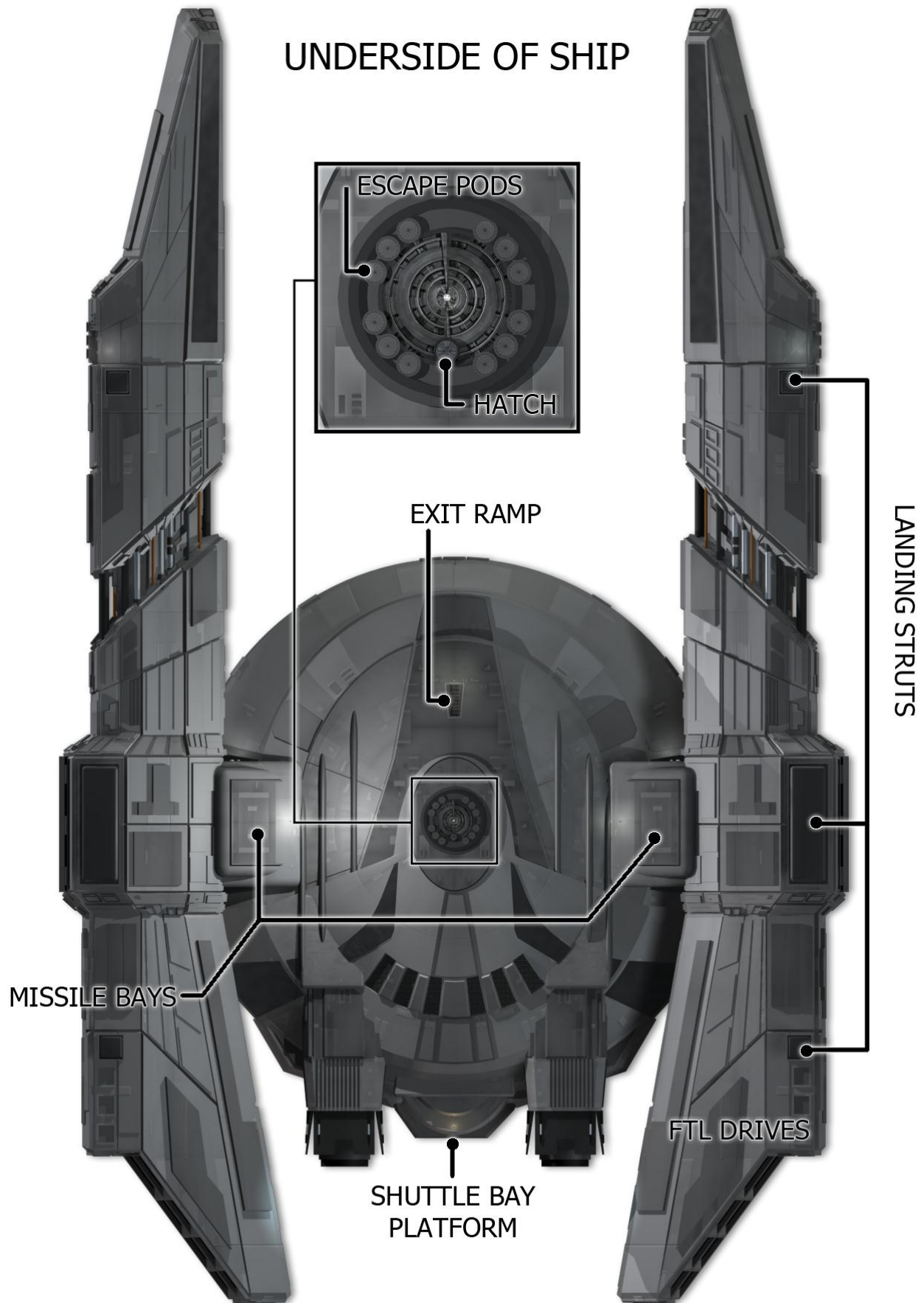4. Ready Room

MIDDLE DECK

UPPER DECK

SIDE

LOWER DECK

16
17
18

23

19

20

19

22

21

24

16. Sensors
17. Cargo bay
18. Engineering
19. Barracks
20. Exit Ramp

21. Biology Lab
22. Escape Pods
23. Medical
24. Reactor Core &
    Science Lab

16

17

18

UNDERSIDE OF SHIP

ESCAPE PODS

HATCH

EXIT RAMP

LANDING STRUTS

MISSILE BAYS

SHUTTLE BAY PLATFORM

FTL DRIVES

Crew

Adom Otubiay

Strong Hero 3 / Charismatic Hero 2 / Soldier 7

CR 12; human; HD 3d8+9 + 7d10+21 + 2d6+6; HP 96; Mas 16; Init +4; Spd 30 ft; Defense 22, touch 19, flatfooted 19 (+2 Dex, +7 class, +3 equipment); BAB +9; Grap +11; Atk +11 melee (2d8+2, Concussion Rod), or +12 ranged (2d10, Plasma Pistol); AL ConFed; SV Fort +11, Ref +9, Will +3; AP 6; Rep +3;
Str 14, Dex 14, Con 16, Int 13, Wis 11, Cha 14.

Occupation: Military (Knowledge [Tactics], Pilot)

Skills: Bluff +4, Craft (mechanical) +5, Diplomacy +7, Drive +12, Intimidate +14, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +15, Profession +15

Feats: Advanced Firearms Proficiency, Armor Proficiency (Light), Personal Firearms Proficiency, Simple Weapons Proficiency, Endurance, Leadership, Alertness, Starship Operations (Light), Oathbound, Athletic, Martial Arts, Combat Martial Arts

Strong Talents: Extreme Effort, Ignore Hardness
Charismatic Talents: Coordinate
Soldier Abilities: Weapon Focus (Plasma Pistol), Weapon Specialization (Plasma Pistol), Improved Critical (Plasma Pistol), Improved Reaction, Tactical Aid

Possessions: Light Combat Armor, Plasma Pistol; Wealth +6

Expert Crew

Smart Ordinary 4 / Fast Ordinary 3

CR 7; human; HD 4d6 plus 3d8; HP 28; Mas 10; Init +4; Spd 30 ft; Defense 22, touch 19, flatfooted 18 (+4 Dex, +5 class, +3 equipment); BAB +4; Grap +4; Atk +4 melee (1d3, unarmed), or +8 ranged (2d10, Plasma Pistol); AL ConFed;
SV Fort +2, Ref +7, Will +3; AP 3; Rep +3;
Str 10, Dex 18, Con 10, Int 12, Wis 11, Cha 10

Occupation: Military (Navigate, Pilot)

Skills: Computer Use +8, Craft (Electronic) +8, Craft (Mechanical) +8, Craft (Structural) +8, Drive +8, Knowledge (Tactics) +8, Knowledge (Physical Sciences) +8, Knowledge (Technology) +8, Navigate +8, Pilot +8, Profession (Military) +8, Repair +8, Tumble +8

Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Simple Weapons Proficiency, Starship Operations (Light), Starship Operations (Ultralight), Zero-G Training

Possessions: Light Combat Armor, Plasma Pistol; Wealth +6

Aquila-class Gunship

Overview

Aquila is an early Orbis 3 class designed for the war. It lacks the nacelles found on Cygnus (an Orbis 6) – instead sporting a pair of heavy plasma cannons on either side of the main hull.

Aquila has neutronite hull plating to better protect it, though at the cost of speed. It retains the plasma missile launchers found on Cygnus but also adds a trio of laser turrets – mainly for point defense duties. Two of these are on the dorsal (top) hull surface directly above the hatches on either side of the middle deck (just outside of the rec room and galley). Though not visible on the map, there are hand holds built into the walls here to facilitate turret access. The third turret is near the center of the ventral hull. Access is through the hatch in the floor of area 22. This turret can also open to allow access to the ground (which is only a few feet below the turret when Aquila is sitting on the tarmac.

Interior Areas

The upper and middle decks have the same layout at Cygnus and use the same map pages and poster map. On the lower deck the bio science lab is replaced by barracks for dedicated marines (to repel boarders). The medical bay is also more crowded, having additional beds to accommodate greater casualties. Both the medical and engineering areas lack the advanced laboratory equipment found on Cygnus but are well enough equipped for combat duties.

The weapon bays on each side of the ship provide diagnostic and control panels for the big guns as well as the missile launchers. These launchers are not fully contained beneath the floor plating as they are in Cygnus. Instead, the area above the launchers is a walled-in pillar containing extended magazines of plasma missiles. While Cygnus carries 8 missiles (4 in each nacelle) Aquila holds 24 total.

Stairs in this area allow access to the pressure doors on the side exterior of the hull, though it requires some ducking under the plasma cannon housings which extend the length of the chamber. These doors do not have air locks and so are only used for boarding when planetside.

Notes

Because Aquila lacks the nacelles (and thus the cargo holds) found on Cygnus, it is not uncommon for the shuttle bay to be used as storage. Even so, it typically makes short patrols or brief sorties with other war ships.

With the addition of eight marines, there are exactly enough seats on the escape pods to evacuate the crew. While some may use the shuttle, if available, there could still be problems if anyone launches their pod with only one passenger aboard. To avoid this, every crew member is assigned a specific pod (1 through 12) and is responsible for their partner as well.

The game statistics for Aquila are shown in *blue* in the stat block for Cygnus earlier in this document.

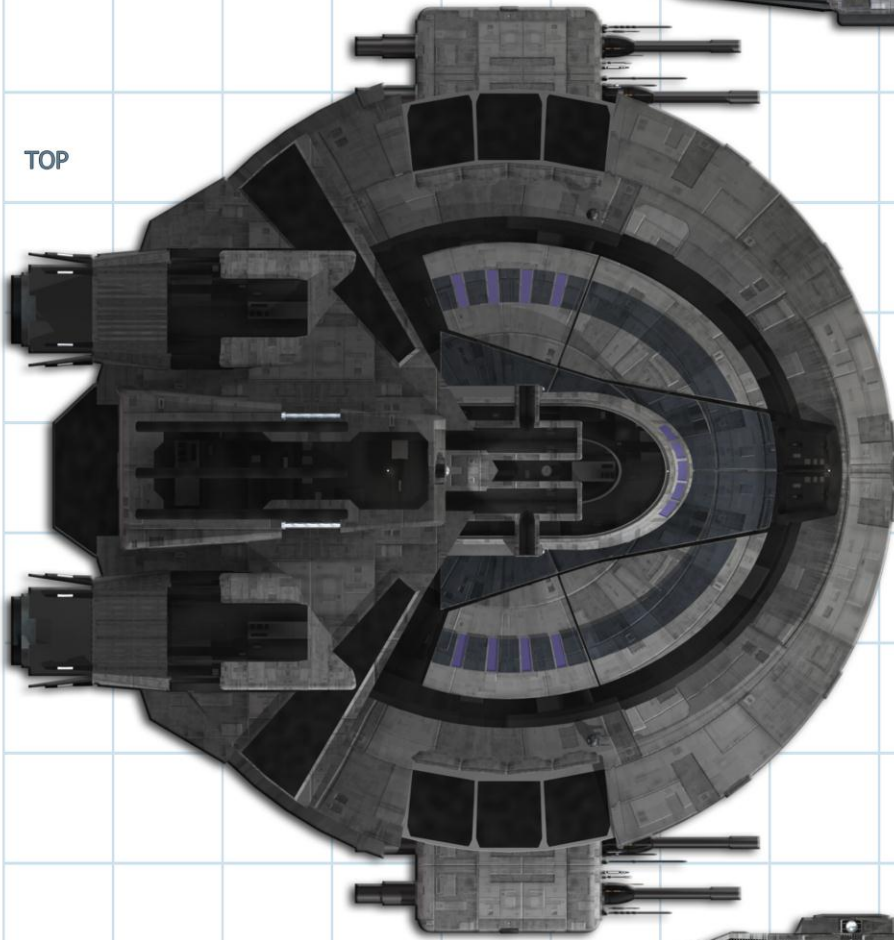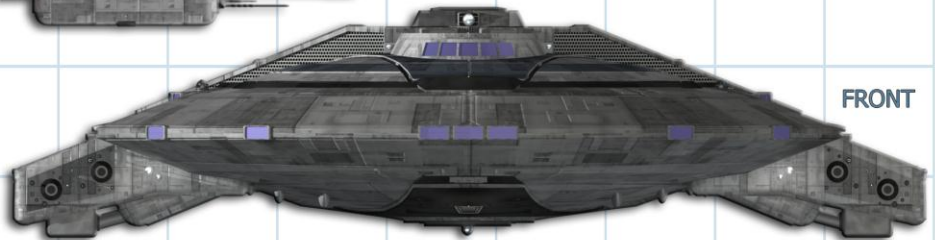# AQUILA

SIDE
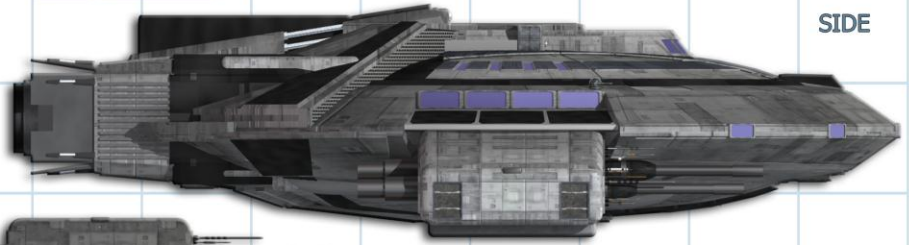
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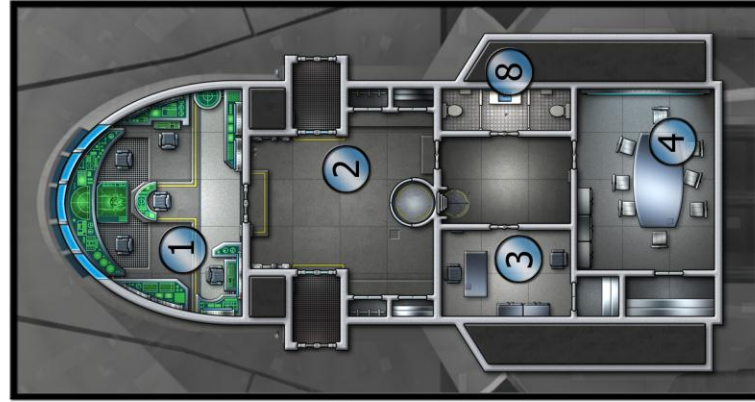
20 ft

AQUILA

5. Lounge
6. Cabins
7. Showers
8. Restroom
9. Armory
10. Rec Room

11. Central Chamber
12. Galley
13. Utility Room
14. Shuttle Bay
15. Containment

1. Bridge
2. High Entry
3. Office
4. Ready Room

MIDDLE DECK

UPPER DECK

LOWER DECK

16. Sensors
17. Weapon Bay
18. Engineering
19. Barracks
20. Exit Ramp

21. Missile Launcher
22. Escape Pods
23. Medical
24. Reactor Core &
    Science Lab
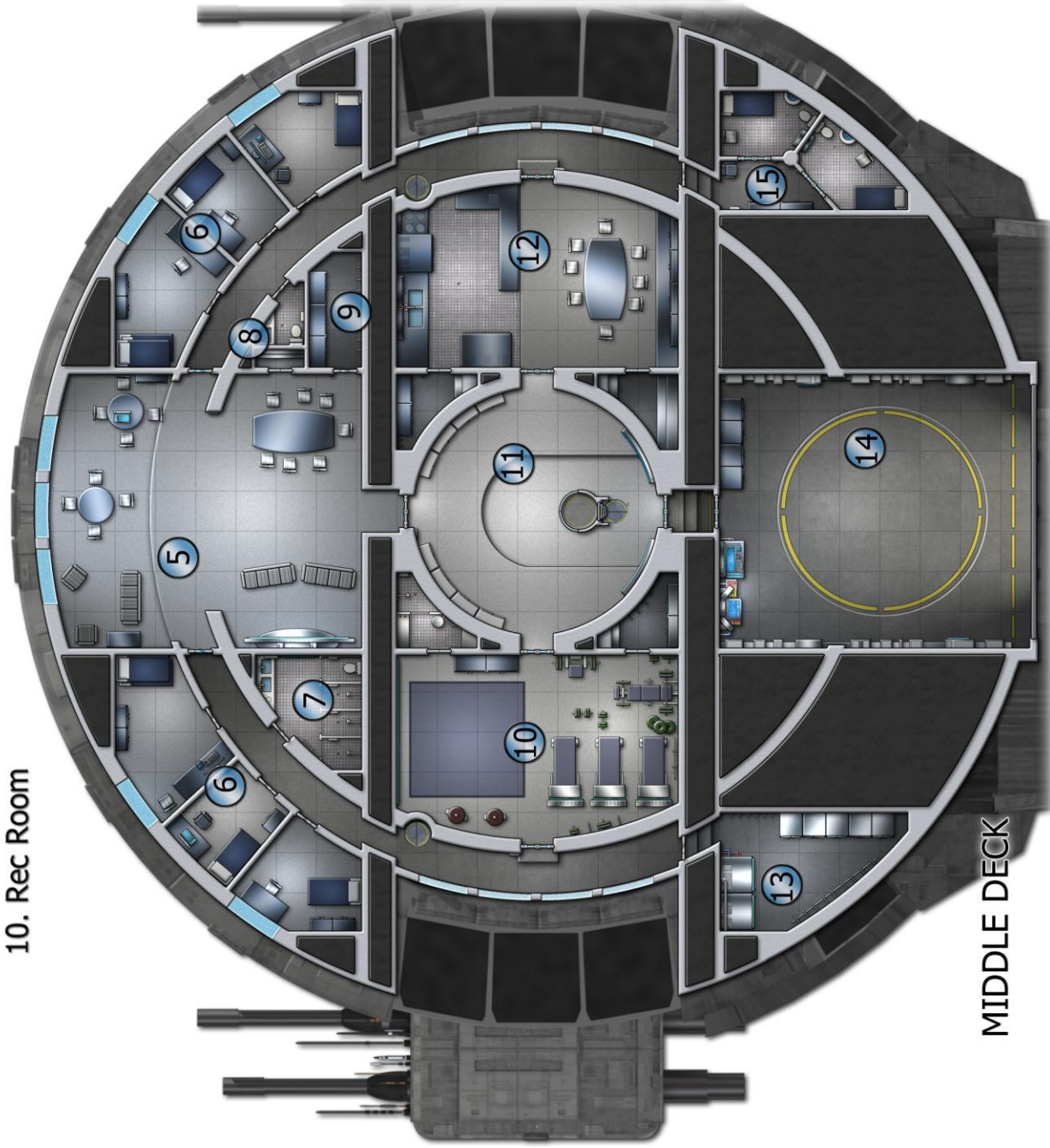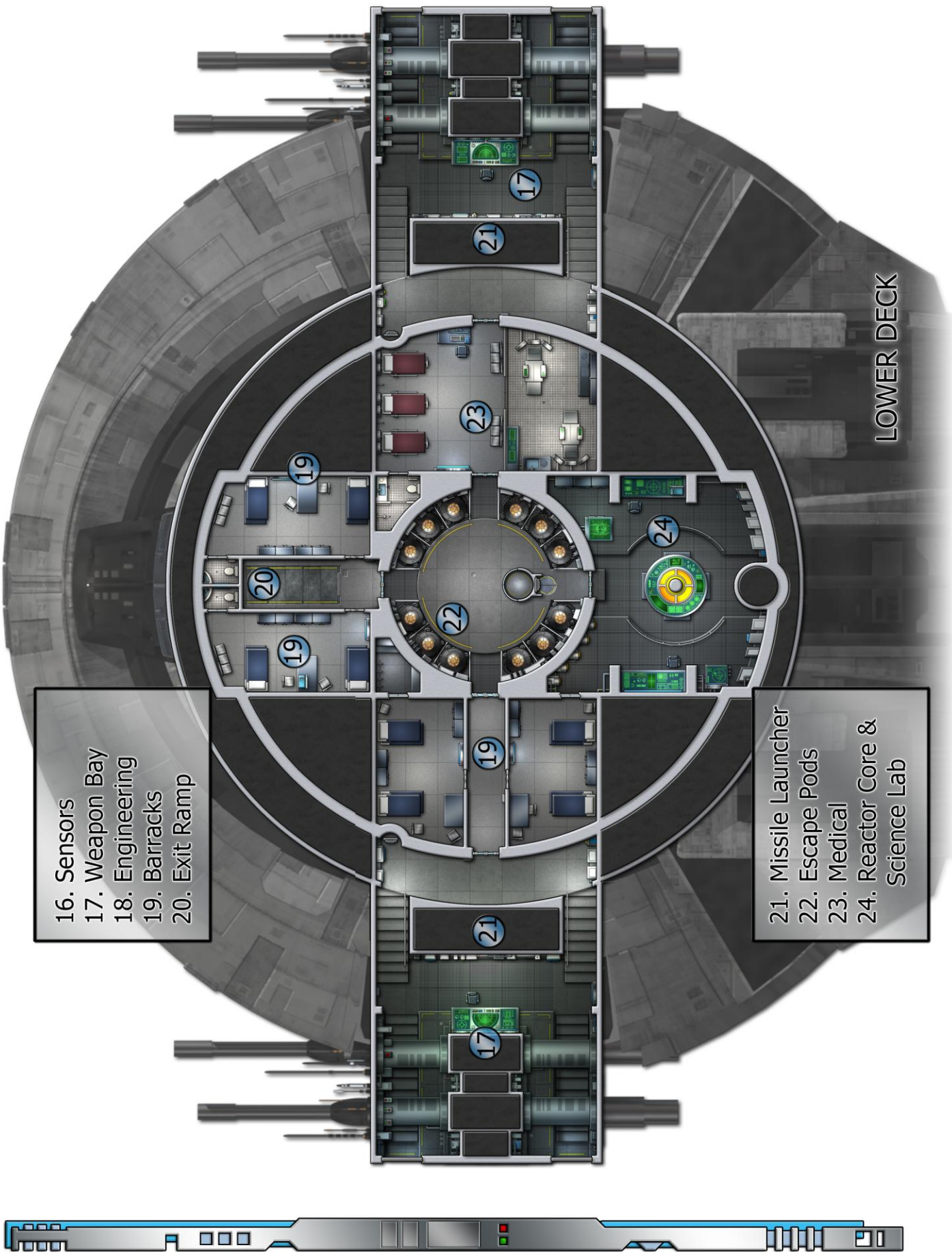
Additional Information

Novemere-class Shuttle

The Novemere is the 9th generation of a common shuttle craft design found throughout Terran space. This particular shuttle (designated "Novemere Alpha") has been refit to accommodate a pair of senor and science stations. The original configuration had additional seating in this area, allowing it to comfortably transport eight people instead of just four. Maps for both variants are provided. In either case, there is an equipment locker accessible beneath the carpet in the middle of the floor. It contains emergency vacuum suits, tools, and supplies. These military versions of the shuttle are also armed.

NOVEMERE			
Progress Level	7	**Size**	Huge (-2 Size)
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)
Subtype	Armed shuttle	**L x W x H**	26 x 24 x 8
Defense	16	**Tonnage**	13
Flat-footed	14	**Targeting Bonus**	+1
Autopilot	11	**Crew**	1 Custom (+6)
Hardness	30	**Passengers**	4
Hit Dice	7d20 (140 hp)	**Cargo Capacity**	500 lbs.
Initiative	+2	**Grapple Mod**	+8
Pilot Bonus	+6	**Purchase DC**	43
Pilot's Dex Mod	+2	**Restriction**	Military (+3)
Gunner Bonus	+4	**Grappling System**	none
Engines	Induction Engine, Thrusters	**Armor**	Cerametal
Sensors	Class V sensors, Targeting System	**Communications**	Laser transceiver, Radio transceiver
Expert crew			
Defense Systems	Autopilot system, Particle field		
Weapons	2 fire-linked lasers (range increment 3,000 ft)		
Attacks	2 fire-linked lasers +3 ranged (9d8)		
Attack of Opportunity	none		

NOVEMERE
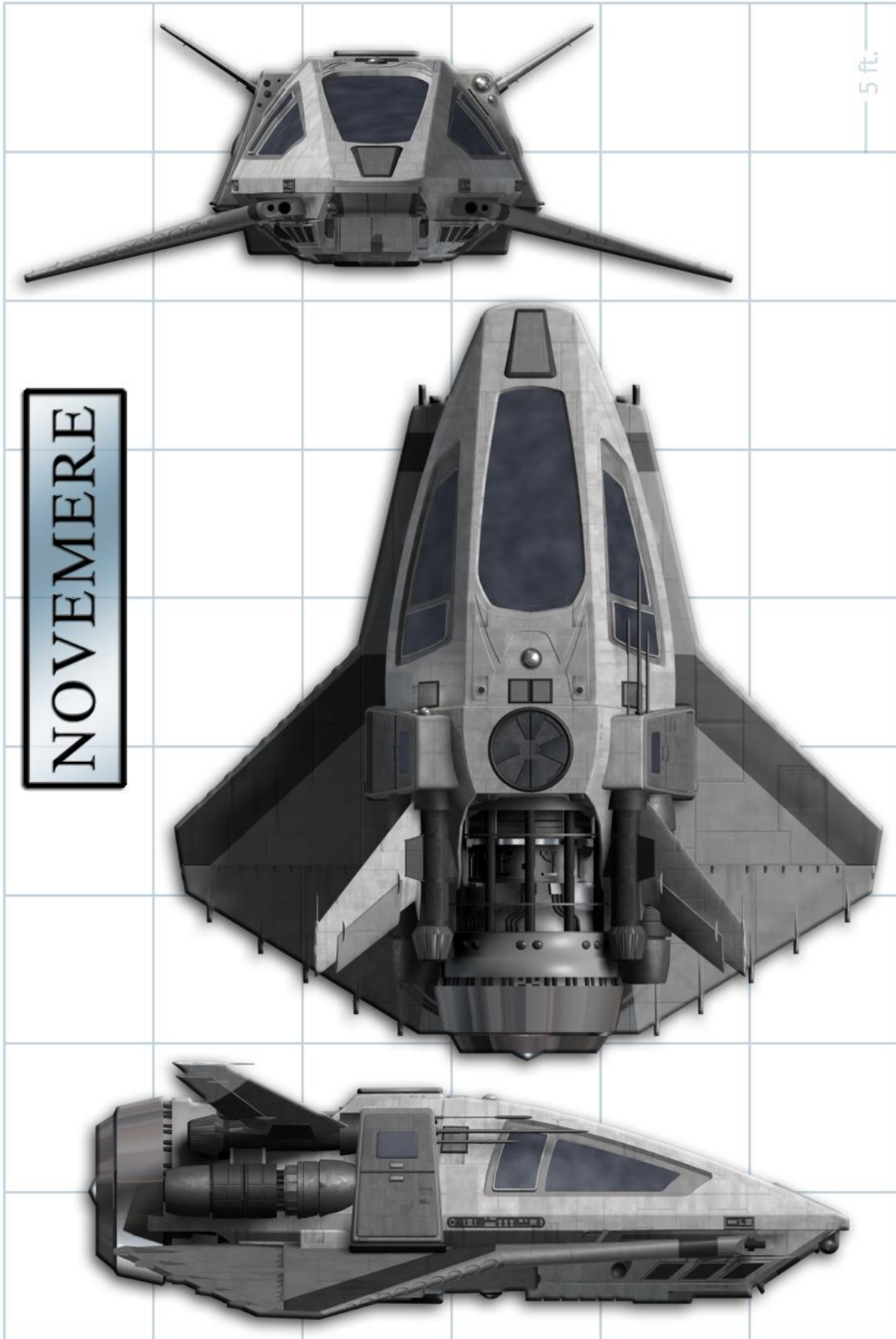
Escape Pods

There are a dozen escape pods accessible from the central chamber on the lower deck. These Niagara 2 pods are small, two person vehicles designed for a long stay and single reentry & landing. The pod has no piloting controls and operates automatically using data from the ship's main computer at the time of launch.

Though the exterior is the same size as the Niagra1 single person pod, this version squeezes two seats inside. The passengers are face to face with their knees almost touching. A single person can survive up to 6 days inside one of these pods. With two people, this time is reduced to 3 (very uncomfortable) days.

The interior of the pod is not mapped out as it contains nothing more than two well padded chairs (with five-point harness and built-in toilet) and basic controls for the comm and sensors. There is a door-like hatch in the side of the pod and a round hatch in the bottom. The top end of the escape pod serves as a window.

NIAGARA 2 Escape Pod			
PL	5	Size	Medium (+0 size)
Type	Ultralight	Speed	1,500 ft. (3 squares)
Subtype	Escape Pod	L x W x H (ft)	7 x 5 x 5
Defense	10 (Flat 10, Autopilot 10)	Tonnage	1.2
Hardness	20	Targeting	+0
Hit Dice	3d20 (60 hp)	Crew	0
Initiative	+0	Passengers	2
Pilot's Class	+0	Cargo	10 lbs
Pilot's Dex	+0	Grapple	+0 (no grappling system)
Gunner	+0	Base Pur DC	27 Licensed (+1)
Engines	Maneuvering jets	Armor	Alloy Plating
Sensors	Class I	Comm	Radio transceiver with distress beacon
Defensive Systems	Autopilot system		
Weapons	none		
AoO	none		

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