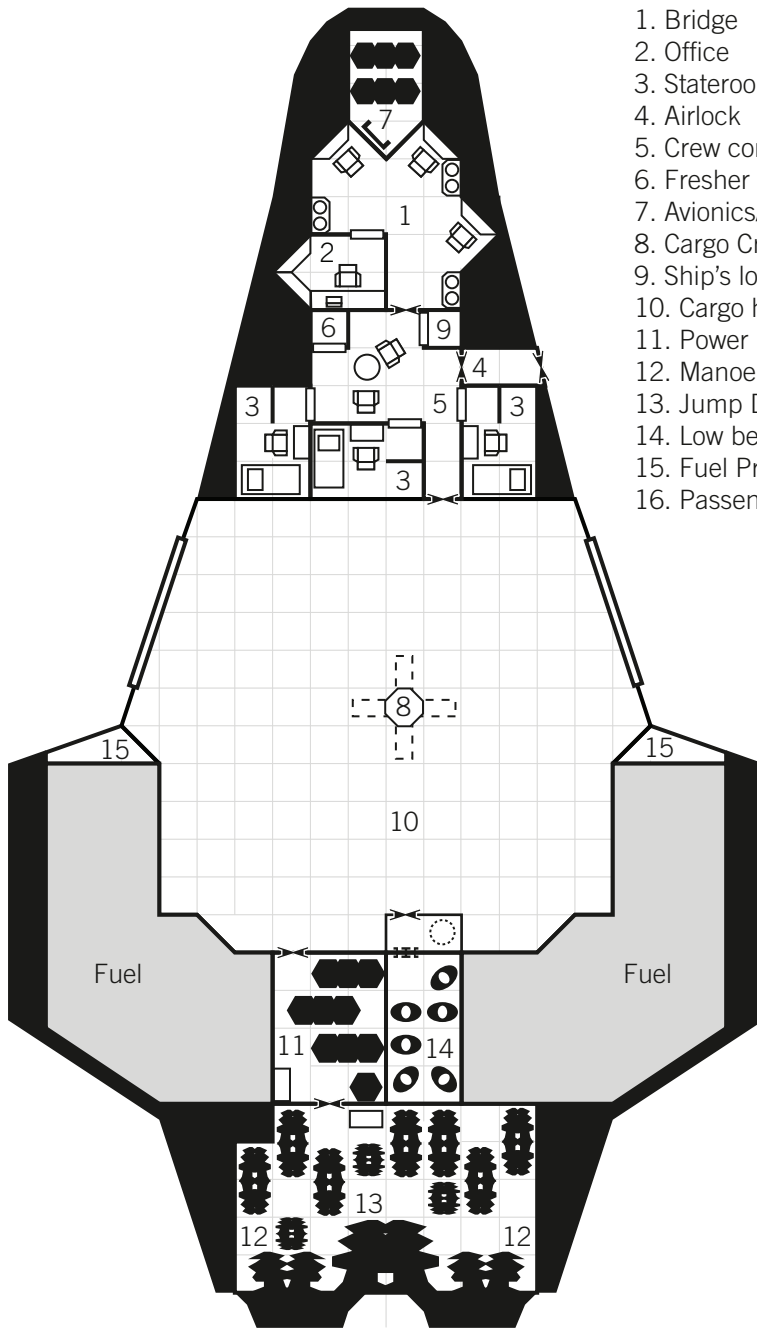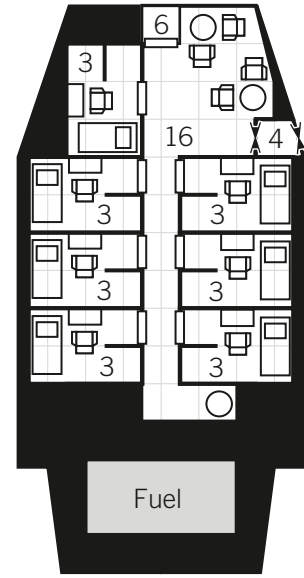1. Bridge
2. Office
3. Stateroom
4. Airlock
5. Crew common area
6. Fresher
7. Avionics/sensors
8. Cargo Crane
9. Ship's locker
10. Cargo hold
11. Power plant
12. Manoeuvre drive
13. Jump Drive
14. Low berths
15. Fuel Processors
16. Passengers common area

7

1

2

6

9

4

3   5   3

3

15   15

10

Fuel   Fuel

11   14

13

12   12

Lower Deck

6

3

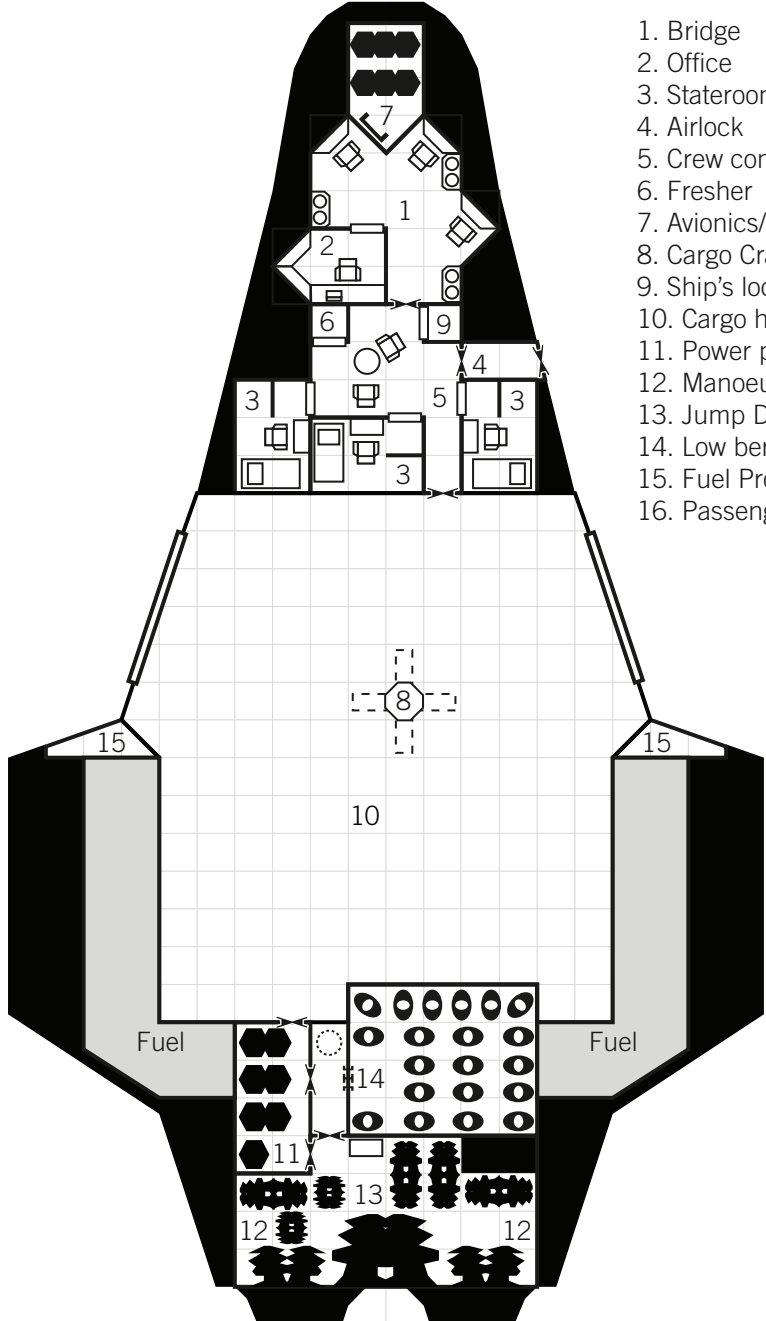16   4

3   3

3   3

3   3

Fuel

Upper Deck

1. Bridge
2. Office
3. Stateroom
4. Airlock
5. Crew common area
6. Fresher
7. Avionics/sensors
8. Cargo Crane
9. Ship's locker
10. Cargo hold
11. Power plant
12. Manoeuvre drive
13. Jump Drive
14. Low berths
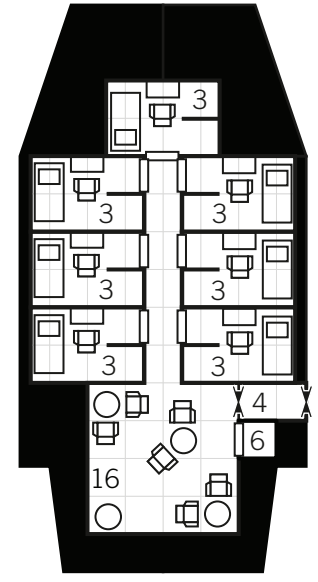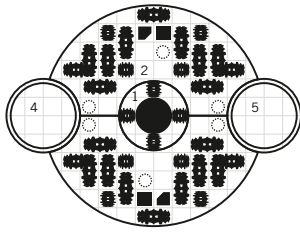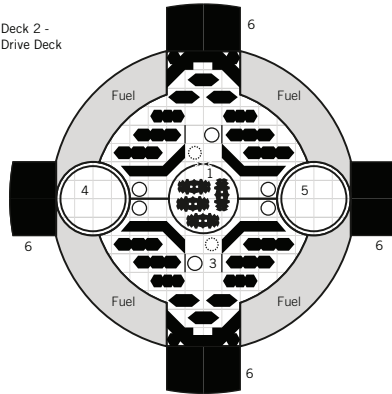15. Fuel Processors
16. Passengers common area

7

1

2

6

9

3

5

3

4

3

15

15

8

10

Fuel

Fuel

14

11

13

12

12

Lower Deck

3

3

3

3

3

3

3

4

6

16

Upper Deck

1. Bridge
2. Office
3. Stateroom
4. Common Area
5. Power plant
6. Manoeuvre drive
7. Jump drive
8. Pinnace docking space
9. Lift
10. Fresher
11. Laboratories
12. Air lock to outer ring
13. Sensors
14. Probe drones
15. Cargo area
16. Ship's locker
17. Pinnace boarding area
18. Maintenance bay
19. Air raft boarding area

Docking Ring

Access to outer ring

to Quadrant 3

to Quadrant 1

Quadrant 4

Drive pod 2
Upper deck

Quadrant 3

to Quadrant 2

to Quadrant 4

to Quadrant 1

to Quadrant 3

Quadrant 2

Drive pod 1
Upper deck

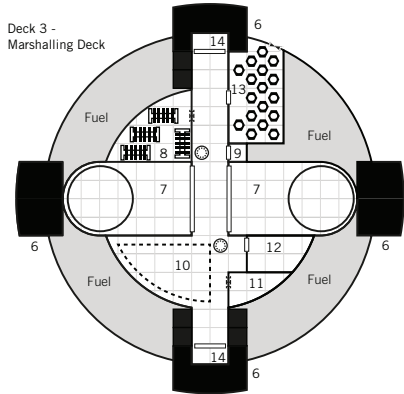to Quadrant 4
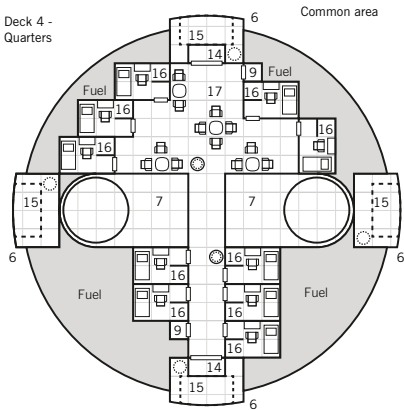
to Quadrant 2

Quadrant 1

Deck 1 -
Lower Drive Deck
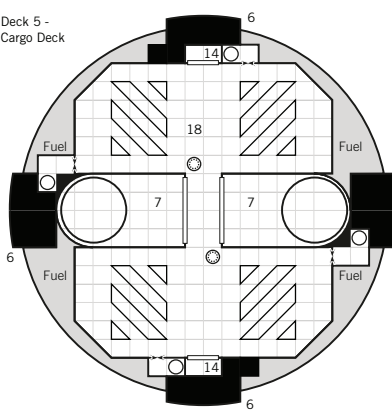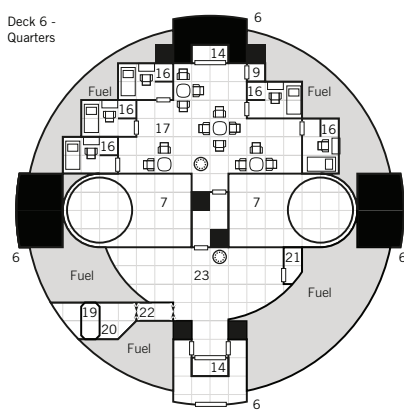
Deck 2 -
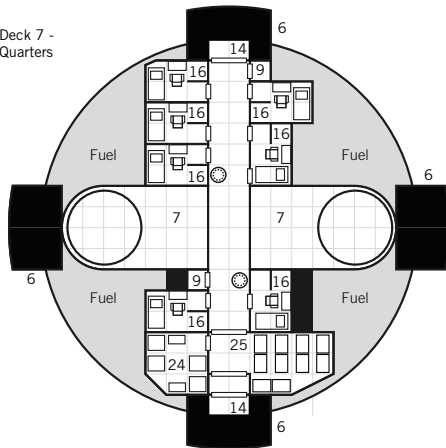Drive Deck

Deck 3 -
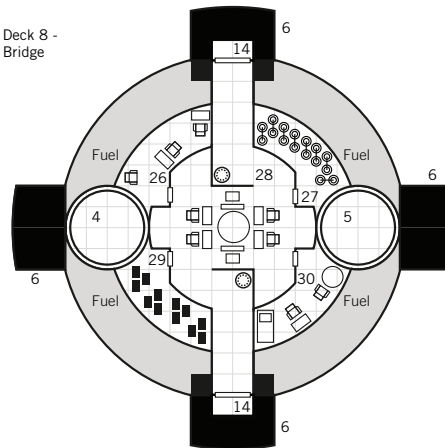Marshalling Deck

Deck 4 -
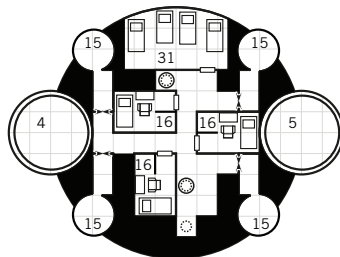Quarters

Common area

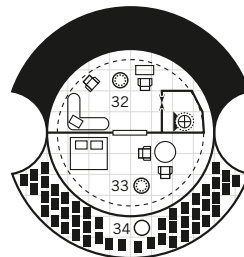Deck 5 -
Cargo Deck

Deck 6 -
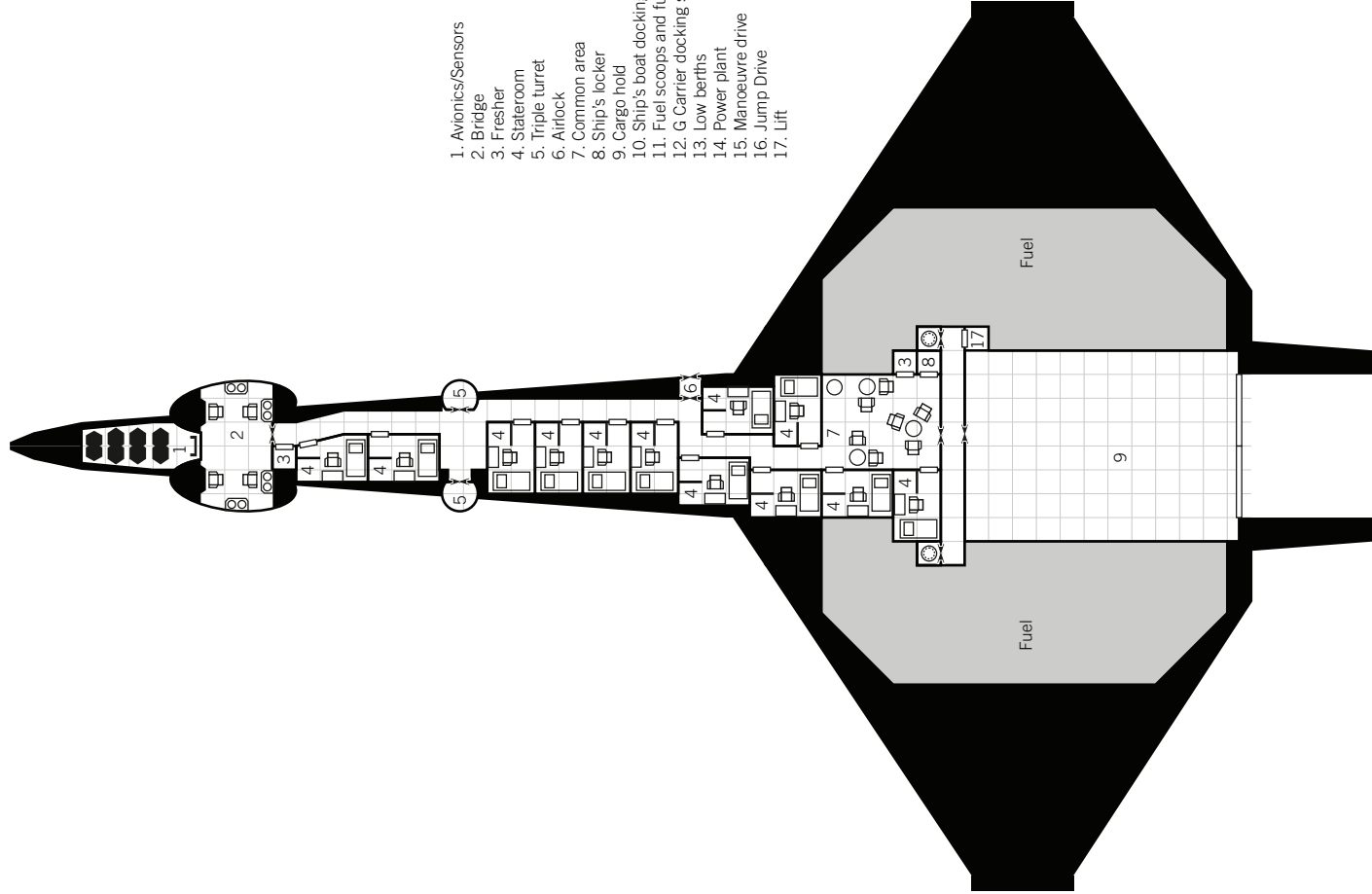Quarters

Deck 7 -
Quarters

Deck 8 -
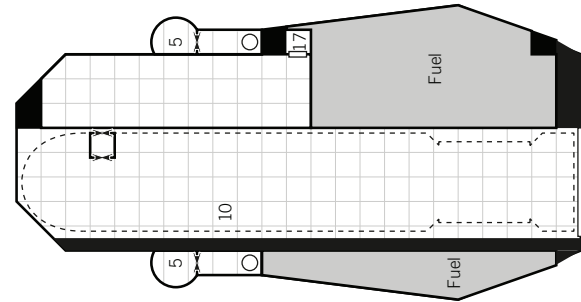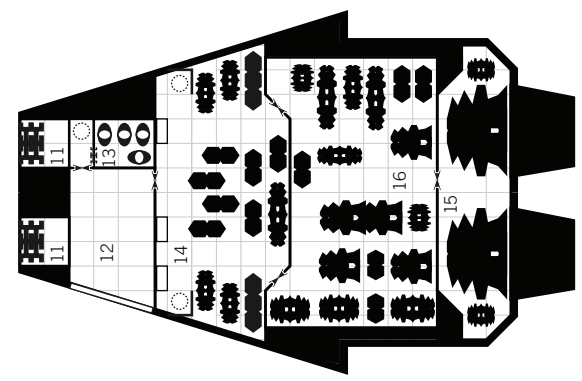Bridge

Deck 9 -
Gunnery

Deck 10 -
Avionics

1. Manoeuvre Drive
2. Jump drive
3. Power plant
4. Modular cutter docking space - port
5. Modular cutter docking space - starboard
6. Landing leg
7. Modular cutter docking space and bay
8. Armoury
9. Fresher
10. Marshalling area
11. Secure vault
12. Storage area
13. Repair drones
14. lift
15. Triple turret
16. Stateroom
17. Common area
18. Cargo hold
19. Air/raft
20. Air/raft berth
21. Ship's locker
22. Air lock
23. Entry area
24. Galley
25. Mess
26. Captain's office
27. Sensors
28. Control pit
29. Computers
30. Captain's suite
31. Sickbay
32. Owner's lounge
33. Owner's suite
34. Avionics

1. Avionics/Sensors
2. Bridge
3. Fresher
4. Stateroom
5. Triple turret
6. Airlock
7. Common area
8. Ship's locker
9. Cargo hold
10. Ship's boat docking space
11. Fuel scoops and fuel processors
12. G Carrier docking space
13. Low berths
14. Power plant
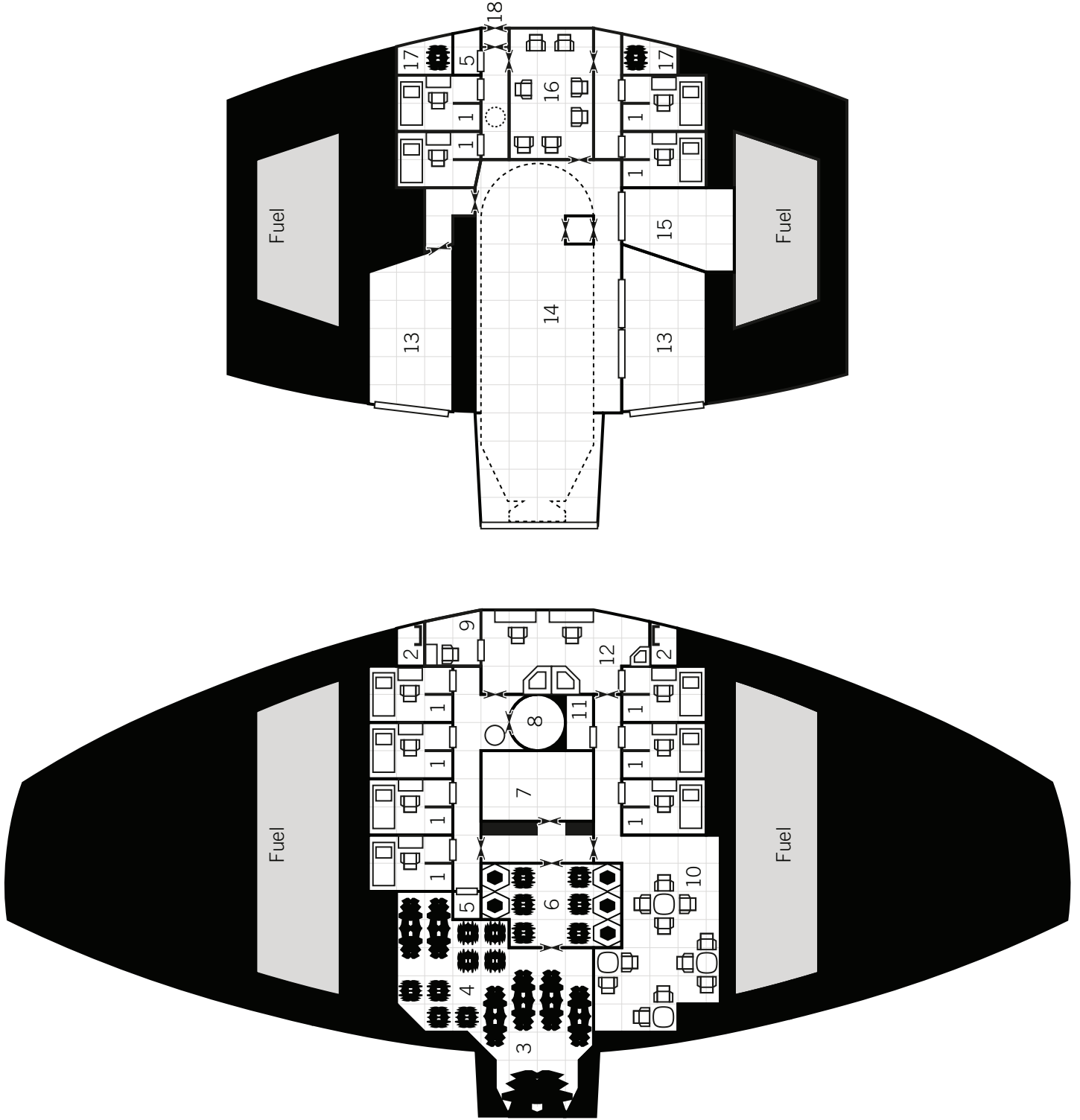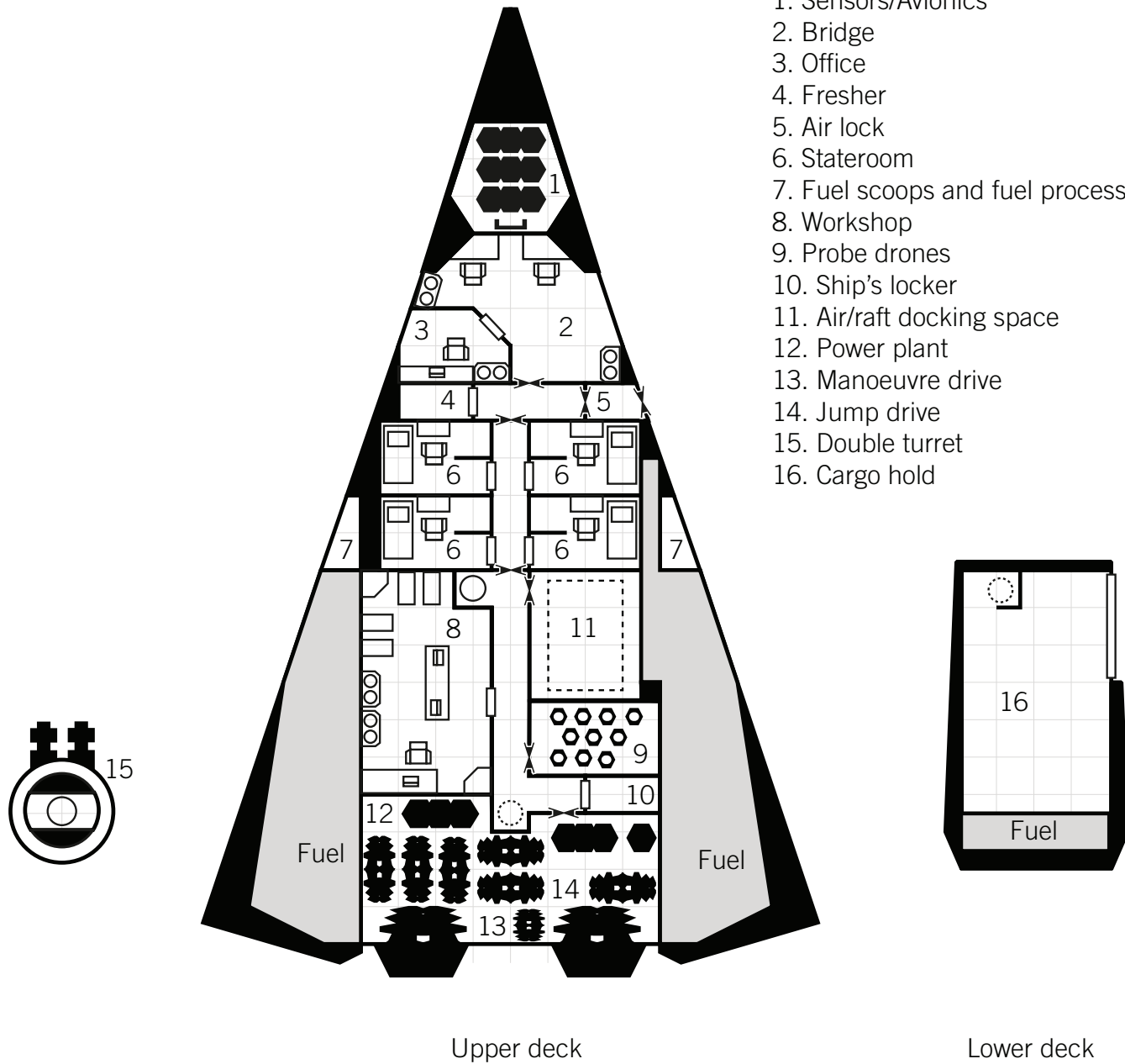15. Manoeuvre drive
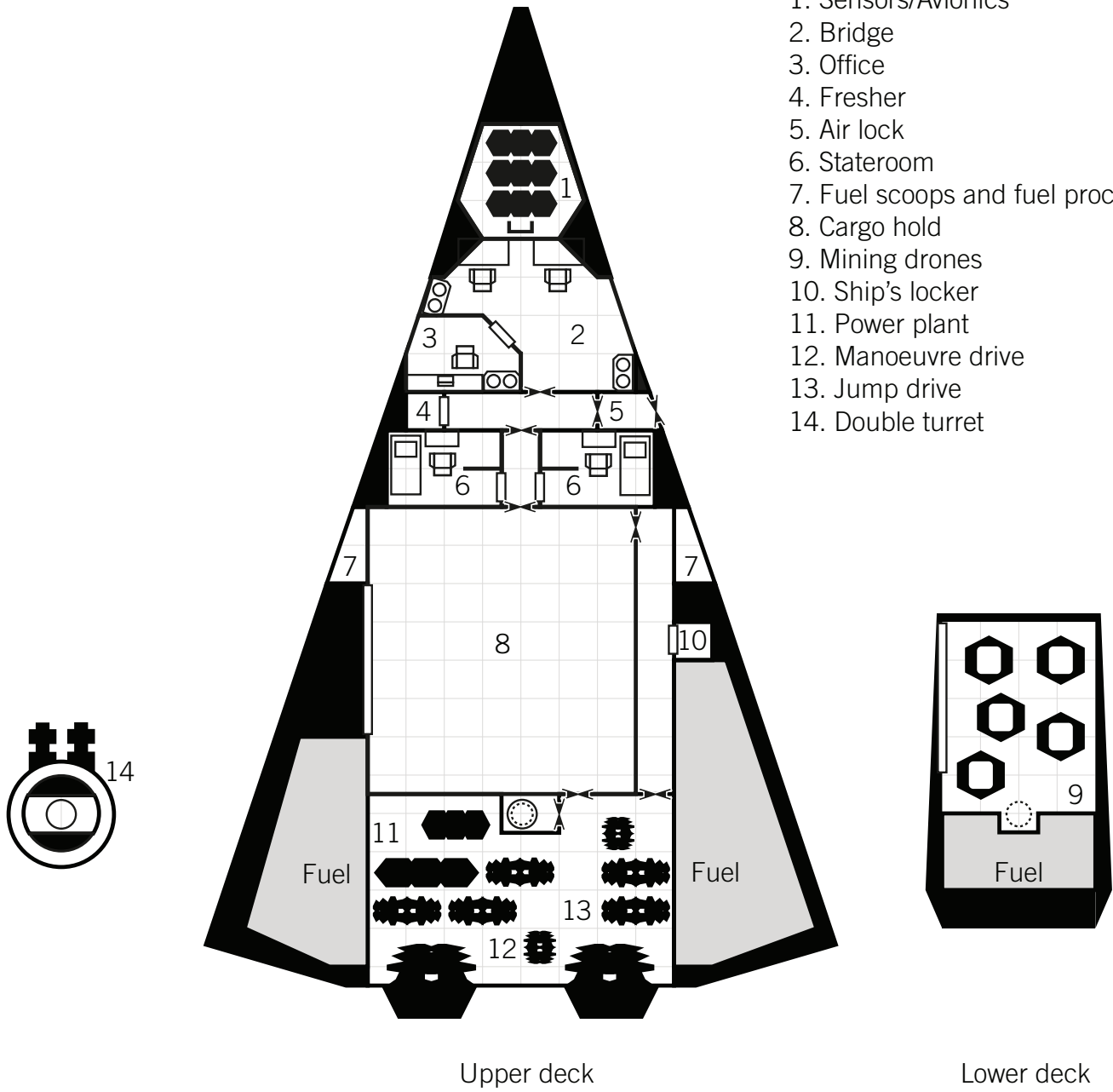16. Jump Drive
17. Lift

Lower Deck

Upper Deck

Fuel

1. Stateroom
2. Sensors
3. Manoeuvre Drive
4. Jump drive
5. Fresher
6. Power plant
7. Air/raft docking space
8. Double turret
9. Office
10. Common area
11. Ship's locker
12. Bridge
13. Multi-environment space
14. Launch docking space
15. Cargo hold
16. Trophy lounge
17. Fuel scoops and fuel processors
18. Airlock

1. Sensors/Avionics
2. Bridge
3. Office
4. Fresher
5. Air lock
6. Stateroom
7. Fuel scoops and fuel processors
8. Workshop
9. Probe drones
10. Ship's locker
11. Air/raft docking space
12. Power plant
13. Manoeuvre drive
14. Jump drive
15. Double turret
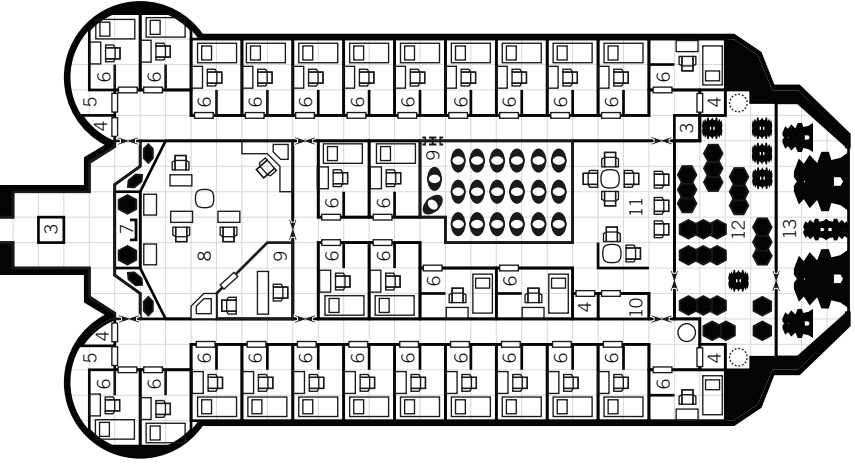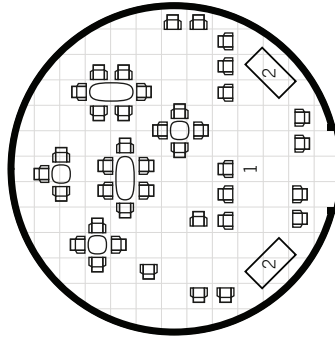16. Cargo hold

Upper deck

Lower deck

1. Sensors/Avionics
2. Bridge
3. Office
4. Fresher
5. Air lock
6. Stateroom
7. Fuel scoops and fuel processors
8. Cargo hold
9. Mining drones
10. Ship's locker
11. Power plant
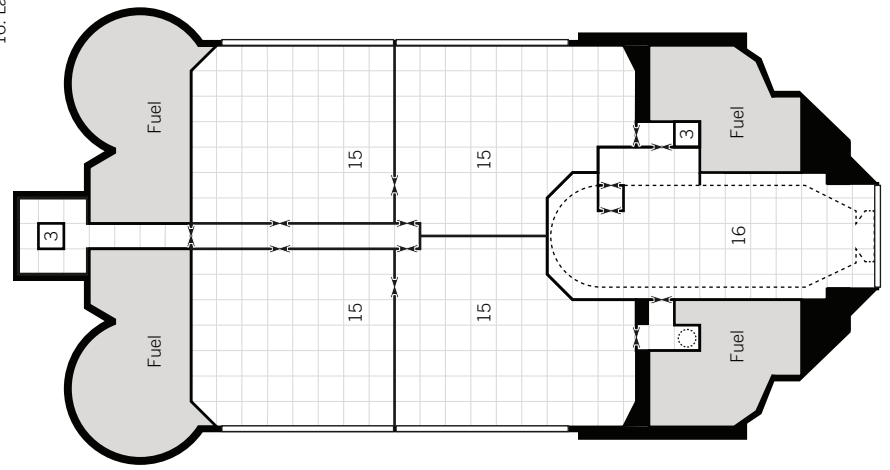12. Manoeuvre drive
13. Jump drive
14. Double turret

1

3   2

4   5

6   6

7   7

8   10

14

Fuel   Fuel

11

13

12

9

Fuel

Upper deck

Lower deck
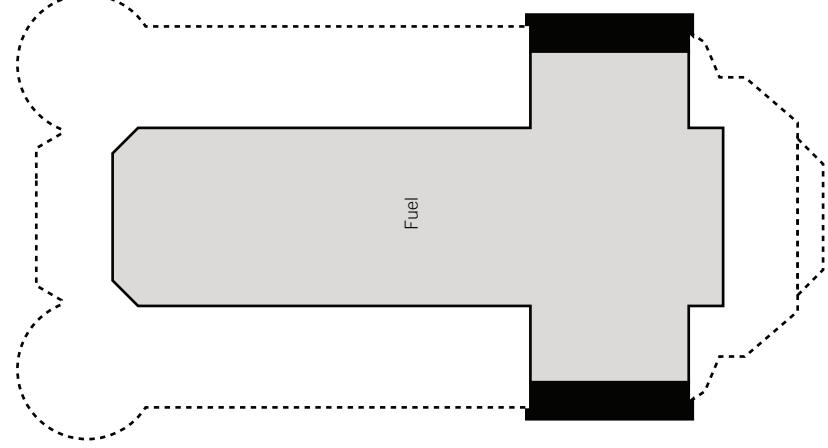
1. Passenger's lounge
2. Bar/Galley
3. Lift
4. Fresher
5. Spa/steam room
6. Stateroom
7. Avionics/sensors
8. Bridge
9. Office
10. Ship's locker
11. Crew common area
12. Power plant
13. Manoeuvre drive
14. Jump drive
15. Cargo hold
16. Launch docking space

Lower deck

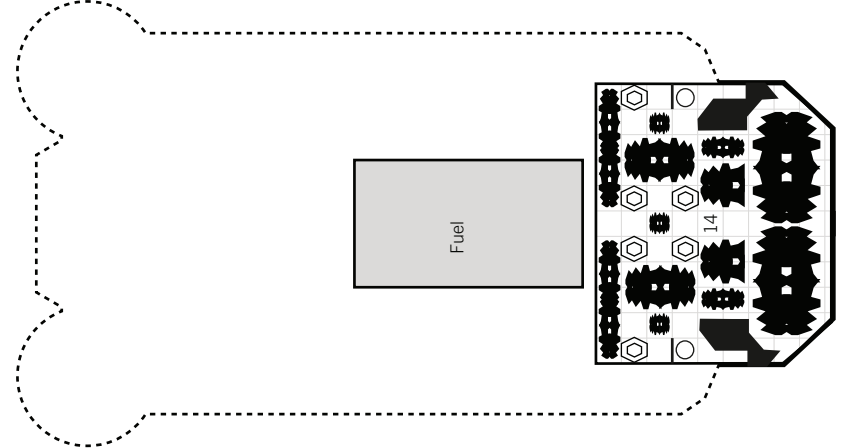Cargo deck

Quarters deck
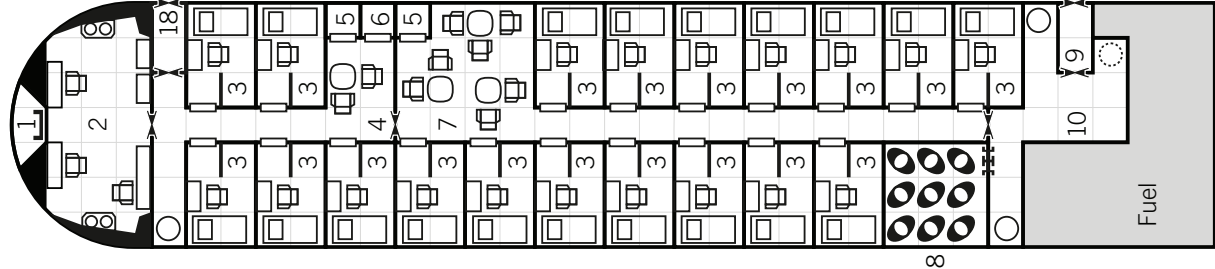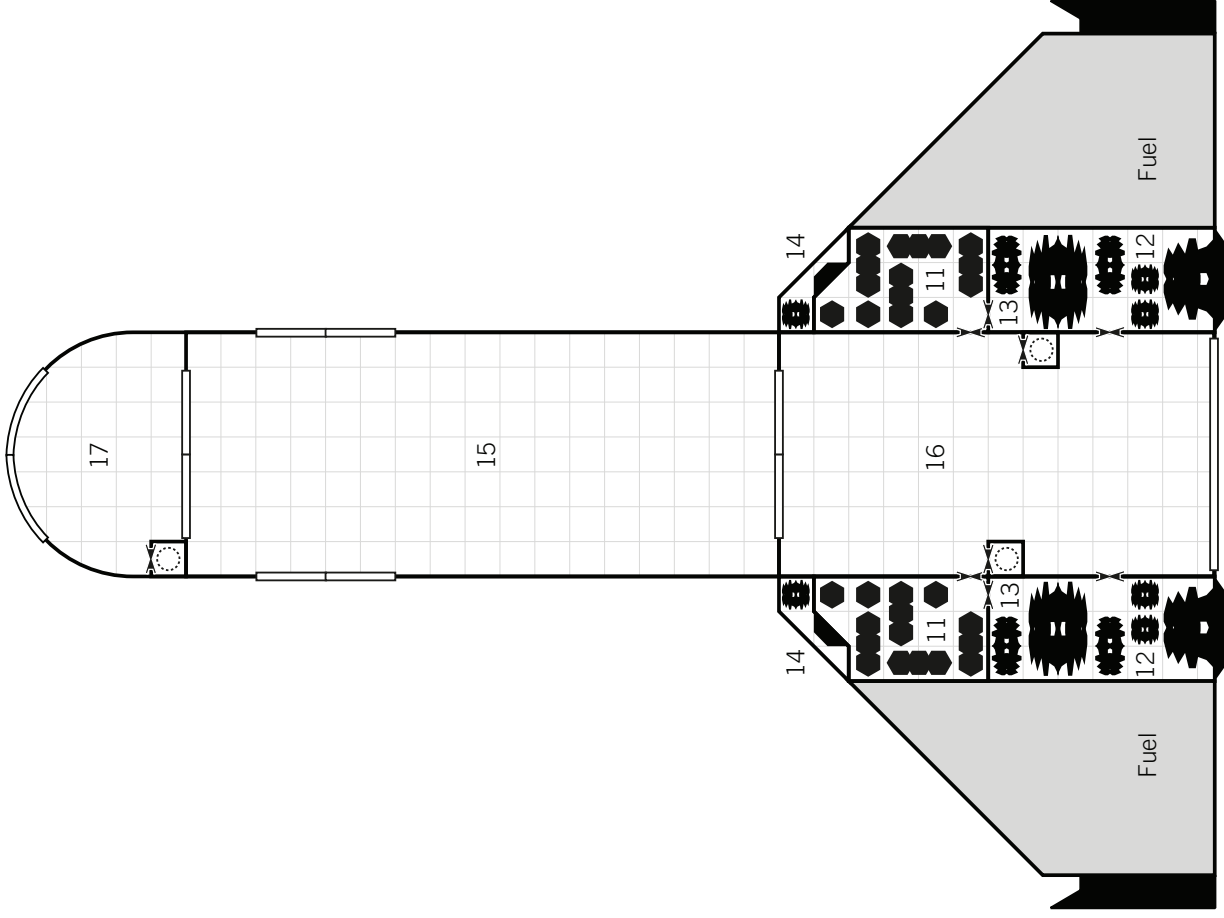
Upper deck
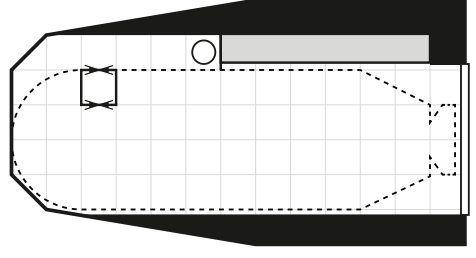
1. Sensors/Avionics
2. Bridge
3. Stateroom
4. Crew common area
5. Fresher
6. Ship's locker
7. Passenger common area
8. Low berths
9. Passengers air lock
10. Boarding area
11. Power plant
12. Manoeuvre drive
13. Jump drive
14. Fuel scoops and fuel processors
15. Main cargo bay
16. Aft cargo bay
17. Forward cargo bay
18. Air lock

Upper deck

Middle deck

Fuel

Lower deck

Fuel

Fuel

1. Avionics / Sensors
2. Bridge
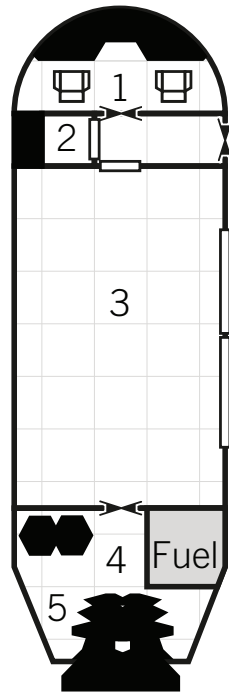3. Office
4. Air lock
5. Air/raft docking space
6. ATV bay
7. Lift
8. Fresher
9. Ship's locker
10. Cargo bay
11. Ship's boat docking space
12. Ship's boat
13. Stateroom
14. Luxury room
15. Passengers Common area
    a. Theatre
    b. Dining room and kitchen
    c. Gym
    d. Salon
    e. Computer room
16. Crew common area
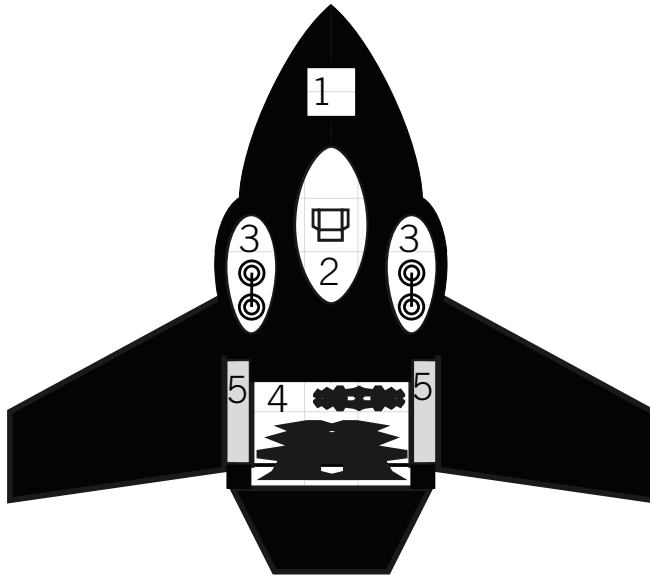17. Power plant
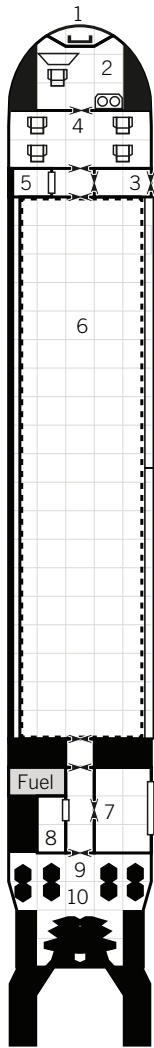18. Manoeuvre drive
19. Jump drive

Lower deck

Upper deck

1. Bridge
2. Fresher
3 Cargo hold
4. Power plant
5. Manoeuvre drive

Also called a life boat, due to one of its
expected roles, this craft uses a 20-ton hull
and can easily be flown by a single skilled
individual. A launch can be configured
to engage in a wide variety of roles, but
ambitious schemes will find themselves
limited by the small hull and weak power
plant. However, for the price, the launch
provides a means to very cheap space travel.

1. Avionics
2. Cockpit
3. Sensors
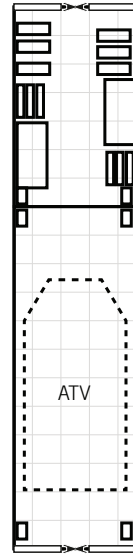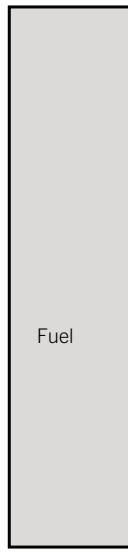4. Power Plant and Manoeuvre Drive
5. Fuel tanks

Consisting of little more than a power
plant and pulse laser with a pilot strapped
to the top, the light fighter is a small, fast
and highly manoeuvrable craft designed
to make high-speed runs on enemy ships
and destroy other small craft. Designed to
adhere to a strict budget, the light fighter
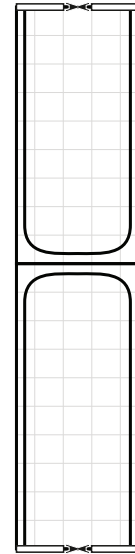allows even the poorest worlds a chance at
self-defence.

ATV Module

Fuel Module

Cargo Module

Fuel

ATV

Fuel

Fuel

The modular cutter is notable for having 30 tons dedicated to a detachable module; this allows the cutter to quickly and efficiently change roles during a voyage without needing extensive refits at a starport. While there are a great many customised modules available for the cutter, the three most common and routinely available for the cutter are listed below and detailed on Page XX.

ATV Module: The ATV module costs MCr1.8.
Fuel Module: The Fuel module costs MCr1.
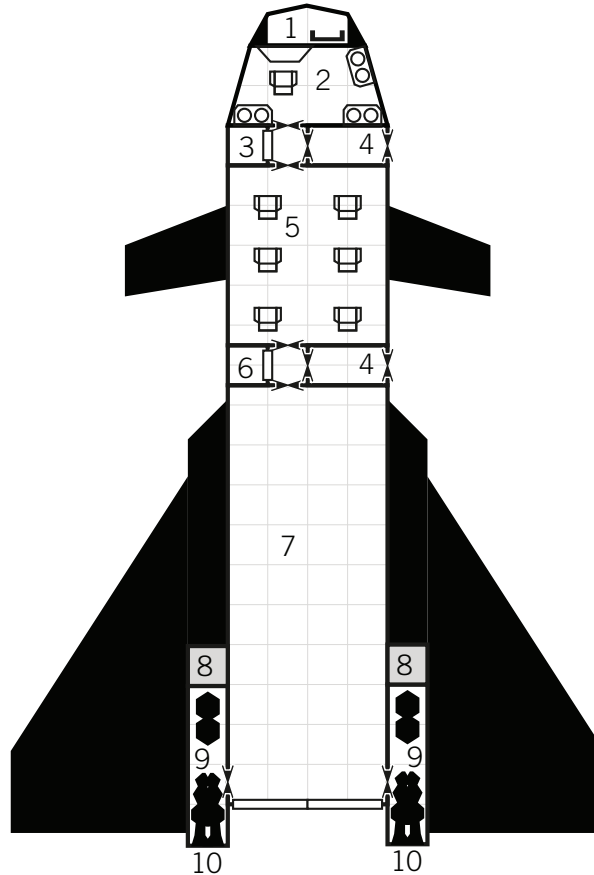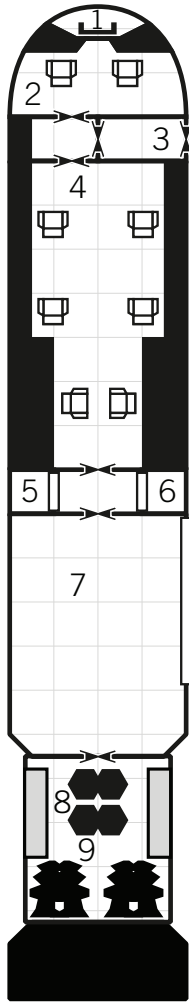Open Module: The Open module costs MCr2.

1. Avionics/Sensors
2. Bridge
3. Airlock
4. Cabin Space
5. Fresher
6. Module docking pace
7. Cargo Hold
8. Ship's locker
9. Power Plant
10. Manoeuvre Drive

The pinnace is a popular choice as an auxiliary vessel for adventuring or exploratory ships, as it has the speed, range and cargo capacity to support extended missions. It combines a generous cargo hold with a speed that leaves most star ships trailing far behind, and can be configured for light combat operations with the addition of weaponry to its fixed mount.
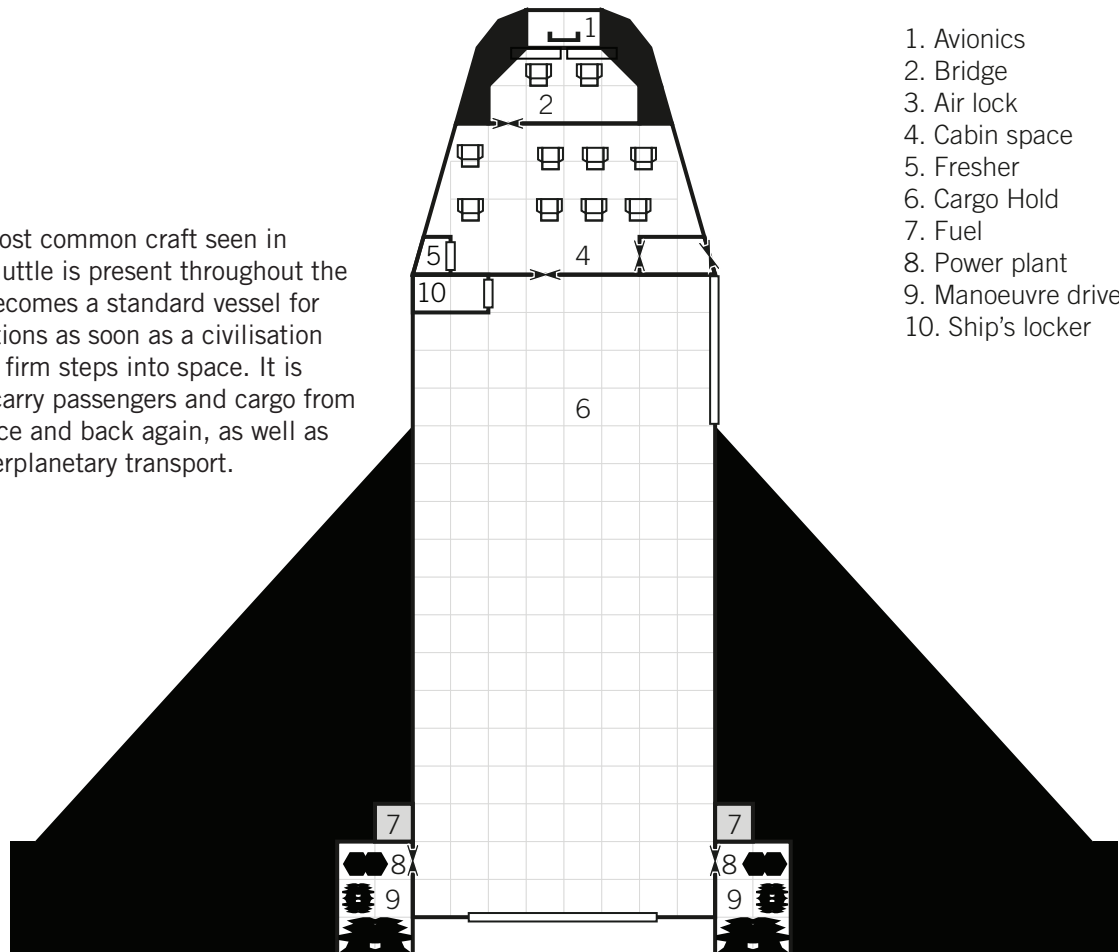
1. Avionics/Sensors
2. Bridge
3. Fresher
4. Airlock
5. Cabin Space
6. Ship's locker
7. Cargo Hold
8. Fuel Tanks
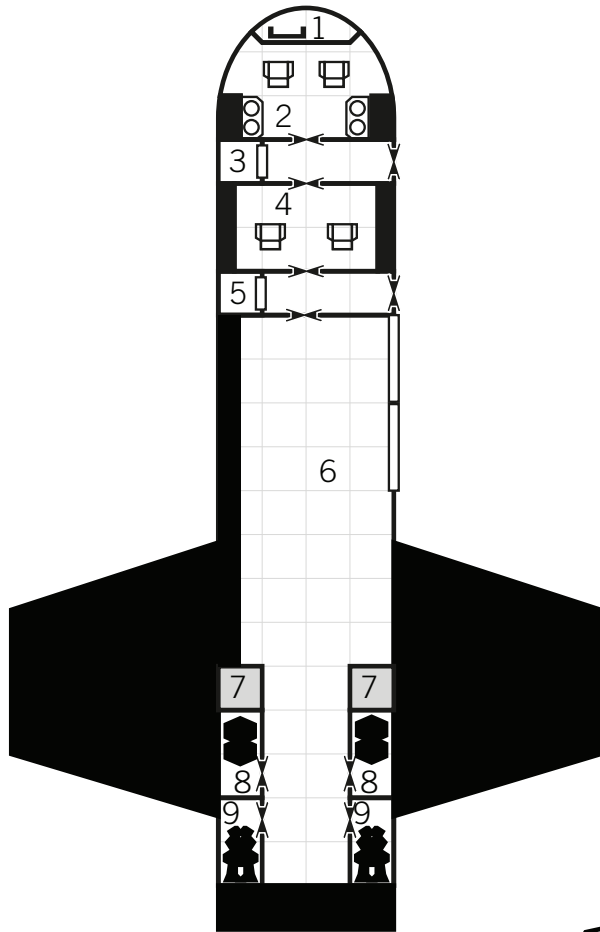9. Power Plant
10. Manoeuvre Drive

1. Avionics
2. Bridge
3. Air lock
4. Cabin space
5. Fresher
6. Ship's locker
7. Cargo hold
8. Power plant
9. Manoeuvre drive

The ship's boat is both fast and versatile, making it a popular choice for auxiliary craft. While most commonly seen hauling small cargo and passenger loads between ships and worlds, in smaller militaries the ship's boat is also used as a boarding craft by marine assault teams.

One of the most common craft seen in space, the shuttle is present throughout the galaxy and becomes a standard vessel for orbital operations as soon as a civilisation makes it first firm steps into space. It is designed to carry passengers and cargo from orbit to surface and back again, as well as act as an interplanetary transport.
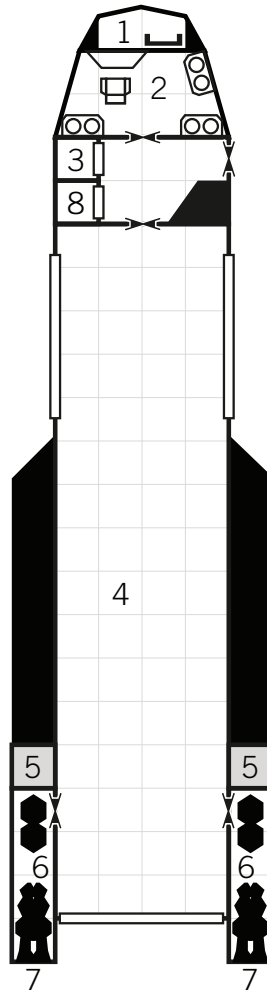
1. Avionics
2. Bridge
3. Air lock
4. Cabin space
5. Fresher
6. Cargo Hold
7. Fuel
8. Power plant
9. Manoeuvre drive
10. Ship's locker

1. Avionics
2. Bridge
3. Fresher
4. Cabin space
5. Ship's locker
6. Cargo hold
7. Fuel tanks
8. Power plant
9. Manoeuvre drive

The slow boat appears either as an early design of the ship's boat, before power plants and manoeuvre drives become more efficient, or as an intentional throttling back of the ship's boats performance. Either way, the slow boat is comparable to the ship's boat but it trades speed for increased cargo space.

1. Avionics/Sensors
2. Bridge
3. Fresher
4. Cargo Hold
5. Fuel Tanks
6. Power Plant
7. Manoeuvre Drive
8. Ship's locker

Like the slow boat, the slow pinnace trades speed and raw performance for increased cargo space, though this craft is based on the traditional pinnace. As a larger hull, it provides even more cargo carrying capacity than a slow boat, and many are customised to become troop or vehicle transports, or to serve as fuel skimmers for larger ships.