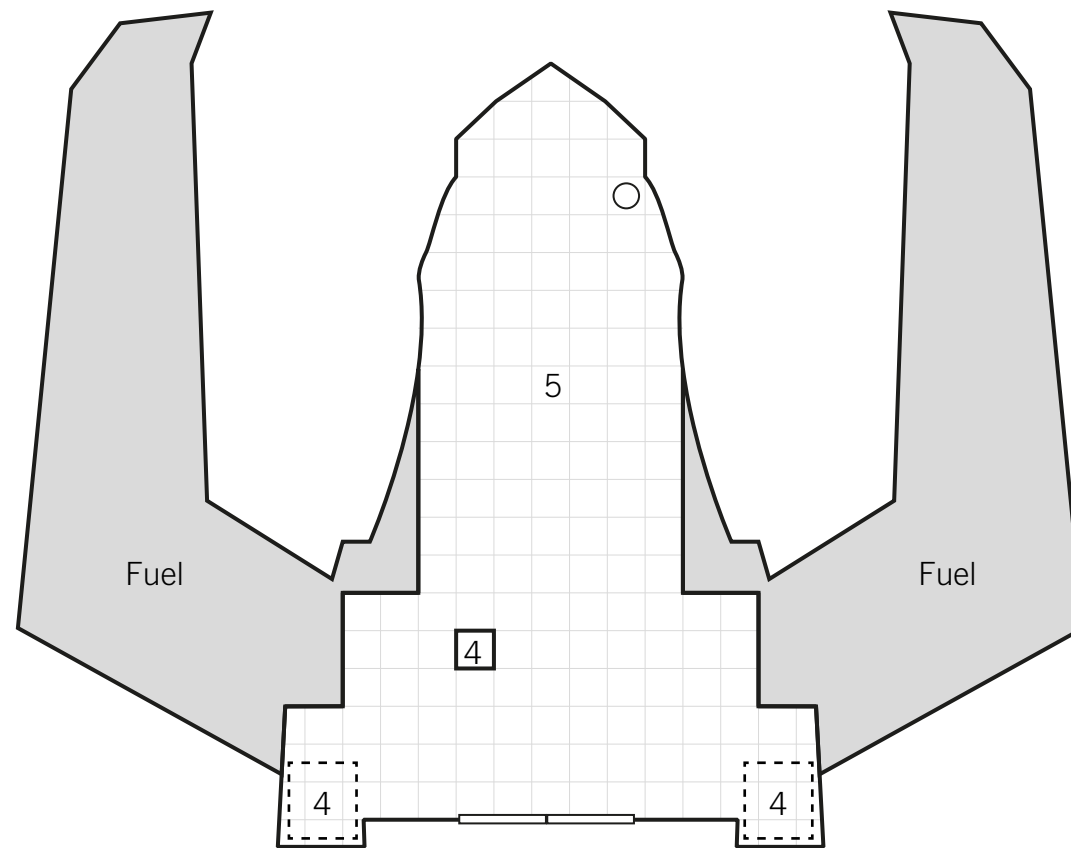
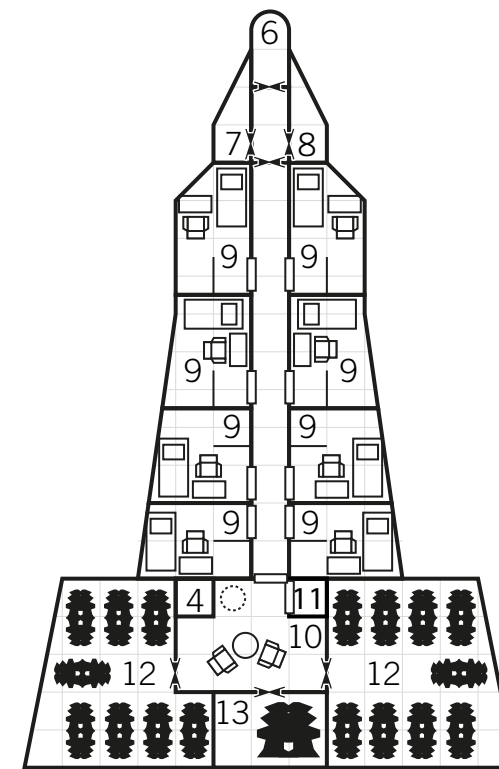


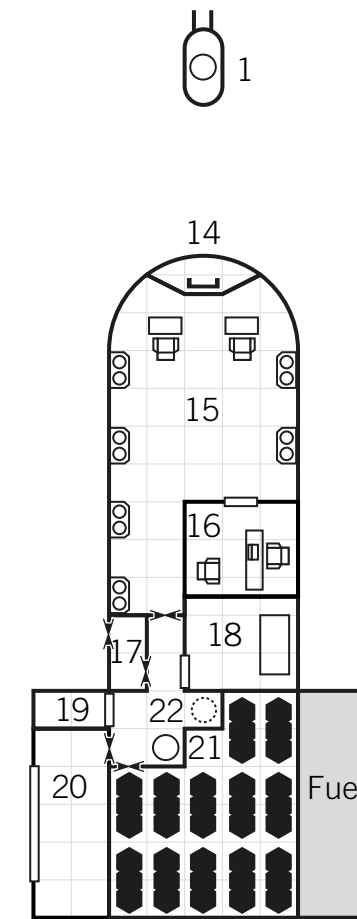
Deck 1



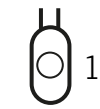
Deck 2



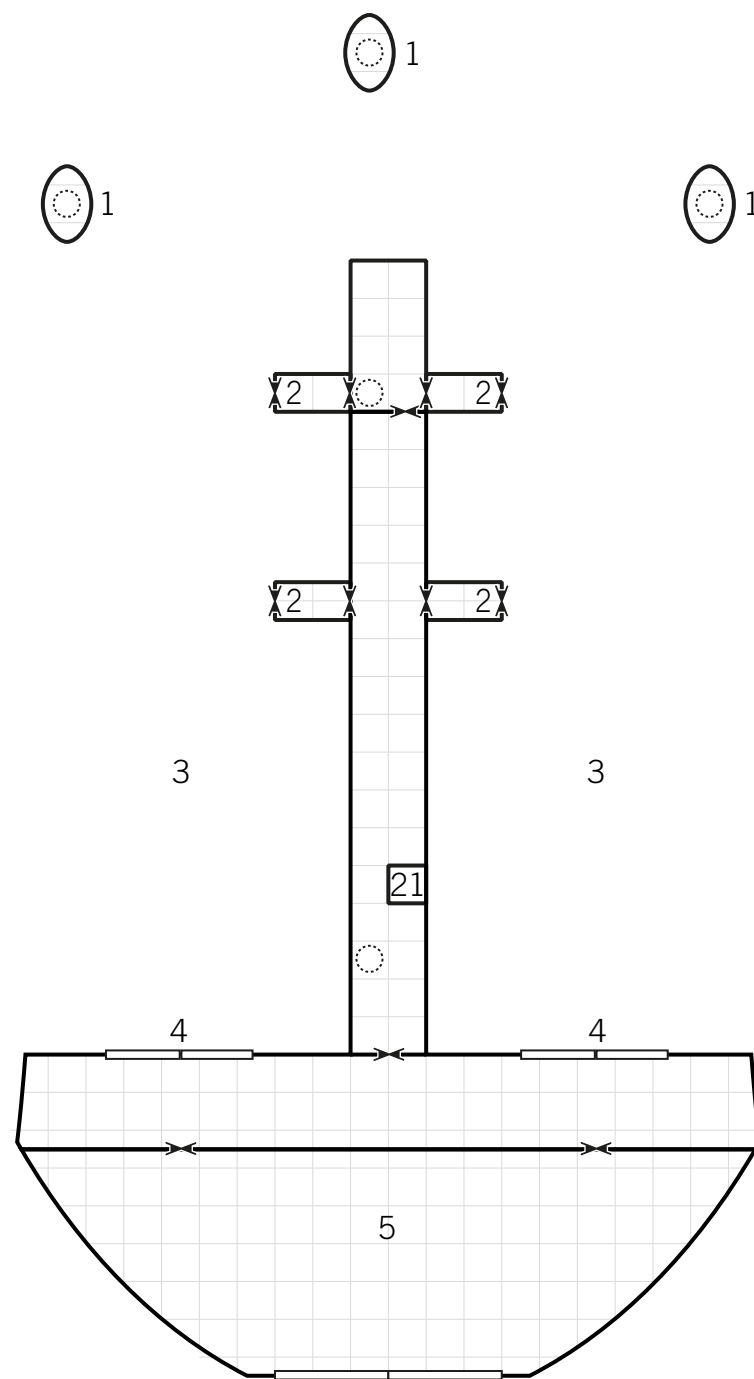
Deck 3



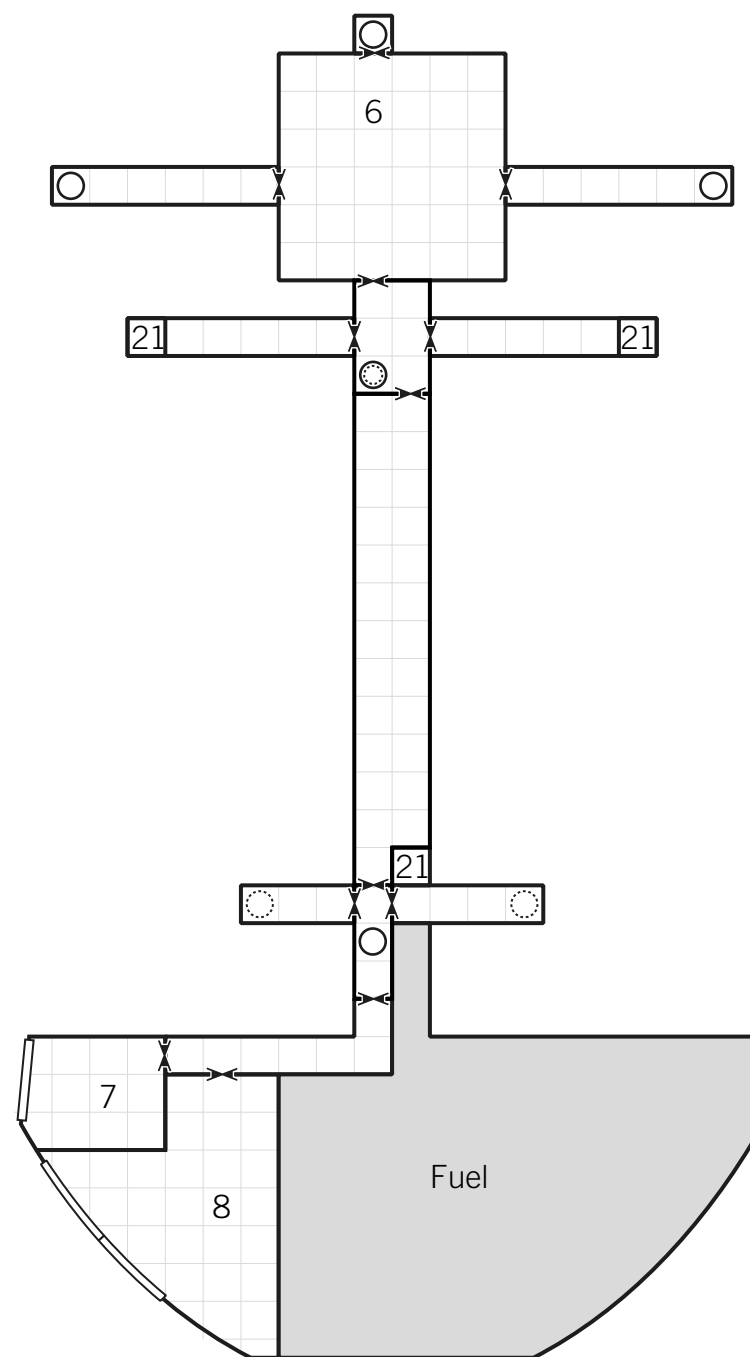
Deck 4



1. Double turret (beam laser)
2. Launch docking space
3. Low berths
4. Lift
5. Cargo area
6. Double turret (missile/sandcaster)
7. Missile storage
8. Sandcaster barrel storage
9. Stateroom
10. Common area
11. Fresher
12. Jump drive
13. Manoeuvre drive
14. Sensors
15. Bridge
16. Captain's office
17. Air lock
18. Shrine
19. Ship's locker
20. Air raft docking space
21. Power plant
22. Access to double turret (beam laser)

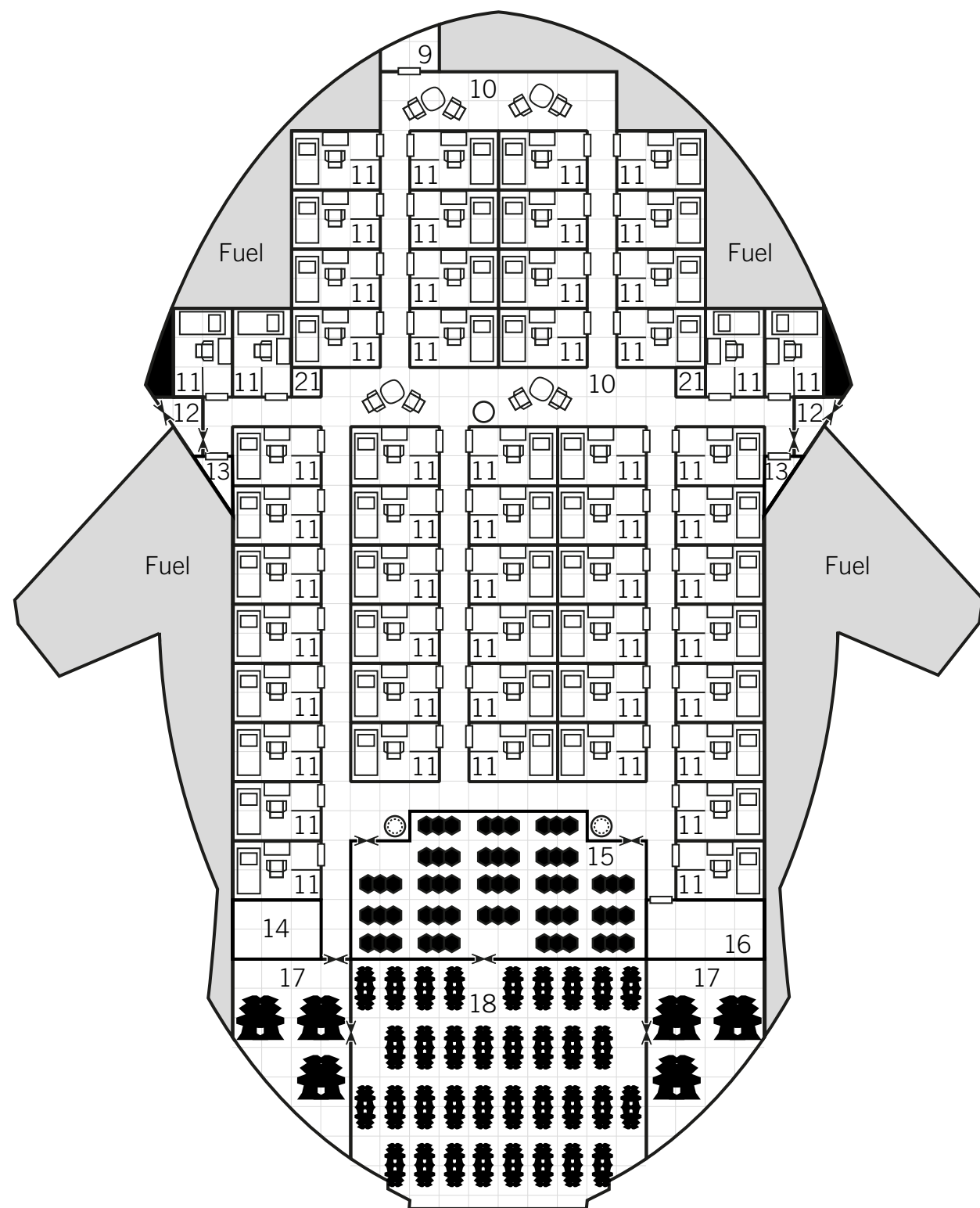


Deck 1

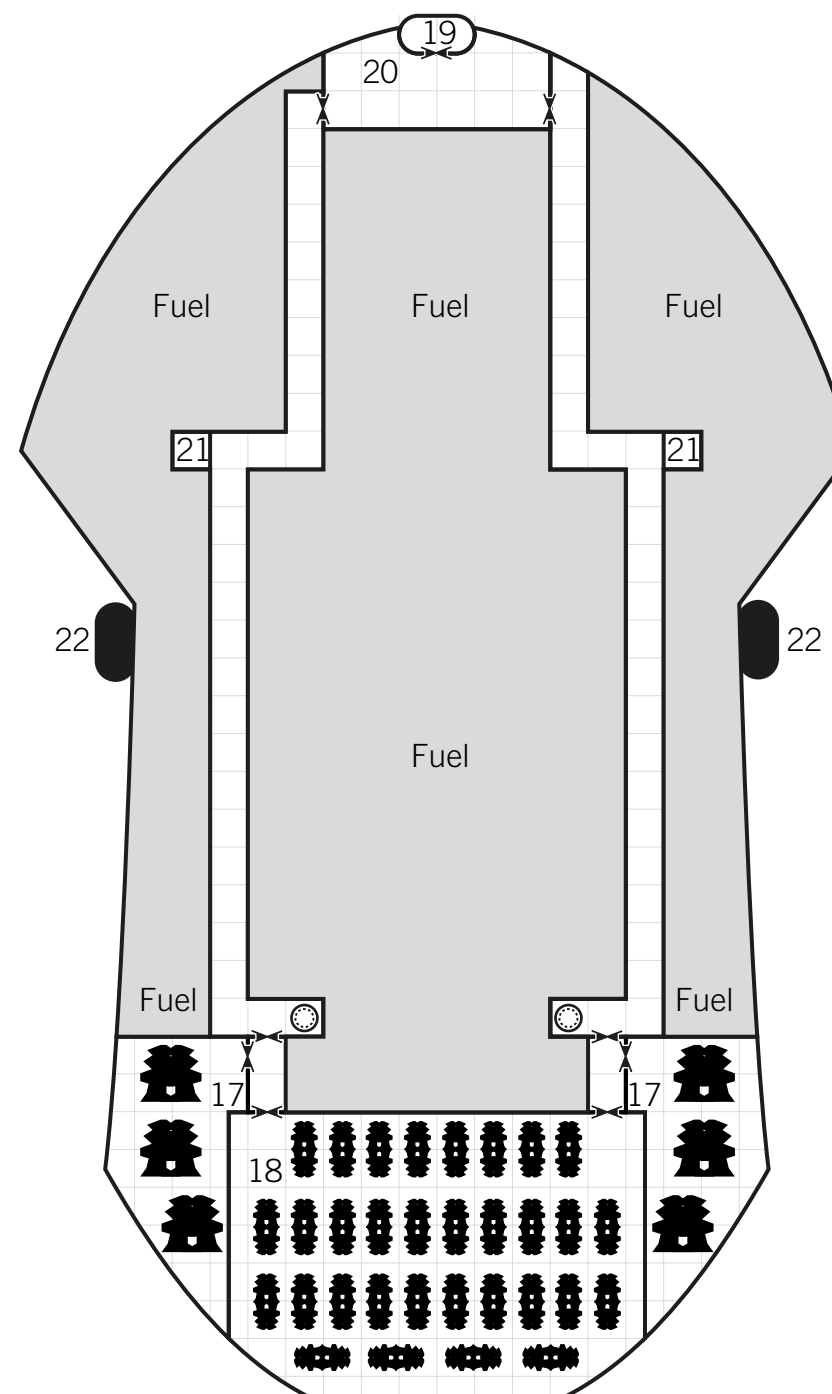


Deck 2

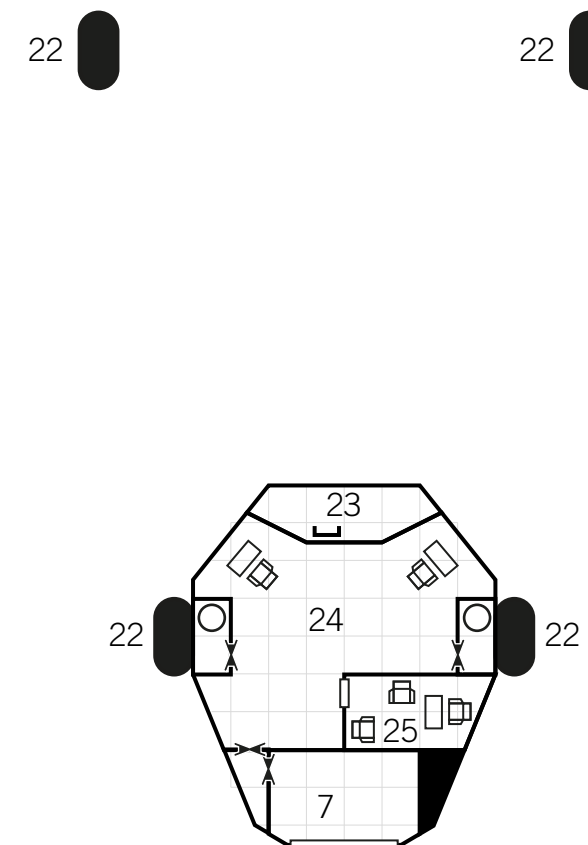
1. Triple turret (missile racks)
2. Pinnacle docking connection
3. External docking area for pinnacle
4. Pinnacle rear hatch connection
5. ATV docking space
6. Missile storage
7. Air/raft docking space
8. Cargo hold
9. Ship's locker
10. Common area
11. Stateroom
12. Air lock
13. Fresher
14. Fuel processor
15. Power plant
16. Shrine
17. Manoeuvre Drive
18. Jump drive
19. Triple turret (sandcaster)
20. Sandcaster barrel storage
21. Lift
22. Triple turret (pulse laser)
23. Sensors
24. Bridge
25. Captain's office



Deck 3

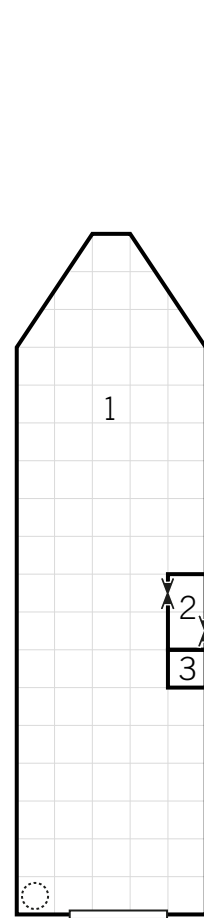


Deck 4

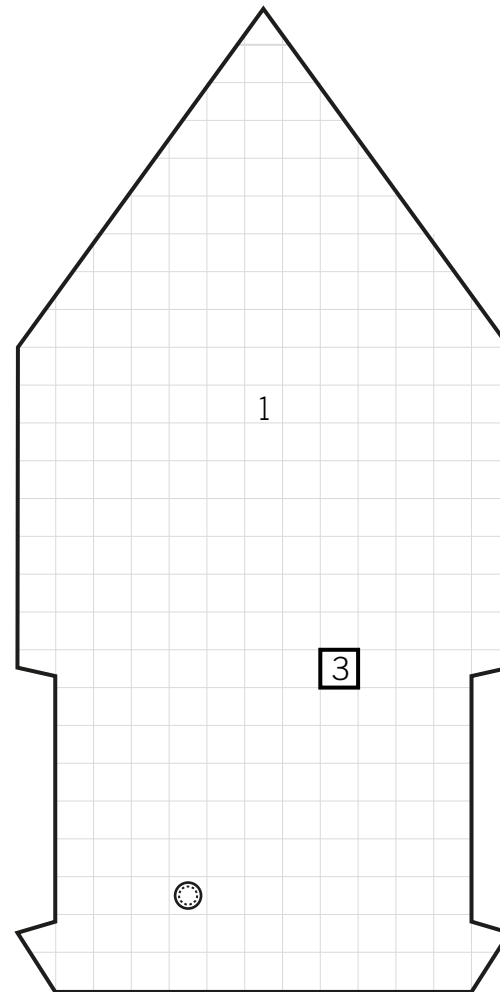


Deck 5

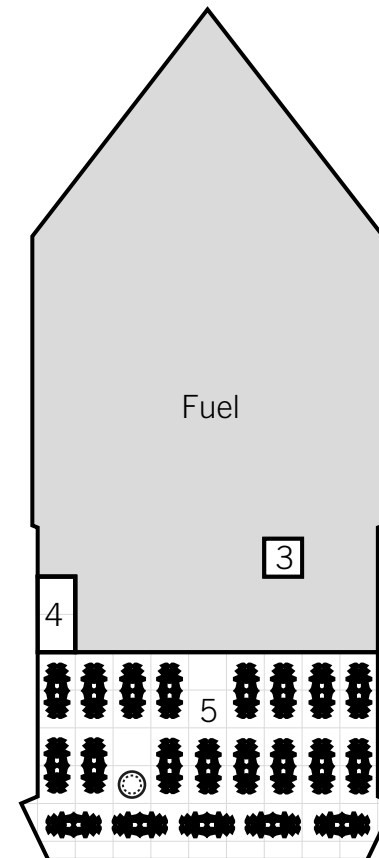
1. Cargo hold
2. Air lock
3. Lift
4. Fuel processor
5. Jump drive
6. Sensors
7. Bridge
8. Office
9. Stateroom
10. Fresher
11. Common area
12. Shrine
13. Re-entry capsules
14. Manoeuvre drive
15. Power plant
16. Low berths
17. Ship's locker



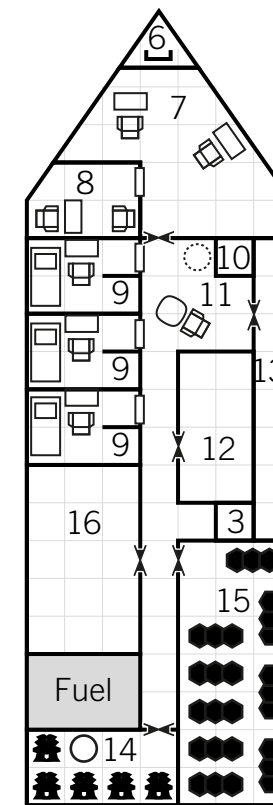
Deck 1



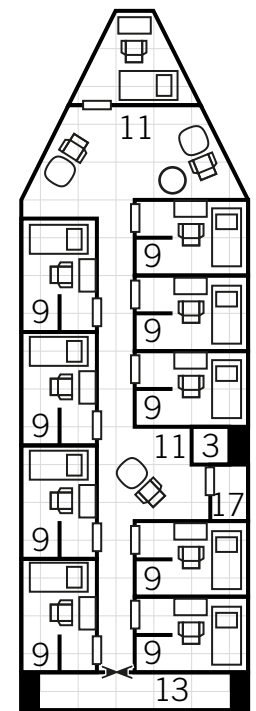
Deck 2



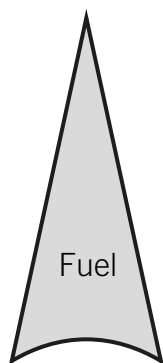
Deck 3



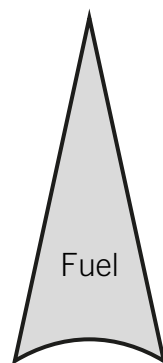
Deck 4



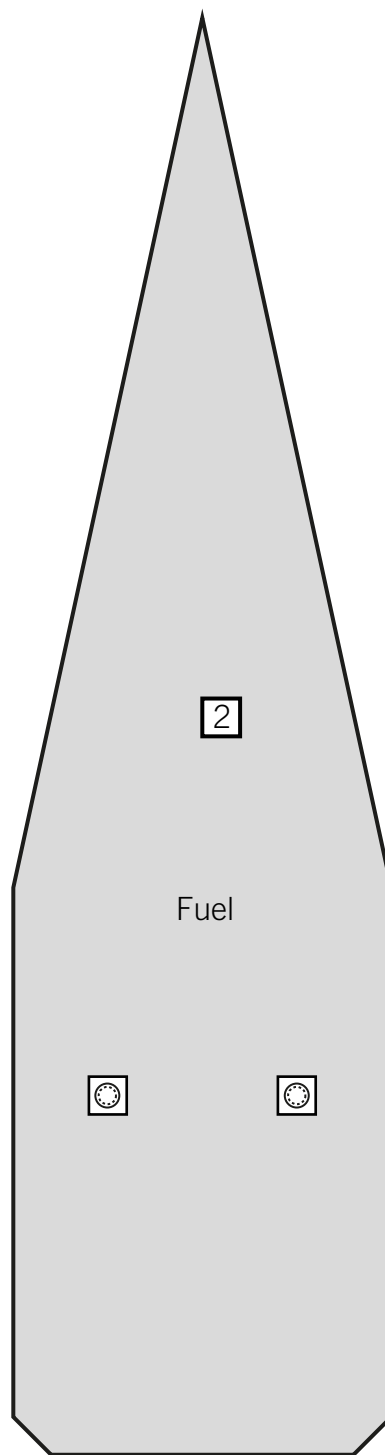
Deck 5



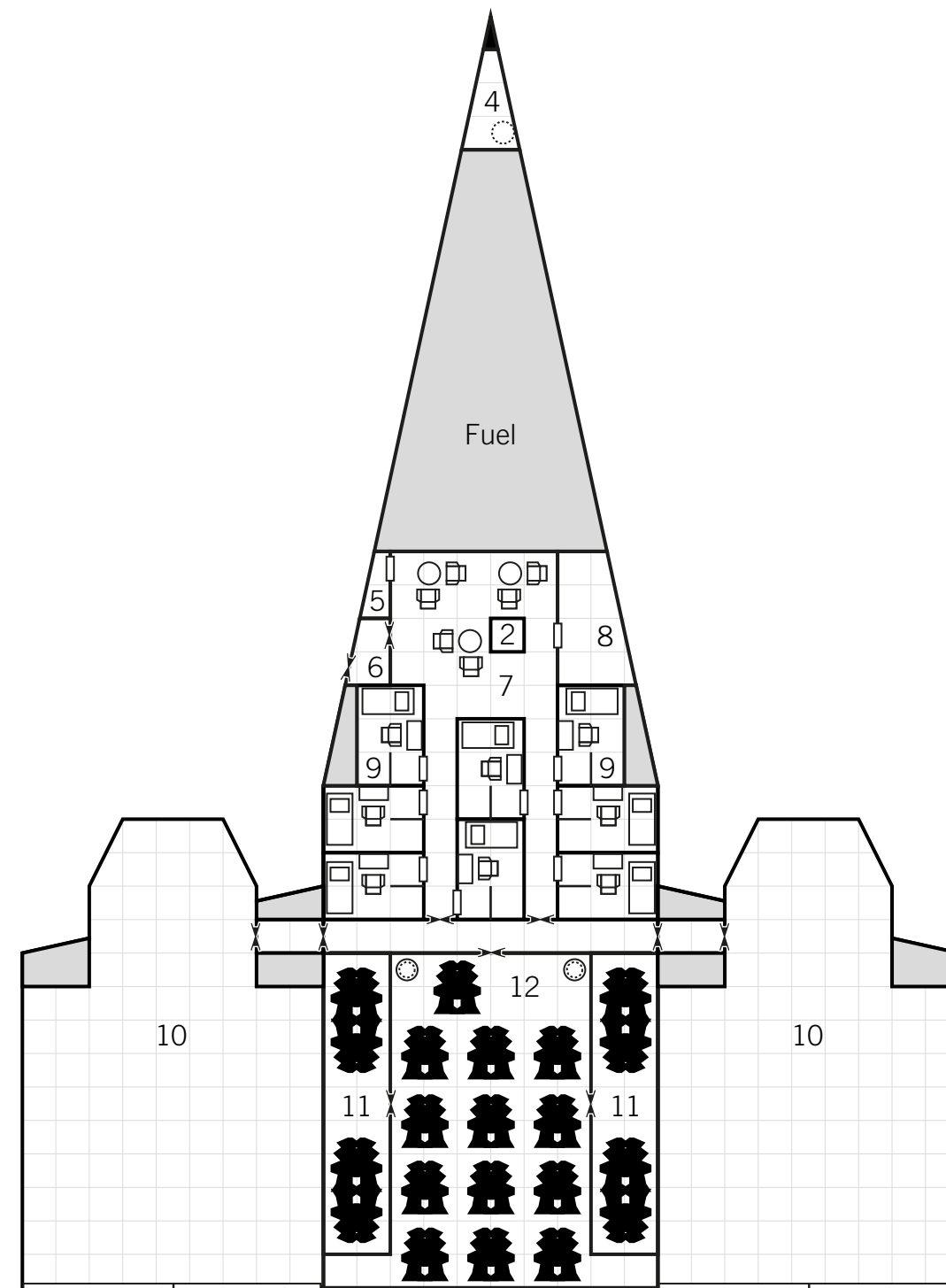
Deck 1



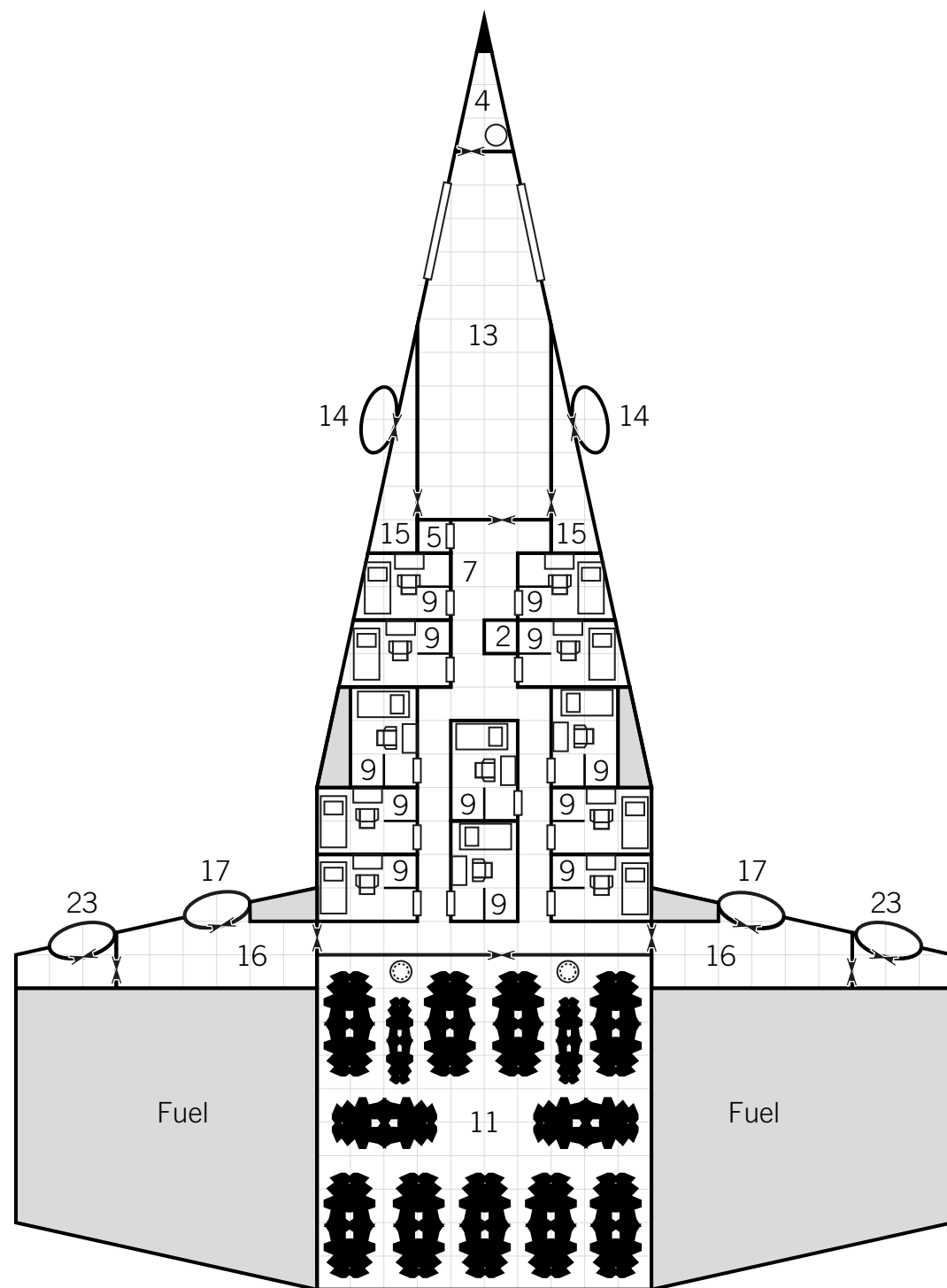
Deck 2



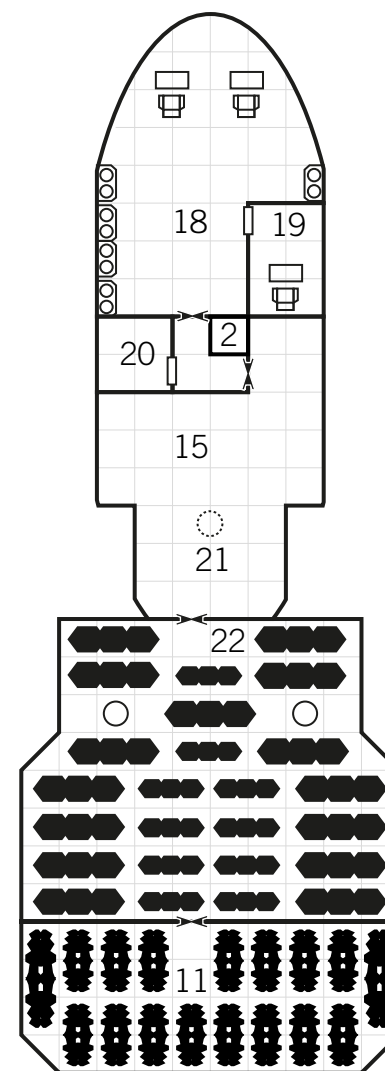
Deck 3



Deck 4

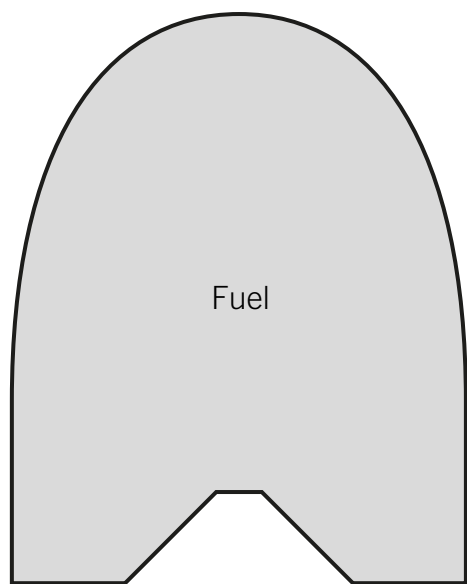


Deck 5

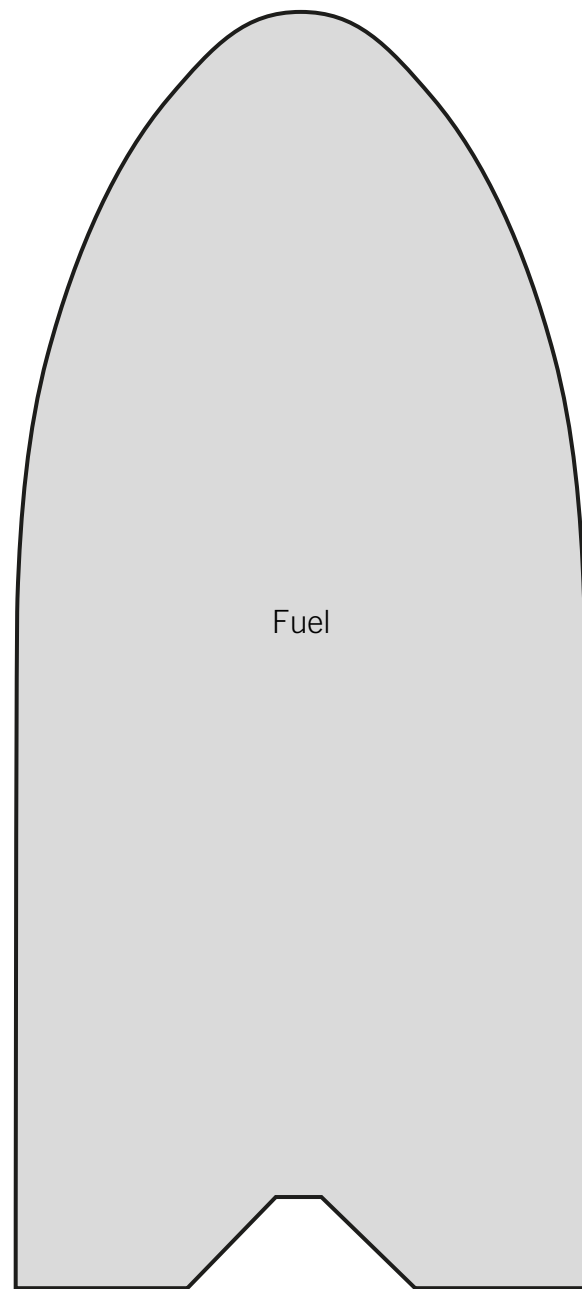


Deck 6

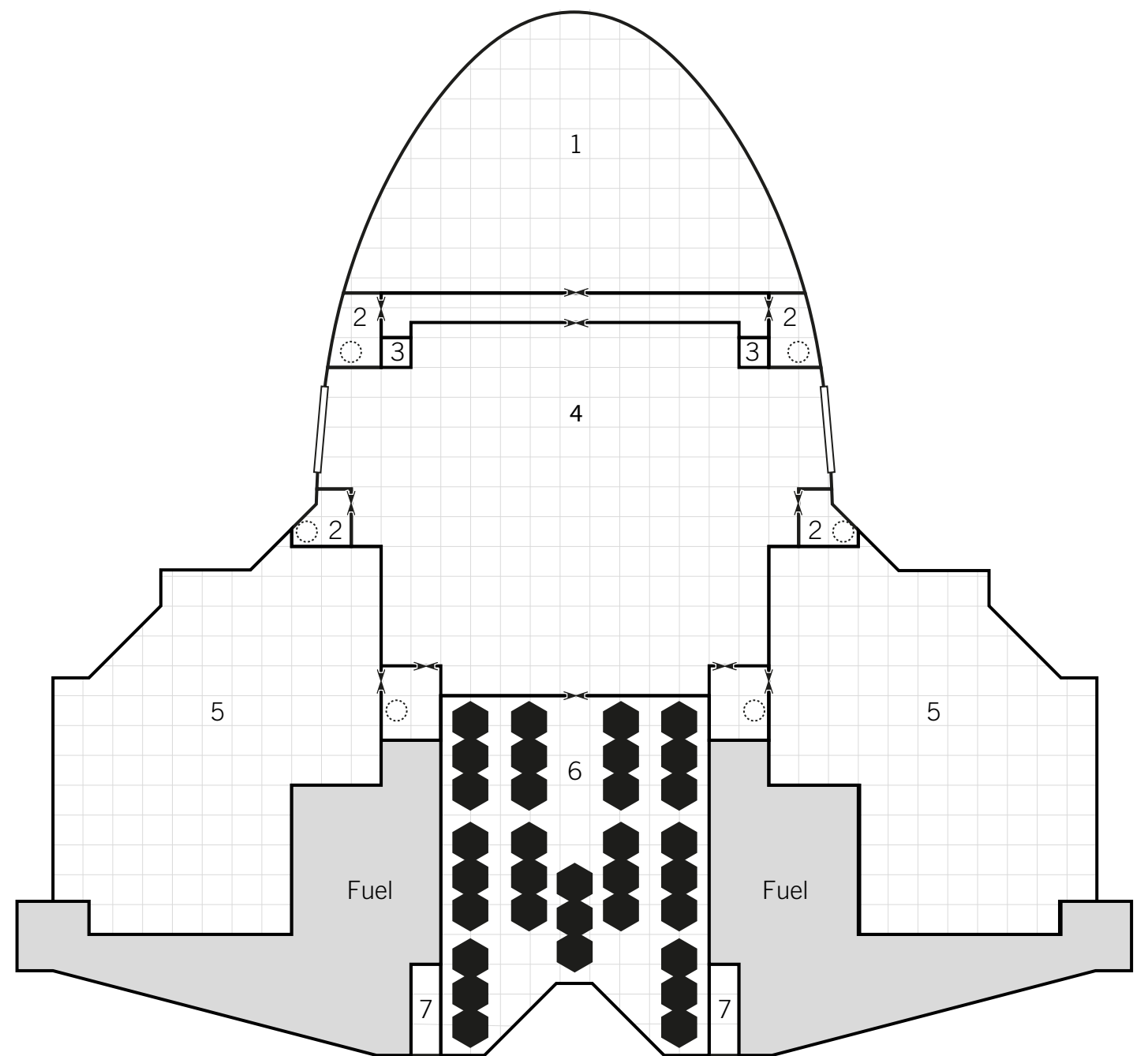
1. Access to triple turret (pulse laser)
2. Lift
3. Fighters' bay
4. Sensors
5. Fresher
6. Air lock
7. Common area
8. Shrine
9. Stateroom
10. Pinnacle docking space
11. Jump drive
12. Manoeuvre drive
13. Cargo hold
14. Triple turret (missile)
15. Missile storage
16. Sandcaster barrel storage
17. Triple turret (sandcaster)
18. Bridge
19. Captain's office
20. Ship's locker
21. Access to triple turret (missile)
22. Power plant
23. Triple turret (pulse laser)



Deck 1

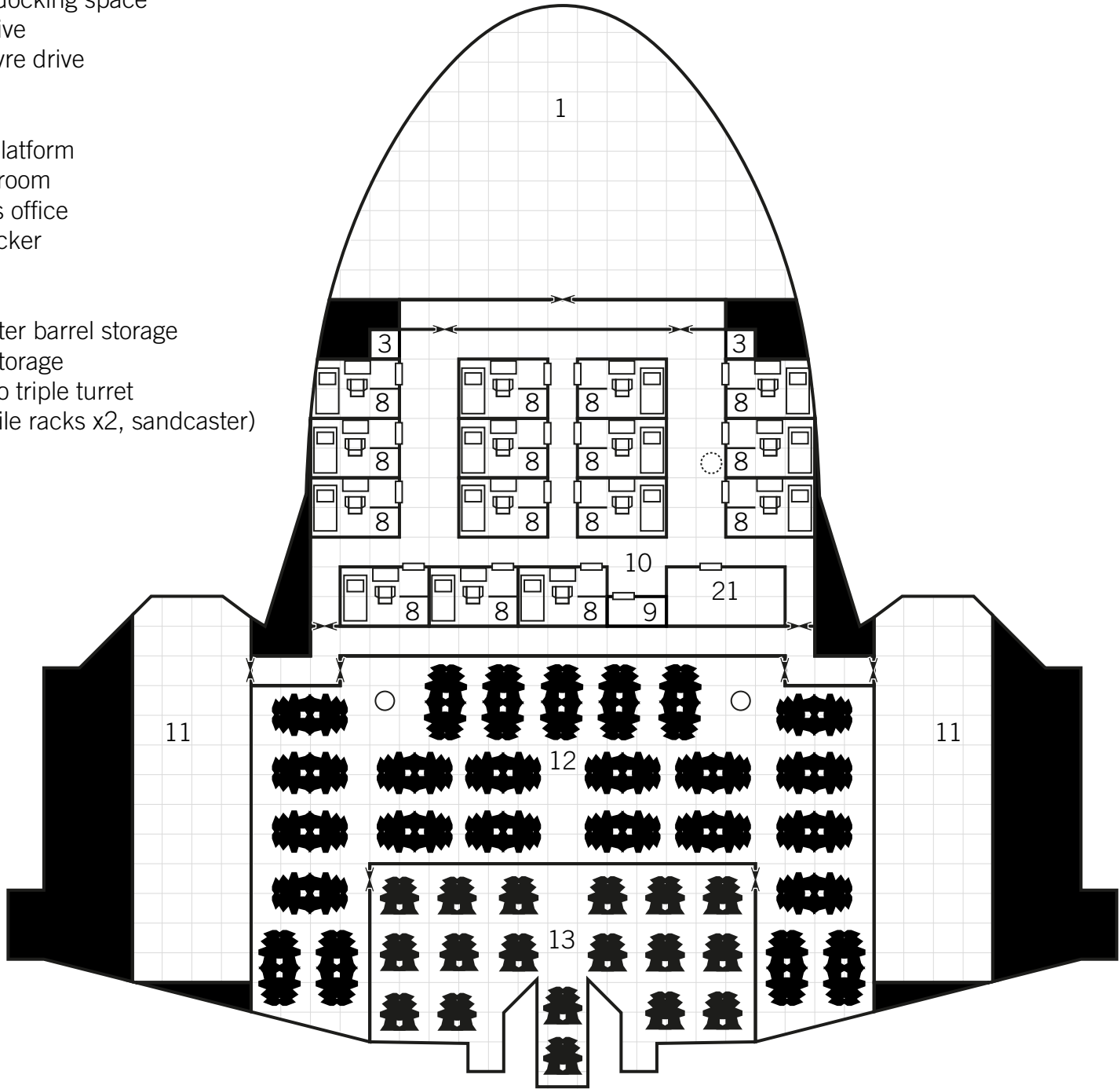


Deck 2

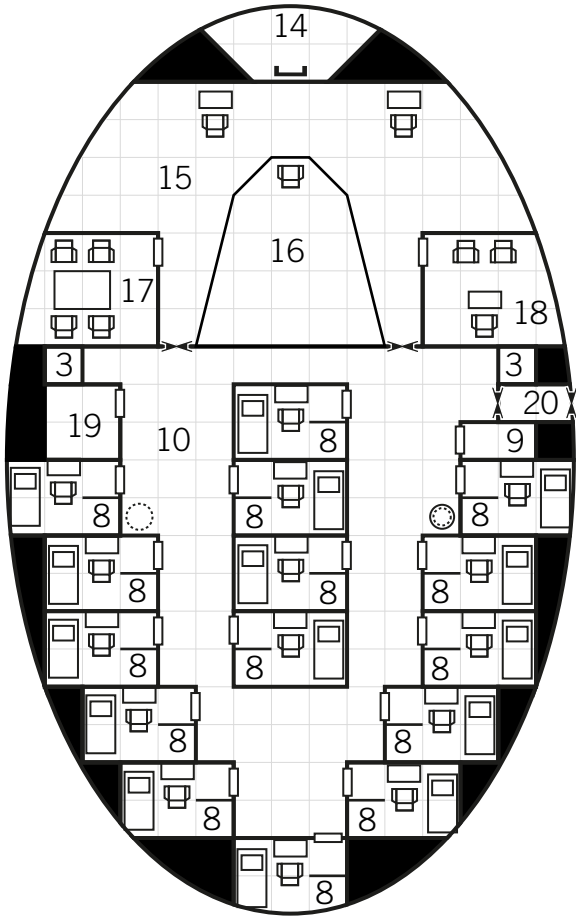


Deck 3

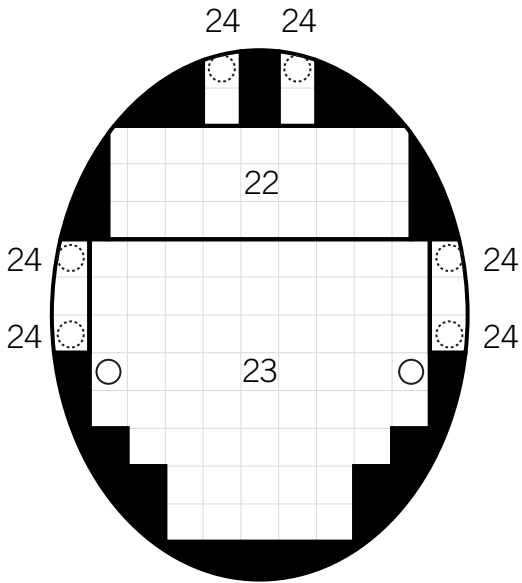
- 1. Small particle bay
- 2. Access to triple turret (beam laser)
- 3. Lift
- 4. Cargo hold
- 5. Fighter's bay
- 6. Power plant
- 7. Fuel processor
- 8. Stateroom
- 9. Fresher
- 10. Common area
- 11. Launch docking space
- 12. Jump drive
- 13. Manoeuvre drive
- 14. Sensors
- 15. Bridge
- 16. Raised platform
- 17. Briefing room
- 18. Captain's office
- 19. Ship's locker
- 20. Air lock
- 21. Shrine
- 22. Sandcaster barrel storage
- 23. Missile storage
- 24. Access to triple turret (missile racks x2, sandcaster)



Deck 4

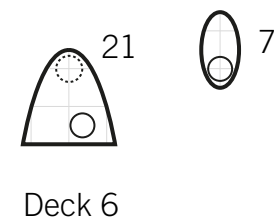
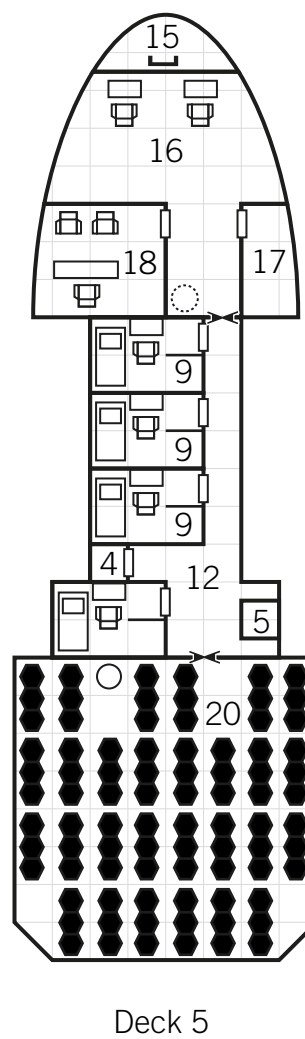
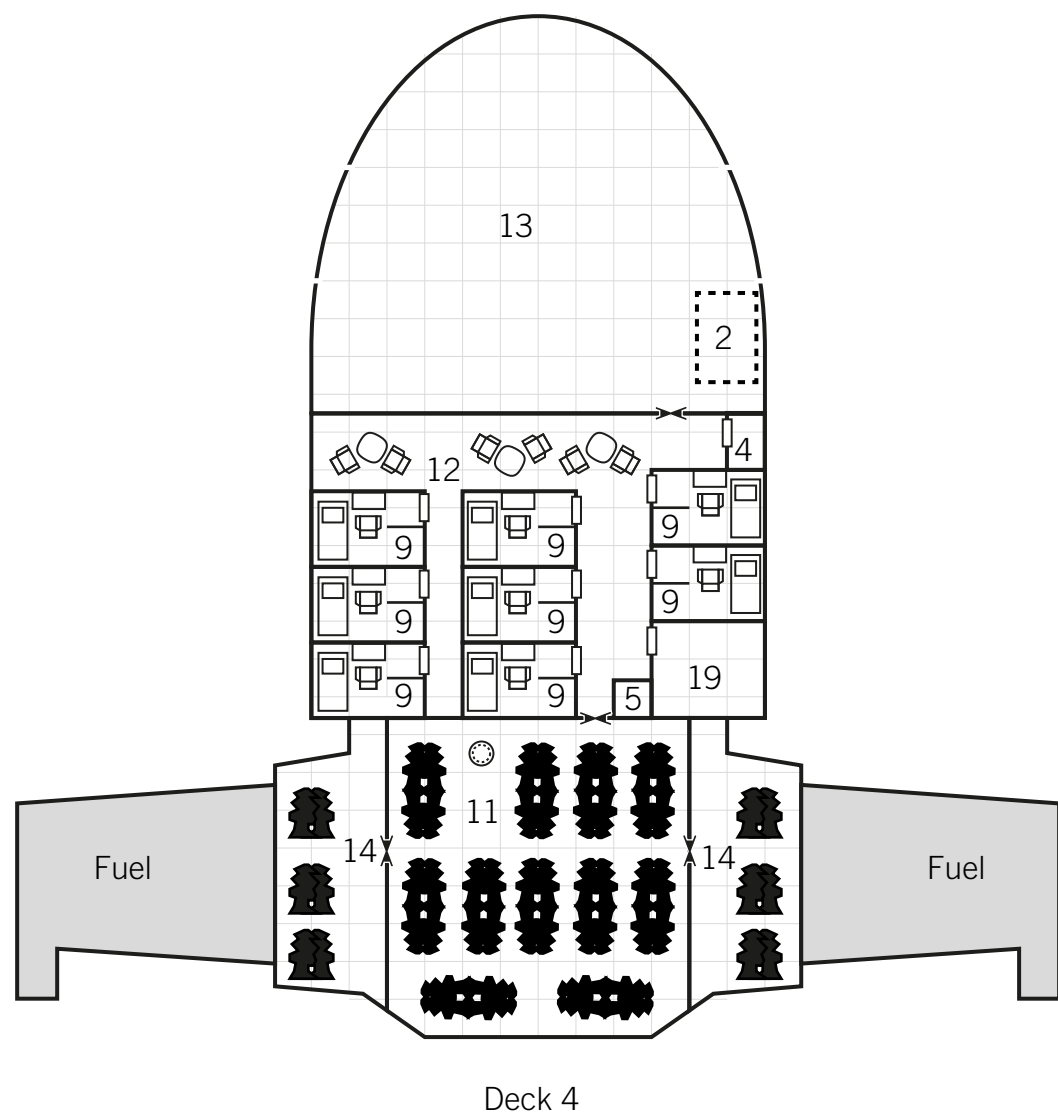


Deck 5

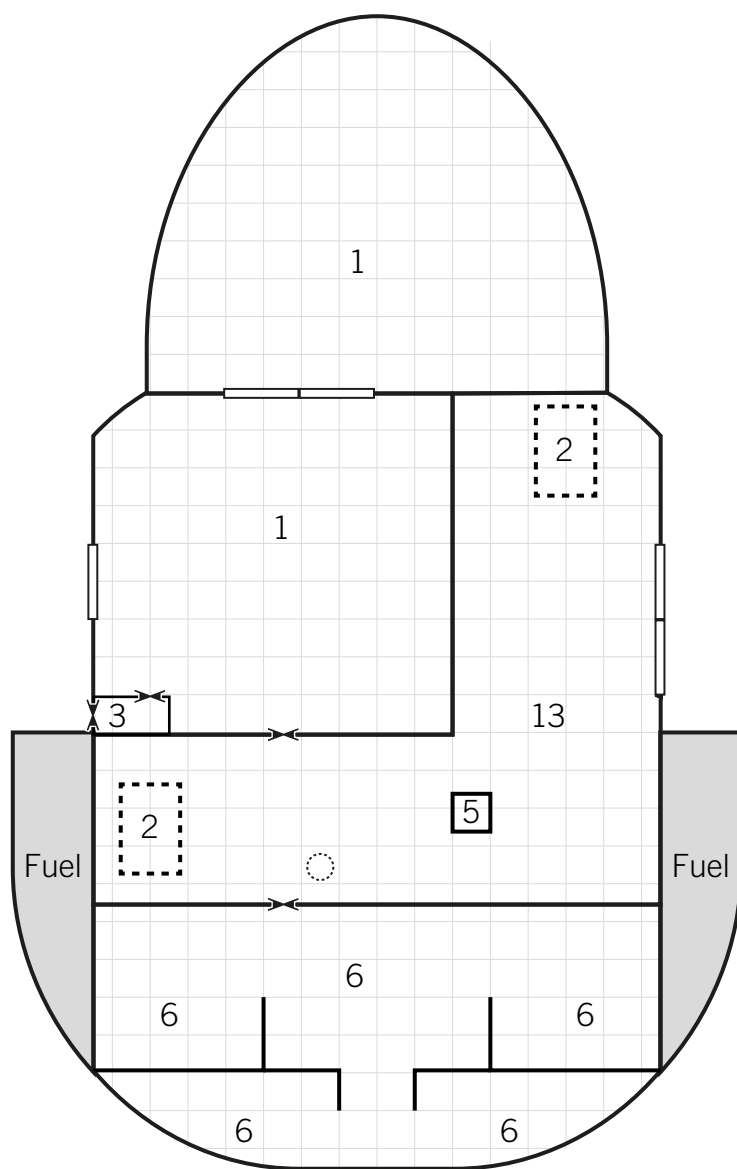


Deck 6

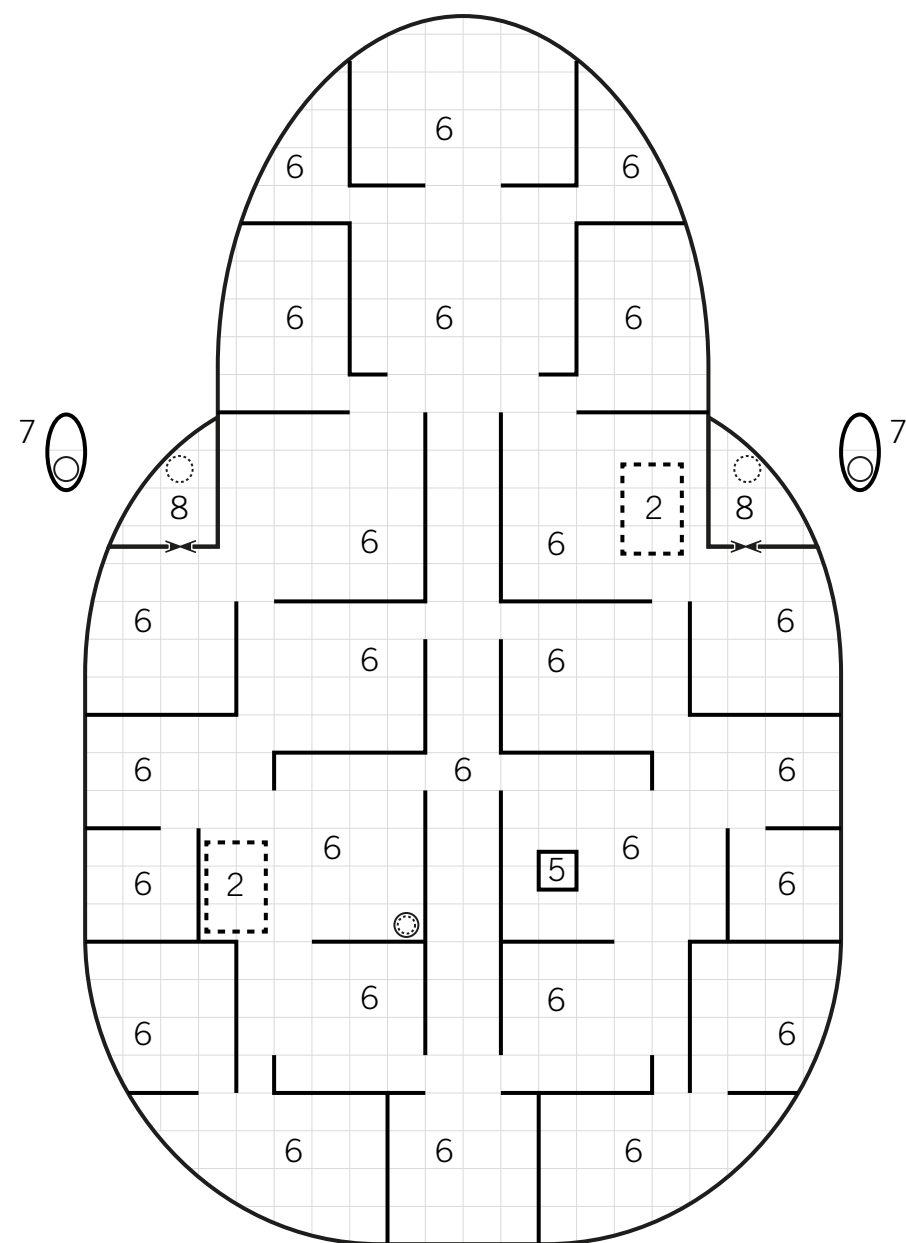




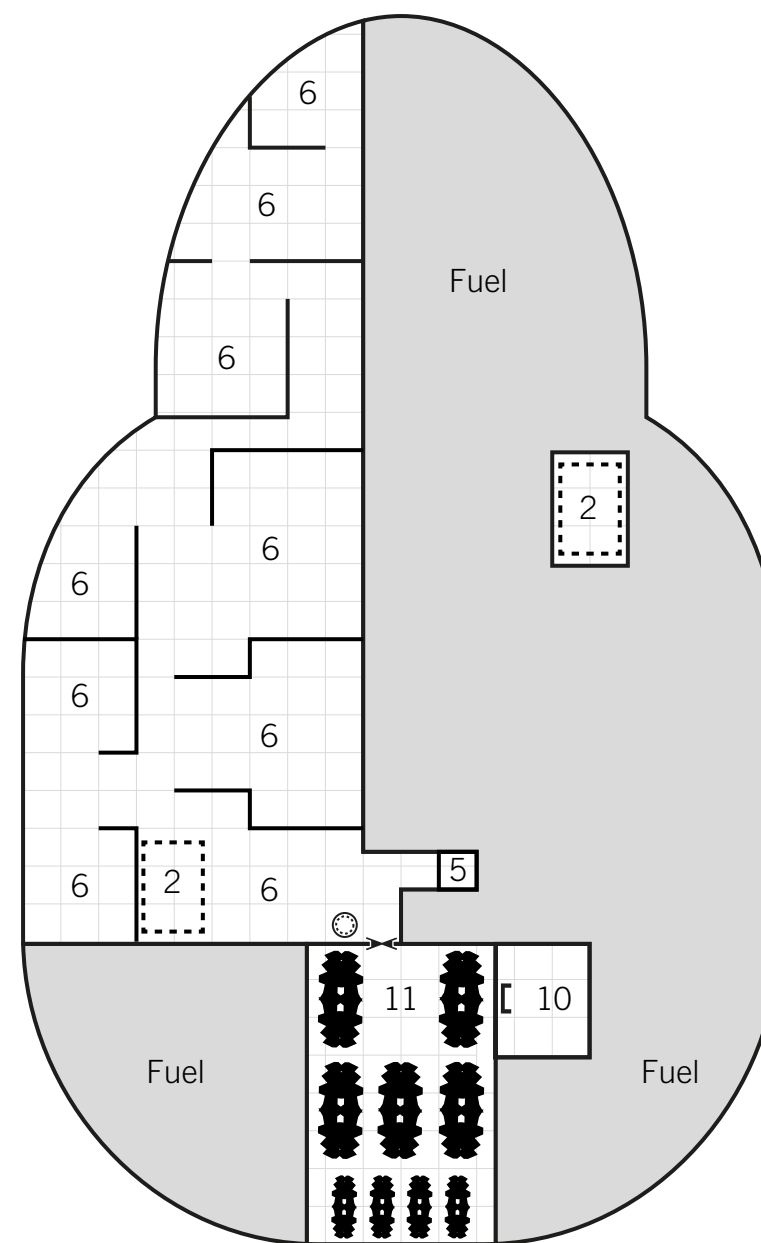
1. ATVs bay
2. Cargo lift
3. Air lock
4. Fresher
5. Lift
6. Low berth units
7. Triple turret (beam laser  
missile rack/sandcaster)
8. Missile and sandcaster  
barrel storage
9. Stateroom
10. Fuel processor
11. Jump drive
12. Common area
13. Cargo hold
14. Manoeuvre drive
15. Sensors
16. Bridge
17. Ship's locker
18. Captain's office
19. Shrine
20. Power plant
21. Access to triple turret



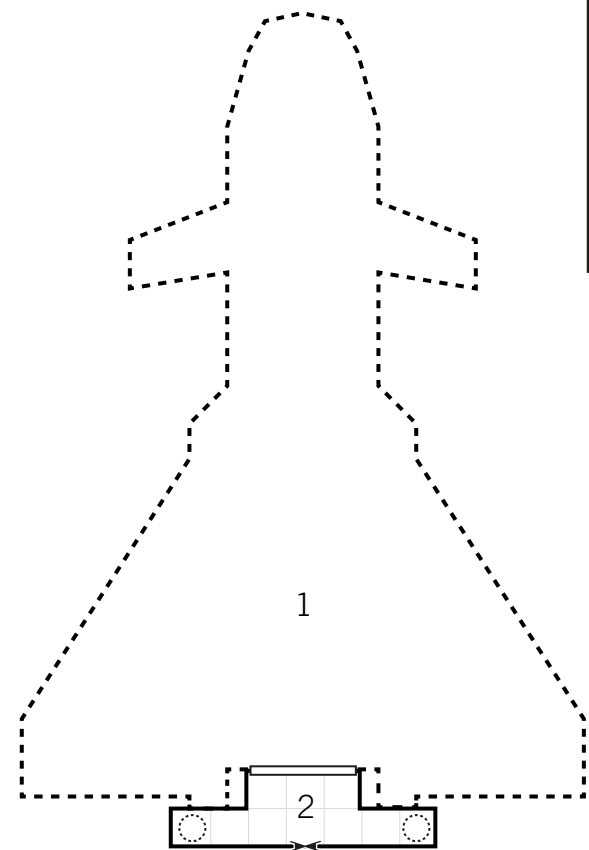
Deck 1



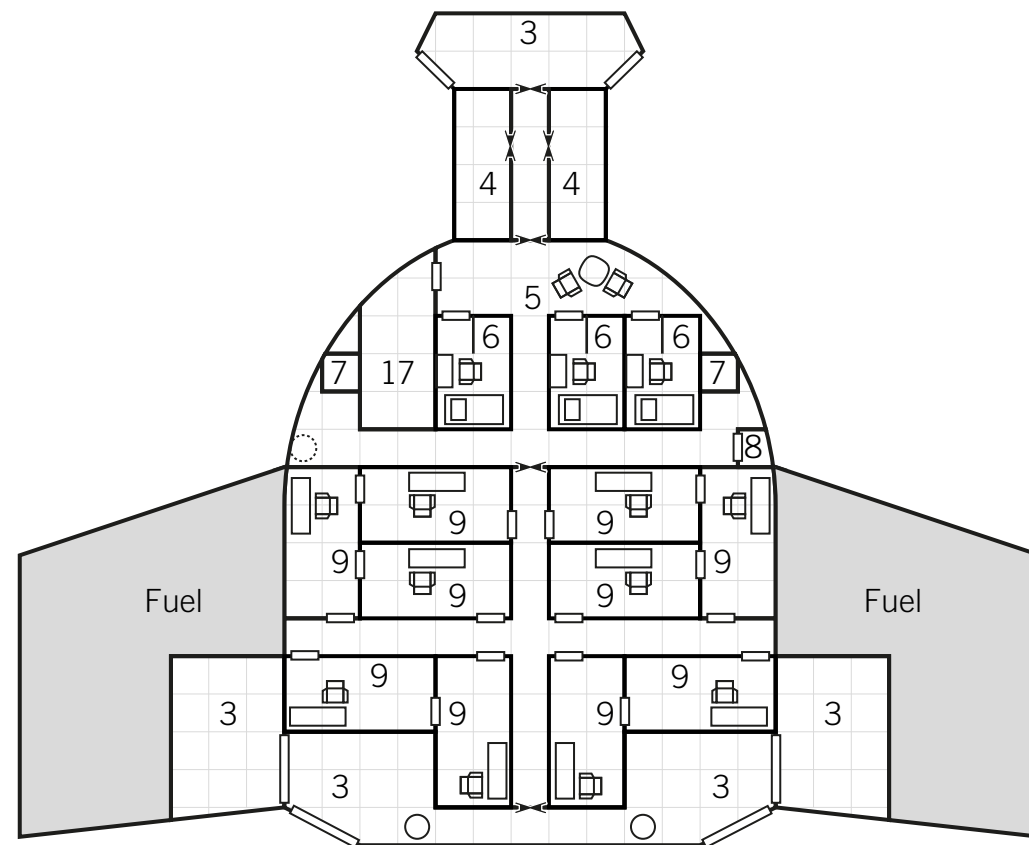
Deck 2



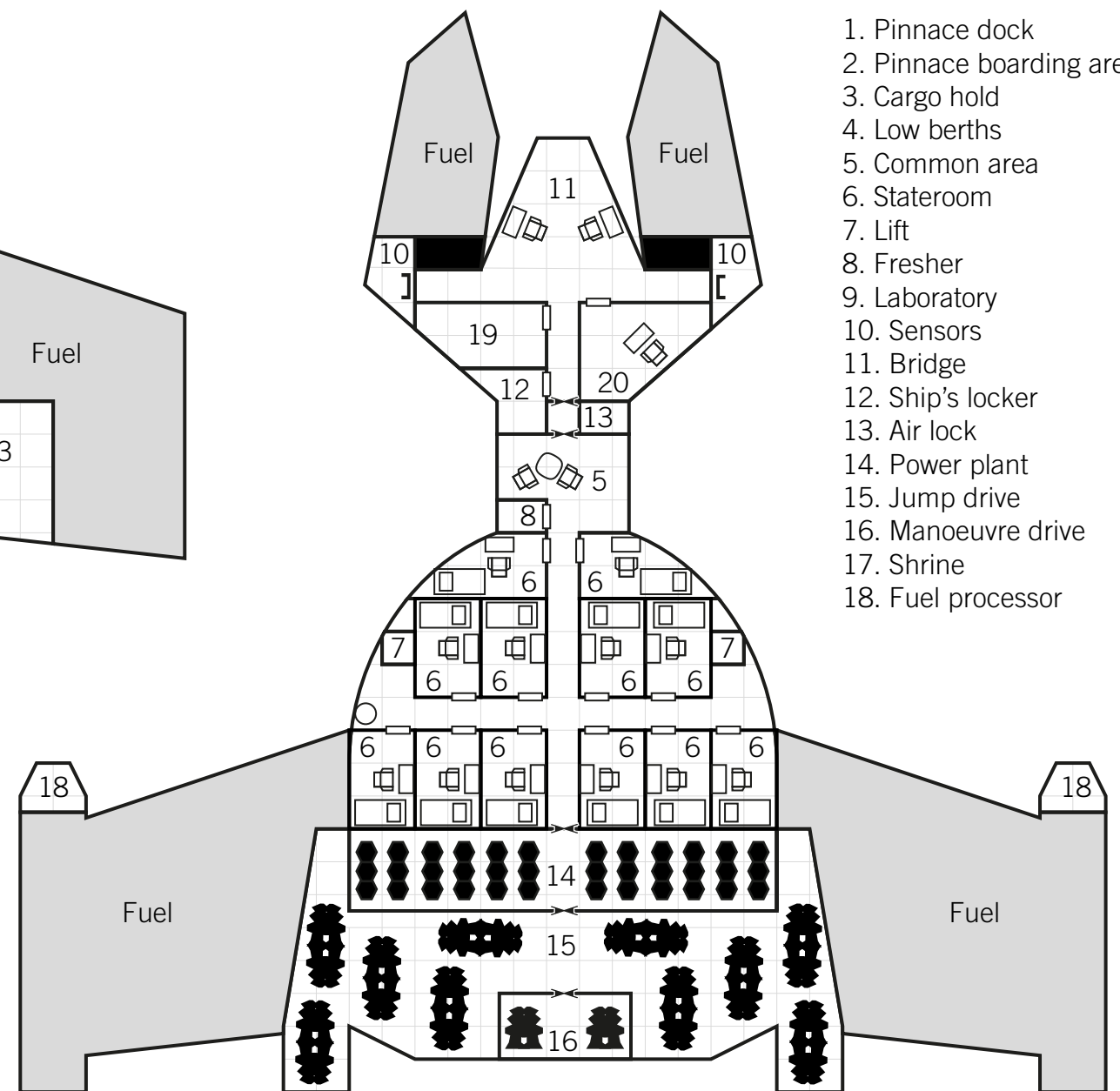
Deck 3



Deck 1

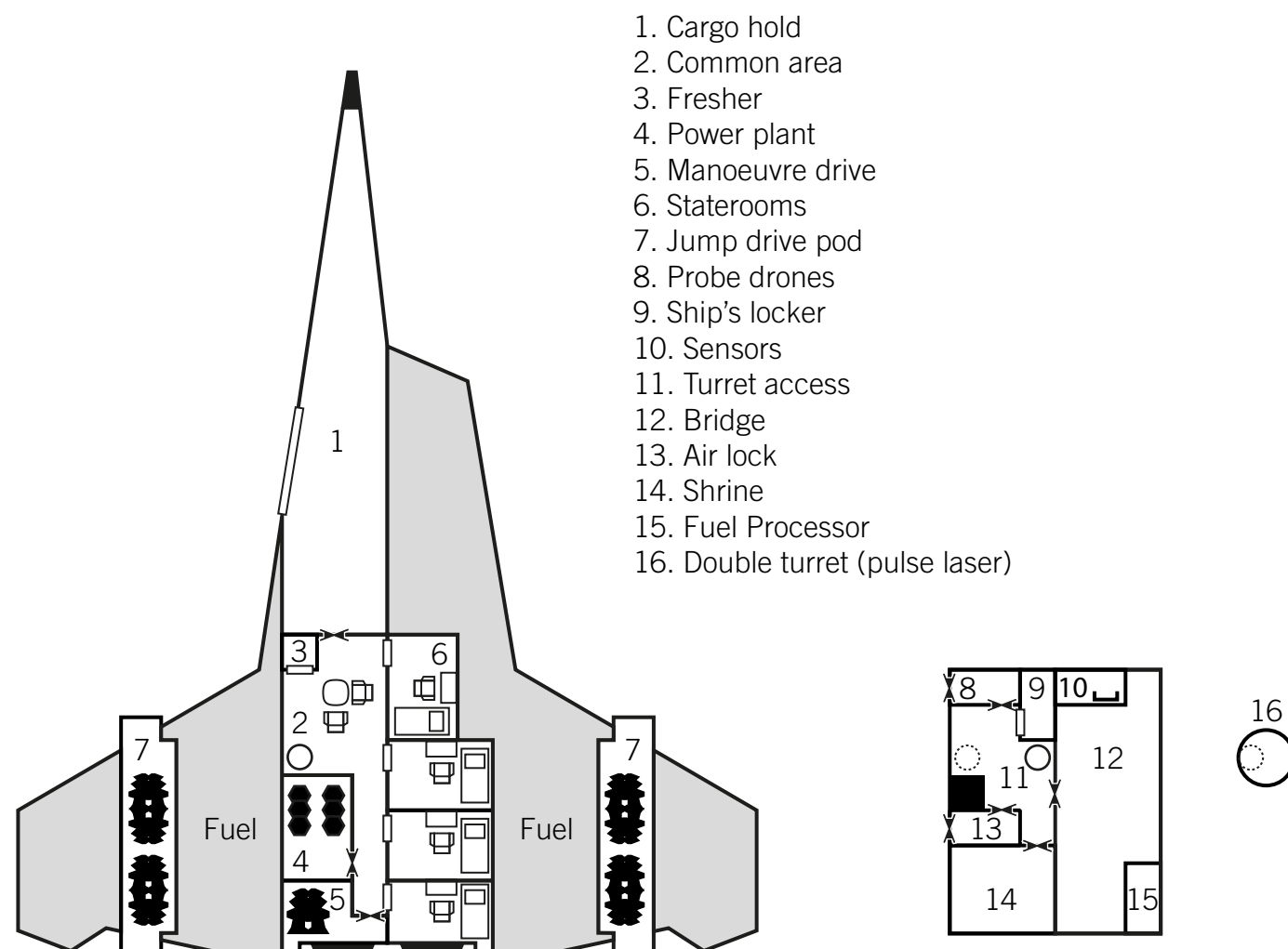


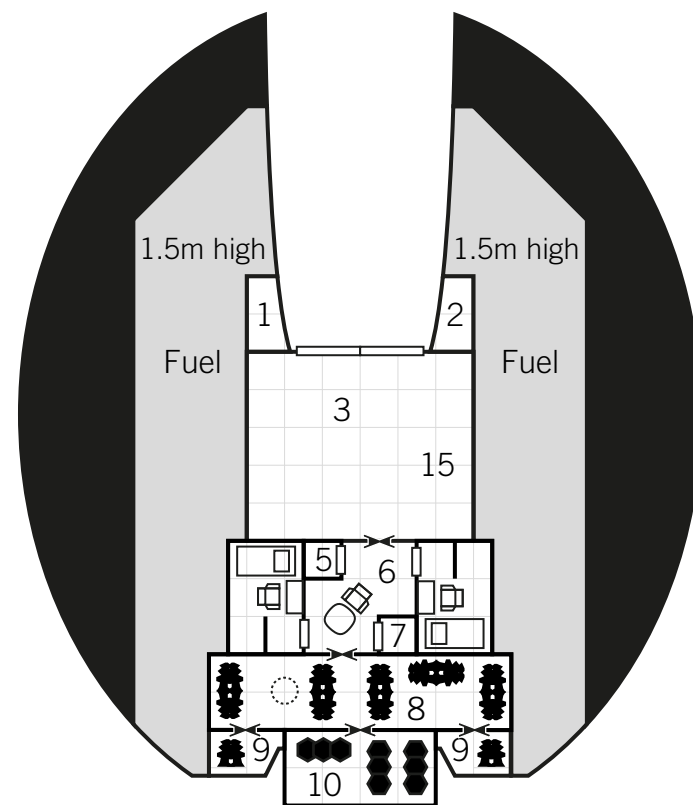
Deck 2



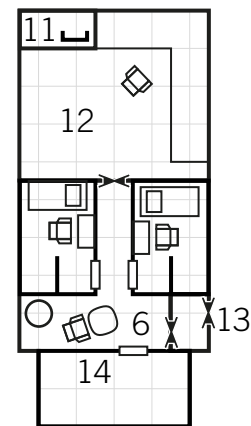
Deck 3

1. Pinnacle dock
2. Pinnacle boarding area
3. Cargo hold
4. Low berths
5. Common area
6. Stateroom
7. Lift
8. Fresher
9. Laboratory
10. Sensors
11. Bridge
12. Ship's locker
13. Air lock
14. Power plant
15. Jump drive
16. Manoeuvre drive
17. Shrine
18. Fuel processor



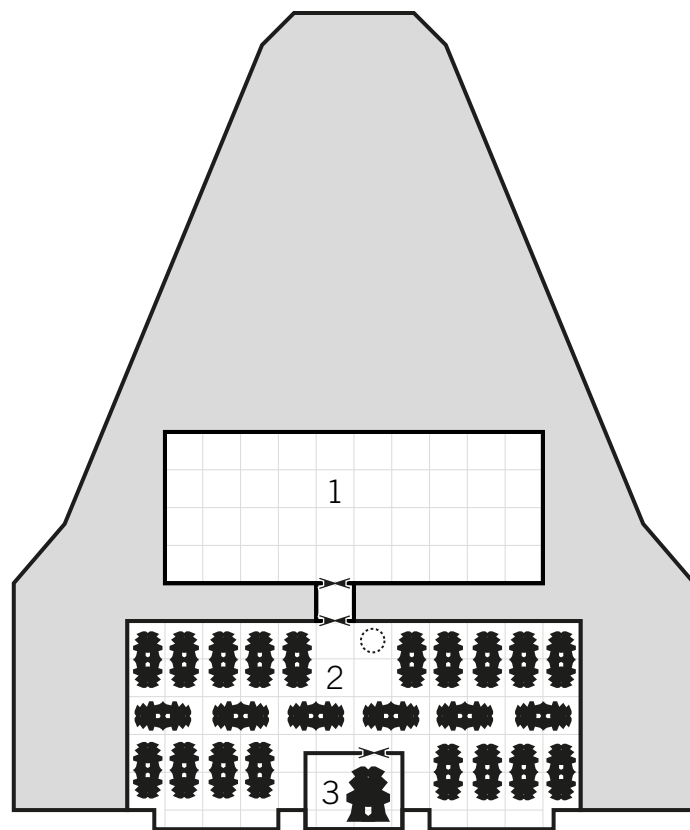


Deck 1

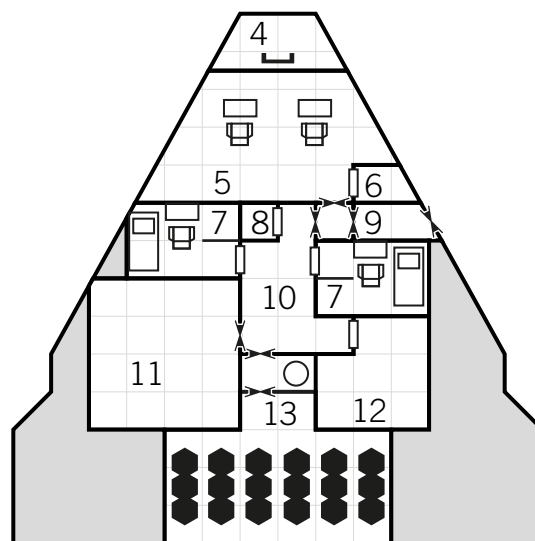


Deck 2

1. Fuel processor
2. Probe drones
3. Cargo hold
4. Stateroom
5. Fresher
6. Common area
7. Ship's locker
8. Jump drive
9. Manoeuvre drive
10. Power plant
11. Sensors
12. Bridge
13. Air lock
14. Shrine
15. Air/raft docking space

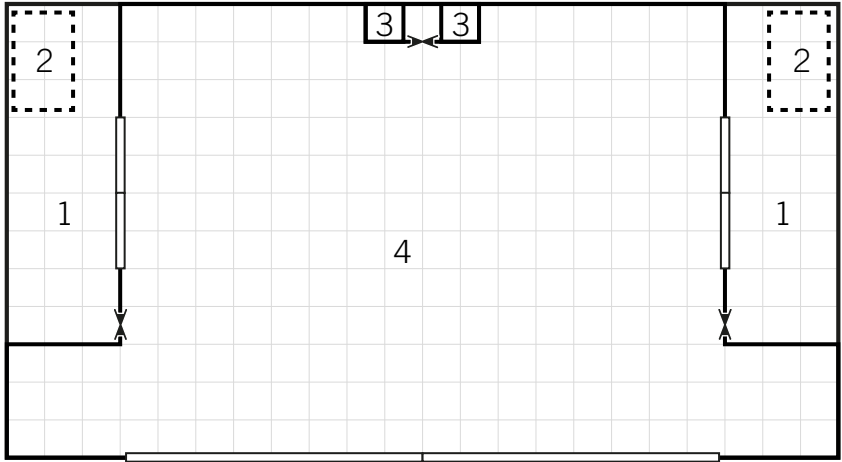


Deck 1

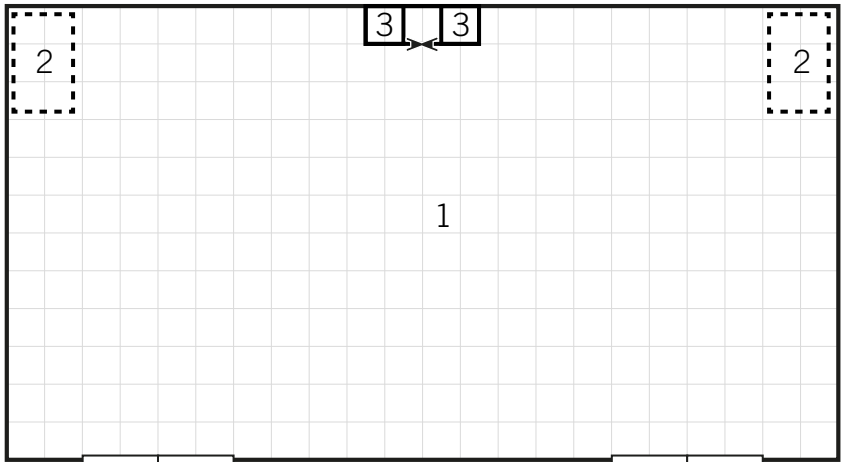


Deck 2

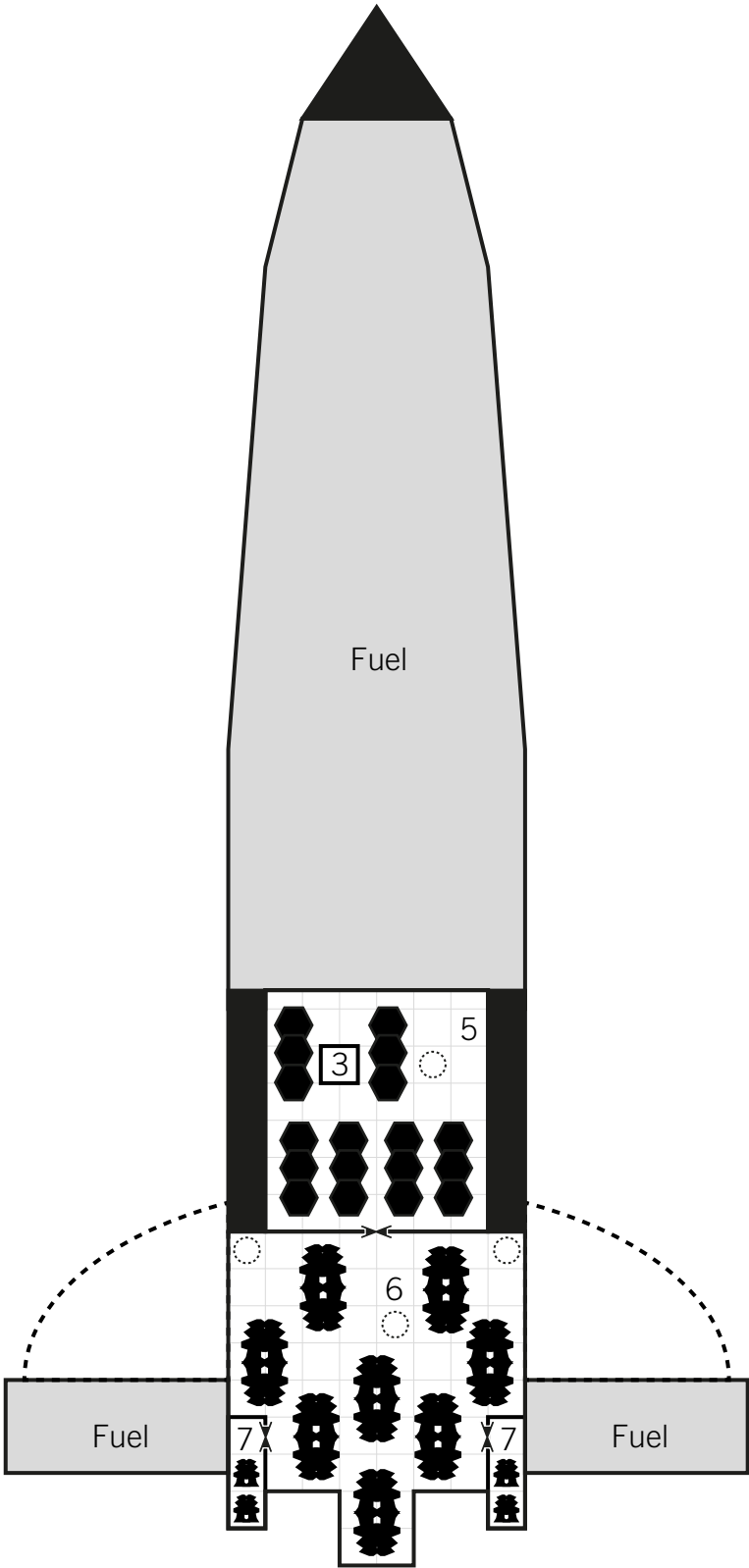
1. Mail distribution array
2. Jump drive
3. Manoeuvre drive
4. Sensors
5. Bridge
6. Ship's locker
7. Stateroom
8. Fresher
9. Air lock
10. Common area
11. Cargo hold
12. Shrine
13. Power plant



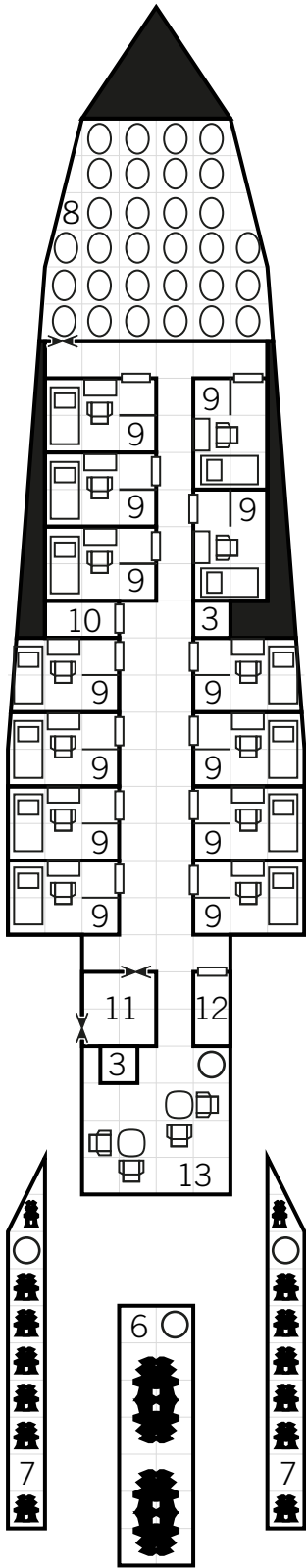
Deck 1



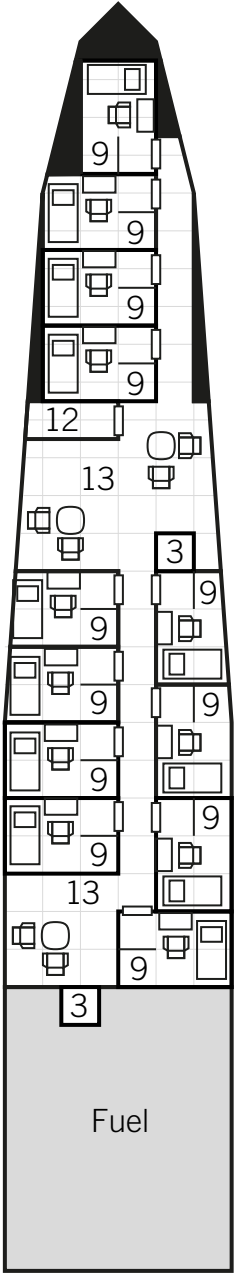
Deck 2



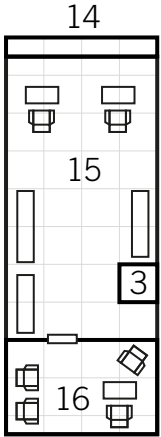
Deck 3



Deck 4



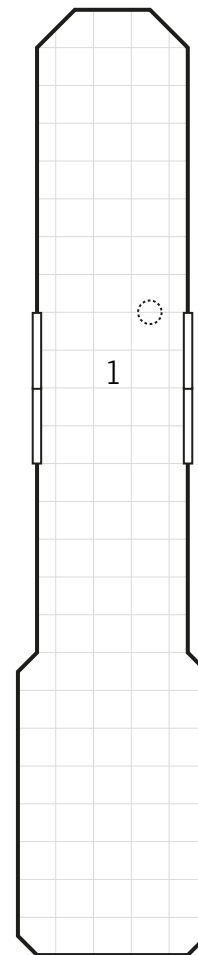
Deck 5



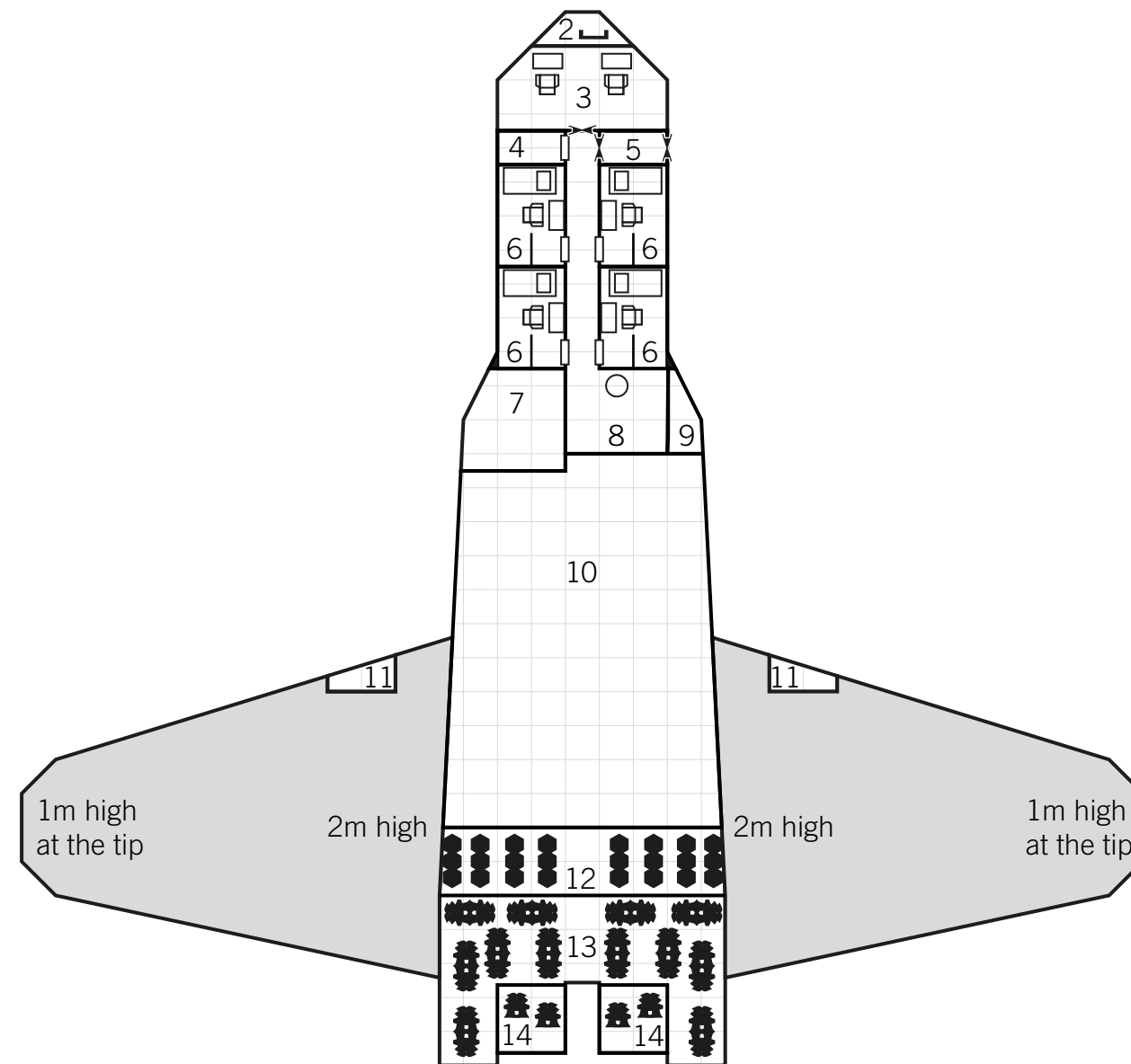
Deck 6

- 1. Cargo hold
- 2. Cargo lift
- 3. Lift
- 4. Shuttle bay
- 5. Power plant
- 6. Jump drive
- 7. Manoeuvre drive
- 8. Low berths
- 9. Stateroom
- 10. Locker
- 11. Air lock
- 12. Fresher
- 13. Common area
- 14. Sensors
- 15. Bridge
- 16. Office
- 17. Shrine

1. Cargo hold
2. Sensors
3. Bridge
4. Ship's locker
5. Air lock
6. Stateroom
7. Shrine
8. Common area
9. Fresher
10. Mining Drones
11. Fuel processor
12. Power plant
13. Jump drive
14. Manoeuvre drive

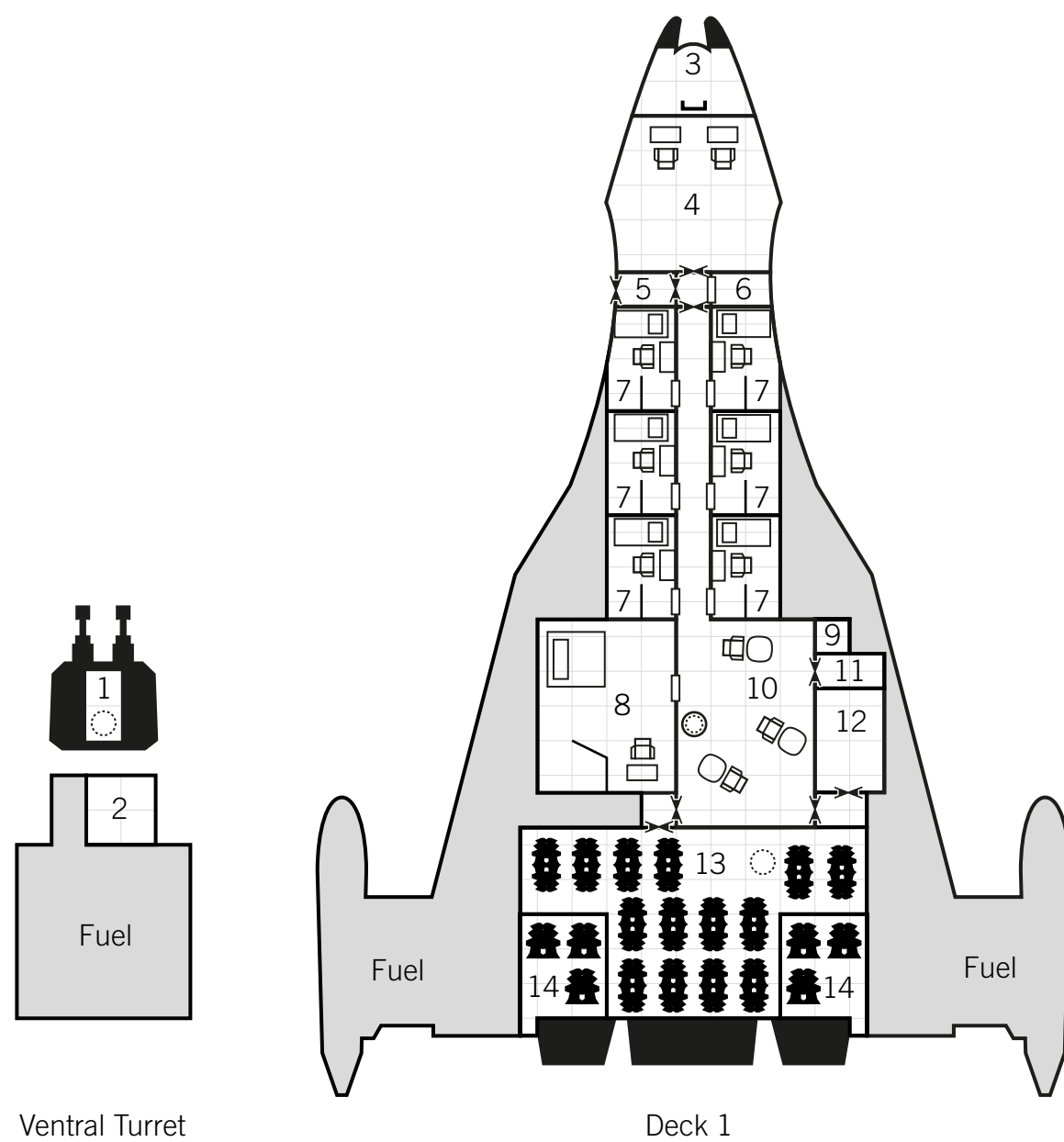


Deck 1

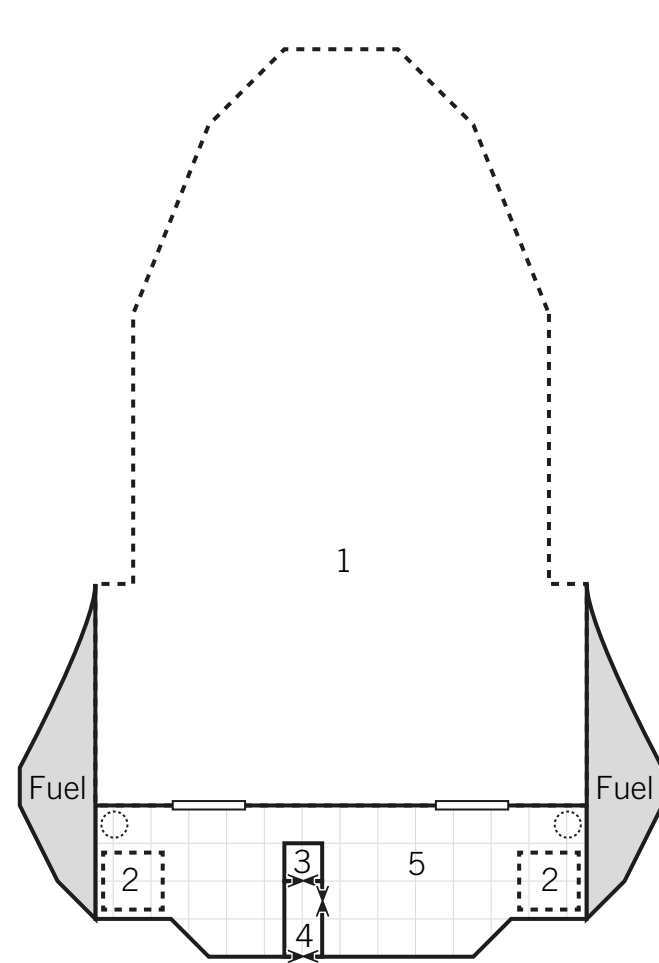


Deck 2

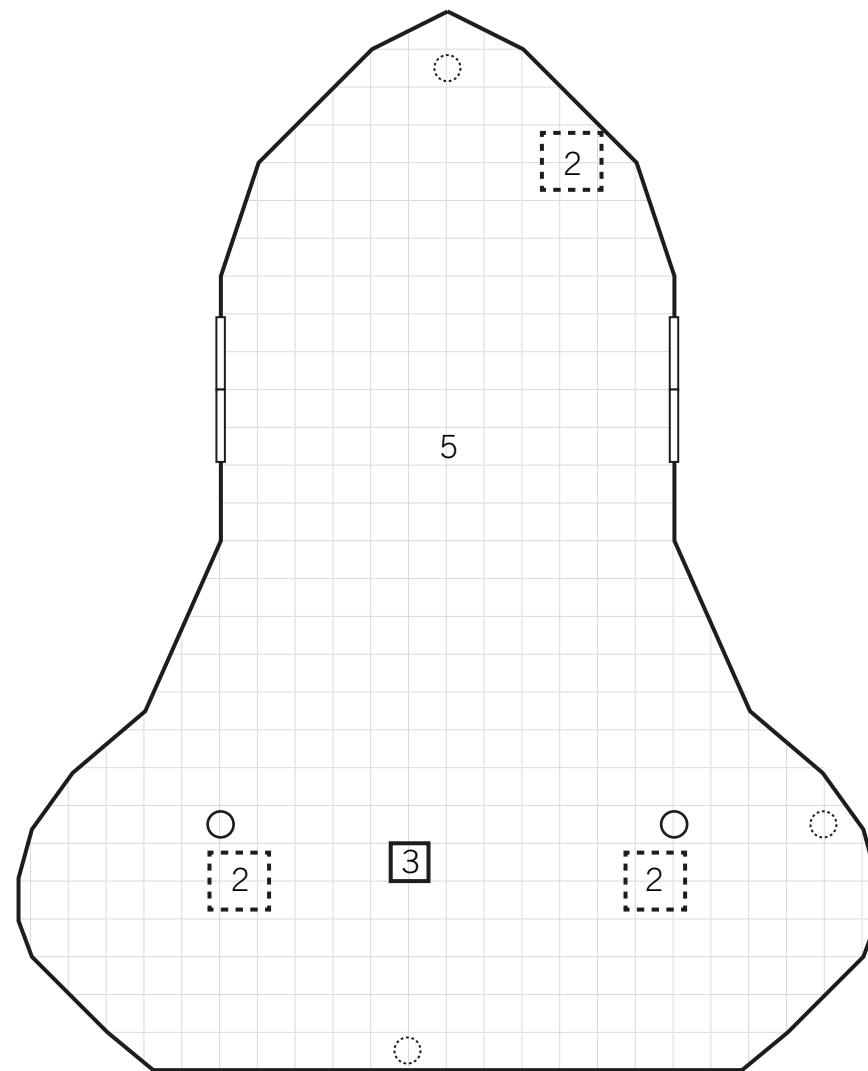




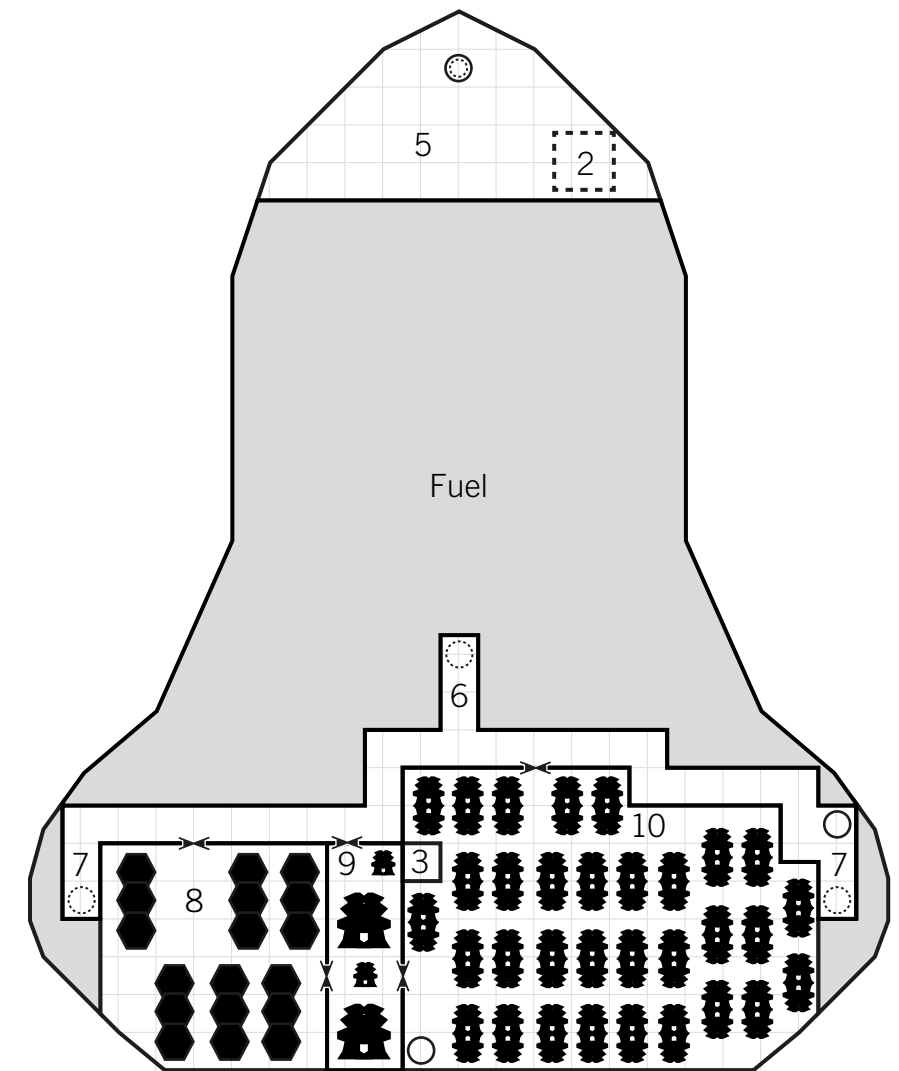
1. Double turret (sandcaster/missile)
2. Fuel processor
3. Sensors/avionics
4. Bridge
5. Air lock
6. Ship's locker
7. Stateroom
8. Luxury stateroom
9. Fresher
10. Common area
11. Sandcaster barrels storage
12. Cargo hold
13. Jump drive
14. Manoeuvre drive
15. Double turret (pulse laser/missile)
16. Shrine
17. Missile storage
18. Power plant



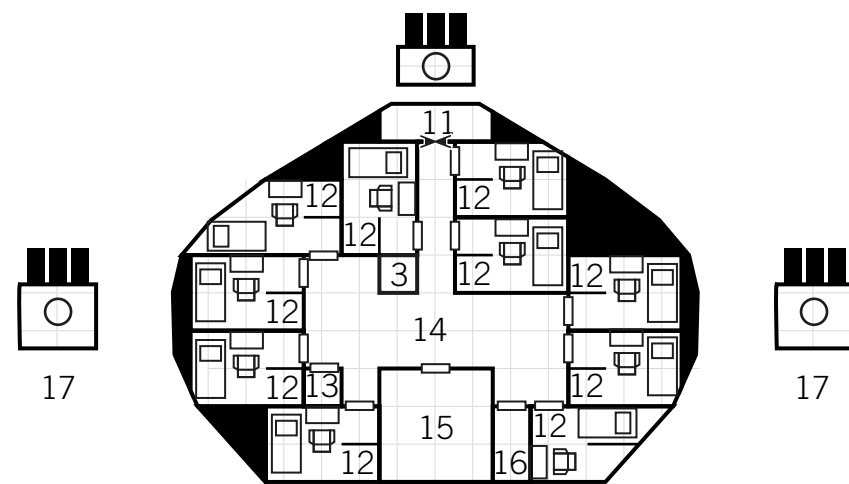
Deck 1



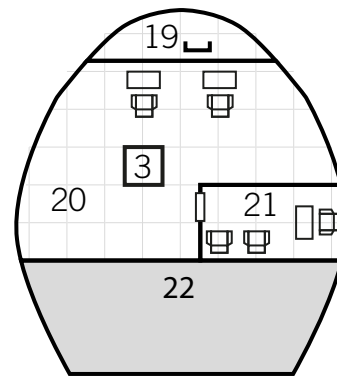
Deck 2



Deck 3

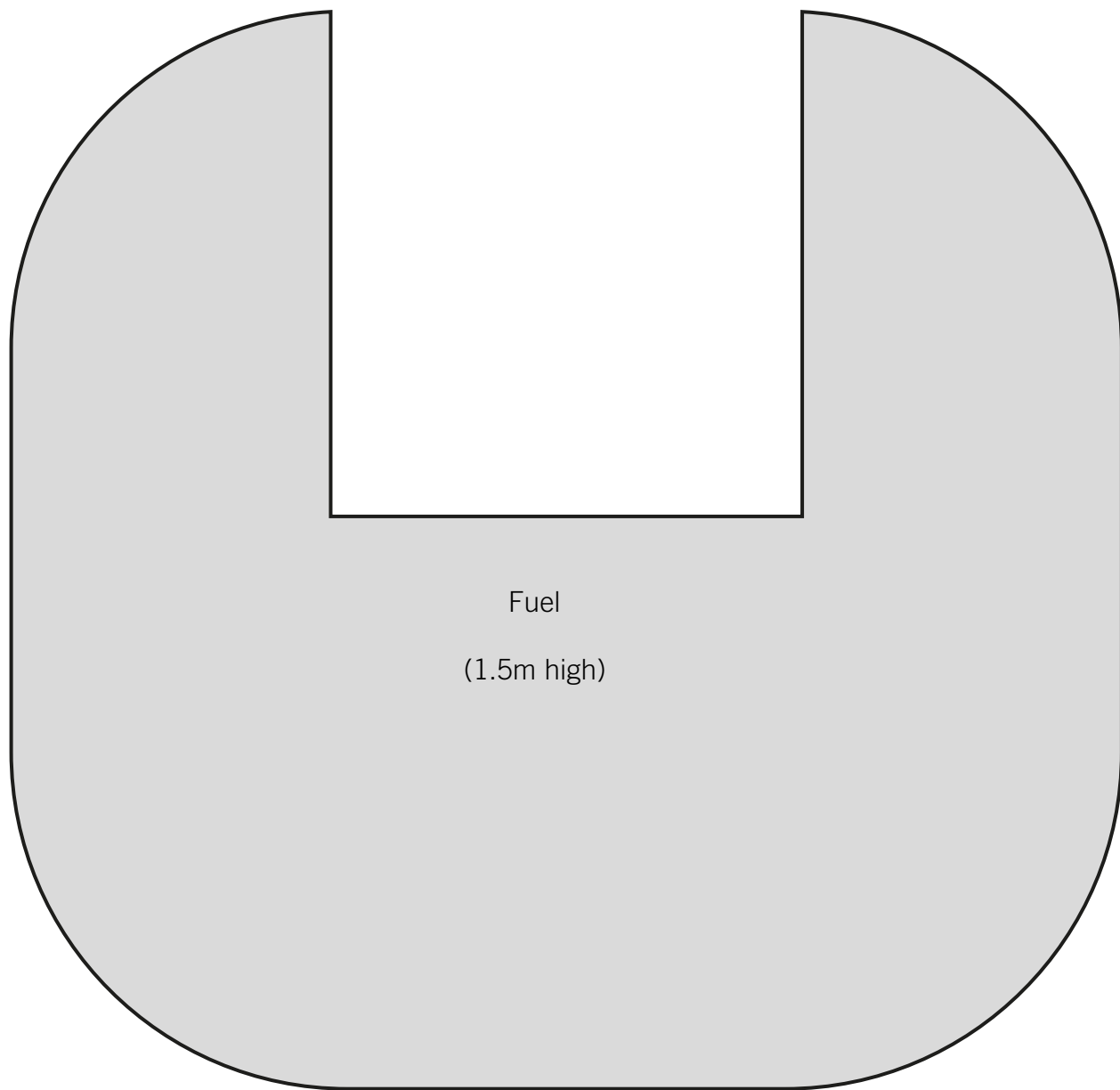


Deck 4

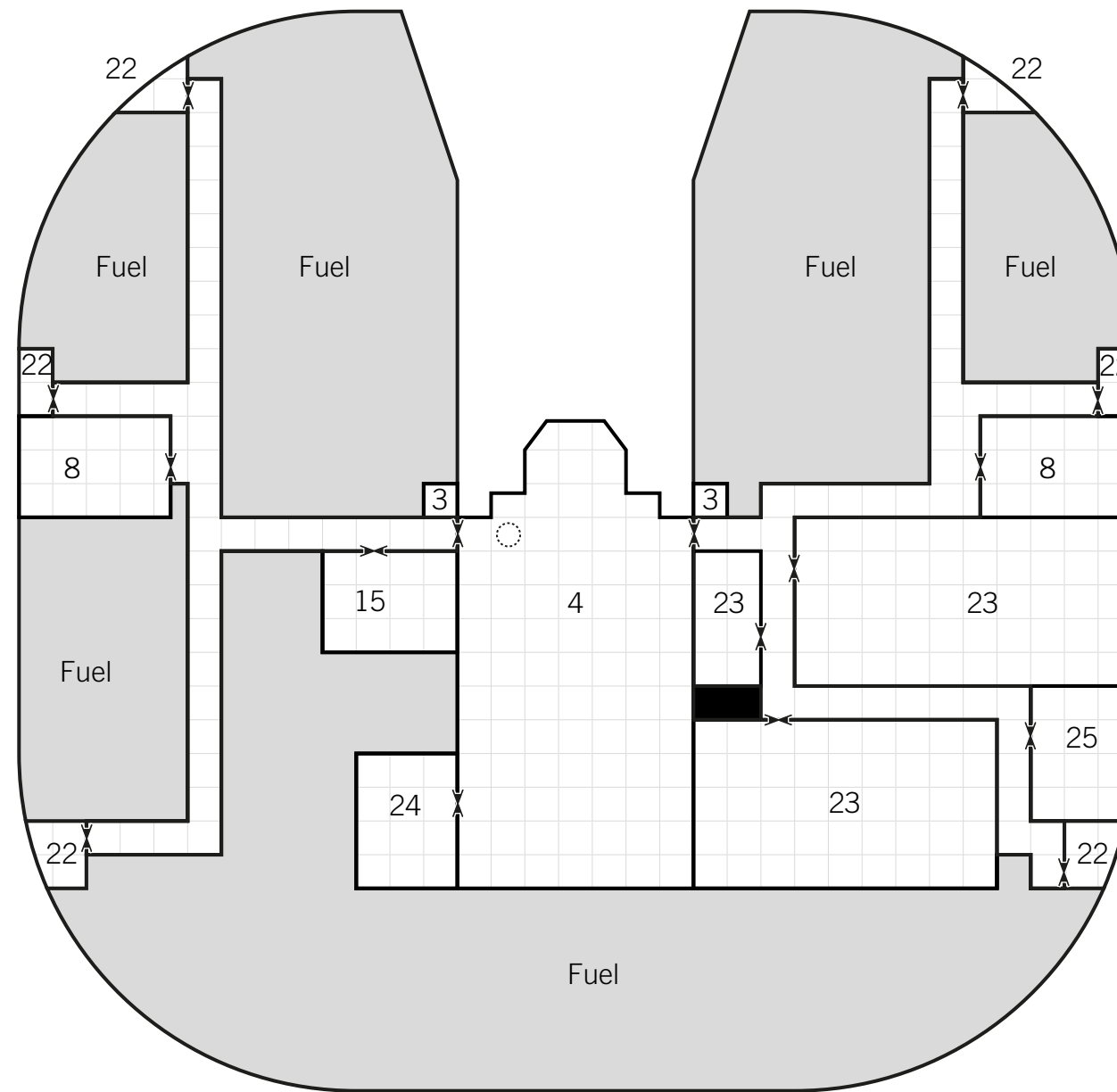


Deck 5

1. Shuttle docking area
2. Cargo lift
3. Lift
4. Air lock
5. Cargo hold
6. Access to triple turret (sandcaster)
7. Access to triple turret (beam laser)
8. Power plant
9. Manoeuvre drive
10. Jump drive
11. Sandcaster barrel storage
12. Stateroom
13. Fresher
14. Common area
15. Shrine
16. Ship's locker
17. Triple turret (beam laser)
18. Triple turret (sandcaster)
19. Sensors and avionics
20. Bridge
21. Captain's office

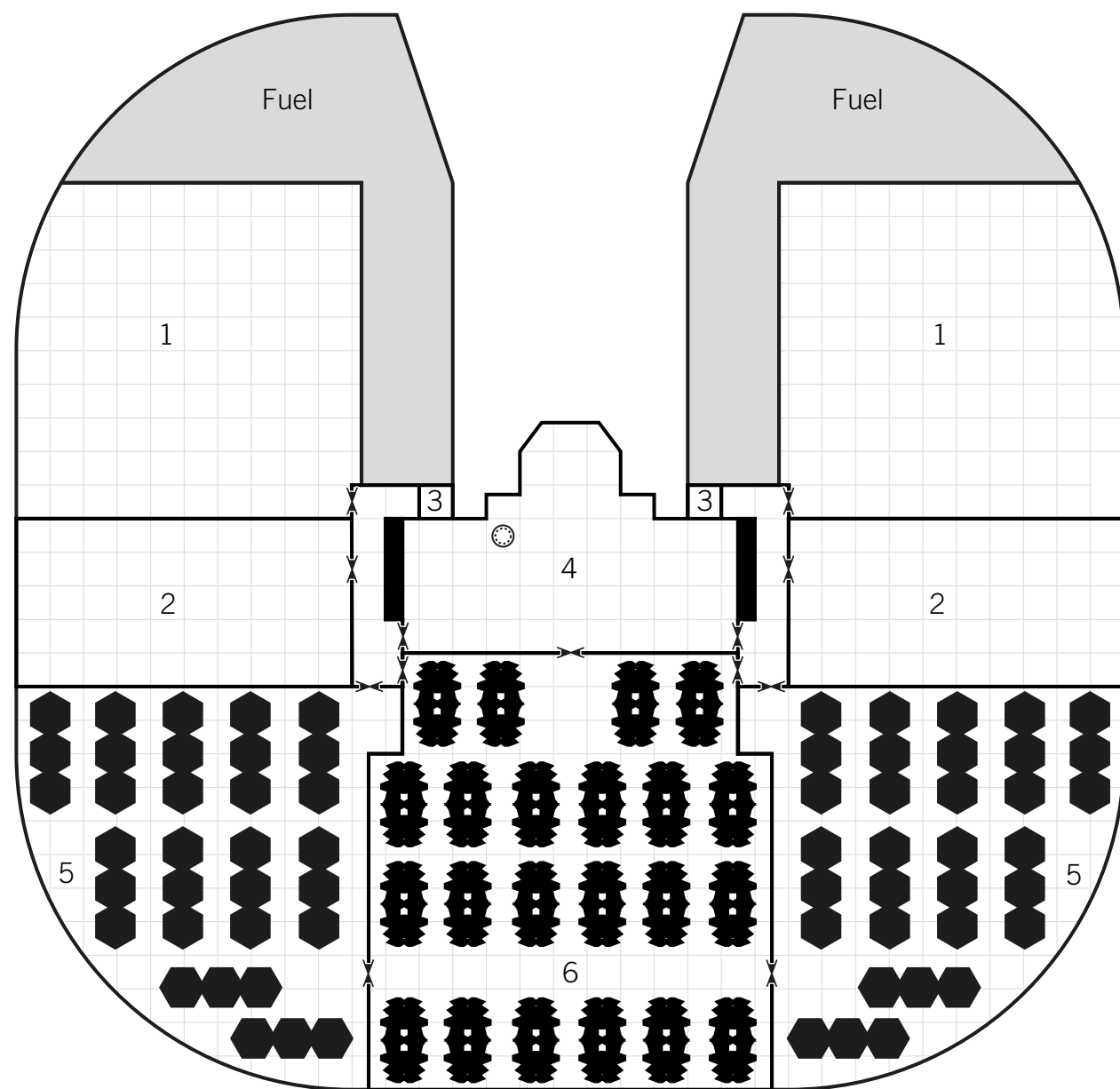


Deck 1

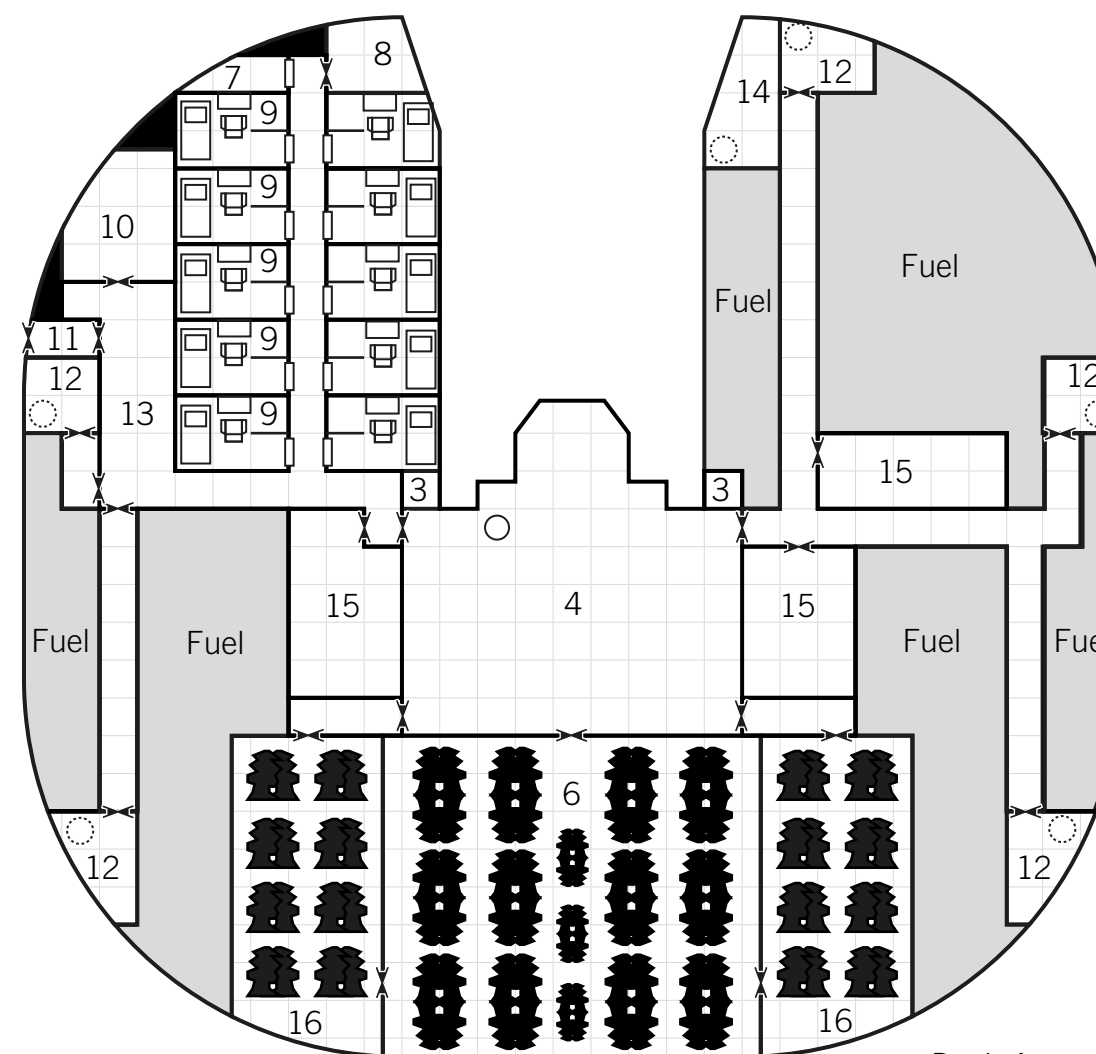


Deck 2

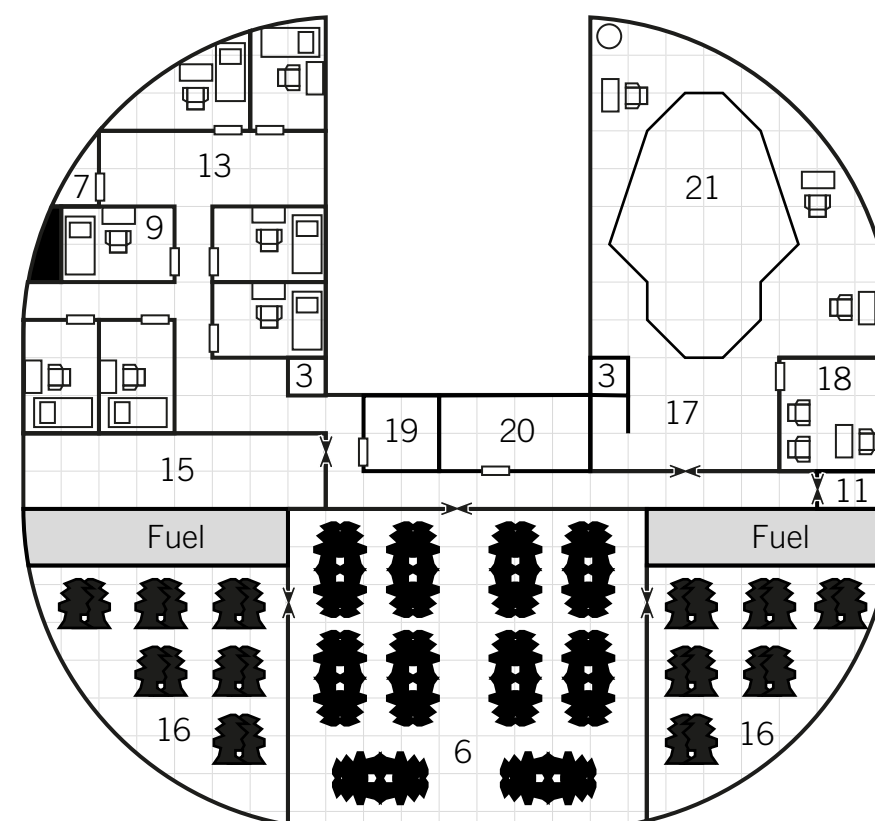
1. Small missile bay
2. Missile storage
3. Lift
4. Medium fusion gun bay
5. Power plant
6. Jump drive
7. Fresher
8. Particle barrette
9. Stateroom
10. Shrine
11. Air lock
12. Triple turret (sandcaster) and barrel storage
13. Common area
14. Sensors
15. Armoury
16. Manoeuvre drive
17. Bridge
18. Captain's office
19. Ship's locker
20. Briefing room
21. Raised platform
22. Triple turret (beam laser)
23. Low berths
24. Fuel processor
25. Cargo hold



Deck 3



Deck 4



Deck 5