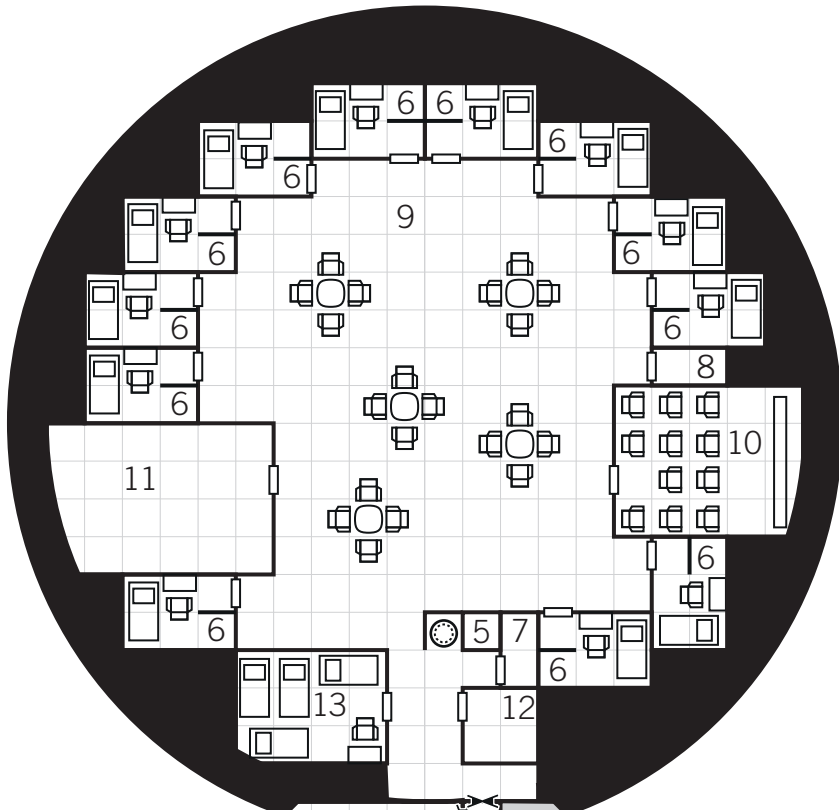
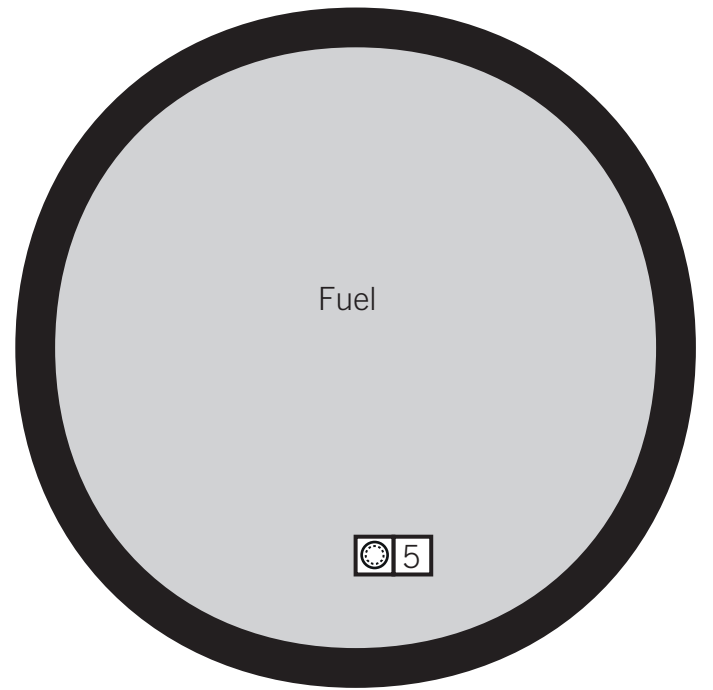


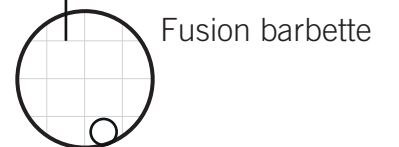
Deck 3



Deck 4



Deck 5



1. Repair Drones and launch pad
2. Access to particle barrette (x2)
3. Sensors
4. Cargo bay
5. Lift
6. Stateroom
7. Fresher
8. Ship's locker
9. Common area
10. Theatre
11. Gym
12. Armoury
13. Medical bay
14. Modular cutter bay
15. Power plant
16. Manoeuvre drive
17. Jump drive
18. Ammunition store and access to sandcaster turret
19. Ammunition store and access to missile turret
20. Bridge and office
21. Access to fusion barrette
22. Maintenance bay

