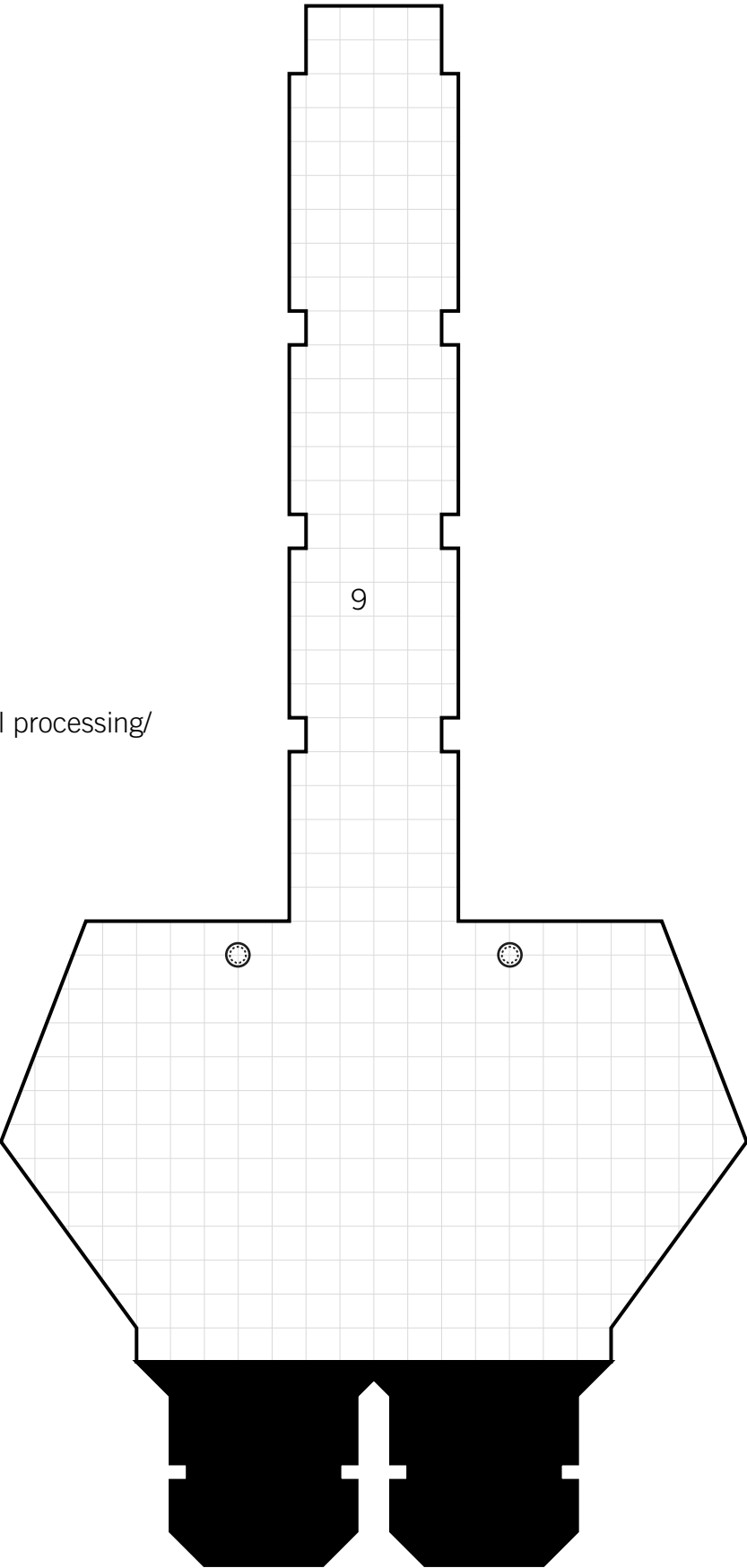
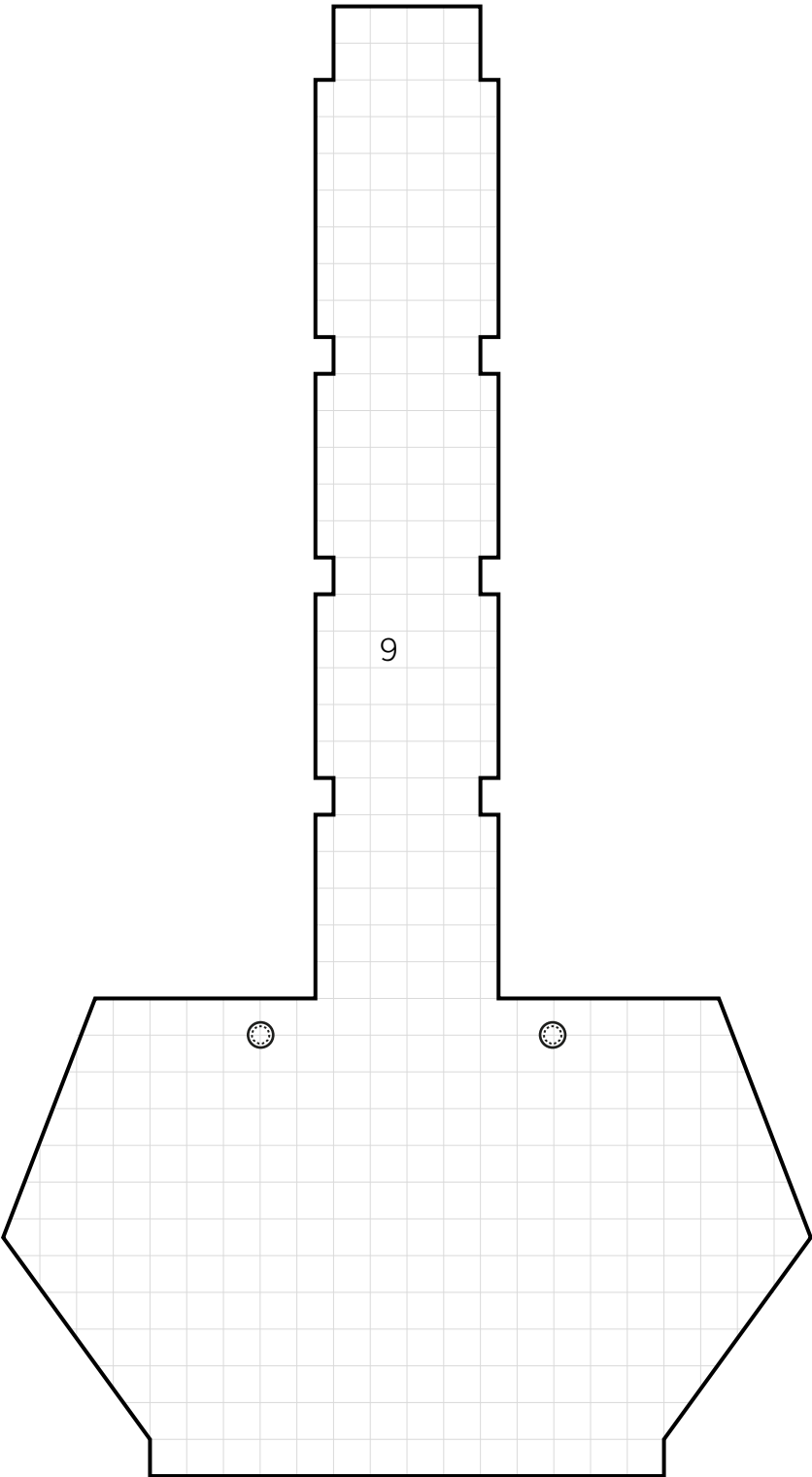


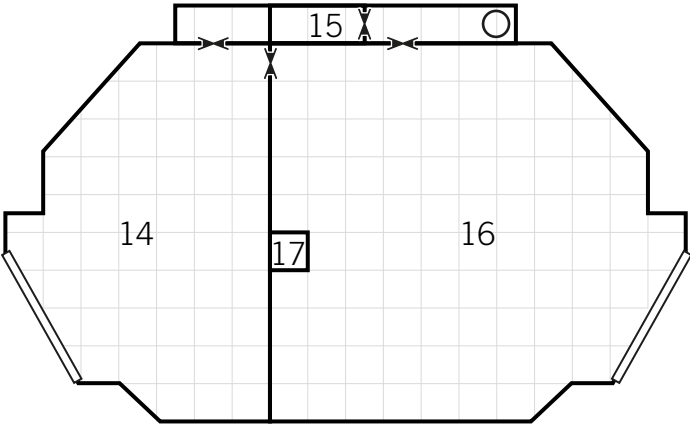
- 1. Fuel processor
- 2. Triple turrets (beam laser)
- 3. Triple turrets (missile) & missile storage
- 4. Nuclear damper
- 5. Power plant
- 6. Jump drive
- 7. Sandcasters
- 8. Sandcasters barrel storage
- 9. Spinal - Meson
- 10. Common area
- 11. Medical bay
- 12. Staterooms
- 13. Manoeuvre drive
- 14. Modular cutters
- 15. workshops
- 16. Cargo hold
- 17. Lift
- 18. Medium tractor beam bay
- 19. Bridge
- 20. Armoury
- 21. Airlock
- 22. High standard stateroom
- 23. Command bridge
- 24. Medical bay
- 25. Point defense battery
- 26. Briefing rooms
- 27. Military countermeasures
- 28. Advanced sensors/Enhanced signal processing/  
distributed arrays



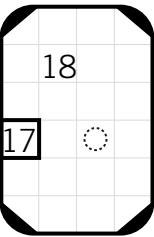
Deck 3



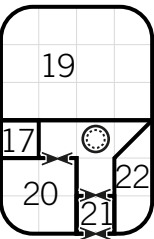
Deck 4



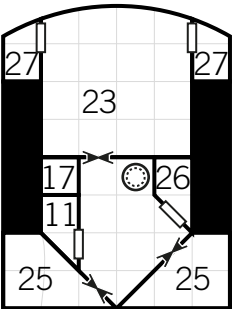
Deck 5



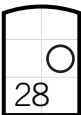
Deck 6



Deck 7



Deck 8



Deck 9