

Includes hundreds of detailed deck plan geomorphs for creating starships, space stations, starports, or buildings. Tiles are joined to create any needed size plan in a nearly endless number of configurations.

Generously illustrated, this book is ideal for supplementing Traveller adventures, complementing starship encounters, or simply as inspiration for your own starship designs.

Starship Geomorphs 2.0

TRAVELLER
*Science-Fiction Adventure
in the Far Future*

not an official TRAVELLER product

Starship Geomorphs 2.0

Written and illustrated by Robert Pearce

Edited by Ian McKinney

Copyright © 2020 Pearce Design Studio, LLC

PDF version 1.0 - Release date October 10, 2018

PDF version 1.1 - Release date November 11, 2018

PDF version 2.0 - Release date July 26, 2020

Dedication

To Craig and Brian, who first handed me the dice.

Thanks to the following for their inspiration over the years

- The writers, artists, and editors of the many Traveller products I've purchased. In particular: Games Designers' Workshop, FASA Corporation, Digest Group Publications, and White Dwarf magazine
- Dyson Logos (www.dysonlogos.blog/maps/geomorph-mapping-project/)
- Dave's Mapper (www.davesmapper.com) and the geomorph artists there
- Citizens of the Imperium forum (<http://www.travellerrpg.com/CotI/Discuss/>)
- The various participants on the Traveller Facebook pages

Special Thanks

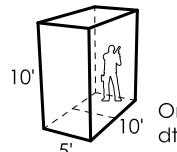
Marc Miller (www.farfuture.net)

Standards and Assumptions

While designed around the Traveller role playing game, the geomorphs in this document are fairly generic can be used for a wide variety of game systems. Some items included may not be canon in the original Traveller universe and are provided for additional variety. Players and referees are invited to use what they like and modify or ignore the rest.

Geomorphs are based on a 5' x 5' grid. Where mentioned, tonnage refers to displacement volume, not weight. One displacement ton (referred to as ton or dton) is equal to a volume 5' wide x 10' long x 10' high. Unless noted otherwise, the standard geomorph is one deck high.

If metric units are preferred, the standard 5' x 5' grid can be converted to 1.5 meters x 1.5 meters with negligible effects.



One grid square is 5' x 5', or 1/2 dton for a single height deck
One standard dton volume

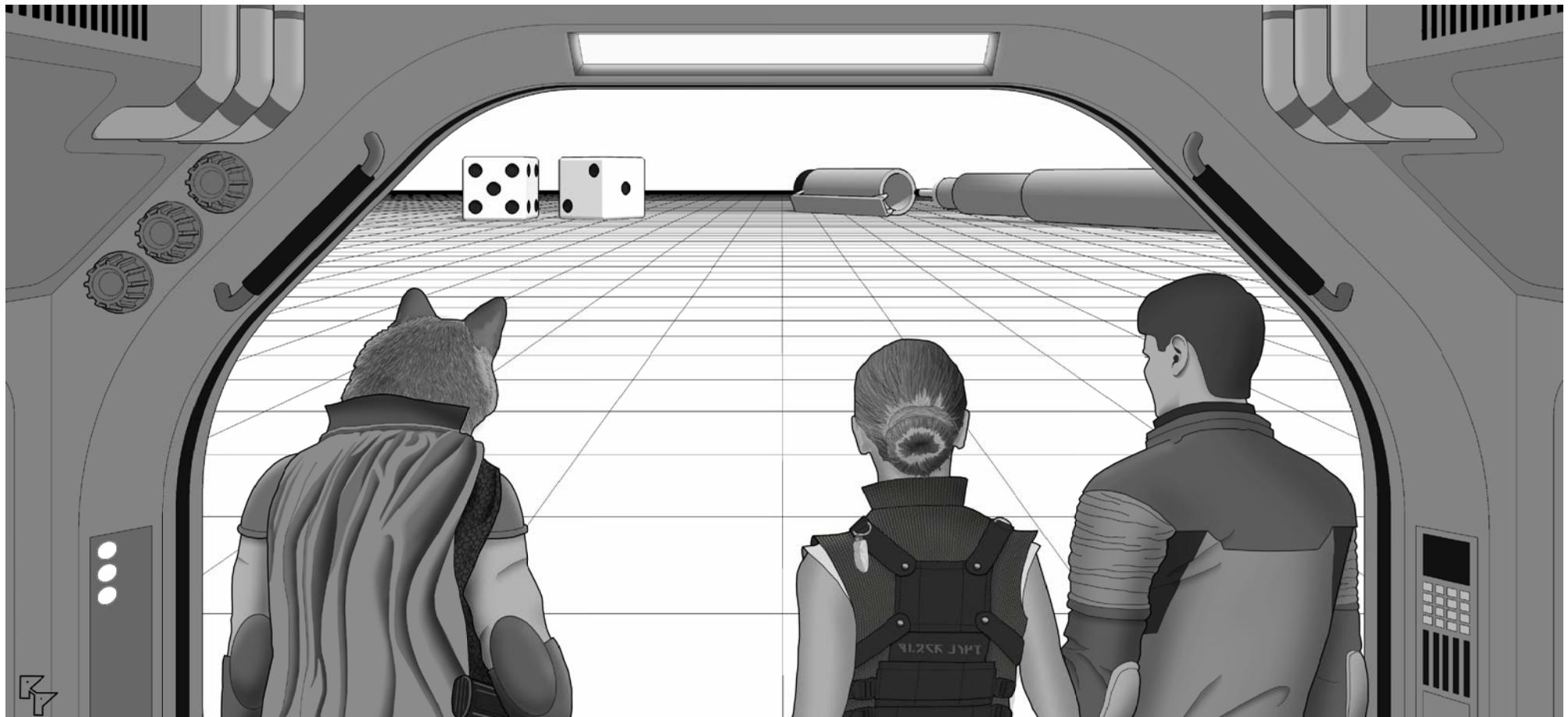


Contents in this PDF are hyper-linked. Left clicking a selection will take you to that page. You can also return to the previous page by simultaneously hitting the ALT and Left Arrow keys.

Table of Contents

Preface	2
Introduction	
What is a Geomorph?	3
Symbols & Abbreviations / Small Craft	4
Small Craft, Ship's Vehicles, and Starships	5
Vertical Movement - Add-on Elevators and Ladders	7
Geomorph Sample Layout	9
Fleshing Out The Ship	10
Corridors	12
Other Uses	13
Printing for Cutouts and Miniatures	16
Section 1 - Standard Geomorphs	101-220
See Index for complete listing	
Section 2 - Edge Geomorphs	301-460
See Index for complete listing	
Section 3 - Corner Geomorphs	501-620
See Index for complete listing	
Section 4 - End Geomorphs	701-760
See Index for complete listing	
Section 5 - Specialty Geomorphs	
Vertical Core Geomorphs	VC1-VC4
Interstitial Geomorphs	IS1-IS4
Tram/Train Geomorphs	TR1-TR8
Megamorphs	M1-M9
Aerofins	AF1-AF13
Connecting Bridge Geomorphs	CB1-CB6
Section 6 - Blank Geomorphs	B1-B8
Index	IN1-IN4
The Legal Stuff	
The Traveller game in all forms is owned by Far Future Enterprises. Copyright 1977 - 2020 Far Future Enterprises. Traveller is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this document are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere in this document should not be viewed as a challenge to those copyrights or trademarks.	
This work is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License.	

Preface



"Now what?"

I've always loved the starship deck plans for Traveller. My first exposure was to those included with the Snapshot game. To be able to tie our evening's adventure to a map added so much to my gaming experience. It was a real boost to the whole "theater of the mind" thing. I soon purchased GDW's Traders and Gunboats and High Guard and later found Azhanti High Lightning and Nic Week's plan for the Type H Hunter in White Dwarf #70. Those were real eye openers and inspiration which led me to design my own starships off and on for the next 30+ years.

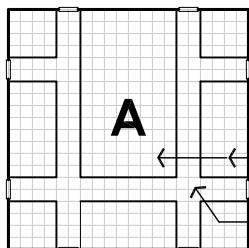
But you can't always have a deck plan for everything. My own gaming experiences have been dampened by the need to stop and research this type of ship or that type of building. I was familiar with the concept of geomorphs from my D&D gaming. When I came across Dyson Logos' beautiful Moleskine geomorphs and Dave's Mapper website, it was enough inspiration for me to grab my own sketchbook and start drawing. Finally, three years later, I've got enough work cleaned up and illustrated to share with everyone. It is my hope that other gamers will find enough here to save them time, keep their games moving, and inspire their own creations. Happy Travelling!

Robert Pearce, October 2018

Introduction

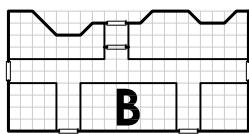
What is a Geomorph?

Geomorphs are deck plan tiles designed such that any number of tiles can be combined in multiple ways to create large, interconnected deck plans. This book is a series of geomorph tiles with a science fiction theme. These geomorphs are not intended as a replacement for actual, well thought out ship designs, but rather as a referee time saving tool.



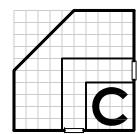
Standard Geomorph: 20x20 (100'x100')

Equal to 200 dtons per Classic Traveller rules



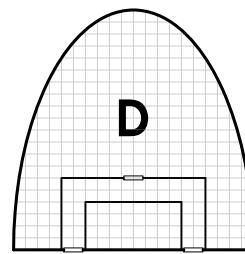
Edge Geomorph

10x20 (50' x 100')
Equal to 100 dtons



Corner Geomorph

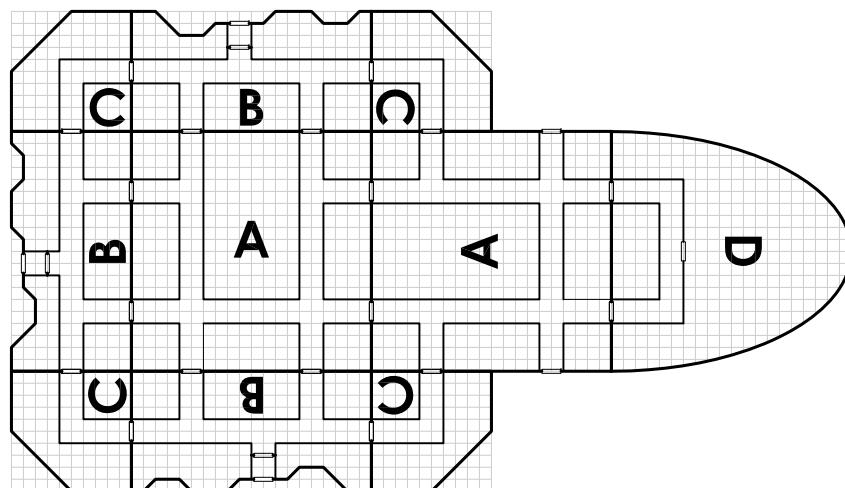
10x10 (50' x 50')
Equal to 50 dtons



End Geomorph

Dimensions vary
Variable dtons

Geomorphs can be rotated and combined in a wide variety of configurations. The geomorphs shown below would make a starship deck of about 1,000 tons.



Types of Layouts:

There are several ways you can create geomorph layouts:

- **Planned**

Select the geomorphs that meet the specific nature of your needs and connect them. For example, if creating a particular type of ship you could use the following guide:

- Geomorph Combinations for starships:**

All ships should include at minimum: bridge, engineering, fuel, and crew Staterooms. Additionally, specific ships should include:

- **Luxury Liners**

Passenger staterooms (high, medium, and steerage passage), arboretum and/or pool, medical, escape pods, ship's vehicle (such as a passenger launch), may include weapons (for defense)

- **Scout Ships**

Sensors, small exploration craft

- **Research Ships**

Labs specific to research type, sensors, offices

- **Military Ships**

Weapons bay, fighter hangar, sensors, barracks/troop deck, drop capsules

- **Merchant Ships**

Cargo bays, cargo vehicles

- **Colony / Generational Ships**

Low berth decks, cargo bays, cargo vehicles

- **Medical / Rescue Ships**

Medical bay, labs, passenger staterooms

- **Random**

Randomly select geomorphs and create a layout in a random order. Don't blame me when your troops need to go through the arboretum to get to their staging area.

- **Selectively Random**

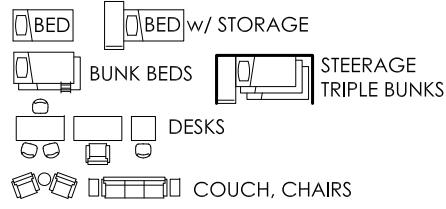
As above, but remove or replace any geomorphs that don't make sense. Place them in a way that make sense to you.

- **Movie Set**

Think of the geomorphs as sets in a movie. You don't have to have a layout for the entire ship, just the areas where the action takes place.

Symbols & Abbreviations

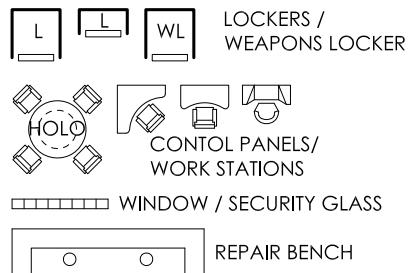
Staterooms & Misc Furniture



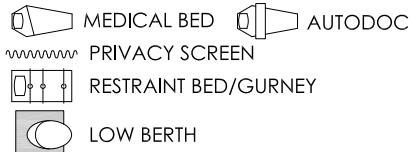
Restroom/bathroom/fresher



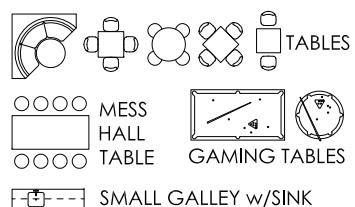
General Shipboard



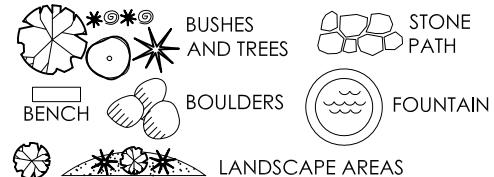
Medical



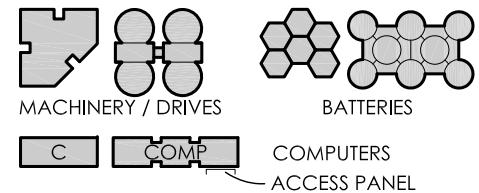
Lounge / Commons Area



Arboretum / Landscape



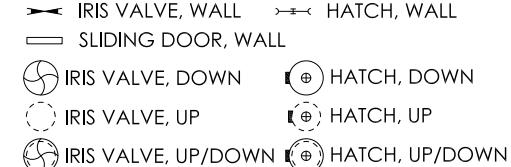
Engineering



Circulation



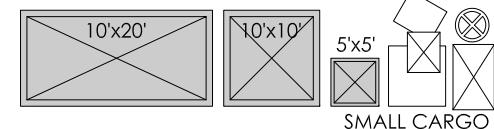
Doors



Weapons/Sensors



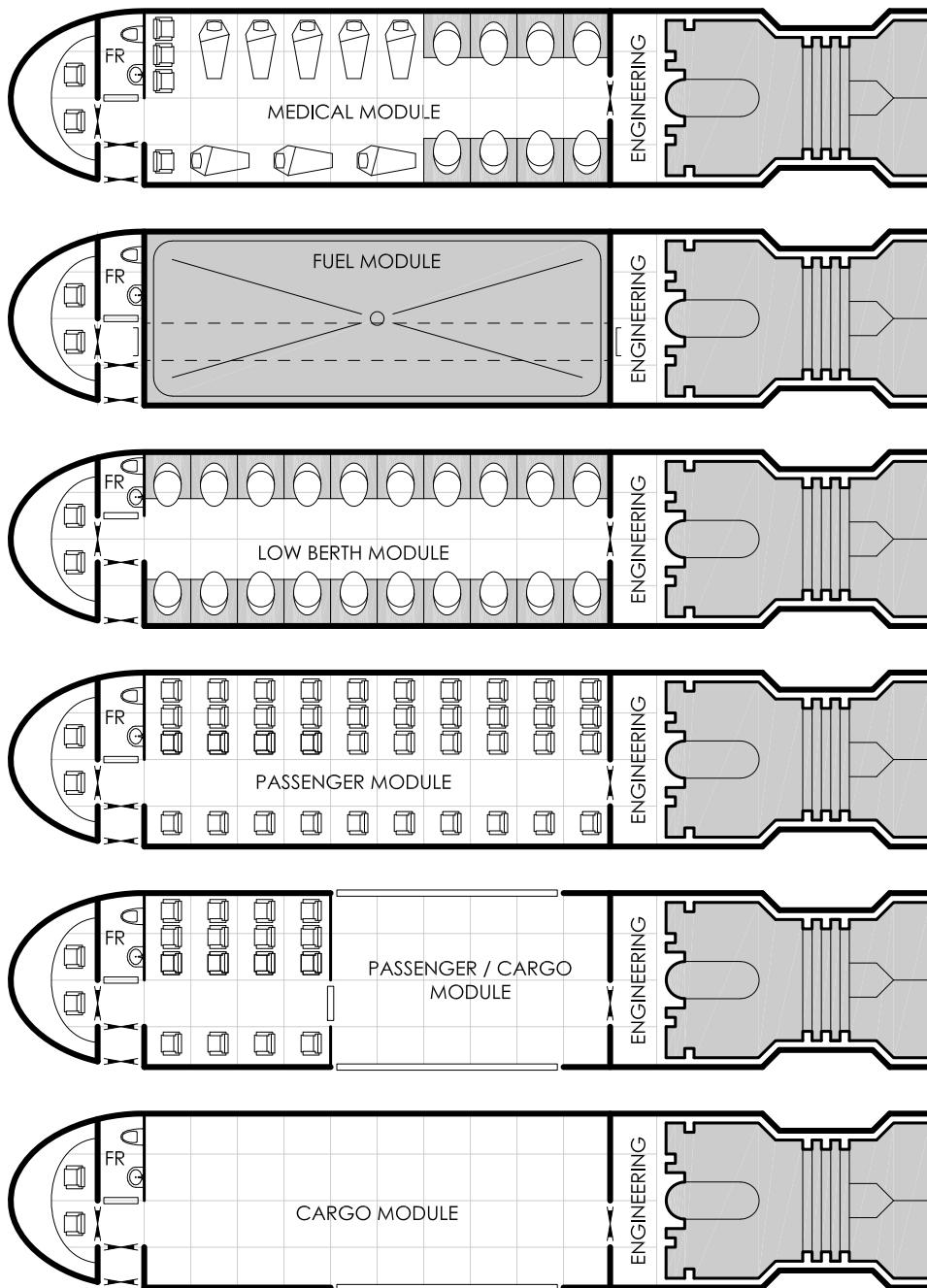
Cargo



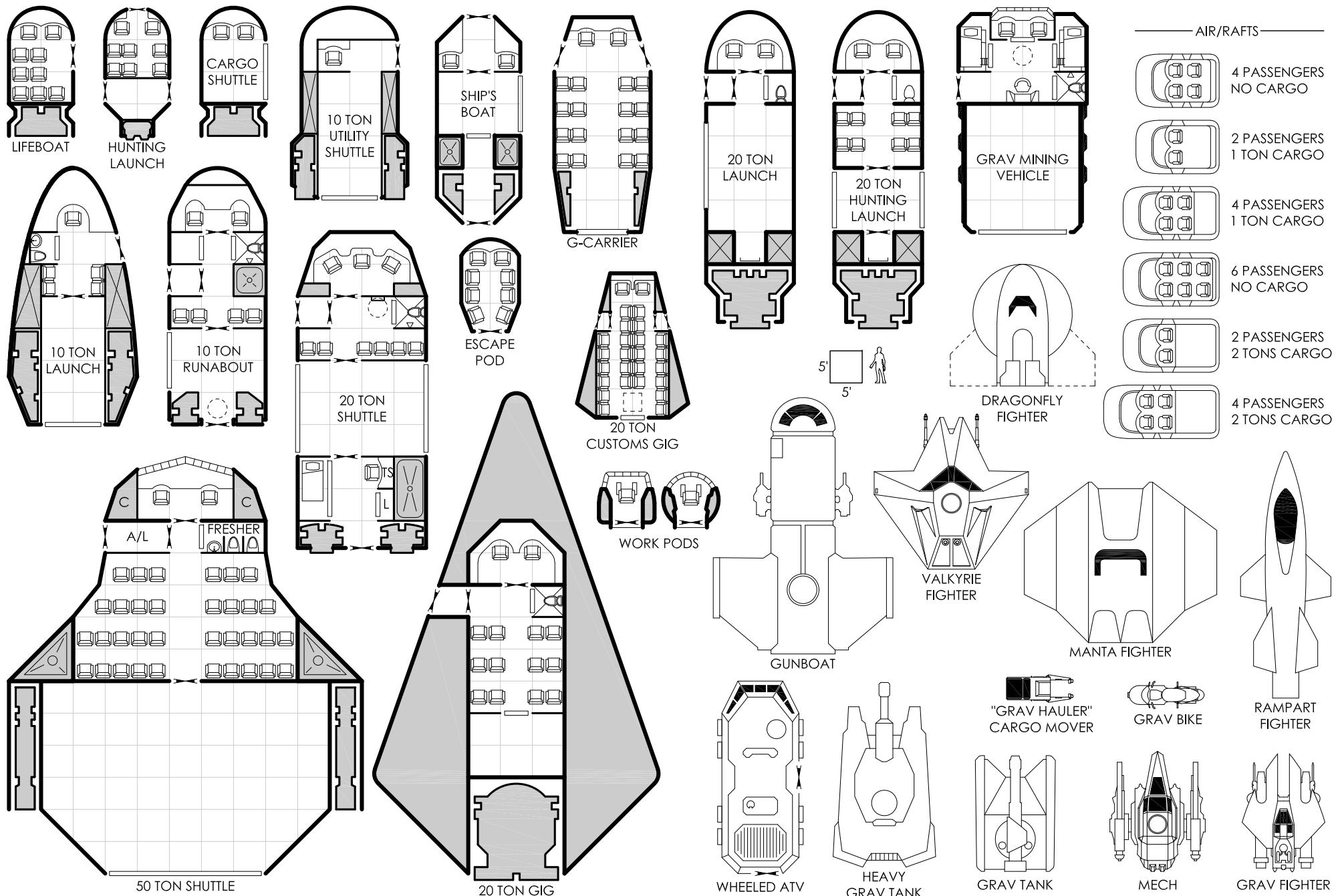
Abbreviations

A/L = AIRLOCK	L = LOCKER
C = COMPUTER	LO = LOUNGE
CH = CHANGING AREA	OFF = OFFICE
COMP = COMPUTER	SH = SHOWER
DBL SR = DOUBLE STATEROOM	SR = STATEROOM
FR = FRESHER	SS = SECURITY STATION
MED = MEDICAL	TS = TECH STATION
MS = MONITORING STATION	WL = WEAPONS LOCKER

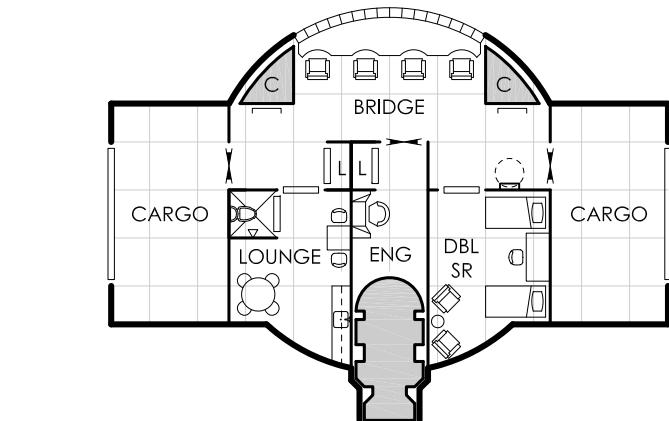
Small Craft - 50 Ton Modular Launch



Small Craft & Ship's Vehicles

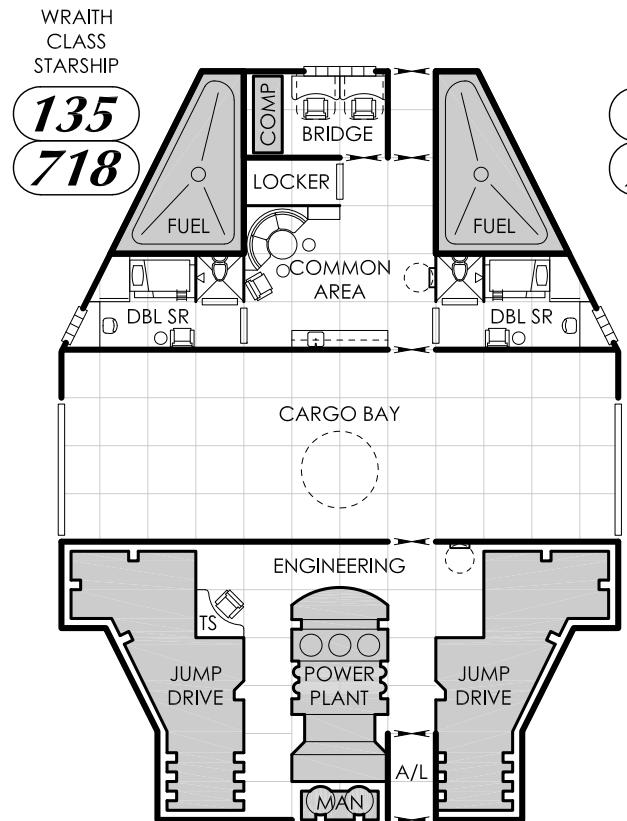


Starships and Launches



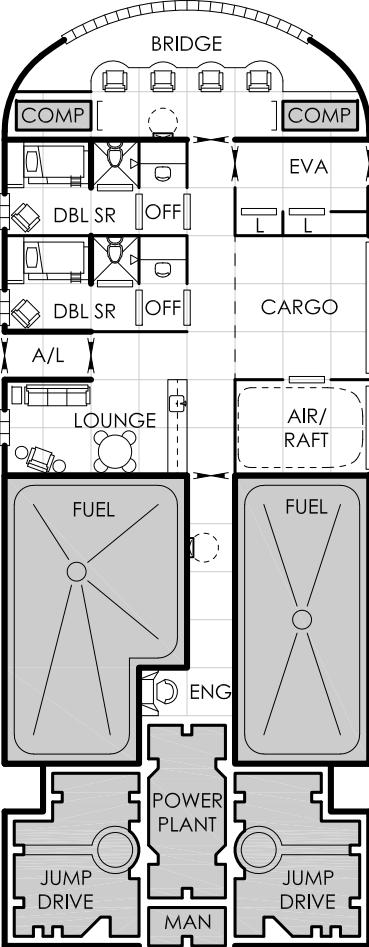
30 TON CUSTOM SHUTTLE
155

30 TON CUSTOM LAUNCH

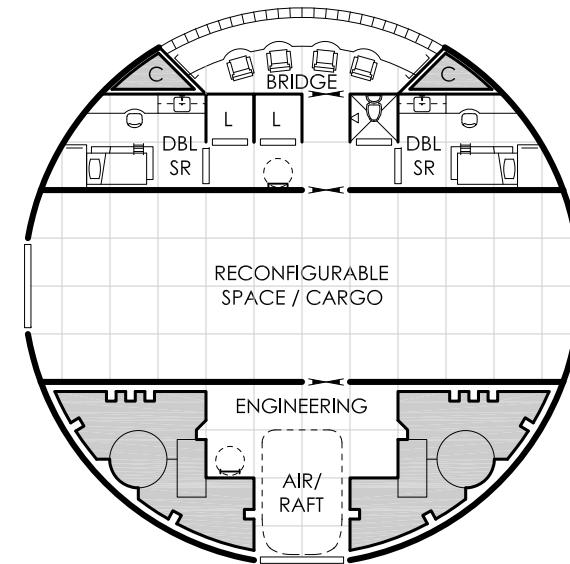


WRAITH
CLASS
STARSHIP
135
718

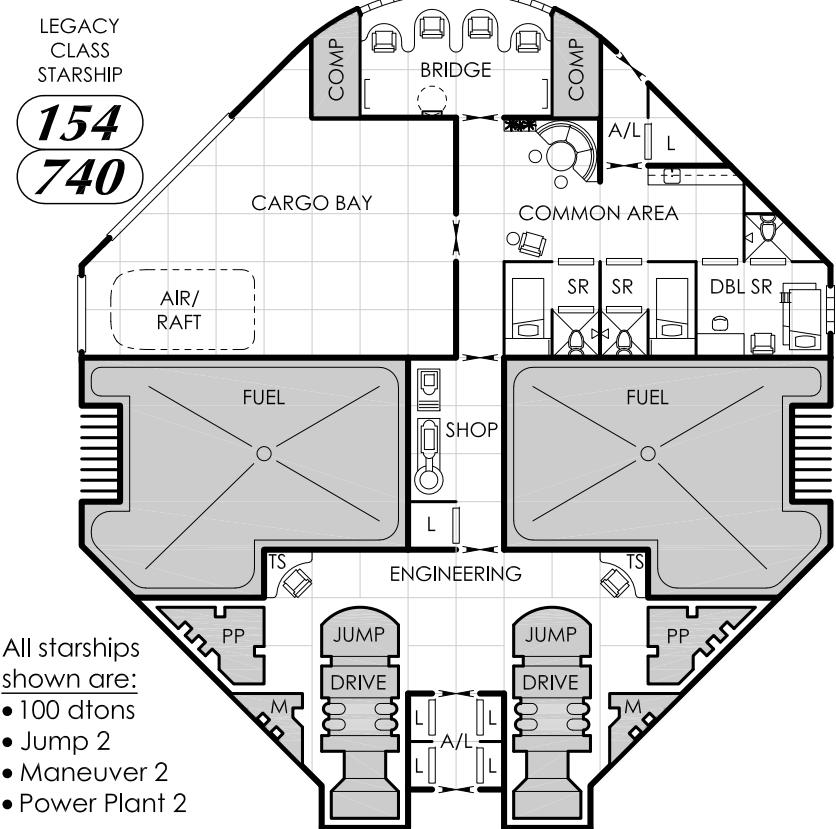
URSUS
CLASS
STARSHIP
136
717



30 TON CUSTOM SHUTTLE
155



50 TON
SAUCER
LAUNCH
141
142
143
743

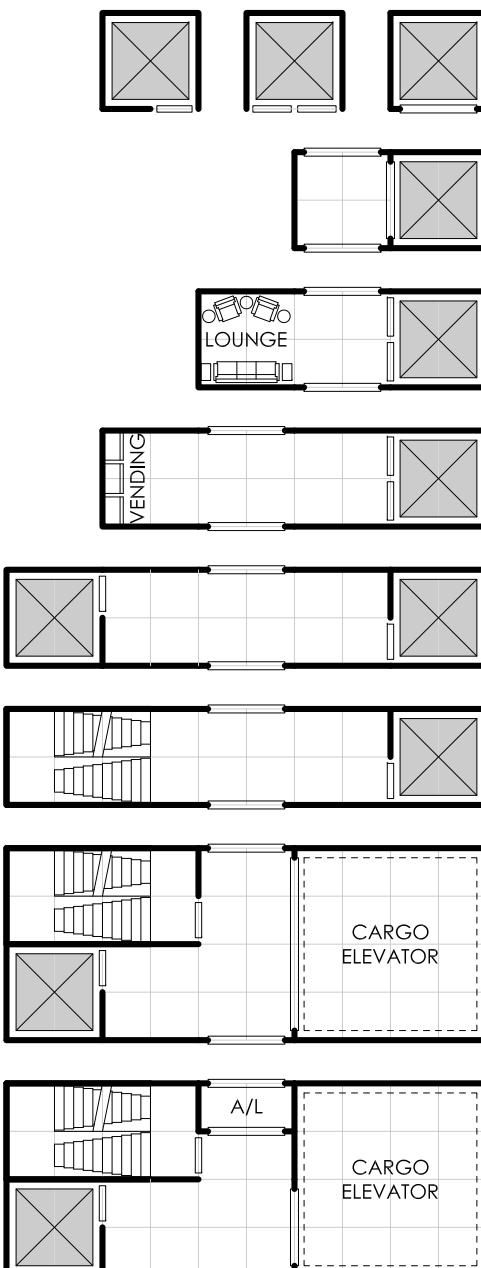


LEGACY
CLASS
STARSHIP
154
740

All starships shown are:

- 100 dtons
- Jump 2
- Maneuver 2
- Power Plant 2

Vertical Movement - Add-on Elevators



V01 *Elevator*

V02 *Elevator*

V03 *Elevator*

V04 *Elevator*

V05 *Elevators*

V06 *Elevator/
Stairs*

V07 *Cargo
Elevator*

V08 *Elevator/
Stairs*

Moving vertically between geomorphs:

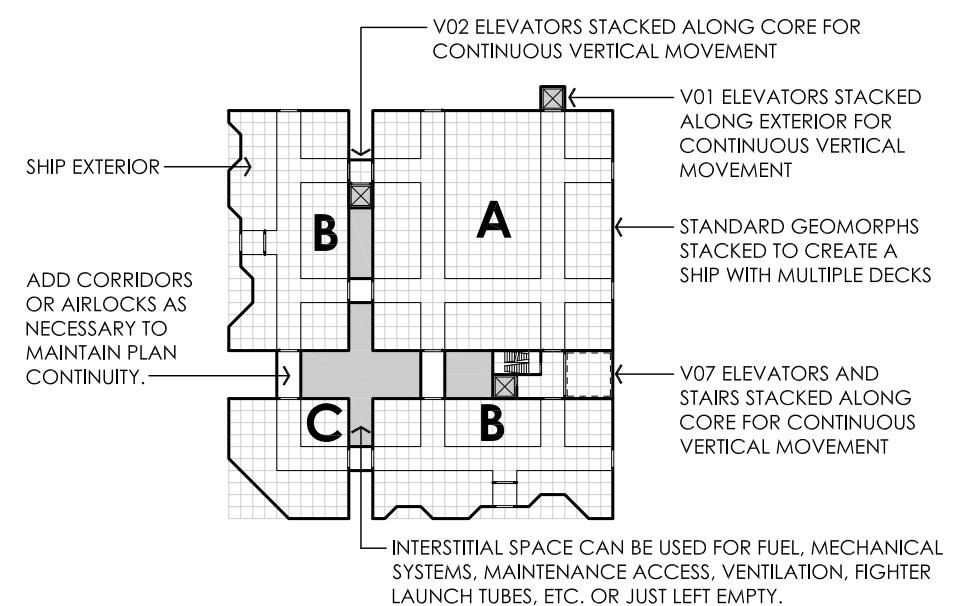
While it is easy enough to lay out several geomorphs together to create a deck plan, it is not realistic to have a large ship comprised of only a single deck. Most large ships will have multiple decks stacked upon each other.

Traditional stairs, elevators, and ladders are all fine ways to provide access from one deck to another - assuming a well designed ship. The randomness provided by geomorphs will not always ensure a direct transition from one deck to the next. A ceiling hatch on one geomorph may be directly underneath a piece of engineering equipment on the deck above.

Where vertical access is shown on a geomorph, referees have the option to ignore it or relocate it to a more suitable location.

How To Use Vertical Geomorphs

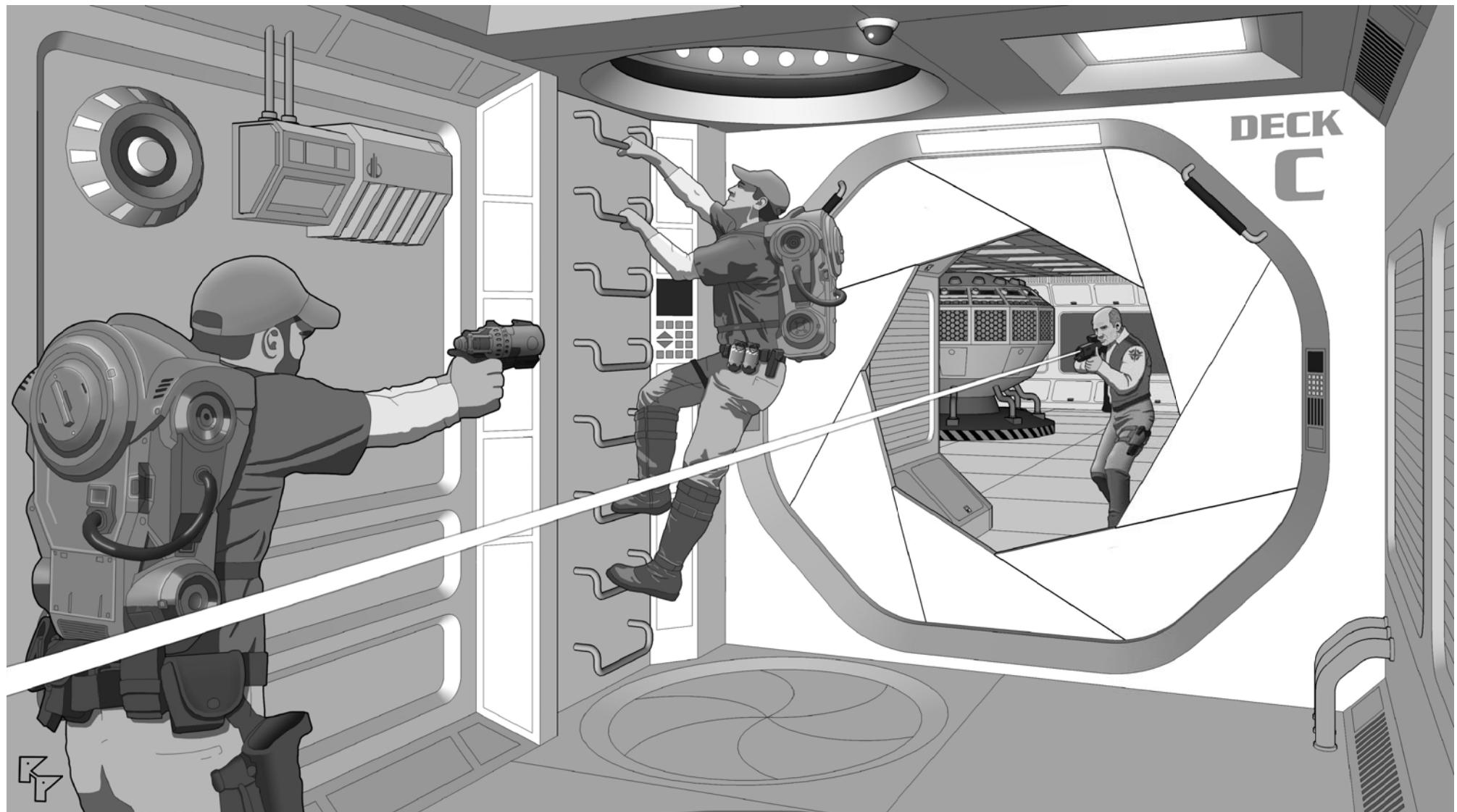
These pieces have the potential to muck up the otherwise simple concept of connecting geomorphs. They tend to work best when stacked along the outside or used as a core of a geomorph layout.



Vertical Movement - Ladders

Moving vertically between Geomorphs:

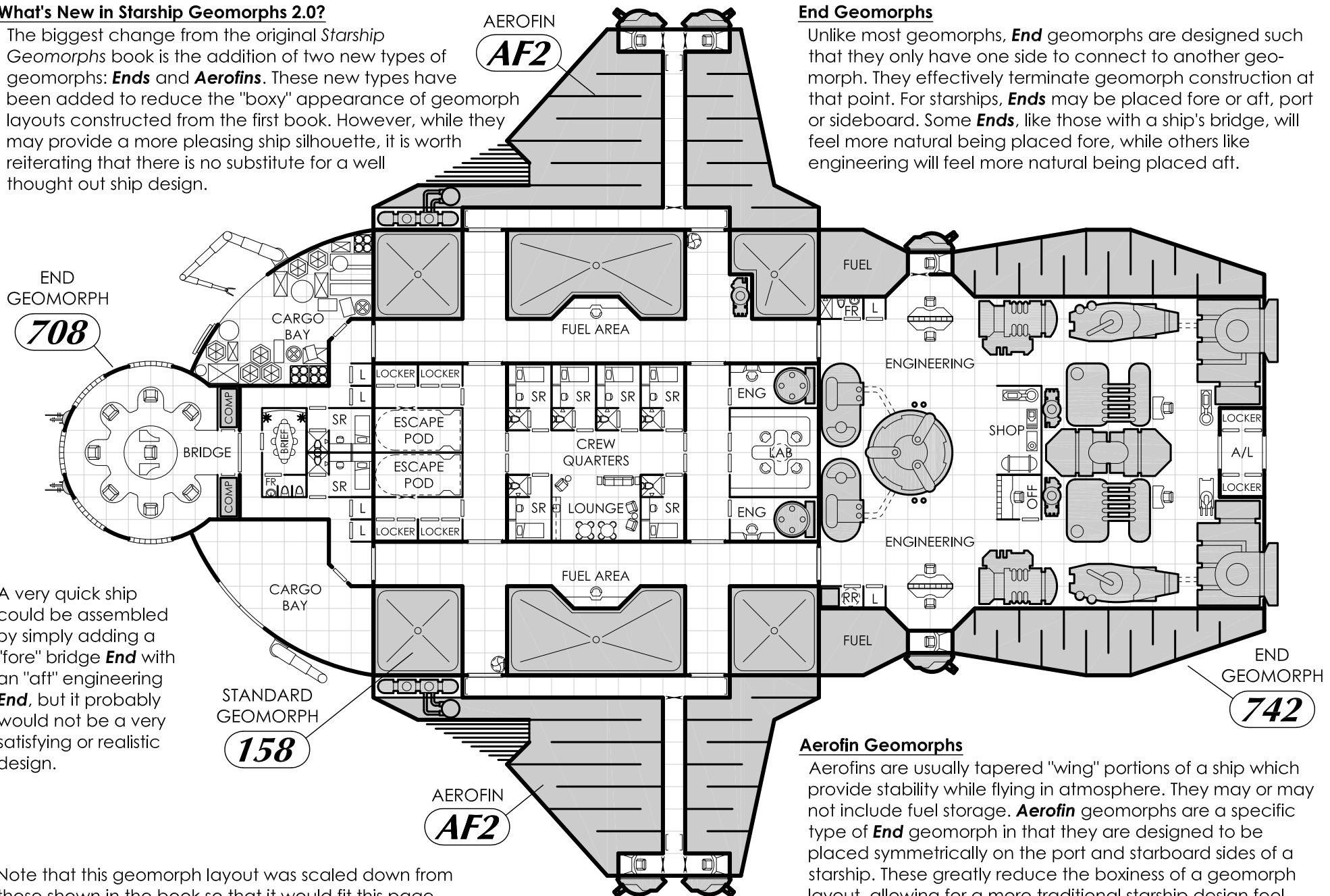
Many of the geomorphs in this book include one or more ladder/iris valve configurations to allow for vertical movement between decks. To the extent possible, these have been placed such that the majority of geomorphs can still be stacked and rotated into different positions. Where ladder locations conflict between decks, either redesign the conflicting space/item or just ignore the conflict so that game play is not slowed down.



Sample Geomorph Layout

What's New in Starship Geomorphs 2.0?

The biggest change from the original Starship Geomorphs book is the addition of two new types of geomorphs: **Ends** and **Aerofins**. These new types have been added to reduce the "boxy" appearance of geomorph layouts constructed from the first book. However, while they may provide a more pleasing ship silhouette, it is worth reiterating that there is no substitute for a well thought out ship design.



End Geomorphs

Unlike most geomorphs, **End** geomorphs are designed such that they only have one side to connect to another geomorph. They effectively terminate geomorph construction at that point. For starships, **Ends** may be placed fore or aft, port or sideboard. Some **Ends**, like those with a ship's bridge, will feel more natural being placed fore, while others like engineering will feel more natural being placed aft.

Aerofin Geomorphs

Aerofins are usually tapered "wing" portions of a ship which provide stability while flying in atmosphere. They may or may not include fuel storage. **Aerofin** geomorphs are a specific type of **End** geomorph in that they are designed to be placed symmetrically on the port and starboard sides of a starship. These greatly reduce the boxiness of a geomorph layout, allowing for a more traditional starship design feel.

Fleshing out the Ship

Describing the Overall Ship

While not usually a critical part of an adventure, providing the overall ship with a unified theme can go a long way to making a connection of random geomorphs feel more like a cohesive whole. Below are a few ideas with famous starships listed as examples:

• **Scrap**

Only good for spare parts or target practice (self explanatory)

• **Derelict**

Badly damaged and/or not operational (*The derelict from Alien*)

• **Disrepair**

Some systems have not been maintained for a long time, probably needs repair to get things working, or is held together with chewing gum and baling wire. (*Serenity from Firefly*)

• **Average**

The working spacer's ship, just about everything works as it should. Some repairs may be necessary. (*The Nostromo from Alien*)

• **Cluttered**

Same as Average, but messy. Difficult to find anything or perform work. (*The scoutship Dark Star from Dark Star*)

• **Sleeper**

High performance with an unassuming exterior. She may not look like much, but she's got it where it counts, kid. (*The Millennium Falcon from Star Wars*)

• **Well Maintained**

Clean and well functioning. Few if any problems. (*The Discovery from 2001, unless you consider that whole murderous computer issue*)

• **Top of the Line**

Clean, well maintained, state of the art equipment, passes the white glove test. (*Most Star Trek Federation ships, but particularly the Enterprise D from The Next Generation*)

It is possible to mix and match descriptions. A ship that is overall Well Maintained may have an engineering area that is Cluttered. Crew staterooms are personal and can run the gamut of appearances.

• **Peculiarities**

What makes the ship unique? Does it have a wonky life support system like the standard Type S Scout? Is the hull a patchwork of replacement panels due to too much ship combat? Is the interior lighting designed for a different visible spectrum because of the previous alien owners? Throwing in a few Quirks and Perks can make your ship more memorable.

Visit '[Yet Another Traveller Blog](#)' for a list of Starship Quirks and Perks

The Ship's Occupants

Understanding who is on the ship can go a long way towards determining how the ship will operate. Consider these questions:

- Who are the ship's occupants?
- What is the make up of the crew and what kind of people - or aliens - are they?
- Are they skilled space veterans or just learning the ropes?
- Are they well disciplined? Do they work well as a team or do personal dramas keep them from being an effective crew?
- Is the ship fully staffed or running on a skeleton crew?
- Who are the passengers, if any? Where are they going and why?

The Ship's Gear

How well stocked is the ship? A ship funded by a planetary government, noble, or wealthy patron is likely to be well provisioned, while a small free trader might only have the bare minimum necessities, with its crew living from payday to payday. What cargo is onboard and where is it being delivered?

Age and Level of Wear

How old is the ship? More importantly, what is its level of wear and tear? An old ship can still be in great shape with a committed engineer. Did grandma Gvurron only fly it to the Church of the Chosen Ones on Senday or was it abused by some young, irresponsible noble? Does it have comfortably worn, rich Corinthian leather seats or still have that new ship smell?

Speaking of Smells...

While not for everyone, you might consider describing how each space smells. Smells can be great clues to things yet unseen. Medical areas should smell of disinfectant. Fighter hangars should smell of fuel or cleaning solvents. Is the acrid smell of burning wire coming from engineering a cause for concern? Is Cookie making Roupian Tuna Casserole again? Skipping chow tonight sounds like a good idea.

Speaking of Sounds...

The blaring of klaxons as the ship's cargo doors open. The gentle thrumming of the ship's power plant when it is finely tuned. The screeching sound of tiny vermin claws in the air ducts. The sucking sound of a vacuum seal breaking just before you are jettisoned from the airlock. Like smells, how the ship sounds can add a lot of flavor to your games.

Speaking of Flavor...

You can include how your ship tastes if you want. It's not my bag or anything, but hey, I'm not judging. You do you, sunshine.

Fleshing out the Ship

What's in the Room?

Under most conditions, areas of the deck plan should contain tools, supplies, and equipment that would be expected in that area.

What is that piece of machinery in Engineering?

Most engineering areas are left pretty non-descript, but here are some ideas for what all that equipment might be:

- avionics
- maneuver drive
- gravitics
- cloaking device
- navigation
- waste processor
- incinerator
- communications
- electronics
- plasma regulator
- power plant
- matter fabricator
- tractor beam
- life support system
- fuel processor
- holographic imager
- machining equipment
- black globe generator
- jump drive / hyperdrive
- Infinite Improbability Drive
- defensive shield generator
- planetary surveying / sensors
- inertial dampening equipment
- sanitary waste recovery system

What kind of Lab is that?

Laboratories may cover a wide spectrum of the sciences...

- aging
- energy
- biology
- botany
- physics
- sensors
- cloning
- psionics
- robotics
- Ancients
- forensics
- genetics
- geology
- chemistry
- neurology
- linguistics
- astronomy
- holography
- A.I. systems
- hydroponics
- astrophysics
- xenobiology
- sleep/dreams
- pharmacology
- xenolinguistics
- communication
- jump technology
- disease research
- defensive systems
- surveillance systems

... including additional fields of research beyond TL15

- invisibility
- time travel
- teleportation
- miniaturization
- matter digitization
- FTL communication



What's in the Ship's Locker?

Items in a Ship's Locker will generally be related to the space to which they are adjacent. Alternatively you can create your own inventory based on PC purchases or as determined by the referee. Ships with access to big budgets and higher tech levels will tend to have better equipment. Add to the lists below as you feel appropriate.

Airlock/EVA:

- standard vacc suits
- emergency vacc suits
- zero-G thruster packs
- zero-G maneuver stick
- vacc suit repair kits
- rescue bubbles
- breathing equipment
- environment protection suit
- magnetic boots
- crew uniforms
- medical kit
- cold weather clothing
- comm. equipment
- inertial locator/GPS
- basic tools
- flashlights
- rope / safety cable
- weapons & ammo
- fire extinguisher
- flares
- emergency beacon

Engineering:

- testing equipment
- machine tools
- electronic tools
- machine lubricants
- cleaning supplies
- data pad with machine specs or Owners' Manual
- fire extinguisher
- replacement parts

Military/Security:

- weapons
- ammunition
- charge packs
- armor
- medical supplies
- comm equipment
- mapping equipment
- inertial locator/GPS
- surveillance gear
- field rations / MREs

Crew Areas:

- vacc suits
- crew uniforms
- entertainment and hobby related items
- linens / towels, etc.
- crew member personal items
- fire extinguisher
- weapons & ammo

Cargo Bay:

- cargo handling equip.
- cargo securing gear - tie downs, tarps & cargo webbing
- cargo manifest
- fire extinguisher
- bioscanner
- medical kit

Labs:

- analysis equipment
- chemicals
- bioscanner
- data pad/hand comp
- medical supplies
- experiment equip.
- lab jackets
- protective gear
- fire extinguisher
- cleaning supplies

Medical:

- medical equipment
- drugs/medicene
- surgical equipment
- bioscanner
- bandages
- cleaning supplies
- refrigerated plasma
- prosthetics

Unusual Items:

- mounted moose head
- pink vacc suit
- crate of "I LOVE REGINA" bumper stickers
- disguise kit
- box of foam grenades
- urn of cremated remains
- case of 10,000 sporks
- box of silver bullets
- obviously fake police uniform/costume

Corridors

What's in the corridor? The oft overlooked other room:

The Imperial boarding party on the Tantive IV in Star Wars, Marshall O'Neil hiding shotguns to prepare for battle with hired assassins in *Outland*, corridors have a rich history in science fiction and can be as an exciting place as anywhere else on a ship.

By their very nature, geomorphs have a lot of corridors. The whole concept is about linking spaces in a continuous and meaningful fashion. Many players and referees may forget that a corridor is not just a passage from one space to the next, it is a room unto itself.

In addition to providing basic access to ship spaces, the corridor may provide several safety, comfort, and survival features necessary for ship-board life, and these are usually not included in most deck plans.

Consider including the following in your corridors:

- emergency hull patch kits
- fire extinguishing system or portable fire extinguisher
- emergency vacc suits or rescue bubbles
- emergency breathing equipment
- emergency medical station
- intercom system / security system
- emergency directional lighting
- emergency hand holds
- convenience food and drink dispensers
- waste disposal chutes
- equipment charging stations
- access panels to in-wall systems
- wayfinding signage (especially on passenger ships)
- miscellaneous storage*

*The classic overhead storage bin often seen in science fiction can be used as a great ex machina excuse if a referee needs to bail out some PCs in a bad situation, but should not become a crutch for the players. That's the job of the ship's locker. :)

Putting the "Door" in Corridor:

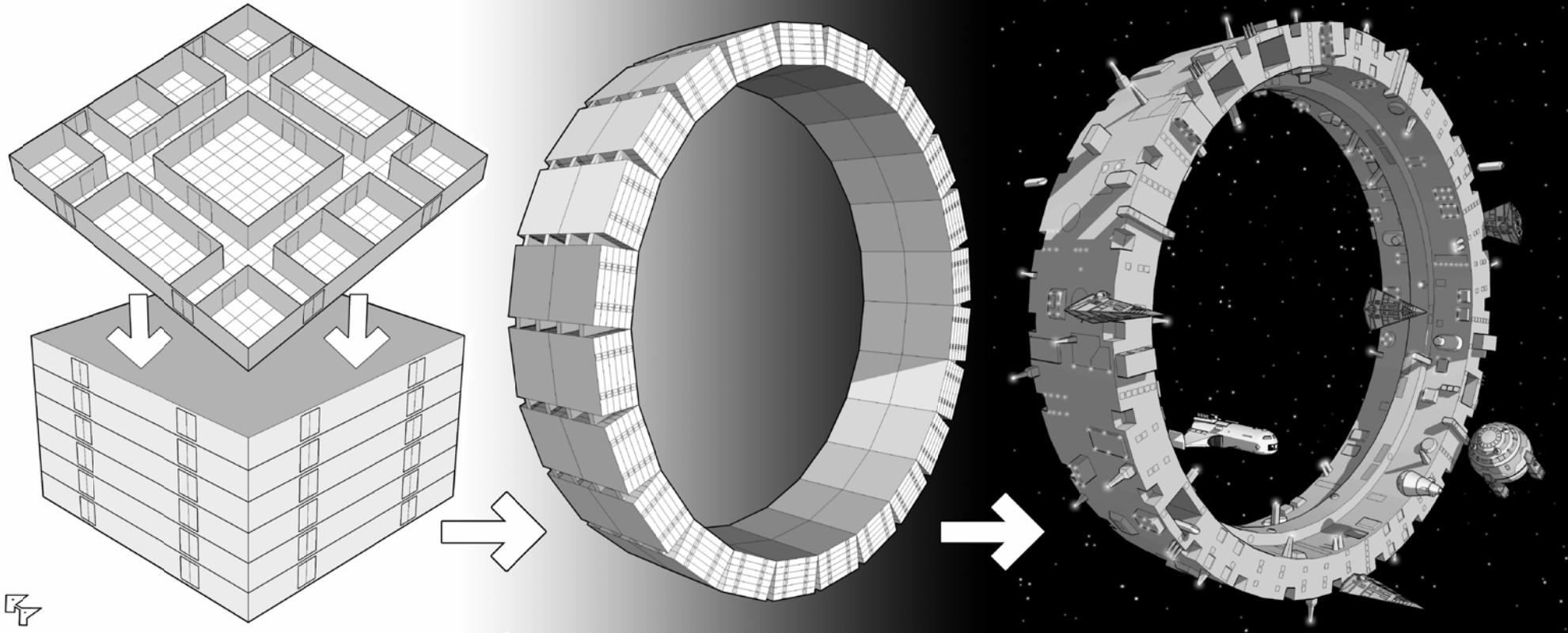
Corridors are often the first access point to a room, but what information can PCs glean while they are still in the corridor? Door signage is an obvious answer, but usually unnecessary on a small ship. A solid door suggests privacy or security, such as you might find at a stateroom or engineering. A door with a window or view panel might be common in an office or laboratory to allow quick communication while minimizing the occupant's disruption.



Corridors may be a treasure trove of useful things for PCs. They might include emergency medical packs, communications terminals, security equipment, or service access panels. A wall mounted fire-extinguisher might be just the thing to propel a character across a large cargo bay when the ship's gravity goes out, fight off a gelatinous blob monster from the asteroids of Sirius, or - bear with me here - even put out a small fire.

Other Uses - Space Station / Starport

Anybody Need A Quick Space Station?



This layout is just one possibility for creating a space station. Station configurations are limited only to your imagination and the amount of time you spent as a kid playing with Legos.

- Determine the purpose which the station is to serve.
- Each of the 24 segments of the circle is made up of 12 standard geomorphs, 2 wide by 6 deep, for a total of 288 geomorphs.
- Select appropriate geomorphs to serve the station's purpose. You do not have to identify all 288 individual geomorphs, just those you plan to use in your adventure.
- In this example, an inner ring "spine" (see final image) has been added to facilitate quick circulation, and includes a combination of tram, light vehicle, and pedestrian paths.
- Some spaces have been modified for internal ship hangars.
- The station is easily expandable by adding additional deck levels or rings.

Dyson Class Modular Starport

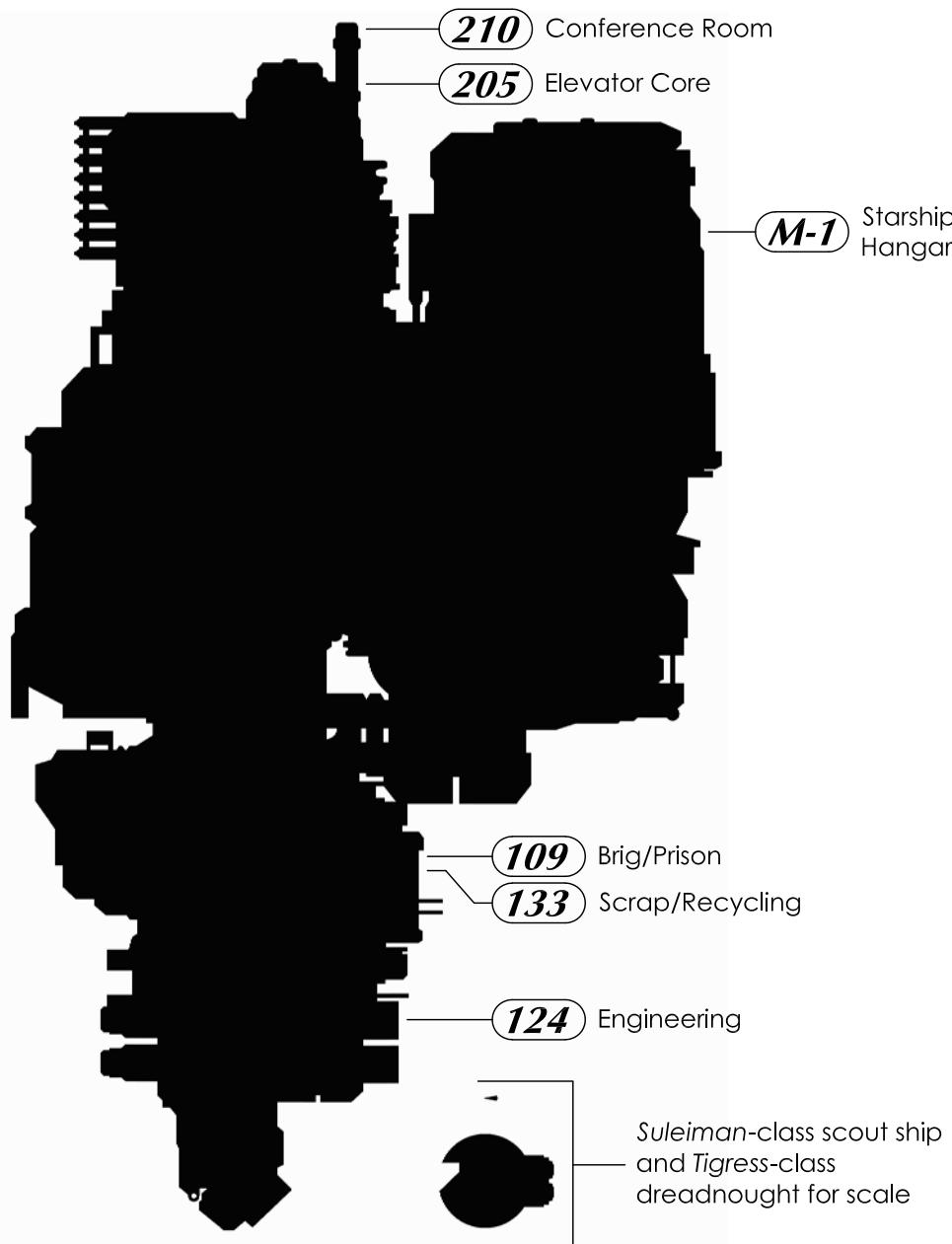
Relatively small as starports go, this 60,000 dton Class "C" highport still serves an important function within the Imperium, providing basic services and a stopping point for non-streamlined ships.

MegaCorporation Headquarters

Tucked away somewhere beyond Imperial space, this station owned by SuSAG is a massive research and manufacturing facility, and home to thousands of SuSAG scientists, administrators, and other employees.

Other Uses - Massive Structures

Too Big For A Full Set Of Deck Plans?



Massive Structures, Movie Sets, and Adventure Nodes

A referee does not need to design an entire starport, megaship, asteroid base, or arcology to run an adventure there. Geomorphs can act like sets in a film. You only need to build what you plan to use. If the PCs take the story off the rails, as they tend to do, random geomorphs can be used where needed.

Transitions, the time and spaces between major scenes, can be handwaved or played out with other geomorphs. "You take the elevator down to the prison level without event" or "Make a disguise roll to fool the officer on the elevator".

The referee can use geomorphs like nodes in a flow chart to help plan an adventure, using each geomorph (or several joined geomorphs) as a node or scene of the story.

Escape from the MegaFortress of Doom

You know the story. The plucky heroes have to gain access to the Death Sta... I mean, the Big Bad's MegaFortress of Doom to rescue the princess and deliver her and her robots to a secret rebel base. Failure means the death of the princess, destruction of the base, and chaos for the galaxy.

M-1 The PC's ship is captured or they've gained access by some other means, disguised as a cargo supply ship, for example.

109 The PCs make their way to the prison level where they meet a horrible, horrible death. Just kidding. The gun bunny of the group has a field day and the princess is rescued.

133 If the PCs get in a pinch, the princess knows of an escape route from the prison level. Do you prefer incineration or compaction?

M-1 The PCs make their way back to their ship - or some other ship in another location - and make their escape.

Targets of Opportunity

Depending upon how well the PC's adventure is going you may want to provide optional missions, side quests if you will. Successfully accomplishing a side mission does not guaranty the success of the primary mission, but may have benefits later in the story.

210 The PCs learn the Big Bad and his minions are having their monthly Evil Planning Meeting. Assassinate as many bad guys as possible or disrupt the meeting with a Big Damn Hero speech.

124 Sabotage or destroy the fortress' primary weapon or some other vital piece of equipment.

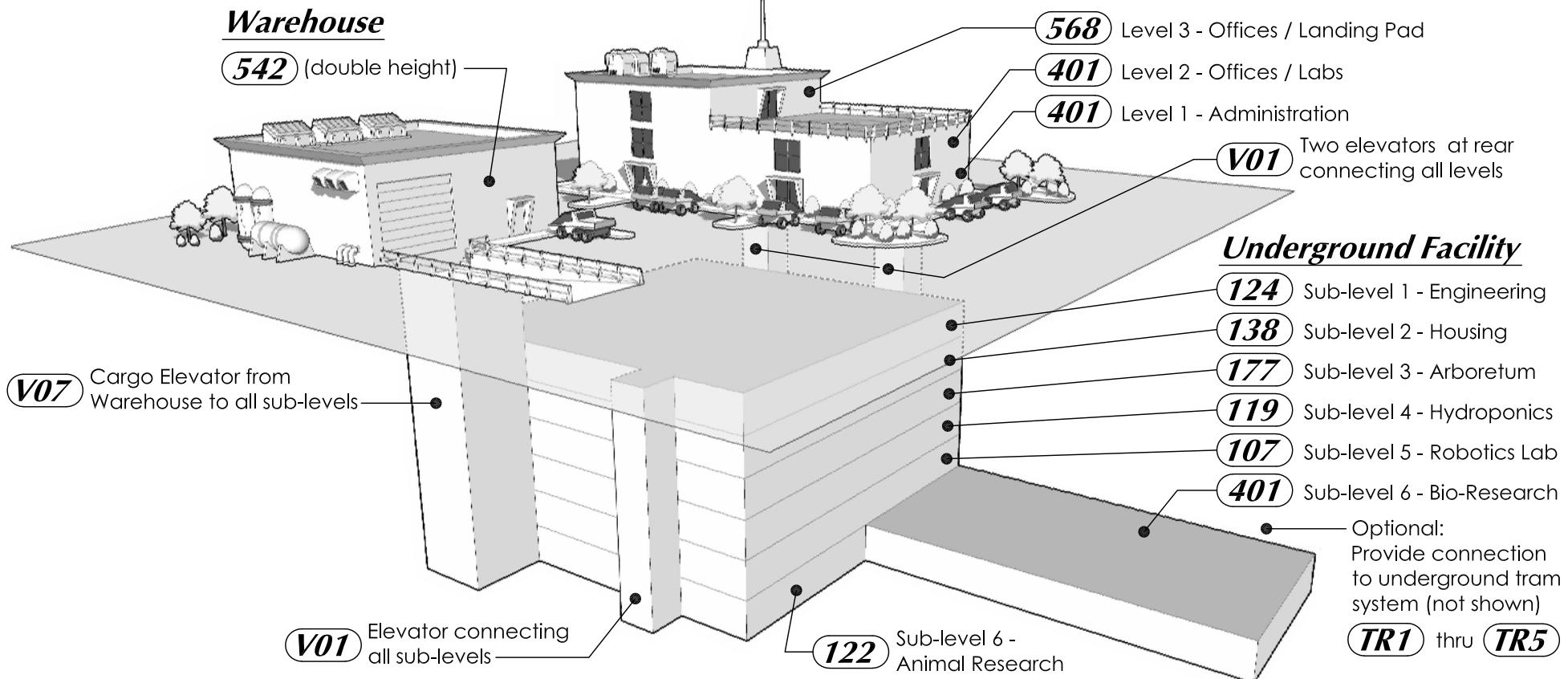
Other Uses - Buildings

They're not just for starships any more

In addition to starships and spaceports, geomorphs can also be used to quickly create a variety of buildings. Consider using geomorphs when you need floor plans for hospitals, hotels, warehouses, office buildings, prisons, factories, and research facilities.

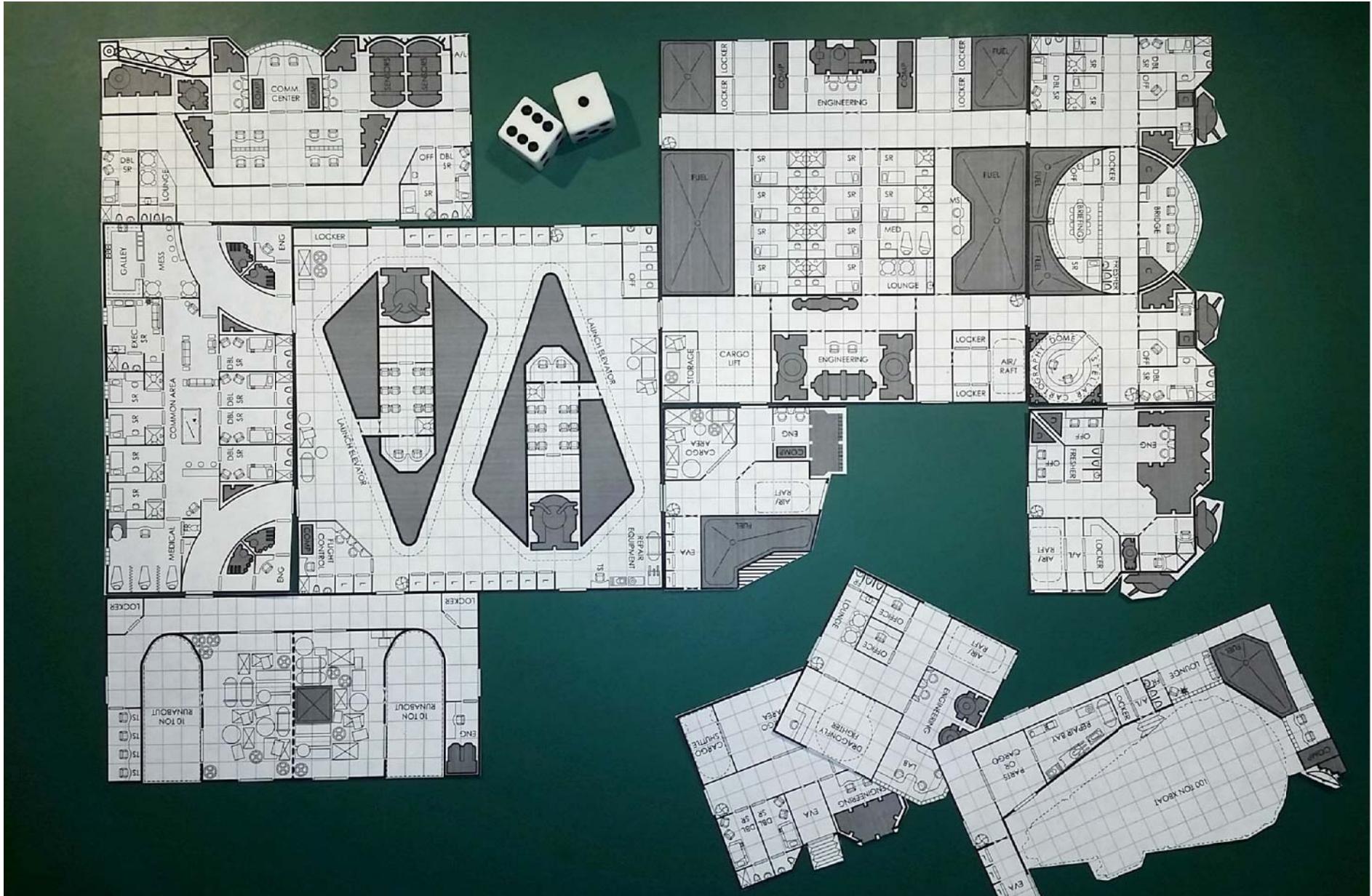
CropTech Facility

Disguised as a small agricultural supplement distribution company, this compound secretly houses a large, underground research facility. The facility performs research on a large range of offensive and defensive weapons, including combat robots, non-lethal chemical weapons, and genetically modified animals.



Printing and Cutouts

When printed at 100% scale on 8 1/2" x 11" paper this PDF will produce geomorphs at a scale of 1"=20', or 1/4" per standard deck grid square. The geomorphs can be cut out and joined in a nearly endless number of configurations. Just align the doors. Referees can use keyed notes on the front with a master sheet referencing encounters and adventure ideas. The back can be used for additional notes. Printing on a good, sturdy cardstock is recommended.

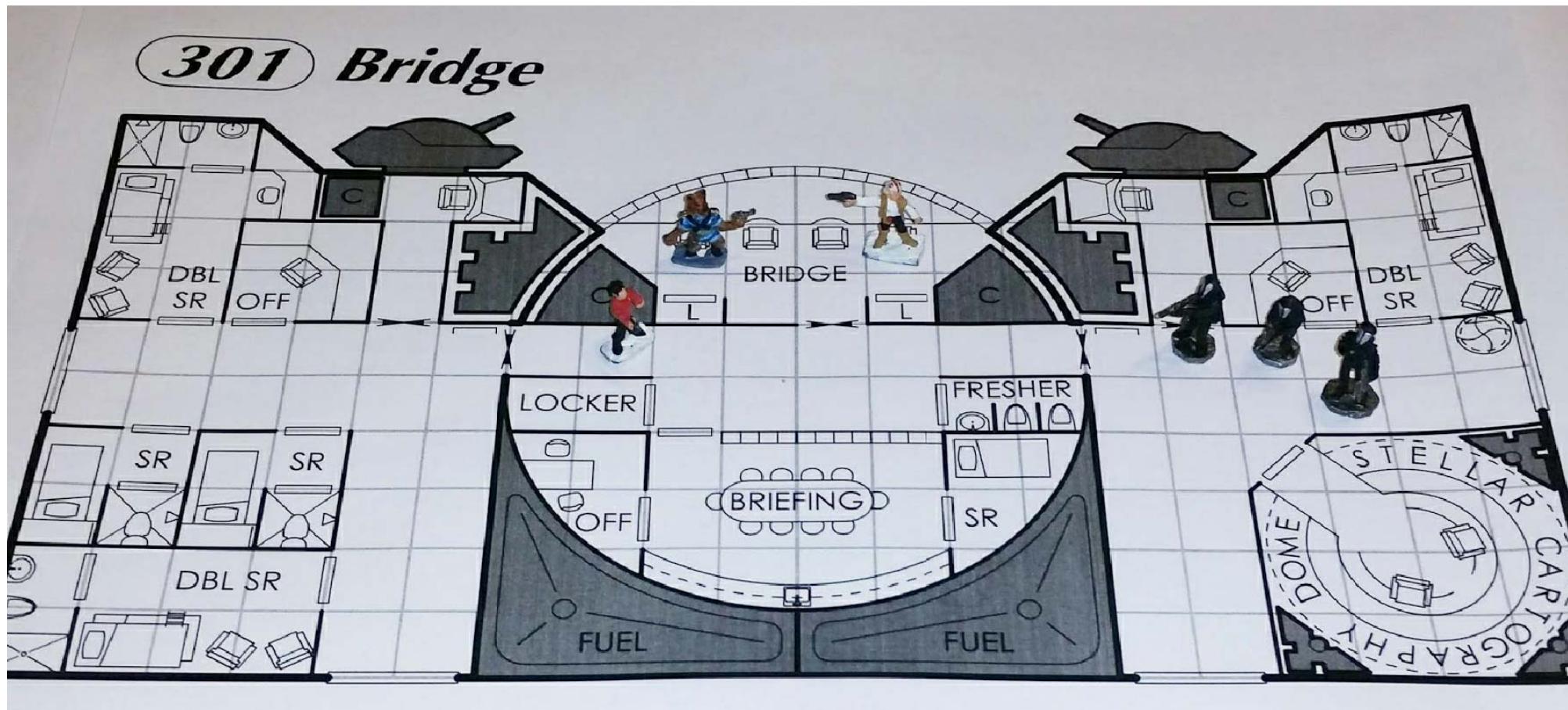


Printing for Miniatures Use

Depending on your software, you may be able to print geomorphs at a scale suitable for use with miniature figures. Printing at 200% will produce a scale of 1/2" = 5'-0" which is suitable for 15mm miniatures. Printing at 400% will produce a scale of 1" = 5'-0" which is suitable for 25mm miniatures. If you are printing directly to a printer with 8.5"x11" paper you will be limited to printing edge and corner geomorphs for 15mm use. Alternatively, instead of printing to paper you can print to PDF and then take that file to a print shop for printing on a large format printer. Note that at 25mm scale a standard geomorph will print to 20"x20", an edge geomorph will print to 10"x20", and a corner geomorph will print to 10"x10".

The deck plan below was printed on 8.5"x11" paper for 15mm miniatures using Adobe Acrobat Pro using the following process:

Open the PDF to the page you wish to print > Edit > Take a Snapshot > draw boundary around desired geomorph > Print (open print dialogue box) > set Custom Scale to 200% > set orientation to Landscape mode for Edge geomorph > Print. The process for your software may vary.

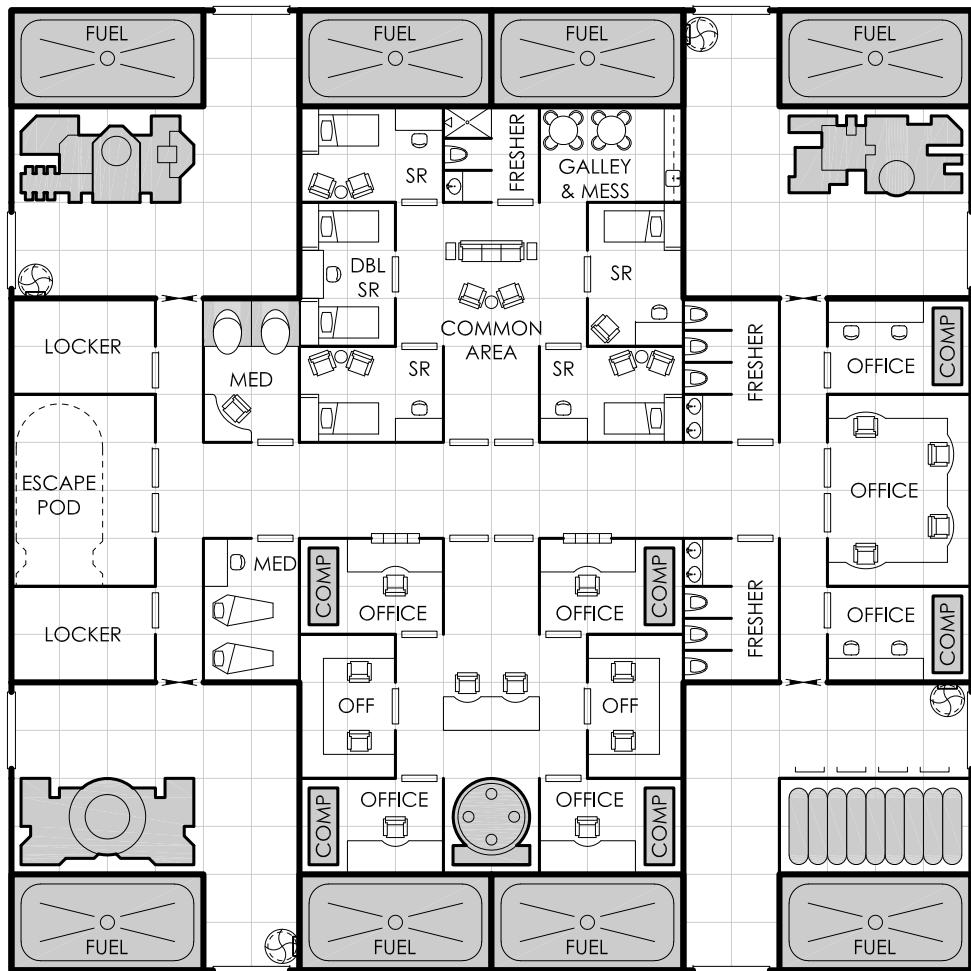


A trio of Zhodani soldiers prepares to breach the bridge of a suspected smuggling ship.
Ensign Yatby readies his autopistol and wonders if today was the best day to wear a red shirt.

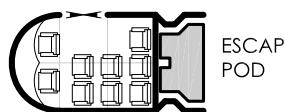
Section 1

Standard Geomorphs

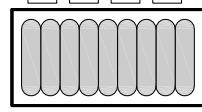
101 Multi purpose



Notes:

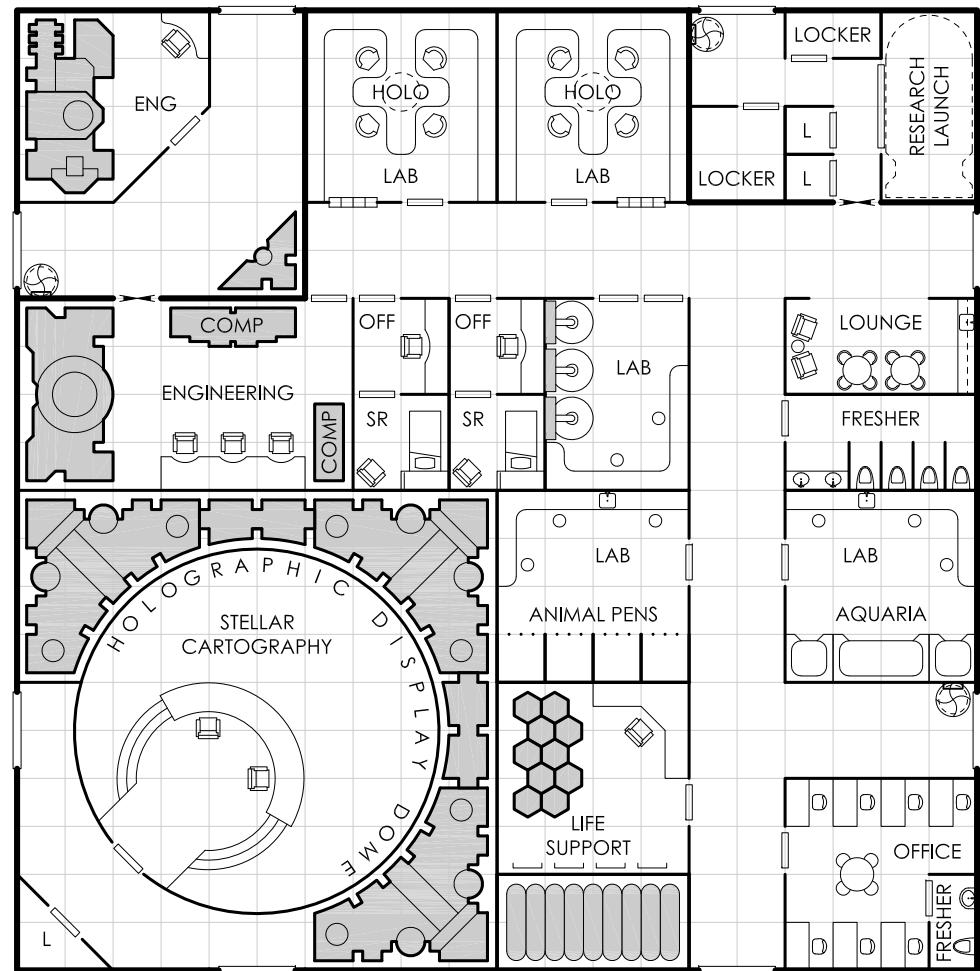


ESCAPE POD

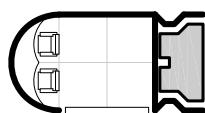


LIFE SUPPORT

Research Deck 102



Notes:



RESEARCH LAUNCH

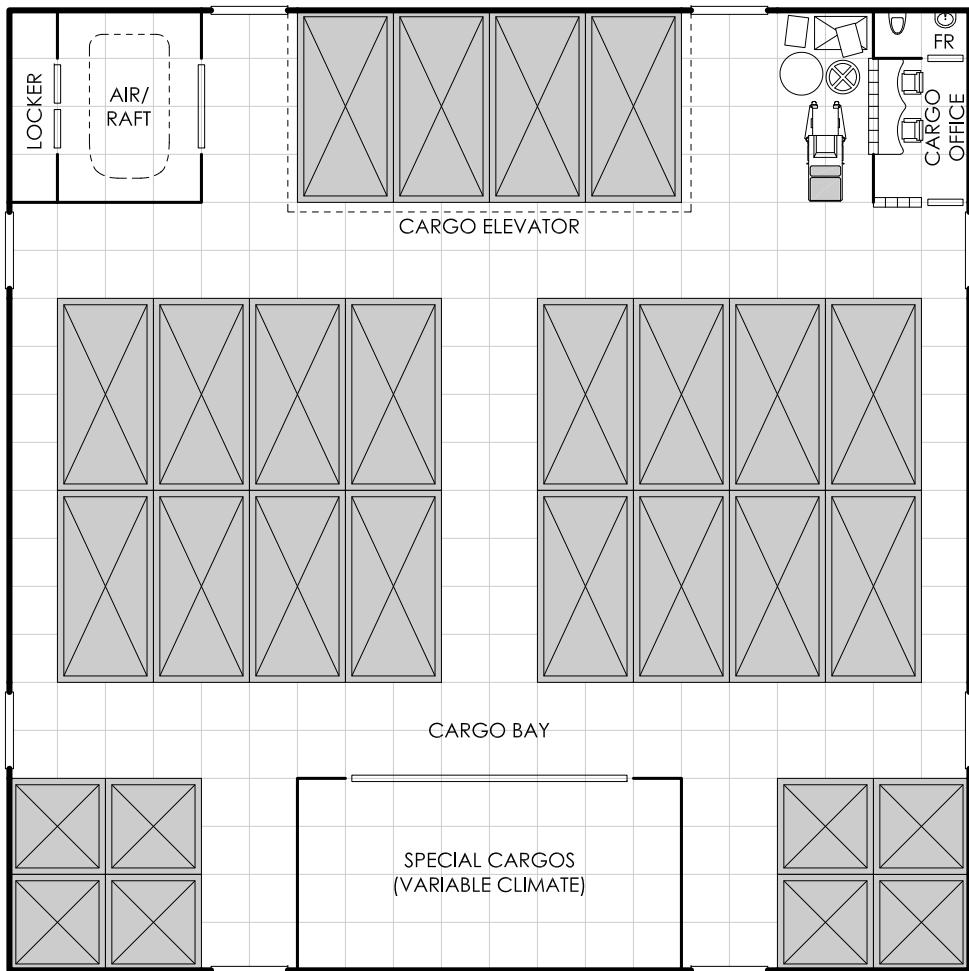


STASIS TUBE

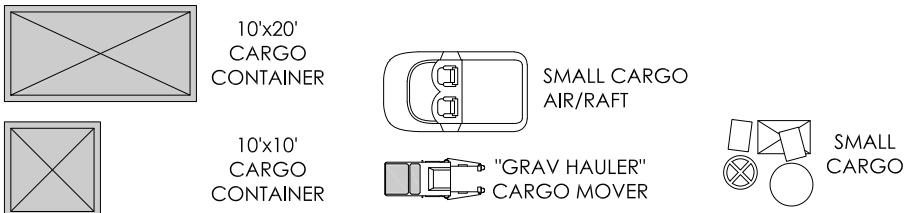


BATTERIES

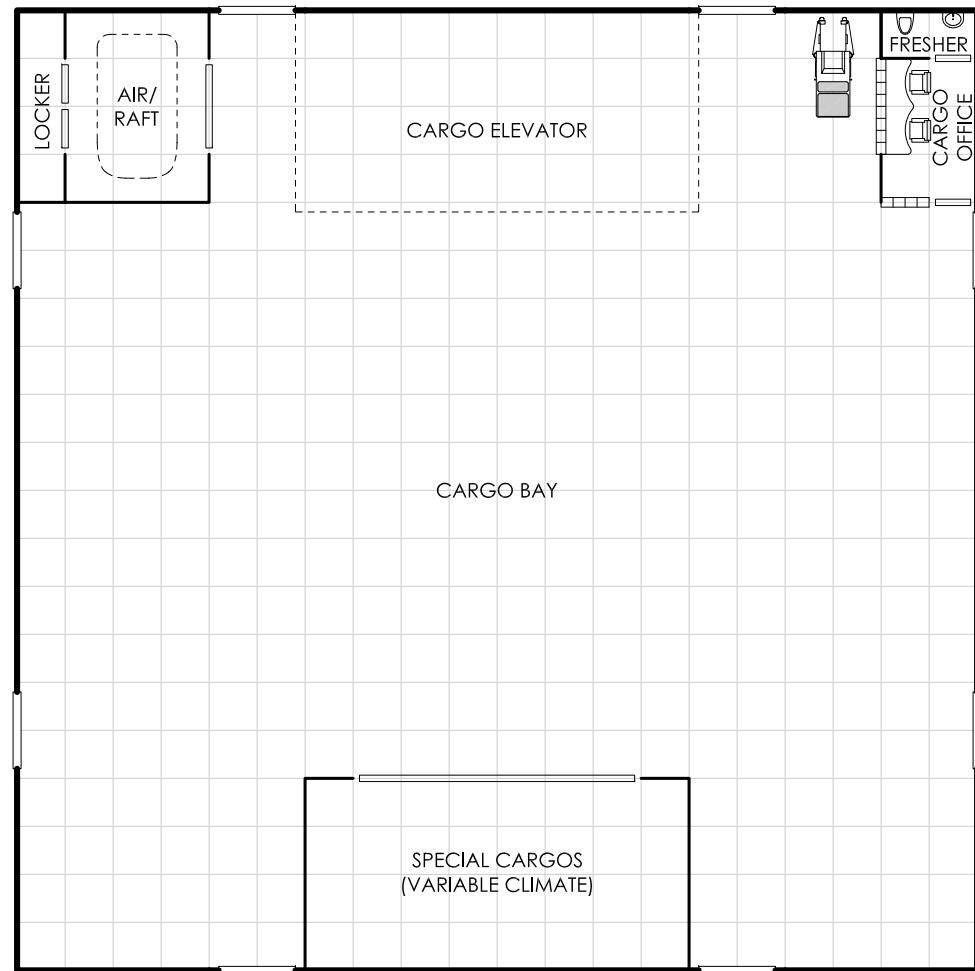
103 Cargo Bay - Full



Notes:



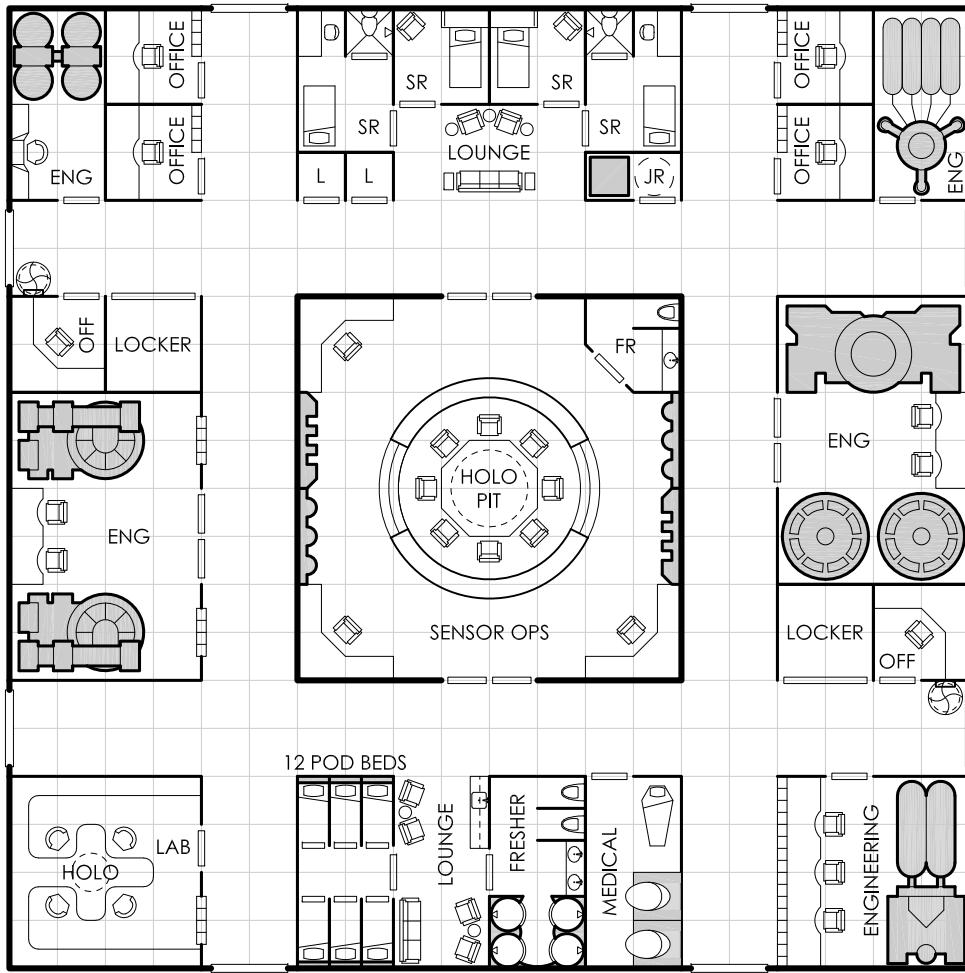
Cargo Bay - Empty 104



Notes:

- Special Cargo areas have the ability to vary climates and gravity and can be used for live cargo.
- Cargo elevator is activated from the cargo office.

105 Engineering / Sensor Ops

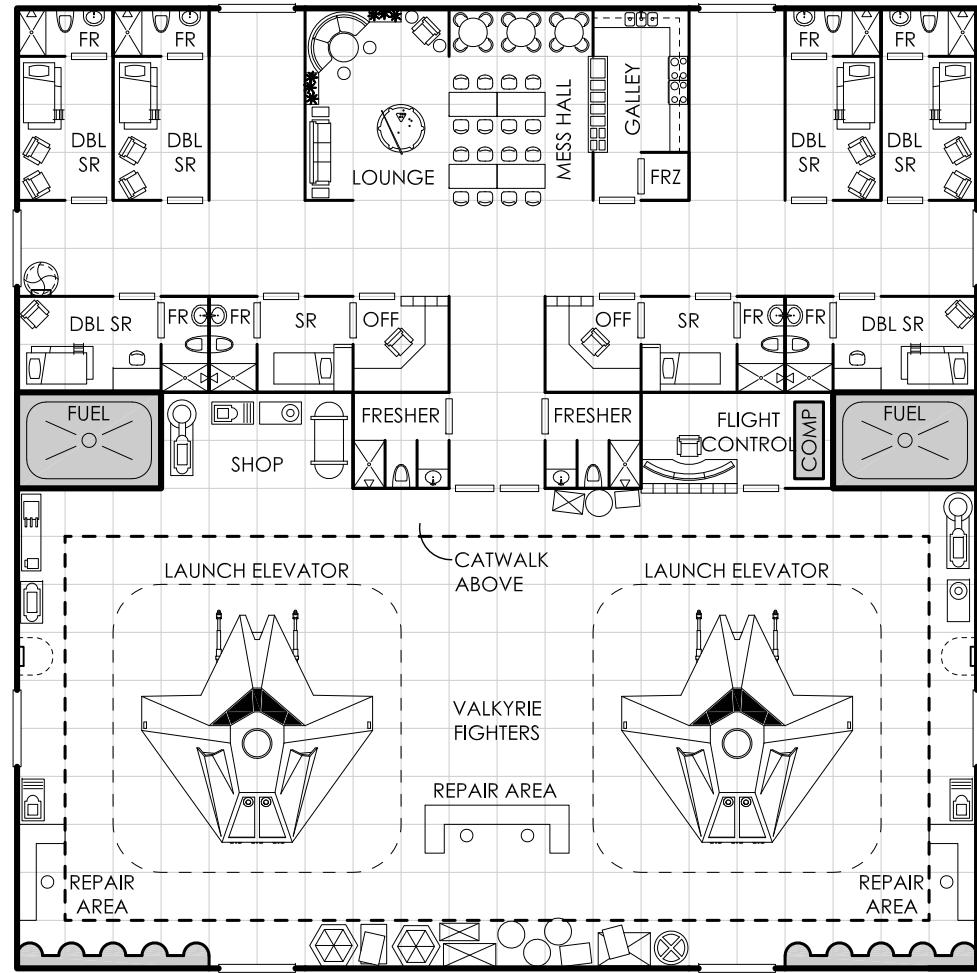


Notes:

- Sensor Operation's main feature is the recessed floor and holographic display.

JANITORIAL ROBOT
ALCOVE

Fighter Hangar/Crew Area 106



Notes:

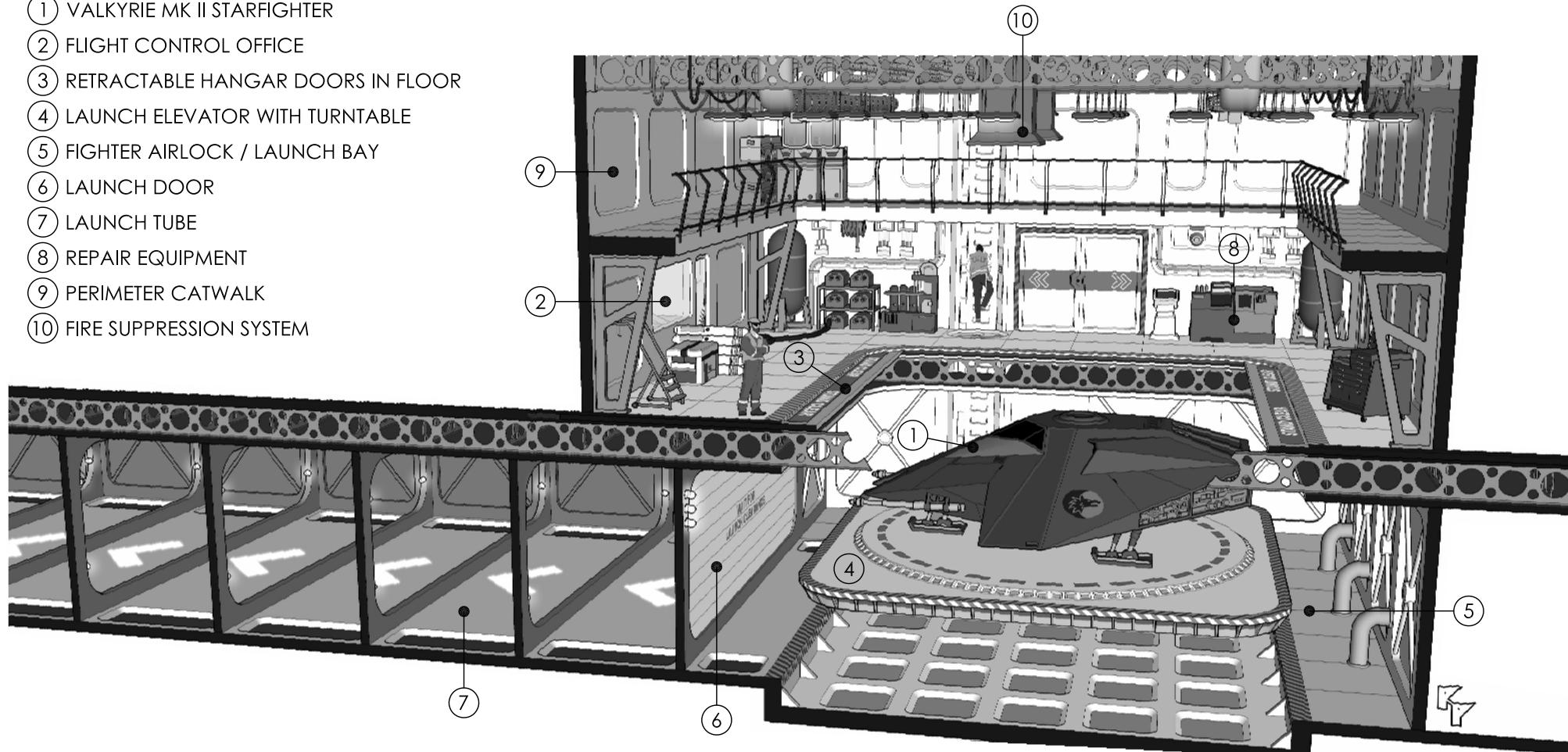
- See Yet Another Traveller Blog for more information on the Valkyrie Mk II Fighter.

Fighter Hangar with Launch Tube

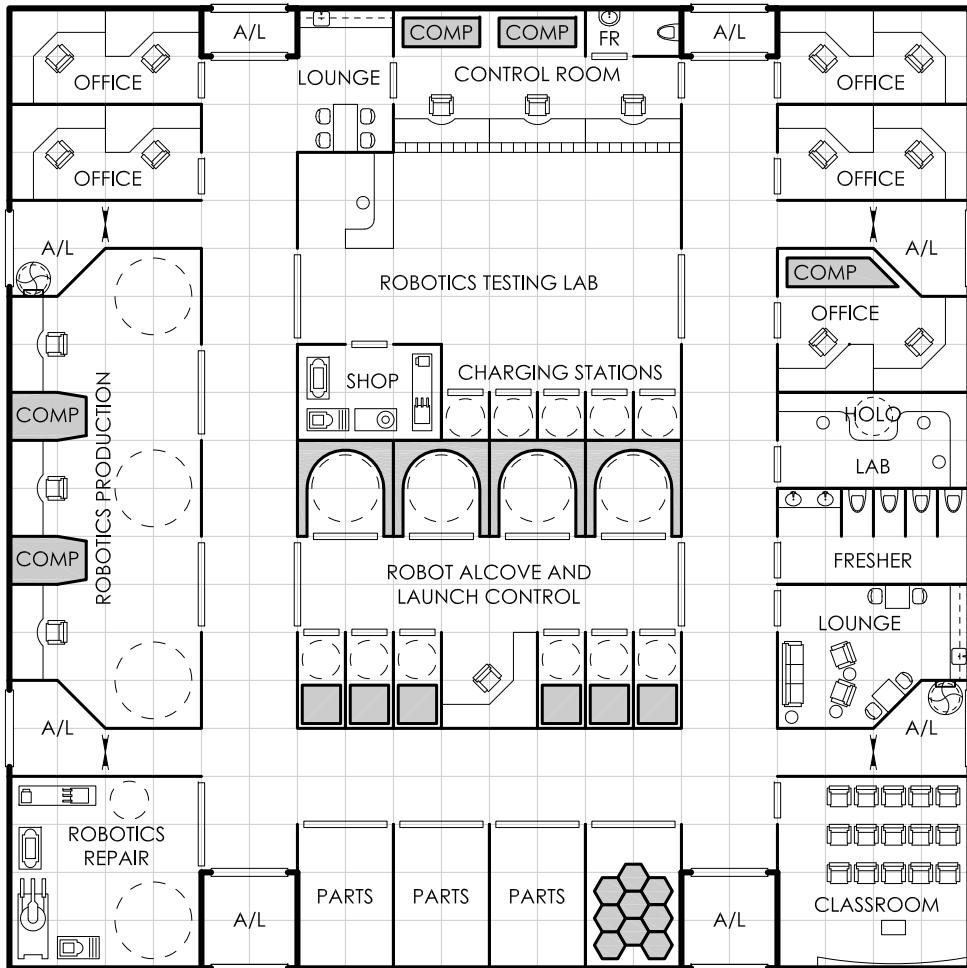
Hangars do not always need to be located near the surface of a ship. Some hangars can be deep within a ship and accessory craft can exit (and enter) the ship through a launch tube.

Most fighter launch and retrieval tasks are handled by the Flight Control Officer, who operates the launch elevator, hangar doors, launch doors, and authorizes the pilot to launch. In many cases, pilots do not have full control of their fighter until it is clear of the host ship.

- (1) VALKYRIE MK II STARFIGHTER
- (2) FLIGHT CONTROL OFFICE
- (3) RETRACTABLE HANGAR DOORS IN FLOOR
- (4) LAUNCH ELEVATOR WITH TURNTABLE
- (5) FIGHTER AIRLOCK / LAUNCH BAY
- (6) LAUNCH DOOR
- (7) LAUNCH TUBE
- (8) REPAIR EQUIPMENT
- (9) PERIMETER CATWALK
- (10) FIRE SUPPRESSION SYSTEM



107 Robotics Lab



Notes:

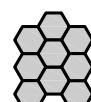
- For production, testing, repair, storage, and launching (where applicable) of all types of robots, including warbots, sensor drones, etc.)
- Robotics testing lab is armored, with bulletproof glass at the control room.
- Some robots can be remotely piloted from the control room.



LARGE
ROBOT
ALCOVE

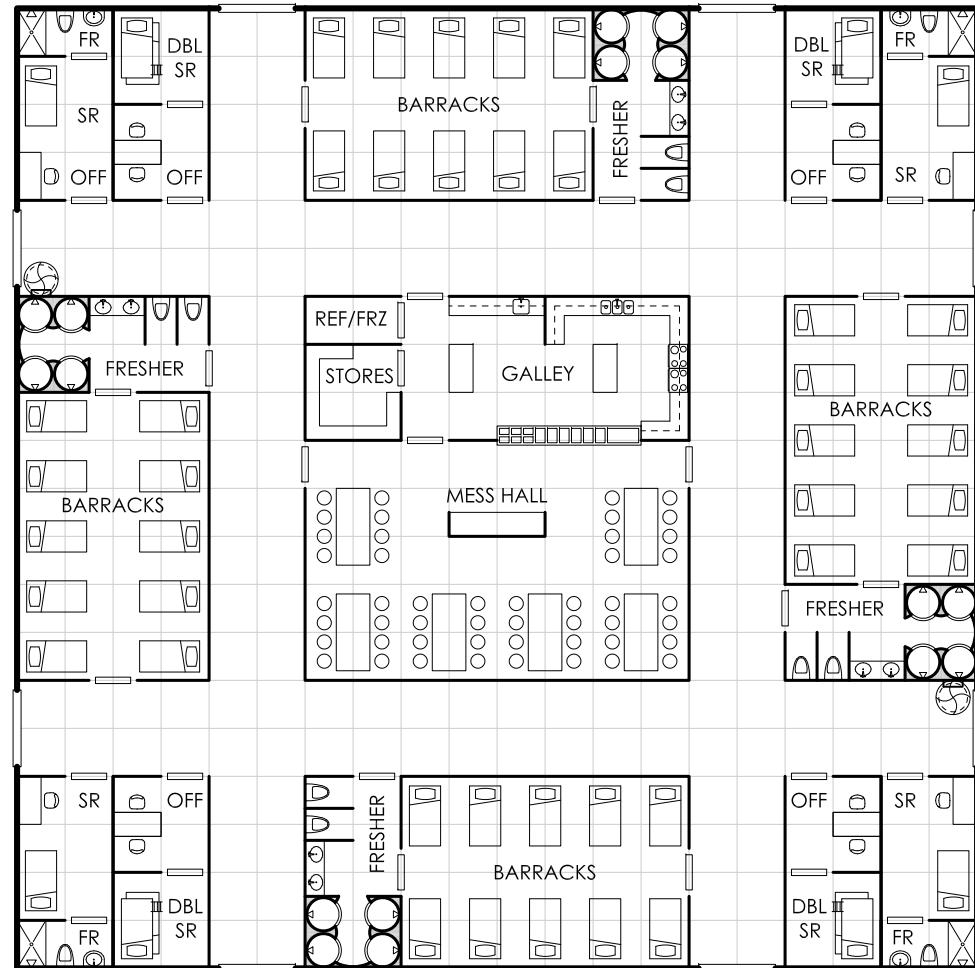


SMALL
ROBOT
ALCOVE



BATTERIES

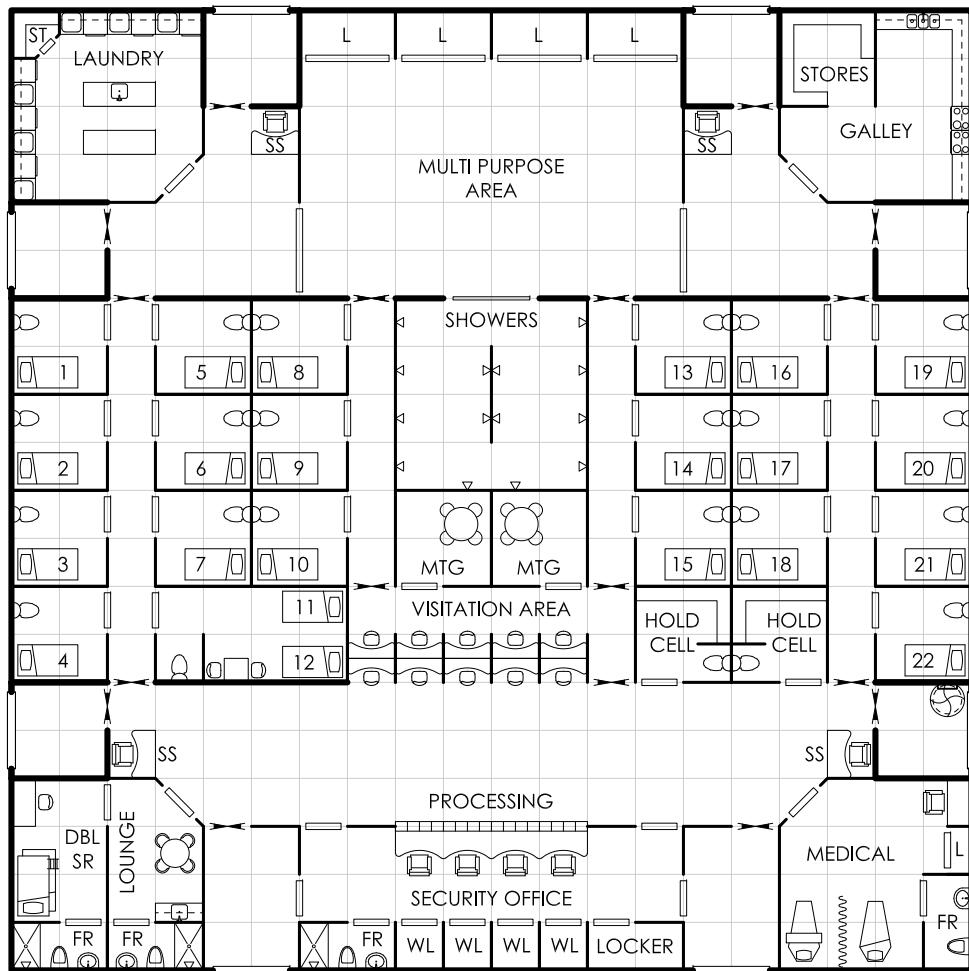
Barracks 108



Notes:

- The mess hall doubles as a common area/lounge during non-serving times.

109 Brig / Prison

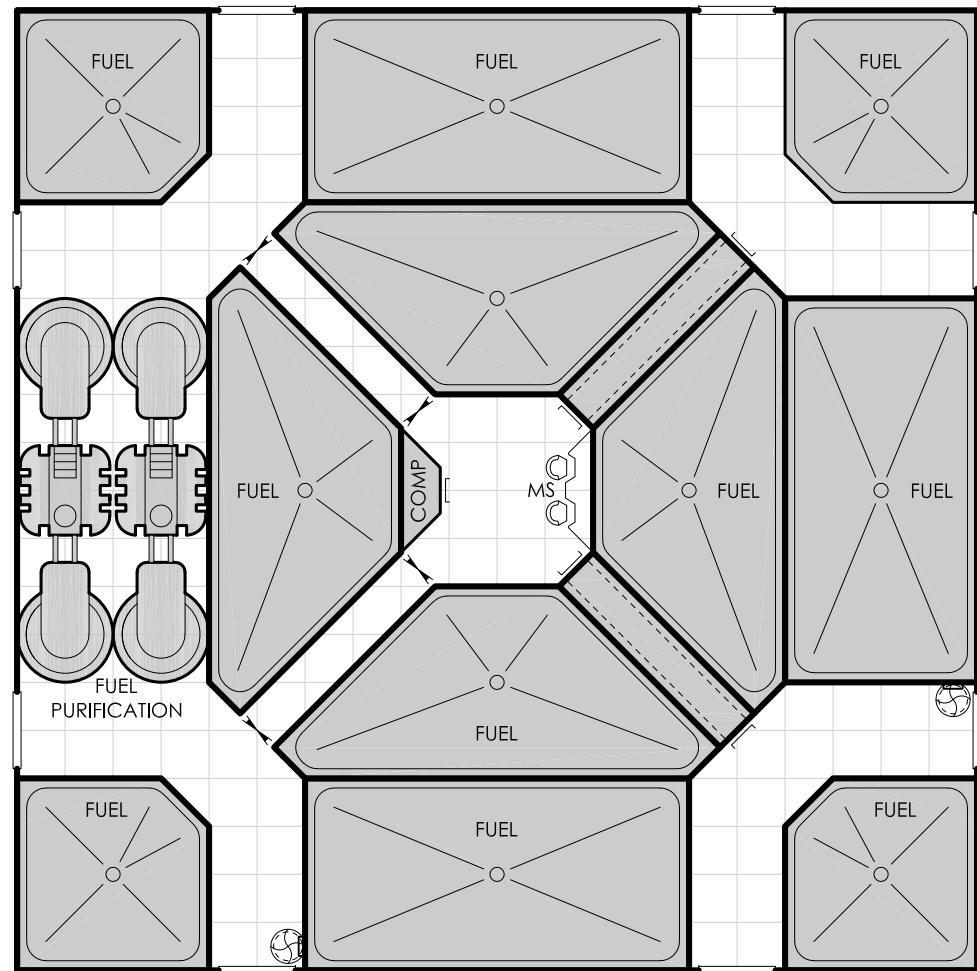


Notes:

- The multi purpose area lockers contain furniture and equipment to turn this area into a gymnasium, classroom, dining hall, or recreation room.
- The deck has 22 standard beds as shown, but could be increased to 44 with bunk beds.

SECURITY STATION

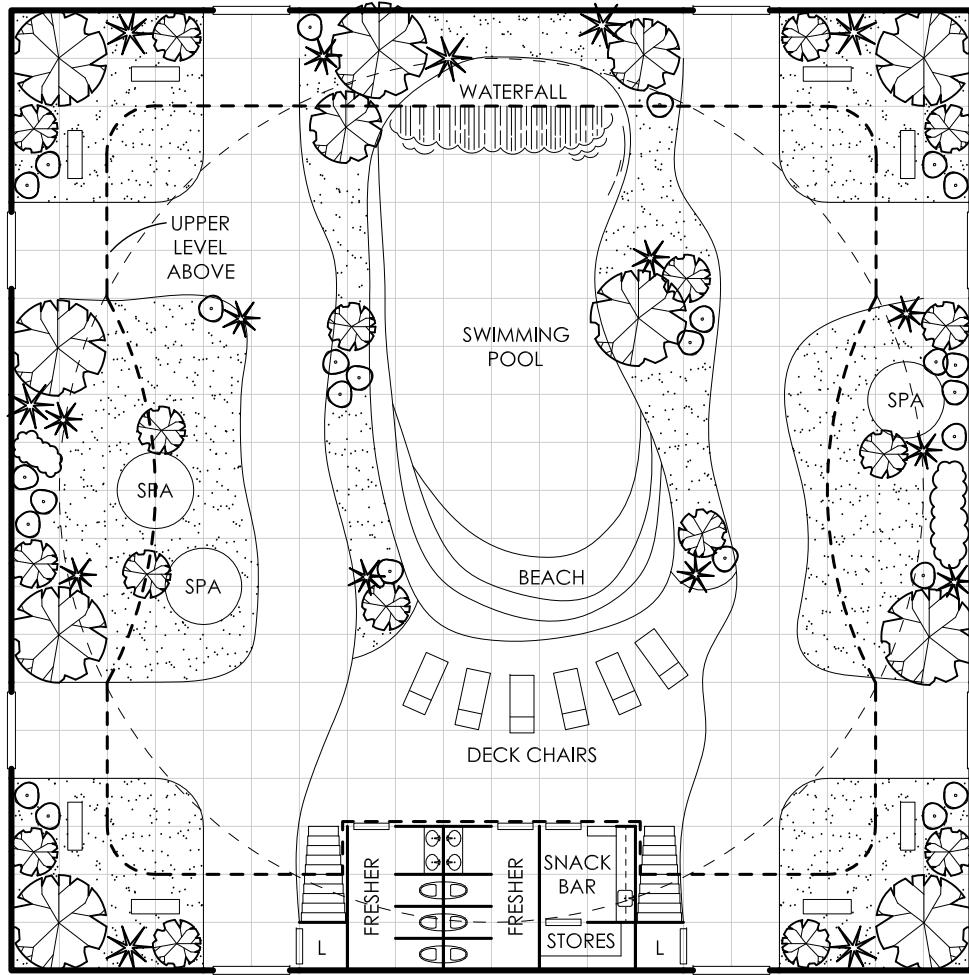
Fuel Deck 110



Notes:

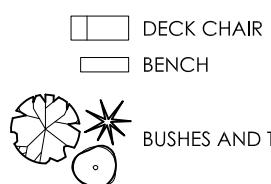
FUEL MONITORING STATION] ----- [ACCESS CRAWLWAY

111 Arboretum - Lower

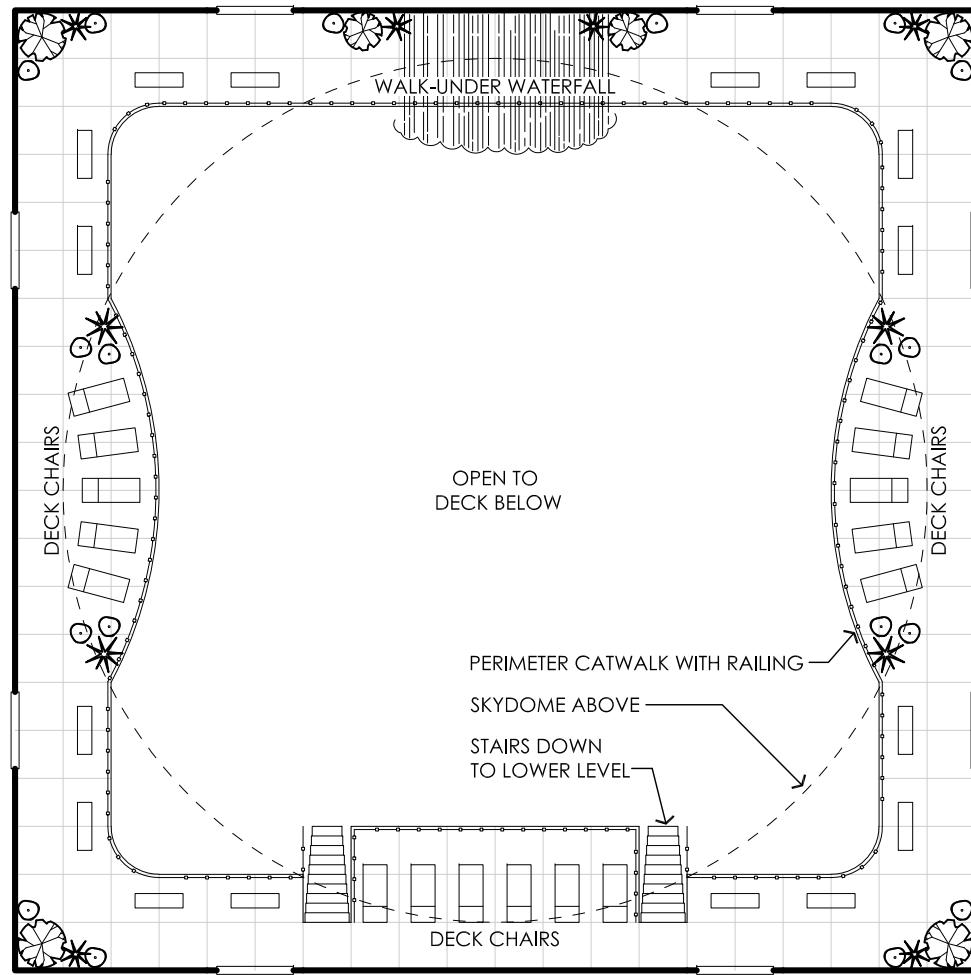


Notes:

- Double height space (20' ceiling) with skydome.
- See geomorph 112 for upper level.



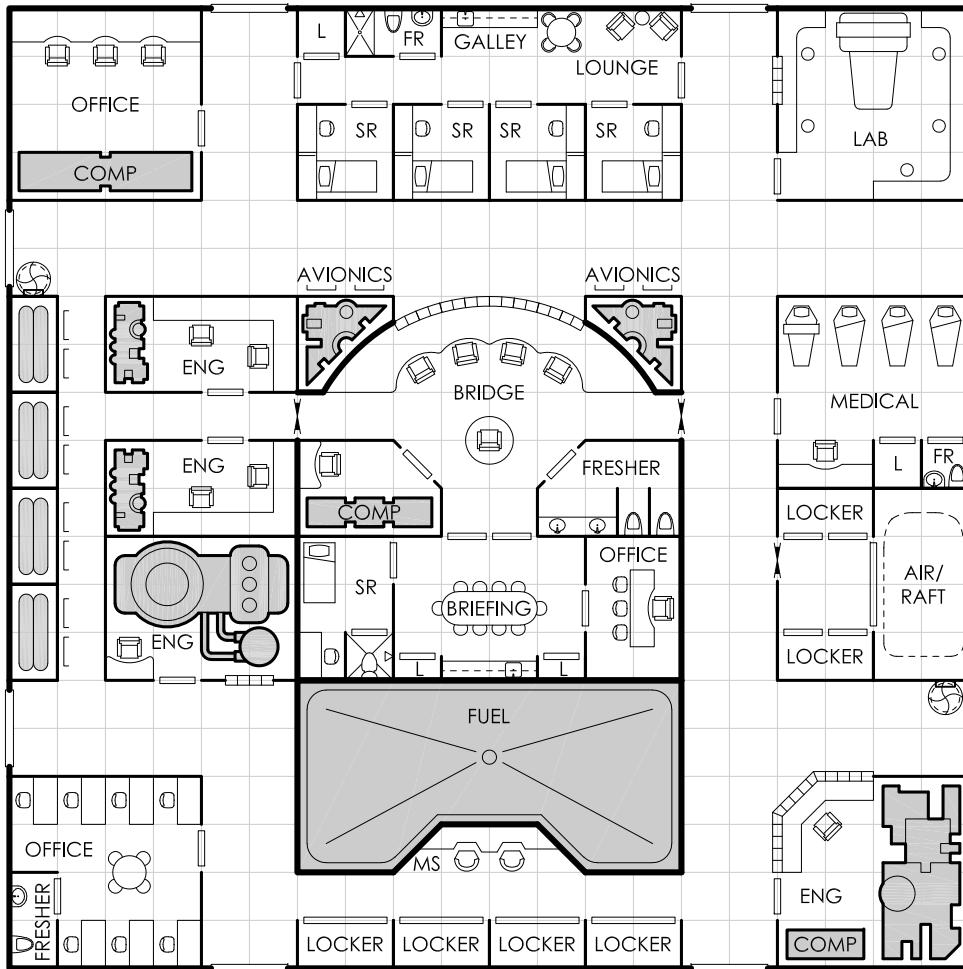
Arboretum - Upper 112



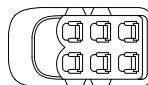
Notes:

- Double height space (20' ceiling) with skydome.
- See geomorph 111 for lower level.

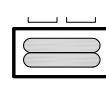




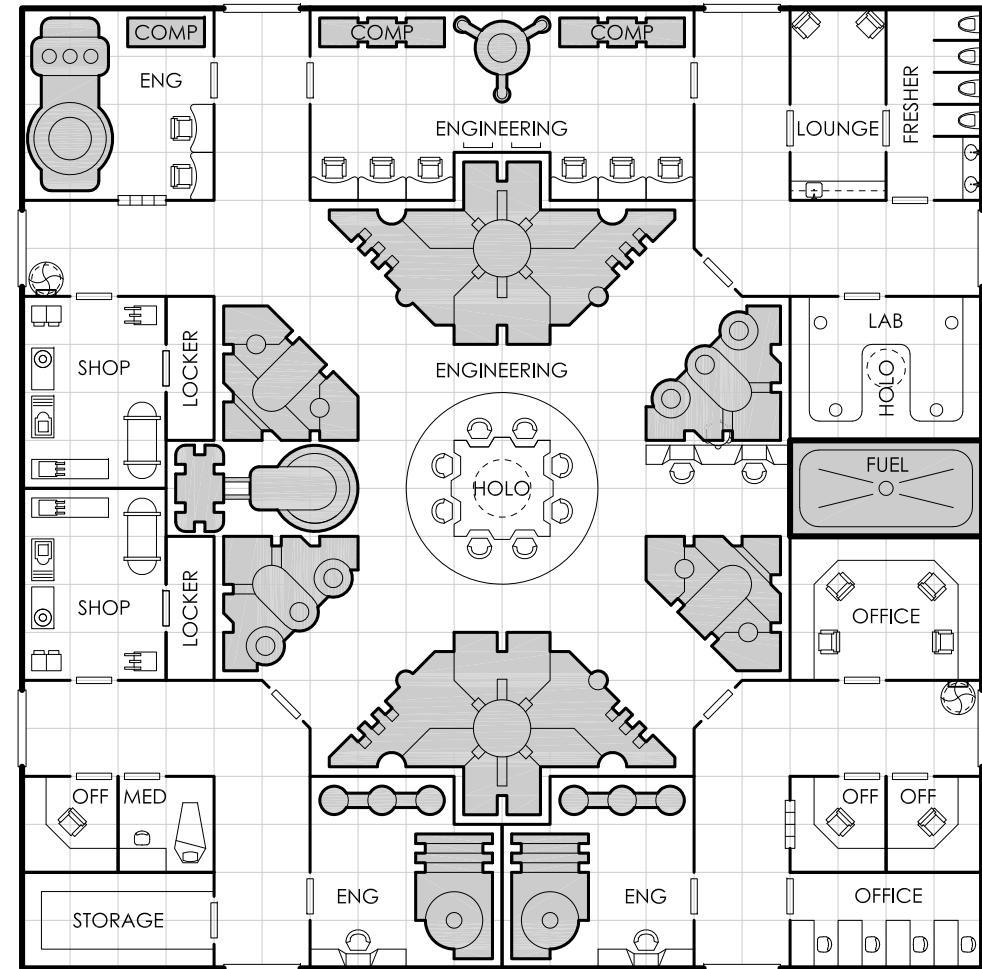
Notes:



AIR/RAFT

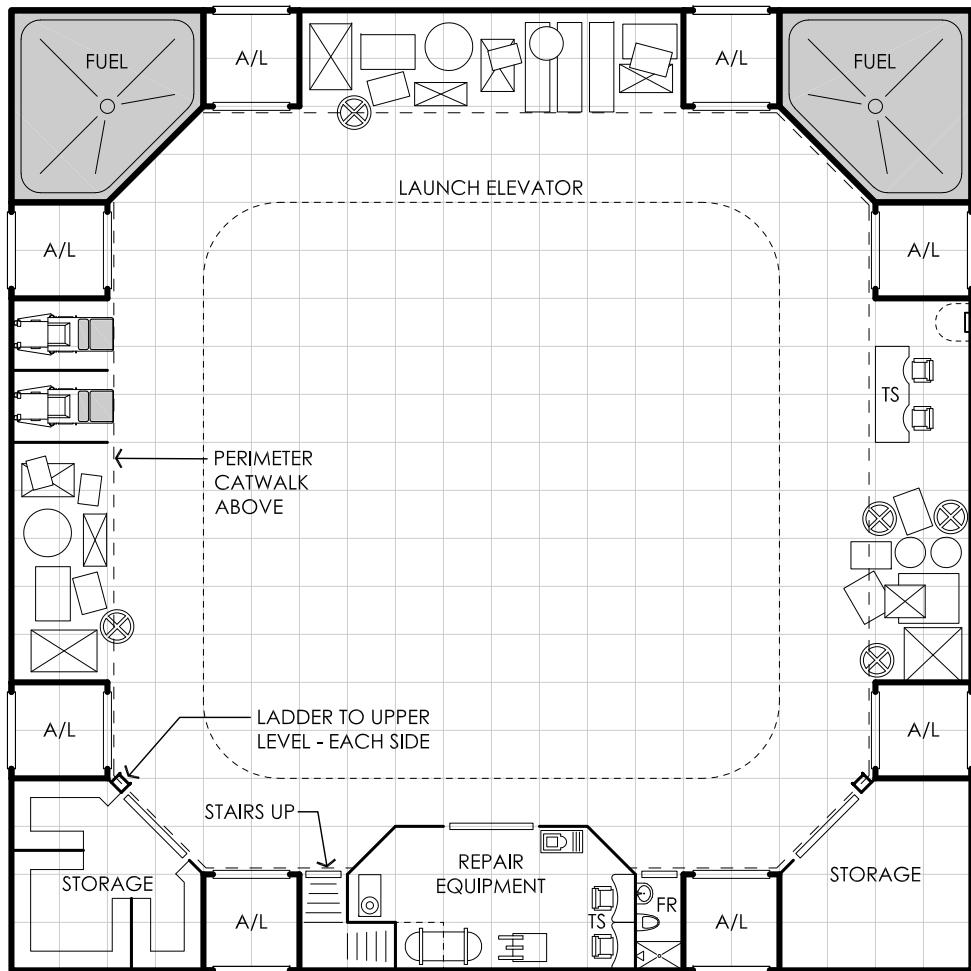


LIFE SUPPORT



Notes:

115 Hangar - Lower

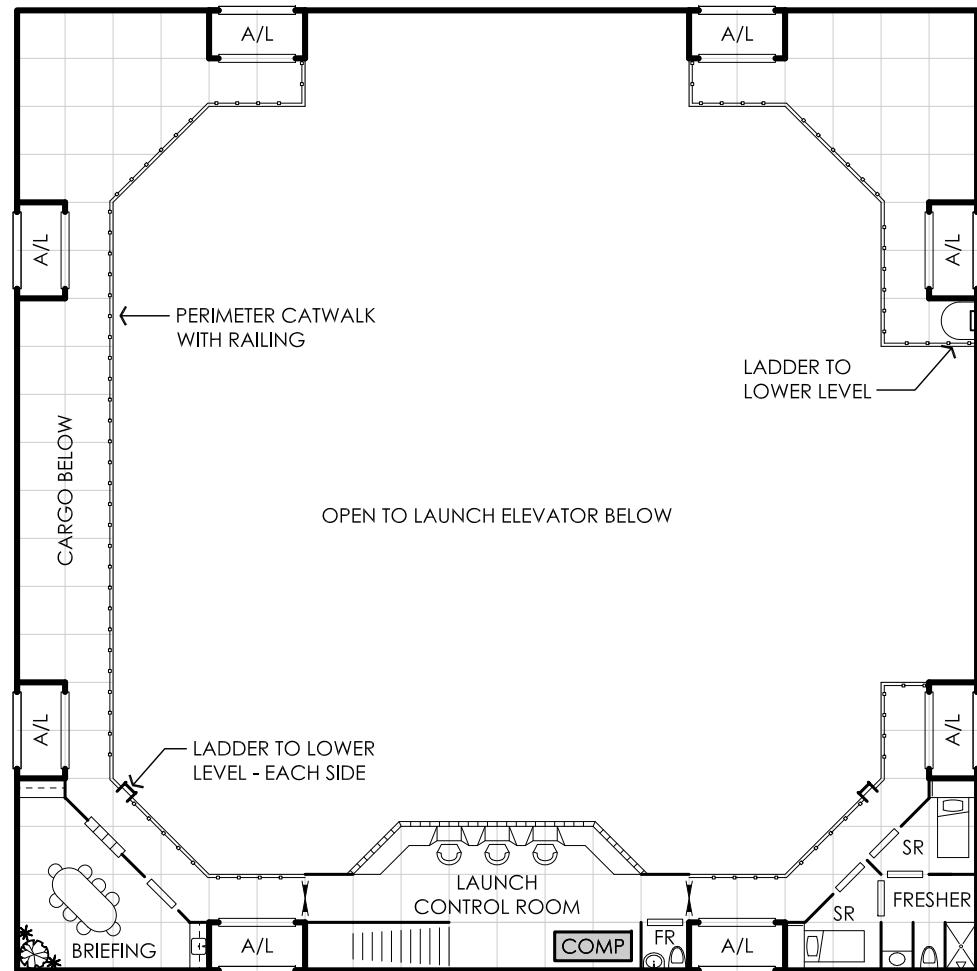


Notes:

- Double height space (20' ceiling) with stairs up to control room.
- See geomorph 116 for upper level.
- This is a generic hangar that can serve a variety of space craft.



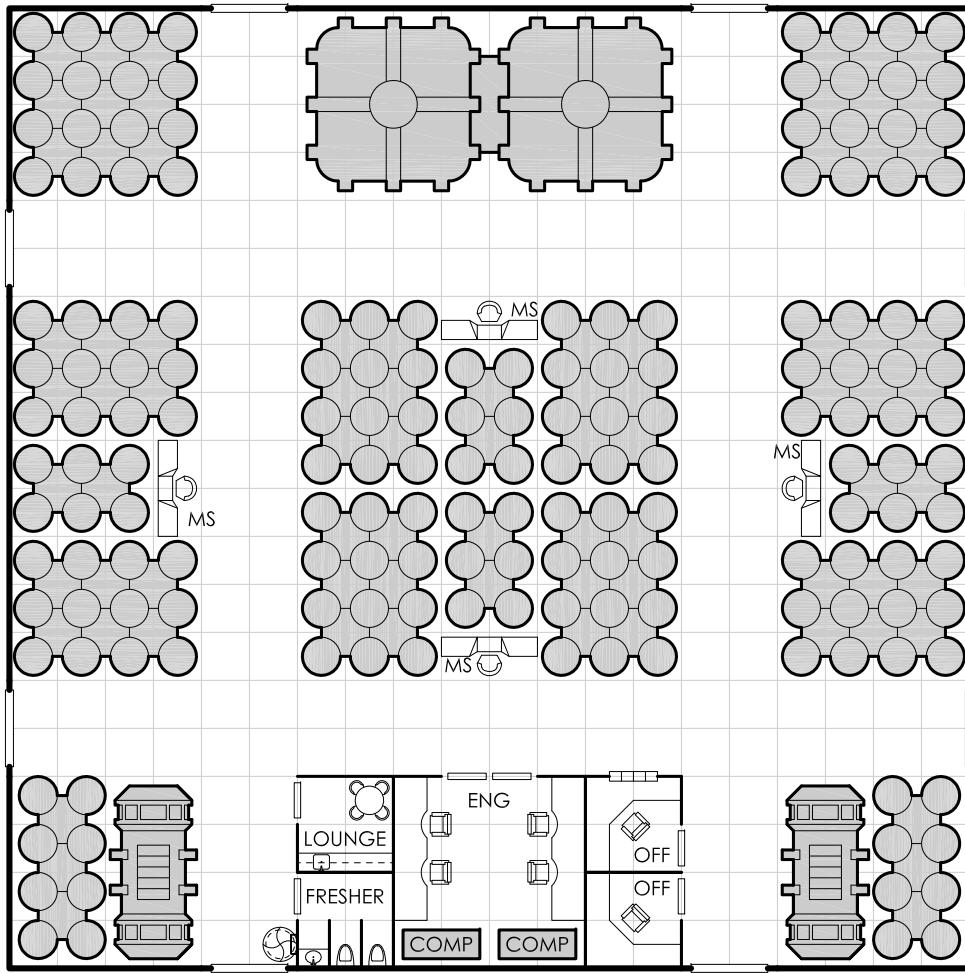
Hangar - Upper 116



Notes:

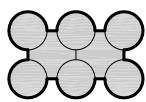
- Double height space (20' ceiling) with stairs down to flight deck.
- Perimeter catwalk all around. Space in center is open.
- See geomorph 115 for lower level.

117 Battery Deck



Notes:

- Batteries may be used for emergency back-up power, to charge large weapons, and in some cases as an alternative to liquid hydrogen fuel.
- This space has a heavy duty fire suppression system installed.

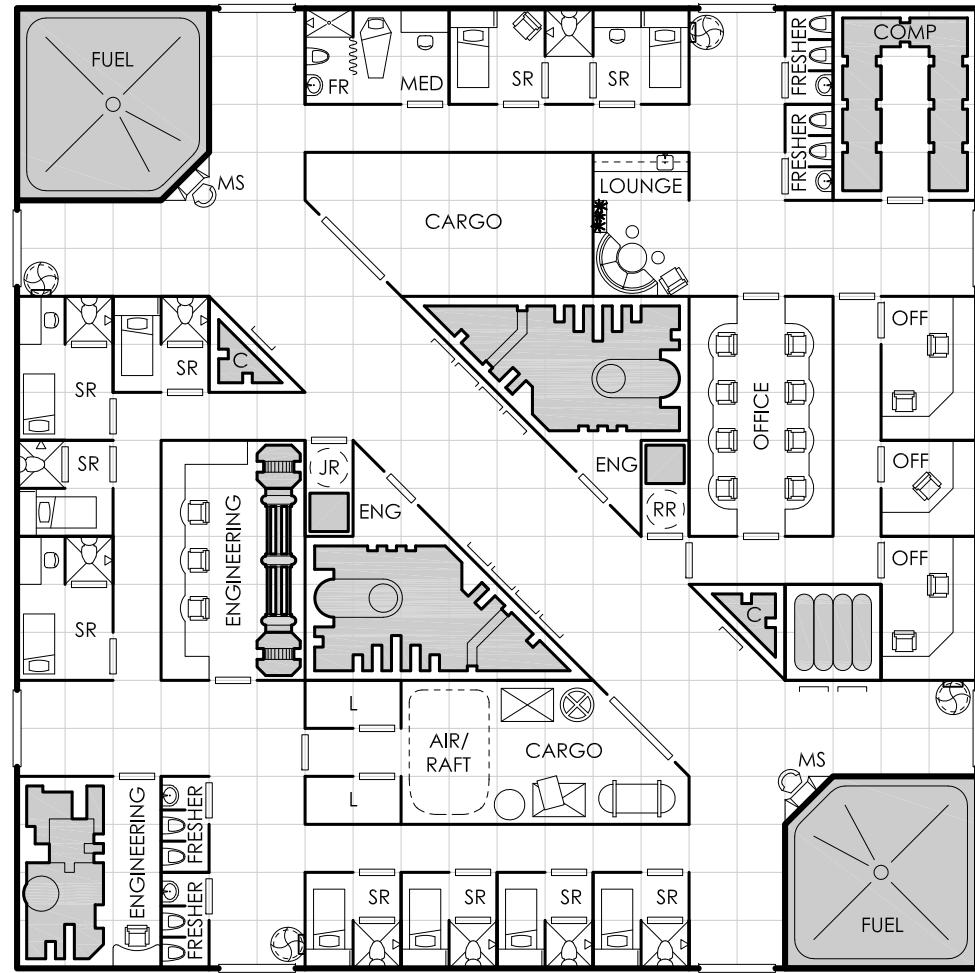


BATTERIES



MONITORING STATION

Multi purpose 118

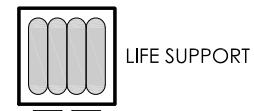


Notes:

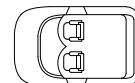
[JR] JANITORIAL ROBOT ALCOVE

[RR] REPAIR ROBOT ALCOVE

MS FUEL MONITORING STATION

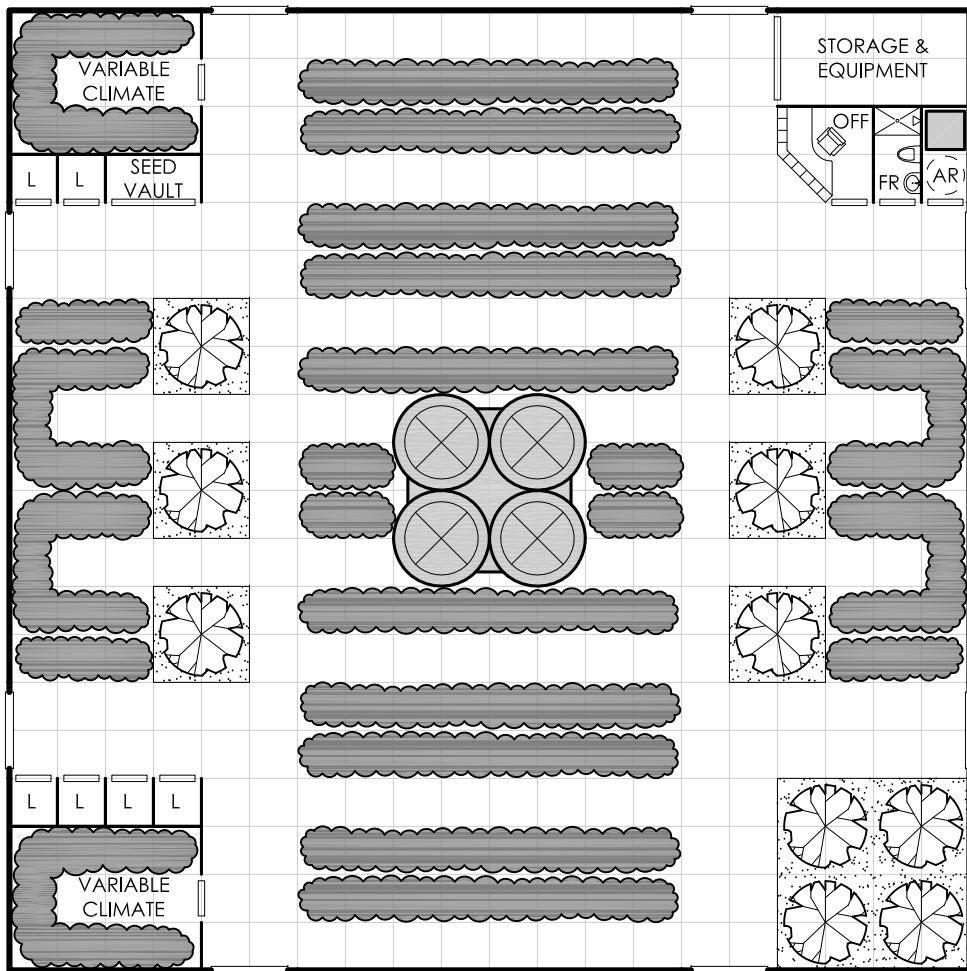


LIFE SUPPORT



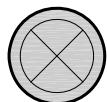
SMALL CARGO AIR/RAFT

119 Hydroponics Bay



Notes:

- "Hydroponics" as used here is a generic term for any soil-less, high volume growing system in an artificially controlled environment and may include hydroponics, aeroponics, vertical farming, and similar technologies.
- Variable climate rooms can be set for almost any kind of climate.



WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



FRUIT
TREE

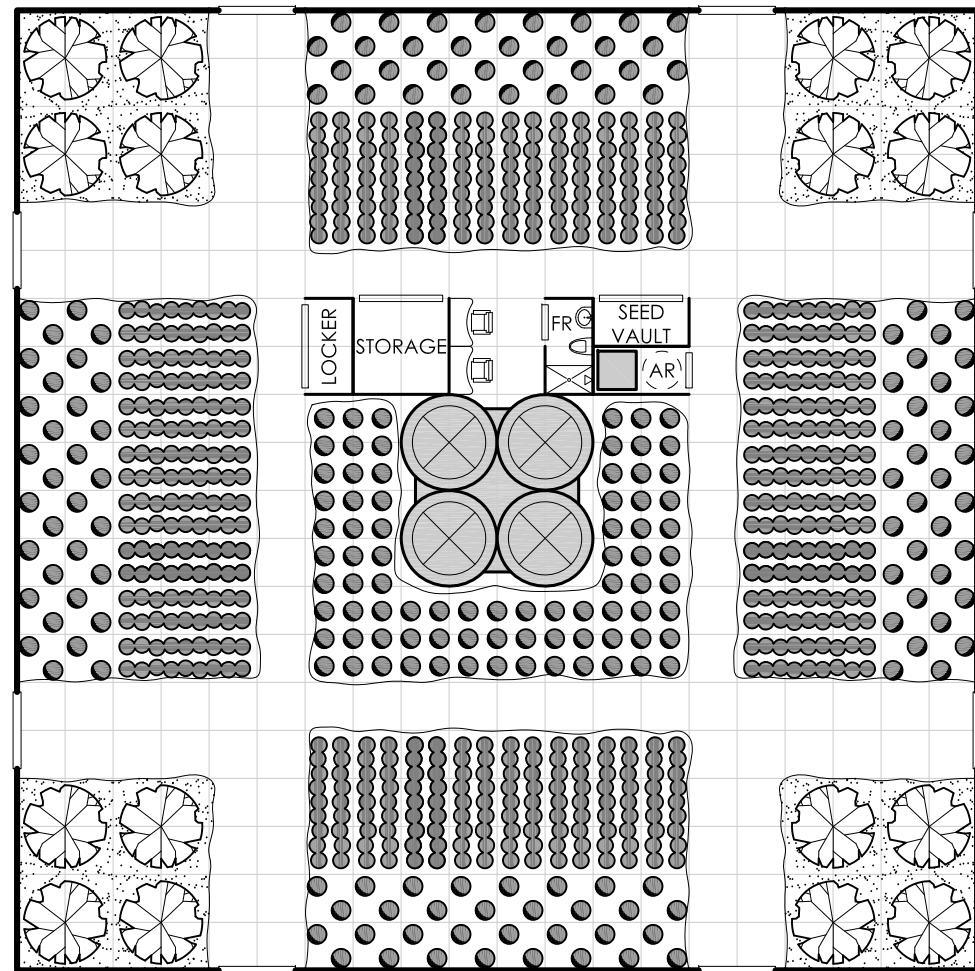


AGRICULTURAL
ROBOT ALCOVE



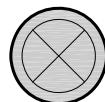
HYDROPONIC
VEGETATION

Agricultural Bay 120



Notes:

- This space is sometimes referred to by the crew as "The Farm".
- Mostly used for edible crops and research.
- This space can also serve as a biosphere for transplanting or preservation of vegetation, similar to those seen in the film *Silent Running*.



WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



FRUIT
TREE



AGRICULTURAL
ROBOT ALCOVE



FOOD
CROPS

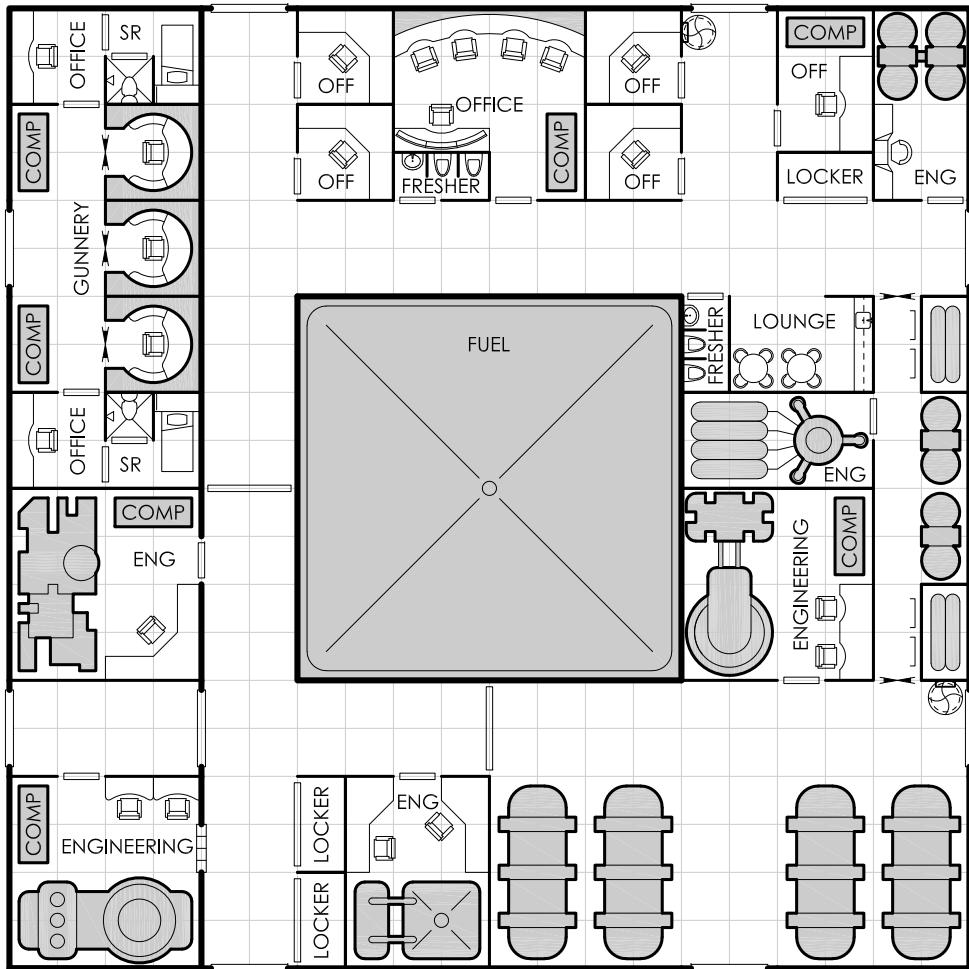
Agricultural Bay

While not part of a typical Traveller starship, the Agricultural Bay is a mainstay in science fiction for colony ships, inhospitable planets, and remote outposts obligated to be self-sufficient. By itself, gardening doesn't necessarily scream "action and adventure", so referees should consider all the myriad ways plants have been used in classic science fiction and modify as they see fit. The seed pods from "Invasion of the Body Snatchers", the alien spores from Star Trek's "This Side of Paradise", and Triffids are all fine places to start. Live crops and seeds can be valuable trading goods on some worlds, and are often a favorite target for customs officials. Ignoring transport protocols is sure way to introduce an invasive species into a new environment. Knowledge of alien botany could be a useful skill for a Traveller. Which plants are edible? Which are poisonous? Which are used to make medicine? Use your imagination and have fun!

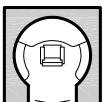


Artificial sunlight shines down on a ship's botanist as he performs chemical analyses on a variety of otherworldly food crops while agrobots perform the more menial gardening tasks.

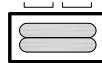
121 Multi purpose



Notes:

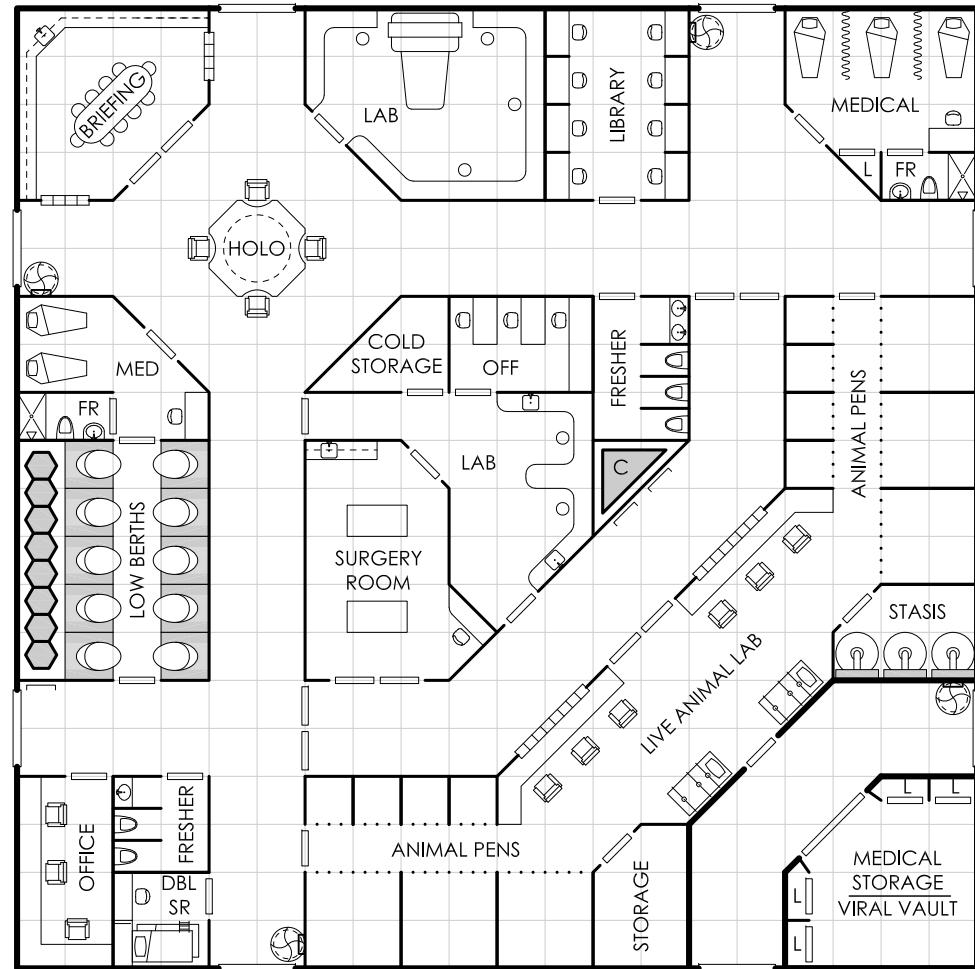


REMOTE
WEAPON
STATION



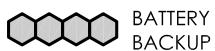
LIFE SUPPORT

Medical Research 122



Notes:

- The surgery room doubles as an autopsy room.
- The briefing room doubles as a lounge.



BATTERY
BACKUP



ANIMAL
PEN



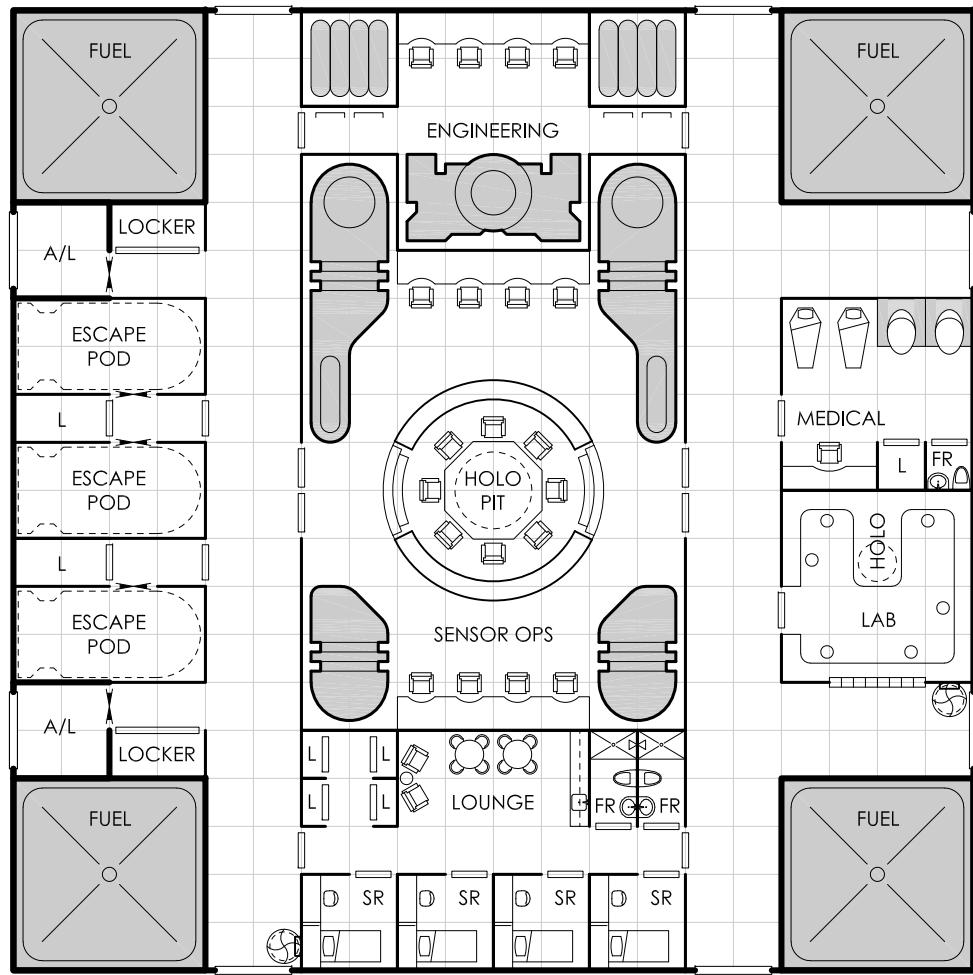
RESTRAINT
BED/GURNEY



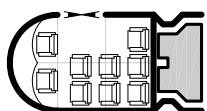
LOW BERTH



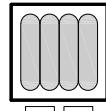
STASIS TUBE

**Notes:**

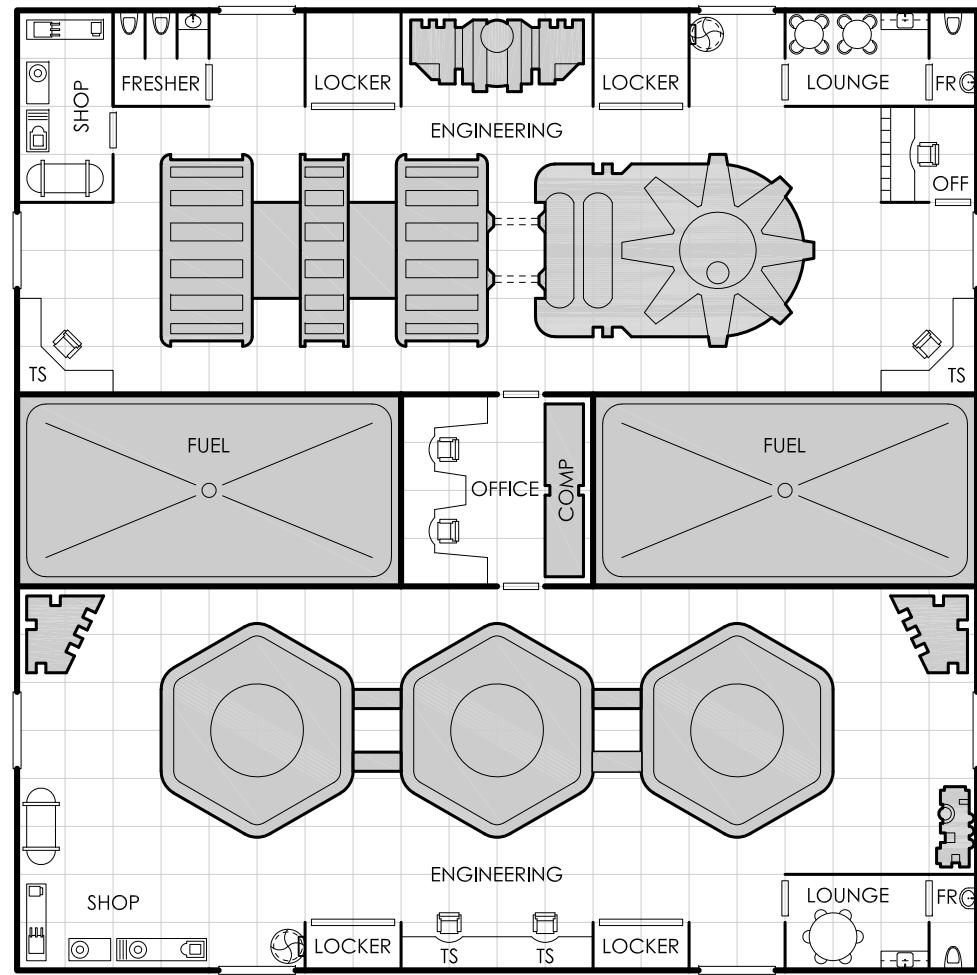
- Sensor Operation's main feature is the recessed floor and holographic display workstation.



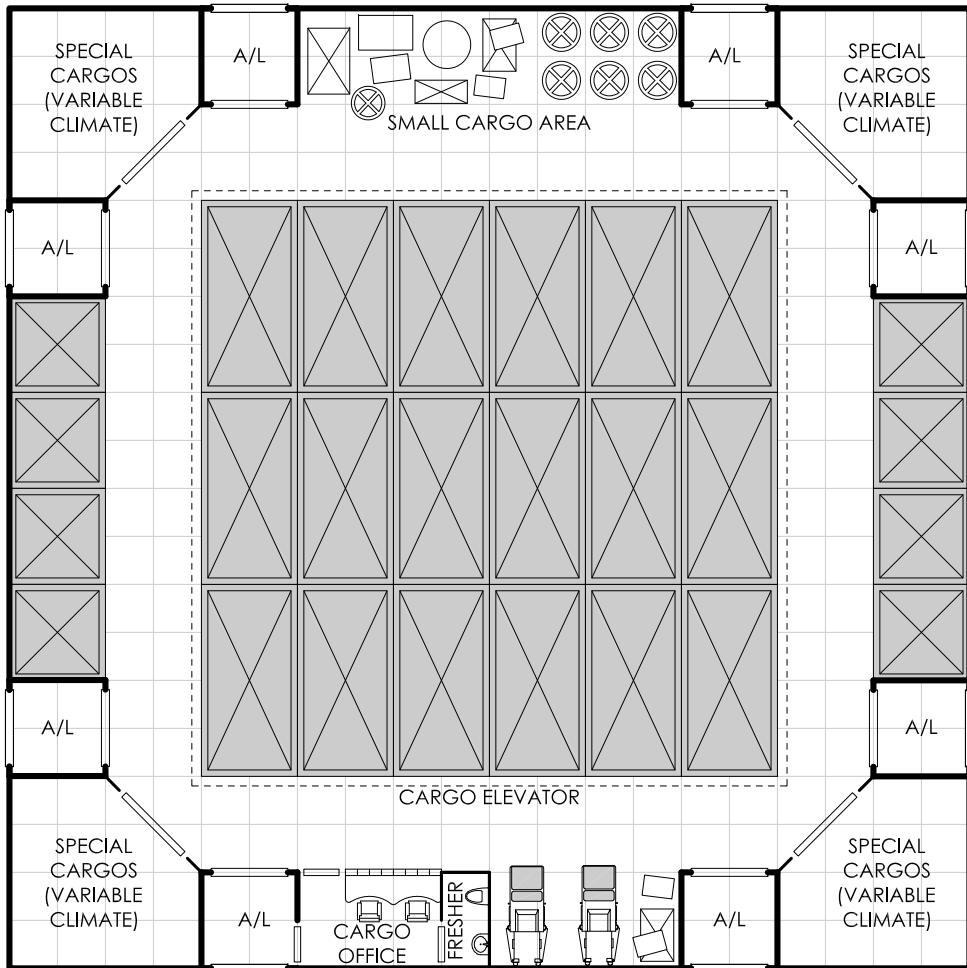
ESCAPE POD



LIFE SUPPORT

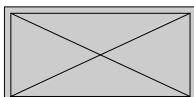
**Notes:**

125 Cargo Bay - Full

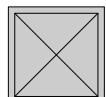


Notes:

- Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.
- Cargo elevator is activated from with the cargo office.



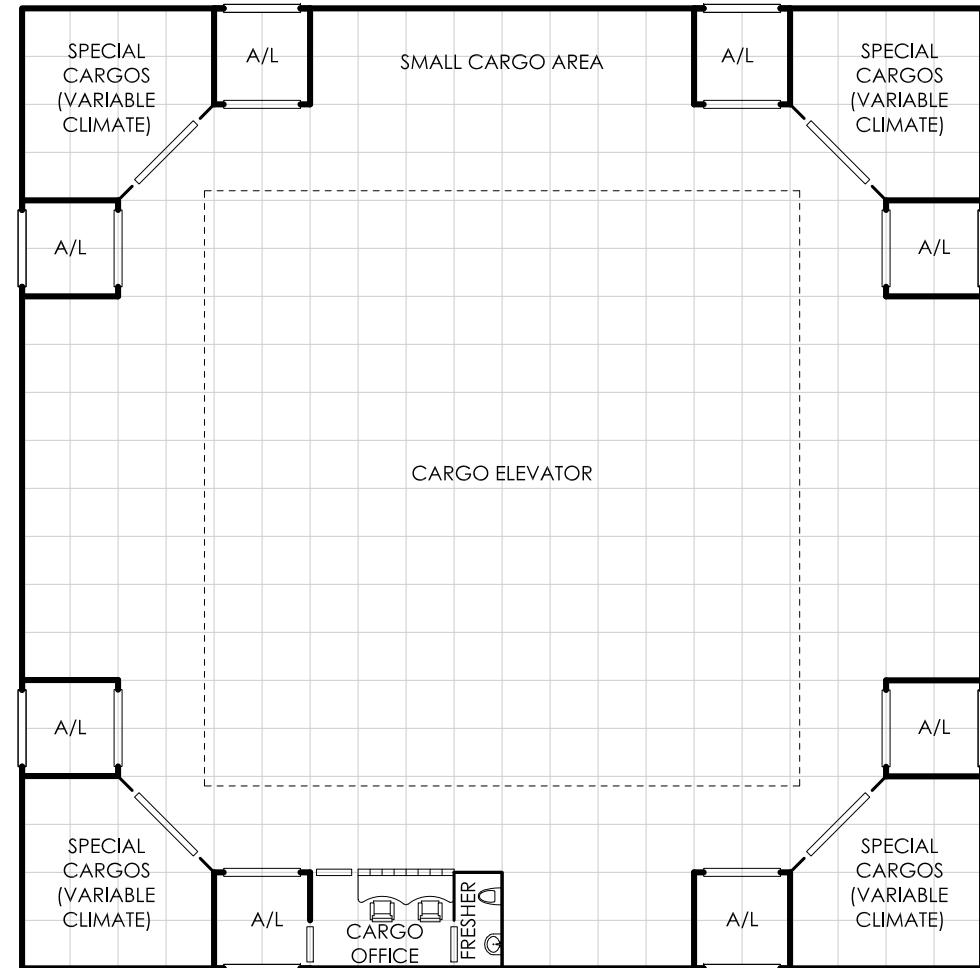
10'x20'
CARGO
CONTAINER



10'x10'
CARGO
CONTAINER



Cargo Bay - Empty 126



Notes:

- Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.
- Cargo elevator is activated from with the cargo office.

Cargo Bay

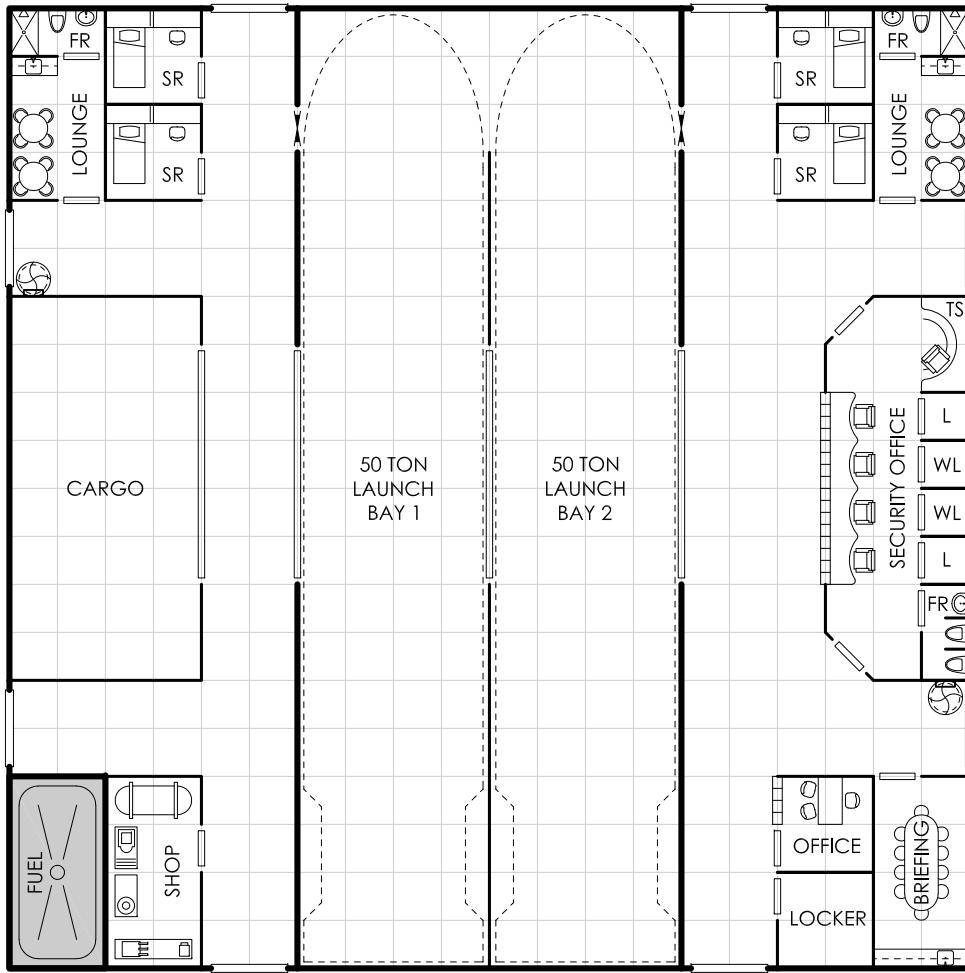
For merchants, the heart of a ship is neither the bridge nor engineering. It is the cargo bay, and the bigger the better. More cargo space means more money to be made from deliveries and speculative trade. Many ships will keep their cargo areas at standard ship temperature with ventilation, but some will close off the cargo bay completely from port to port to save on the life support costs, although this is not an option for some cargo. Cargo bays may have special areas sectioned off and designed to have variable temperatures and atmospheric settings, for transporting frozen goods or live animals.

A small ship's cargo hold is generally pretty simple - clear floor space and a large door. Cargo bays in larger ships may include a cargo office for maintaining inventory records, keeping up with customs paperwork, or communicating trade deals when in port. Larger ships may also have large cargo elevators and/or specialty cargo moving equipment such as grav haulers and cargobots.



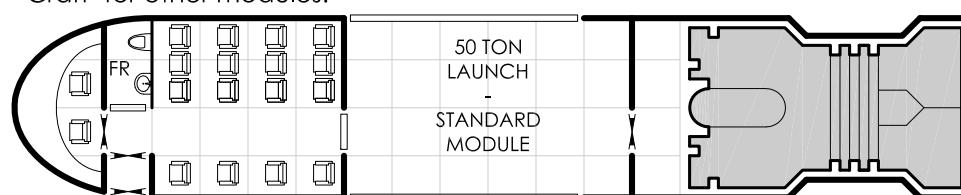
A ship's security officer prepares to deal with unregistered passengers in the cargo bay.

127 50 Ton Launch Bay

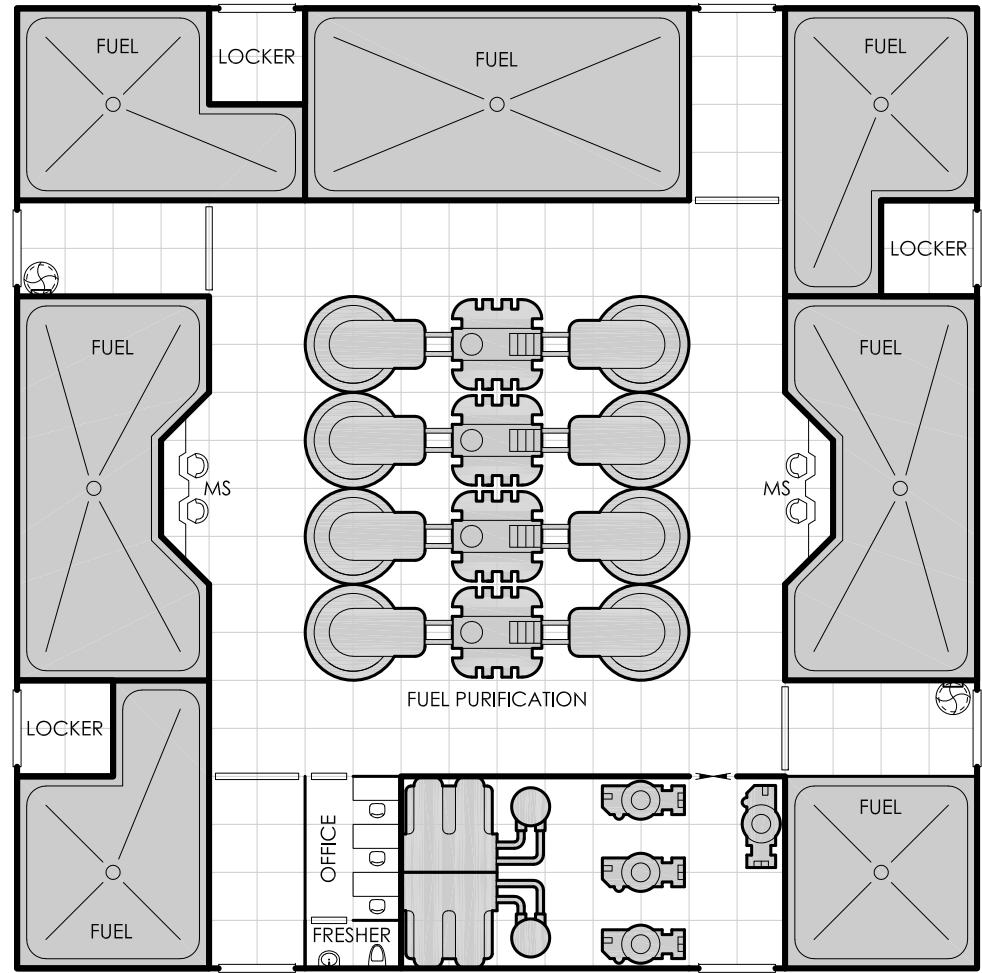


Notes:

- The lounge is primarily used for launch passengers.
- The staterooms are for the launch crew.
- Standard module shown with second (starboard) cargo door. See "Small Craft" for other modules.

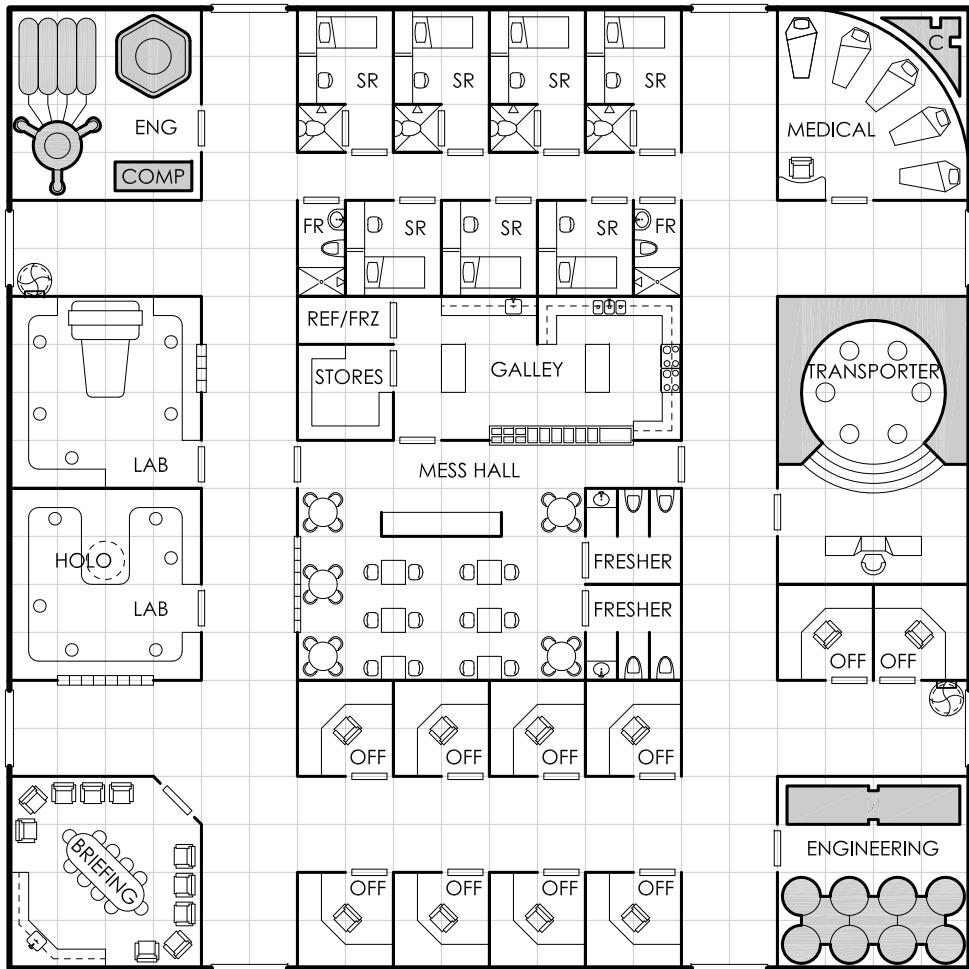


Fuel Refinery 128



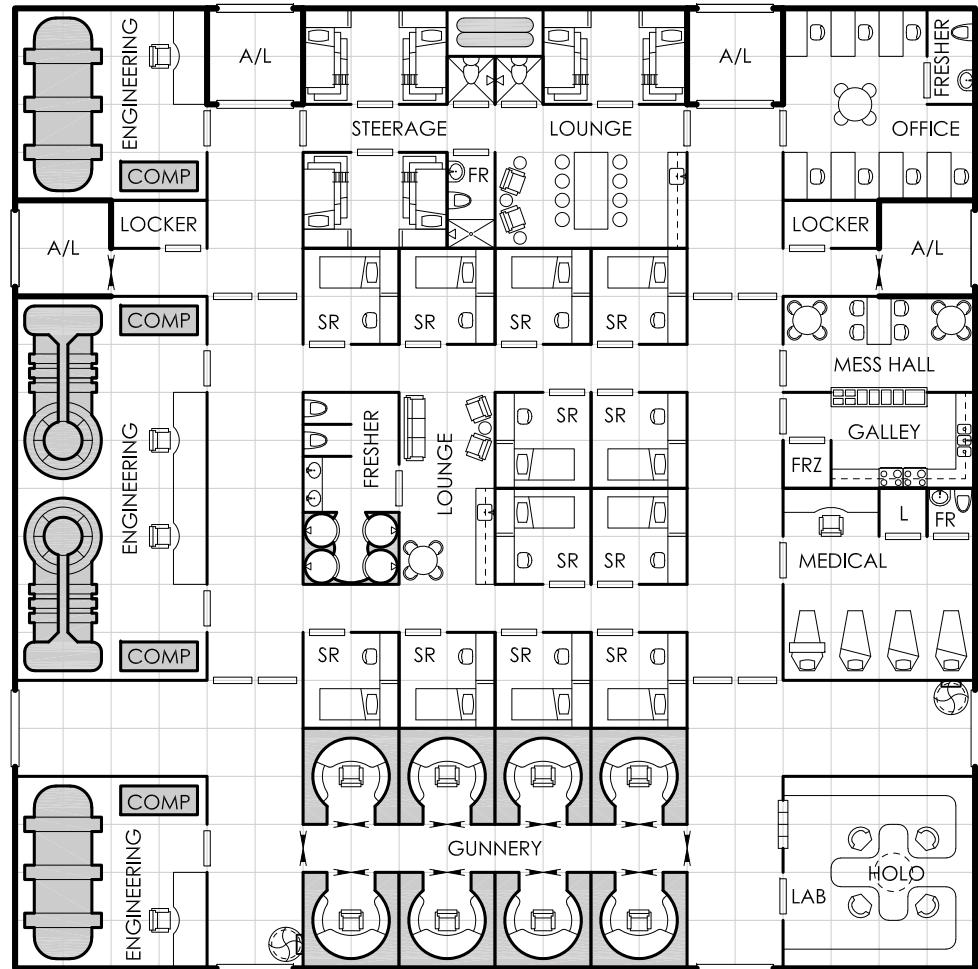
Notes:

129 Multi purpose



Notes:

Multi purpose 130



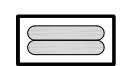
Notes:



REMOTE
WEAPON
STATION

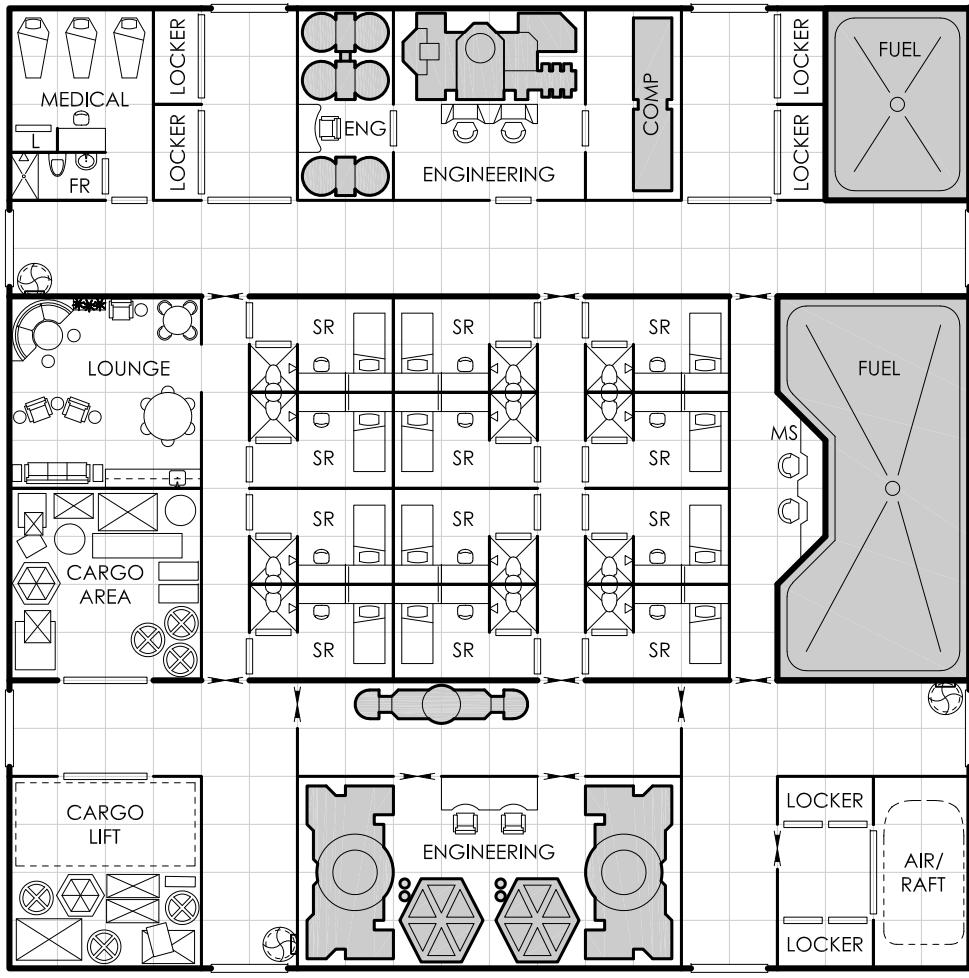


STEERAGE
TRIPLE BUNKS



LIFE SUPPORT

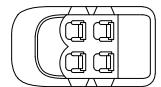
131 Multi purpose



Notes:

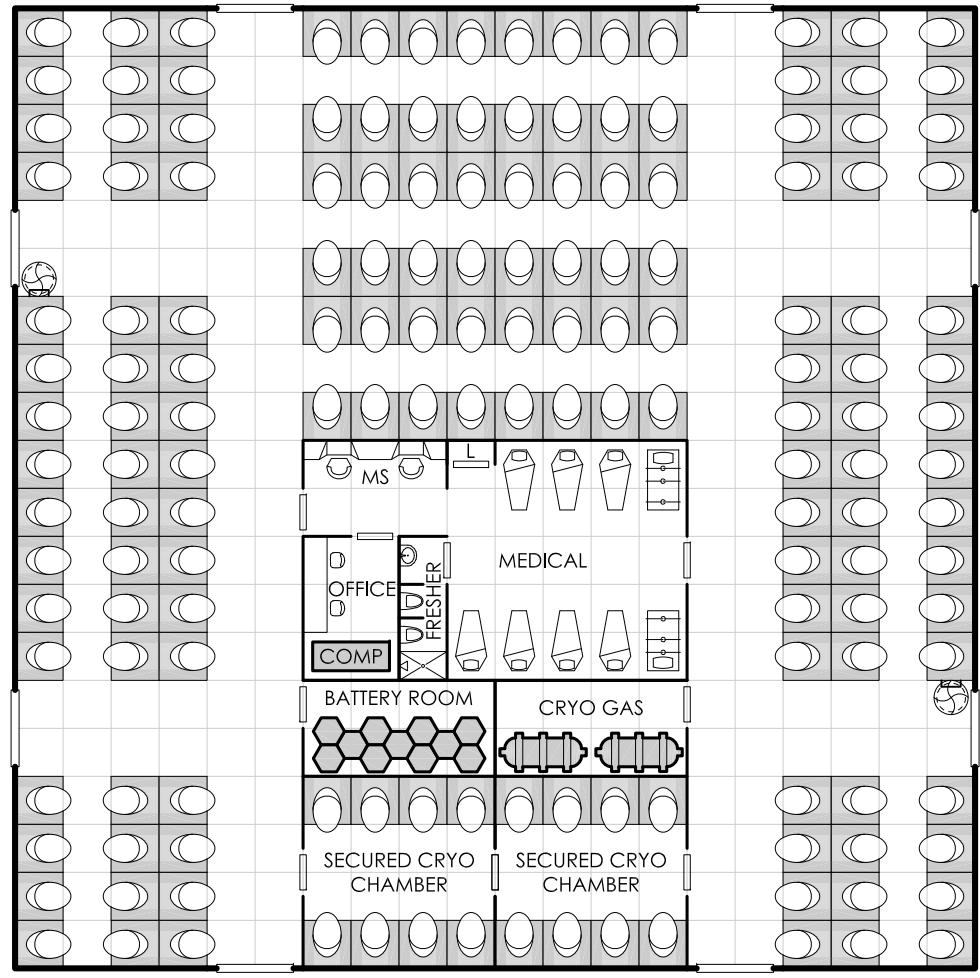


MONITORING
STATION



AIR/RAFT

Low Berth Deck 132



Notes:

- 160 low berths
- May be part of colony ship, medical facility, or a ship's Frozen Watch.
- Secured chambers provided for criminals, nobles, diplomats, etc.



MONITORING
STATION



BATTERY BACKUP
POWER



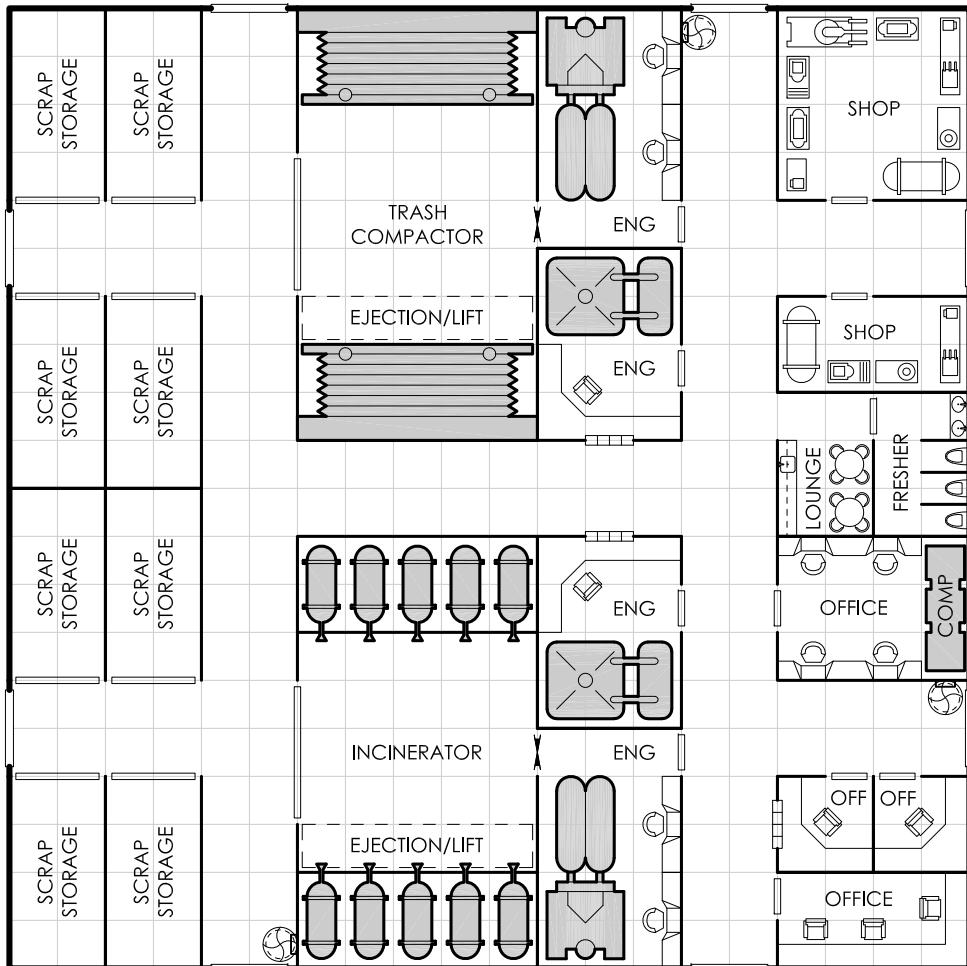
LOW BERTH

Air/raft Hangar and Ship's Lockers

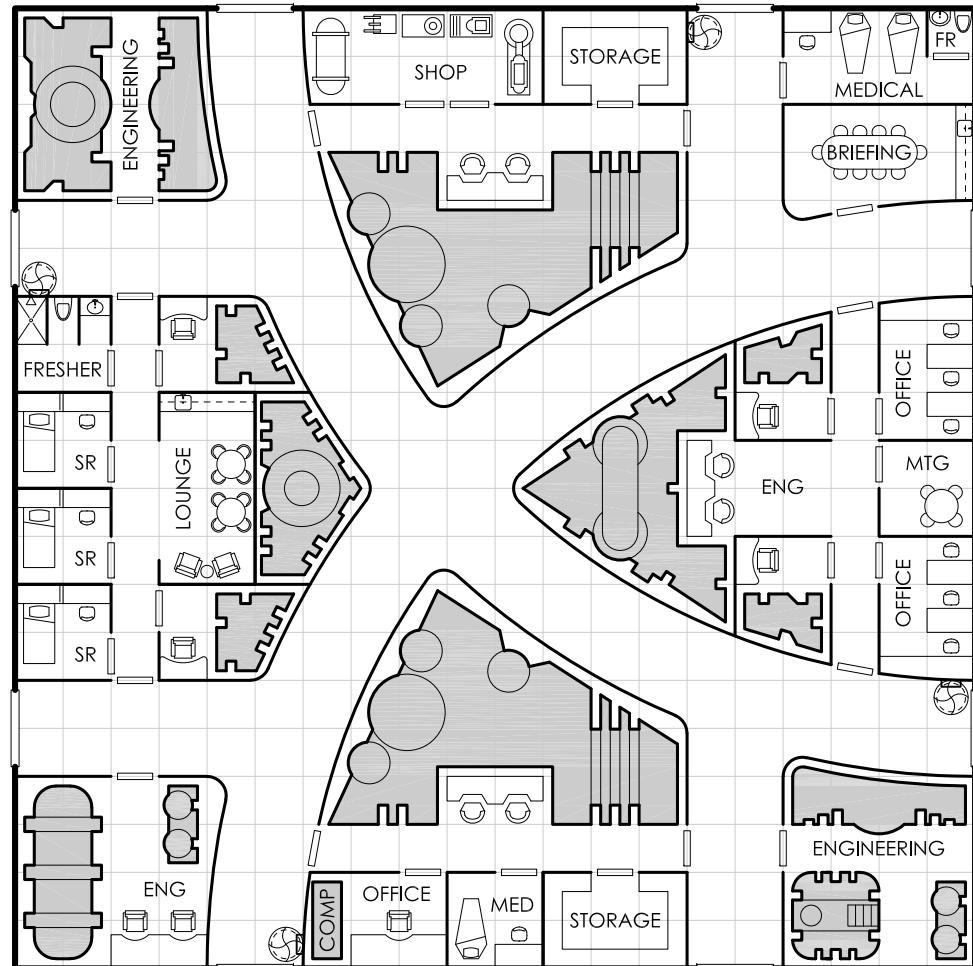
Not the most glamorous spaces on a ship by any means, still, the air/raft hangar and ship's locker are often the first and last stop for a crew. In most ships, the locker and air/lock hangar will be adjacent to each other and in some cases the locker may be inside the hangar. The ship's locker holds (hopefully) all the gear the crew will need for their excursion and med packs for when they return. If the air/raft is open topped, the ship's locker will almost always include a reasonable number of vacc suits or other protective gear. The hangar itself acts as a large airlock, and hangar doors can be found in the floor, ceiling or side wall - consult your deck plans. The ship's locker is generally accessible by all crew, but not passengers. Some ships may have a secured locker for weapons or valuables accessible only by the ship's captain or steward.



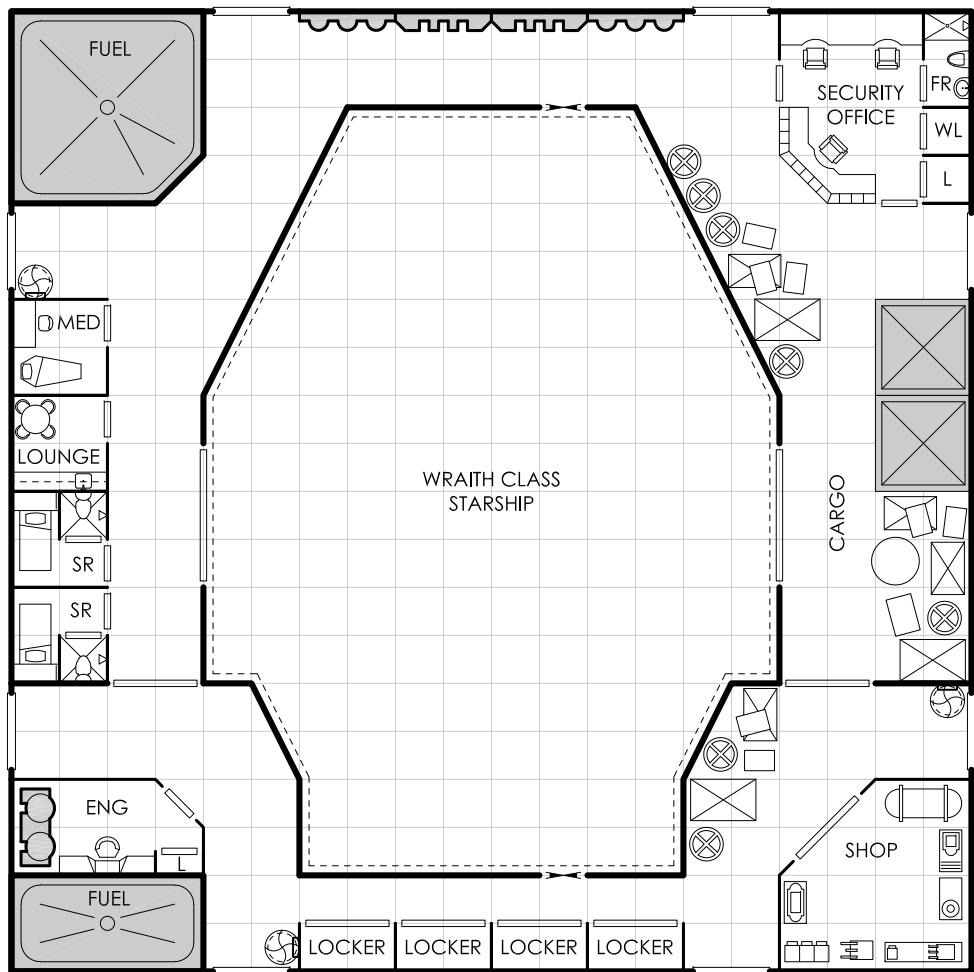
After retrieving his sidearm from the ship's locker, a crewman investigates the strange goings-on in the ship's air/raft hangar.

**Notes:**

- Ship waste and salvage scrap is stored here. Compressed scrap is ejected through the lift. Any water in the waste is recovered, cleaned, and piped to the ship's water supply.

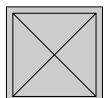
**Notes:**

135 Starship Cradle



Notes:

- The Wraith Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2.
- When the starship is not in its cradle, the space can be pressurized and used for cargo, etc.
- See page 6 for the Wraith Class deck plan.

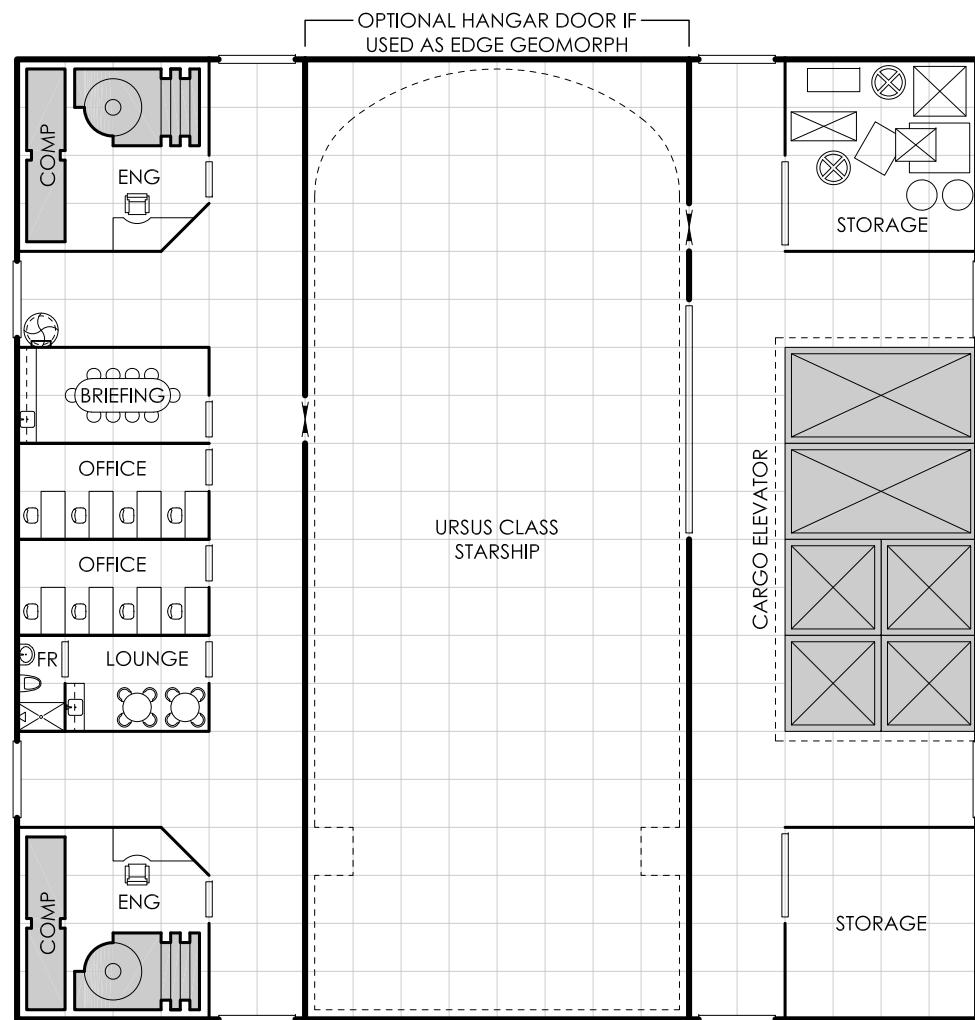


10'x10'
CARGO
CONTAINER



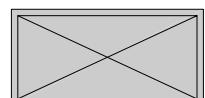
SMALL
CARGO

Starship Cradle 136

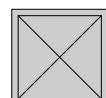


Notes:

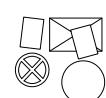
- The Ursus Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2.
- When the starship is not in its cradle, the space can be pressurized and used for cargo, etc.
- See page 6 for the Ursus Class deck plan.



10'x20'
CARGO
CONTAINER

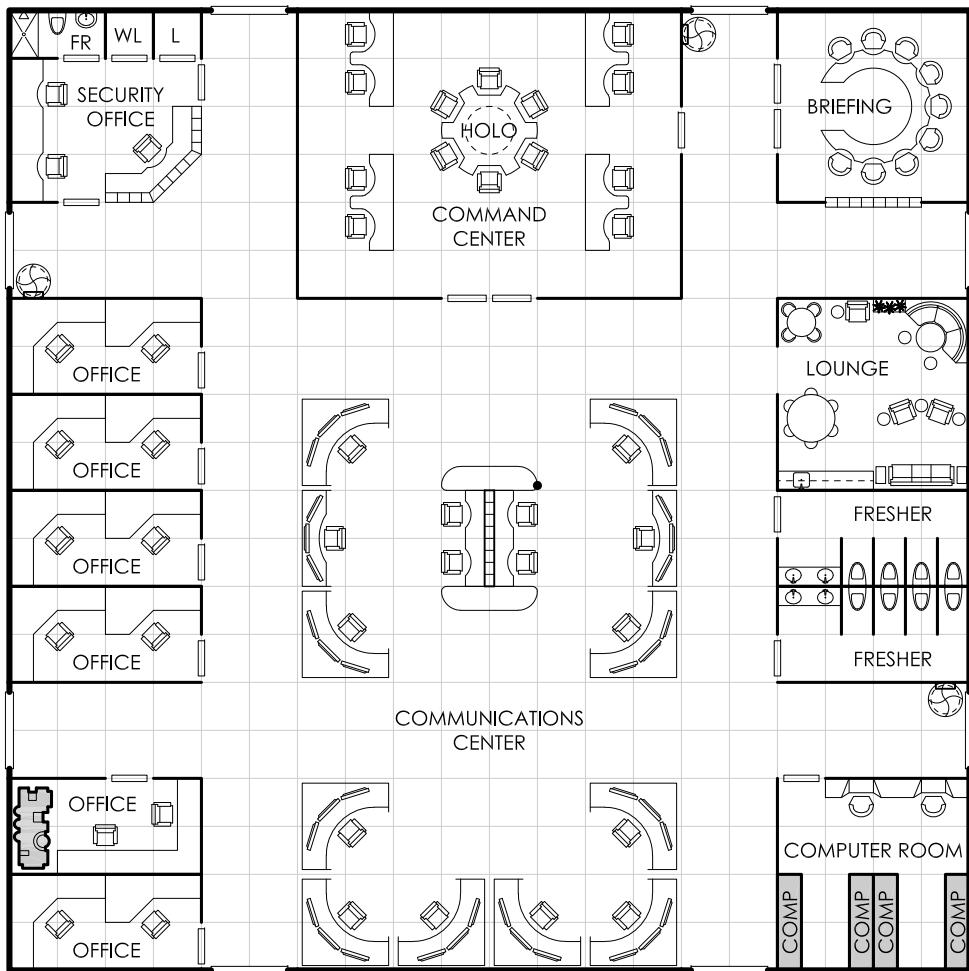


10'x10'
CARGO
CONTAINER



SMALL
CARGO

137 Command Center



Notes:

- May be used as a fleet command center, emergency operations center, police dispatch center, etc.

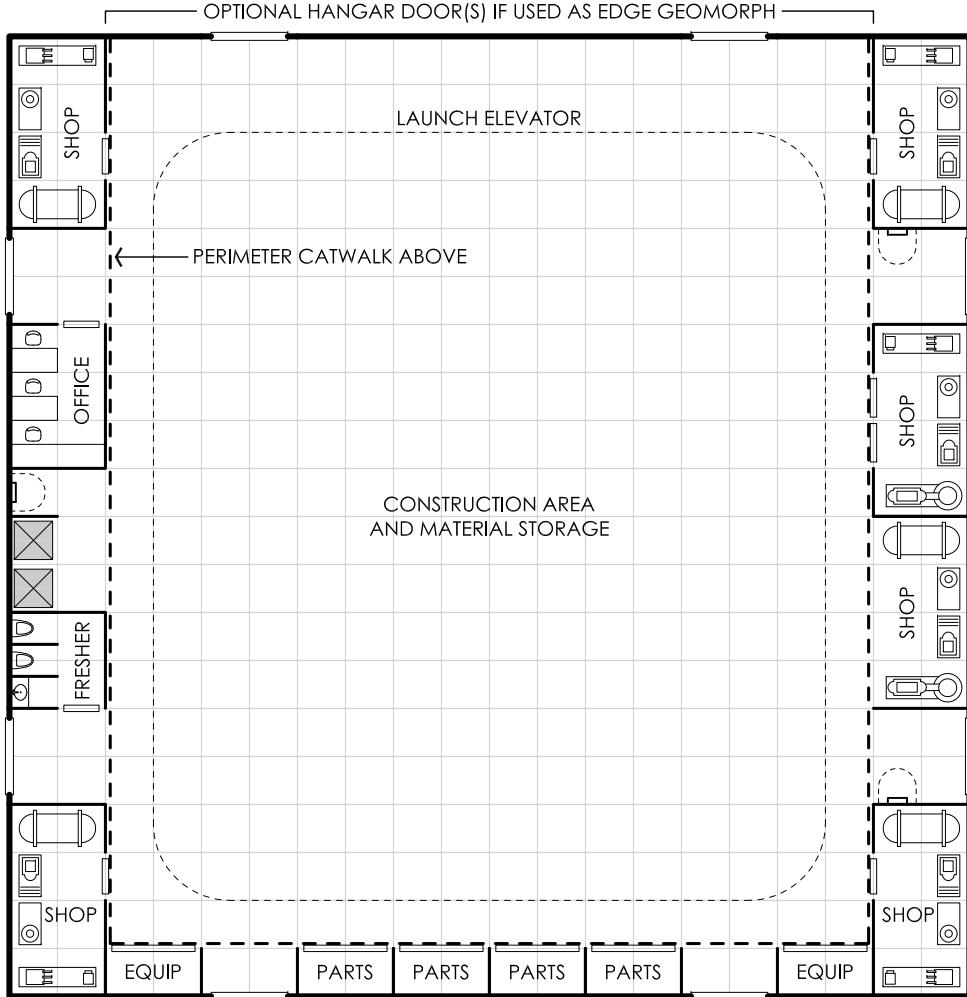
Crew Quarters 138



Notes:

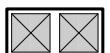
- This deck could also be used as a passenger deck.

139 Construction Deck - Lower



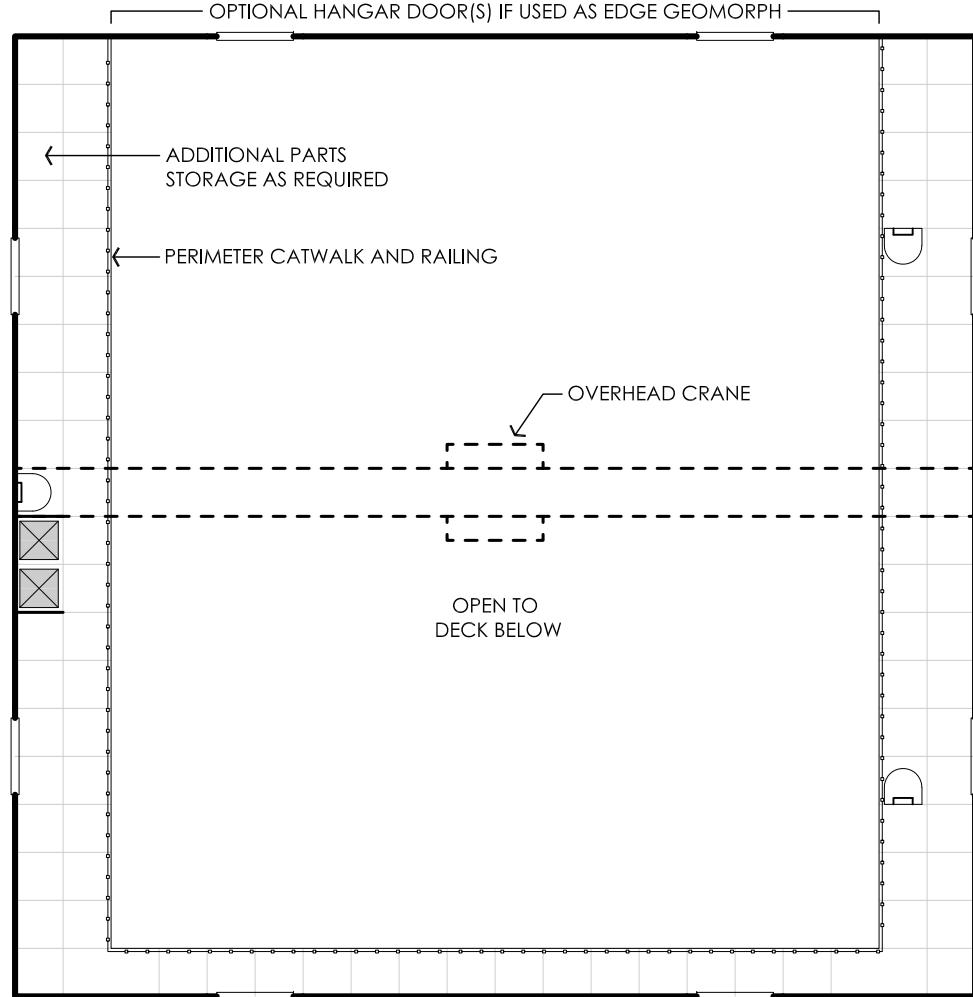
Notes:

- Double height space (20' ceiling), higher if required.
- For repair and construction of small craft and starships up to 100 dtons.



PERSONNEL LIFT

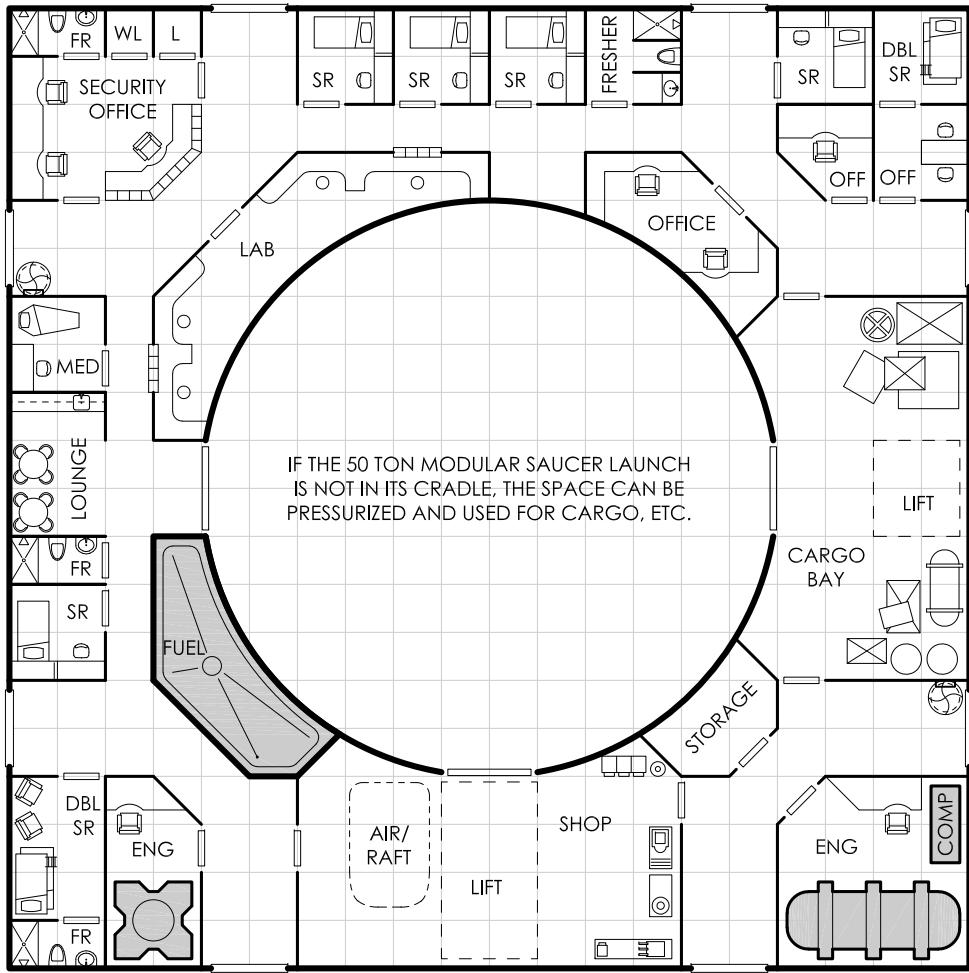
Construction Deck - Upper 140



Notes:

This work is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License.

141 50 Ton Launch / Multi purpose

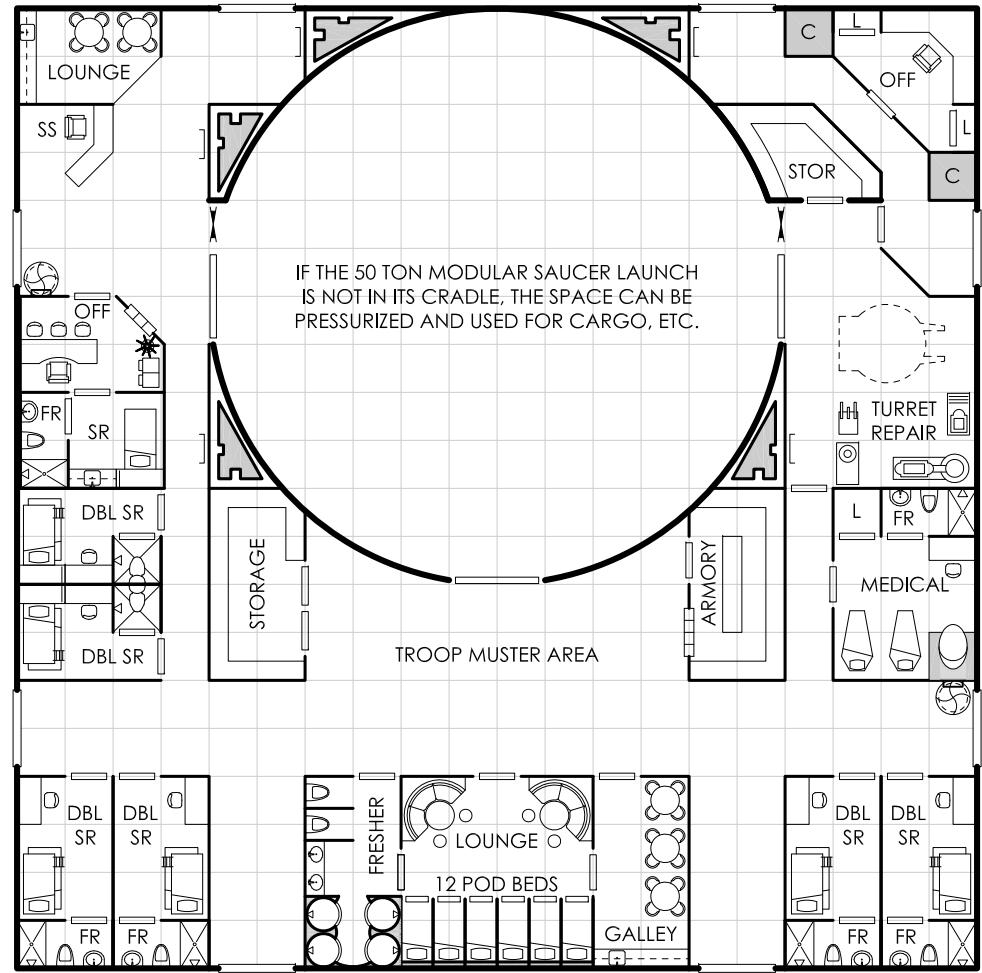


Notes:

- If the 50 ton Modular Saucer Launch is not in its cradle, the space can be pressurized and used for cargo, etc.
- See the Yet Another Traveller Blog for more information on the 50 ton Modular Saucer Launch



50 Ton Launch / Assault Troops 142

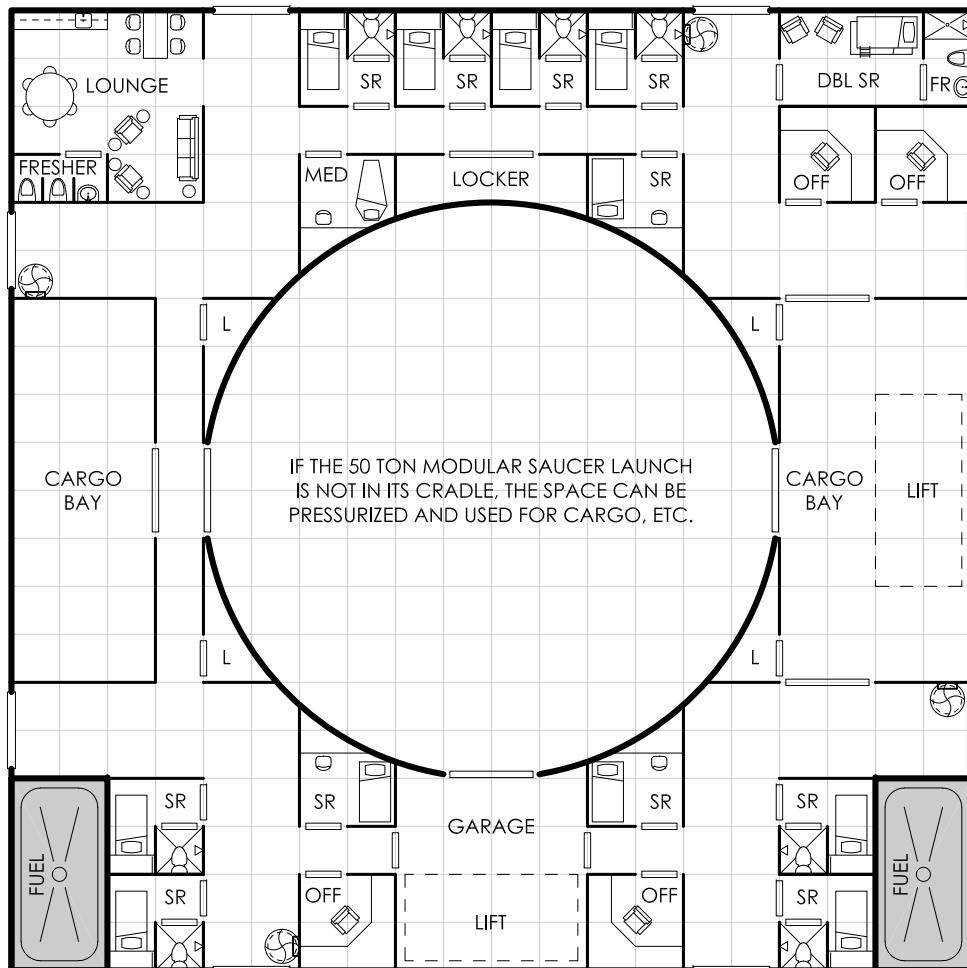


Notes:

- If the 50 ton Modular Saucer Launch is not in its cradle, the space can be pressurized and used for cargo, etc.
- See the Yet Another Traveller Blog for more information on the 50 ton Modular Saucer Launch
- This layout is intended for the Assault or Troop Transport launch configuration.



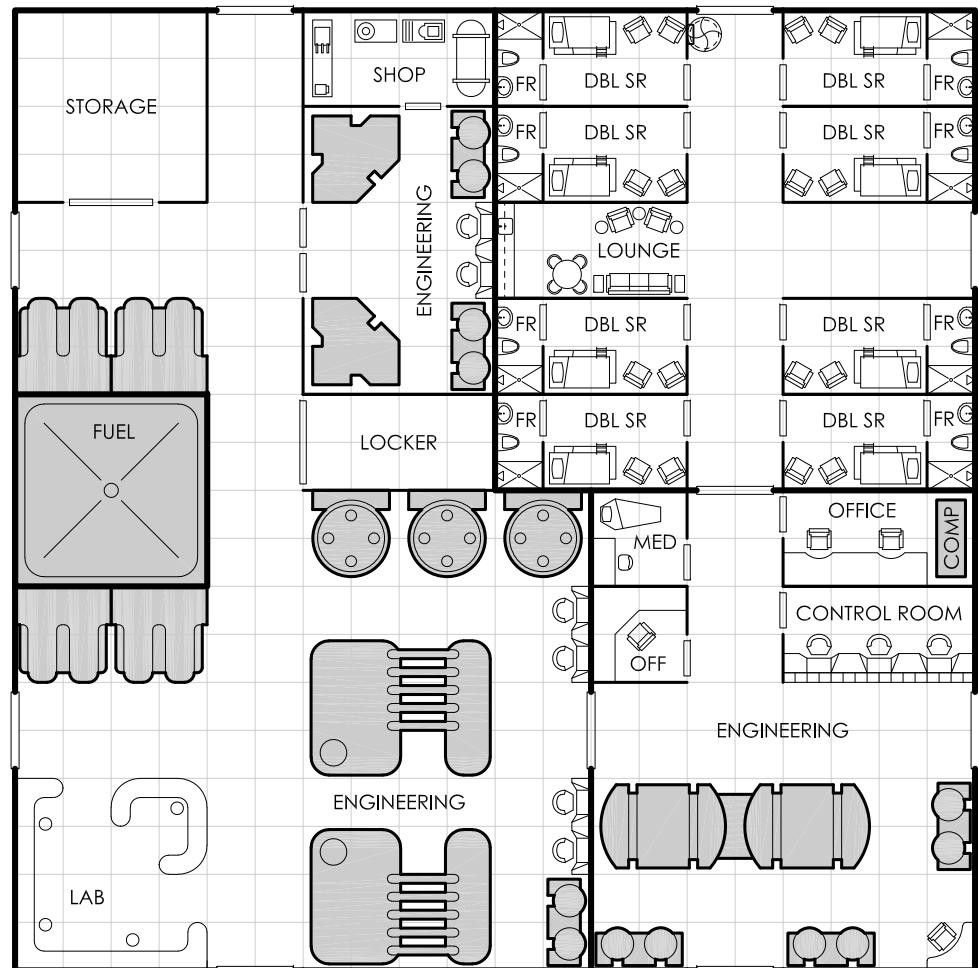
143 50 Ton Launch / Crew Quarters



Notes:

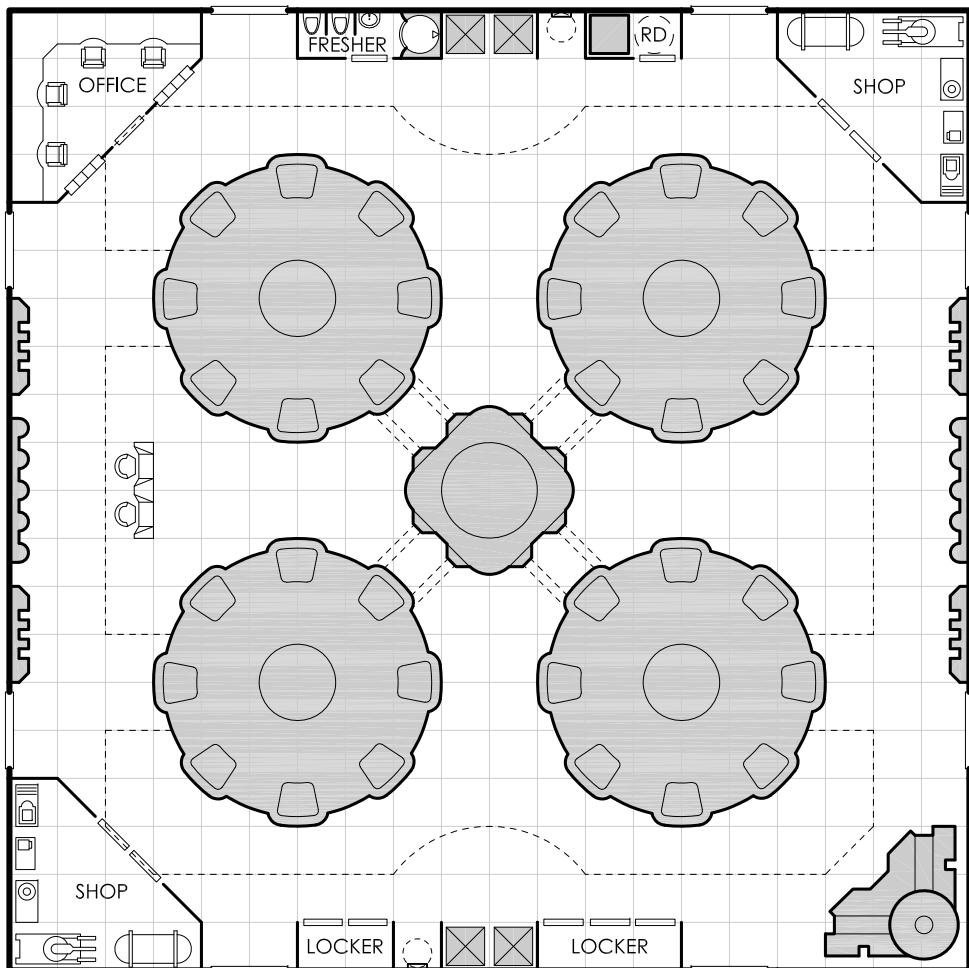
- If the 50 ton Modular Saucer Launch is not in its cradle, the space can be pressurized and used for cargo, etc.
- See the Yet Another Traveller Blog for more information on the 50 ton Modular Saucer Launch

Engineering/Passenger Deck (144)



Notes:

145 Engineering - Lower



Notes:

- This is the lower portion of a two-story (or more) space. See geomorph #146 for upper level(s).
- The dashed lines indicate walking areas on the upper level.



MONITORING STATION

----- FLOOR ABOVE

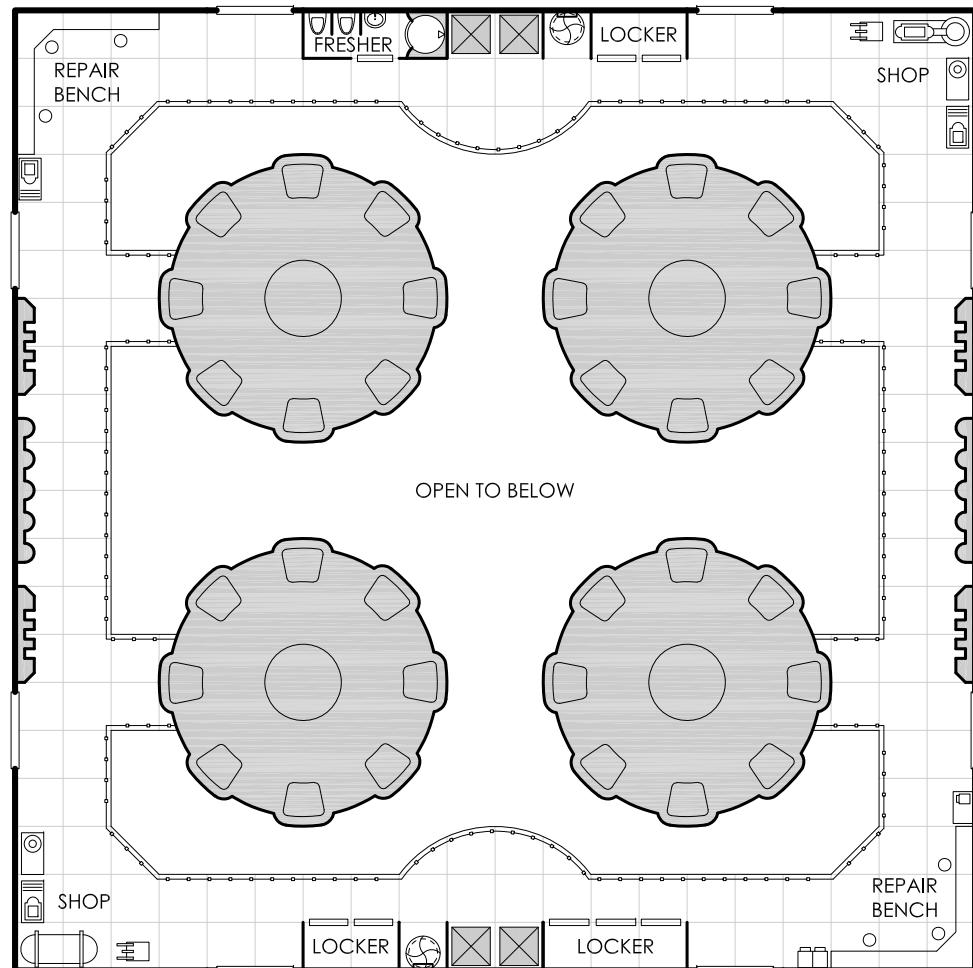


PERSONNEL LIFT



REPAIR DRONE
ALCOVE

Engineering - Upper 146



Notes:

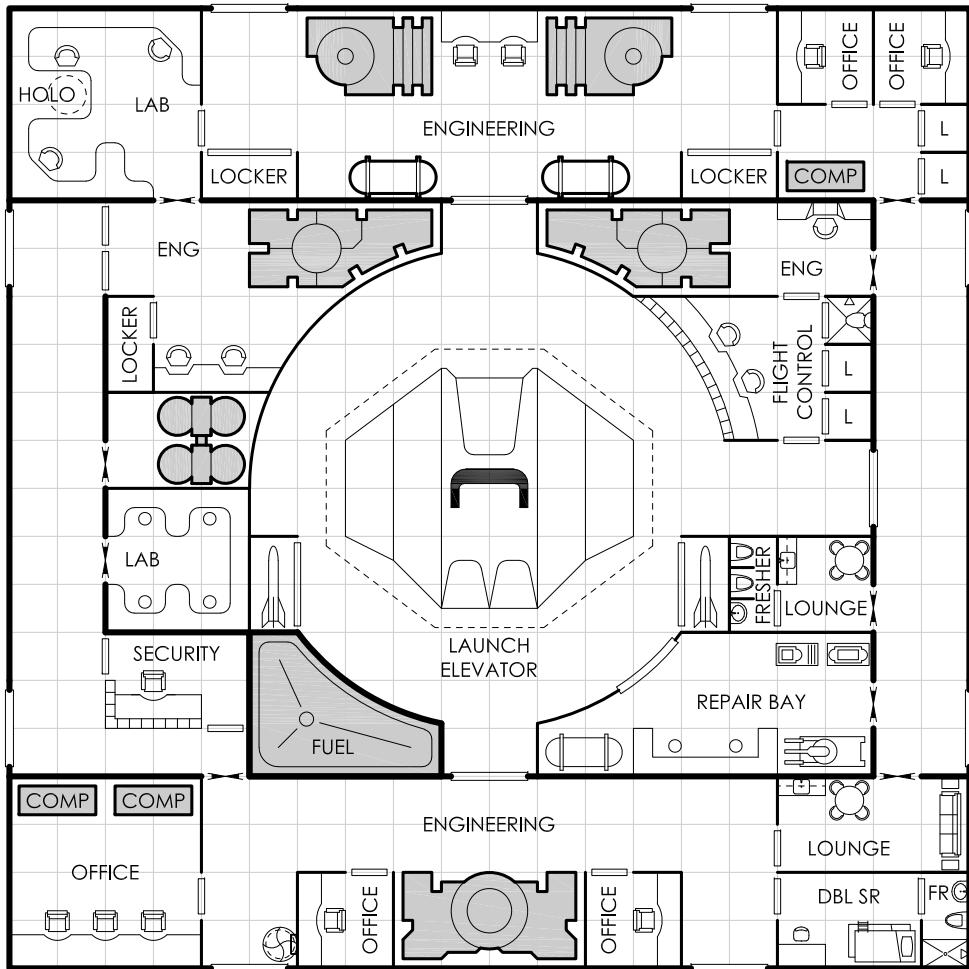
- This is the upper level of a multi-story space. See geomorph #145 for lower level.
- Shaded drives extend up full height from the lower level.



PERSONNEL LIFT

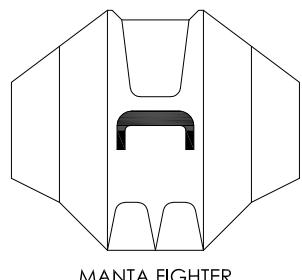


GUARDRAIL

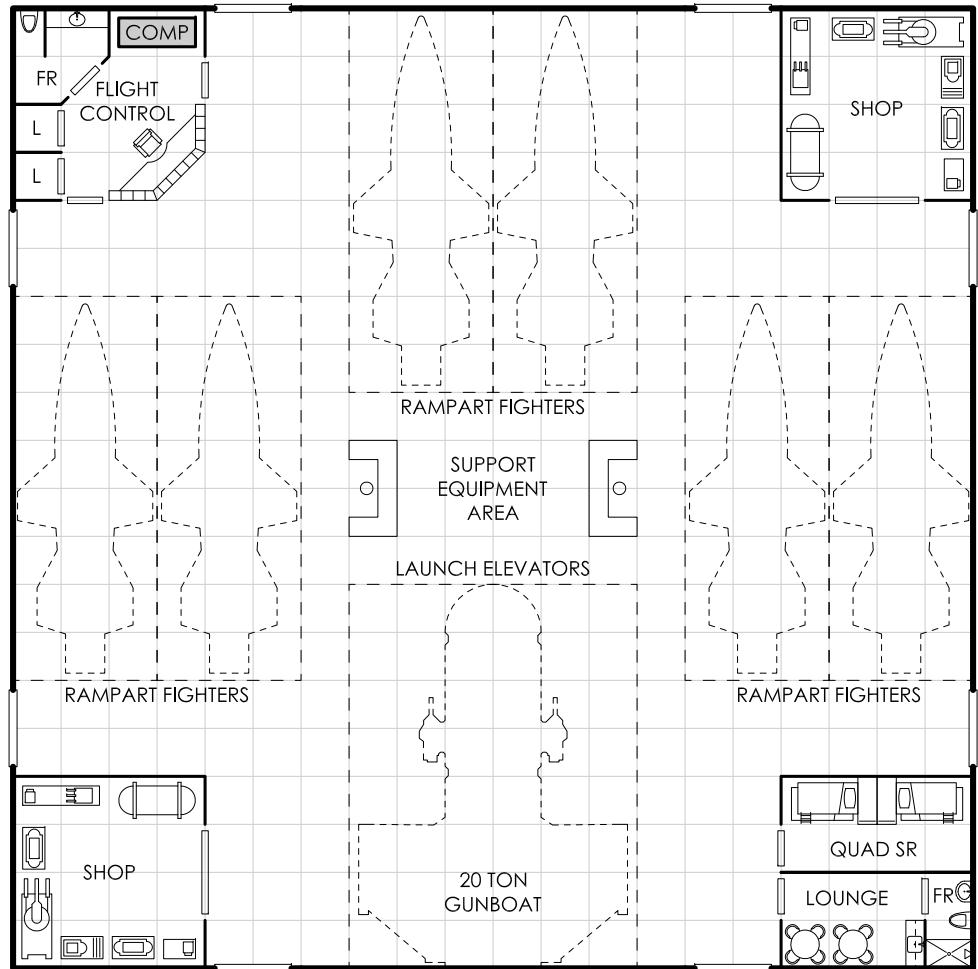


Notes:

- Hangar is double height space (20' ceiling).
- See FASA's High Passage #3 for more information on the Manta Class Escort Fighter.

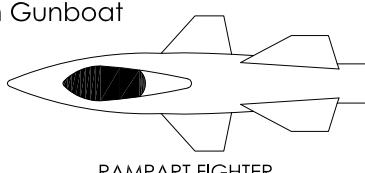
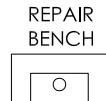


MISSILE STORAGE

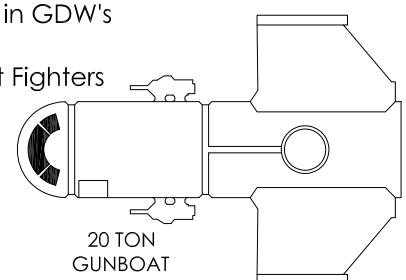


Notes:

- Rampart fighters and gunboat are detailed in GDW's Azhanti High Lightning game
- Each launch elevator supports two Rampart Fighters or one 20 ton Gunboat

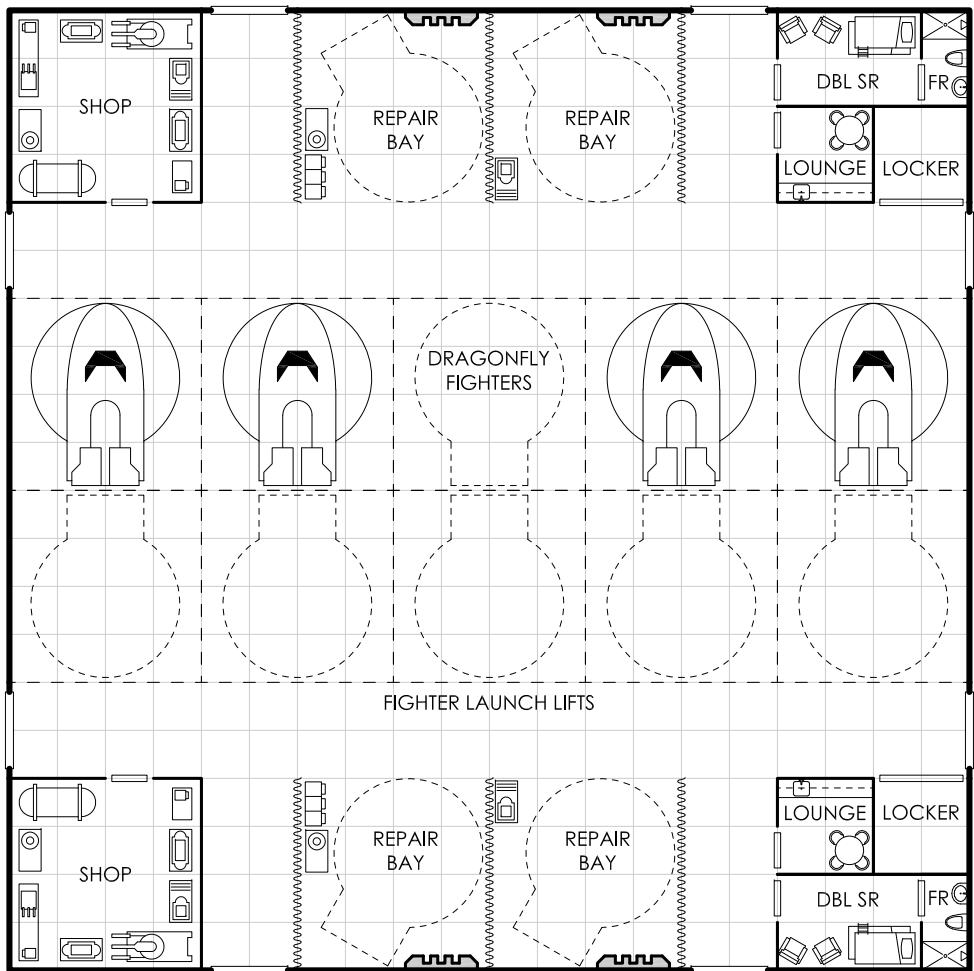


RAMPART FIGHTER



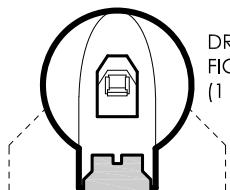
20 TON GUNBOAT

149 Fighter Hangar

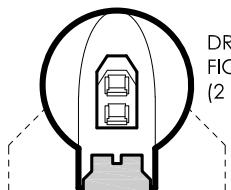


Notes:

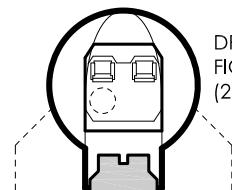
- See FASA's Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter. Wings remain retracted until after launch.



DRAGONFLY
FIGHTER
(1 MAN)

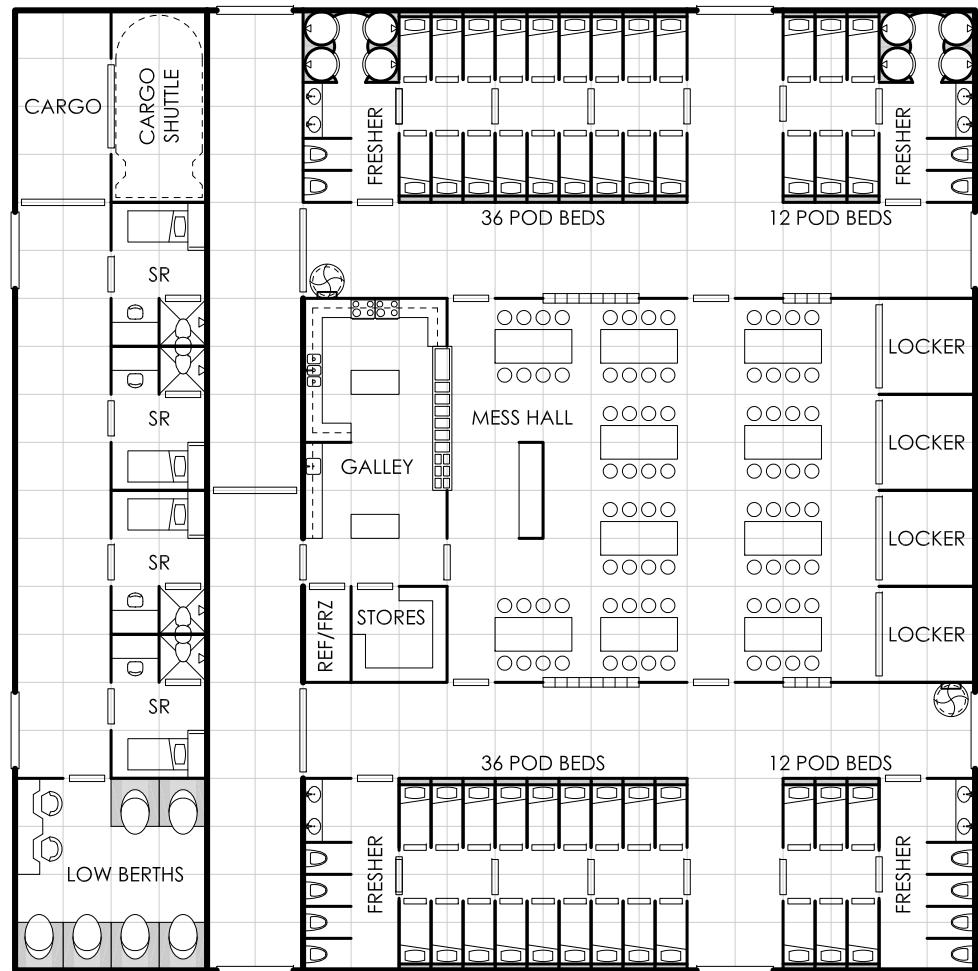


DRAGONFLY
FIGHTER
(2 MAN)



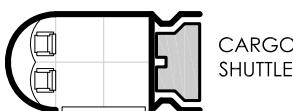
DRAGONFLY
FIGHTER
(2 MAN)

Barracks 150



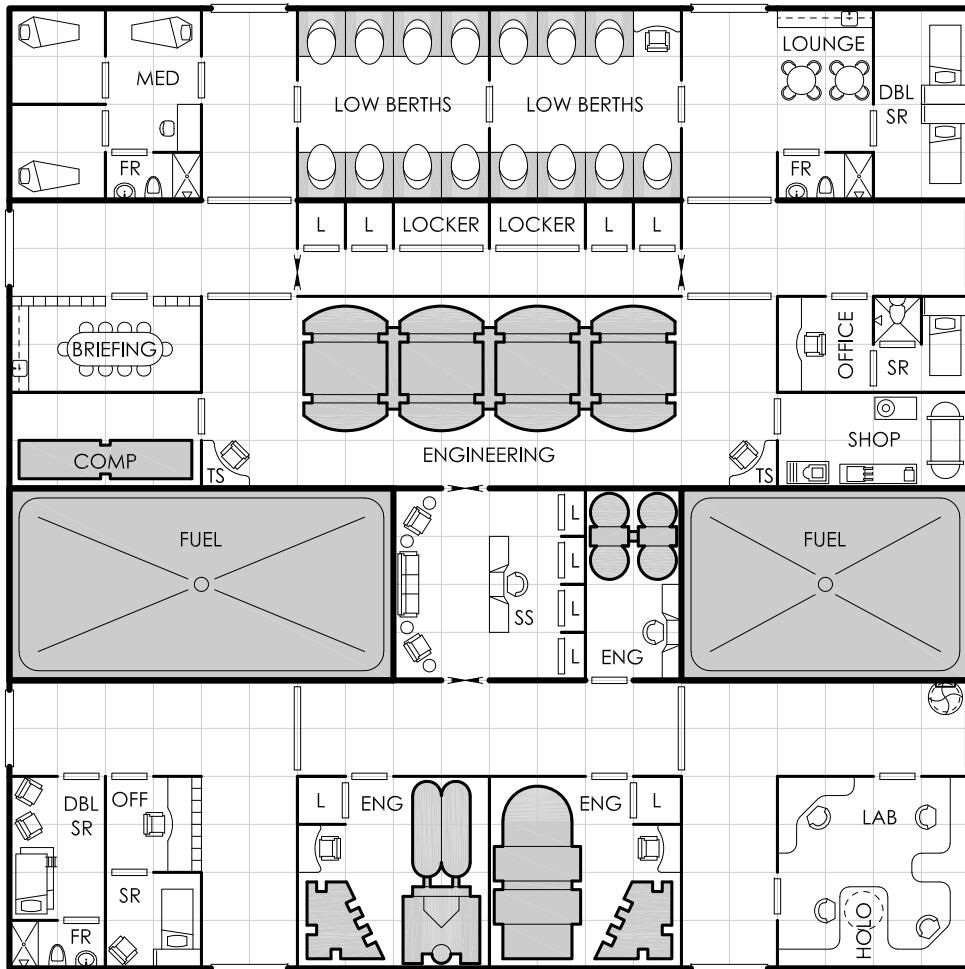
Notes:

- The mess hall doubles as a common area/lounge during non-serving times.



CARGO
SHUTTLE

151 Multi purpose



Notes:



Passenger Staterooms 152

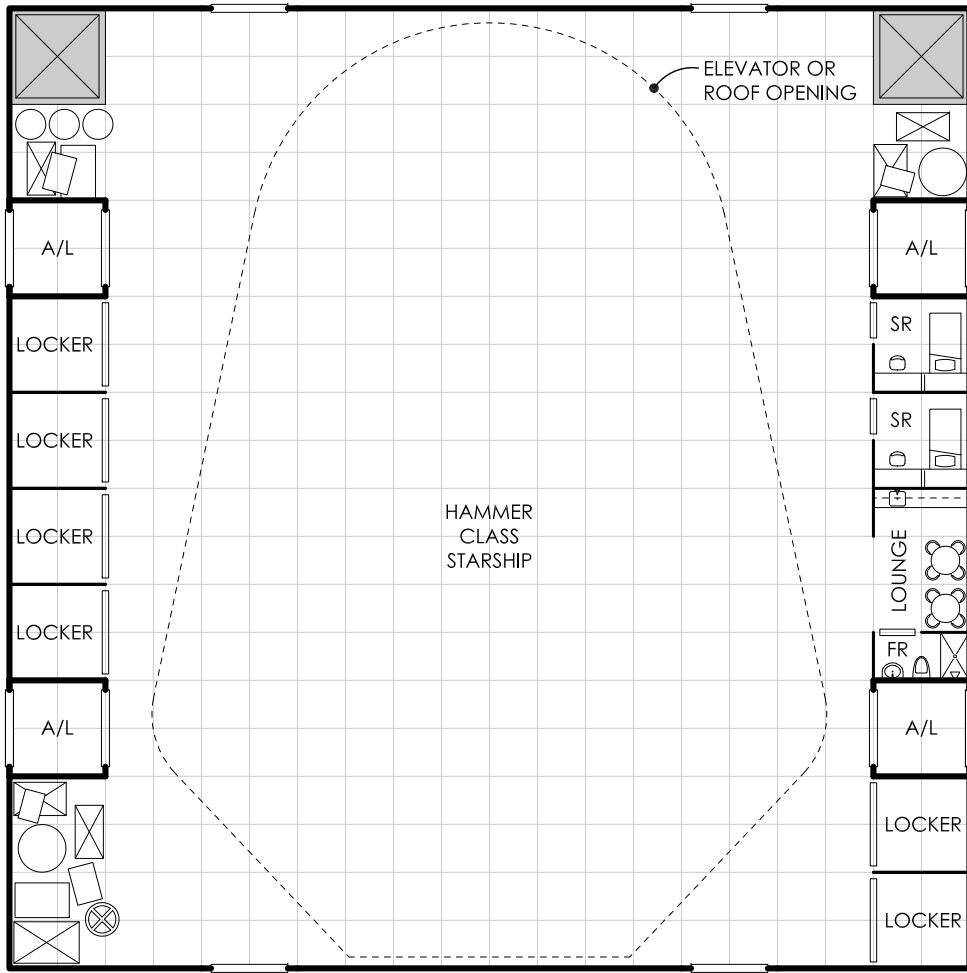


Notes:

- Non-steerage staterooms could also be used as crew quarters.



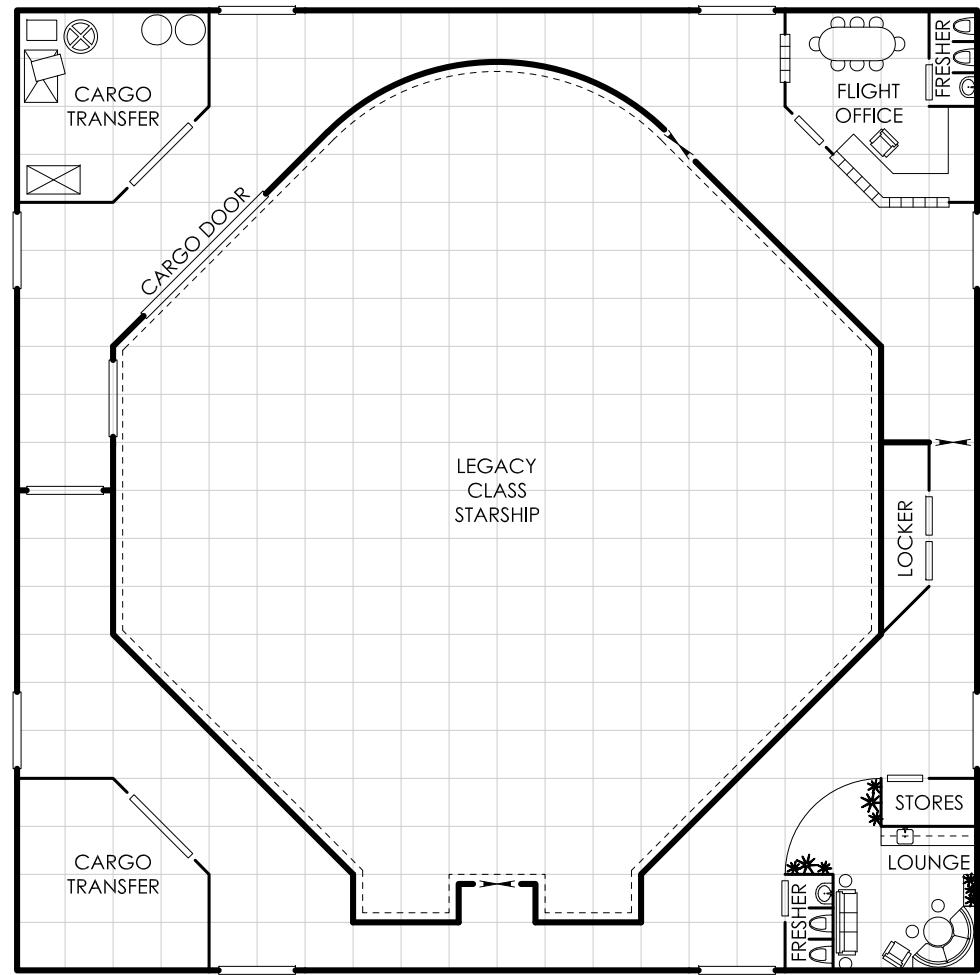
153 Starship Hangar



Notes:

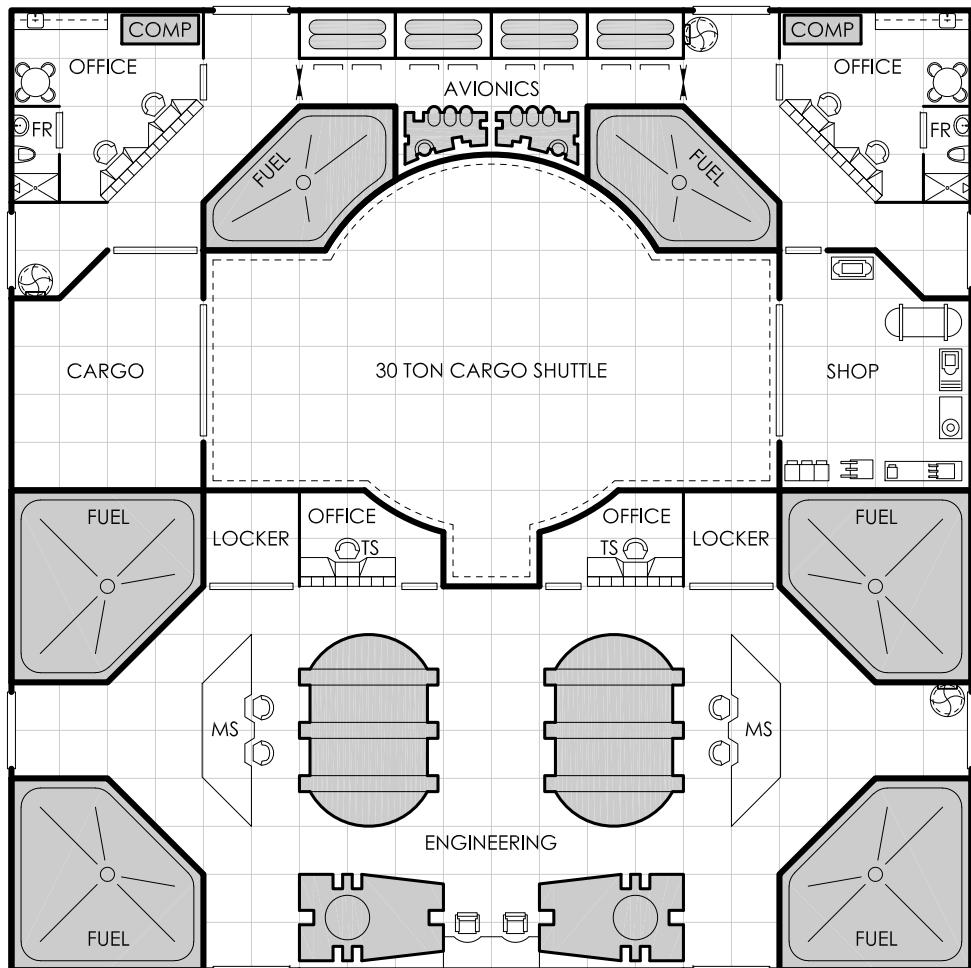
- The Hammer Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2 with fuel for two J-1 jumps or one J-2 jump.
- See the *Yet Another Traveller Blog* for more information on the Hammer Class Starship.
- Double height space (20' ceiling) or as ship requires.

Starship Cradle (154)



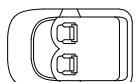
Notes:

- The Legacy Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2 with fuel for two J-1 jumps or one J-2 jump.
- When the starship is not in its dock, the space can be pressurized and used for cargo, etc.
- See page 6 for the Legacy Class deck plan.

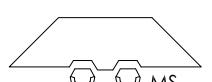


Notes:

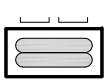
- See page 6 for the 30 ton cargo shuttle deck plan.



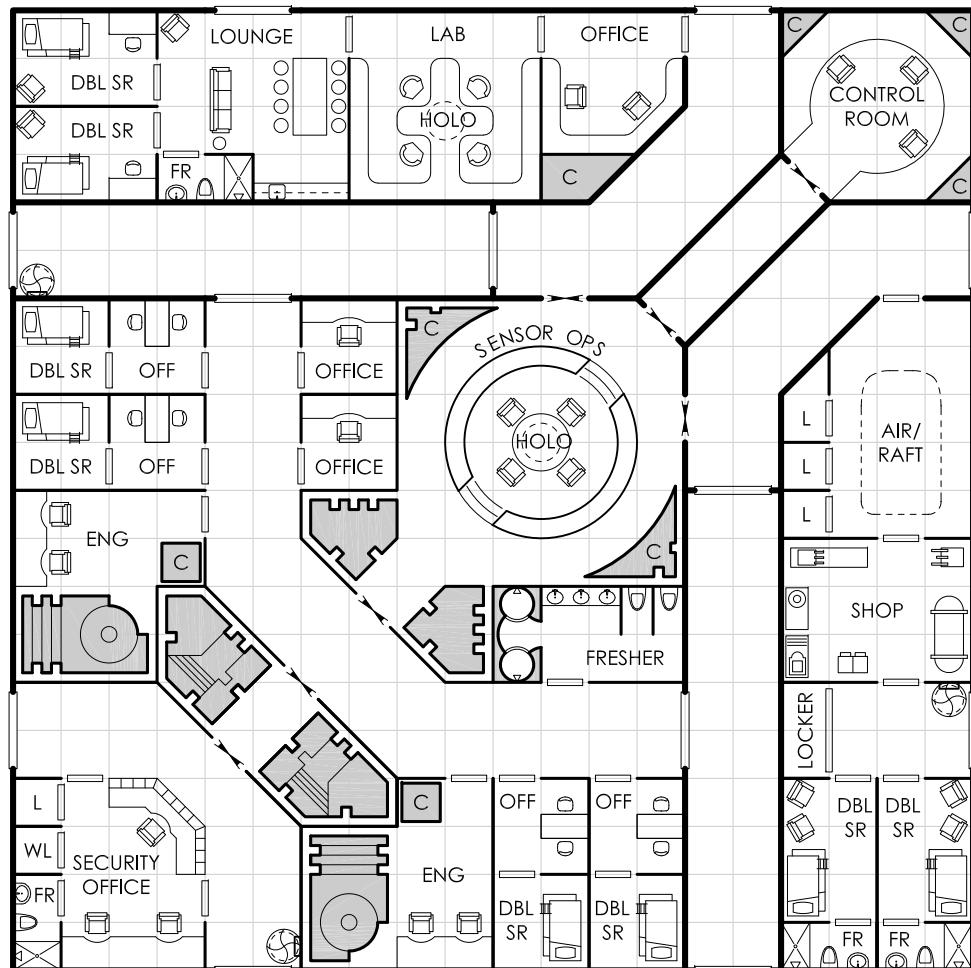
SMALL
CARGO
AIR/RAFT



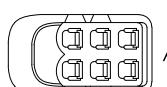
MONITORING STATION



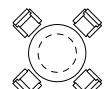
LIFE SUPPORT



Notes:

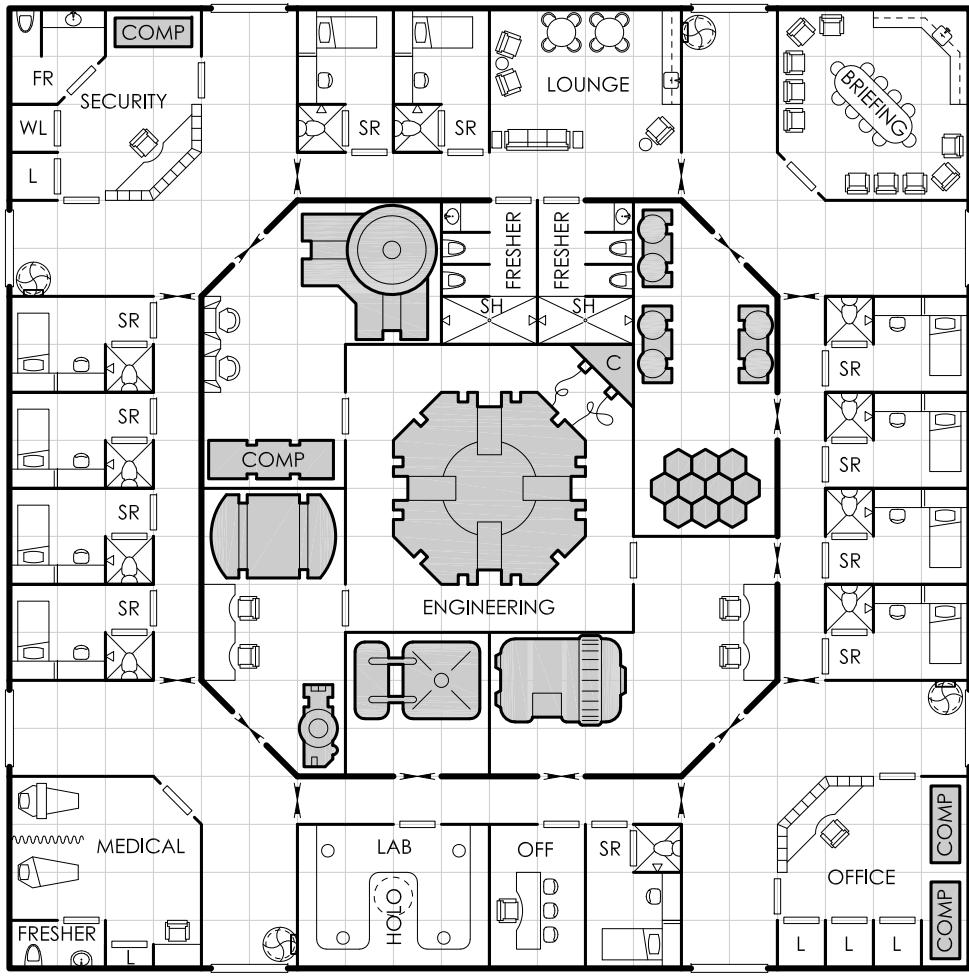


AIR/RAFT



HOLOGRAPHIC WORKSTATION

157 Engineering / Crew Quarters

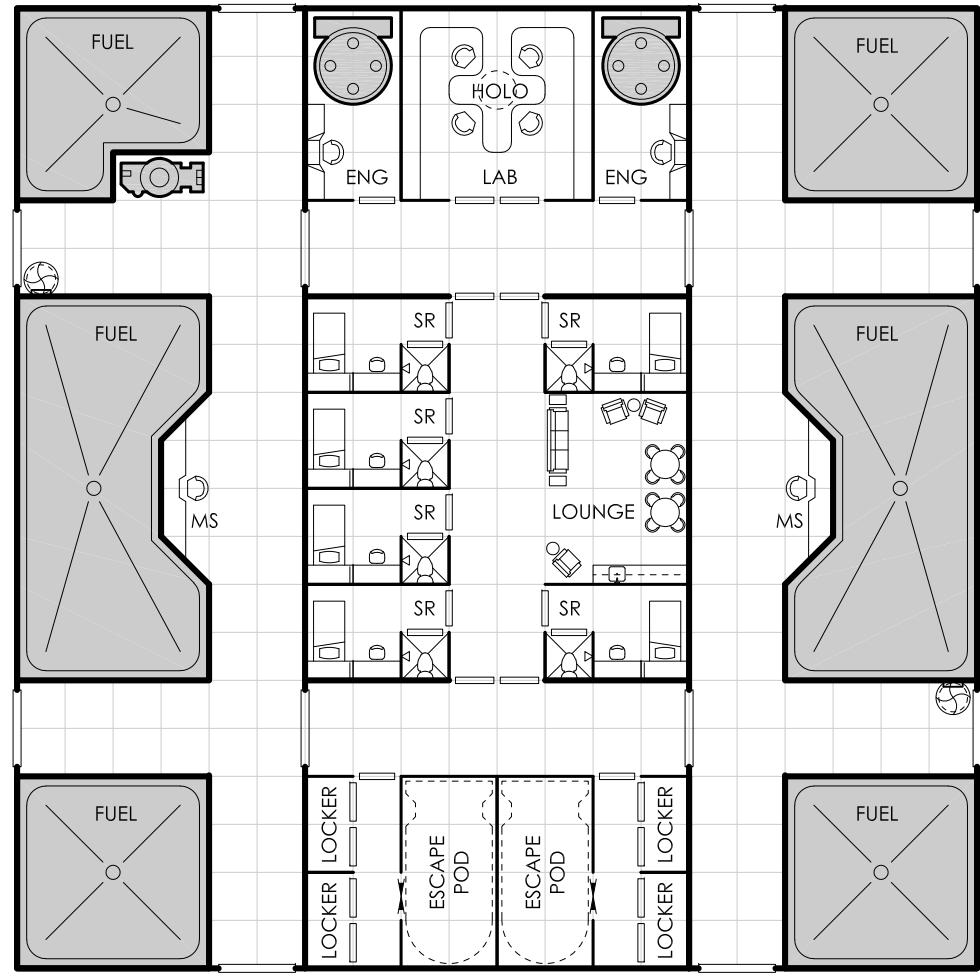


Notes:

- Staterooms could also be used for passengers.

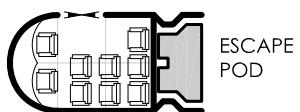


Fuel Deck / Crew Quarters 158

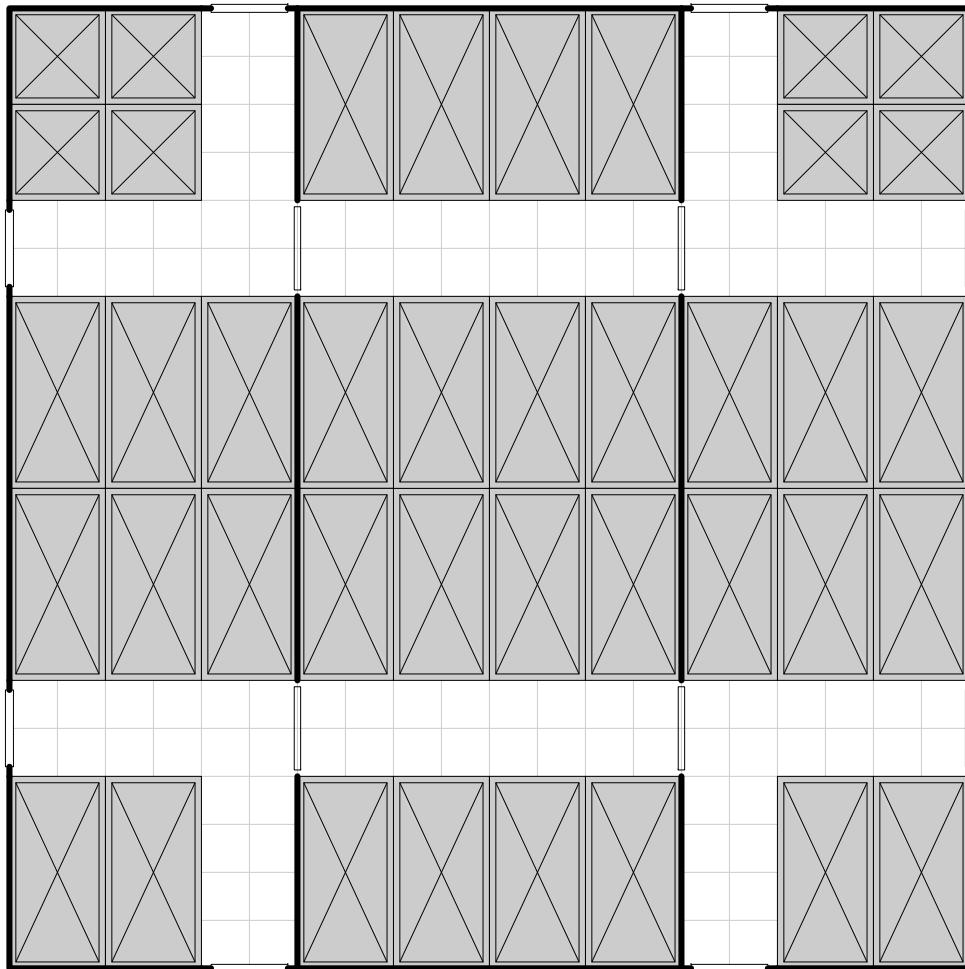


Notes:

- Staterooms could also be used for passengers.

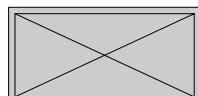


159 Cargo Bay - Full

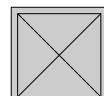


Notes:

- Cargo elevators are activated from wall panels.

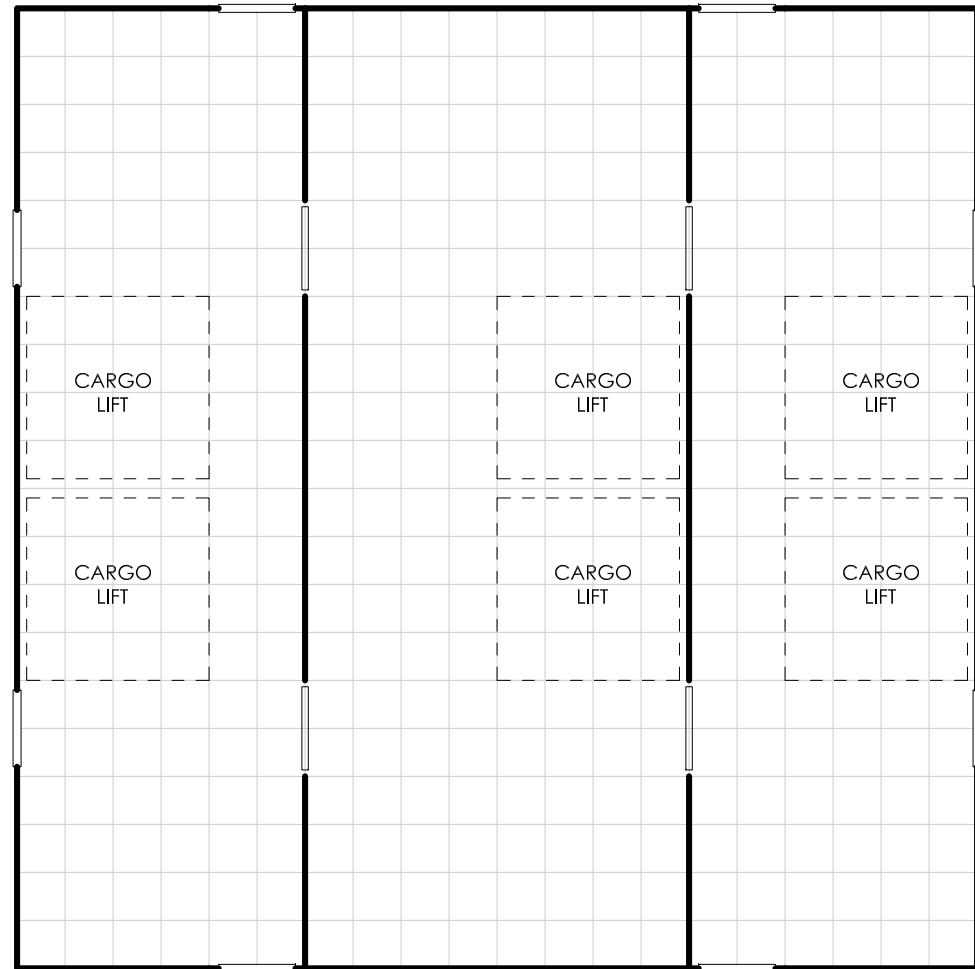


10'x20'
CARGO
CONTAINER



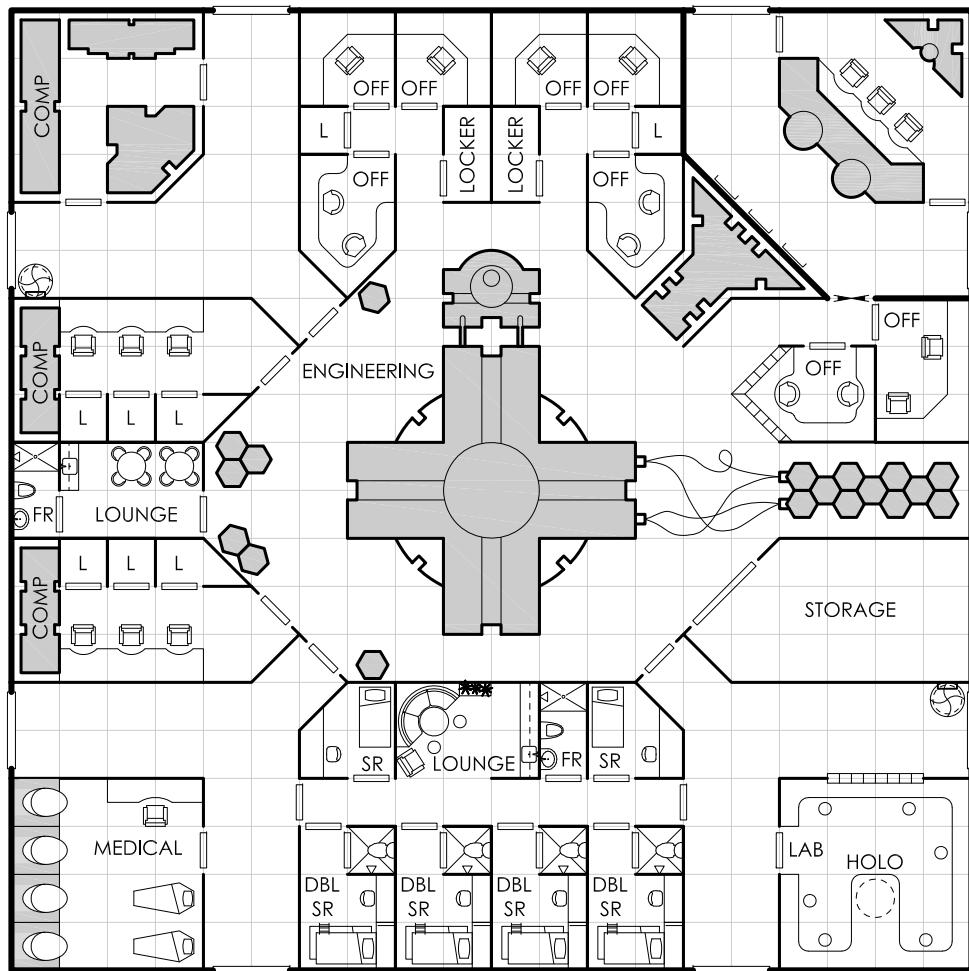
10'x10'
CARGO
CONTAINER

Cargo Bay - Empty 160

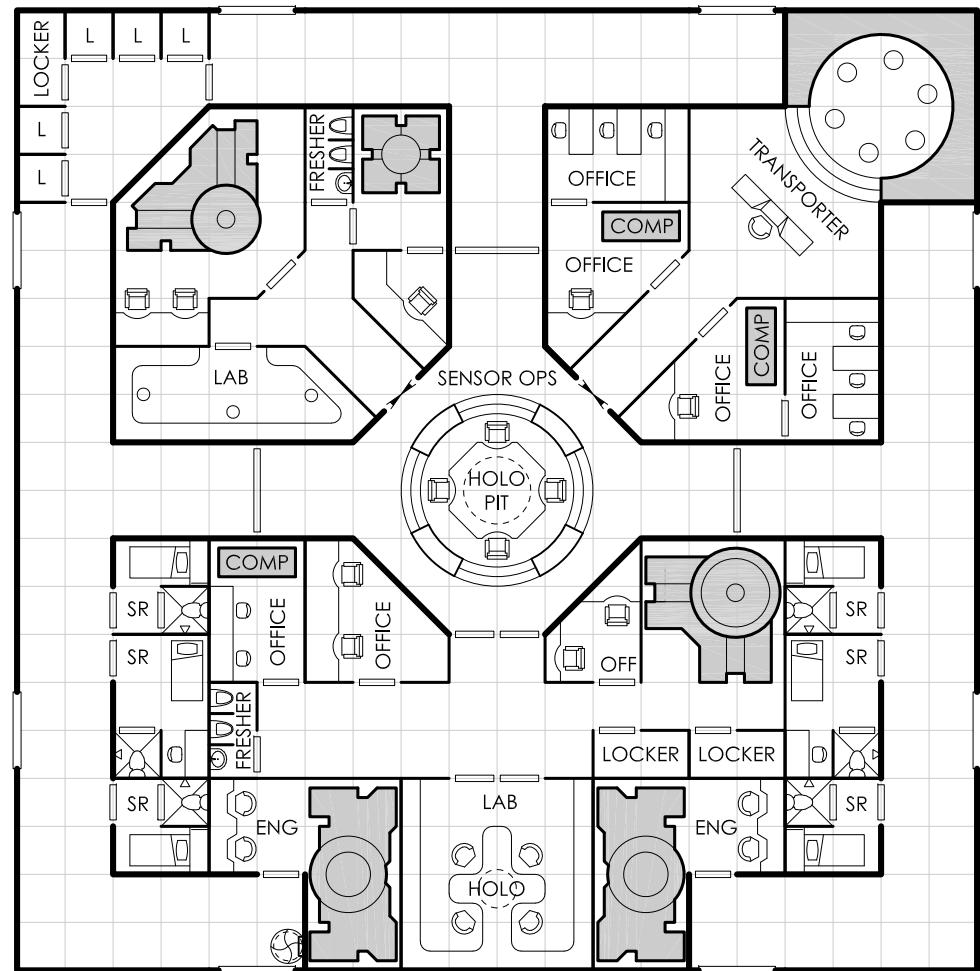


Notes:

- Cargo elevators are activated from wall panels.

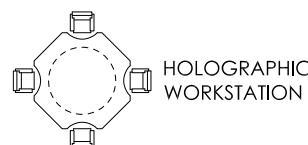


Notes:



Notes:

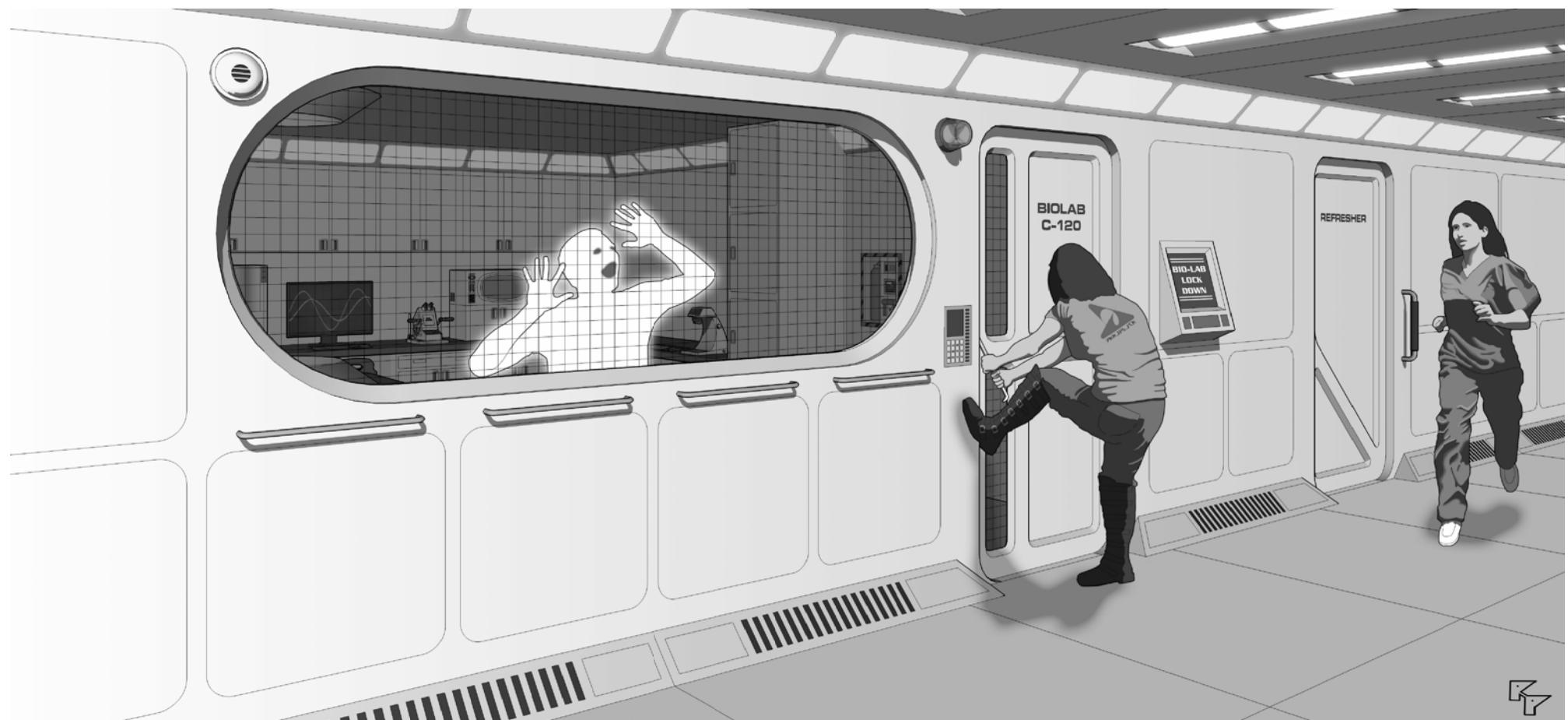
- Sensor Operation's main feature is the recessed floor and holographic display workstation.



Corridor Doors and Windows

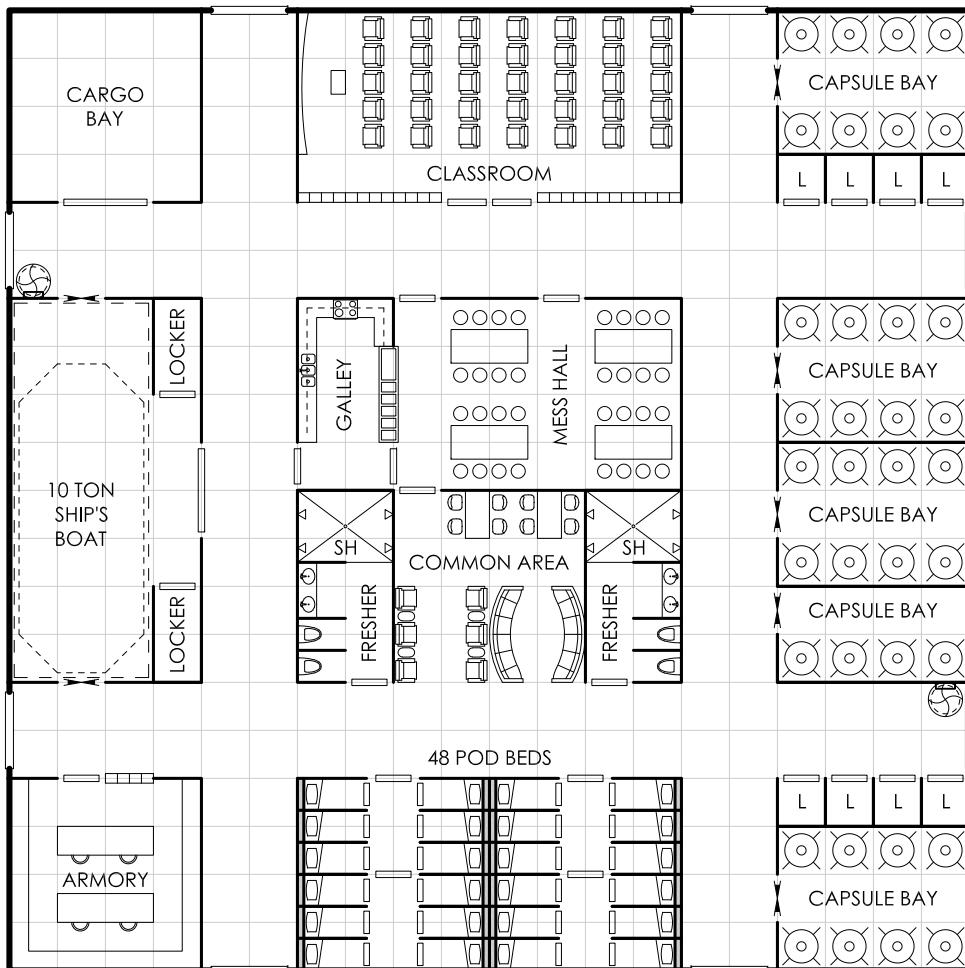
This illustration is presented as a reminder to consider what types of doors and windows a space might have and what information can be determined prior to entering. Private spaces such as crew quarters and freshers, should have solid doors. Open, all access spaces, especially those with a lot of traffic, such as the crew lounge, mess hall, and some medical facilities, should have transparent doors. Secured spaces, where visual contact with outsiders is preferred, like an armory or the lab shown below, might have doors and windows with security glass. Some spaces need to be both secured and private, such as the bridge or engineering. These would probably have hardened doors and no windows.

Popular science fiction is filled with an array of door options that go beyond typical Traveller tech levels, but may be worth considering: the nano wall from the film *Doom*, doors with force fields which allow passage but hold back vacuum or water (*Star Wars* films), and doors that allow friendlies to pass, but are deadly to enemies, or prevent some physical items from passing, like the emancipation grill from the *Portal* video game.



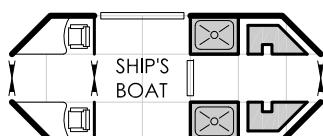
The downside of a secure facility. What keeps the bad guys out when things are going well also keeps the good guys out when things go bad.

163 Drop Capsule / Troop Deck



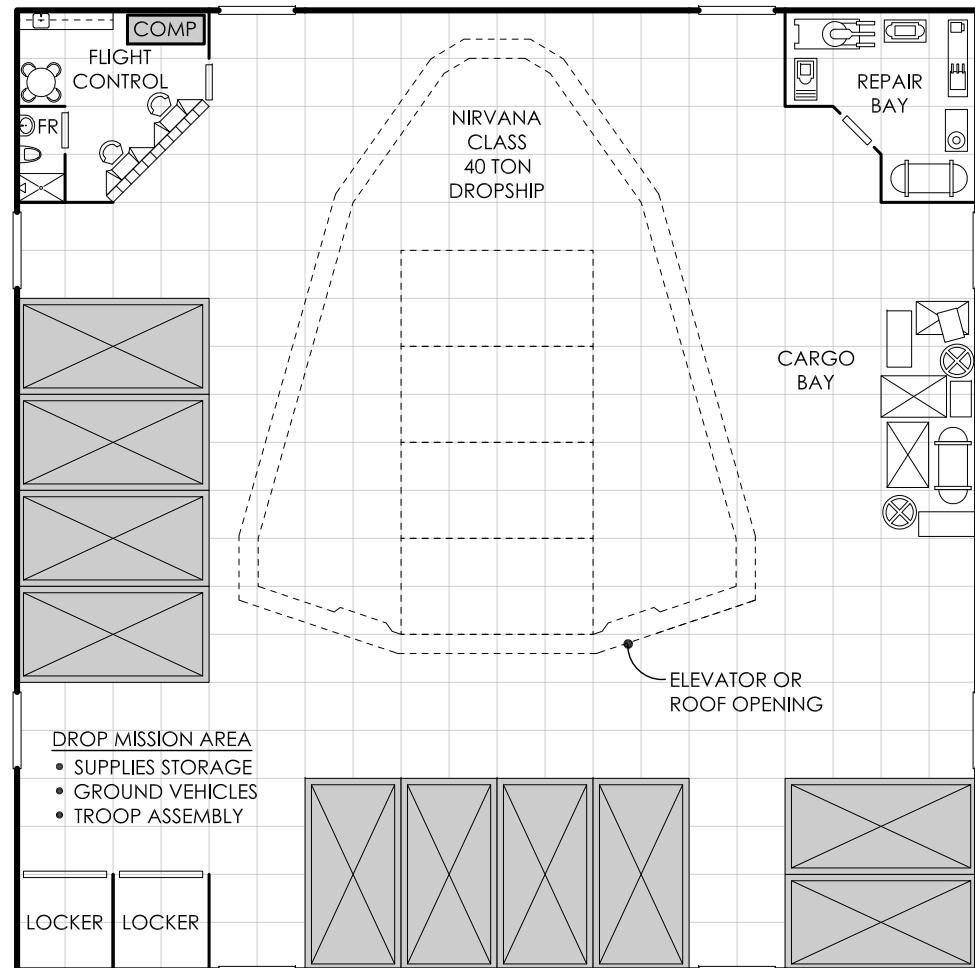
Notes:

- Drop capsules are primarily used to quickly transport a trooper from orbit to a planet's surface, but may also be used as individual escape pods.
- See Yet Another Traveller Blog for more information on the drop capsule.



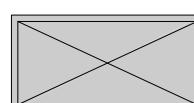
DROP CAPSULE

Dropship Bay 164



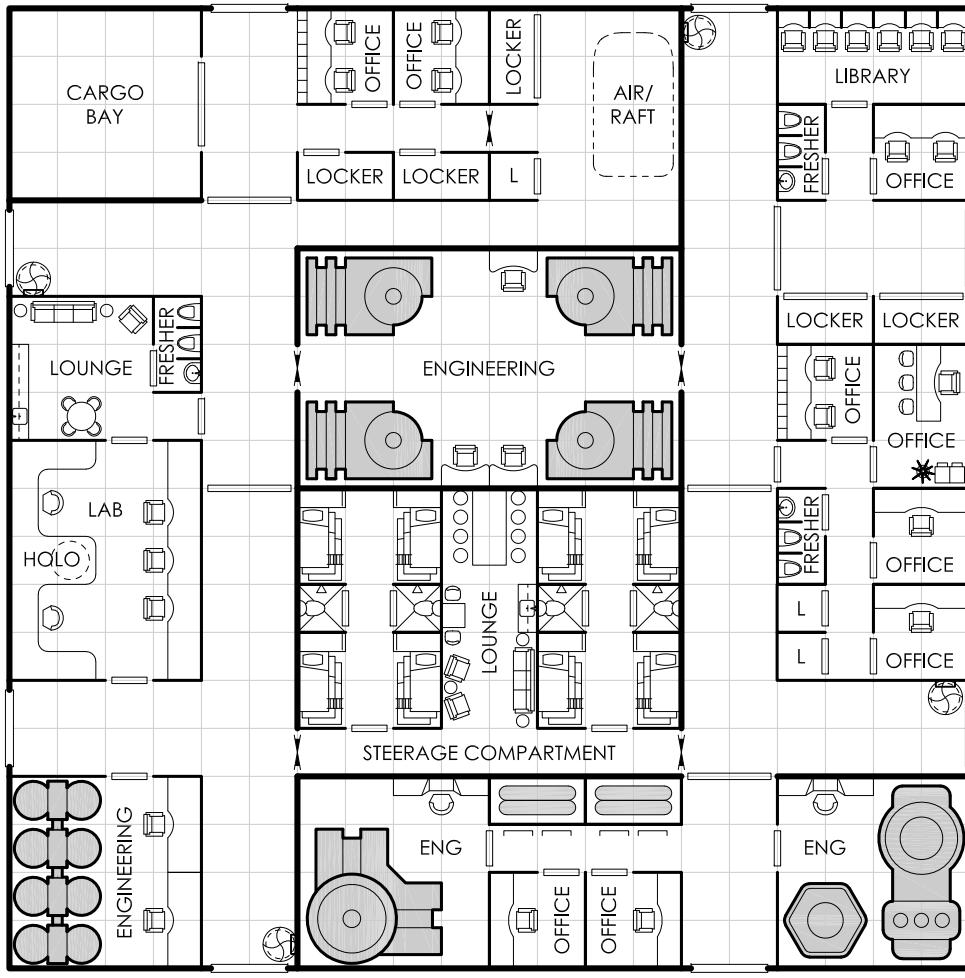
Notes:

- Dropship for delivery of supplies, troops, or ground vehicles.
- See the Yet Another Traveller Blog for more information on the Nirvana Class Dropship.

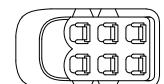


10x20'
CARGO
CONTAINER

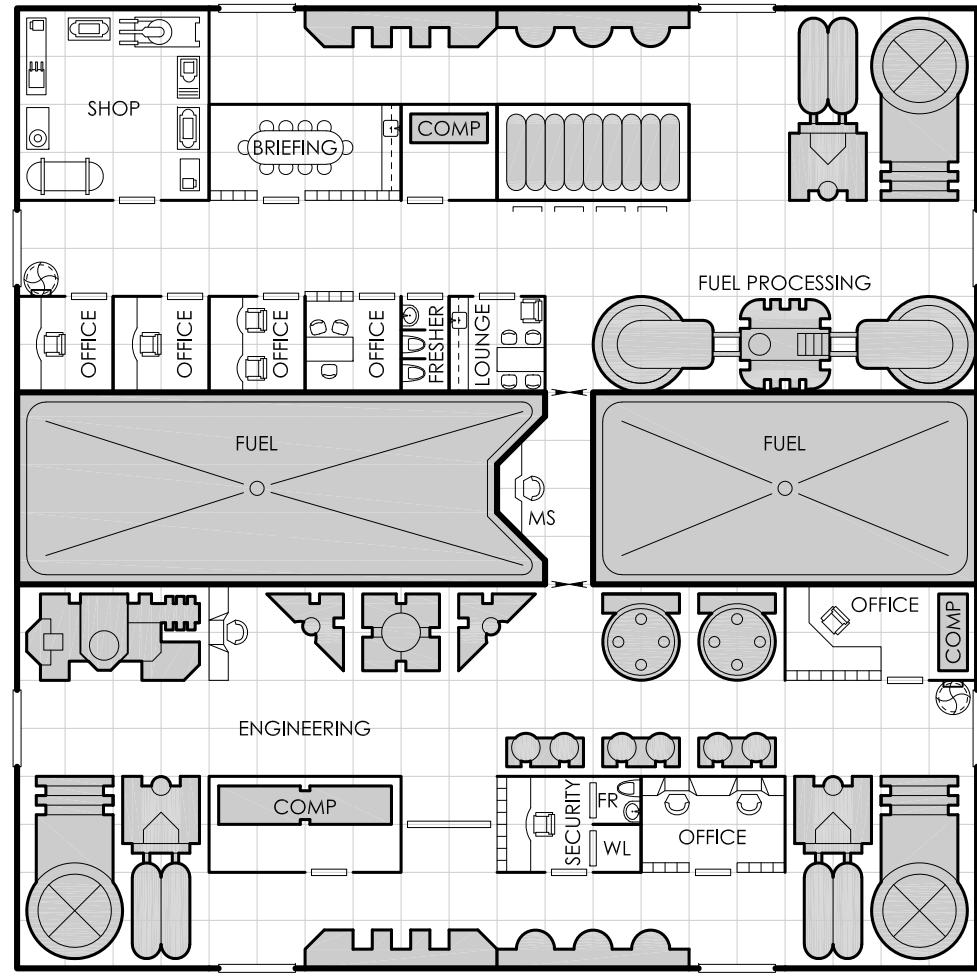
165 Multi purpose



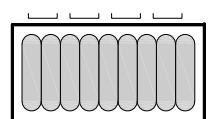
Notes:



Engineering / Fuel Deck 166



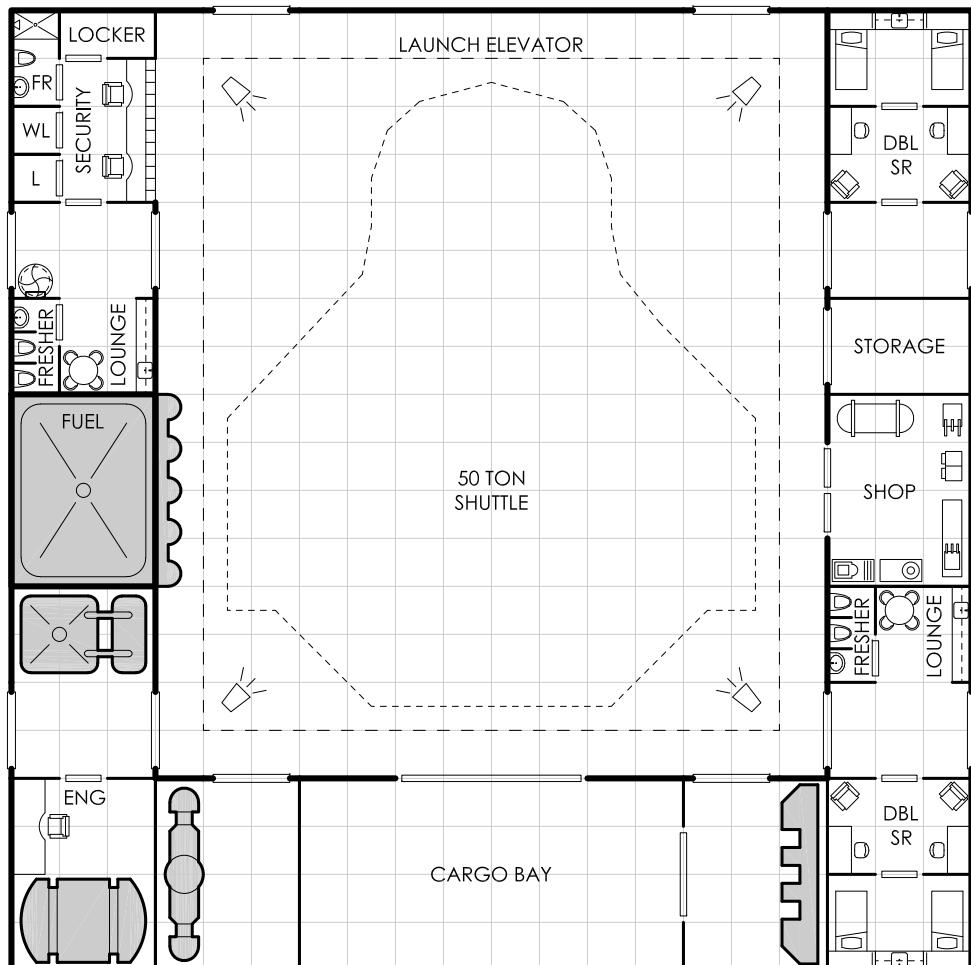
Notes:



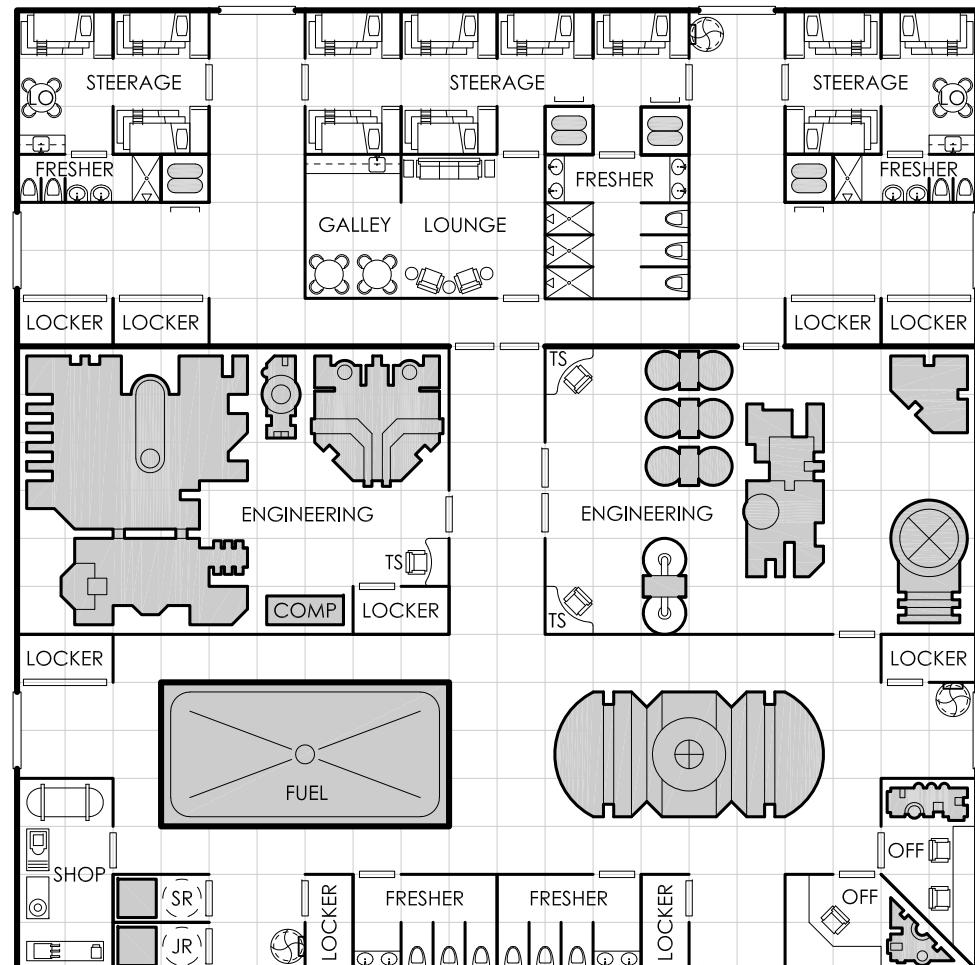
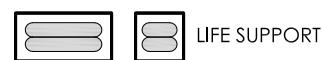
LIFE SUPPORT



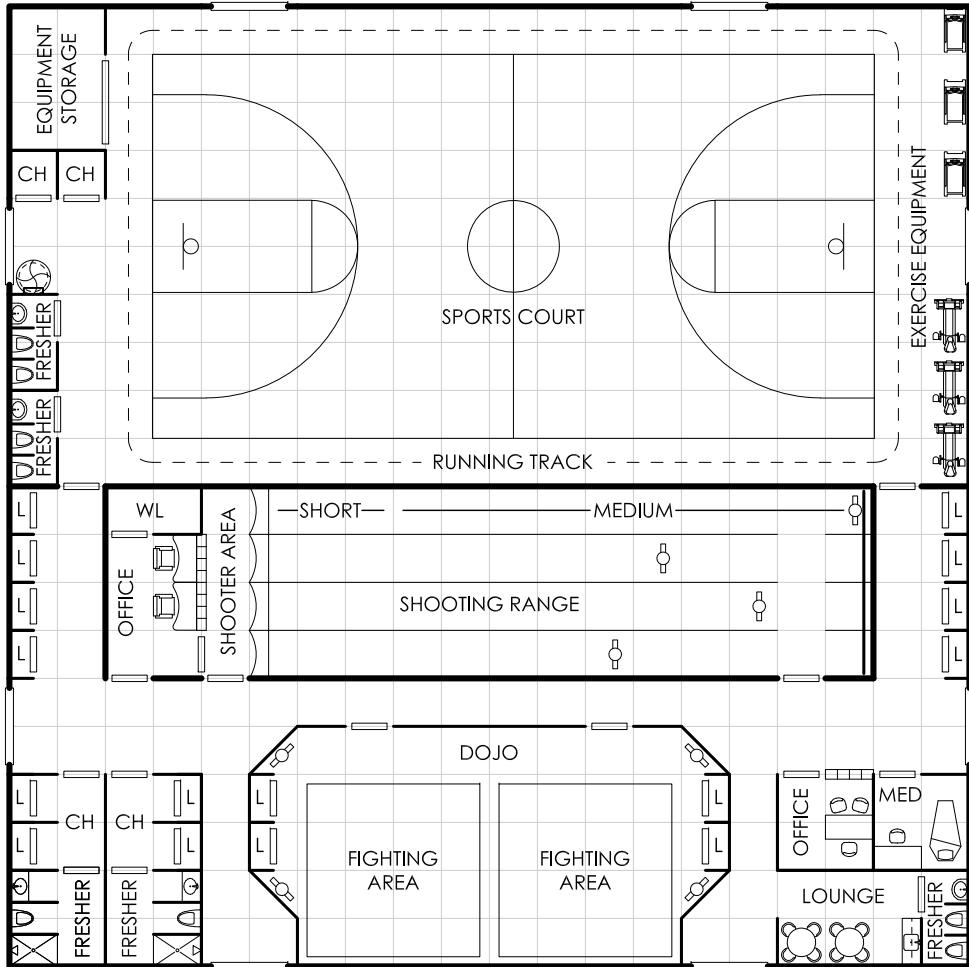
FUEL MONITORING STATION

**Notes:**

- This shuttle is a variant of the 50 Ton Shuttle as seen in Mongoose Traveller's Supplement 2 - Traders & Gunboats.
- See "Small Craft" for shuttle deck plan.

**Notes:**

169 Sports Complex

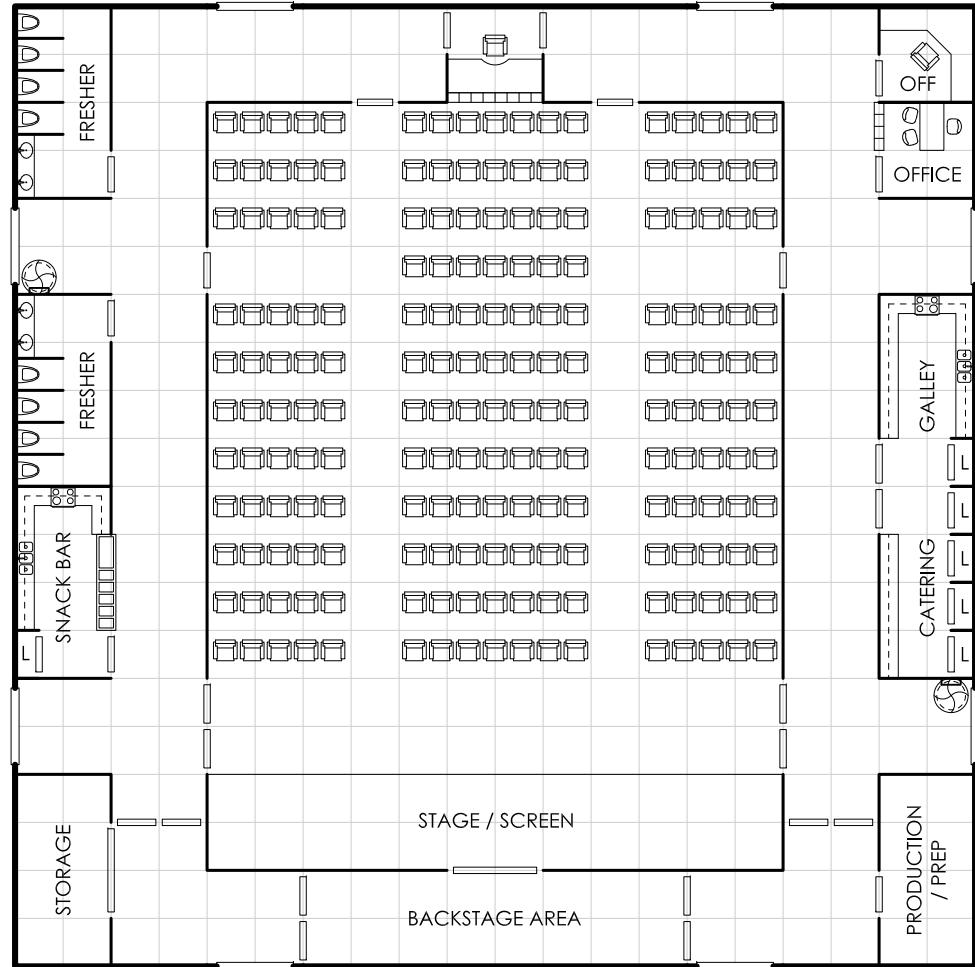


Notes:

- Sports court can be changed a variety of layouts (grav ball, basketball, martial arts dojo, racquetball, etc.)
- When extra cargo space is needed, sports equipment is put into storage.
- Shooting range has physical targets for short and medium range.
- Shooting range has holographic targets to simulate long range.
- Targets can move side to side as well as forward and backward.
- Access door at rear of the shooting range can only be opened from the office.

WL = WEAPONS LOCKER CH = CHANGING AREA PRACTICE TARGET

Auditorium 170

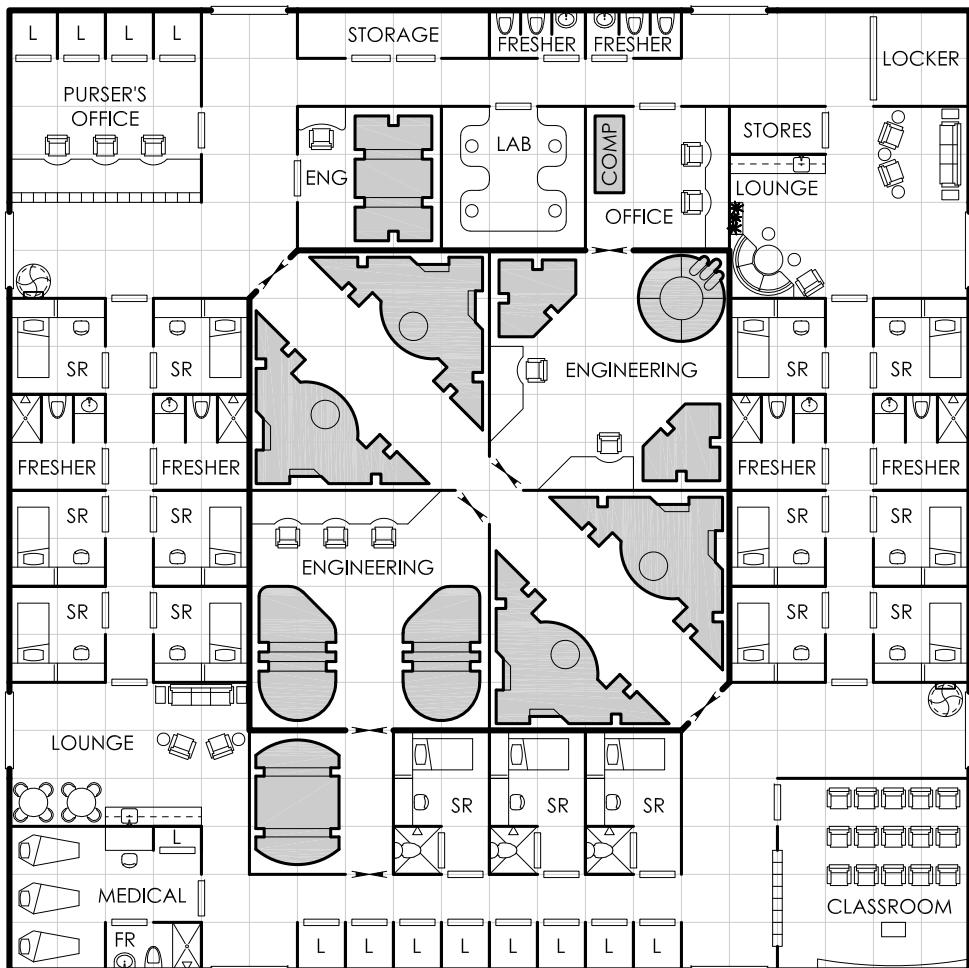


Notes:

- This space is used for movies, lectures, training, diplomatic events, etc.
- Seating can be removed to make a large open space (ballroom, etc.).



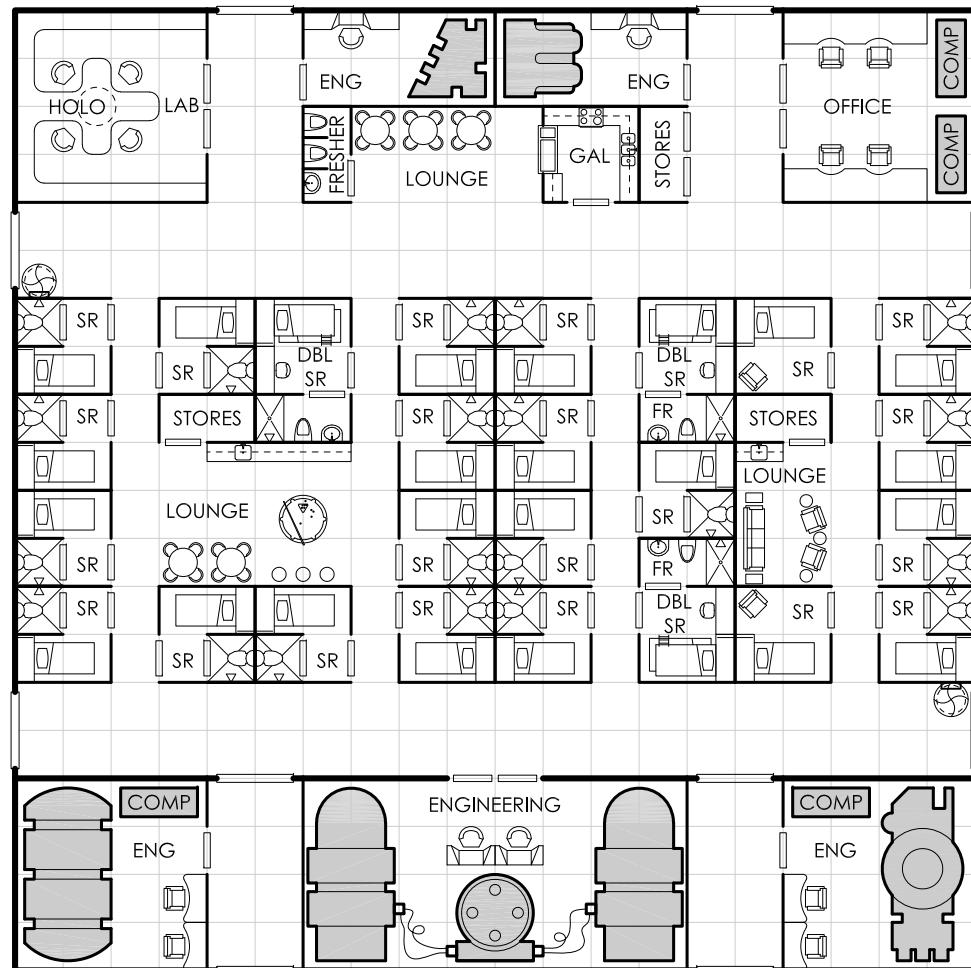
171 Engineering / Crew Quarters



Notes:

- The staterooms on this deck could also be used for middle class passengers.

Engineering / Crew Quarters 172



Notes:

- The staterooms on this deck could also be used for middle class passengers.

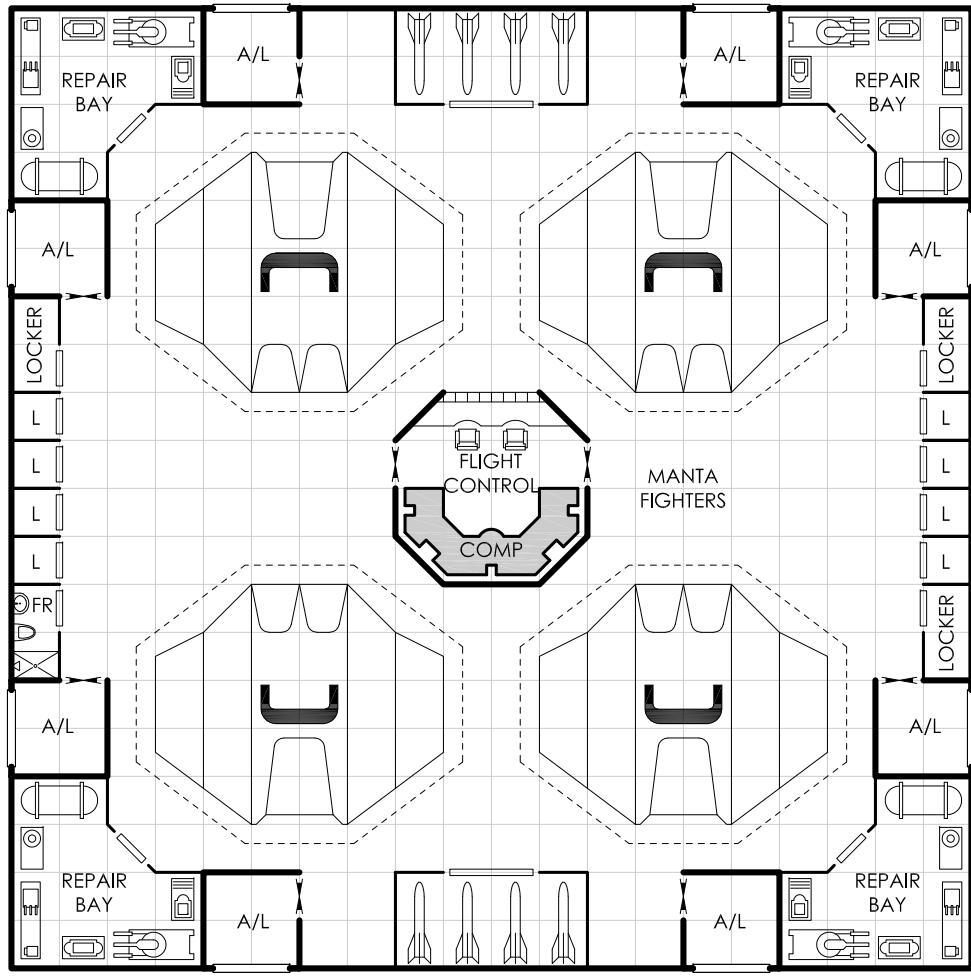
Crew Lounge and Galley

Here we see the ship's Crew Common Area / Lounge, where the crew gather to relax and socialize. On a small ship this would also serve as the main galley and mess area. Additional food storage and entertainment equipment is in the adjacent storage compartment. The counter units are modular and come in a variety of uses depending upon the crew's needs. This combination shows a basic kitchen and entertainment units. The rear wall contains image projecting panels, here showing a serene forest lake scene. The shelf unit contains souvenirs of the crews' adventures, including an Aslan 3rd Dynasty Tokhtea Gong and an urn containing the ashes of Duke Kuugoshuug.



The ship's steward starts her day with a mug of scuf prior to preparing breakfast for the crew.

173 Fighter Hangar

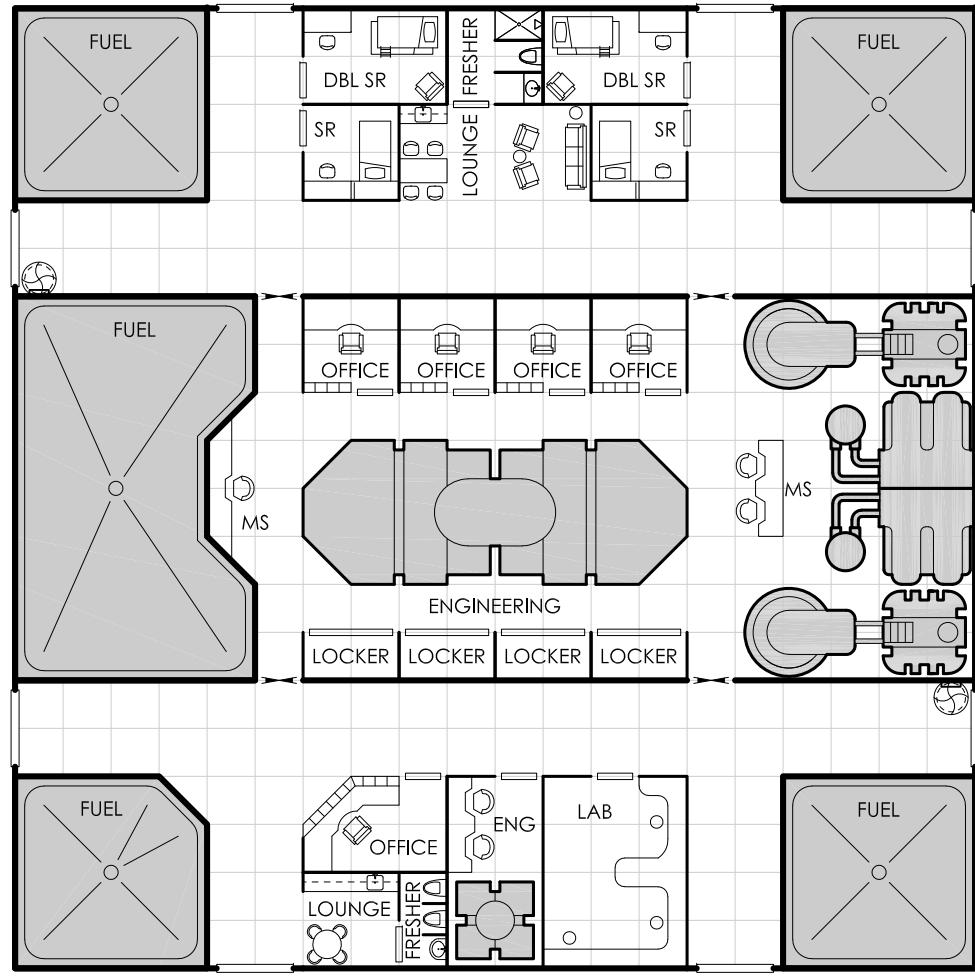


Notes:

- Double height space (20' ceiling).
- See FASA's High Passage #3 for more information on the Manta Class Escort Fighter.

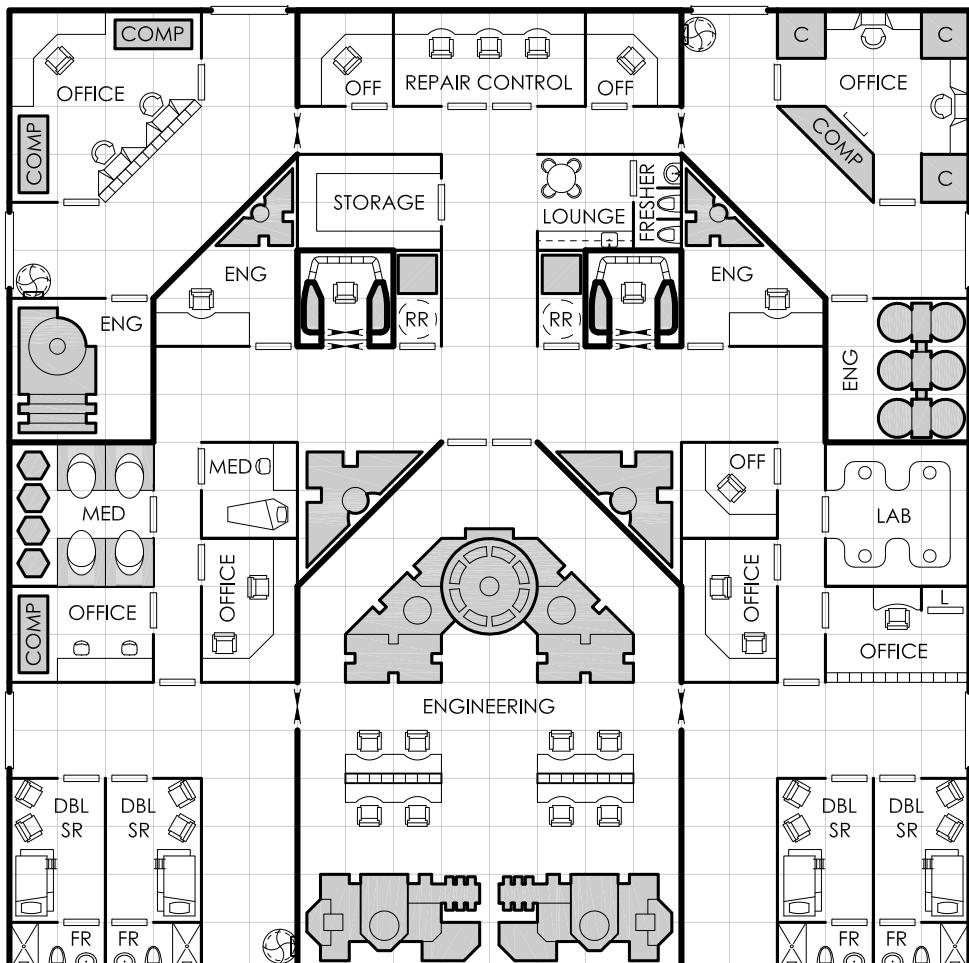
MISSILE STORAGE

Fuel Deck (174)

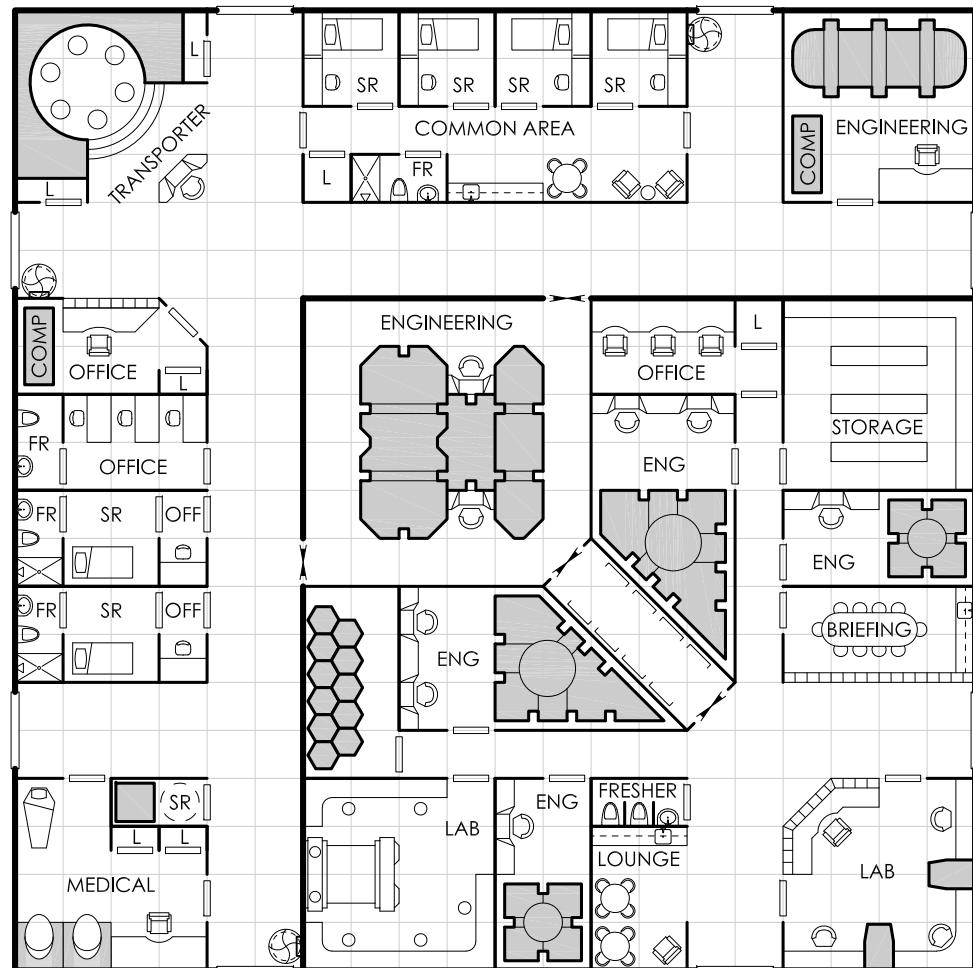


Notes:

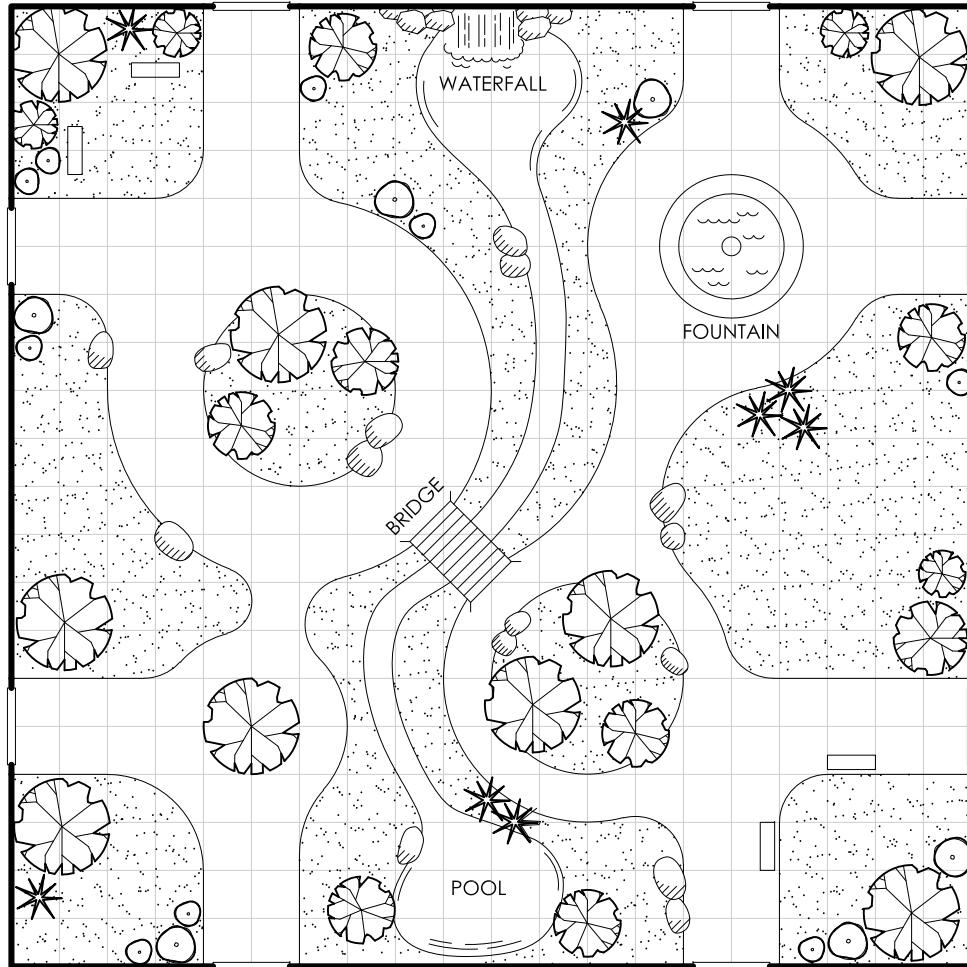
MS FUEL MONITORING STATION

**Notes:**

- Repair robots and work pods launch vertically through top (or bottom) of the deck.
- See the Yet Another Traveller Blog for more information on work pods.

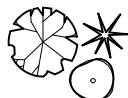
**Notes:**

177 Arboretum



Notes:

- Double height space (20' ceiling).



BUSHES AND TREES

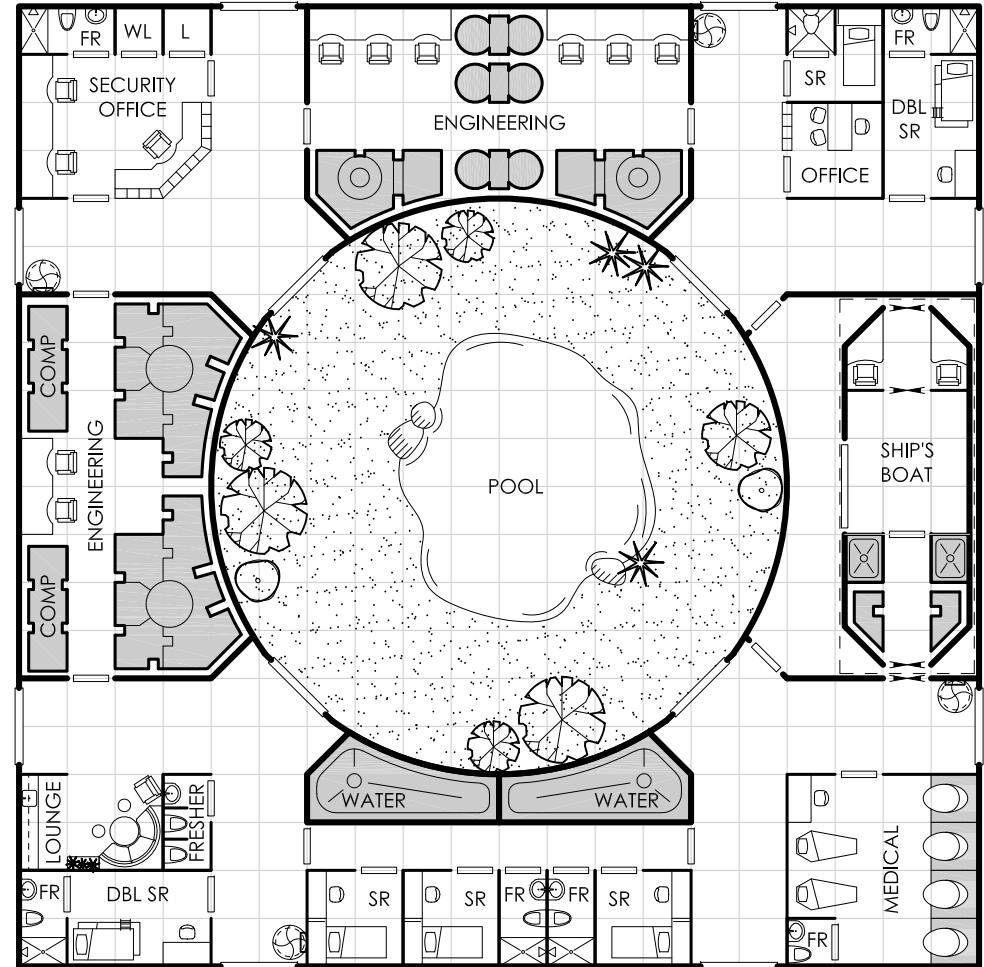


BOULDERS

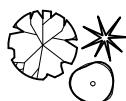


BENCH

Arboretum / Multi purpose 178



Notes:

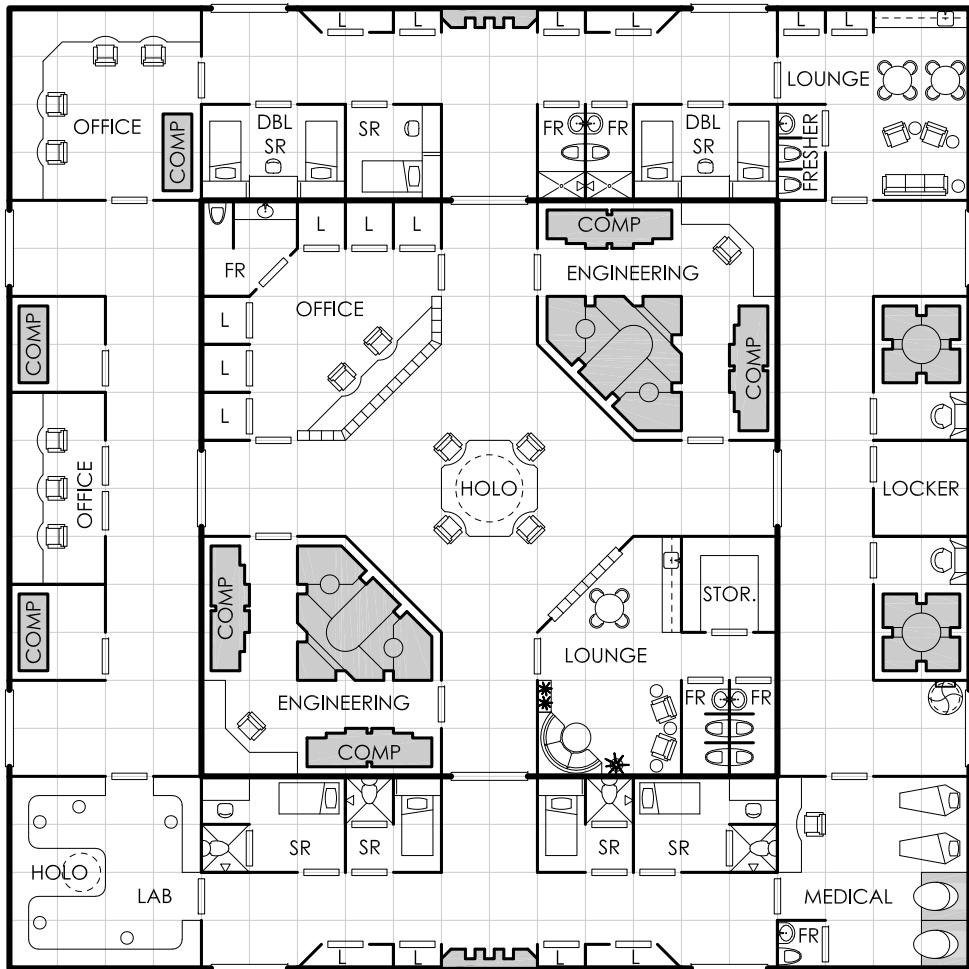


BUSHES AND TREES



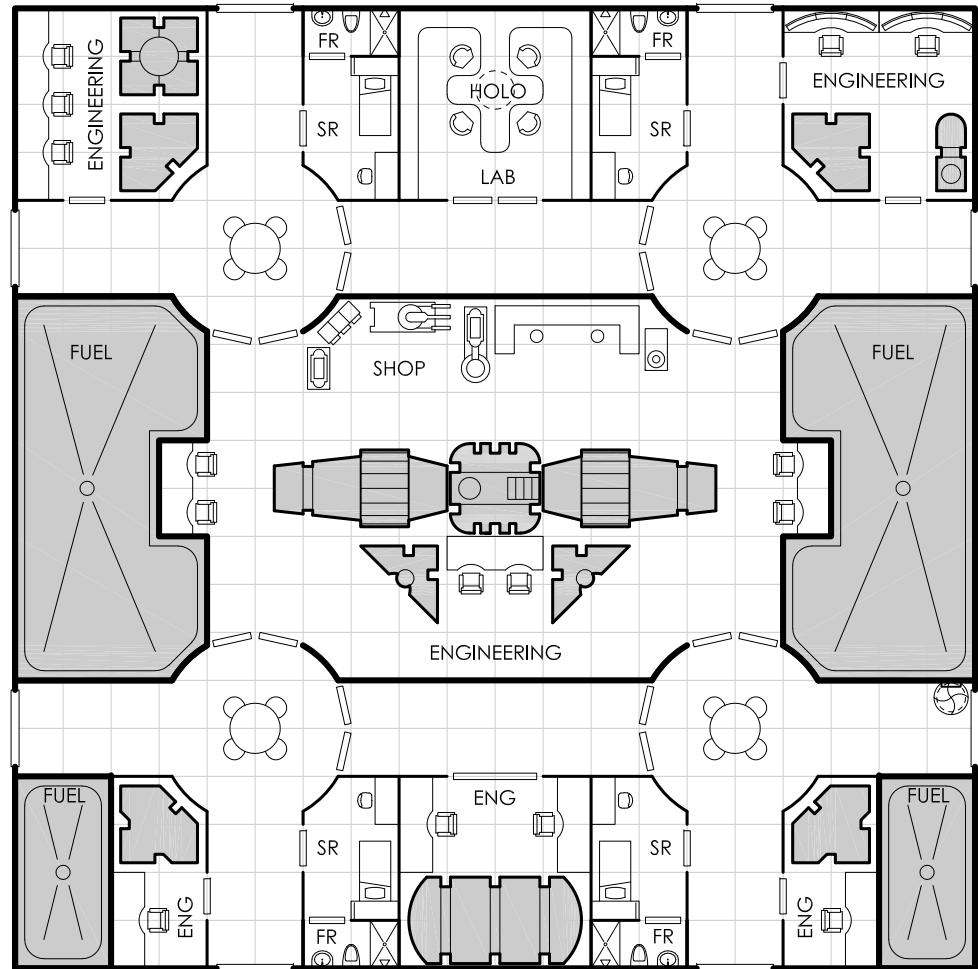
BOULDERS

179 Multi purpose



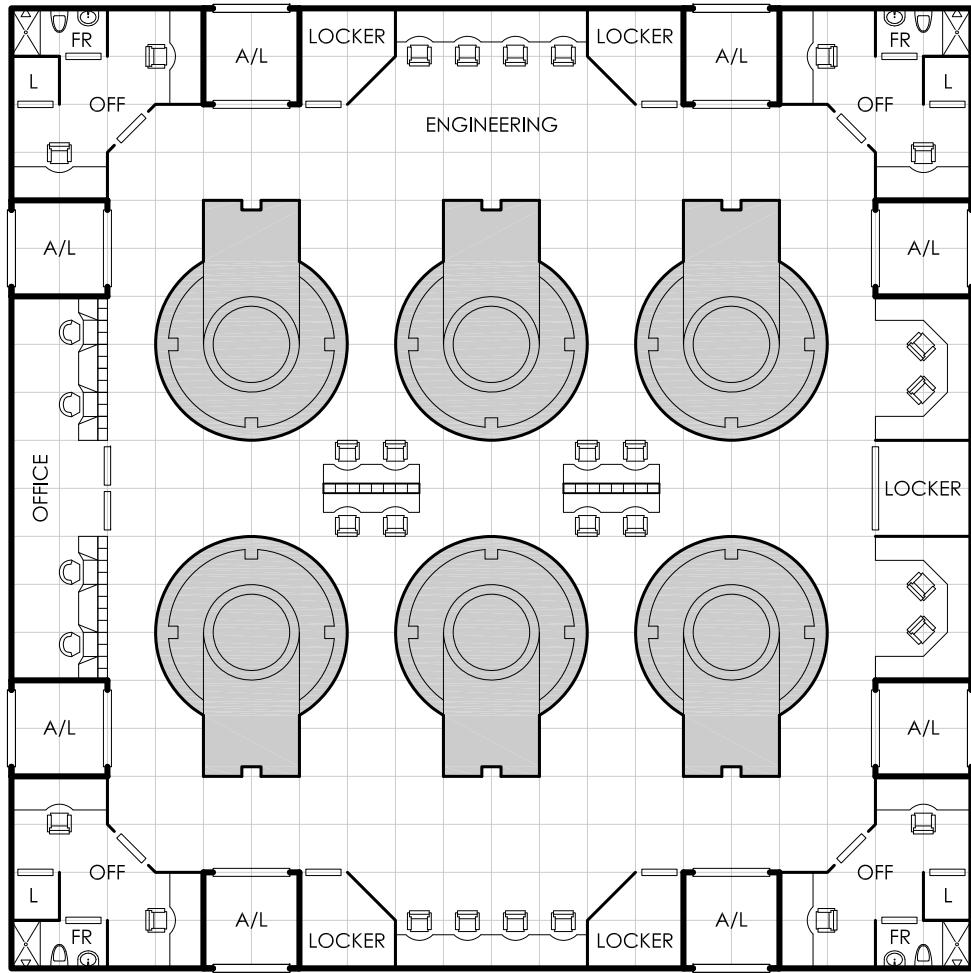
Notes:

Engineering 180



Notes:

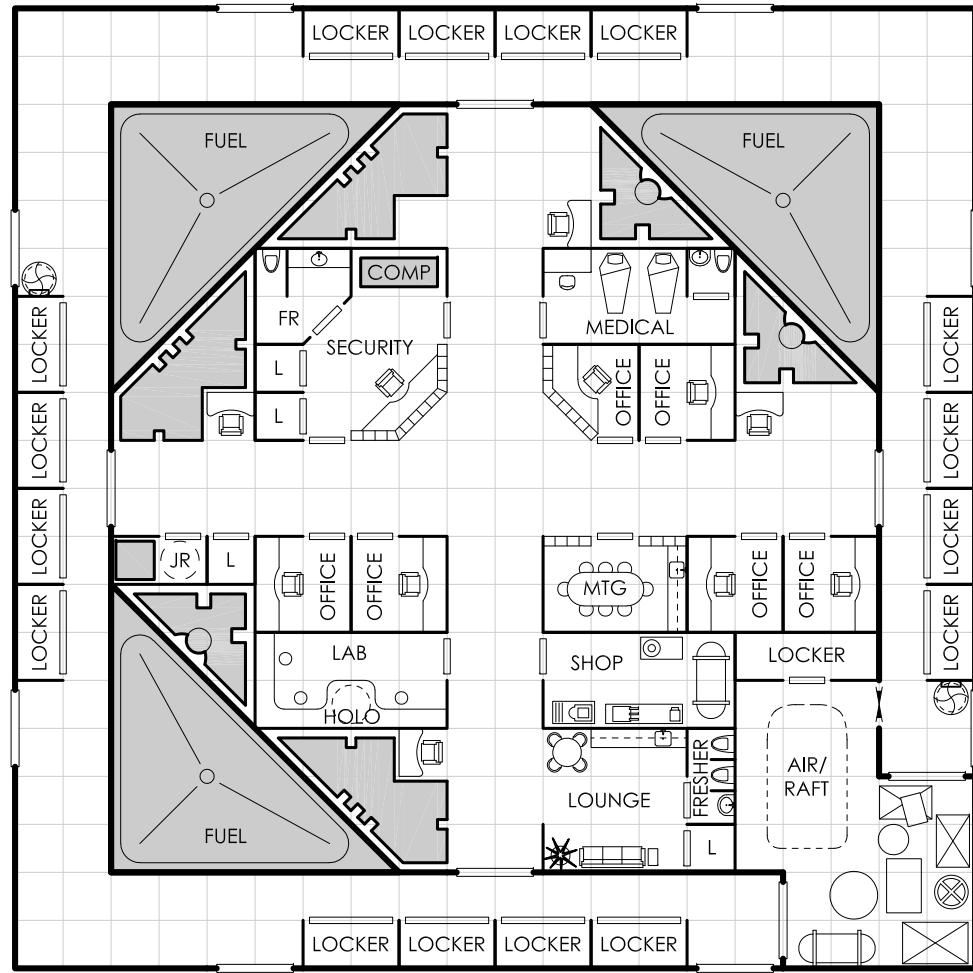




Notes:



QUAD
WORKSTATION



Notes:

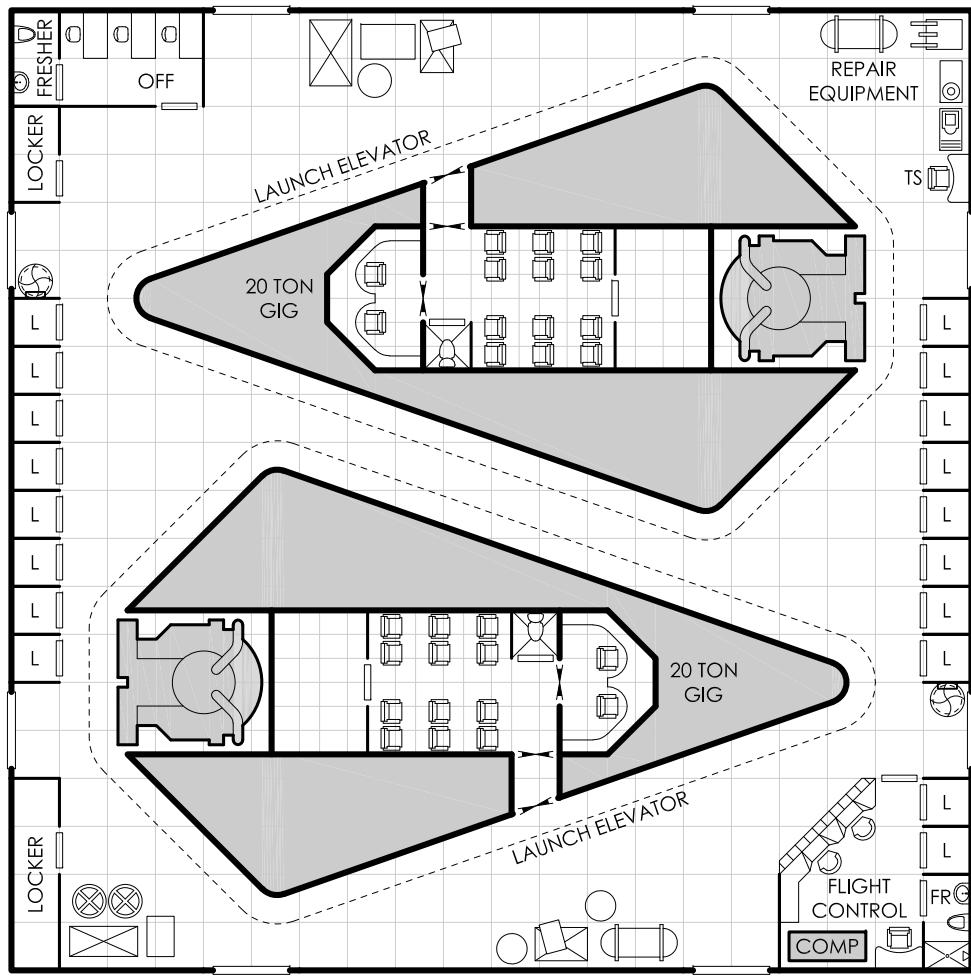


CARGO
AIR/RAFT



JANITORIAL
ROBOT ALCOVE

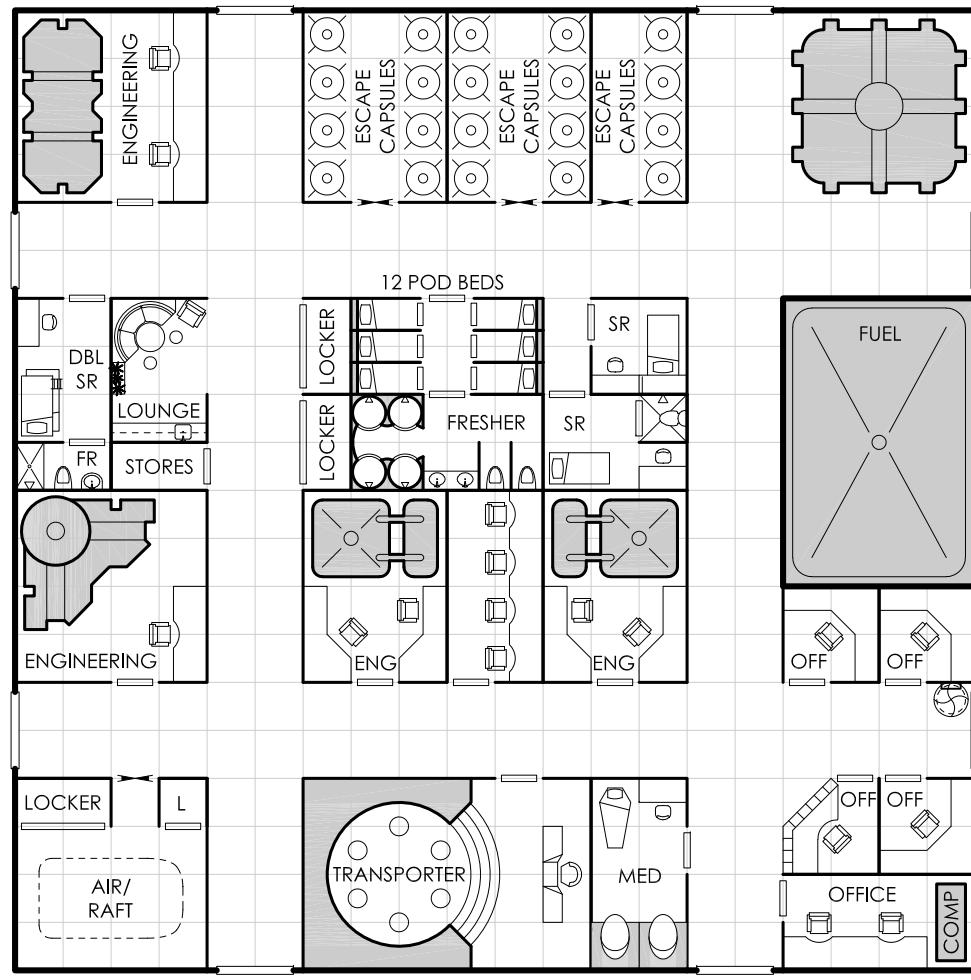
183 Gig Hangar



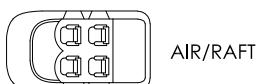
Notes:

- Double height space (20' ceiling).
- Gig shown is a variant of that described in GDW's Supplement 7 - Traders and Gunboats.

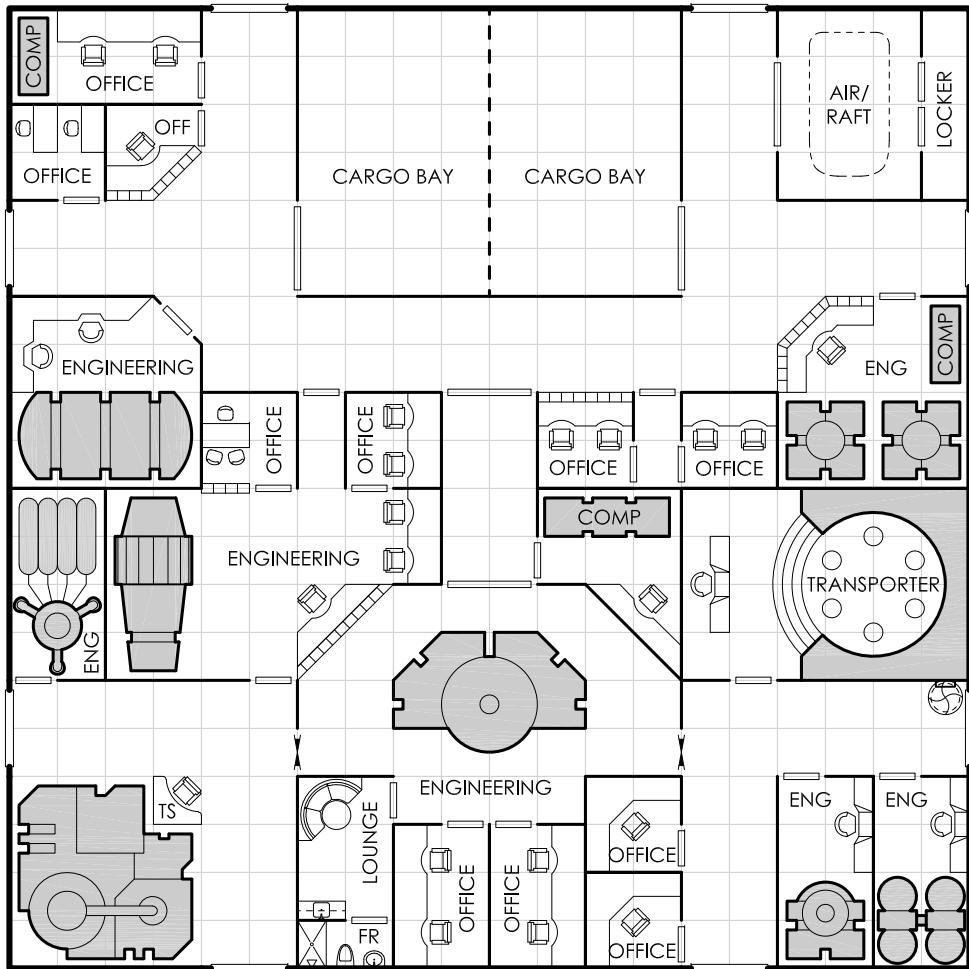
Multi purpose 184



Notes:



185 Multi purpose

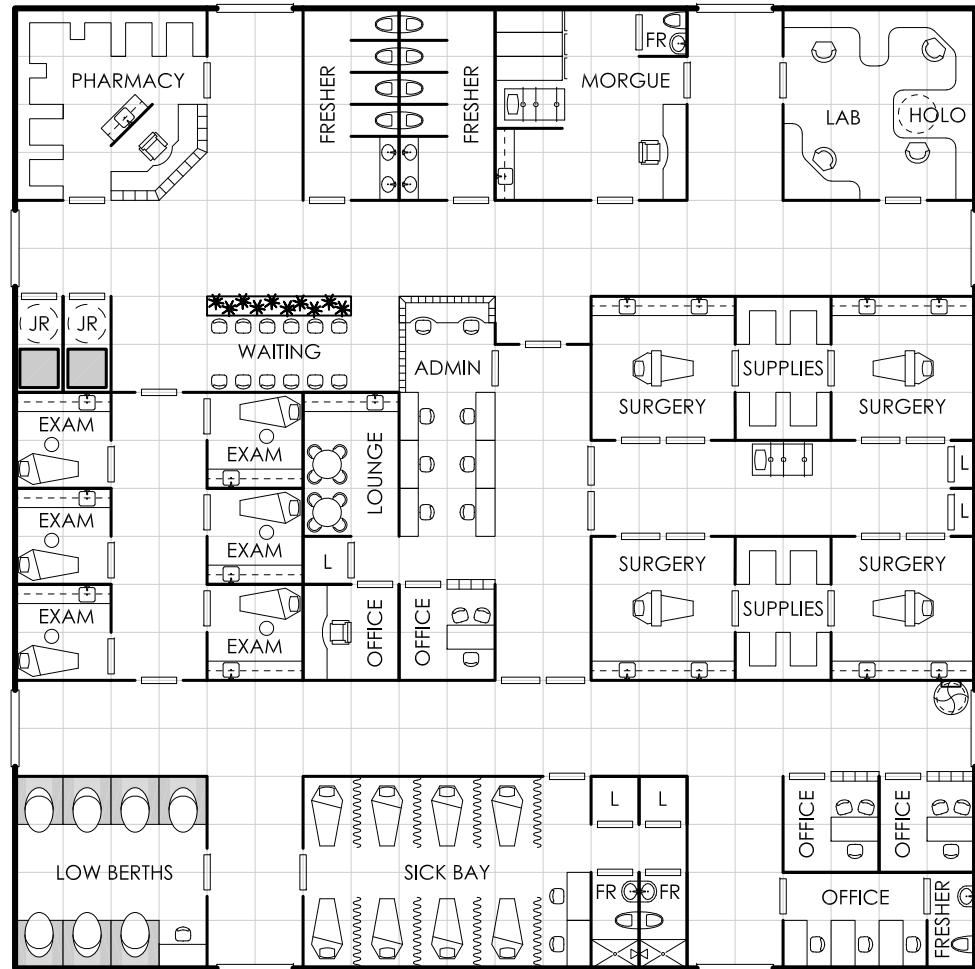


Notes:

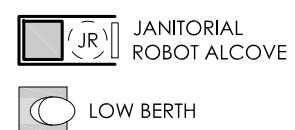


- - - RETRACTABLE WALL

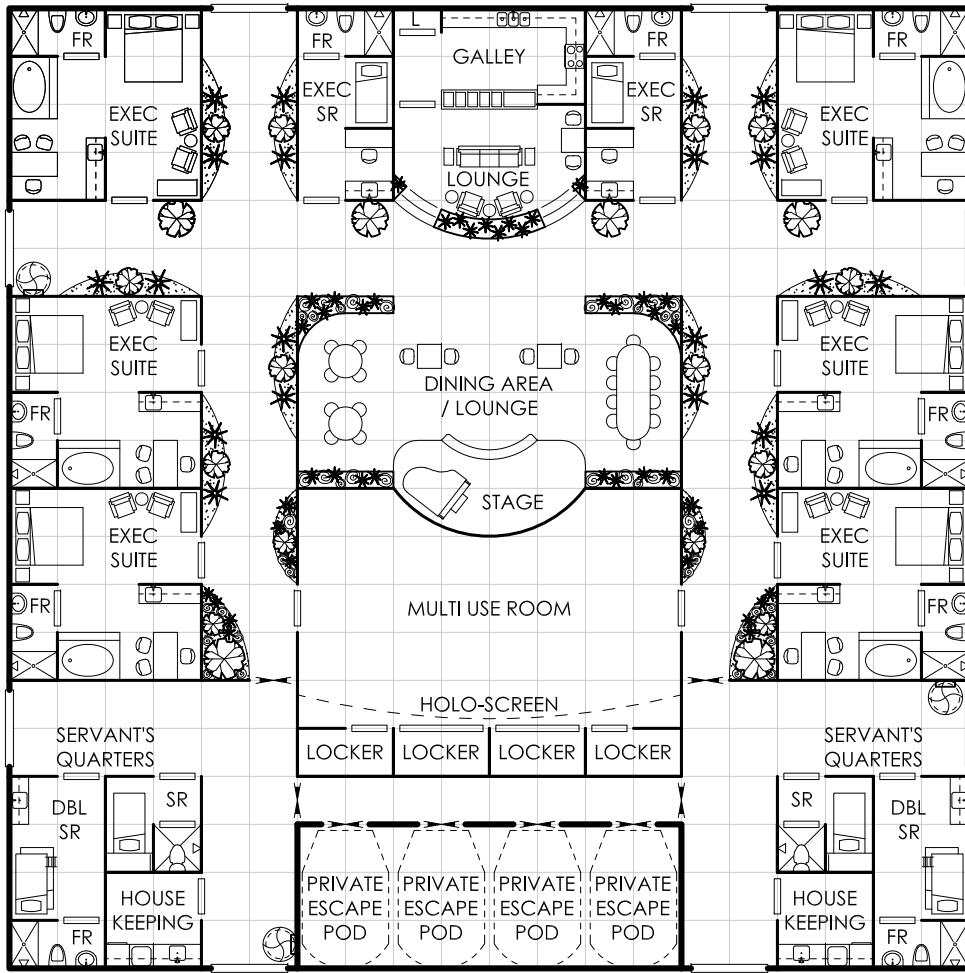
Medical Bay 186



Notes:



187 High Passage Deck

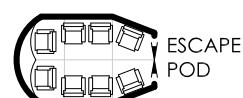


Notes:

- Executive high passage staterooms are the most luxurious and include a spa tub, fireplace, wet bar, galley, office space, holographic screen wall and seating area.
- Dining area also functions as a bar, nightly entertainment, social events, and gambling space.
- The multi use room has a retractable holographic screen and
- can be set up as a day spa, gym, theater, dance floor, etc.

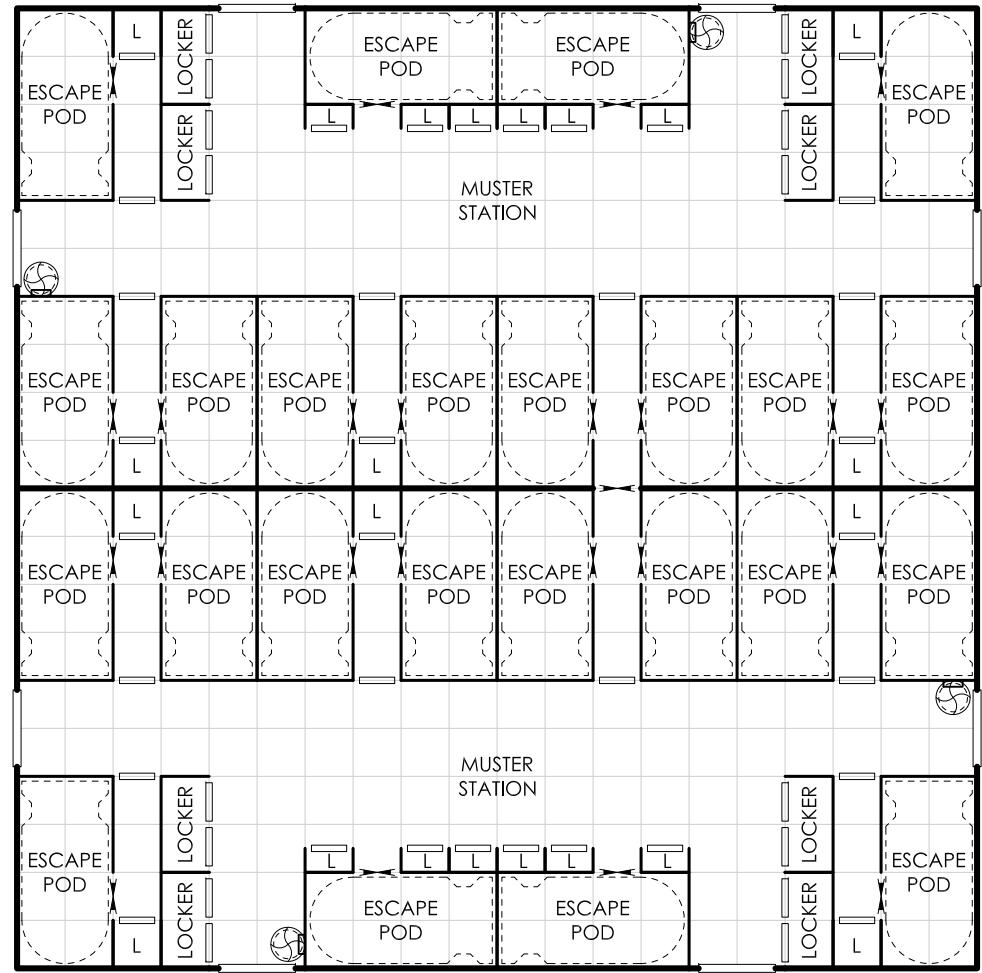


Landscape Areas



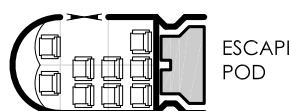
Escape Pod

188 Escape Pods



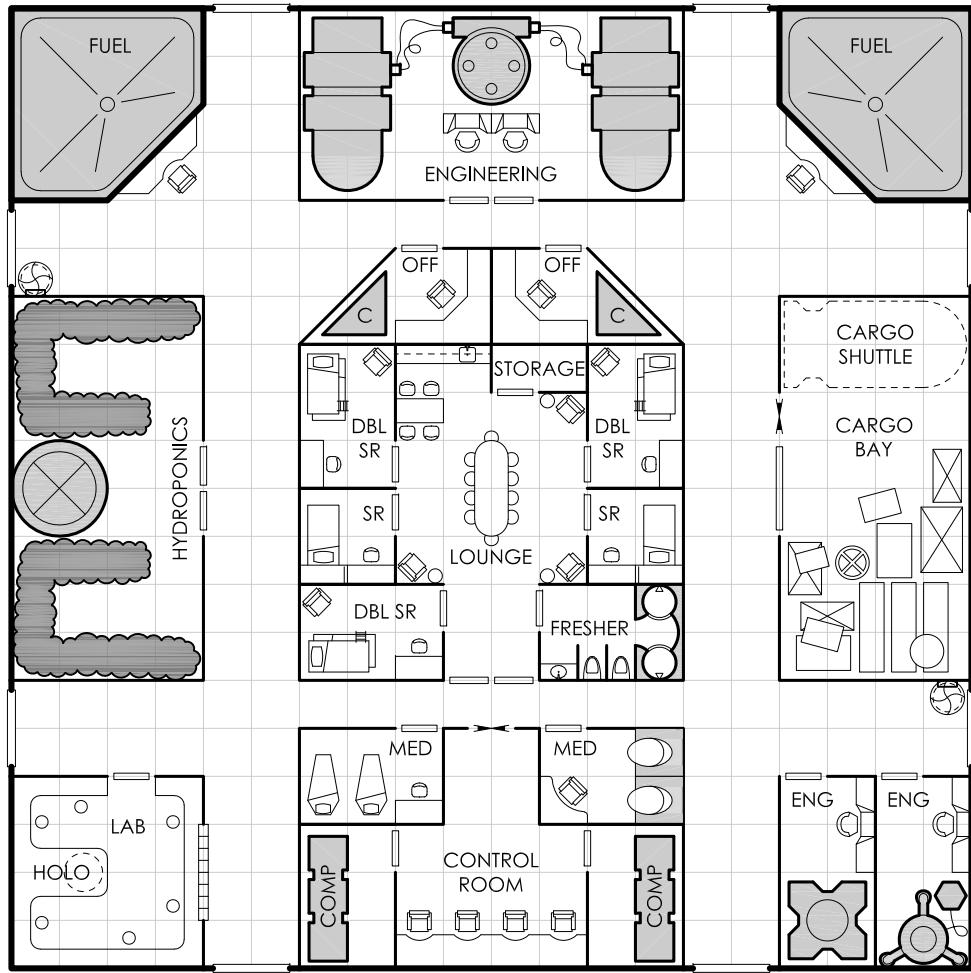
Notes:

- 24 escape pods carry 9 people each (total of 216 evacuees).



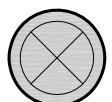
Escape Pod

189 Multi purpose



Notes:

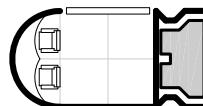
- "Hydroponics" as used here is a generic term for any soil-less, high volume growing system in an artificially controlled environment and may include hydroponics, aeroponics, vertical farming, and similar technologies.



WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.

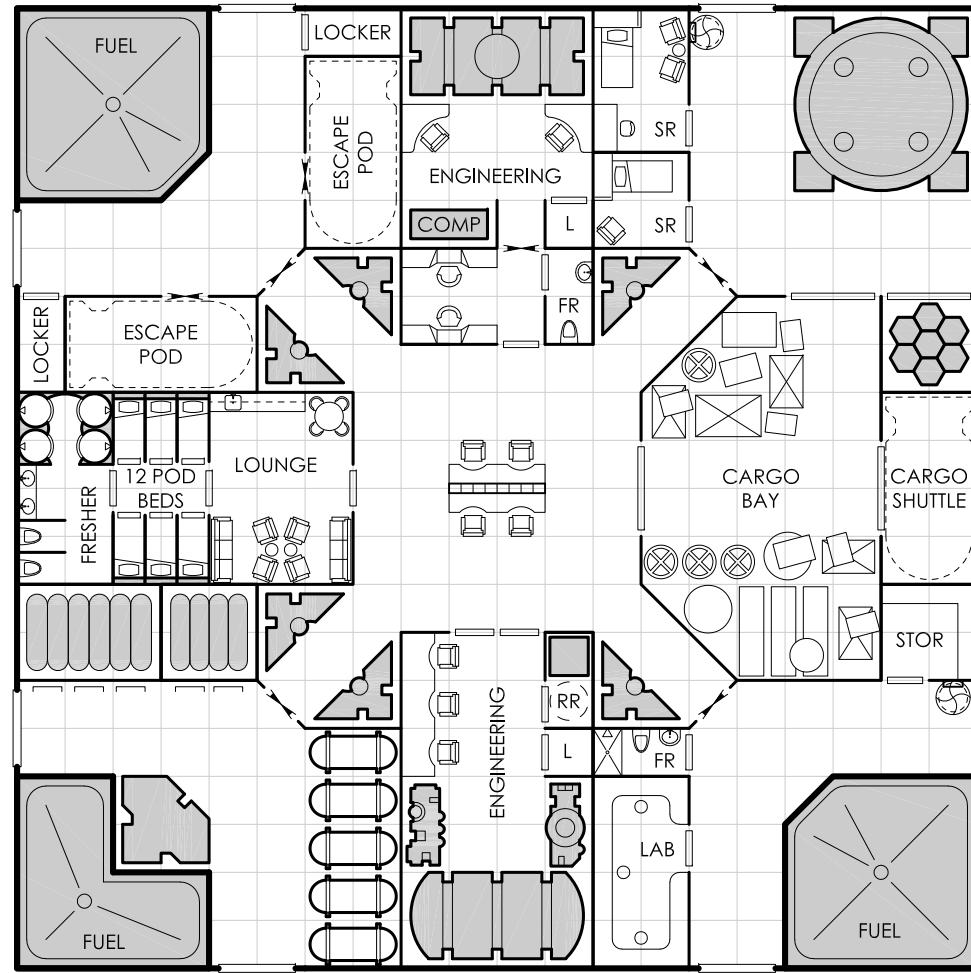


HYDROPONIC
VEGETATION

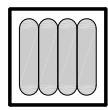


CARGO
SHUTTLE

Multi purpose 190



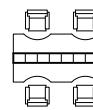
Notes:



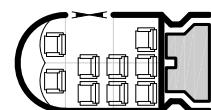
LIFE SUPPORT



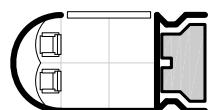
REPAIR ROBOT
ALCOVE



QUAD
WORKSTATION



ESCAPE
POD

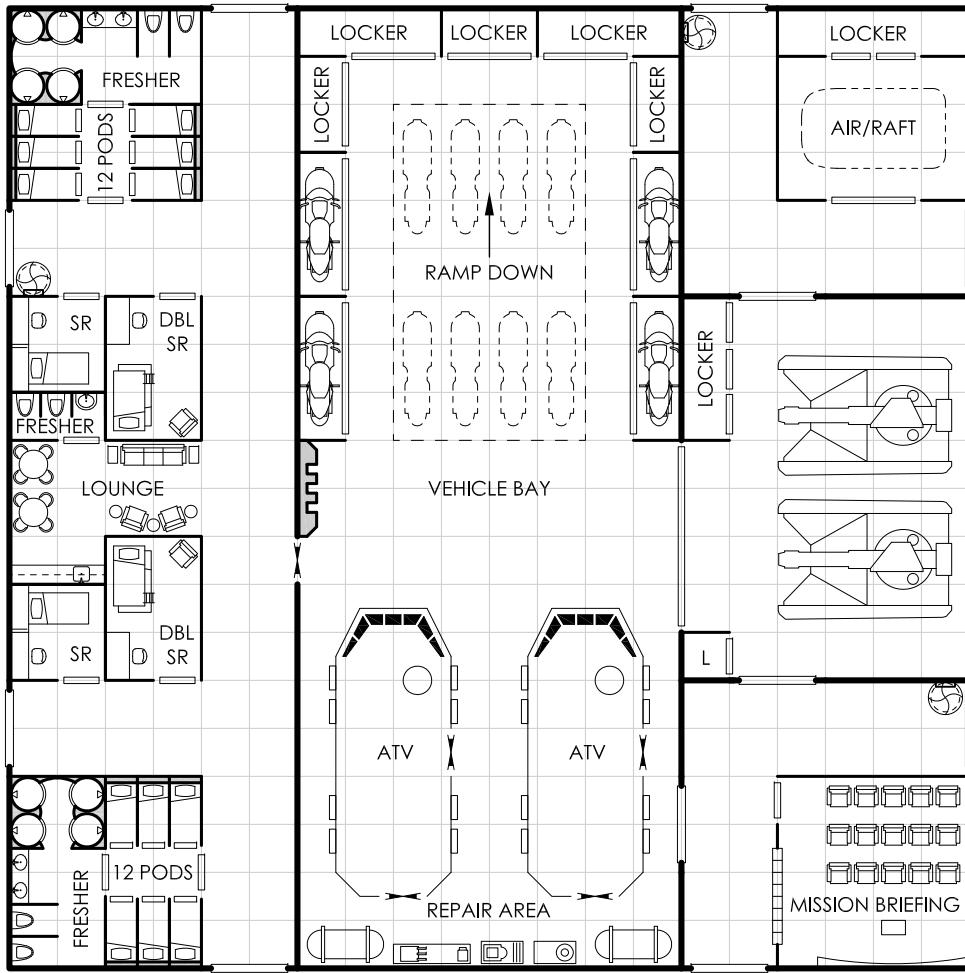


CARGO
SHUTTLE



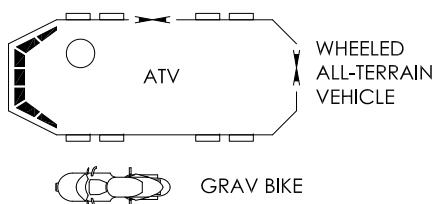
BATTERIES

191 Vehicle Bay

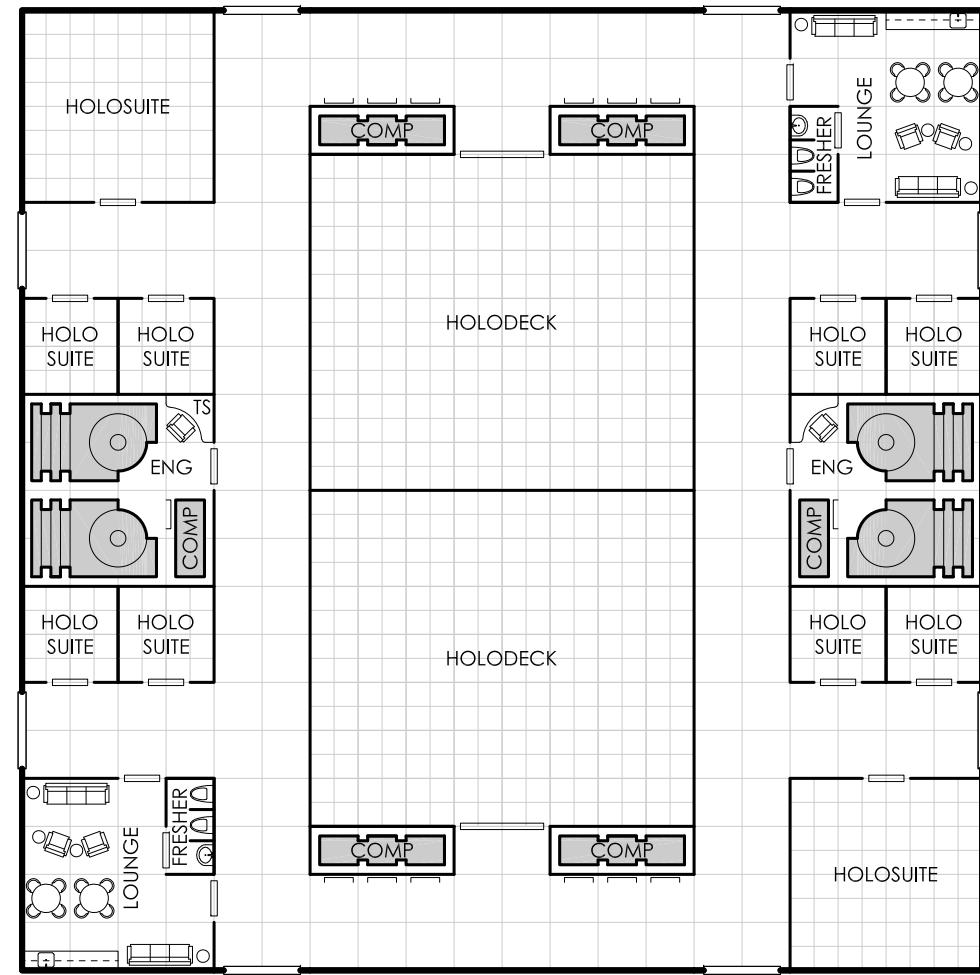


Notes:

- Grav bikes are stored two high in special racks.
- Racks hold 8 grav bikes.



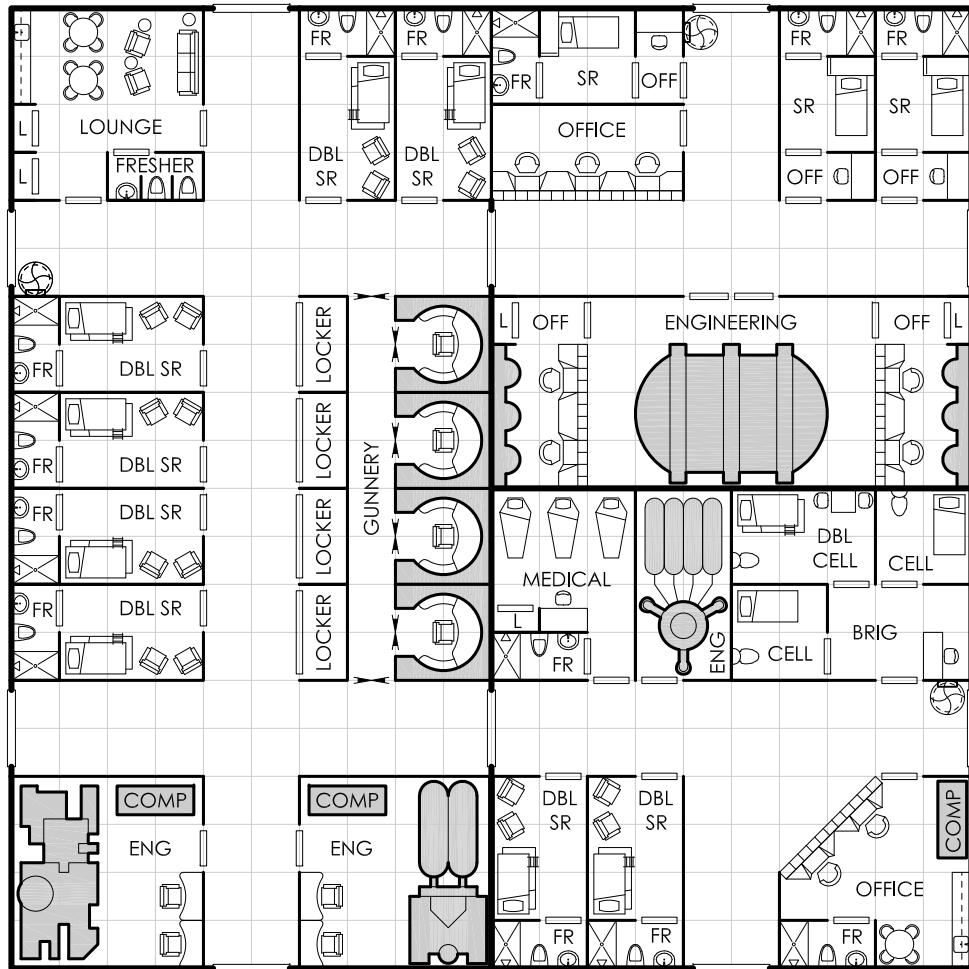
Holodeck (192)



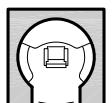
Notes:

- See GURPS Traveller Starships re: holoventure zones for more info.
- Holodecks have a dedicated computer and power source.
- Double height ceiling.

193 Multi purpose

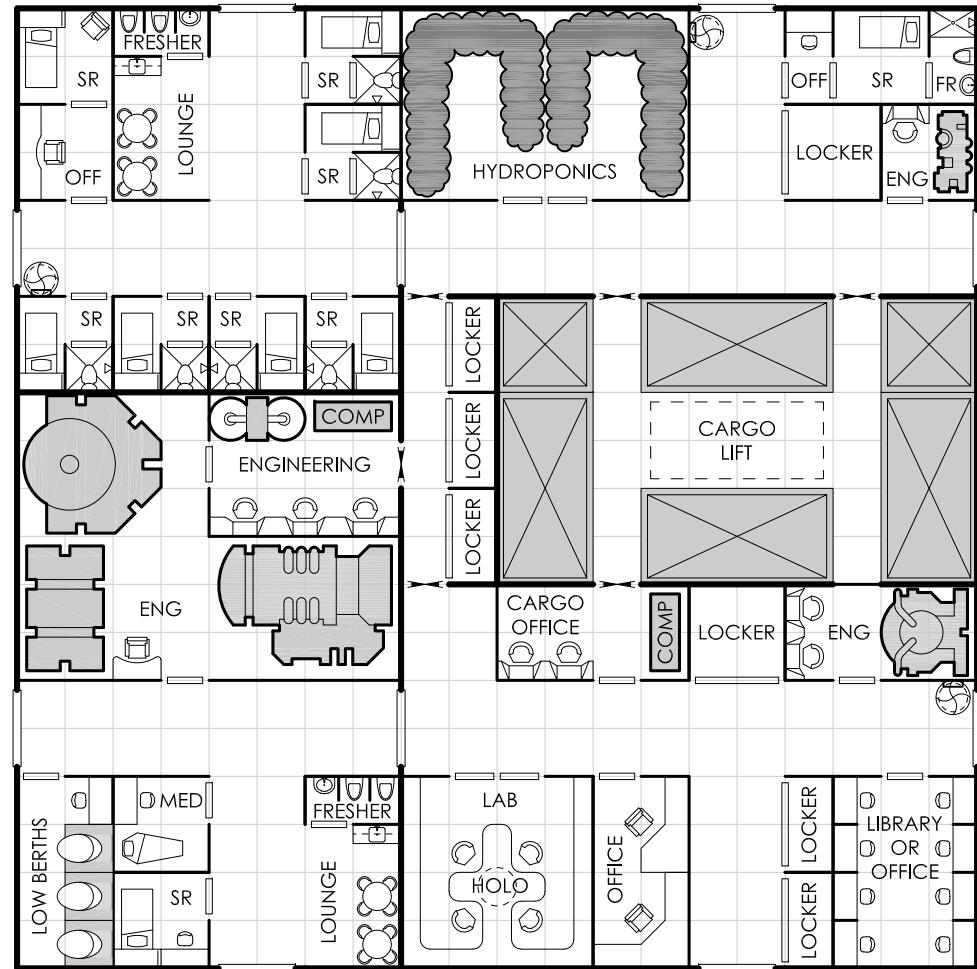


Notes:



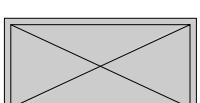
REMOTE WEAPON STATION

Multi purpose 194

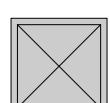


Notes:

- "Hydroponics" as used here is a generic term for any soil-less, high volume growing system in an artificially controlled environment and may include hydroponics, aeroponics, vertical farming, and similar technologies.



10'x20'
CARGO
CONTAINER



10'x10'
CARGO
CONTAINER

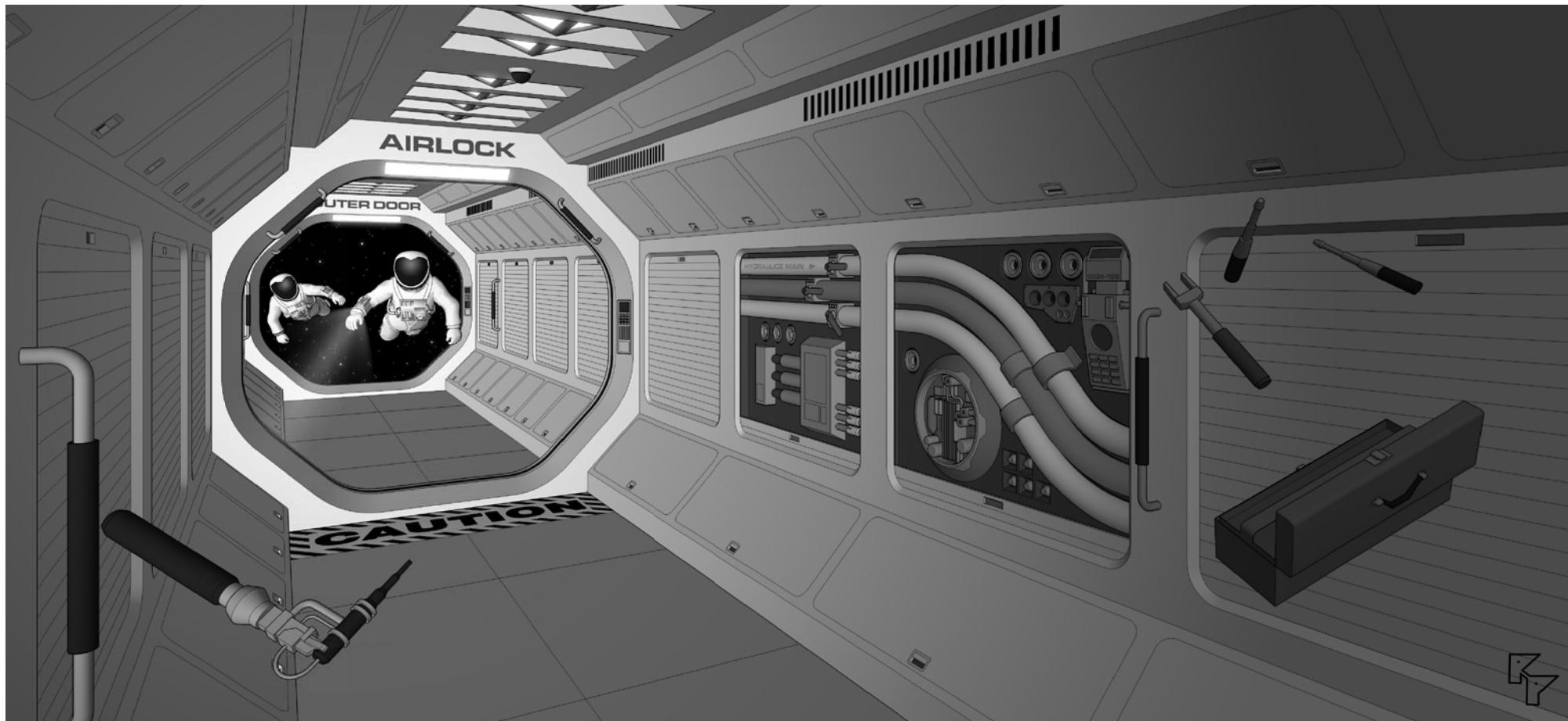


HYDROPONIC
VEGETATION

Perimeter Airlocks

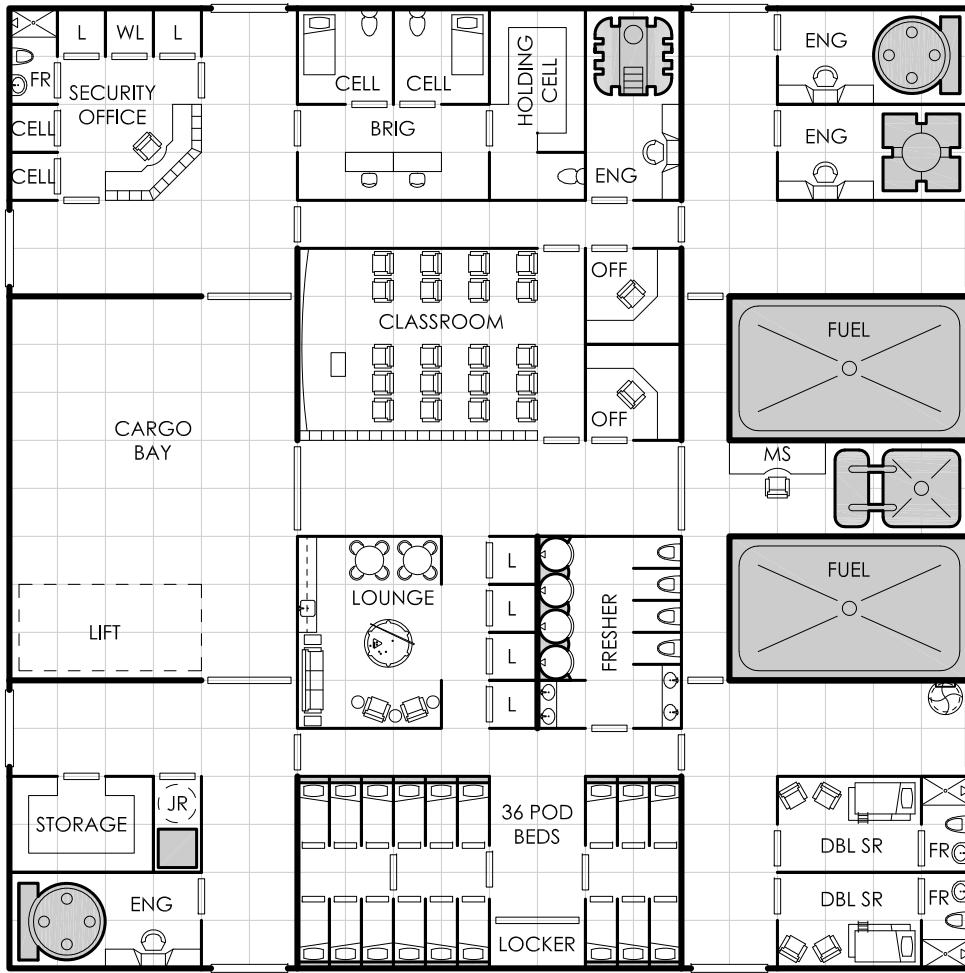
The access points along a geomorph perimeter are assumed to be large iris valves. These are where the geomorphs are connected. If a single iris valve is shown and the user wishes it to be an access point to the vacuum of space beyond, an airlock is assumed whether it is shown on the plan or not. If no access to space is desired, it can be assumed the door shown is actually a viewport or solid wall.

Where a layout of geomorphs show a perimeter airlock and none is desired, it can be assumed that space is actually a storage locker, small office, or some other small room of use to the ship. Such changes should be noted on the deck plan for clarity.



Two members of a salvage team investigate a ship found adrift, airlock open, with no gravity and only partial power.

195 Multi purpose

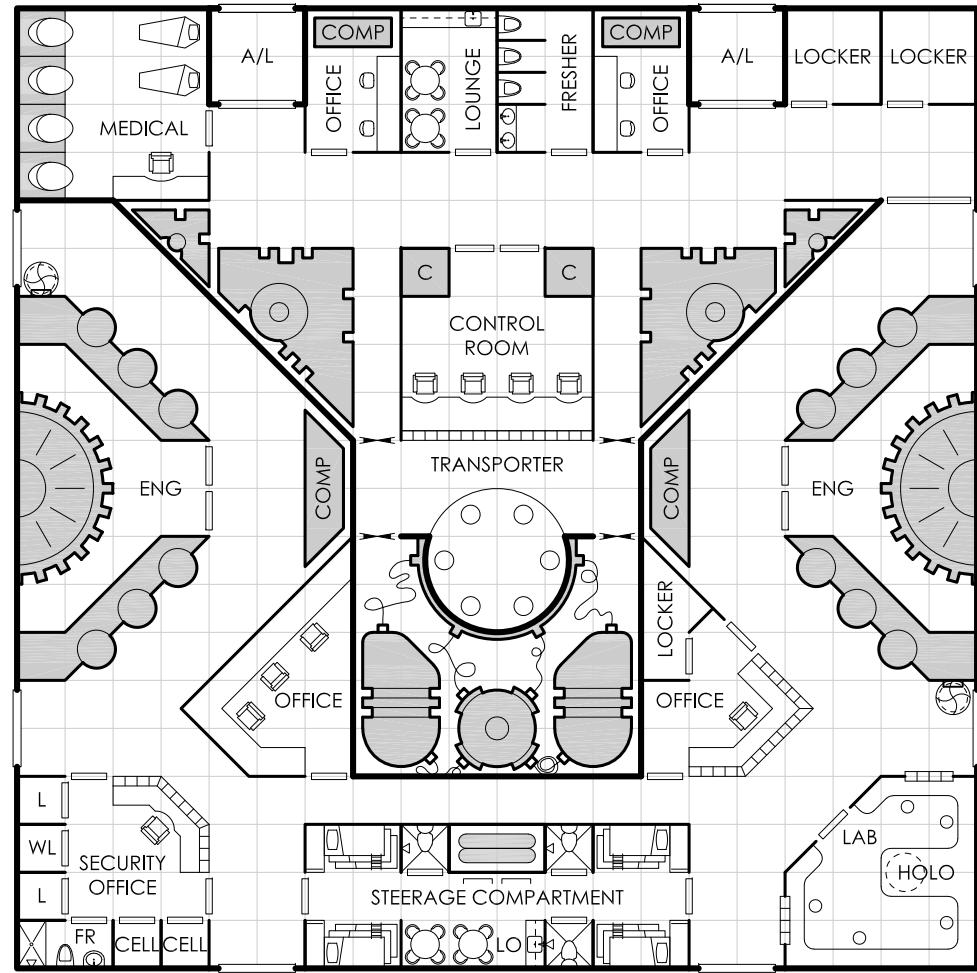


Notes:



JANITORIAL ROBOT
ALCOVE

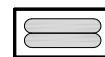
Multi purpose 196



Notes:

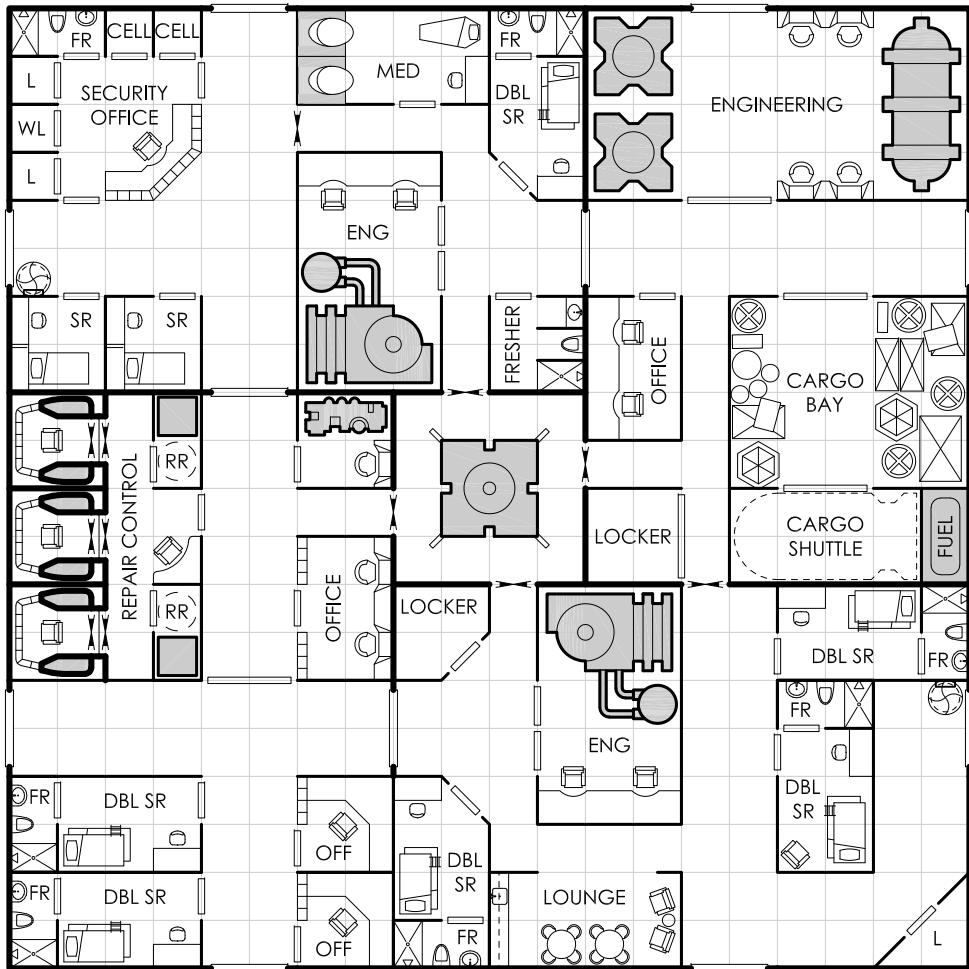


STEERAGE TRIPLE BUNKS



LIFE SUPPORT

197 Multi purpose

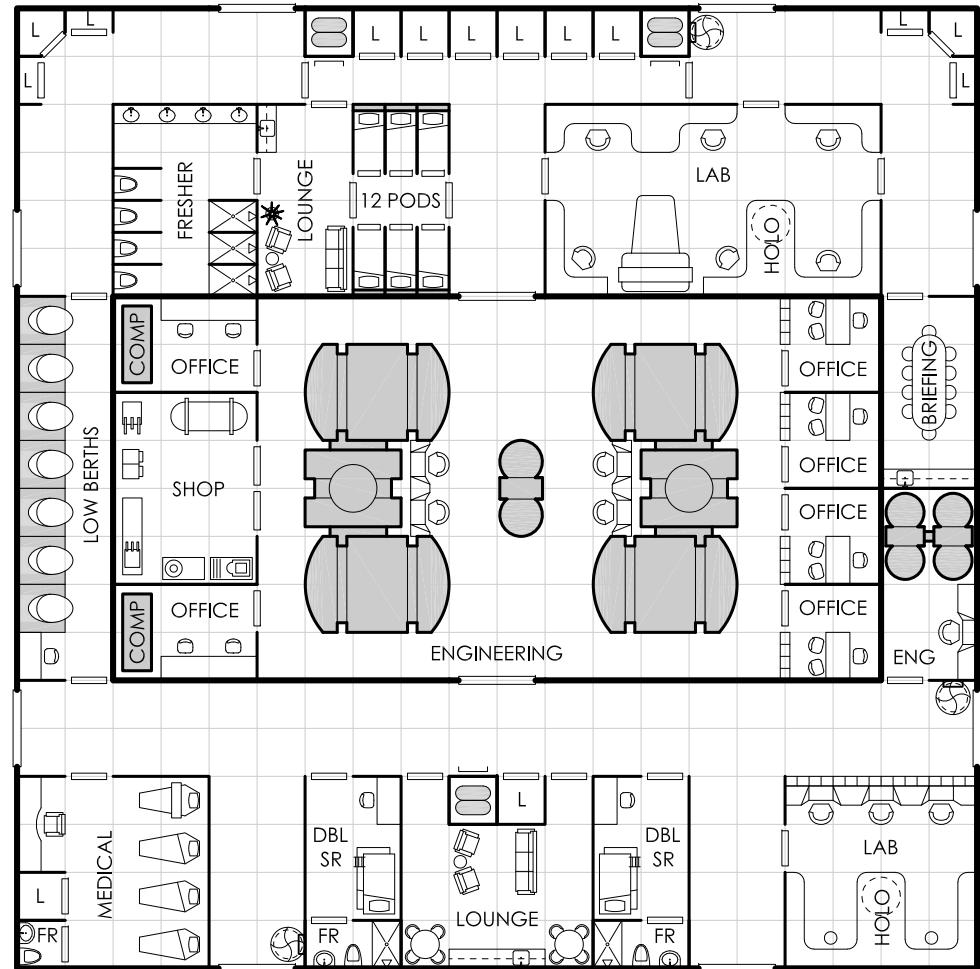


Notes:

- Repair robots and work pods launch vertically through top (or bottom) of the deck.
- See the Yet Another Traveller Blog for more information on work pods.



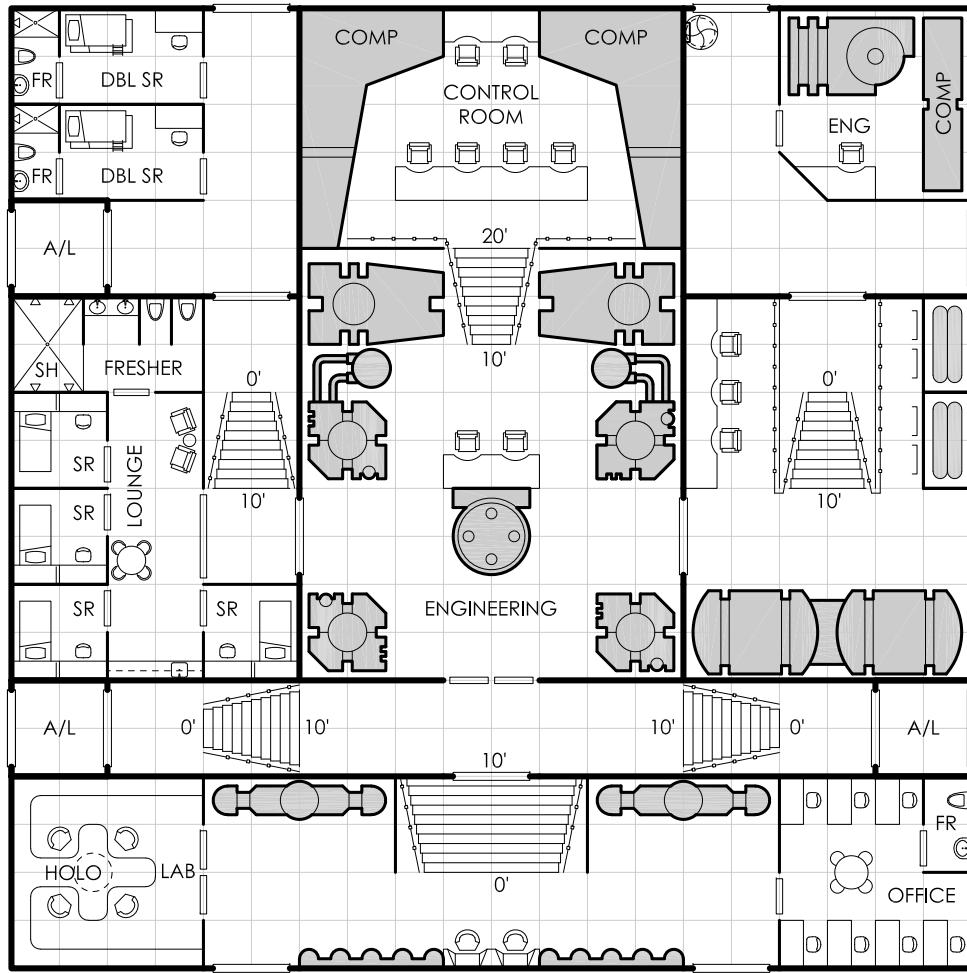
Multi purpose 198



Notes:



199 Engineering

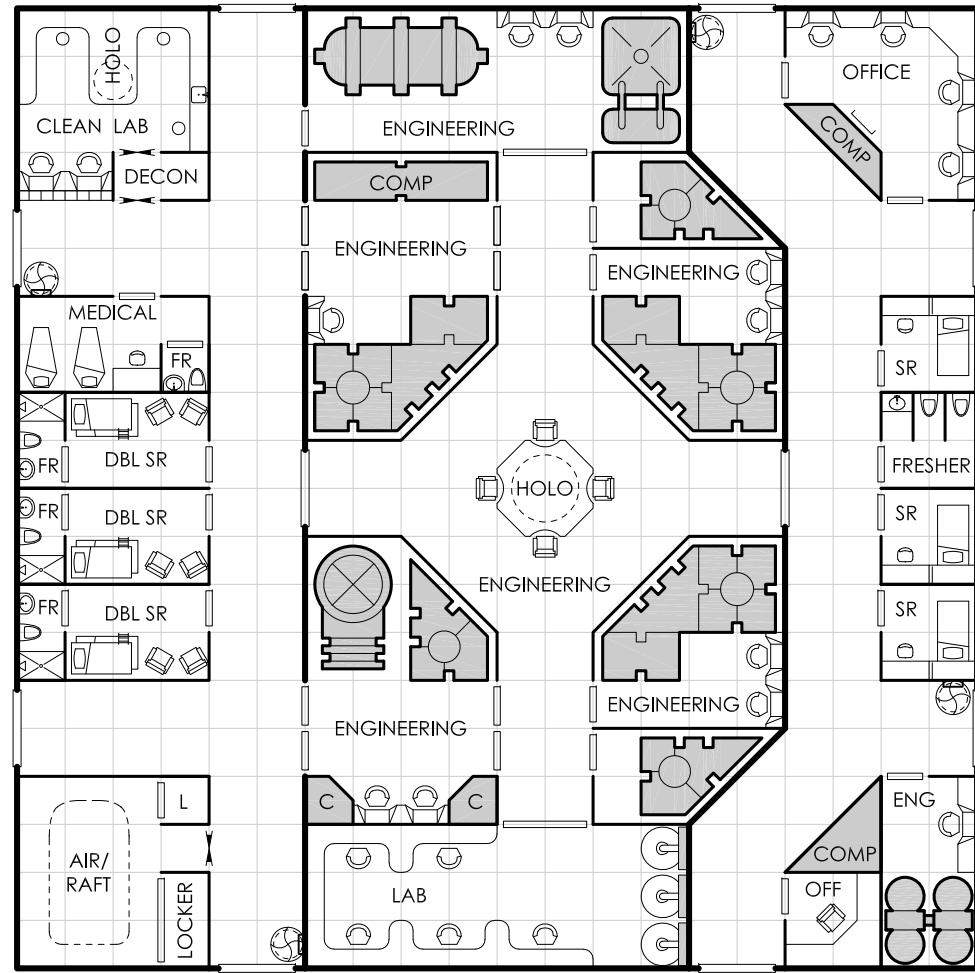


Notes:

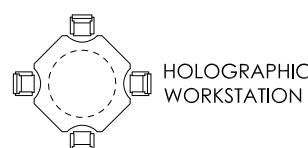
- Variable floor heights.
- Triple height space (30' ceiling).



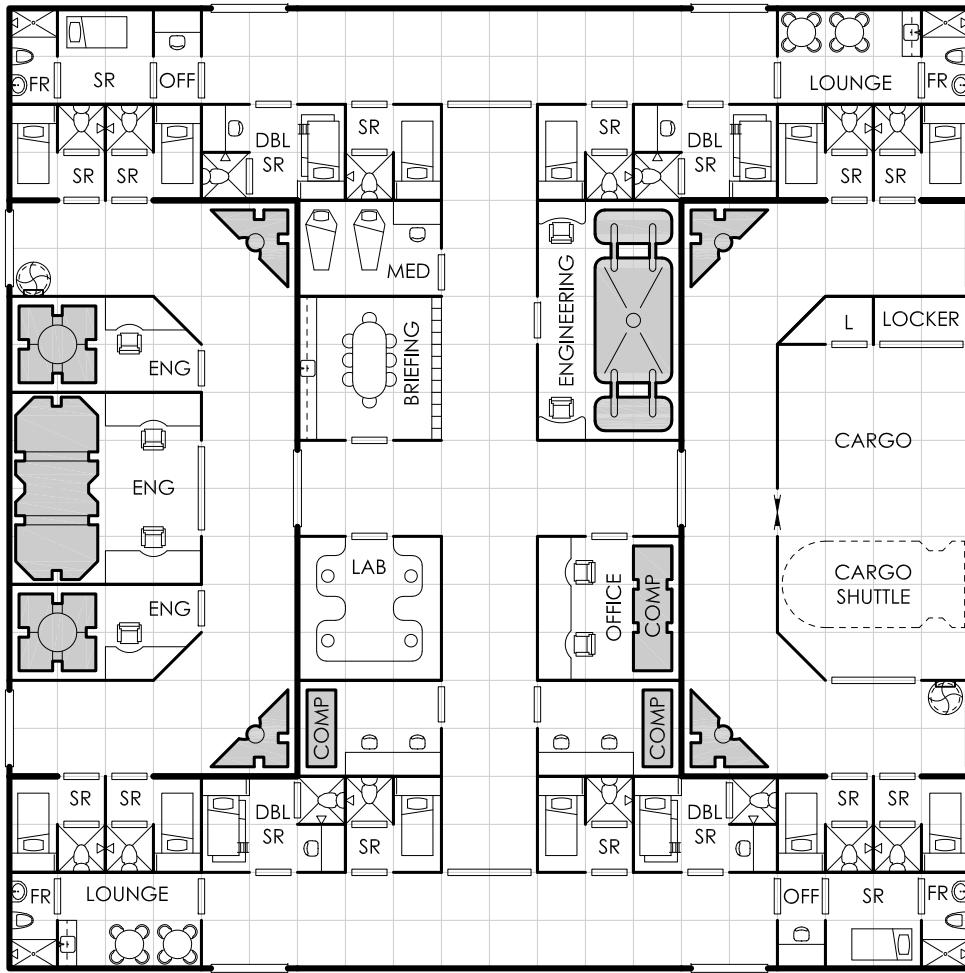
Engineering 200



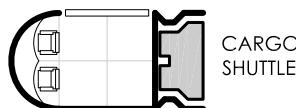
Notes:



201 Multi purpose

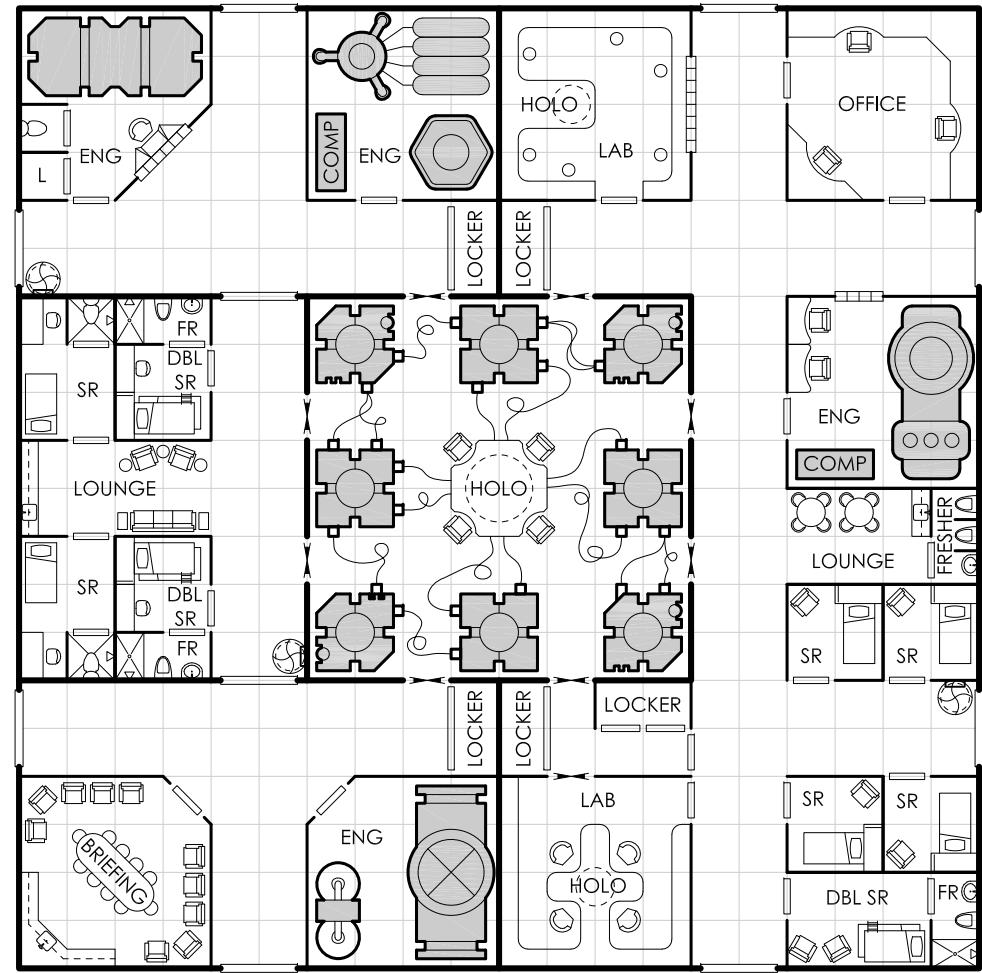


Notes:



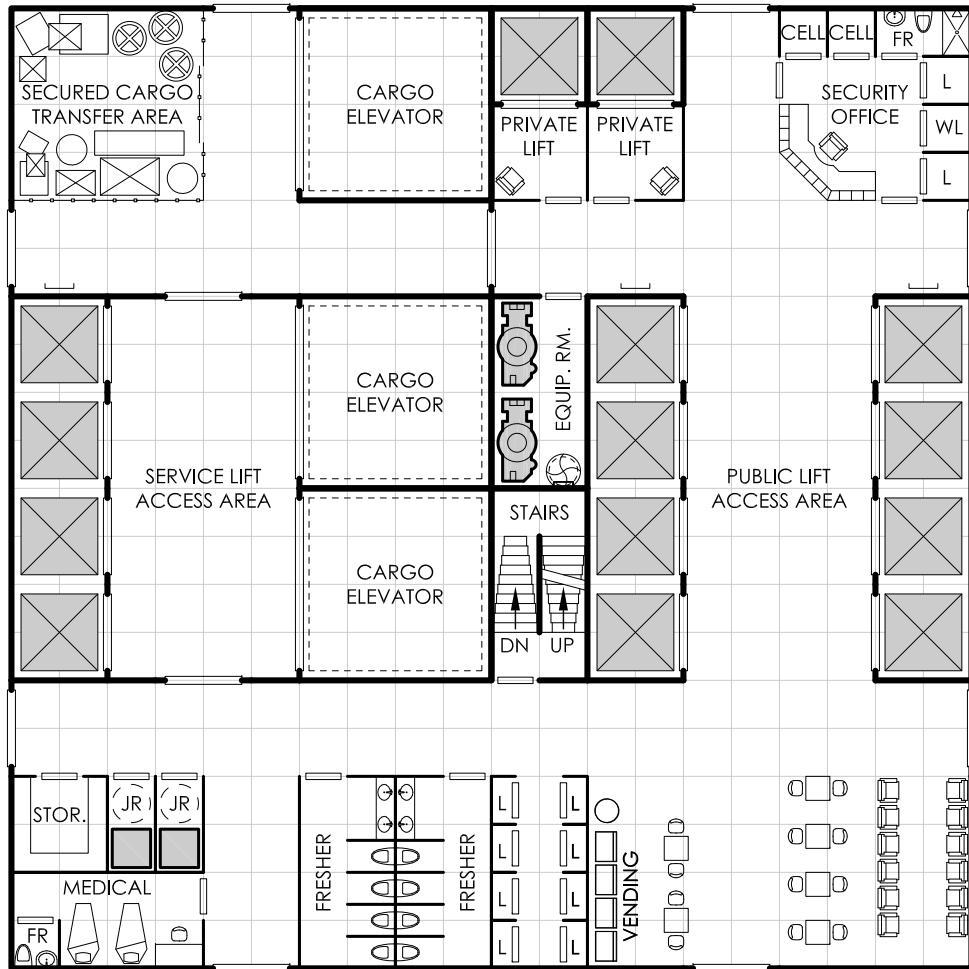
CARGO SHUTTLE

Engineering 202



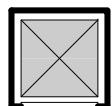
Notes:

203 Elevator Core



Notes:

- Typically used in large space stations, arcologies, high rise buildings, etc.

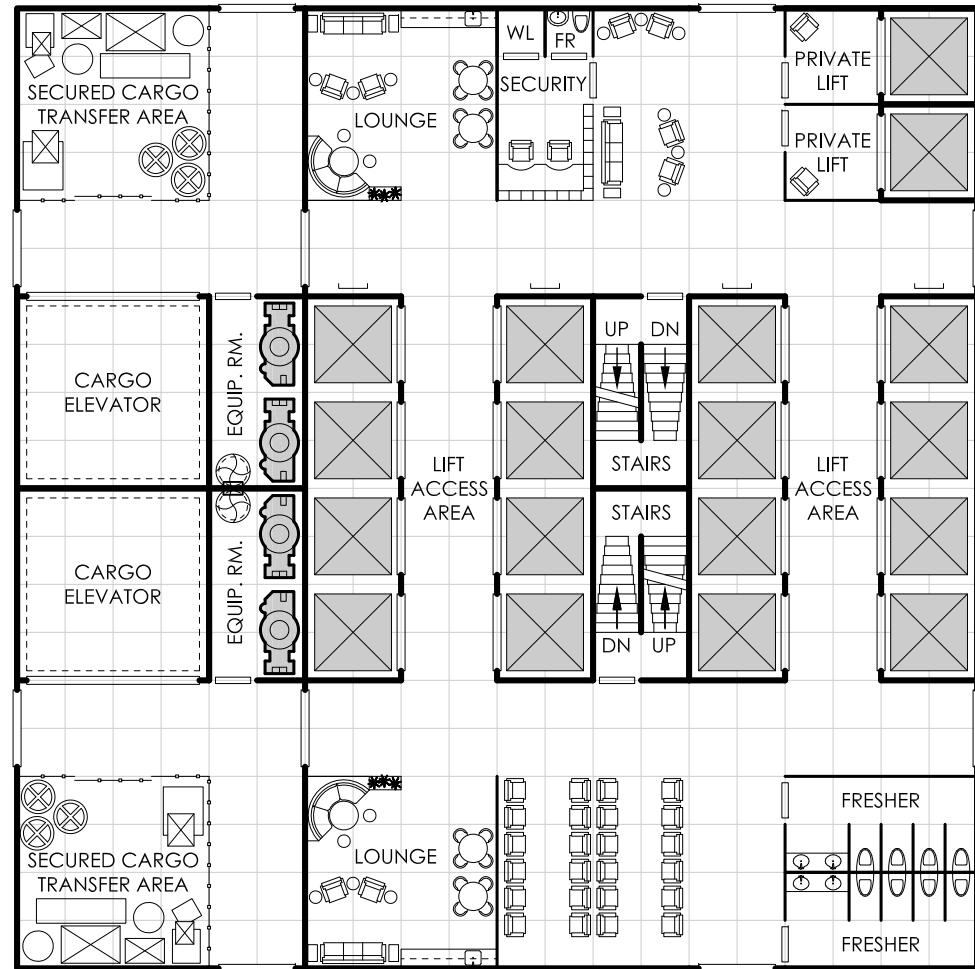


PERSONNEL
ELEVATOR



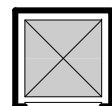
JANITORIAL
ROBOT
ALCOVE

Elevator Core 204

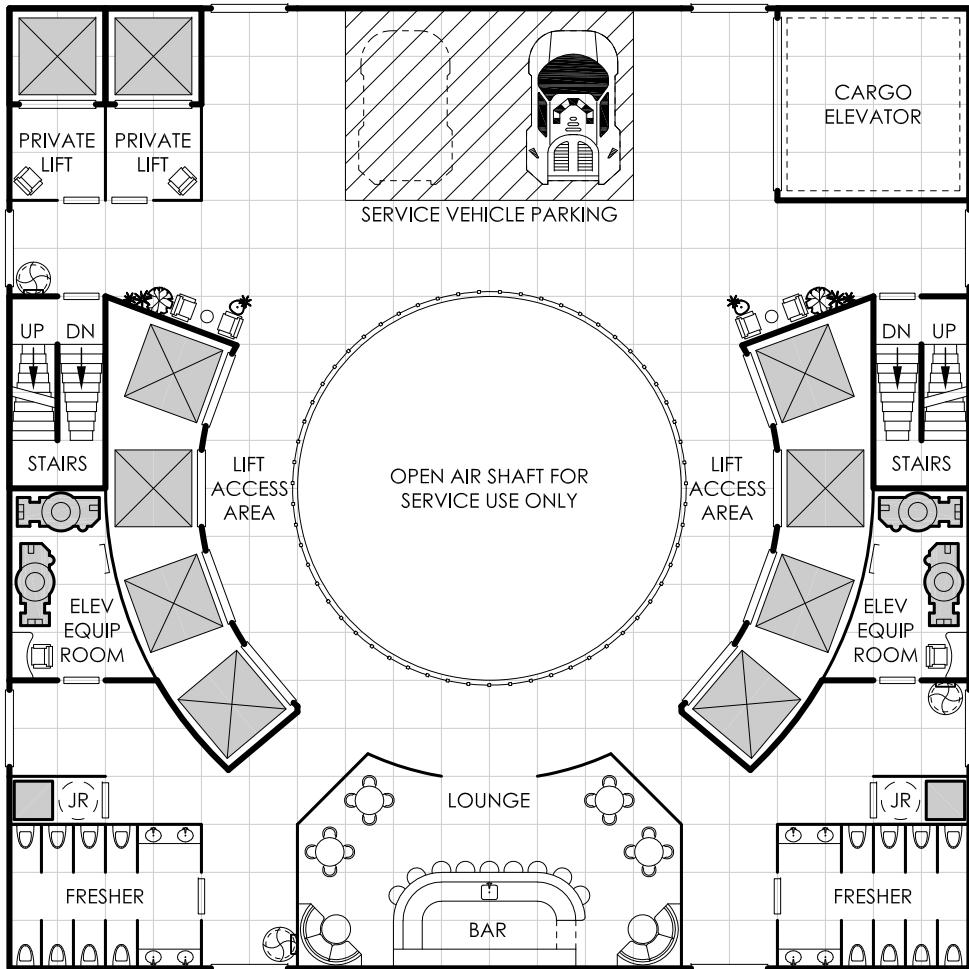


Notes:

- Typically used in large space stations, arcologies, high rise buildings, etc.



PERSONNEL
ELEVATOR



Notes:

- Typically used in large space stations, arcologies, high rise buildings, etc.

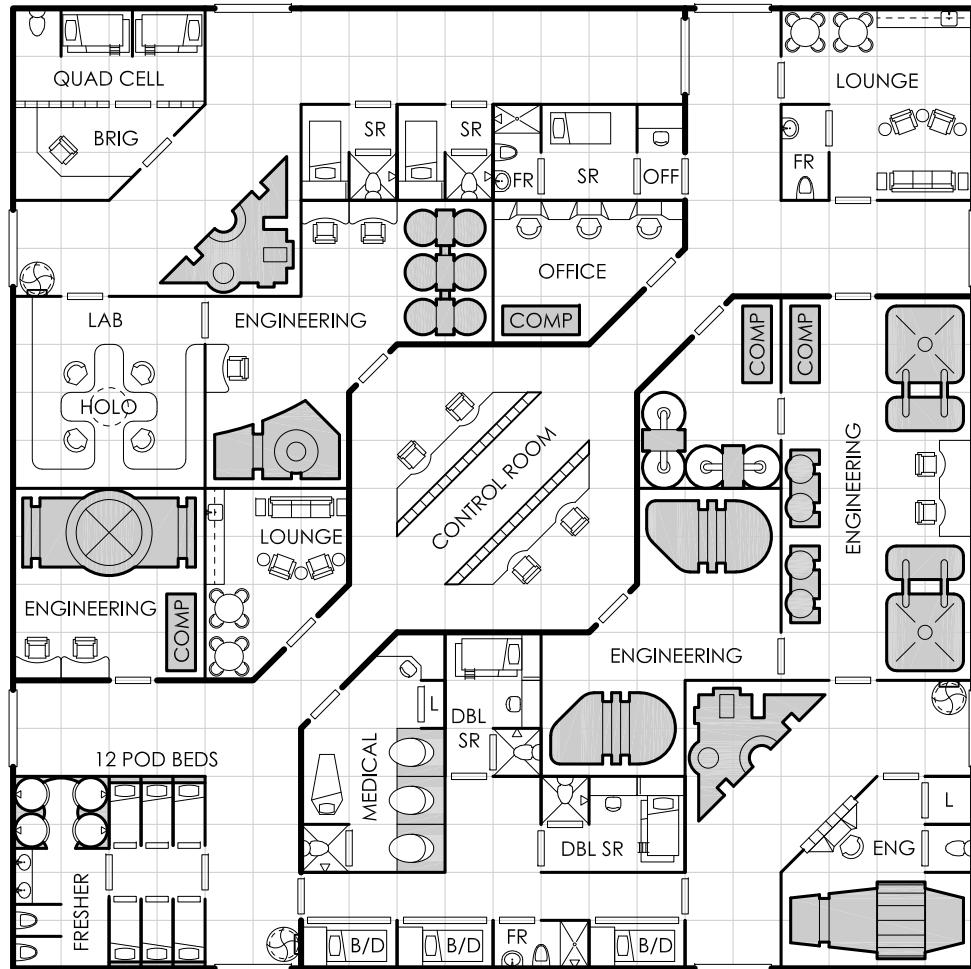


JANITORIAL ROBOT
ACOVE



PERSONNEL
ELEVATOR

SERVICE USES INCLUDE
POLICE, AMBULANCES,
ADMINISTRATIVE, REPAIR,
DELIVERY VEHICLES, ETC.



Notes:

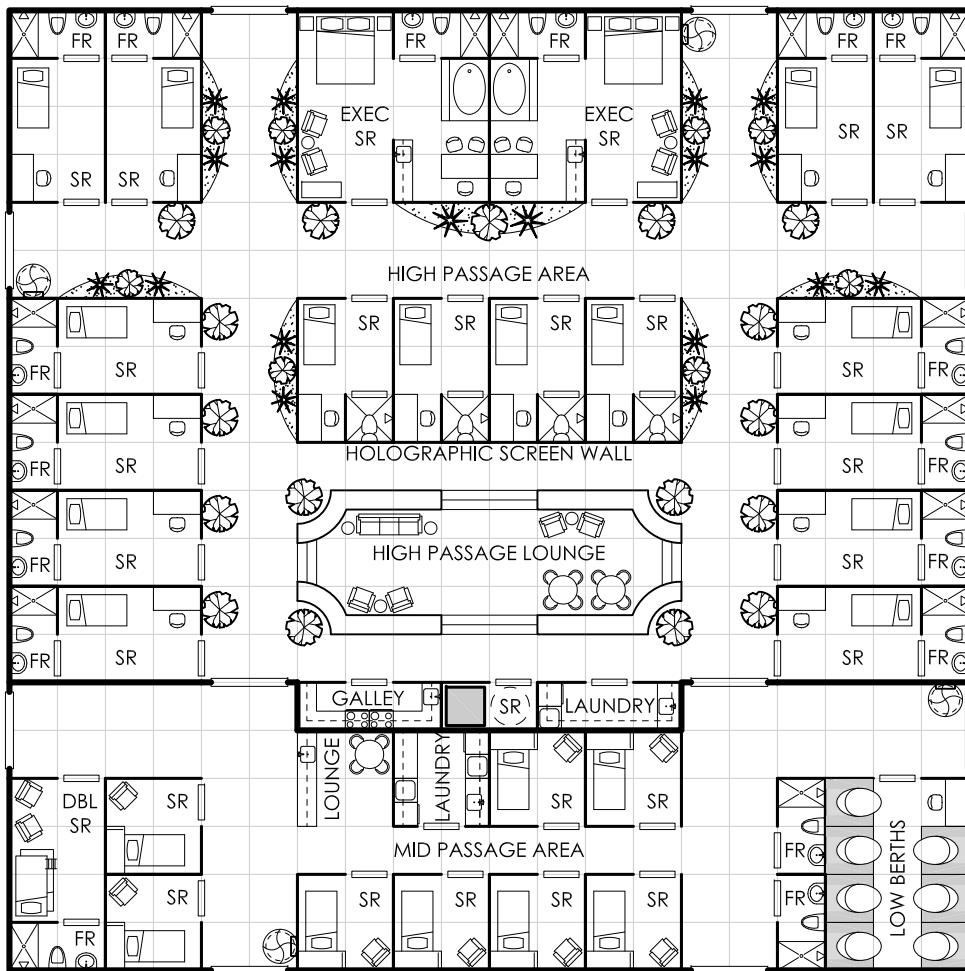


MINI STATEROOM
(BED OVER DESK)



LOW BERTH

207 Passenger Deck



Notes:

- Luxury high passage staterooms and lounge area high passage lounge can be set up for general seating, dining, group seating for live performances, dance floor, small casino, etc. It has a holographic screen wall and ceiling to project a variety of environments.
- Executive high passage staterooms are the most luxurious and include a spa tub, fireplace, wet bar, galley, office space, holographic screen wall and seating area.



LOW BERTH

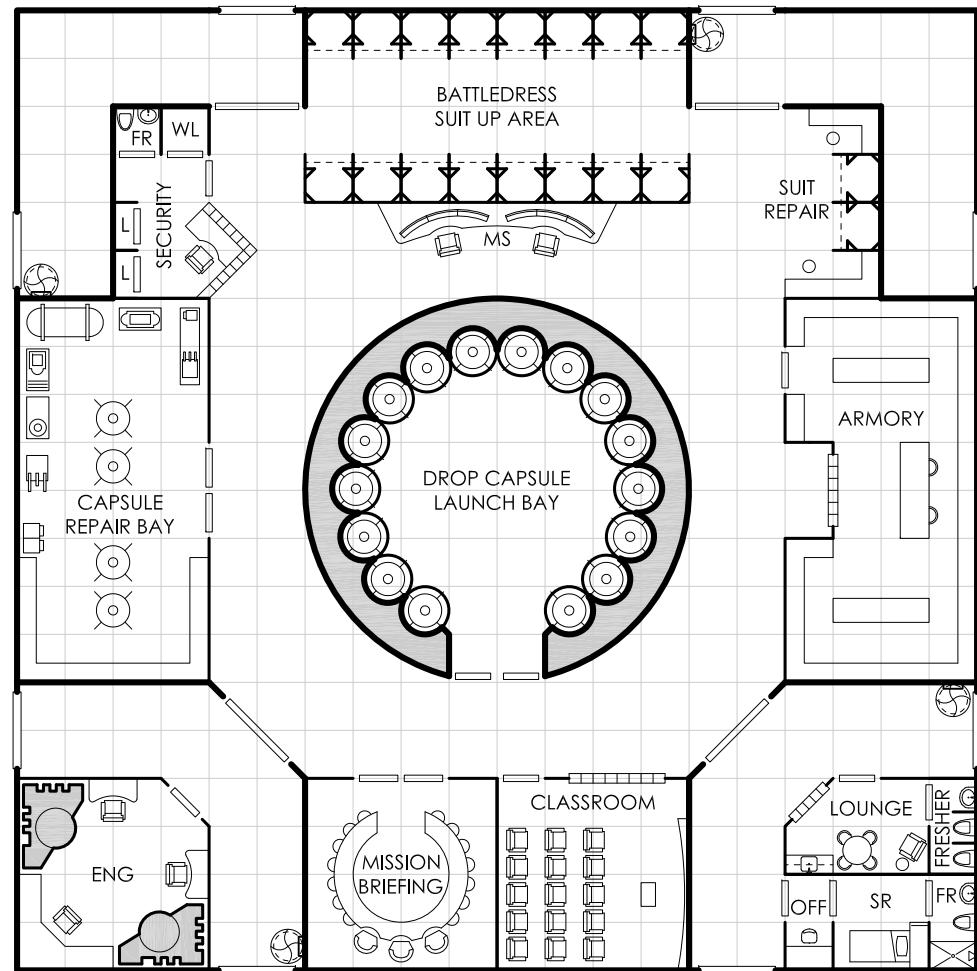


LANDSCAPE AREAS



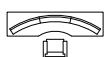
STEWARD ROBOT ALCOVE

Drop Capsule Deck (208)



Notes:

- Mission Briefing Room also serves as Capsule Launch Control Room.
- See Yet Another Traveller Blog for more information on the drop capsule.



BATTLEDRESS
MONITORING STATION



BATTLEDRESS SUIT UP NICHE

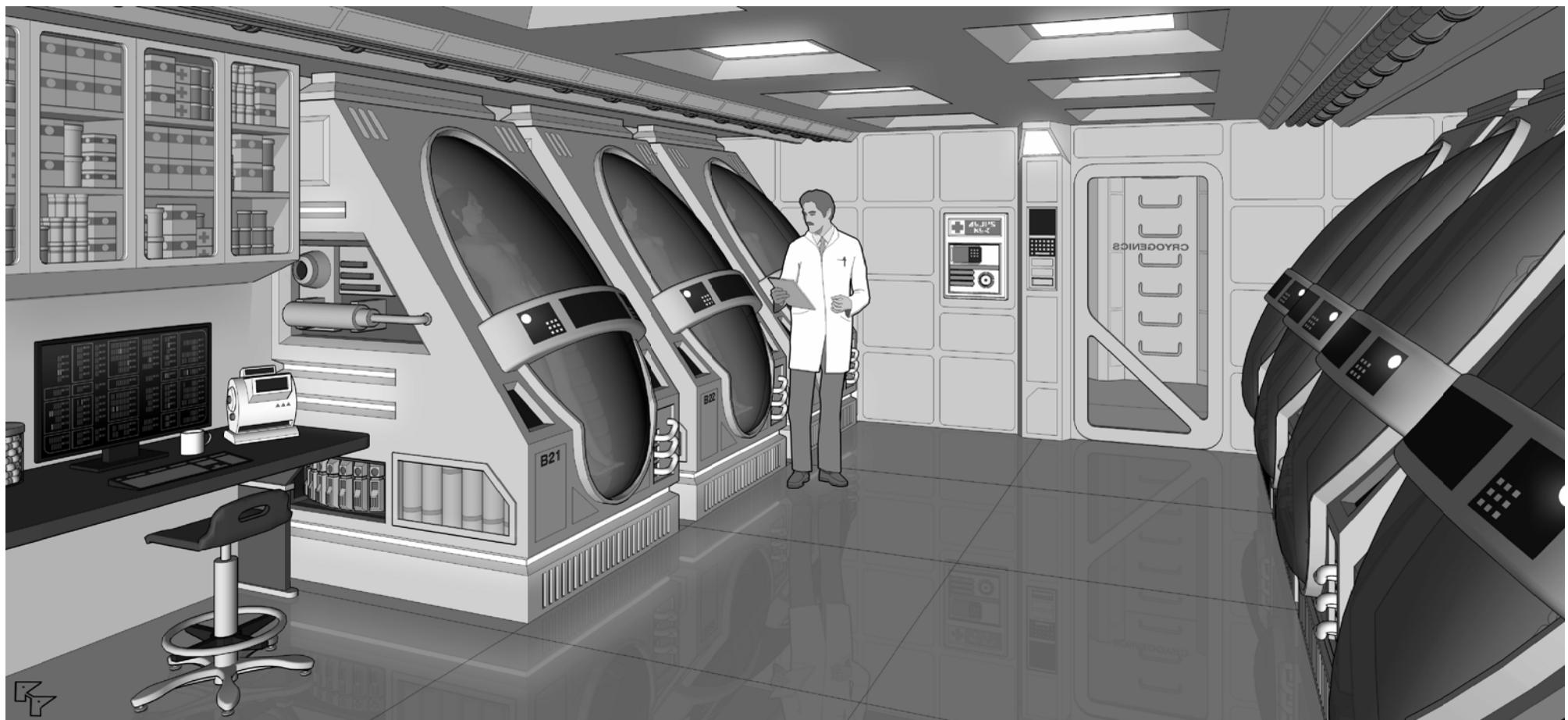


DROP CAPSULE

Low Berths

Low passage travel in suspended animation is inexpensive, and while asleep the passenger doesn't age or have to deal with the monotony that can occur on some long flights. It's a great way to see the universe! (Provided you don't mind the risk of death that sometimes occurs as a result). With the proper onboard medical staff, death as a result of low berth travel can be reduced. Low berth containers can also be used in emergencies to store a critically wounded person until such time as the injured can receive proper medical treatment.

Rooms containing low berths usually have access restricted to medical personnel, but on some ships the low berth may be part of the medic's office. Secured rooms with very limited access are often used for criminals, celebrities, diplomats, and the like.



The ship's medic does a mid-jump physical inspection of the cryogenic berths.

209 Passenger Deck

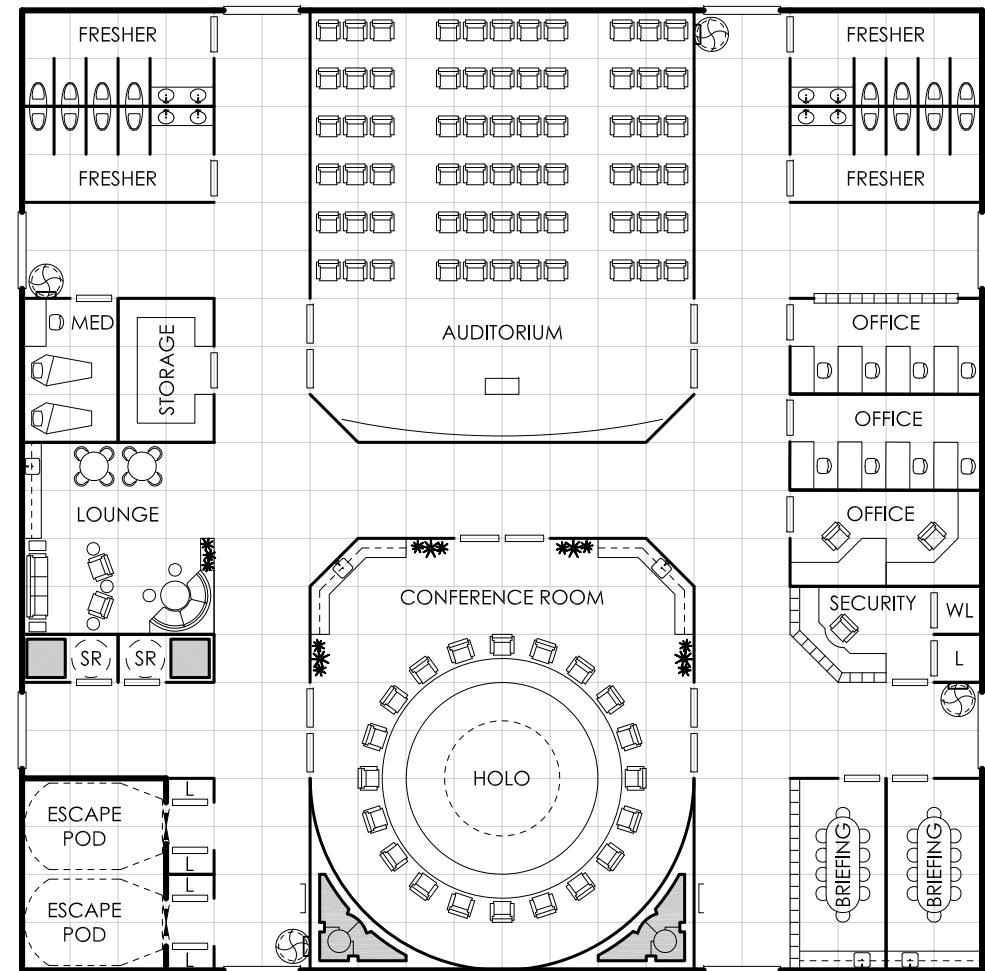


Notes:

- This deck contains 22 single occupancy staterooms and 21 double occupancy staterooms. Maximum passengers = 64.

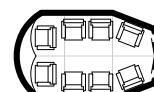


Auditorium 210



Notes:

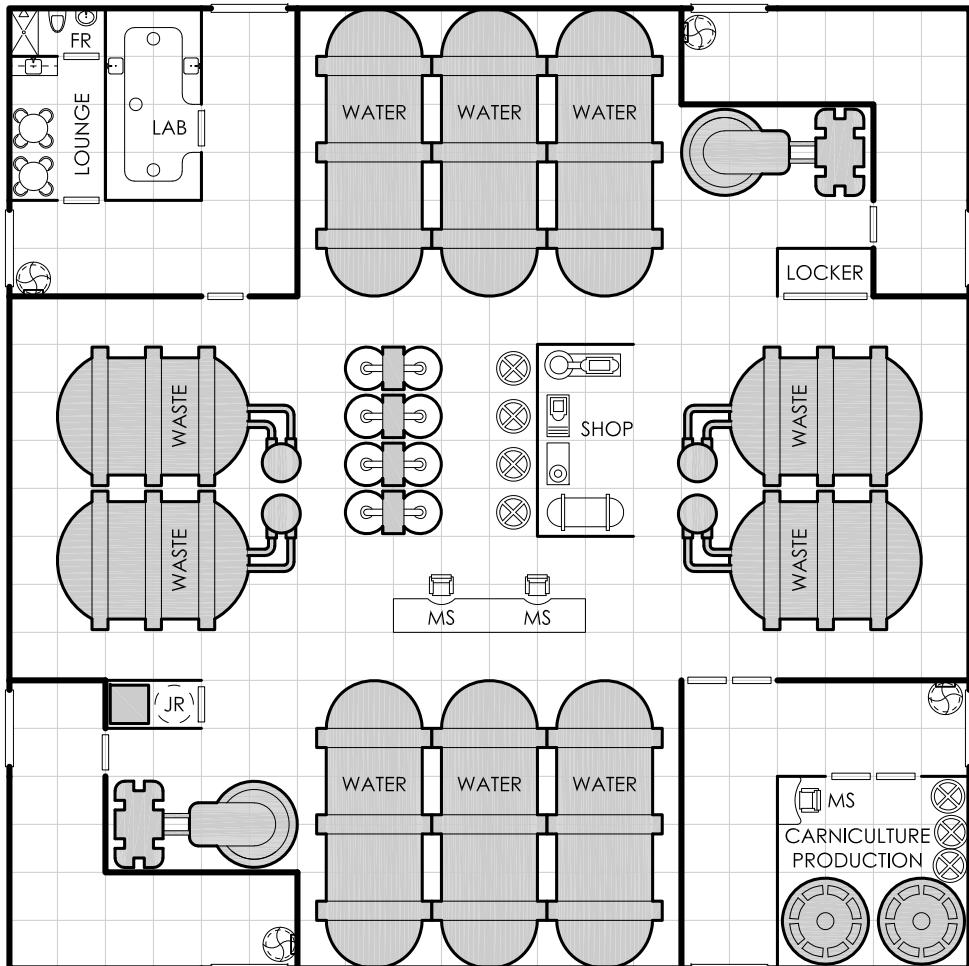
- The auditorium may be used for movies, lectures, training, diplomatic events, etc. Seating can be removed to make a large open space (ballroom, etc.).
- The large conference room is typically used for high level meetings for diplomats, nobles, planetary leaders, fleet commanders and other VIPs.



ESCAPE POD

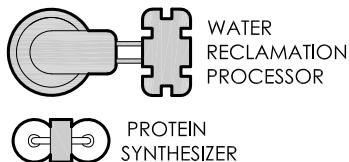


STEWARD ROBOT
ALCOVE

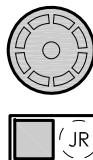


Notes:

- This area is used for the treatment of the ship's sewage and reclamation of potable water and consumable proteins.



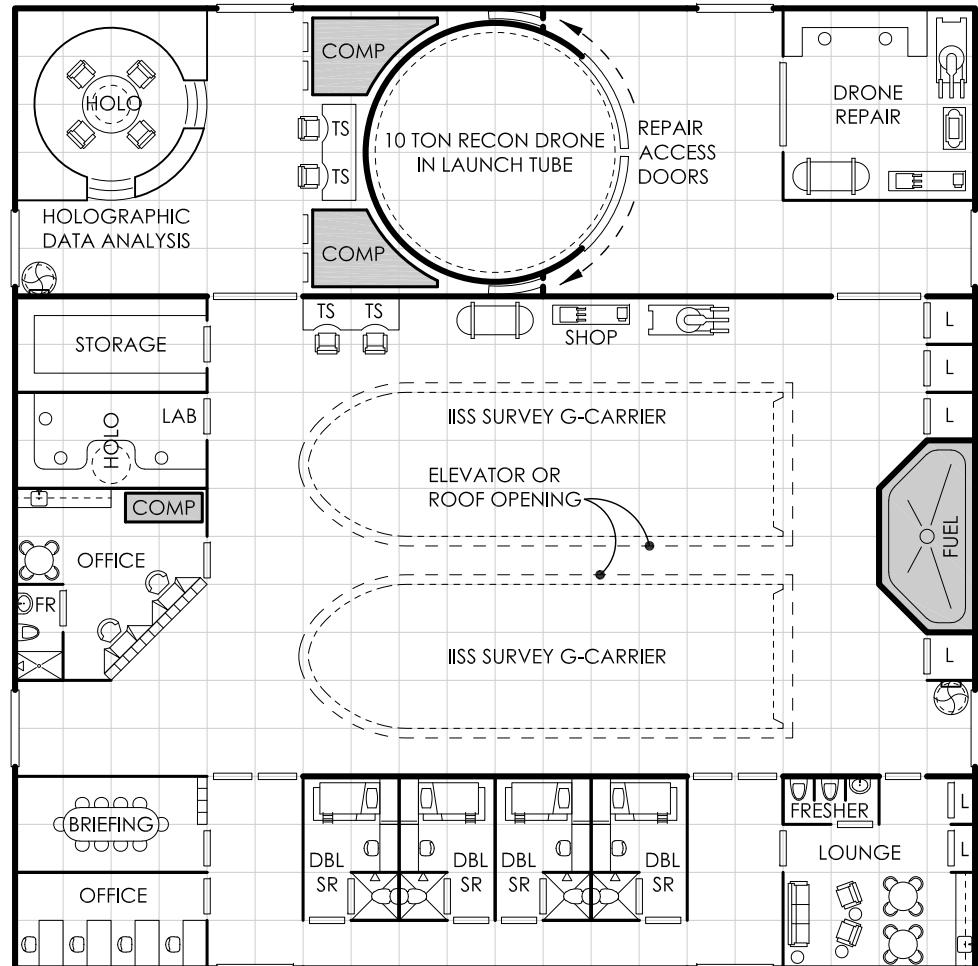
WATER
RECLAMATION
PROCESSOR



PROTEIN
SYNTHESIZER

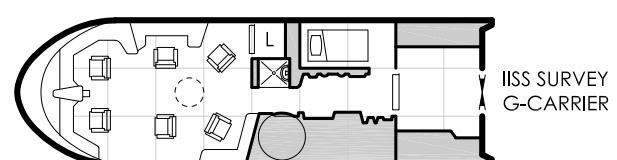
CARNICULTURE VAT /
PROCESSING EQUIPMENT

JANITORIAL
ROBOT ALCOVE

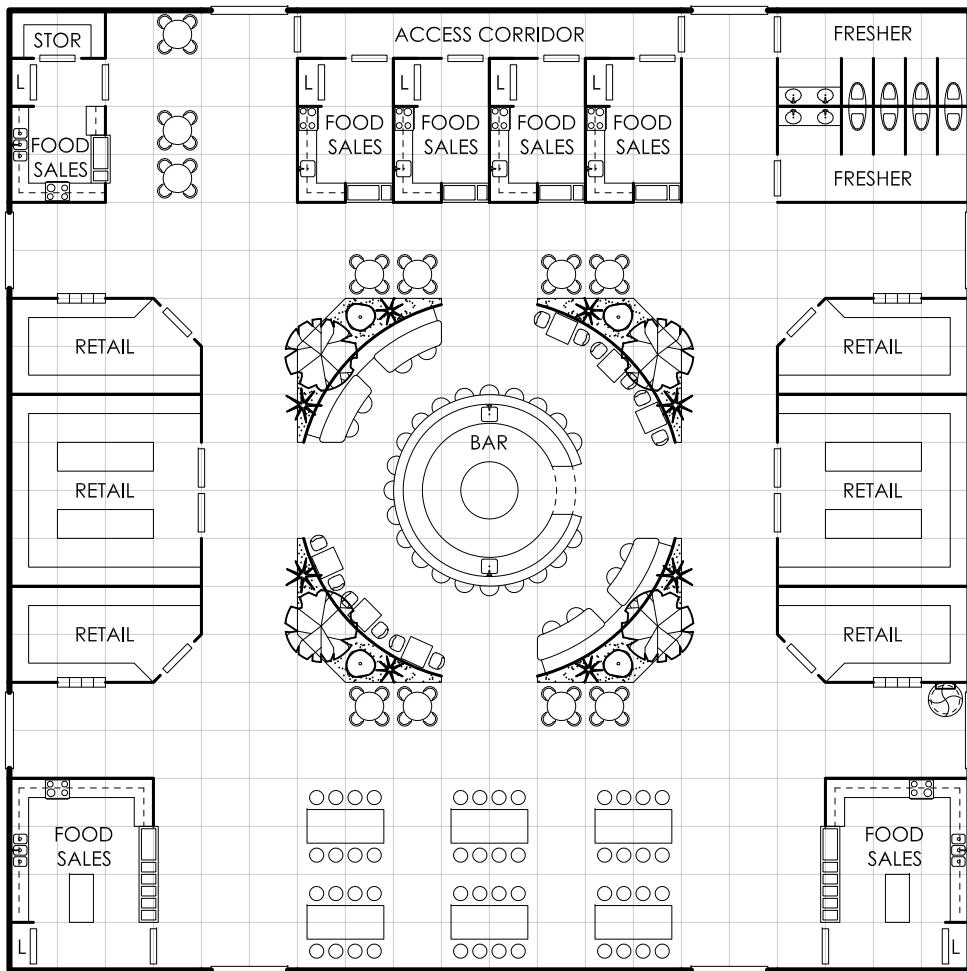


Notes:

- See GDW's *Grand Census* for more information on the Survey G-Carrier.
- See Mongoose Traveller's *Supplement 2 - Traders and Gunboats* for more information on the Reconnaissance Drone.

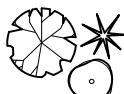


213 Promenade - Retail / Food/Bar



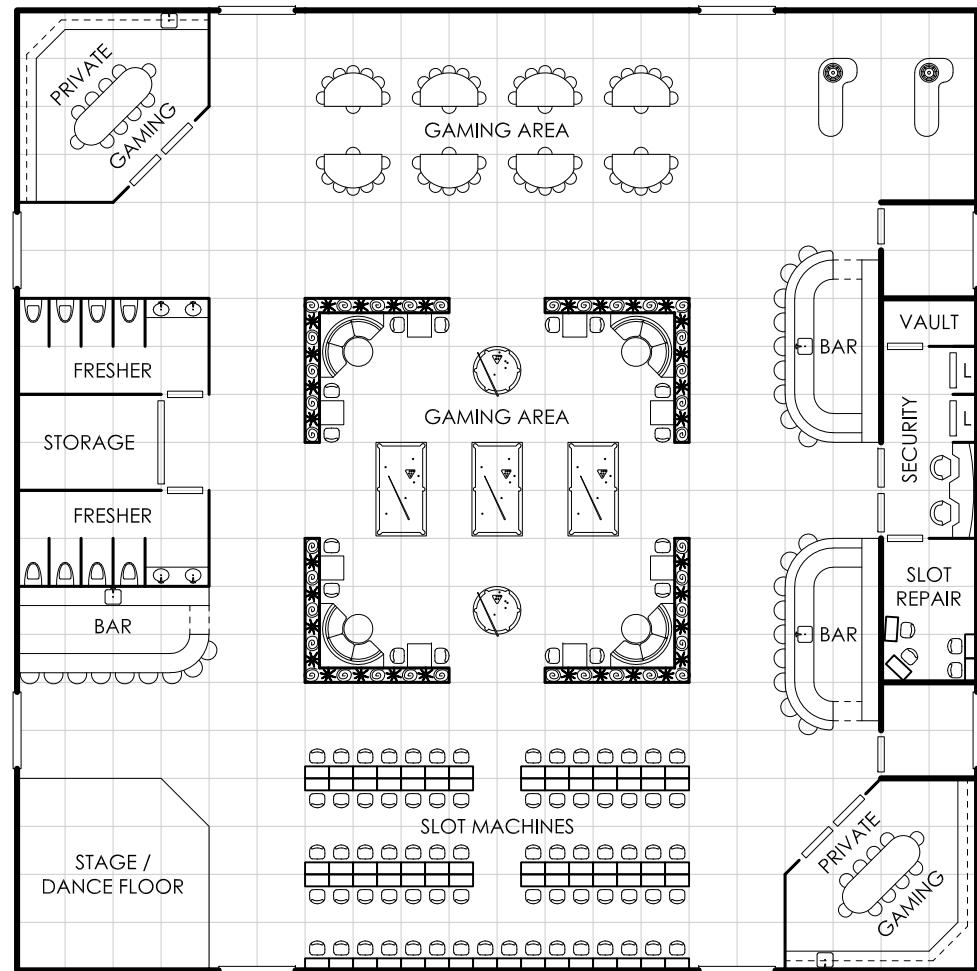
Notes:

- Food court and retail areas are primarily used only for space stations, arcologies, hotels, and the largest starships.



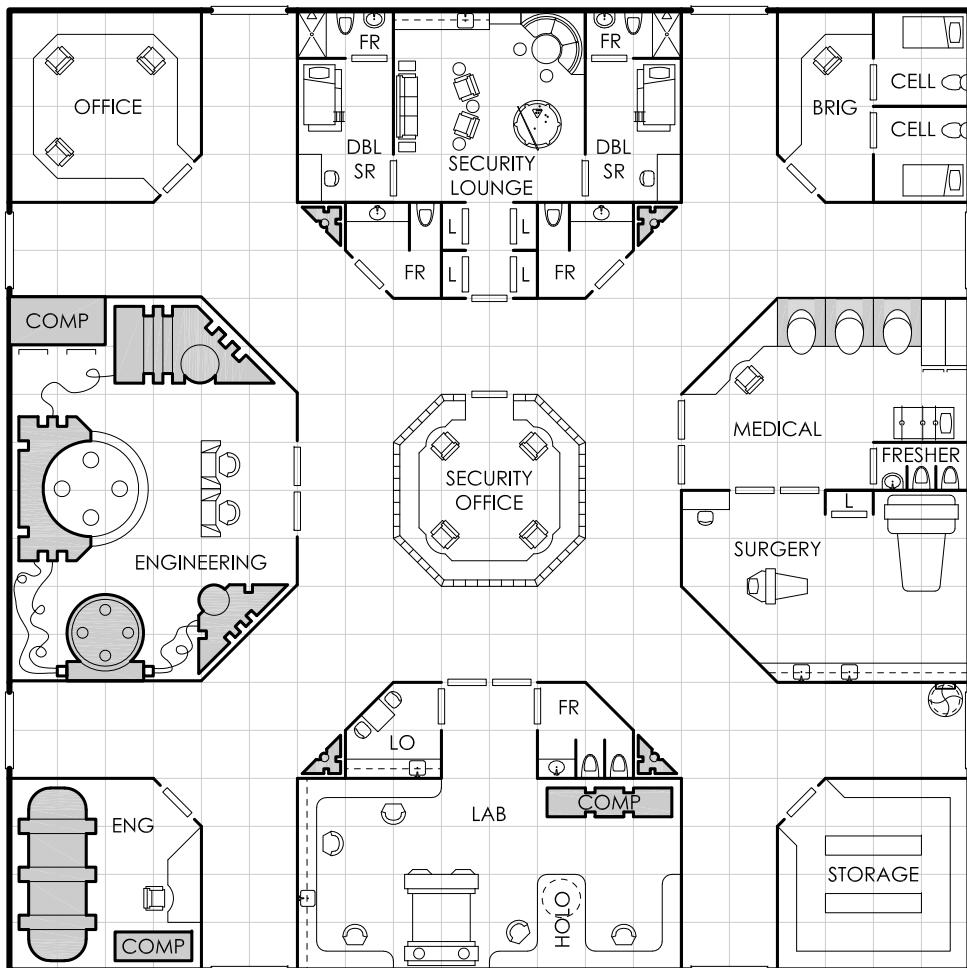
BUSHES AND TREES

Promenade - Casino (214)



Notes:

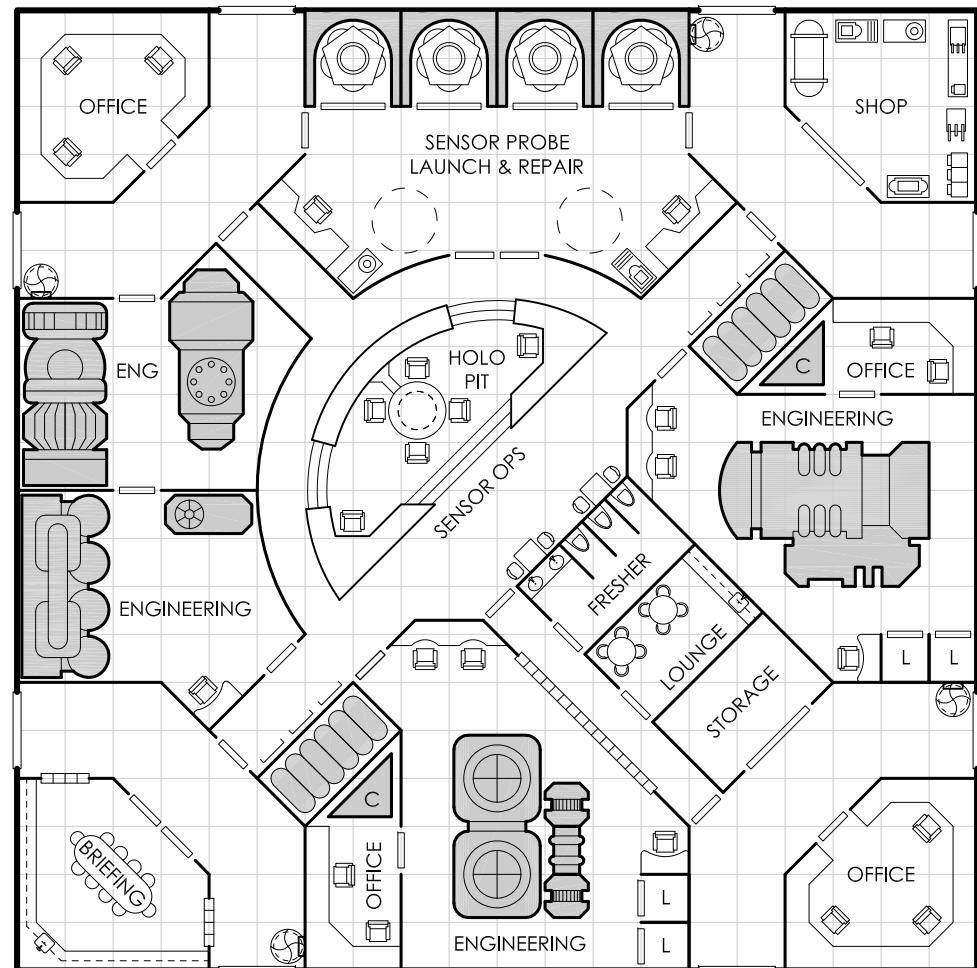
- Casinos are primarily used only for space stations, arcologies, hotels, and large passenger liners.
- The central gaming area is reconfigurable for a variety of gaming and gambling related sporting events.
- When not being used for gambling, the private gaming areas can be used as VIP lounges or private dining areas.

**Notes:**

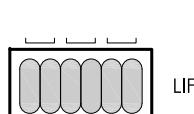
- Security personnel have full view of every access point, either directly or via security cameras.
- All door access (excluding freshers) require a security card, code access, biometric scan, or "buzz in" from the security office.



LOW BERTH

**Notes:**

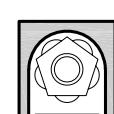
- Sensor Operation's main feature is the recessed floor and holographic display.



LIFE SUPPORT

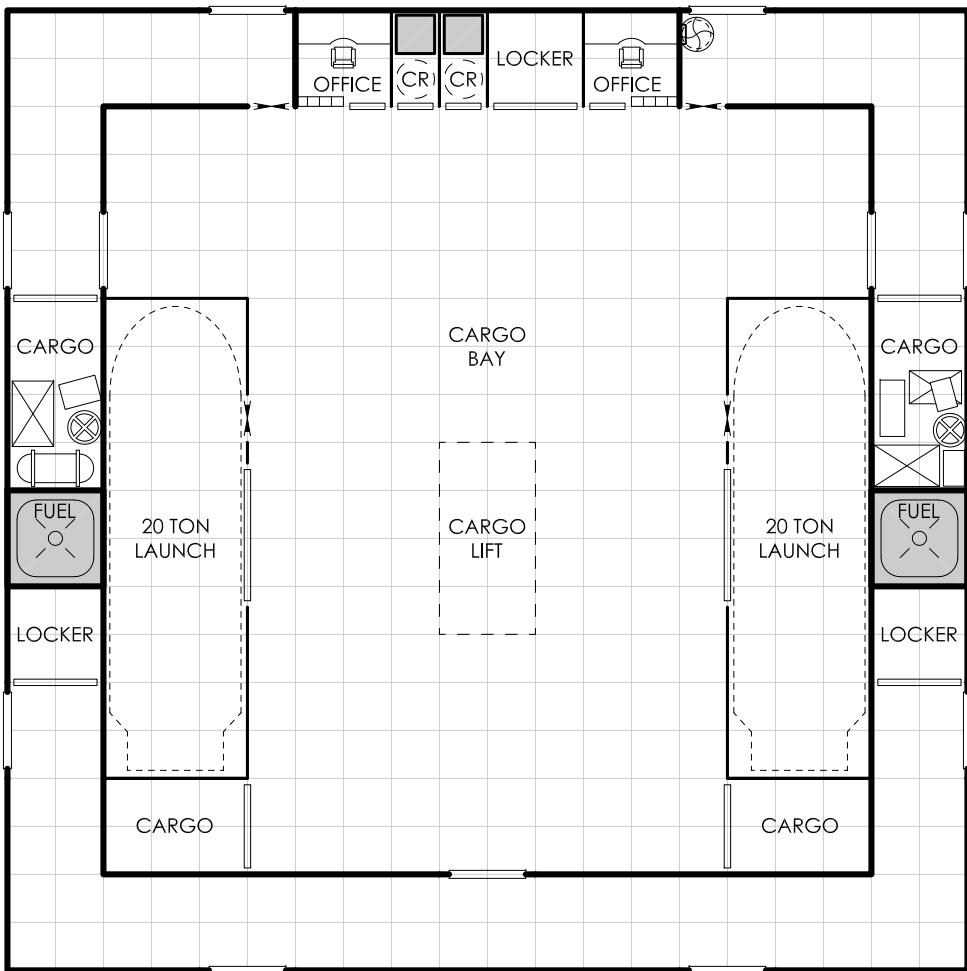


HOLO PIT WORKSTATION



SENSOR PROBE LAUNCH TUBE

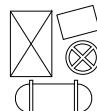
217 Cargo Bay / 20 Ton Launch



Notes:

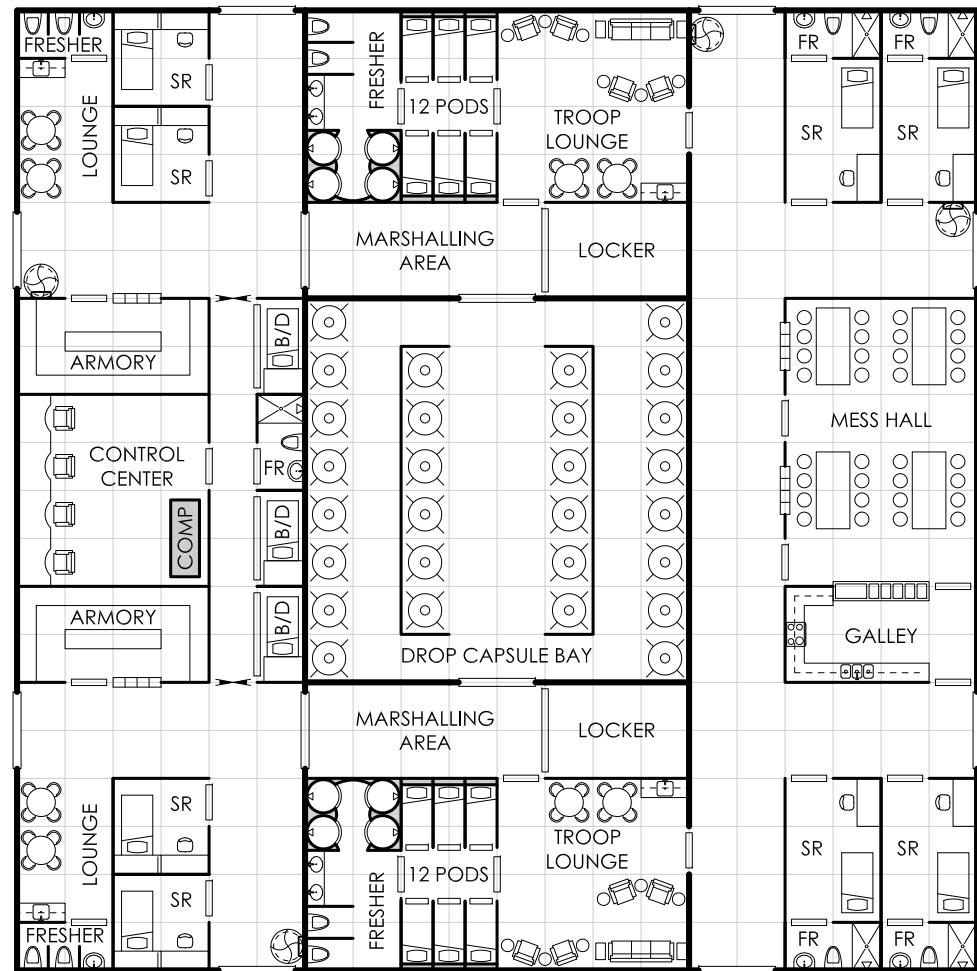


CARGO
ROBOT
ALCOVE



SMALL
CARGO

Drop Capsules / Troop Deck 218

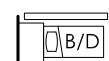


Notes:

- Drop capsules are primarily used to quickly transport a trooper from orbit to a planet's surface, but may also be used as individual escape pods.
- See Yet Another Traveller Blog for more information on the drop capsule.
- The mess hall doubles as a common area/lounge during non-serving times.



DROP CAPSULE

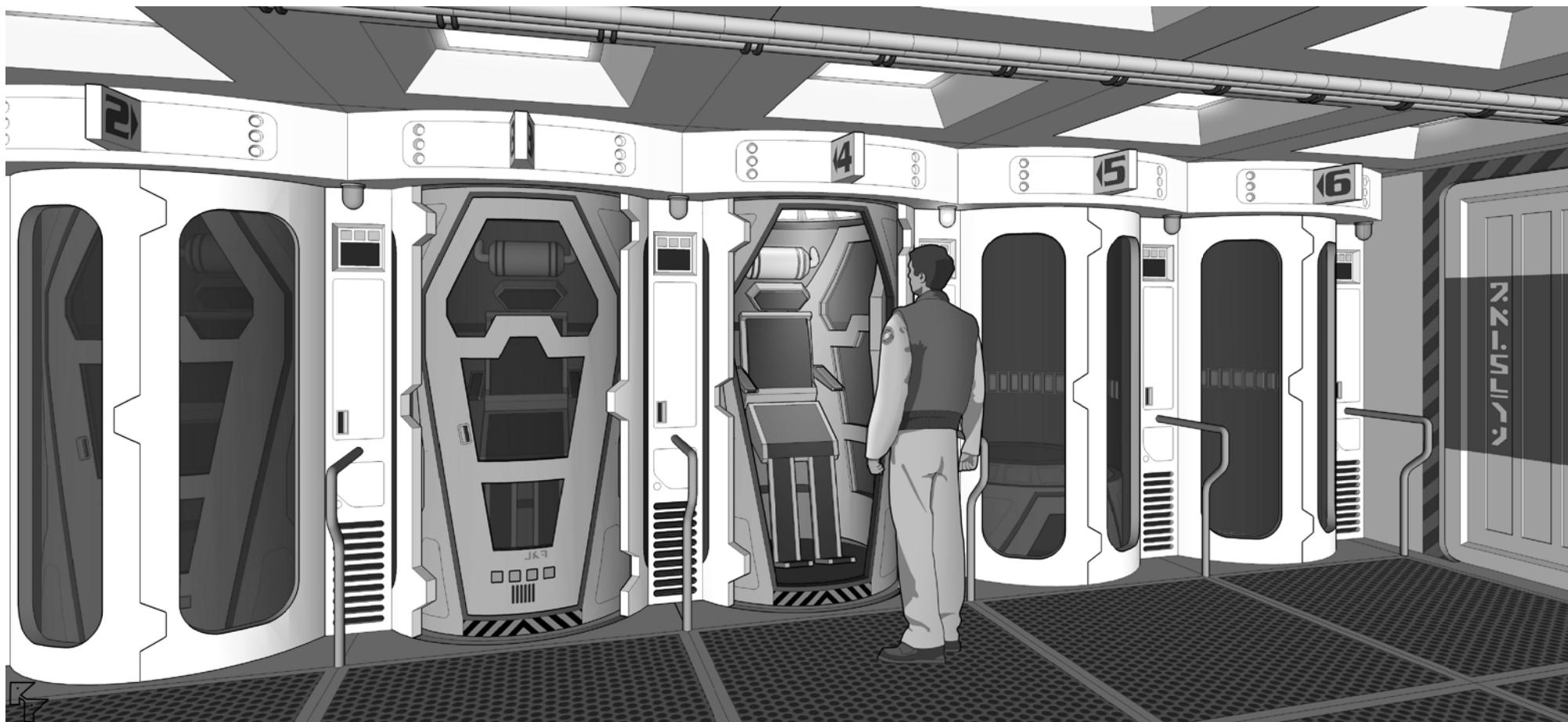


MINI STATEROOM
(BED OVER DESK)

Drop Capsule Bay / Pod Bay

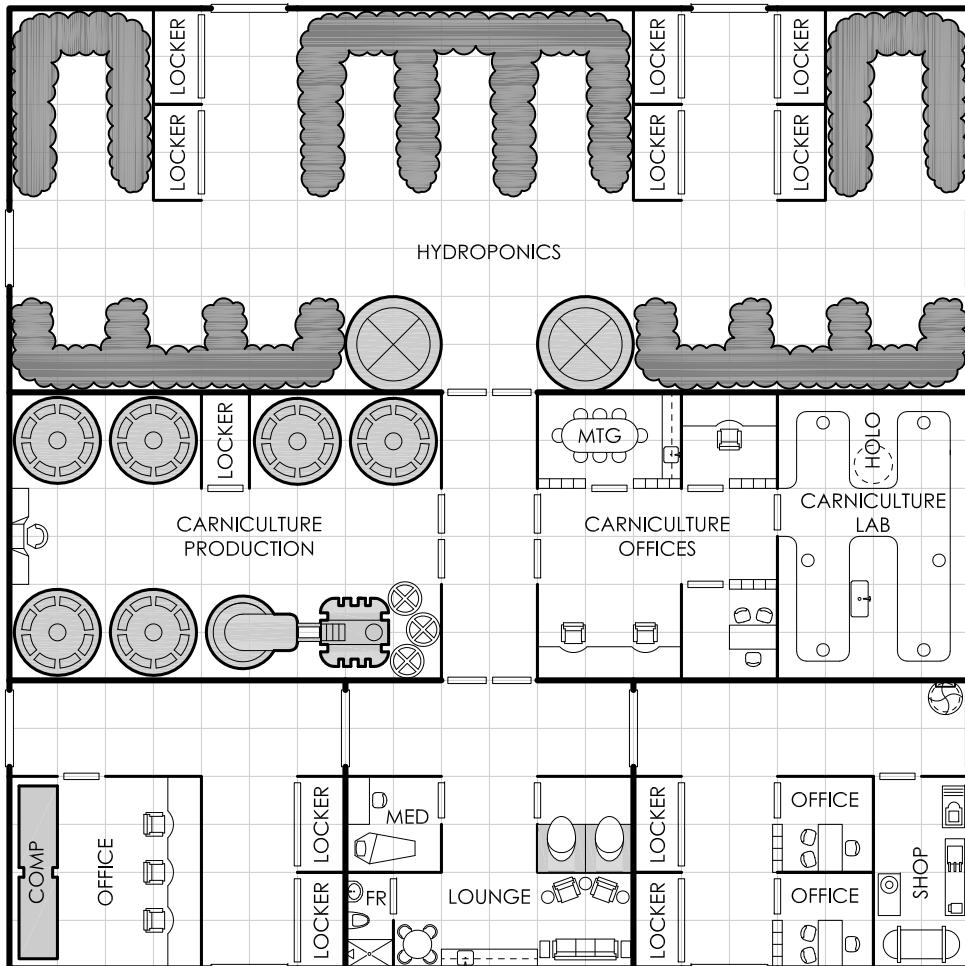
As shown in these geomorphs, drop capsules, or pods, are primarily used by the military for the insertion of ground troops and equipment onto a planetary surface. The capsules are only big enough to carry one adult with minimal gear. Special capsules are made to accommodate soldiers in battledress and others are used strictly for the delivery of supplies and weapons. Capsules require no skill to operate, and are usually launched from a nearby launch control room.

When part of a commercial or private starship, they are usually used as an emergency escape craft, and are typically referred to as escape pods. Single user escape pods are mostly used on smaller ships, as larger escape pods designed for a greater number of passengers are more economical and convenient. The escape pod contains a small computer linked to the ship's navigational computer which frequently updates itself as to the best area within the capsule's range in which to land. Escape pods contain minimal survival equipment, rations, and a distress beacon.



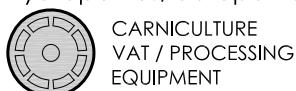
A passenger prepares to strap in to an emergency escape pod, which will be automatically ejected from the bottom of the ship and deliver him safely to the surface of the planet below.

219 Hydroponics / Carniculture



Notes:

- "Hydroponics" as used here is a generic term for any soil-less, high volume growing system in an artificially controlled environment and may include hydroponics, aeroponics, vertical farming, and similar technologies.



CARNICULTURE
VAT / PROCESSING
EQUIPMENT



WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.

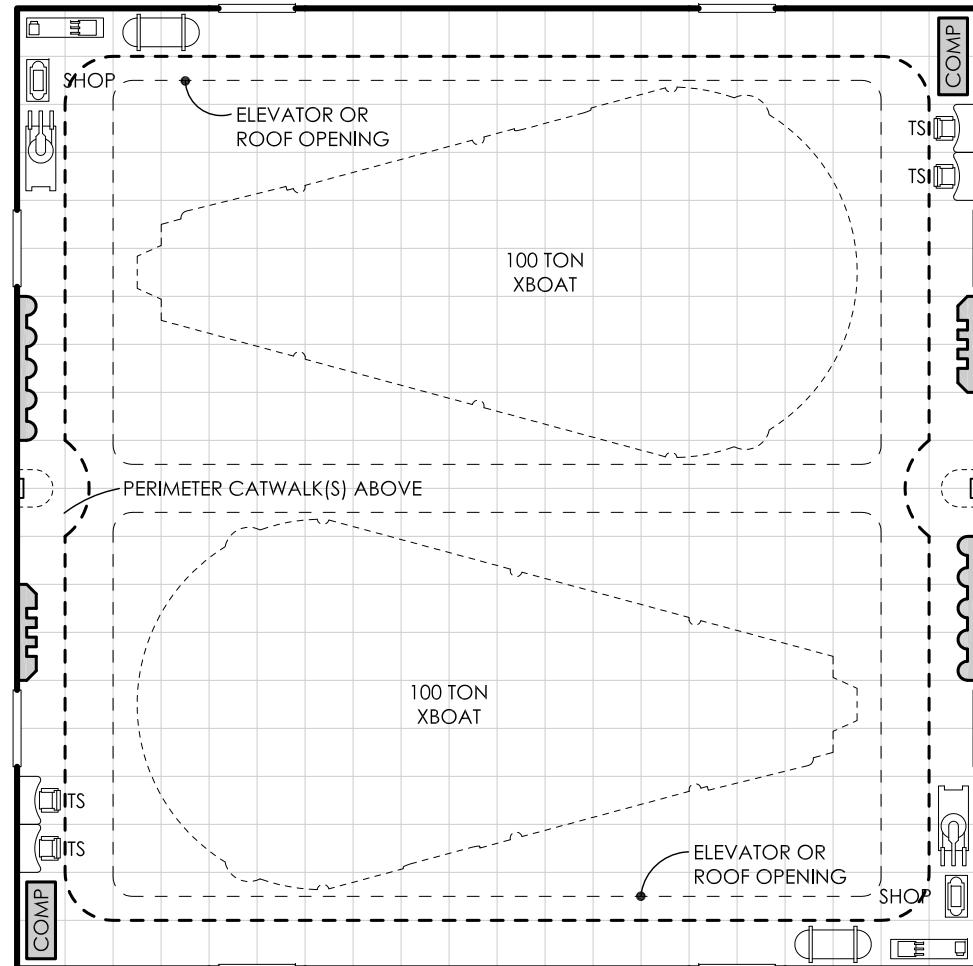


HYDROPOONIC
VEGETATION



LOW BERTH

Xboat Retrieval & Repair Deck 220

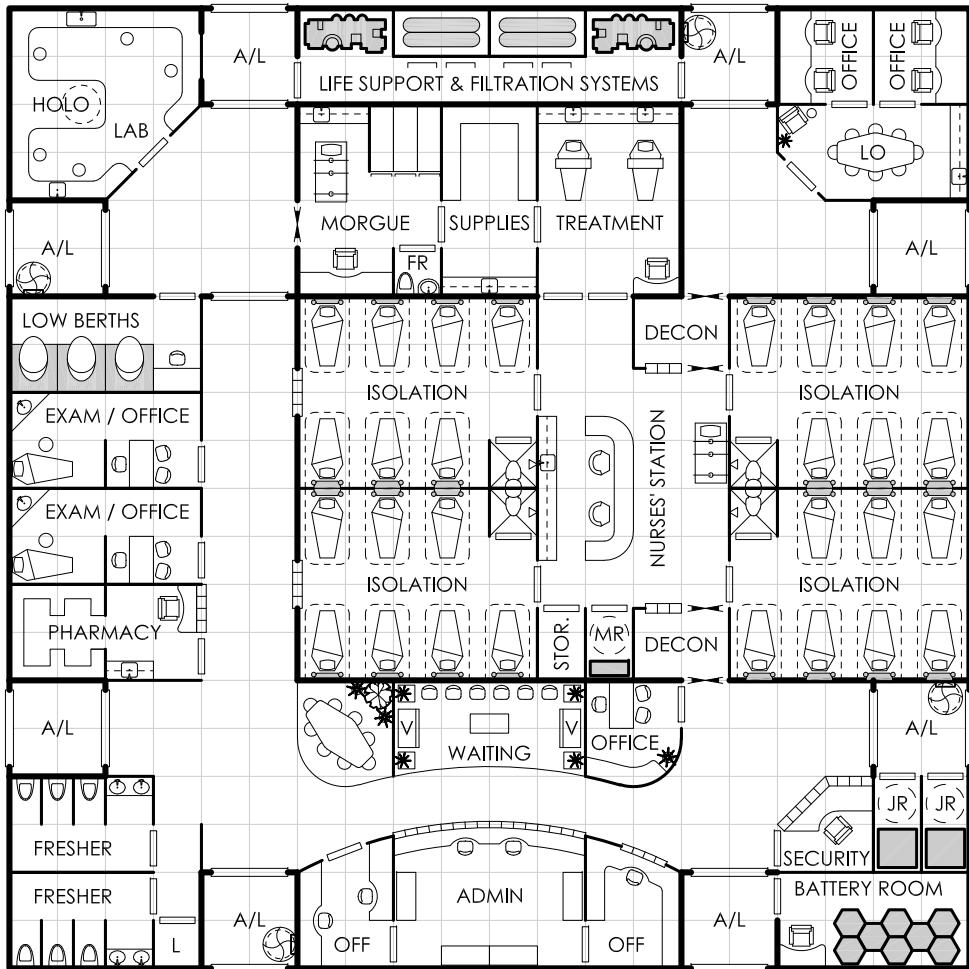


Notes:

- This hangar has a height of 40' and functions as an Xboat Tender. See GDW's Supplement 7 - Traders and Gunboats for more information of the Xboat and Xboat Tender.
- This deck could also be used for a variety of similarly sized starships and spacecraft, or alternately as a cargo bay.



221 Medical Isolation Ward



Notes:

- Suitable for use in large space stations, arcologies, and hospital ships (or ground-based hospitals).



MEDICAL TABLE/
AUTODOC



MEDICAL ISOLATION
BED w/ SCREEN



RESTRAINT BED/
GURNEY



CORPSE CABINET



MEDICAL ROBOT ALCOVE



JANITORIAL
ROBOT ALCOVE

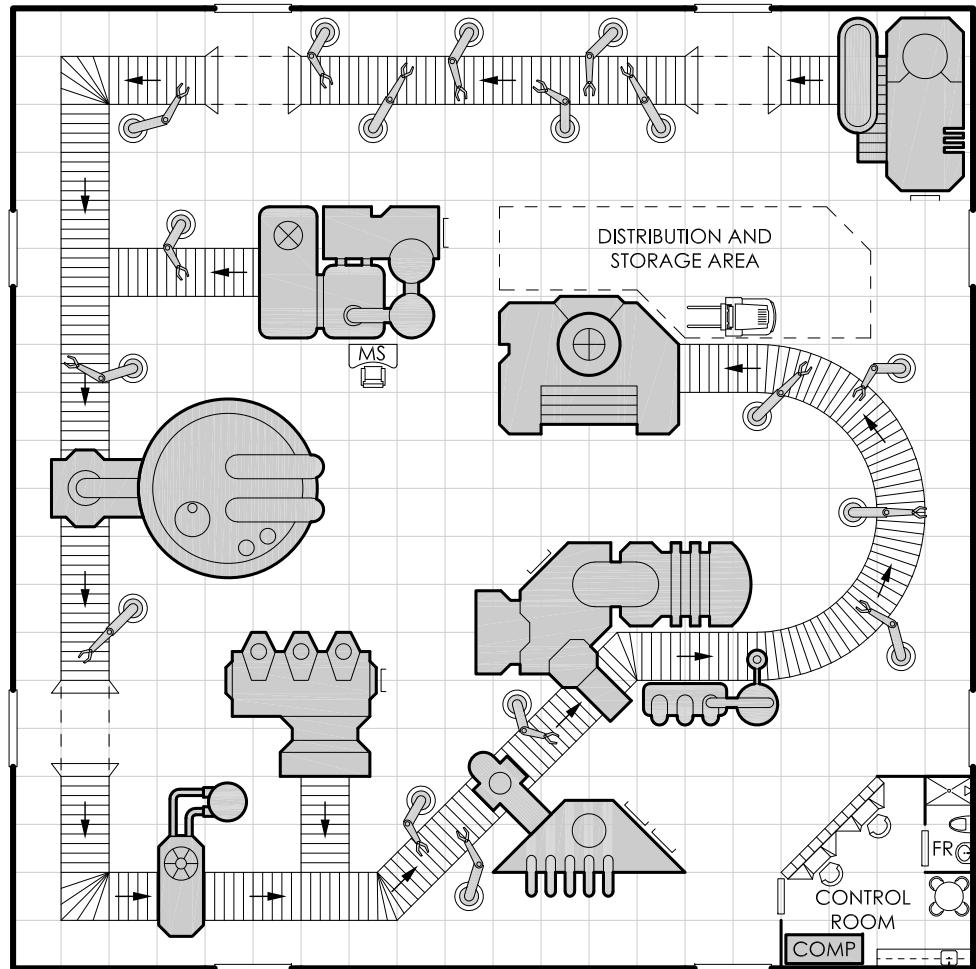


LOW BERTH



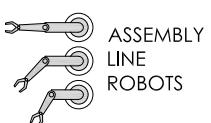
VENDING

Manufacturing Bay 222



Notes:

- Referee to determine what type of manufacturing occurs.
- Robots can be floor or ceiling mounted, mobile or stationary, or removed completely in lieu of biological workers.



ASSEMBLY
LINE
ROBOTS



CONVEYOR BELT /
ASSEMBLY LINE



PASS-THRU
POINT

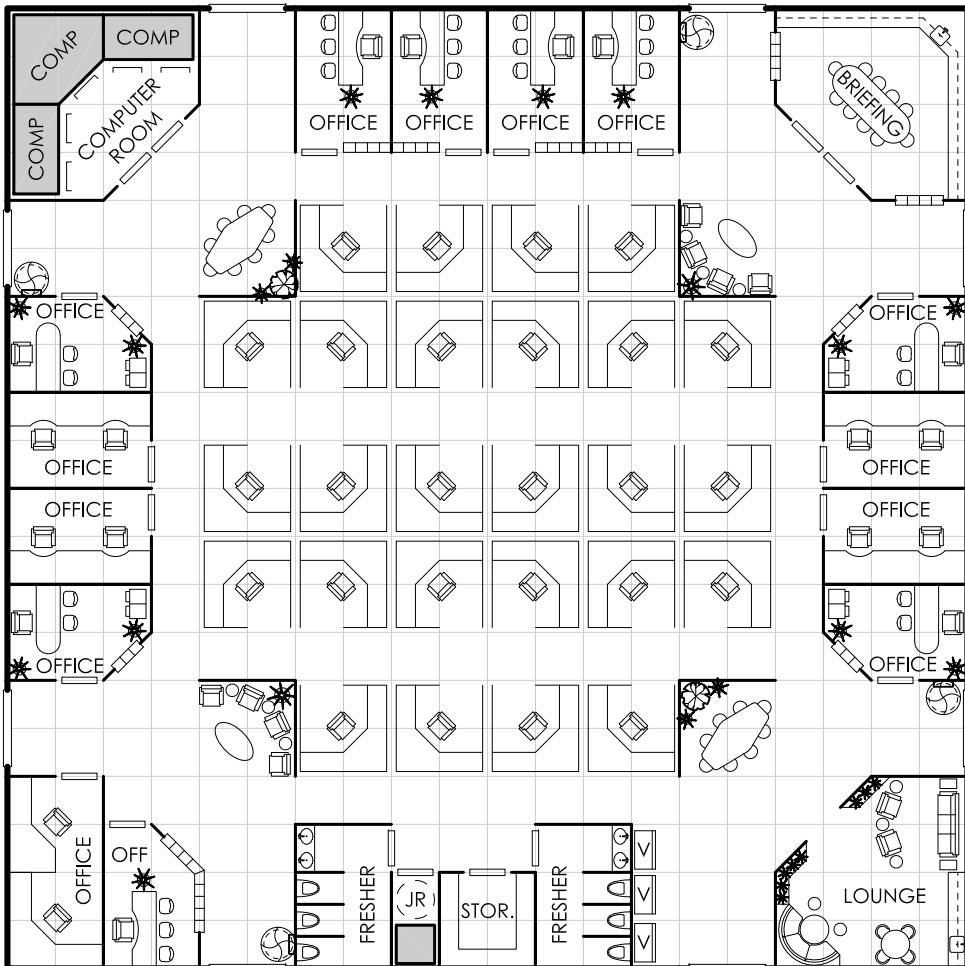


MONITORING
STATION



LIFTBOT

223 Office Space



Notes:

- Typically used in large space stations, arcologies, and high rise buildings, etc.
- Connect to an Elevator Core geomorph to quickly make a high rise building.



OPEN
CUBICLE

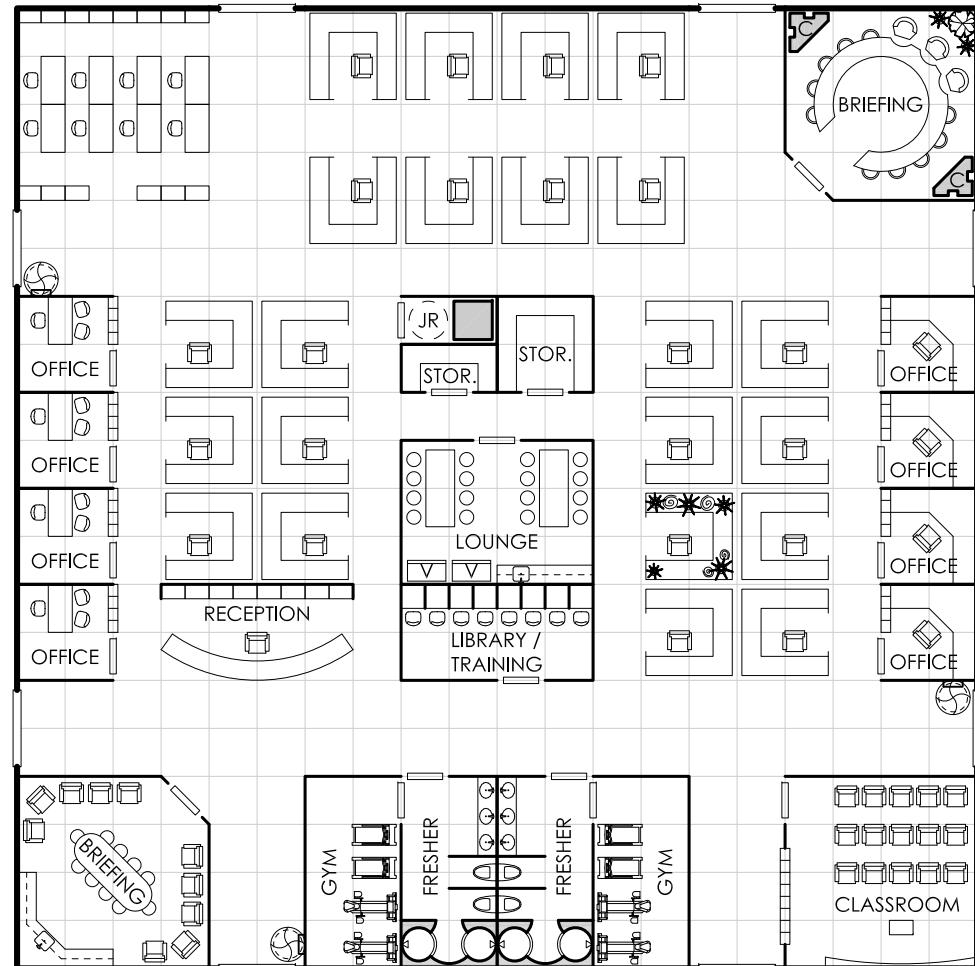


JANITORIAL
ROBOT
ALCOVE



V VENDING

Office Space 224



Notes:

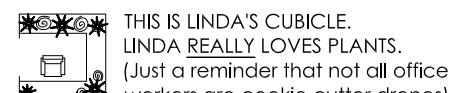
- Typically used in large space stations, arcologies, and high rise buildings, etc.
- Connect to an Elevator Core geomorph to quickly make a high rise building.



OPEN
CUBICLE

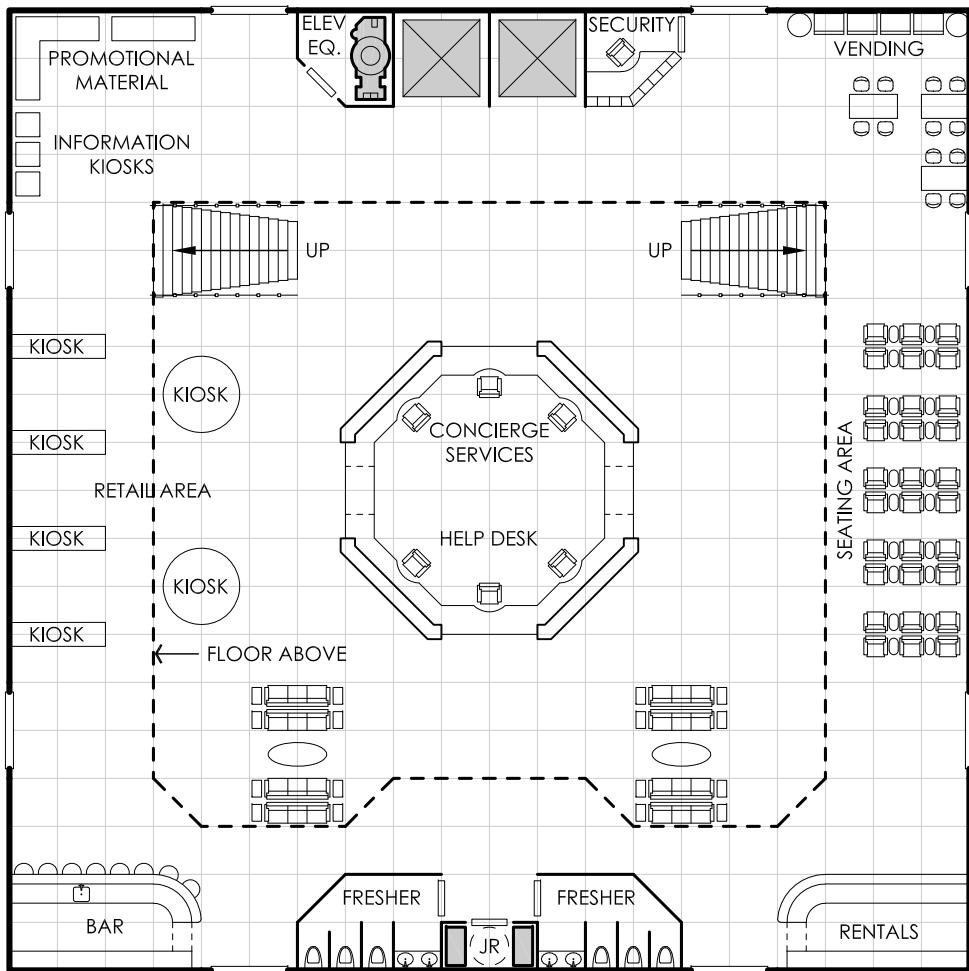


JANITORIAL
ROBOT
ALCOVE



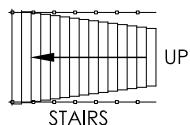
THIS IS LINDA'S CUBICLE.
LINDA REALLY LOVES PLANTS.
(Just a reminder that not all office workers are cookie cutter drones).

225 Lobby - Lower Level



Notes:

- Generic lobby for starports, transport hubs, arcologies, hotels, etc.
- High ceiling - see geomorph 226 for upper level.

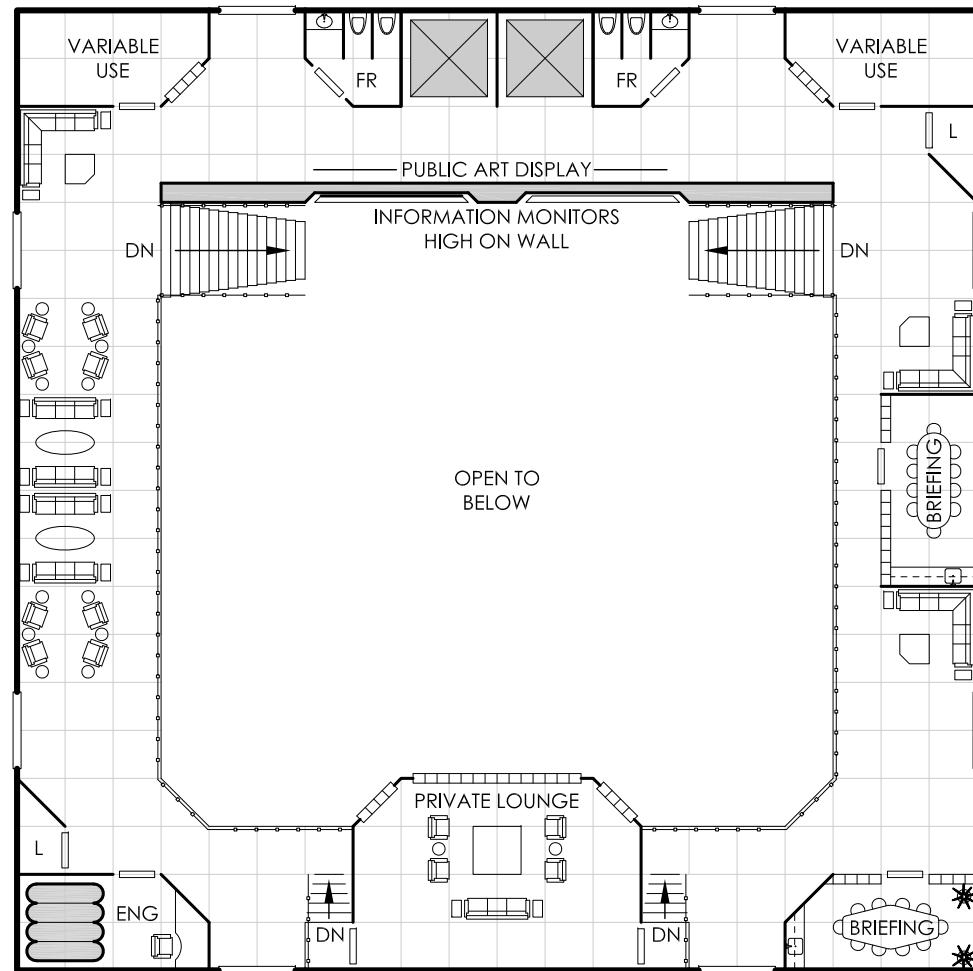


ELEVATORS



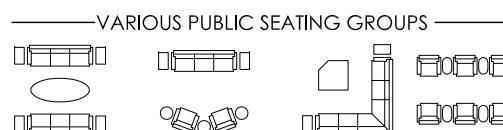
LIFE SUPPORT

226 Lobby - Upper Level



Notes:

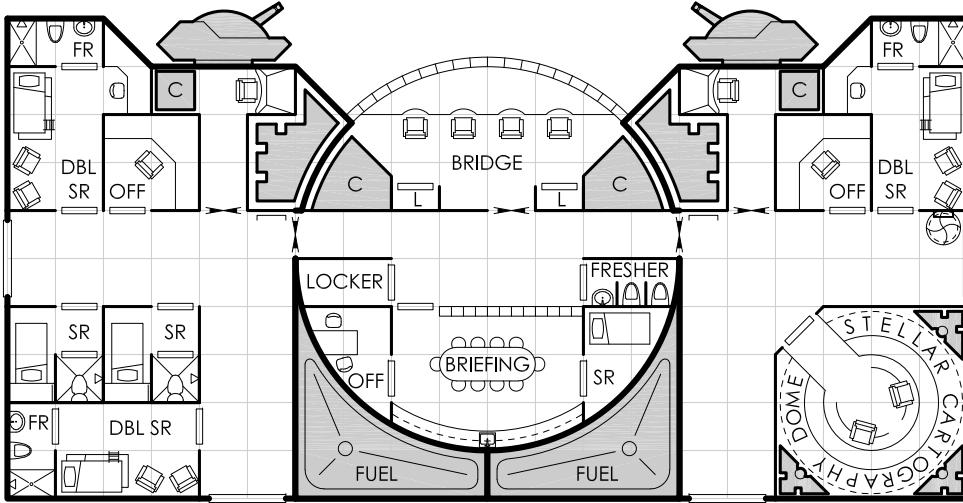
- Variable Use rooms are up to the referee and may be a TAS office, duty free shop, lockers, chapel, coffee shop, art gallery, briefing room, etc.
- High ceiling may include suspended real or holographic artwork, advertisements, artificial skydome, etc.



Section 2

Edge Geomorphs

301 Bridge

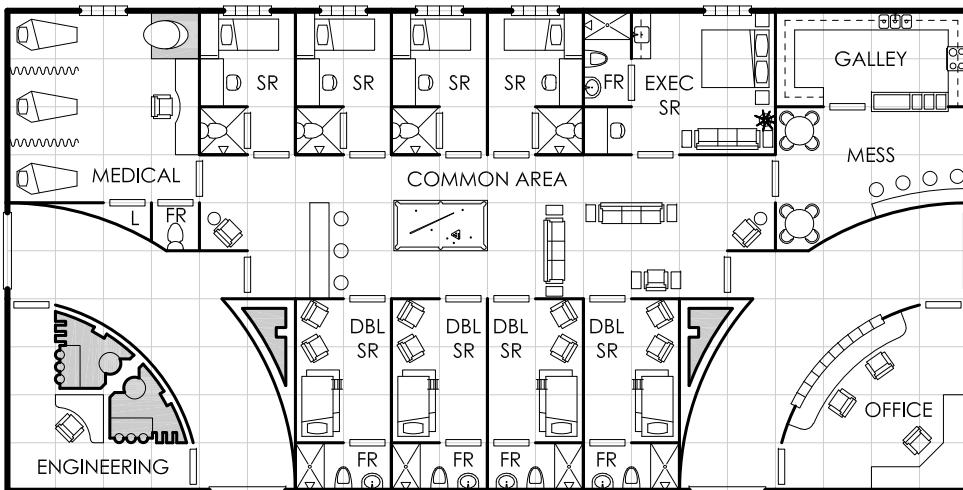


Notes:

- The briefing room doubles as a lounge.

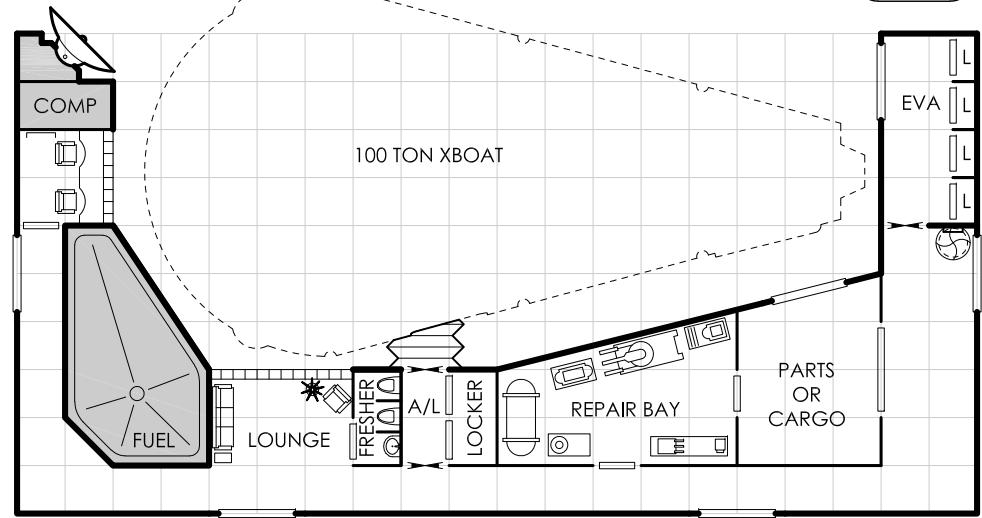


303 Passenger Deck



Notes:

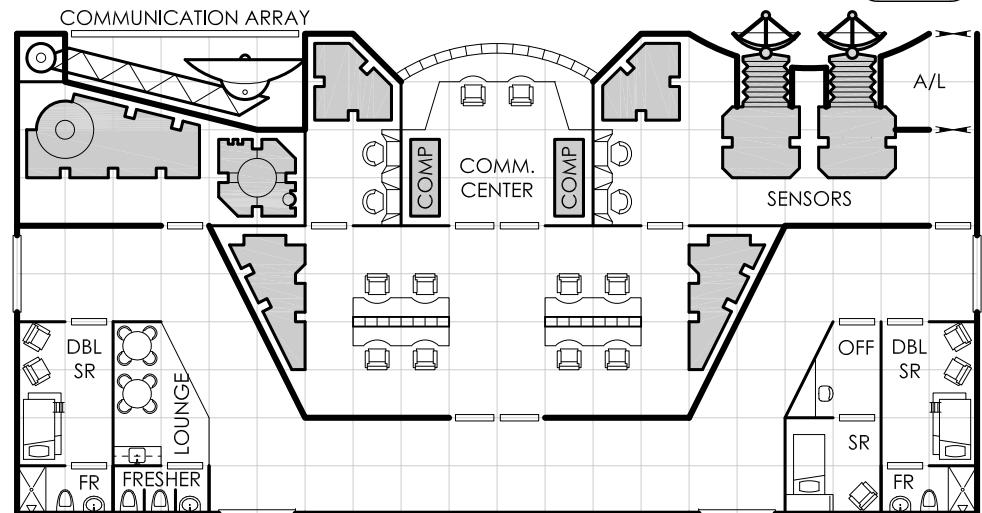
Xboat Repair Bay 302



Notes:

- Repair bay is similar to an Xboat tender, but with reduced facilities.
- See GDW's Supplement 7 - Traders and Gunboats for more information about the Xboat.

304 Communications



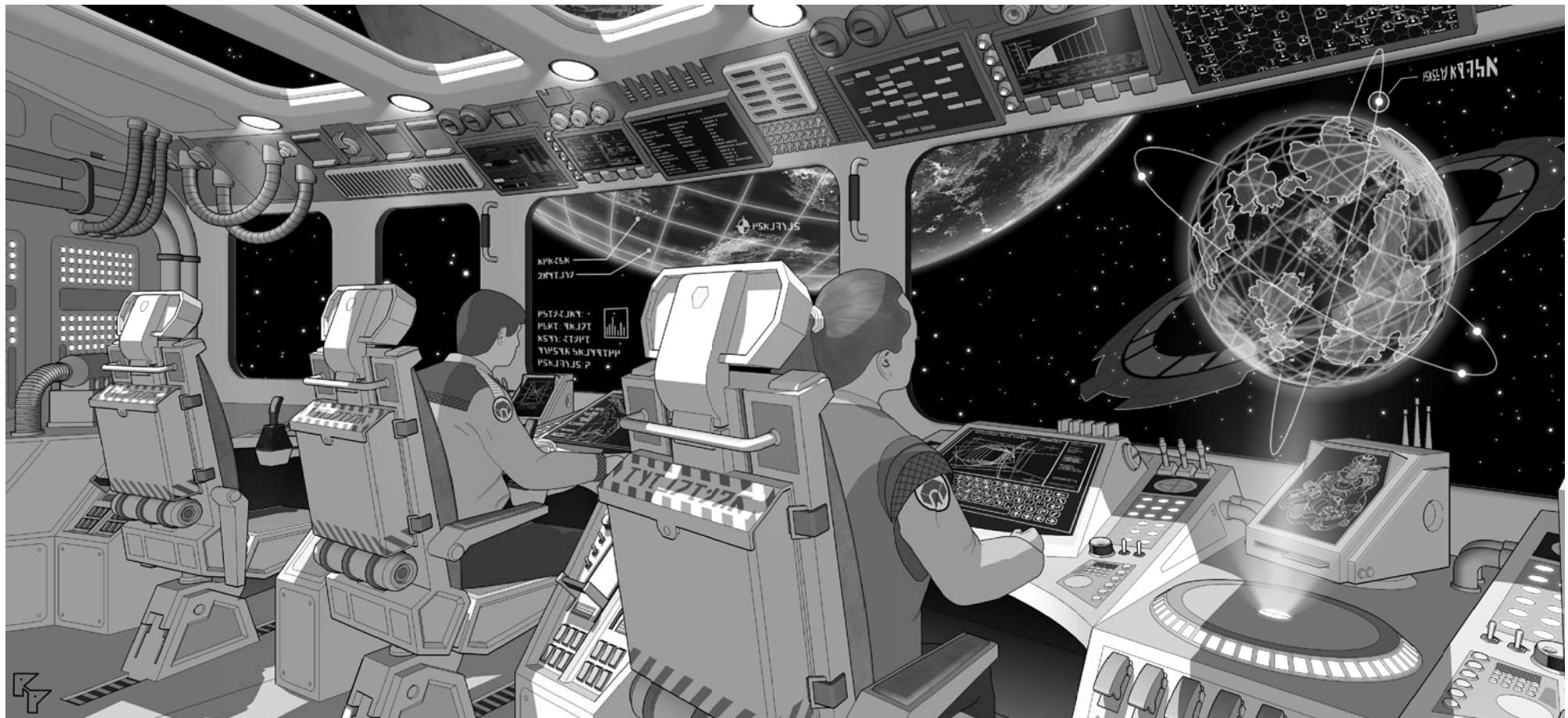
Notes:



Bridge

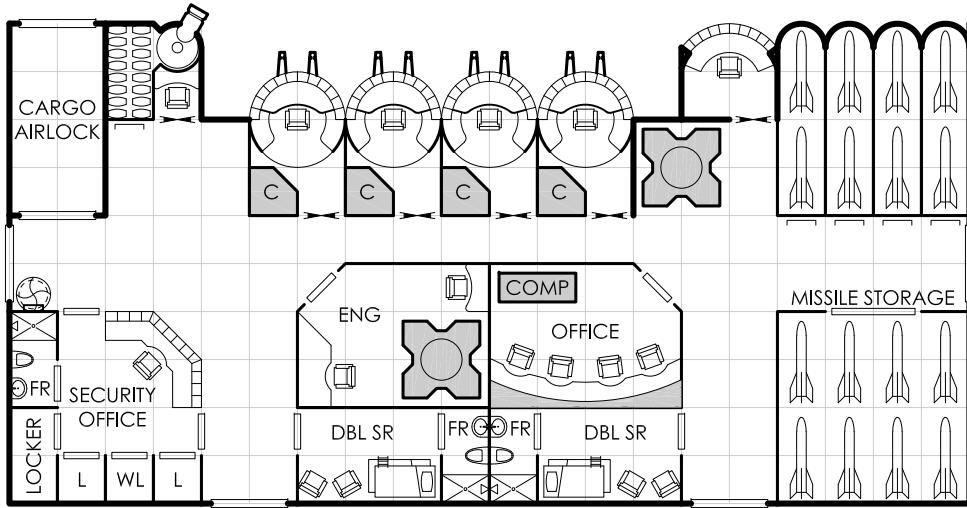
The bridge is the control center for the ship, and arguably its most important space. Controls here are tied to all ship's systems and coordinated with engineering, avionics, communications, sensors, and a hundred other ship's functions. Consequently, it is also one of the most secure spaces on a ship usually surrounded by bulkheads, with access limited to only essential personnel. All but the smallest ships will have round the clock watch duty.

Bridge layouts vary, but most will have a space for a pilot, navigator, communications or computer personnel, and if armed, a gunner's station. Most bridges built on current technologies have workstations that are reconfigurable, meaning any crew could operate from any station. On large ships this has the advantage of allowing different crew members to operate different task from the same station while on different shifts. On small ships, crew almost always are assigned a single station from which to perform their work.

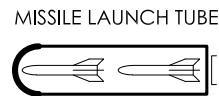
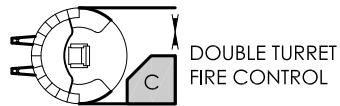


A small but comfortable and efficient bridge. The pilot takes advantage of the heads-up display on the main viewport while the navigator uses planetary holography and other tools to plan the descent to their landing zone.

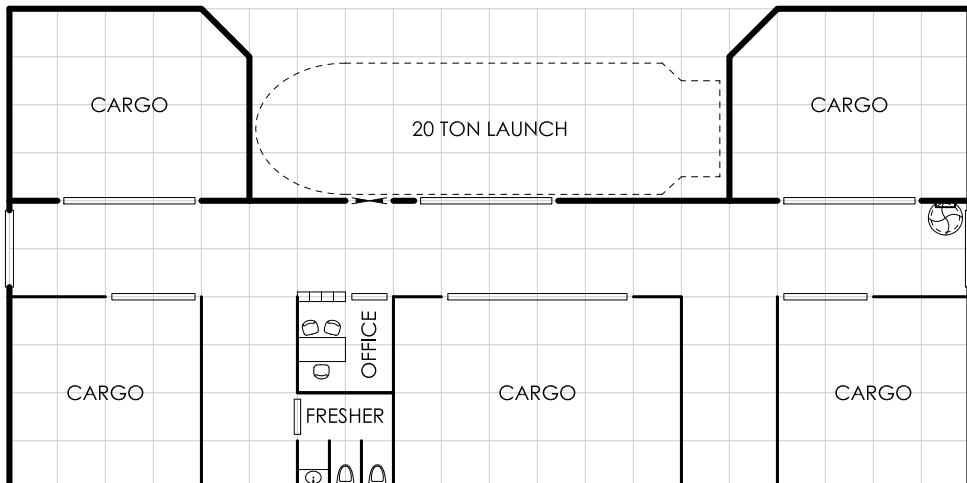
305 Weapons Bay



Notes:



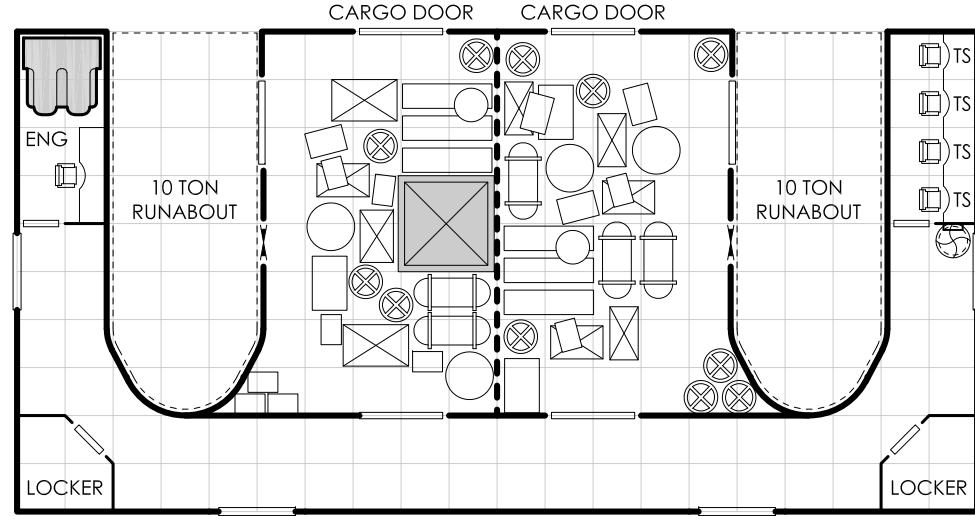
307 Cargo Bay - 20 Ton Launch



Notes:

- See GDW's Supplement 7 - Traders and Gunboats for more information about the 20 Ton Launch.

Cargo Bay - 10 Ton Runabouts (306)

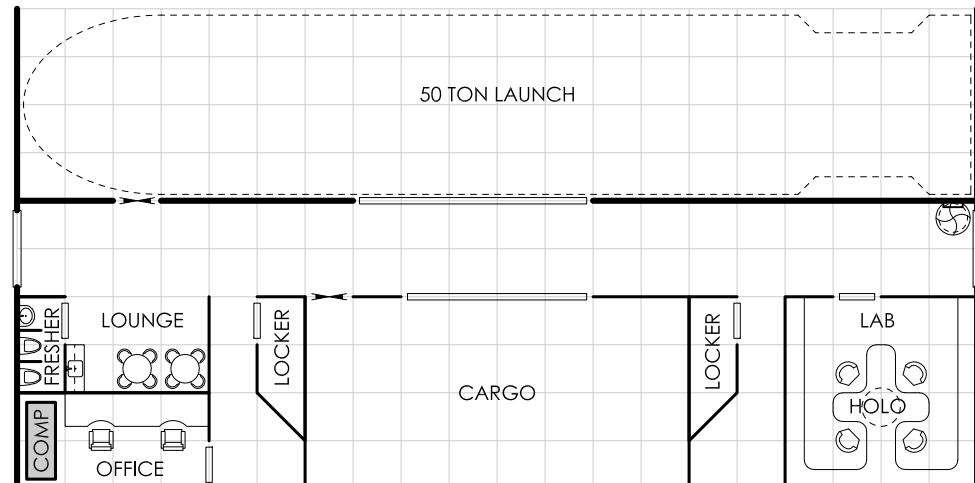


Notes:

- See Avenger Enterprise's Golden Age Starships #3 for more information about the Runabout.

— — — COLLAPSIBLE WALL

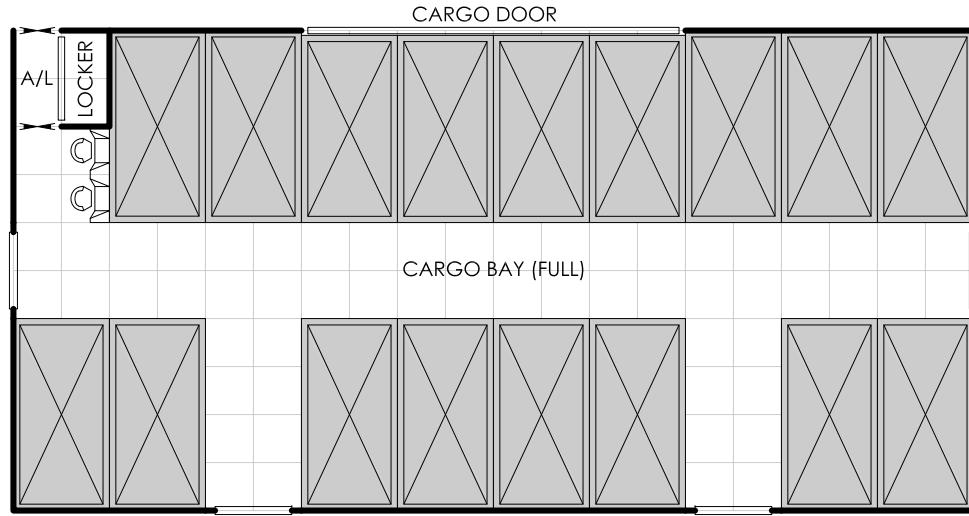
Cargo Bay - 50 Ton Launch (308)



Notes:

- See GDW's Supplement 7 - Traders and Gunboats for more information about the 50 Ton Launch.

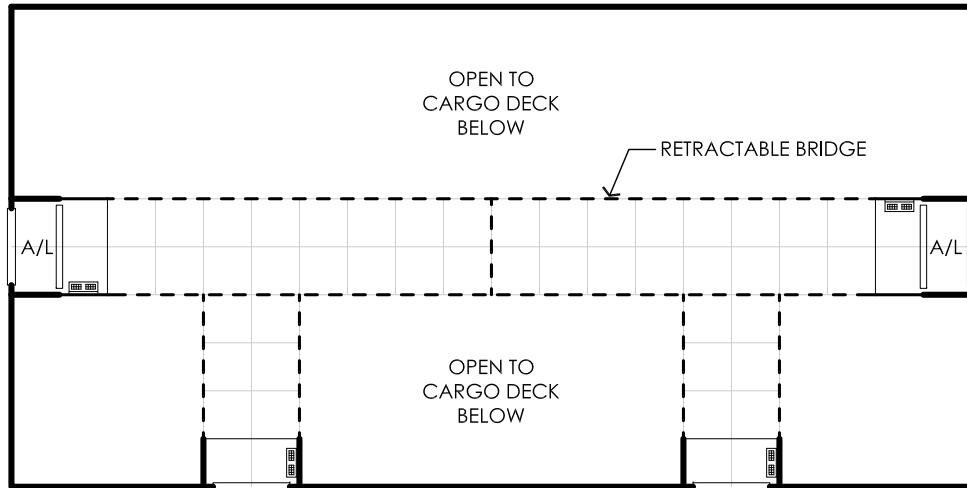
309 Cargo Bay - Full



Notes:

- For multi story cargo bays, see optional upper cargo bay geomorphs 311 and 312.
- See geomorph 310 for empty version.

311 Cargo Bay - Upper

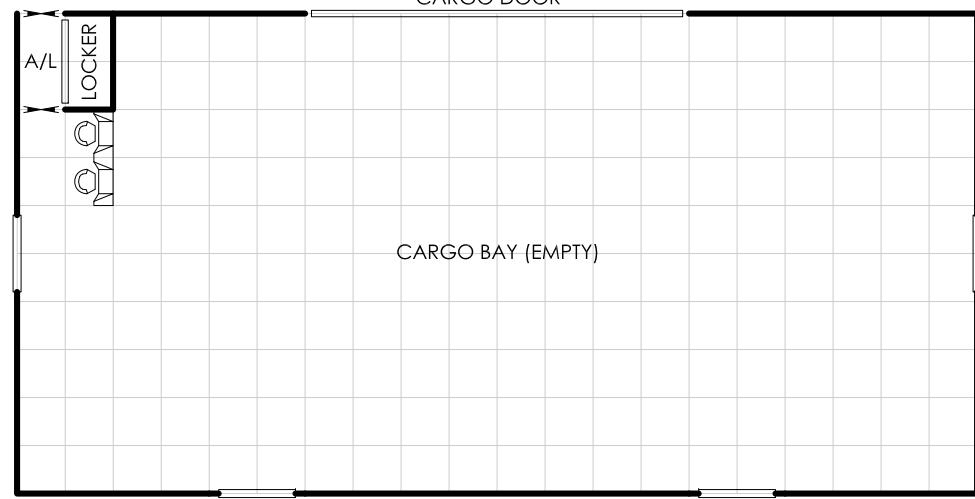


Notes:

- Provides catwalks above cargo bay floor.
- No direct access to the lower level.

■ RETRACTABLE BRIDGE
CONTROL PANEL (EACH
PANEL CONTROLS ALL
BRIDGES)

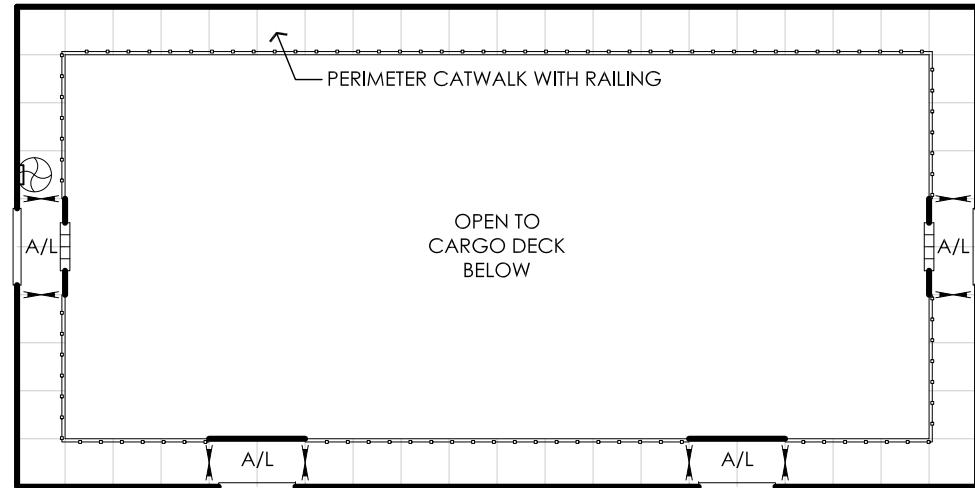
Cargo Bay - Empty 310



Notes:

- See geomorph 309 for full version.

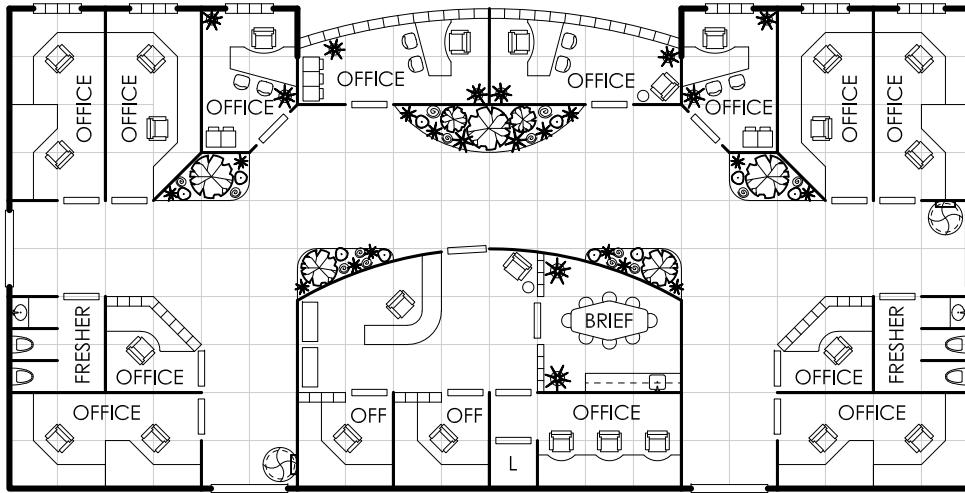
Cargo Bay - Upper 312



Notes:

- For use with geomorphs 309 and 310 when cargo bay has multiple stories.
- No ladder access to lower level.

313 Office Space

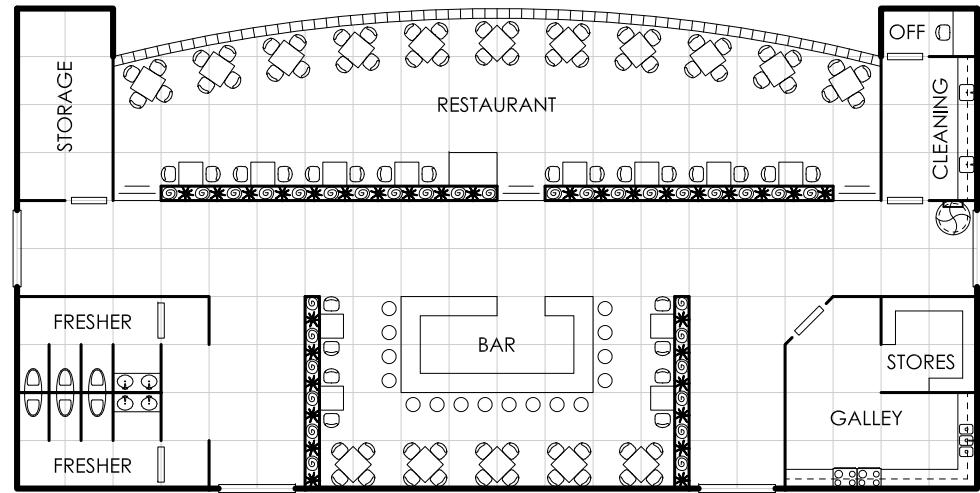


Notes:

- Office space is primarily used only for space stations, high rise buildings, and the largest starships.



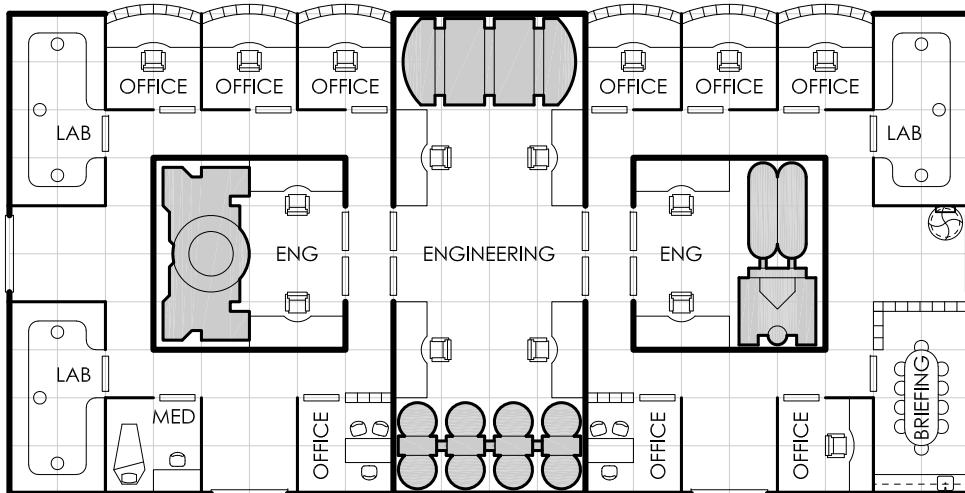
Restaurant / Bar 314



Notes:



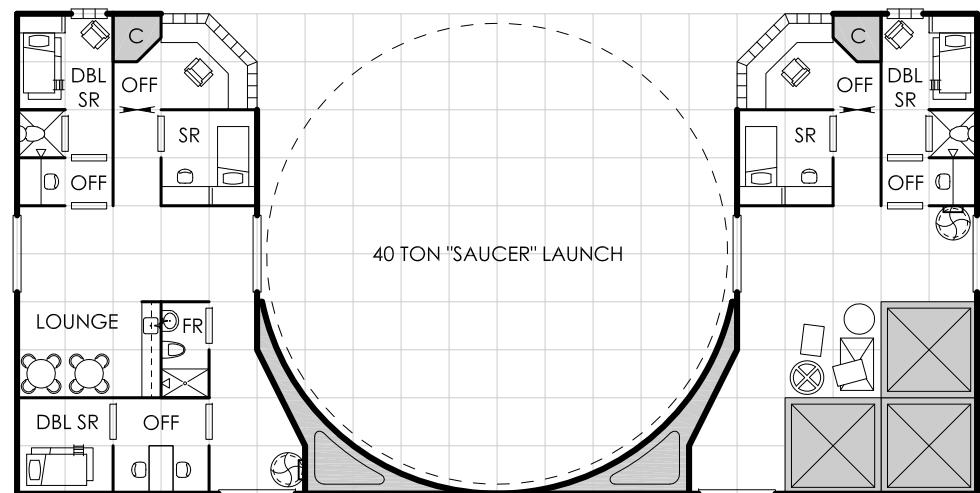
315 Engineering



Notes:

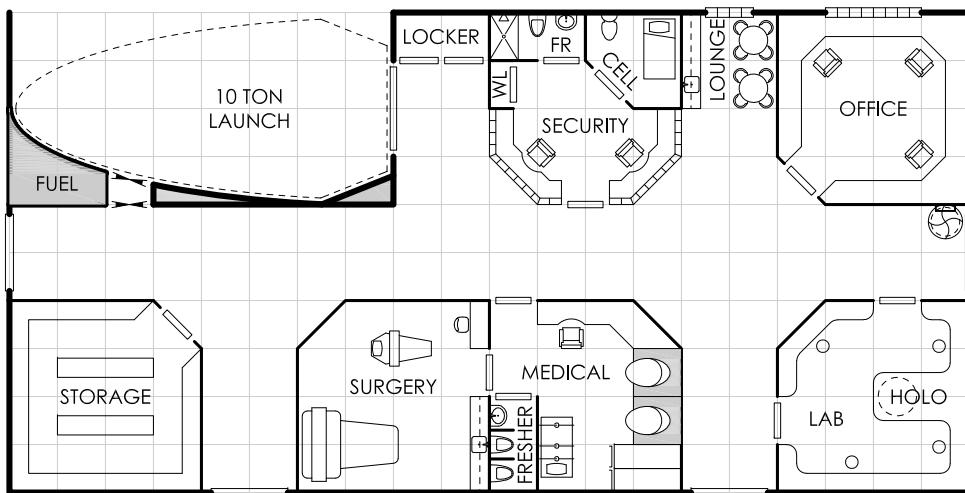
- The briefing room doubles as a lounge.

40 Ton Launch Bay 316



Notes:

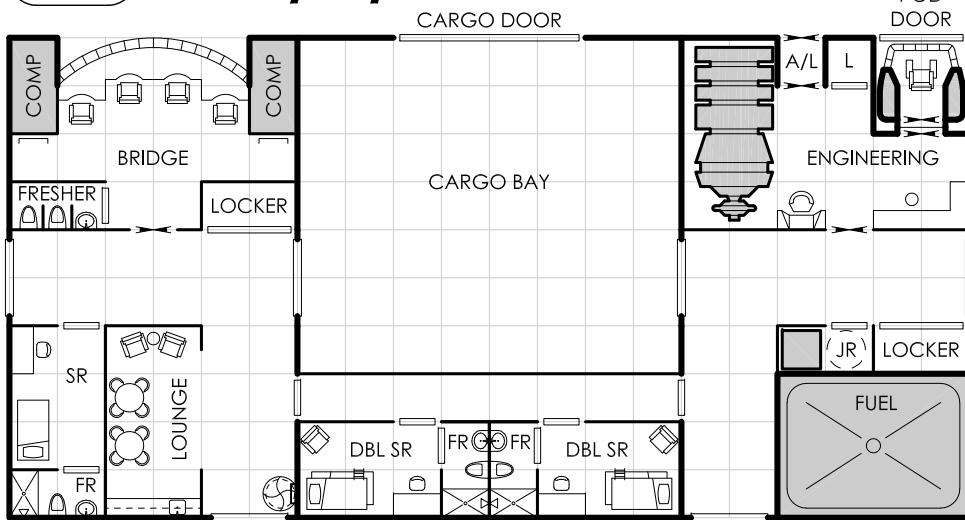
317 Security Checkpoint



Notes:

- Security personnel have full view of every access point.
- All door access (excluding freshers) require a security card, code access, biometric scan, or "buzz in" from the security office.

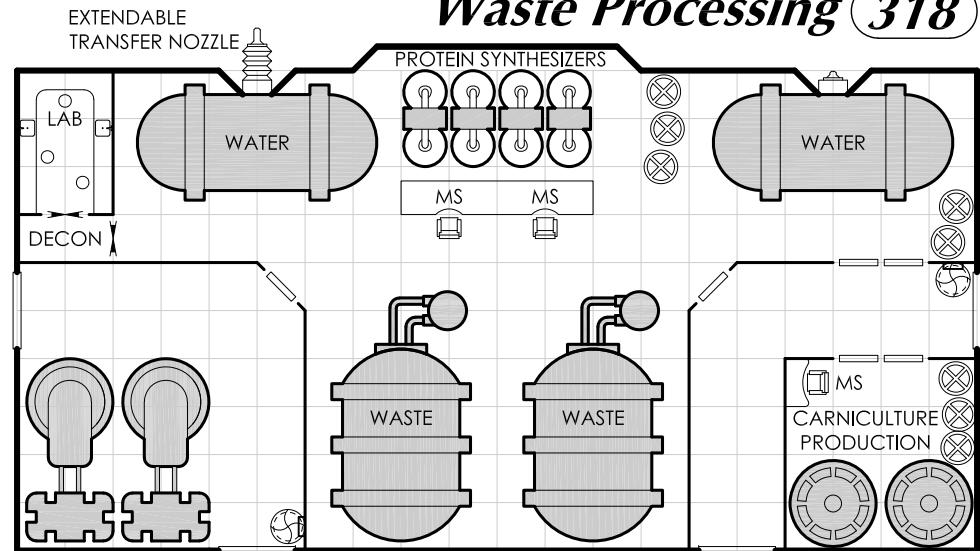
319 Multi purpose



Notes:

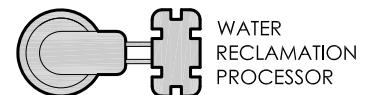


318 Waste Processing

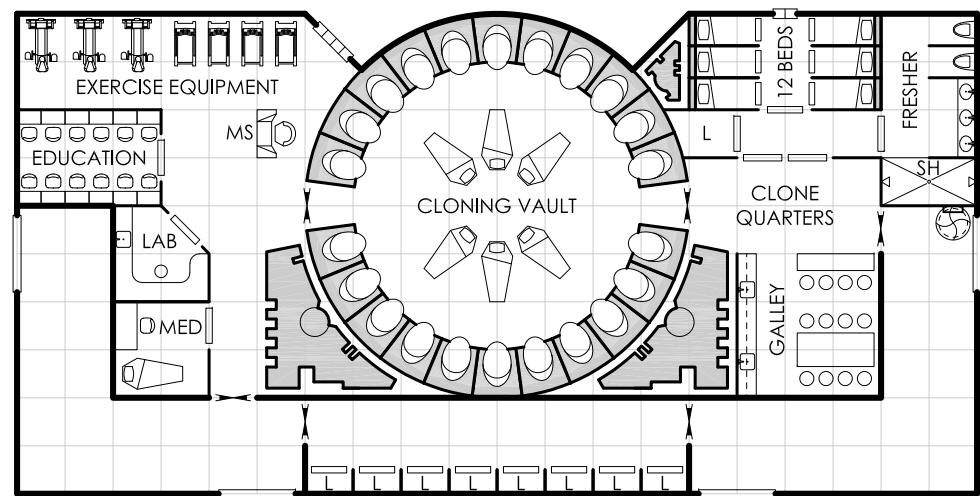


Notes:

- This area is used for the treatment of the ship's sewage and reclamation of potable water and consumable proteins.



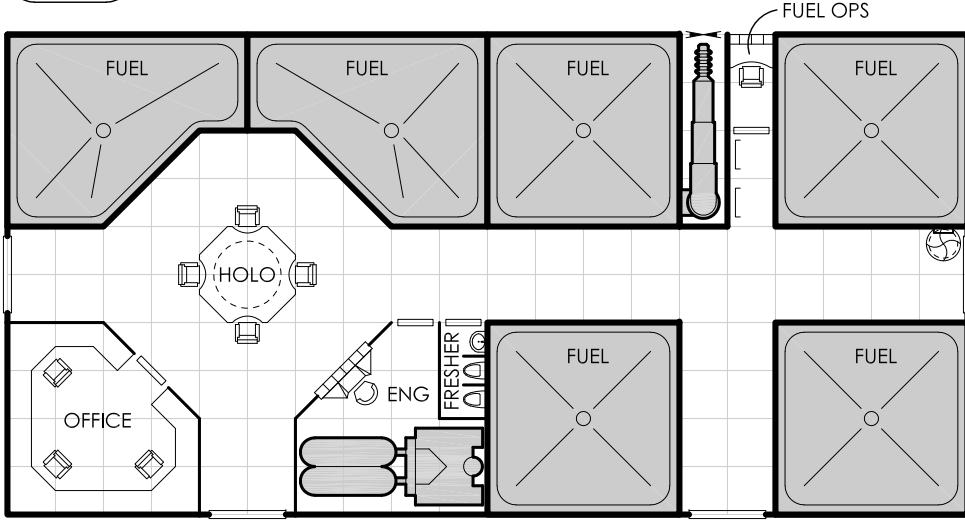
320 Cloning Facility



Notes:

- 22 cloning tanks (optionally this can be a low berth facility).

321 Fuel Deck

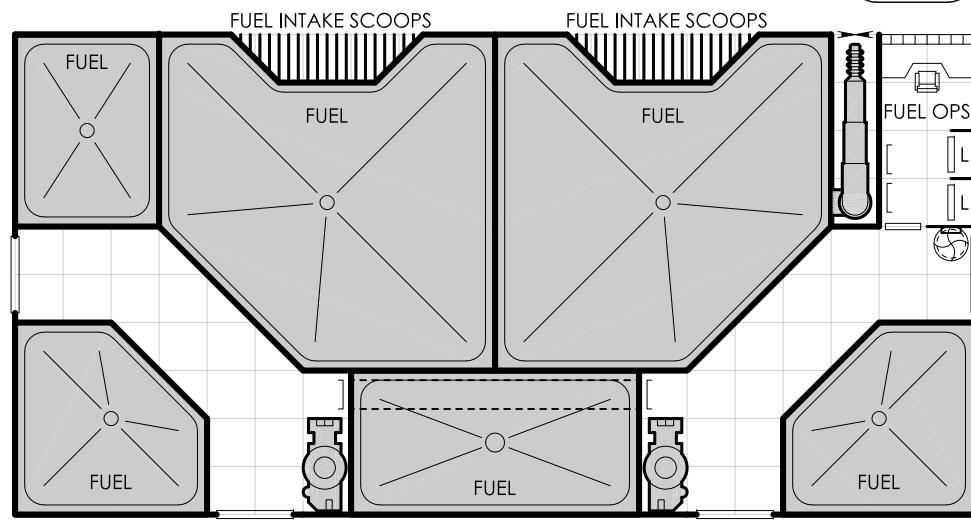


Notes:



RETRACTABLE FUEL TRANSFER ARM

Fuel Deck 322

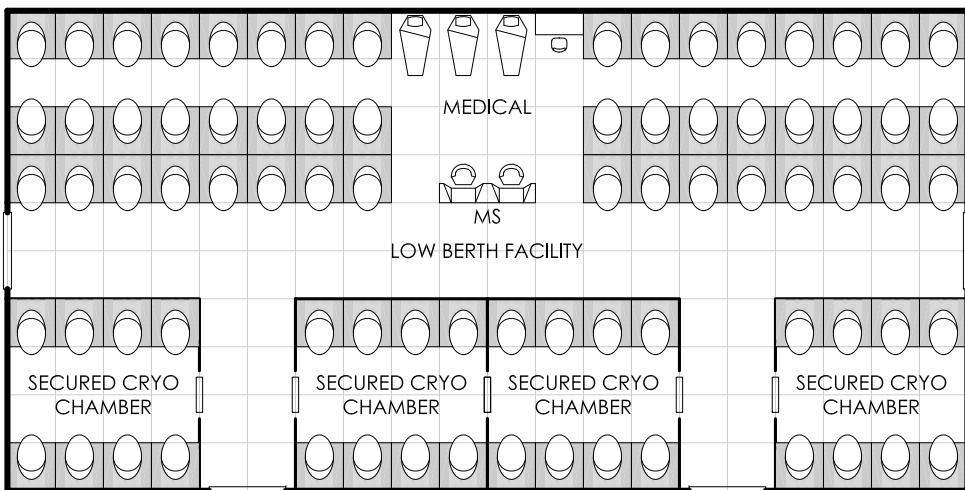


Notes:



RETRACTABLE FUEL TRANSFER ARM
[] ACCESS CRAWLWAY

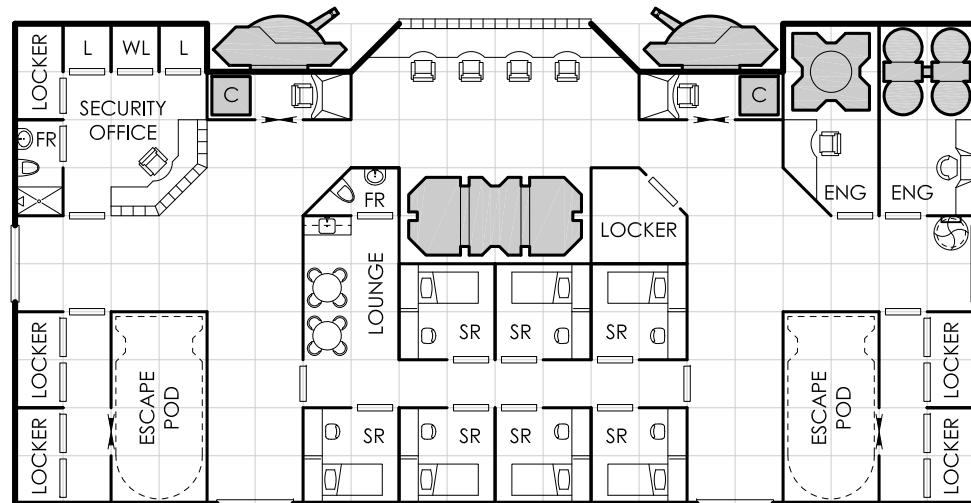
323 Low Berth Deck



Notes:

- 80 low berths.
- May be part of colony ship, medical facility, or a ship's Frozen Watch.
- Secured chambers provided for criminals, nobles, diplomats, etc.

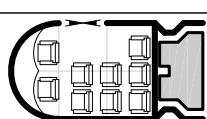
Multi purpose 324



Notes:

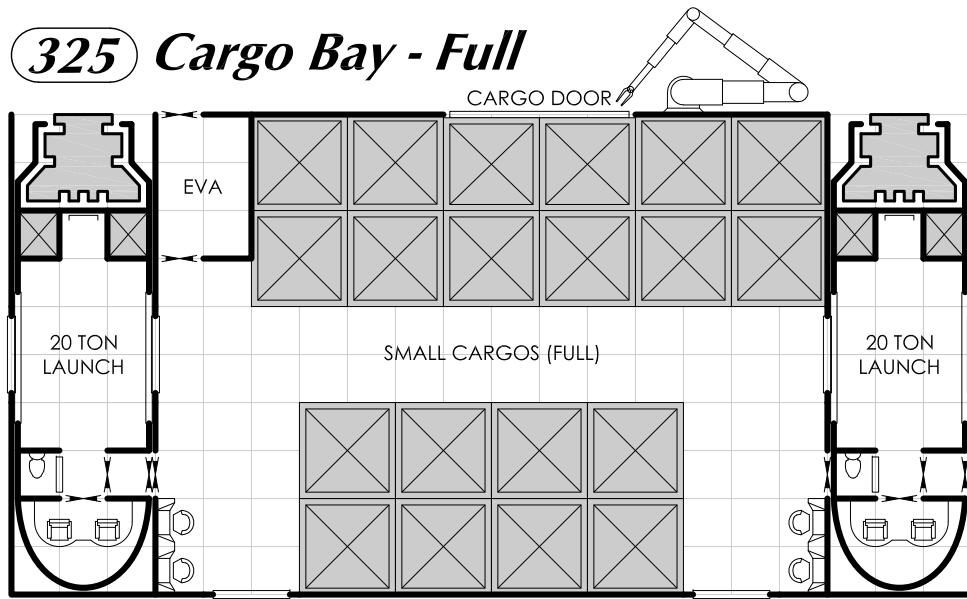


LASER TURRET



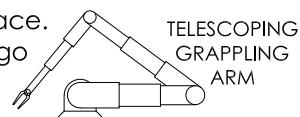
ESCAPE POD

325 Cargo Bay - Full

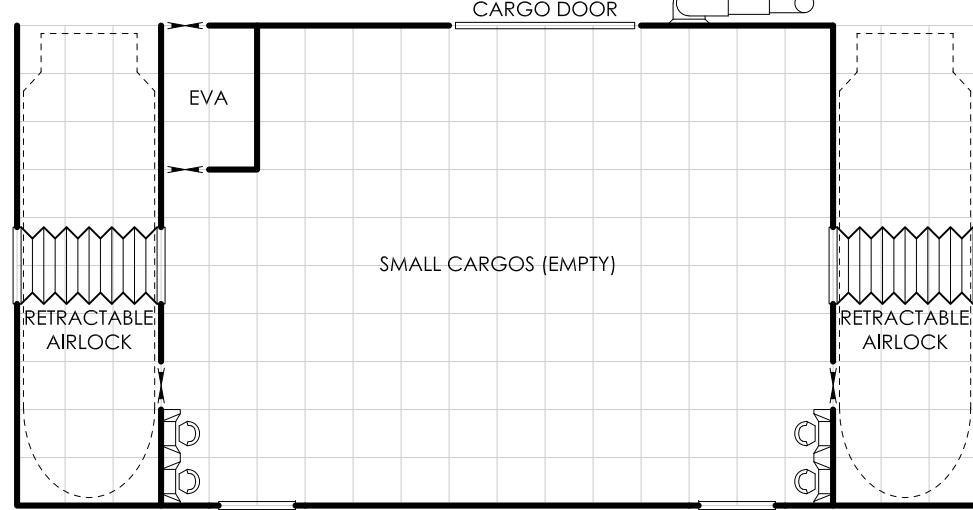


Notes:

- See geomorph 326 for the empty version of this space.
- Grappling arm can maneuver to either side of cargo door for optimum usage.

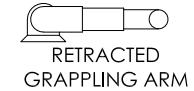


326 Cargo Bay - Empty

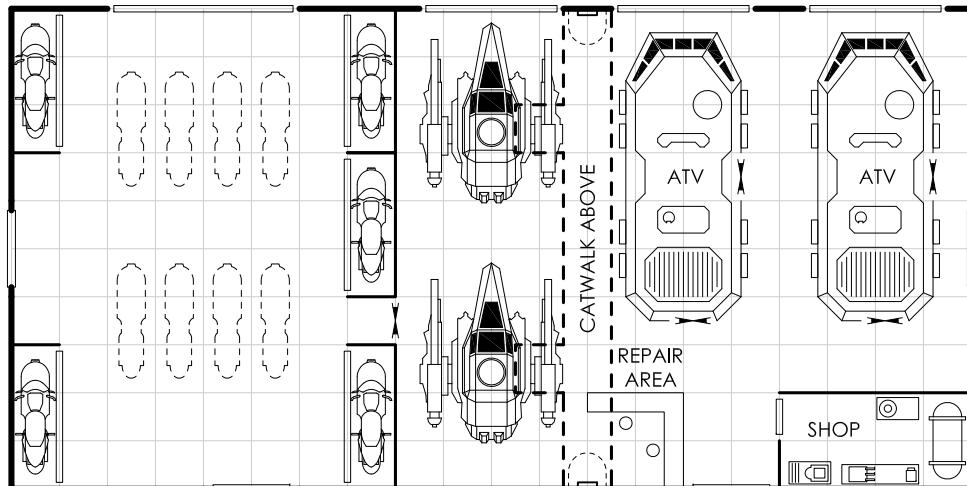


Notes:

- See geomorph 325 for the full version of this space.
- When a launch is not in its berth, a retractable airlock can be extended to allow passage.



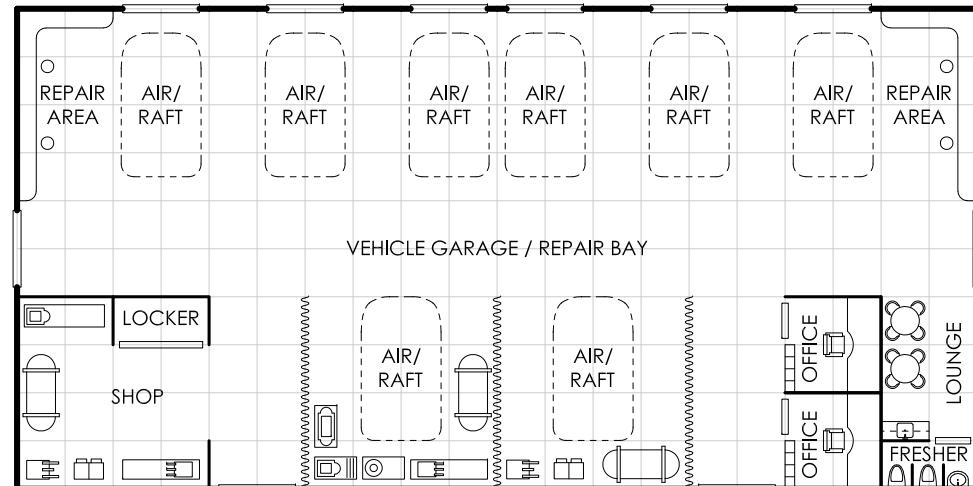
327 Vehicle Hangar



Notes:

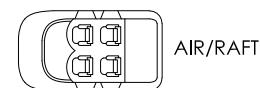
- Grav bikes are stored two high in special racks. Racks hold 2 grav bikes each.
- Catwalk provides access to mechs.

328 Vehicle Hangar

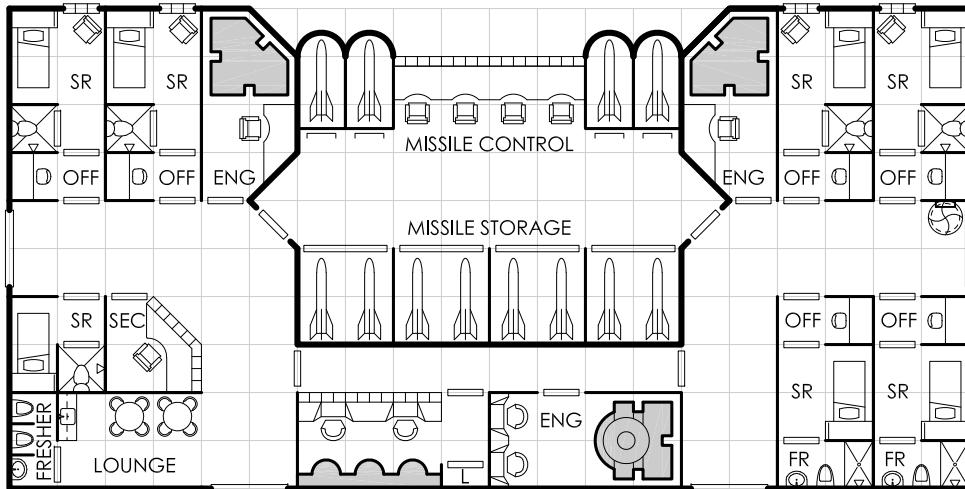


Notes:

- As part of a space station, this geomorph can also serve as a rental or sales office, providing enclosed air/rafts and speeders for use on the planet surface.



329 Missile Deck

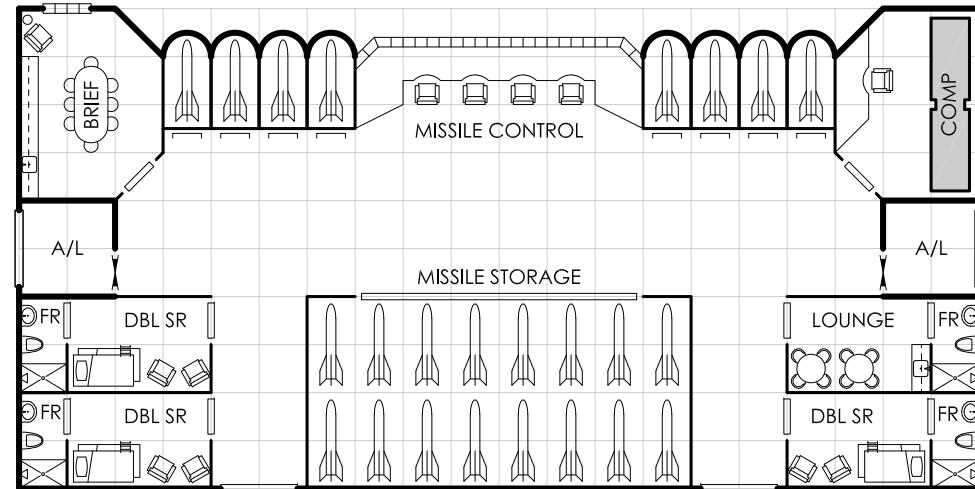


Notes:



MISSILE LAUNCH TUBE

Missile Deck 330

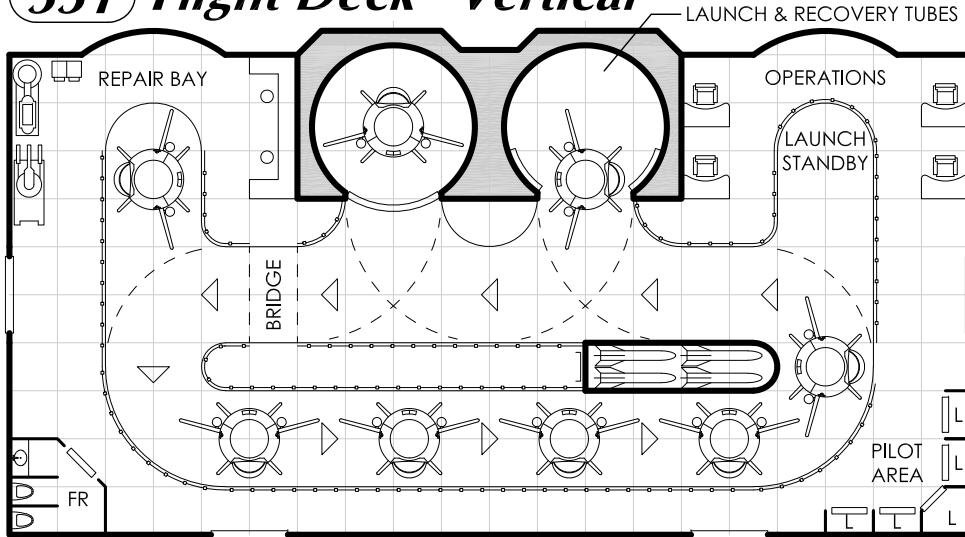


Notes:



MISSILE LAUNCH TUBE

331 Flight Deck - Vertical



Notes:

- Typically holds 6-8 fighters.

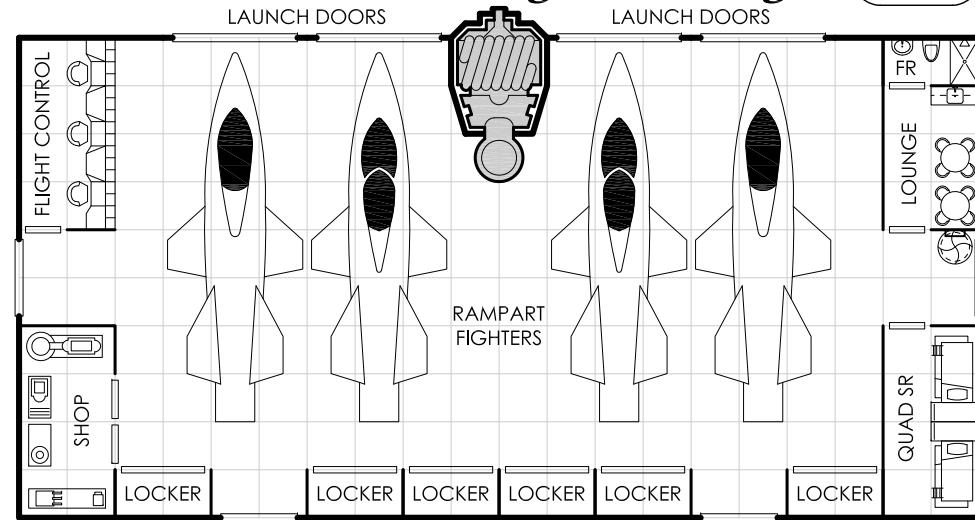


RAMPART FIGHTER



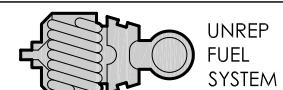
MISSILE AUTO-LOADER

Fighter Hangar 332



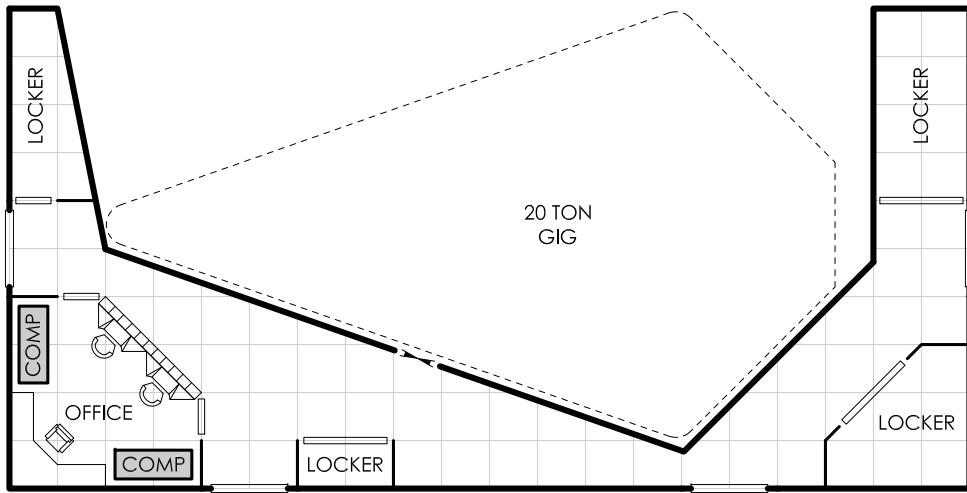
Notes:

- Rampart fighters are detailed in GDW's Azhanti High Lightning.



UNREP FUEL SYSTEM

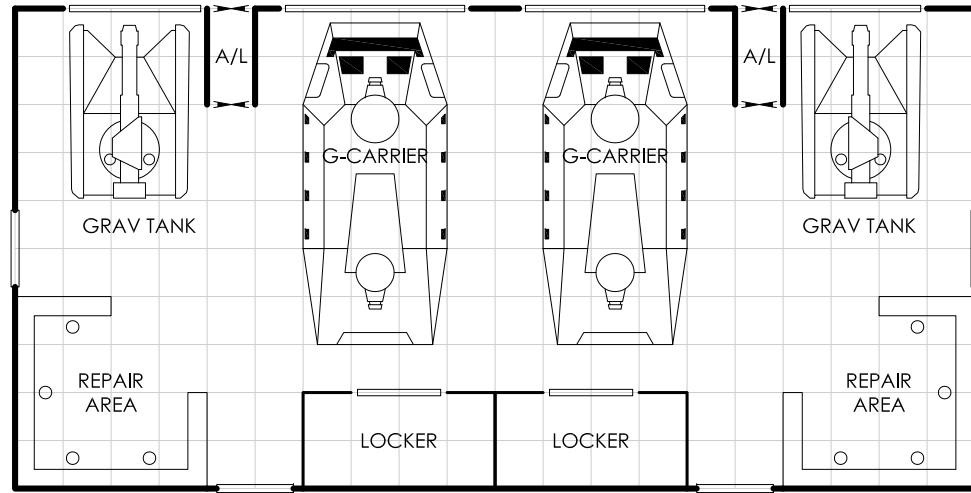
333 Gig Cradle



Notes:

- Double height space (20' ceiling).
- Gig shown is a variant of that described in GDW's Supplement 7 - Traders and Gunboats. See page 6 for gig deck plan.

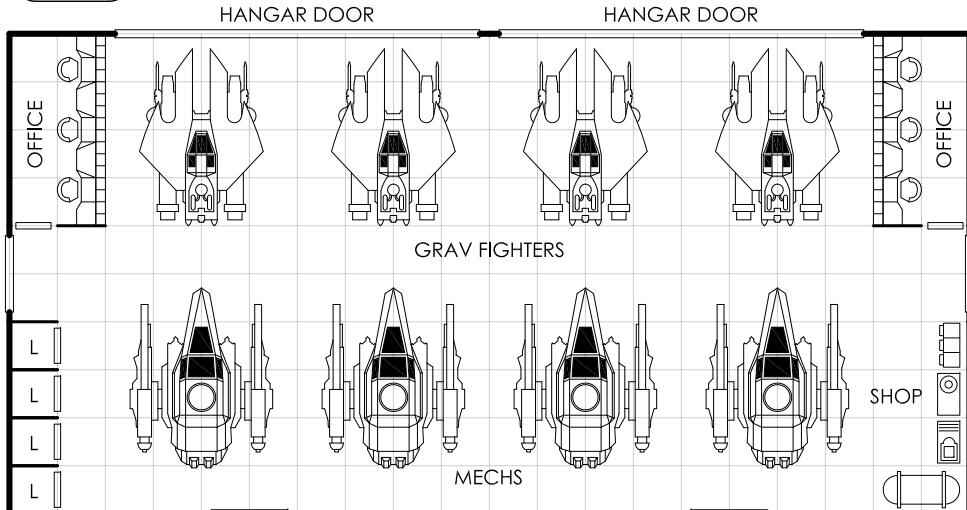
Grav Vehicle Garage 334



Notes:

- See "Small Craft" for deck plan of G-Carrier.

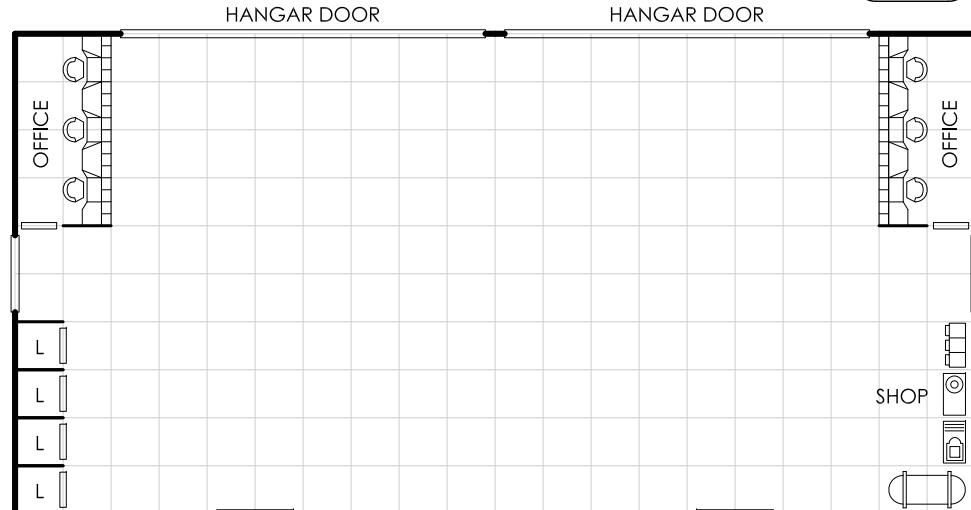
335 Vehicle Hangar - Full



Notes:

- Height as required for vehicles (40' clear for Mechs).

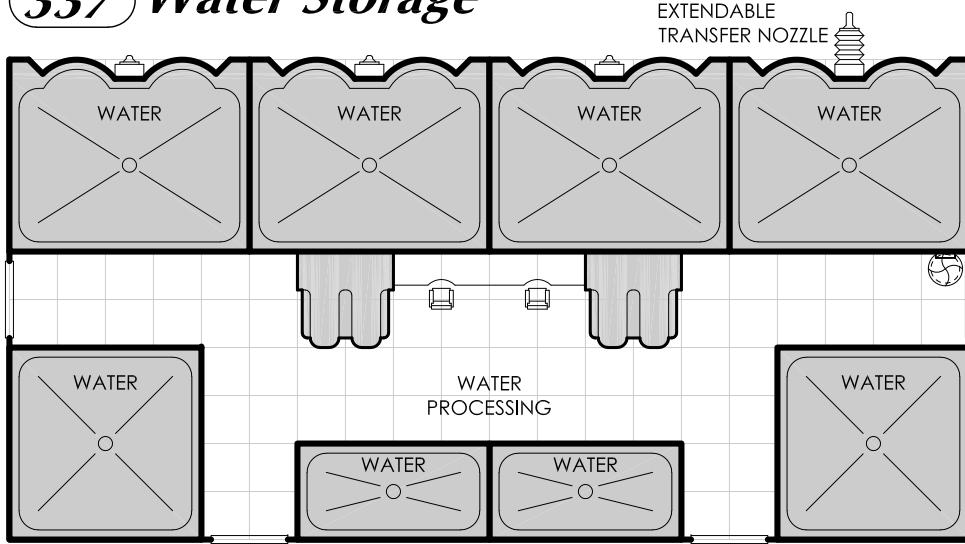
Vehicle Hangar - Empty 336



Notes:

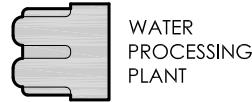
- Height as required for vehicles.
- Vehicles (if present) to be determined by referee.

337 Water Storage

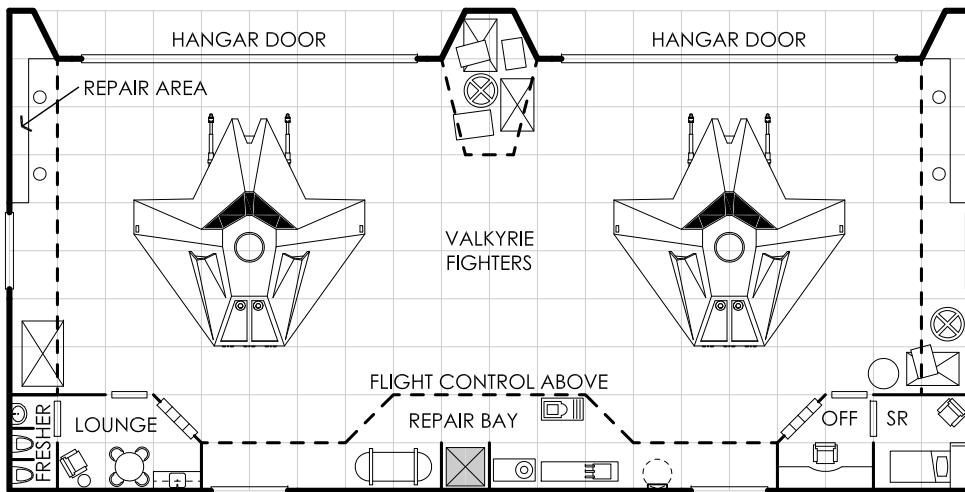


Notes:

- Desalination & purification of wilderness gathered water, processing, and storage.



339 Fighter Hangar - Lower

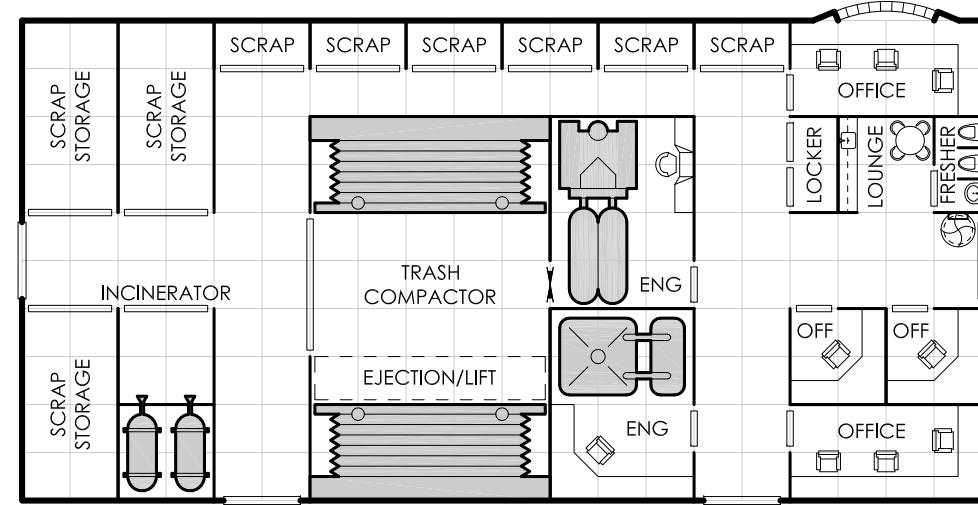


Notes:

- Double height space (20' ceiling), with flight deck below and flight control room and perimeter catwalk above.
- See geomorph 336 for upper level.



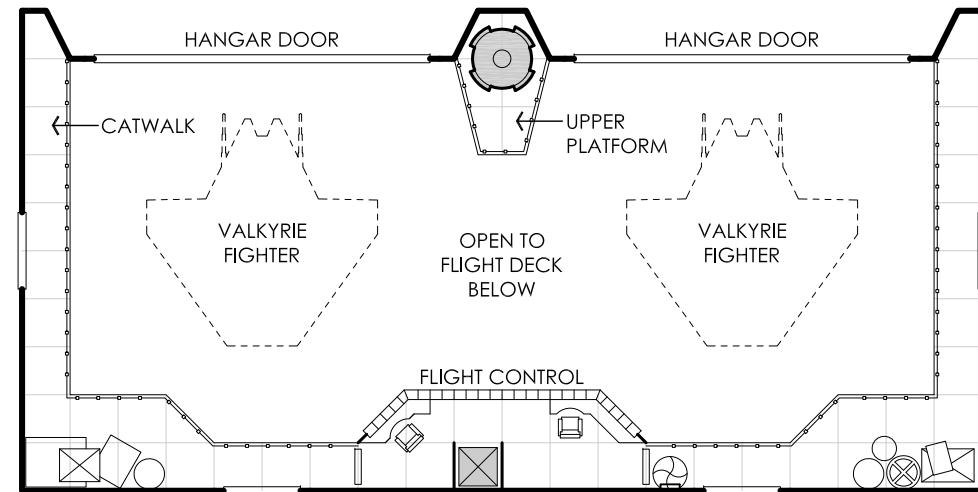
Scrap/Recycling 338



Notes:

- Ship waste and salvage scrap is stored here. Compressed scrap is ejected through the lift. Any water in the waste is recovered, cleaned, and piped to the ship's potable water supply.

Fighter Hangar - Upper 340



Notes:

- See geomorph 339 for lower level.

Fighter Hangar

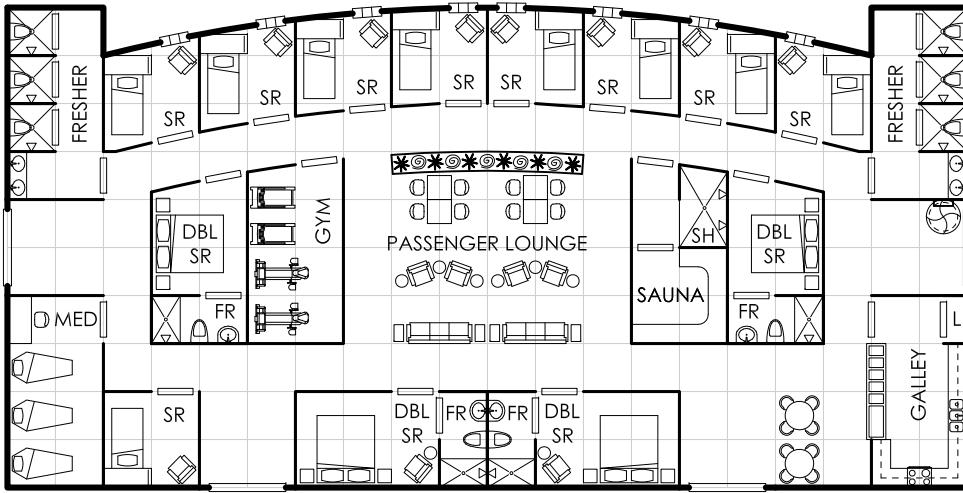
A small hangar for two Valkyrie Mk II starfighters. The hangar includes a repair bay/machine shop, work bench for electronics or smaller repairs, and a flight control room on the second level. Each hangar opening here includes a solid outer door (shown in the open position, so they are unseen), and an inner force field membrane the fighter passes through during launch. I use this configuration in my Traveller universe as it is a bit more cinematic and avoids the need to cycle the entire hangar like an airlock. Sometimes you have to push the hard science out of the way to make room for the Rule of Cool.

Built into the ceiling is quick response fire suppression system which will flood the hangar with extinguishing foam and put out any major fire in about 30 seconds.



A typical two fighter hangar as shown on the previous page.
See geomorphs 339 and 340.

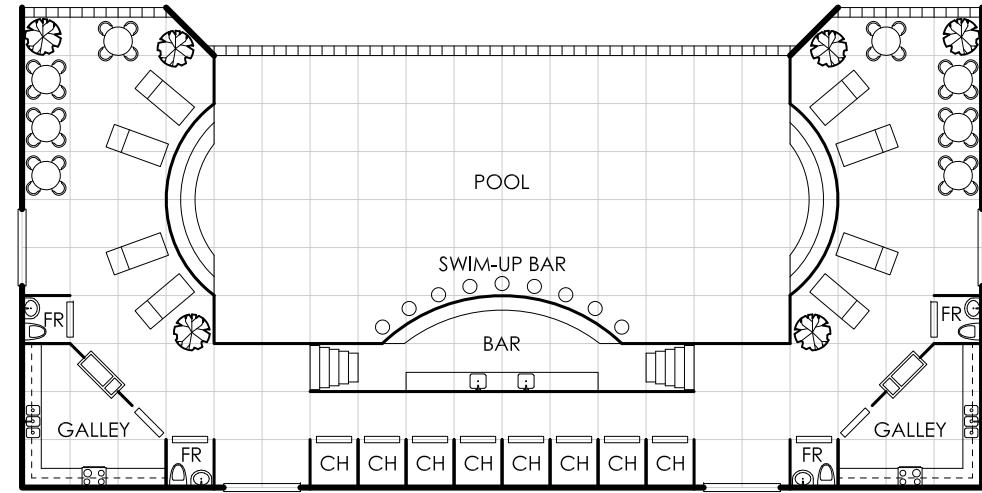
341 Passenger Deck



Notes:

- This area can be used for both passengers and crew.

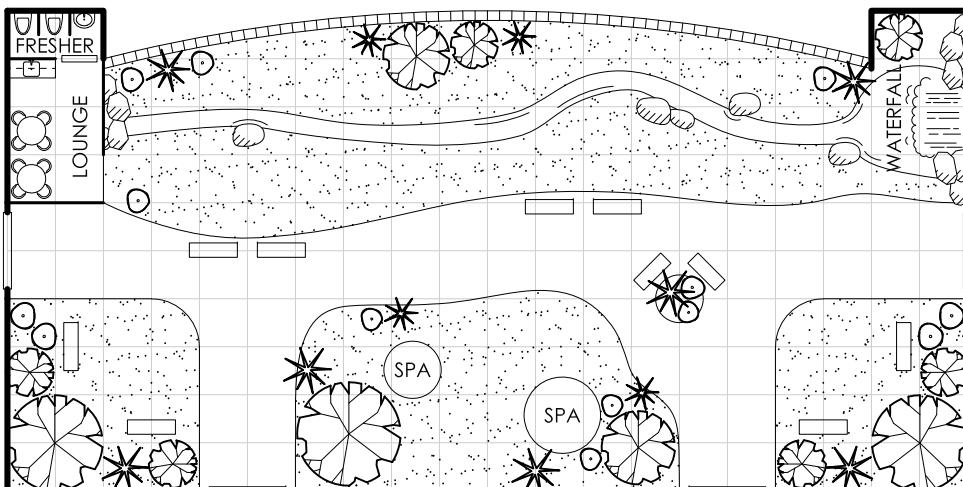
Pool Deck 342



Notes:



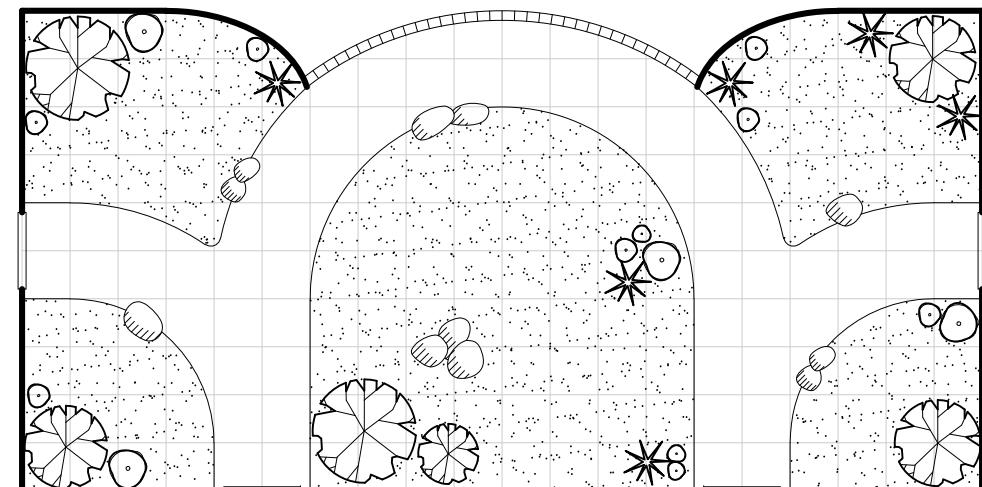
343 Arboretum



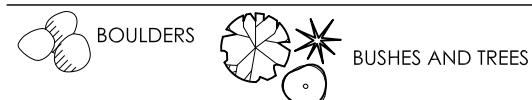
Notes:



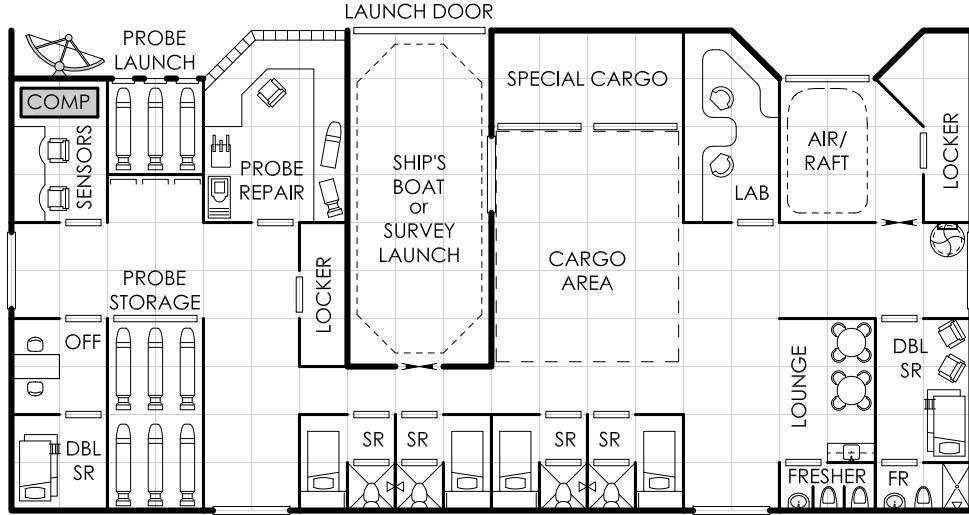
Arboretum 344



Notes:



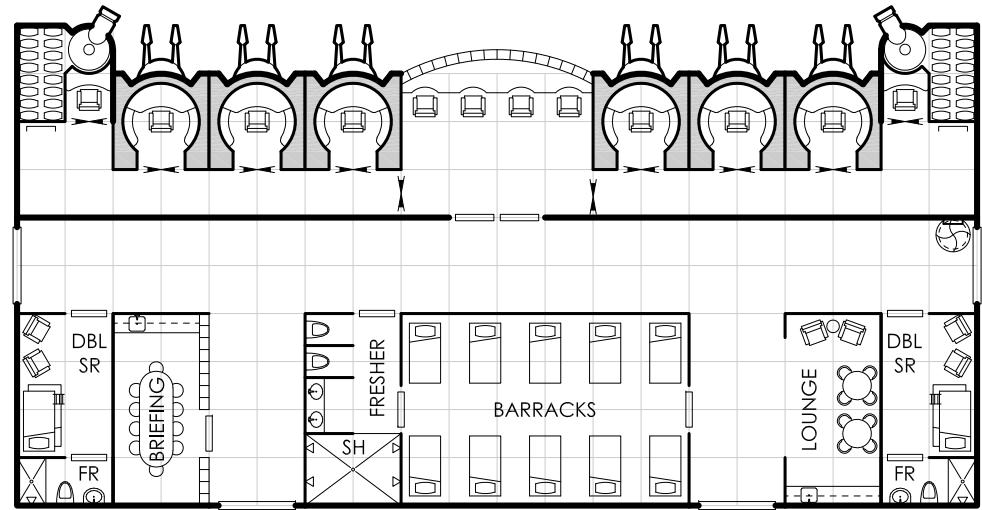
345 Scout Deck



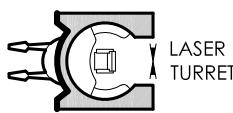
Notes:



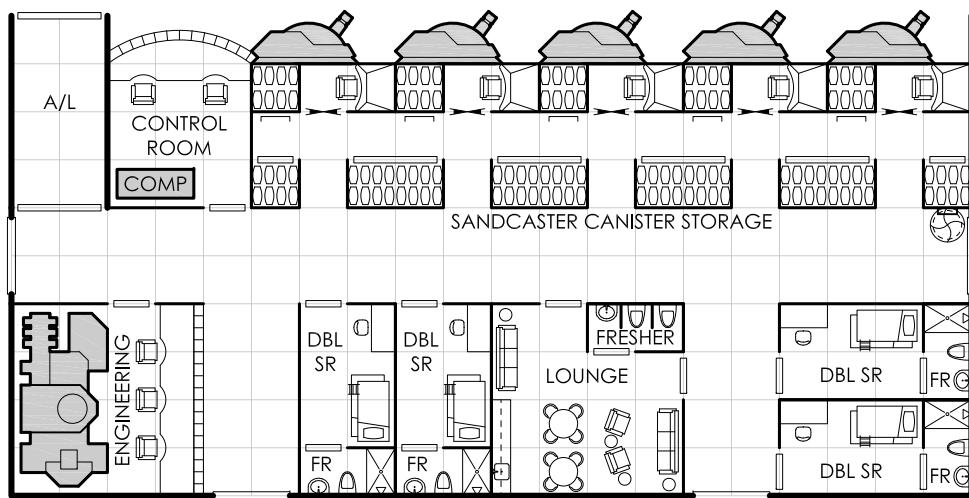
Gunnery / Barracks 346



Notes:



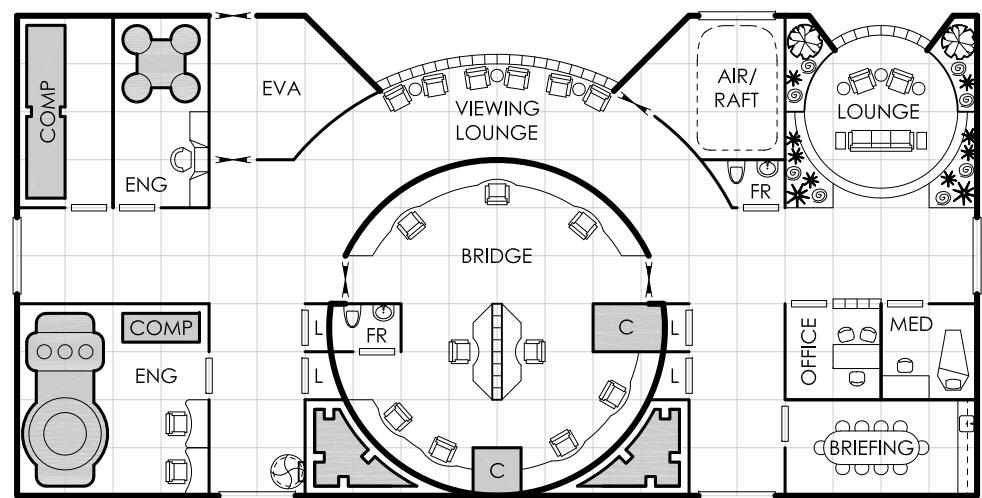
347 Sandcaster Deck



Notes:



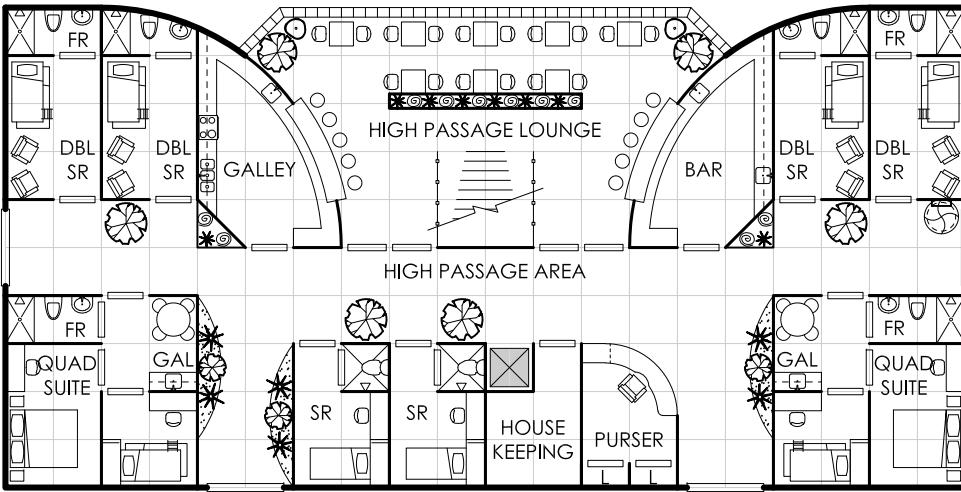
Bridge 348



Notes:



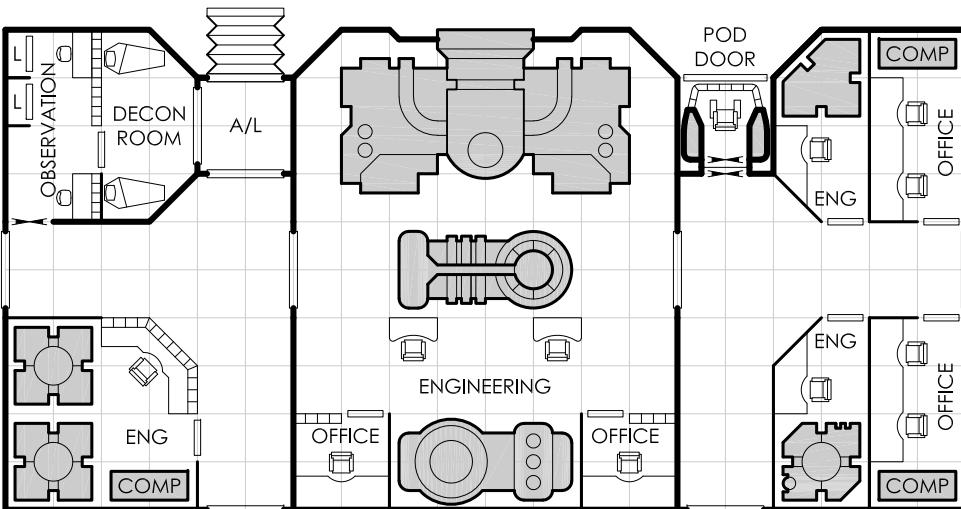
349 Passenger Deck - Lower



Notes:

- Luxury high passage staterooms and lounge area.
- Lounge at lower level is a double height space (20' ceiling).
- See geomorph 350 for upper level.

351 Engineering

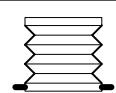


Notes:

- See the Yet Another Traveller Blog for more information on work pods.

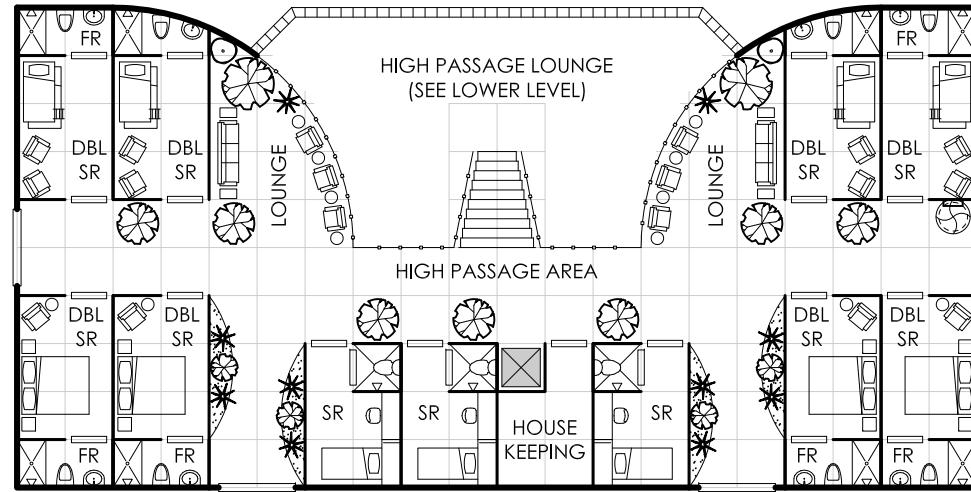


WORK POD



EXTENDABLE AIRLOCK

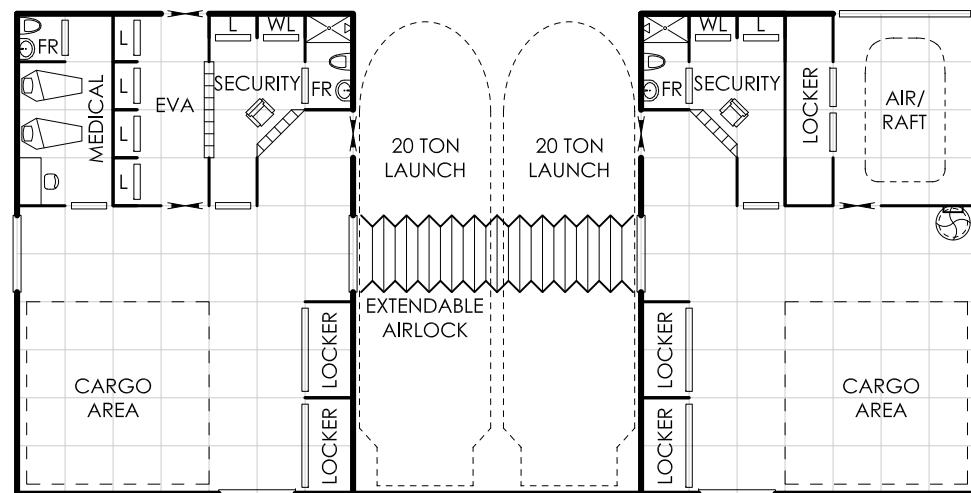
Passenger Deck - Upper 350



Notes:

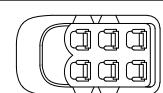
- Luxury high passage staterooms and lounge area.
- See geomorph 349 for lower level.

20 Ton Launch Bay 352



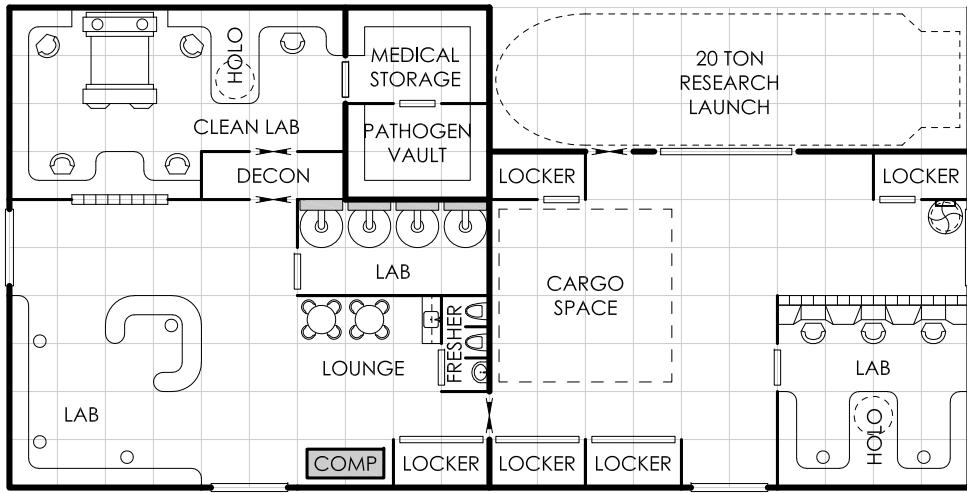
Notes:

- When the launches are not in their berths, a retractable airlock can be extended to allow passage.



AIR/RAFT

353 Research Lab

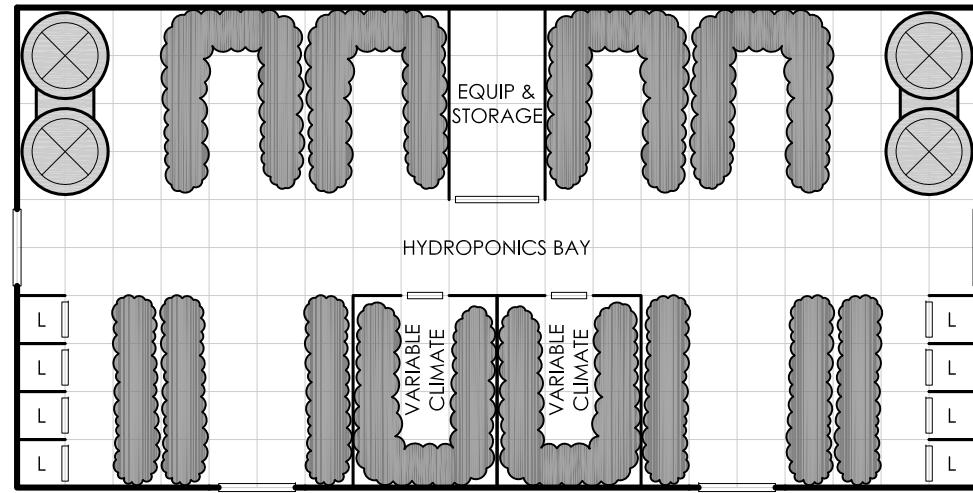


Notes:



STASIS TUBE

Hydroponics Bay 354



Notes:

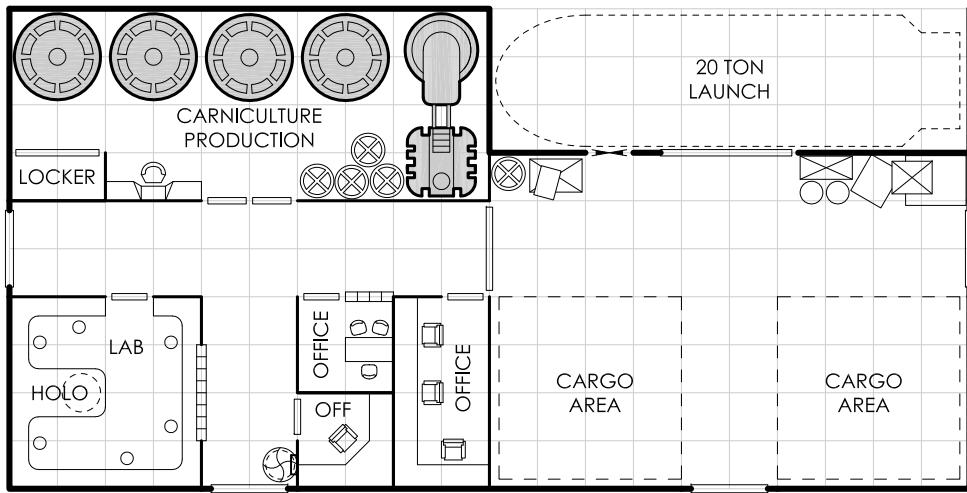


WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



HYDROPONIC
VEGETATION

355 Carniculture Lab/Cargo Bay

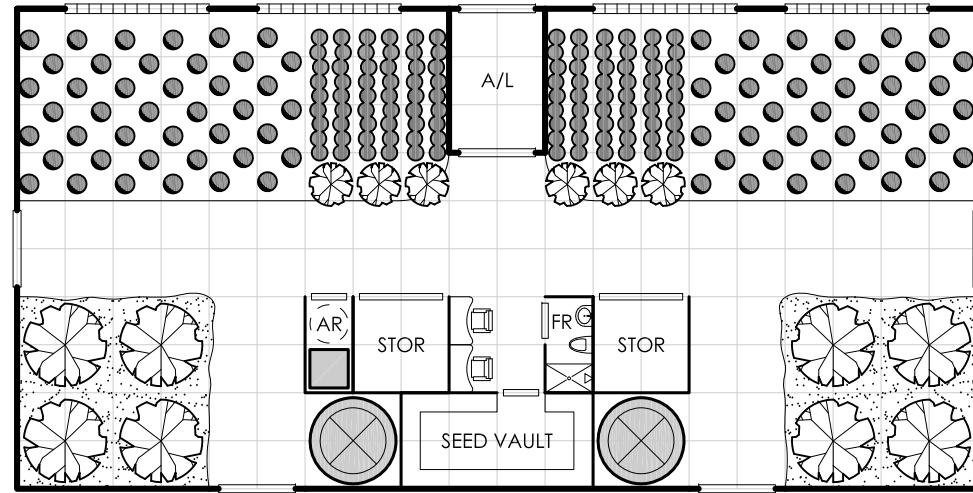


Notes:

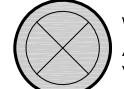


CARNICULTURE
VAT / PROCESSING
EQUIPMENT

Agricultural Bay 356



Notes:



WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.

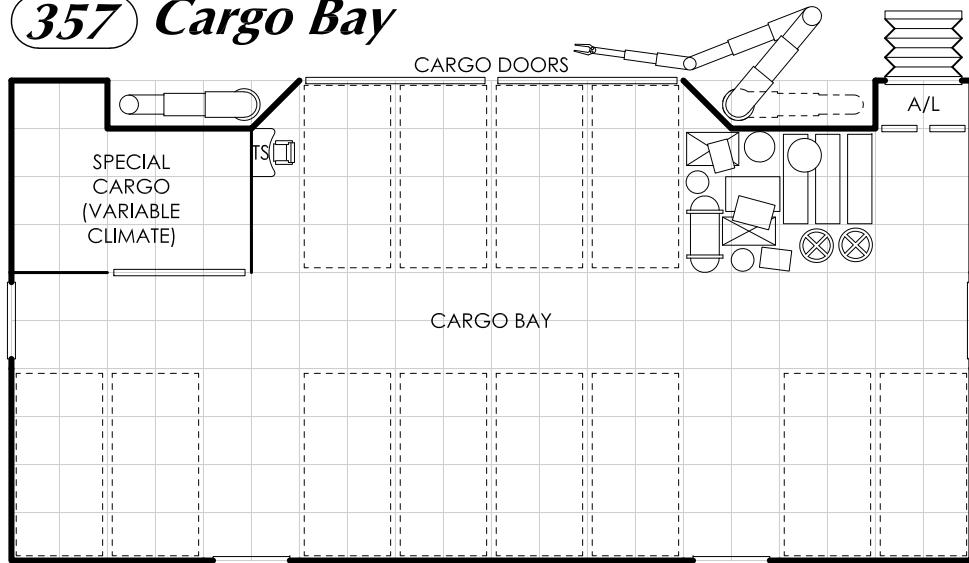


FRUIT
TREE
CROPS



AGRICULTURAL
ROBOT ALCOVE

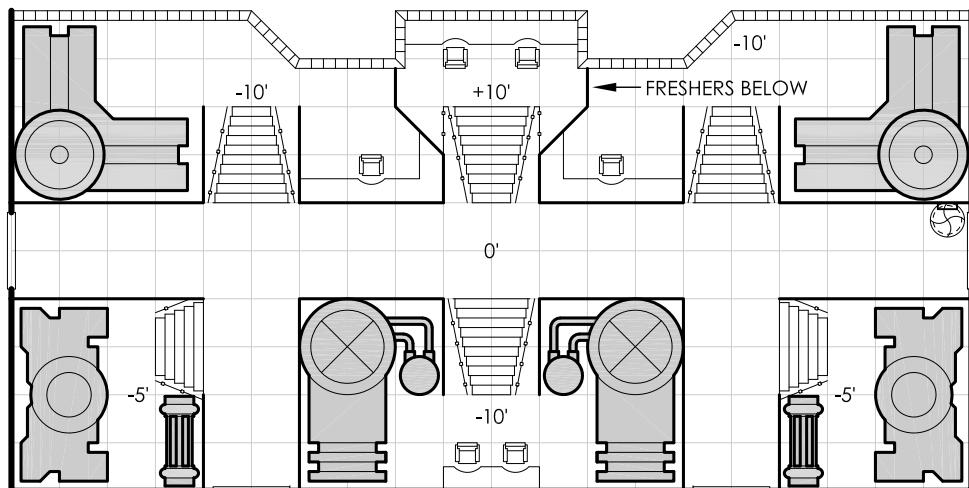
357 Cargo Bay



Notes:



359 Engineering

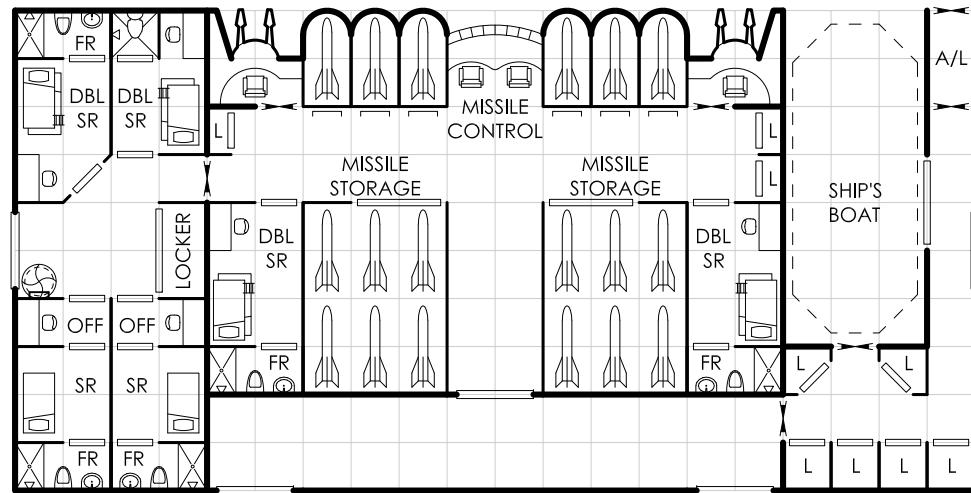


Notes:

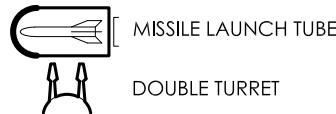
- Variable floor heights.
- Triple height space (30' ceiling).



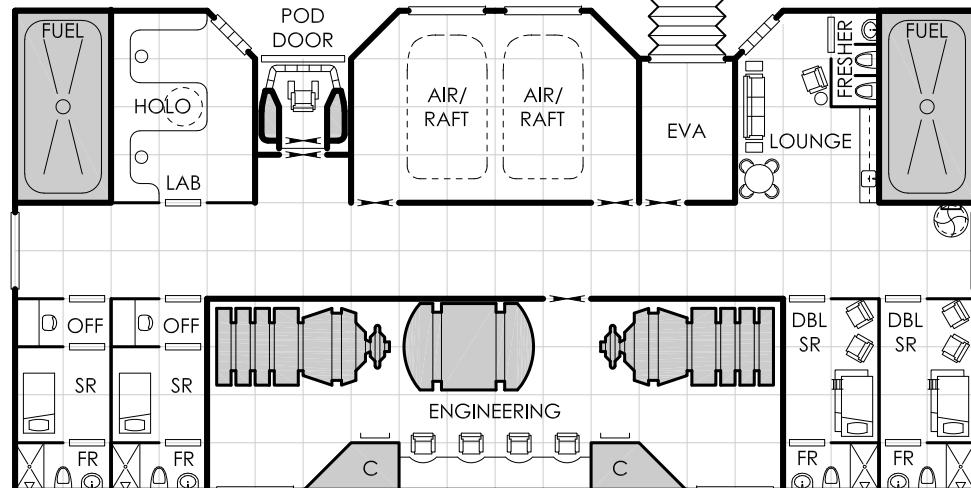
Weapons Bay 358



Notes:



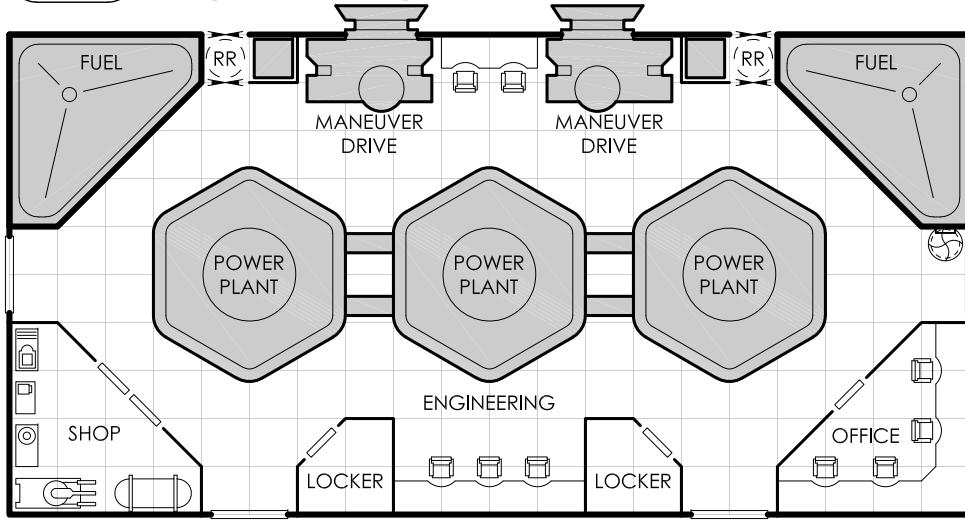
Multi purpose 360



Notes:



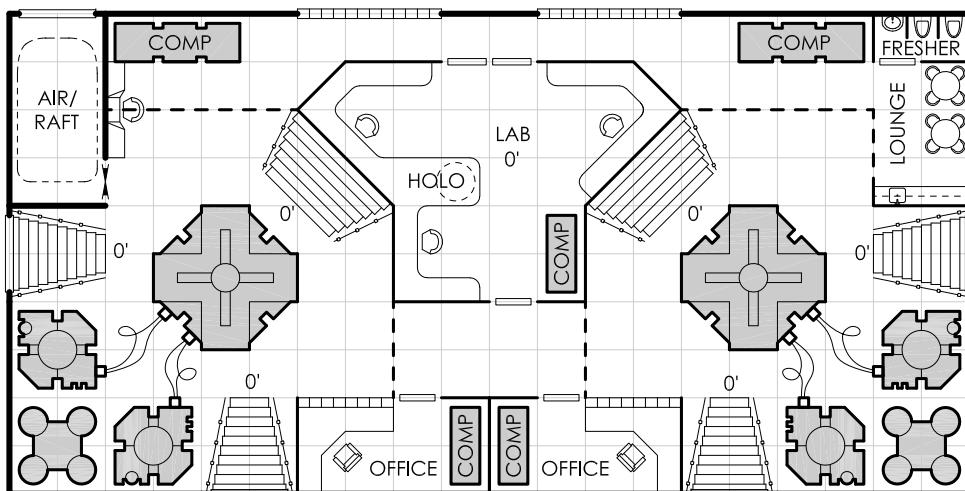
361 Engineering



Notes:

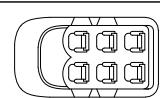
REPAIR ROBOT
ALCOVE / AIRLOCK

363 Tech Lab - Lower

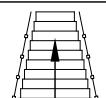


Notes:

- Variable floor heights.
- Double height space (20' ceiling).
- See geomorph 364 for upper level.

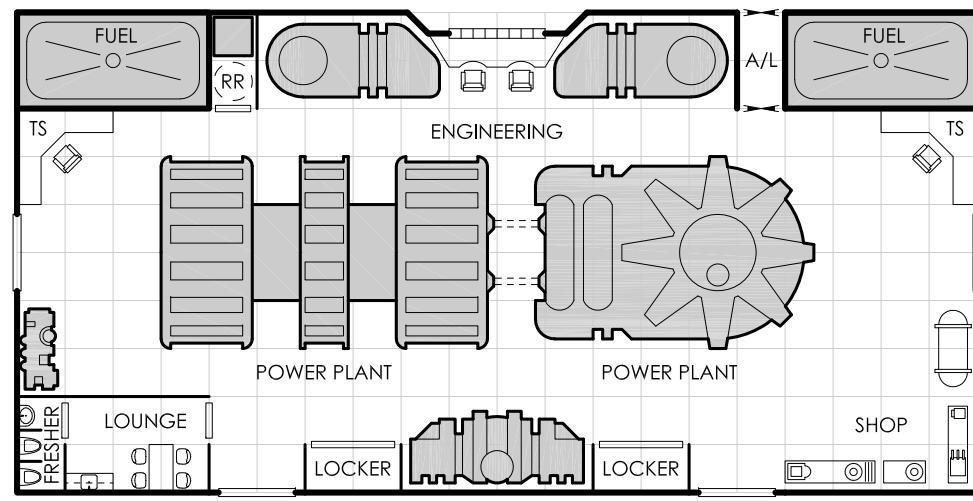


AIR/RAFT



STAIRS DOWN
w/ HANDRAILS

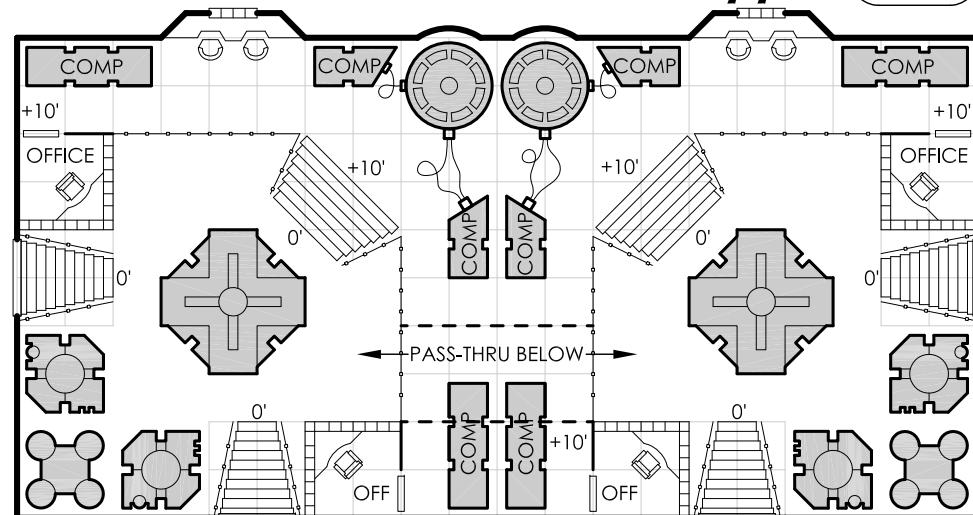
Engineering 362



Notes:

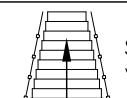
REPAIR ROBOT
ALCOVE

Tech Lab - Upper 364



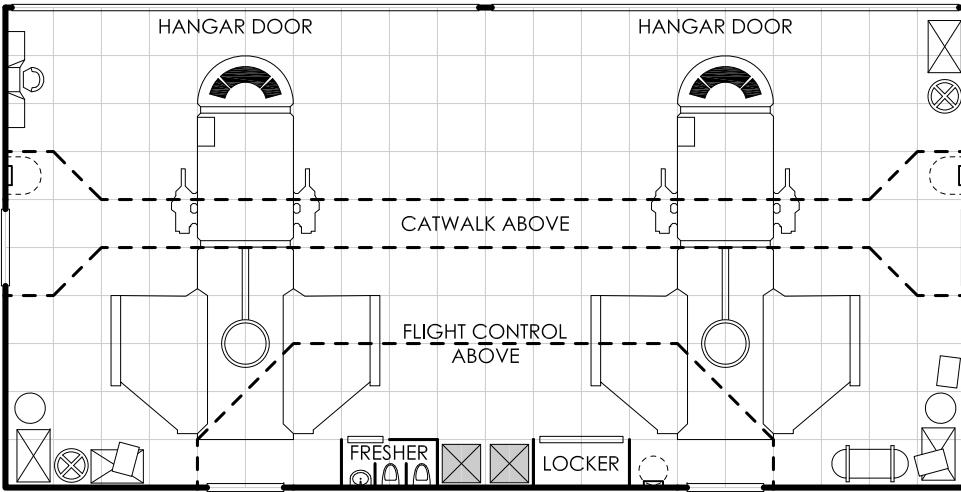
Notes:

- Variable floor heights.
- See geomorph 363 for lower level.



STAIRS DOWN
w/ HANDRAILS

365 Gunship Hangar - Lower

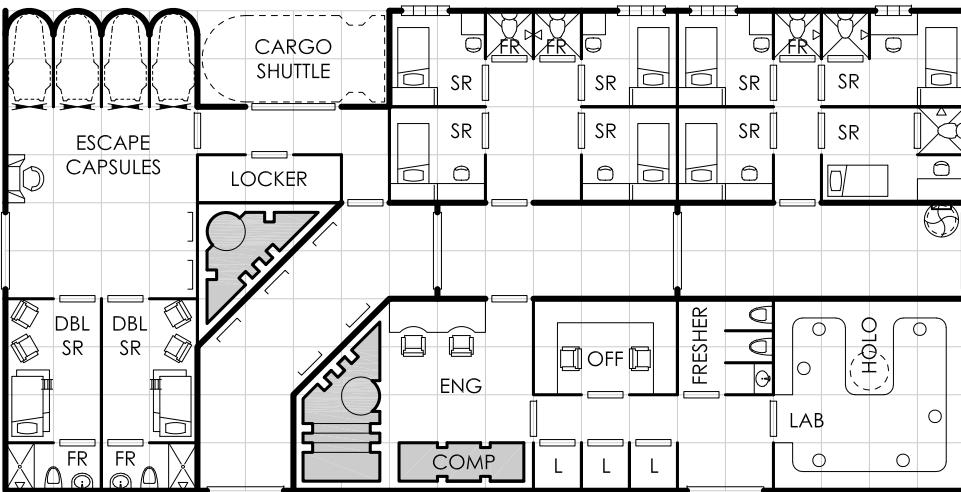


Notes:

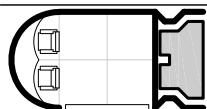
- Double height space (20' ceiling), with flight deck below and flight control room and catwalk above.
- See geomorph 366 for upper level.



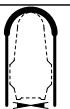
367 Multi purpose



Notes:

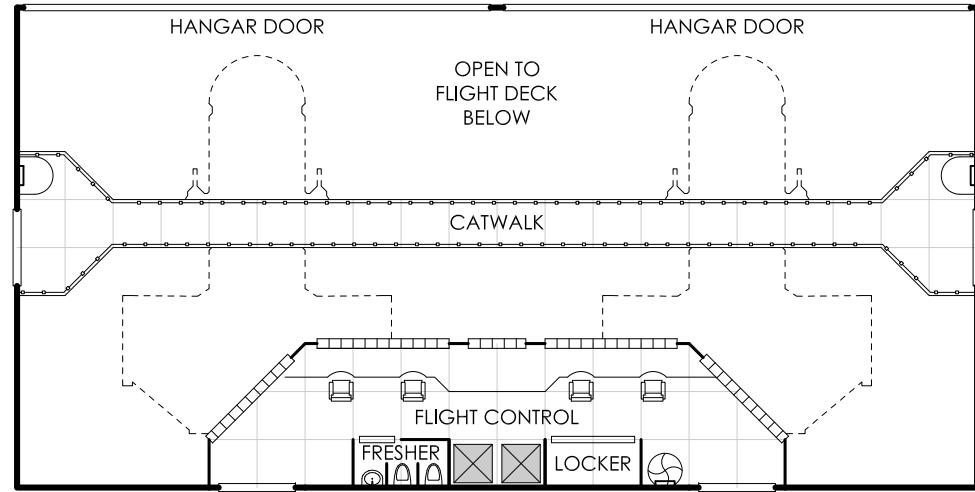


CARGO
SHUTTLE



1 PERSON
ESCAPE CAPSULE
IN LAUNCH TUBE

Gunship Hangar - Upper 366

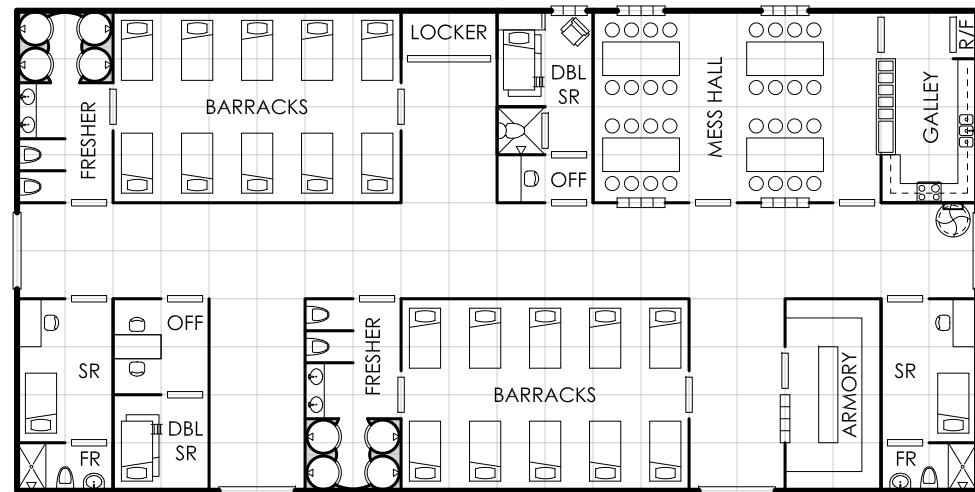


Notes:

- Double height space (20' ceiling), with flight deck below and flight control room and catwalk above.
- See geomorph 365 for lower level.



Barracks 368



Notes:

- The mess hall doubles as a common area/lounge during non-serving times.

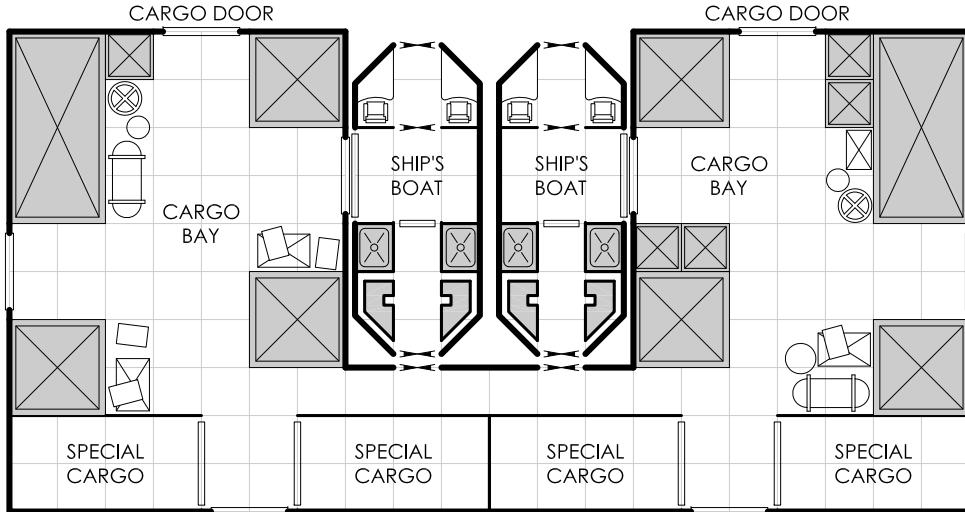
Armory

A staple on most military ships, a luxury for the small station security force, and the wet dream of every PC gun bunny, the armory stores the arms, armor, and ammo that are kept on the ship. The armory is a big step up from the typical weapon rack found in a small ship's locker. Armories are typically manned, providing security, cleaning and repair, technical expertise, and the responsibility for distributing and collecting weapons.



A weapons specialist takes a break from repairing a tactical shotgun to distribute arms to a pilot prior to his mission.

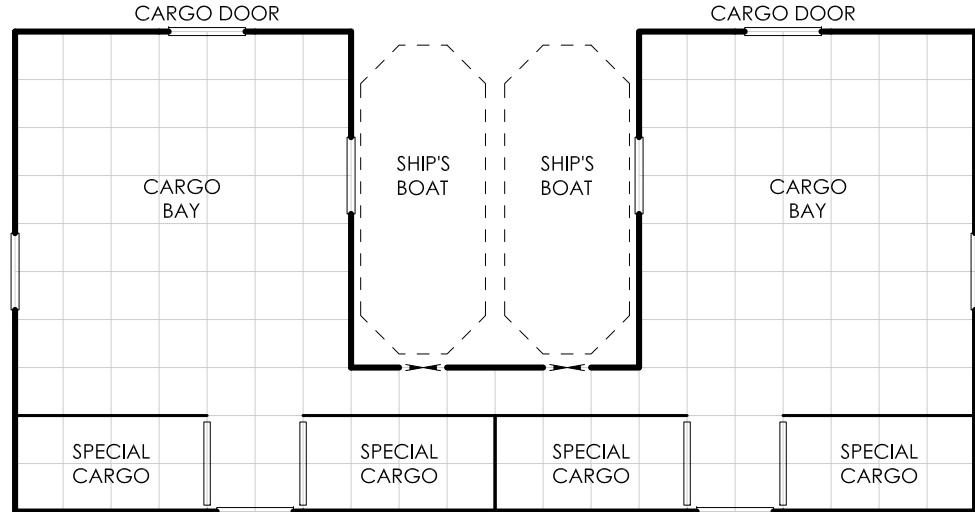
369 Cargo Bay - Full



Notes:

- Special Cargo areas have the ability to vary climates and gravity and can be used for live cargo.

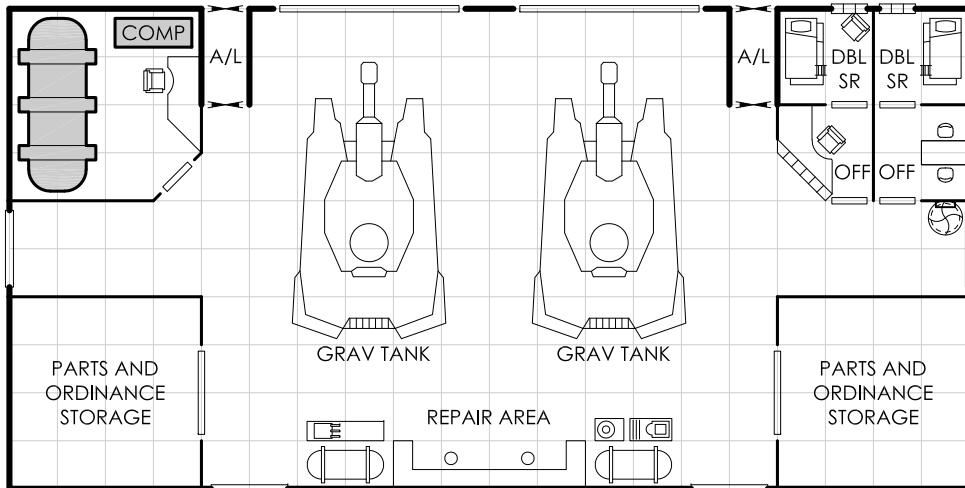
Cargo Bay - Empty 370



Notes:

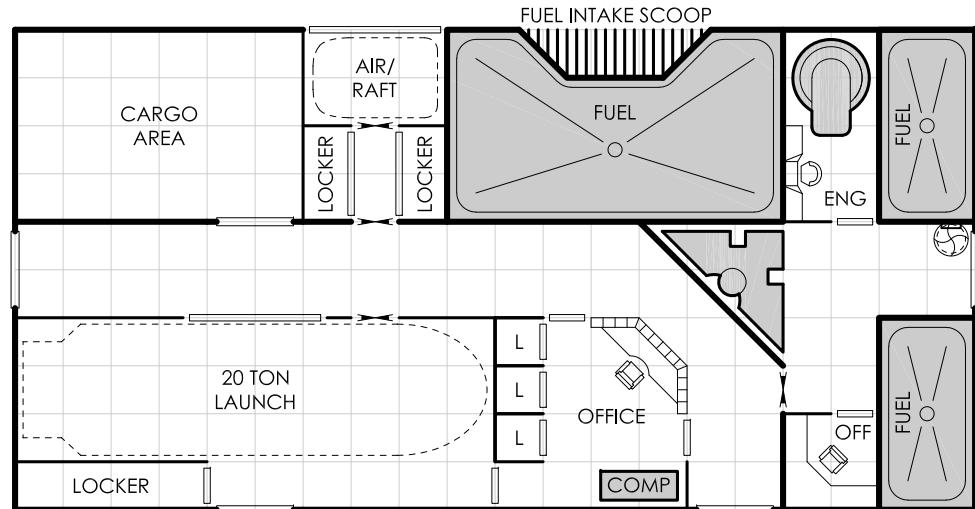
- Special Cargo areas have the ability to vary climates and gravity and can be used for live cargo.
- See "Small Crafts" for more information about the Ship's Boat.

371 Grav Tank Garage

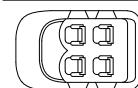


Notes:

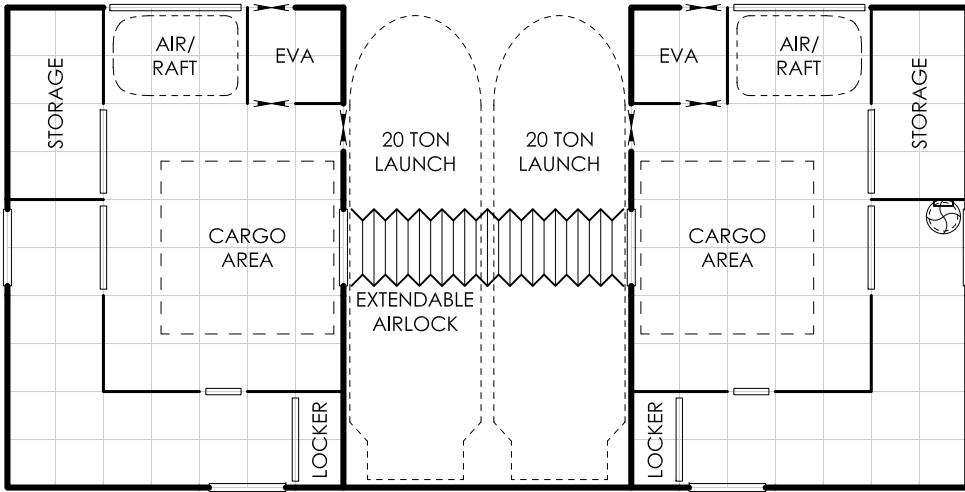
Multi purpose 372



Notes:



373 Cargo Bay - 20 Ton Launch

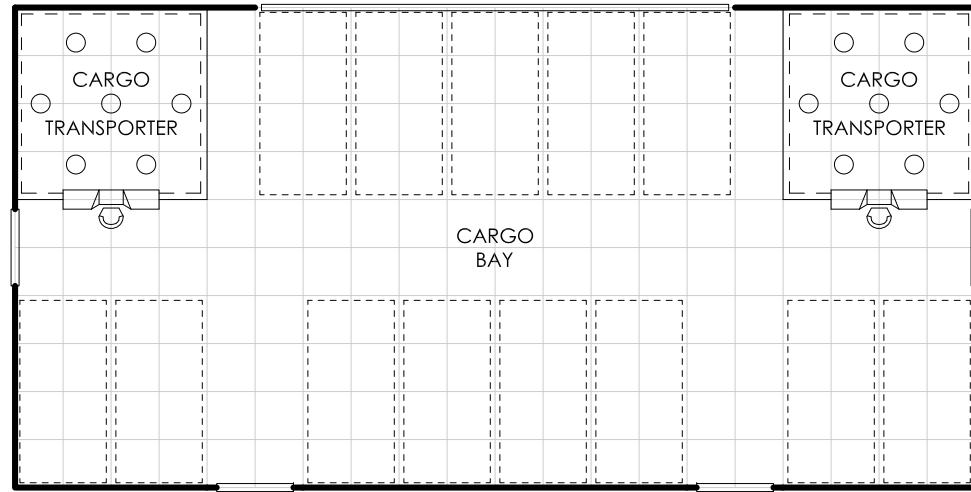


Notes:

- See "Small Crafts" for more information about the 20 ton Launch.

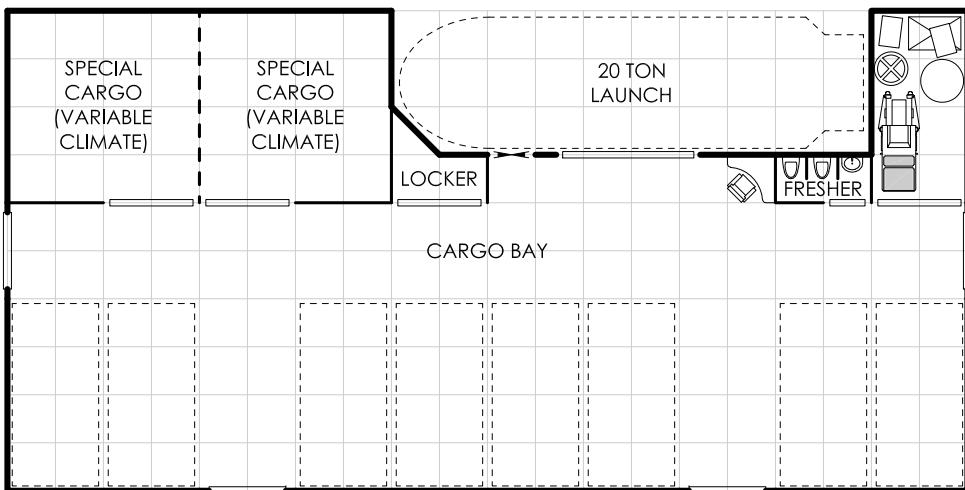


Cargo Bay 374



Notes:

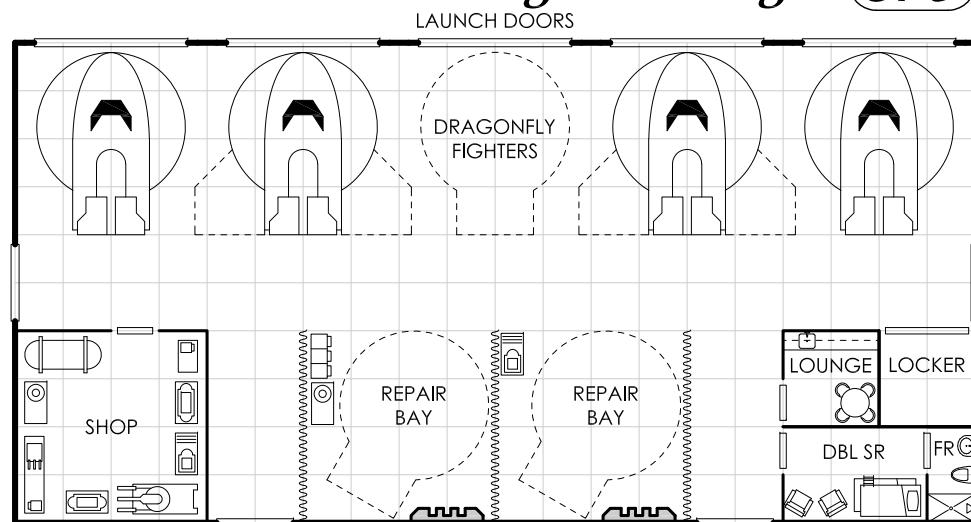
375 Cargo Bay - 20 Ton Launch



Notes:

- Special Cargo areas have the ability to vary climates and gravity and can be used for live cargo.
- See "Small Crafts" for more information about the 20 ton Launch.

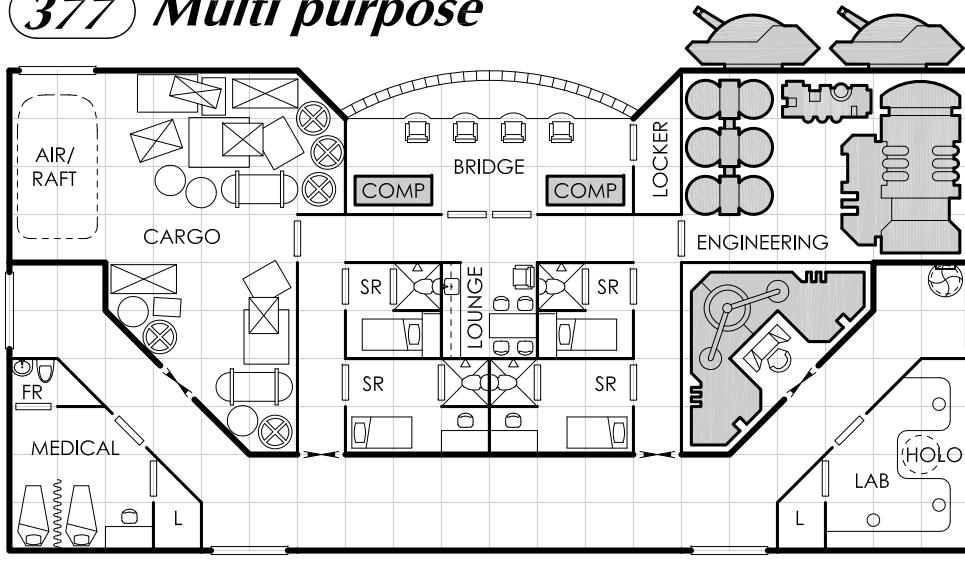
Fighter Hangar 376



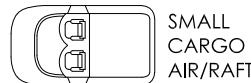
Notes:

- See FASA's Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter.

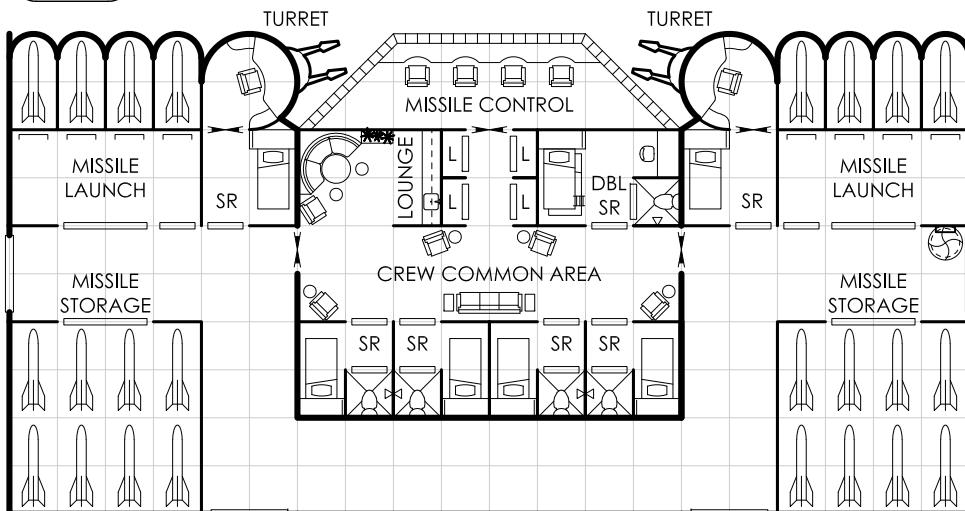
377 Multi purpose



Notes:

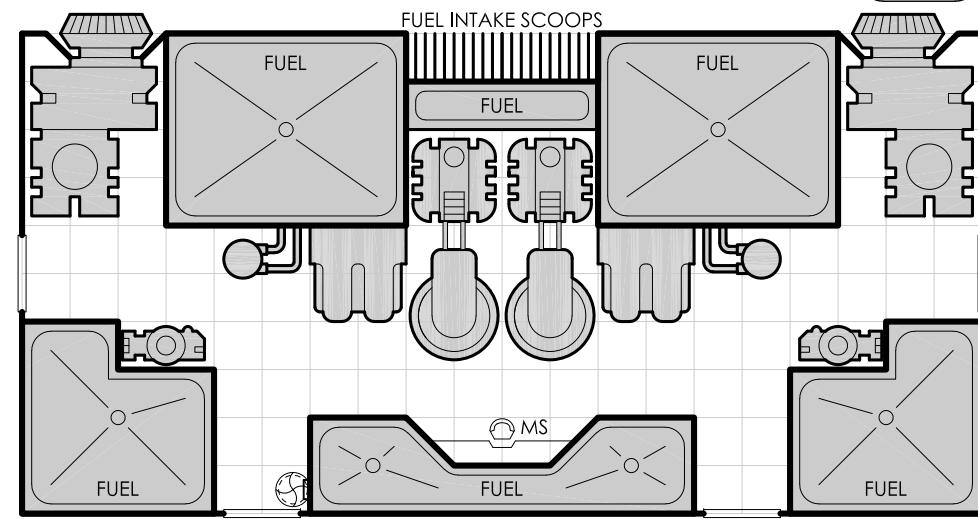


379 Weapons Bay



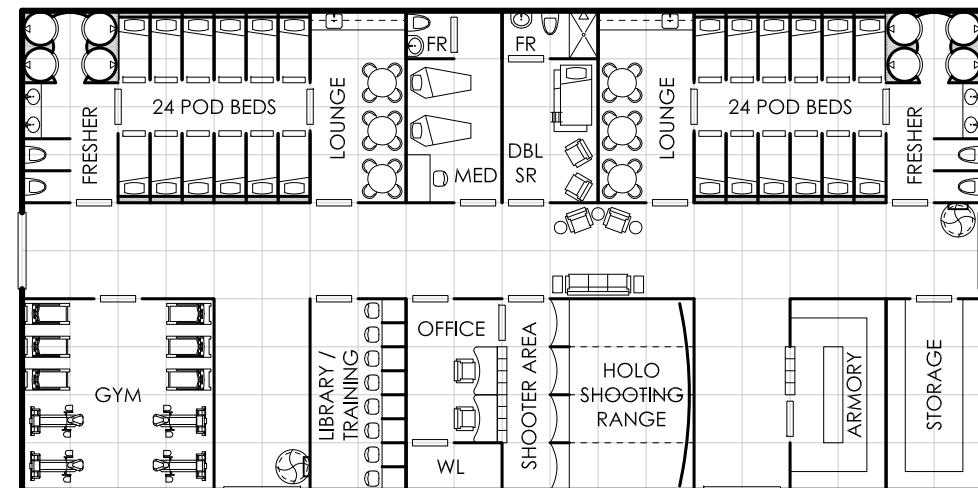
Notes:

Fuel Refinery 378



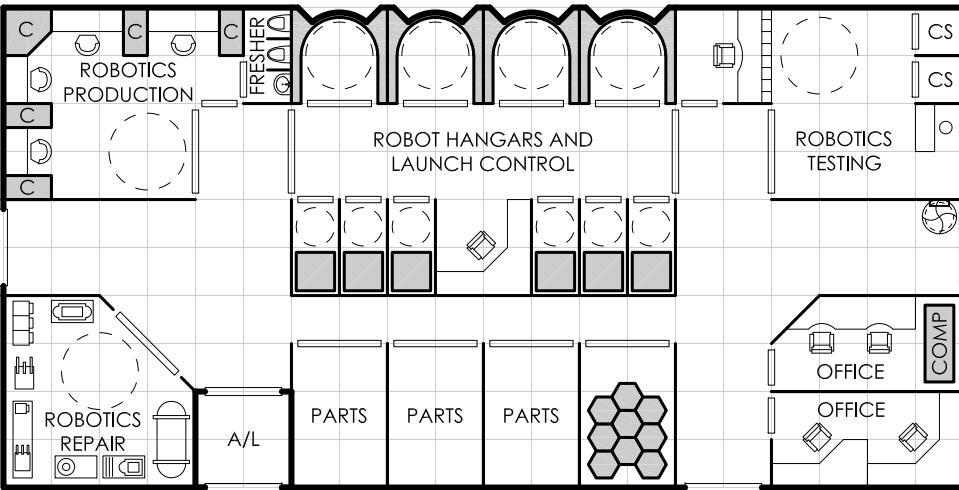
Notes:

Barracks/Training 380



Notes:

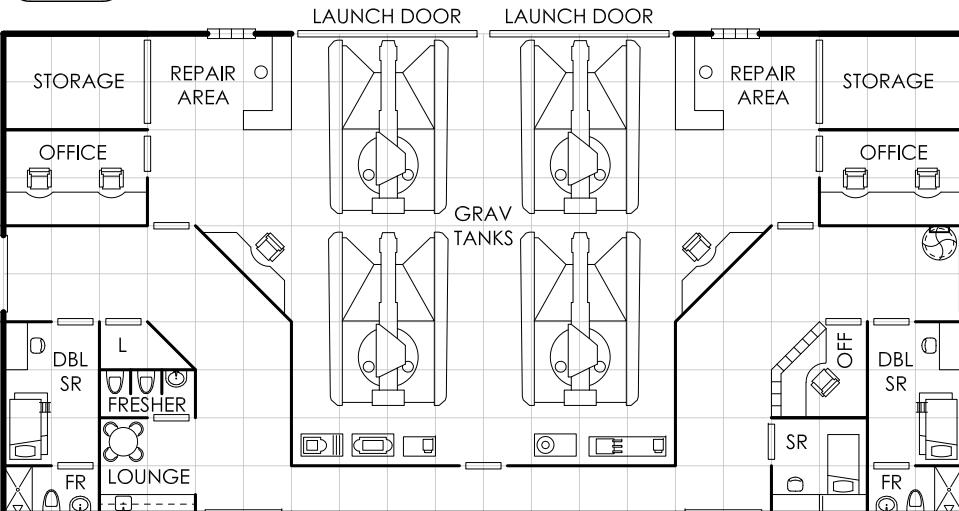
381 Robotics Lab



Notes:

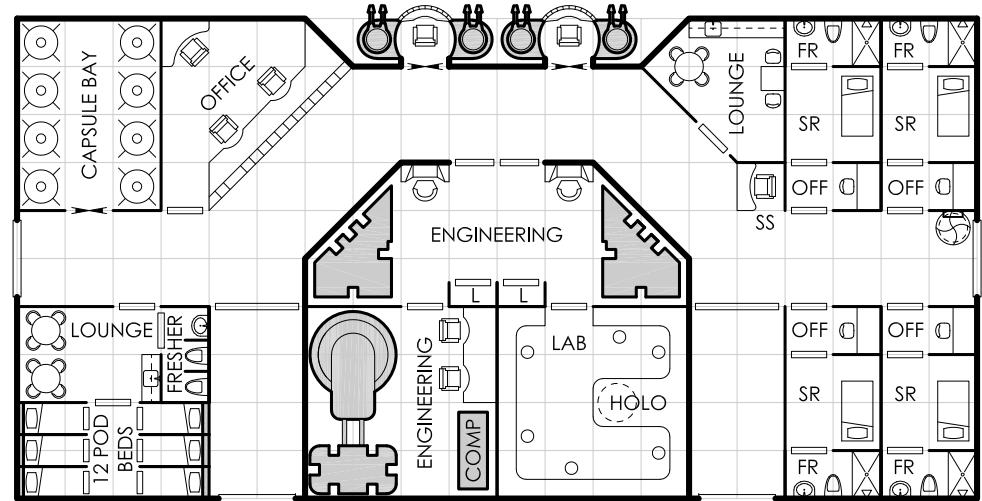
- For production, testing, repair, storage, and launching (where applicable) of all types of robots, including warbots, sensor drones, etc.)
- Robotics testing lab is armored, with bulletproof glass at the control room.

383 Tank Bay



Notes:

Multi purpose 382



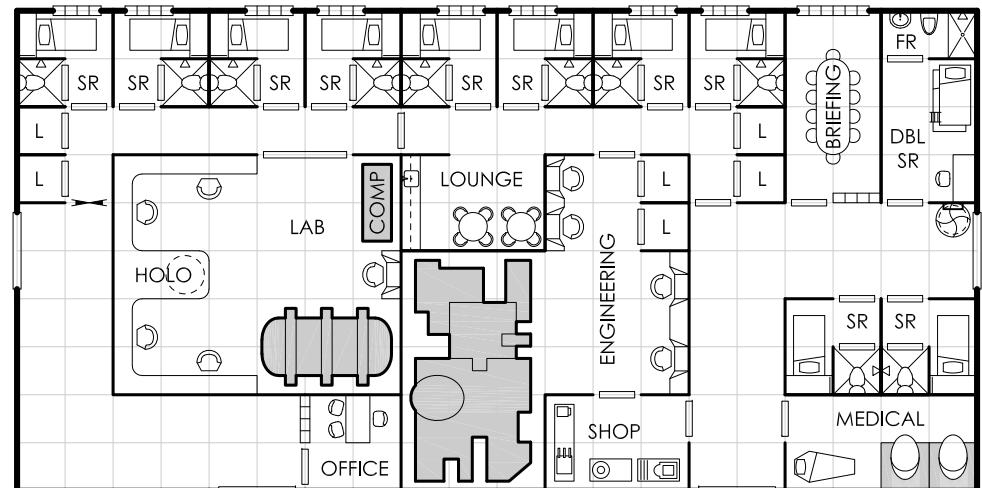
Notes:

EMERGENCY ESCAPE
DROP CAPSULE

POP-OUT
TURRET

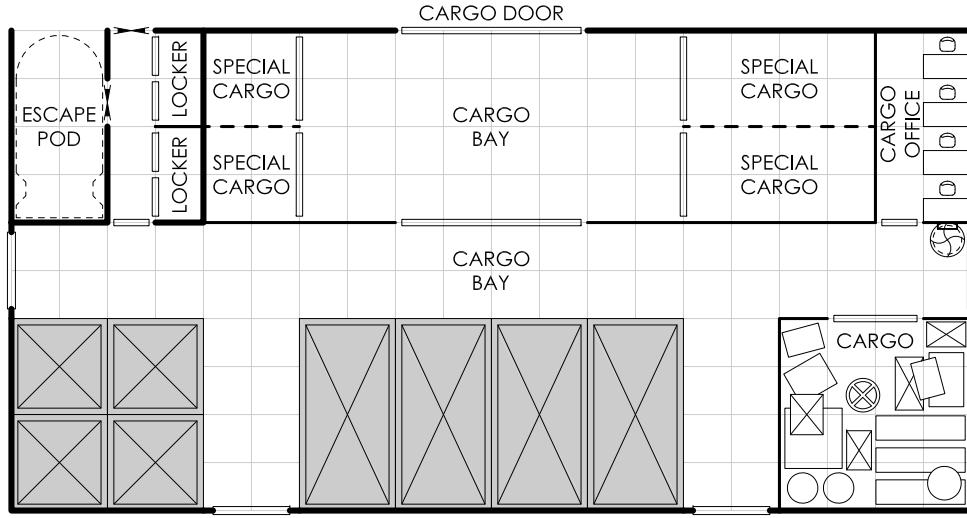
SS SECURITY
STATION

Multi purpose 384



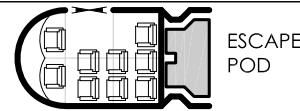
Notes:

385 Cargo Bay

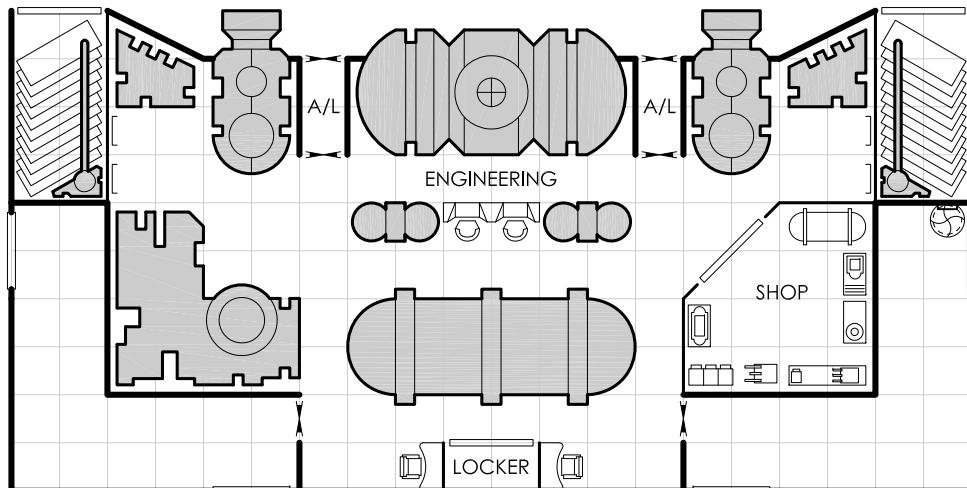


Notes:

— RETRACTABLE WALL



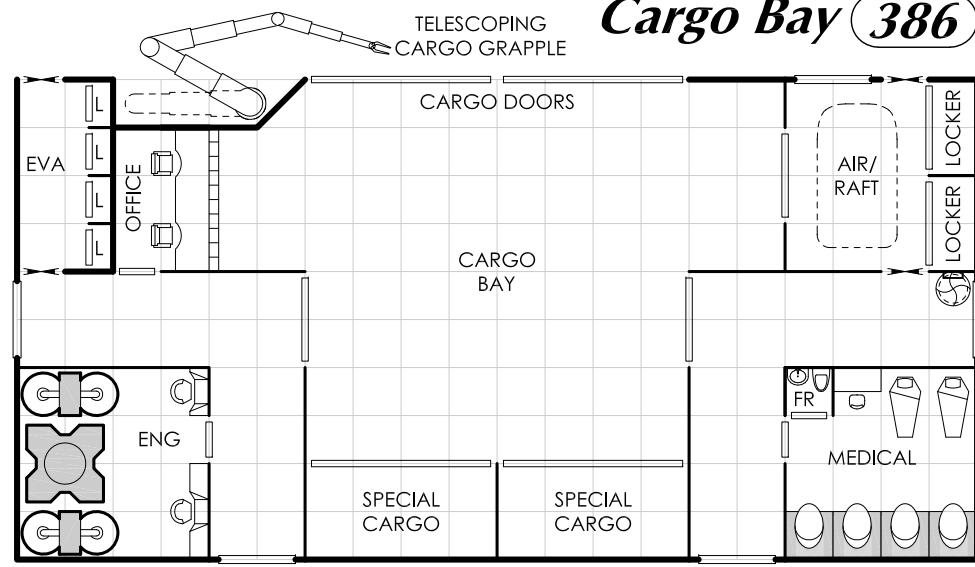
387 Engineering



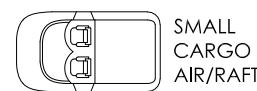
Notes:



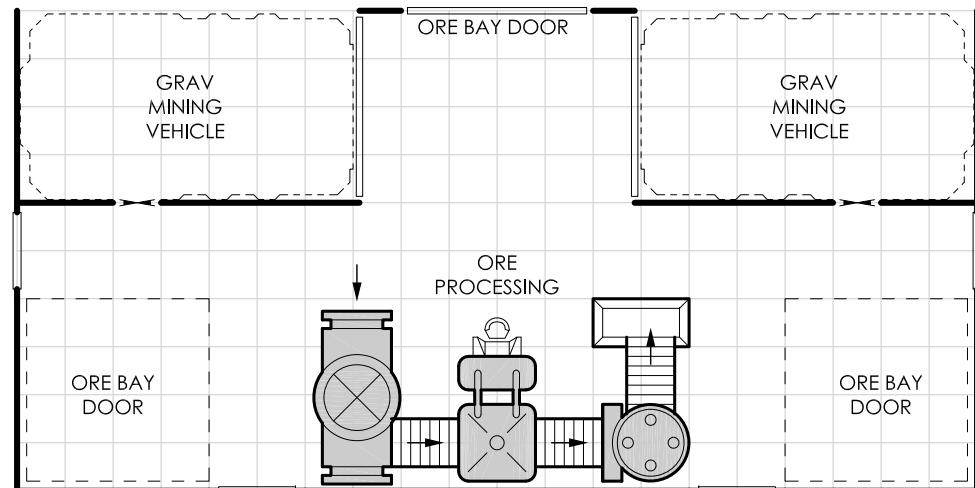
Cargo Bay 386



Notes:



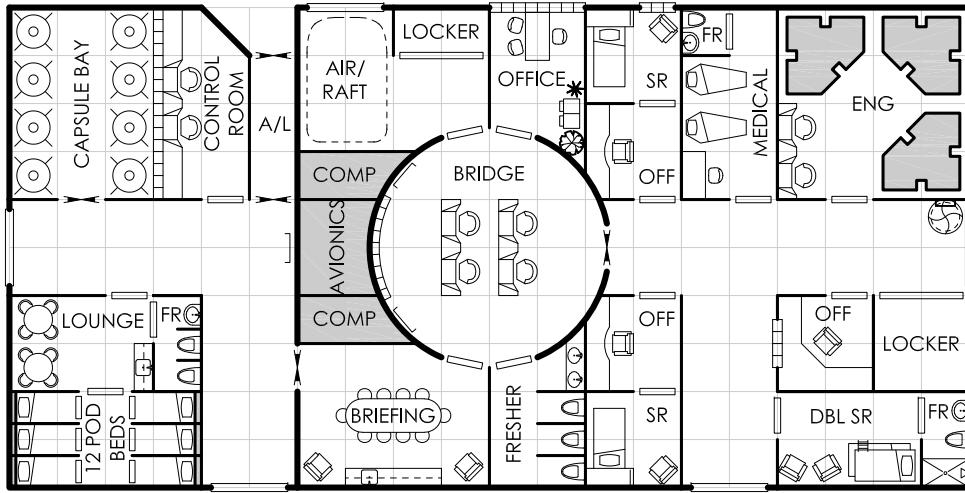
Mining Bay 388



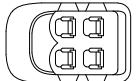
Notes:

- See FASA's High Passage #4 for more information about the grav mining vehicle.
- See "Small Craft" for grav mining vehicle deck plan.

389 Multi purpose



Notes:

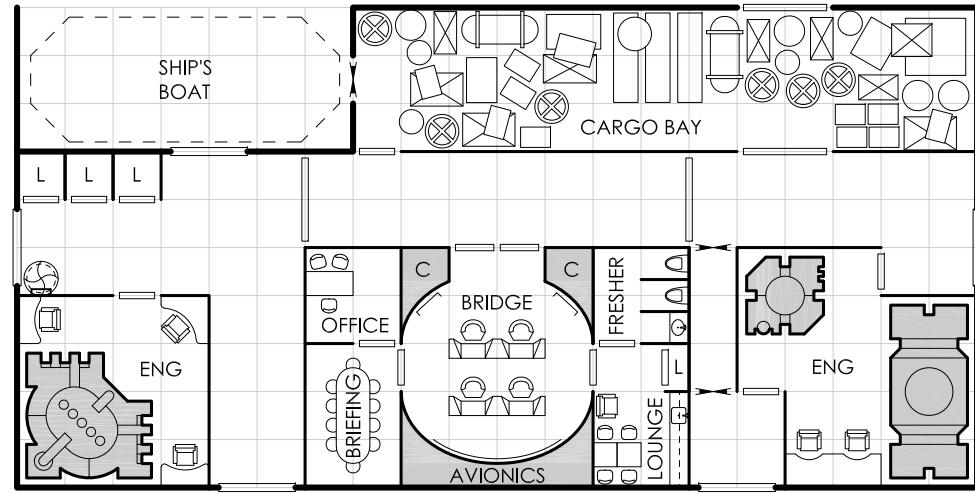


AIR/RAFT



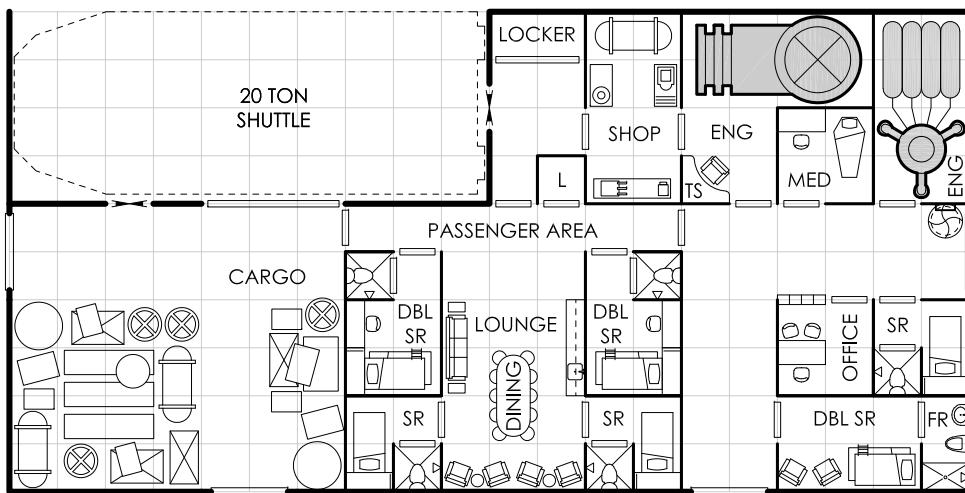
DROP CAPSULE

Multi purpose 390



Notes:

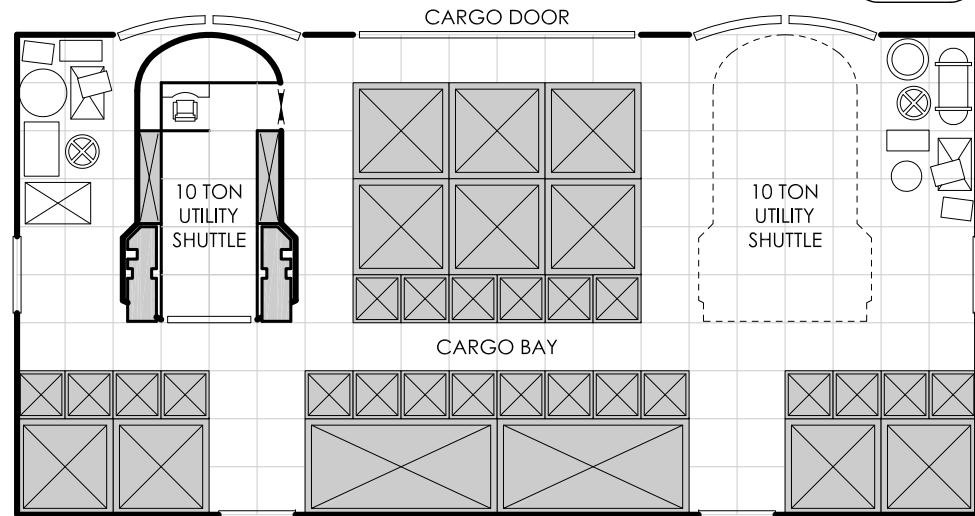
391 Multi purpose



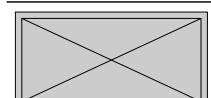
Notes:

- See "Small Craft" for 20 ton shuttle deck plan.

Cargo Bay 392



Notes:

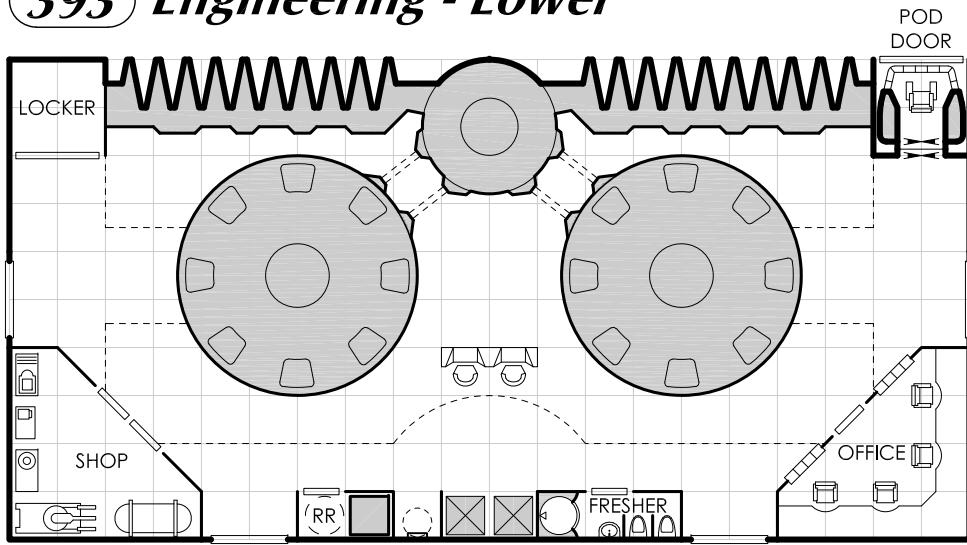


10'x20'
CARGO
CONTAINER



10'x10'
CARGO
CONTAINER

393 Engineering - Lower

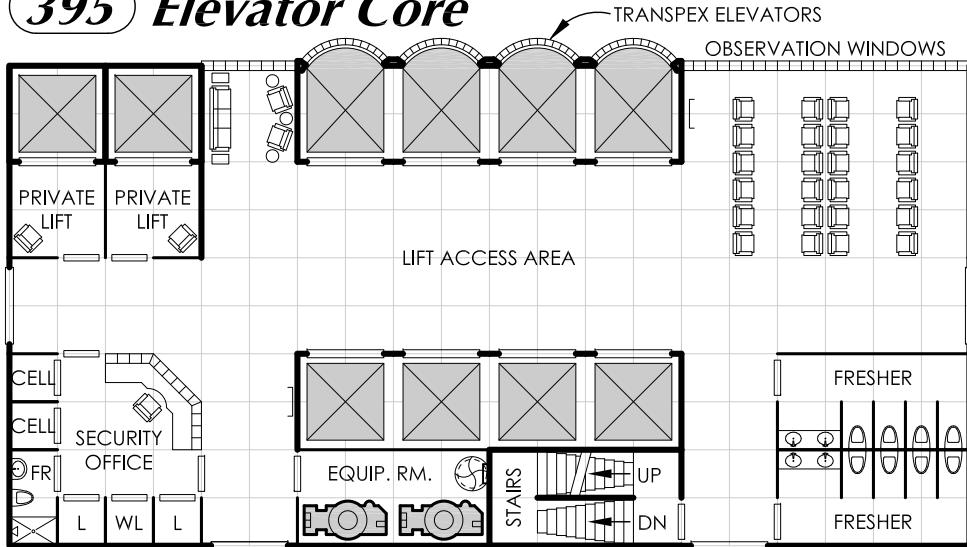


Notes:

- This is the lower portion of a two story (or more) space. See geomorph #394 for upper level(s).
- The dashed lines indicate walking areas on the upper level.



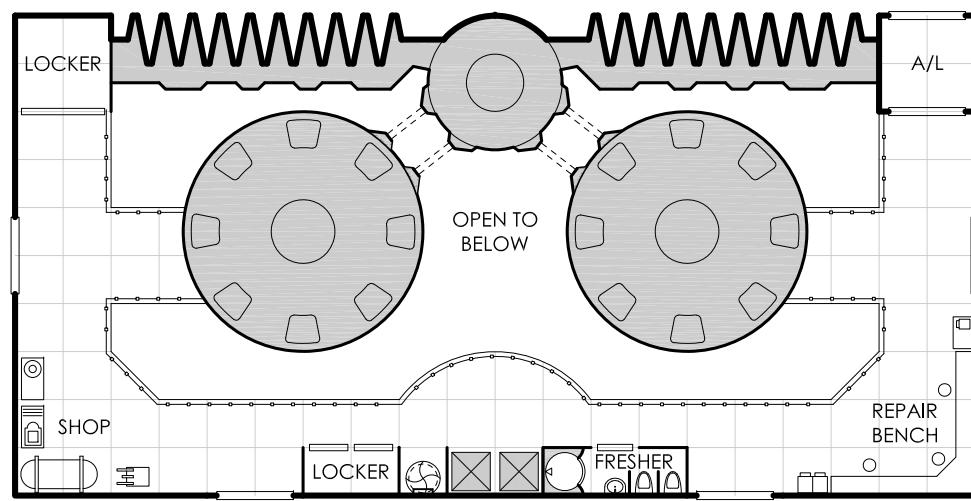
395 Elevator Core



Notes:

- Typically used in large space stations, arcologies, high rise buildings, etc.

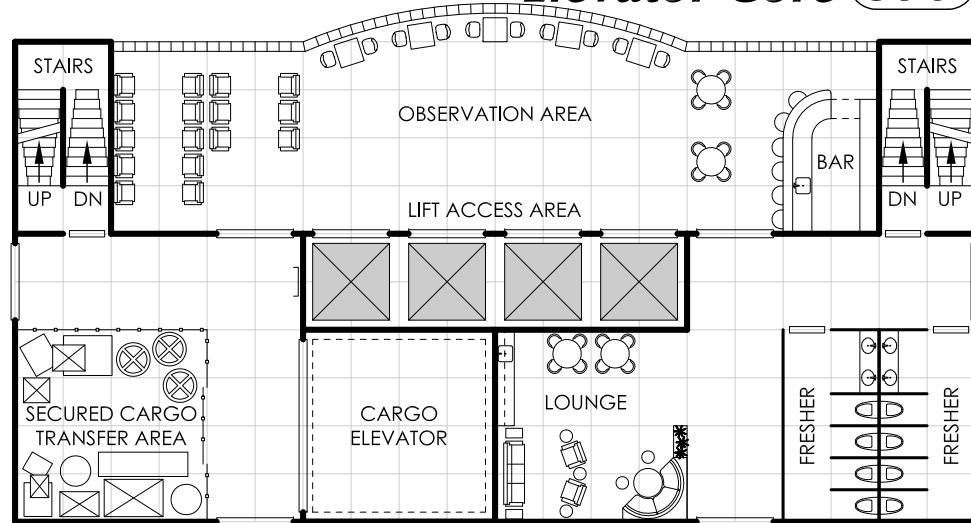
Engineering - Upper 394



Notes:

- This is the upper level of a multi story space. See geomorph #393 for lower level.
- Shaded drives extend up full height from the lower level.

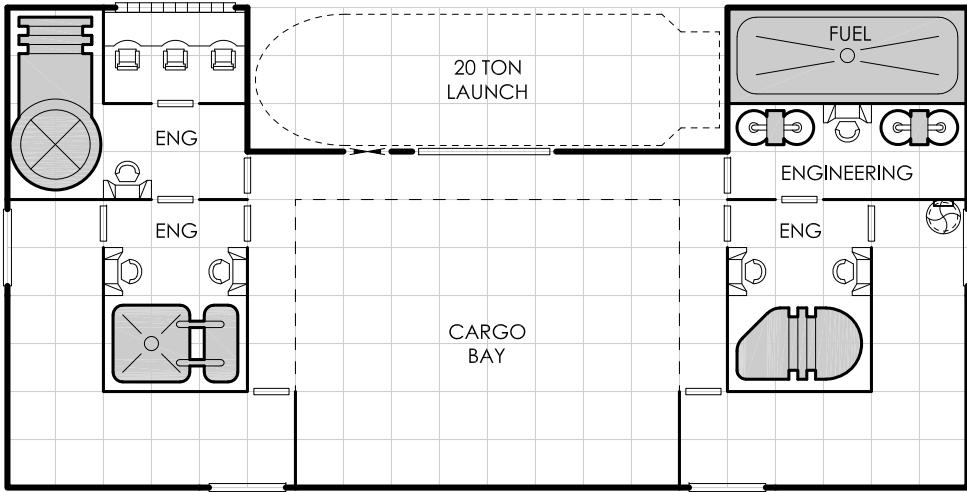
Elevator Core 396



Notes:

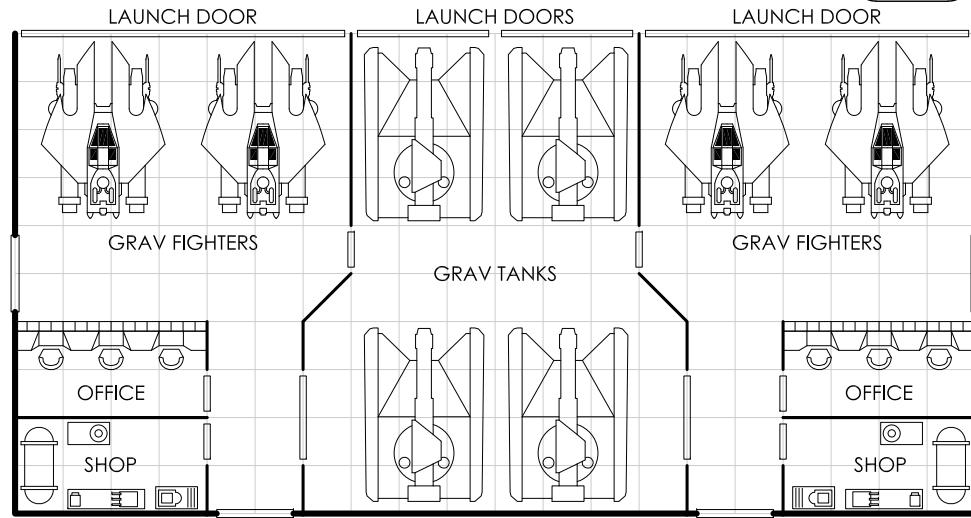
- Typically used in large space stations, arcologies, etc.

397 Cargo Bay - 20 Ton Launch



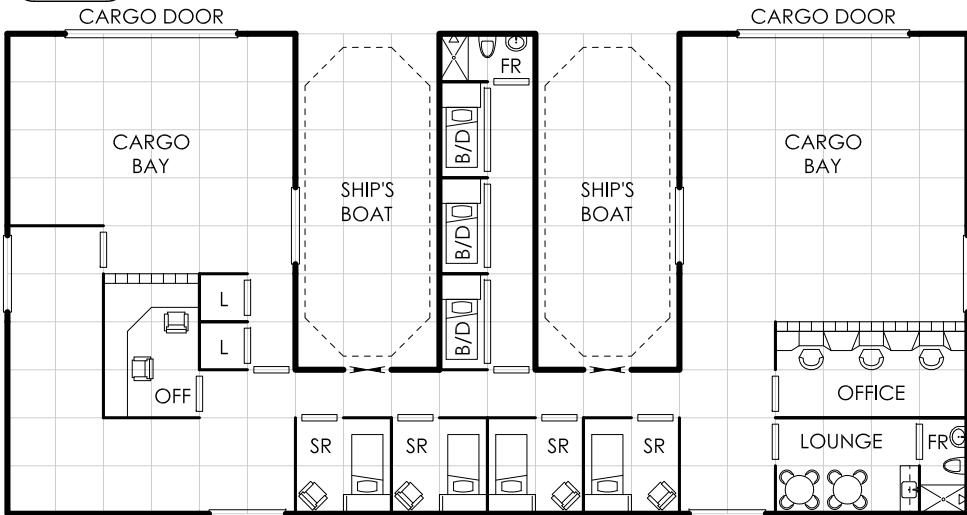
Notes:

Vehicle Bay 398



Notes:

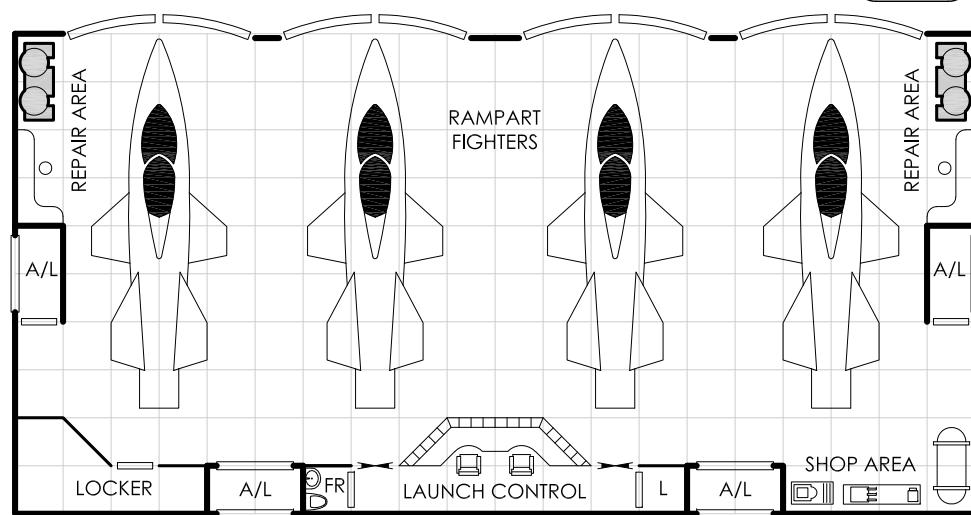
399 Cargo Bay - Ship's Boat



Notes:

MINI STATEROOM (BED OVER DESK)

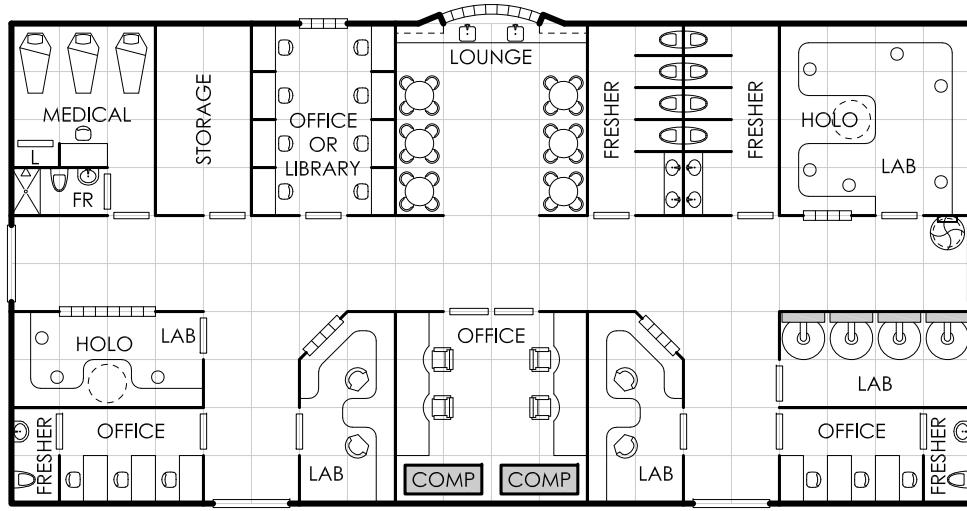
Fighter Hangar 400



Notes:

- Rampart fighters are detailed in GDW's Azhanti High Lightning.

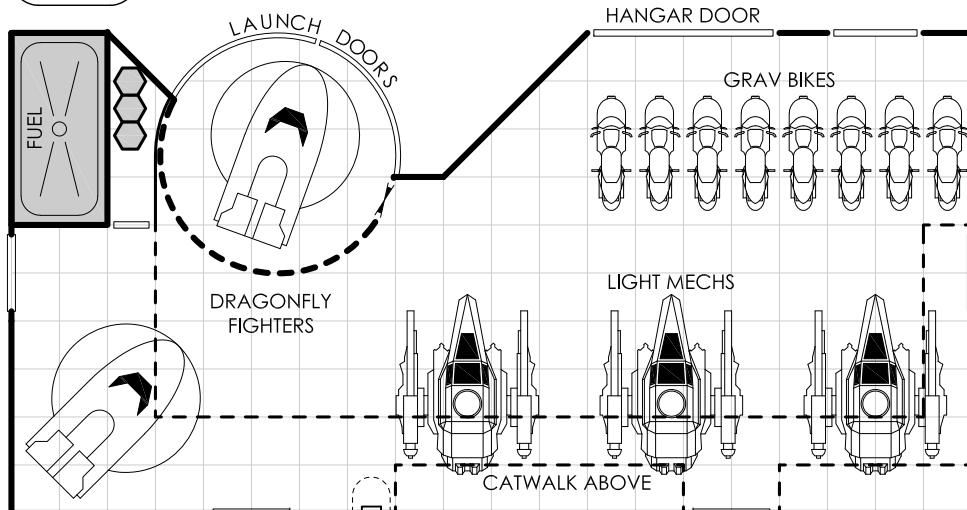
401 Labs-Offices



Notes:



403 Vehicle Bay - Lower

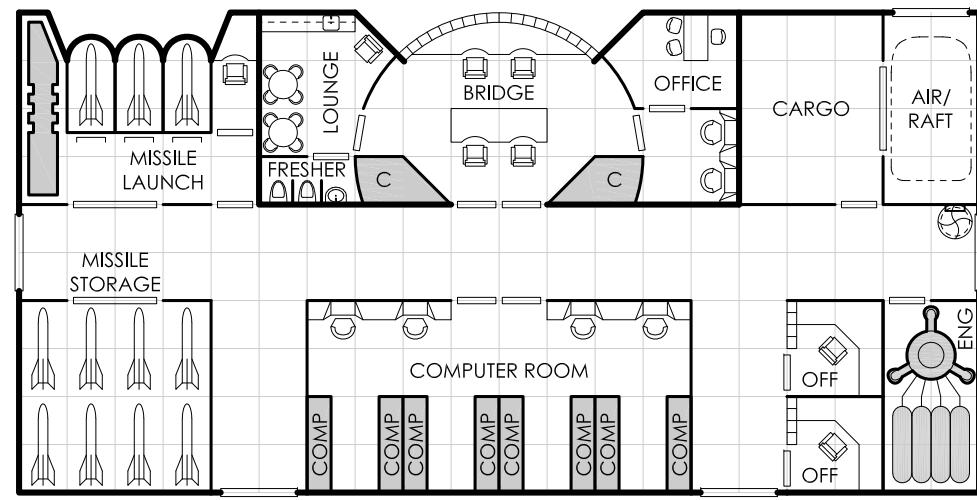


Notes:

- Height as required for vehicles.
- Catwalk provides access to mechs.
- See geomorph 404 for upper level.



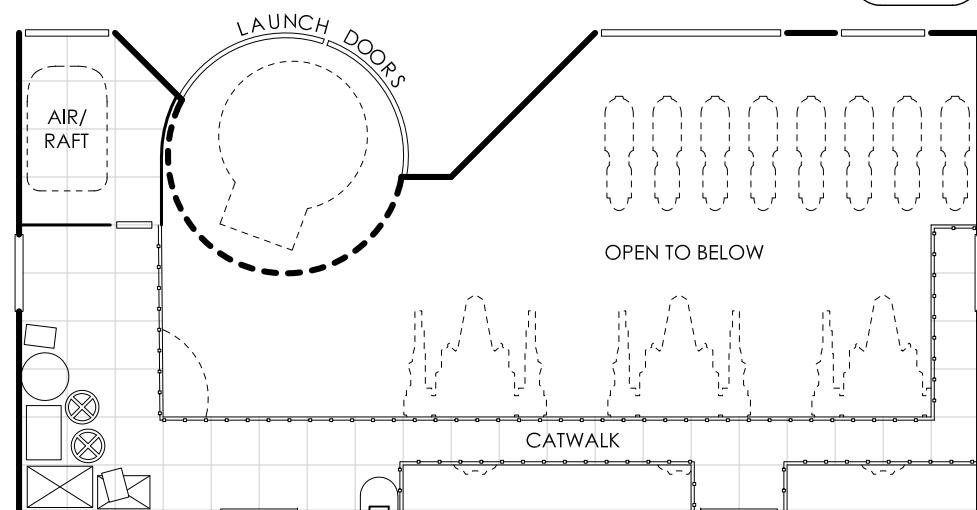
Multi purpose 402



Notes:



Vehicle Bay - Upper 404



Notes:

- Height as required for vehicles.
- Catwalk provides access to mechs.
- See geomorph 403 for lower level.



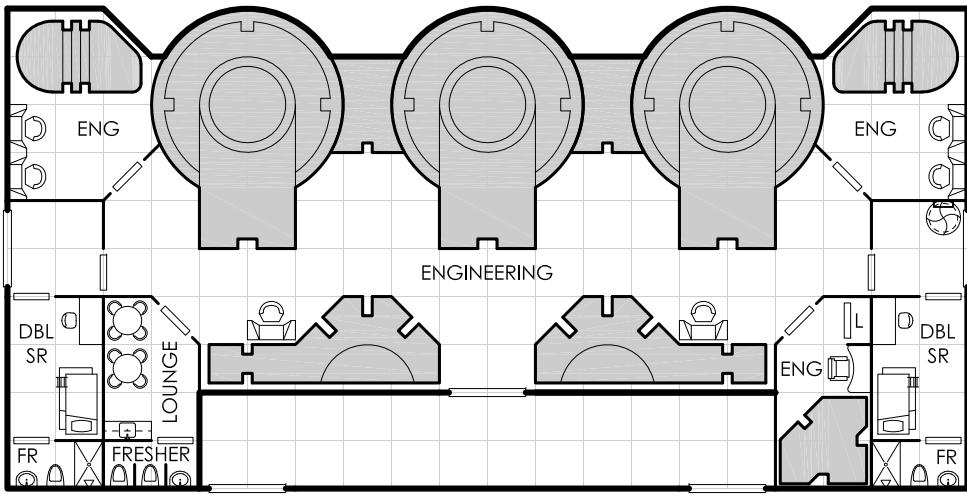
Science Lab

The science lab can be a great place to kick off a Traveller adventure. Determine what type of lab you need (see a list of suggestions on page 13), arrange for the PCs to drop a vial filled with a mysterious alien goo - or the metaphoric equivalent based on the type of lab - and let the shenanigans commence. A typical lab should be equipped with all the accoutrements for that field of study, unless of course not having the equipment is the catalyst for the adventure.



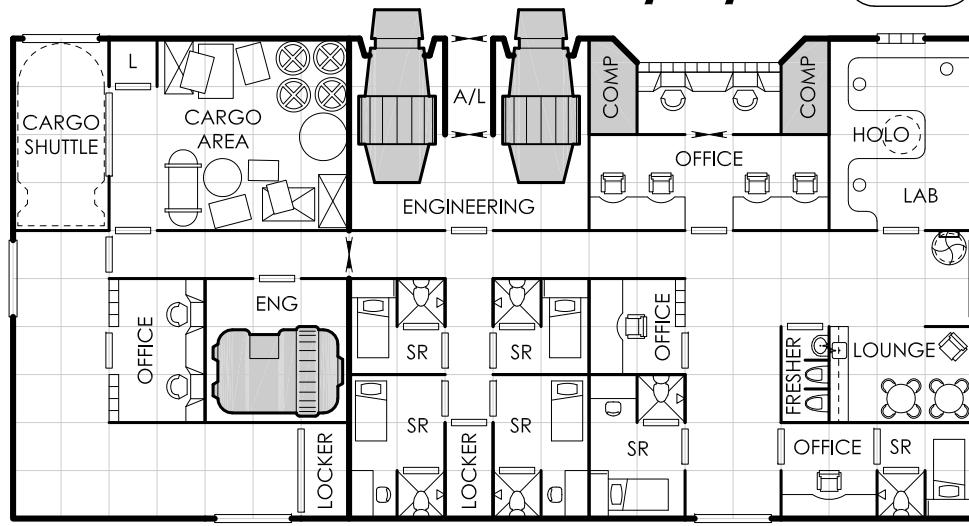
A pair of biogeneticists study the DNA of a newly contacted alien species.

405 Engineering

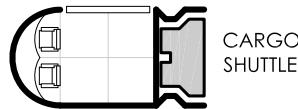


Notes:

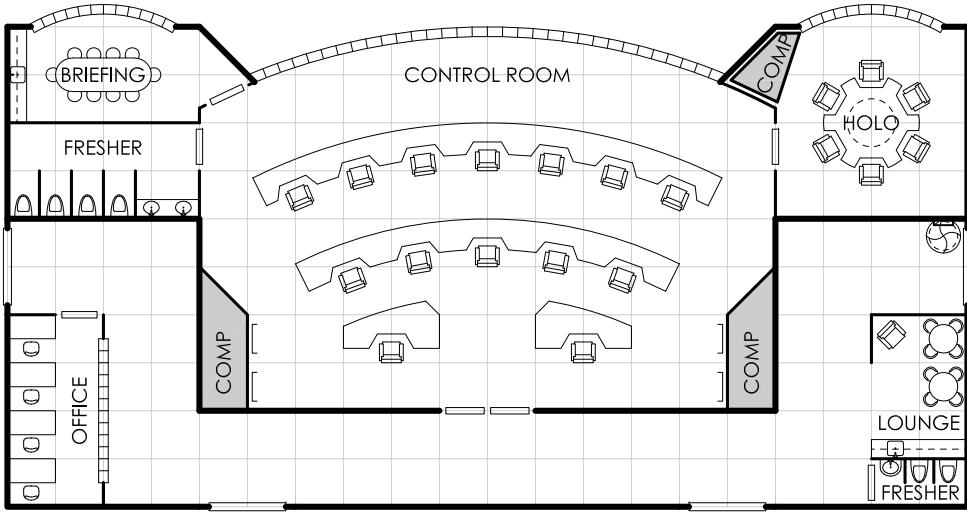
Multi purpose 406



Notes:



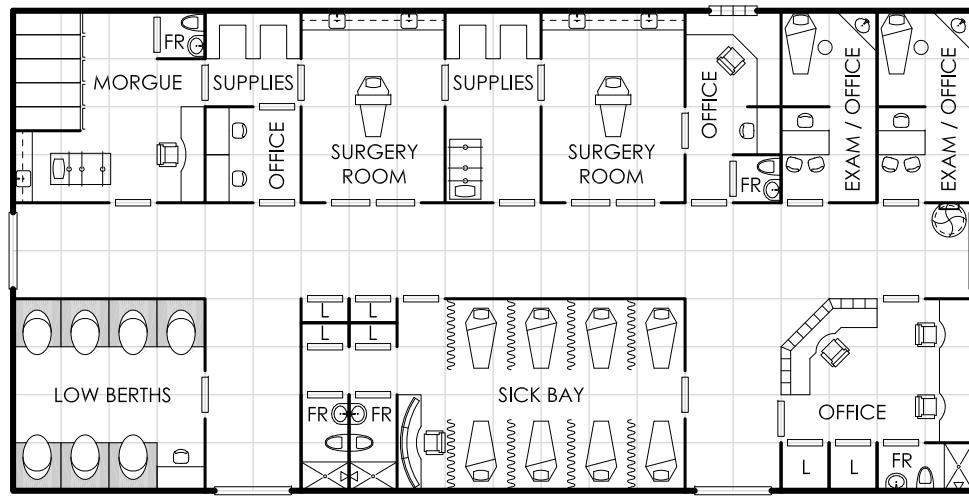
407 Mission Control



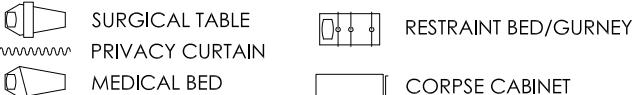
Notes:

- This space is used for observation and coordination of large scale or complex tasks such as space traffic control, fleet operations, or real time war strategizing. Transpex observation windows also function as display screens.

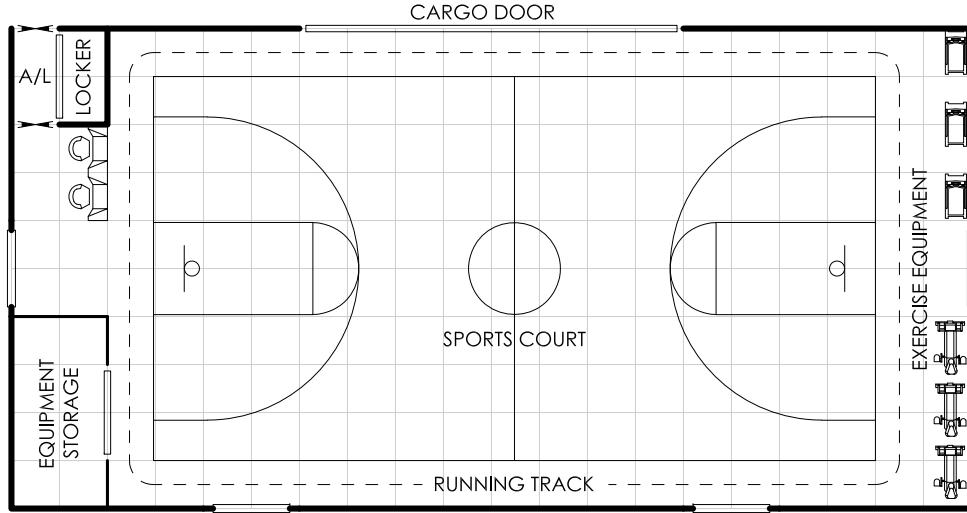
Medical Bay 408



Notes:



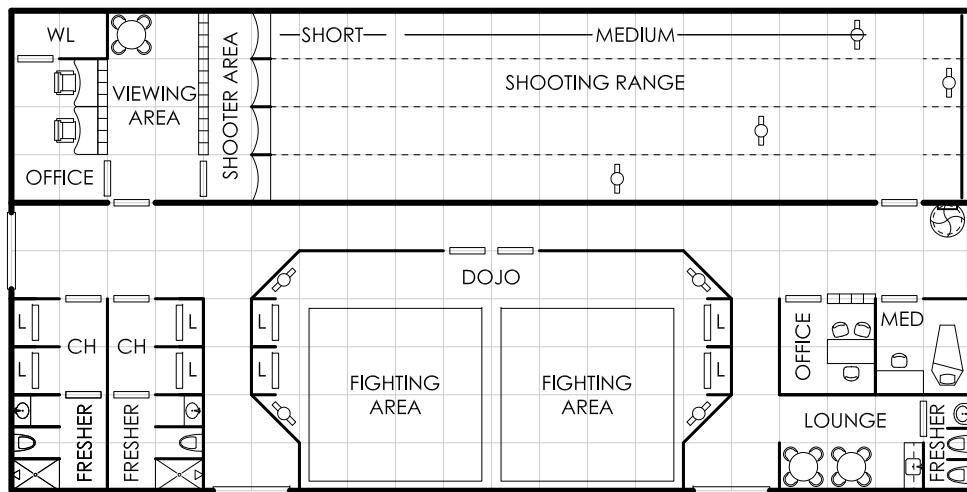
409 Gymnasium



Notes:

- Sports court can be changed a variety of layouts (grav ball, basketball, martial arts dojo, racquetball, etc.). When extra cargo space is needed, sports equipment is put into storage.

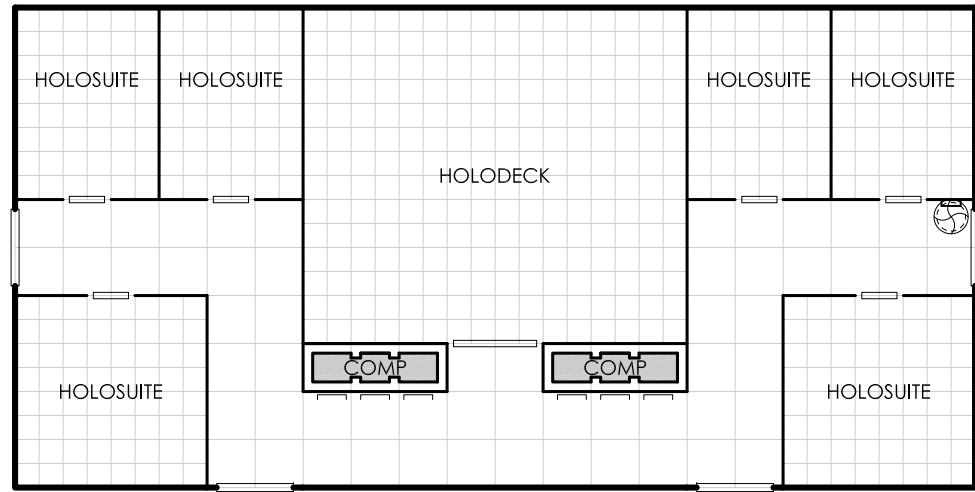
411 Shooting Range / Dojo



Notes:

- Physical targets for short and medium range. Holographic targets simulate long range. Targets move side to side as well as forward and backward.
- Access door at rear can only be opened from the office.

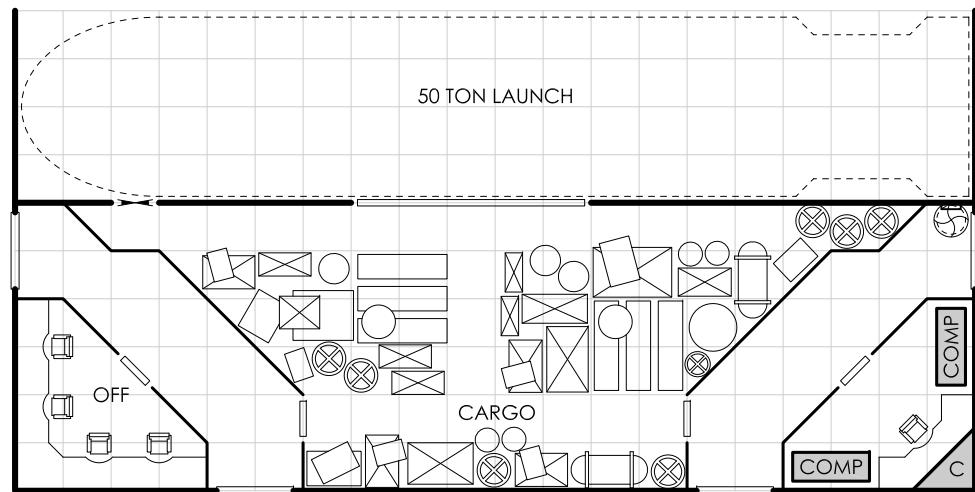
Holodeck 410



Notes:

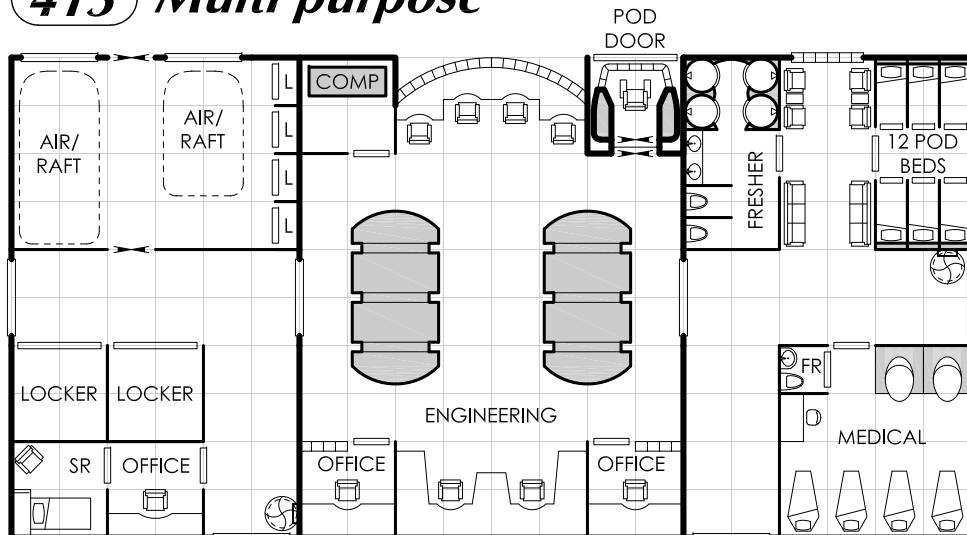
- See GURPS Traveller Starships re: holoventure zones for more info.
- Holodecks have a dedicated computer and power source.
- Double height ceiling.

Cargo Bay - 50 Ton Launch 412

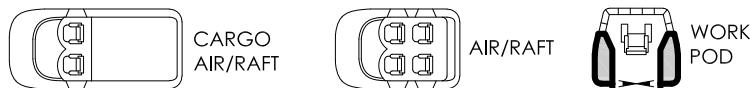


Notes:

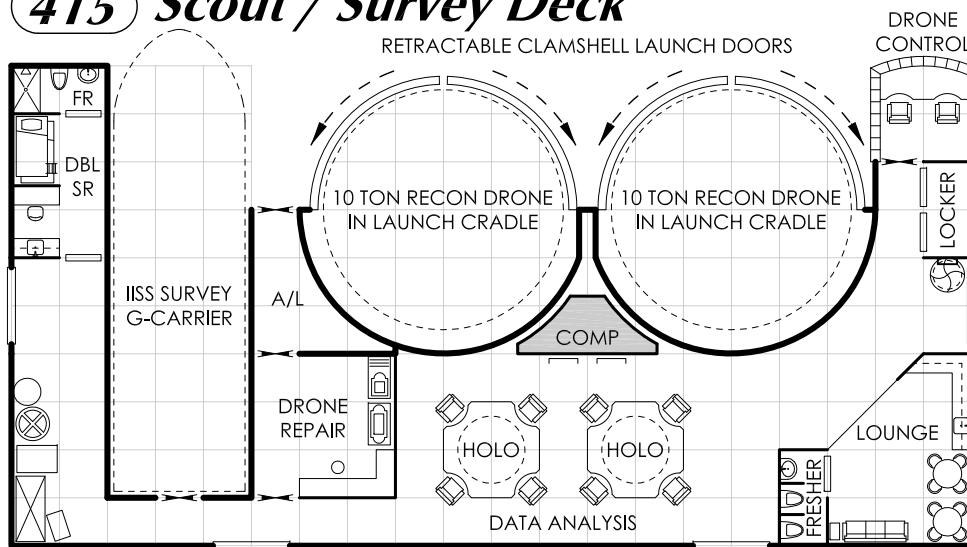
413 Multi purpose



Notes:



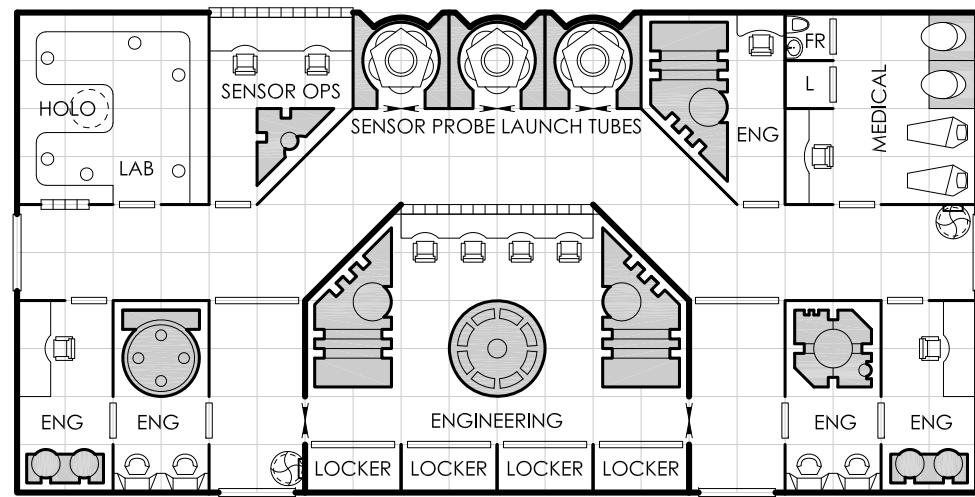
415 Scout / Survey Deck



Notes:

- See GDW's Grand Census for more information on the Survey G-Carrier.
- See Mongoose Traveller's Supplement 2 - Traders and Gunboats for more information on the Reconnaissance Drone.

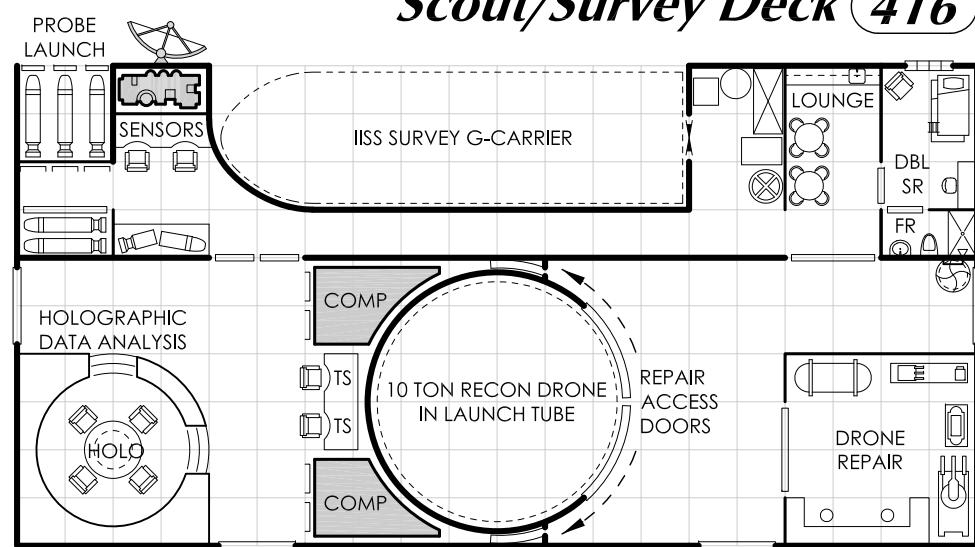
Multi purpose 414



Notes:



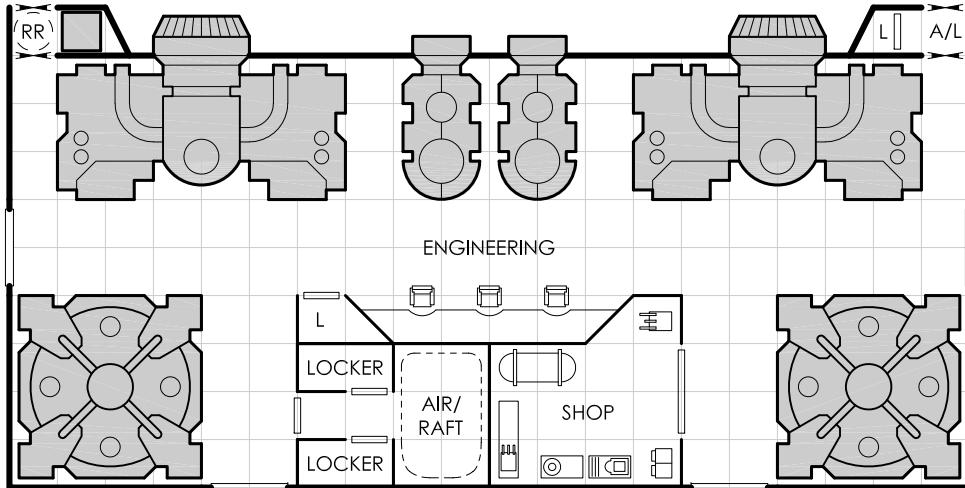
Scout/Survey Deck 416



Notes:

- See GDW's Grand Census for more information on the Survey G-Carrier.
- See Mongoose Traveller's Supplement 2 - Traders and Gunboats for more information on the Reconnaissance Drone.

417 Engineering



Notes:

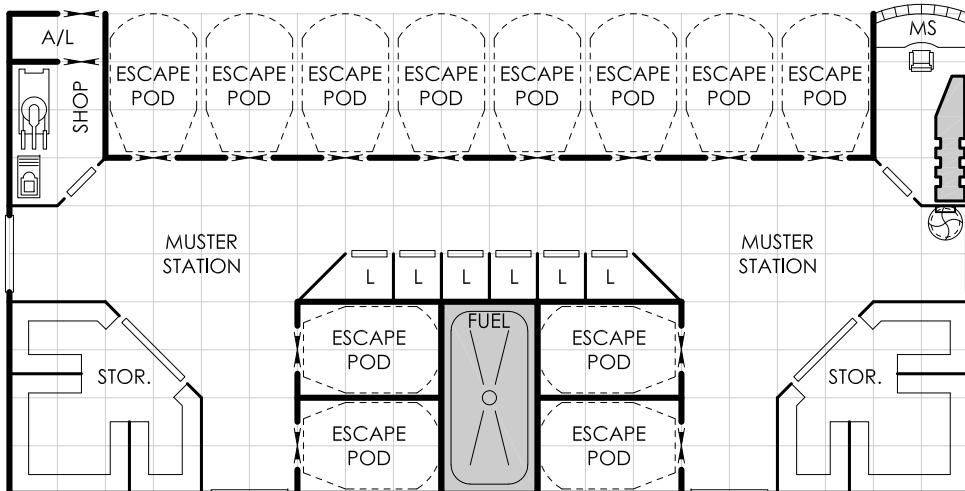


SMALL
CARGO
AIR/RAFT



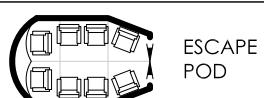
(RR)
REPAIR ROBOT
ALCOVE

419 Escape Pod Deck



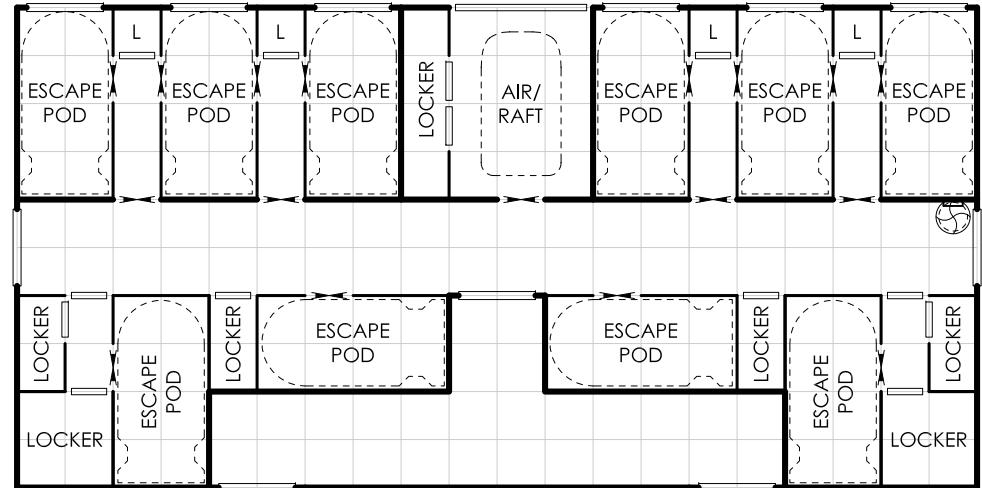
Notes:

- 12 escape pods carry 8 people each (total of 96 evacuees).



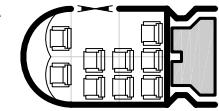
ESCAPE
POD

Escape Pod Deck 418

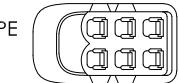


Notes:

- 10 escape pods carry 9 people each (total of 90 evacuees).

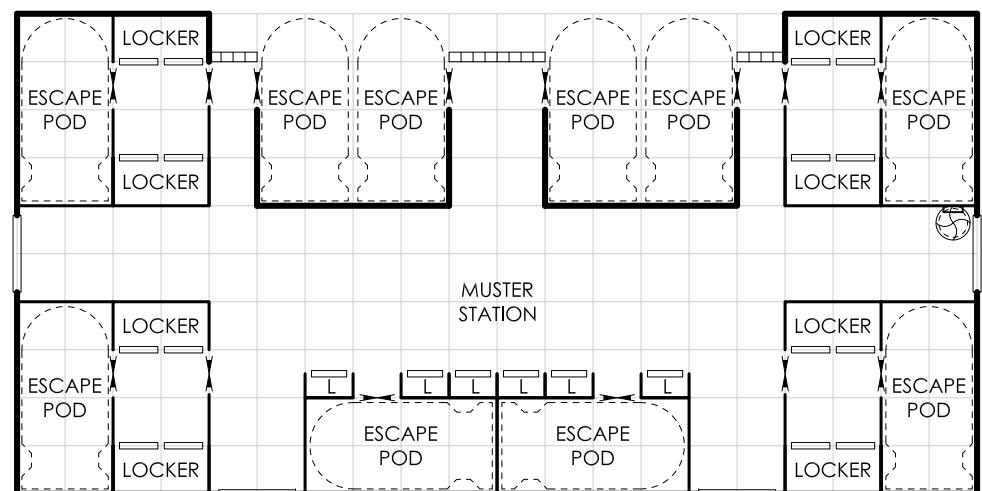


ESCAPE
POD



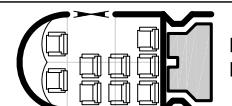
AIR/RAFT

Escape Pod Deck 420



Notes:

- 10 escape pods carry 9 people each (total of 90 evacuees).



ESCAPE
POD

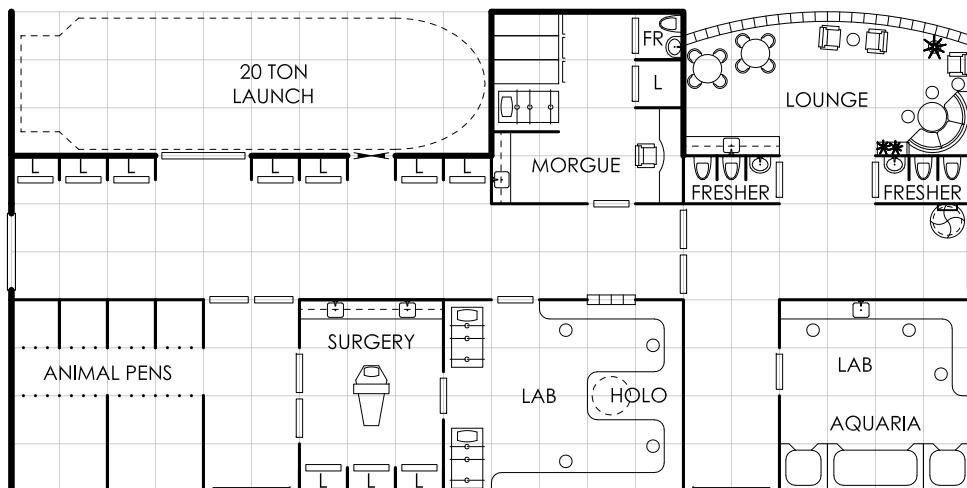
421 Brig / Prison



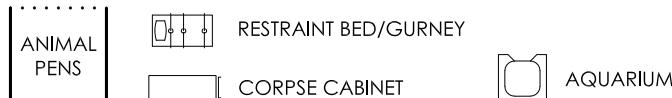
Notes:



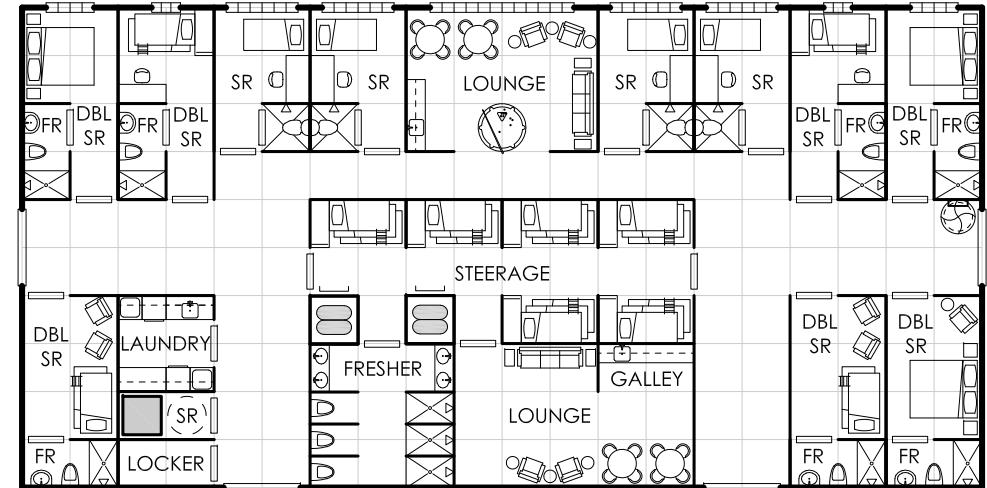
423 Medical Research



Notes:



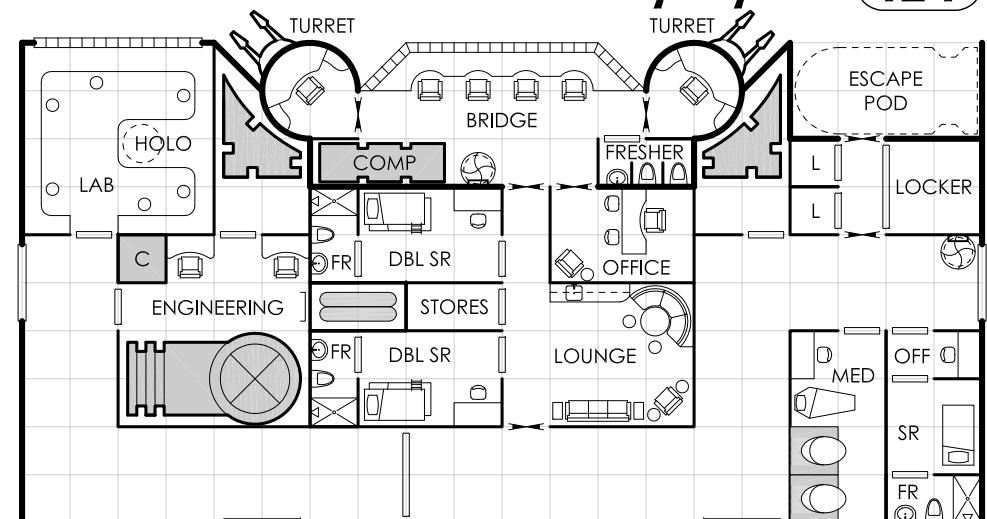
Passenger Deck 422



Notes:



Multi purpose 424



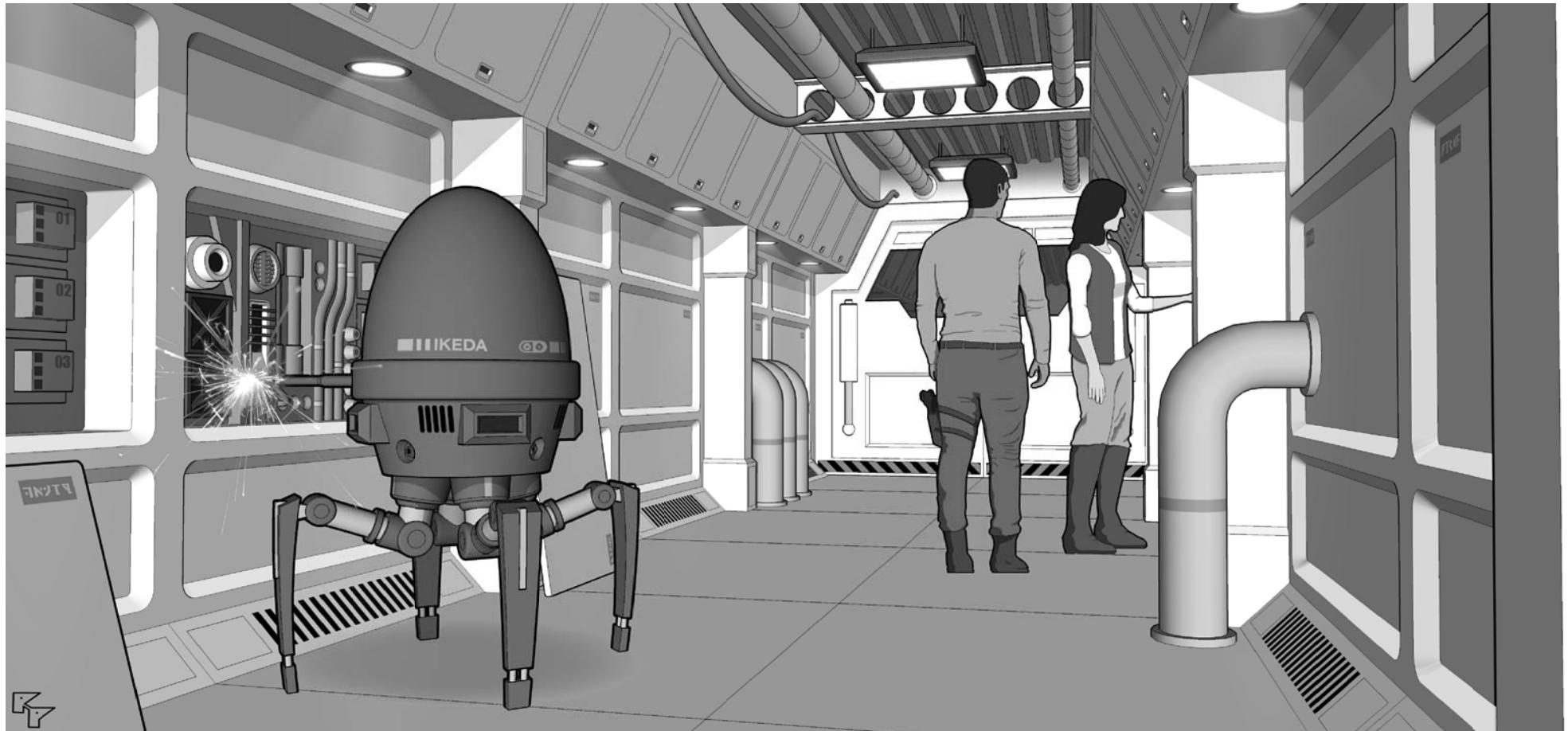
Notes:



Corridor Maintenance

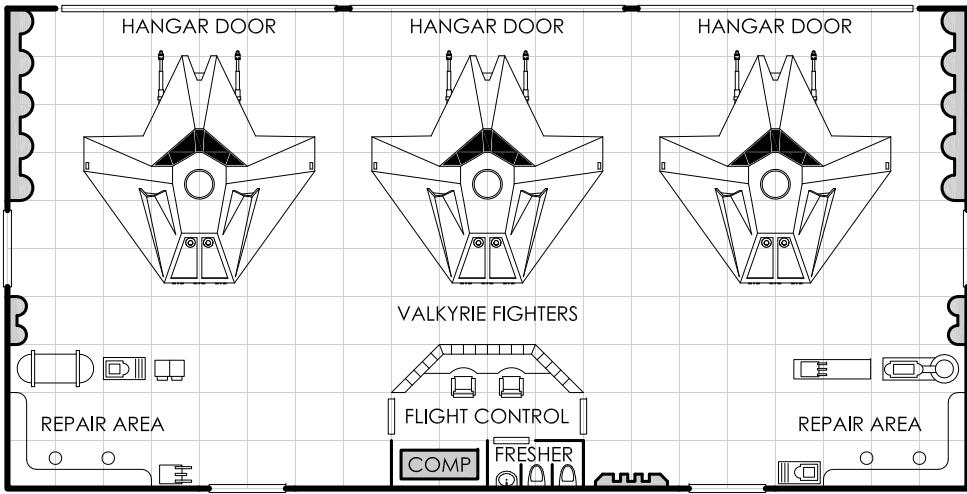
Not all mechanical work has to occur in engineering. To the non-technical, the areas under the floor, above the ceiling, and behind the walls, are a tangled mess of wire, conduit, processors, and hydraulics. To an experienced mechanic, especially one intimately knowledgeable about a specific starship class, access to the appropriate corridor or floor panel is as good as a seat on the bridge for getting into a ship's systems.

Some savvy pirates and hijackers have been known to take advantage of this. Instead of trying to gain access to the bridge or engineering first, they opt to gain access to the hidden components around the ship that can shut down gravitics, life support, and door controls. If the bridge is the ship's brain, and engineering is the ship's legs, the wiring in the walls is the nerves and blood vessels connecting the two.



A typical day in corridor C, as the engineering crew work to track down the latest glitch. Blown fuses, faulty wiring, antiquated capacitors, and a myriad of other problems are all par for the course on the aptly named cargo ship *Desperate Measures*.

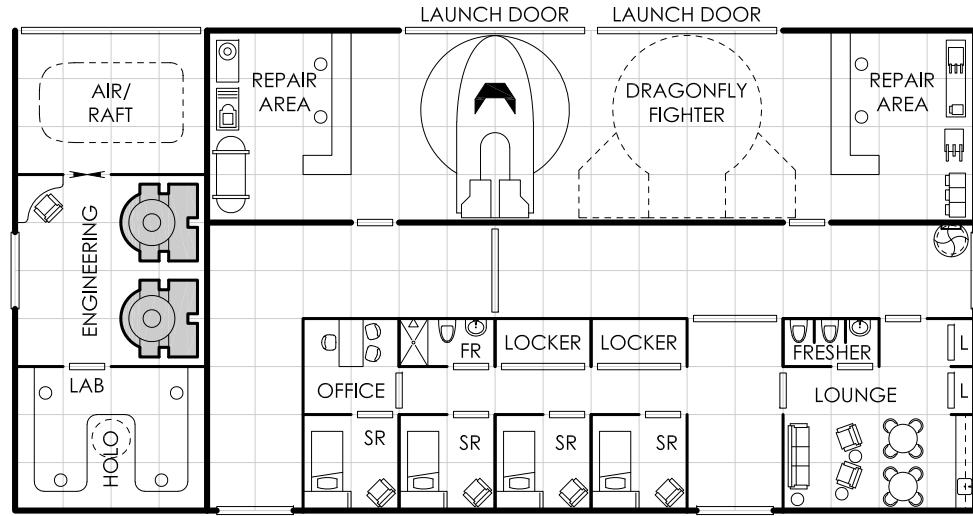
425 Fighter Hangar



Notes:

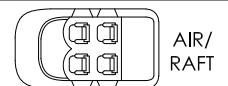
- Double height ceiling (20').

Fighter Hangar / Crew Quarters 426

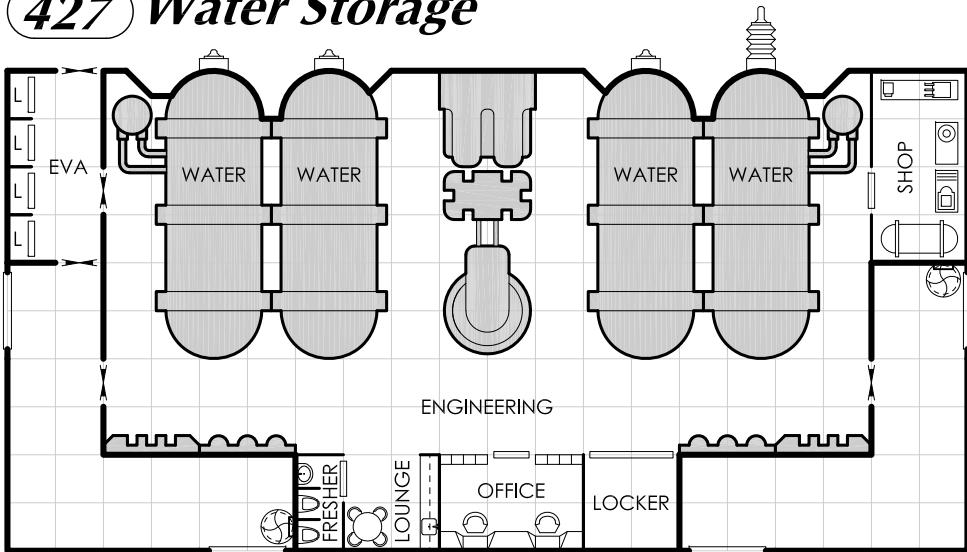


Notes:

- See FASA's Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter.



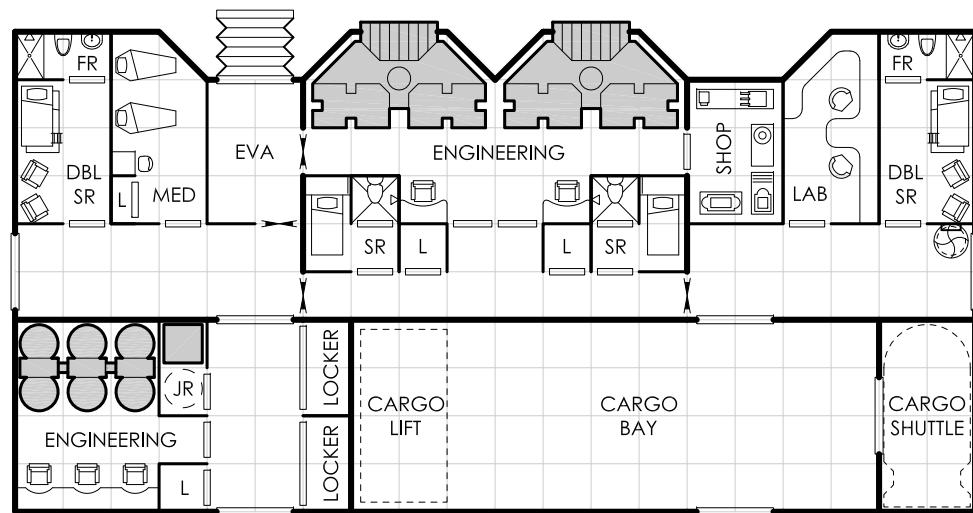
427 Water Storage



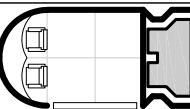
Notes:



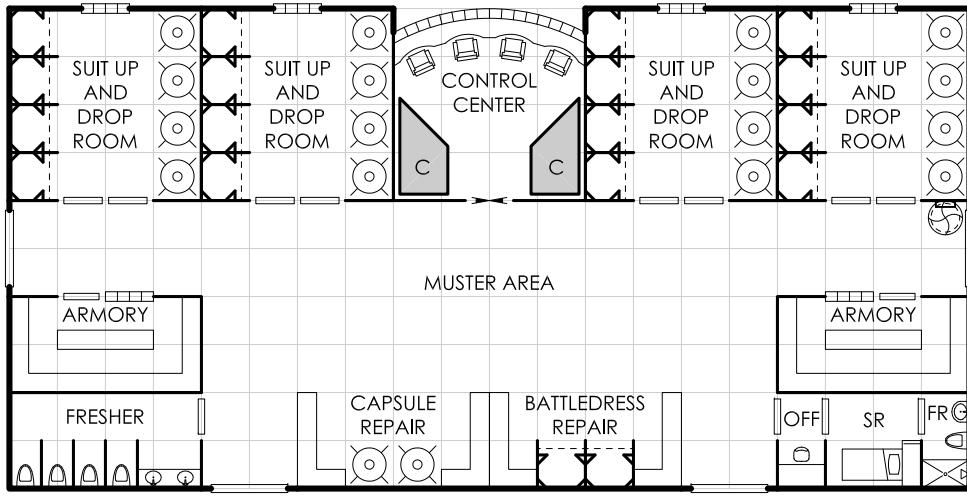
Multi purpose 428



Notes:



429 Drop Capsule Deck



Notes:



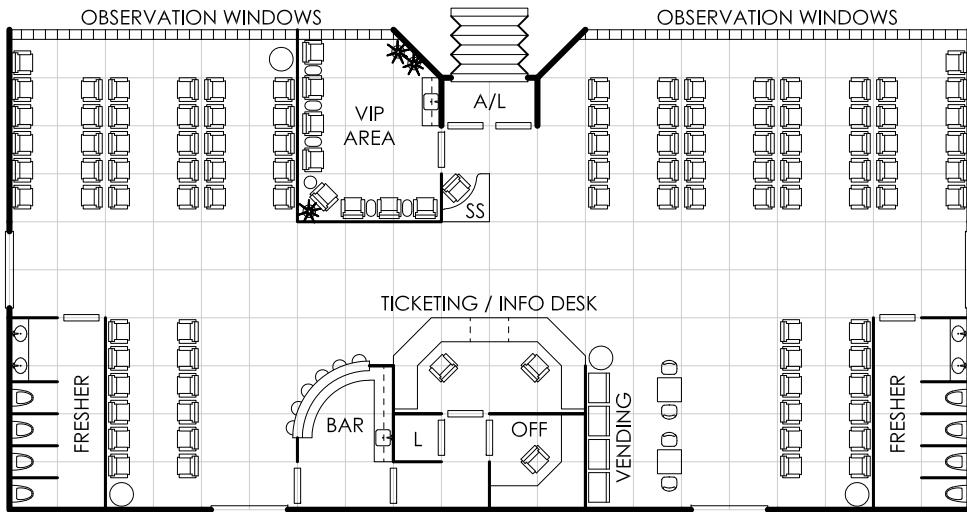
Passenger Deck 430



Notes:

- This area can be used for both mid and high passage passengers.
- Quad staterooms shown are typically used for families and include a small galley and dining area.

431 Passenger Gate / Concourse

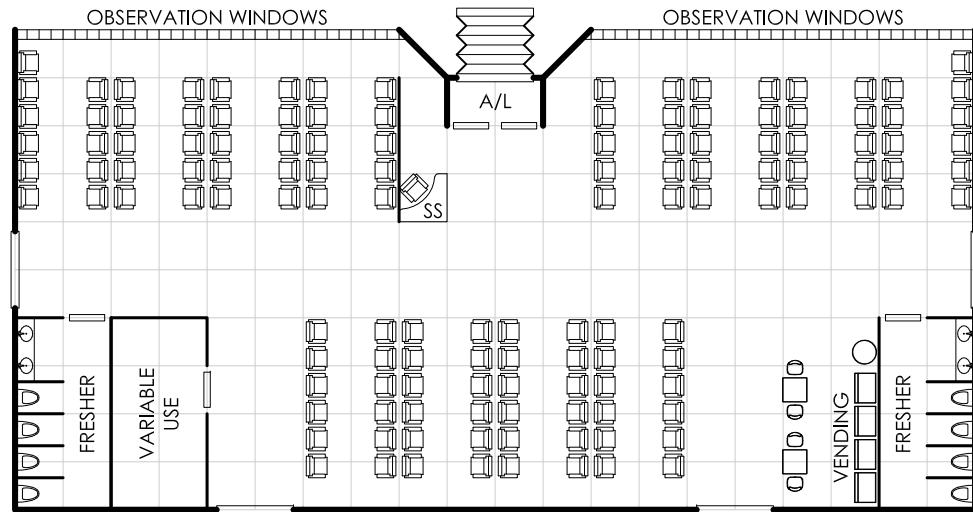


Notes:

- Normally only used for space stations, but may also be part of very large starships.



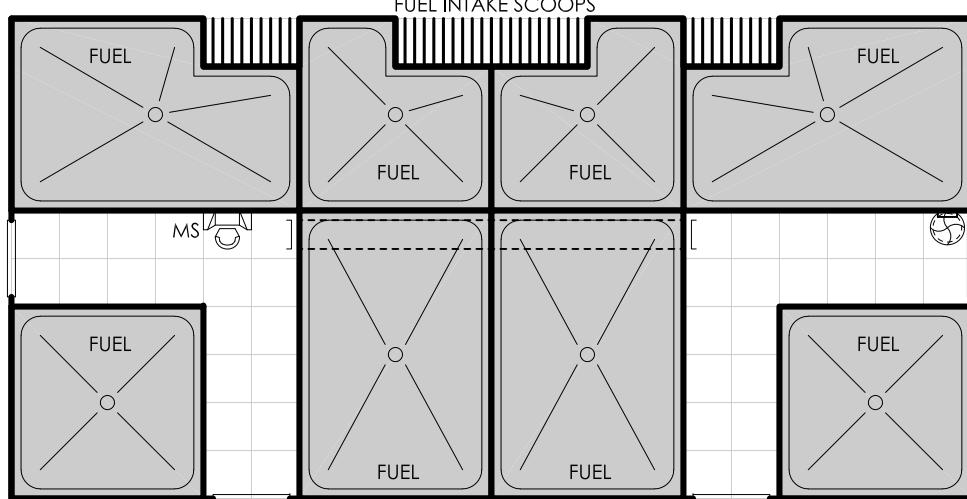
Passenger Gate / Concourse 432



Notes:

- Variable Use room is up to the referee and may be a TAS office, duty free shop, lockers, chapel, bar, coffee shop, art gallery, tourist info counter, etc.

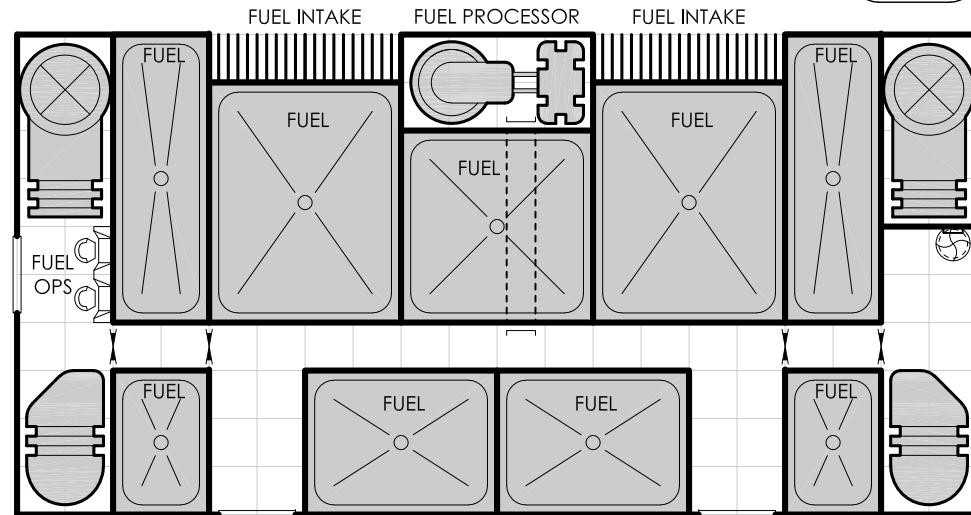
433 Fuel Deck



Notes:

MONITORING STATION [] ----- [ACCESS CRAWLWAY]
MS

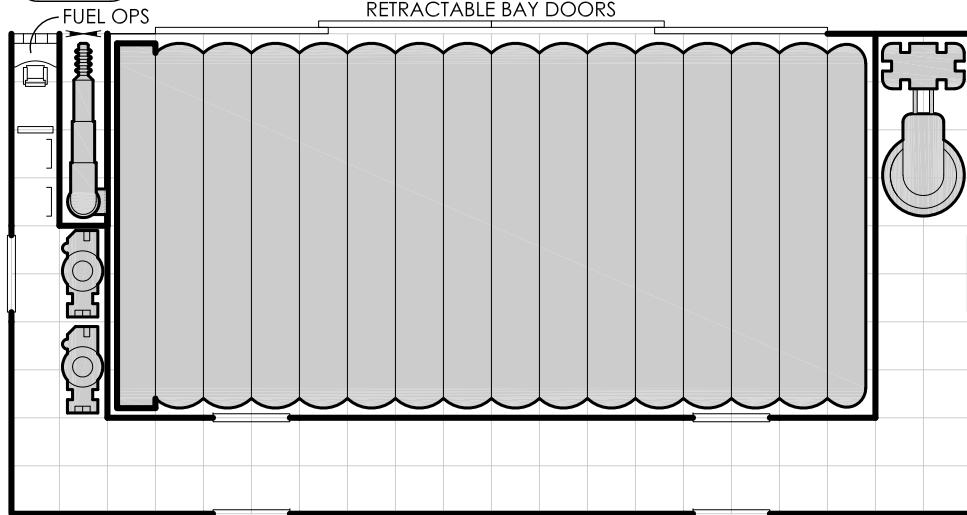
Fuel Deck 434



Notes:

[] ----- [ACCESS CRAWLWAY]

435 Collapsible Fuel Tank - Full

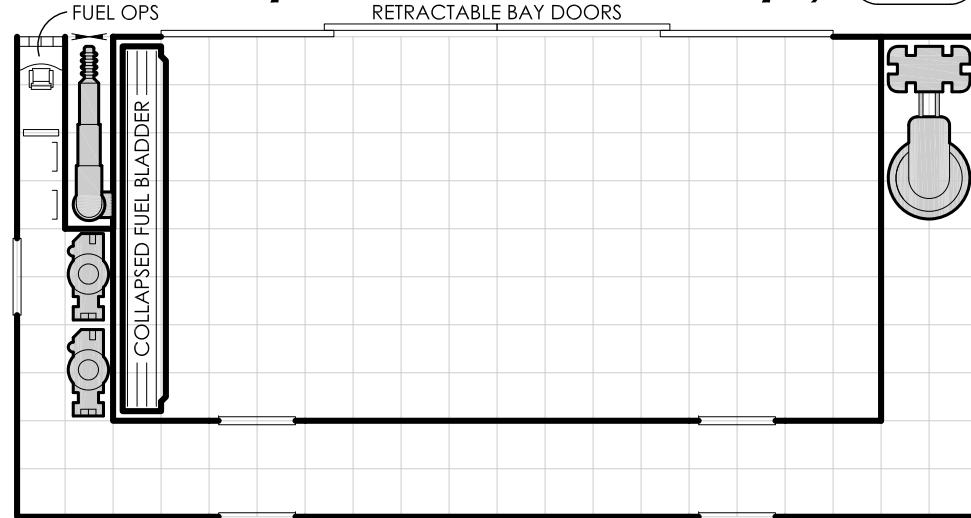


Notes:

- 64 dton collapsible fuel tank shown.
- Among some crews, the Fuel Ops Room is jokingly referred to as "Bladder Control".



Collapsible Fuel Tank - Empty 436

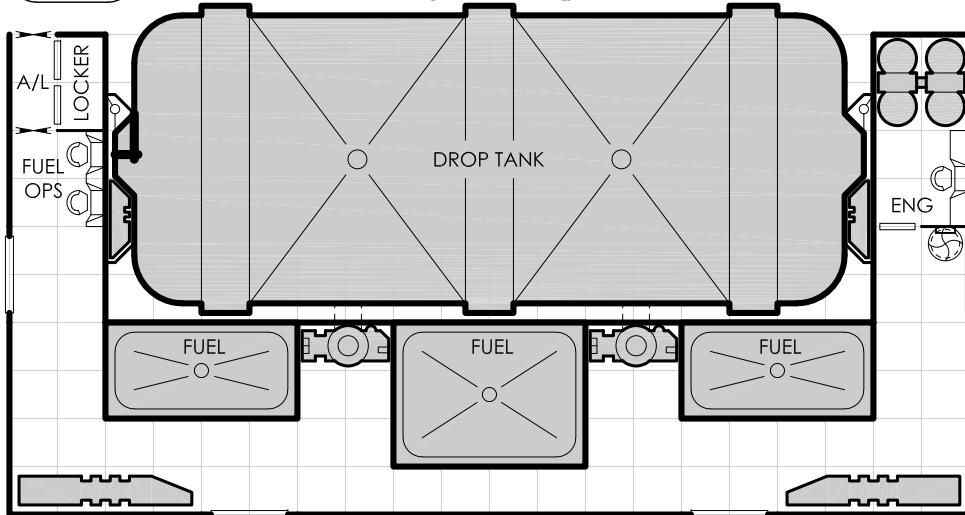


Notes:

- When the fuel bladder is fully collapsed, the space can be used as a 60 dton cargo bay, small craft hangar, etc.

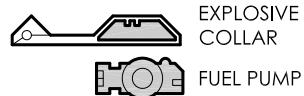


437 Fuel Deck w/ Drop Tank

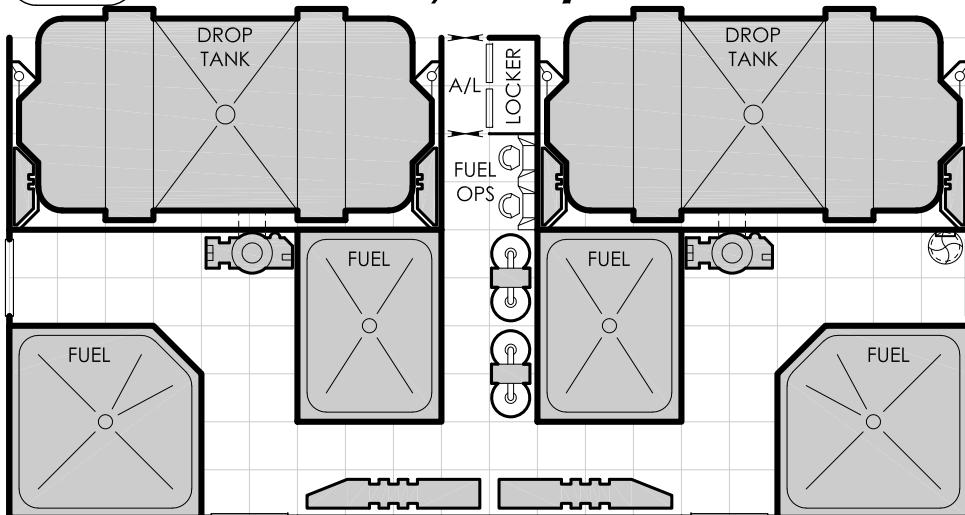


Notes:

- 50 dton detachable drop tank shown.
- Tank can be detached from Fuel Ops or the bridge.

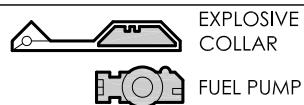


439 Fuel Deck w/ Drop Tanks

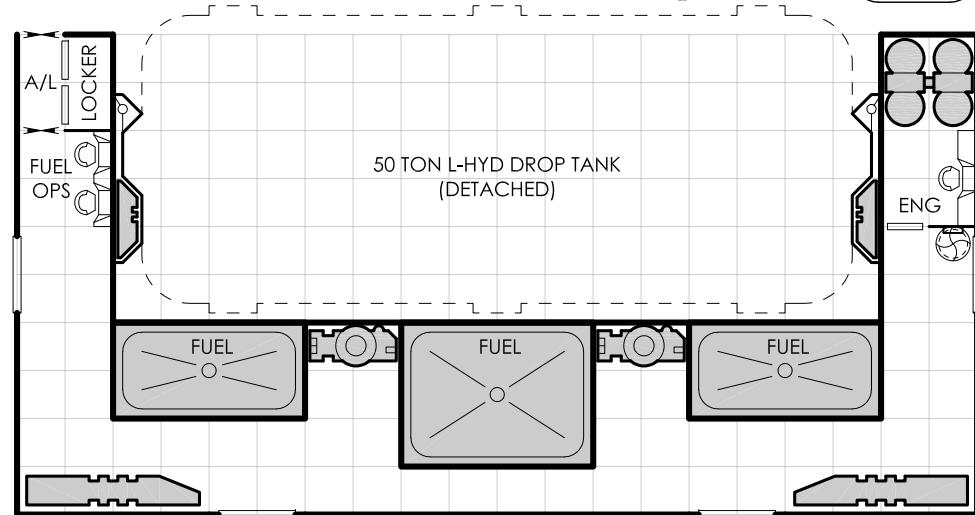


Notes:

- Two 20 dton detachable drop tanks shown.
- Tanks can be detached from Fuel Ops or the bridge.



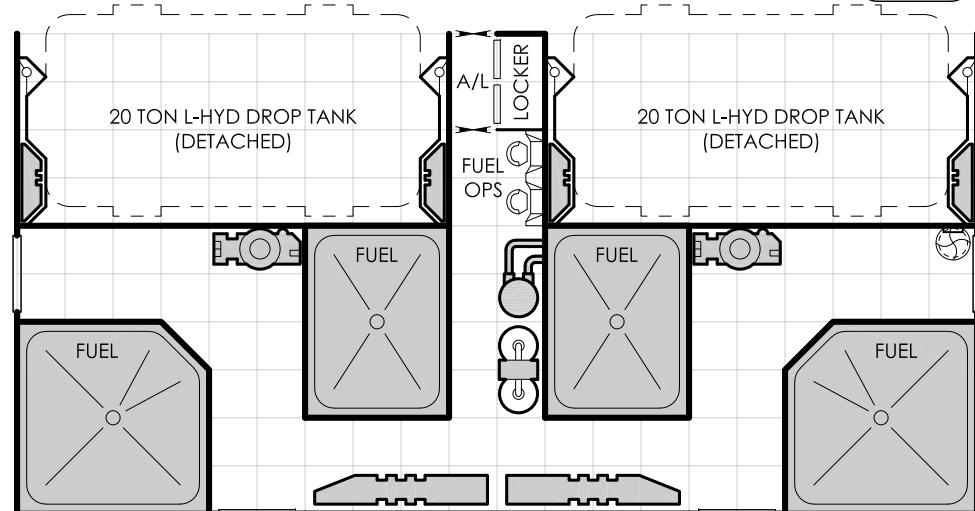
Fuel Deck - Detached Drop Tank 438



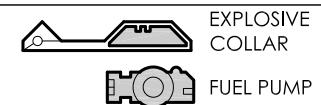
Notes:



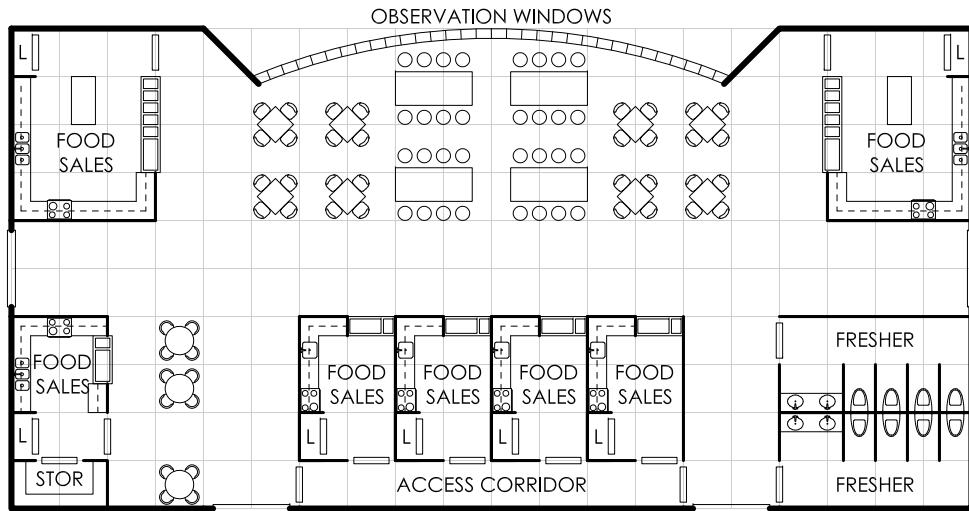
Fuel Deck - Detached Drop Tanks 440



Notes:



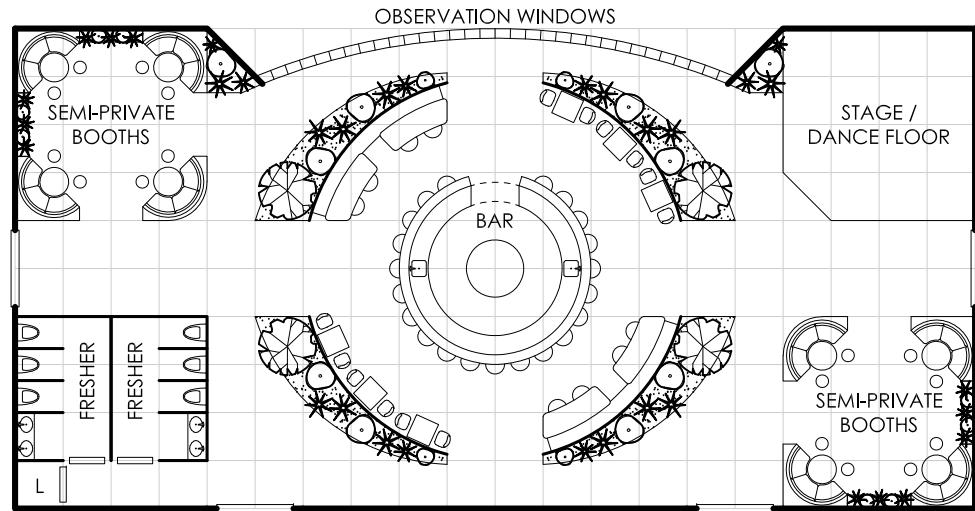
441 Promenade - Food Court



Notes:

- Promenade areas are primarily used only for space stations, high rise buildings, and the largest starships.

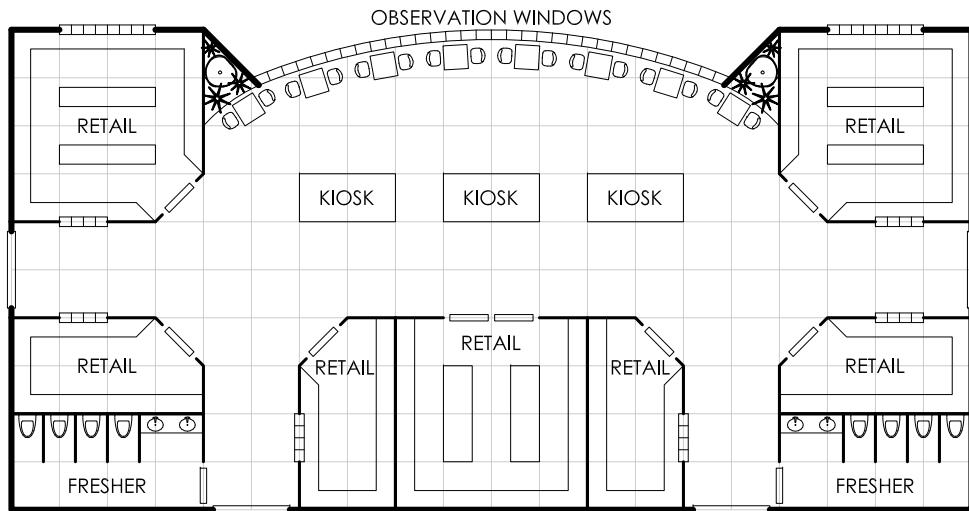
442 Promenade - Bar



Notes:

- Promenade areas are primarily used only for space stations, high rise buildings, and the largest starships.

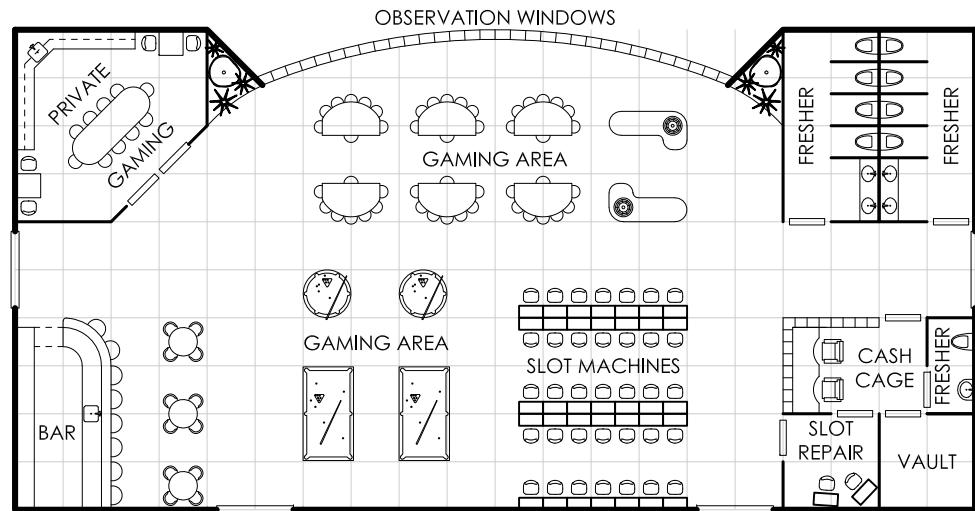
443 Promenade - Retail



Notes:

- Promenade areas are primarily used only for space stations, high rise buildings, and the largest starships. Retail may include service oriented businesses such as spas and salons.

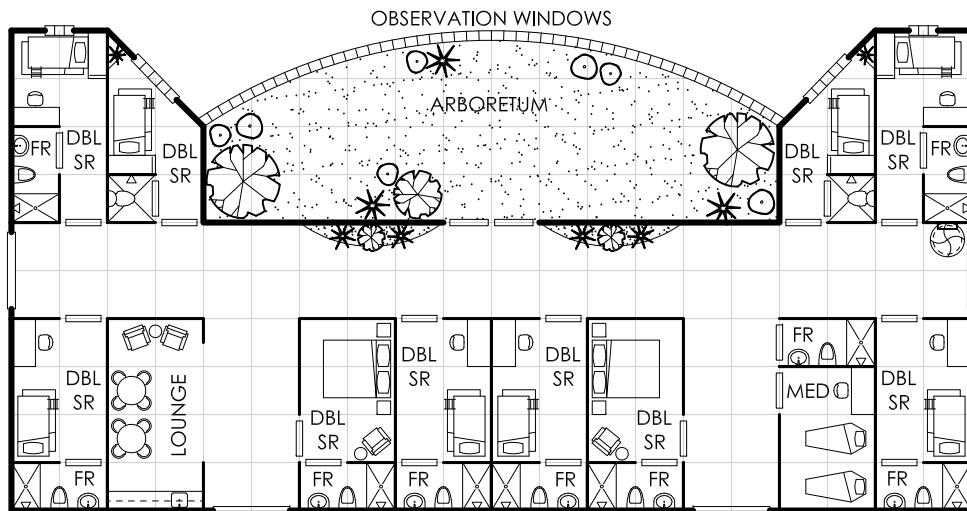
444 Promenade - Casino



Notes:

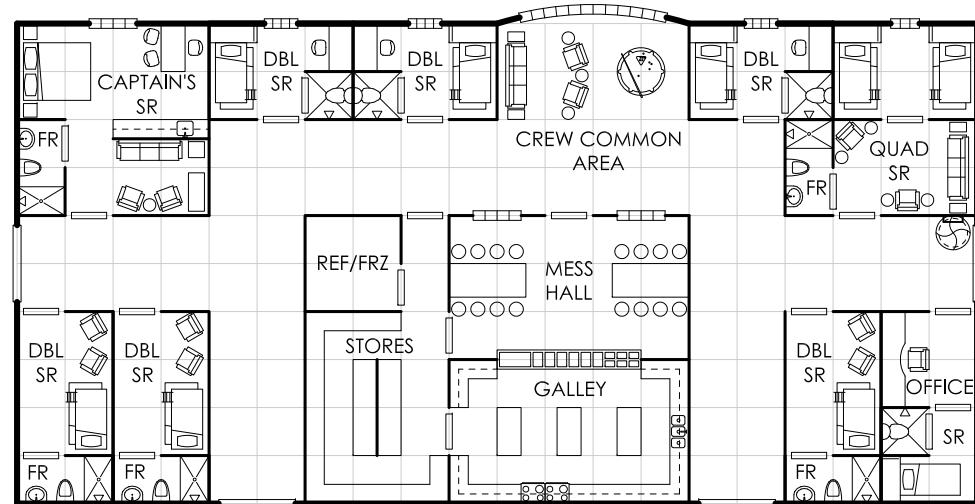
- Casinos are primarily used only for space stations, large hotels, and large passenger liners.
- The cash cage typically contains the cashier and a security officer.

445 Passenger Quarters / Arboretum



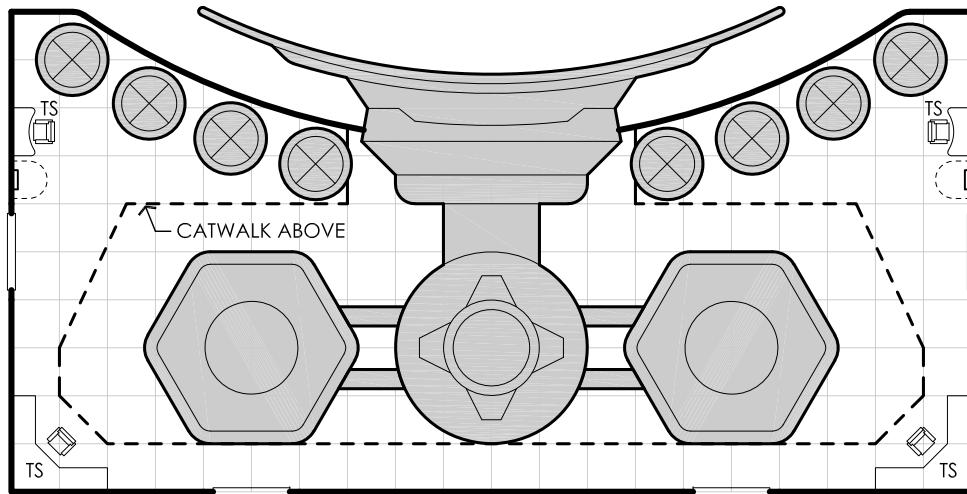
Notes:

Crew Quarters/Mess Hall 446



Notes:

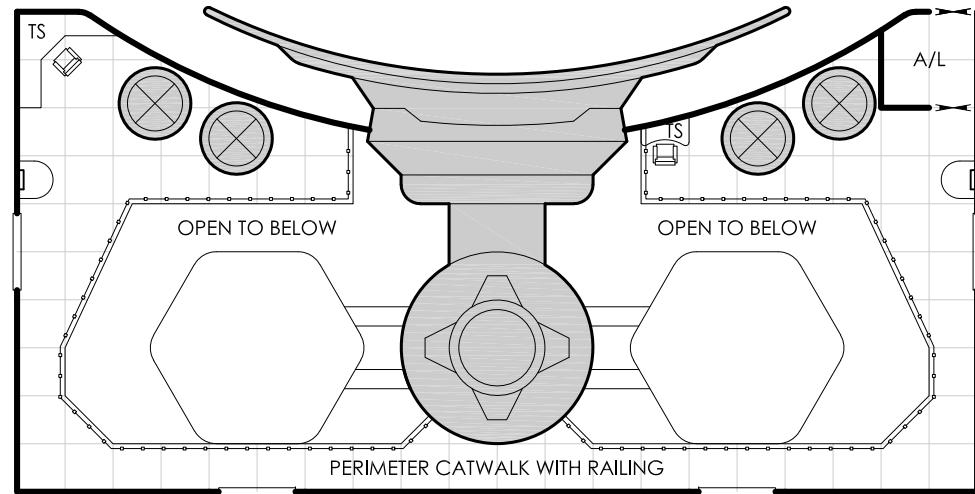
447 Communications Dish - Lower



Notes:

- Very long range communications and sensors.
- For fans of Star Trek, this could be a deflector shield, positron emitter, resonance field generator, or provide a myriad of other ex-machina uses.

Communication Dish - Upper 448

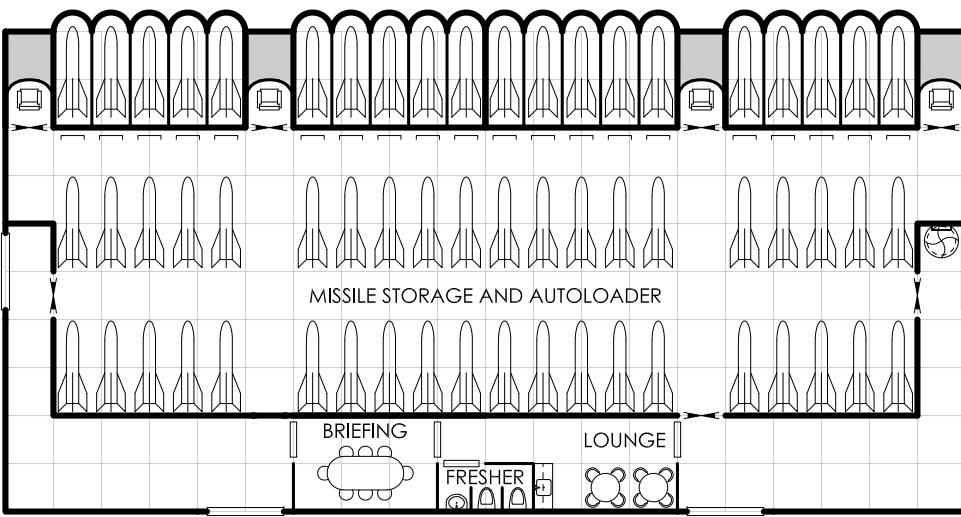


Notes:

- See geomorph 447 for lower level.

TECHNICAL STATION

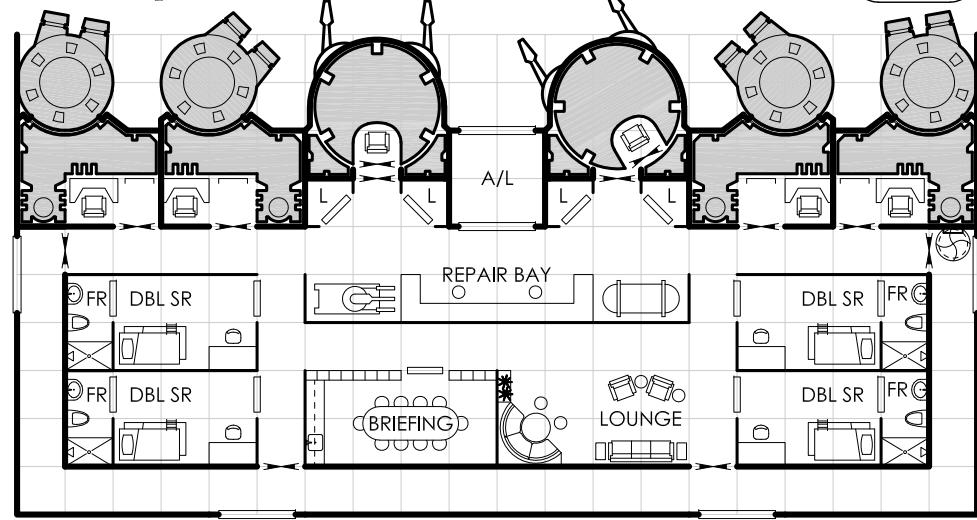
449 Missile Deck - Lateral Barbettes



Notes:

- Four missile barbettes each containing 25 missiles.
- Missile storage contains an additional 200 missiles.

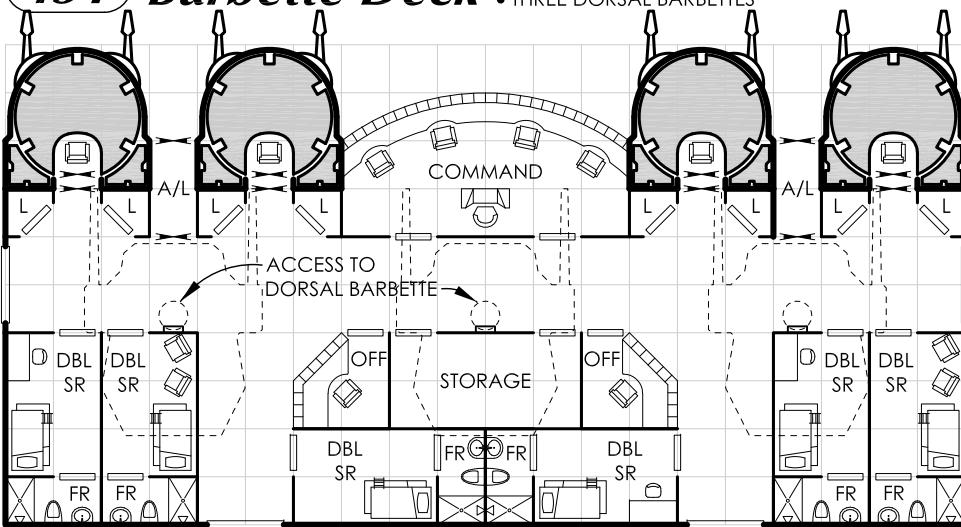
Weapons Deck - Lateral Barbettes 450



Notes:

- Referee to determine weapon type.

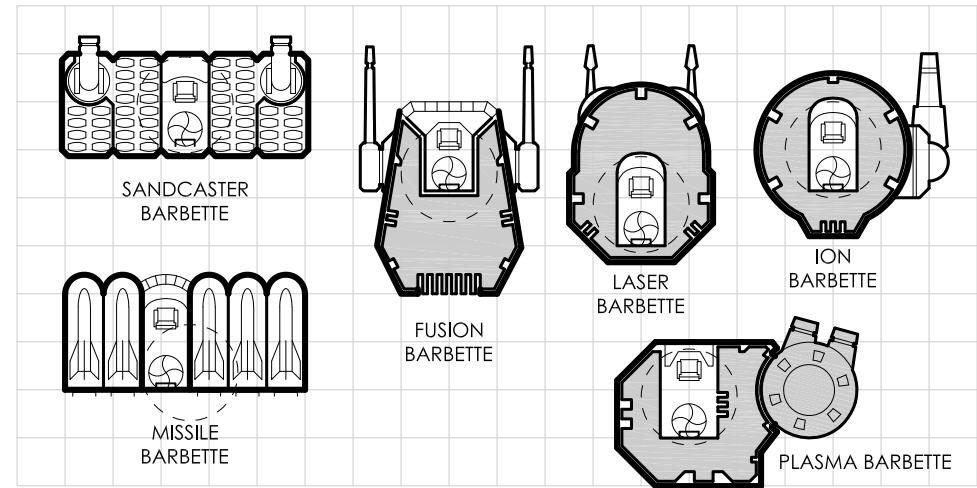
451 Barrette Deck : FOUR LATERAL BARBETTES THREE DORSAL BARBETTES



Notes:

- Dorsal and ventral barbettes start to fall outside the realm of geomorphs since they can really be added just about anywhere there is access to the upper or lower hull.

Dorsal / Ventral Barbettes 452



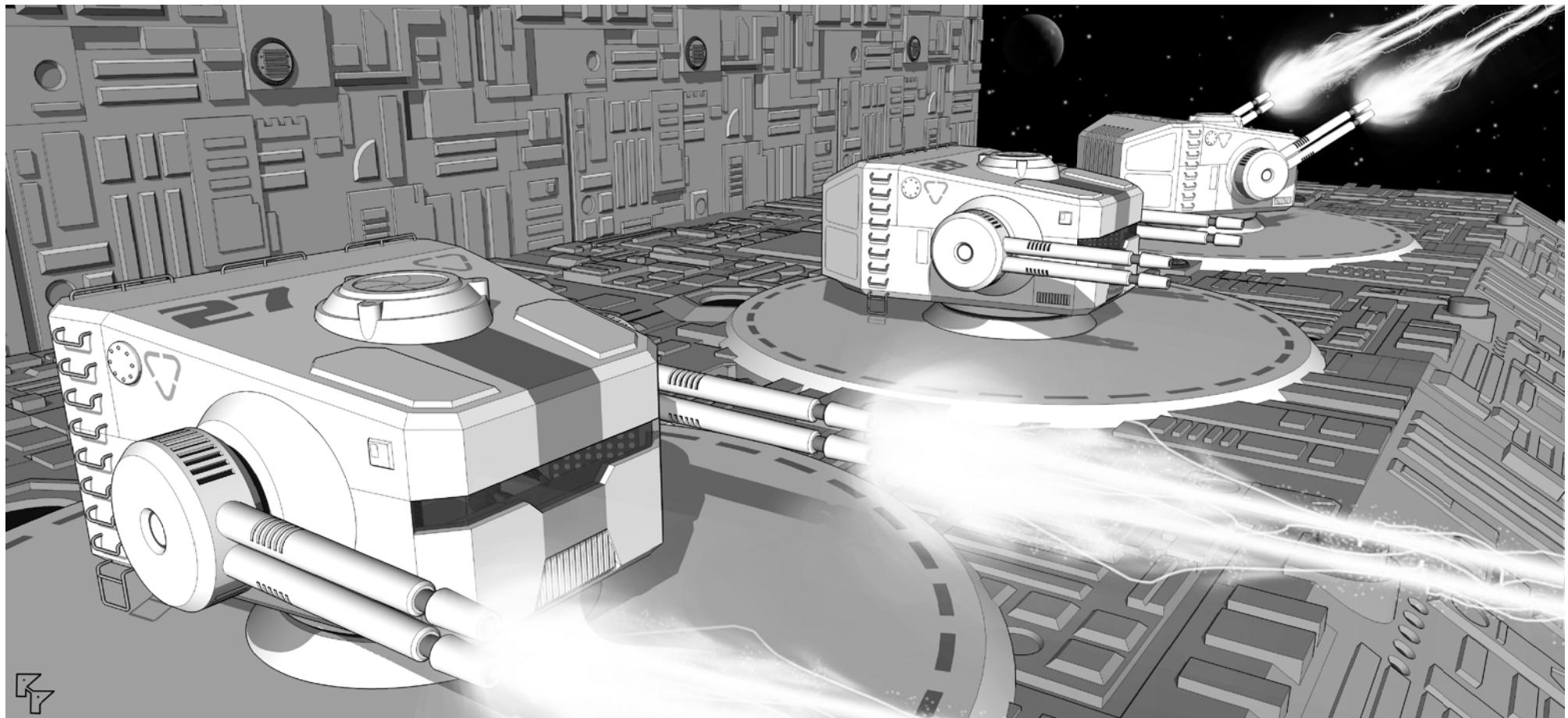
Notes:

- These are not really true geomorphs. See note for geomorph 451.
- Gunner occupied barbettes are shown here. Barbettes do not have to be occupied. They can be operated remotely from a gunner's station.

Barbettes

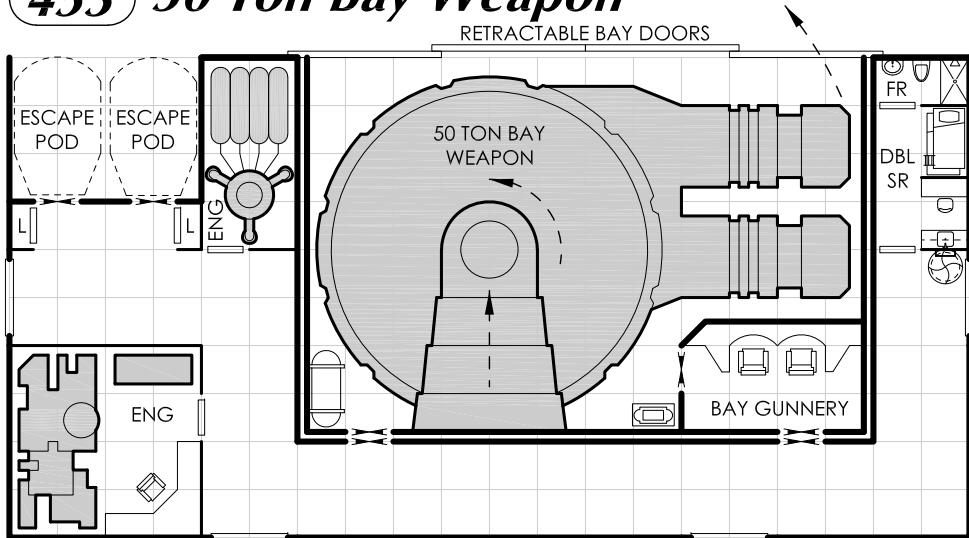
Typically found only on capital ships and large installations, the barbette is a 5 ton heavy turret. Like standard turrets, barbettes can be manned or operated remotely from a fire control station. Manned turrets are accessed via a secured ladder well on the deck above or below, depending on whether it is a dorsal or ventral turret. Lateral turrets, on a ship's side, may be accessed by a secured corridor or door. Some turrets, such as those shown here, have an additional top hatch to be used in case of emergency.

Weaponry installed in these turrets can run the spectrum of offensive and defensive options. Consult your preferred game rule book or referee.



A trio of quad fusion barbettes unleashes fiery white-hot hell on attacking forces.

453 50 Ton Bay Weapon

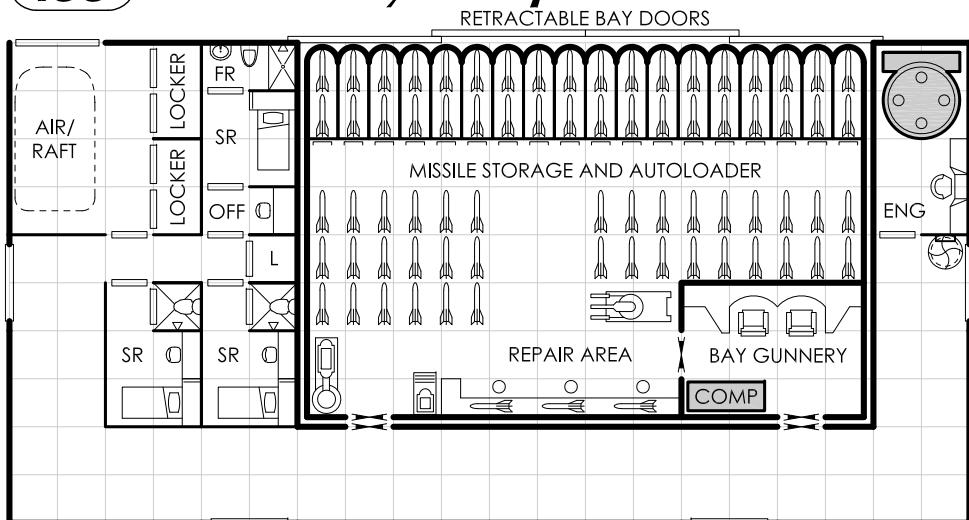


Notes:

- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.



455 50 Ton Bay Weapon-Missiles

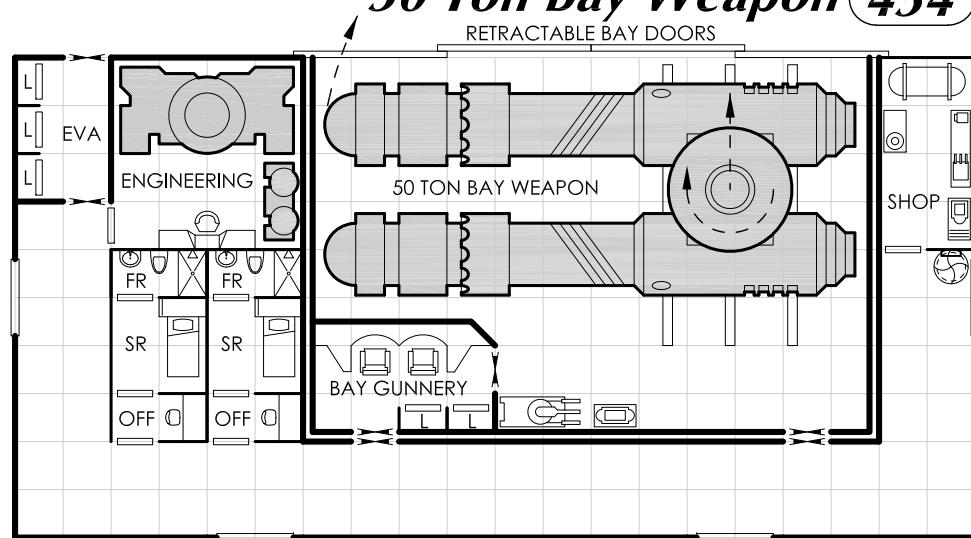


Notes:

- Bay contains 144 standard missiles.
- Referee to determine missile type and payload.



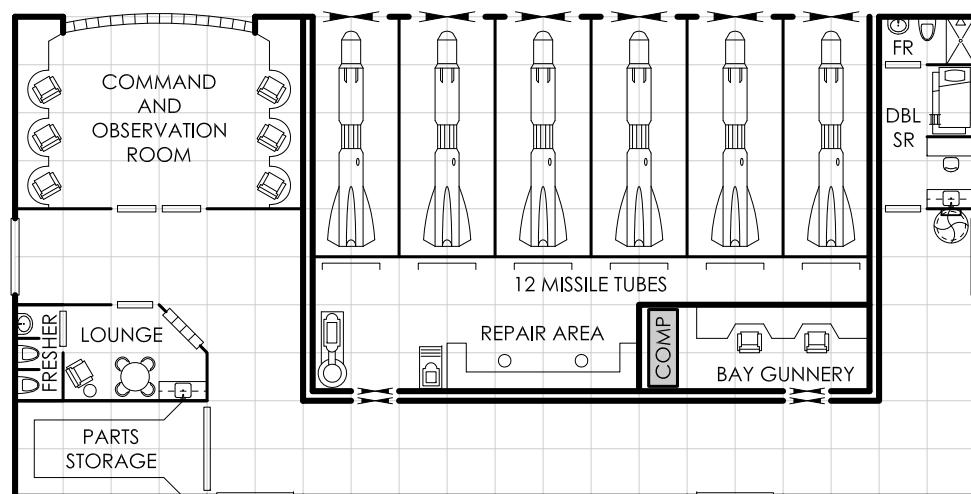
50 Ton Bay Weapon 454



Notes:

- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.

50 Ton Bay Weapon - Missiles 456



Notes:

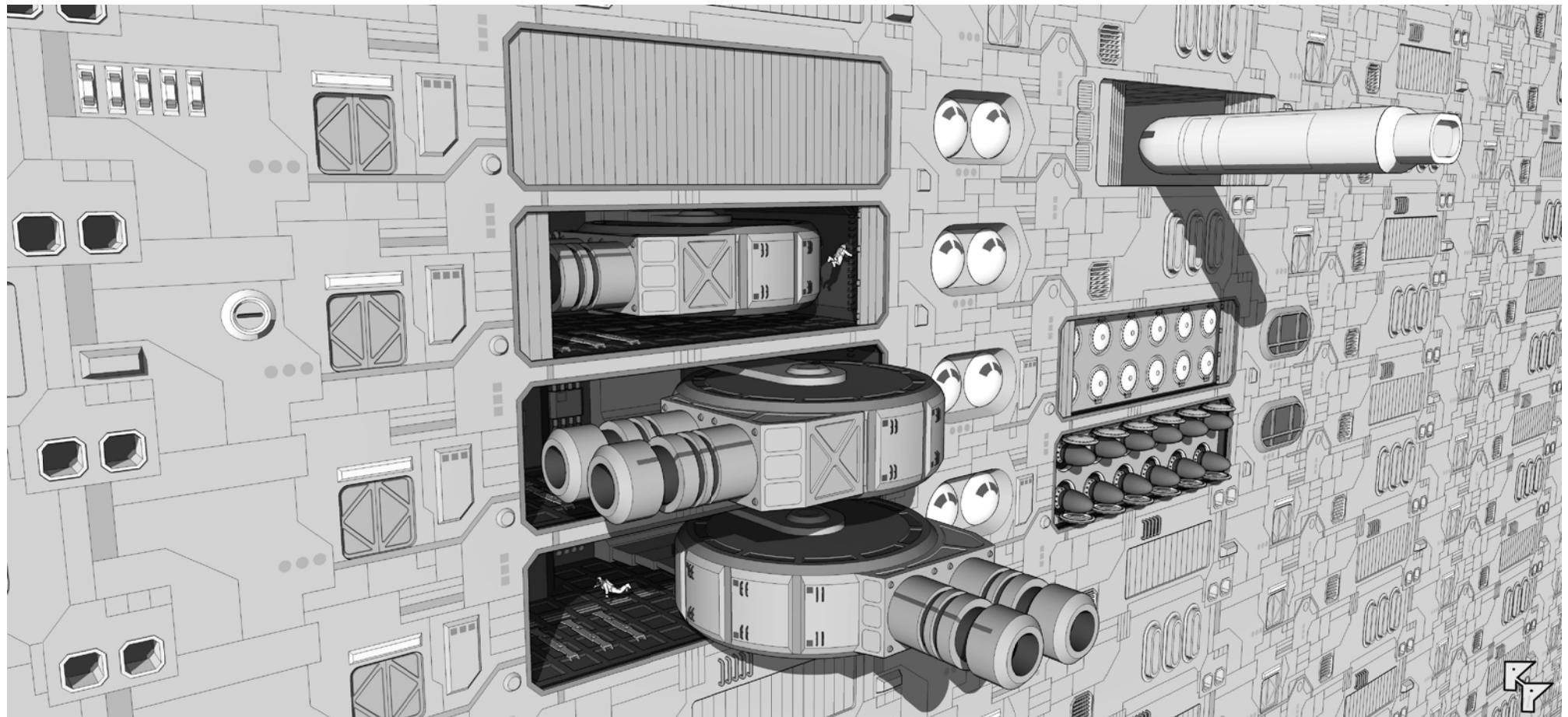
- Referee to determine missile type and payload

HIGH YIELD MISSILE - FOR LARGE SHIP
COMBAT OR PLANETARY BOMBARDMENT

Bay Weapons

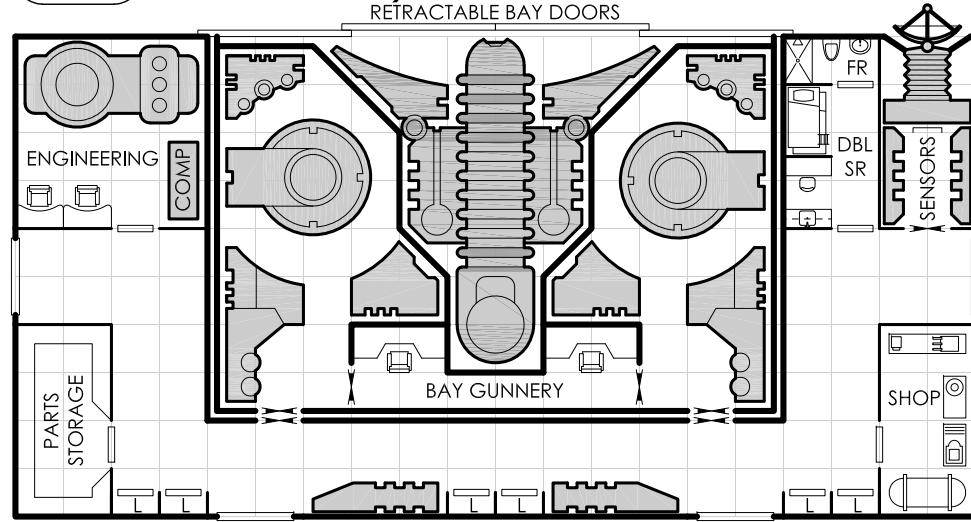
Aside from spinal mount weapons, bay weapons are some of the biggest weapons available in the Traveller universe and can produce massive destructive power. Except for the smaller bay weapons, which can be operated by a single gunner, the larger bays require a crew of two to four to operate.

A wide variety of offensive weaponry can be installed in bays. Consult your preferred game rule book or referee.



A series of four fusion gun bays open and rotate into position, while two missile bays prepare for launch.

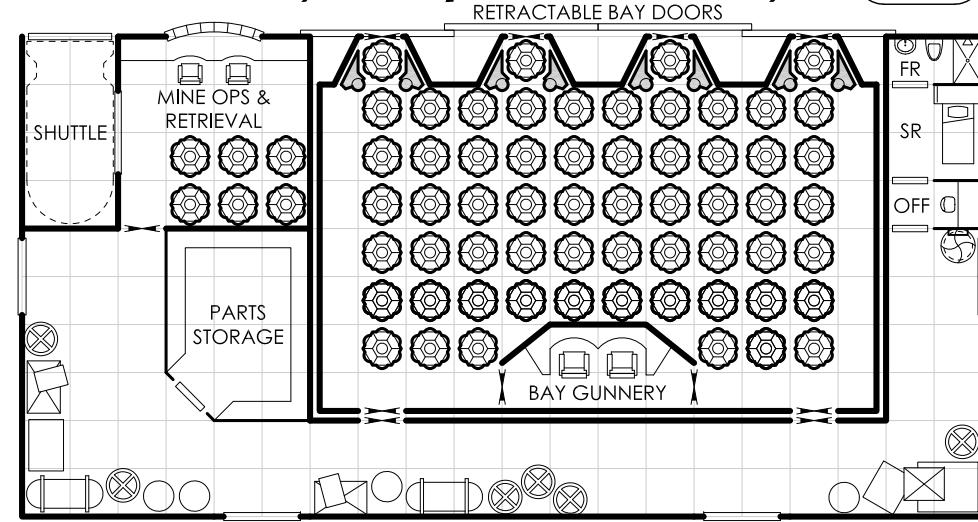
457 50 Ton Bay - Particle Accelerator



Notes:

- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.

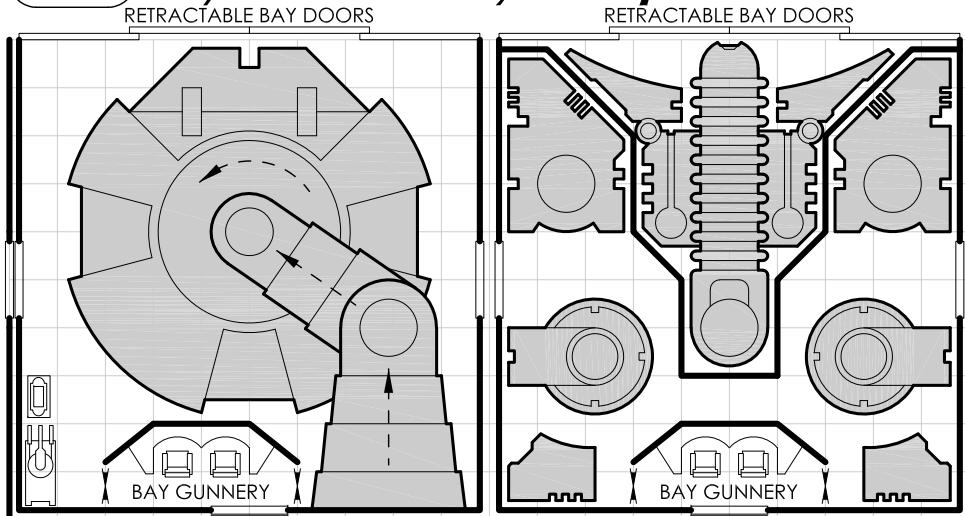
50 Ton Bay Weapon - Mine Layer 458



Notes:



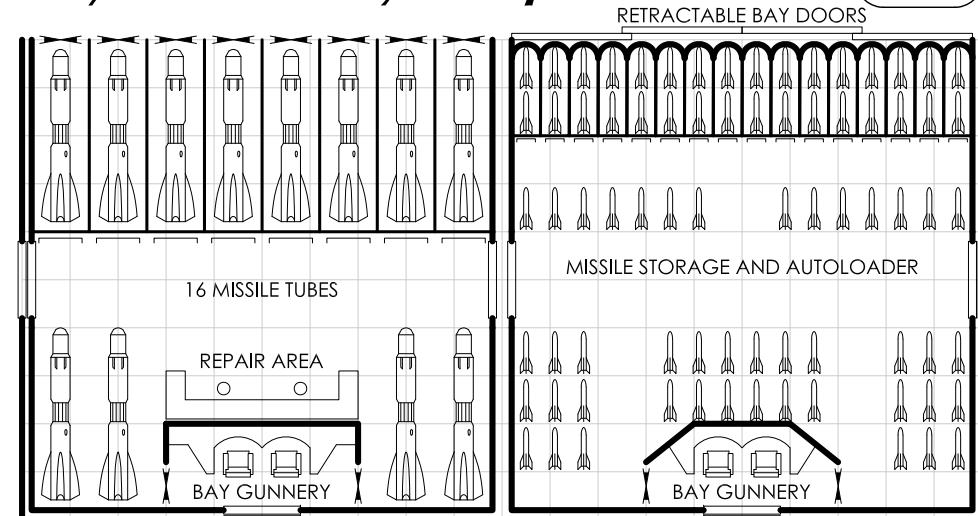
459 50/100 Ton Bay Weapons



Notes:

- This layout allows for two 50 ton single height bay weapons or two double height 100 ton bay weapons.
- Referee to determine weapon type and tonnage.

50/100 Ton Bay Weapon - Missiles 460



Notes:

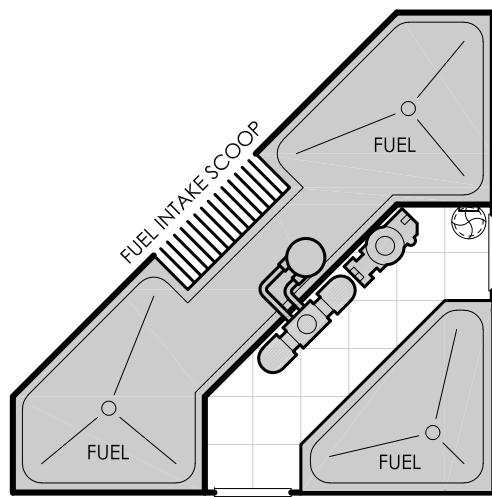
- Referee to determine missile type and payload



Section 3

Corner Geomorphs

Fuel Deck 501

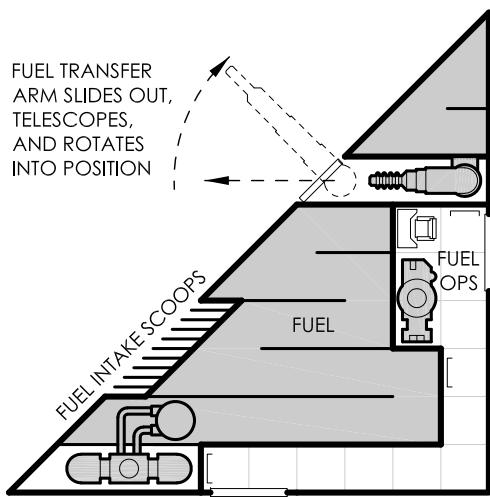


Notes:



PROCESSING EQUIPMENT

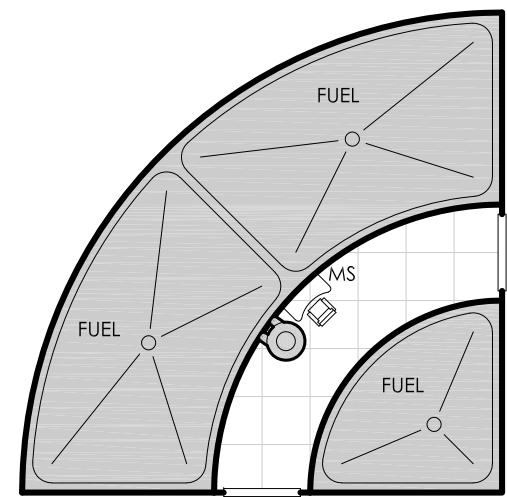
Fuel Deck 502



Notes:



Fuel Deck 503

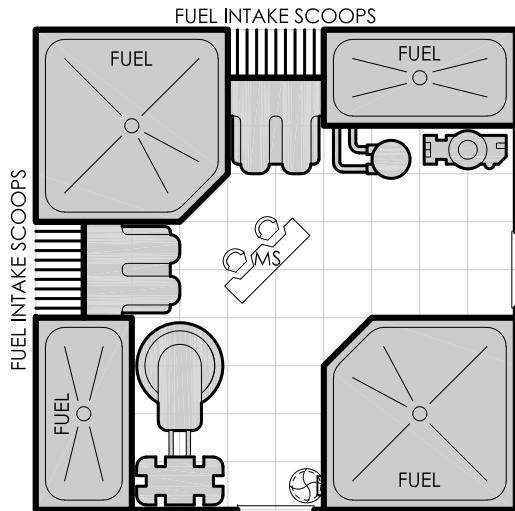


Notes:



MONITORING STATION

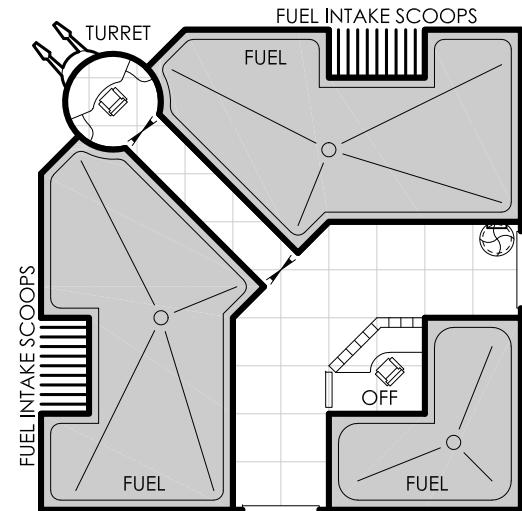
Fuel Refinery 504



Notes:

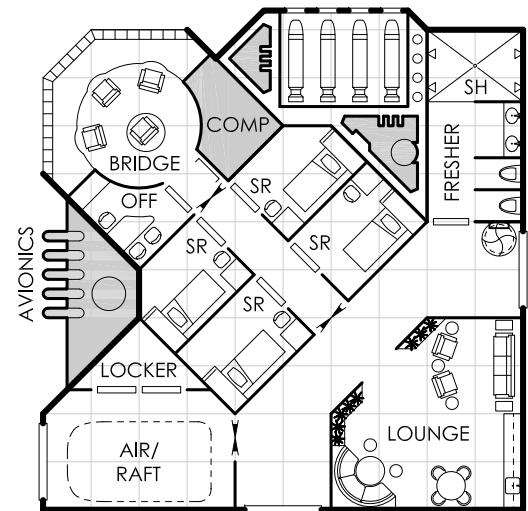


Fuel Deck/Gunnery 505

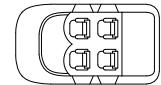


Notes:

Bridge/Crew Area 506



Notes:

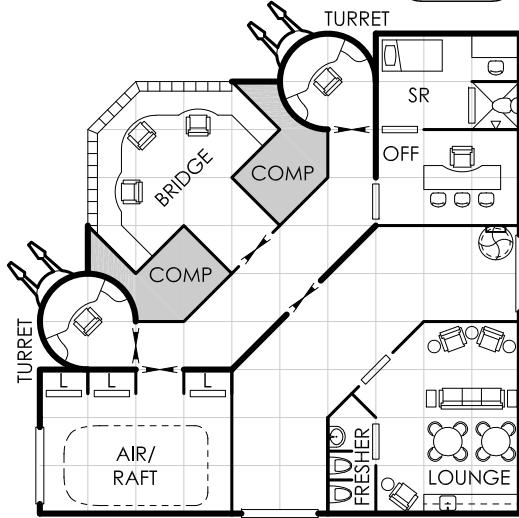


AIR/RAFT

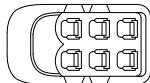


SENSOR
PROBE
LAUNCH
TUBES

Bridge 507

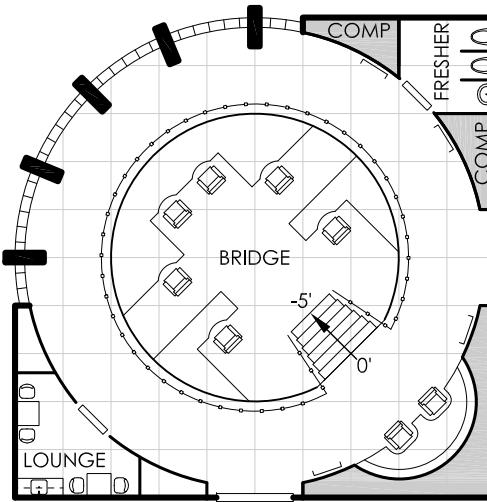


Notes:

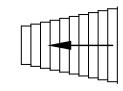


AIR/RAFT

Bridge 508

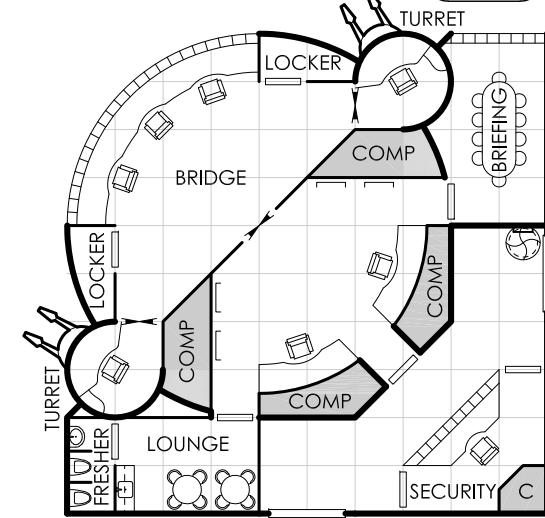


Notes:



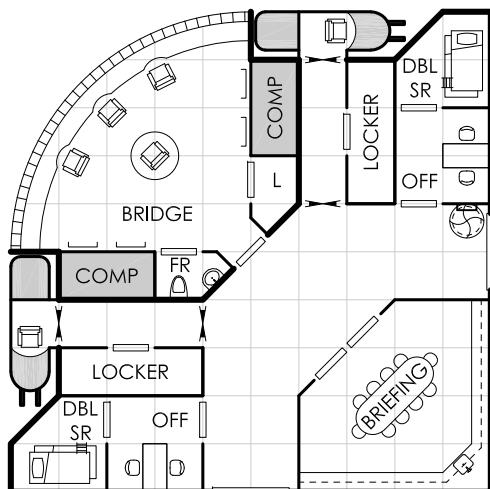
DOWN STAIRS w/
HANDRAILS

Bridge 509

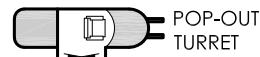


Notes:

Bridge 510

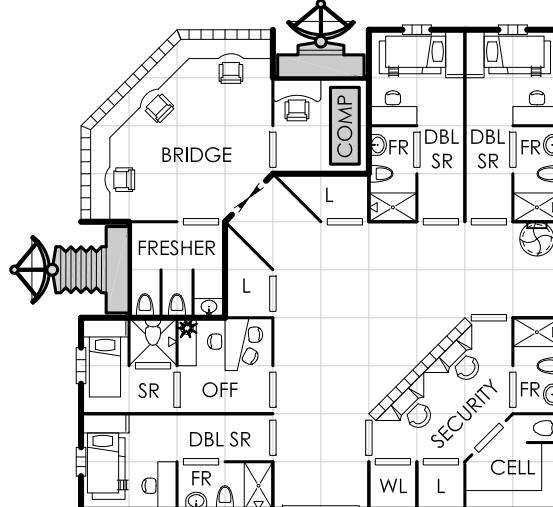


Notes:

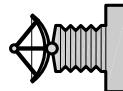


POP-OUT
TURRET

Bridge 511

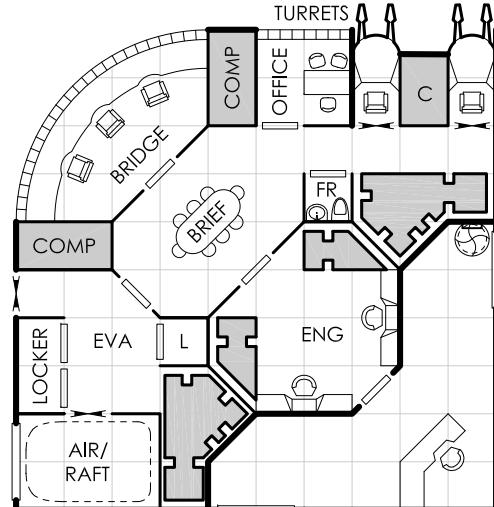


Notes:

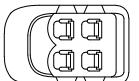


RETRACTABLE
SENSORS

Bridge / Engineering 512

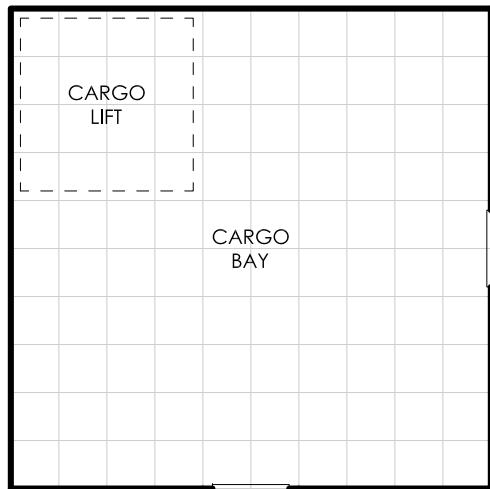


Notes:



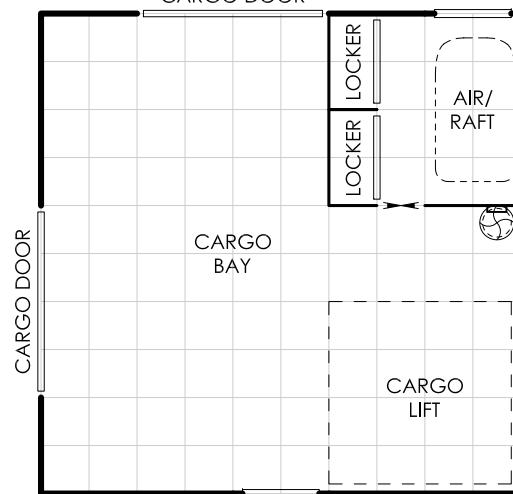
AIR/
RAFT

Cargo Bay (513)



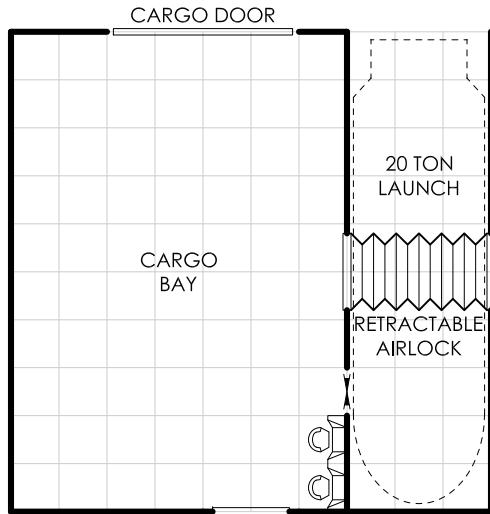
Notes:

Cargo Bay (514)



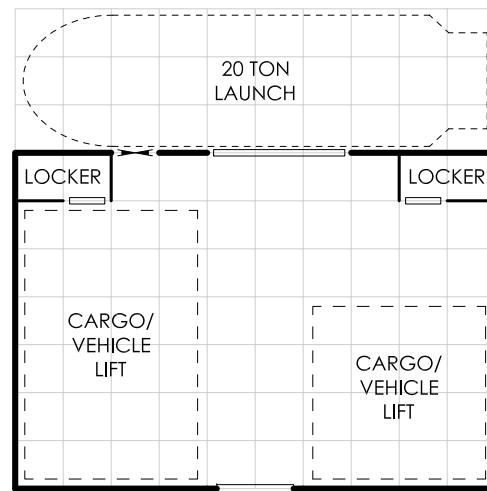
Notes:

Cargo Bay/Launch (516)



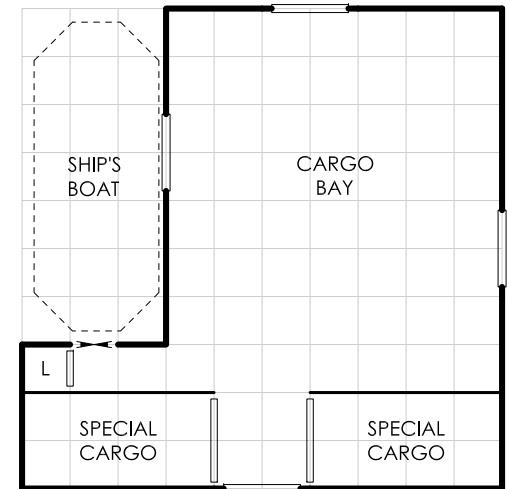
Notes:

Cargo Bay / Launch (517)



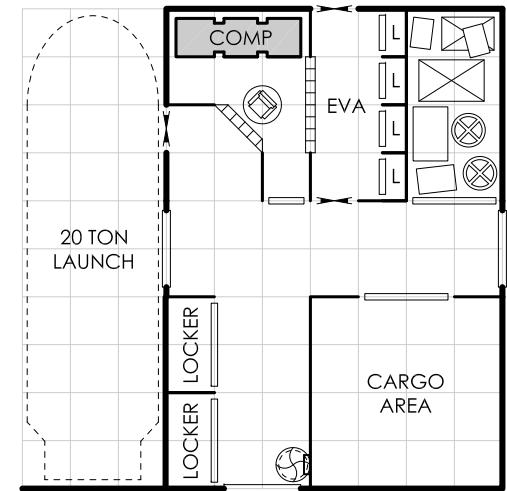
Notes:

Cargo Bay (515)



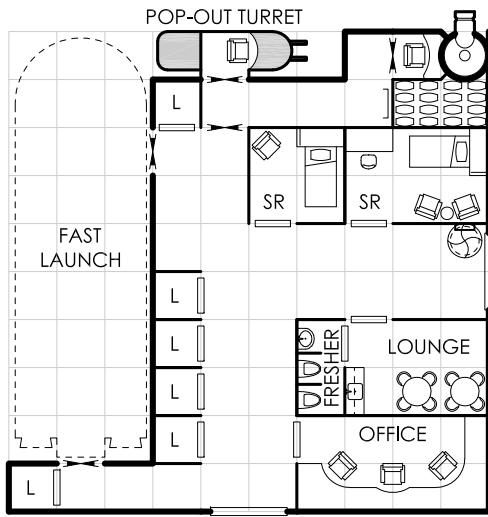
Notes:

Cargo Bay/Launch (518)



Notes:

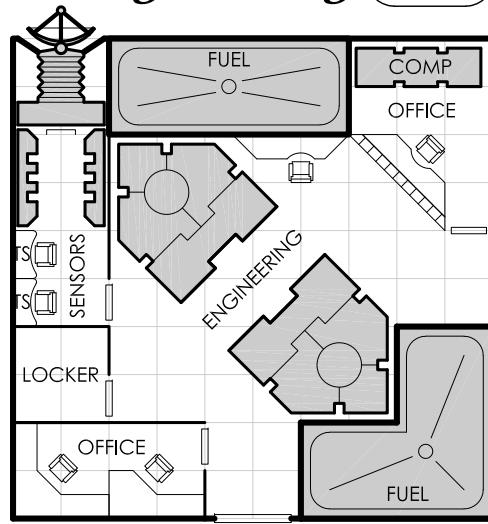
Launch/Gunnery 519



Notes:



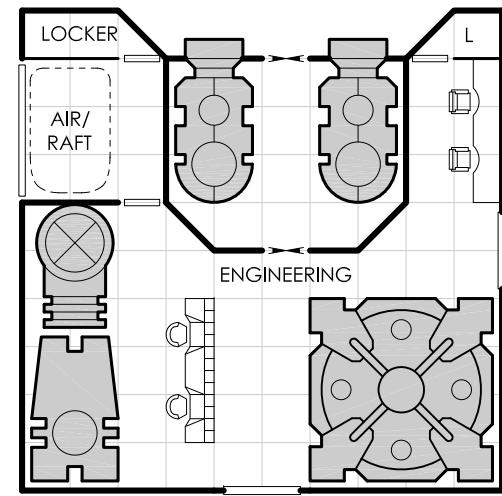
Engineering 520



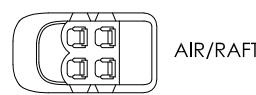
Notes:



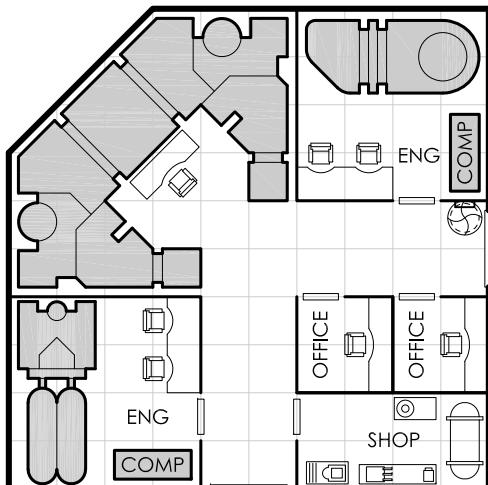
Engineering 521



Notes:

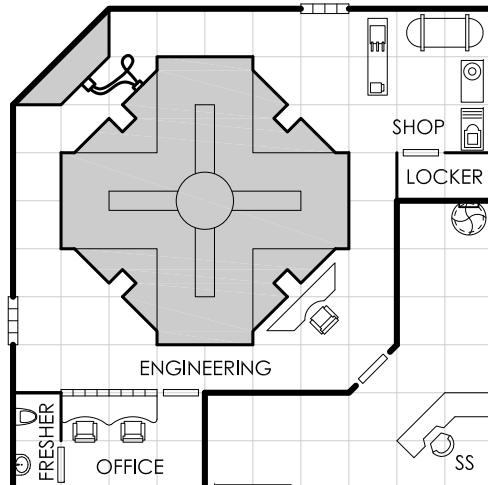


Engineering 522

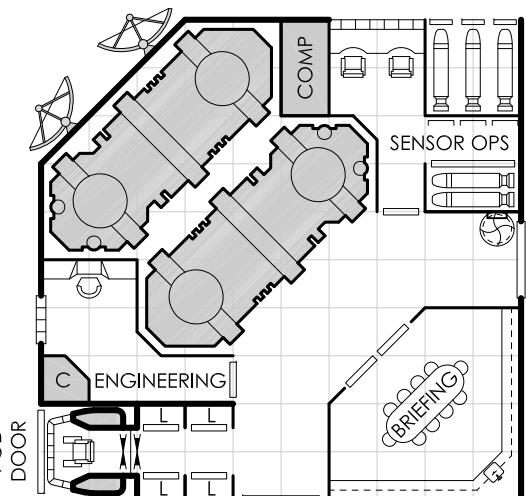


Notes:

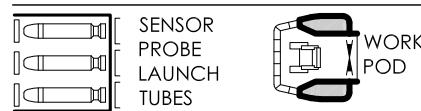
Engineering 523



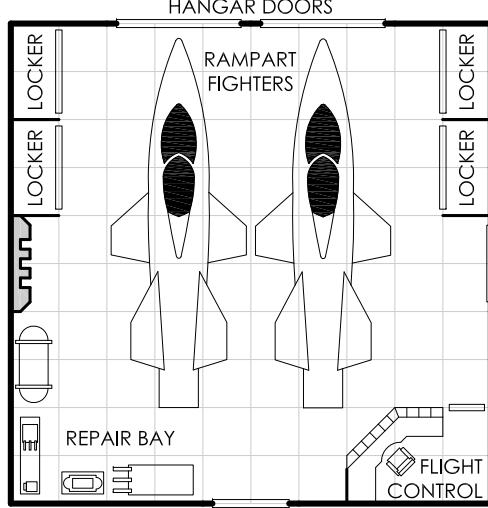
Notes:



Notes:



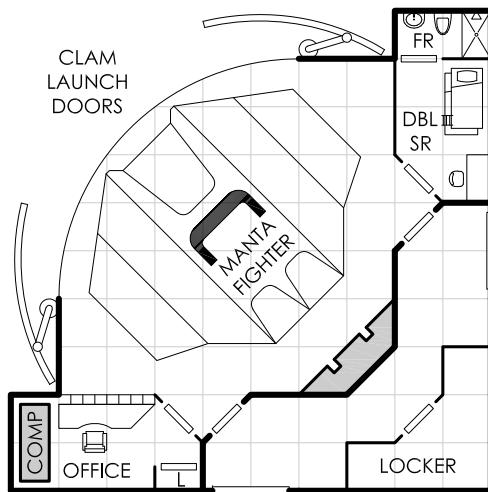
Fighter Hangar 525



Notes:

- See GDW's Azhanti High Lightning for more information on Rampart fighters.

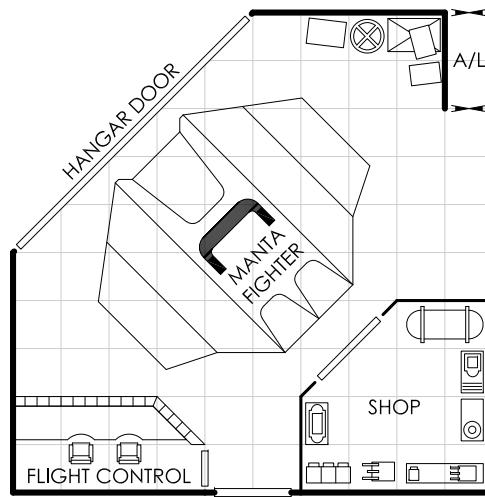
Fighter Hangar 528



Notes:

- See FASA's High Passage #3 for more information on the Manta Class Escort Fighter.

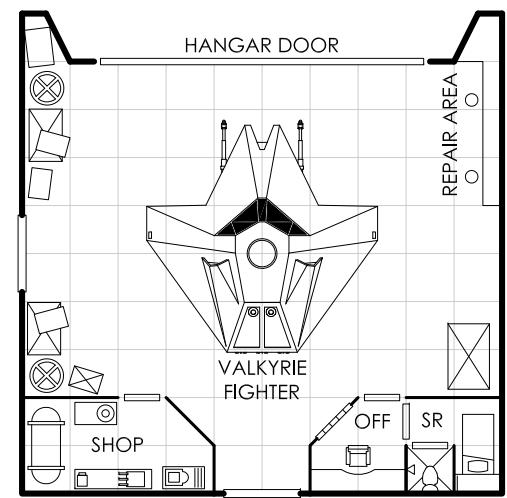
Fighter Hangar 526



Notes:

- See FASA's High Passage #3 for more information on the Manta Class Escort Fighter.

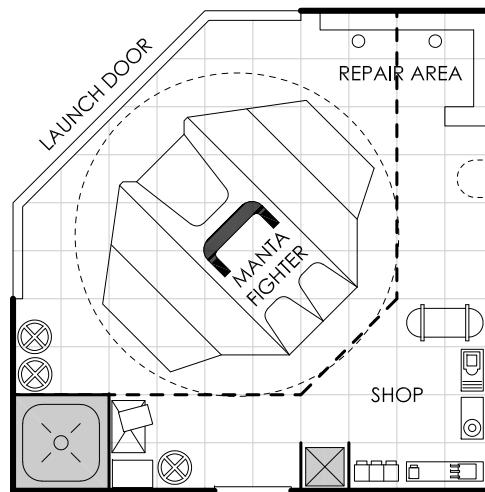
Fighter Hangar 527



Notes:

- See Yet Another Traveller Blog for more information on the Valkyrie Mk II Fighter.

Fighter Bay-Lower 529

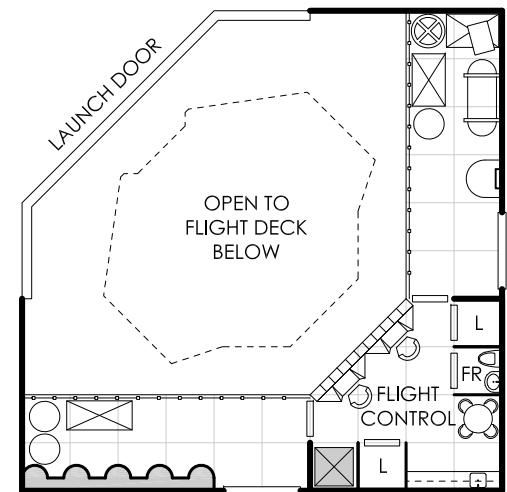


Notes:

- Double height space (20' ceiling).
- See geomorph 536 for upper level.



Fighter Bay-Upper 530



Notes:

- Double height space (20' ceiling).
- See geomorph 535 for lower level.



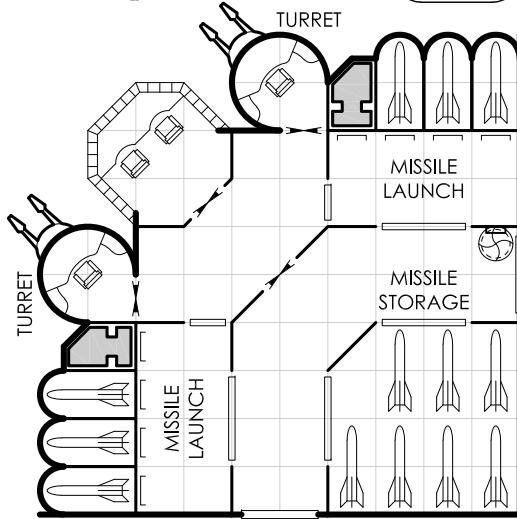
Repair Stations and Shops

Larger ships, orbital installations, and dirtside ports will typically have a variety of repair stations and shops to address their mechanical and electrical repair needs. Access to machine shops, and metal or plastic parts fabrication equipment can go a long way toward keeping a starship operational. The need for facilities such as these are even more important on the fringe of "civilized" space, where a required replacement part may be parsecs, or even subsectors away. Smaller ships may have something similar, such as a repair bench. These can generally help out in a pinch, but usually with decreased specialty and fabrication ability.



This electronic repair bay in a fighter hangar is used to repair or replace components of the fighter's sensors, avionics, and other delicate electronics.

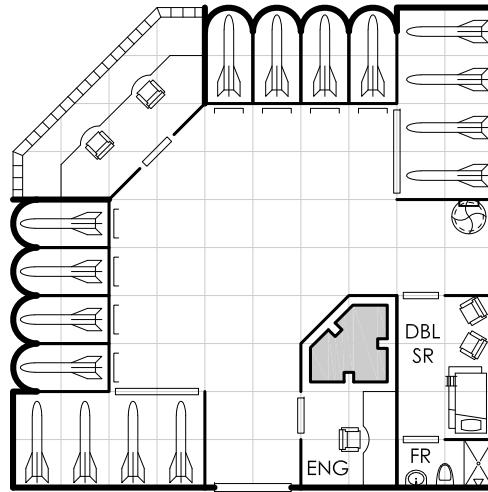
Weapons Deck 531



Notes:

• Referee to determine weapon type.

Missile Deck 532

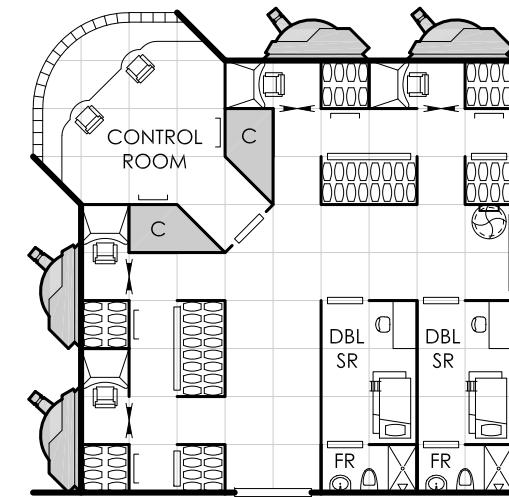


Notes:



MISSILE
LAUNCH
TUBE

Sandcaster Deck 533



Notes:

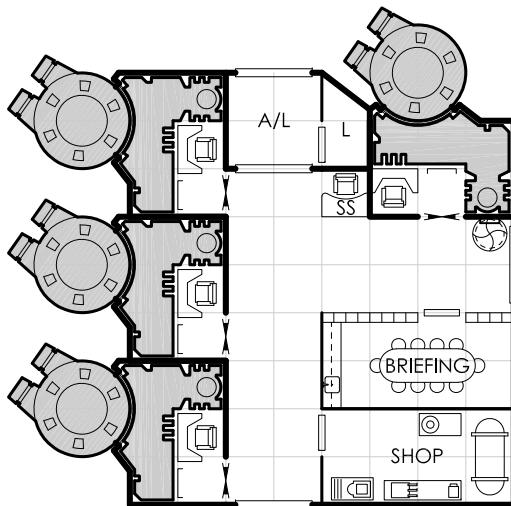


DOUBLE TURRET
w/ LASER AND
SANDCASTER



SANDCASTER
CANISTER LOCKER

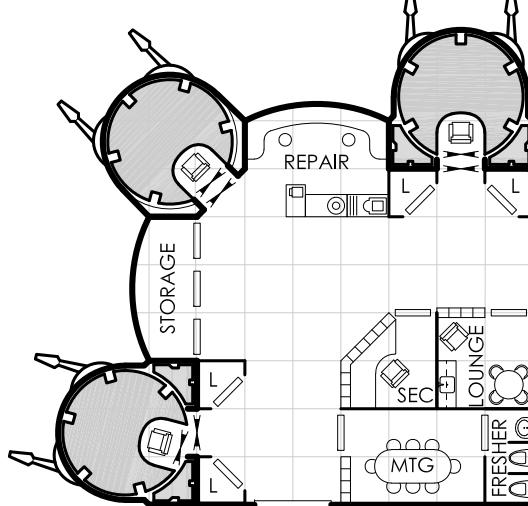
Barbette Deck 534



Notes:

- Referee to determine weapon type.

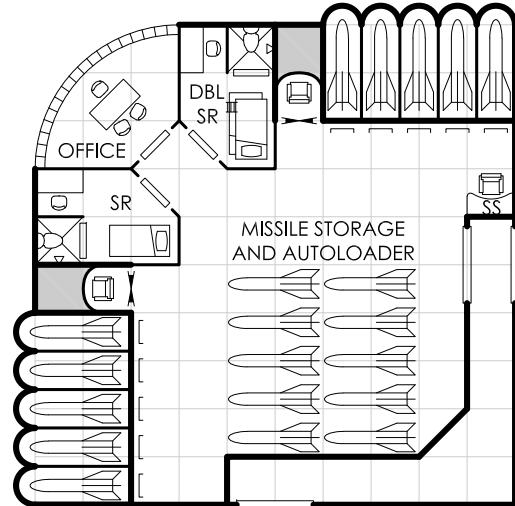
Barbette Deck 535



Notes:

- Referee to determine weapon type.

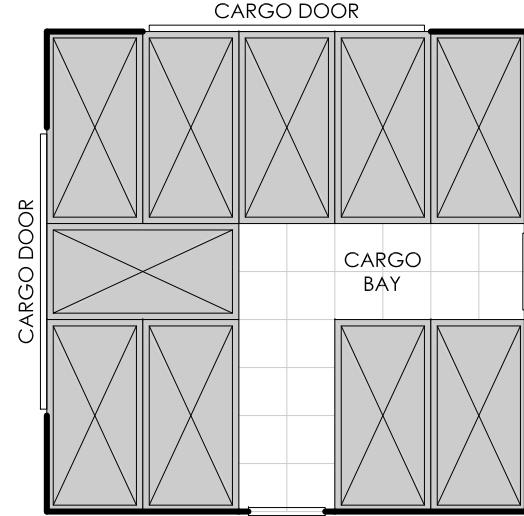
Barbette Deck 536



Notes:

- Two missile barbettes w/ 25 missiles each.
- Missile storage contains an additional 50 missiles.

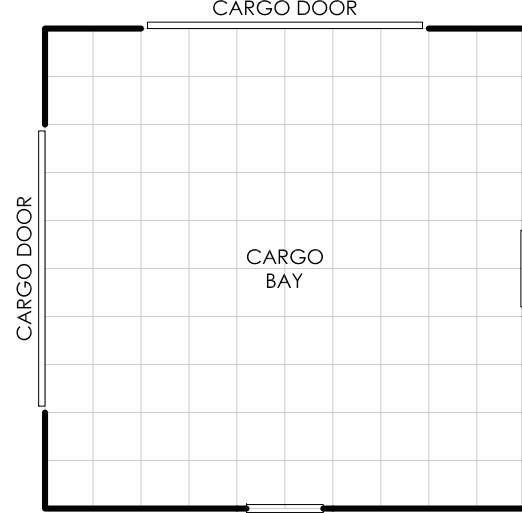
Cargo Bay - Full (537)



Notes:

- See geomorph 538 for empty version.

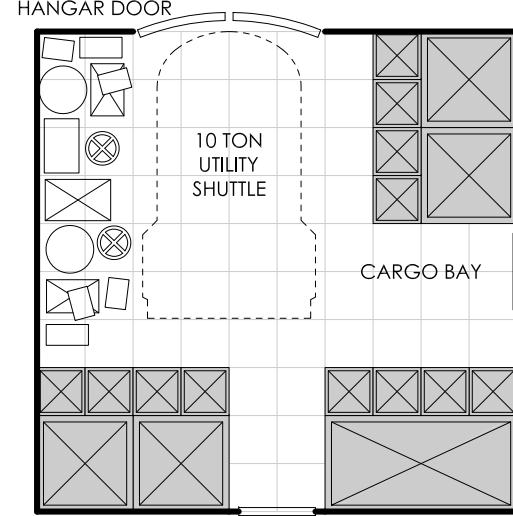
Cargo Bay - Empty (538)



Notes:

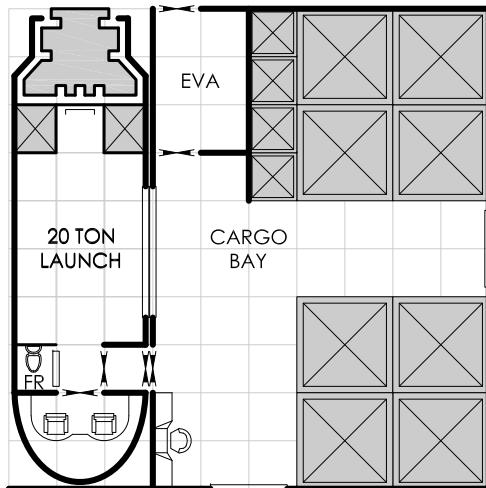
- See geomorph 537 for full version.

Cargo Bay (539)



Notes:

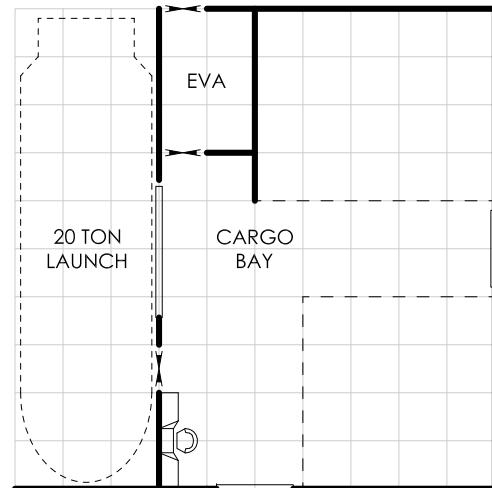
Cargo Bay - Full (540)



Notes:

- See geomorph 541 for empty version.

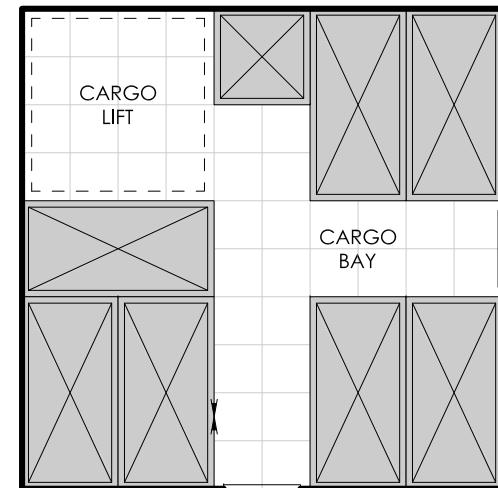
Cargo Bay - Empty (541)



Notes:

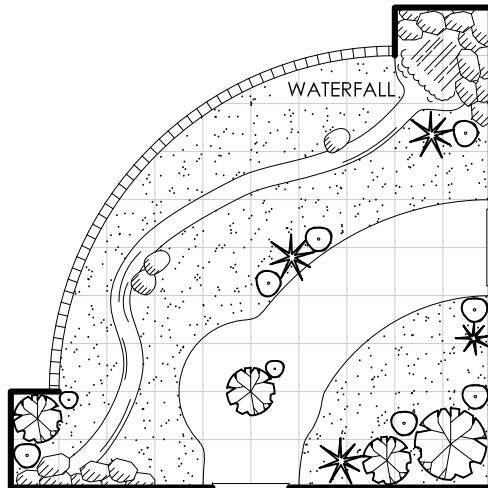
- See geomorph 540 for full version.

Cargo Bay (542)



Notes:

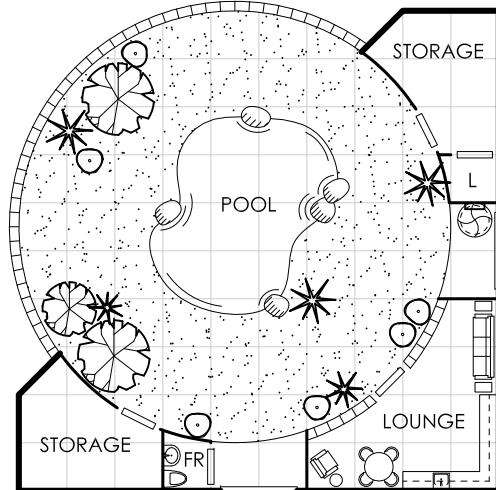
Arboretum 543



Notes:



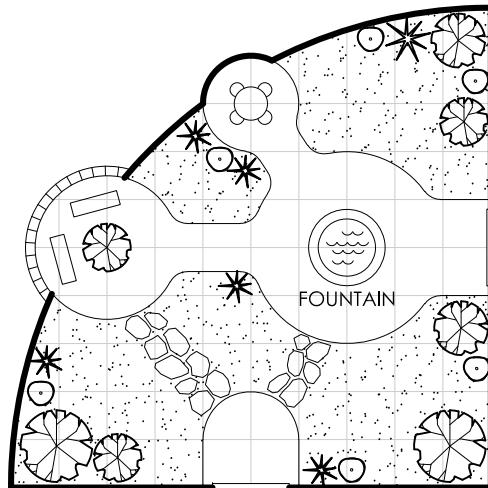
Arboretum 546



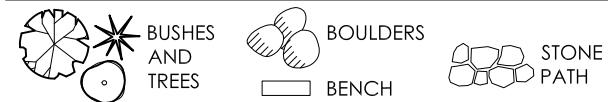
Notes:



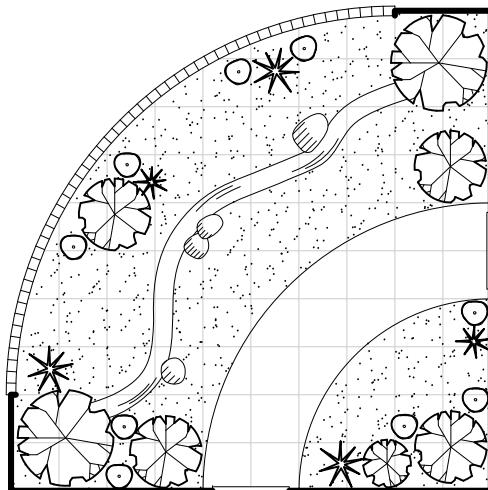
Arboretum 544



Notes:



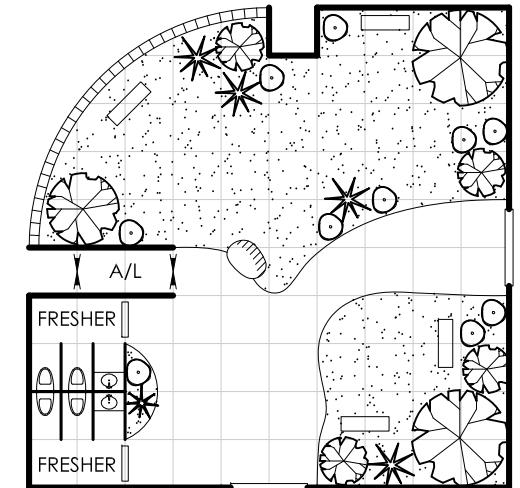
Arboretum 547



Notes:



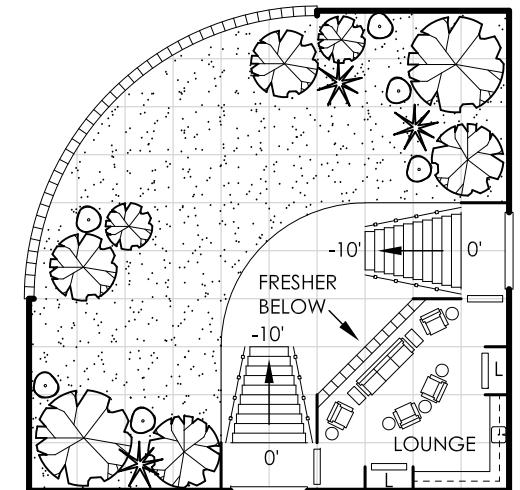
Arboretum 545



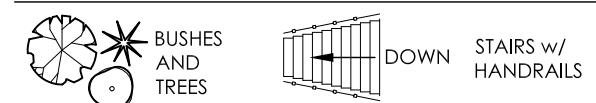
Notes:



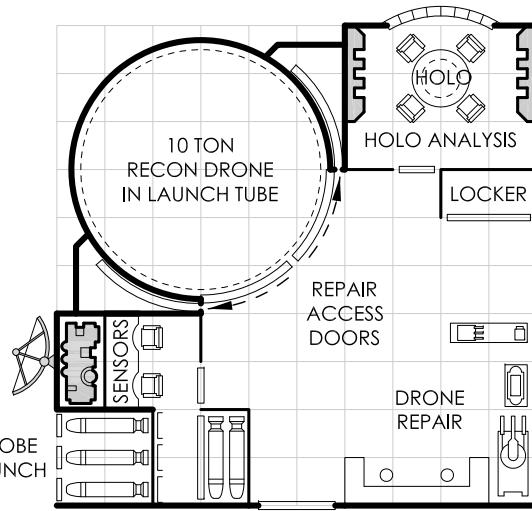
Arboretum 548



Notes:



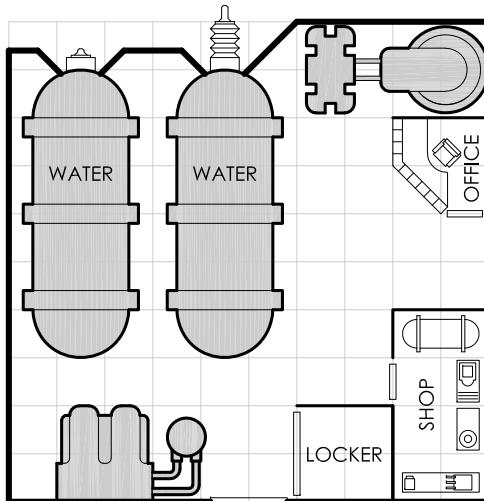
Survey Deck 549



Notes:

- See Mongoose Traveller's Supplement 2 - Traders and Gunboats for more information on the Reconnaissance Drone.

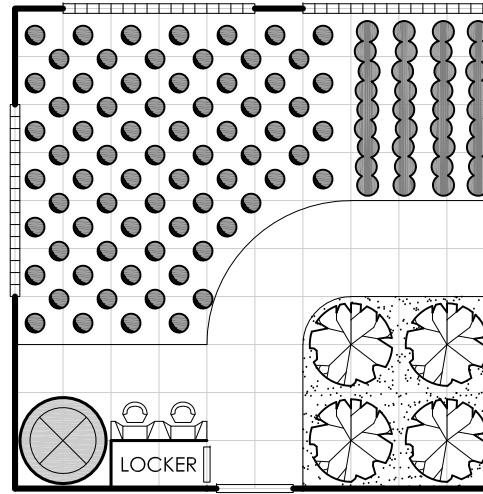
Water Storage 552



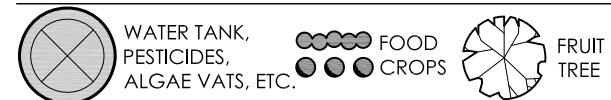
Notes:



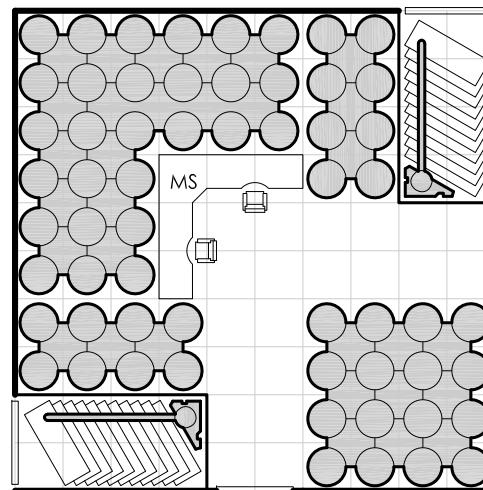
Agricultural Bay 550



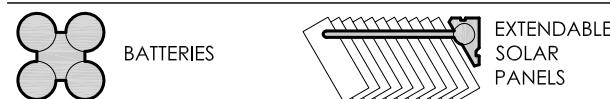
Notes:



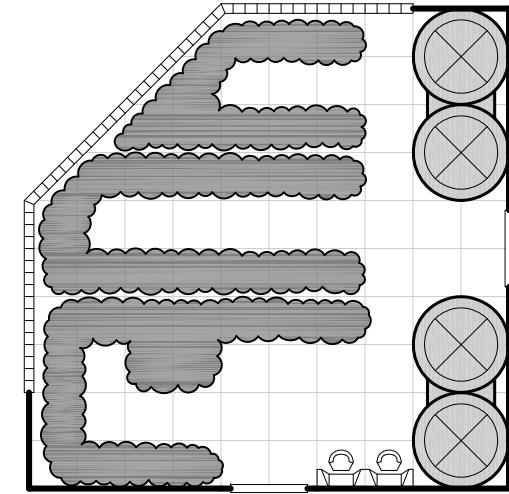
Solar/Battery Deck 553



Notes:



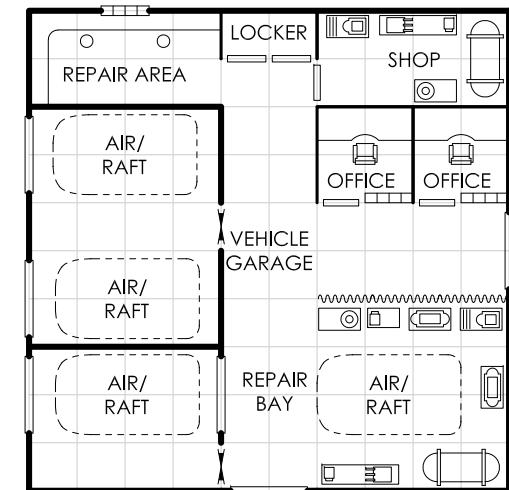
Hydroponics Bay 551



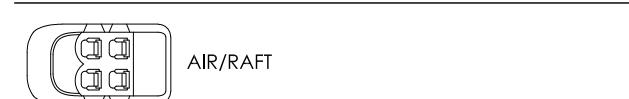
Notes:



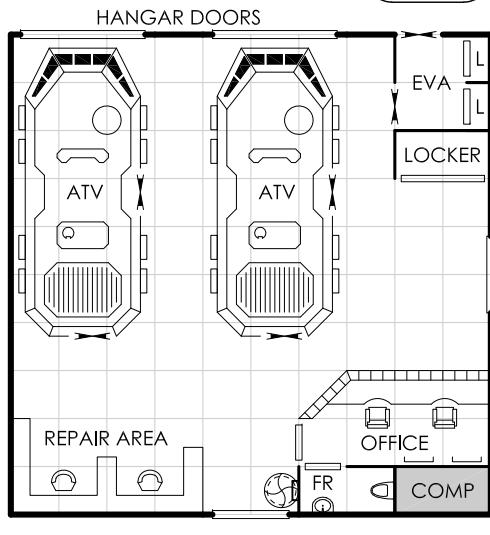
Air/Raft Bay 554



Notes:

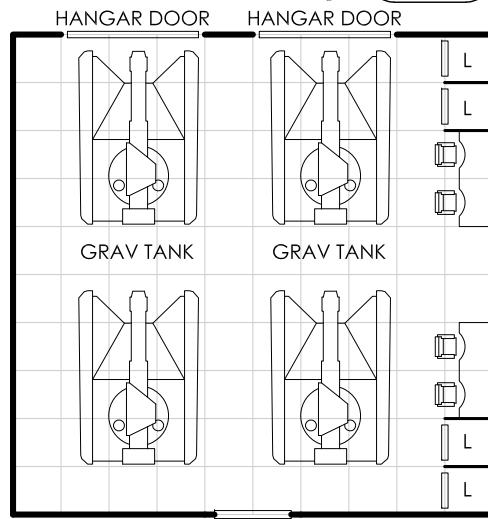


ATV Bay 555



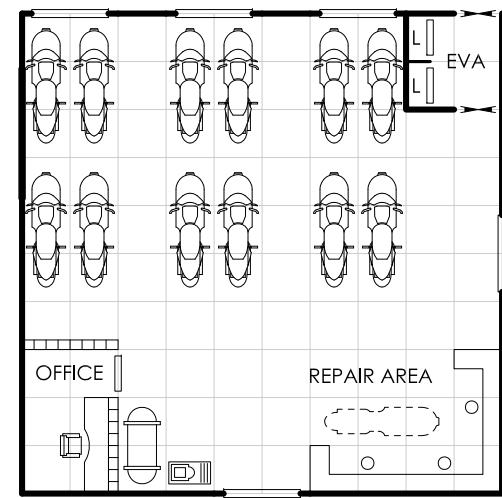
Notes:

Grav Tank Bay 556

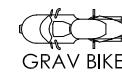


Notes:

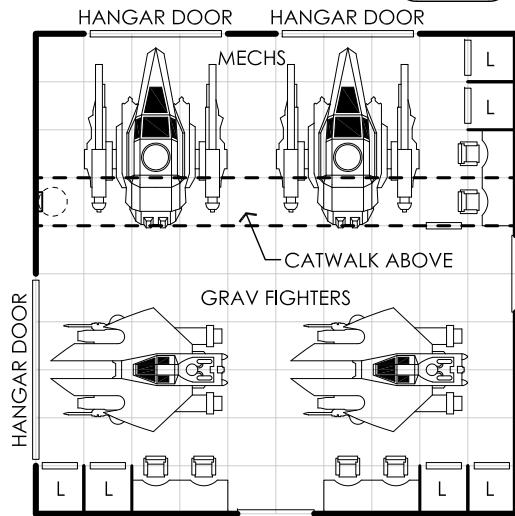
Grav Bike Bay 557



Notes:



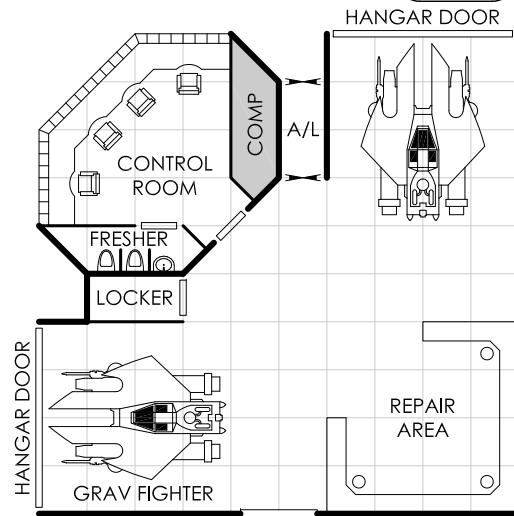
Vehicle Bay 558



Notes:

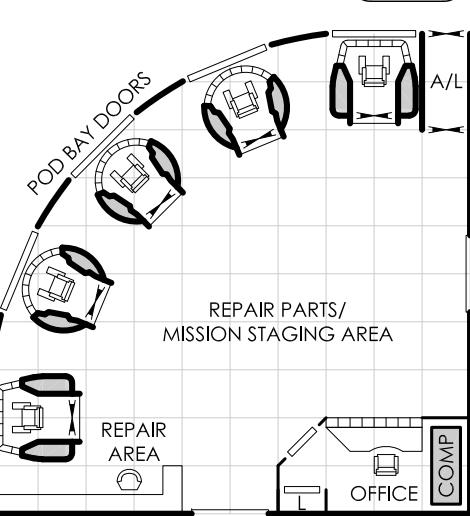
- Height as required for vehicles.
- Catwalk provides access to mechs.

Vehicle Bay 559

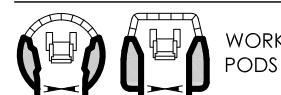


Notes:

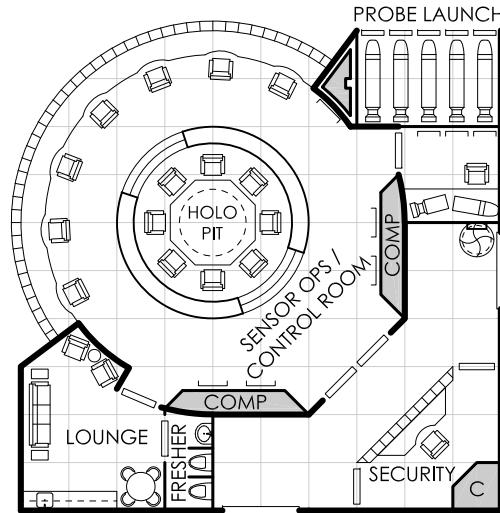
Work Pod Bay 560



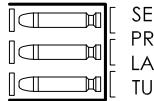
Notes:



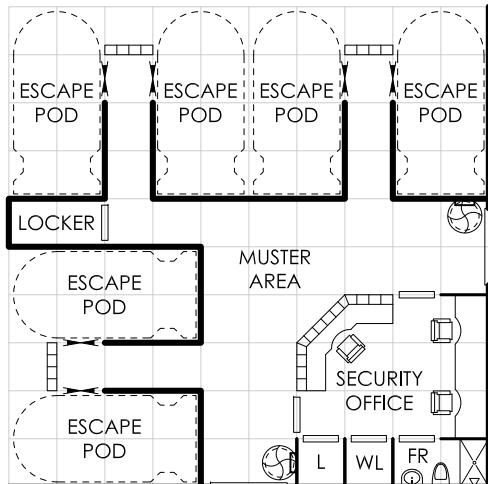
Sensor Ops 561



Notes:

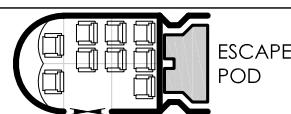


Escape Pods 564

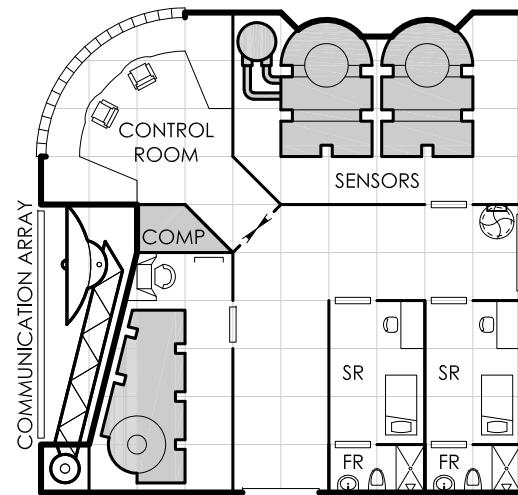


Notes:

- 6 escape pods carry 9 people each (total of 54 evacuees).

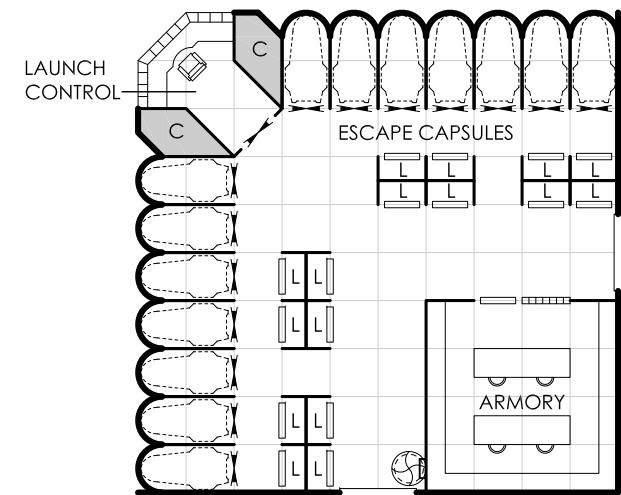


Sensor/Comm. Bay 562



Notes:

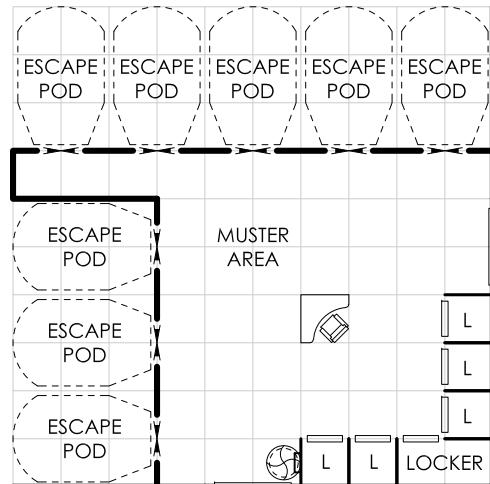
Drop Capsules 563



Notes:

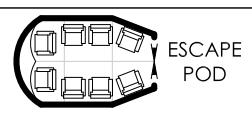


Escape Pods 565

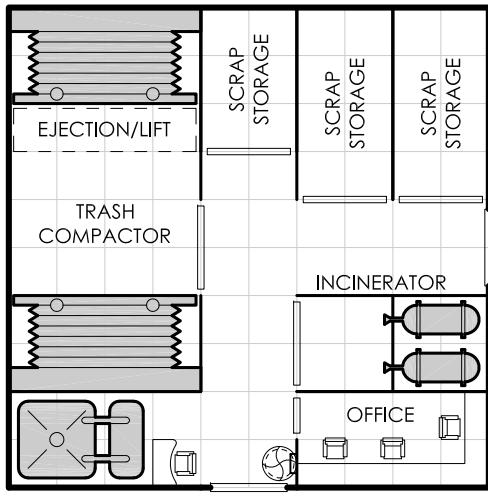


Notes:

- 8 escape pods carry 8 people each (total of 64 evacuees).



Scrap/Recycling 567

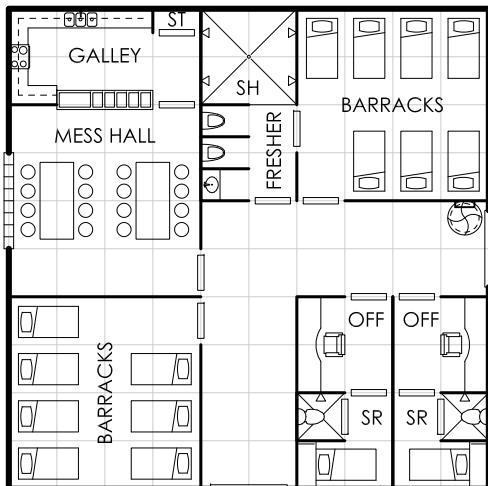


Notes:



WATER
RECOVERY
SYSTEM

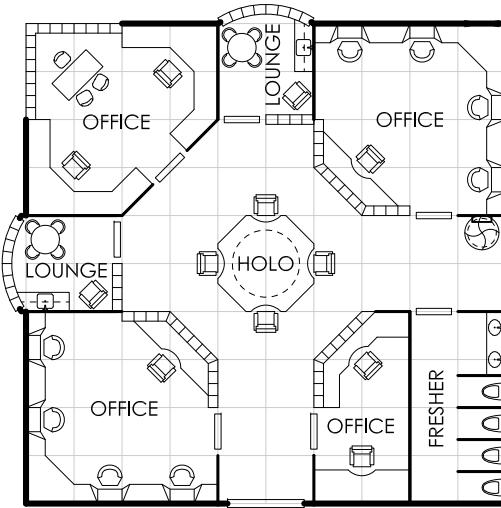
Barracks 570



Notes:

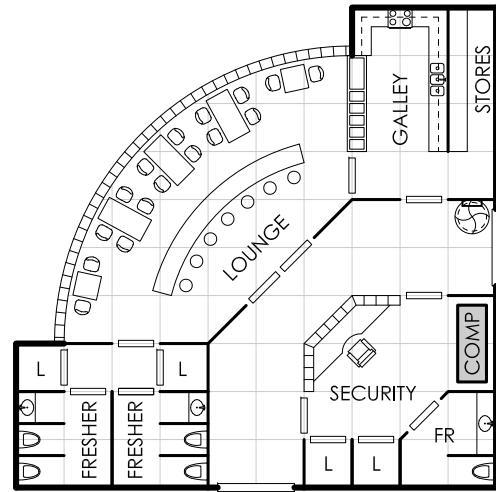
Notes:

Offices 568



Notes:

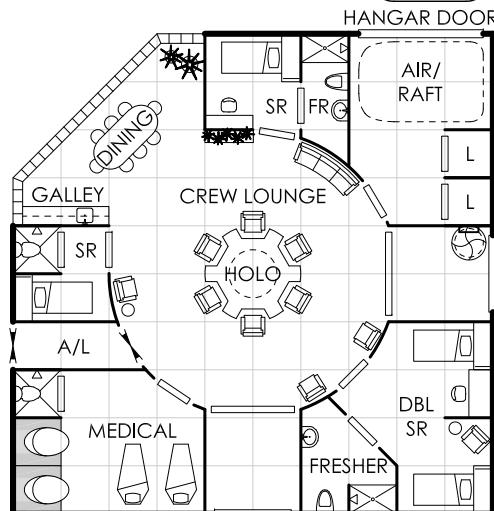
Executive Lounge 569



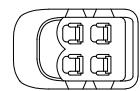
Notes:

- For exclusive use by high passengers, VIPs, or officers (if a military ship).

Crew Areas 571

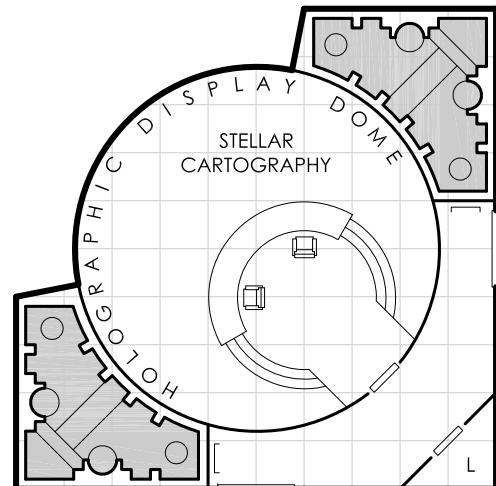


Notes:



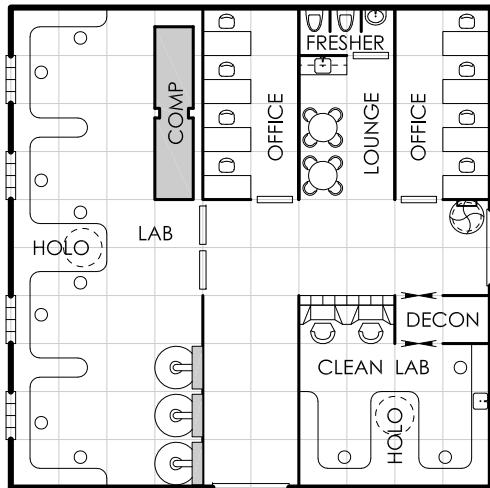
AIR/RAFT

Stellar Cartography 572



Notes:

Science Lab 573

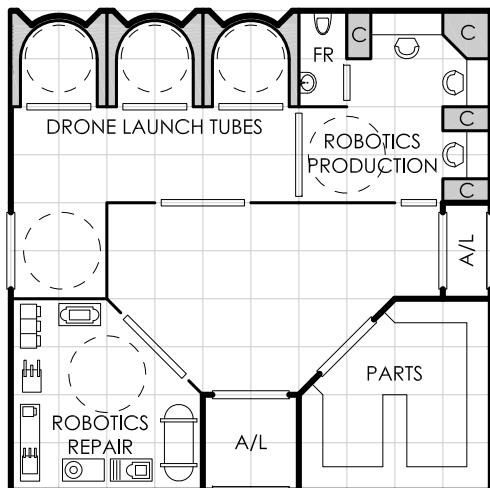


Notes:

- Referee to determine type of labs.

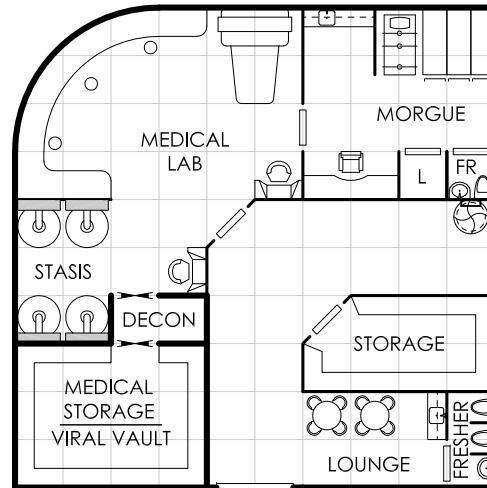


Robotics Lab 576



Notes:

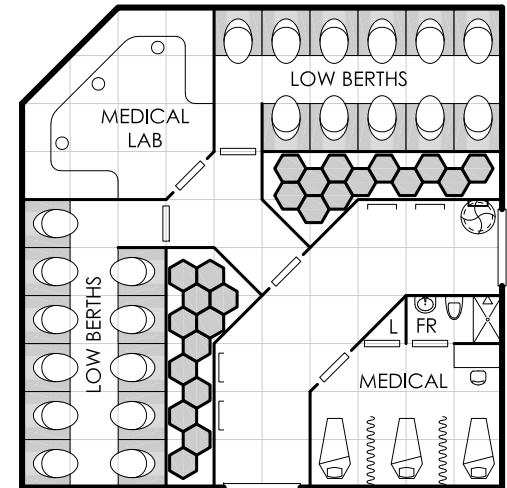
Medical Research 574



Notes:



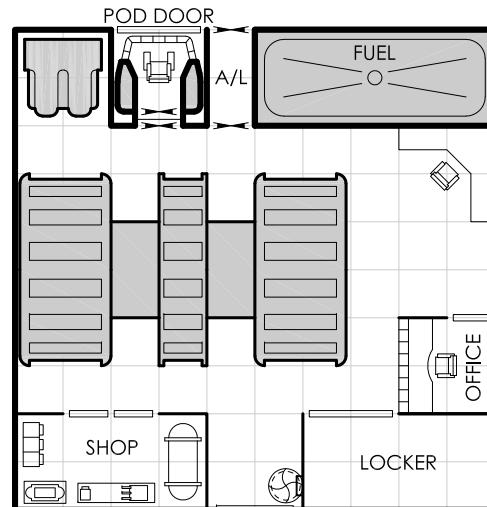
Med Lab/Low Berths 575



Notes:



Engineering 577

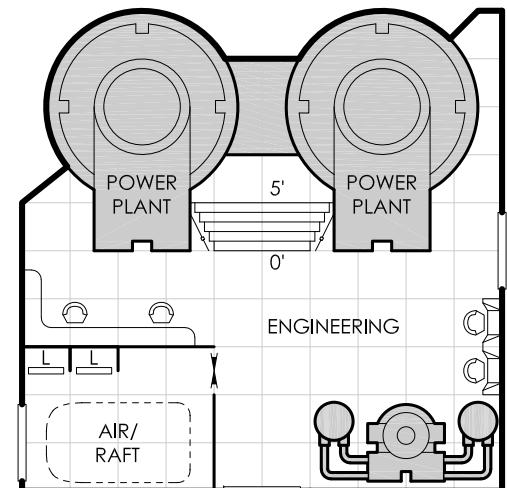


Notes:

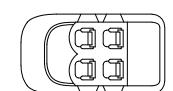


WORK POD

Engineering 578



Notes:

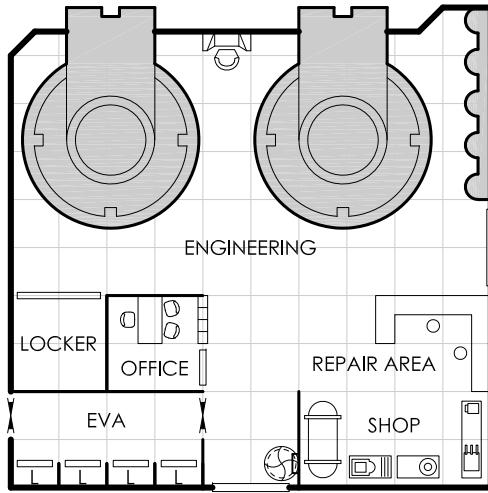


AIR/RAFT



UP

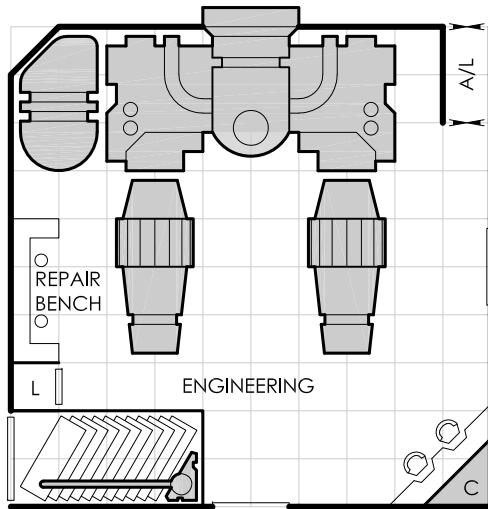
Engineering 579



Notes:

Notes:

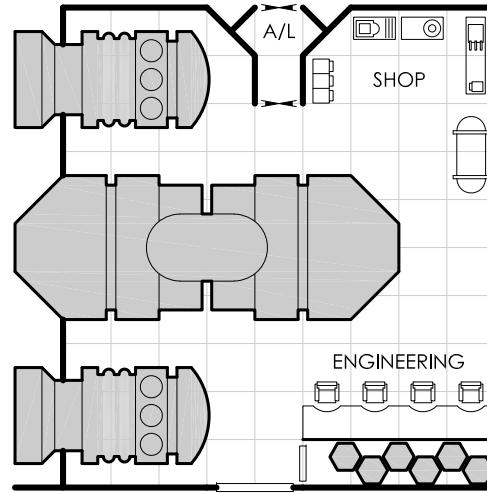
Engineering 582



Notes:

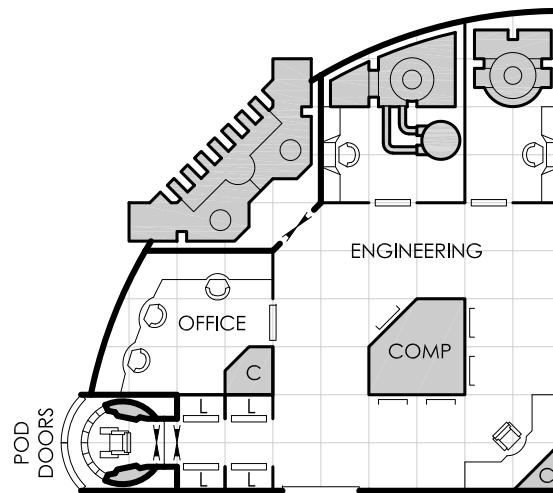


Engineering 580



Notes:
hexagon icon BATTERIES

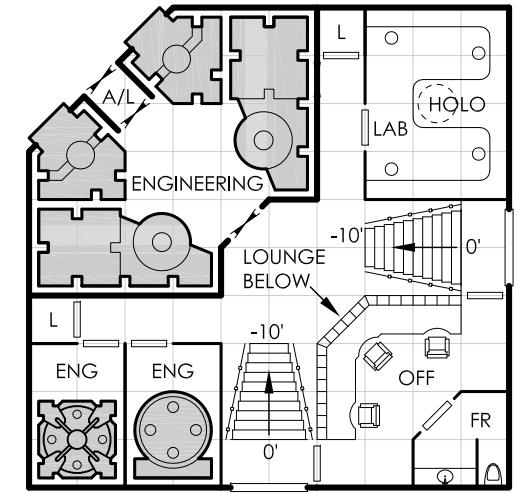
Engineering 583



Notes:



Engineering 581

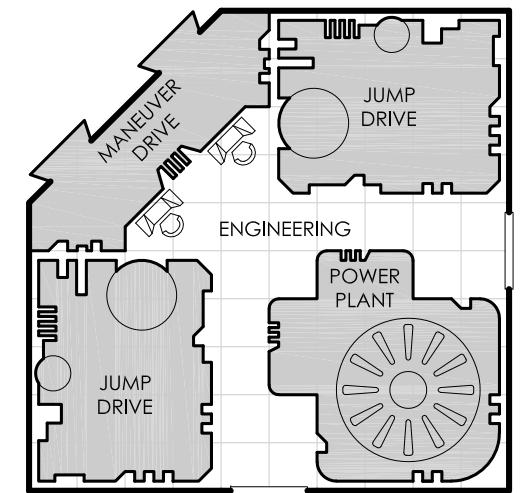


Notes:

- Double height space (20' ceiling)



Engineering 584



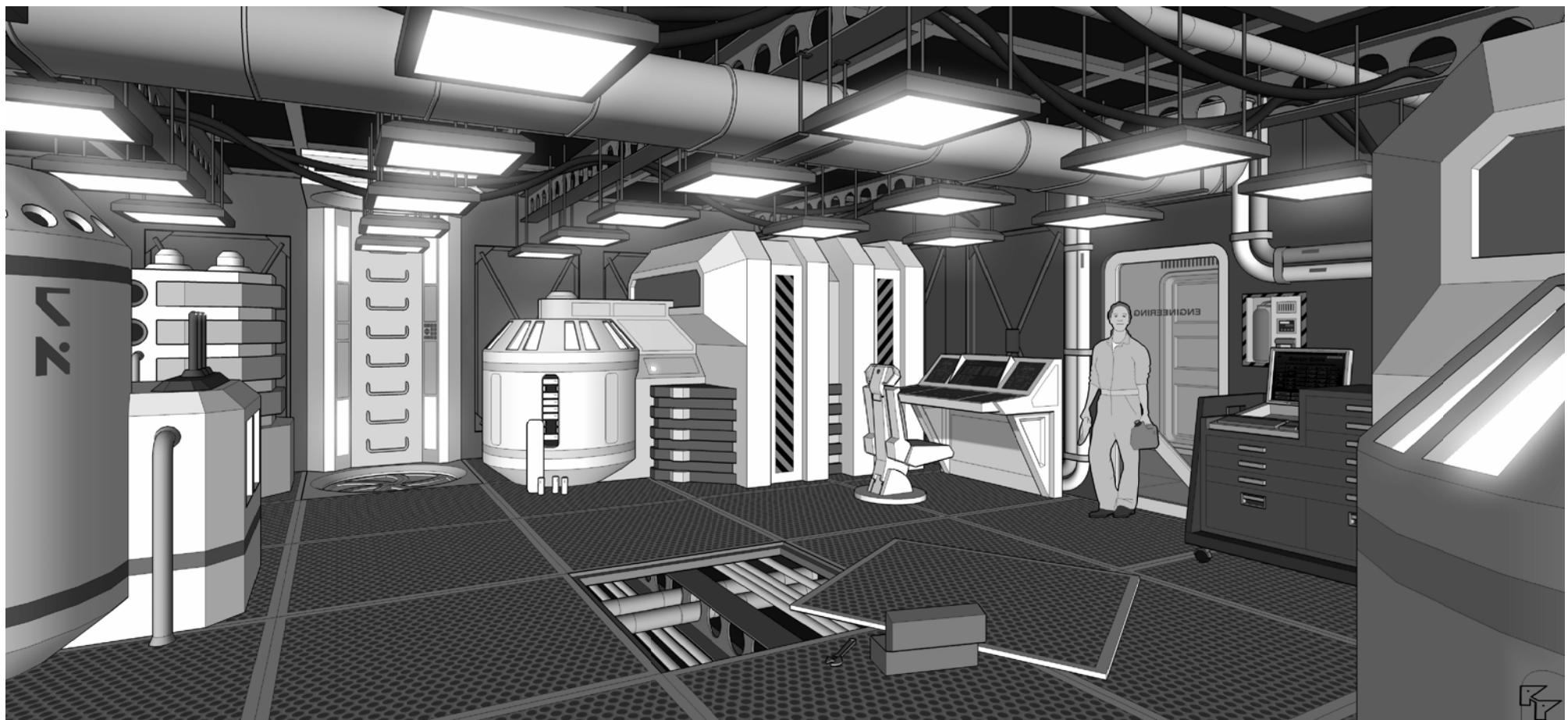
Notes:

- Sizes per Classic Traveller, Jump Drive - C, Maneuver Drive - C, and Power Plant - C.

Engineering

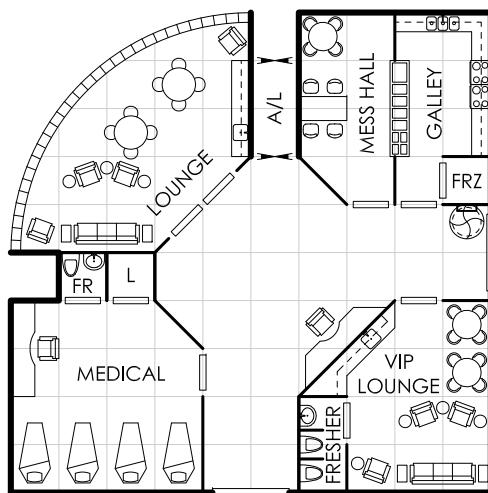
The engineering spaces shown in this book are fairly generic. Only a few pieces of equipment are labeled specifically as the traditional power plant, jump drive, and maneuver drive familiar to Traveller starships. The space here can be those if you wish, but they can also be secondary engineering spaces covering a variety of uses. Whether your PCs need to fix it, defend it, sabotage it, or search it - this may be the room they're looking for:

- the fusion reactor control room of an asteroid colony
- air scrubbers in an research facility on a planet with a tainted atmosphere
- the highport life support equipment terrorists are intent on destroying
- the unfathomable workshop and experimental time machine of that evil genius Dr. Chronos
- the last known location of the cute little alien you picked up at your last stop. Ew - what's this slimy stuff?
- the misplaced cryo-containment unit storing the forgotten zombie virus



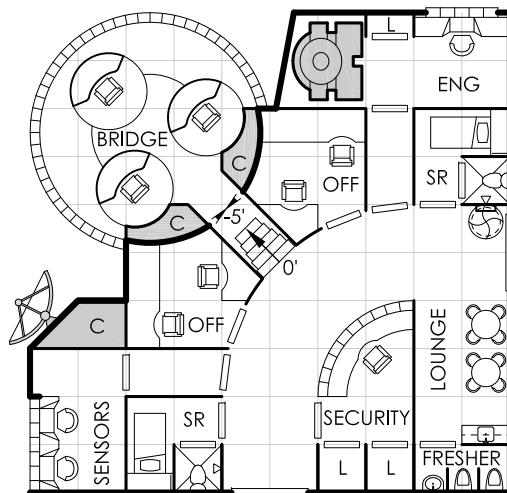
An engineer goes about her day repairing the negative photonic flux node assembly under a floor access panel.

Multi purpose 585



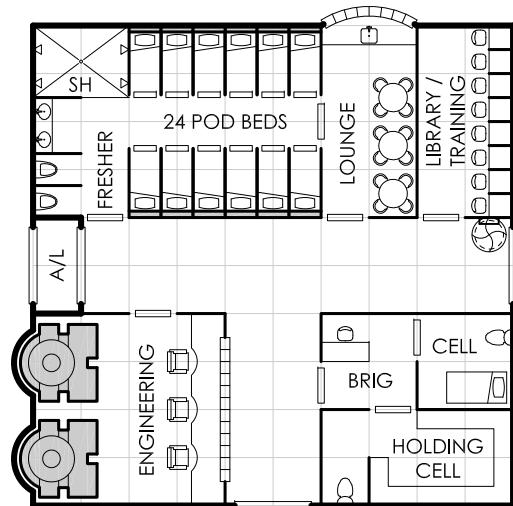
Notes:

Multi purpose 586



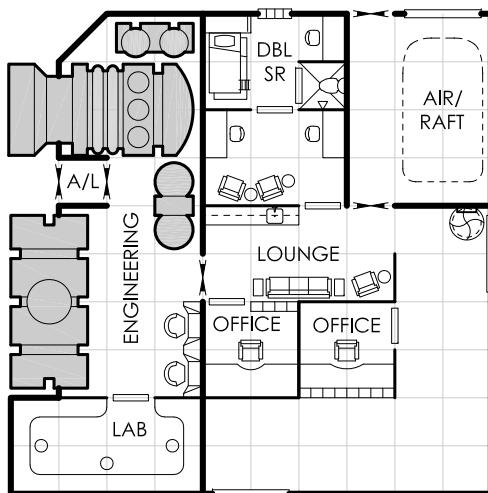
Notes:

Multi purpose 587

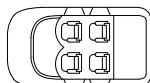


Notes:

Multi purpose 588

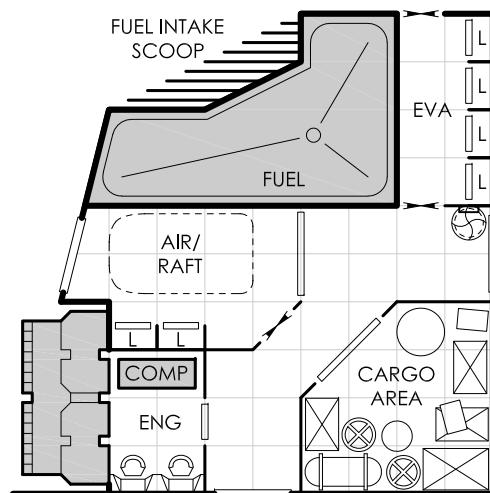


Notes:

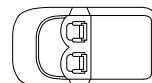


AIR/RAFT

Multi purpose 589

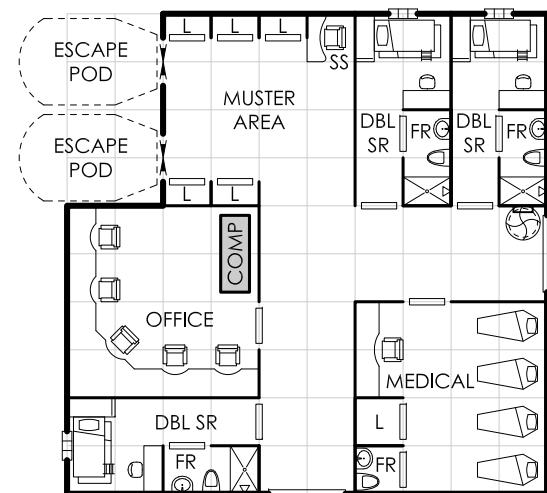


Notes:



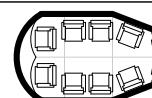
SMALL
CARGO
AIR/RAFT

Multi purpose 590



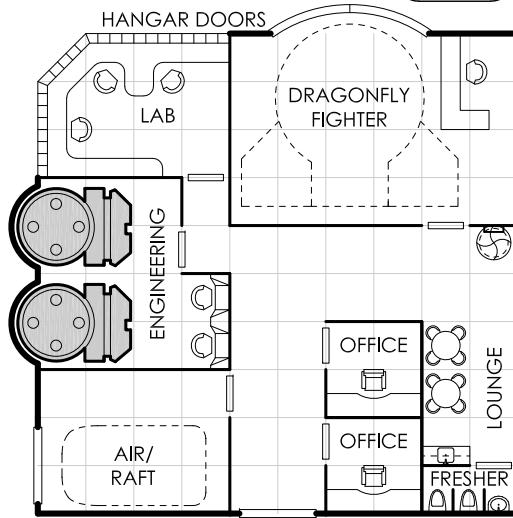
Notes:

- 8 escape pods carry 8 people each (total of 16 evacuees).



ESCAPE
POD

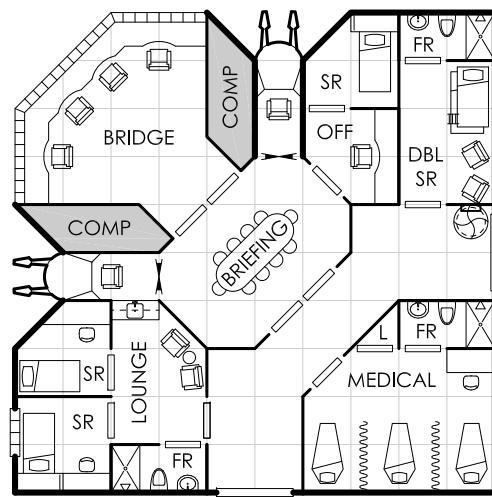
Multi purpose 591



Notes:

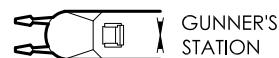
- See FASA's Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter.

Multi purpose 592

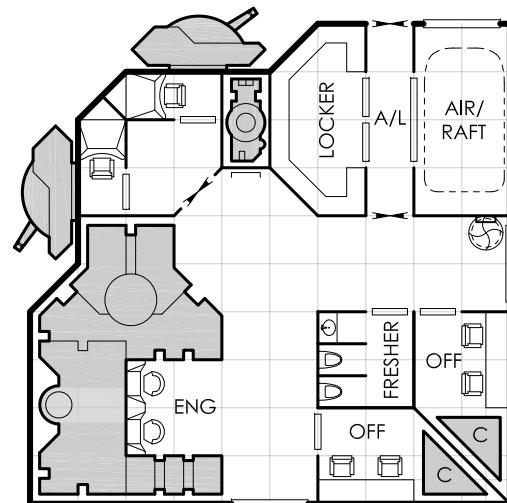


Notes:

- Referee to determine weapon type.



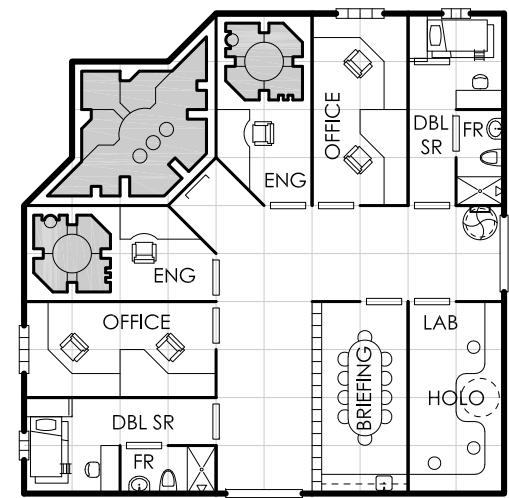
Multi purpose 595



Notes:



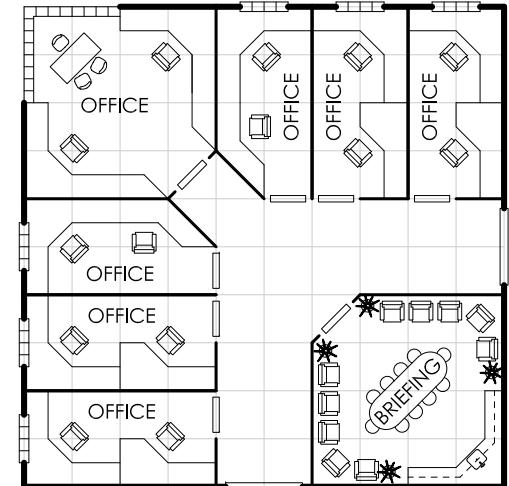
Multi purpose 593



Notes:

- The briefing room doubles as a lounge.

Offices 596

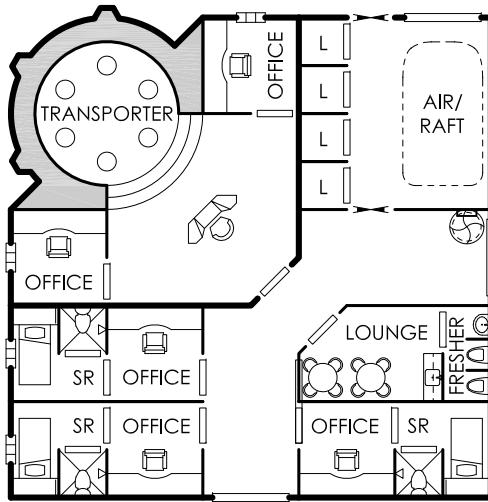


Notes:

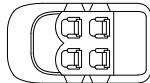
Notes:



Transporter 597



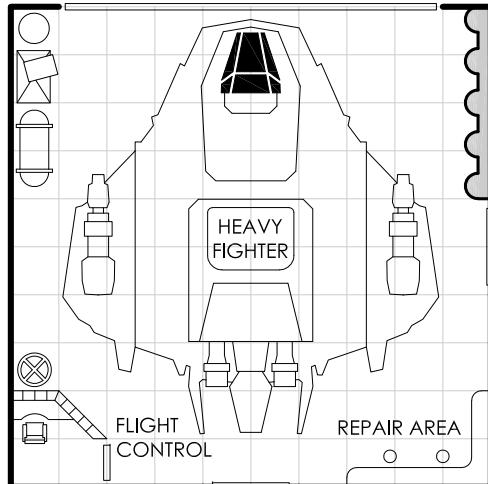
Notes:



AIR/RAFT

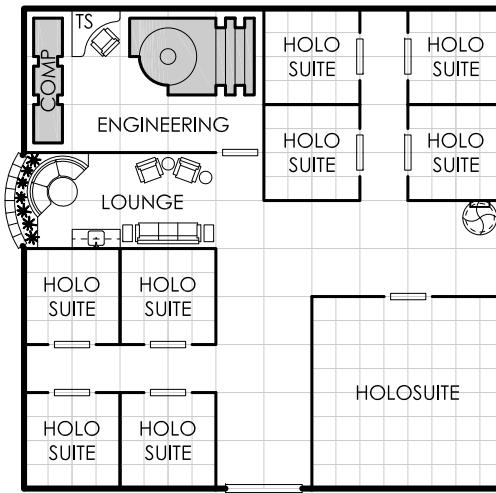
Fighter Hangar 600

HANGAR DOOR



Notes:

Holo Suites 598

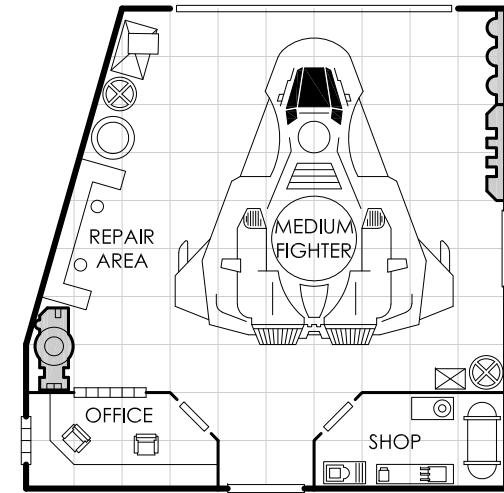


Notes:

- See GURPS Traveller Starships re: holoventure zones for more info.

Fighter Hangar 599

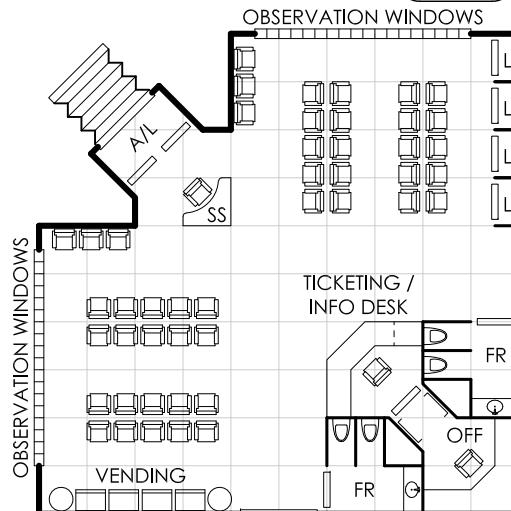
HANGAR DOOR



Notes:

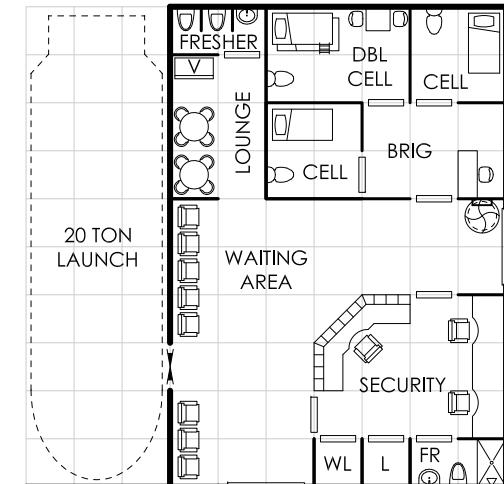
Notes:

Passenger Gate 601



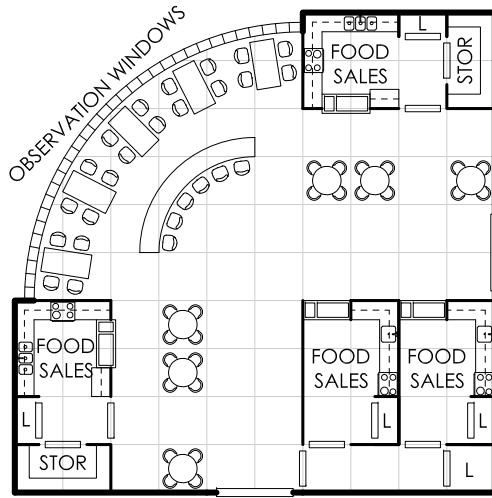
Notes:

Security Checkpoint 602



Notes:

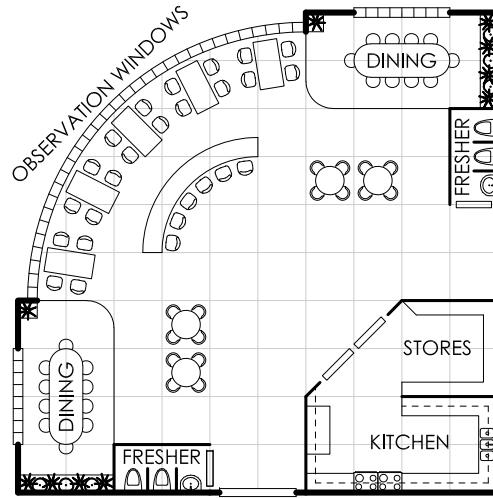
Food Court 603



Notes:

- This area is could be used for just about anything except smaller starships.

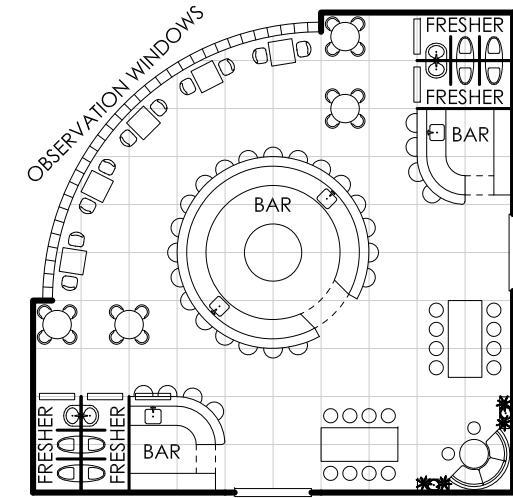
Restaurant 604



Notes:

- This area is could be used for just about anything except smaller starships.

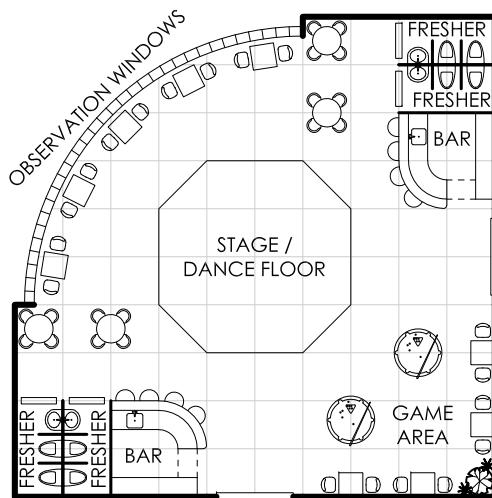
Bar 605



Notes:

- This area is could be used for just about anything except smaller starships.

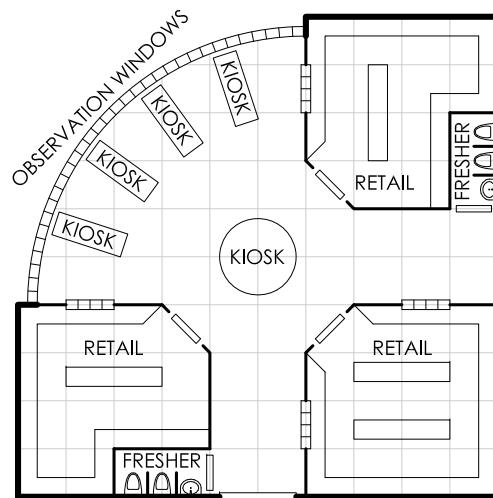
Bar 606



Notes:

- This area is could be used for just about anything except smaller starships.

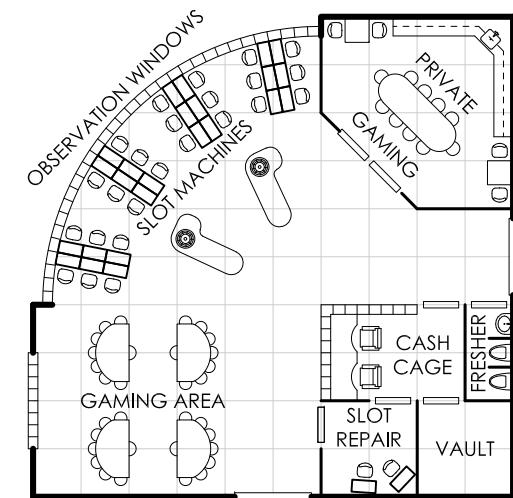
Retail 607



Notes:

- This area is could be used for just about anything except smaller starships.

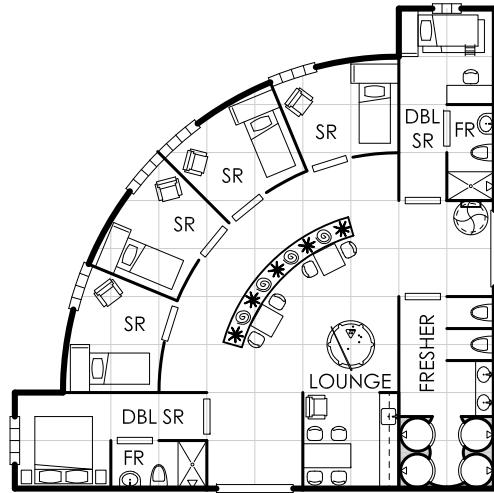
Casino 608



Notes:

- This area is could be used for just about anything except smaller starships.

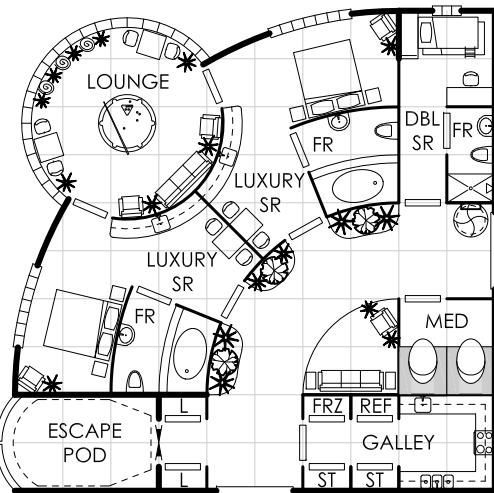
Passenger Quarters 609



Notes:

- This area can be used for both mid and high passage passengers, as well as crew quarters.

High Pass. Quarters 612

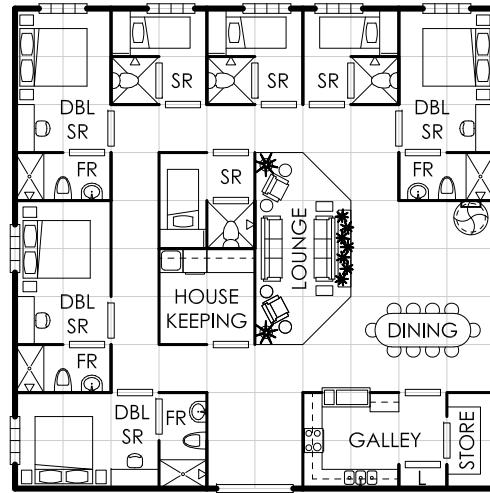


Notes:



LOW
BERTH

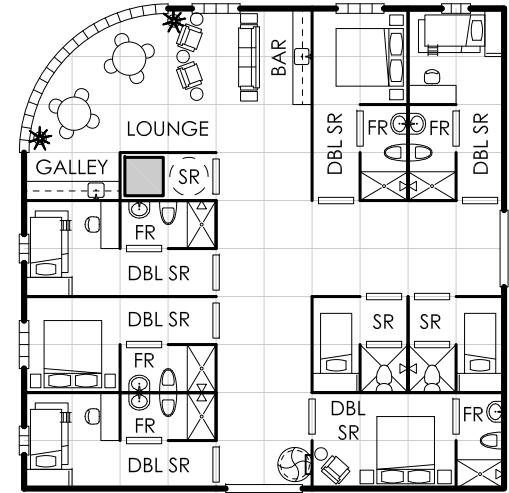
Passenger Quarters 610



Notes:

- This area can be used for both mid and high passage passengers, as well as crew quarters.

Passenger Quarters 611

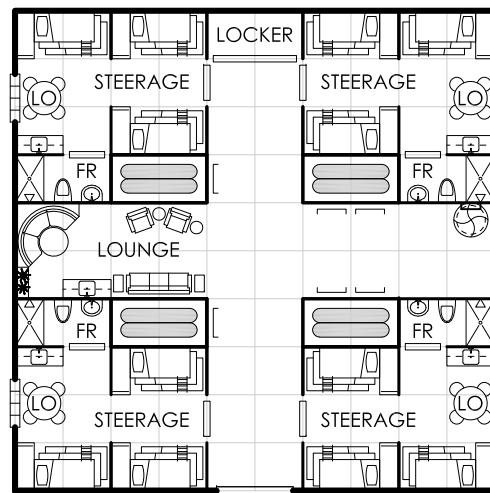


Notes:

- This area can be used for both mid and high passage passengers.



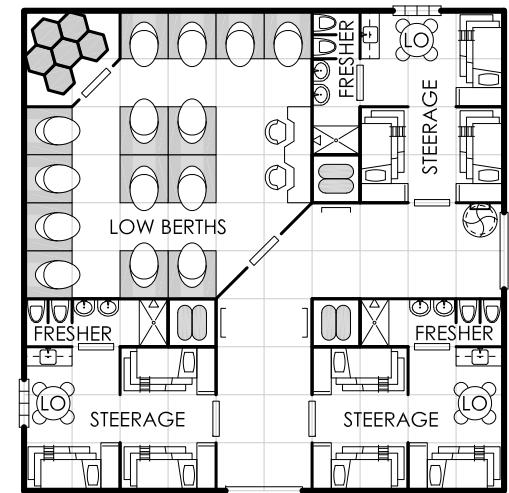
Steerage 613



Notes:



Steerage and Low 614



Notes:



Steerage Compartment

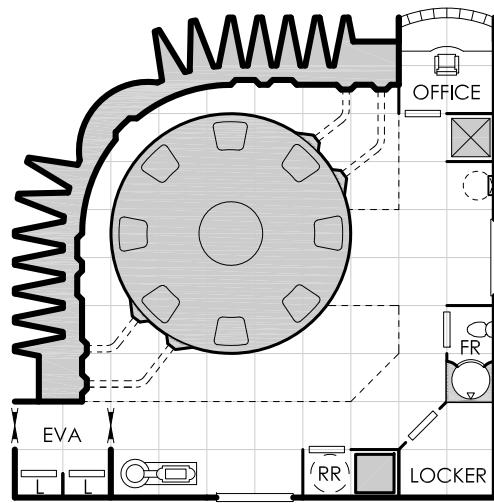
In my Traveller universe there is a passenger class between middle passage and low berth - steerage. A typical steerage compartment consists of a series of triple bunks, a communal galley/lounge, shared fresher facilities, and additional life support equipment. Quality and accommodations may vary widely from ship to ship, but the Imperium does have, and sometimes even enforces, minimum standards for passenger well being.

At minimum, each passenger is assigned a single bunk with a small storage locker - usually enough space for a suitcase or two. Fresh linens are provided at the start of the trip and changed weekly. Two meals per day are included, but are often not much more than unheated survival rations with appetite suppressants. Passengers are encouraged to bring their own food if they have special dietary needs. Access to toilet facilities is unlimited, but shower facilities are usually limited to once or twice per week. Bunks often only have a simple curtain to provide privacy, but some may provide a more secure, hardened and lockable screen panel.



Steerage passengers settling into their quarters prior to lift off.

Engineering-Lower 615

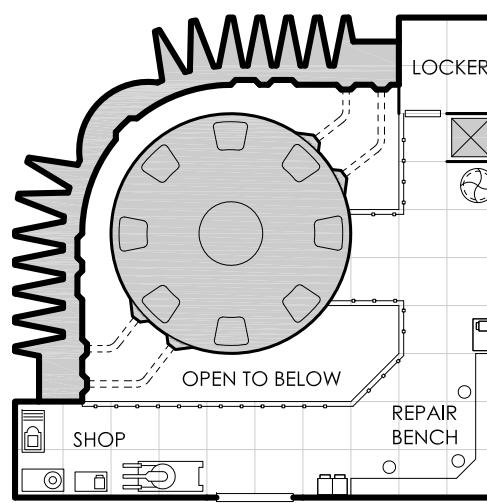


Notes:

- This is the lower portion of a two story (or more) space. See geomorph #616 for upper level(s).



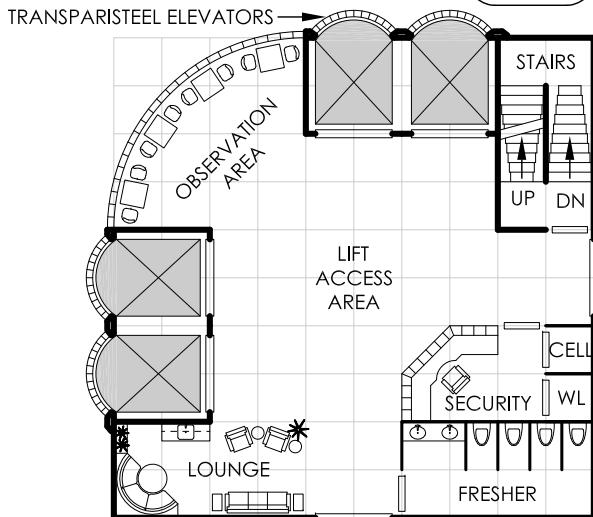
Engineering-Upper 616



Notes:

- This is the upper level of a multi story space. See geomorph #615 for lower level.

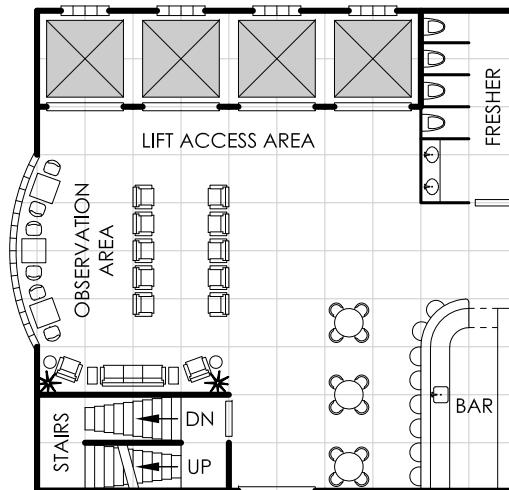
Elevator Core 618



Notes:

- Typically used in large space stations, multi story buildings, arcologies, etc.

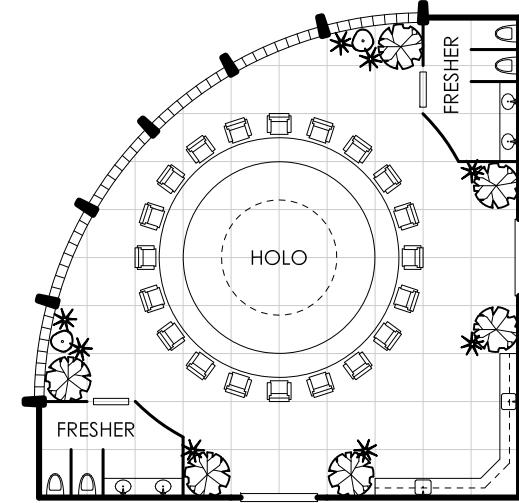
Elevator Core 619



Notes:

- Typically used in large space stations, multi story buildings, arcologies, etc.

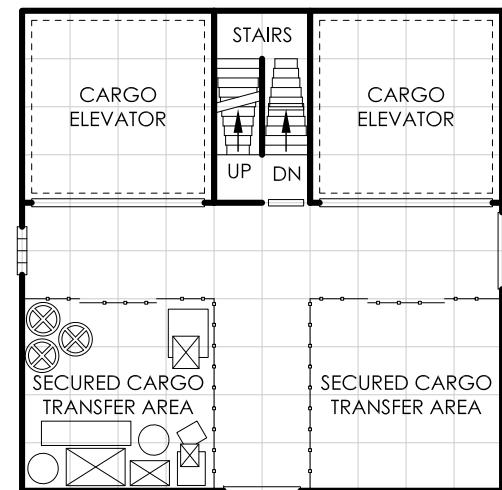
Conference Room 617



Notes:

- This large conference room is typically used for high level meetings for diplomats, nobles, fleet commanders, planetary leaders, and other VIPs.

Cargo Elevator Core 620



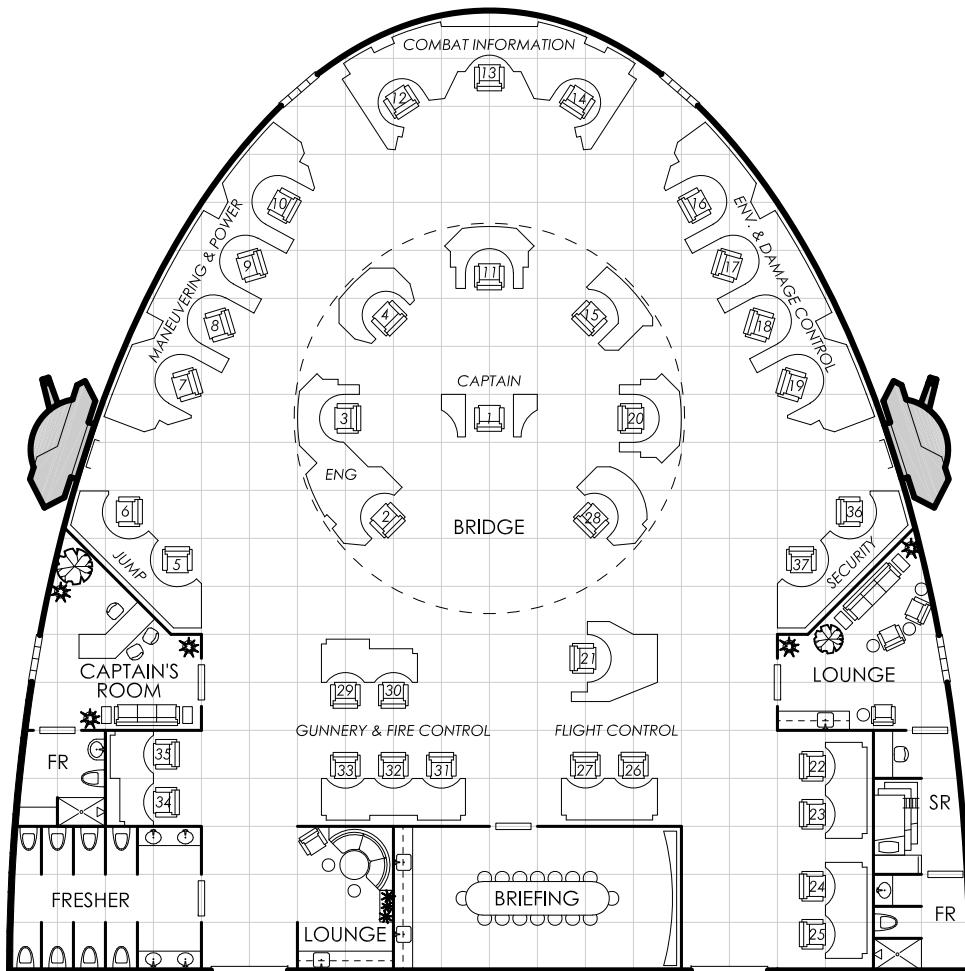
Notes:

- Typically used in large space stations, multi story buildings, arcologies, etc.

Section 4

End Geomorphs

701 Bridge



Notes:

COMMAND LOCATIONS:
1. CAPTAIN
2. SUPERNUMERARY STATION

ENGINEERING AND MANEUVERING:
3. CHIEF ENGINEERING OFFICER
4. MANEUVERING OFFICER
5. JUMP DRIVE BRIDGE REPEATERS
6. JUMP CONTROL OFFICER
7. POWER PLANT BRIDGE REPEATERS
8. MANEUVERING DRIVE BRIDGE REPEATERS
9. ASTROGATOR
10. HELM

COMBAT INFORMATION CENTER:
11. EXECUTIVE OFFICER
12. ANALYSIS DESK
13. TACTICAL DISPLAY CONTROL
14. PROFILE DESK

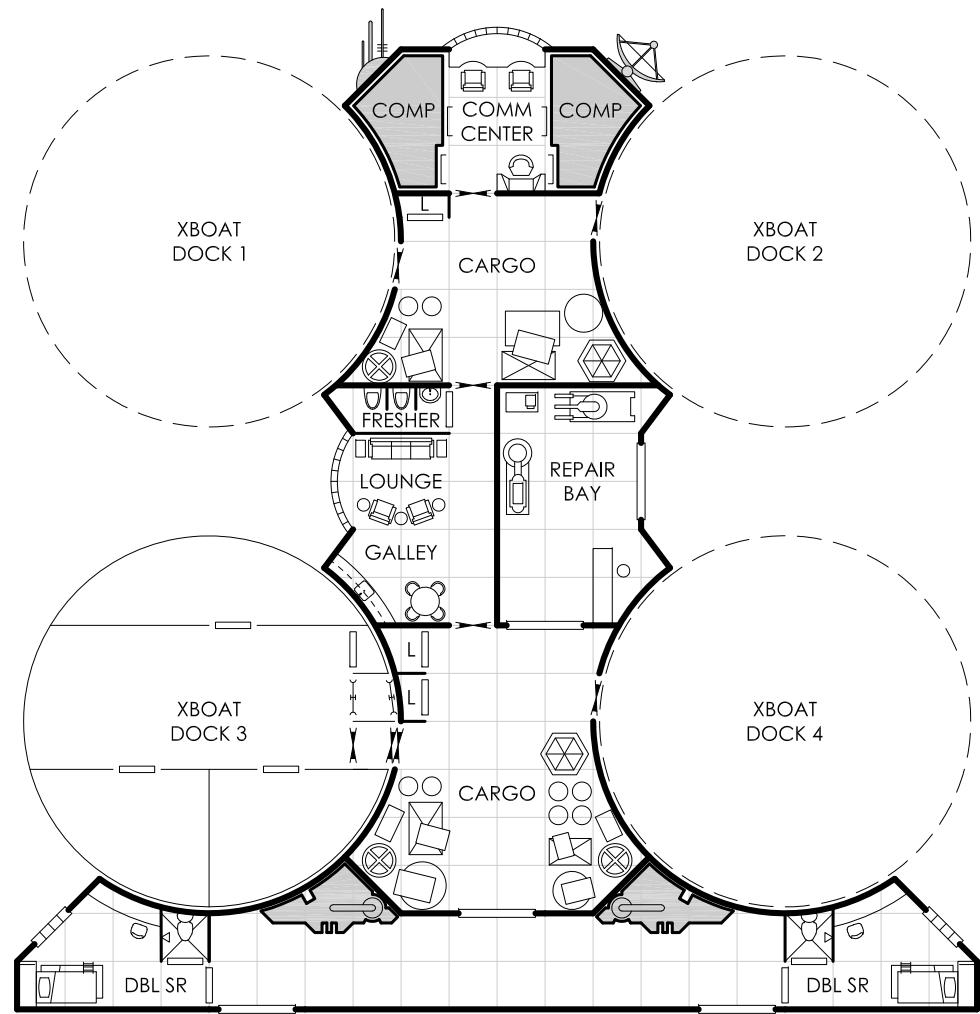
ENVIRONMENTAL AND DAMAGE CONTROL:
15. ENVIRONMENTAL CONTROL OFFICER
16. DAMAGE CONTROL - ATMOSPHERIC
17. DAMAGE CONTROL - RADIATION
18. DAMAGE CONTROL - STRUCTURAL
19. DAMAGE CONTROL - SYSTEMIC

FLIGHT CONTROL:
20. FLIGHT CONTROL OFFICER
21. LAUNCH CONTROL OFFICER
22. TO 27. SQUADRON FLIGHT CONTROLLER

GUNNERY AND FIRE CONTROL
28. CHIEF GUNNERY OFFICER
29. AND 30. PRIMARY ENGAGEMENT FIRE DIRECTION OFFICER & ASSISTANT
31. SCREEN AND DAMPER OFFICER
32. CLOSE DEFENSE OFFICER
33. ANTI-MISSILE FIRE COORDINATOR
34. AND 35. SECONDARY ENGAGEMENT FIRE DIRECTION OFFICER & ASSISTANT

SECURITY
36. CHIEF OF SECURITY
37. SECURITY OFFICER

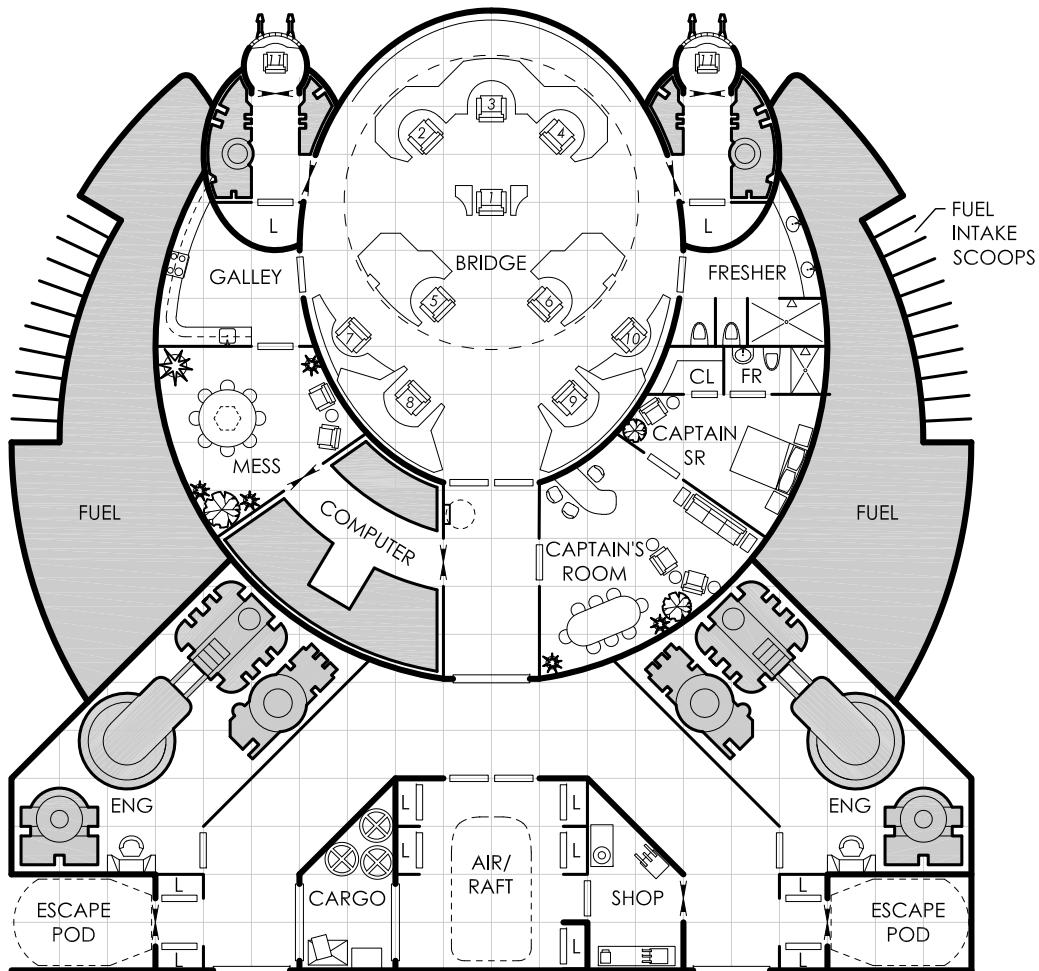
Xboat Docks 702



Notes:

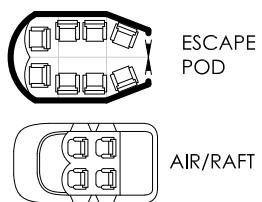
- Tugboats maneuver the Xboats, which dock vertically to the geomorph at the Quarters Deck. See Supplement 7 - Traders and Gunboats for more information about the Xboat.
- Cargo areas serve as temporary storage for Xboat supplies and the occasional vital cargo.

703 Bridge

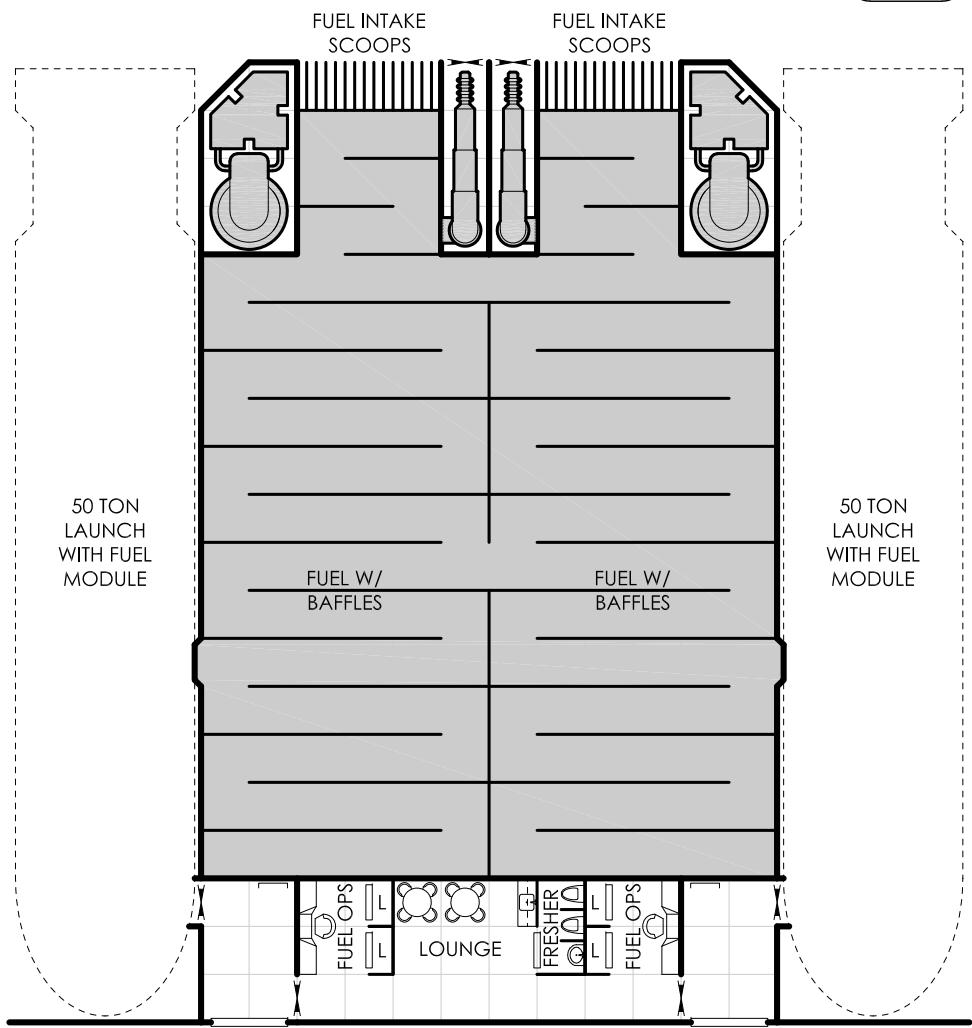


Notes:

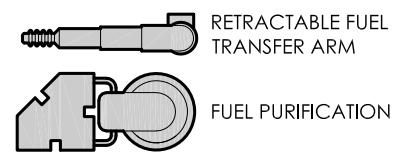
- BRIDGE STATIONS:
- CAPTAIN
 - SUPERNUMERARY STATION
 - HELM
 - ASTROGATOR
 - CHIEF ENGINEERING OFFICER
 - COMMUNICATIONS OFFICER
 - SENSORS OFFICER
 - COMPUTER OFFICER
 - CHIEF GUNNERY OFFICER
 - GUNNER STATION
 - GUNNER



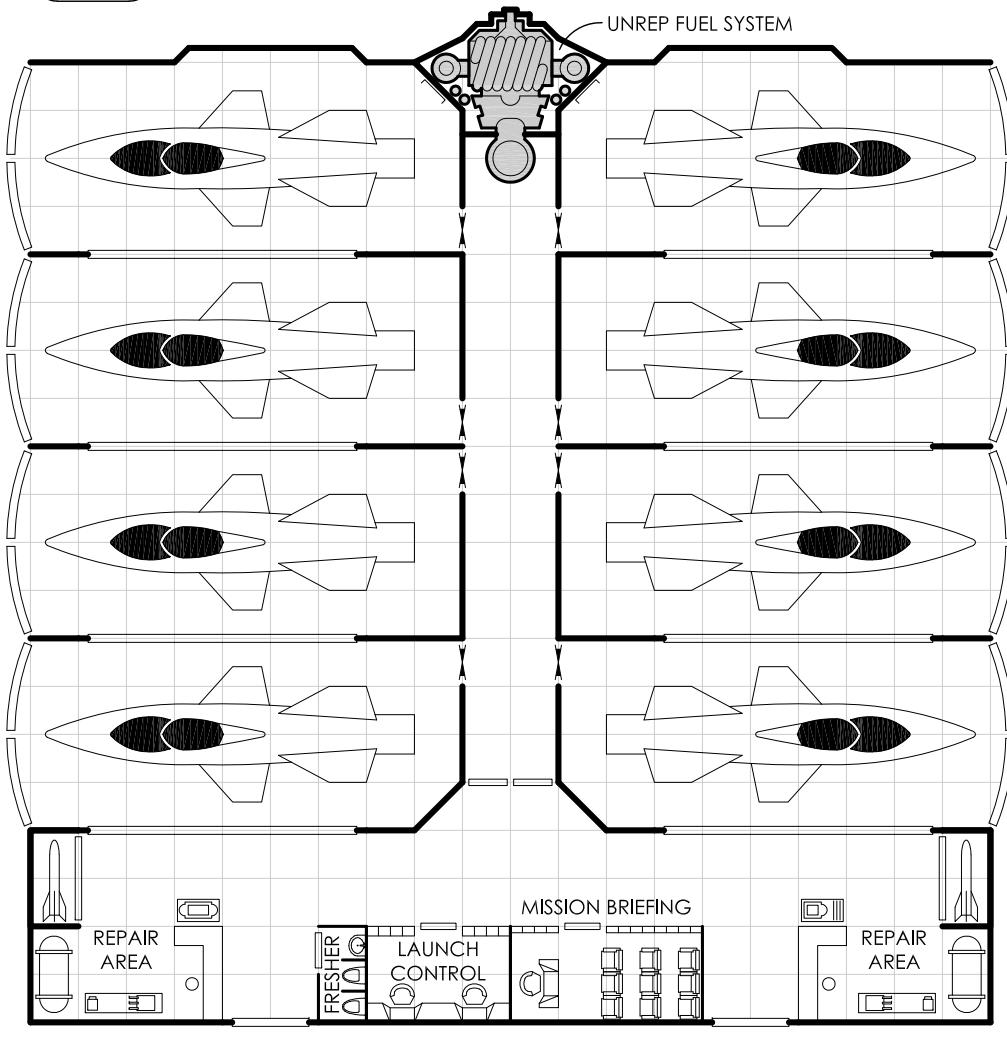
Fuel Deck 704



Notes:

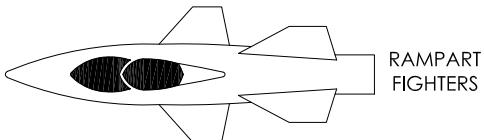


705 Fighter Hangar



Notes:

- Rampart fighters are detailed in GDW's Azhanti High Lightning.

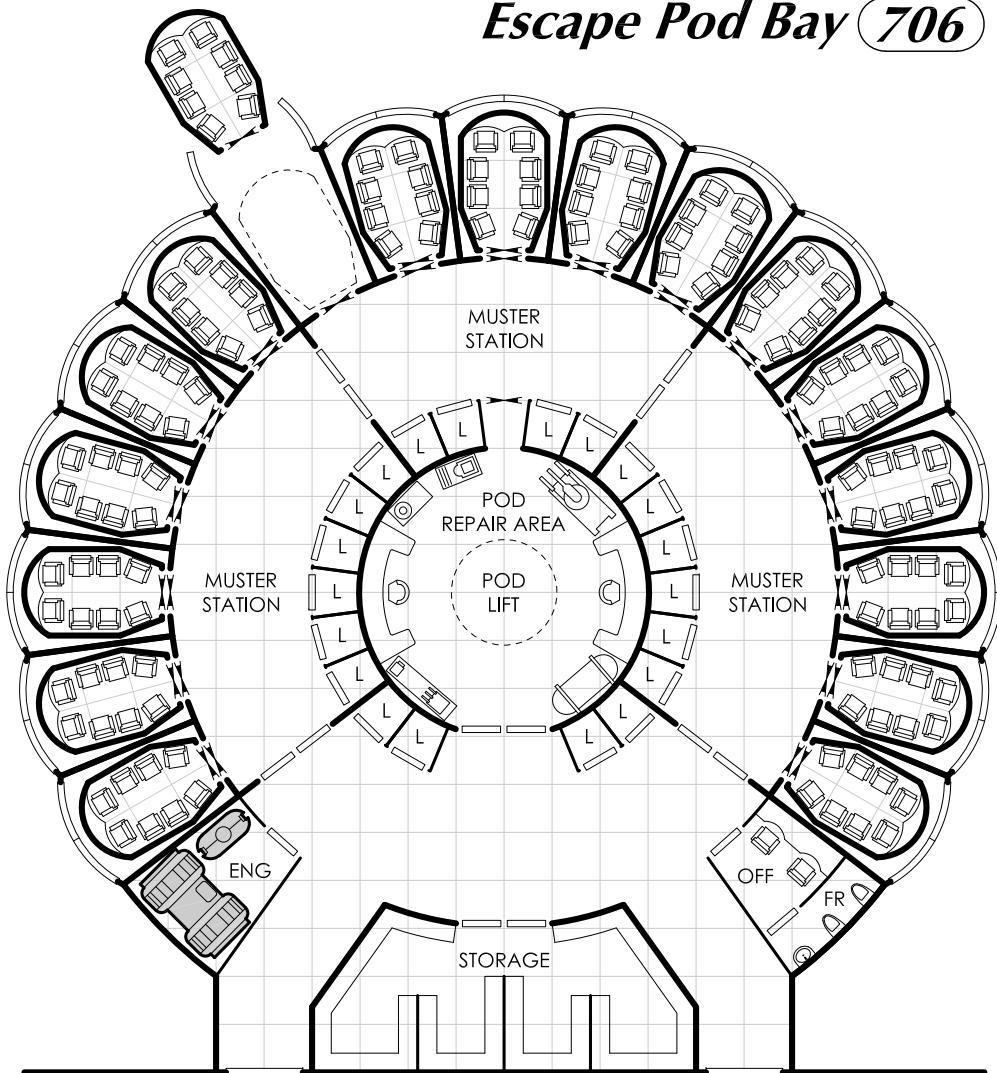


RAMPART
FIGHTERS



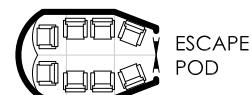
MISSILE STORAGE

Escape Pod Bay 706



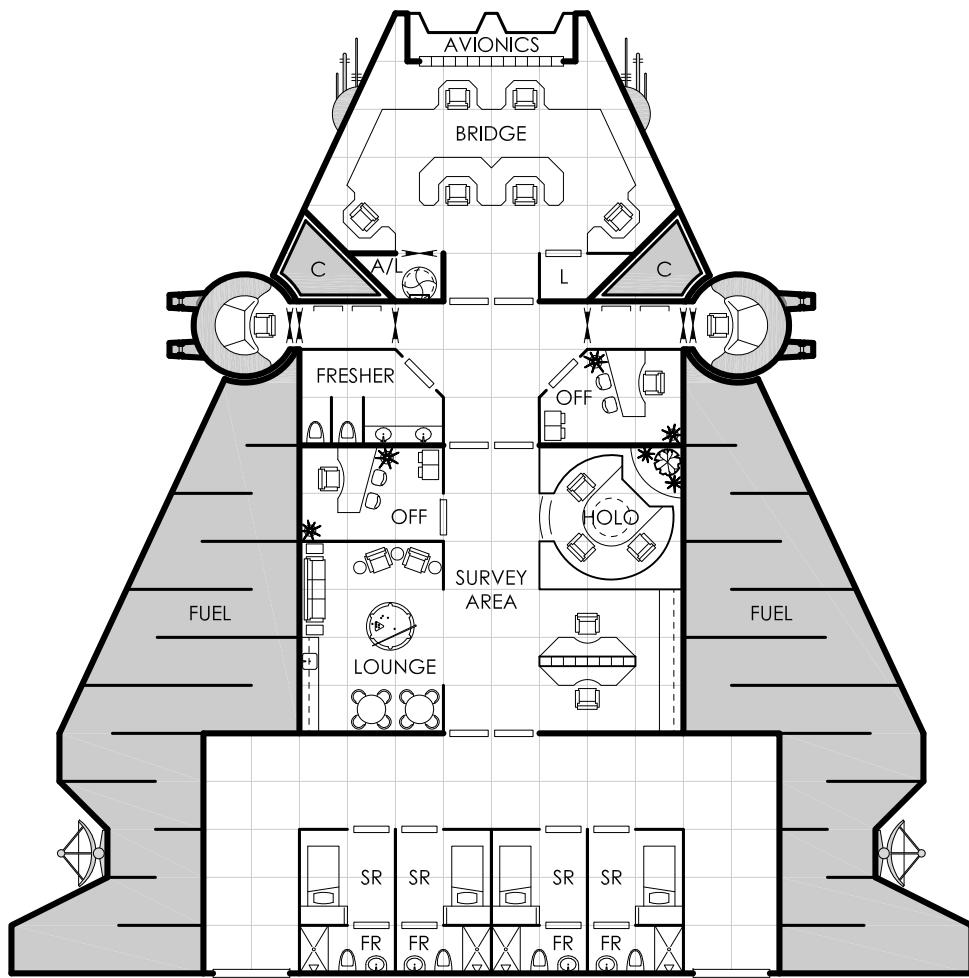
Notes:

- 17 escape pods carry 8 people each (total of 136 evacuees).

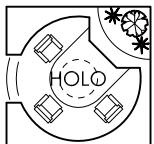


ESCAPE
POD

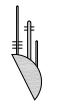
707 Bridge / Survey



Notes:



HOLOGRAPHIC
DATA ANALYSIS
"HOLOPIT"

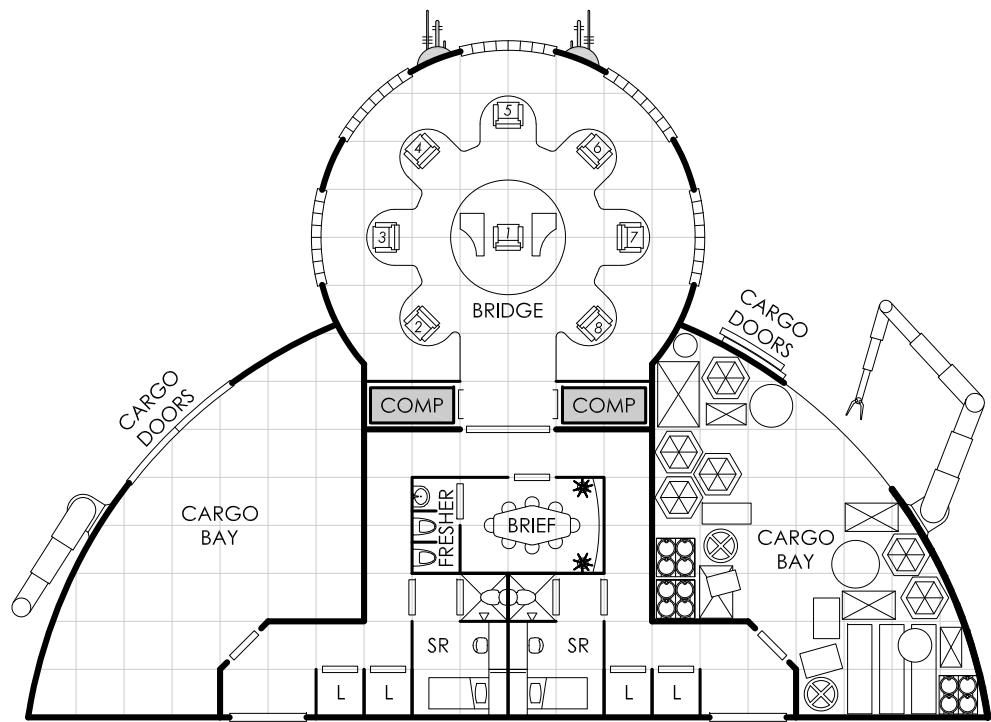


SENSORS

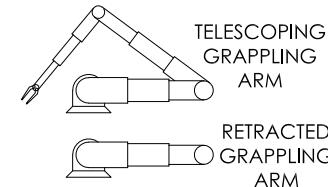


MANNED
LASER
TURRET

Bridge / Cargo Bay 708

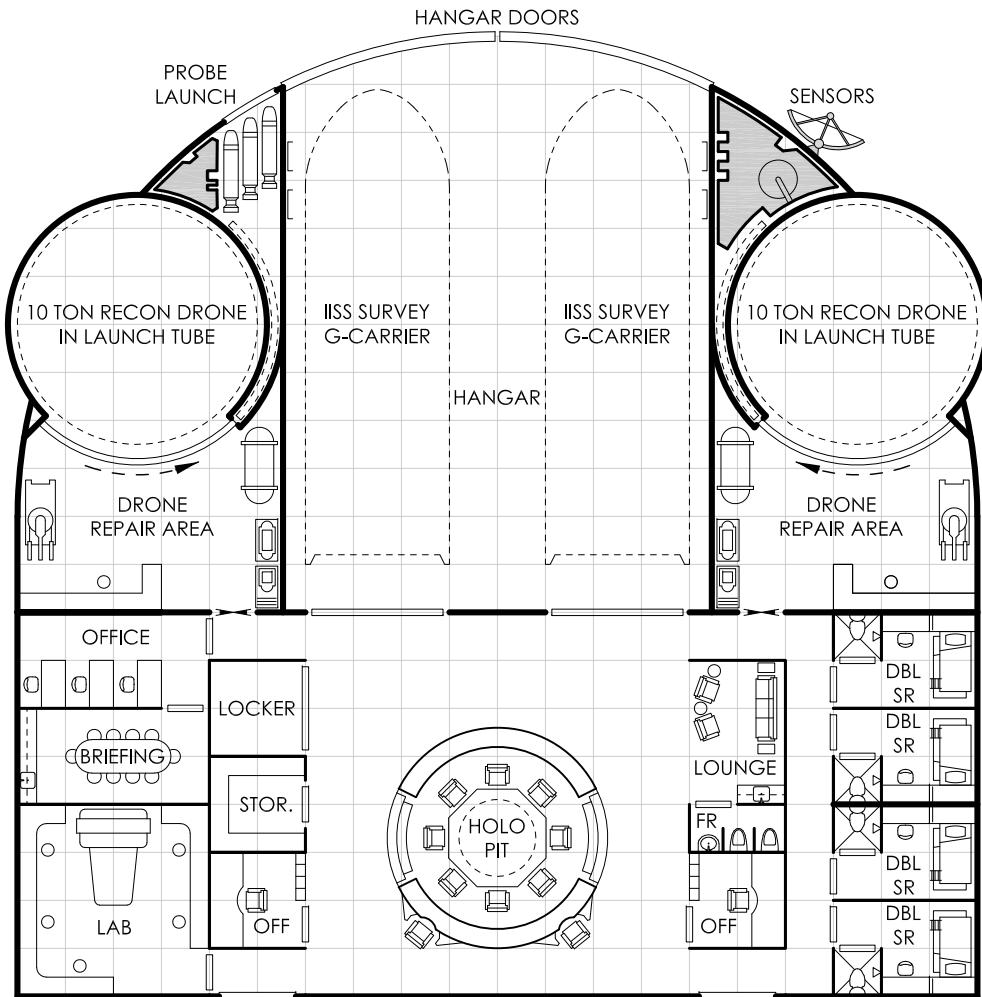


Notes:



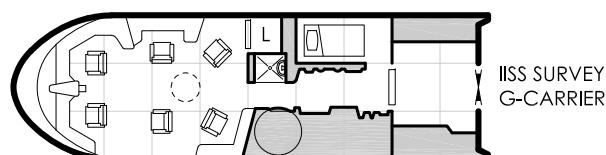
- BRIDGE STATIONS:
1. CAPTAIN
 2. COMPUTER OFFICER
 3. EXECUTIVE OFFICER
 4. SENSORS OFFICER
 5. HELM
 6. ASTROGATOR
 7. COMMUNICATIONS OFFICER
 8. CHIEF ENGINEERING OFFICER

709 Scout / Survey Deck

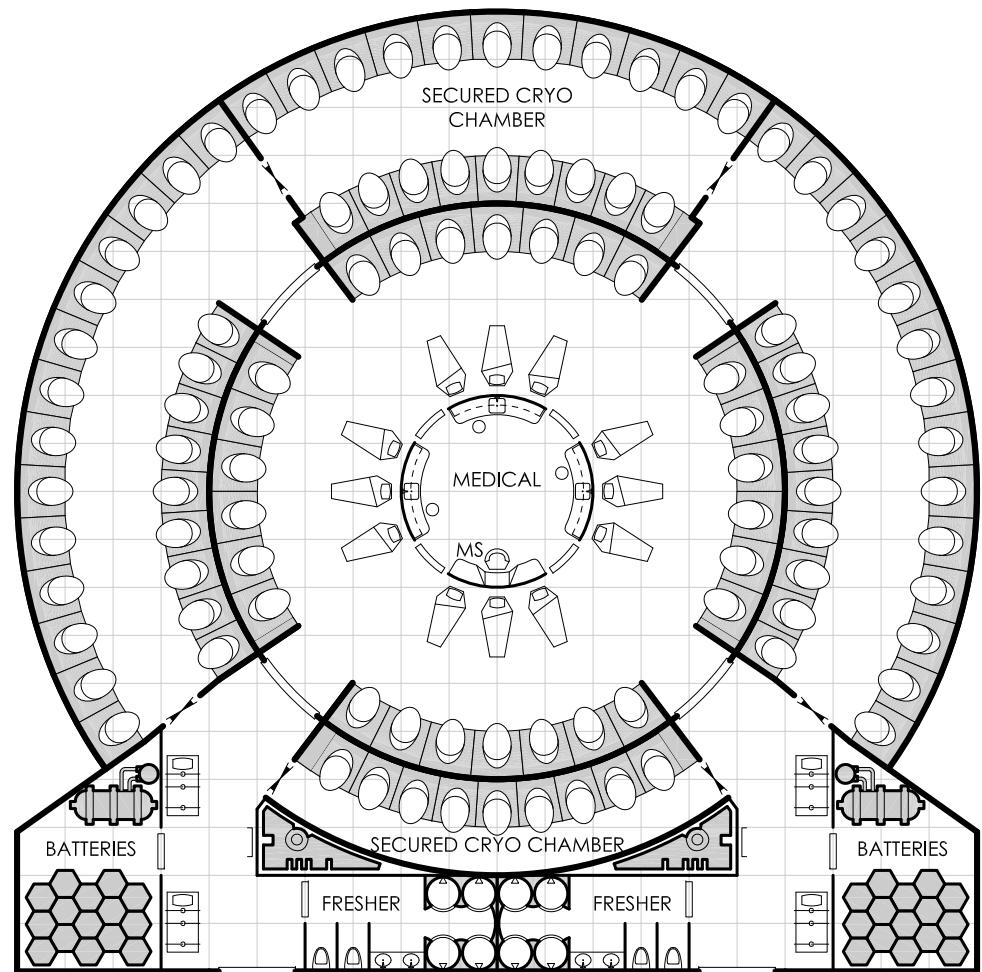


Notes:

- See GDW's Grand Census for more information on the Survey G-Carrier.
- See Mongoose Traveller's Supplement 2 - Traders and Gunboats for more information on the Reconnaissance Drone.



Low Berth Deck 710



Notes:

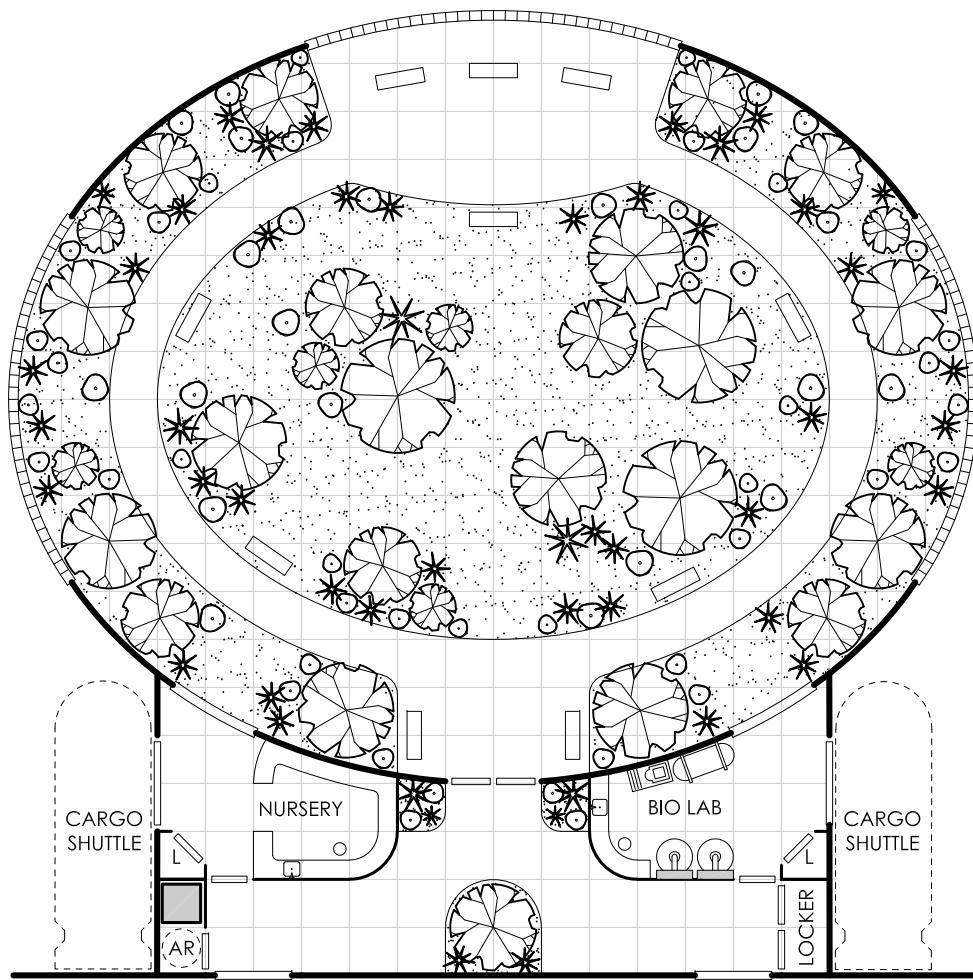
- 101 low berths
- May be part of colony ship, medical facility, or a ship's Frozen Watch.
- Secured chambers provided for criminals, nobles, diplomats, etc.
- Geomorph could double as a cloning facility.

MONITORING STATION
MS

BATTERY BACKUP POWER

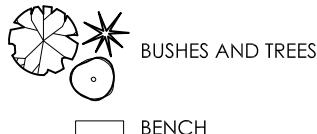
LOW BERTH

711 Arboretum

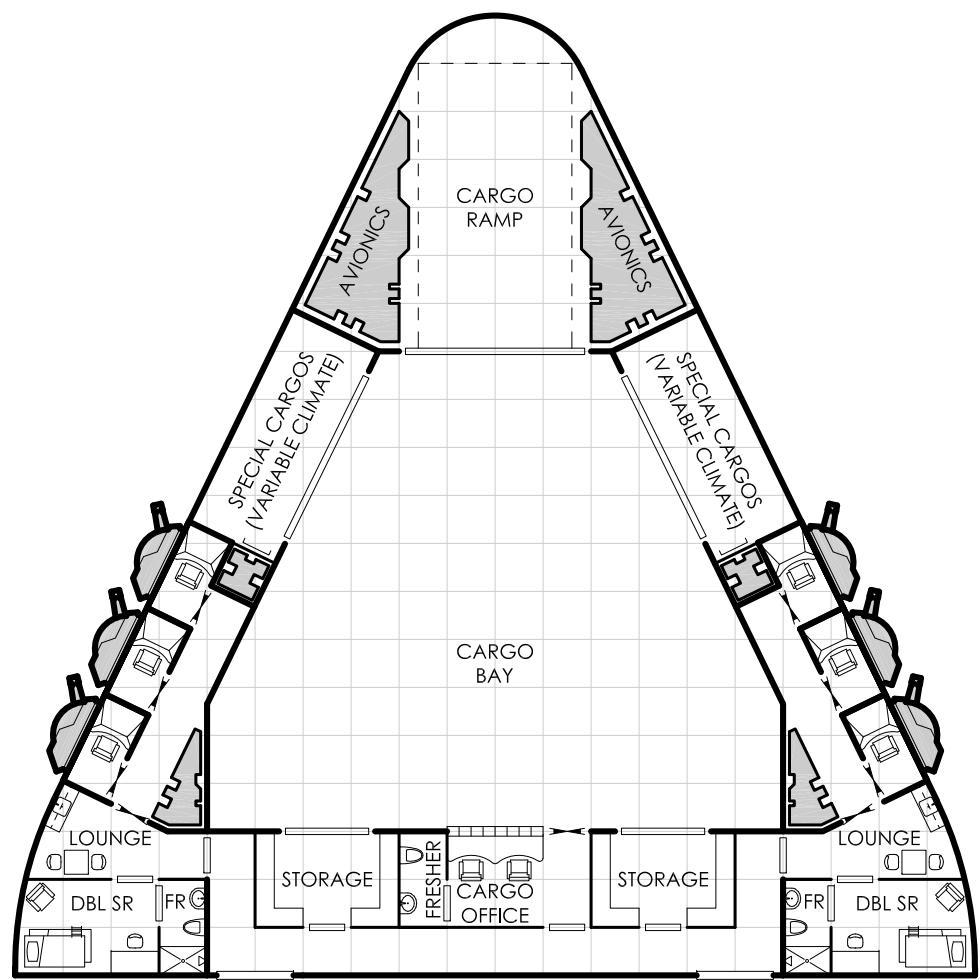


Notes:

- Double height space (20' ceiling) with skydome.
- This space can also serve as a biosphere for transplanting or preservation of vegetation, similar to those seen in the film *Silent Running*.



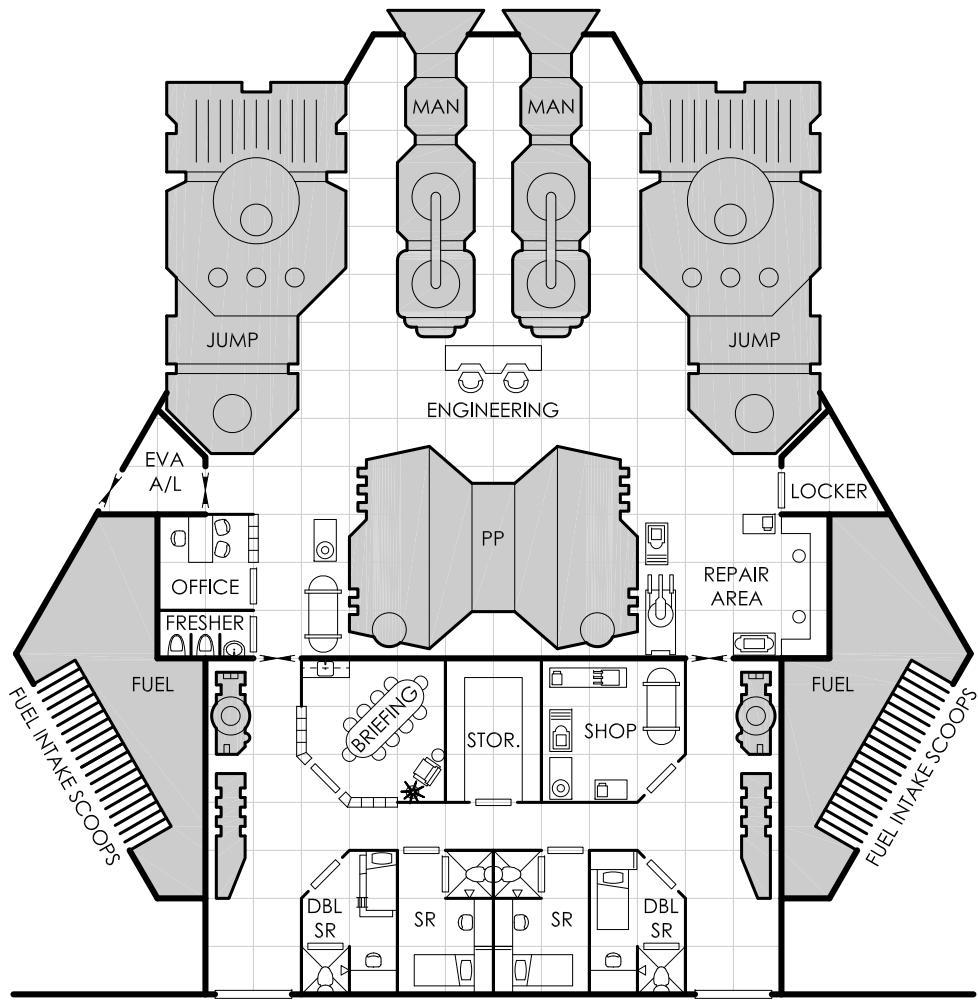
Cargo Bay 712



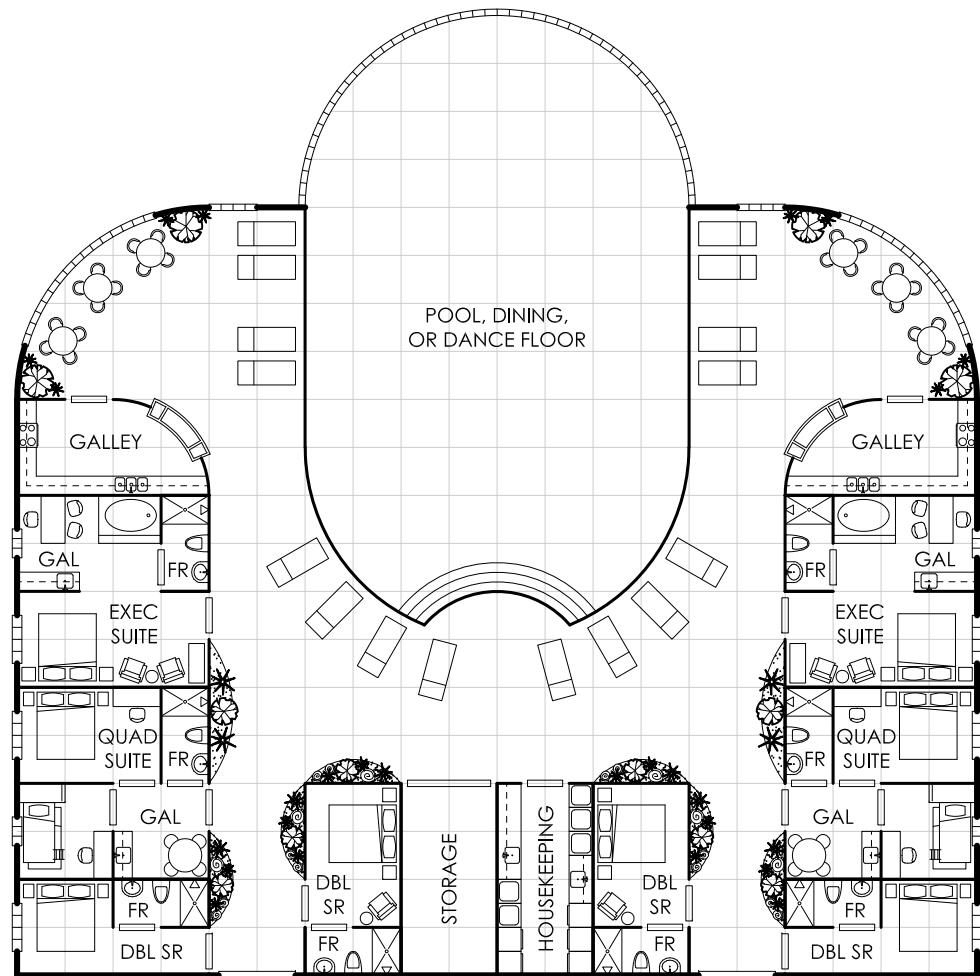
Notes:

- Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.





Notes:



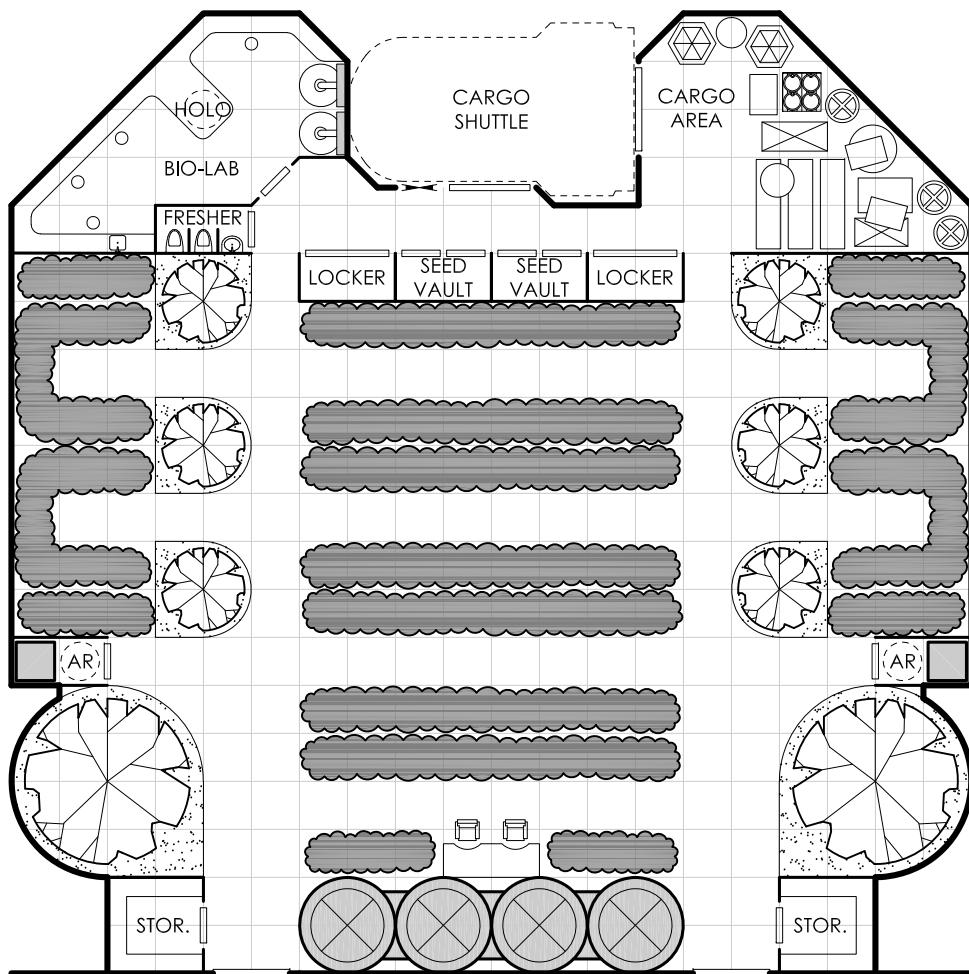
Notes:

- Executive high passage staterooms are the most luxurious and include a spa tub, fireplace, wet bar, galley, office space, holographic screen wall and seating area.
- The pool has a retractable cover and when closed the area can be used for dining facilities, a band area with dance floor, or other entertainment purposes. The dance floor has optional gravity settings.



LANDSCAPE AREAS

715 Hydroponics Bay



Notes:

- "Hydroponics" as used here is a generic term for any soil-less, high volume growing system in an artificially controlled environment and may include hydroponics, aeroponics, vertical farming, and similar technologies.

AGRICULTURAL
ROBOT ALCOVE

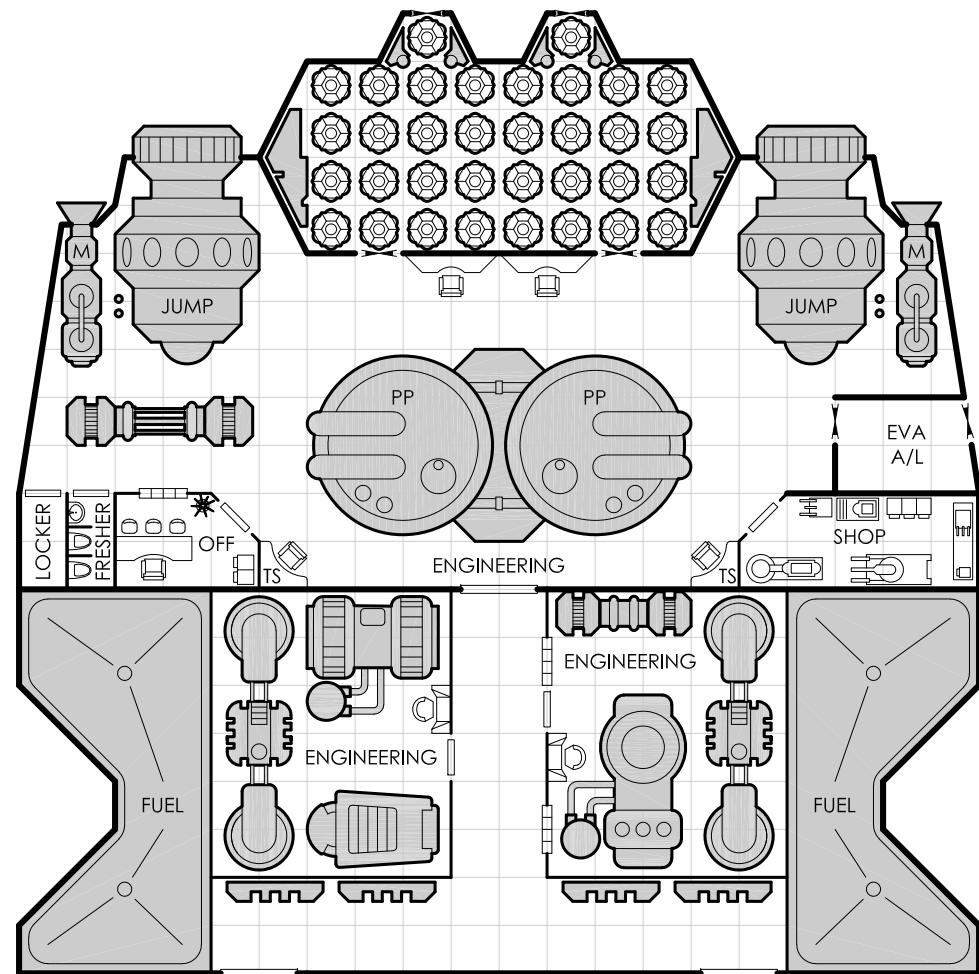
HYDROPONIC
VEGETATION

WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.

FRUIT
TREE



Engineering / Mine Layer 716



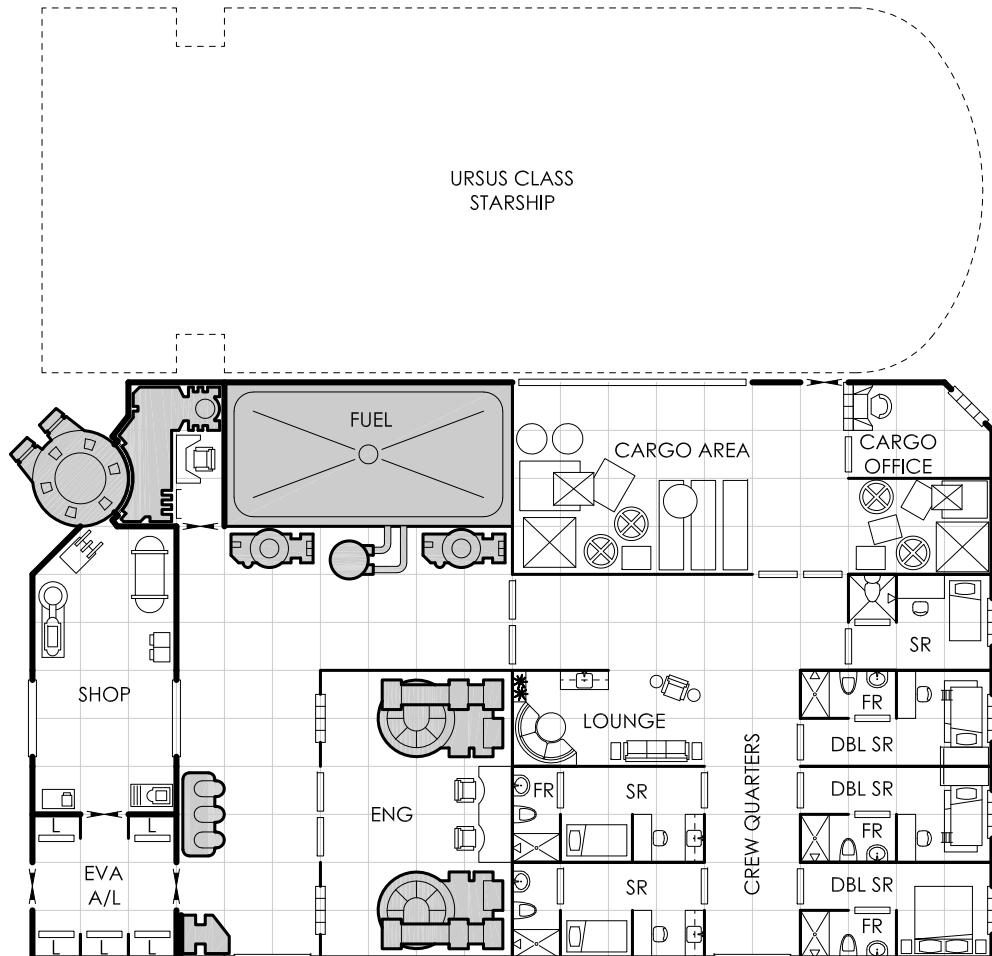
Notes:

- Referee to determine mine type and characteristics. Typically, mines can not be armed until they are a certain distance from the ship.

MINE
EJECTION
SYSTEM

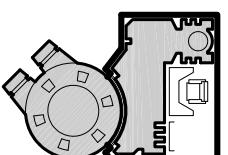
TECH
STATION

717 Starship Dock/Multi purpose



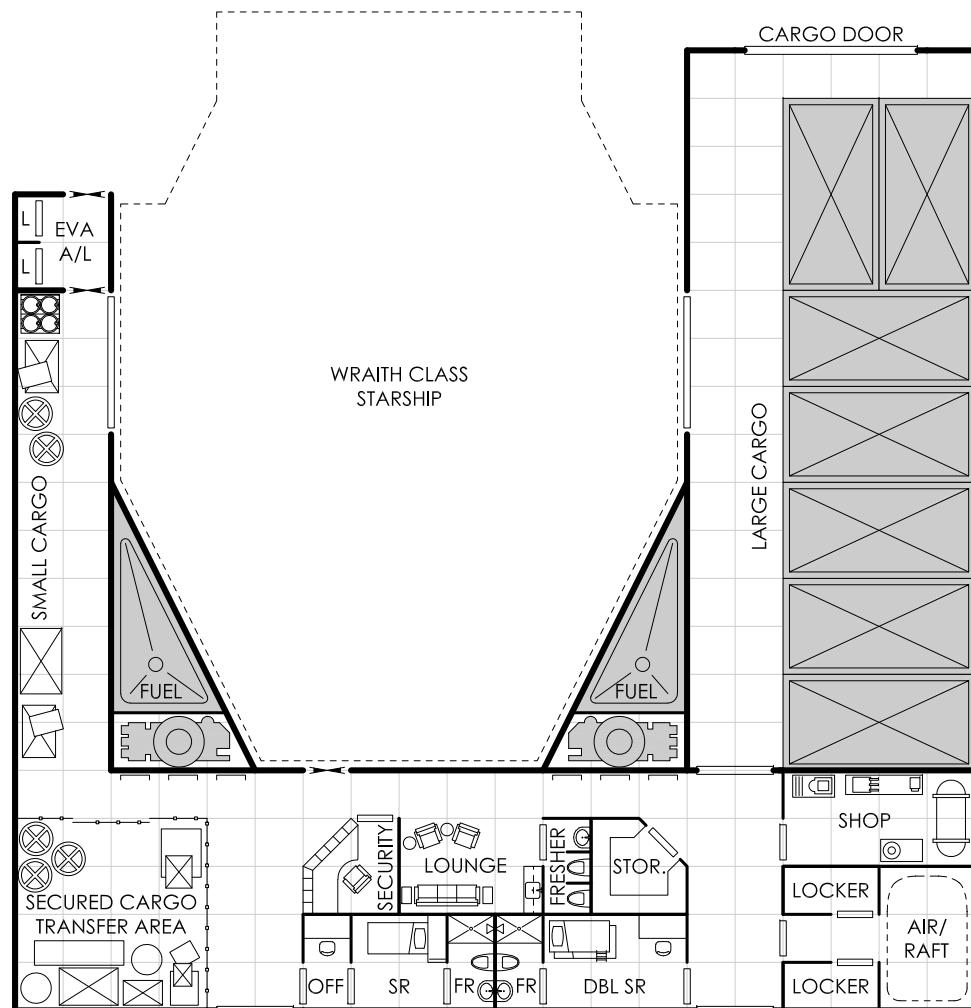
Notes:

- The Ursas Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2.
- See page 6 for the Ursas Class deck plan.
- Barbette type to be determined by referee.



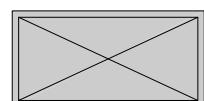
5 TON
BARBETTE

Starship Dock 718

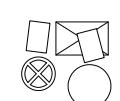


Notes:

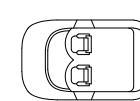
- The Wraith Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2.
- See page 6 for the Wraith Class deck plan.
- Security office doubles as the cargo office.



10'x20'
CARGO
CONTAINER

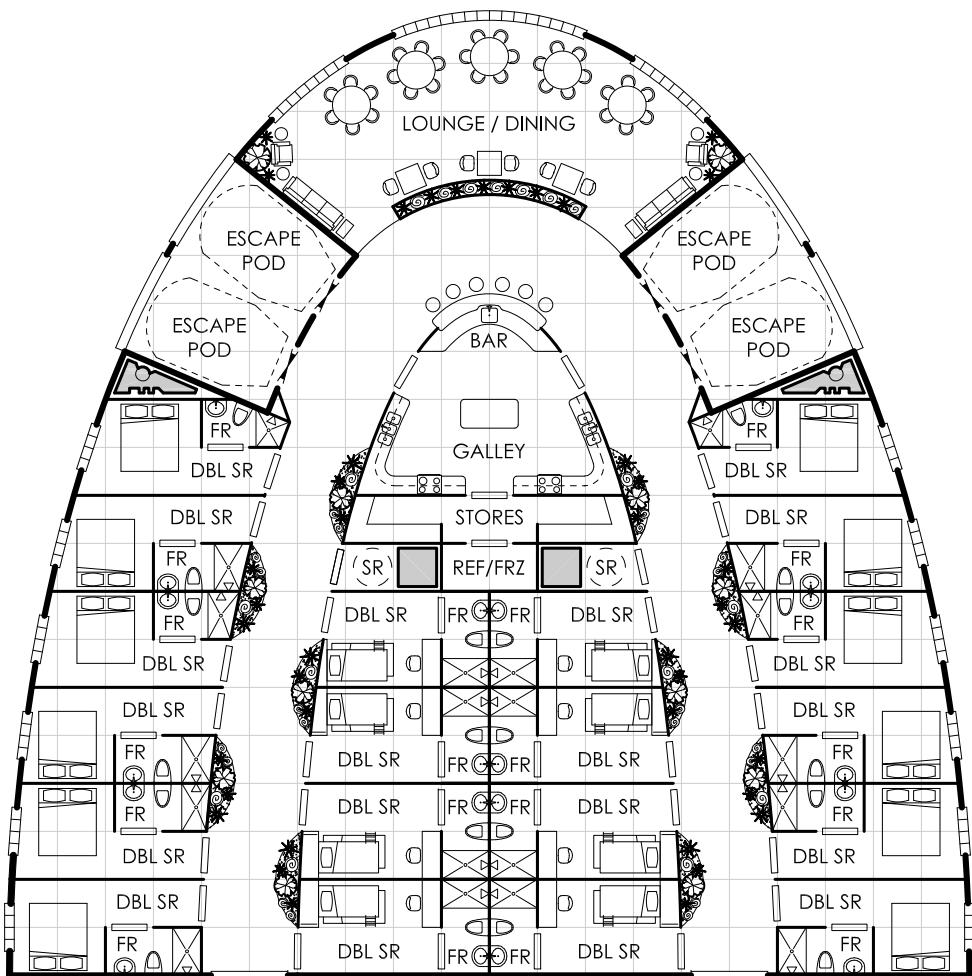


SMALL
CARGO



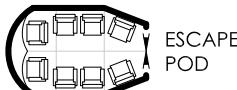
SMALL
CARGO
AIR/RAFT

719 Passenger Deck



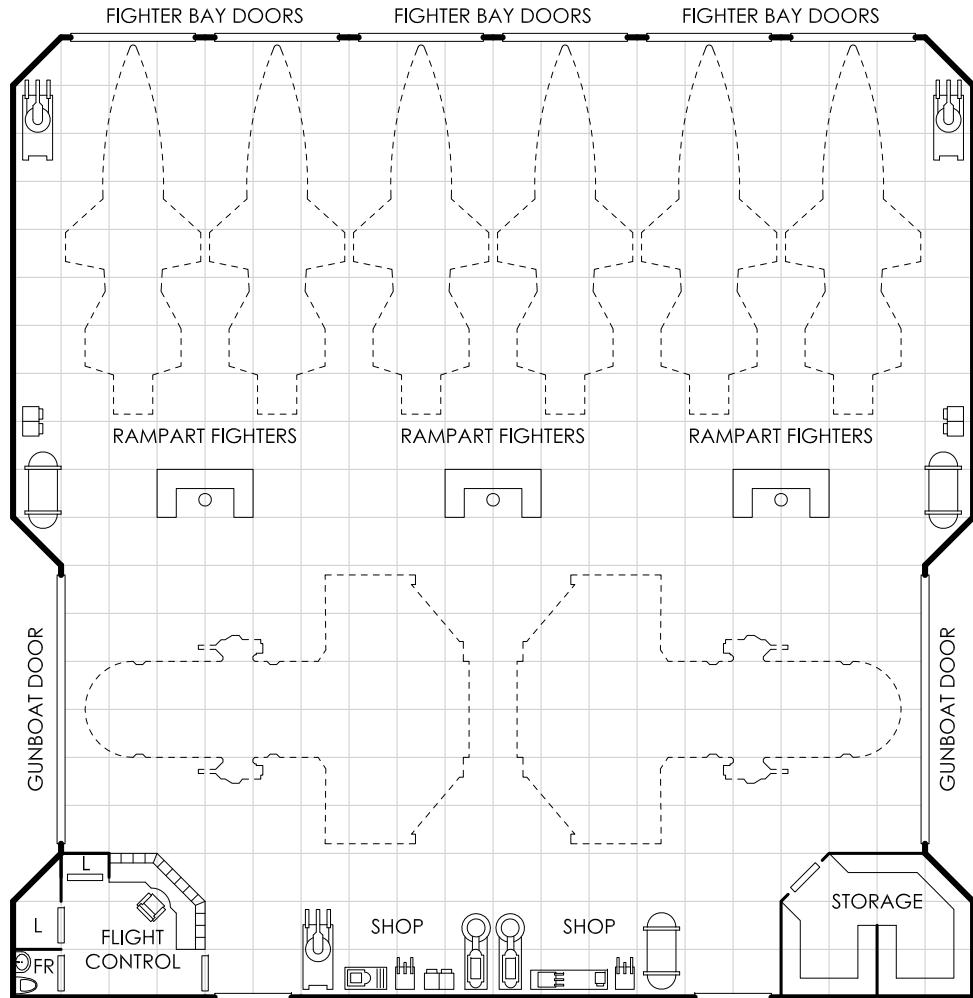
Notes:

- Suitable for mid-passage, high passage, and crew quarters.



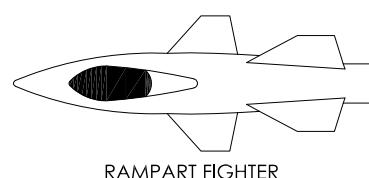
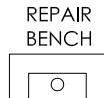
LANDSCAPE AREAS

Fighter Hangar (720)

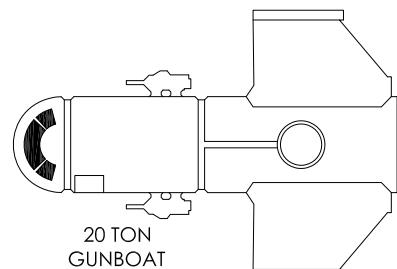


Notes:

- Rampart fighters and gunboat are detailed in GDW's Azhanti High Lightning game

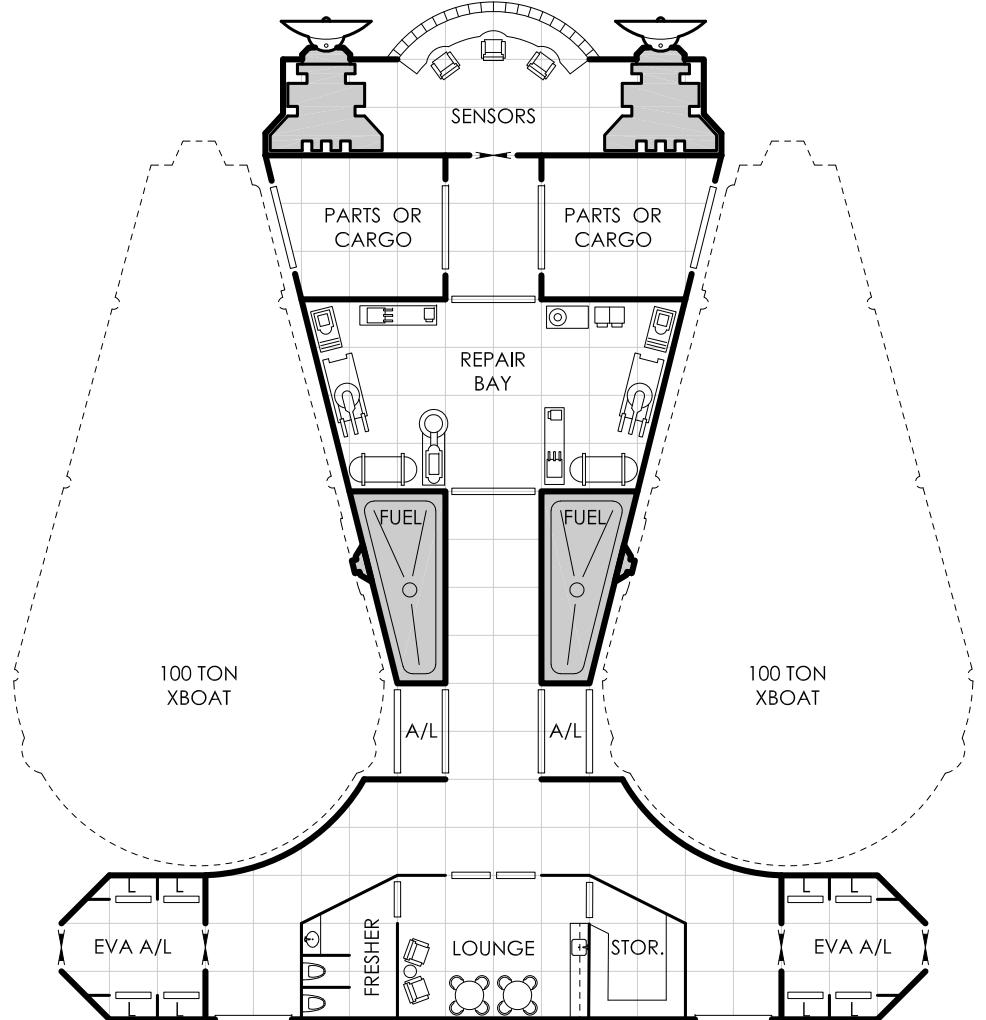


RAMPART FIGHTER



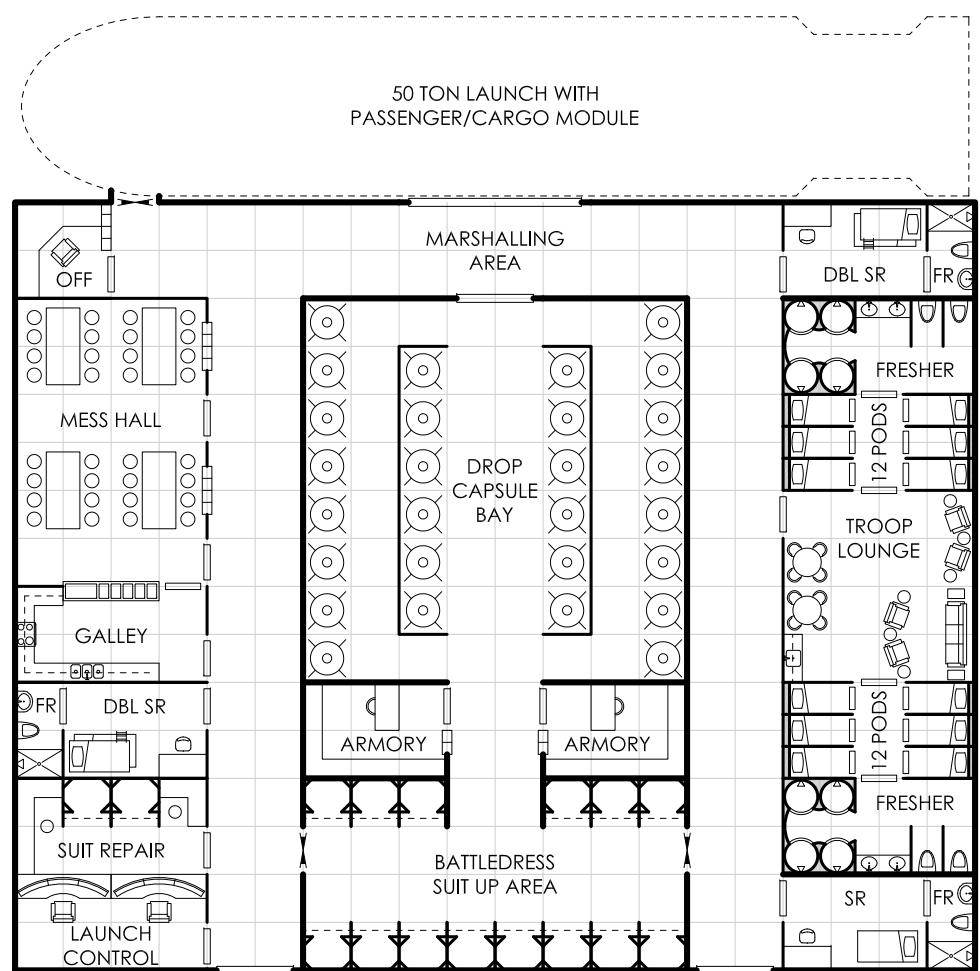
20 TON
GUNBOAT

721 Xboat Docks



Notes:

Drop Capsules / Troop Deck 722



Notes:

- Drop capsules are primarily used to quickly transport a trooper from orbit to a planet's surface, but may also be used as individual escape pods.
- See Yet Another Traveller Blog for more information on the drop capsule.
- The mess hall doubles as a common area/lounge during non-serving times.



BATTLEDRESS
SUIT UP NICHE

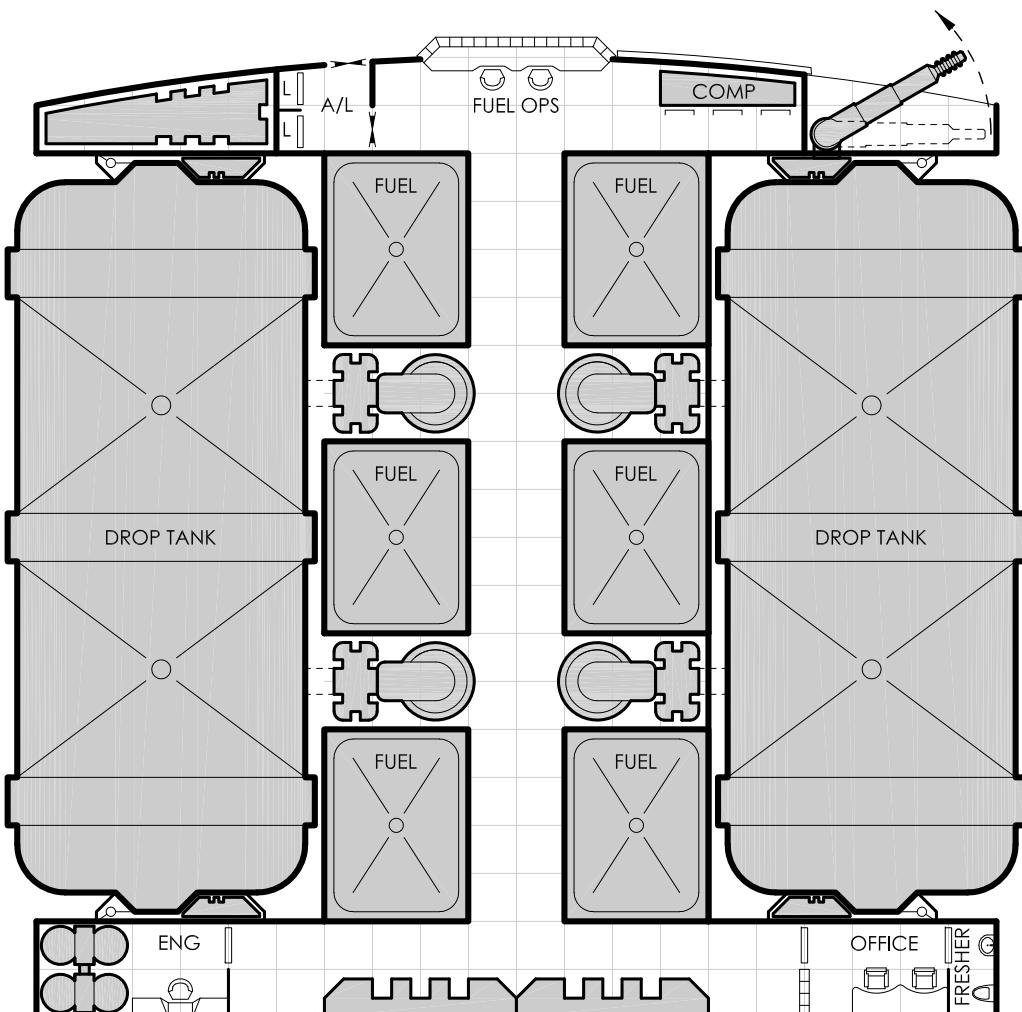


DROP CAPSULE



BATTLEDRESS MONITORING STATION
AND CAPSULE LAUNCH CONTROL

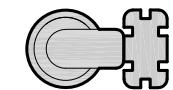
723 Fuel Deck w/ Drop Tanks



Notes:



EXPLOSIVE COLLAR

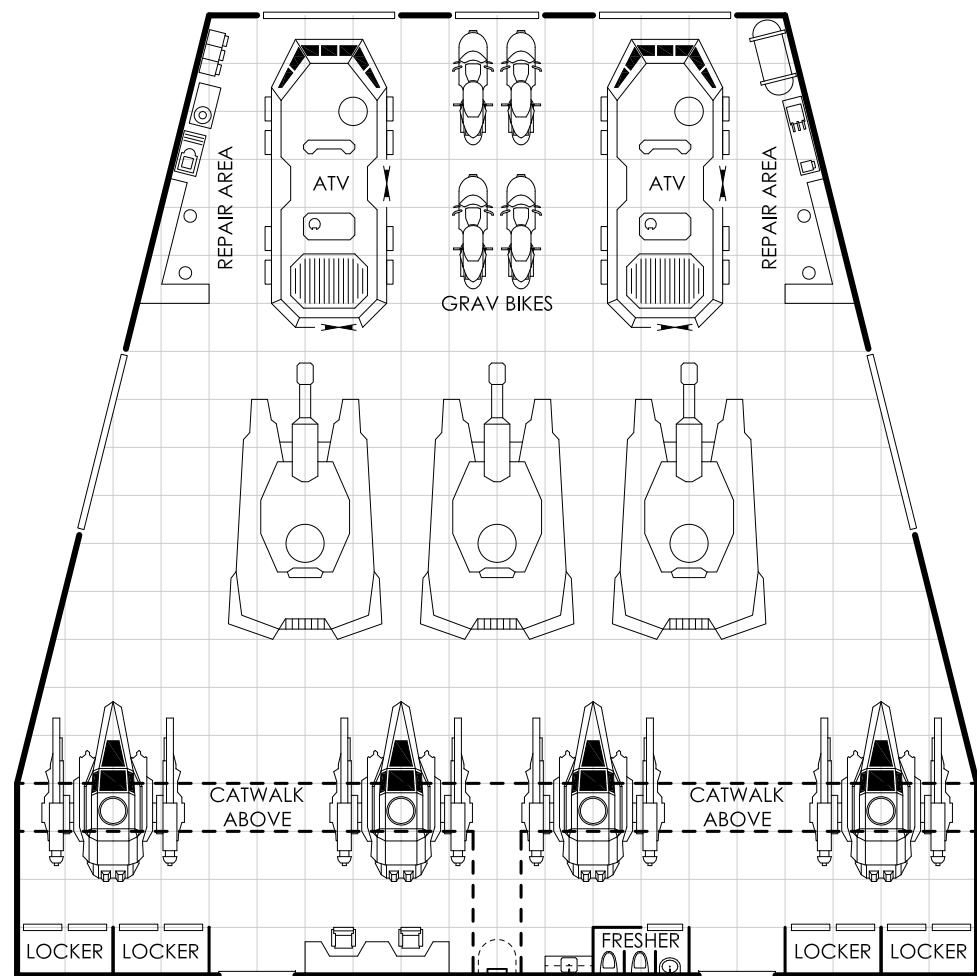


FUEL PROCESSOR



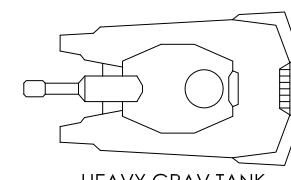
RETRACTABLE FUEL TRANSFER ARM

Vehicle Hangar 724

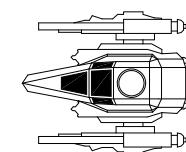


Notes:

- Catwalk provides access to mechs.

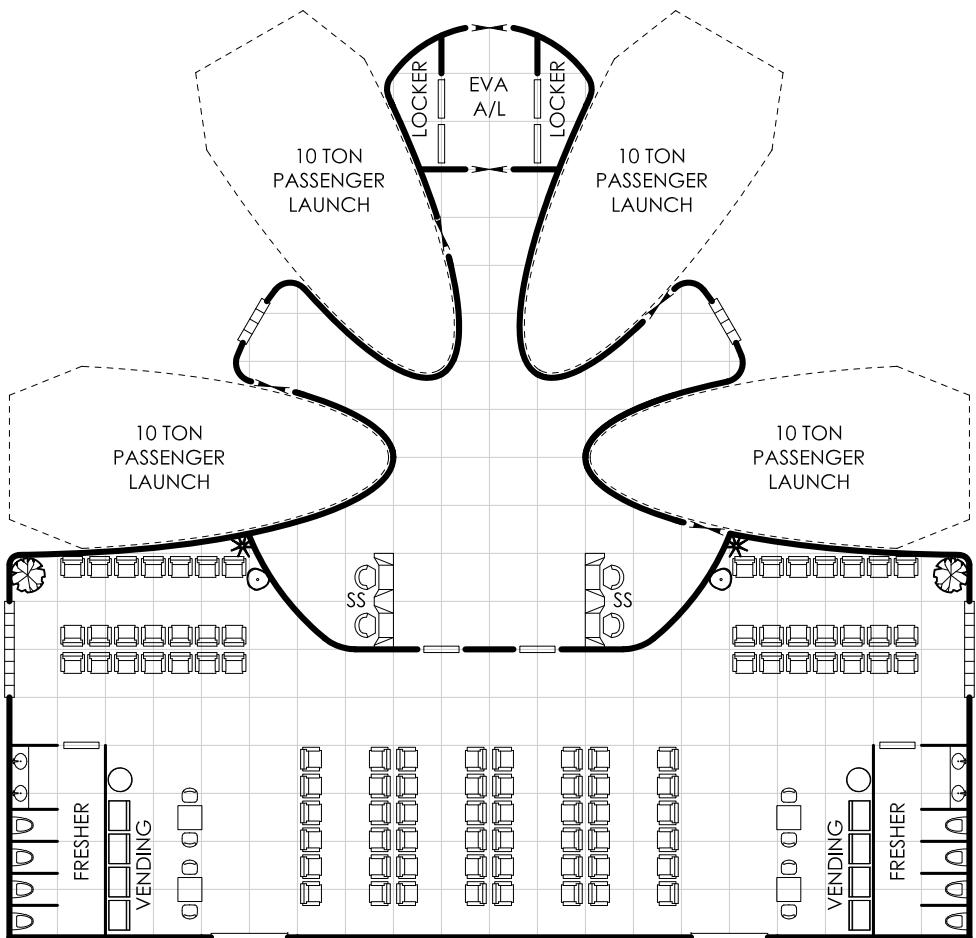


HEAVY GRAV TANK



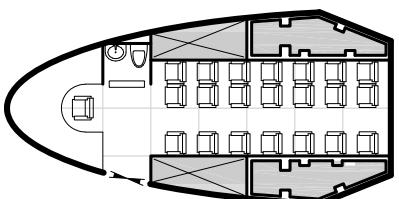
LIGHT MECH

725 Passenger Gate



Notes:

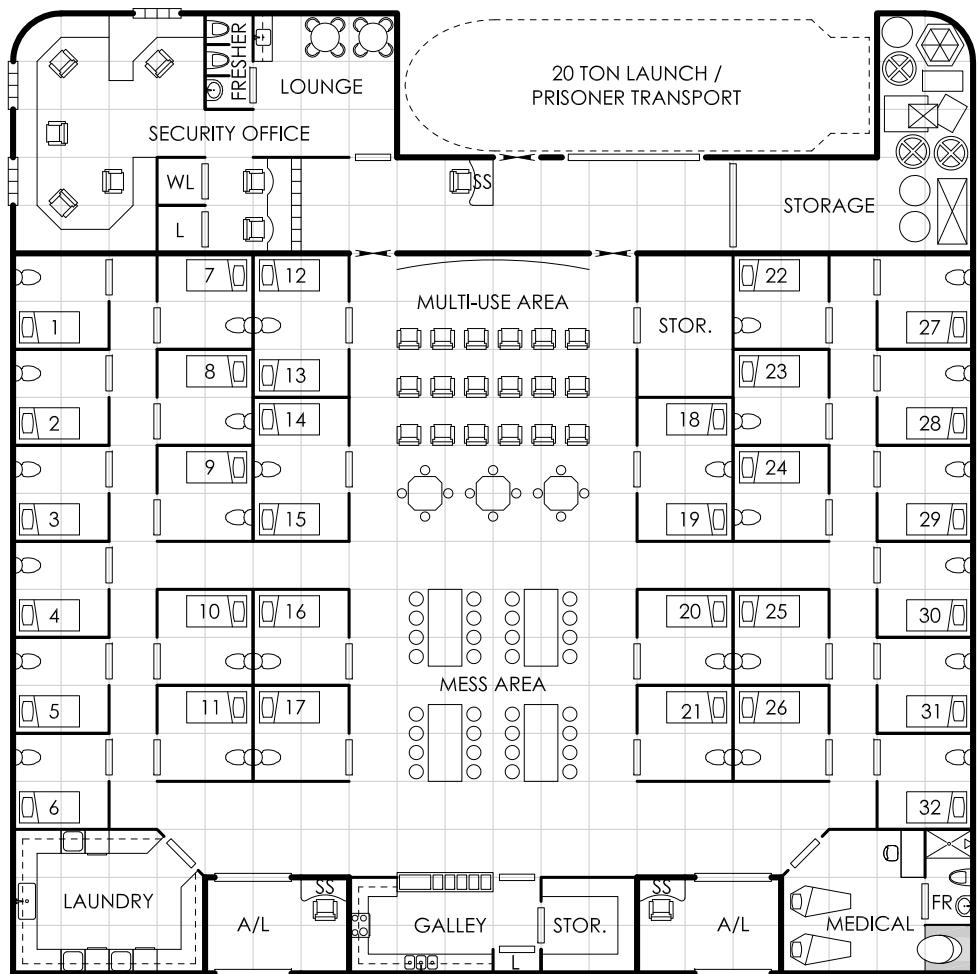
- Normally only used for space stations, but may also be part of very large starships.



10 TON
PASSENGER
LAUNCH

 SECURITY STATION FOR
PASSENGER BOARDING
AND CUSTOMS

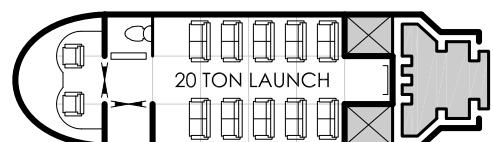
Brig / Prison 726



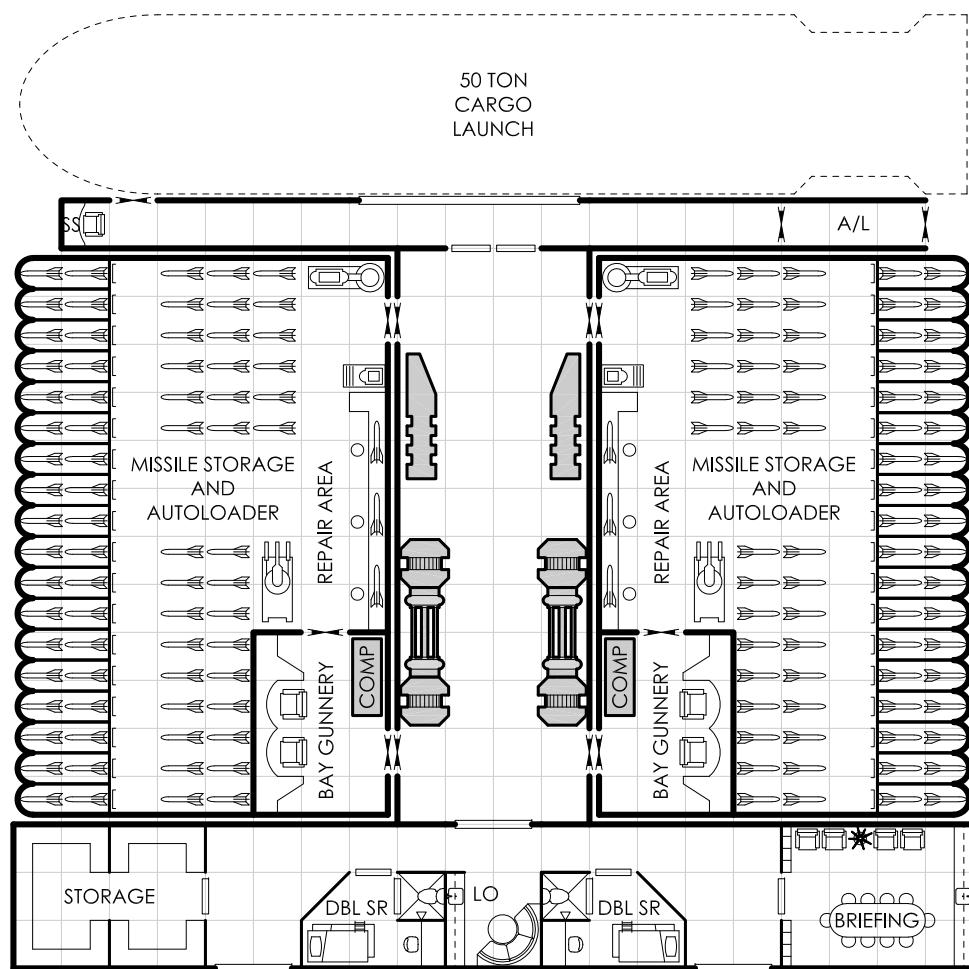
Notes:

- The multi purpose storage contains furniture and equipment to turn this area into a gymnasium, classroom, theater, or recreation room.
- The deck has 32 standard beds as shown, but could be increased to 64 with bunk beds.

 SECURITY
STATION



727 50 Ton Bay Weapons - Missiles

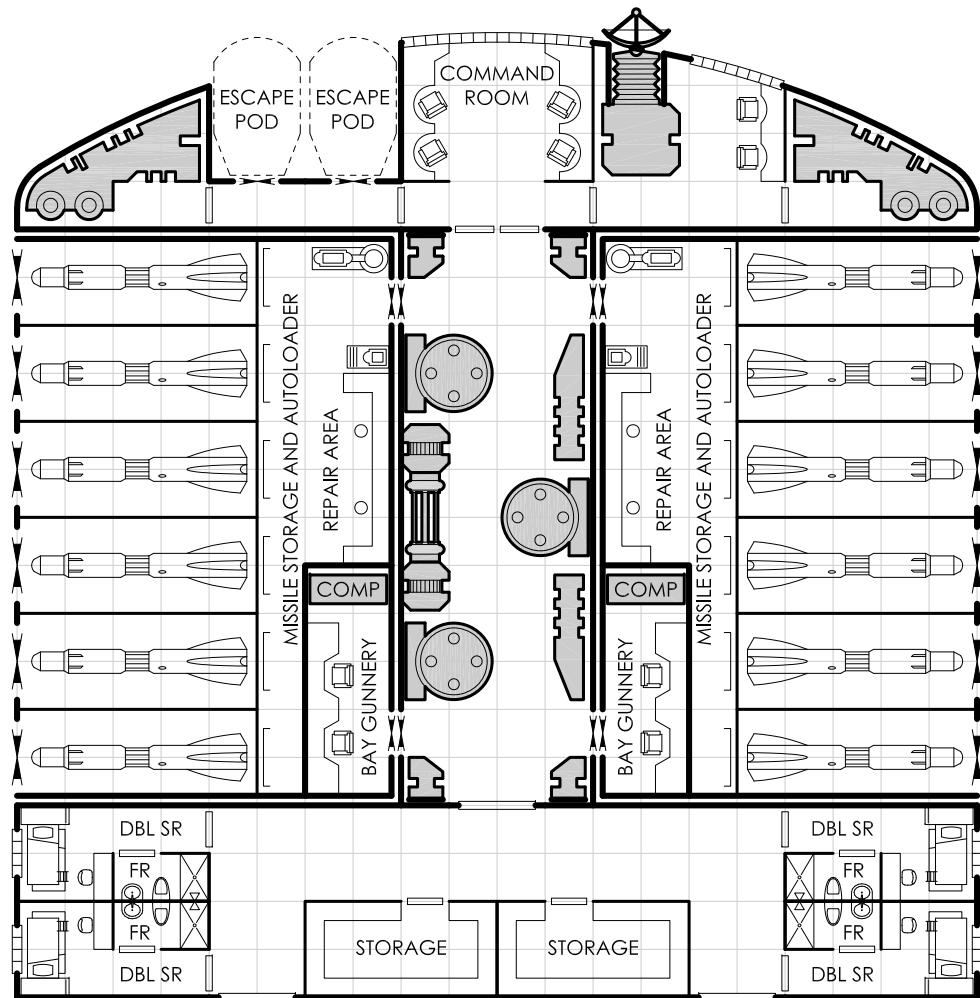


Notes:

- Each bay contains 144 standard missiles.
- Referee to determine missile type and payload.



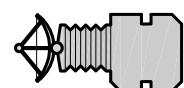
50 Ton Bay Weapon - Missiles 728



Notes:

- Referee to determine missile type and payload

HIGH YIELD MISSILE - FOR LARGE SHIP
COMBAT OR PLANETARY BOMBARDMENT

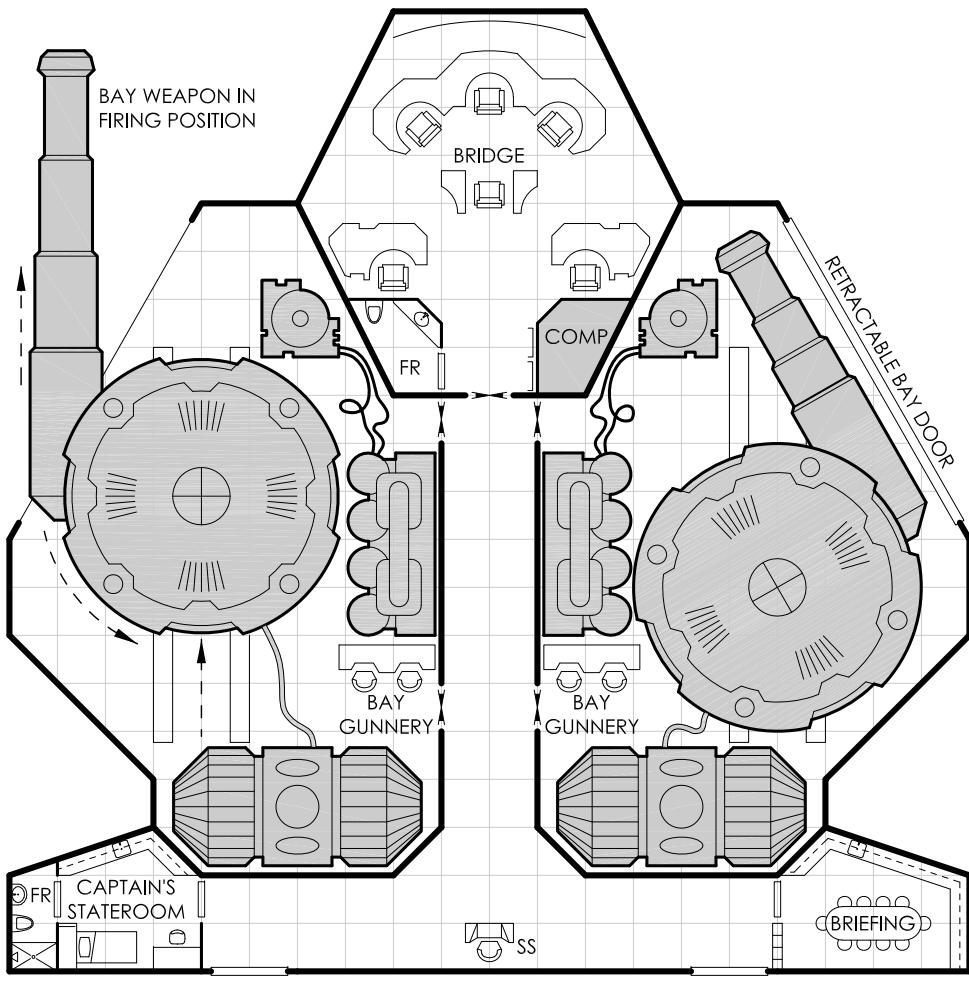


RETRACTABLE SENSORS



ESCAPE POD

729 50 Ton Bay Weapons/Bridge

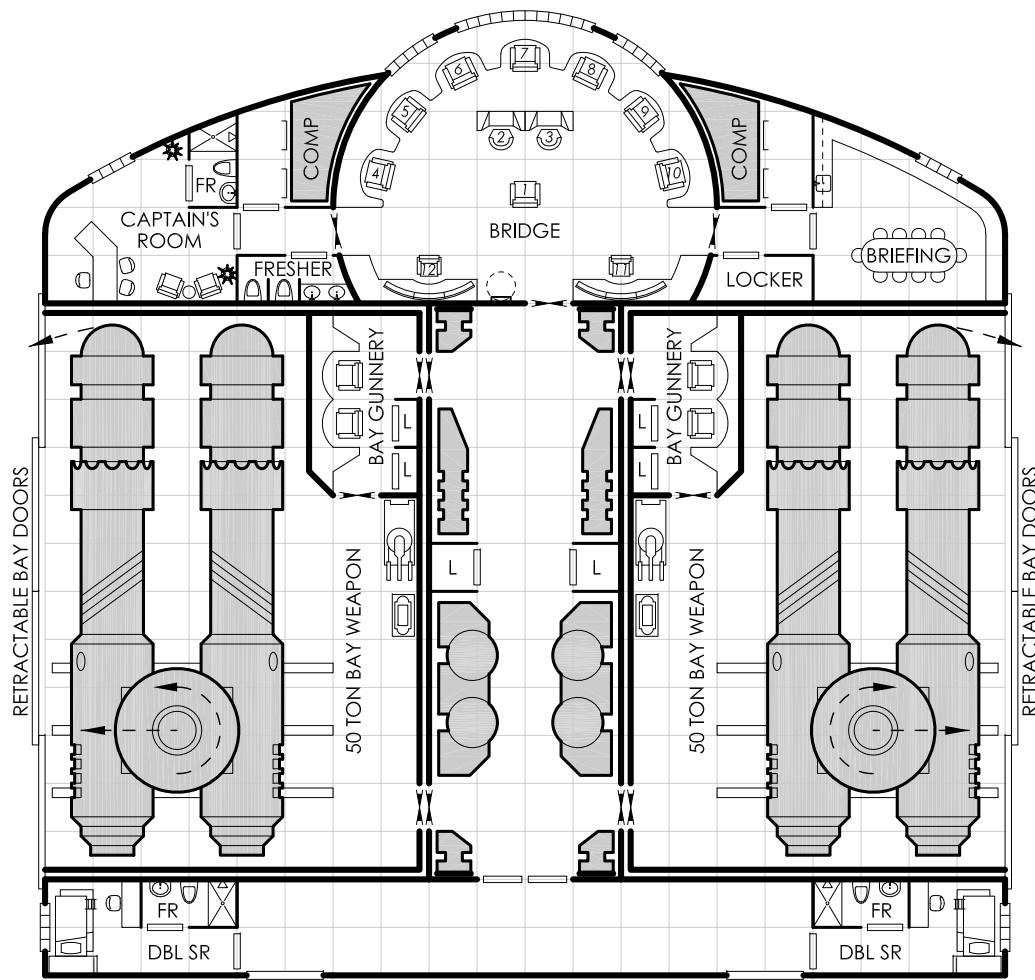


Notes:

- Referee to determine weapon type.
- After bay door retracts, the weapon rotates and slides forward into position as the barrel extends into firing position.
- The Briefing Room doubles as a lounge.

SS SECURITY STATION

50 Ton Bay Weapons/Bridge 730

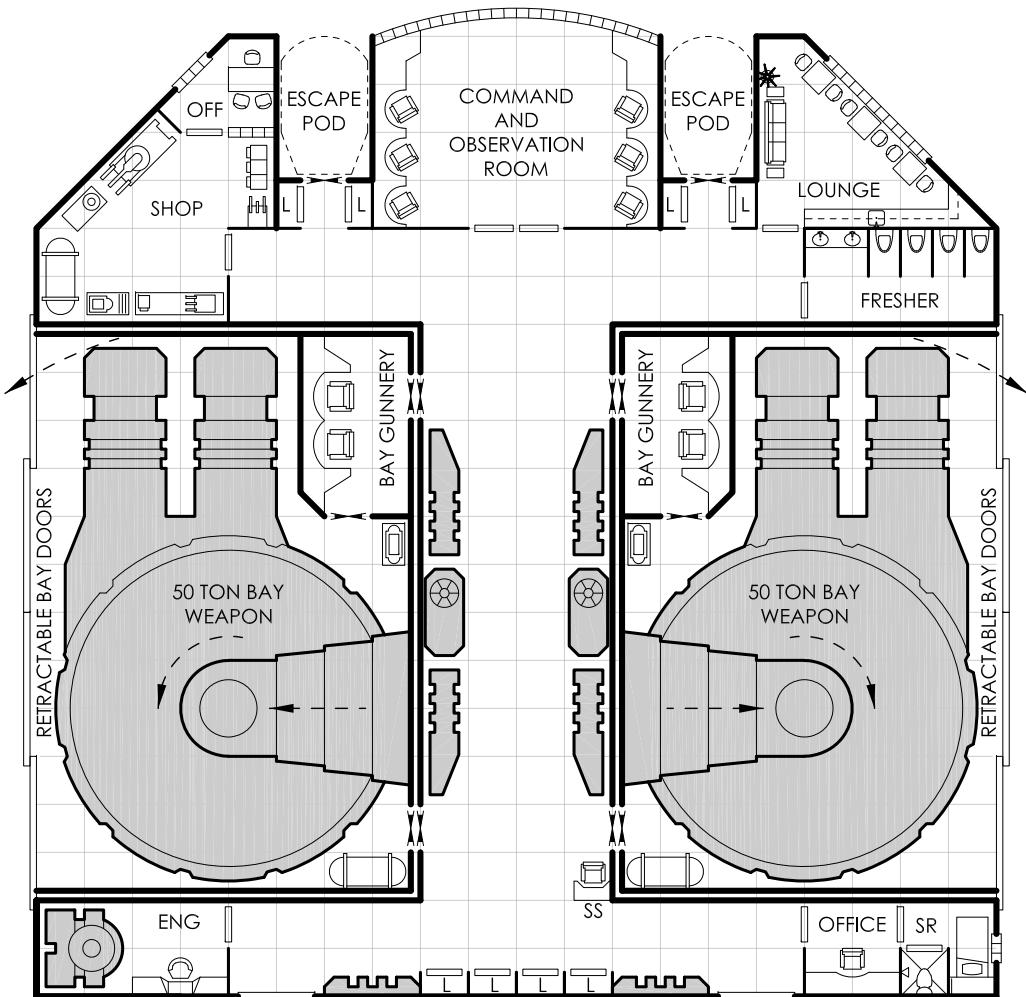


Notes:

- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.

BRIDGE STATIONS:
 1. CAPTAIN
 2. HELM
 3. ASTROGATOR
 4. EXECUTIVE OFFICER
 5. CHIEF ENGINEERING OFFICER
 6. COMMUNICATIONS OFFICER
 7. SENSORS OFFICER
 8. ENVIRONMENTAL CONTROLS
 9. DAMAGE CONTROL
 10. COMPUTER OFFICER
 11. CHIEF GUNNERY OFFICER
 12. CHIEF SECURITY OFFICER

731 50 Ton Bay Weapons

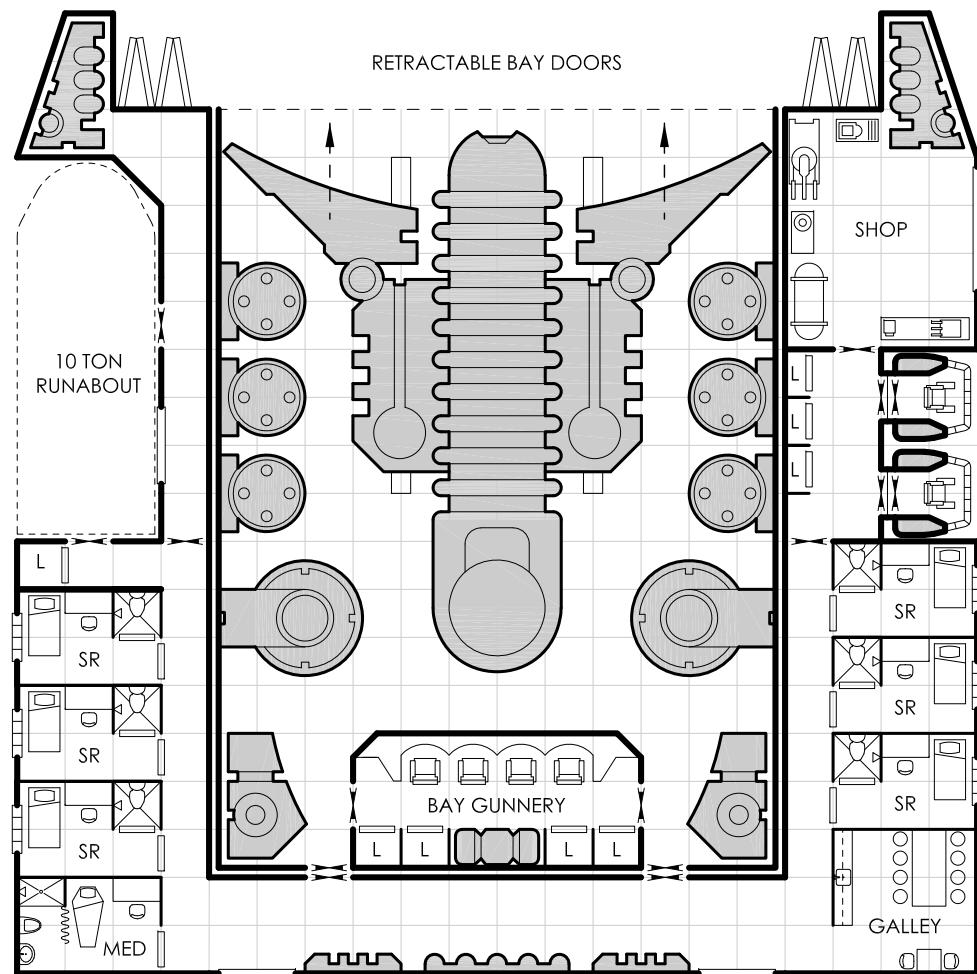


Notes:

- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.

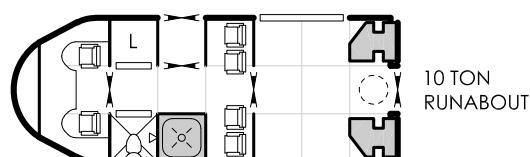


100 Ton Bay Weapon 732

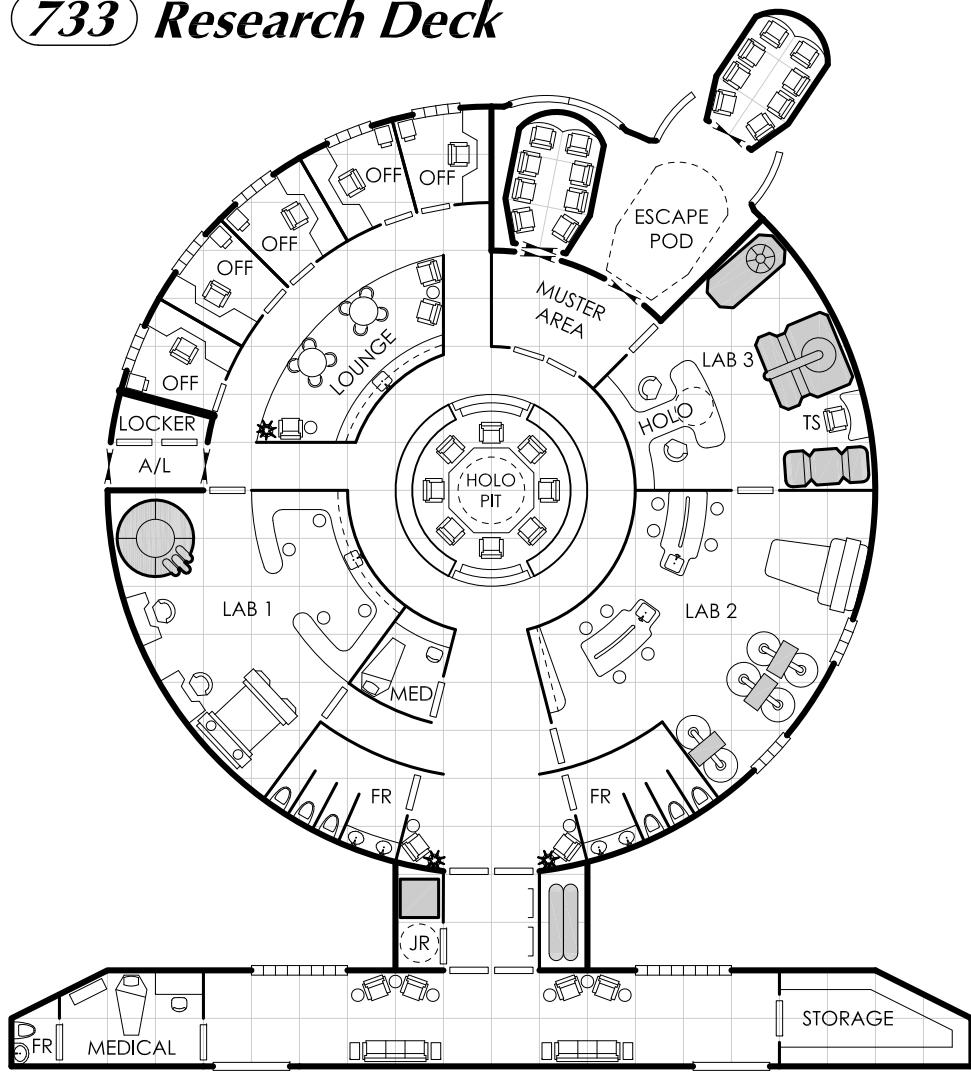


Notes:

- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.



733 Research Deck



Notes:

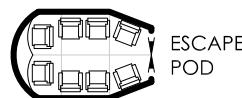
- Referee to determine lab type and equipment available.



LIFE SUPPORT

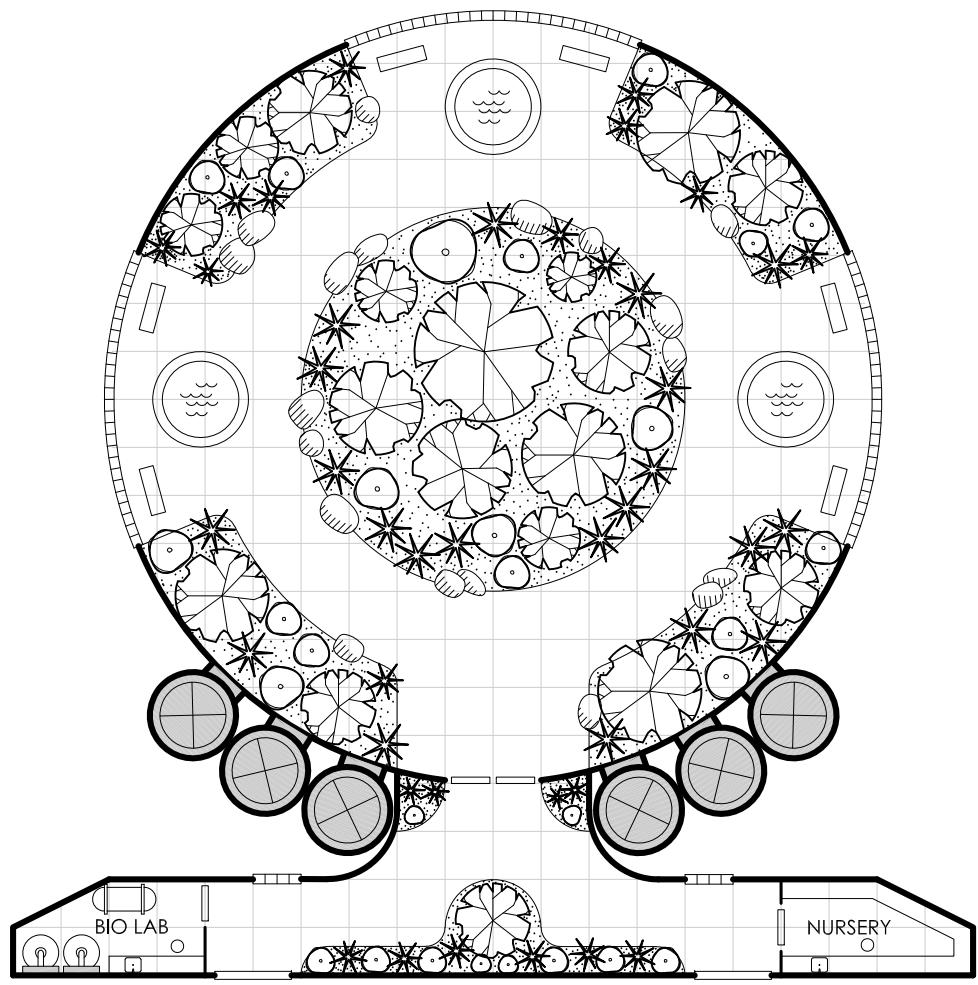


JANITORIAL
ROBOT ALCOVE



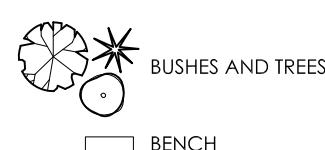
ESCAPE POD

Arboretum 734



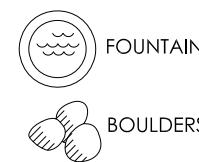
Notes:

- Double height space (20' ceiling) with skydome.



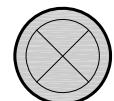
BUSHES AND TREES

BENCH



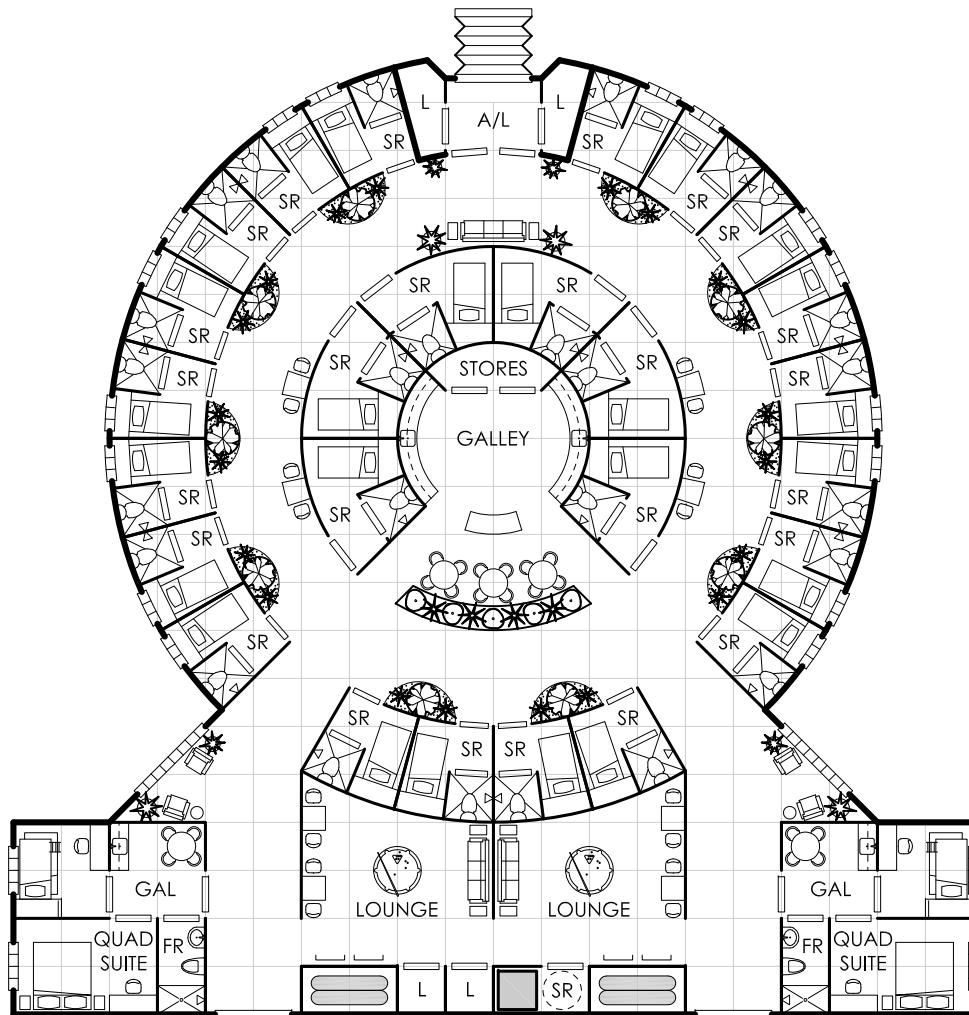
FOUNTAIN

BOULDERS



WATER TANK, PESTICIDES,
AIR HANDLERS, ETC.

735 Passenger Deck

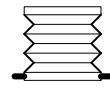


Notes:

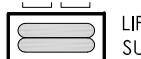
- Staterooms shown can also be used as crew quarters.



LANDSCAPE AREAS



EXTENDABLE
AIRLOCK

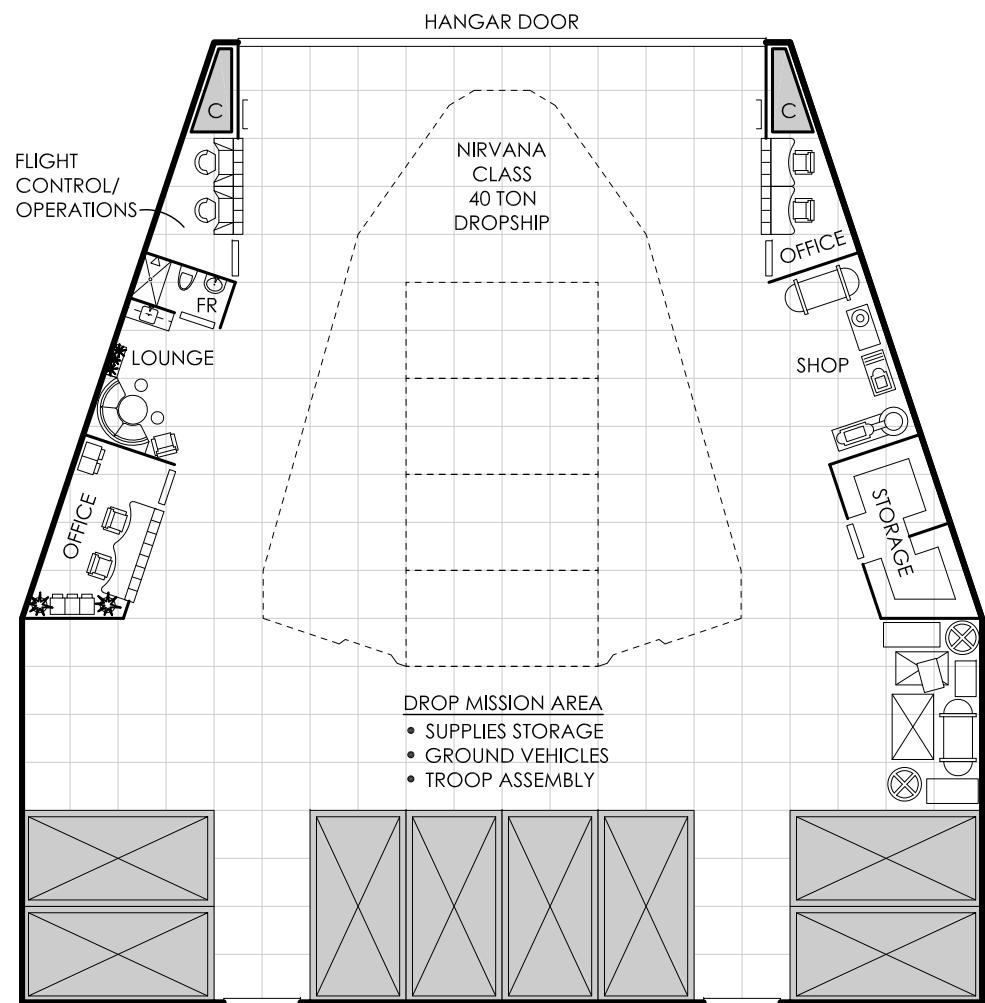


LIFE
SUPPORT



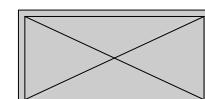
STEWARD ROBOT
ALCOVE

Dropship Bay 736

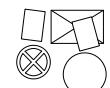


Notes:

- Dropship for delivery of supplies, troops, or ground vehicles.
- Double height space (20' ceiling).
- See the Yet Another Traveller Blog for more information on the Nirvana Class Dropship.

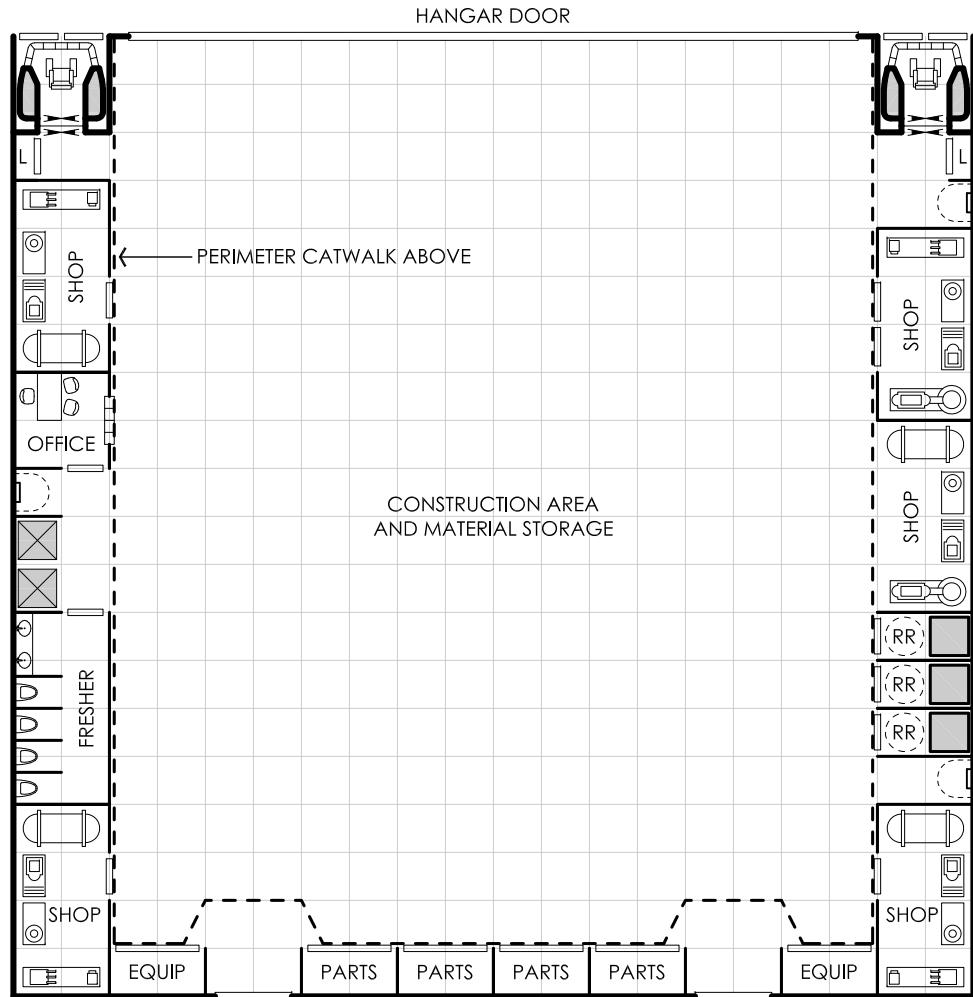


10x20'
CARGO
CONTAINER



SMALL
CARGO

737 Construction Deck - Lower



Notes:

- Height of space to be determined by referee.
- For repair and construction of small craft and starships up to 100 dtons.



PERSONNEL LIFT

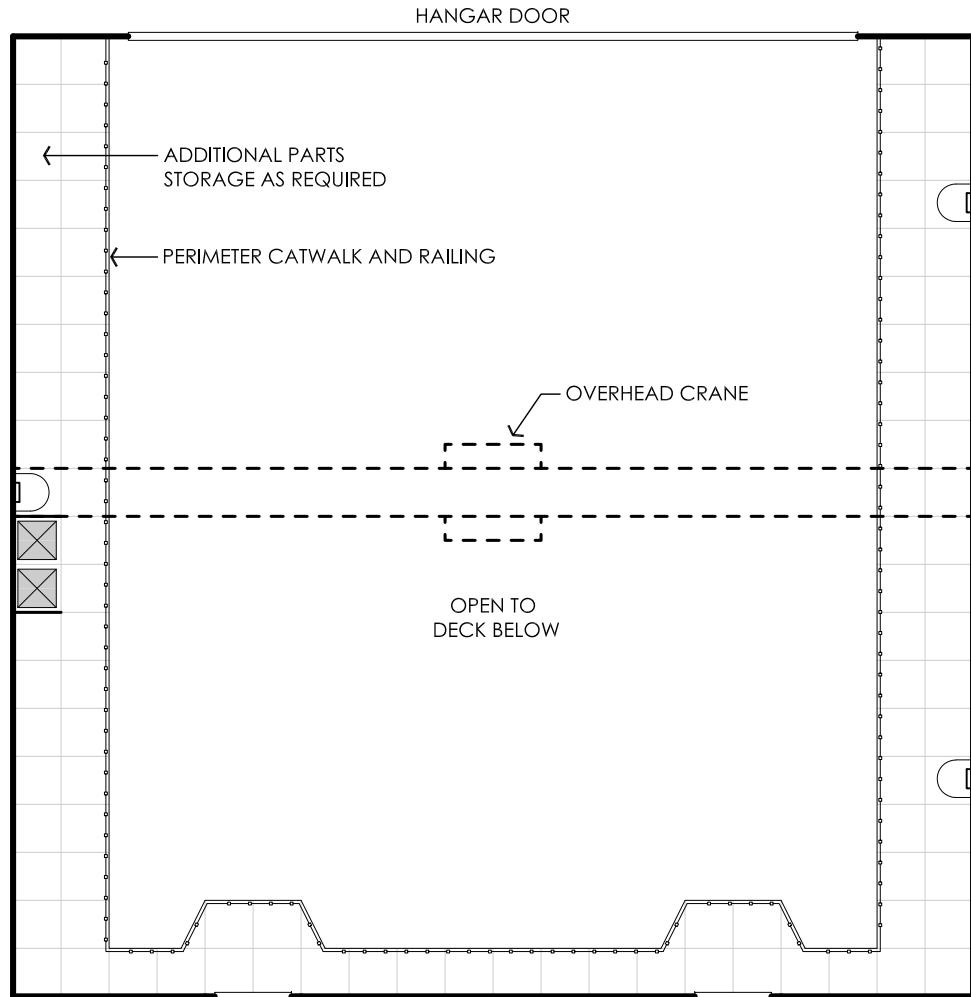


REPAIR ROBOT
ALCOVE



WORK
POD

Construction Deck - Upper 738



Notes:

- See geomorph 737 for lower level.
- May be used multiple times depending upon height of space.

Workpods

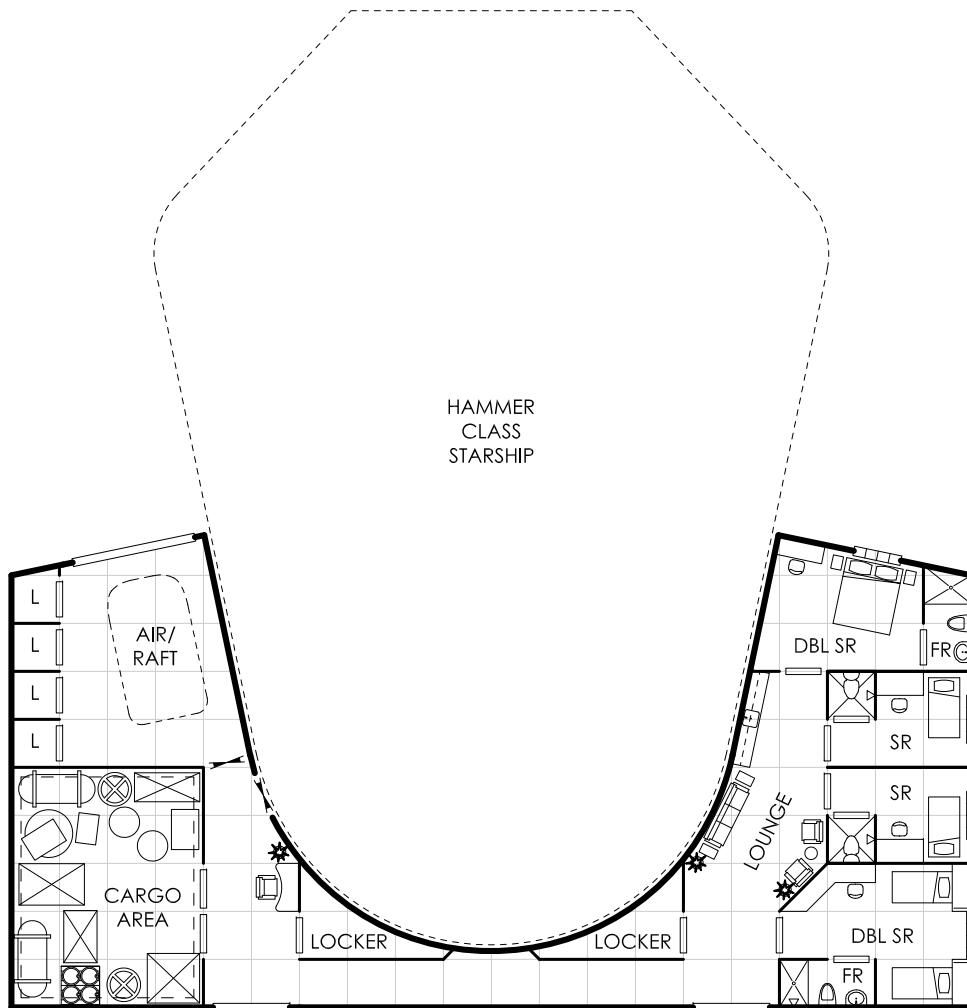
A workpod is a small utility spacecraft with a wide variety of uses. They are almost always seen at shipyards assisting with construction, performing repair and maintenance duties around starports, and handling cargo at the docks. They also aid in the mining industry, search and rescue operations, and operating as tugs for small craft and smaller starships, like Xboats. The workpod is operated by a single pilot who both maneuvers the craft and operates its two heavy robotic arms. The craft can be equipped with a wide variety of tools depending upon its mission. Swapping out tools is a fairly easy process usually performed in the maintenance garage, although multi-tool arms are available.

The workpod can operate both in atmosphere and the vacuum of space. The cab is a climate, atmosphere, and gravity controlled "short sleeve" environment. The unit shown is designed for extended use - up to six days when outfitted properly. It contains a small galley, fresher, medical supplies, and emergency vacc suit. Smaller, less expensive versions are available for single shift workers.



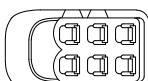
A successful workpod operator has to have both piloting and robotic operations skills, in addition to mission specific skills such as construction. Experienced operators are in high demand and are generally well paid for their work.

739 Starship Dock



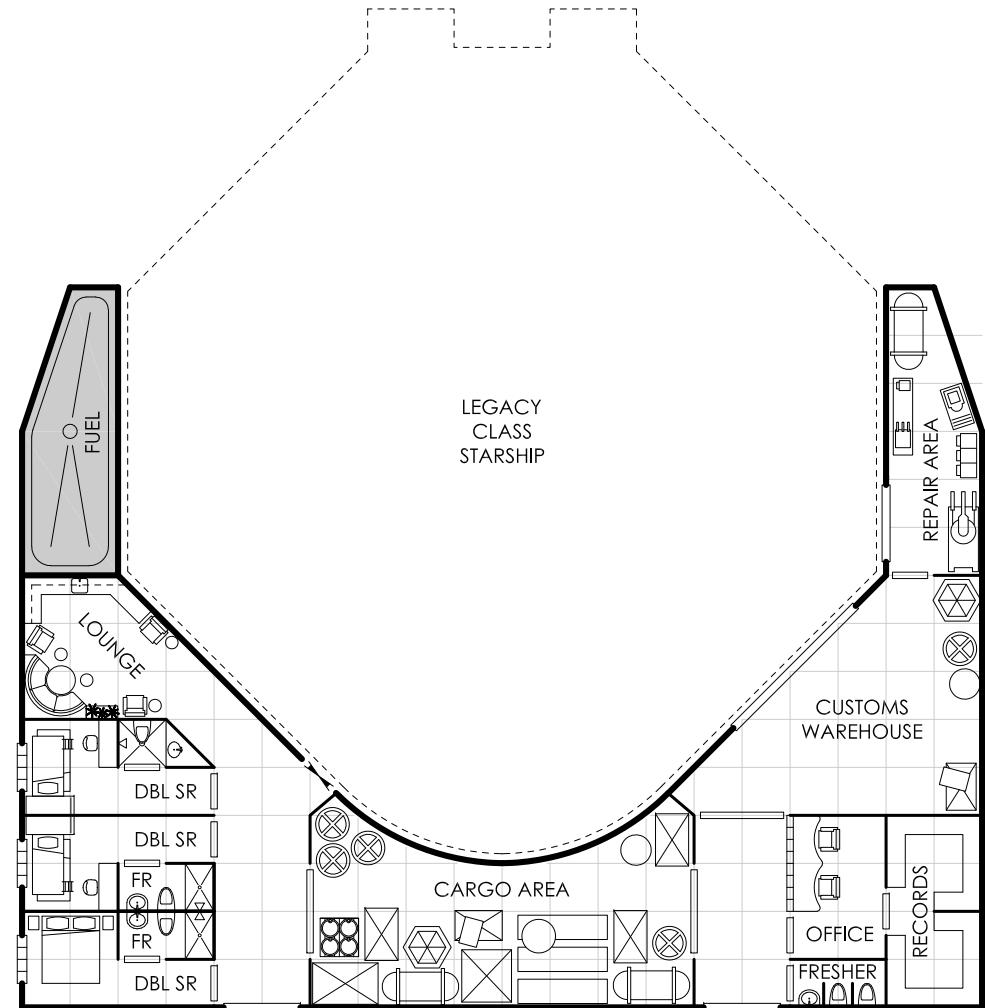
Notes:

- The Hammer Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2 with fuel for two J-1 jumps or one J-2 jump.
- See the *Yet Another Traveller Blog* for more information on the Hammer Class Starship.
- The cargo area has retractable roof doors for cargo transfer.



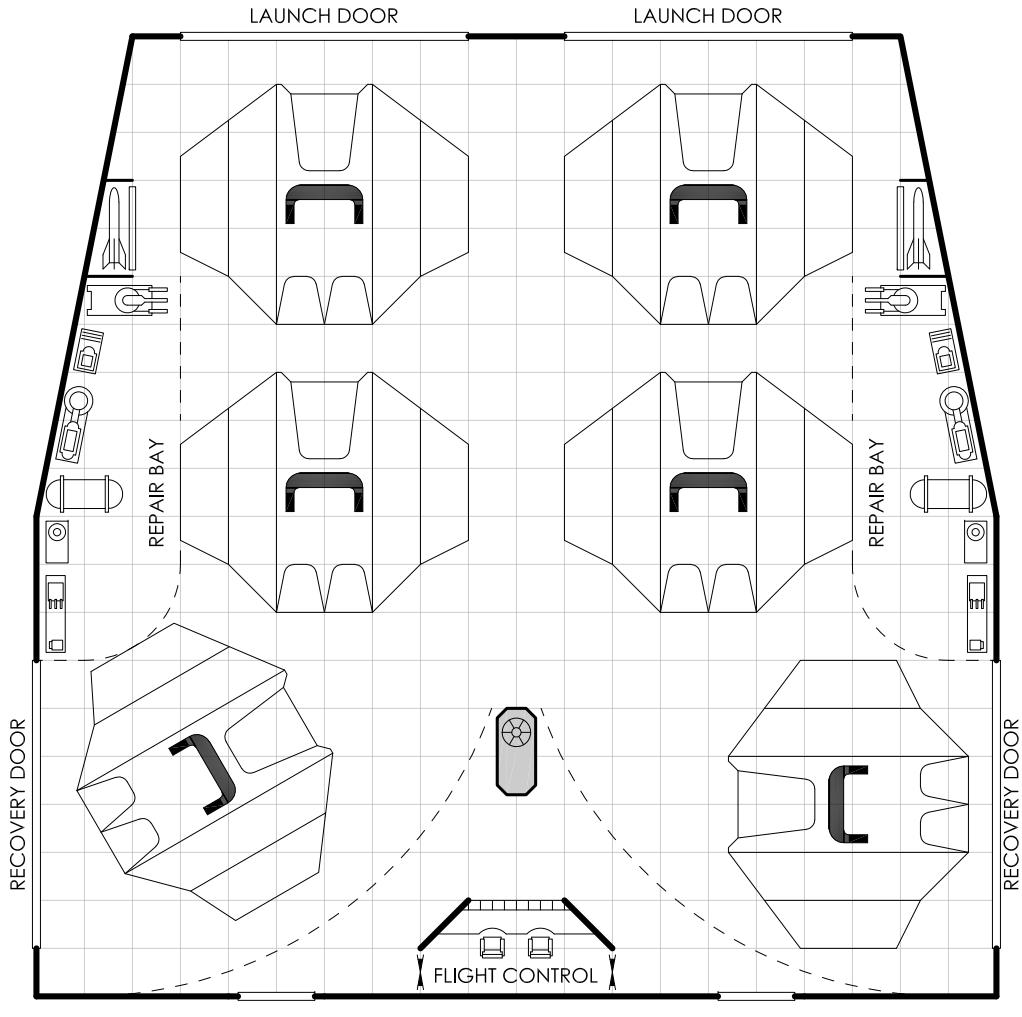
AIR/RAFT

Starship Dock 740

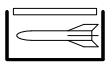


Notes:

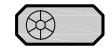
- The Legacy Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2.
- See page 6 for the Legacy Class deck plan.

**Notes:**

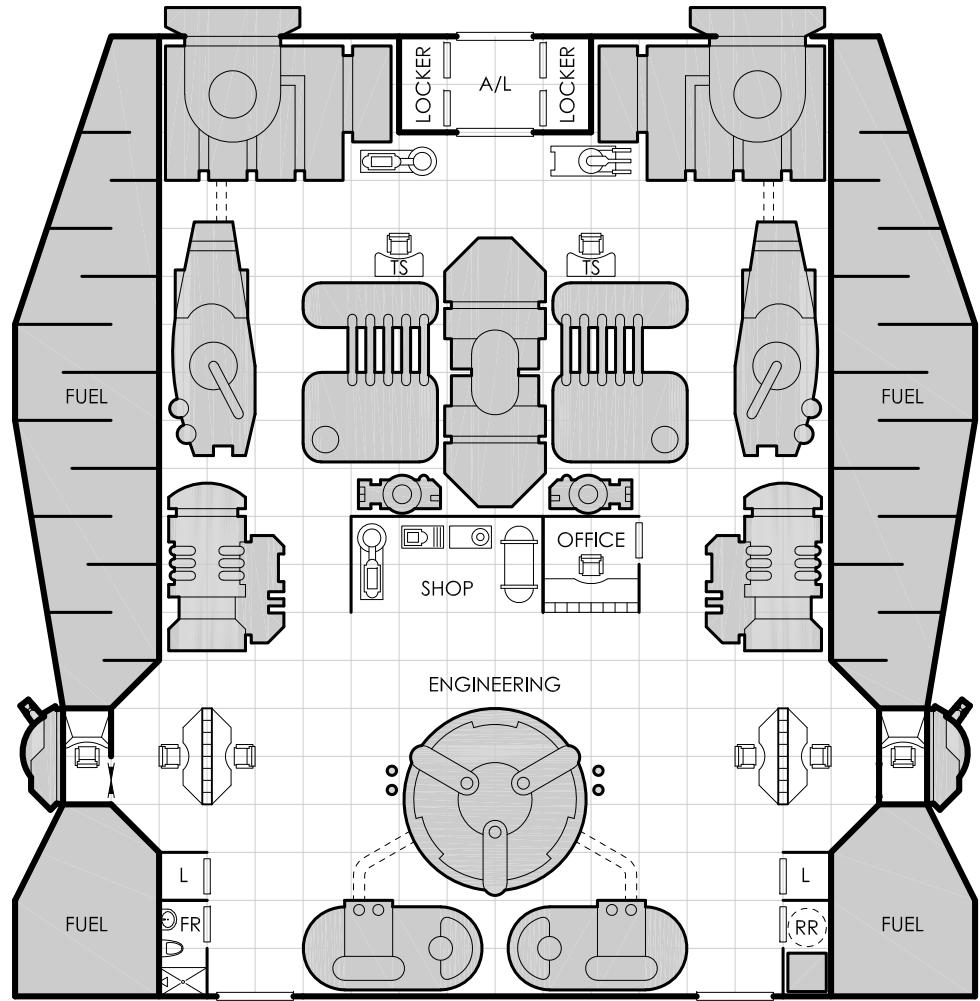
- Double height space (20' ceiling).
- See FASA's High Passage #3 for more information on the Manta Class Escort Fighter.



MISSILE STORAGE

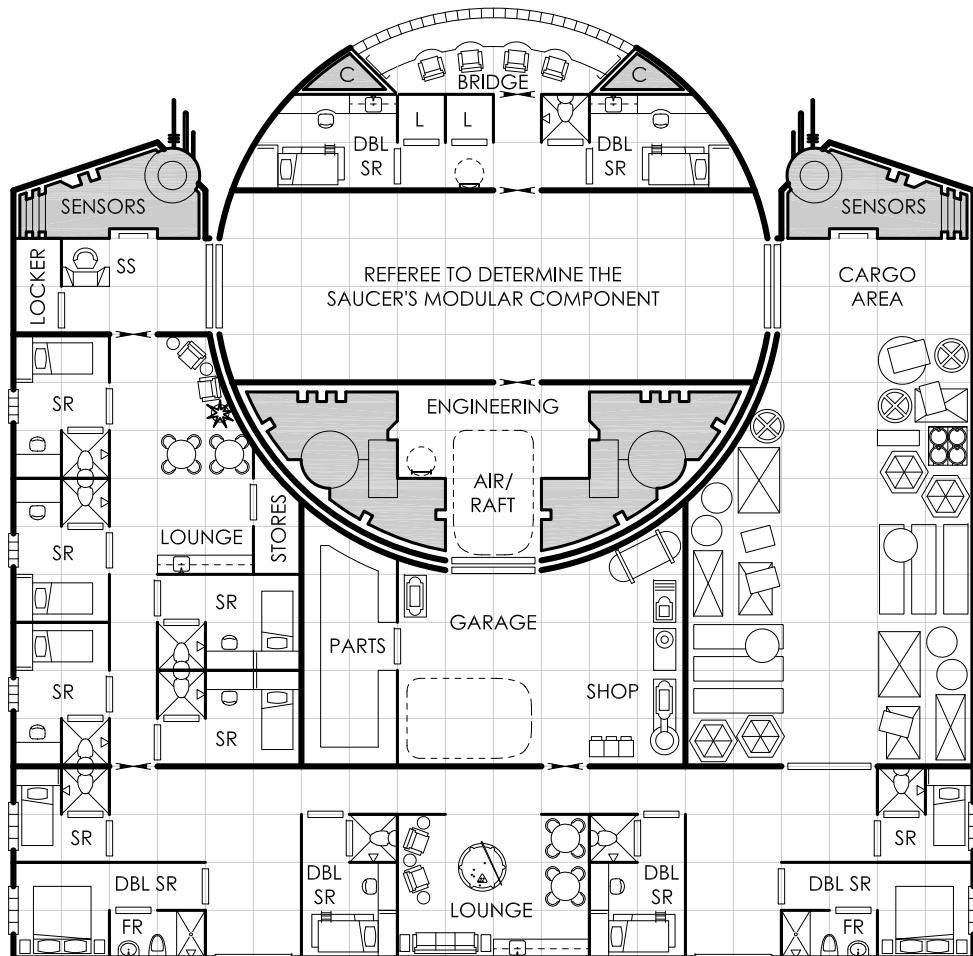


FUELING STATION

**Notes:**MANNED
LASER
TURRETSREPAIR ROBOT
ALCOVE

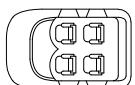
TECH STATION

743 50 Ton Launch / Crew Quarters

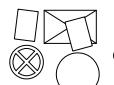


Notes:

- See the Yet Another Traveller Blog for more information on the 50 ton Modular Saucer Launch
- Spaces on either side of the launch may be reconfigured based on the launch's modular unit and purpose.



AIR/RAFT

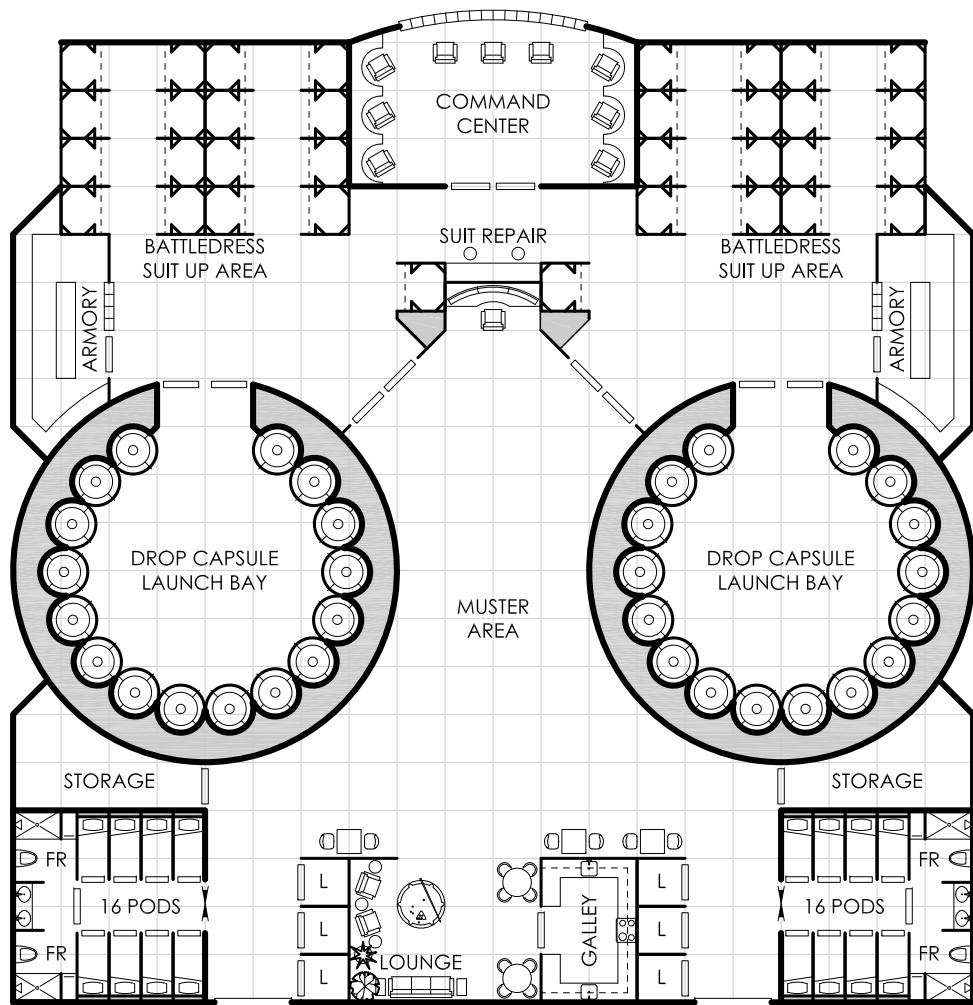


SMALL CARGO



SECURITY STATION

Drop Capsule Deck 744



Notes:

- Drop capsules and sleep pods provided for 32 troops.
- Mission Briefing Room also serves as Capsule Launch Control Room.
- See Yet Another Traveller Blog for more information on the drop capsule.



BATTLEDRESS MONITORING STATION

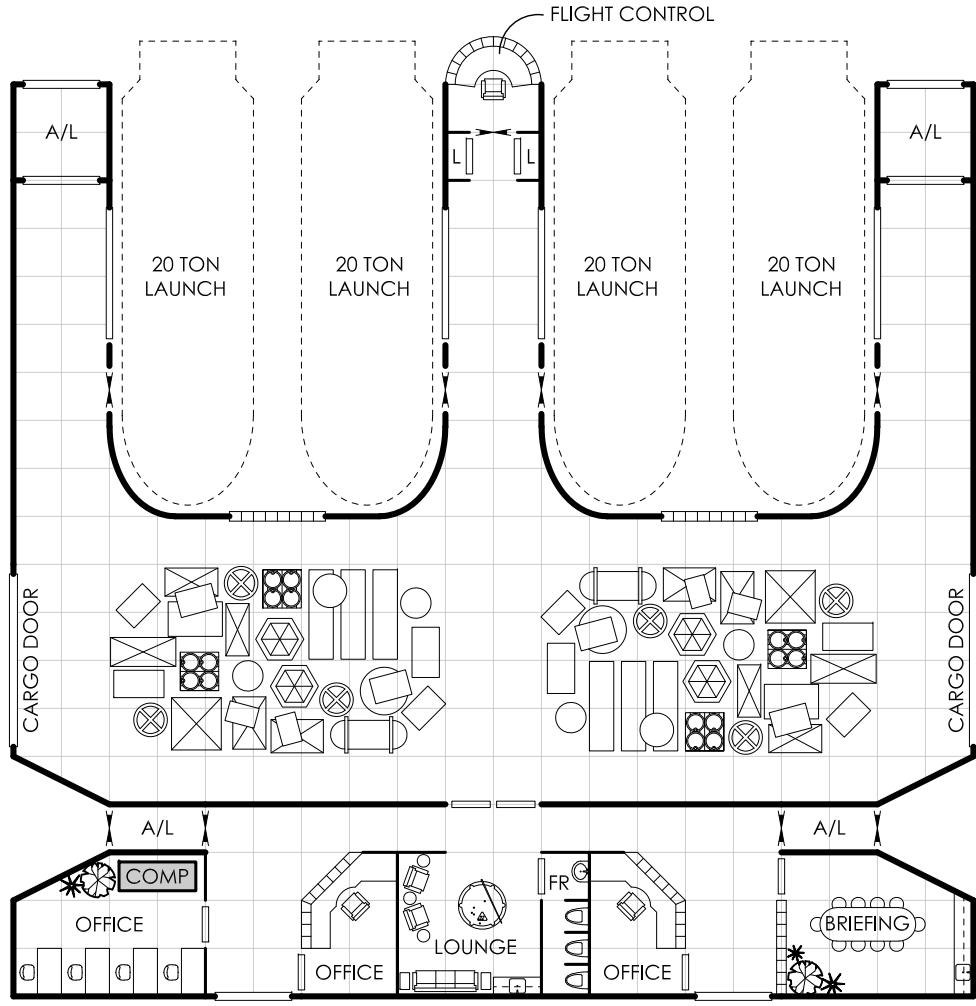


BATTLEDRESS SUIT UP NICHE



DROP CAPSULE

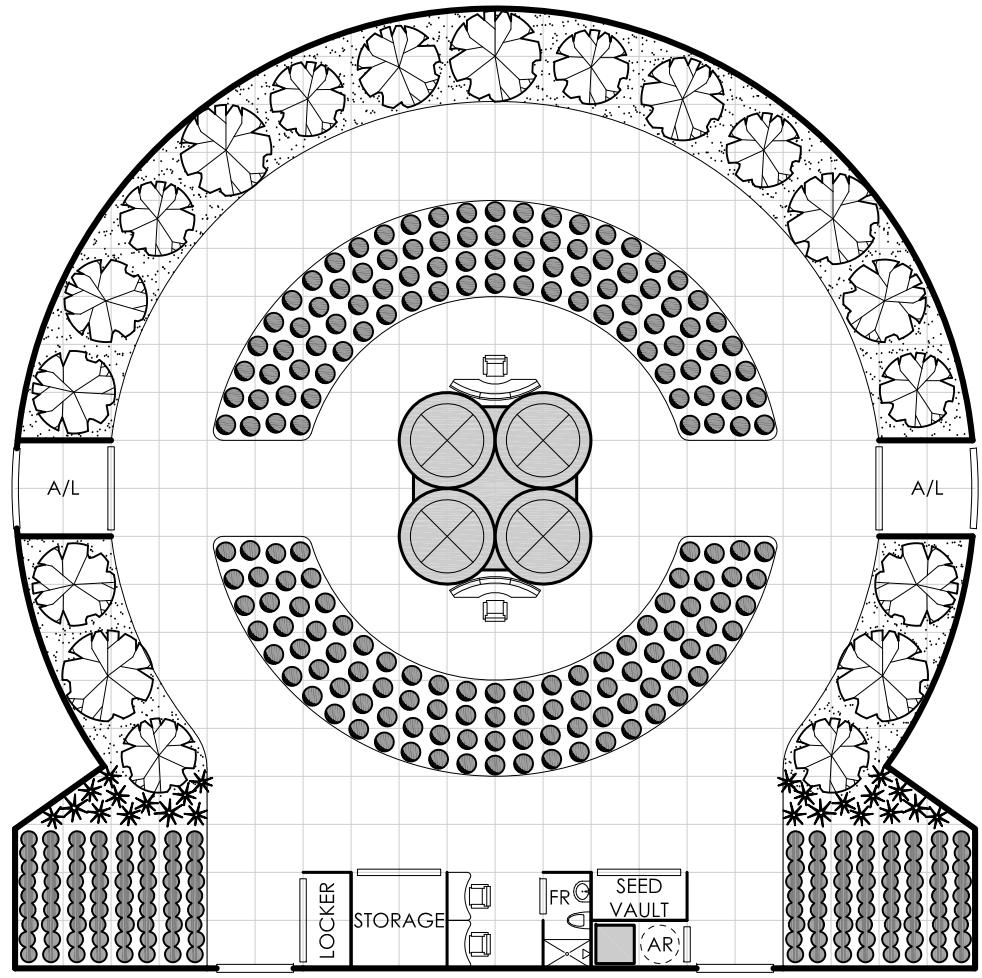
745 20 Ton Launch Deck / Cargo Bay



Notes:

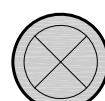


Hydroponics Bay 746



Notes:

- This space is sometimes referred to by the crew as "The Farm".
- Mostly used for edible crops and research.
- This space can also serve as a biosphere for transplanting or preservation of vegetation, similar to those seen in the film *Silent Running*.



WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.

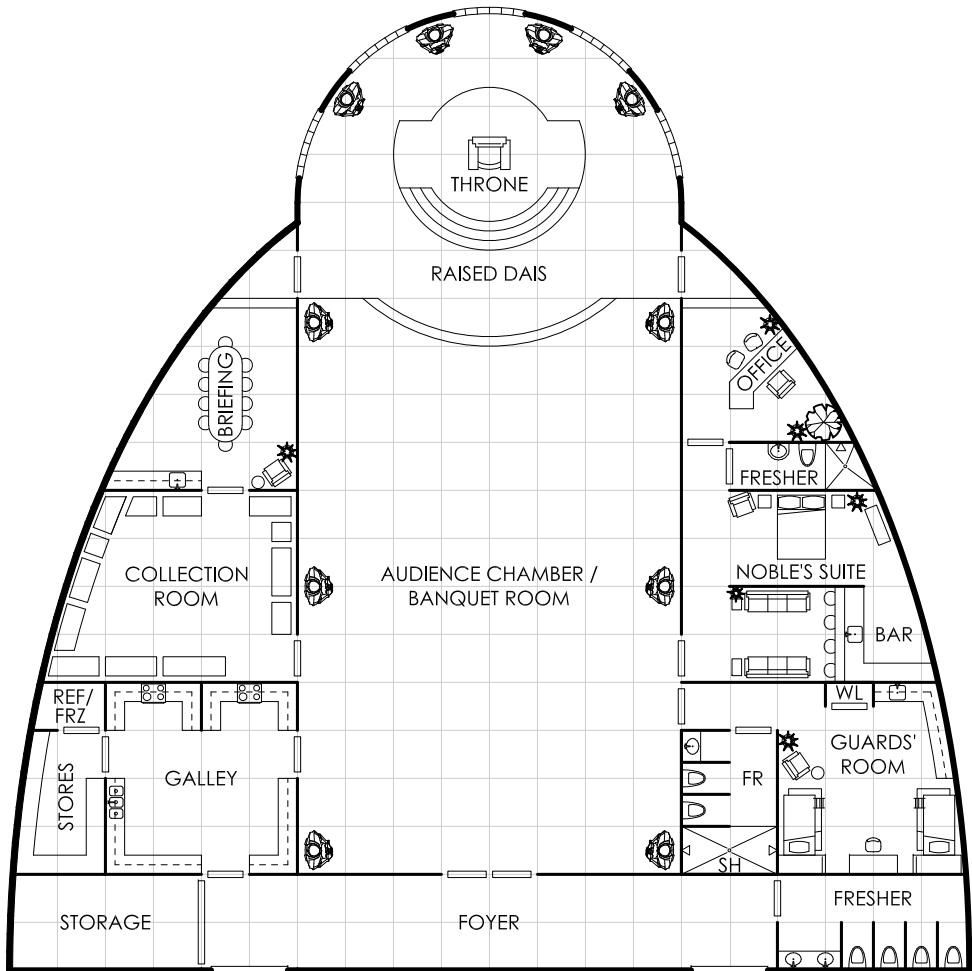


FRUIT
TREE



AGRICULTURAL
ROBOT ALCOVE

747 Throne Room

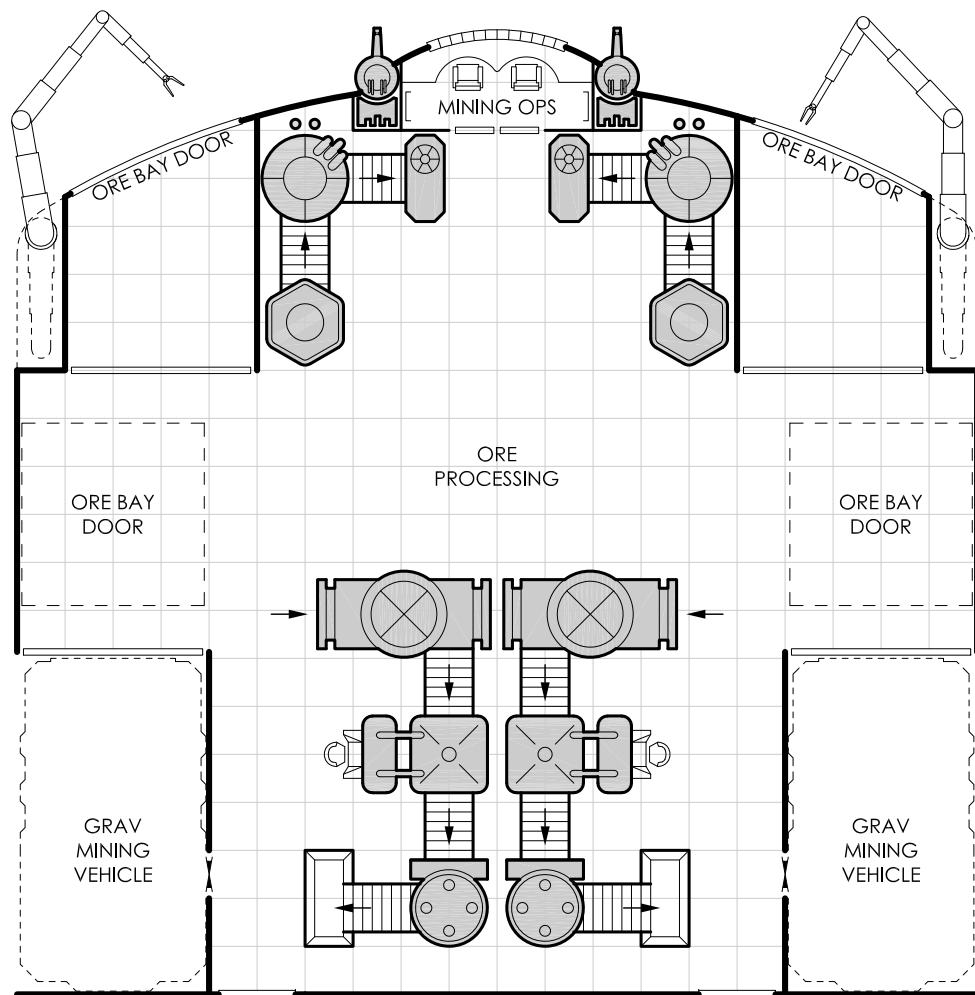


Notes:

- These spaces serve the noble's need for running of day to day operations while away from his or her primary residence.

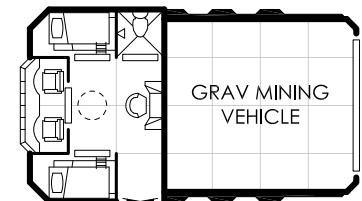
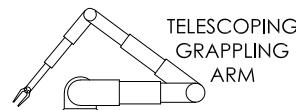
STATUE / SCULPTURE

Mining Bay 748

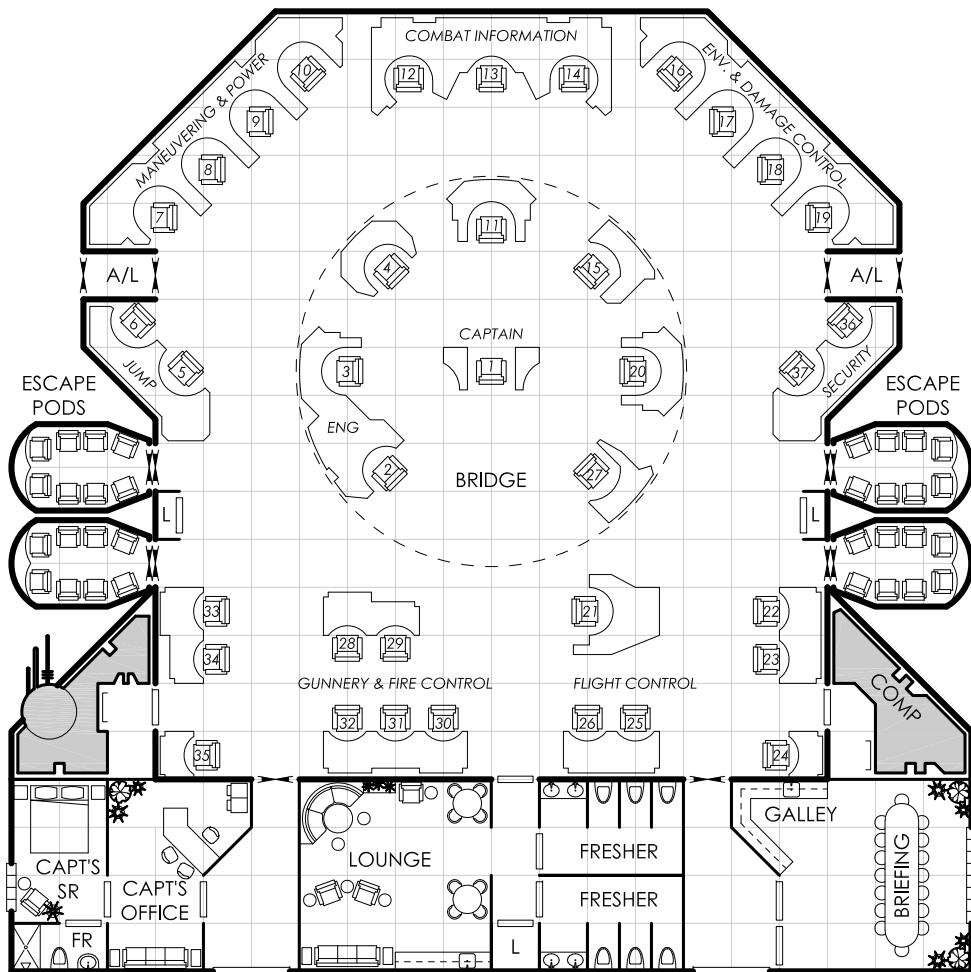


Notes:

- See FASA's High Passage #4 for more information about the grav mining vehicle.



749 Bridge



Notes:

COMMAND LOCATIONS:
1. CAPTAIN
2. SUPERNUMERARY STATION

ENGINEERING AND MANEUVERING:
3. CHIEF ENGINEERING OFFICER
4. MANEUVERING OFFICER
5. JUMP DRIVE BRIDGE REPEATERS
6. JUMP CONTROL OFFICER
7. POWER PLANT BRIDGE REPEATERS
8. MANEUVERING DRIVE BRIDGE REPEATERS
9. ASTROGATER
10. HELM

COMBAT INFORMATION CENTER:
11. EXECUTIVE OFFICER
12. ANALYSIS DESK
13. TACTICAL DISPLAY CONTROL
14. PROFILE DESK

ENVIRONMENTAL AND DAMAGE CONTROL:
15. ENVIRONMENTAL CONTROL OFFICER
16. DAMAGE CONTROL - ATMOSPHERIC
17. DAMAGE CONTROL - RADIATION
18. DAMAGE CONTROL - STRUCTURAL
19. DAMAGE CONTROL - SYSTEMIC

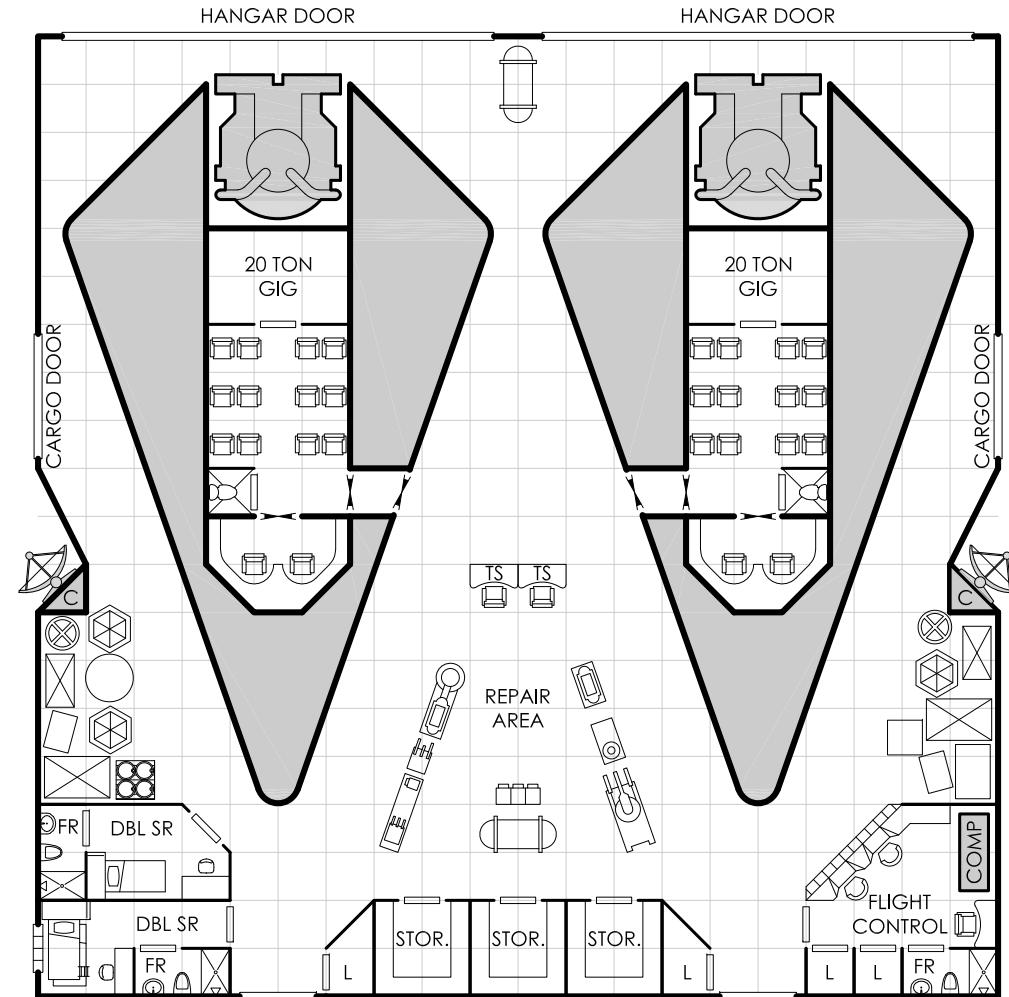
FLIGHT CONTROL:
20. FLIGHT CONTROL OFFICER
21. LAUNCH CONTROL OFFICER
22. TO 26. SQUADRON FLIGHT CONTROLLER

GUNNERY AND FIRE CONTROL
27. CHIEF GUNNERY OFFICER
28. AND 29. PRIMARY ENGAGEMENT FIRE DIRECTION OFFICER & ASSISTANT
30. SCREEN AND DAMPER OFFICER
31. CLOSE DEFENSE OFFICER
32. ANTI-MISSILE FIRE COORDINATOR
33. AND 34. SECONDARY ENGAGEMENT FIRE DIRECTION OFFICER & ASSISTANT

SENSOR OPS
35. SENSORS OFFICER

SECURITY
36. CHIEF OF SECURITY
37. SECURITY GUARD

Gig Hangar 750



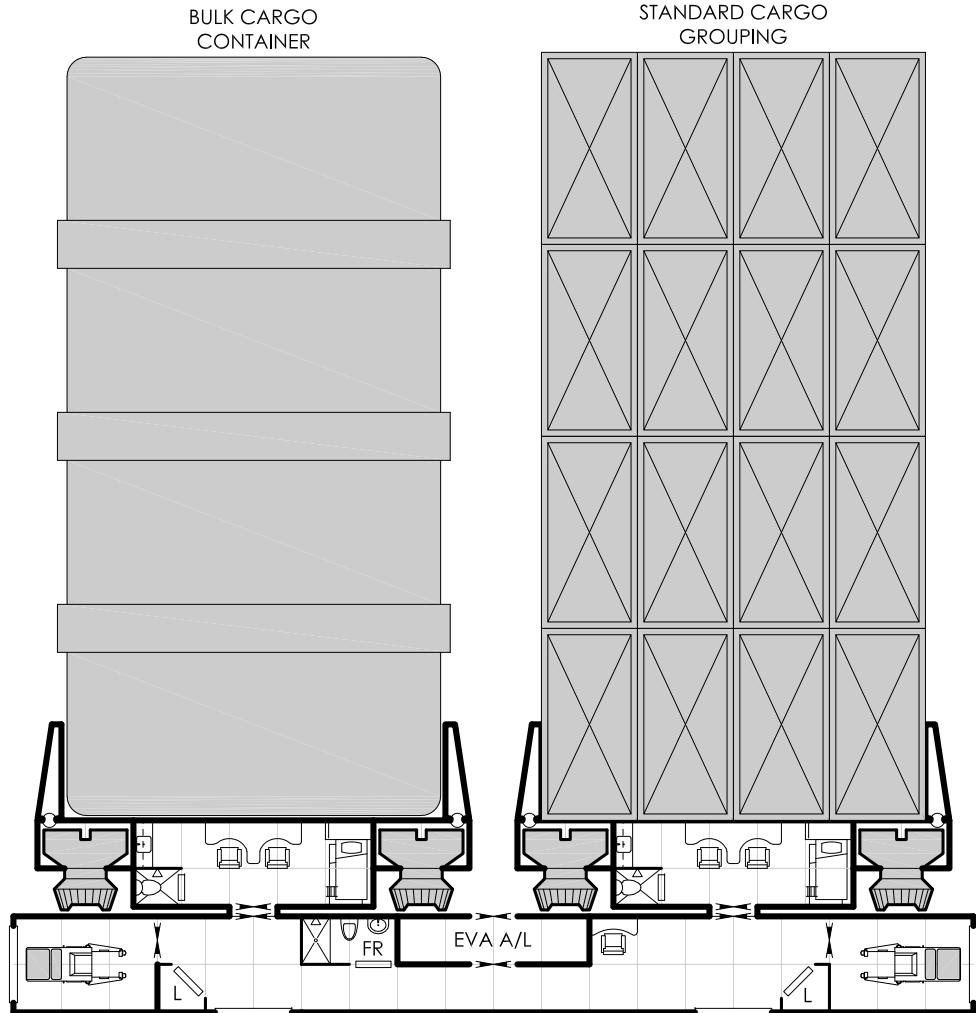
Notes:

- Gig shown is a variant of that described in GDW's Supplement 7 - Traders and Gunboats.

TS TECH STATION

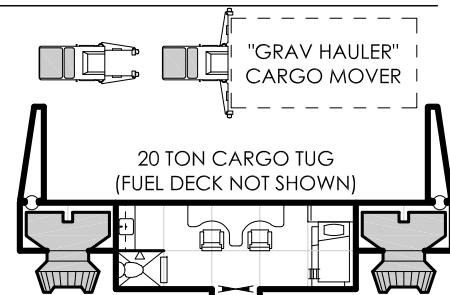
SMALL CARGO

751 Cargo Tug Dock

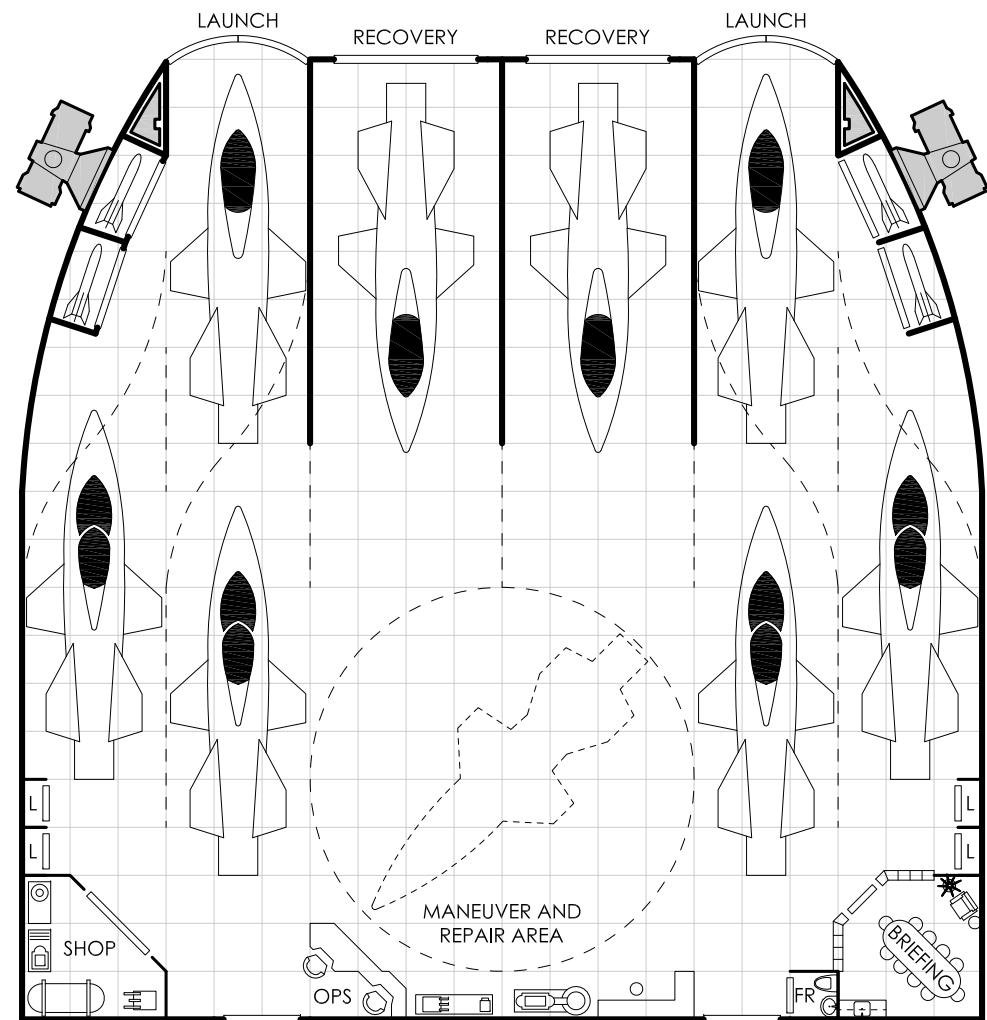


Notes:

- Typically the tug dock is used for starports and very large freighters as a LASH-style cargo handling system. Tugs are for in-system use only and consist of a small bridge, quarters for crew of 1 or 2, maneuver drive, power plant, and fuel.

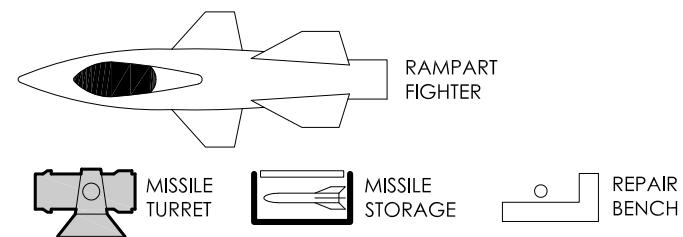


Fighter Hangar 752

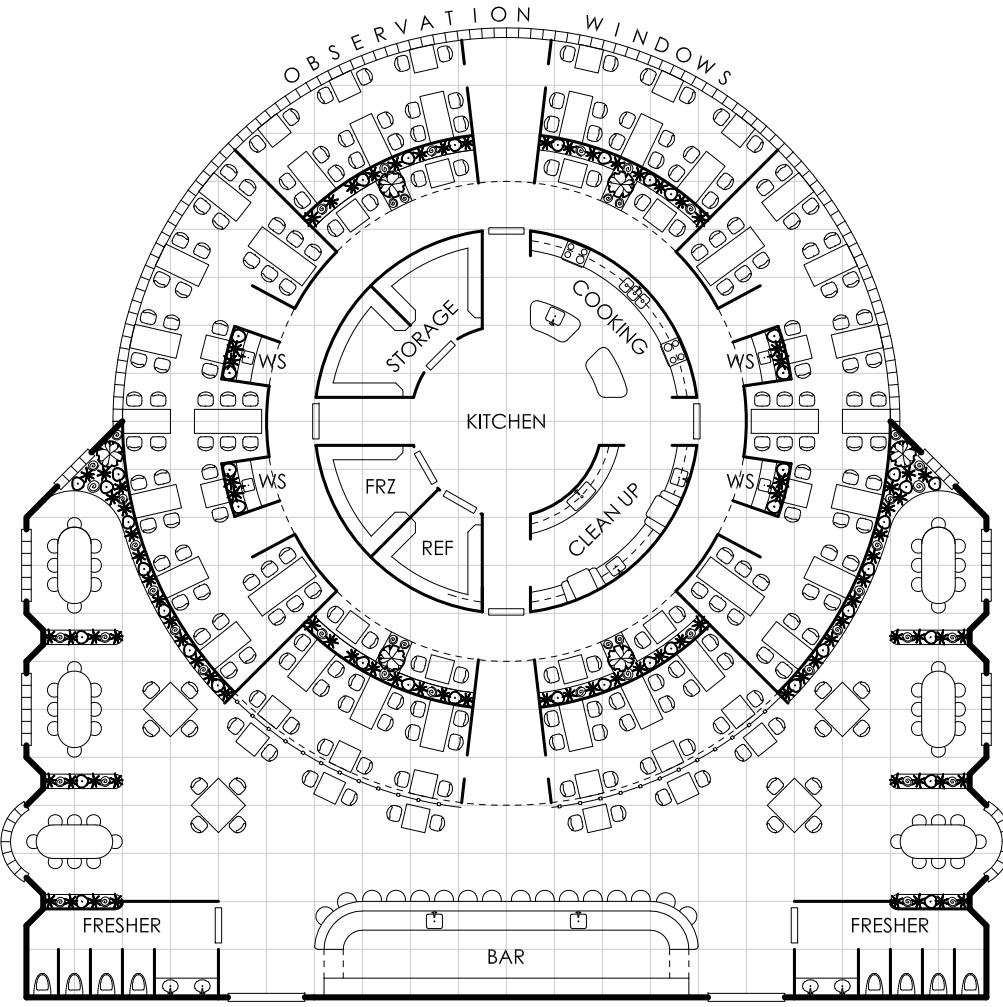


Notes:

- Rampart fighters are detailed in GDW's *Azhanti High Lightning*.



753 Luxury Restaurant



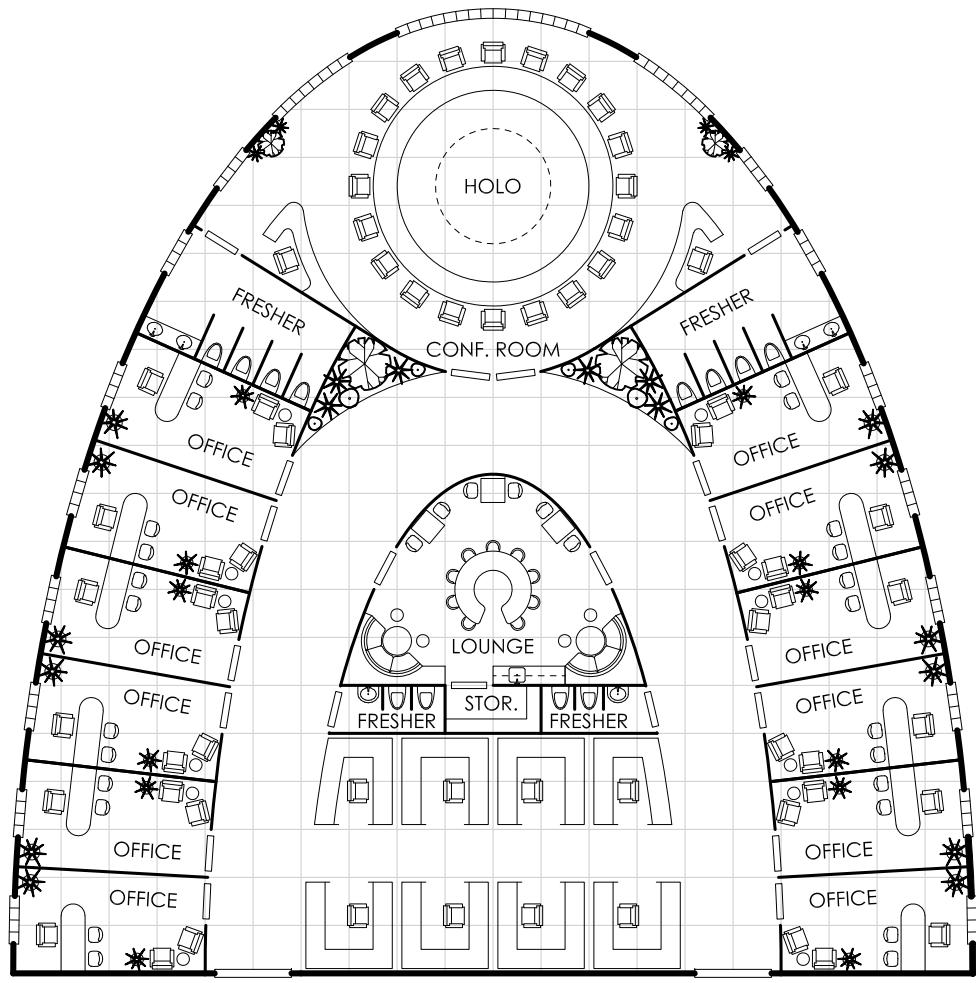
Notes:

- Primary seating area rotates around Kitchen area. Kitchen and the adjacent walkway do not rotate. Referee to determine rotation direction and speed.

 WS WAITER STATION

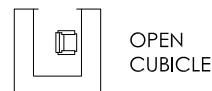
 LANDSCAPED AREA

Office Space 754



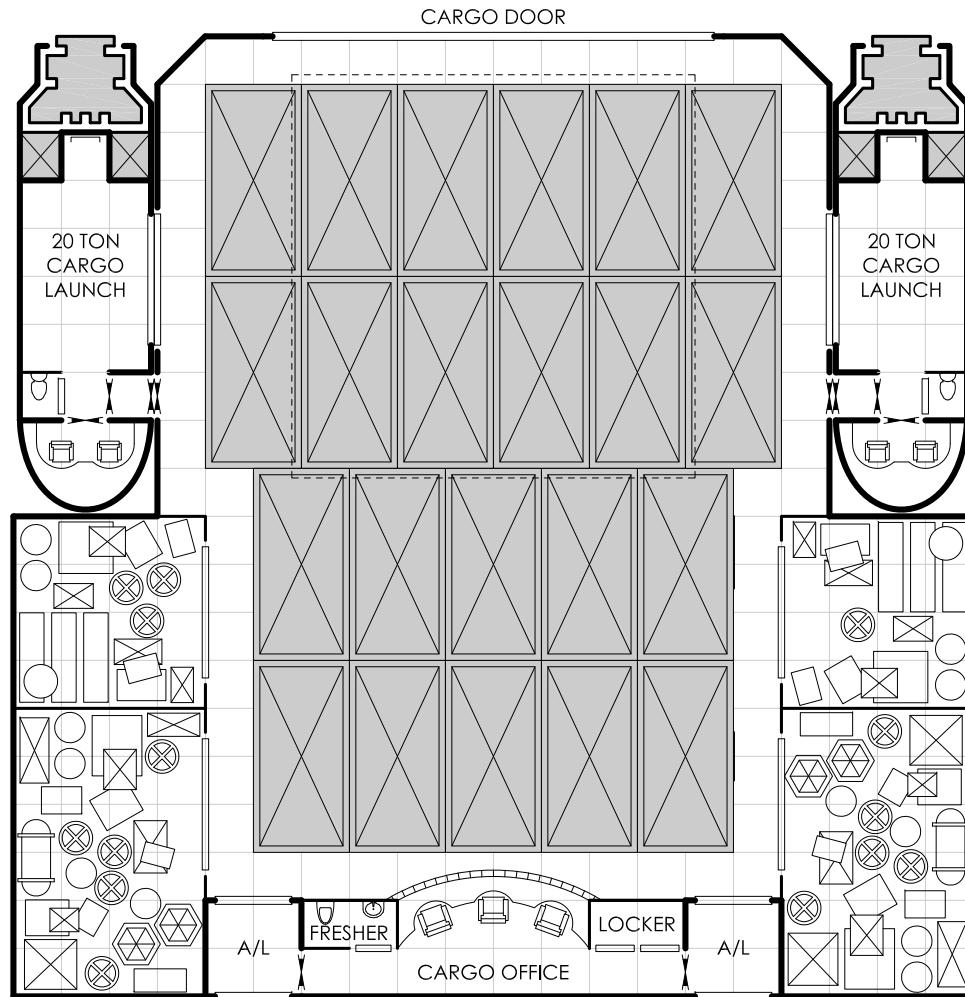
Notes:

This work is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License.



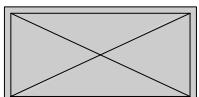
OPEN CUBICLE

755 Cargo Bay - Full



Notes:

- Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.
- Cargo elevator is activated from within the cargo office.

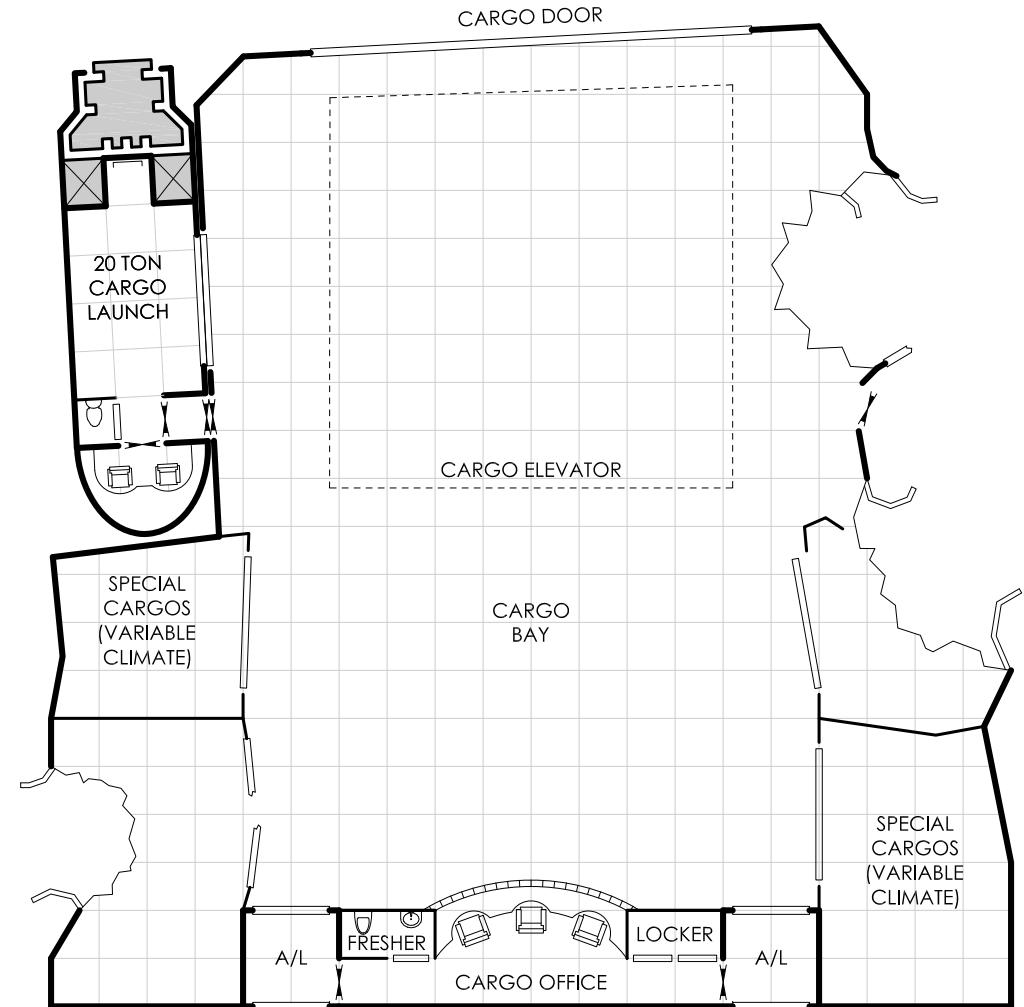


10'x20'
CARGO
CONTAINER



SMALL
CARGO

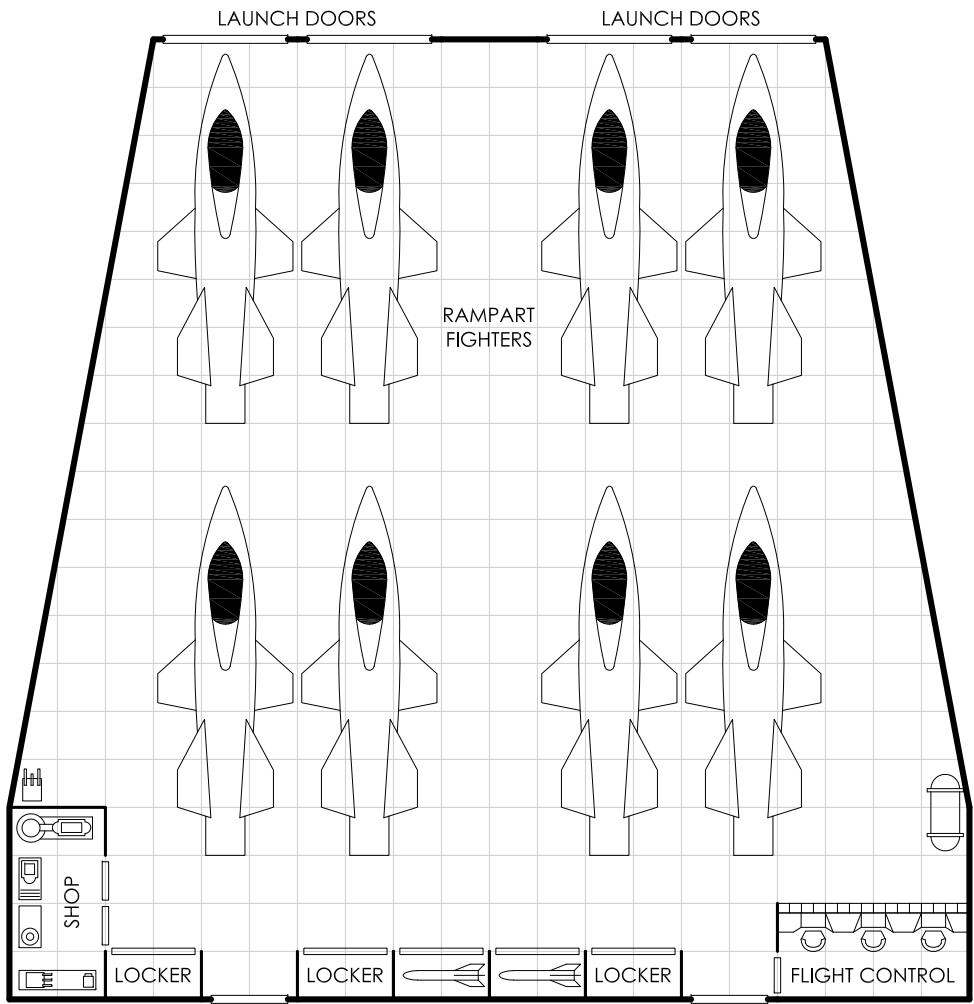
Cargo Bay Hull Breach 756



Notes:

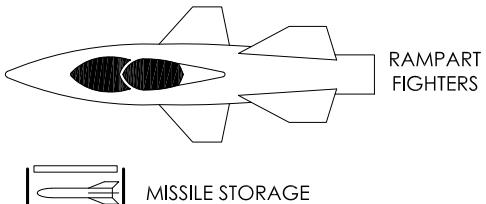
- Referee to determine cause of damage, salvageability of equipment, etc., what systems are still operational or can be repaired, and what cargo, if any, is missing.
- See geomorph 755 for undamaged version.

757 Fighter Hangar

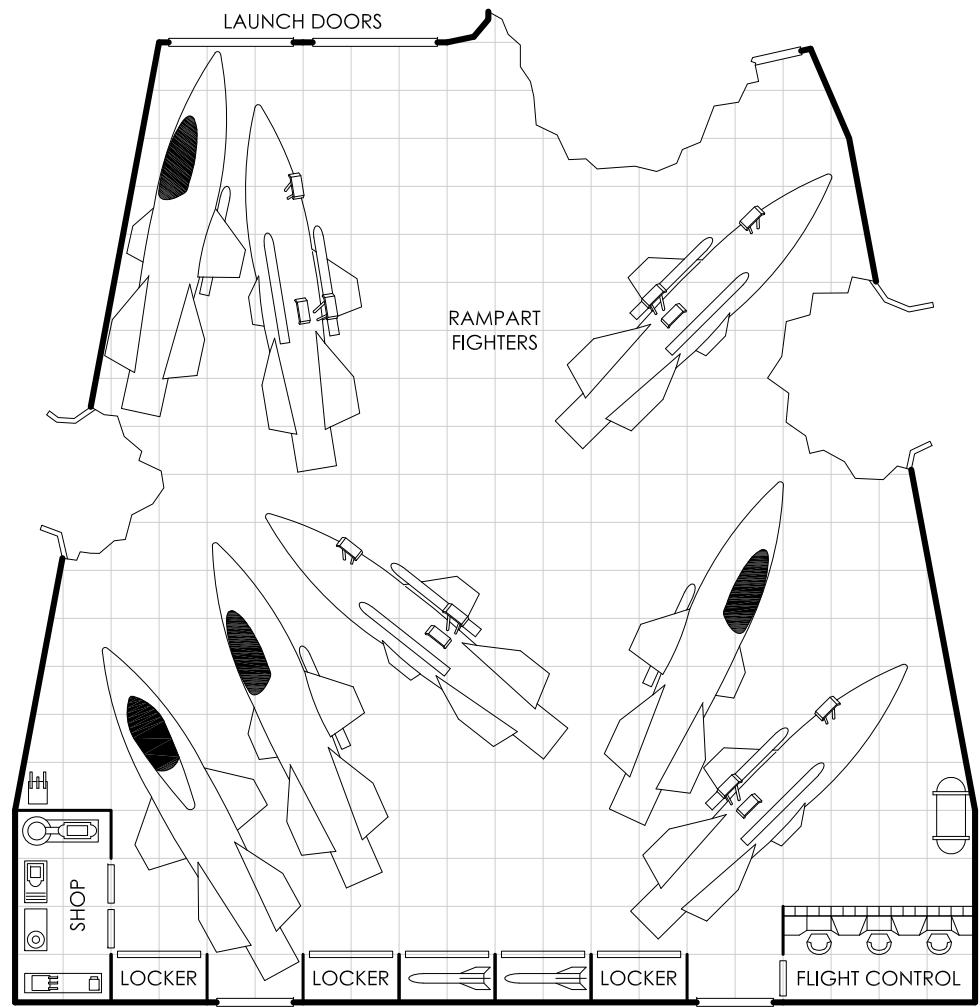


Notes:

- Rampart fighters are detailed in GDW's Azhanti High Lightning.

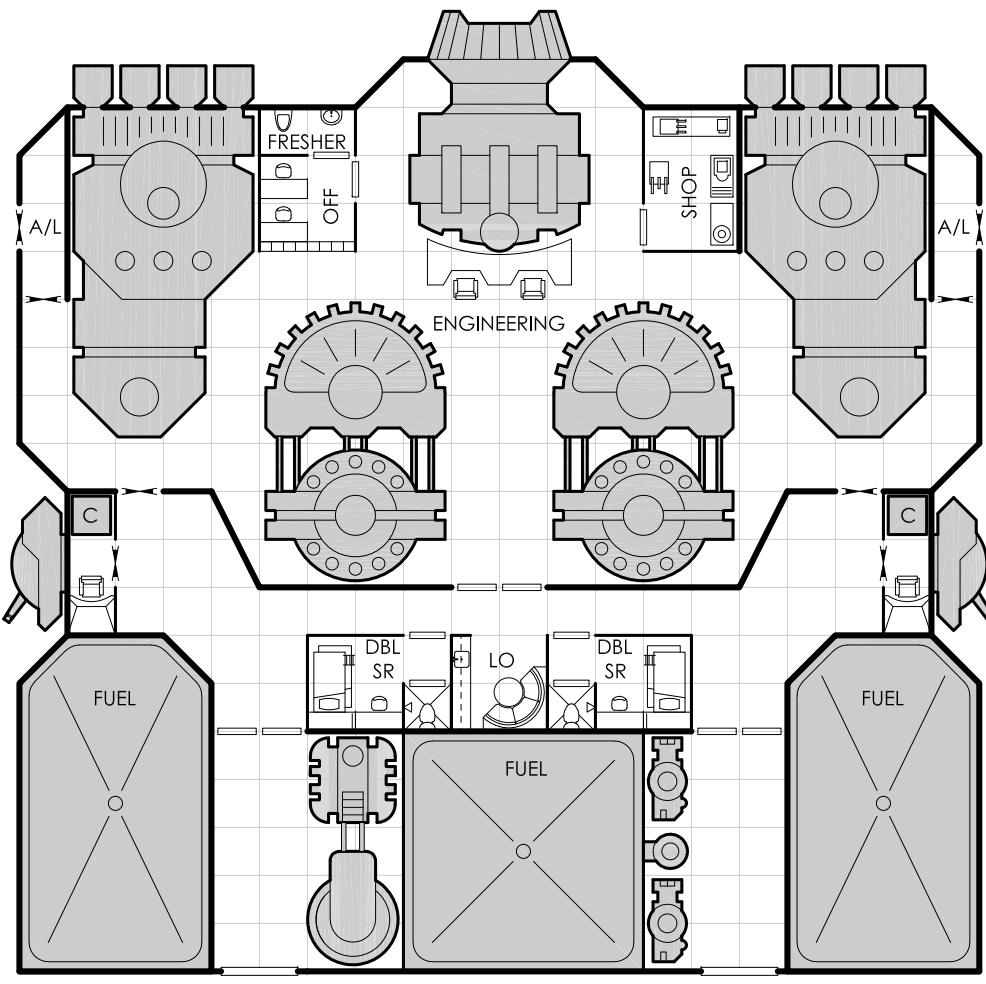


Fighter Hangar Hull Breach 758

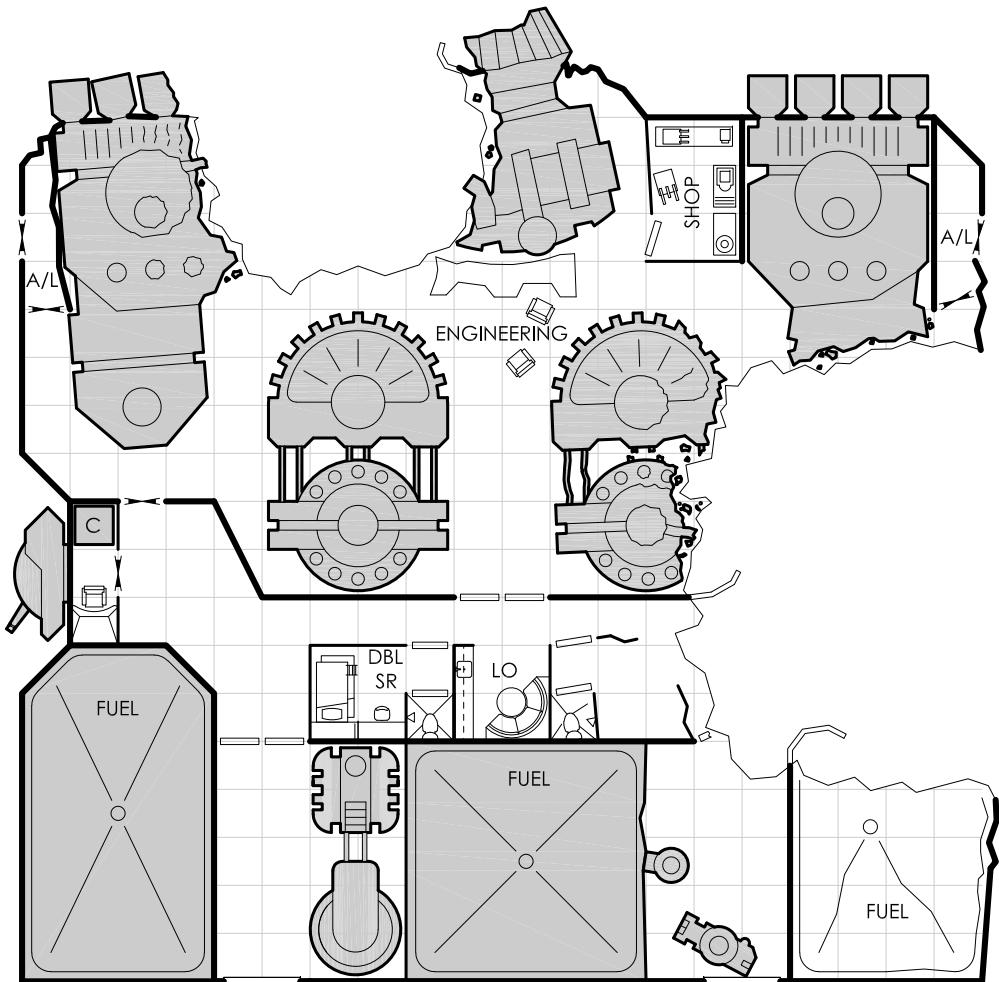
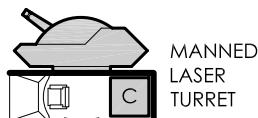


Notes:

- Referee to determine cause of damage, salvageability of fighters, , etc., and what systems are still operational or can be repaired.
- See geomorph 757 for undamaged version.



Notes:



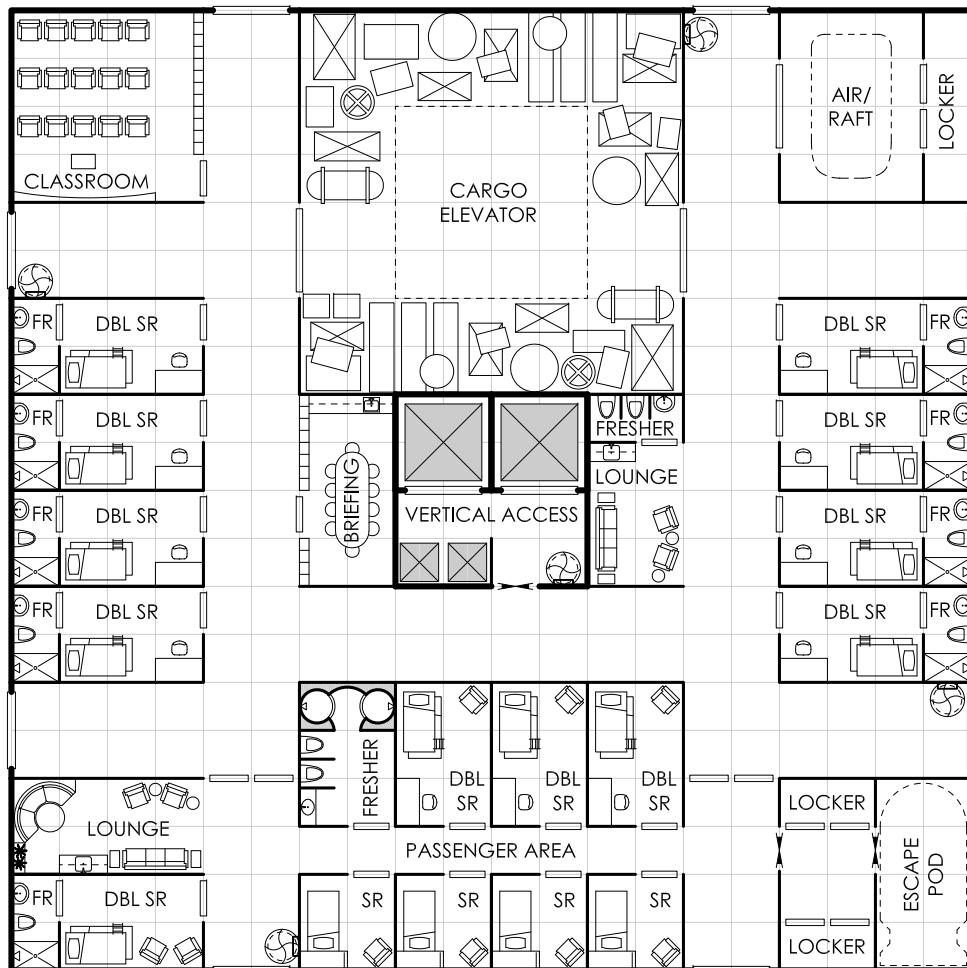
Notes:

- Referee to determine cause of damage, salvageability of drives, equipment, etc., and what systems are still operational or can be repaired.
- See geomorph 759 for undamaged version.

Section 5

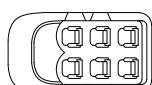
Specialty Geomorphs

VC1 Vertical Core - Multi purpose

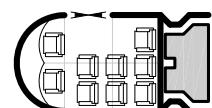


Notes:

- The core of this deck is for vertical access. These geomorphs are intended to be stacked vertically to allow for continuous vertical movement.

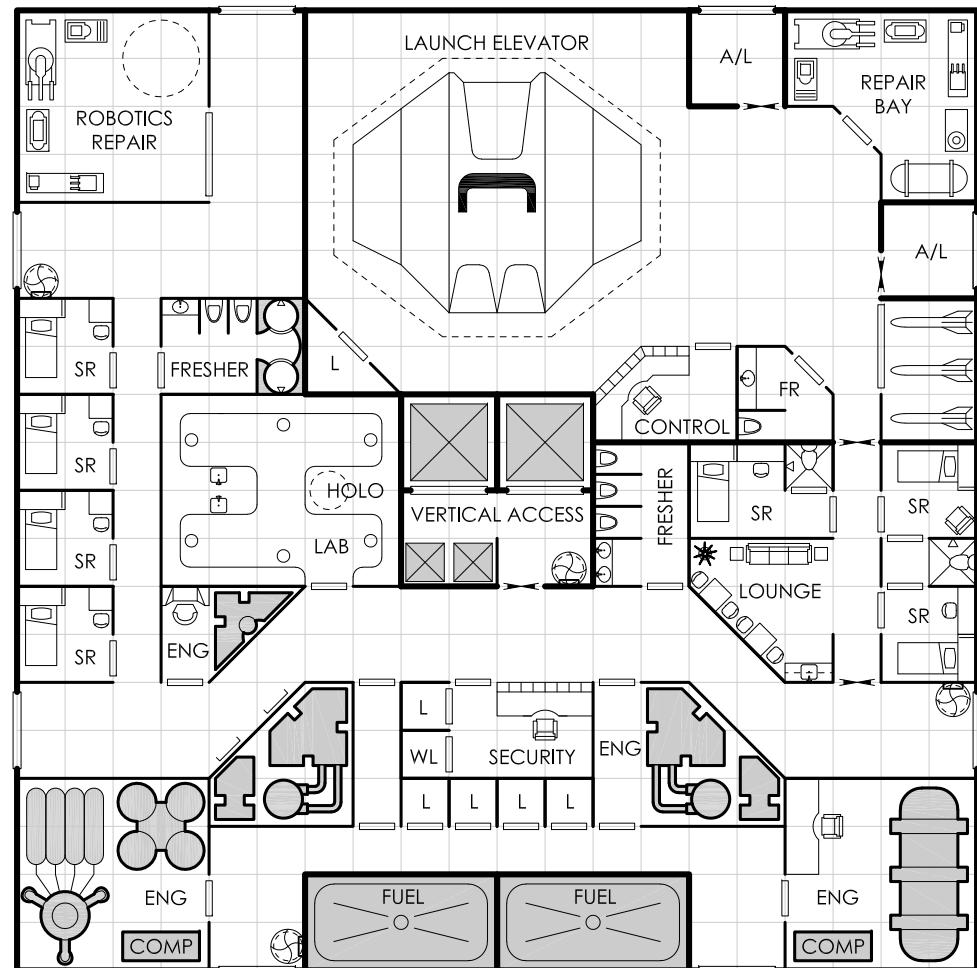


AIR/RAFT



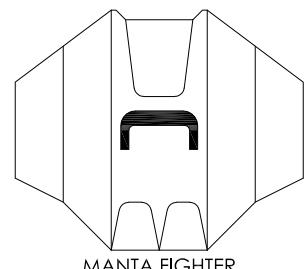
ESCAPE POD

Vertical Core - Multi purpose VC2

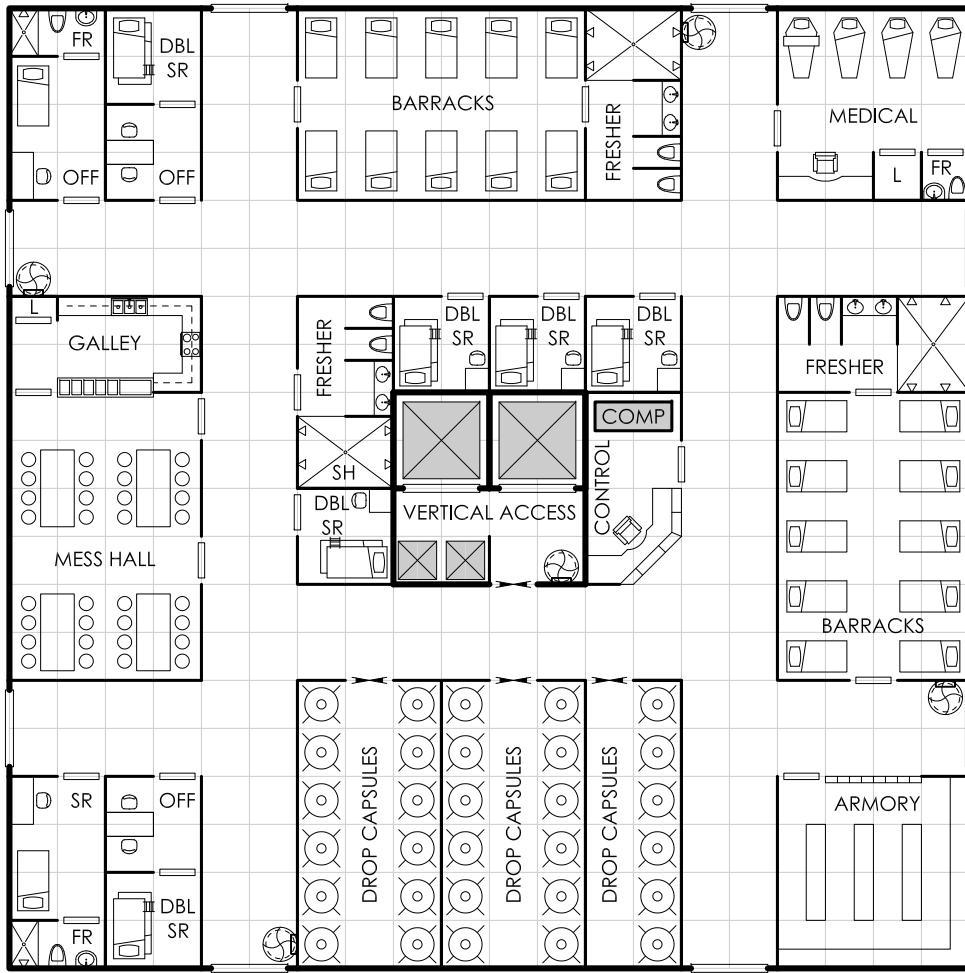


Notes:

- Double height space (20' ceiling).
- See FASA's High Passage #3 for more information on the Manta Class Escort Fighter.



VC3 Vertical Core - Troop Deck

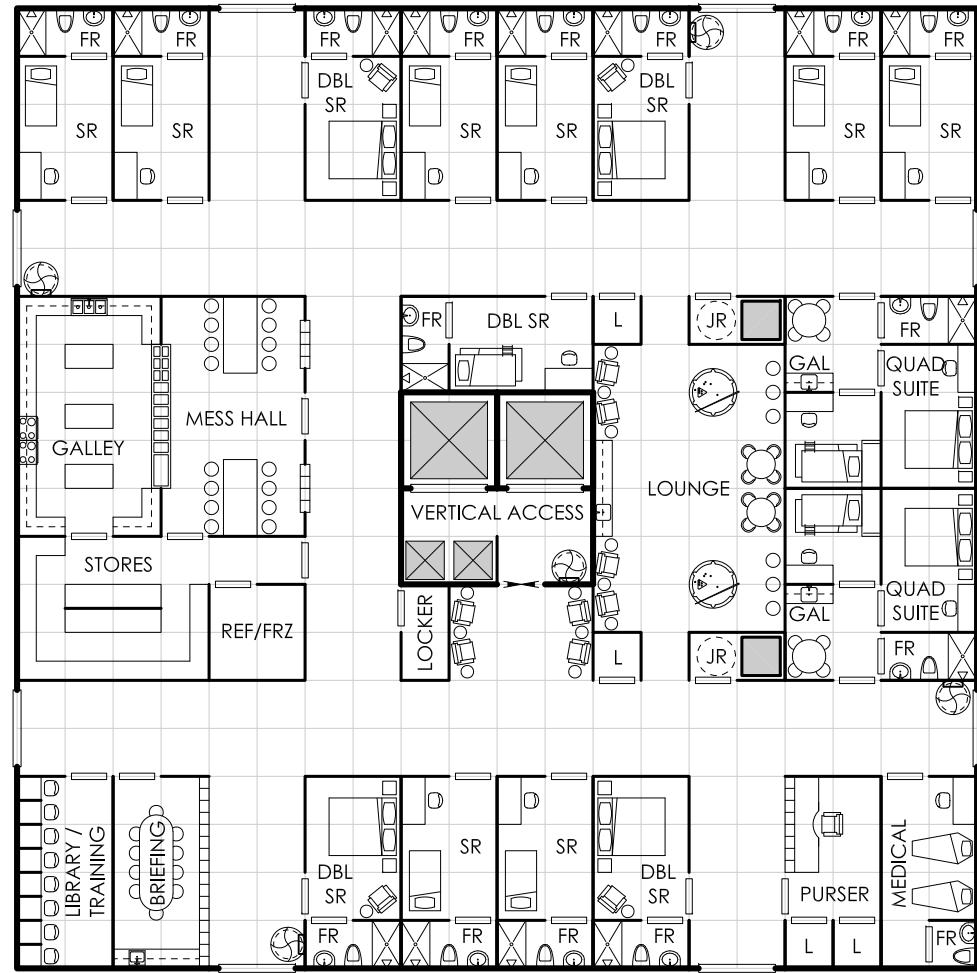


Notes:

- The core of this deck is for vertical access. These geomorphs are intended to be stacked vertically to allow for continuous vertical movement.



Vertical Core - Passenger Area VC4



Notes:

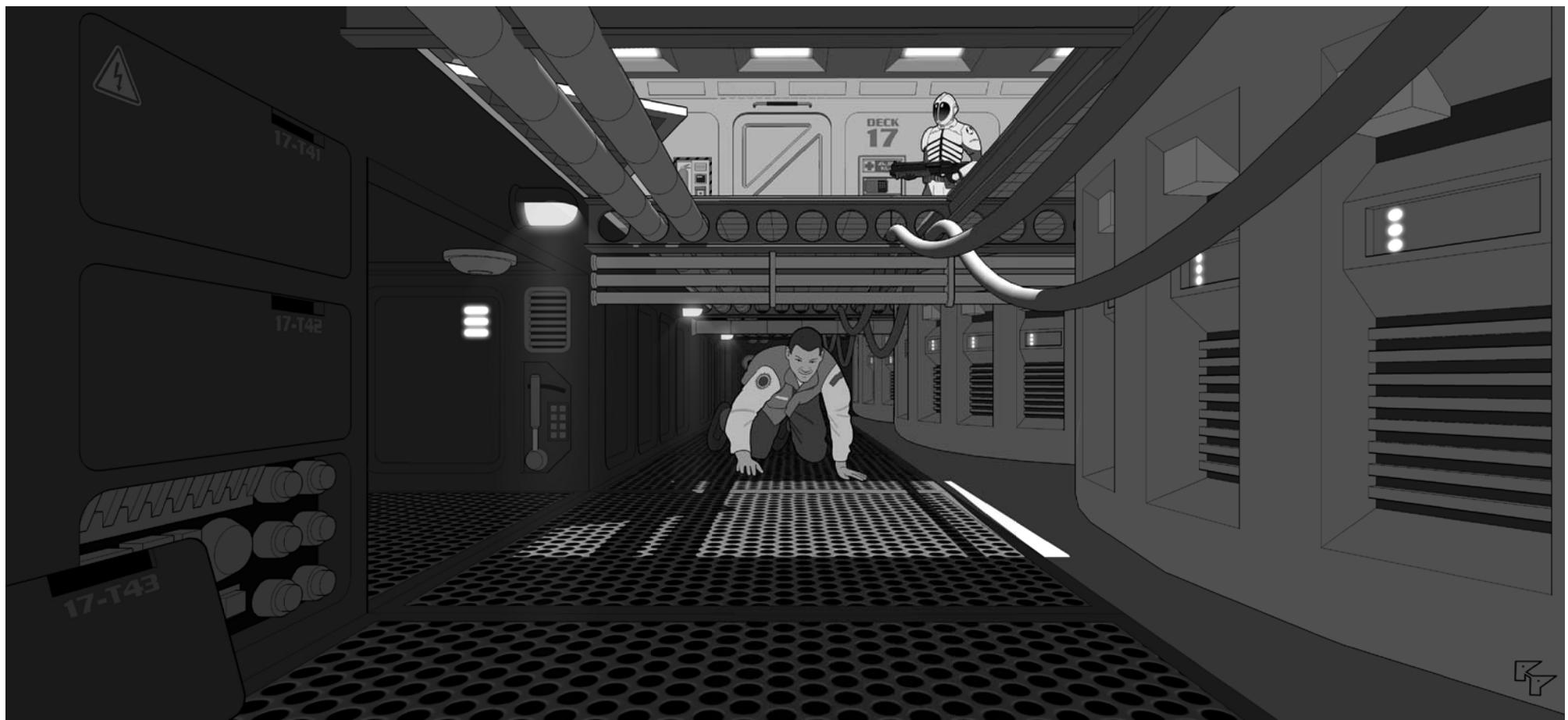
- The core of this deck is for vertical access. These geomorphs are intended to be stacked vertically to allow for continuous vertical movement.
- This deck could also be used as crew staterooms.



Interstitial Space

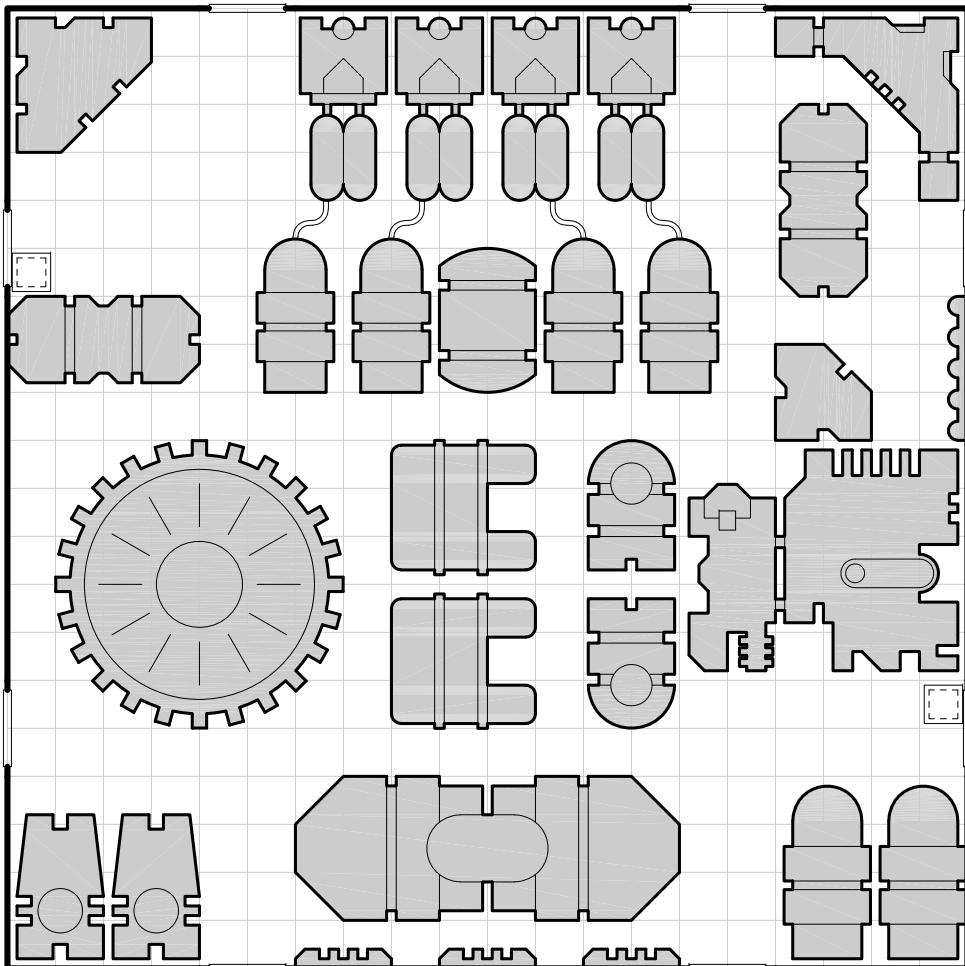
The typical Traveller multi deck starship is roughly ten feet from floor to floor, with about one foot between the floor and ceiling for structure, plumbing, electrical systems, ductwork and the like. Some ships have a much deeper space between the floor and ceiling called an interstitial space. While still consuming displacement tonnage it allows some spaces to have more open floor areas by moving equipment underneath the floor. The spaces are often hot, dirty, poorly lit (if at all), and easy to get lost in. The low headroom, pipes, and low hanging cables make it impossible to stand. This is an option that referees and deck plan designers may want to consider.

In reality, interstitial space geomorphs are provided as an excuse to let the players crawl around in the mazelike bowels of a ship or space station. If the PCs can't shoot their way out of a predicament they've created, or don't have the skills to sneak past that particularly observant guard, a quick interlude between decks might be the answer.



When the INS Dawn Procession was taken by Zhodani forces during the Fifth Frontier War, Spacehand Apprentice Torsin Polani, eluded capture by hiding in the spaces between decks for over three weeks, until he was able to get a message to the Imperial Naval Command.

IS1 *Interstitial Space*



Notes:

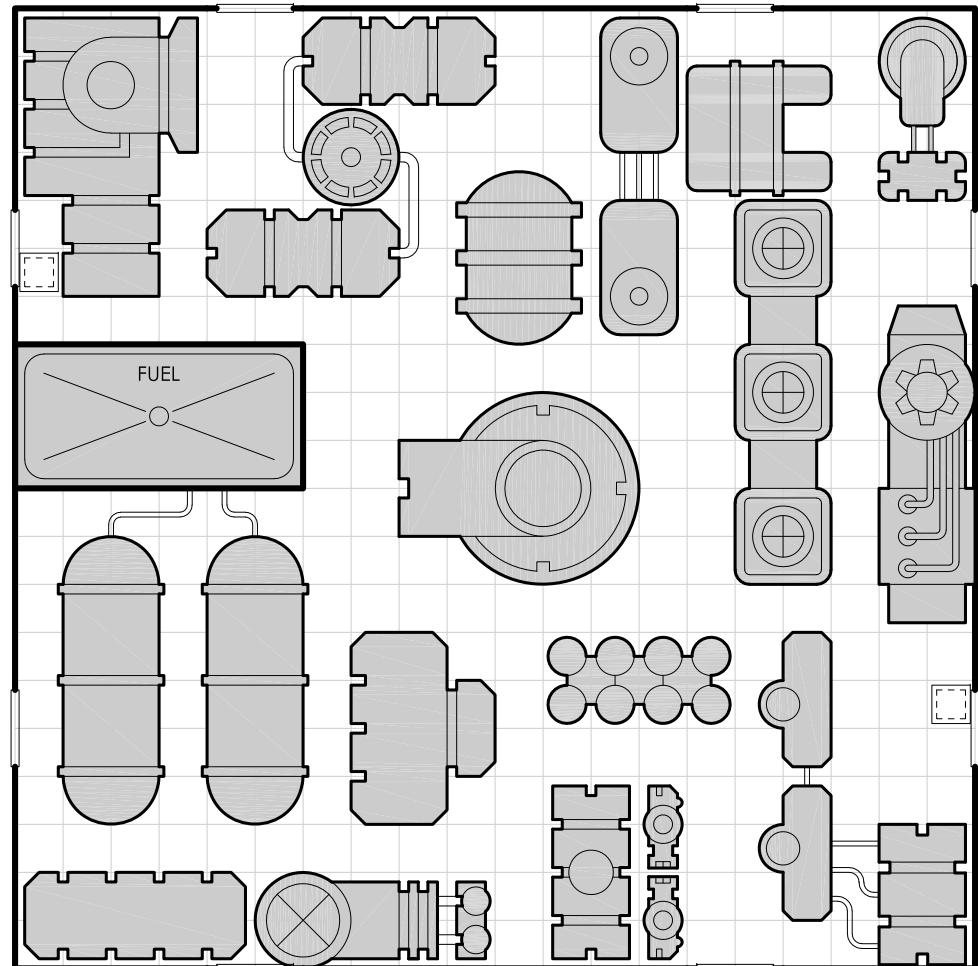
- Add ceiling and floor access points as required to match geomorphs above and below.

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

Interstitial Space IS2



Notes:

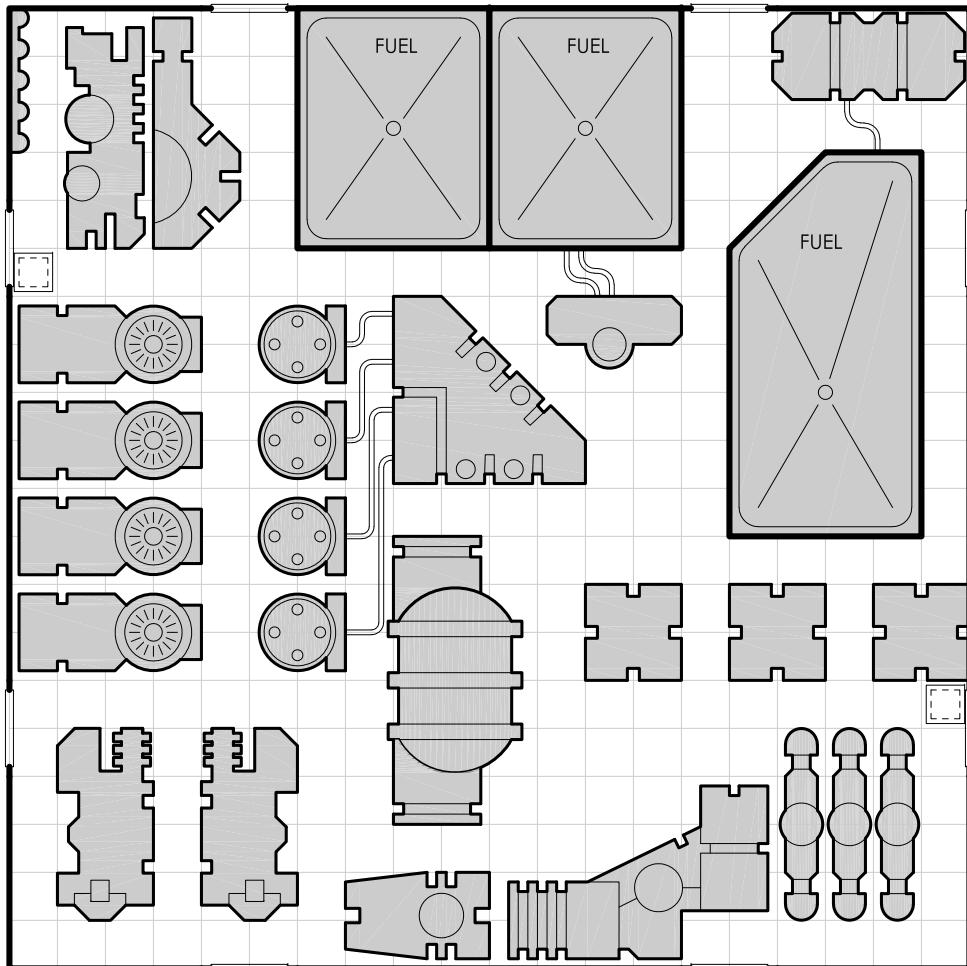
- Add ceiling and floor access points as required to match geomorphs above and below.

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

IS3 Interstitial Space



Notes:

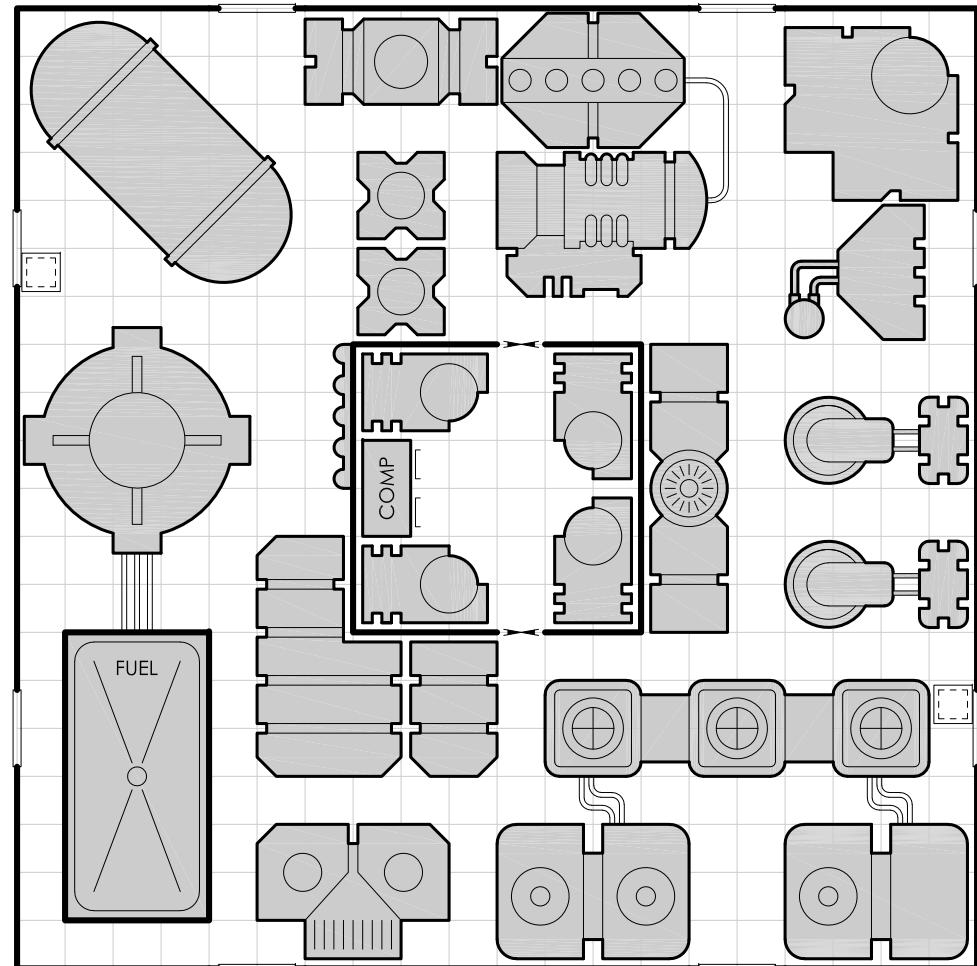
- Add ceiling and floor access points as required to match geomorphs above and below.

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

Interstitial Space IS4



Notes:

- Add ceiling and floor access points as required to match geomorphs above and below.

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

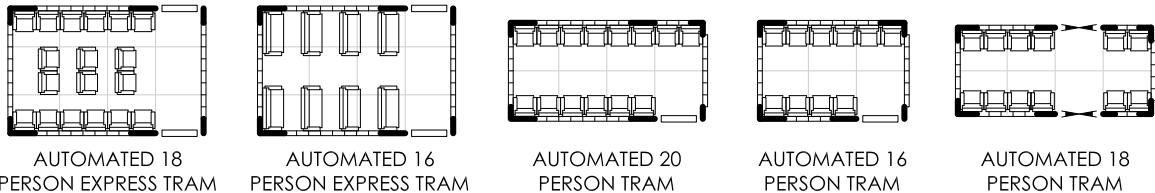
Trams and Trains

Moving around in huge ships

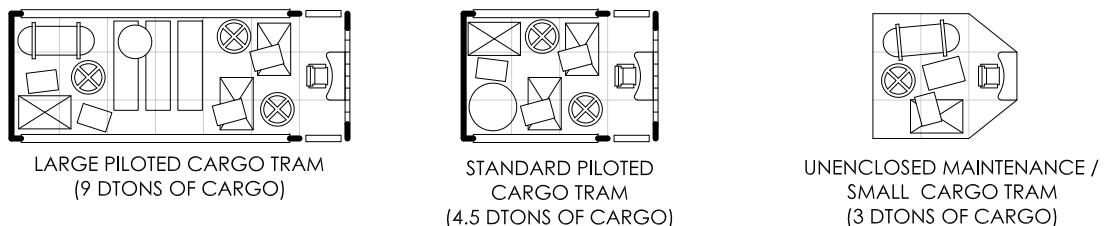
Some ships (or facilities) are so large that it is not realistic for personnel to walk from end to end. Cargo and equipment needs to be transferred from place to place. Trams and trains allow the expeditious transfer of personnel and equipment throughout a large ship. They are usually mag-lev or gravitic.

Trams

Personnel trams are relatively small, pilotless vehicles able to move small groups of people and run fairly frequently. They are usually single cars, but may have multiple linked cars for larger ships.

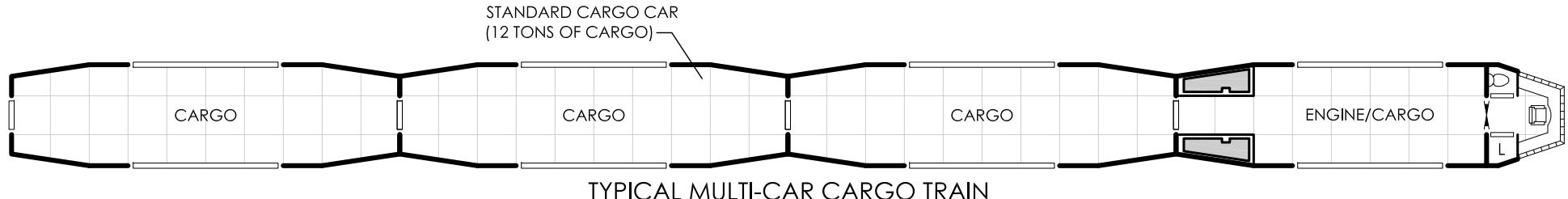
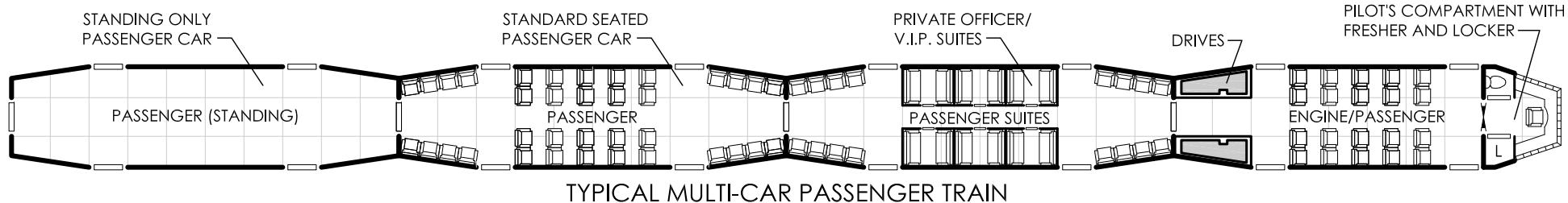


Cargo trams are also relatively small in size, but are usually piloted. They tend not to have regular schedules, but are only used when needed.

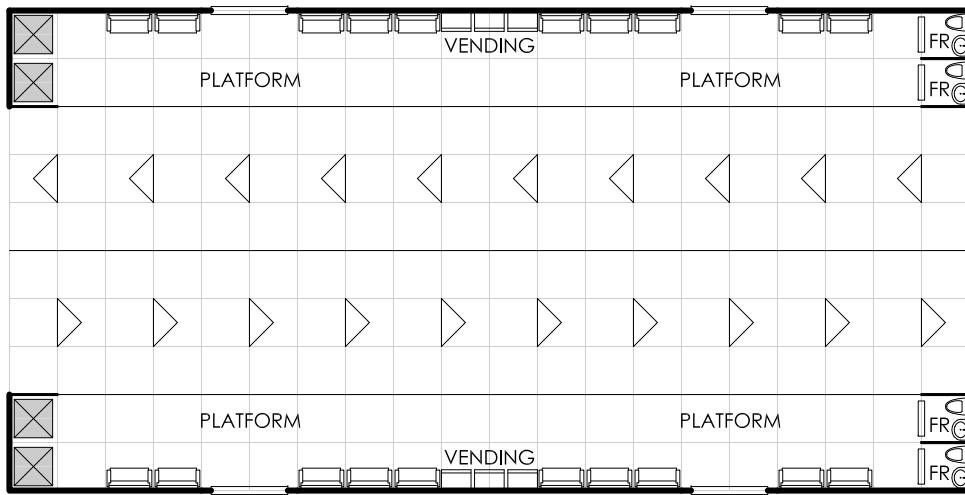


Trains

Trains are generally used only on the largest starships and space stations and run scheduled express trips connecting major hubs.



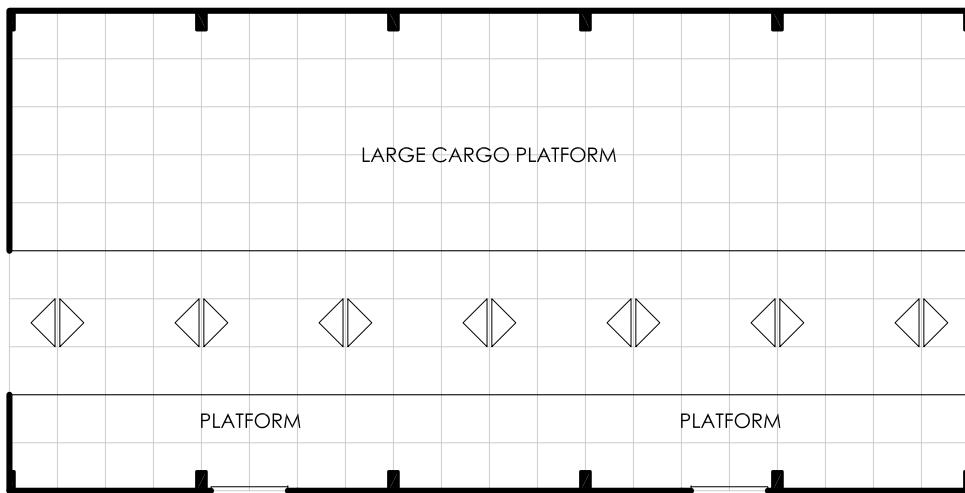
TR1 Tram Station - Empty



Notes:

- Trams typically stay in their assigned lane, but some trams can switch lanes to pass slower moving or stopped trams.
- Some areas allow vertical tram movement (single cars only).

TR3 Tram Station - Cargo Platform

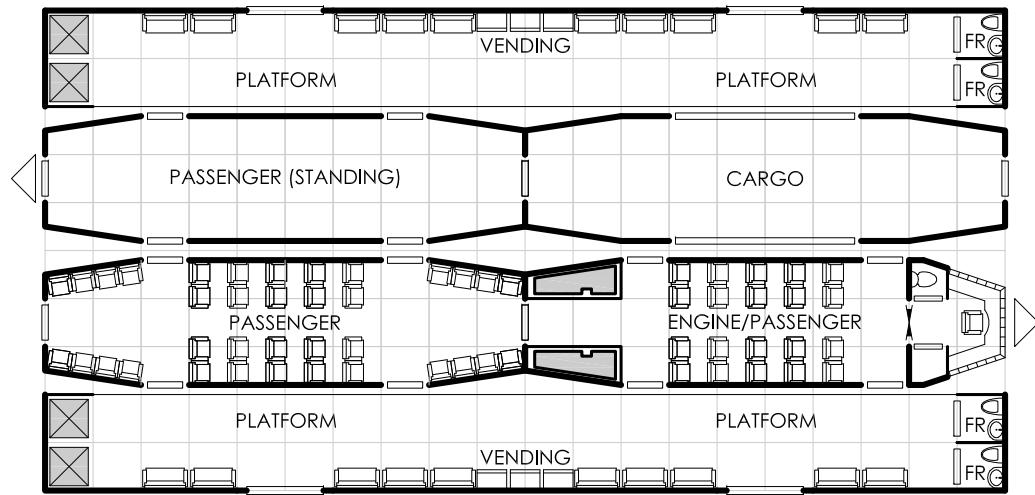


Notes:

◀ INDICATES TYPICAL, SINGLE DIRECTION OF TRAM TRAVEL

◆ INDICATES BI-DIRECTIONAL TRAM TRAVEL

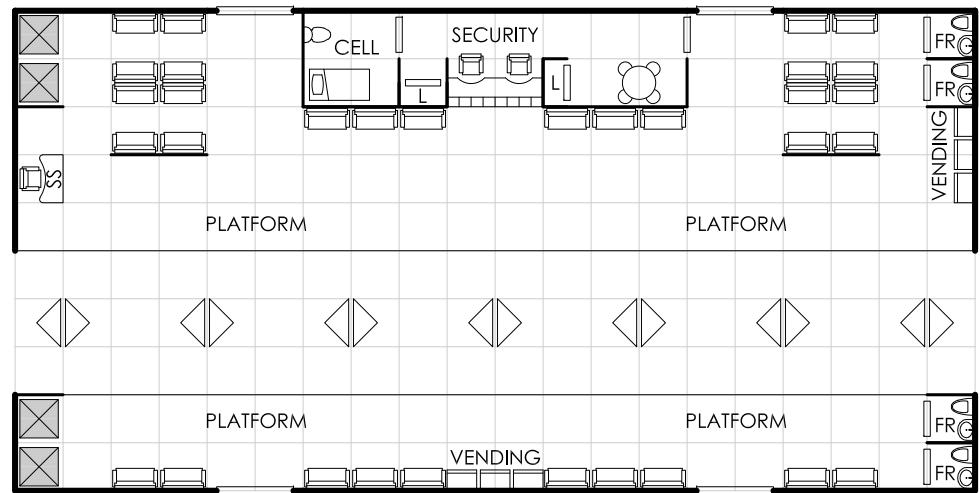
Tram Station - Full TR2



Notes:

- Typical passenger, engine, and cargo trains shown. There are also VIP cars, restaurant cars, cars with private suites, luxury cars, high security cars, etc.

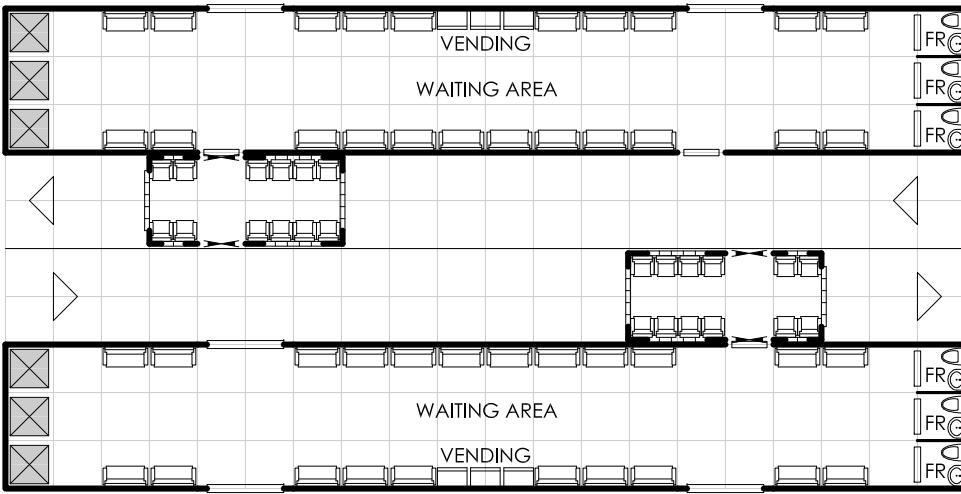
Tram Station - Secured TR4



Notes:

- Security access point for restricted areas. Includes holding cell.
- Single, bi-directional tram lane.

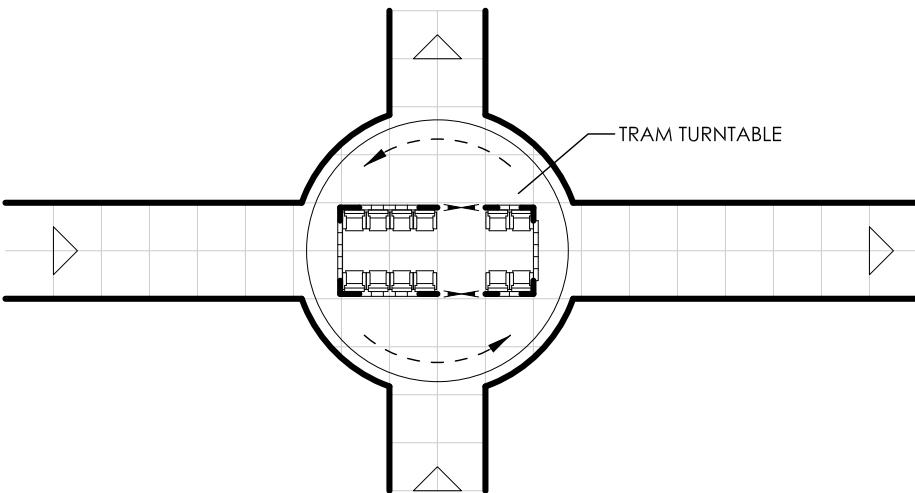
TR5 Tram Station



Notes:

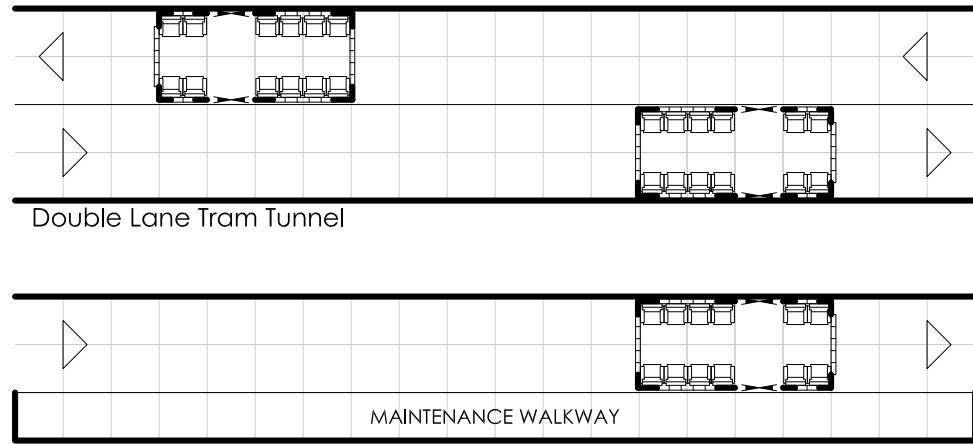
- Trams typically stay in their assigned lane, but some trams can switch lanes to pass slower moving or stopped trams.
- Some areas allow vertical tram movement (single cars only).

TR7 Tram Tunnel Junction



Notes:

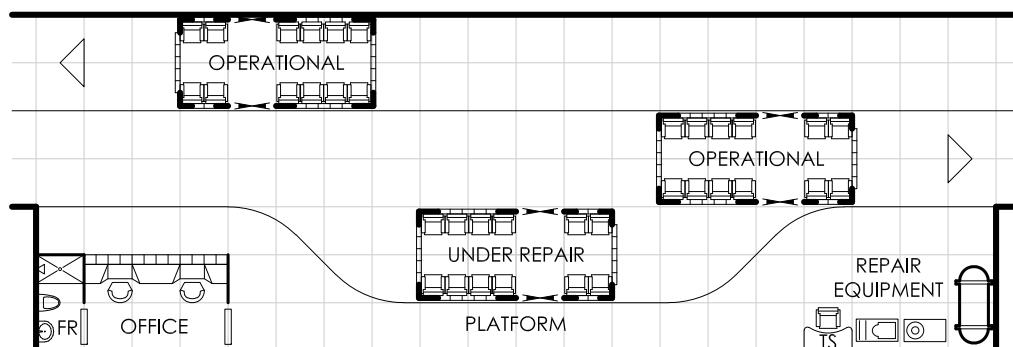
Tram Tunnels - Basic TR6



Notes:

- Trams typically stay in their assigned lane, but some trams can switch lanes to pass slower moving or stopped trams. Some areas allow vertical tram movement (single cars only).

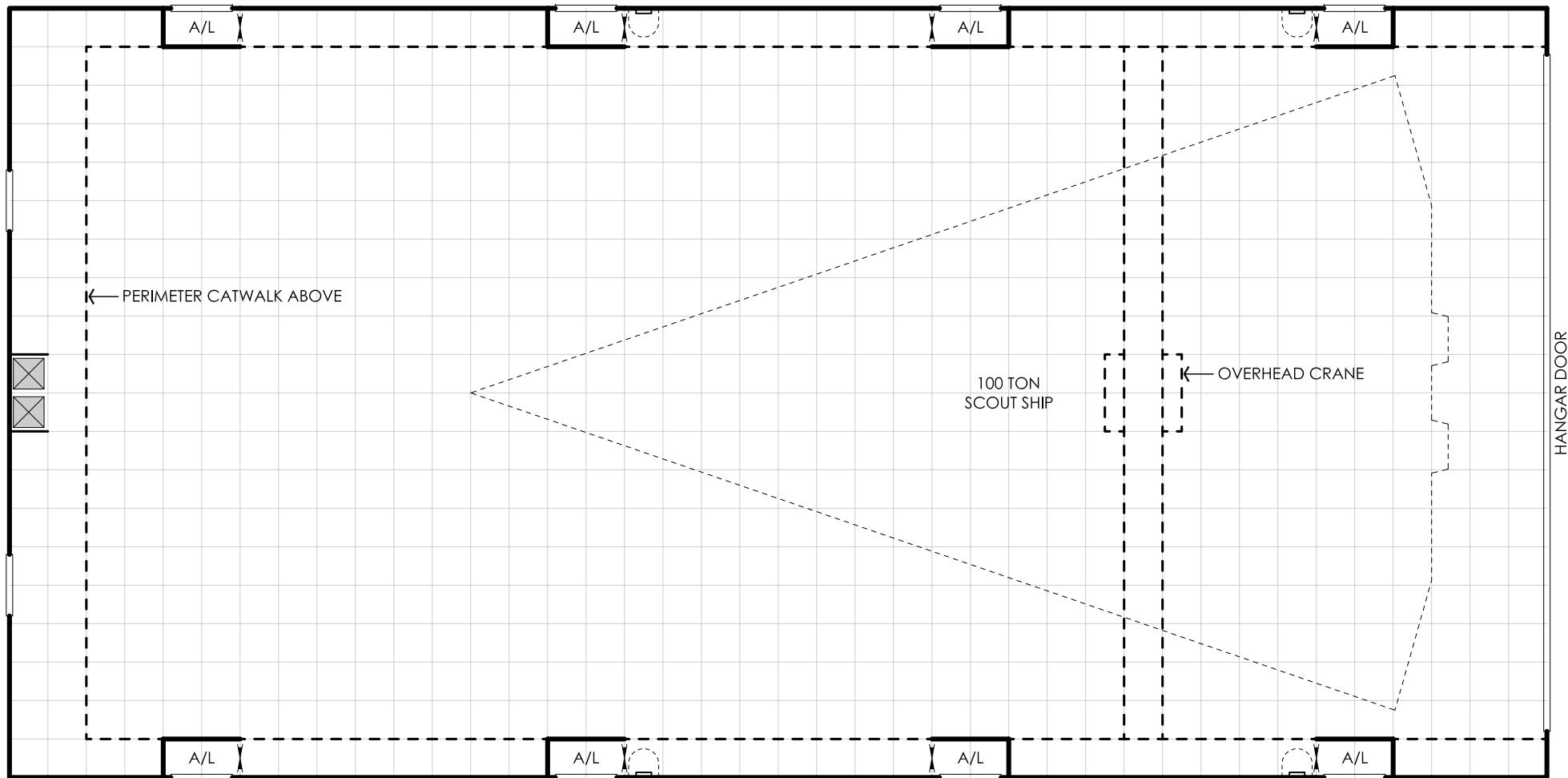
Tram Repair Area TR8



Notes:

- Area primarily for tram repair. Also used for emergency pullovers.
- No access except by tram.

M-1 Megamorph - Starship Hangar / Repair Bay - End Access



Notes:

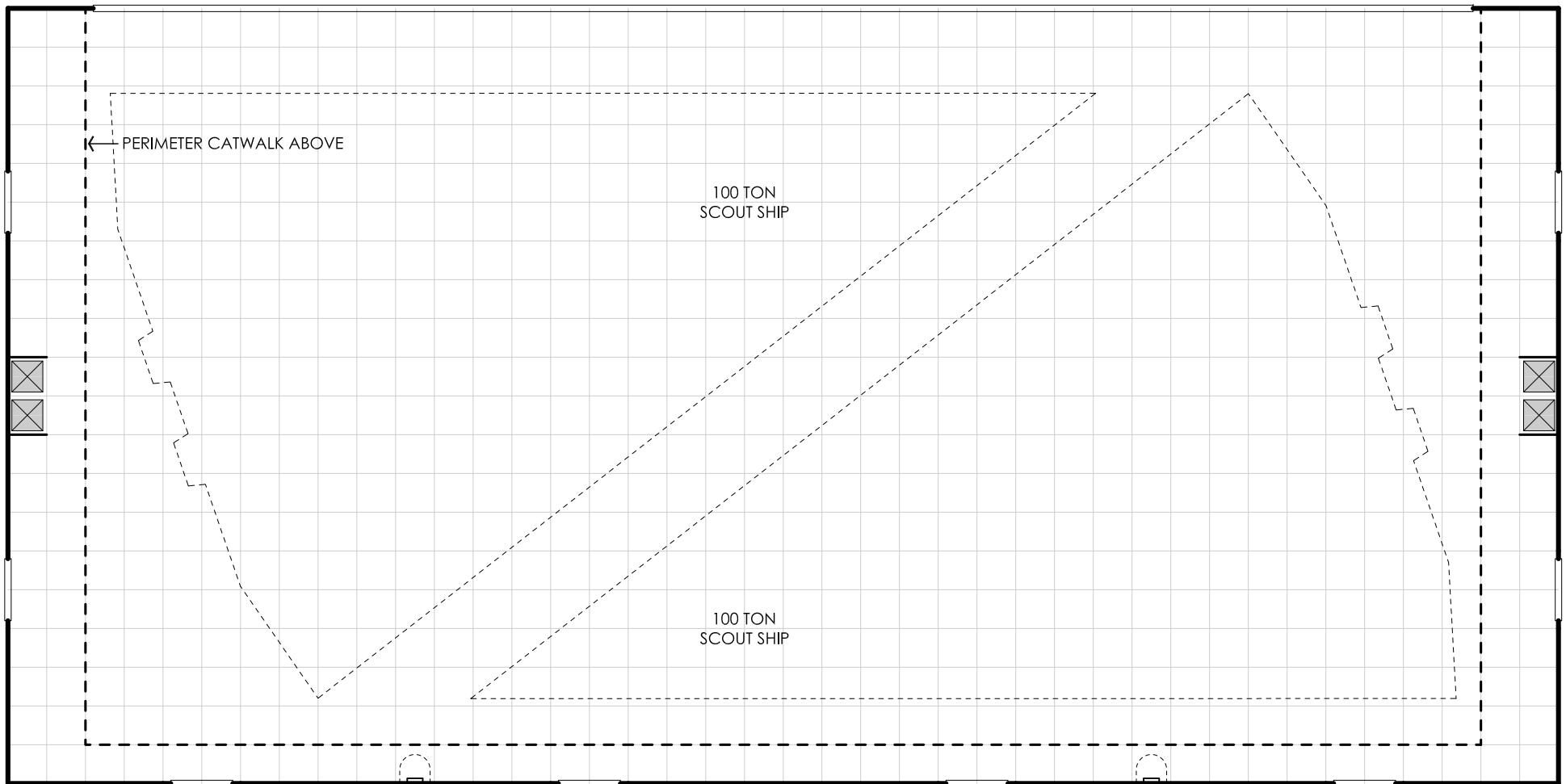
- 100 dton Suleiman Class Scout Ship shown for scale.
- Height as required to accommodate the starship (50' for Scout Ship shown).
- Perimeter catwalk with railing at each level.
- Repair bays will typically have an overhead crane or antigrav support vehicles capable of carrying heavy loads.



PERSONNEL LIFT

M-2 Megamorph - Starship Hangar / Repair Bay - Side Access

HANGAR DOOR



Notes:

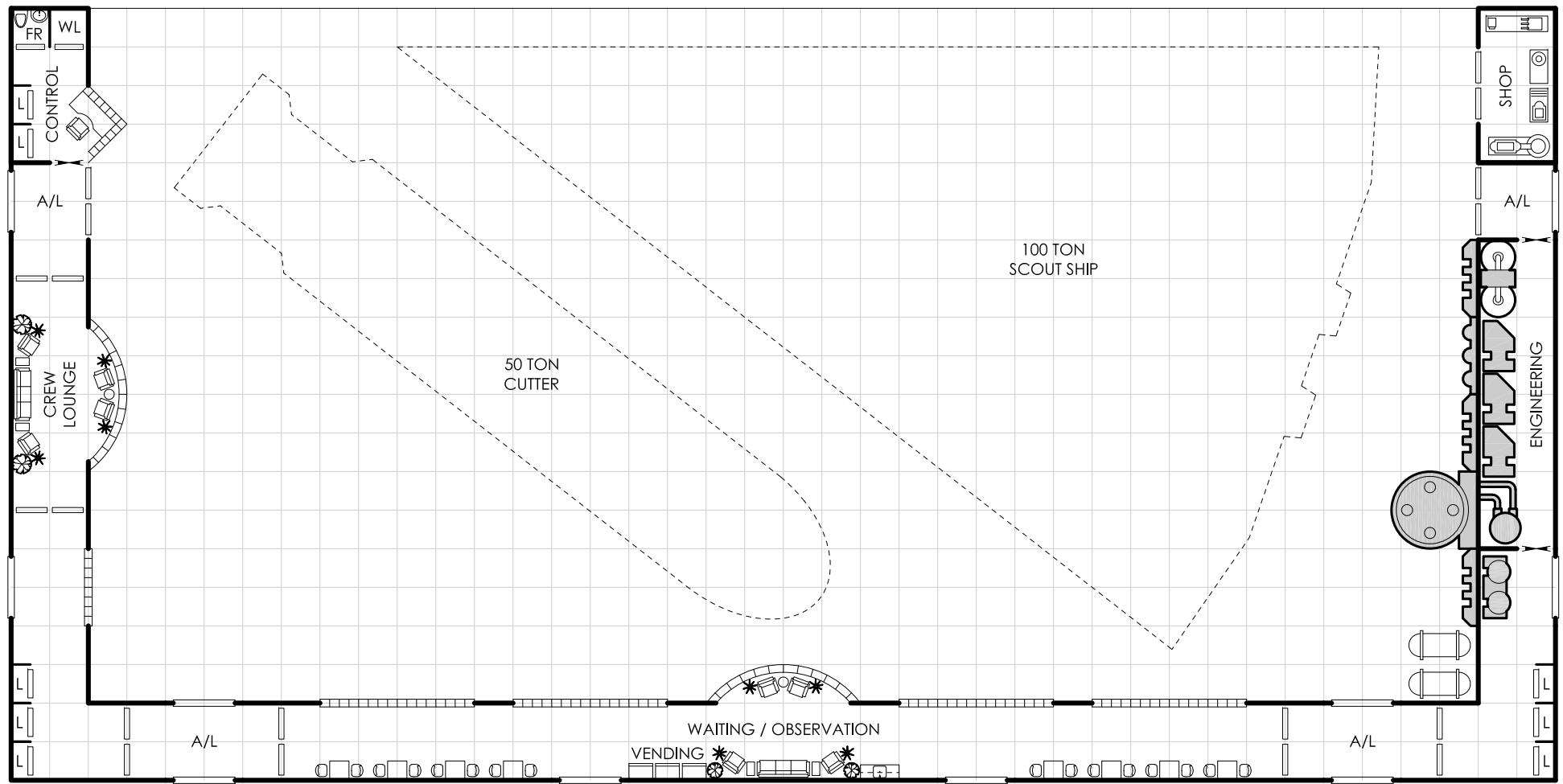
- Two 100 dton Suleiman Class Scout Ship shown for scale.
- Height as required to accommodate the starship (50' for Scout Ship shown).
- Perimeter catwalk with railing at each level.
- Repair bays will typically have an overhead crane or antigrav support vehicles capable of carrying heavy loads.



PERSONNEL LIFT

M-3 Megamorph - Open Landing Platform

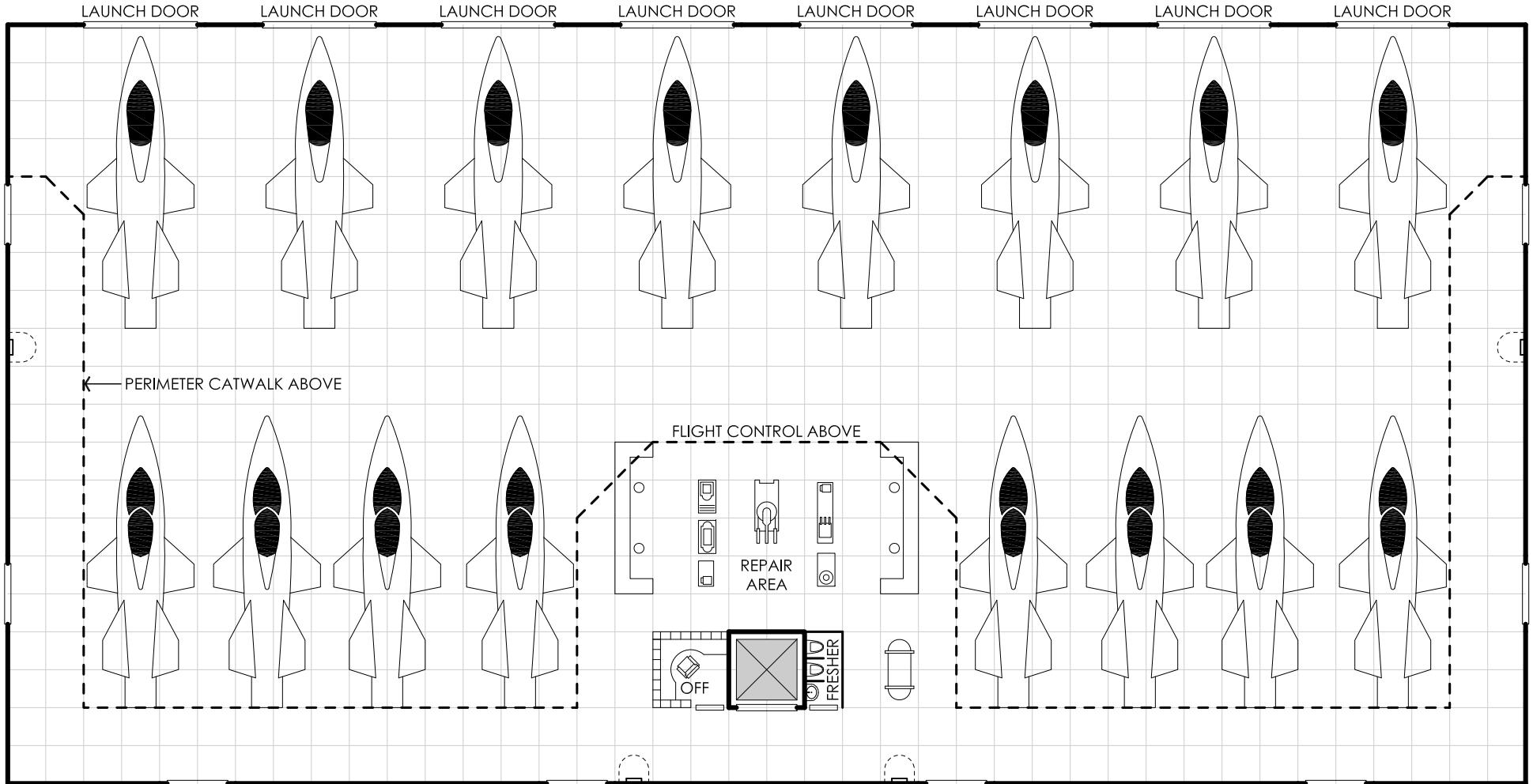
OPEN TO SPACE



Notes:

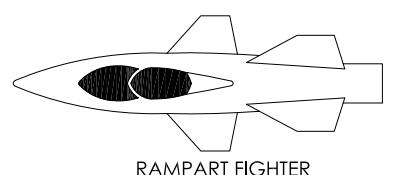
- This hangar is open to space/vacuum, but still has gravity.
- The landing platform may extend out beyond the grid shown to accommodate larger spacecraft.
- Height as required to accommodate the starship (or no ceiling at all if preferred).

M-4 Megamorph - Flight Deck - Lower

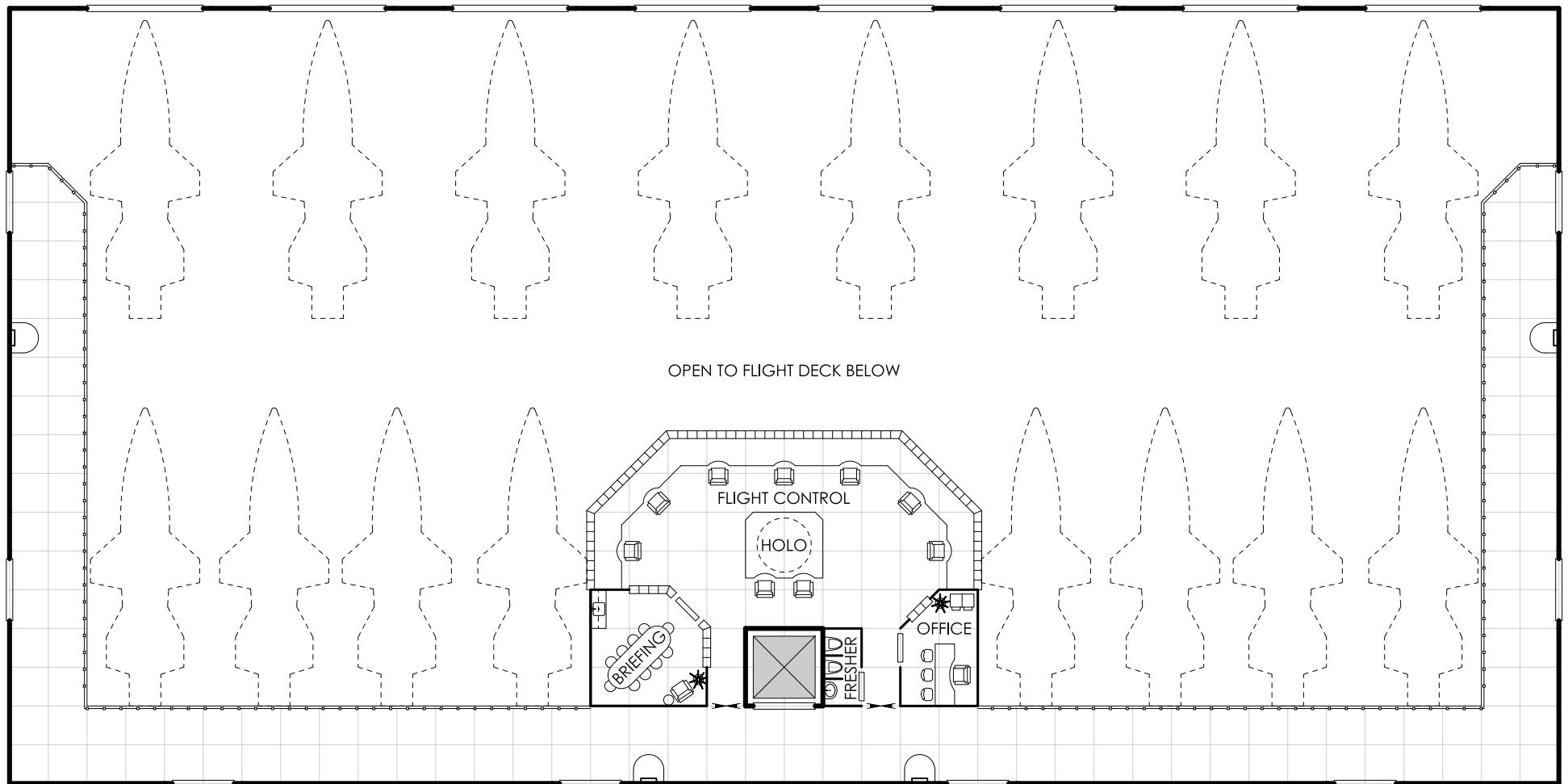


Notes:

- Triple height space (30' ceiling), with flight deck below and flight control room and perimeter catwalk above.
- Armaments are stored in ceiling mounted racks.
- See megamorph M-5 for upper level.
- See GDW's Azhanti High Lightning for more information about Rampart fighters.



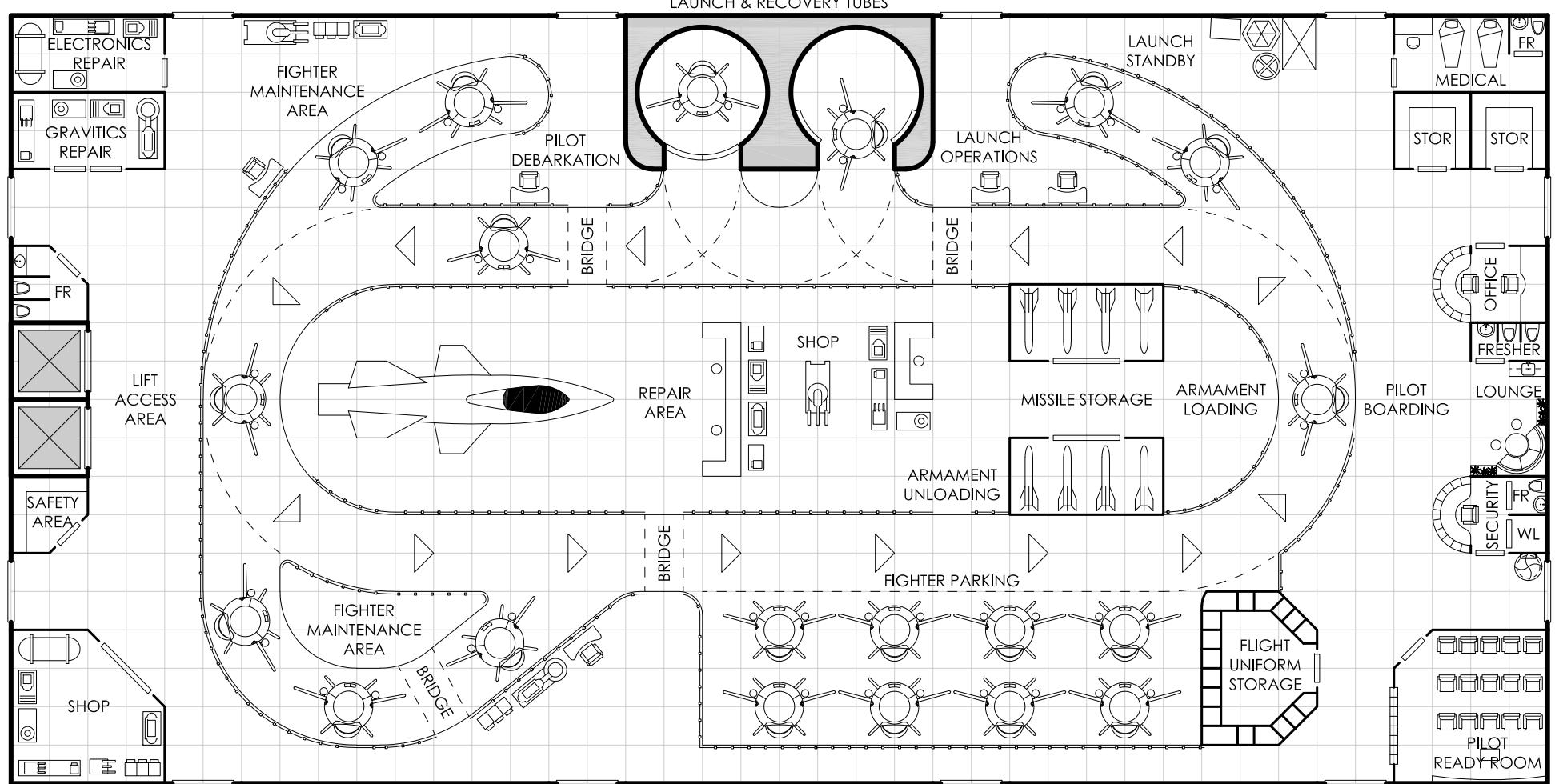
M-5 Megamorph - Flight Deck - Upper



Notes:

- Triple height space (30' ceiling), with flight deck below and flight control room and perimeter catwalk above.
- Armaments are stored in ceiling mounted racks.
- See megamorph M-4 for lower level.
- See GDW's Azhanti High Lightning for more information about Rampart fighters.

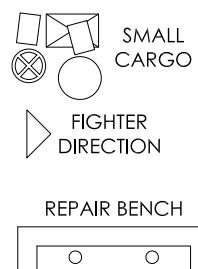
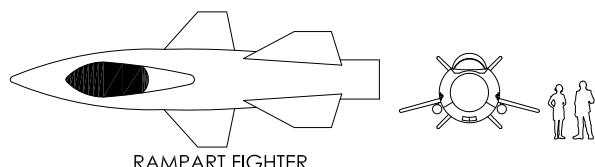
M-6 Megamorph - Flight Deck - Vertical



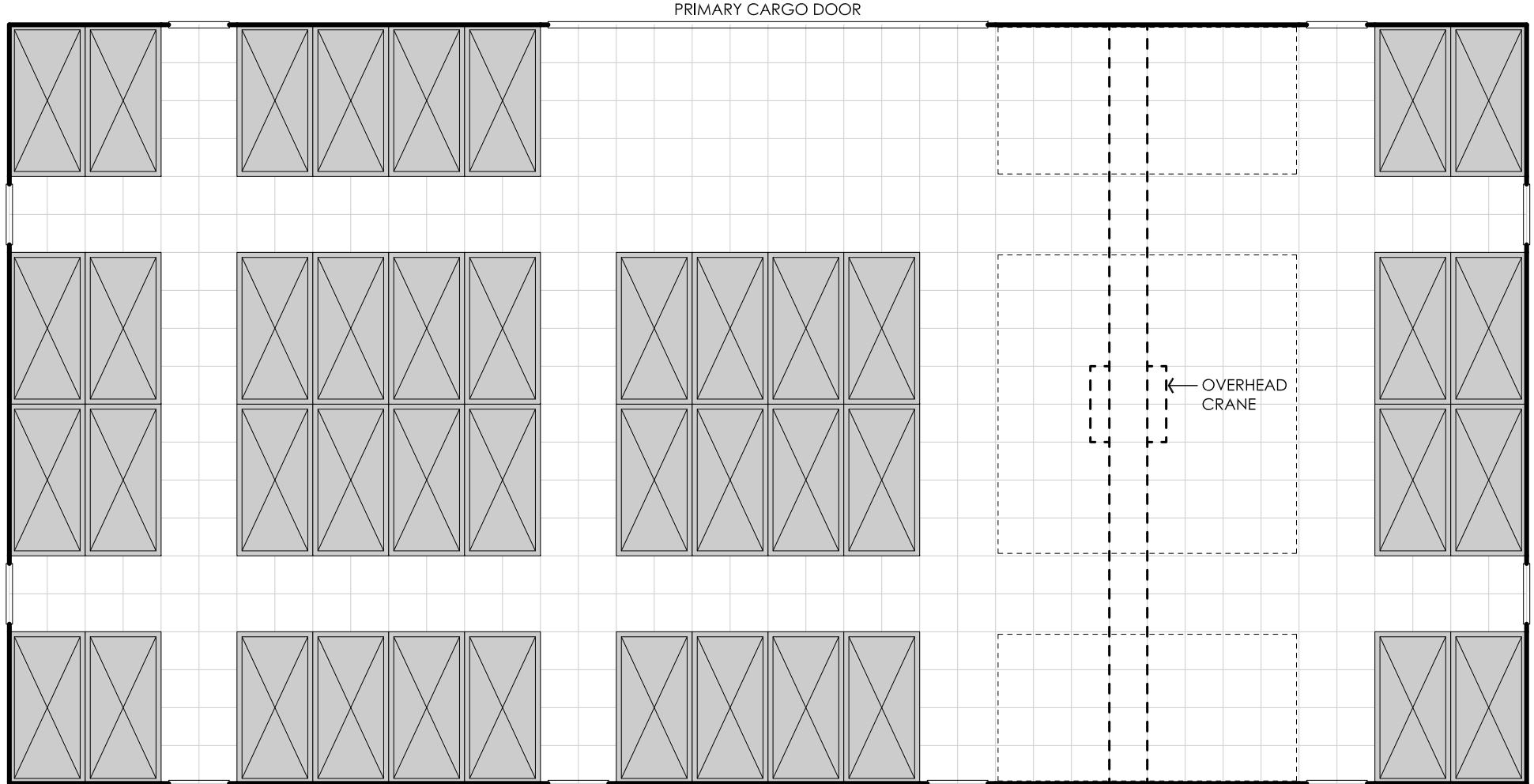
Notes:

- Race-track style hangar deck based on GDW's Azhanti High Lightning.
- See GDW's Azhanti High Lightning for more information about Rampart fighters.
- Space is 5 decks high (50' ceiling).

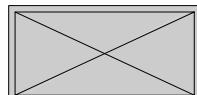
[BRIDGE]
RETRACTABLE BRIDGE
OVER TRACK



M-7 Megamorph - Cargo Deck

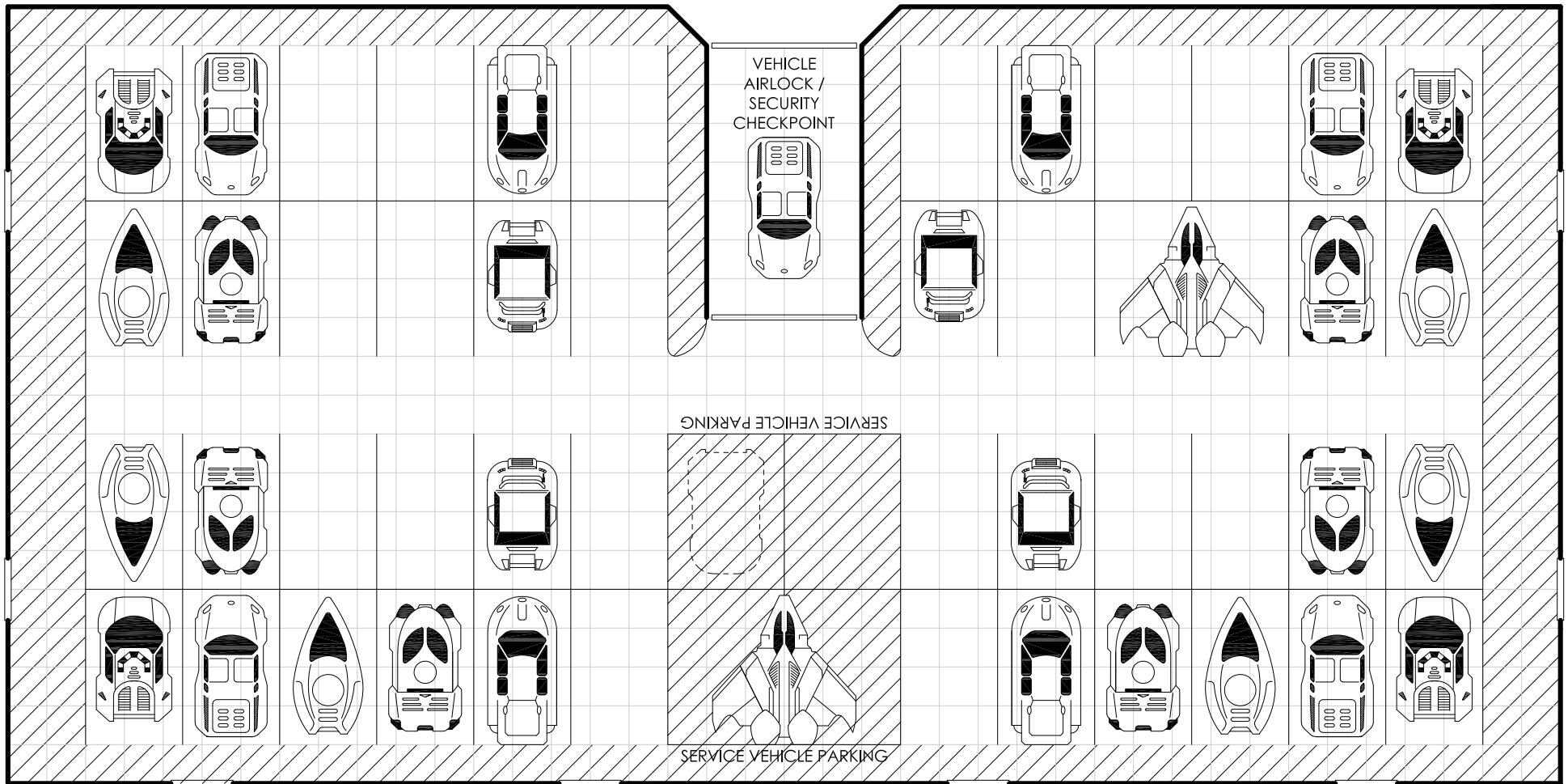


Notes:



10'x20'
CARGO
CONTAINER

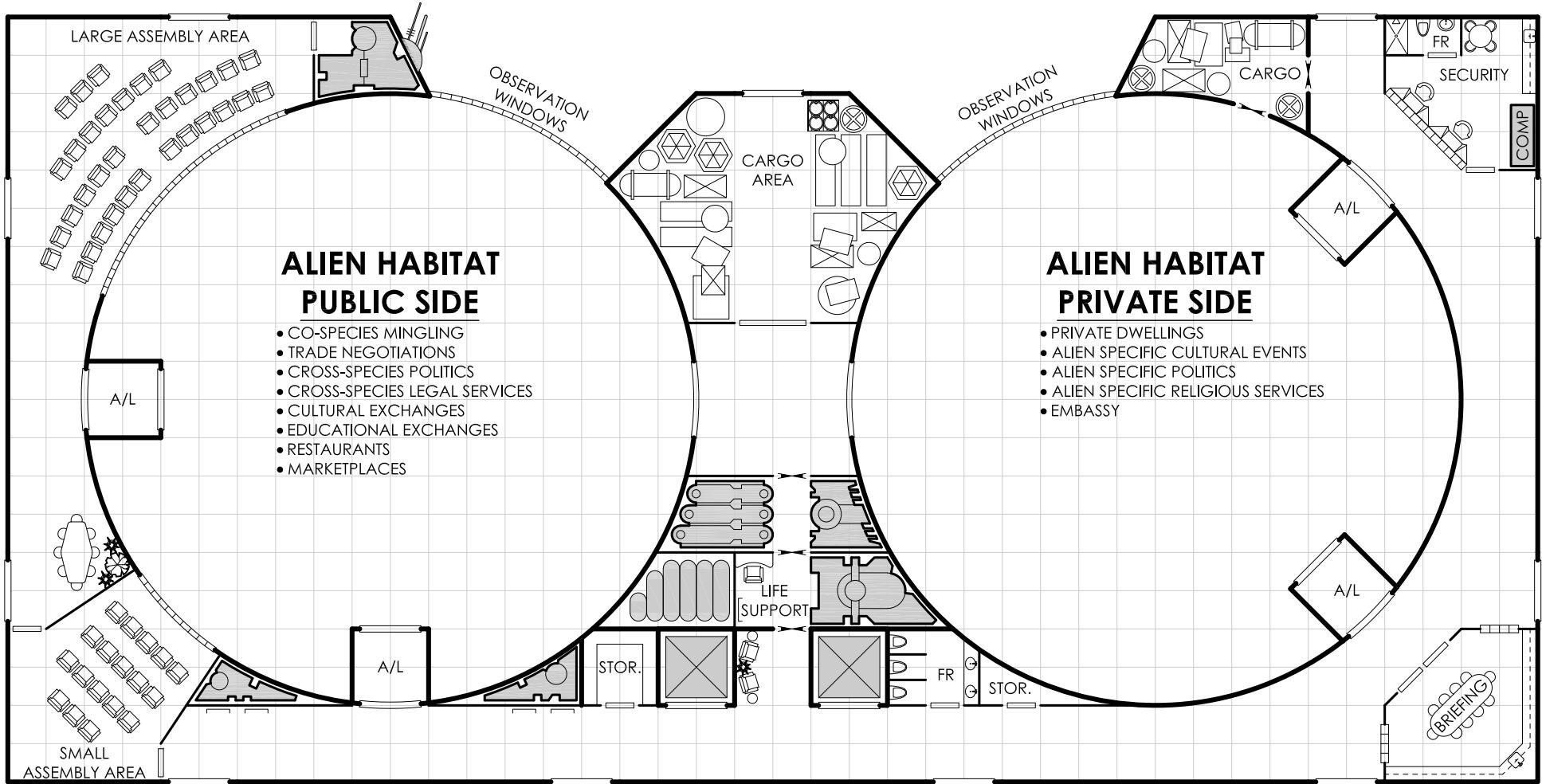
M-8 Megamorph - Parking



Notes:

- Typically used only for space stations, starports, multi-story buildings, arcologies, etc.
- Double height space. Lower level (shown) is for ingress and parking. Upper level is for vehicle maneuvering with airlock for egress.
- Join multiple megamorphs for a truly large parking structure. Eliminate intervening walls as necessary.

M-9 Megamorph - Alien Habitat

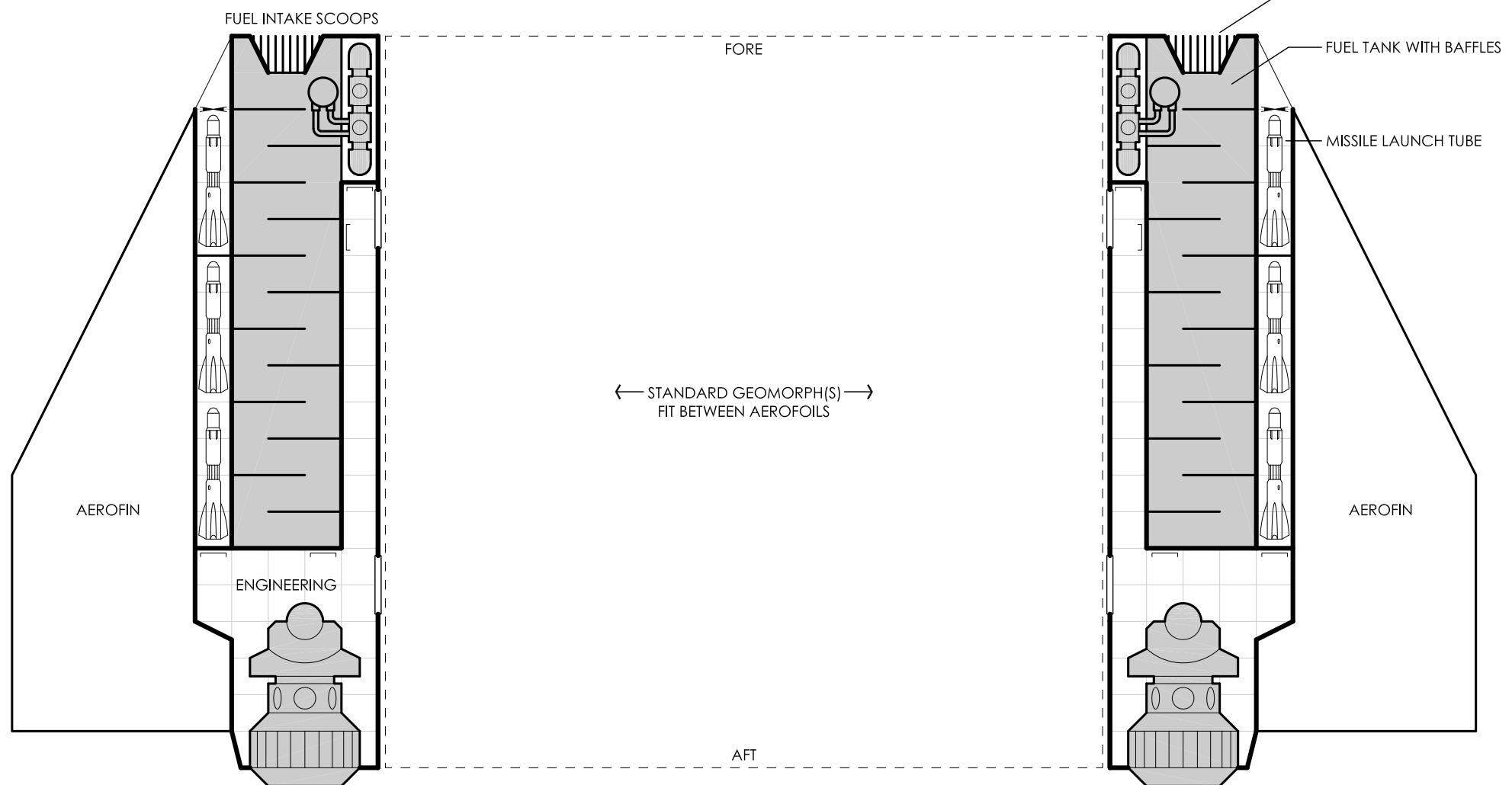


Notes:

- Typically used only for space stations, starports, multi-story buildings, arcologies, etc.
- These are large, multi-level decks that can be modified to match any environment. Interior layouts are largely determined by the species for which they are created.
- In Imperial space, these areas are sometimes referred to as the "Alien Quarter" or more specifically per species such as "VargrTown" or "The Hiver District".

Examples:

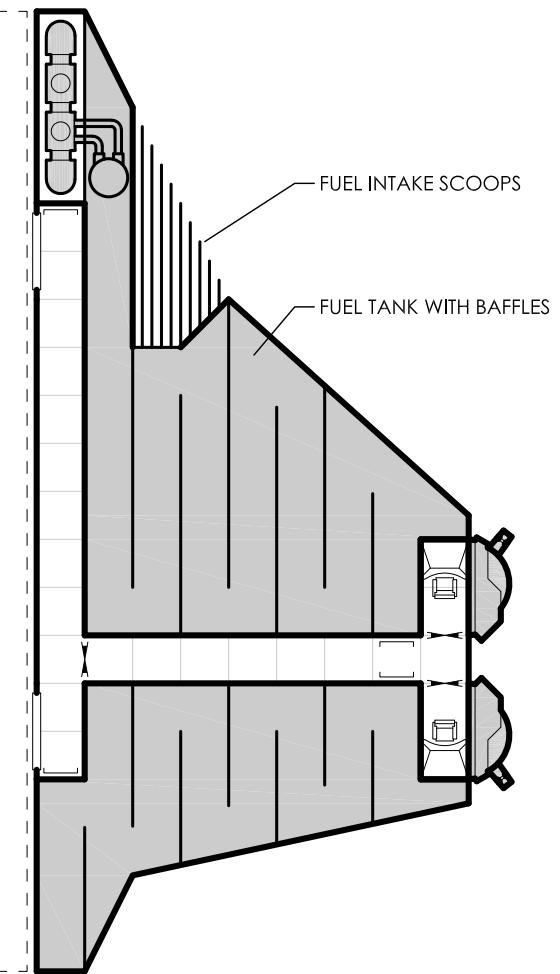
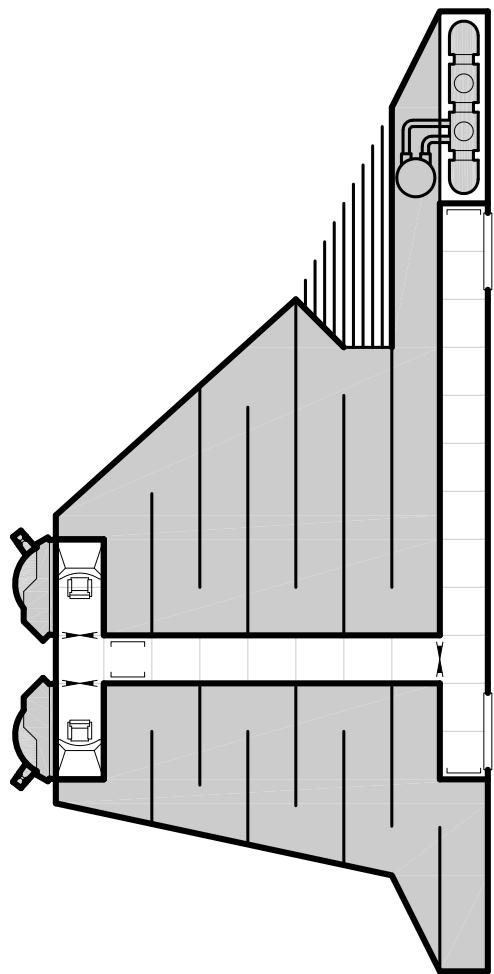
- For aquatic species (Githiaskio, Schalli, uplifted dolphins, etc.), spaces are filled with water)
- Ael Yael - aside from a colder temperature, lower gravity, and more dense atmosphere, the public side is laid out similar to most human spaces. The private side is largely open, with simulated cliffs and cave structures at the perimeter. At the highest levels, the private spaces take up both cylinders to maximize flying space, something like an aviary.



Notes:

- Aerofins are provided for both port and starboard locations.

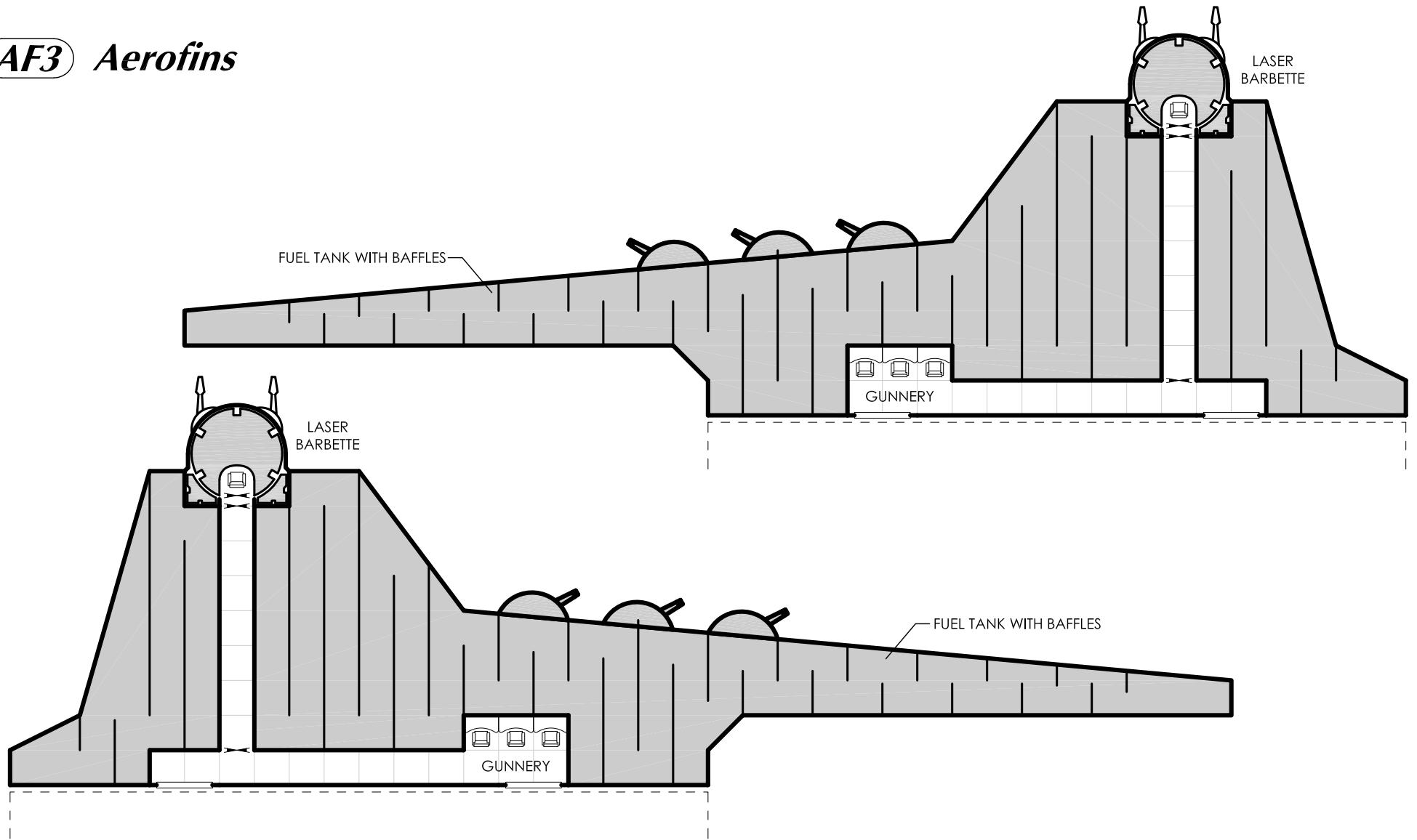




Notes:

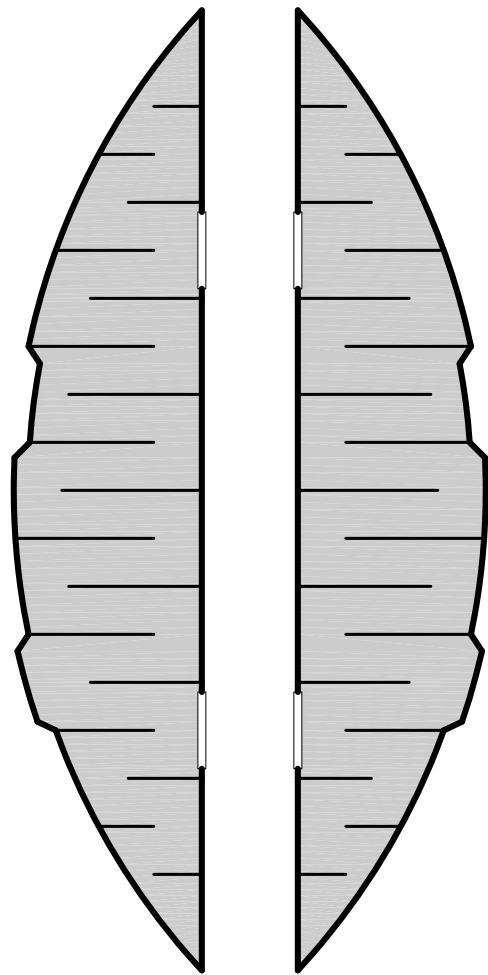
- Aerofins are provided for both port and starboard locations.
- These fins are not fore/aft specific so can have either orientation.



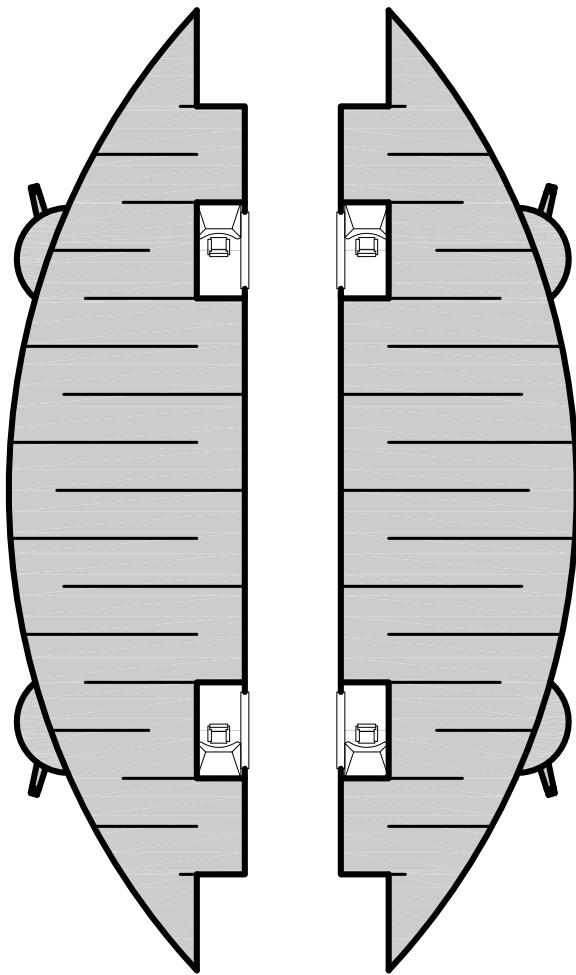
**Notes:**

- Aerofins are provided for both port and starboard locations.
- These fins are not fore/aft specific so can have either orientation.

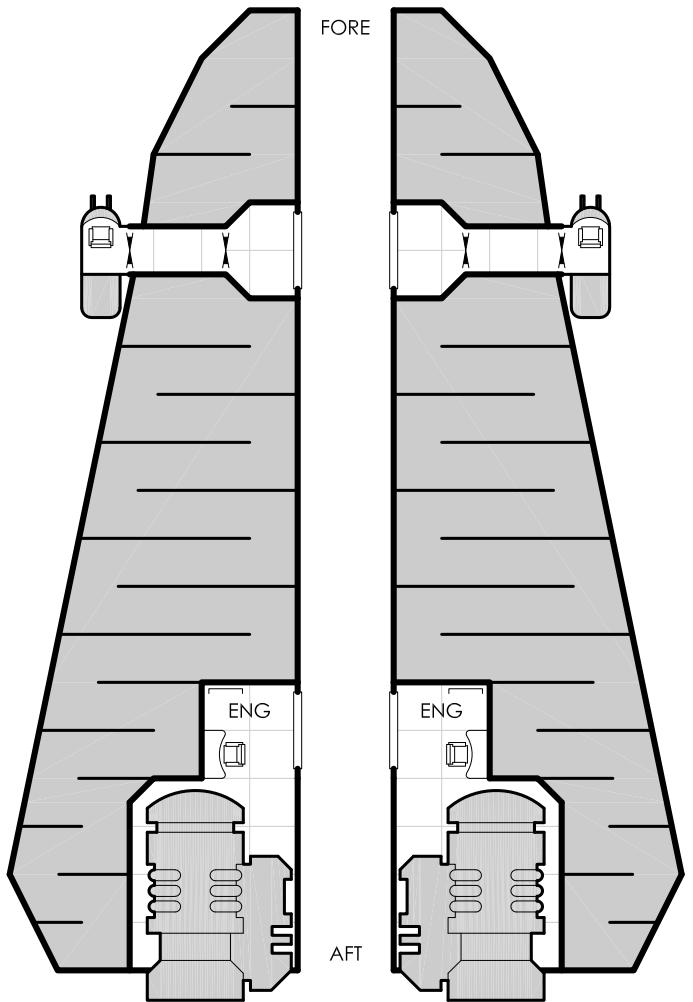
AF4 *Aerofins*



AF5 *Aerofins*

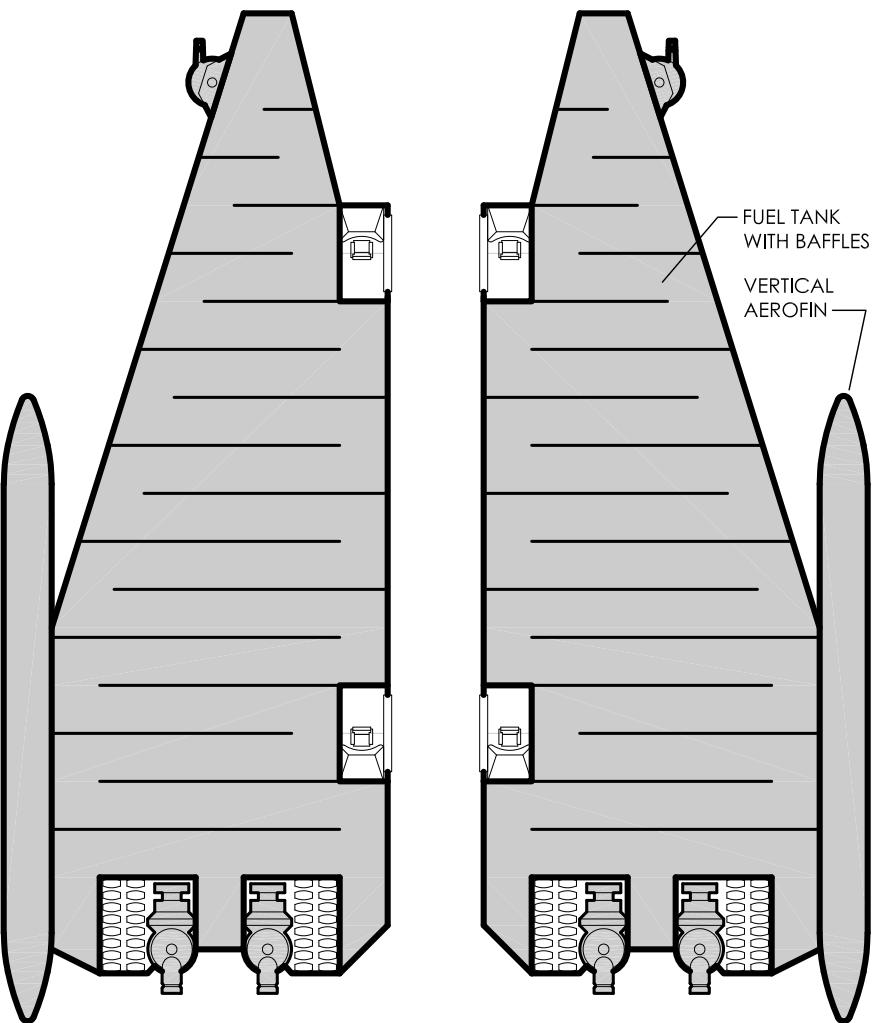
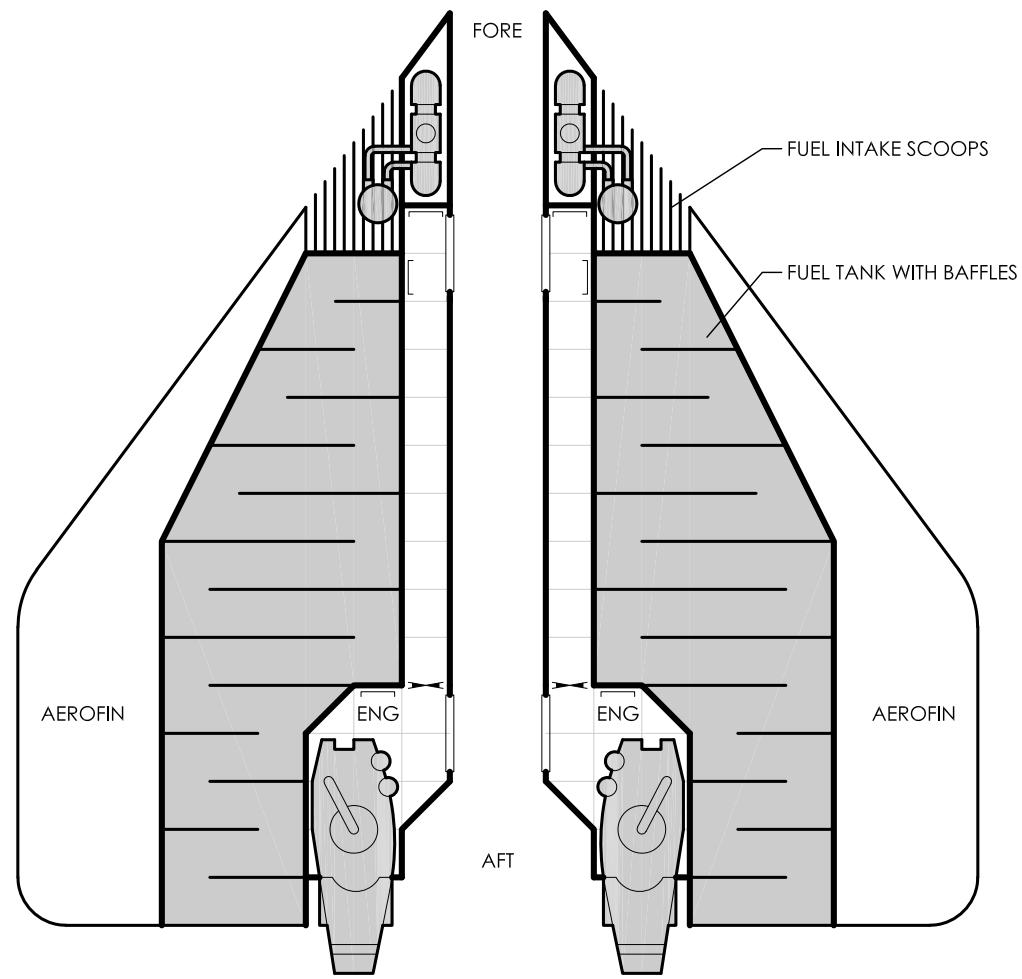


AF6 *Aerofins*



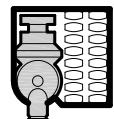
Notes:

- Aerofins are provided for both port and starboard locations.
- Aerofins AF6 are fore/aft specific, the other are not.

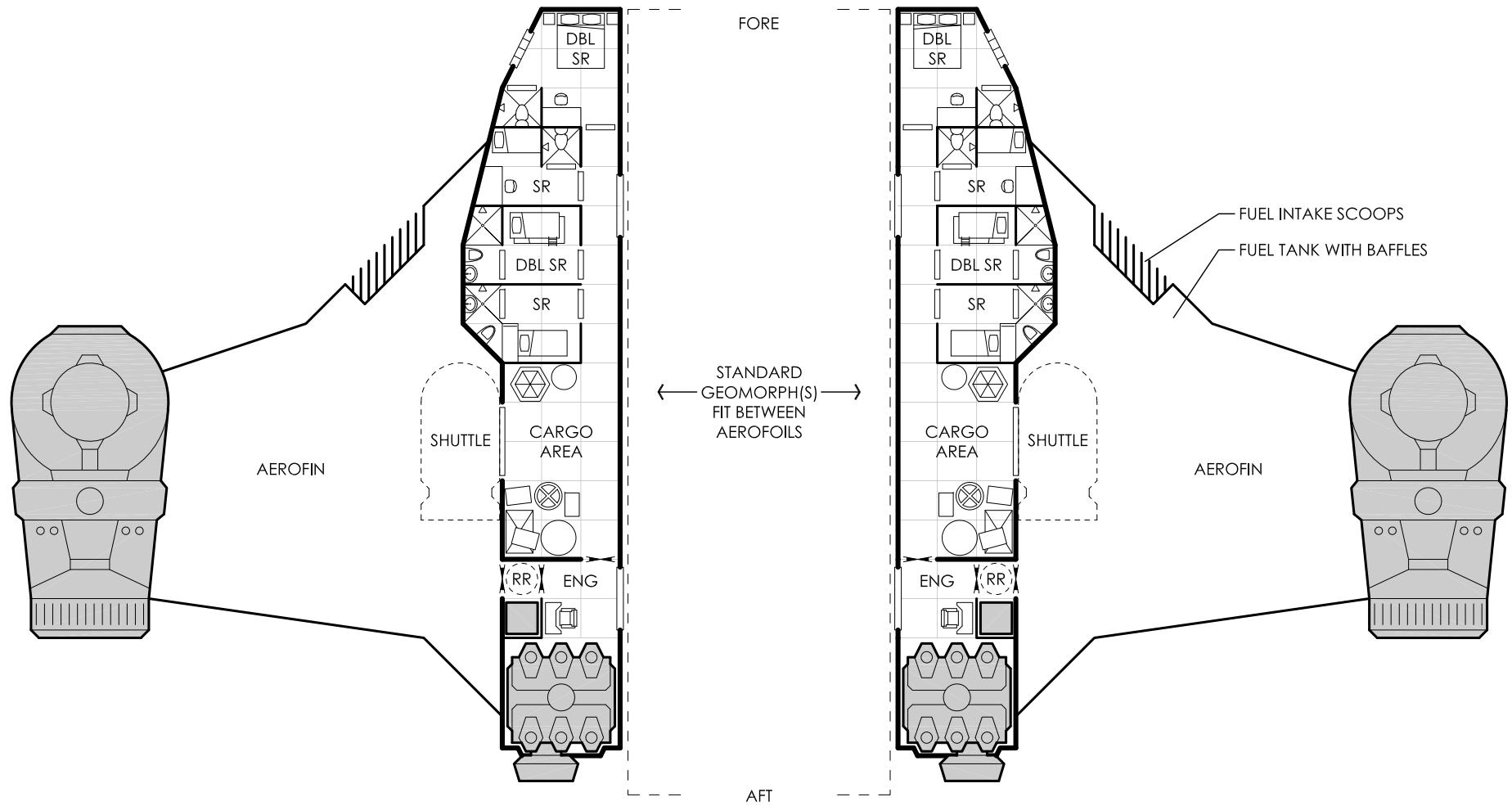


Notes:

- Aerofins are provided for both port and starboard locations.

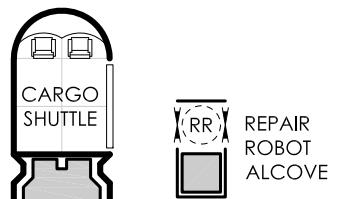


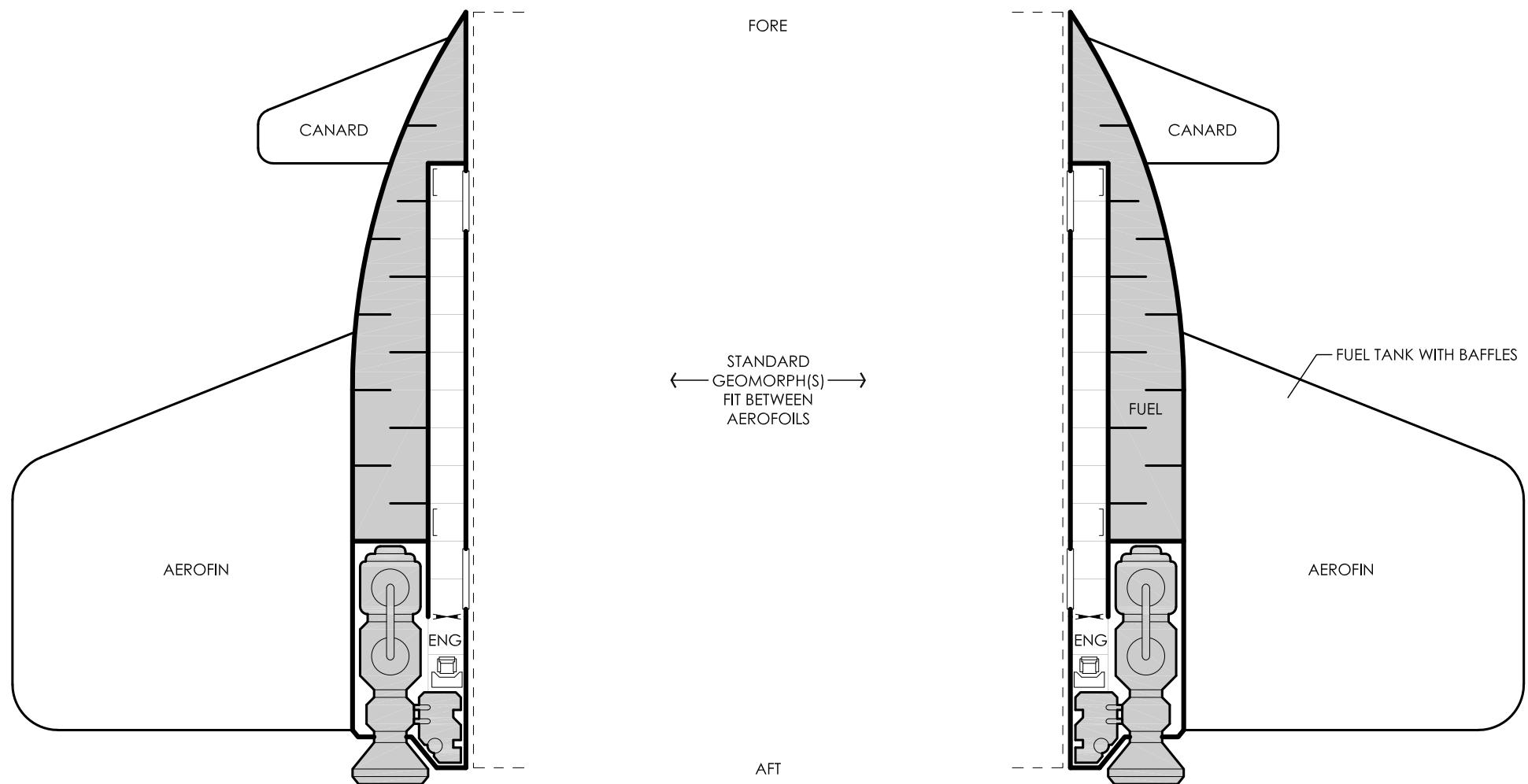
SANDCASTER
TURRETS



Notes:

- Aerofins are provided for both port and starboard locations.
- Shuttles sit above the aerofins.

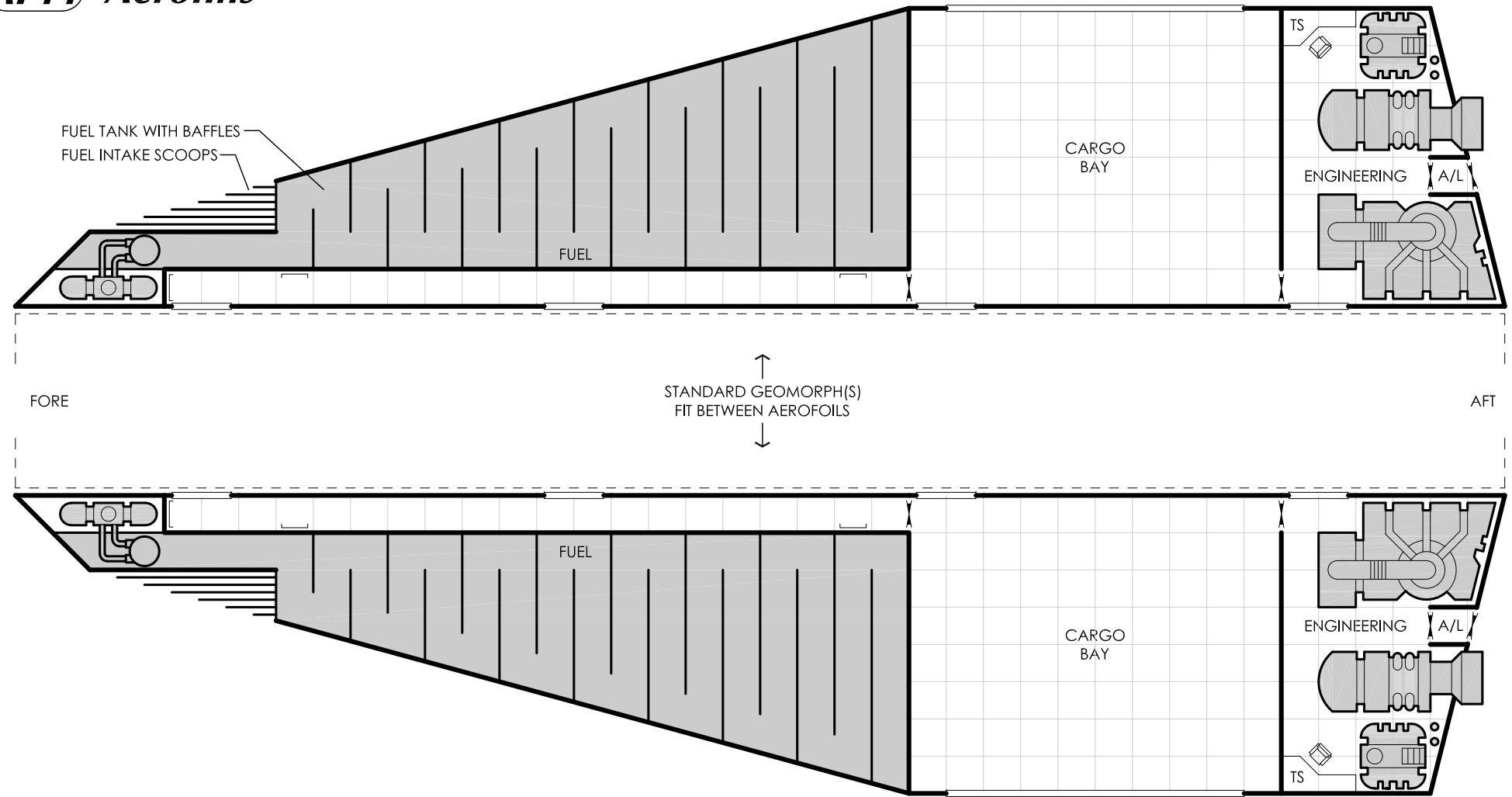




Notes:

- Aerofins are provided for both port and starboard locations.

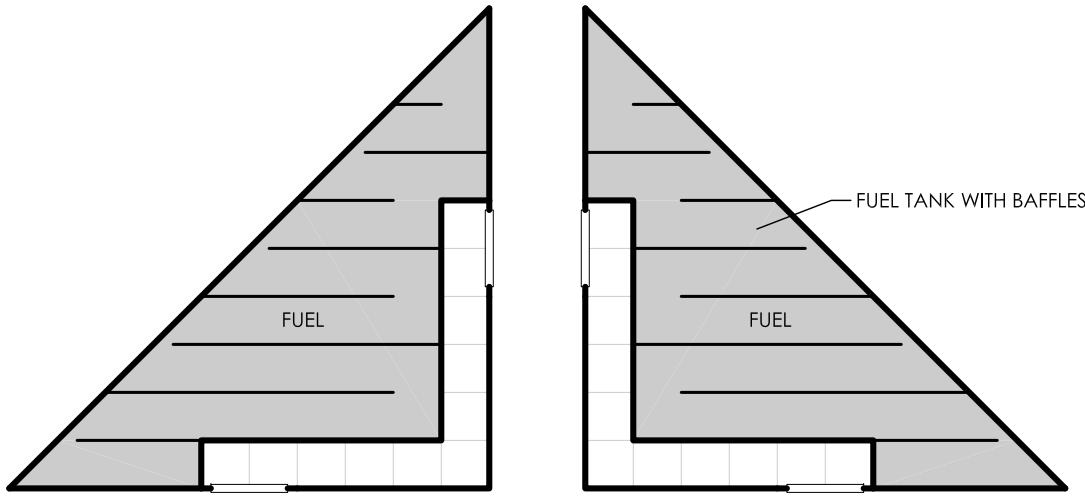
AF11 Aerofins



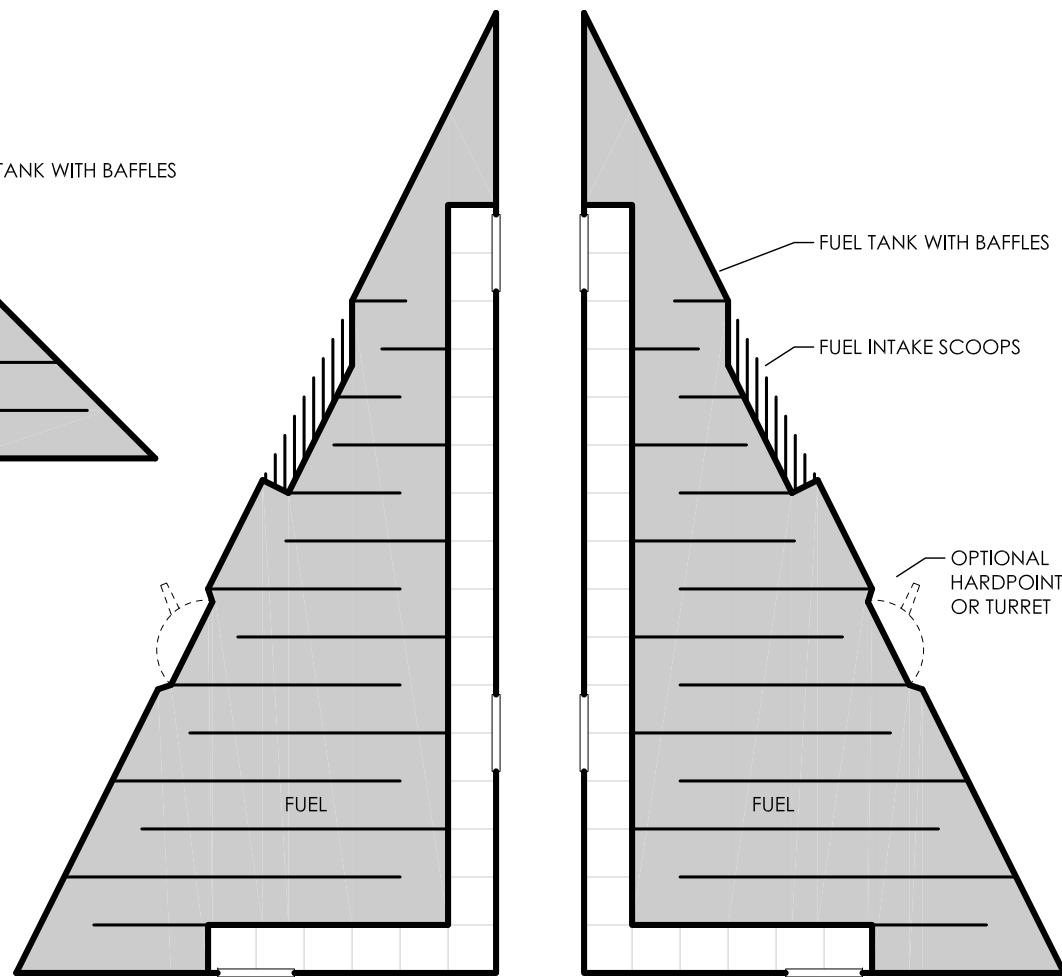
Notes:

- Can be used with two standard geomorphs or a single megamorph.
- Aerofins are provided for both port and starboard locations.

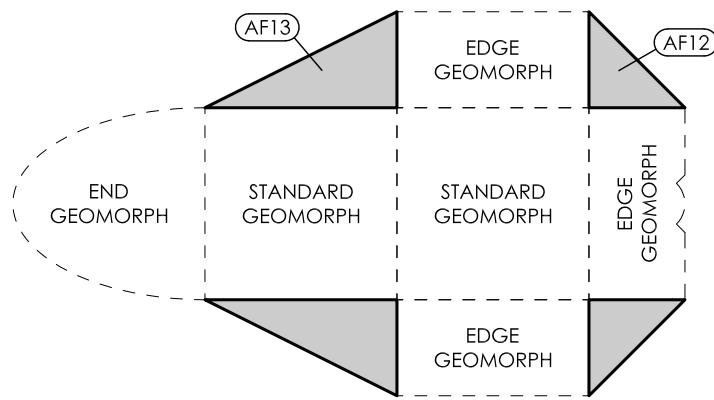
AF12 Aerofins - Corner Transition



AF13 Aerofins - Corner Transition



Sample Usage:



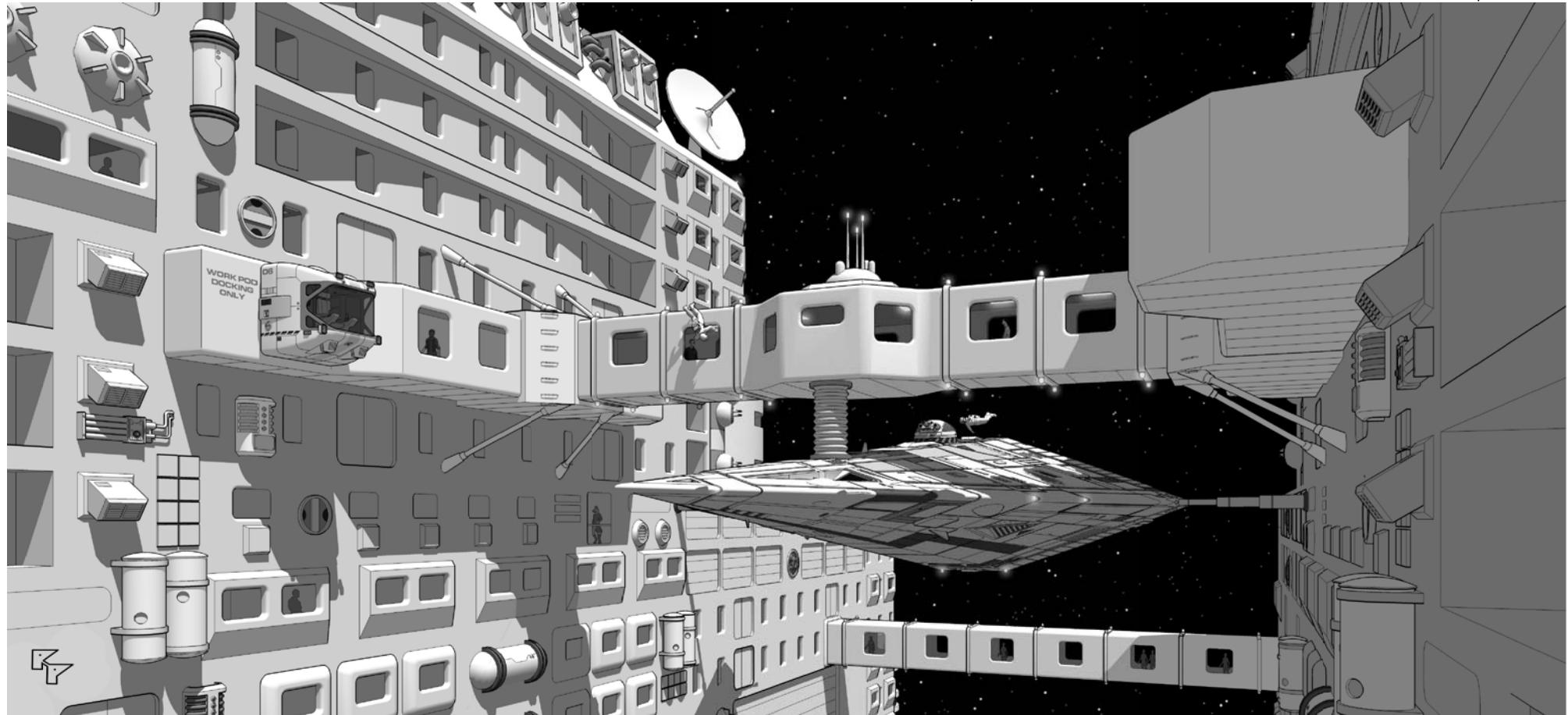
Notes:

- These geomorphs are unlike the previous aerofins in that they are designed to provide a corner transition between other geomorphs. They are less aerofins and are more just tapered edges of a ship. Referees should determine if they provide any atmospheric stabilizing effect.
- While Edge and Corner geomorphs might serve the same purpose, they are not provided in a symmetrical port/starboard format and it is beyond the scope of this book to provide symmetrical versions for each Edge and Corner geomorph. Given Traveller starship's need for massive amounts of fuel, these two "aerofin" designs seemed like a reasonable compromise.
- Aerofins are provided for both port and starboard locations.
- These fins are not fore/aft specific so can have either orientation.

Connecting Bridge

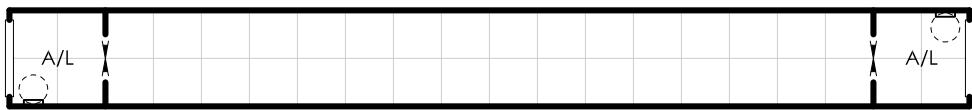
Connecting bridges serve as a pedestrian and small utility vehicle link between the large structures of a space station, starport, or building. They may also act as docks for small craft and starships, observation areas, and security checkpoints.

Special thanks to Ian Stead for the use of his Scout Ship model.

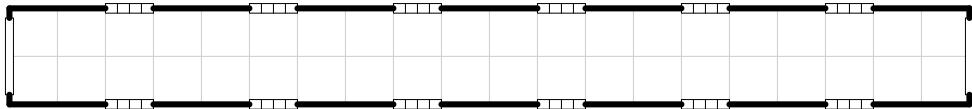


A typical Type S Scout Ship docks at a connecting bridge via a vertical umbilical for light repairs.

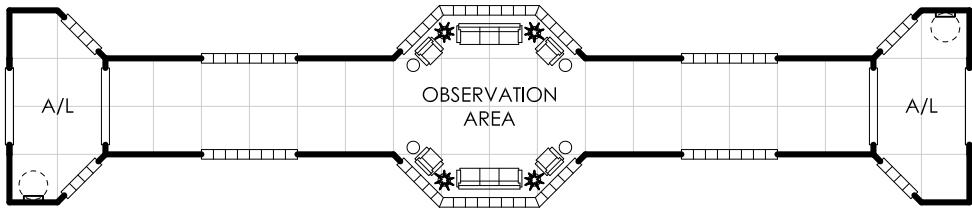
(CB1) Connecting Bridge



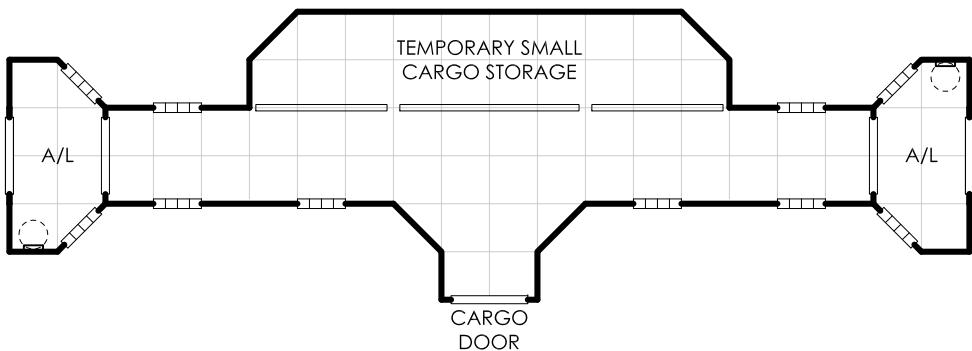
(CB2) Connecting Bridge



(CB3) Connecting Bridge

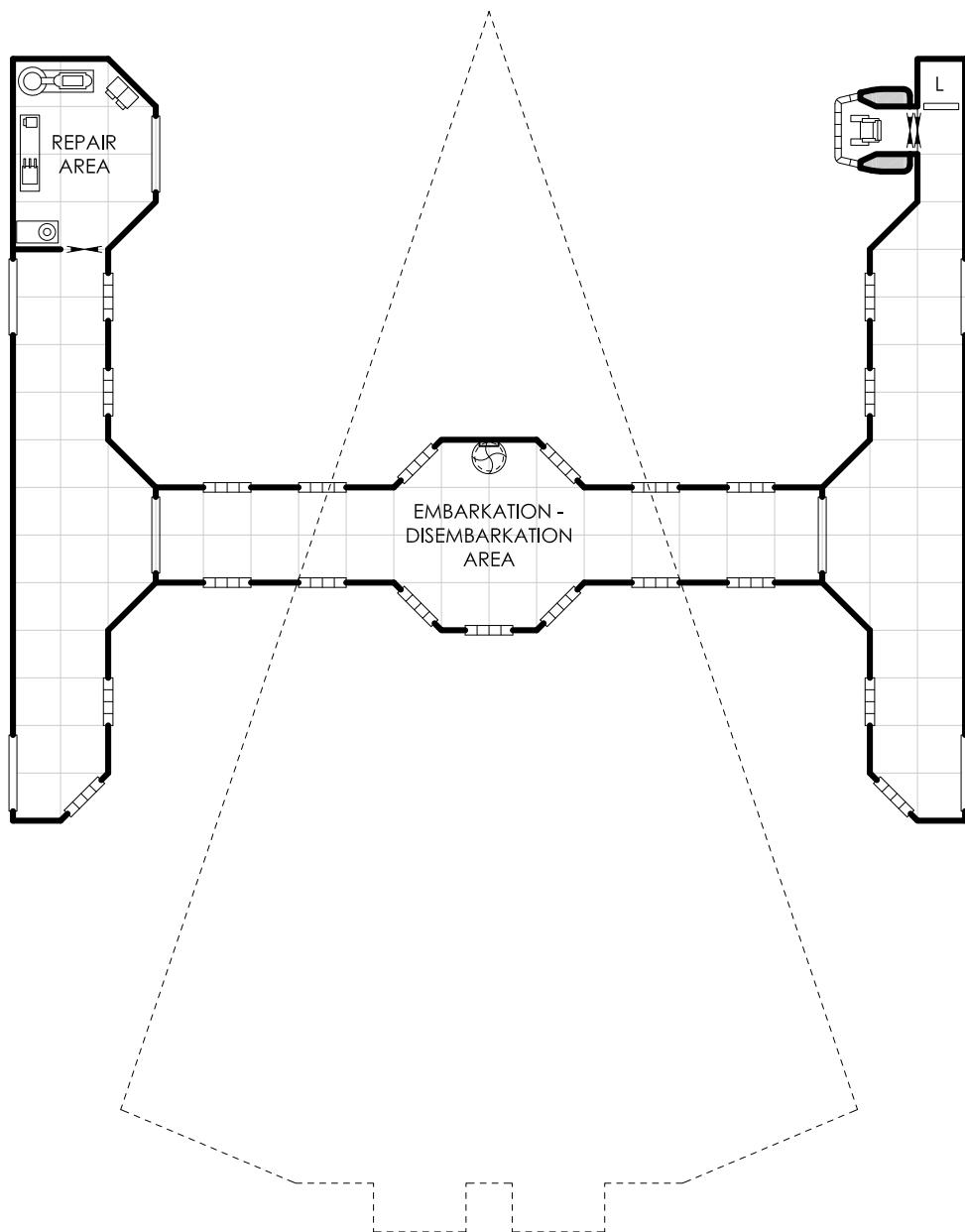


(CB4) Connecting Bridge w/ Cargo



- Typically only used for space stations, multi-story buildings, arcologies, etc.
- Some bridges may be suitable as boarding ramps, connecting geomorphs to ships instead of another geomorph.

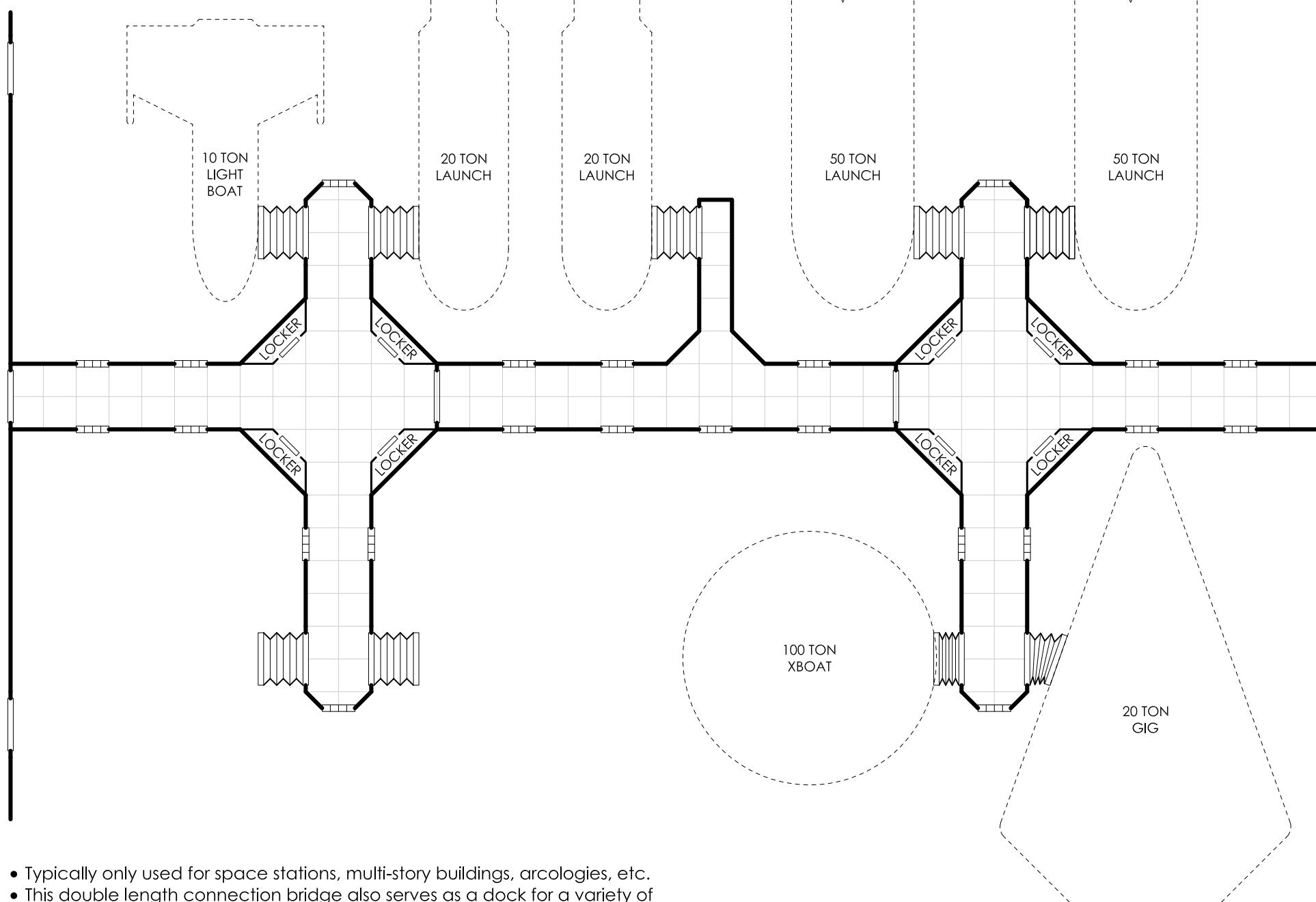
Connecting Bridge / Ship Dock (CB5)



- In addition to serving as a connecting bridge between geomorphs, this space also serves as an external docking bay and repair area for small starships.



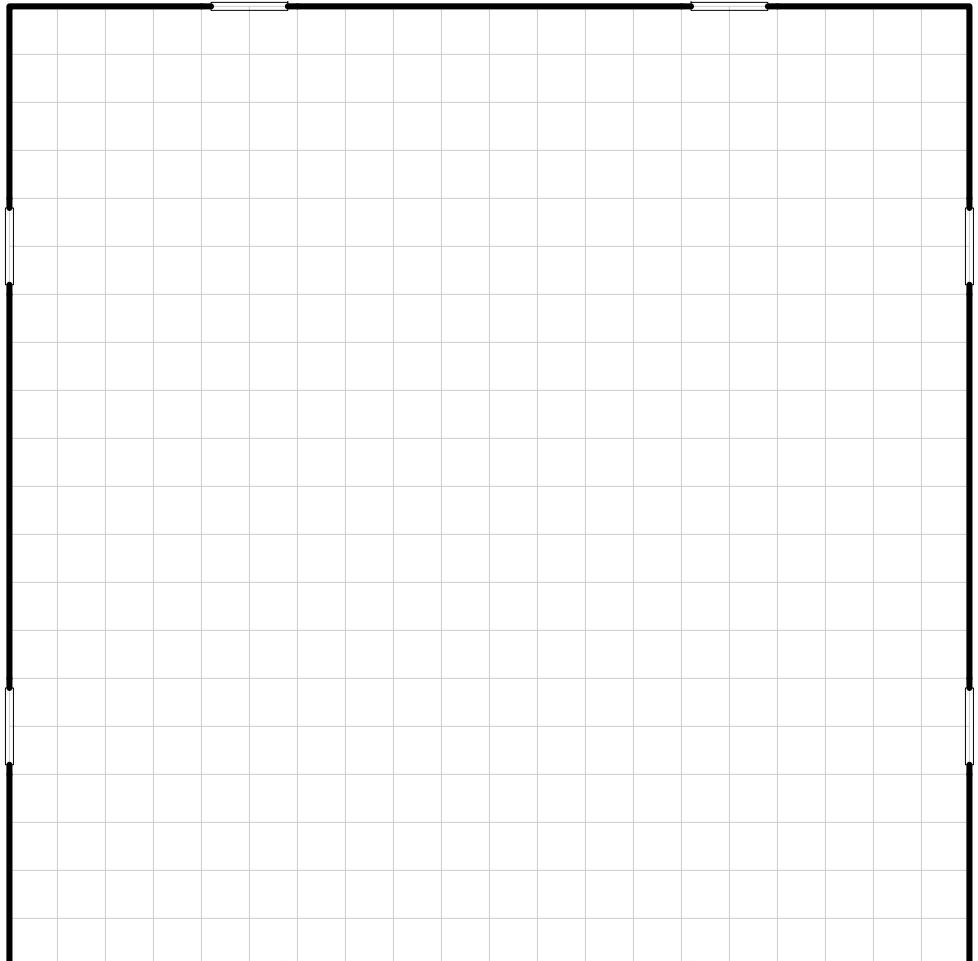
CB6 Connecting Bridge / Small Craft Dock



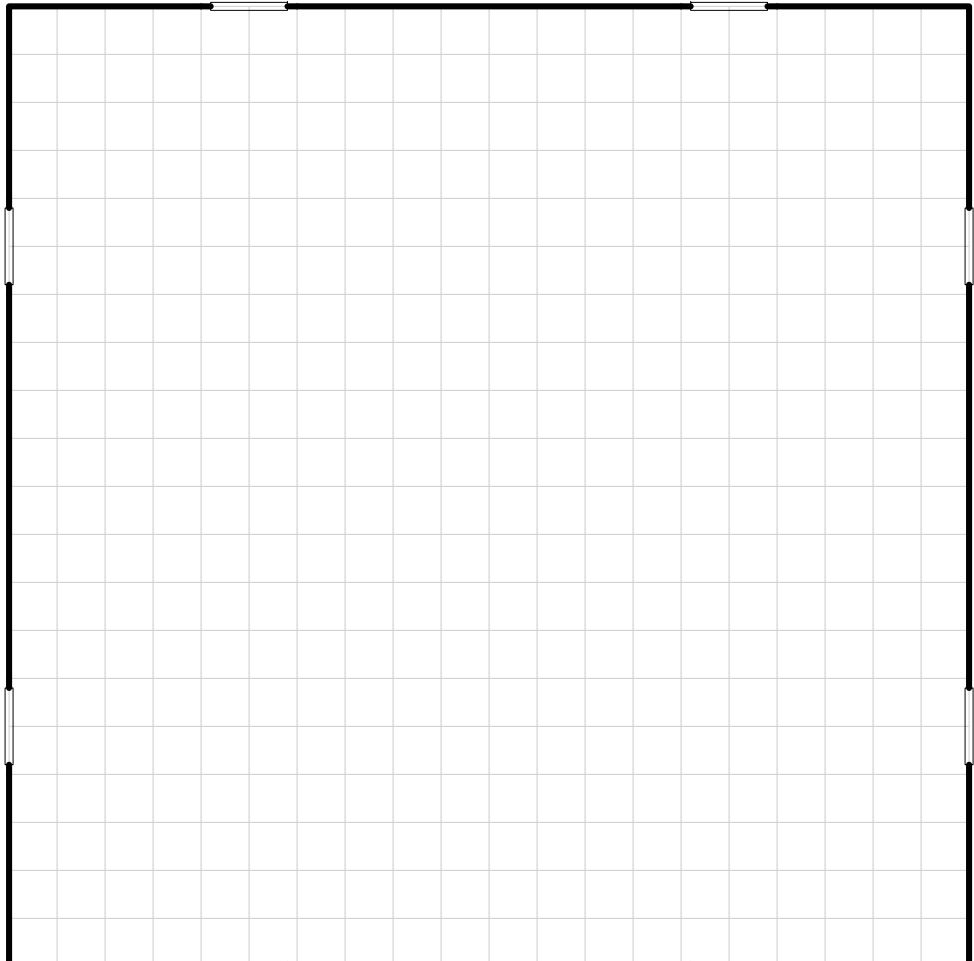
- Typically only used for space stations, multi-story buildings, arcologies, etc.
- This double length connection bridge also serves as a dock for a variety of small craft.

Section 6

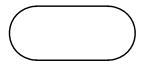
Blank Geomorphs



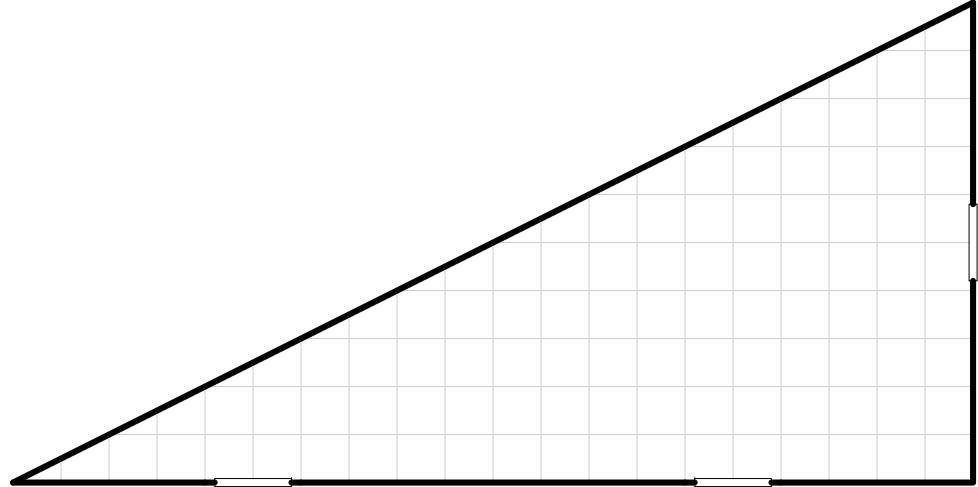
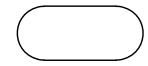
Notes:



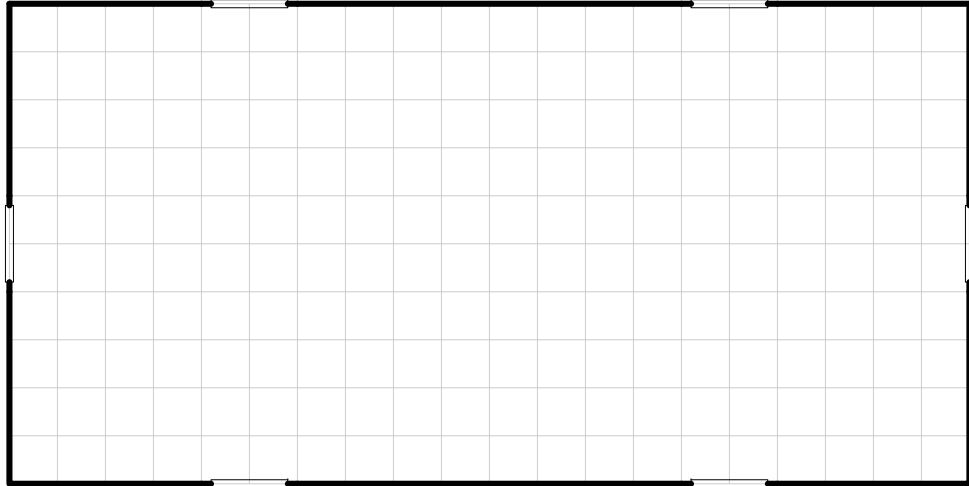
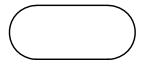
Notes:



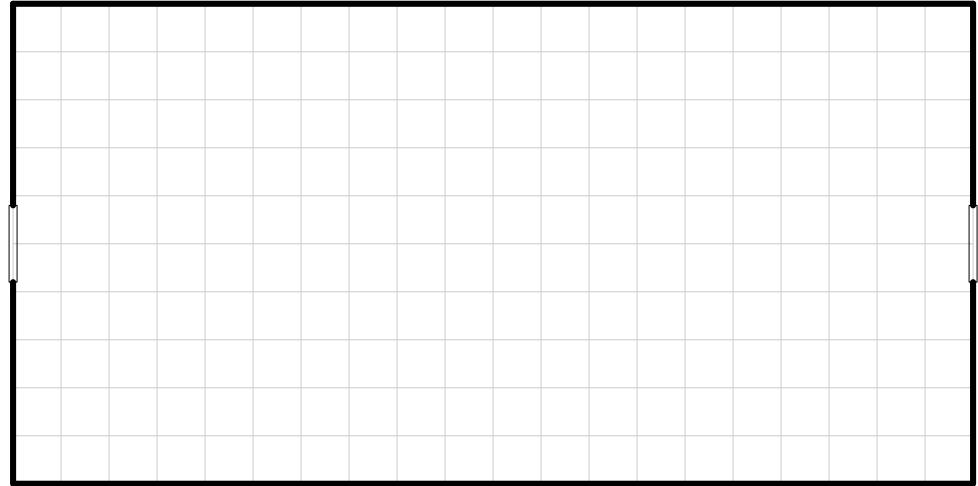
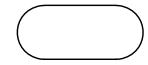
Notes:



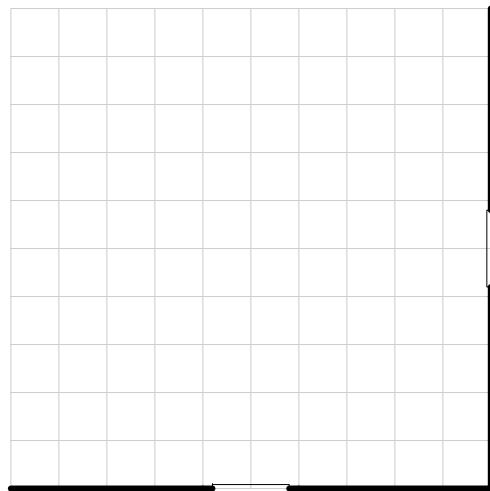
Notes:



Notes:



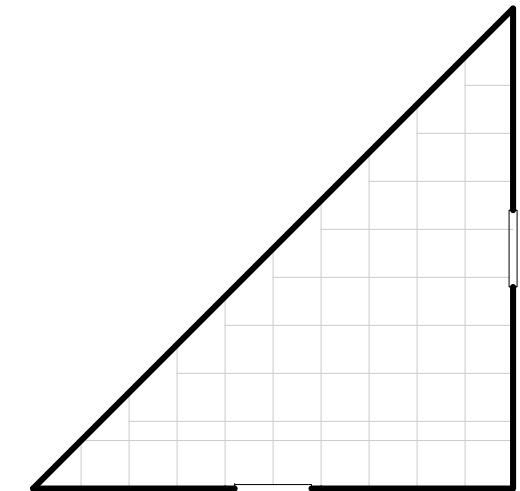
Notes:



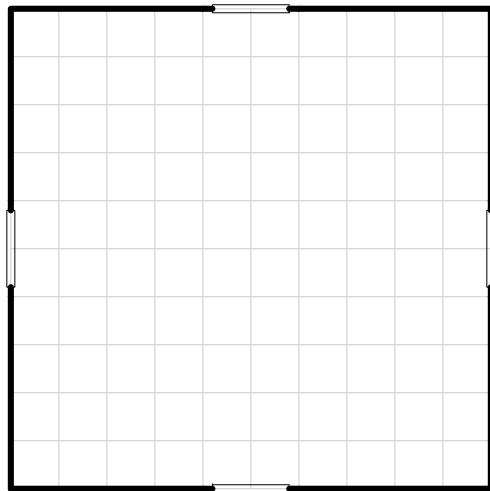
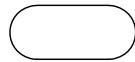
Notes:



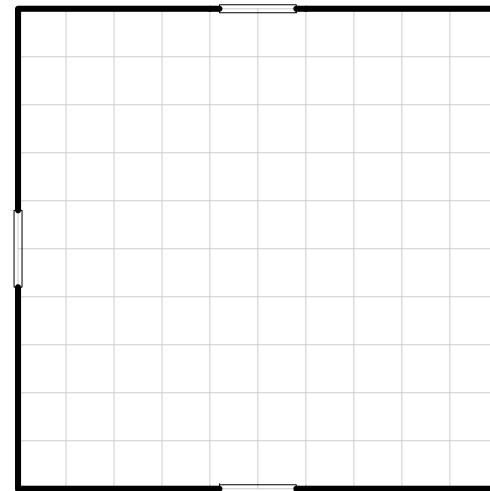
Notes:



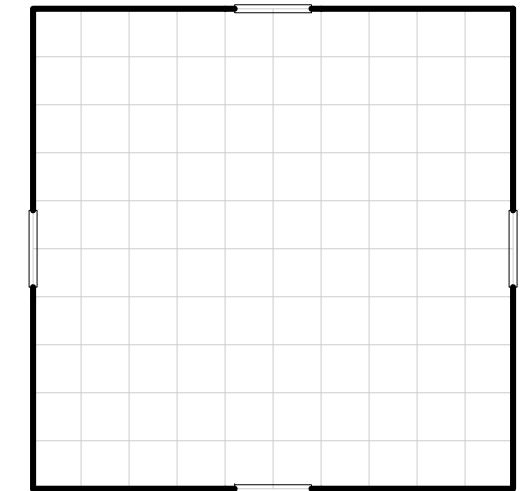
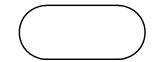
Notes:



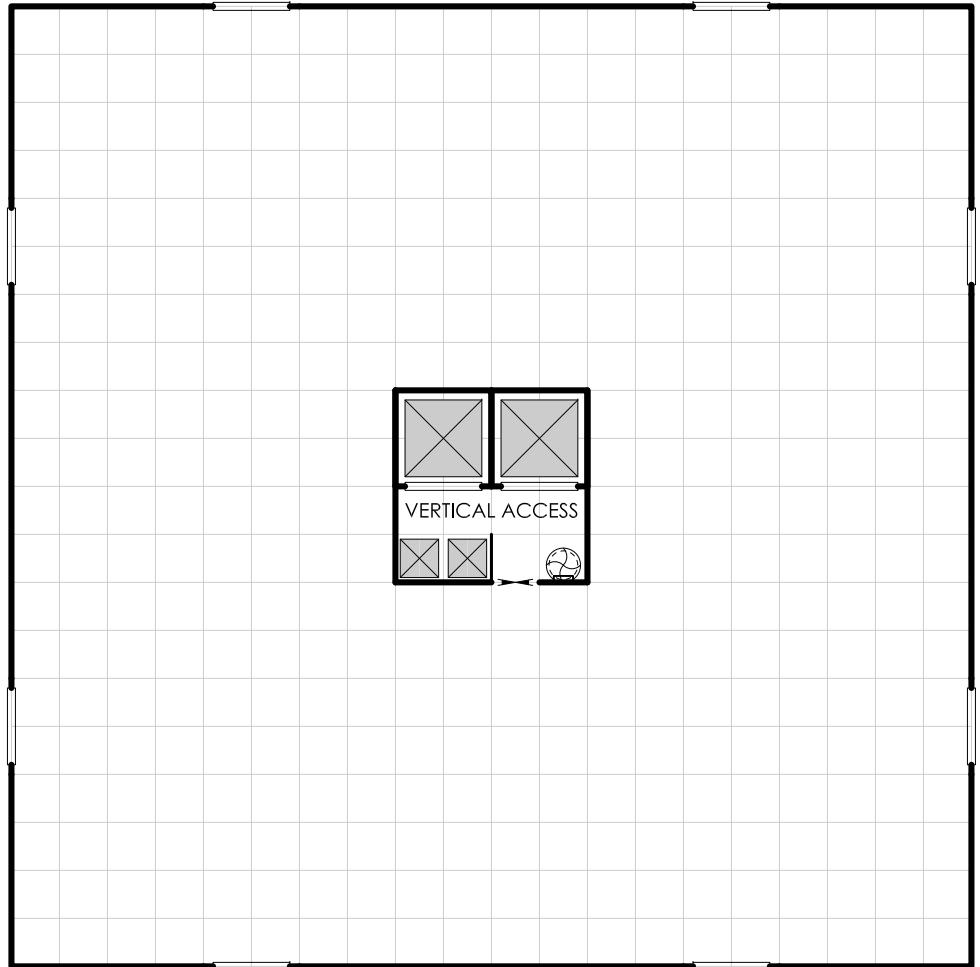
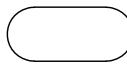
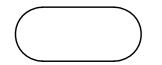
Notes:



Notes:

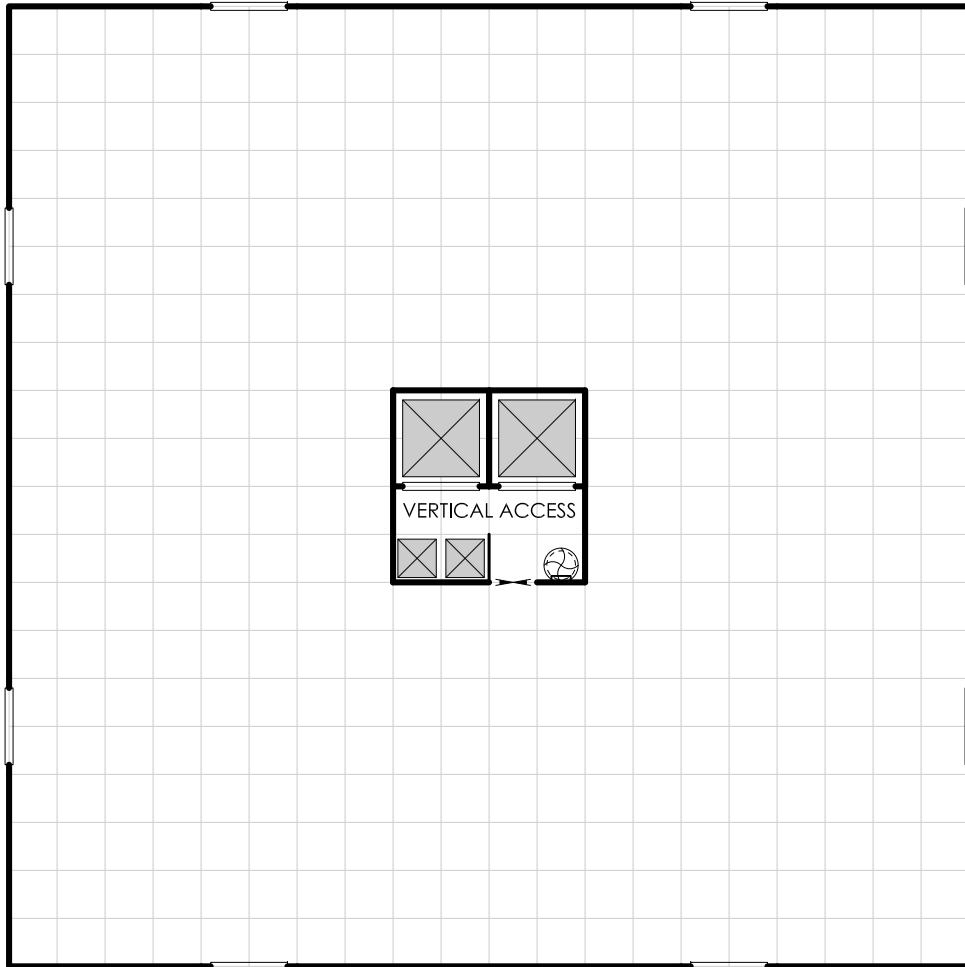


Notes:



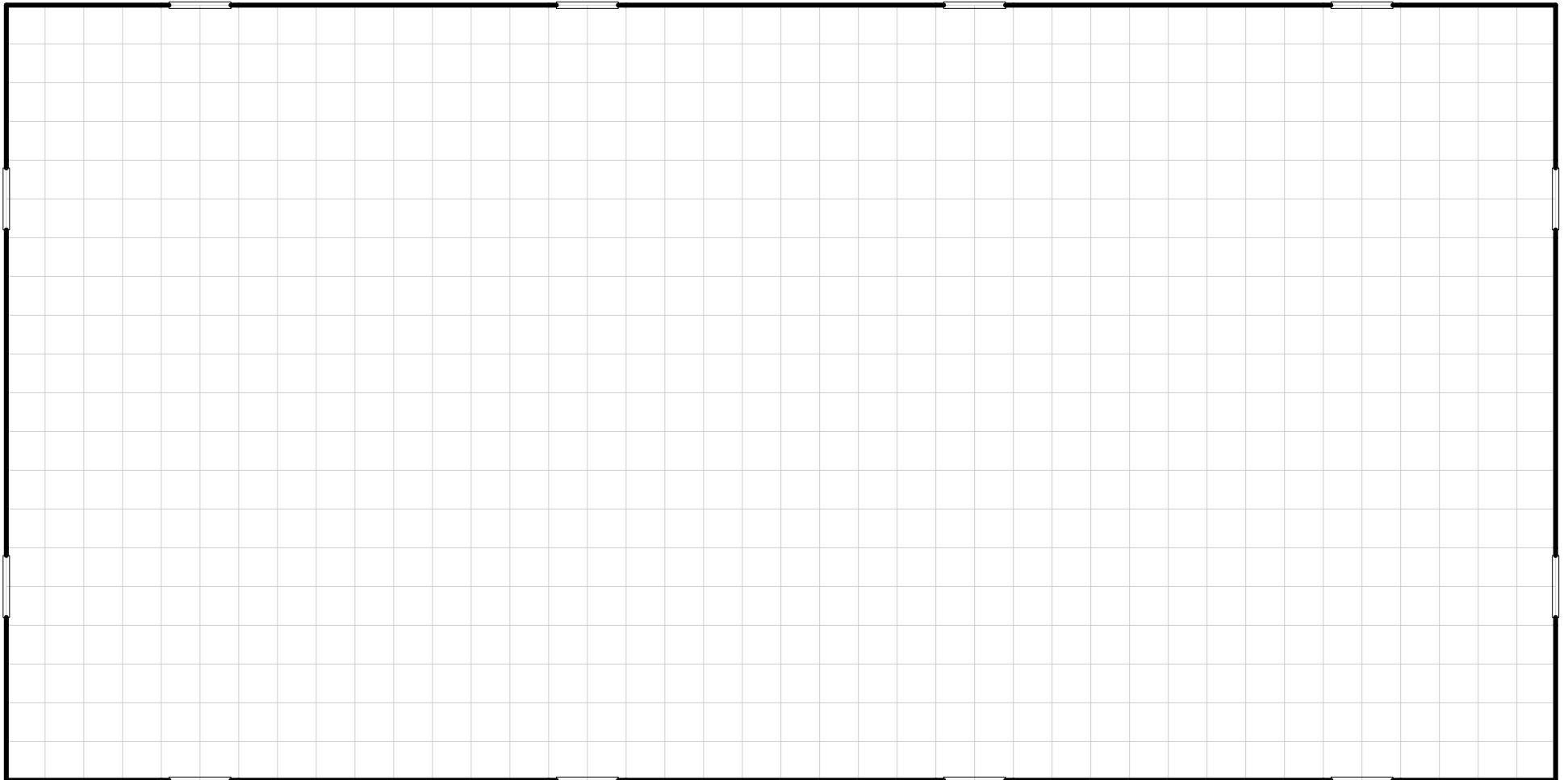
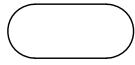
Notes:

- The core of this deck is for vertical access, allowing all designs created on this blank to allow continuous vertical movement.

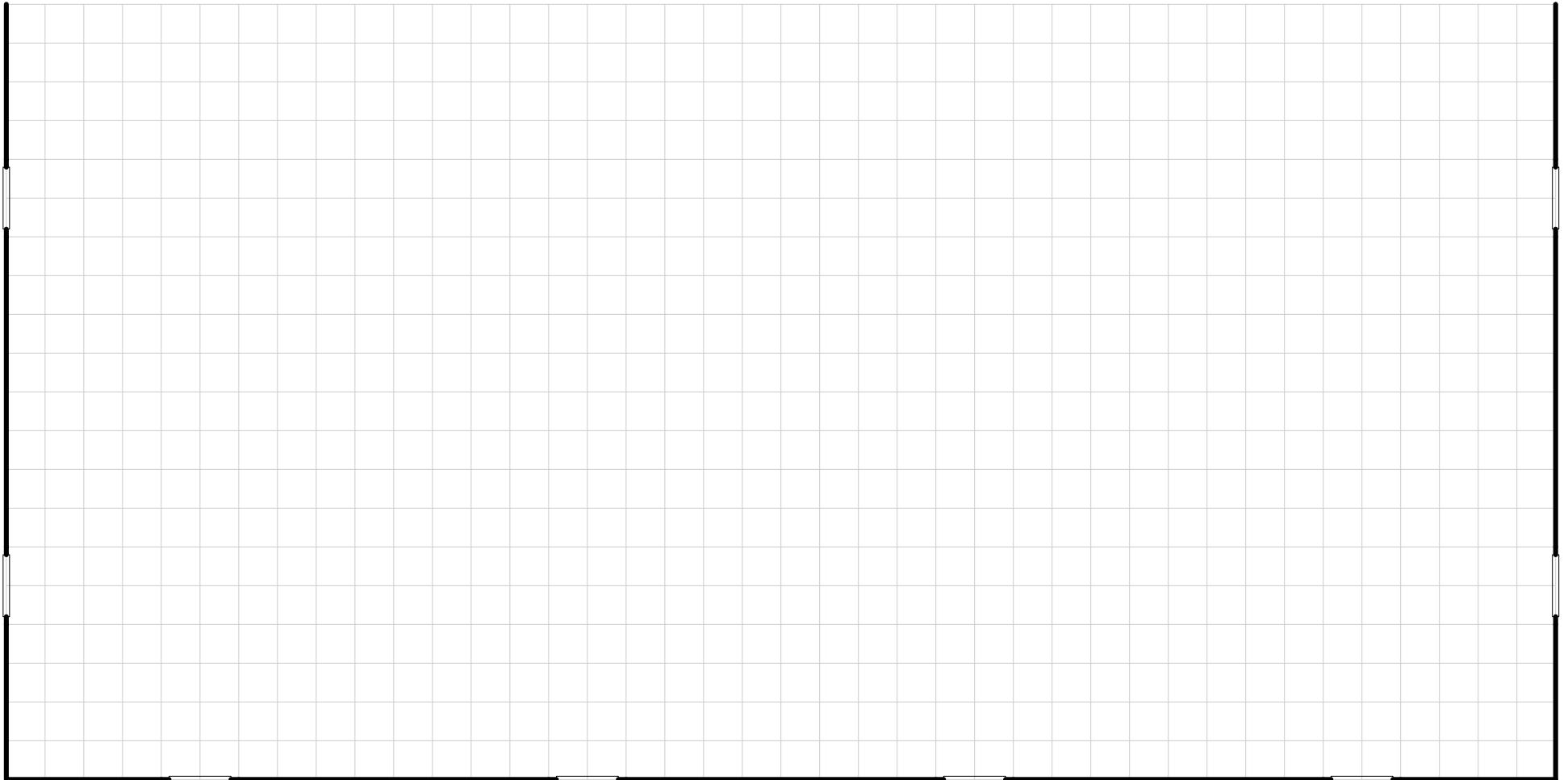
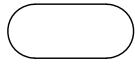


Notes:

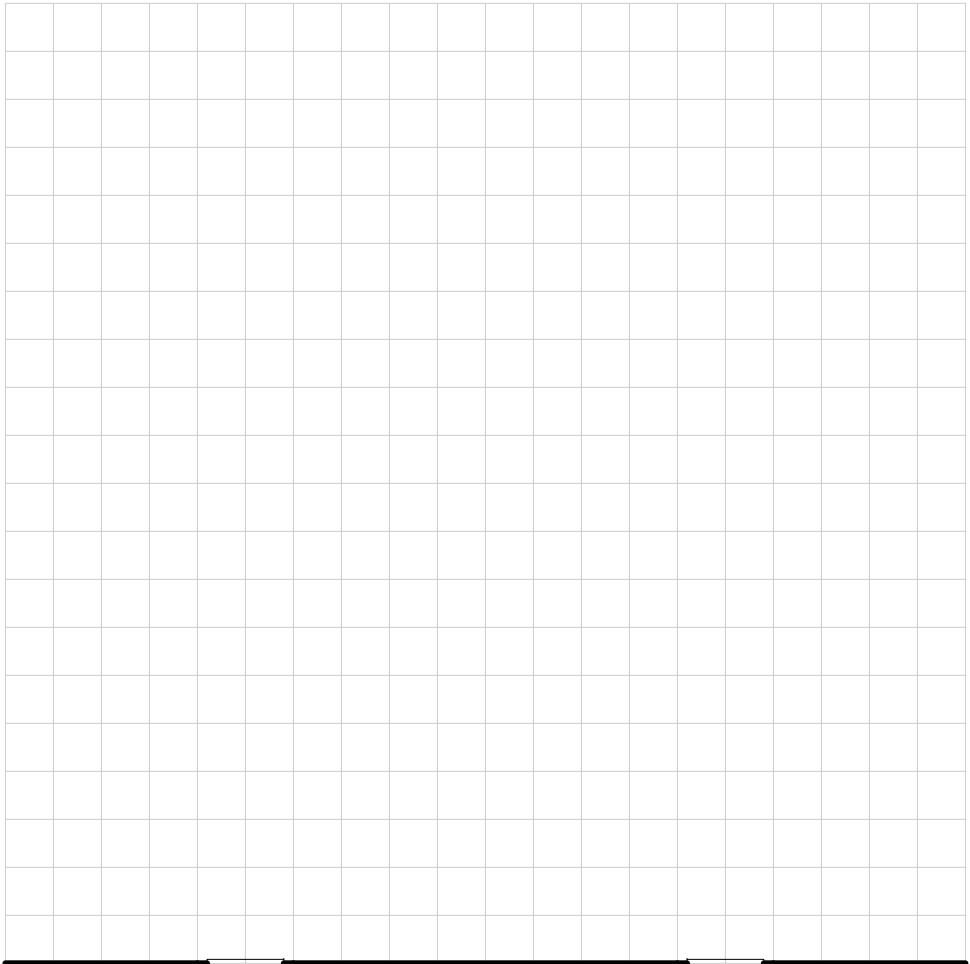
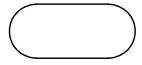
- The core of this deck is for vertical access, allowing all designs created on this blank to allow continuous vertical movement.



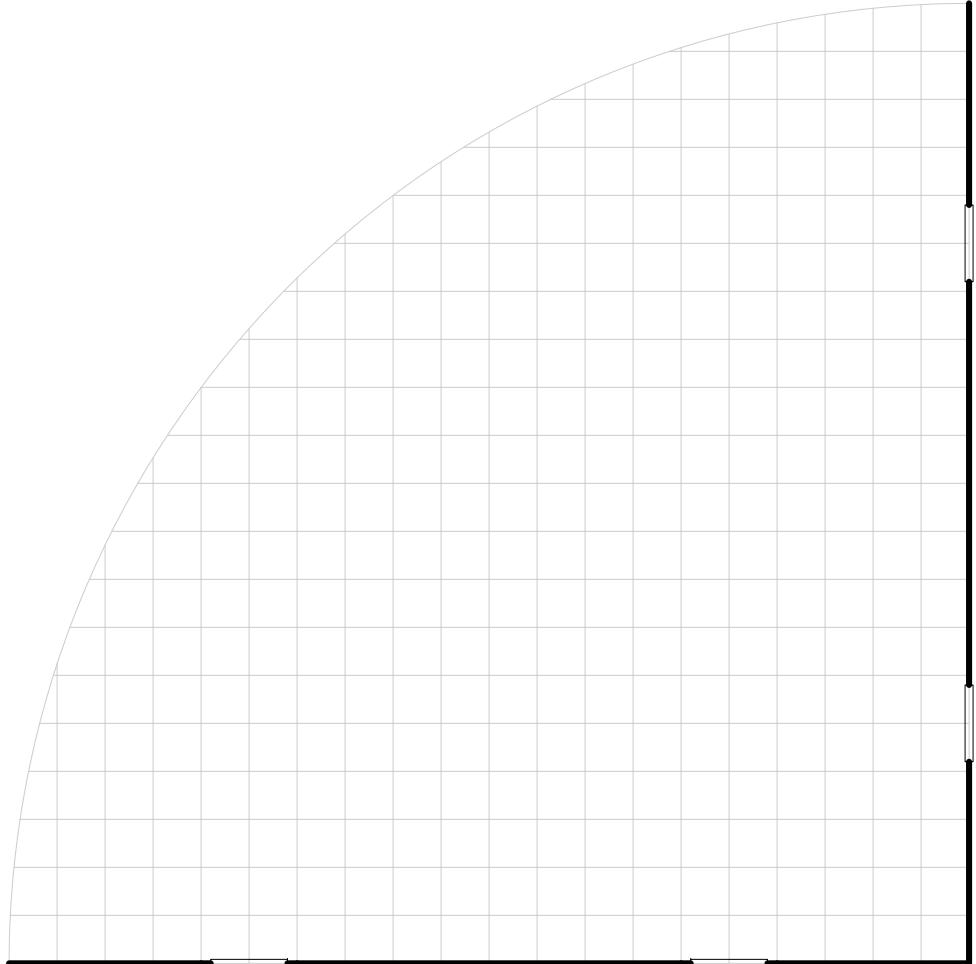
Notes:



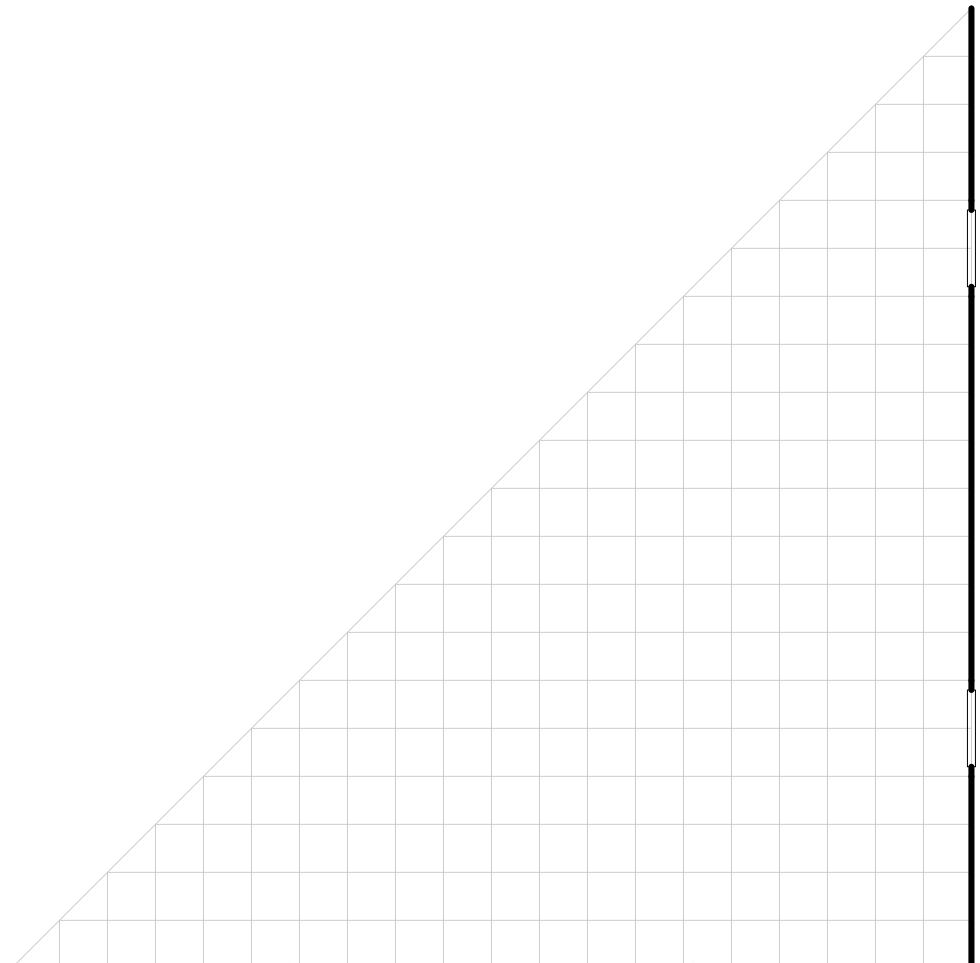
Notes:



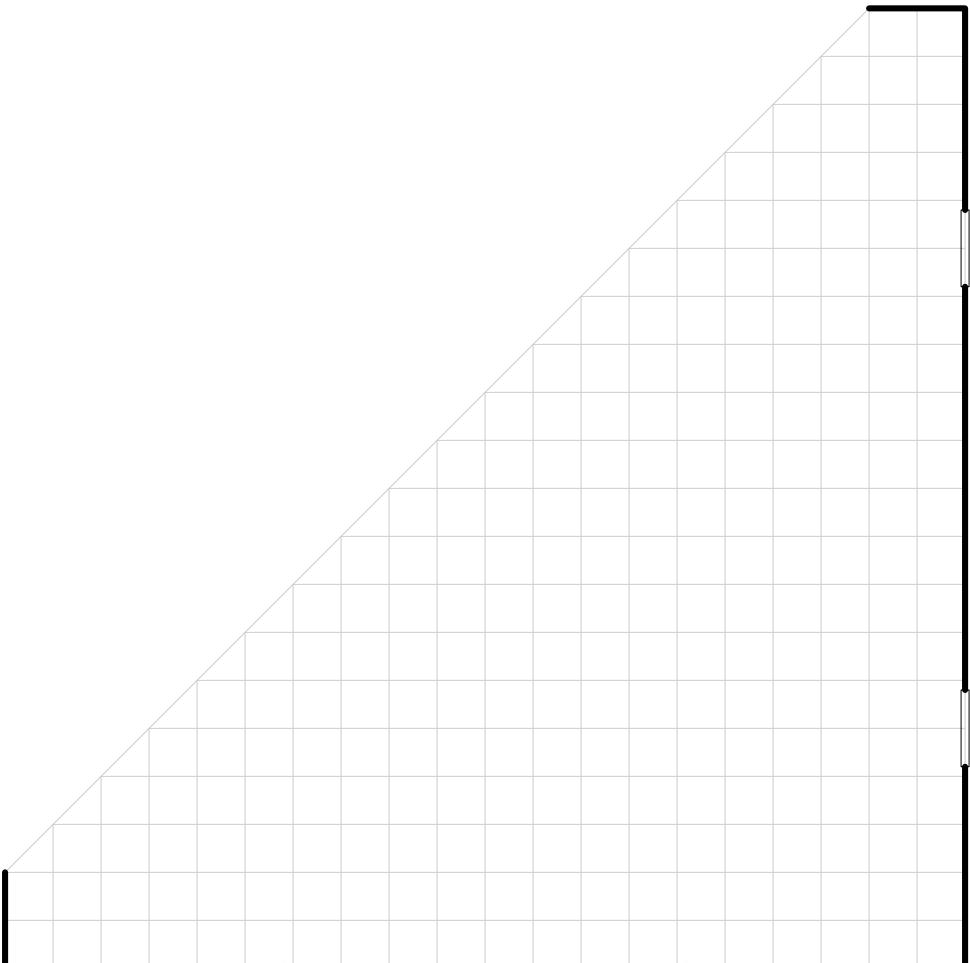
Notes:



Notes:



Notes:



Notes:

Index - Standard Geomorphs

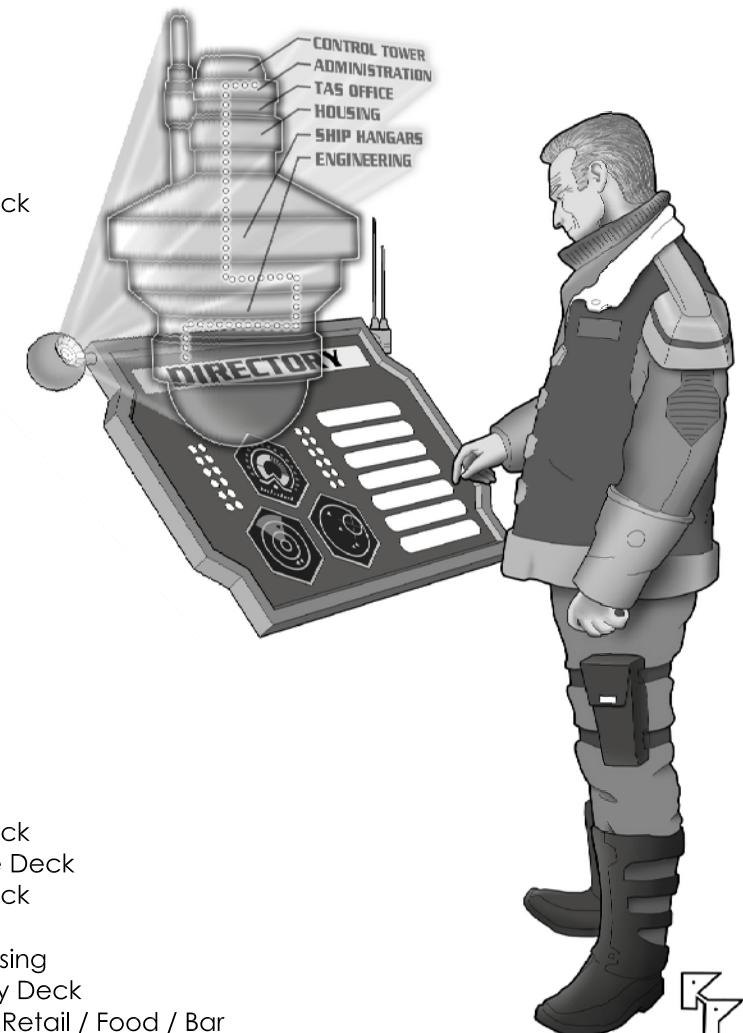
Standard Geomorphs

101 Multi purpose
102 Research Deck
103 Cargo Bay - Full
104 Cargo Bay - Empty
105 Engineering/Sensor Ops
106 Fighter Hangar/Crew Area
107 Robotics Lab
108 Barracks
109 Brig / Prison
110 Fuel Deck
111 Arboretum - Lower
112 Arboretum - Upper
113 Bridge / Multi purpose
114 Engineering
115 Fighter Hangar - Lower
116 Fighter Hangar - Upper
117 Battery Deck
118 Multi purpose
119 Hydroponics Bay
120 Agricultural Bay
121 Multi purpose
122 Medical Research
123 Multi purpose
124 Engineering
125 Cargo Bay - Full
126 Cargo Bay - Empty
127 50 Ton Launch Bay
128 Fuel Refinery
129 Multi purpose
130 Multi purpose
131 Multi purpose
132 Low Berth Deck
133 Scrap / Recycling
134 Engineering
135 Starship Cradle
136 Starship Cradle
137 Command Center
138 Crew Quarters
139 Construction Deck - Lower
140 Construction Deck - Upper

141 50 Ton Launch / Multi purpose
142 50 Ton Launch / Multi purpose
143 50 Ton Launch / Crew Quarters
144 Engineering / Passenger Deck
145 Engineering - Lower
146 Engineering - Upper
147 Fighter Hangar / Engineering
148 Fighter Hangar
149 Fighter Hangar
150 Barracks
151 Multi purpose
152 Passenger Staterooms
153 Starship Hangar
154 Starship Cradle
155 30 Ton Shuttle/Multi purpose
156 Multi purpose
157 Engineering / Crew Quarters
158 Fuel Deck / Crew Quarters
159 Cargo Bay - Full
160 Cargo Bay - Empty
161 Engineering
162 Multi purpose
163 Drop Capsule / Troop Deck
164 Dropship Bay
165 Multi purpose
166 Engineering / Fuel Deck
167 50 Ton Shuttle Hangar
168 Steerage / Engineering
169 Sports Complex
170 Auditorium
171 Engineering / Crew Quarters
172 Engineering / Crew Quarters
173 Fighter Hangar
174 Fuel Deck
175 Engineering
176 Engineering
177 Arboretum
178 Arboretum / Multi purpose
179 Multi-purpose
180 Engineering

181 Engineering
182 Multi purpose
183 Gig Hangar
184 Multi purpose
185 Multi purpose
186 Medical Bay
187 Passenger Deck
188 Escape Pods
189 Multi purpose
190 Multi purpose
191 Vehicle Bay
192 Holodeck
193 Multi purpose
194 Multi purpose
195 Multi purpose
196 Multi purpose
197 Multi purpose
198 Multi purpose
199 Engineering
200 Engineering
201 Multi purpose
202 Engineering
203 Elevator Core
204 Elevator Core
205 Elevator Core
206 Multi purpose
207 Passenger Deck
208 Drop Capsule Deck
209 Passenger Deck
210 Auditorium
211 Waste Processing
212 Scout / Survey Deck
213 Promenade - Retail / Food / Bar
214 Promenade - Casino
215 Security Checkpoint
216 Engineering / Sensor Ops
217 Cargo Bay / 20 Ton Launch
218 Drop Capsules / Troop Deck
219 Hydroponics / Carniculture
220 Xboat Retrieval & Repair Deck

221 Medical Isolation Ward
222 Manufacturing Bay
223 Office Space
224 Office Space
225 Lobby - Lower Level
226 Lobby - Upper Level



Index - Edge Geomorphs

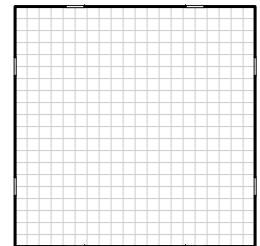
Edge Geomorphs

301	Bridge	341	Passenger Deck	381	Robotics Lab	421	Brig / Prison
302	Xboat Repair Bay	342	Pool Deck	382	Multi purpose	422	Passenger Deck
303	Passenger Deck	343	Arboretum	383	Tank Bay	423	Medical Research
304	Communications	344	Arboretum	384	Multi purpose	424	Multi purpose
305	Weapons Bay	345	Scout Deck	385	Cargo Bay	425	Fighter Hangar
306	Cargo Bay/Runabout	346	Gunnery/Barracks	386	Cargo Bay	426	Fighter Hangar / Crew Quarters
307	Cargo Bay/Launch	347	Sandcaster Deck	387	Engineering	427	Water Storage
308	Cargo Bay/Launch	348	Bridge	388	Mining Bay	428	Multi purpose
309	Cargo Bay - Full	349	Passenger Deck - Lower	389	Multi purpose	429	Drop Capsule Deck
310	Cargo Bay - Empty	350	Passenger Deck - Upper	390	Multi purpose	430	Passenger Deck
311	Cargo Bay - Upper	351	Engineering	391	Multi purpose	431	Passenger Gate / Concourse
312	Cargo Bay - Upper	352	20 Ton Launch Bay	392	Cargo Bay	432	Passenger Gate / Concourse
313	Office Space	353	Research Lab	393	Engineering - Lower	433	Fuel Deck
314	Restaurant / Bar	354	Hydroponics Bay	394	Engineering - Upper	434	Fuel Deck
315	Engineering	355	Carniculture Lab / Cargo Bay	395	Elevator Core	435	Collapsible Fuel Tank - Full
316	40 Ton Launch Bay	356	Agricultural Bay	396	Elevator Core	436	Collapsible Fuel Tank - Empty
317	Security Checkpoint	357	Cargo Bay	397	Cargo Bay - Launch	437	Fuel Deck w/ Drop Tank
318	Waste Processing	358	Weapons Bay	398	Vehicle Bay	438	Fuel Deck - Detached Drop Tank
319	Multi purpose	359	Engineering	399	Cargo Bay - Ship's Boat	439	Fuel Deck w/ Drop Tanks
320	Cloning Facility	360	Multi purpose	400	Fighter Hangar	440	Fuel Deck - Detached Drop Tanks
321	Fuel Deck	361	Engineering	401	Labs - Offices	441	Promenade - Food Court
322	Fuel Deck	362	Engineering	402	Multi purpose	442	Promenade - Bar
323	Low Berth Deck	363	Tech Lab - Lower	403	Vehicle Bay - Lower	443	Promenade - Retail
324	Multi purpose	364	Tech Lab - Upper	404	Vehicle Bay - Upper	444	Promenade - Casino
325	Cargo Bay - Full	365	Gunship Hangar - Lower	405	Engineering	445	Passenger Quarters/Arboretum
326	Cargo Bay - Empty	366	Fighter Hangar - Upper	406	Multi purpose	446	Crew Quarters/Mess Hall
327	Vehicle Hangar	367	Multi purpose	407	Mission Control	447	Communications Dish - Lower
328	Vehicle Hangar	368	Barracks	408	Medical Bay	448	Communications Dish - Lower
329	Missile Deck	369	Cargo Bay - Full	409	Gymnasium	449	Missile Deck - Lateral Barbettes
330	Missile Deck	370	Cargo Bay - Empty	410	Holodeck	450	Missile Deck - Lateral Barbettes
331	Flight Deck - Vertical	371	Grav Tank Garage	411	Shooting Range / Dojo	451	Barbette Deck
332	Fighter Hangar	372	Multi purpose	412	Cargo Bay - Launch	452	Dorsal / Ventral Barbettes
333	Gig Cradle	373	Cargo Bay / Launch	413	Multi purpose	453	50 Ton Weapon Bay
334	Grav Vehicle Garage	374	Cargo Bay	414	Multi purpose	454	50 Ton Weapons Bay
335	Vehicle Hangar - Full	375	Cargo Bay / Launch	415	Scout / Survey Deck	455	50 Ton Weapons Bay - Missiles
336	Vehicle Hangar - Empty	376	Fighter Hangar	416	Scout / Survey Deck	456	50 Ton Weapons Bay - Missiles
337	Water Storage	377	Multi purpose	417	Engineering	457	50 Ton Weapons Bay - Particle Accelerator
338	Scrap / Recycling	378	Fuel Refinery	418	Engineering	458	50 Ton Weapons Bay - Mine Layer
339	Fighter Hangar - Lower	379	Weapons Bay	419	Escape Pod Deck	459	50/100 Ton Weapons Bay
340	Fighter Hangar - Upper	380	Barracks / Training	420	Escape Pod Deck	460	50/100 Ton Weapons Bay - Missiles

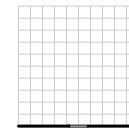
Index - Corner Geomorphs

Corner Geomorphs

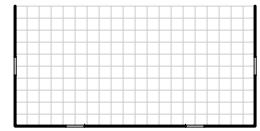
- 501 Fuel Deck
502 Fuel Deck
503 Fuel Deck
504 Fuel Refinery
505 Fuel Deck/Gunnery
506 Bridge/Crew Area
507 Bridge
508 Bridge
509 Bridge
510 Bridge
511 Bridge
512 Bridge/Engineering
513 Cargo Bay
514 Cargo Bay
515 Cargo Bay
516 Cargo Bay/Launch
517 Cargo Bay/Launch
518 Cargo Bay/Launch
519 Launch/Gunnery
520 Engineering
521 Engineering
522 Engineering
523 Engineering
524 Engineering/Sensors
525 Fighter Hangar
526 Fighter Hangar
527 Fighter Hangar
528 Fighter Hangar
529 Fighter Hangar - Lower
530 Fighter Hangar - Upper
531 Weapons Deck
532 Missile Deck
533 Sandcaster Deck
534 Barbette Deck
535 Barbette Deck
536 Barbette Deck
537 Cargo Bay - Full
538 Cargo Bay - Empty
539 Cargo Bay
540 Cargo Bay - Full
541 Cargo Bay - Empty
542 Cargo Bay
543 Arboretum
544 Arboretum
545 Arboretum
546 Arboretum
547 Arboretum
548 Arboretum
549 Survey Deck
550 Agricultural Bay
551 Hydroponics Bay
552 Water Storage
553 Solar / Battery Deck
554 Air/Raft Bay
555 ATV Bay
556 Grav Tank Bay
557 Grav Bike Bay
558 Vehicle Bay
559 Vehicle Bay
560 Work Pod Bay
561 Sensor Ops
562 Sensor/Comm. Bay
563 Drop Capsules
564 Escape Pods
565 Escape Pods
566 Control Room
567 Scrap/Recycling
568 Offices
569 Executive Lounge
570 Barracks
571 Crew Areas
572 Stellar Cartography
573 Science Lab
574 Medical Research
575 Med Lab/Low Berths
576 Robotics Lab
577 Engineering
578 Engineering
579 Engineering
580 Engineering
581 Engineering
582 Engineering
583 Engineering
584 Engineering
585 Multi purpose
586 Multi purpose
587 Multi purpose
588 Multi purpose
589 Multi purpose
590 Multi purpose
591 Multi purpose
592 Multi purpose
593 Multi purpose
594 Multi purpose
595 Multi purpose
596 Offices
597 Transporter
598 Holo Suites
598 Fighter Hangar
600 Fighter Hangar
601 Passenger Gate
602 Security Checkpoint
603 Promenade - Food Court
604 Promenade - Restaurant
605 Promenade - Bar
606 Promenade - Bar
607 Promenade - Retail
608 Promenade - Casino
609 Passenger Quarters
610 Passenger Quarters
611 Passenger Quarters
612 High Passenger Quarters
613 Steerage
614 Steerage and Low Berths
615 Engineering - Lower
616 Engineering - Upper
617 Conference Room
618 Elevator Core
619 Elevator Core
620 Cargo Elevator Core



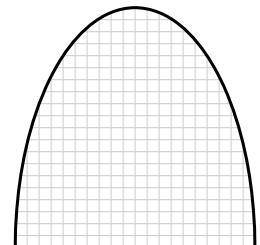
Standard Geomorph



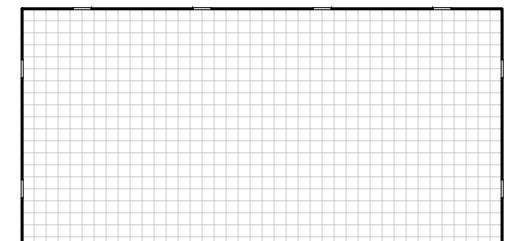
Corner Geomorph



Edge Geomorph



End Geomorph



Megamorph

Index - End Geomorphs and Specialty Geomorphs

End Geomorphs

- 701 Bridge
- 702 Xboat Docks
- 703 Bridge
- 704 Fuel Deck
- 705 Fighter Hangar
- 706 Escape Pod Bay
- 707 Bridge / Survey
- 708 Bridge / Cargo Bay
- 709 Scout / Survey Deck
- 710 Low Berth Deck
- 711 Arboretum
- 712 Cargo Bay
- 713 Engineering
- 714 High Passage / Pool Deck
- 715 Hydroponics Bay
- 716 Engineering / Mine Layer
- 717 Starship Dock / Multi purpose
- 718 Starship Dock
- 719 Passenger Deck
- 720 Fighter Hangar
- 721 Xboat Docks
- 722 Drop Capsules / Troop Deck
- 723 Fuel Deck w/ Drop Tanks
- 724 Vehicle Hangar
- 725 Passenger Gate
- 726 Brig / Prison
- 727 50 Ton Bay Weapons - Missiles
- 728 50 Ton Bay Weapons - Missiles
- 729 50 Ton Bay Weapons / Bridge
- 730 50 Ton Bay Weapons / Bridge
- 731 50 Ton Bay Weapons
- 732 100 Ton Bay Weapon
- 733 Research Deck
- 734 Arboretum
- 735 Passenger Deck
- 736 Dropship Bay
- 737 Construction Bay - Lower
- 738 Construction Bay - Upper
- 739 Starship Dock
- 740 Starship Dock

Specialty Geomorphs

- 741 Fighter Hangar
- 742 Engineering
- 743 50 Ton Launch / Crew Quarters
- 744 Drop Capsule Deck
- 745 20 Ton Launch Deck / Cargo Bay
- 746 Hydroponics Bay
- 747 Throne Room
- 748 Mining Bay
- 749 Engineering / Fuel
- 750 Gig Hangar
- 751 Cargo Tug Dock
- 752 Fighter Hangar
- 753 Luxury Restaurant
- 754 Office Space
- 755 Cargo Bay - Full
- 756 Cargo Bay Hull Breach
- 757 Fighter Hangar
- 758 Fighter Hangar Hull Breach
- 759 Engineering
- 760 Engineering Hull Breach
- VC1 Vertical Core - Multi purpose
- VC2 Vertical Core - Multi purpose
- VC3 Vertical Core - Troop Deck
- VC4 Vertical Core - Passenger Area
- IS1 Interstitial Space
- IS2 Interstitial Space
- IS3 Interstitial Space
- IS4 Interstitial Space
- TR0 Trams and Trains - Symbols
- TR1 Tram Station - Empty
- TR2 Tram Station - Full
- TR3 Tram Station - Cargo Platform
- TR4 Tram Station - Secured
- TR5 Tram Station
- TR6 Tram Tunnel - Basic
- TR7 Tram Tunnel Junction
- TR8 Tram Repair Area
- M1 Megamorph - Starship Hangar/Repair Bay
- M2 Megamorph - Starship Hangar/Repair Bay
- M3 Megamorph - Open Landing Platform
- M4 Megamorph - Flight Deck - Lower
- M5 Megamorph - Flight Deck - Upper
- M6 Megamorph - Flight Deck - Vertical
- M7 Megamorph - Cargo Deck
- M8 Megamorph - Parking
- M9 Megamorph - Alien Habitat
- AF1-12 Aerofins
- CB1 Connecting Bridge
- CB2 Connecting Bridge
- CB3 Connecting Bridge
- CB4 Connecting Bridge w/ Cargo
- CB5 Connecting Bridge / Ship Dock
- CB6 Connecting Bridge / Small Craft Dock

A collection of blank geomorphs has also been included for your use.

