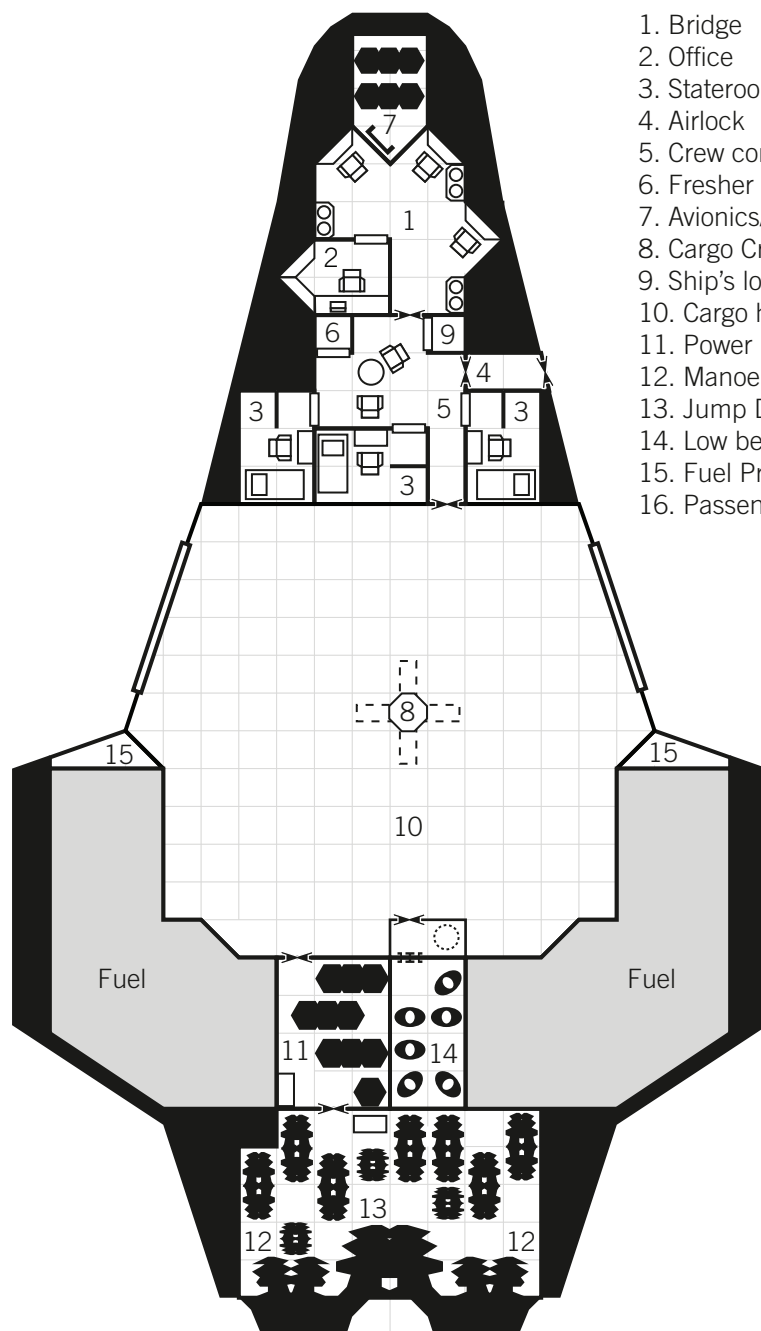
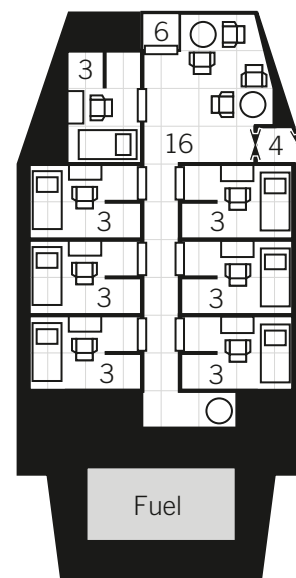


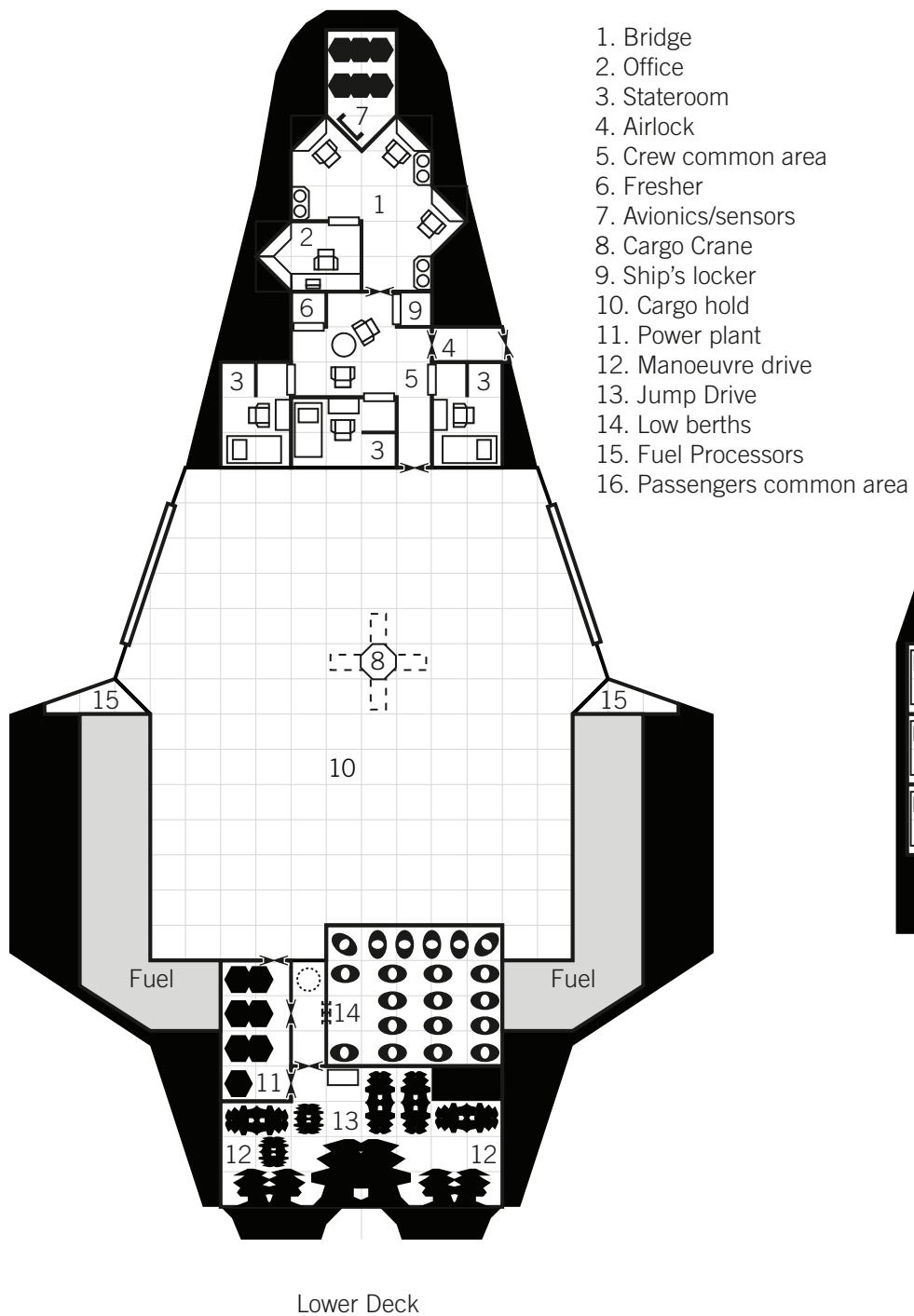


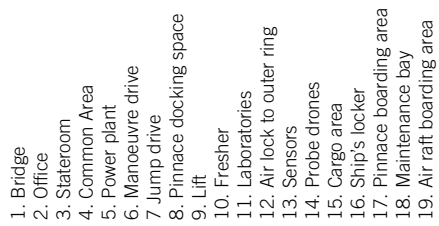
Lower Deck

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

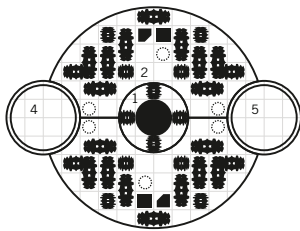


Upper Deck

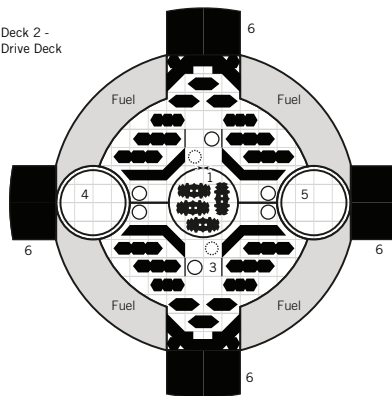




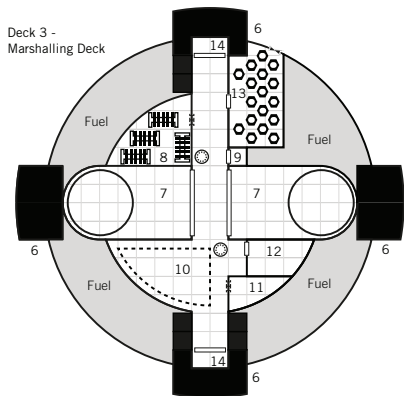
Deck 1 -
Lower Drive Deck



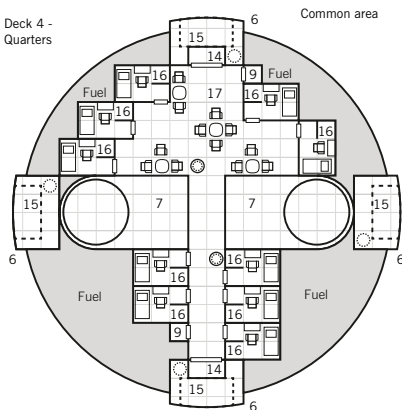
Deck 2 -
Drive Deck



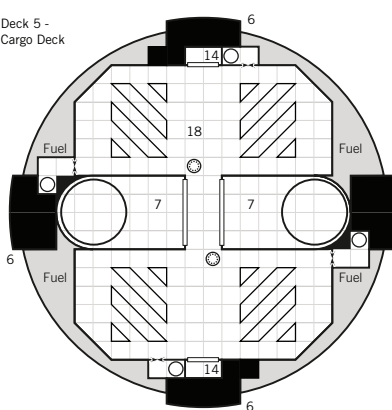
Deck 3 -
Marshalling Deck



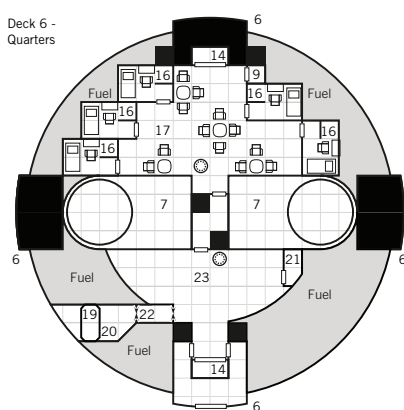
Deck 4 -
Quarters



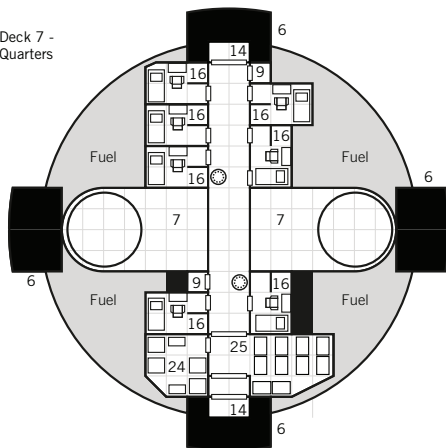
Deck 5 -
Cargo Deck



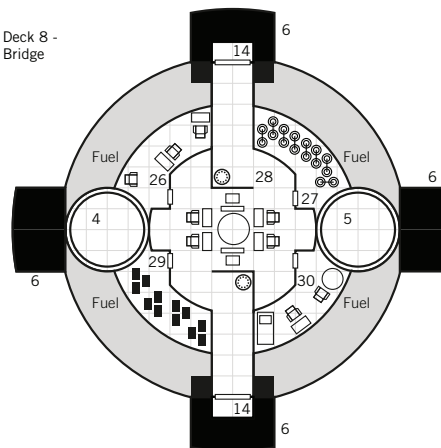
Deck 6 -
Quarters



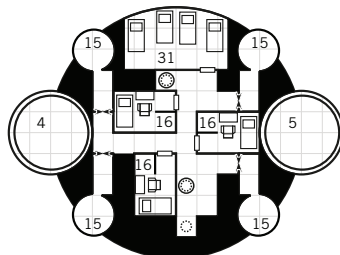
Deck 7 -
Quarters



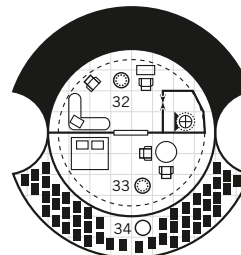
Deck 8 -
Bridge



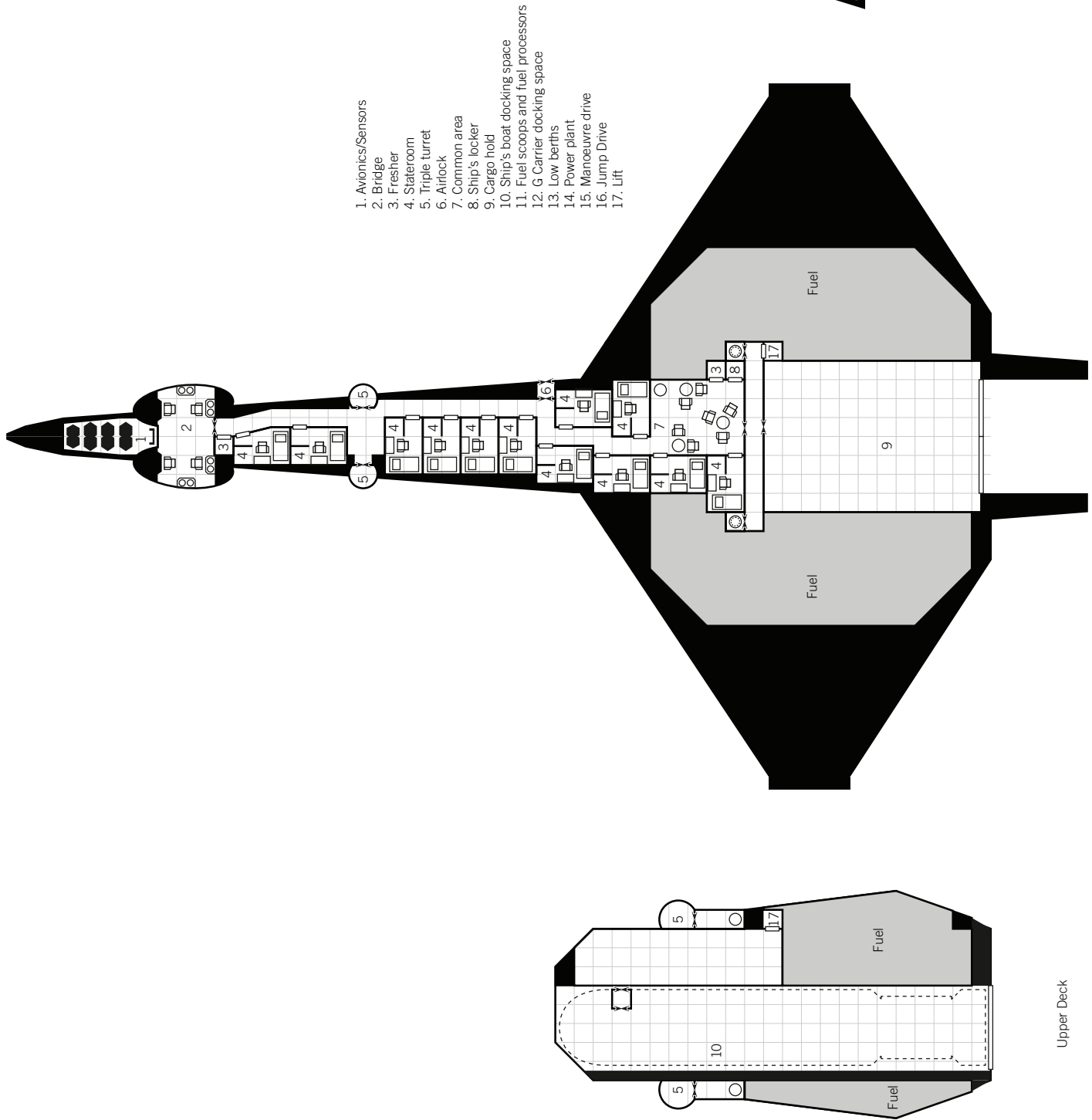
Deck 9 -
Gunnery

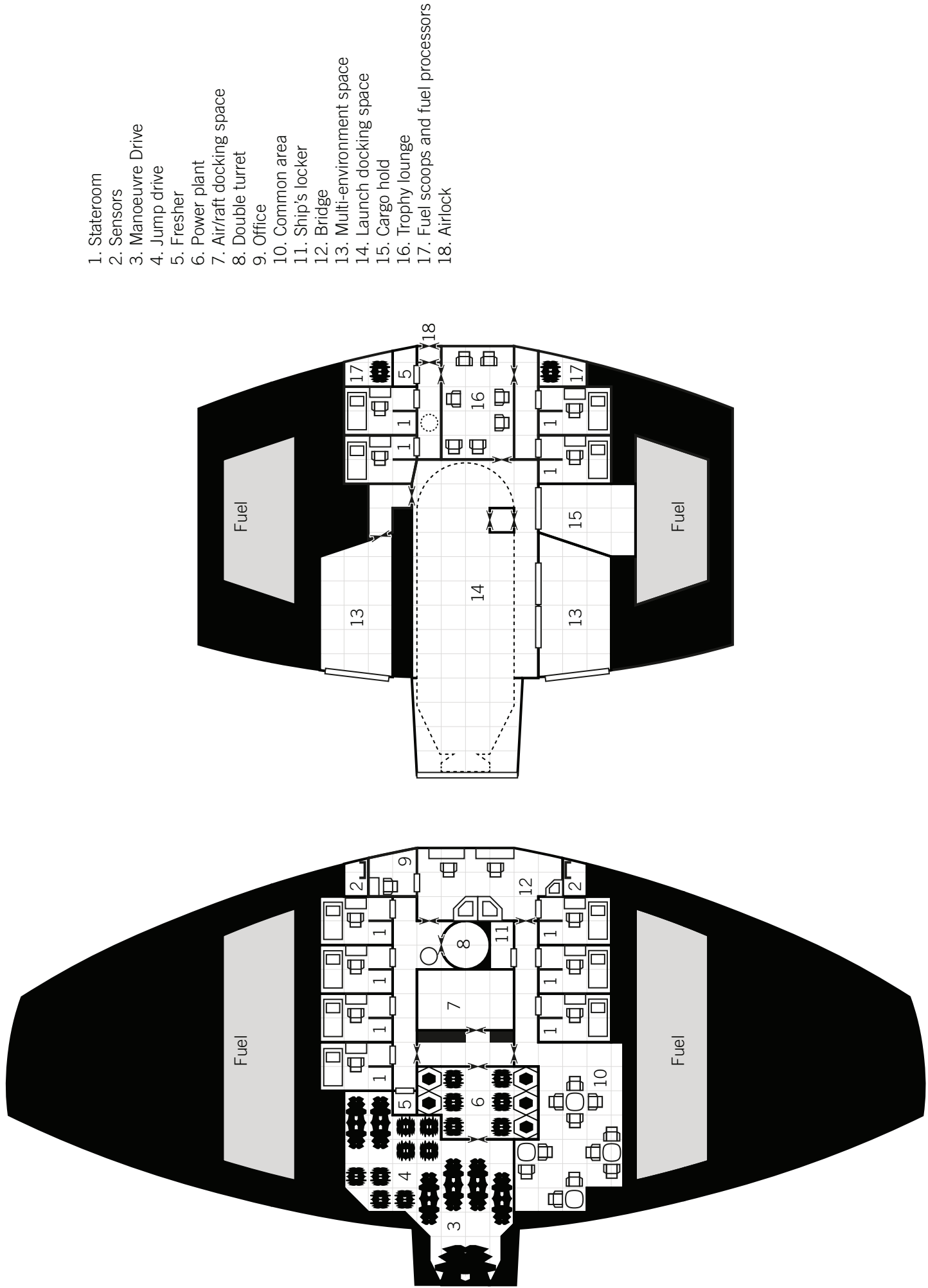


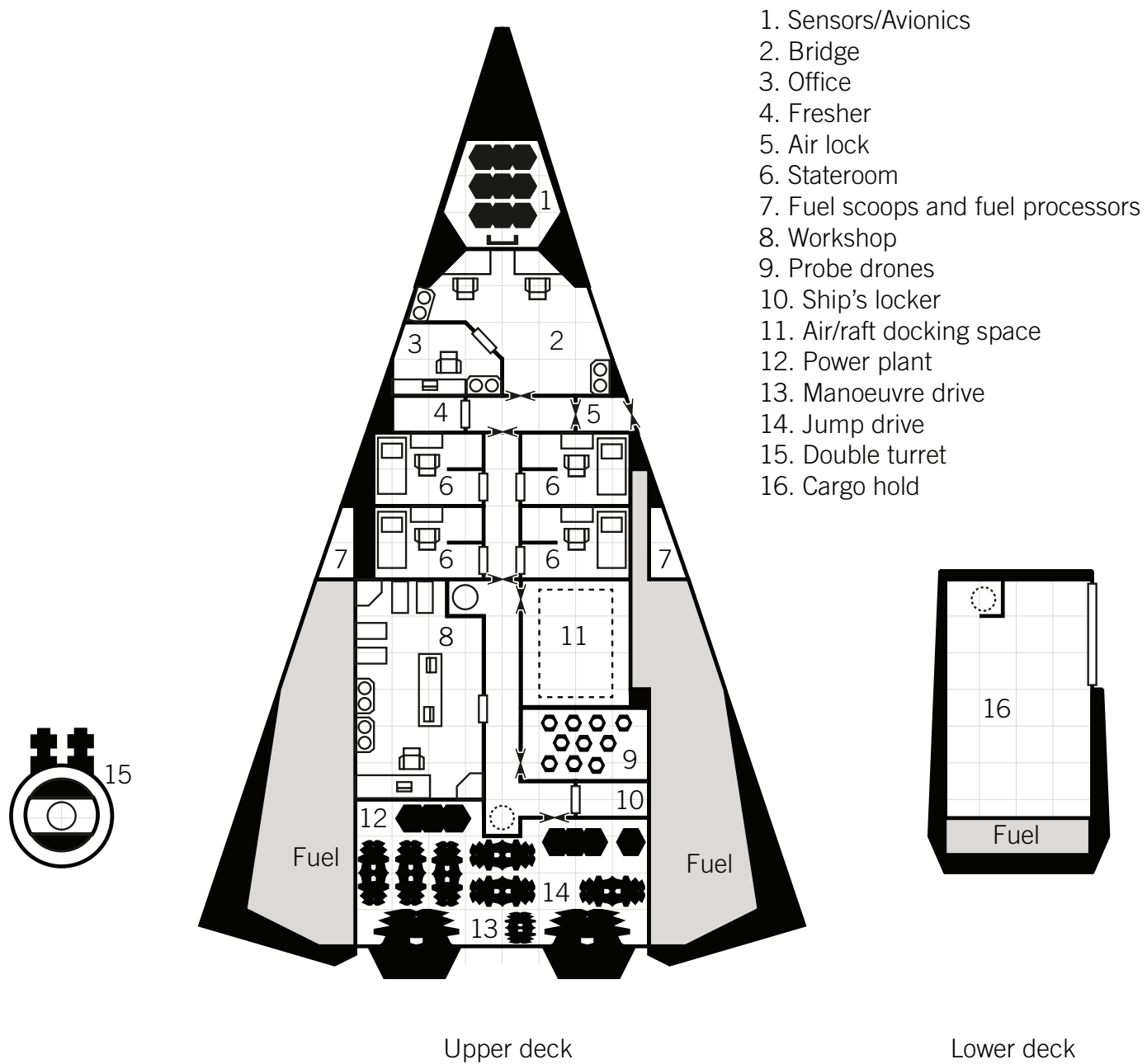
Deck 10 -
Avionics



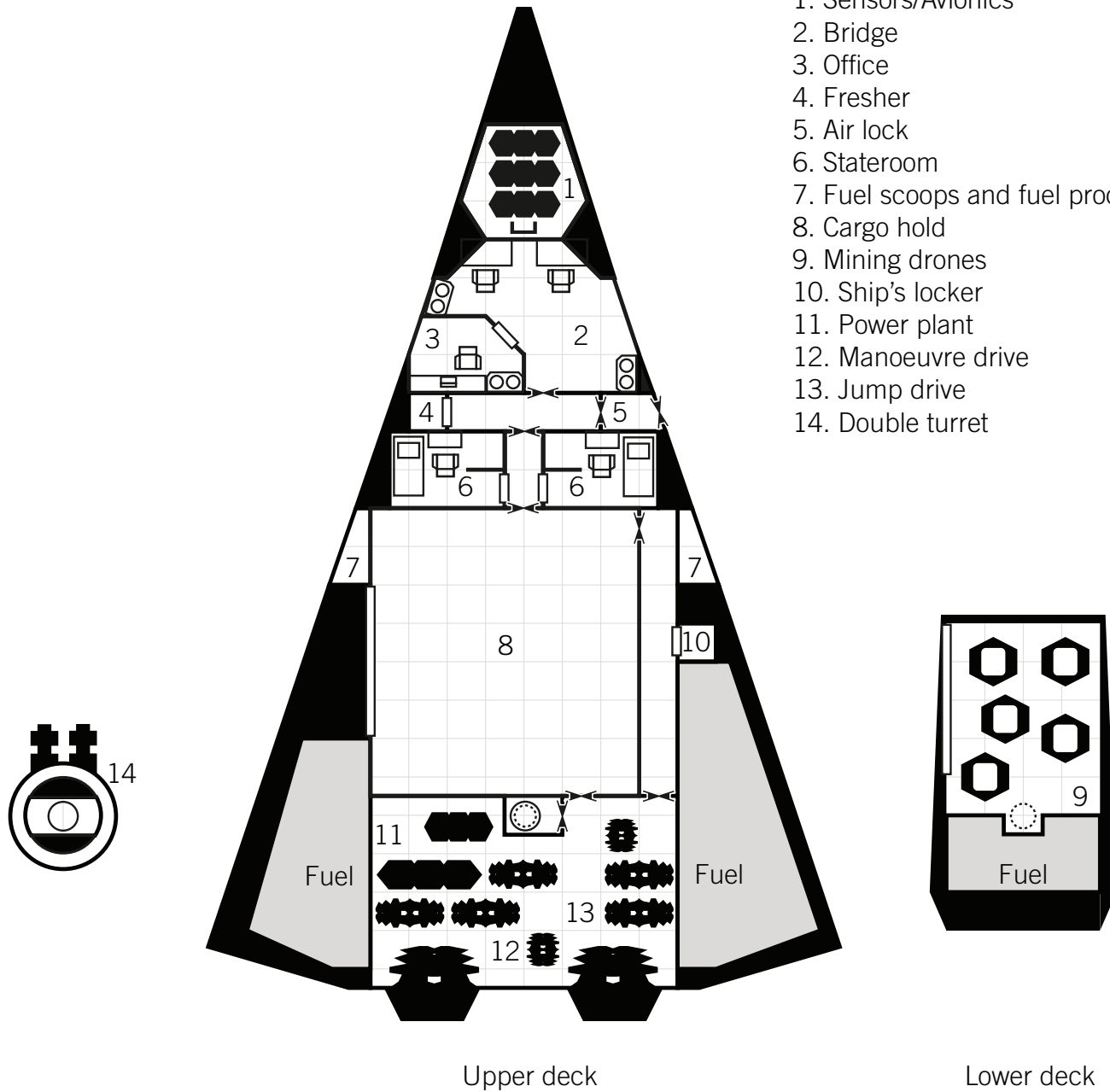
1. Manoeuvre Drive
2. Jump drive
3. Power plant
4. Modular cutter docking space - port
5. Modular cutter docking space - starboard
6. Landing leg
7. Modular cutter docking space and bay
8. Armoury
9. Fresher
10. Marshalling area
11. Secure vault
12. Storage area
13. Repair drones
14. lift
15. Triple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



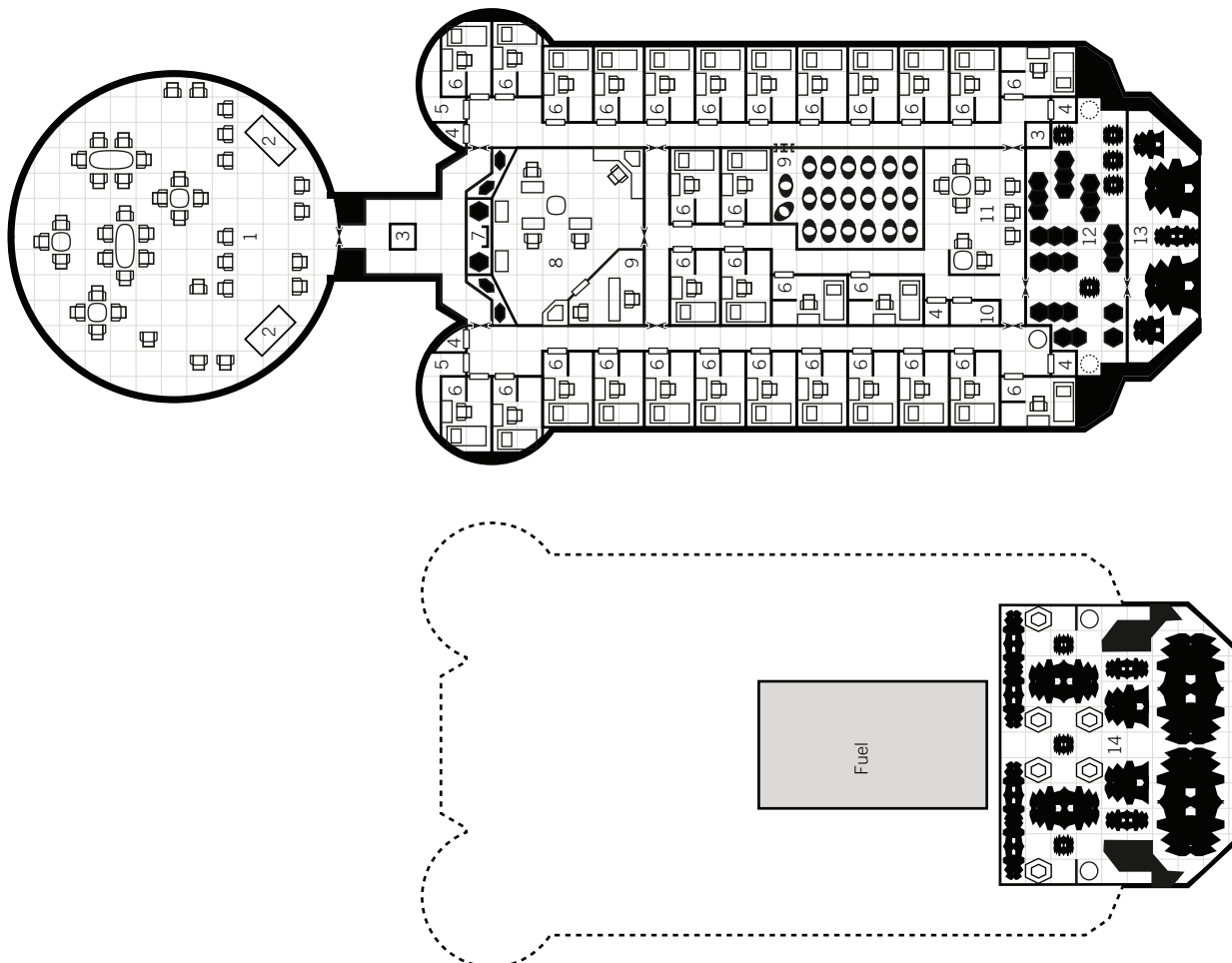


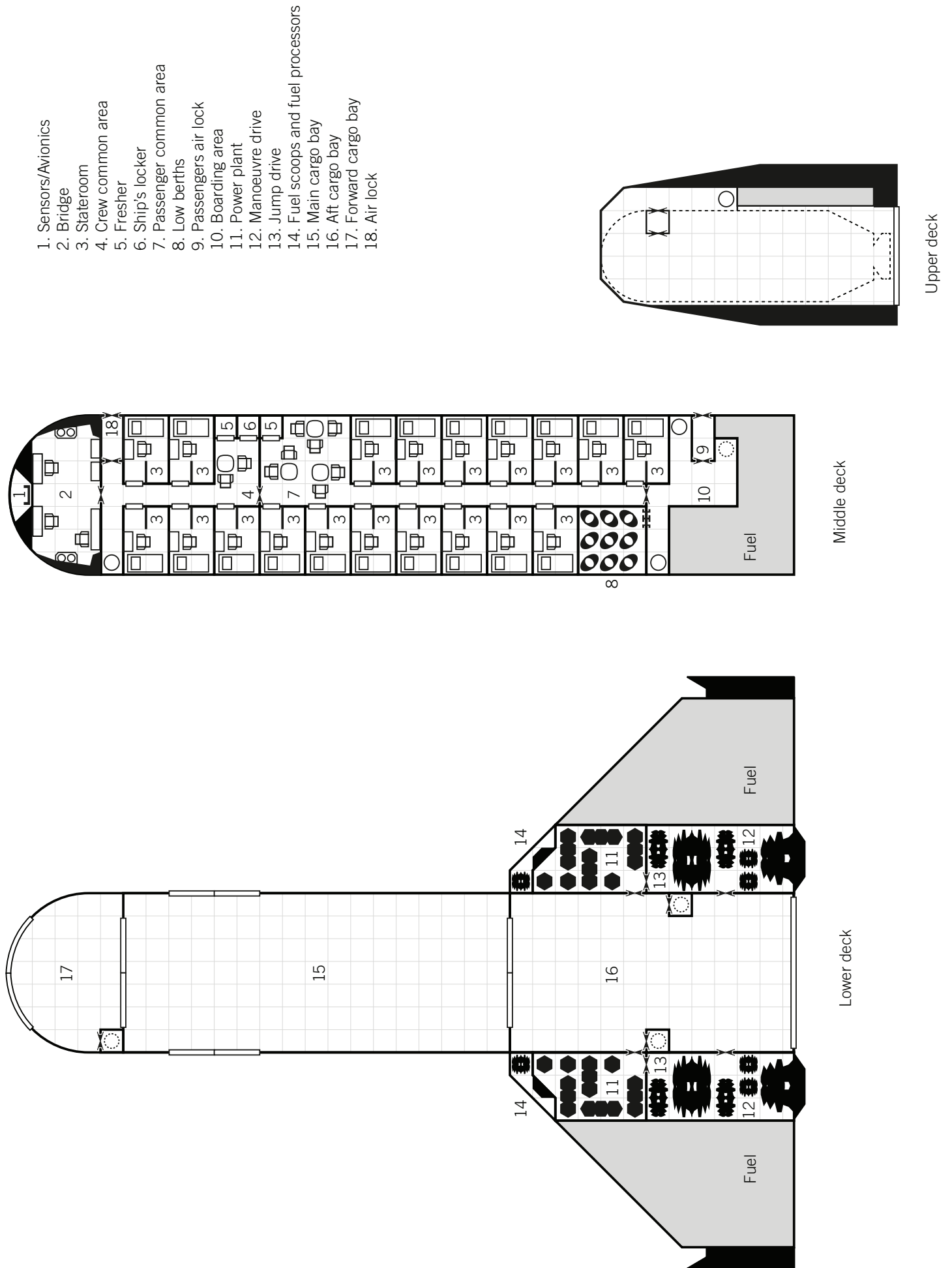


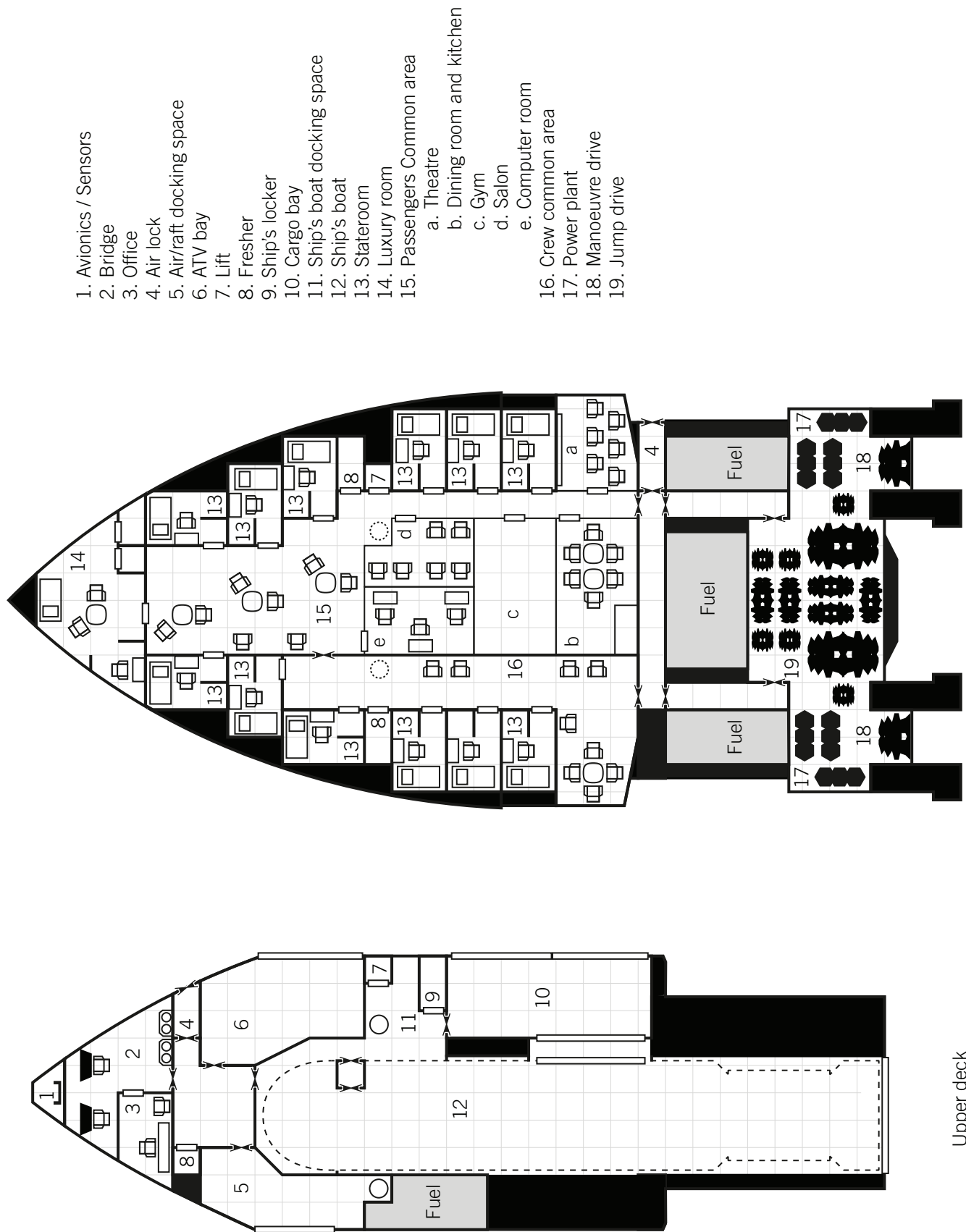
1. Sensors/Avionics
2. Bridge
3. Office
4. Fresher
5. Air lock
6. Stateroom
7. Fuel scoops and fuel processors
8. Cargo hold
9. Mining drones
10. Ship's locker- 11. Power plant
- 12. Manoeuvre drive
- 13. Jump drive
- 14. Double turret

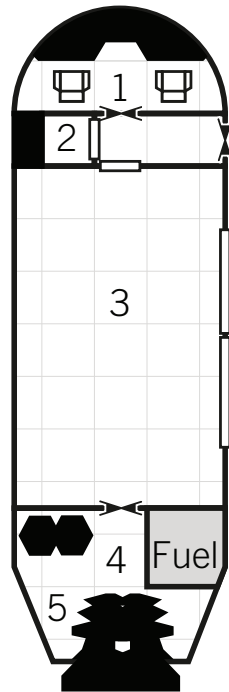


1. Passenger's lounge
2. Bar/Galley
3. Lift
4. Fresher
5. Spa/Steam room
6. Stateroom
7. Avionics/sensors
8. Bridge
9. Office
10. Ship's locker
11. Crew common area
12. Power plant
13. Manoeuvre drive
14. Jump drive
15. Cargo hold
16. Launch docking space



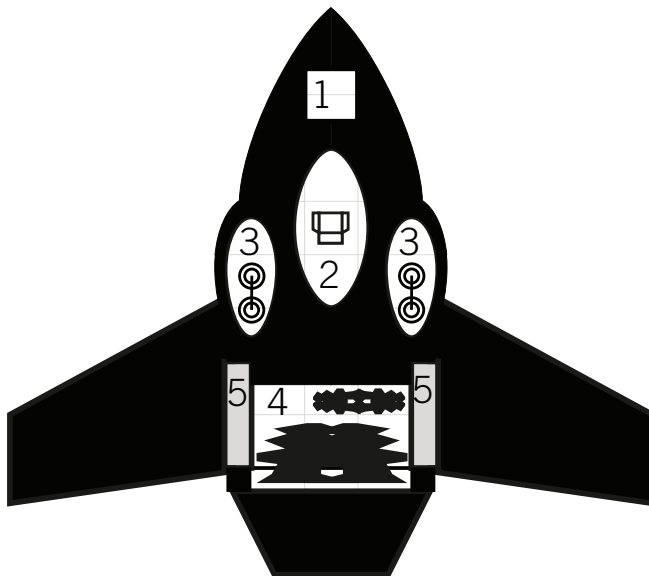






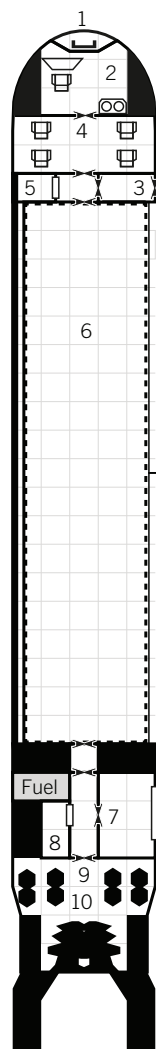
1. Bridge
2. Fresher
- 3 Cargo hold
4. Power plant
5. Manoeuvre drive

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

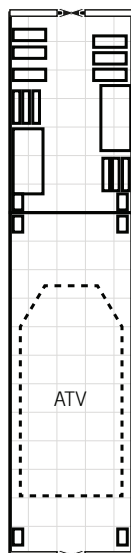


1. Avionics
2. Cockpit
3. Sensors
4. Power Plant and Manoeuvre Drive
5. Fuel tanks

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



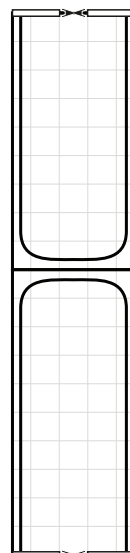
ATV Module



Fuel Module



Cargo Module



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

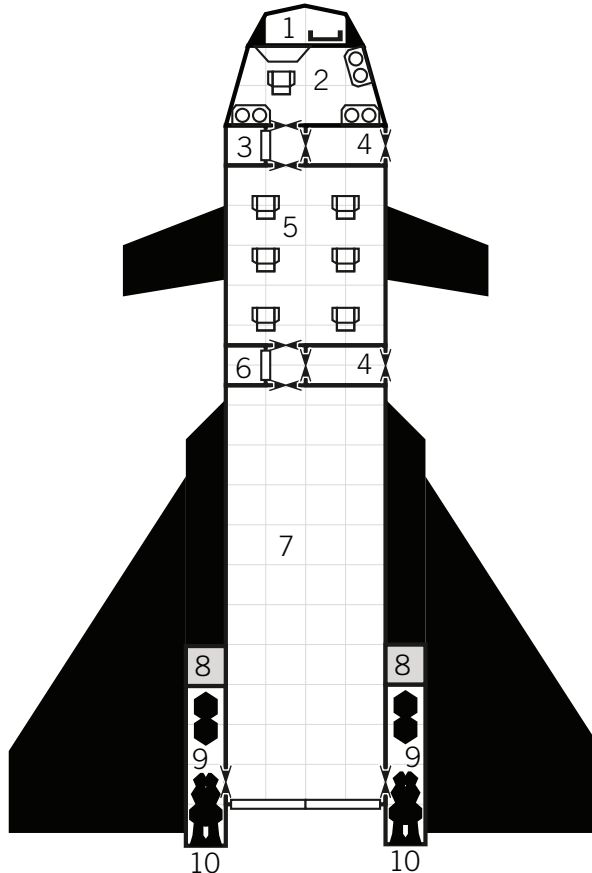
ATV Module: The ATV module costs MCr1.8.

Fuel Module: The Fuel module costs MCr1.

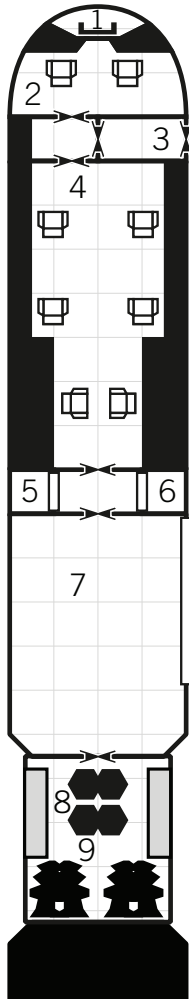
Open Module: The Open module costs MCr2.

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

The pinnacle is a popular choice as an auxiliary vessel for adventuring or exploratory ships, as it has the speed, range and cargo capacity to support extended missions. It combines a generous cargo hold with a speed that leaves most star ships trailing far behind, and can be configured for light combat operations with the addition of weaponry to its fixed mount.



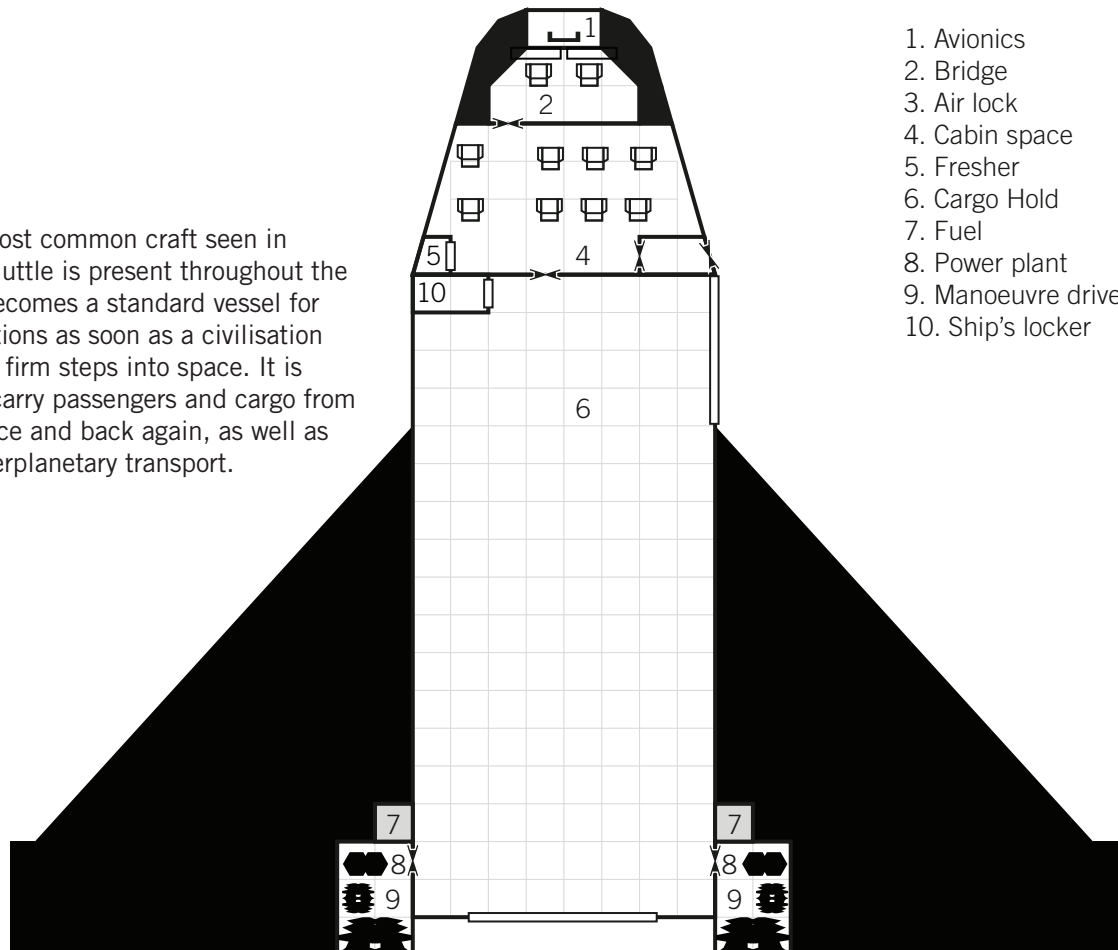
1. Avionics/Sensors
2. Bridge
3. Fresher
4. Airlock
5. Cabin Space
6. Ship's locker
7. Cargo Hold
8. Fuel Tanks
9. Power Plant
10. Manoeuvre Drive



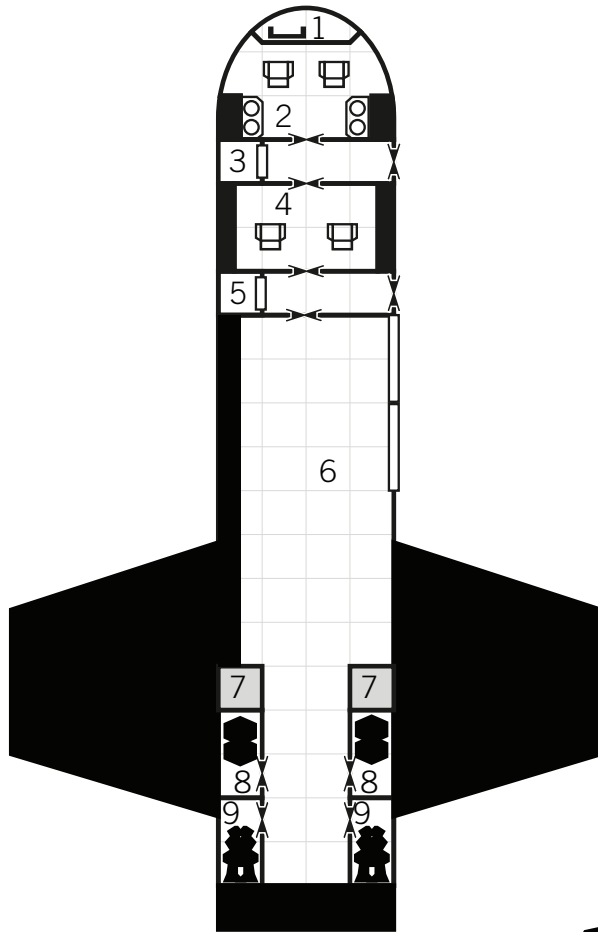
1. Avionics
2. Bridge
3. Air lock
4. Cabin space
5. Fresher
6. Ship's locker
7. Cargo hold
8. Power plant
9. Manoeuvre drive

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

One of the most common craft seen in space, the shuttle is present throughout the galaxy and becomes a standard vessel for orbital operations as soon as a civilisation makes it first firm steps into space. It is designed to carry passengers and cargo from orbit to surface and back again, as well as act as an interplanetary transport.

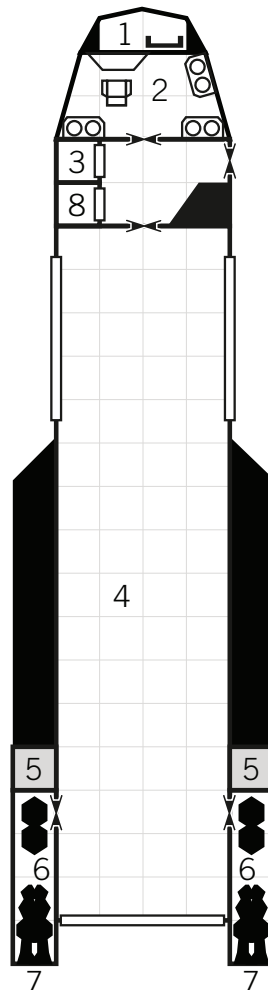


1. Avionics
2. Bridge
3. Air lock
4. Cabin space
5. Fresher
6. Cargo Hold
7. Fuel
8. Power plant
9. Manoeuvre drive
10. Ship's locker



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

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



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

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