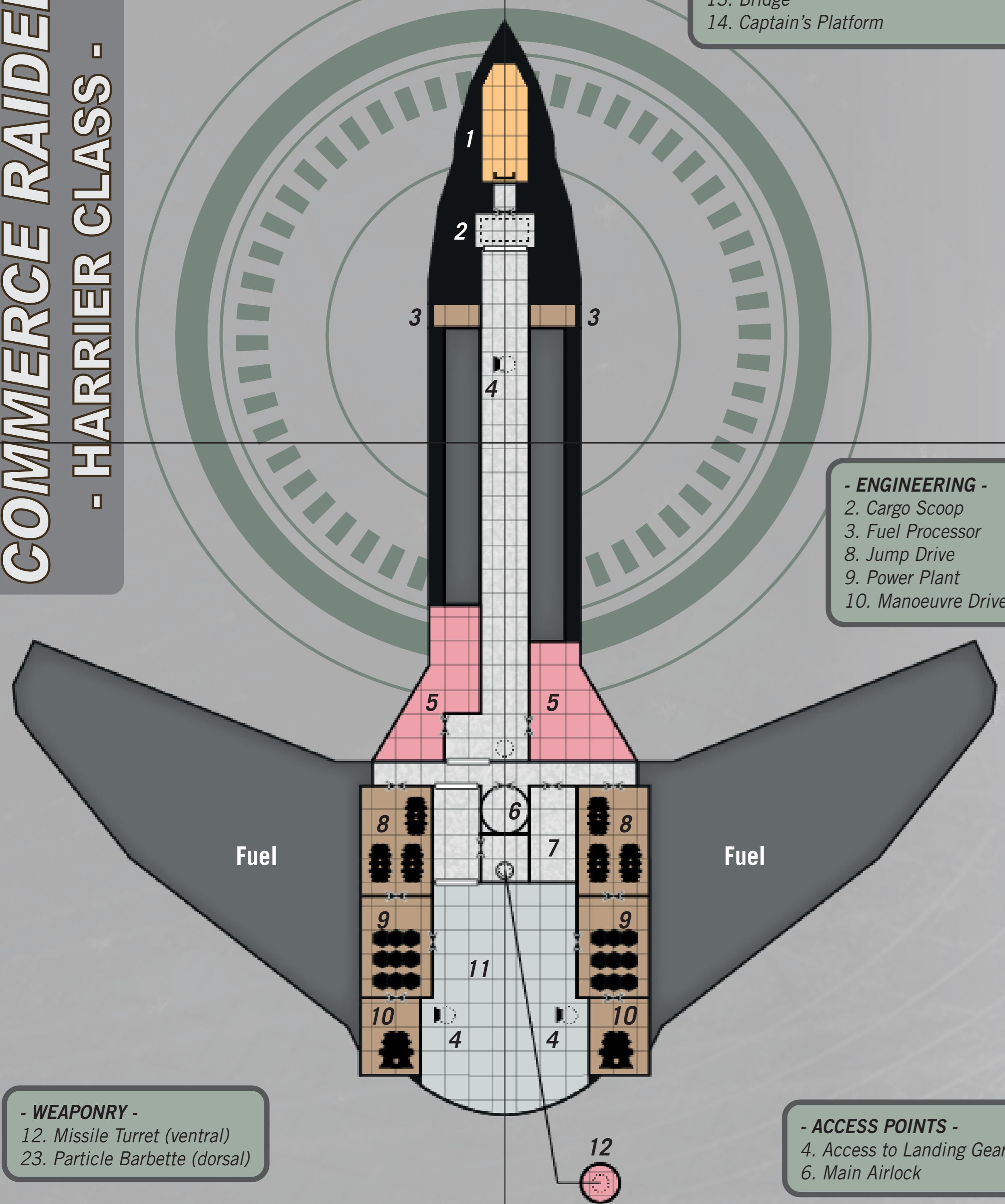


PIRATES OF DRINAX

- DECKPLANS -

COMMERCE RAIDER

- HARRIER CLASS -

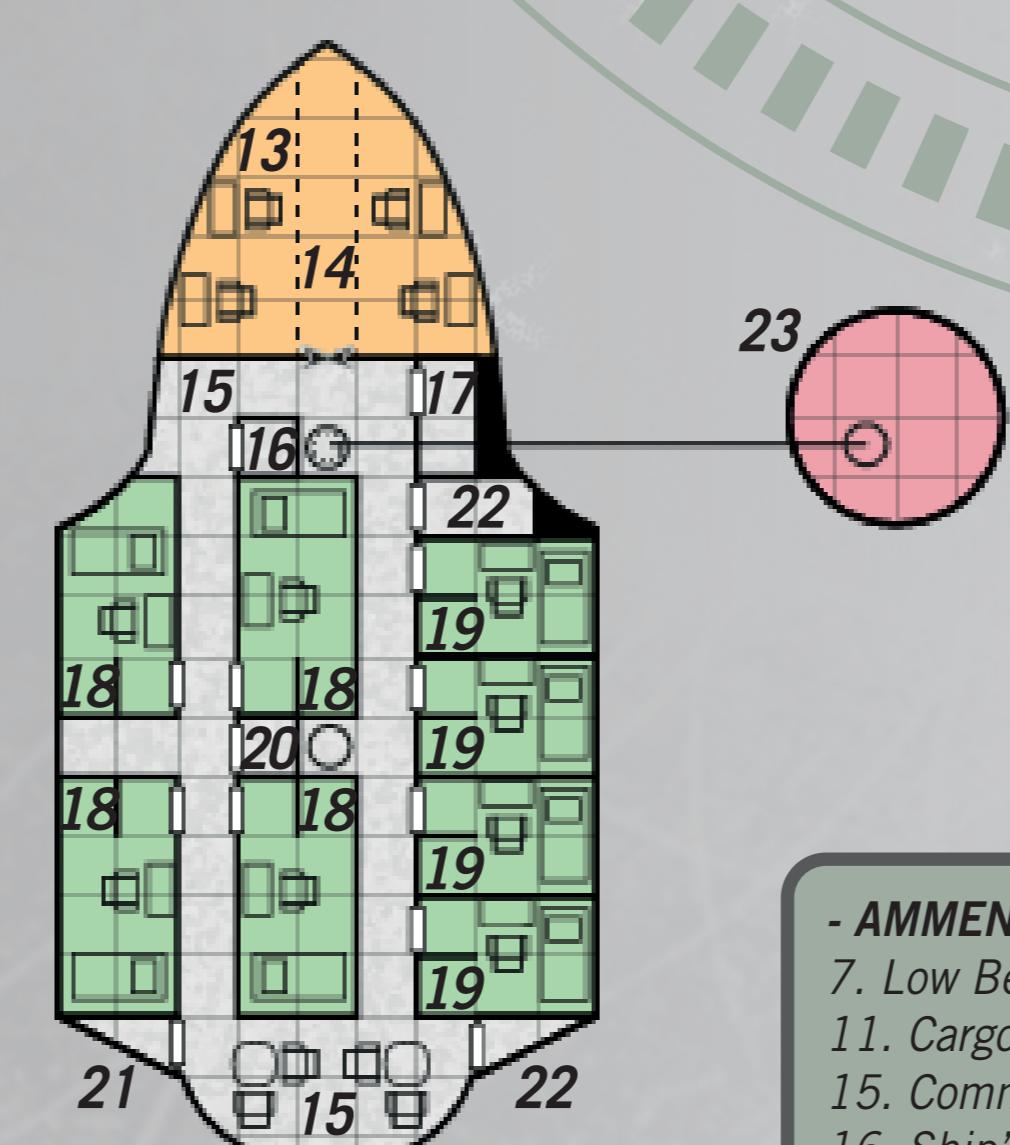
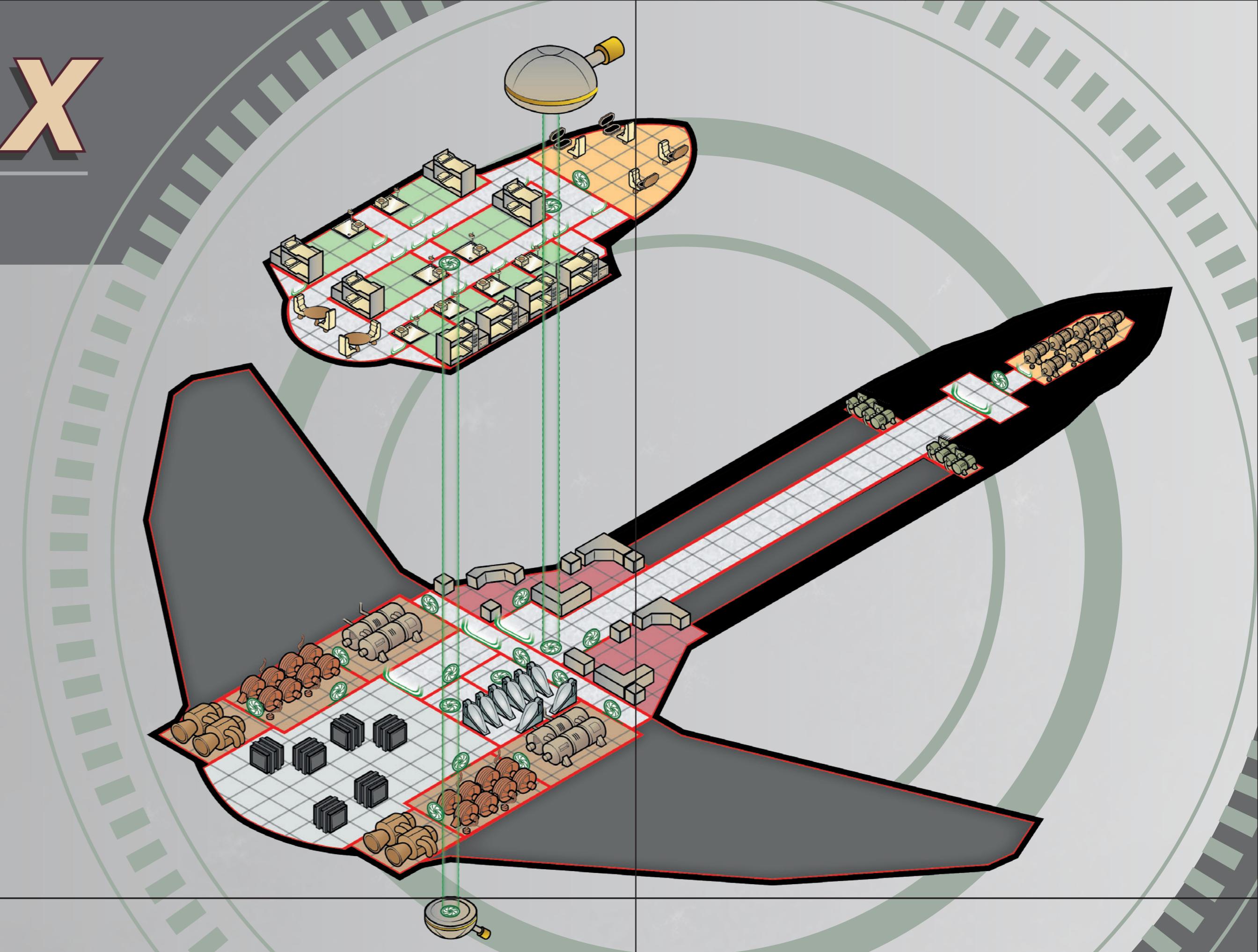


- AVIONICS AND COMMAND CENTER -
1. Sensors
5. Countermeasures Suite
13. Bridge
14. Captain's Platform

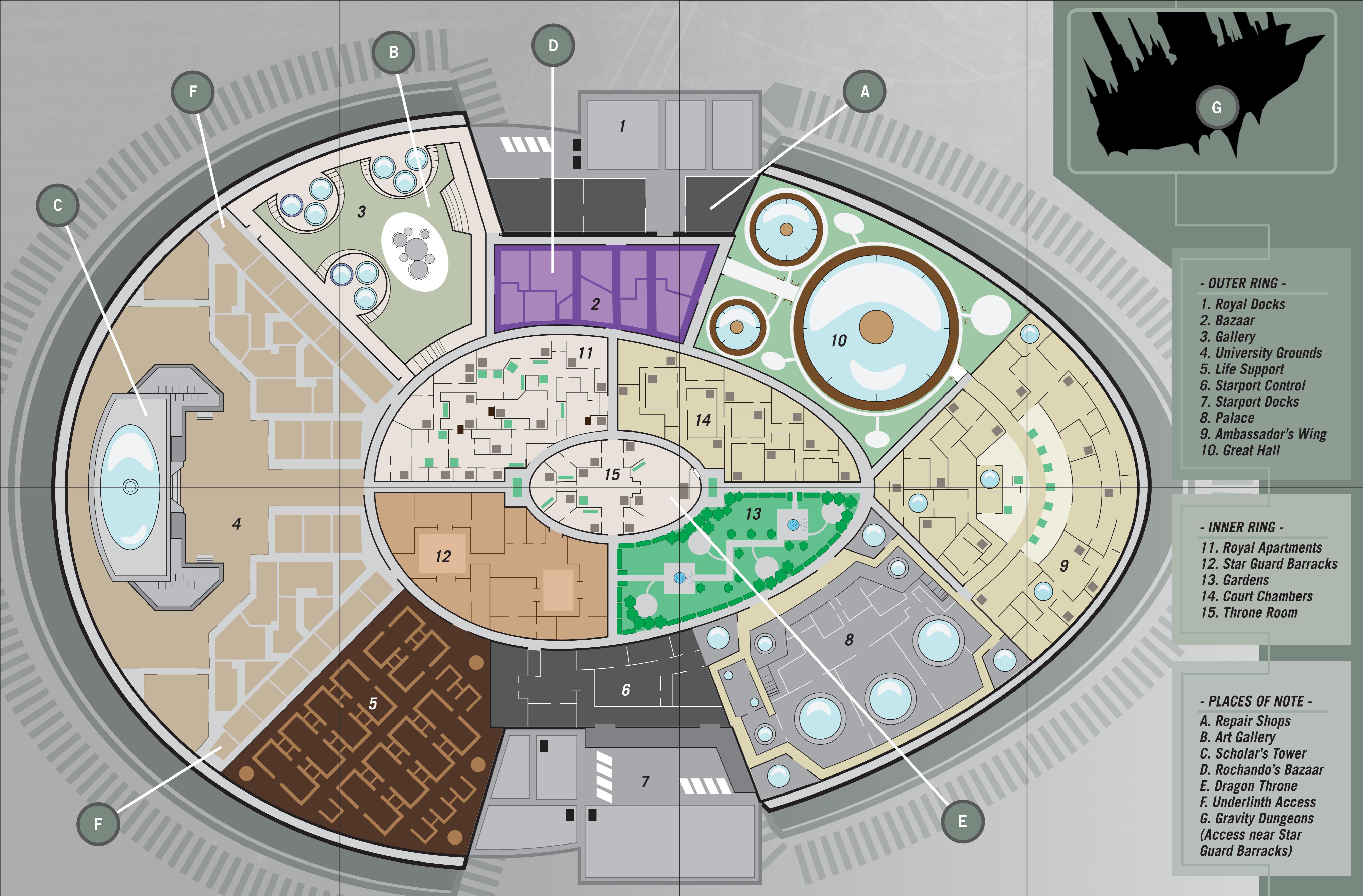
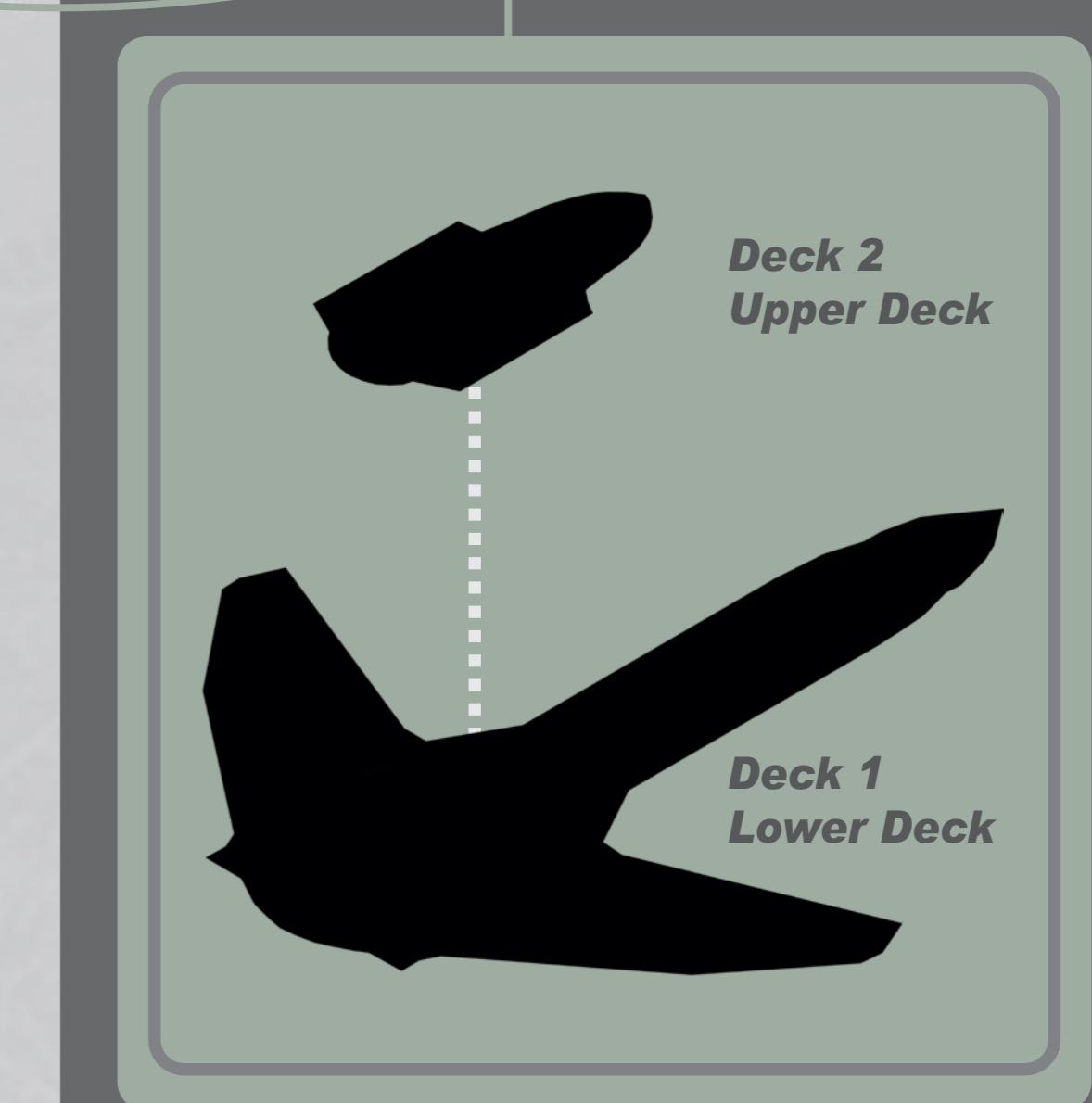
- ENGINEERING -
2. Cargo Scoop
3. Fuel Processor
8. Jump Drive
9. Power Plant
10. Manoeuvre Drive

- WEAPONRY -
12. Missile Turret (ventral)
23. Particle Barbette (dorsal)

- ACCESS POINTS -
4. Access to Landing Gear
6. Main Airlock



- AMMENITIES -
7. Low Berths
11. Cargo Hold
15. Common Area
16. Ship's Locker
17. Armoury
18. Officer Stateroom
19. Stateroom
20. Fresher
21. Store Room
22. Utility Room



- OUTER RING -
1. Royal Docks
2. Bazaar
3. Gallery
4. University Grounds
5. Life Support
6. Starport Control
7. Starport Docks
8. Palace
9. Ambassador's Wing
10. Great Hall

- INNER RING -
11. Royal Apartments
12. Star Guard Barracks
13. Gardens
14. Court Chambers
15. Throne Room

- PLACES OF NOTE -
A. Repair Shops
B. Art Gallery
C. Scholar's Tower
D. Rochando's Bazaar
E. Dragon Throne
F. Underlinth Access
G. Gravity Dungeons
(Access near Star Guard Barracks)

THE FLOATING PALACE