

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

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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

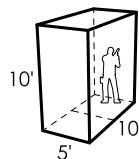
Marc Miller (www.farfuture.net)

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

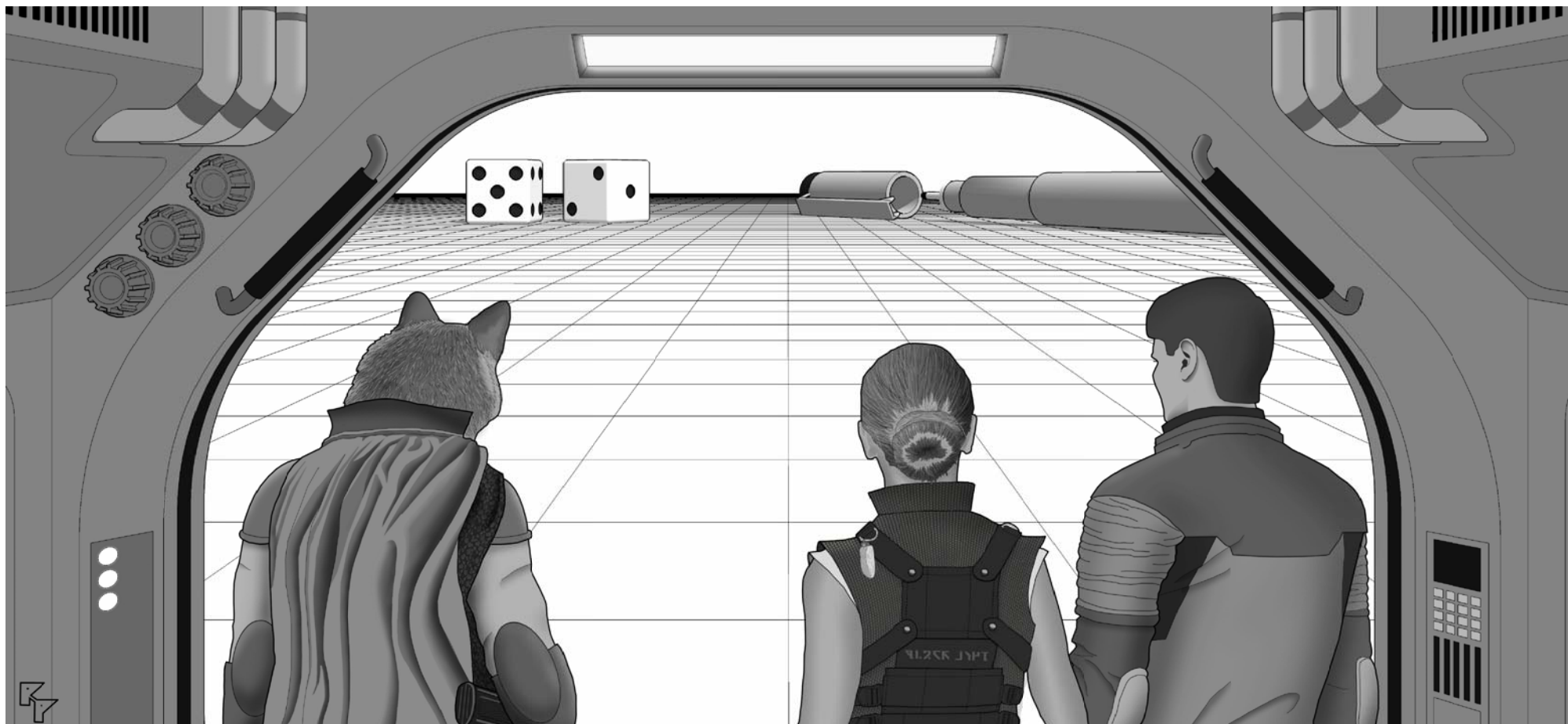
Preface	2
Introduction	
What is a Geomorph?	3
Symbols & Abbreviations / Small Craft	4
Small Craft, Ship's Vehicles, and Starships	5
Vertical Movement - Add-on Elevators and Ladders	7
Geomorph Sample Layout	9
Fleshing Out The Ship	10
Corridors	12
Other Uses	13
Printing for Cutouts and Miniatures	16
Section 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

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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.

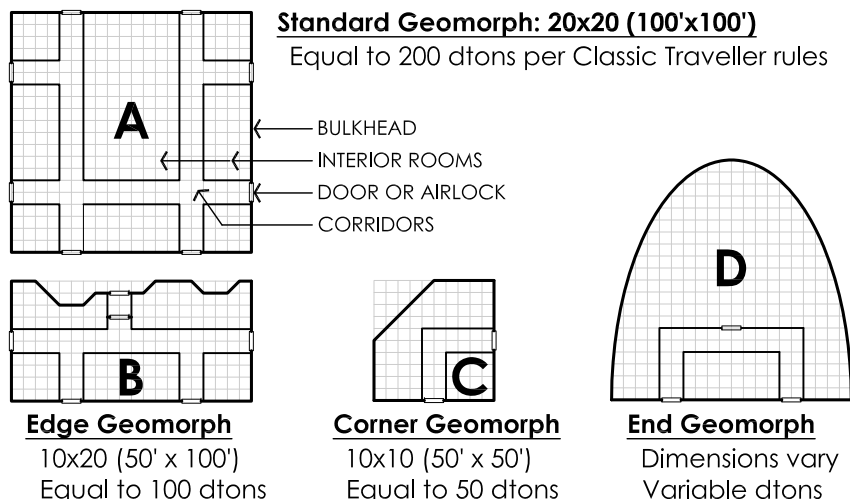
But you can't always have a deck plan for everything. My own gaming experiences have been dampened by the need to stop and research this type of ship or that type of building. I was familiar with the concept of geomorphs from my D&D gaming. When I came across Dyson Logos' beautiful Moleskine geomorphs 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

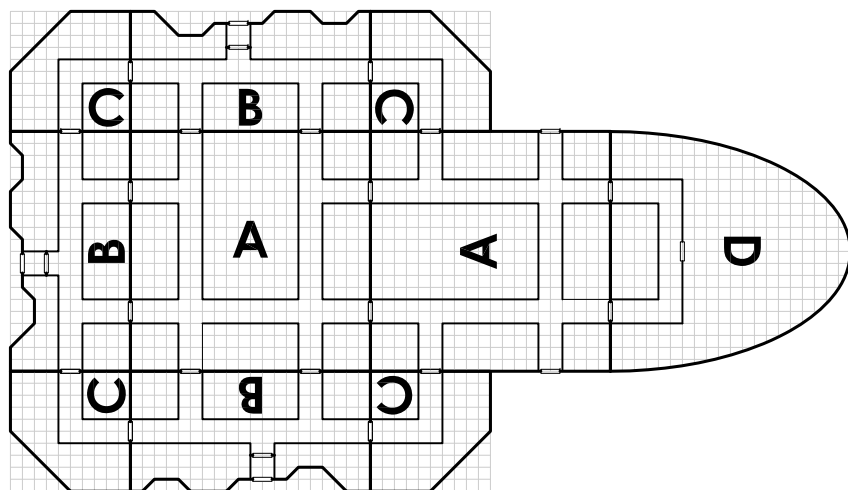
Introduction

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.



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:

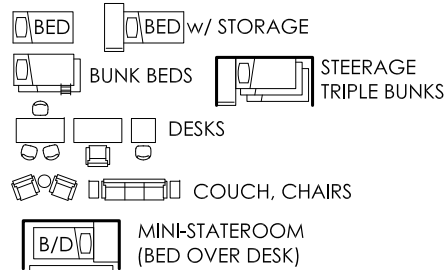
Geomorph Combinations for starships:

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

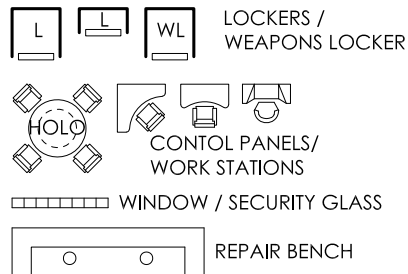
Staterooms & Misc Furniture



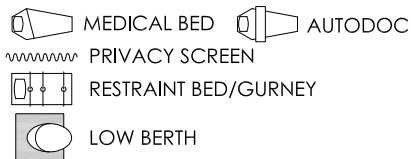
Restroom/bathroom/fresher



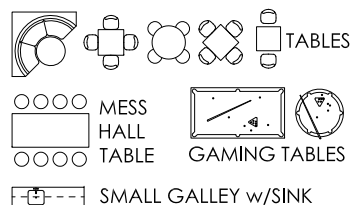
General Shipboard



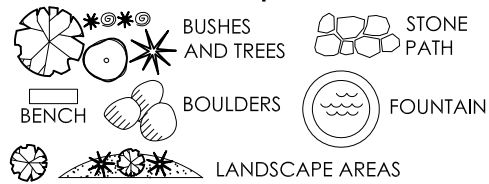
Medical



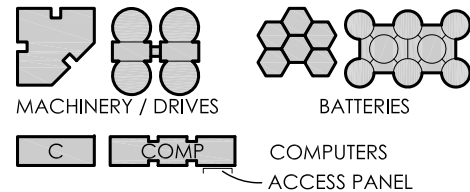
Lounge / Commons Area



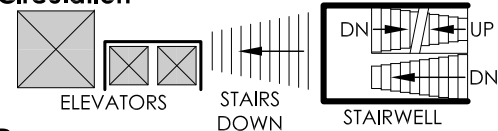
Arboretum / Landscape



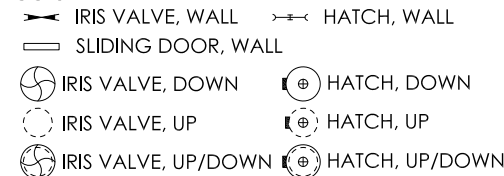
Engineering



Circulation



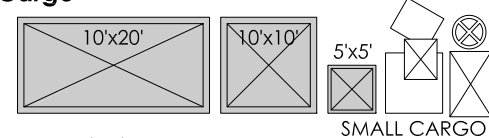
Doors



Weapons/Sensors



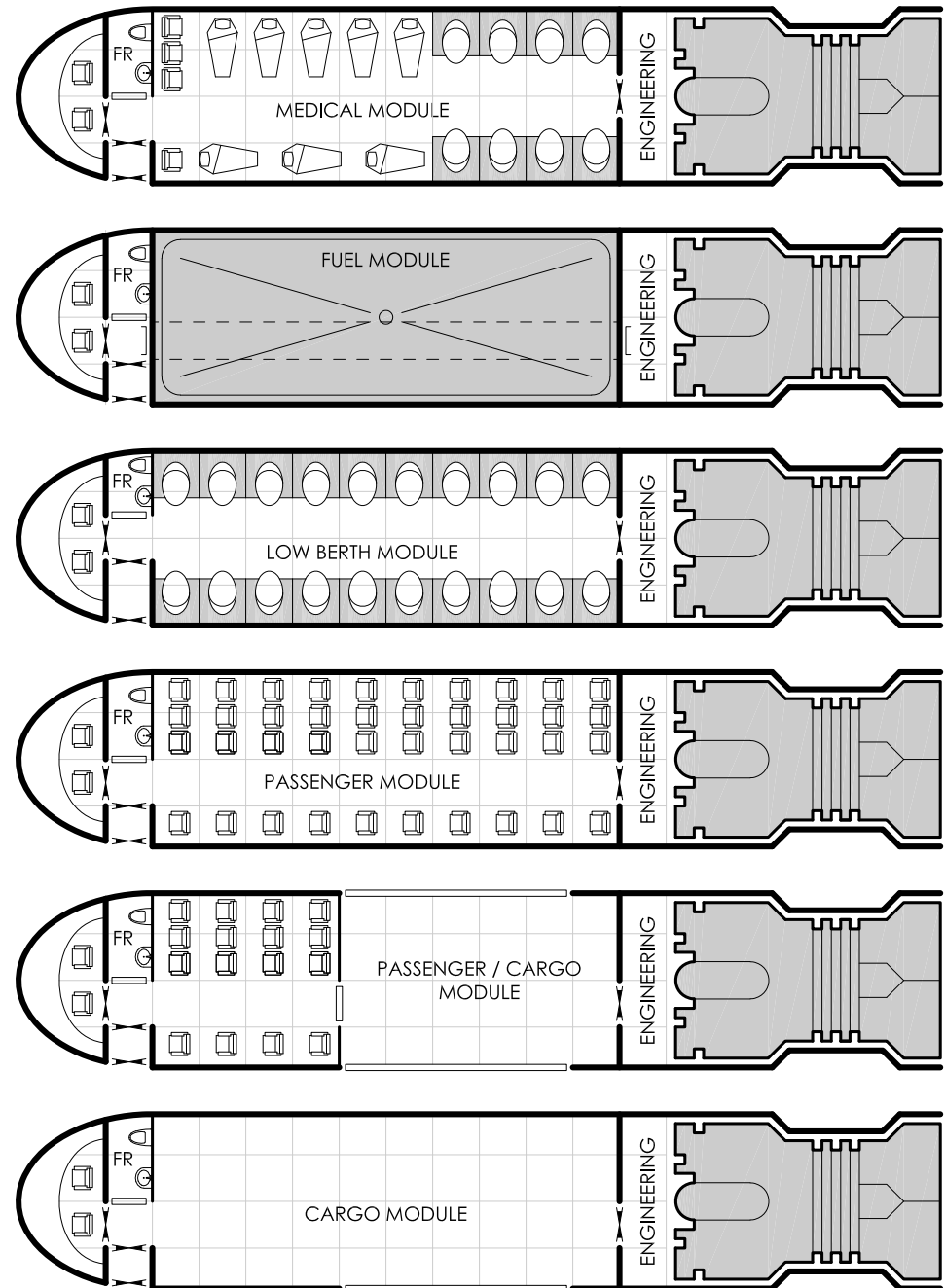
Cargo



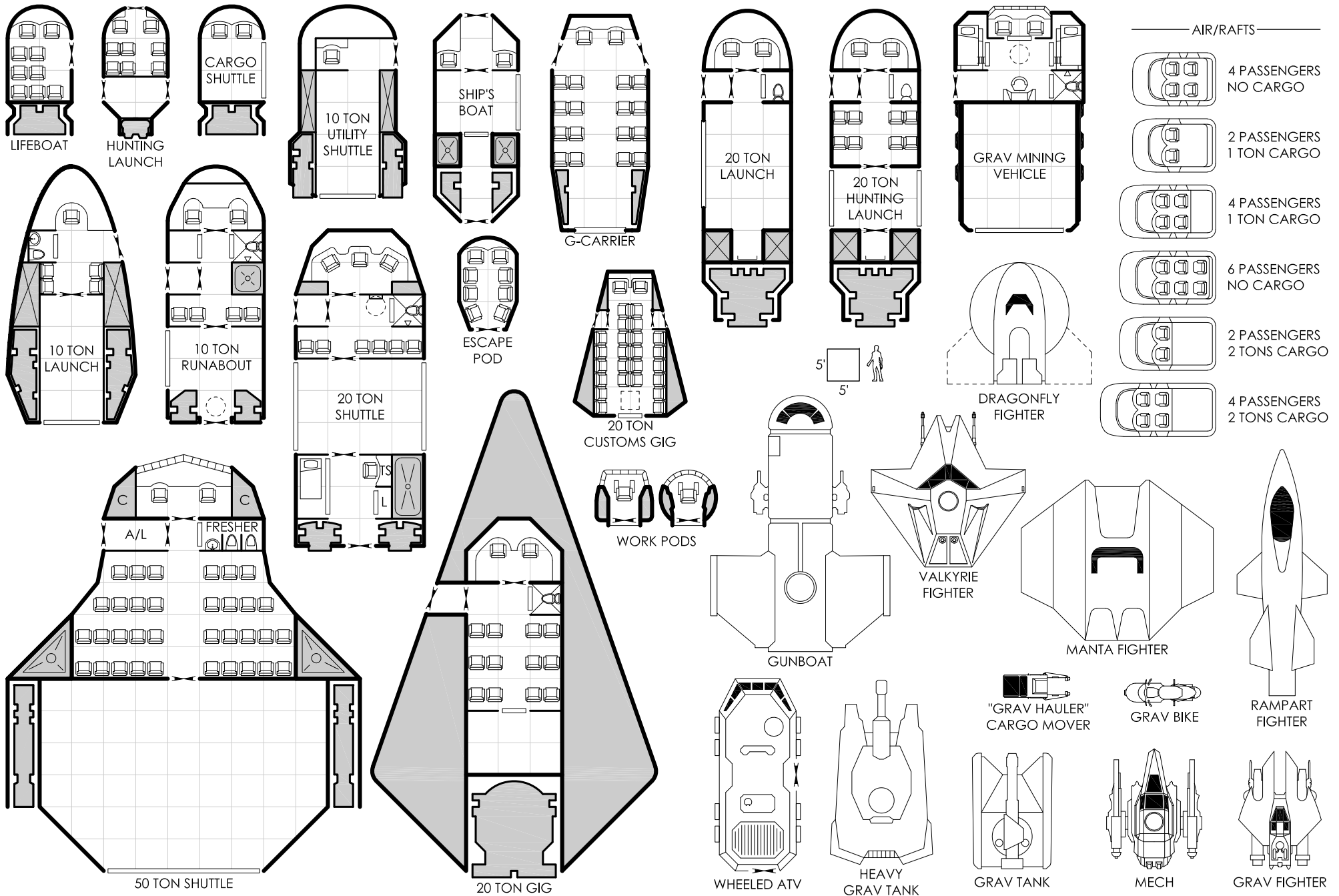
Abbreviations

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

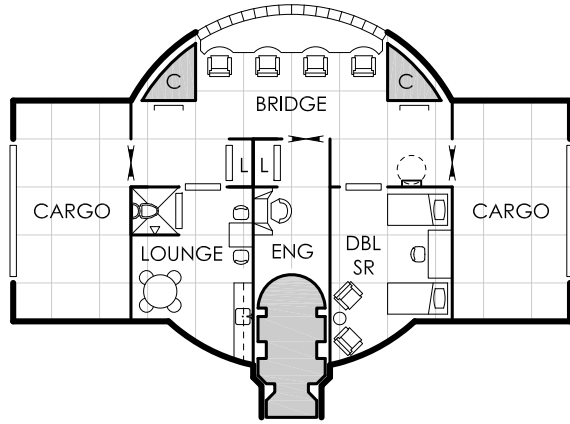
Small Craft - 50 Ton Modular Launch



Small Craft & Ship's Vehicles



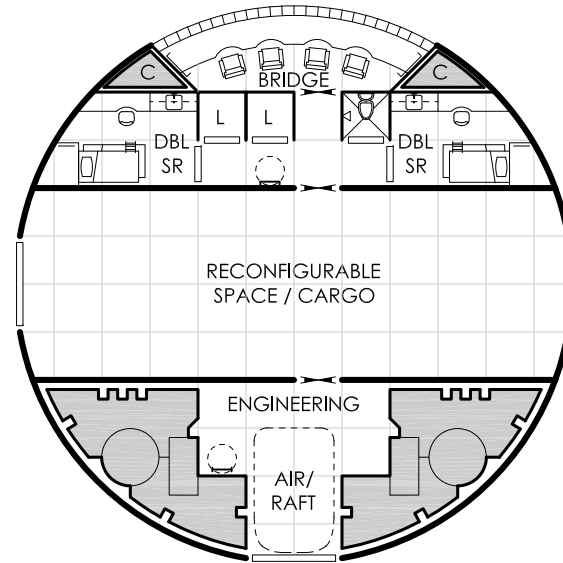
Starships and Launches



30 TON
CUSTOM
SHUTTLE

155

30 TON CUSTOM LAUNCH



50 TON
SAUCER
LAUNCH

141

142

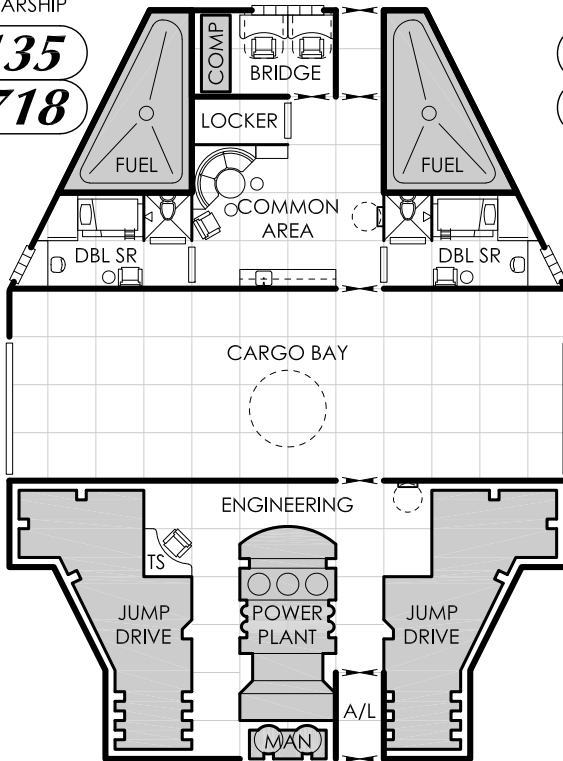
143

743

WRAITH
CLASS
STARSHIP

135

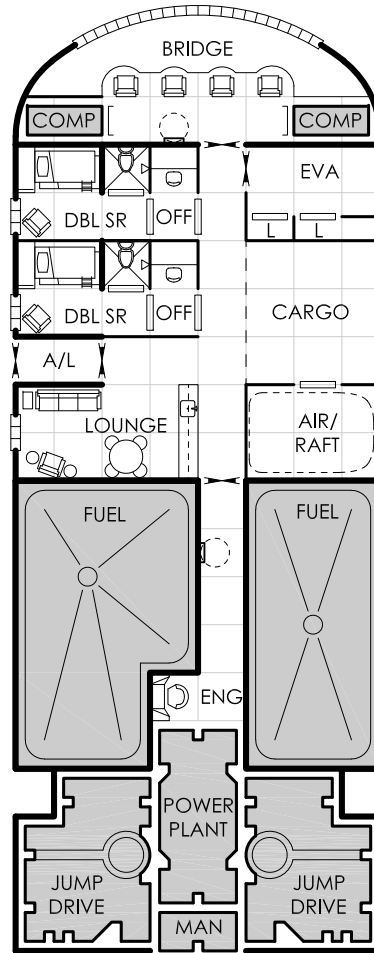
718



URSUS
CLASS
STARSHIP

136

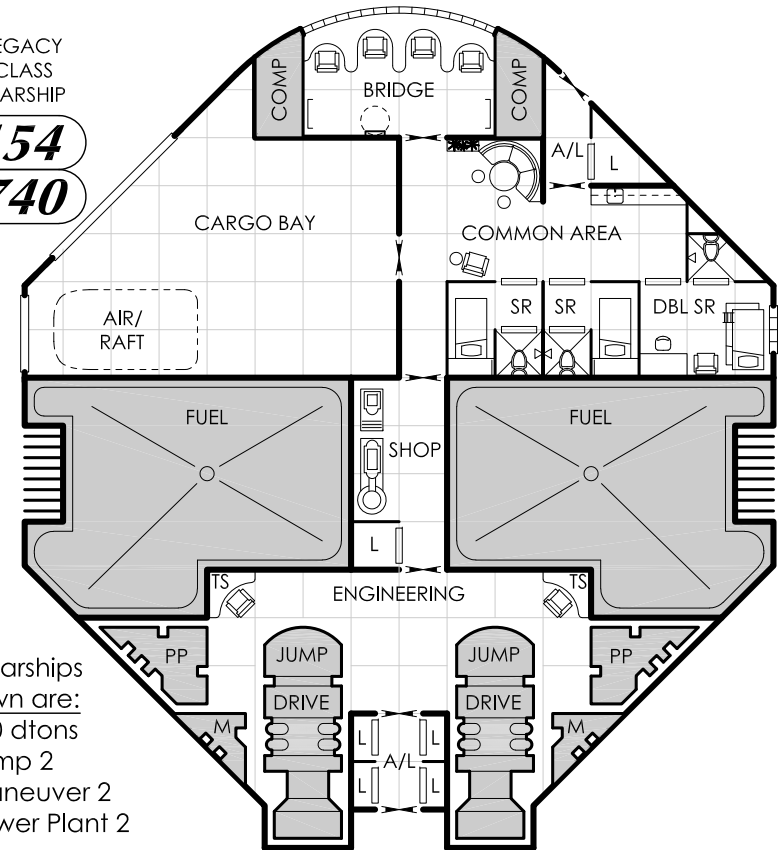
717



LEGACY
CLASS
STARSHIP

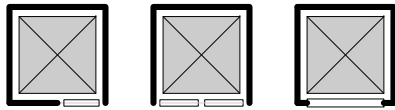
154

740

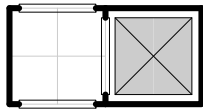


All starships
shown are:
• 100 dtons
• Jump 2
• Maneuver 2
• Power Plant 2

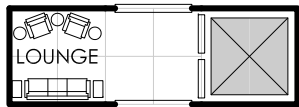
Vertical Movement - Add-on Elevators



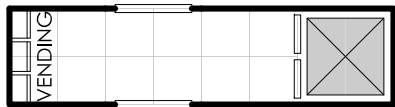
V01 Elevator



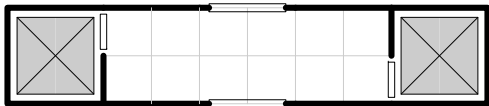
V02 Elevator



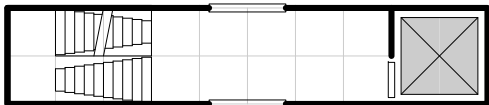
V03 Elevator



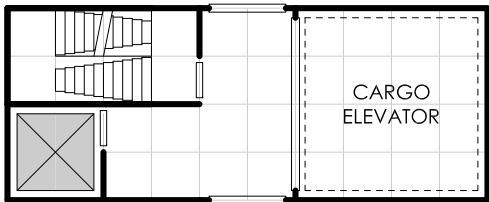
V04 Elevator



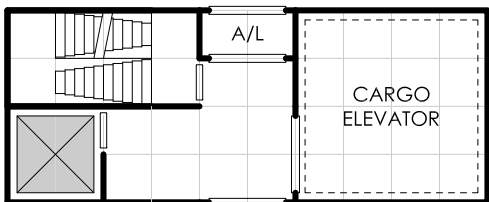
V05 Elevators



**V06 Elevator/
Stairs**



**V07 Cargo
Elevator**



**V08 Elevator/
Stairs**

Moving vertically between geomorphs:

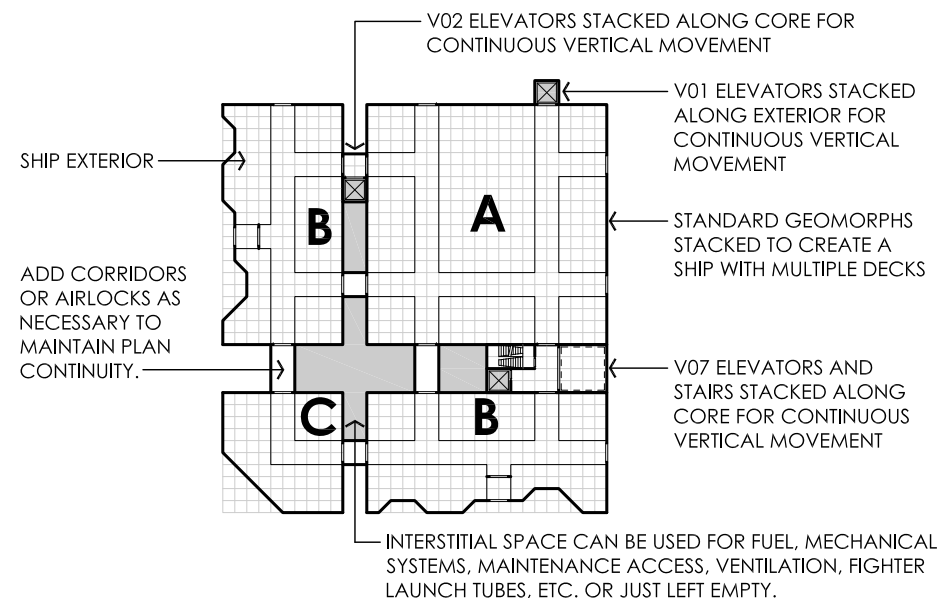
While it is easy enough to lay out several geomorphs together to create a deck plan, it is not realistic to have a large ship comprised of only a single deck. Most large ships will have multiple decks stacked upon each other.

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

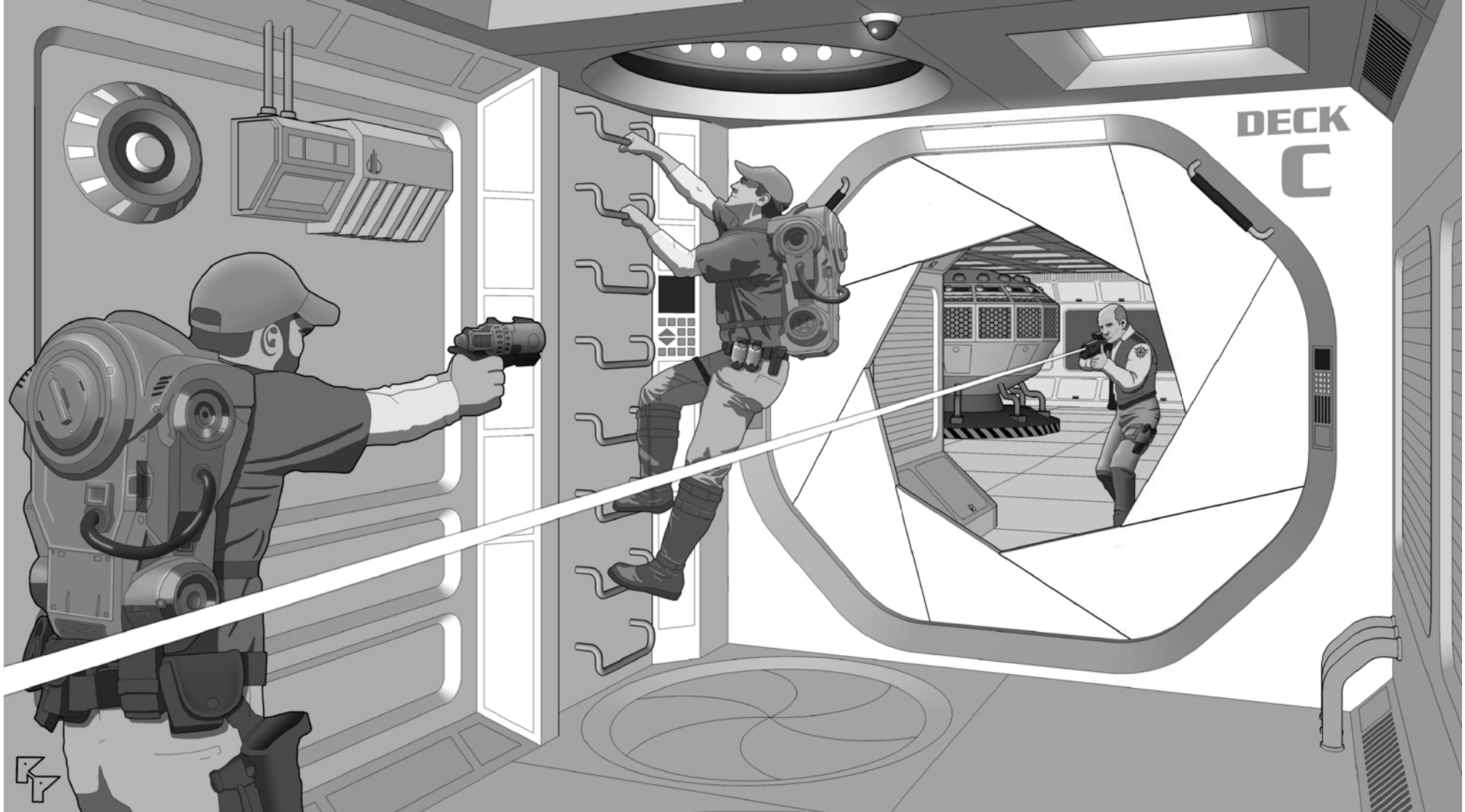
These pieces have the potential to muck up the otherwise simple concept of connecting geomorphs. They tend to work best when stacked along the outside or used as a core of a geomorph layout.



Vertical Movement - Ladders

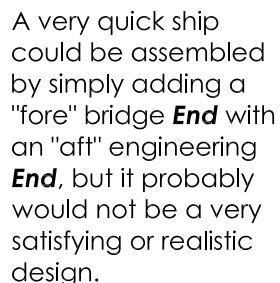
Moving vertically between Geomorphs:

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.



What's New in Starship Geomorphs 2.0?

END
GEOMORPH
708



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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 Gvurrdon 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 scritch-scratching 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
- gravitics
- navigation
- incinerator
- electronics
- power plant
- tractor beam
- fuel processor
- maneuver drive
- cloaking device
- waste processor
- communications
- plasma regulator
- matter fabricator
- life support system
- 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/medicine
- 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:

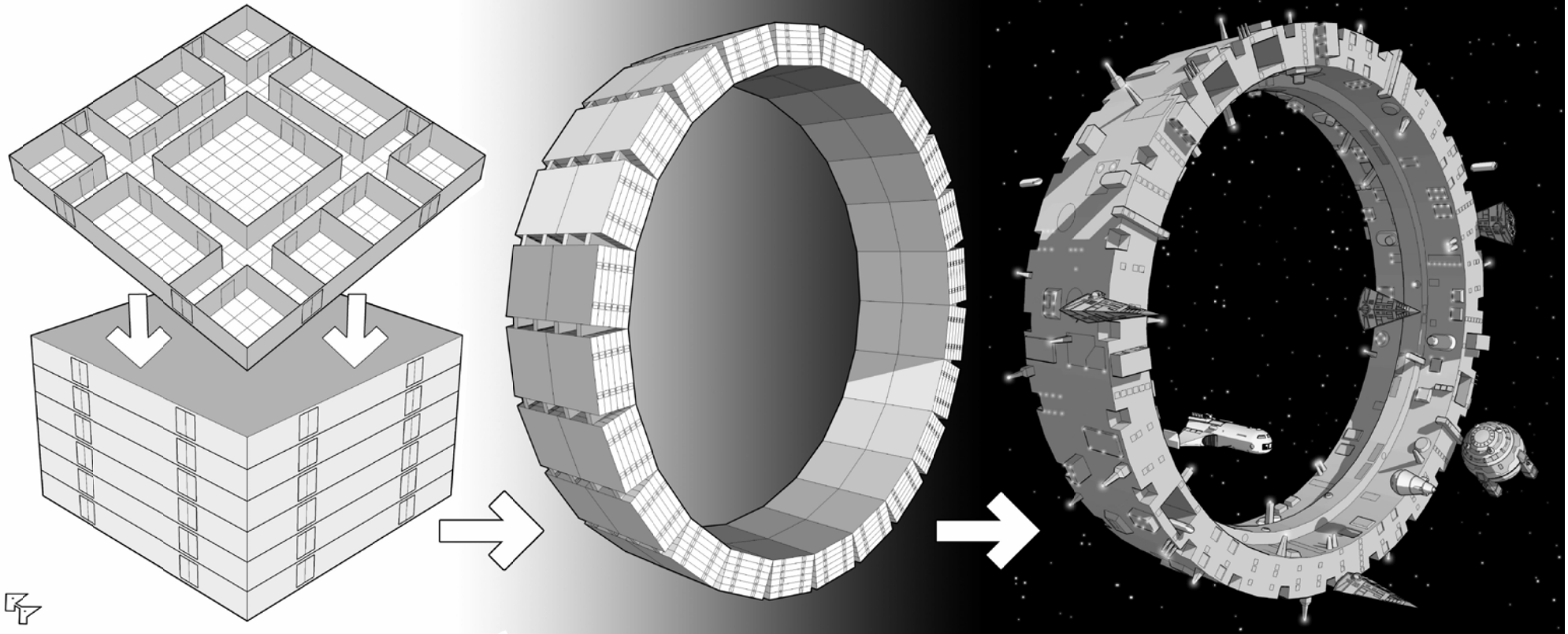
Corridors are often the first access point to a room, but what information can PCs glean while they are still in the corridor? Door signage is an obvious answer, but usually unnecessary on a small ship. A solid door suggests privacy or security, such as you might find at a stateroom or engineering. A 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.

STARSHIP GEOMORPHS 2.0 © 2020 Pearce Design Studio, LLC

Dyson Class Modular Starport

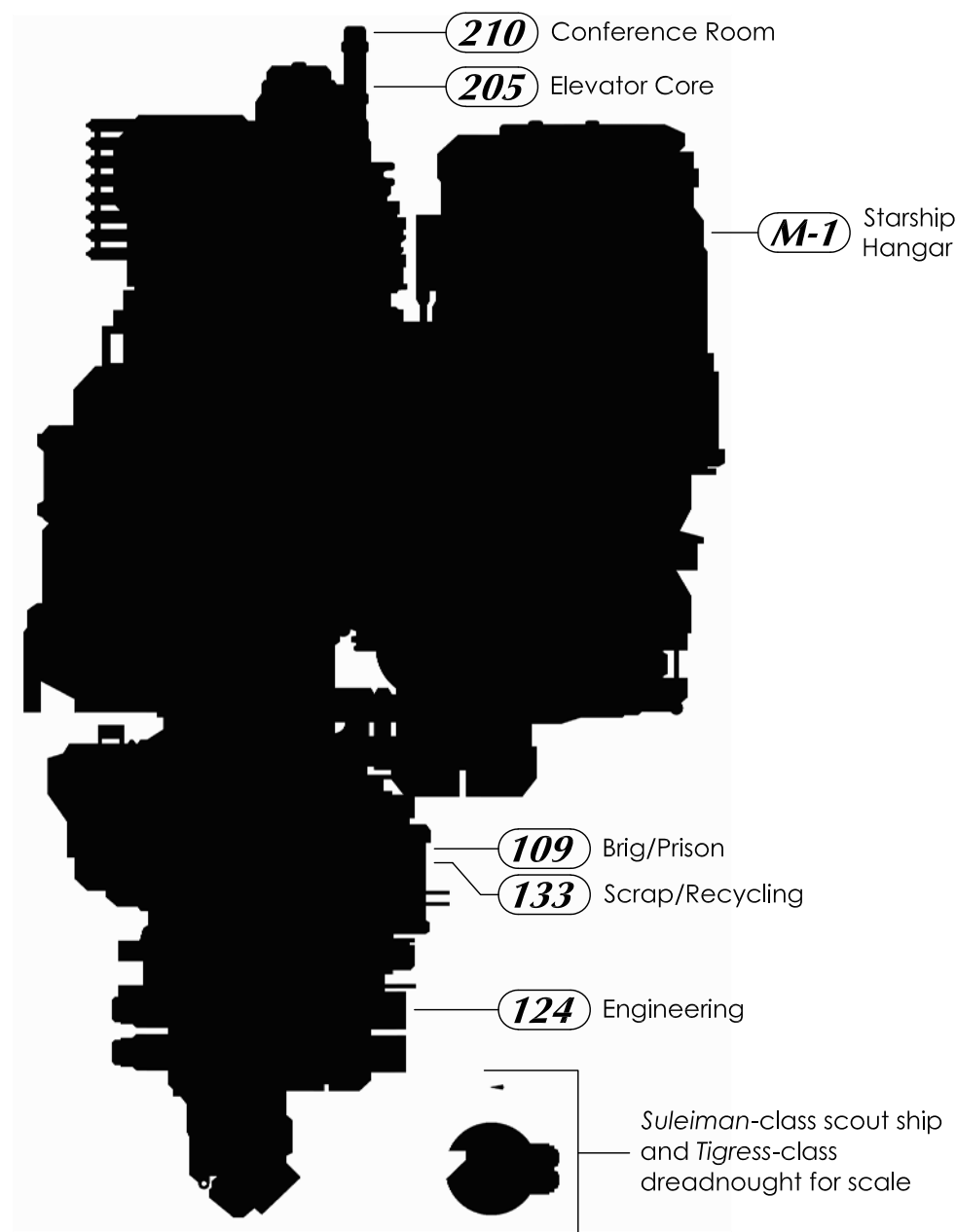
Relatively small as starports go, this 60,000 dton Class "C" highport still serves an important function within the Imperium, providing basic services and a stopping point for non-streamlined ships.

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.

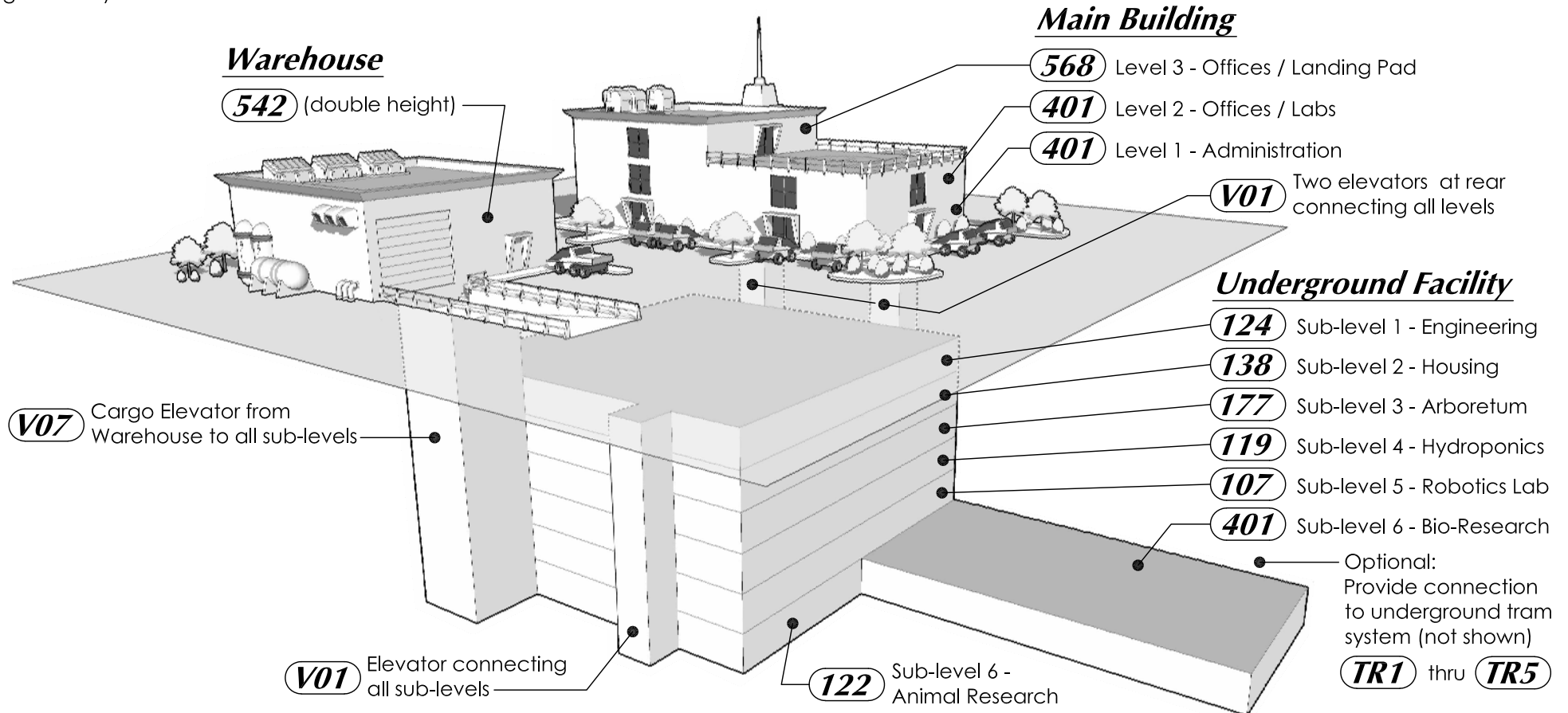
Other Uses - Buildings

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.

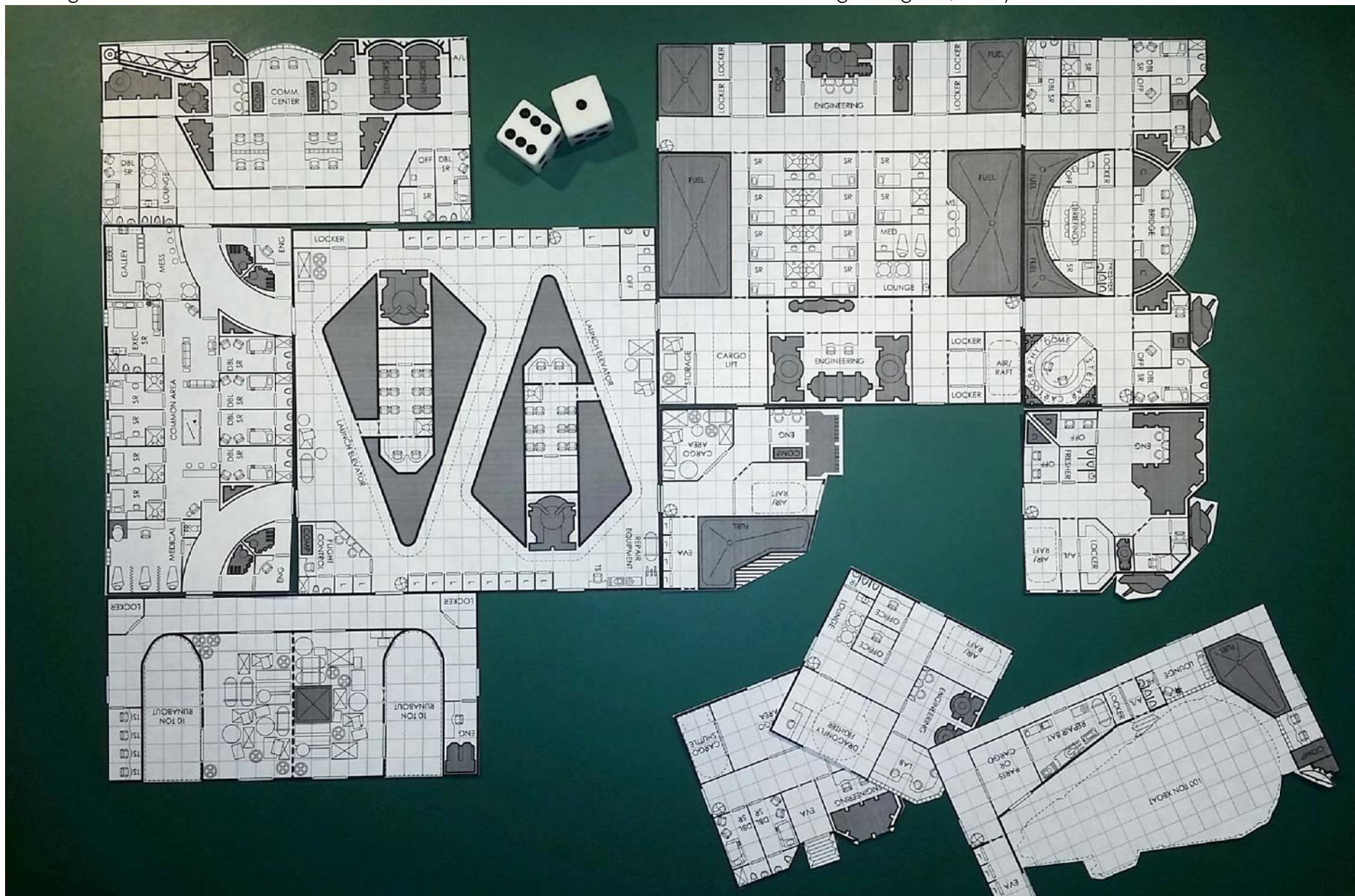


Building geomorph suggestions

- Hospital - medical, staterooms (become patient rooms), labs
- Warehouse - cargo
- Office Building - staterooms (become offices)
- Hotel - passenger staterooms (high and medium passage), Arboretum and/or pool, offices, galley (becomes small restaurant)
- Prison - brig, offices
- Research Facility - labs and offices
- Underwater facility - use geomorphs as desired. Small craft become submersible watercraft

Printing and Cutouts

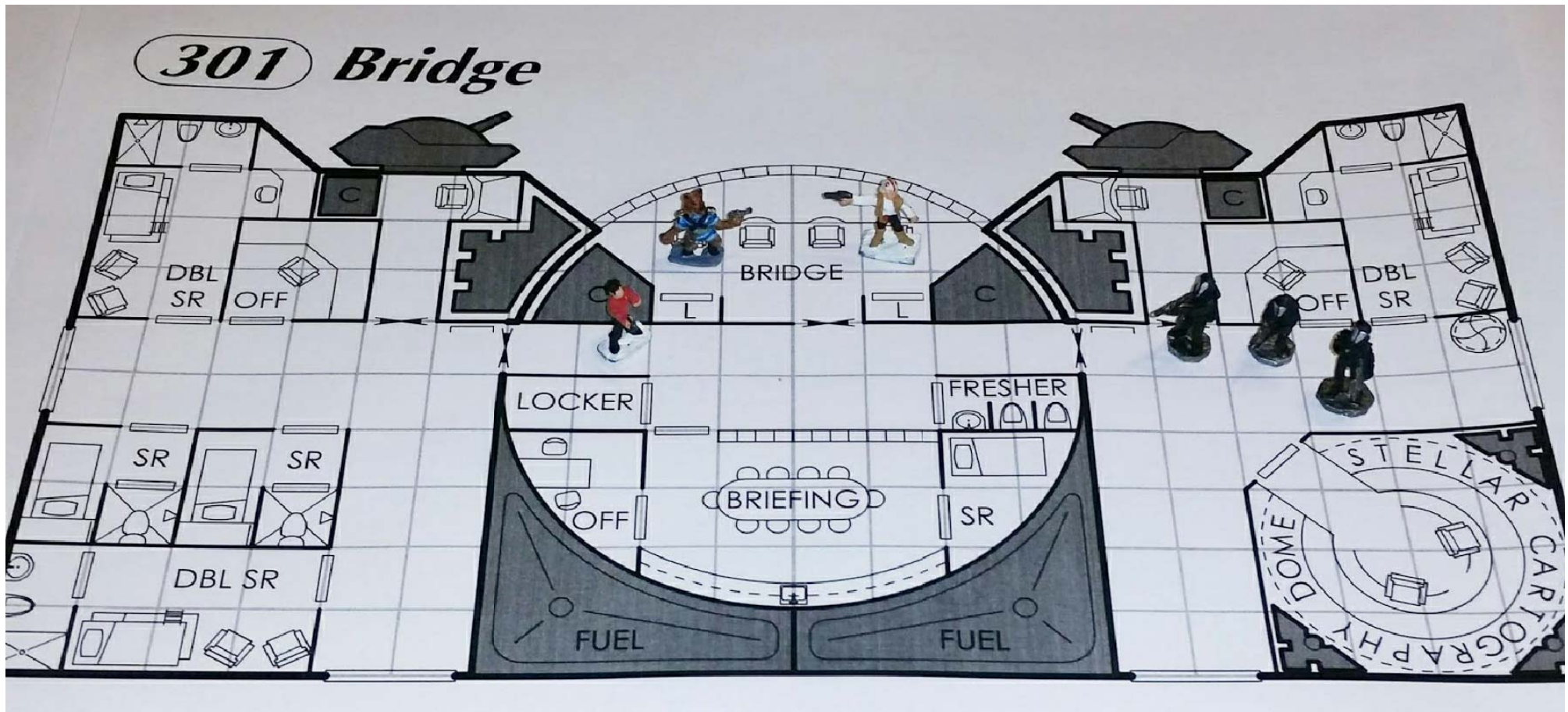
When printed at 100% scale on 8 1/2" x 11" paper this PDF will produce geomorphs at a scale of 1"=20', or 1/4" per standard deck grid square. The geomorphs can be cut out and joined in a nearly endless number of configurations. Just align the doors. Referees can use keyed notes on the front with a master 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.

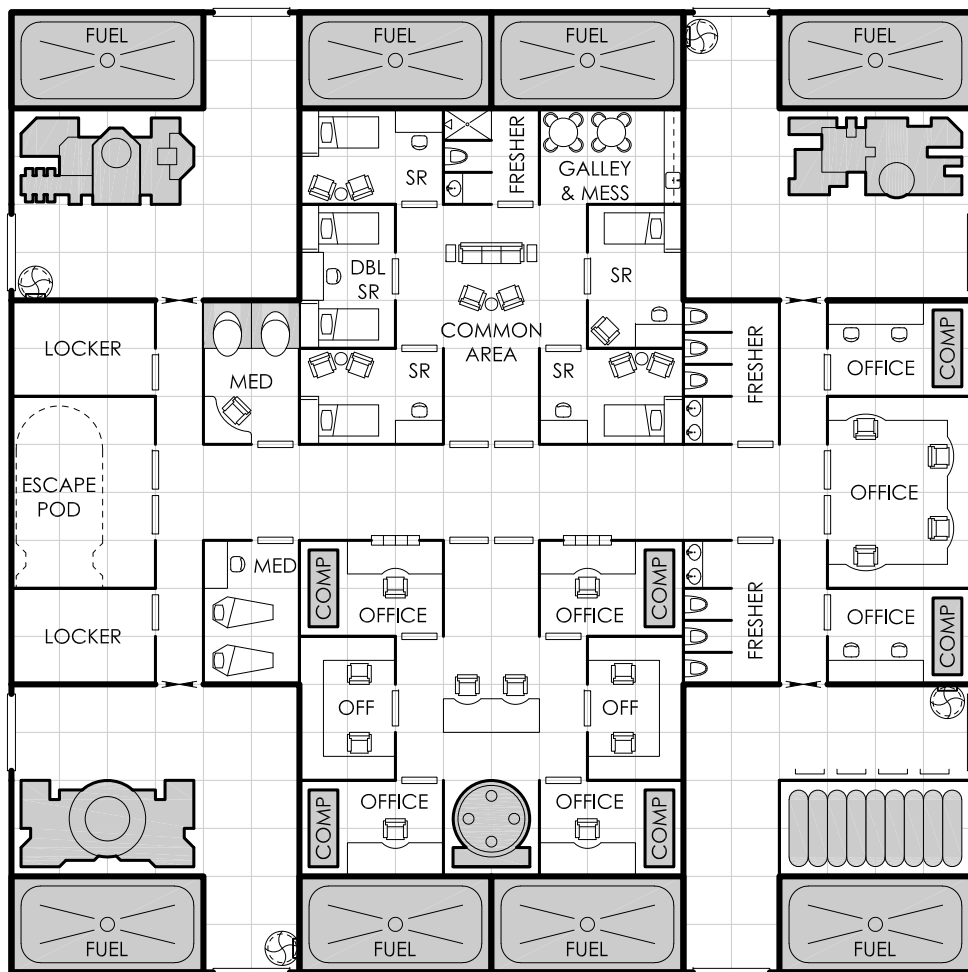


A trio of Zhodani soldiers prepares to breach the bridge of a suspected smuggling ship.
Ensign Yatby readies his autopistol and wonders if today was the best day to wear a red shirt.

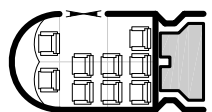
Section 1

Standard Geomorphs

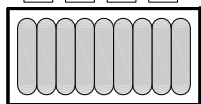
101 Multi purpose



Notes:

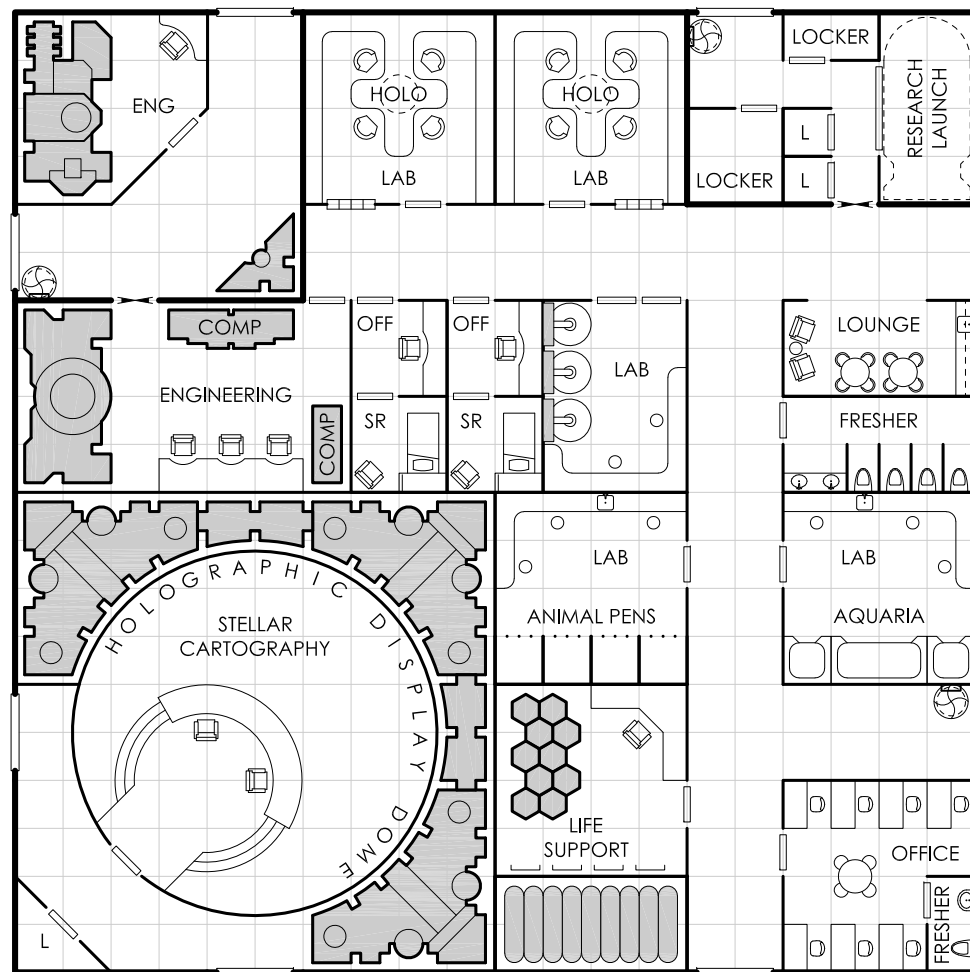


ESCAPE
POD

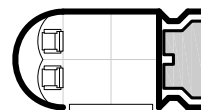


LIFE
SUPPORT

Research Deck 102



Notes:



RESEARCH
LAUNCH

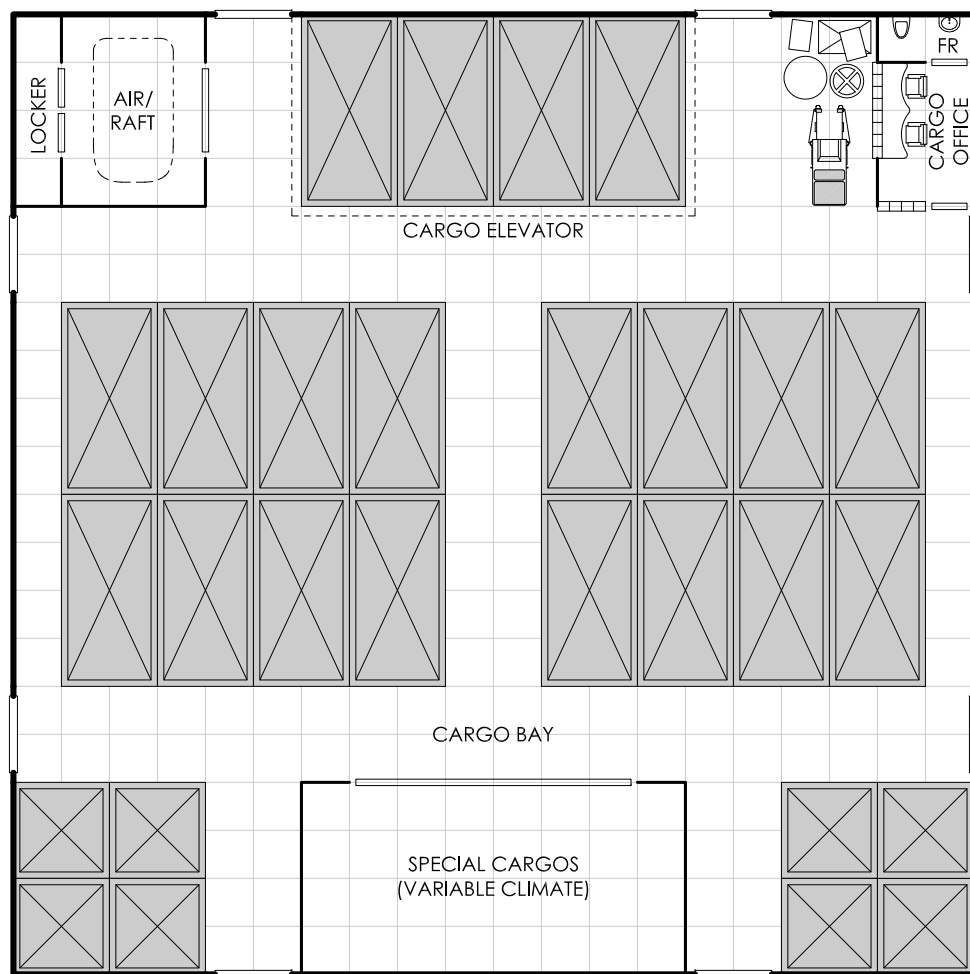


STASIS TUBE

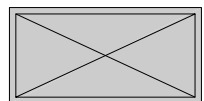


BATTERIES

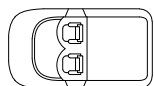
103 Cargo Bay - Full



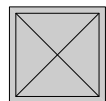
Notes:



10'x20'
CARGO
CONTAINER



SMALL CARGO
AIR/RAFT



10'x10'
CARGO
CONTAINER

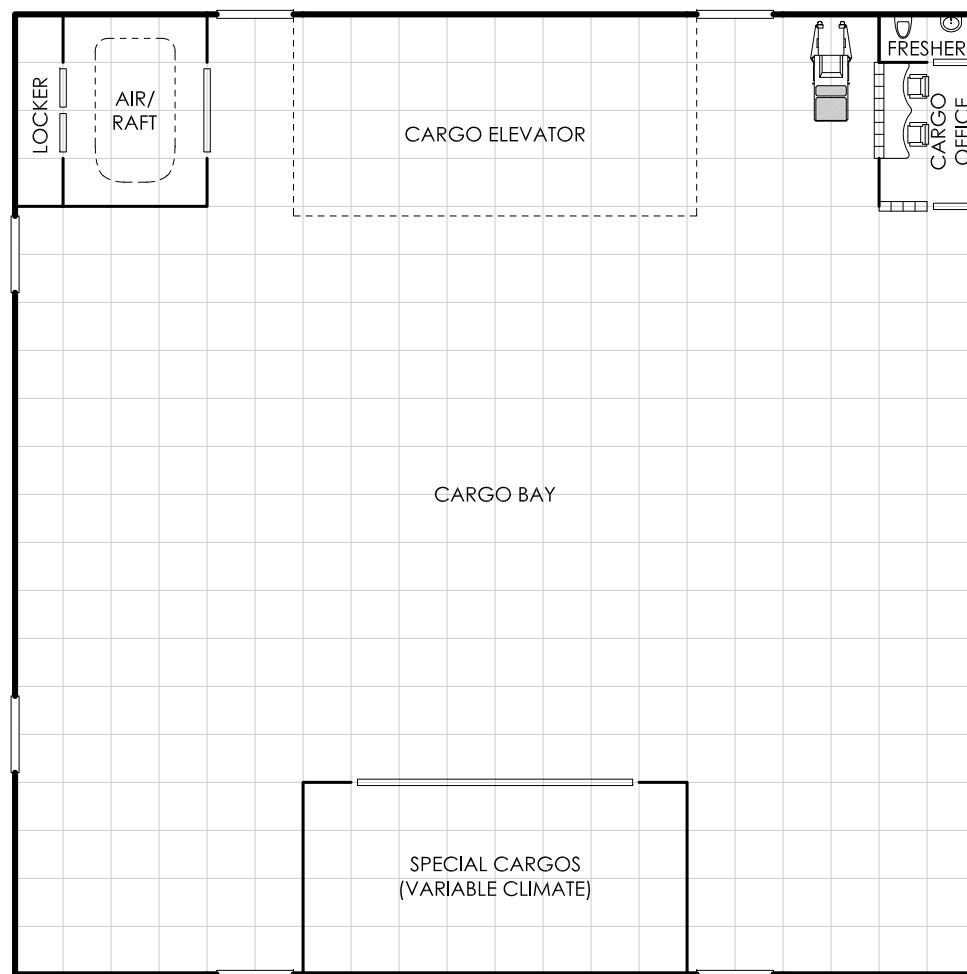


"GRAV HAULER"
CARGO MOVER



SMALL
CARGO

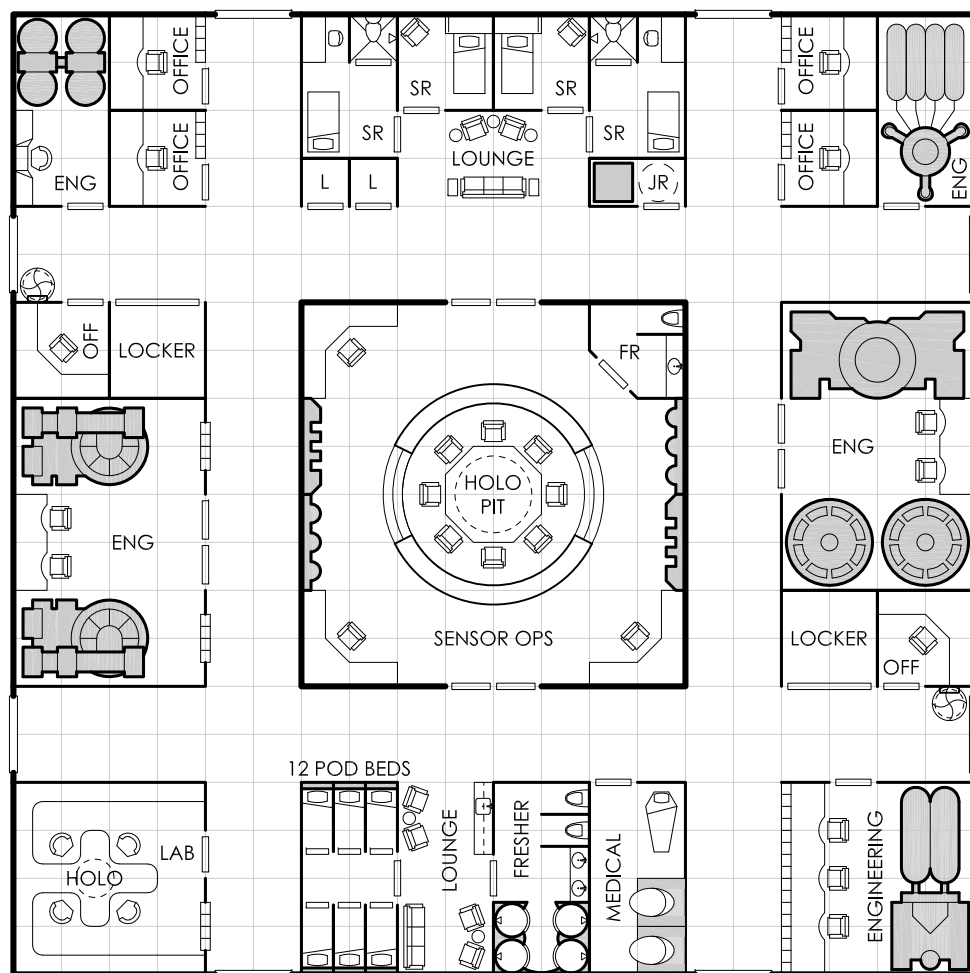
Cargo Bay - Empty 104



Notes:

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

105 Engineering / Sensor Ops

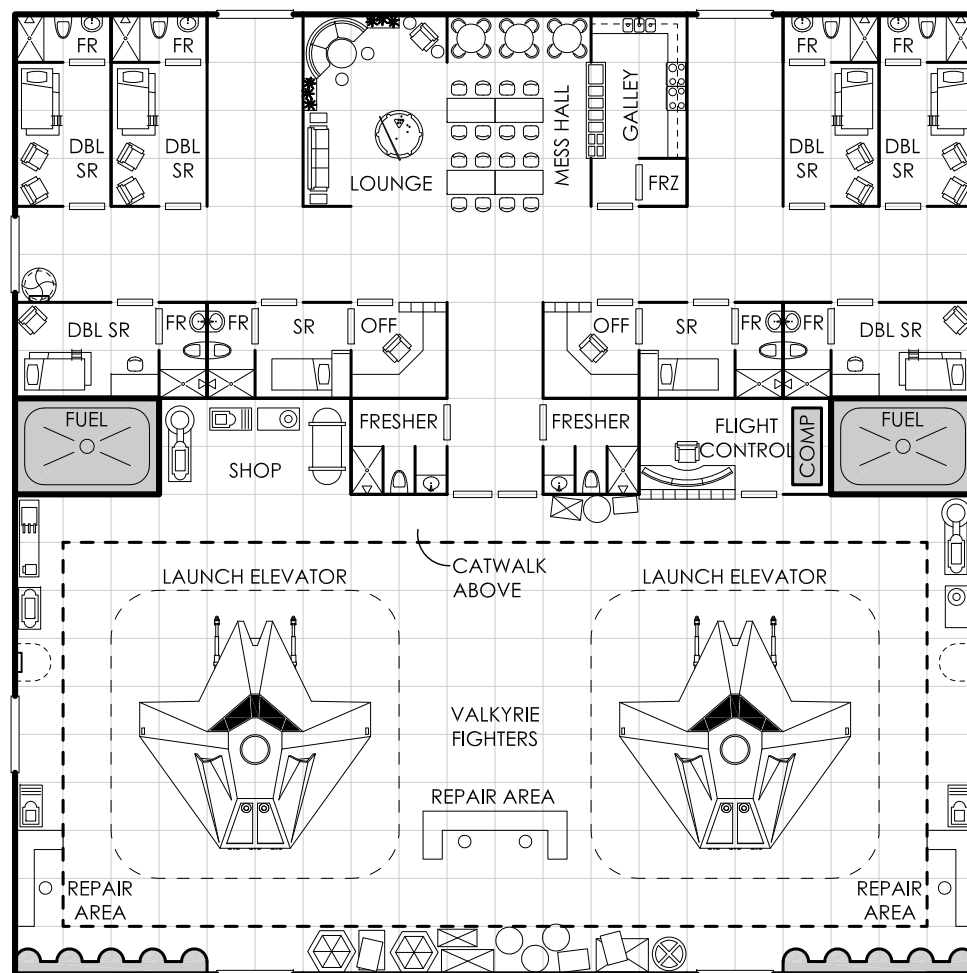


Notes:

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



Fighter Hangar/Crew Area 106



Notes:

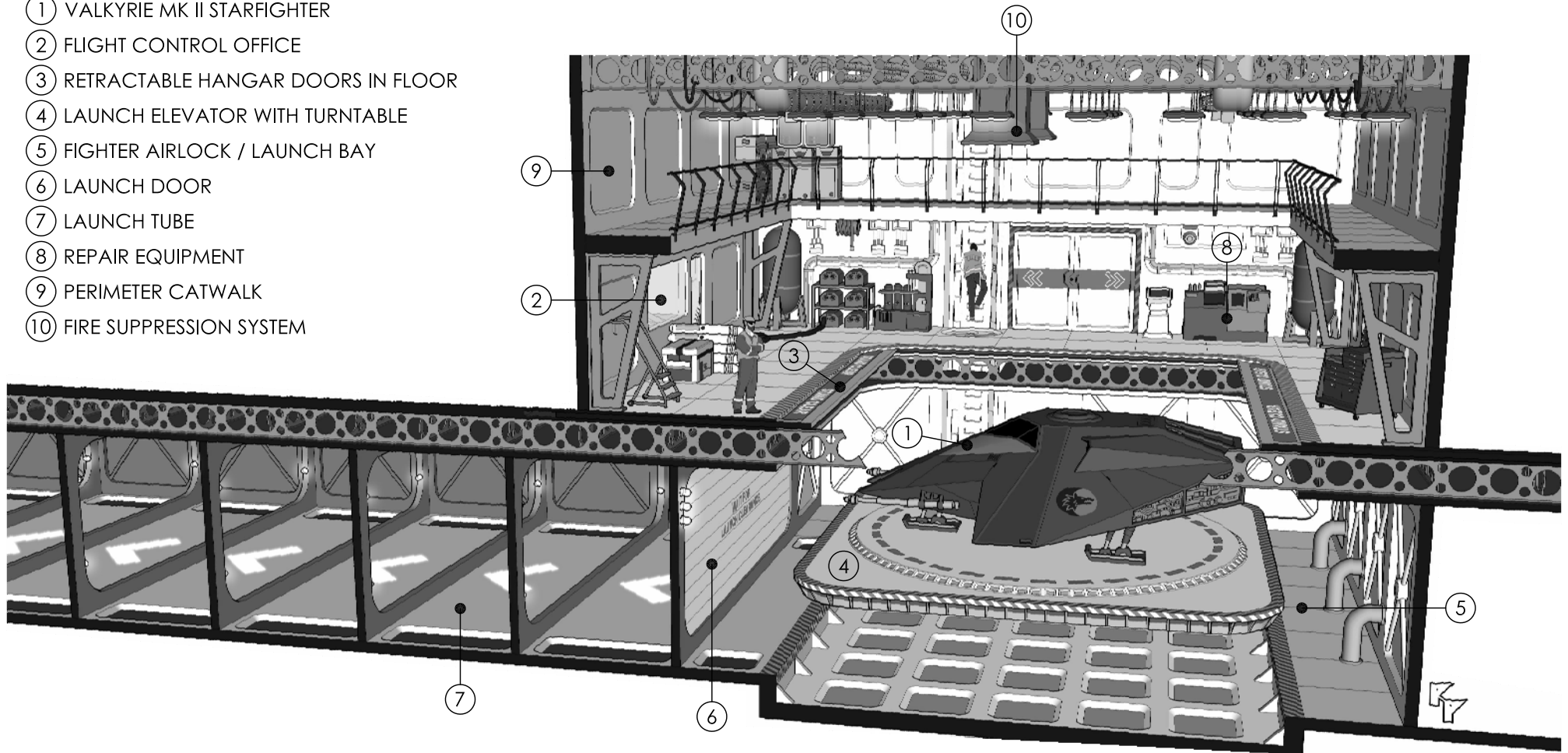
- See *Yet Another Traveller Blog* for more information on the Valkyrie Mk II Fighter.

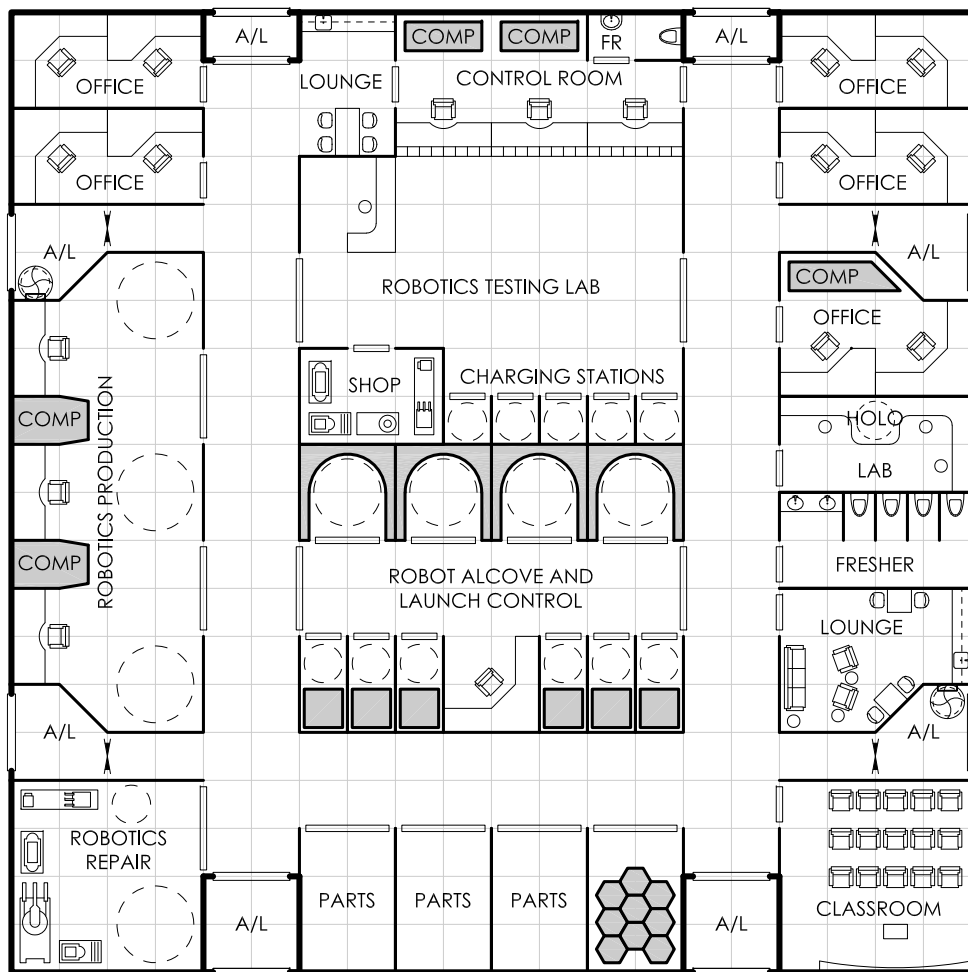
Fighter Hangar with Launch Tube

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.

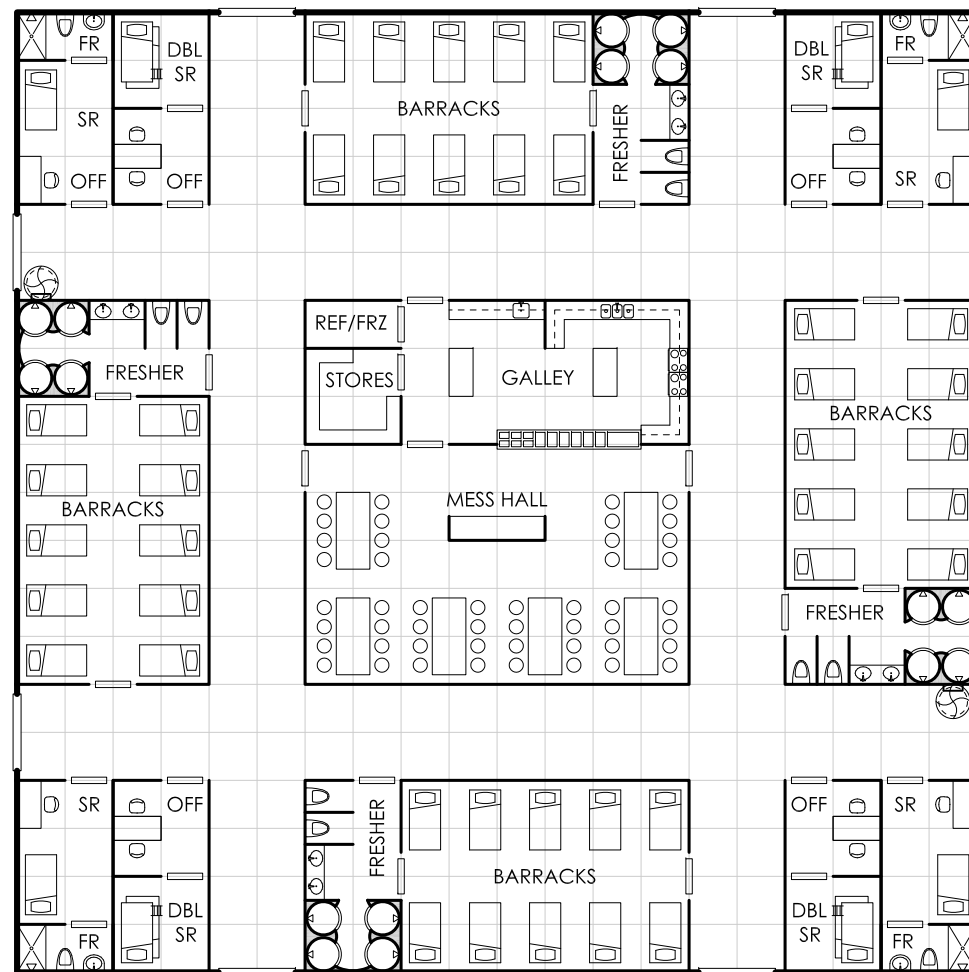
- ① VALKYRIE MK II STARFIGHTER
- ② FLIGHT CONTROL OFFICE
- ③ RETRACTABLE HANGAR DOORS IN FLOOR
- ④ LAUNCH ELEVATOR WITH TURNTABLE
- ⑤ FIGHTER AIRLOCK / LAUNCH BAY
- ⑥ LAUNCH DOOR
- ⑦ LAUNCH TUBE
- ⑧ REPAIR EQUIPMENT
- ⑨ PERIMETER CATWALK
- ⑩ FIRE SUPPRESSION SYSTEM





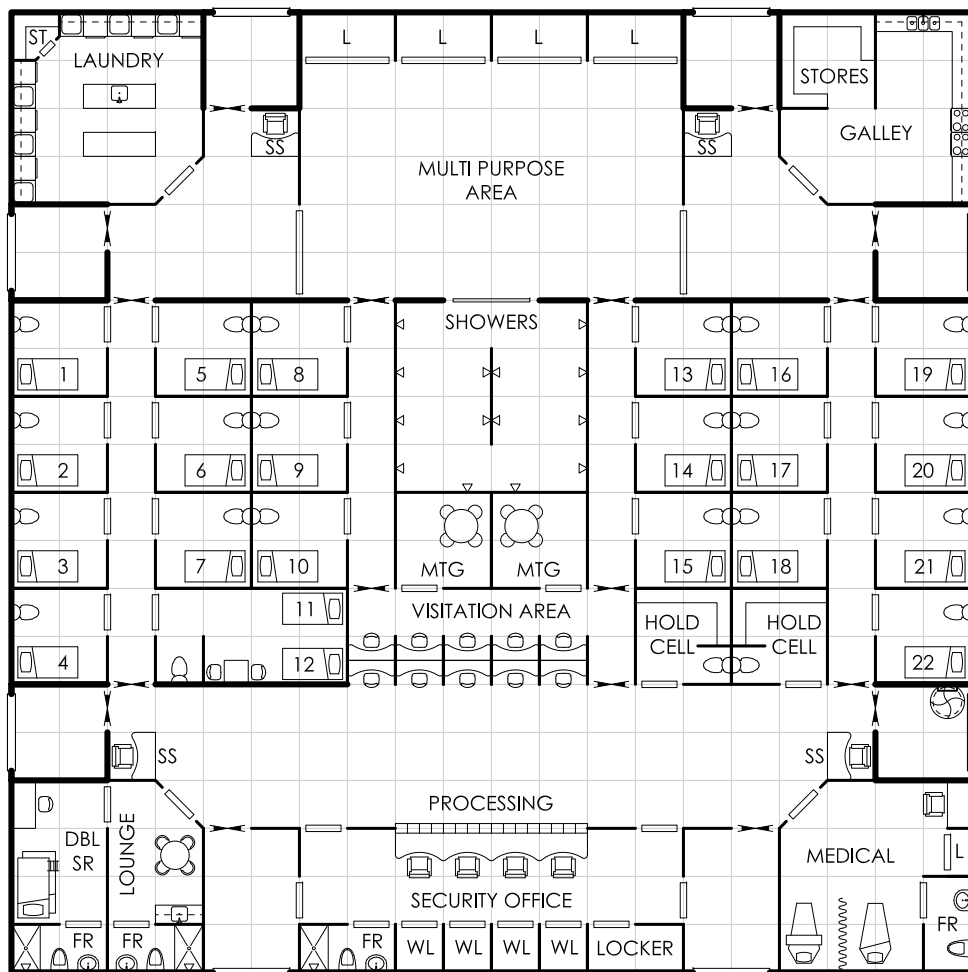
Notes:

- 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.



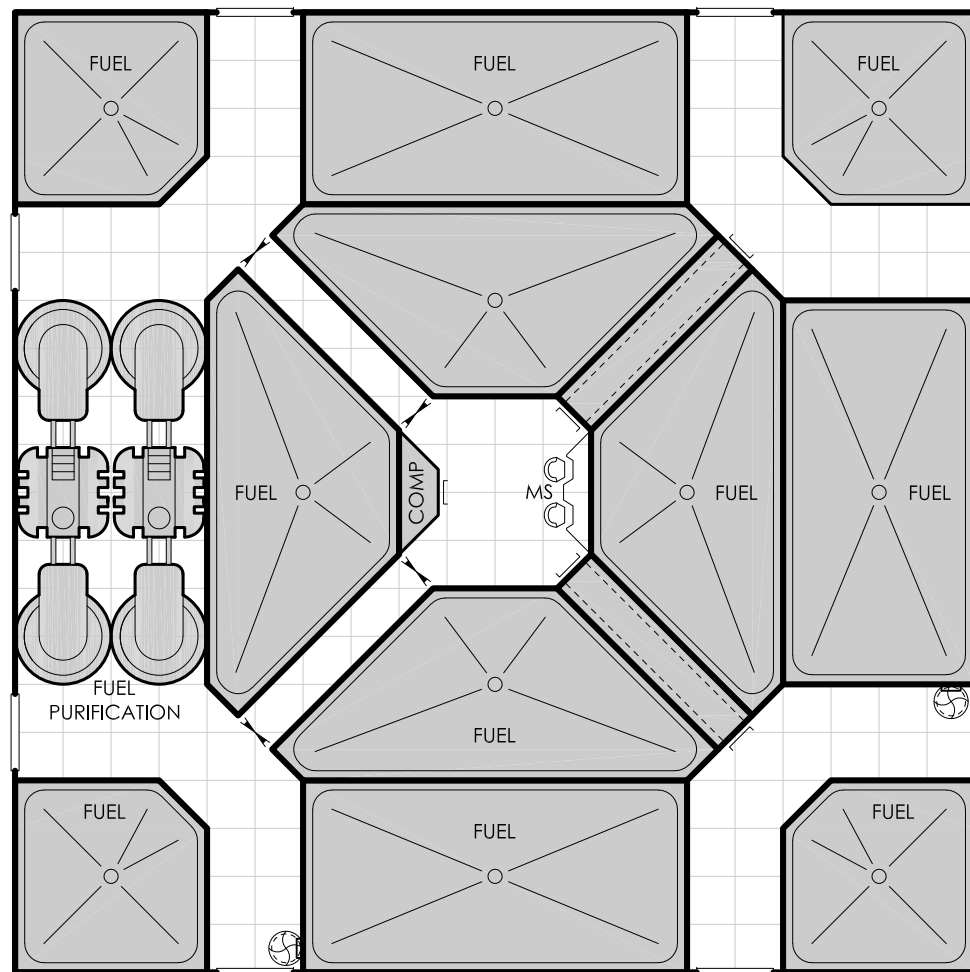
Notes:

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

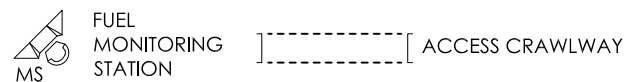


Notes:

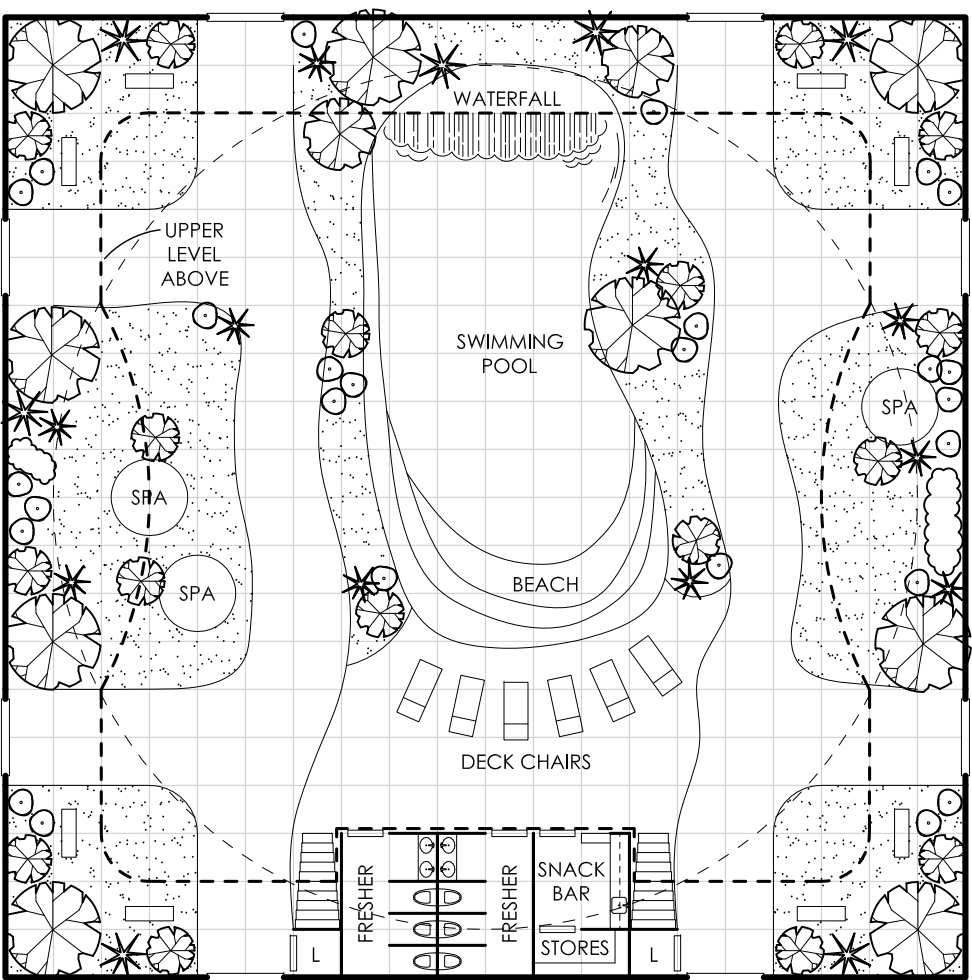
- The multi purpose area lockers contain furniture and equipment to turn this area into a gymnasium, classroom, dining hall, or recreation room.
- The deck has 22 standard beds as shown, but could be increased to 44 with bunk beds.



Notes:

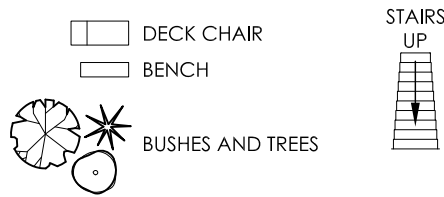


111 Arboretum - Lower

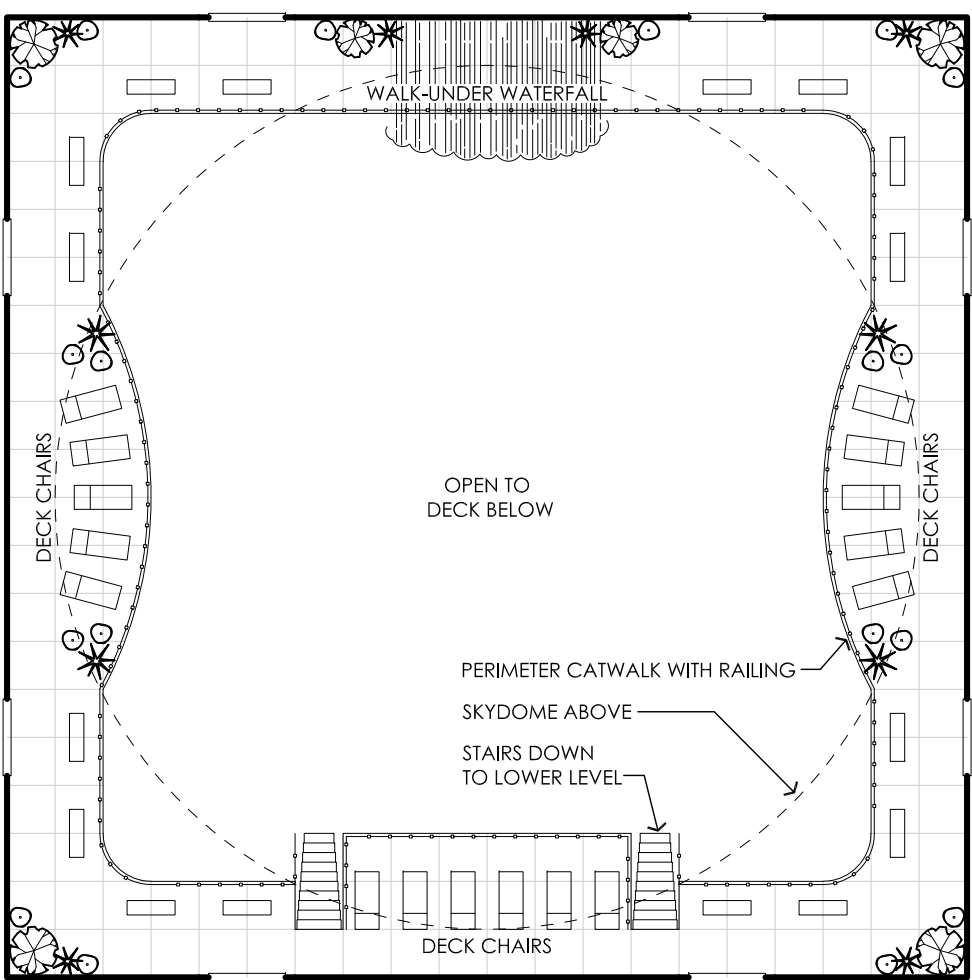


Notes:

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

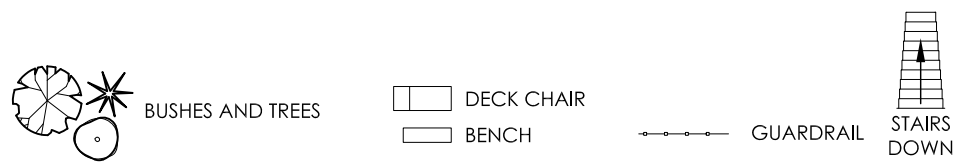


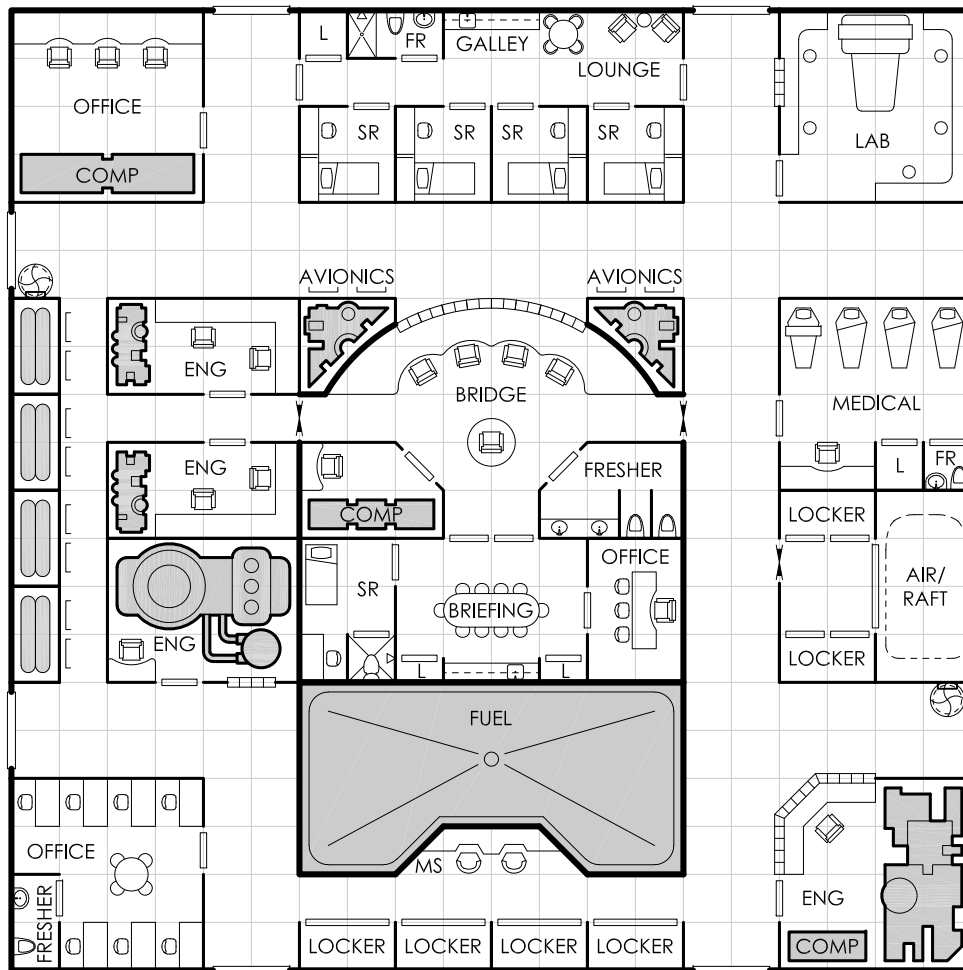
Arboretum - Upper 112



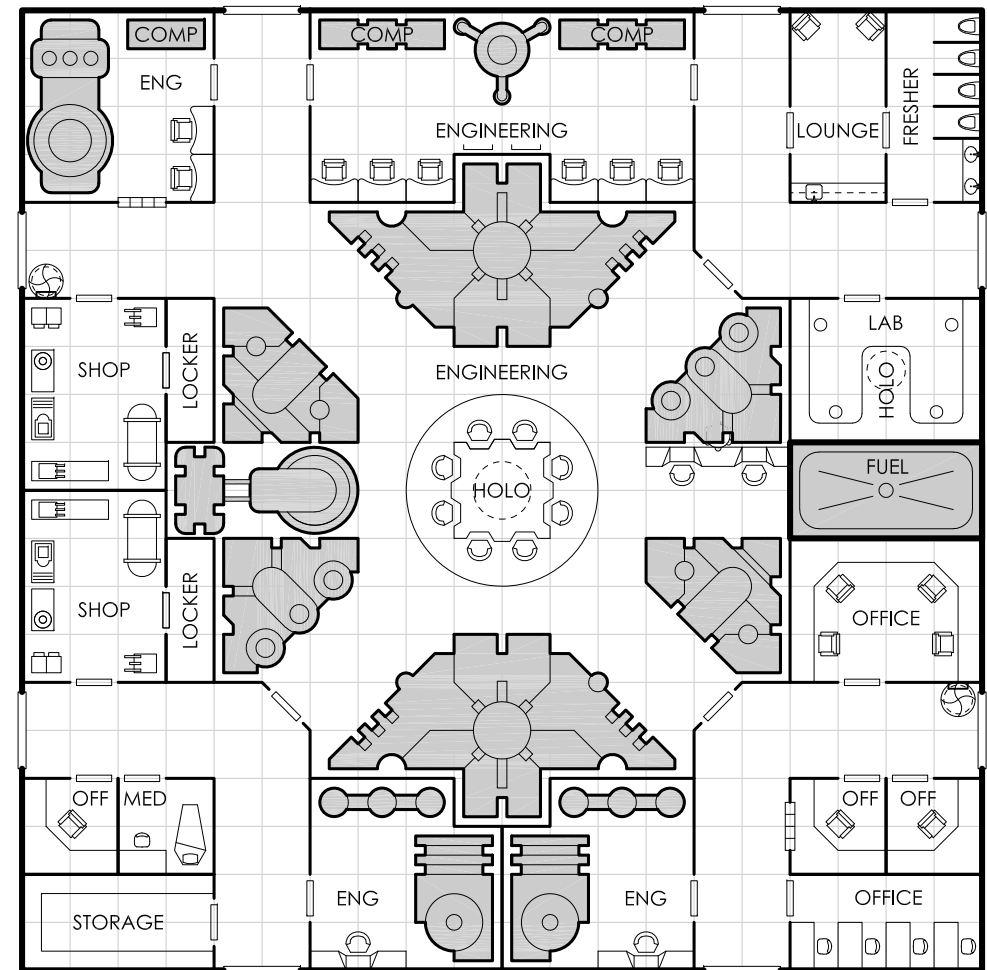
Notes:

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

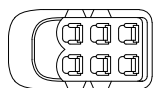




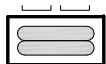
Notes:



Notes:

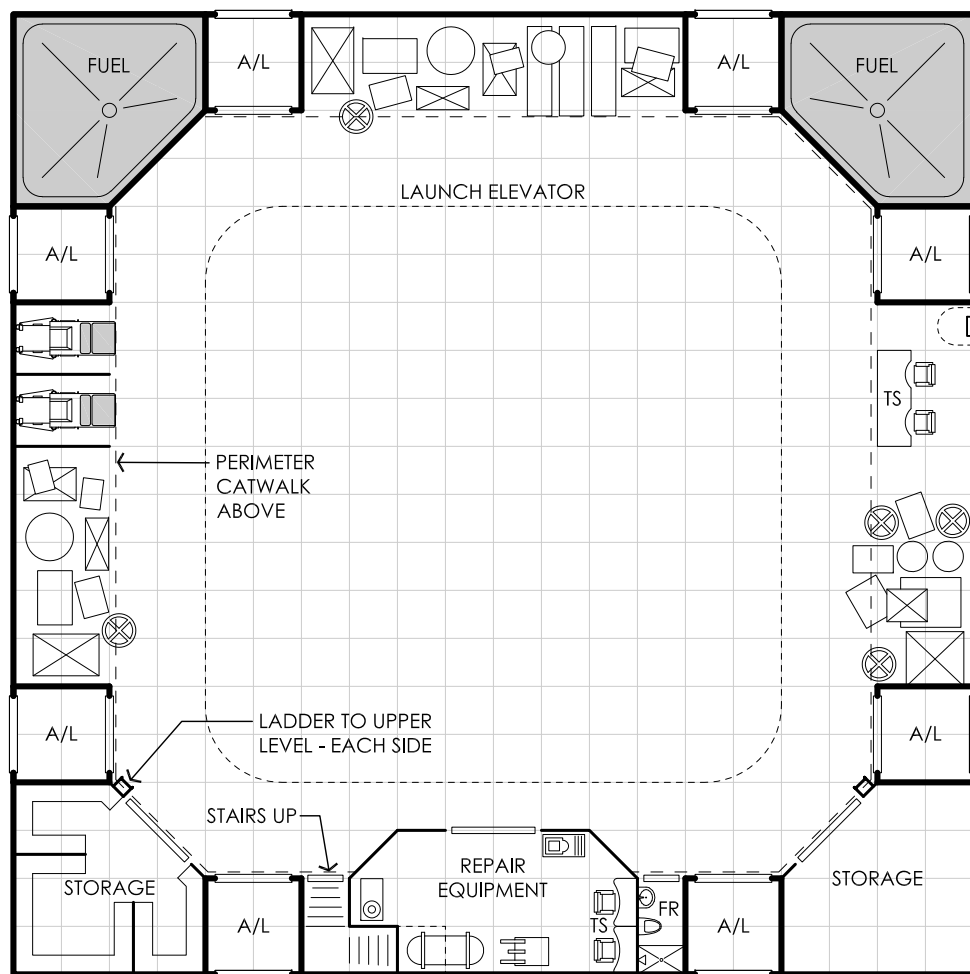


AIR/RAFT



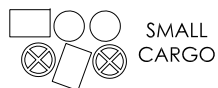
LIFE SUPPORT

115 Hangar - Lower



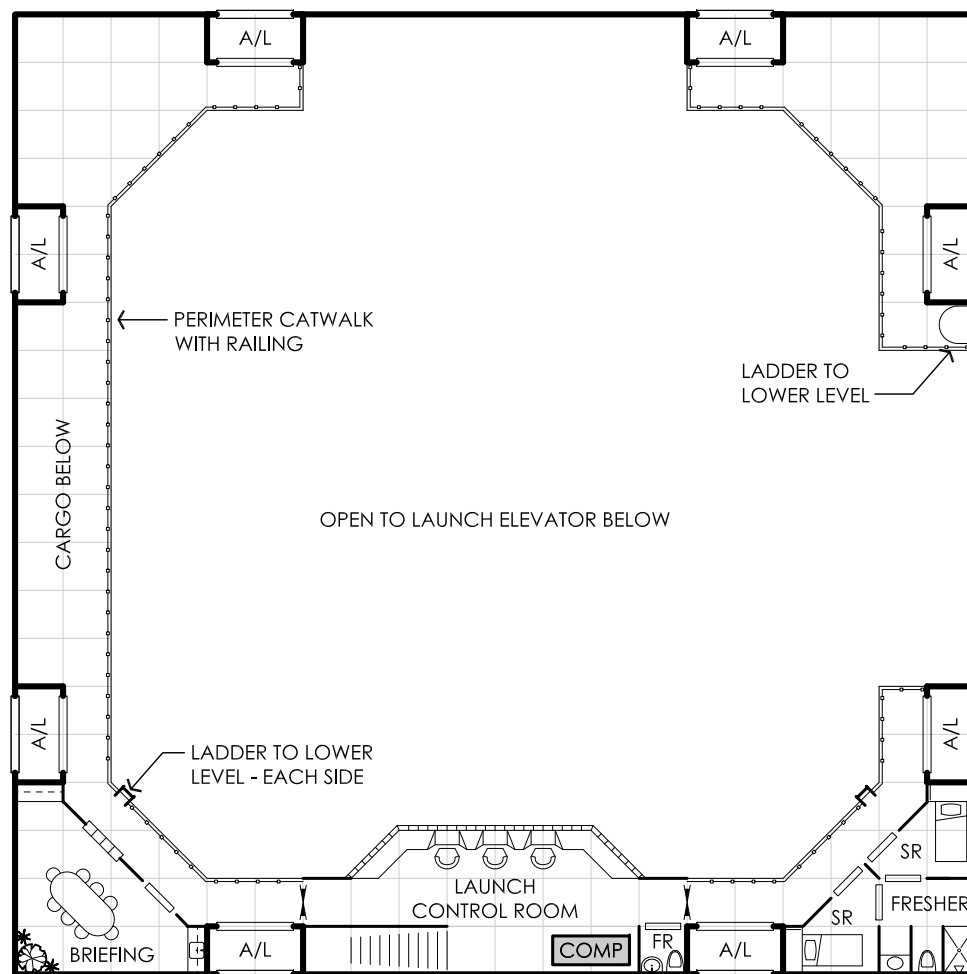
Notes:

- 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.



"GRAV HAULER"
CARGO MOVER

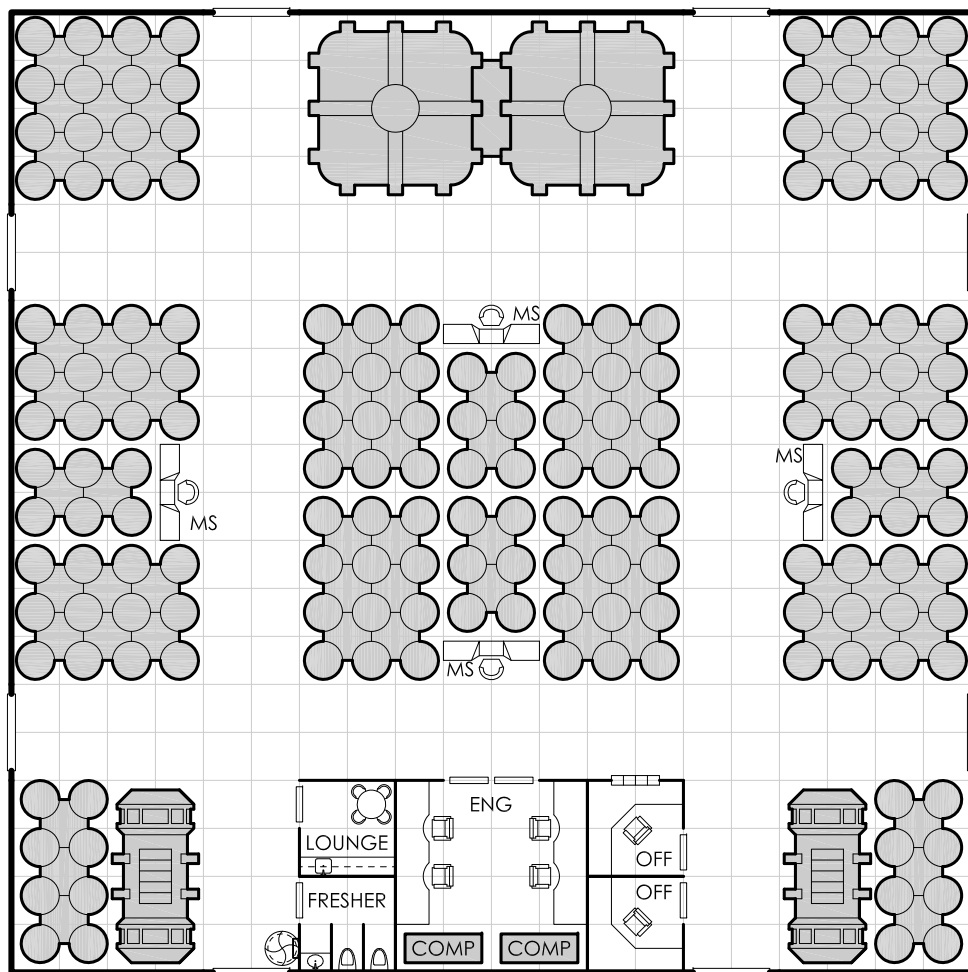
Hangar - Upper 116



Notes:

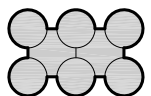
- Double height space (20' ceiling) with stairs down to flight deck.
- Perimeter catwalk all around. Space in center is open.
- See geomorph 115 for lower level.

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.

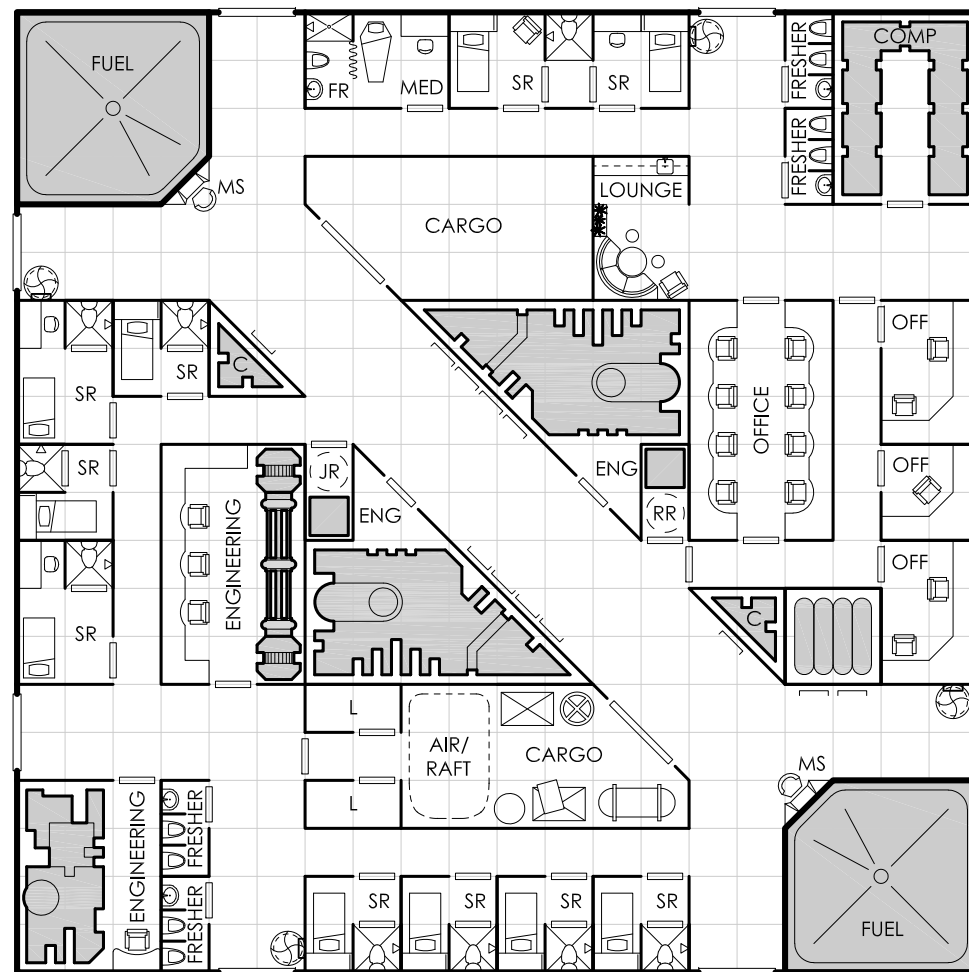


BATTERIES



MONITORING
STATION

Multi purpose 118

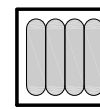


Notes:

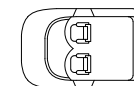
JANITORIAL ROBOT
ALCOVE

REPAIR ROBOT
ALCOVE

FUEL
MONITORING
STATION

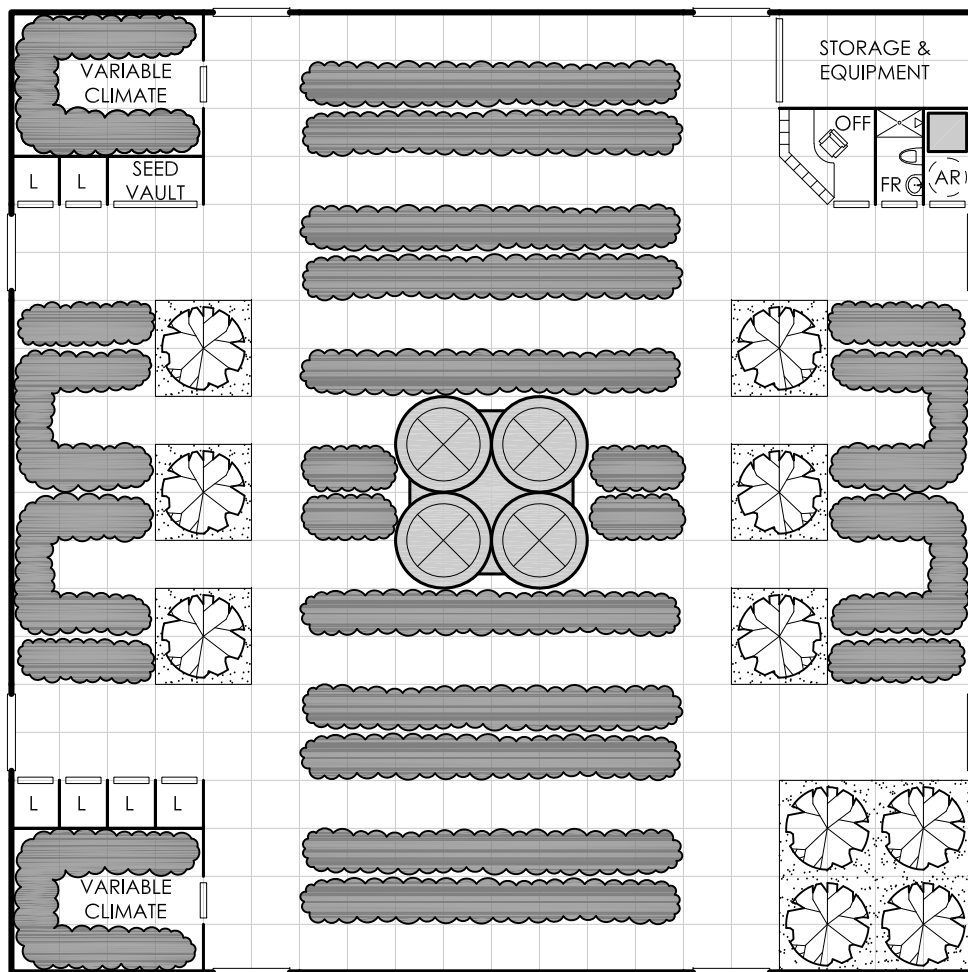


LIFE SUPPORT



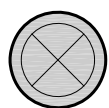
SMALL CARGO
AIR/RAFT

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

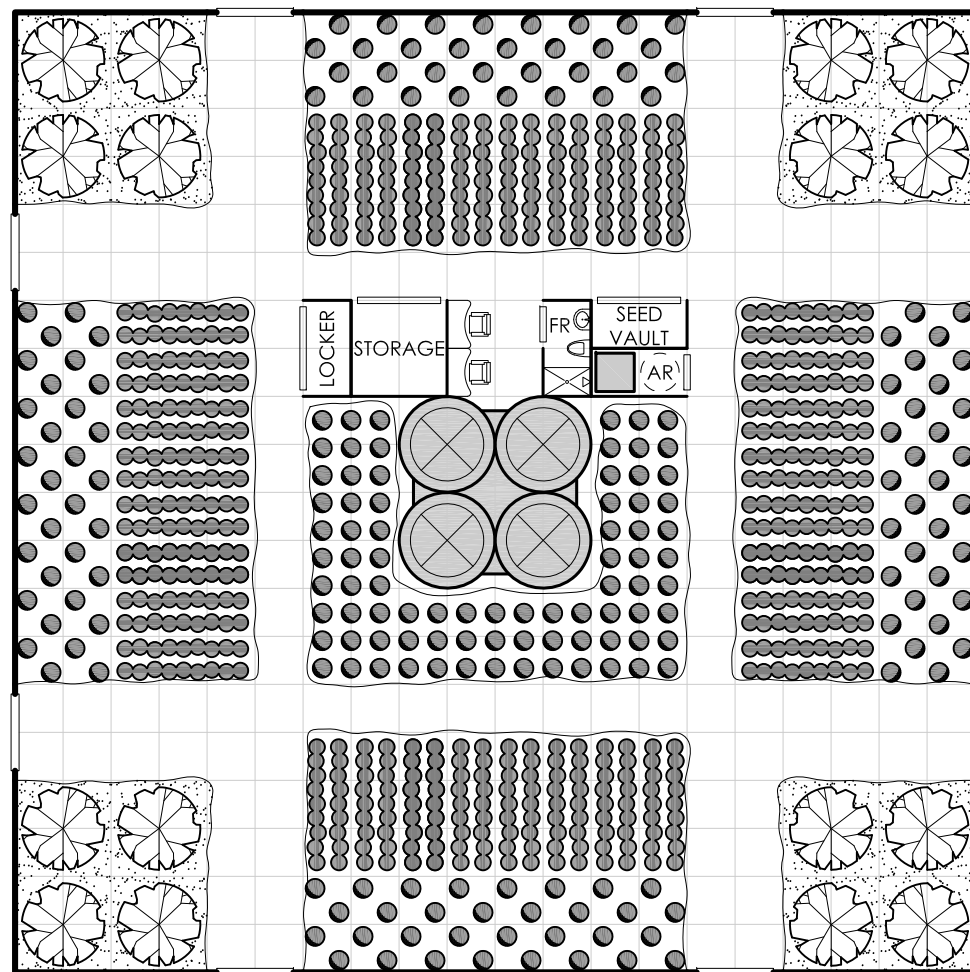


AGRICULTURAL
ROBOT ALCOVE



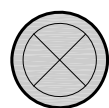
HYDROPONIC
VEGETATION

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*.



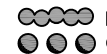
WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



FRUIT
TREE



AGRICULTURAL
ROBOT ALCOVE



FOOD
CROPS

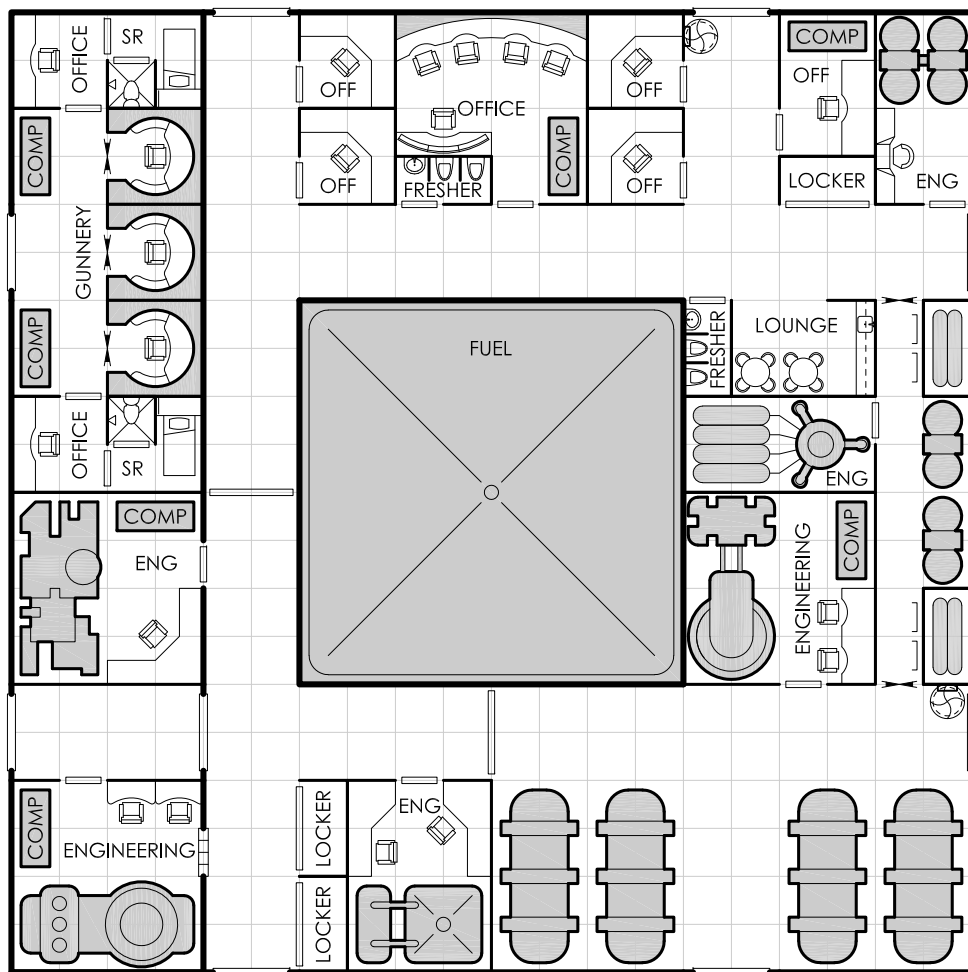
Agricultural Bay

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.

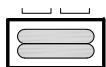
121 Multi purpose



Notes:

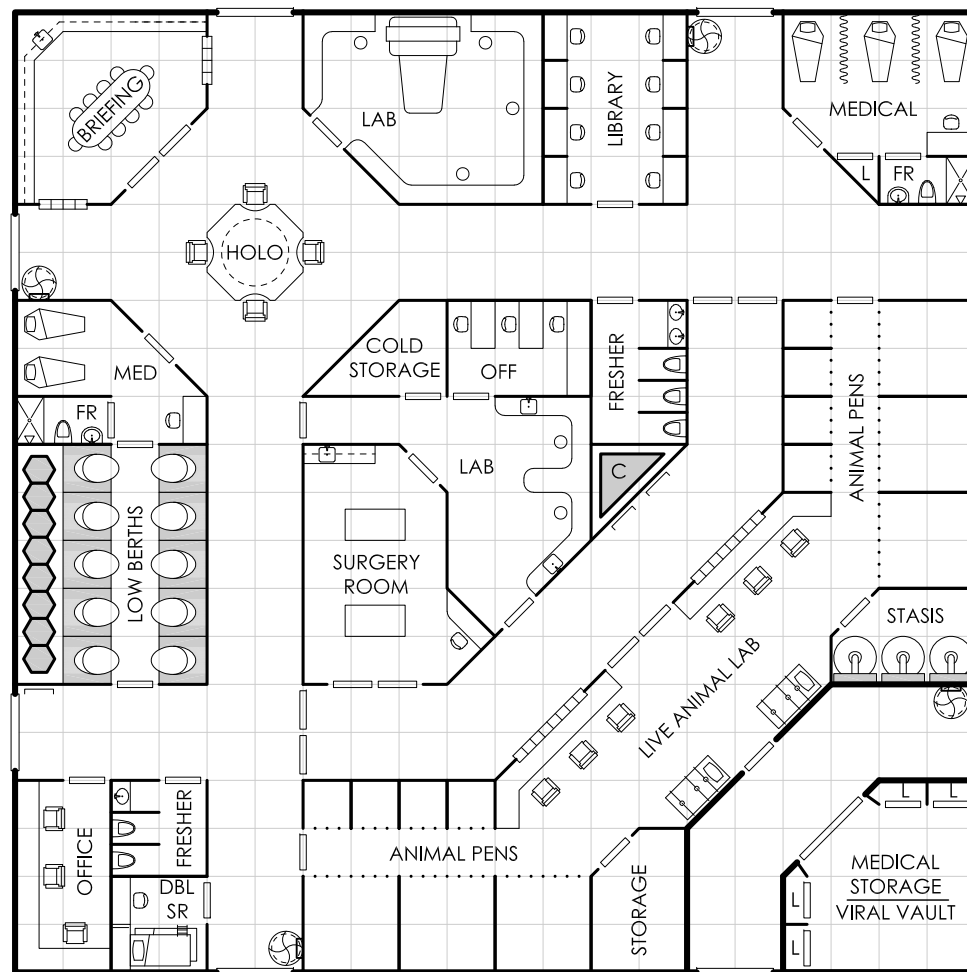


REMOTE
WEAPON
STATION



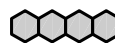
LIFE SUPPORT

Medical Research 122



Notes:

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



BATTERY
BACKUP



ANIMAL
PEN



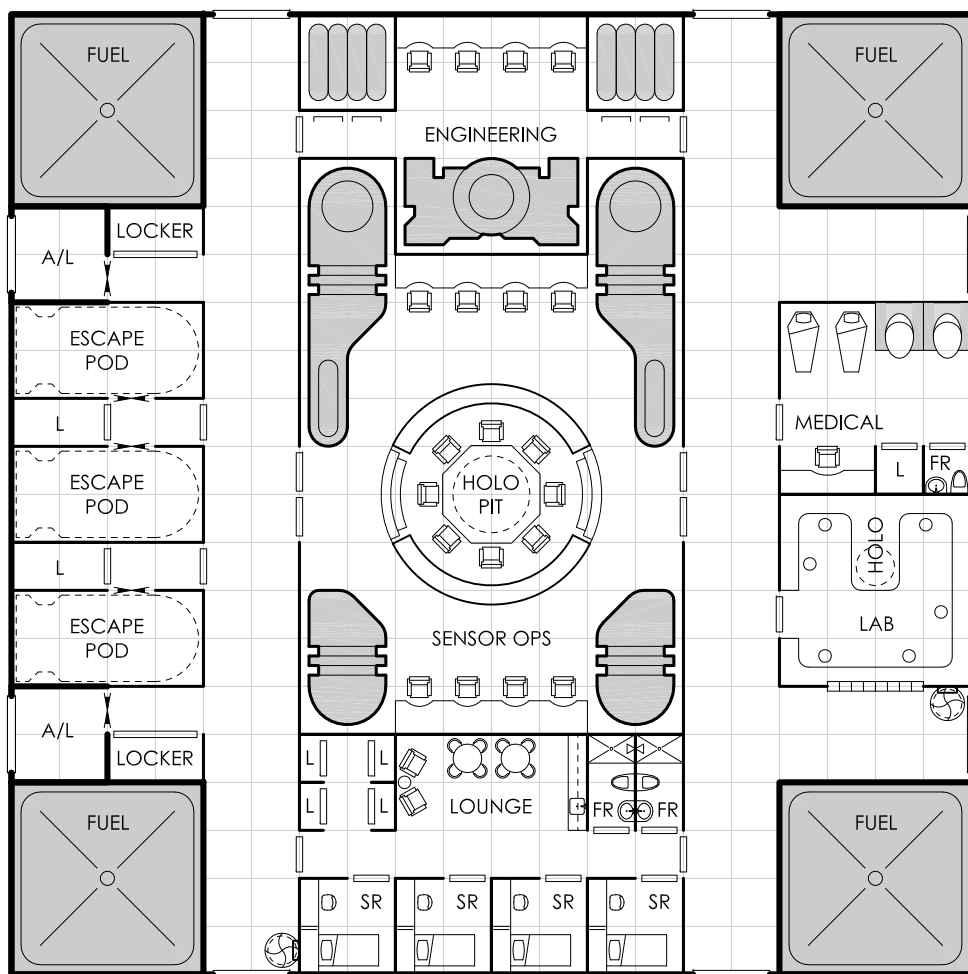
RESTRAINT
BED/GURNEY



LOW BERTH

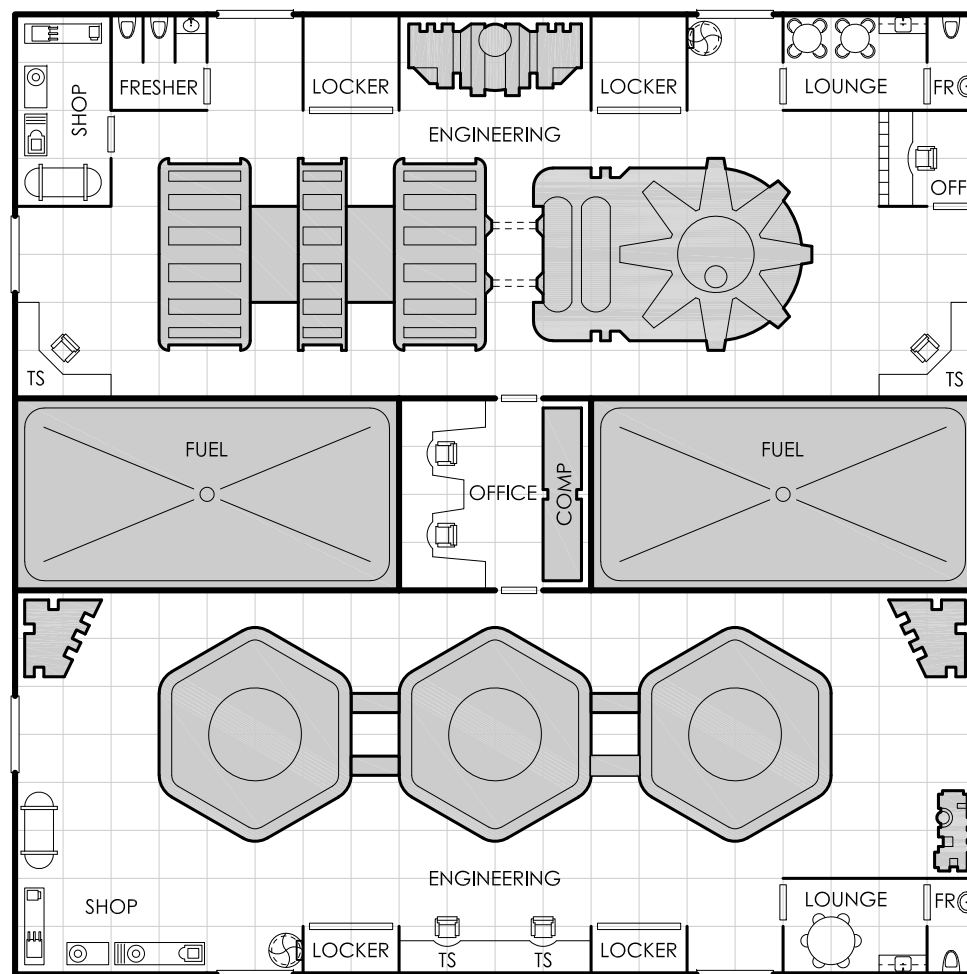
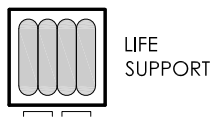
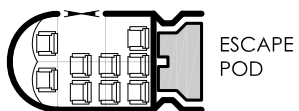


STASIS TUBE



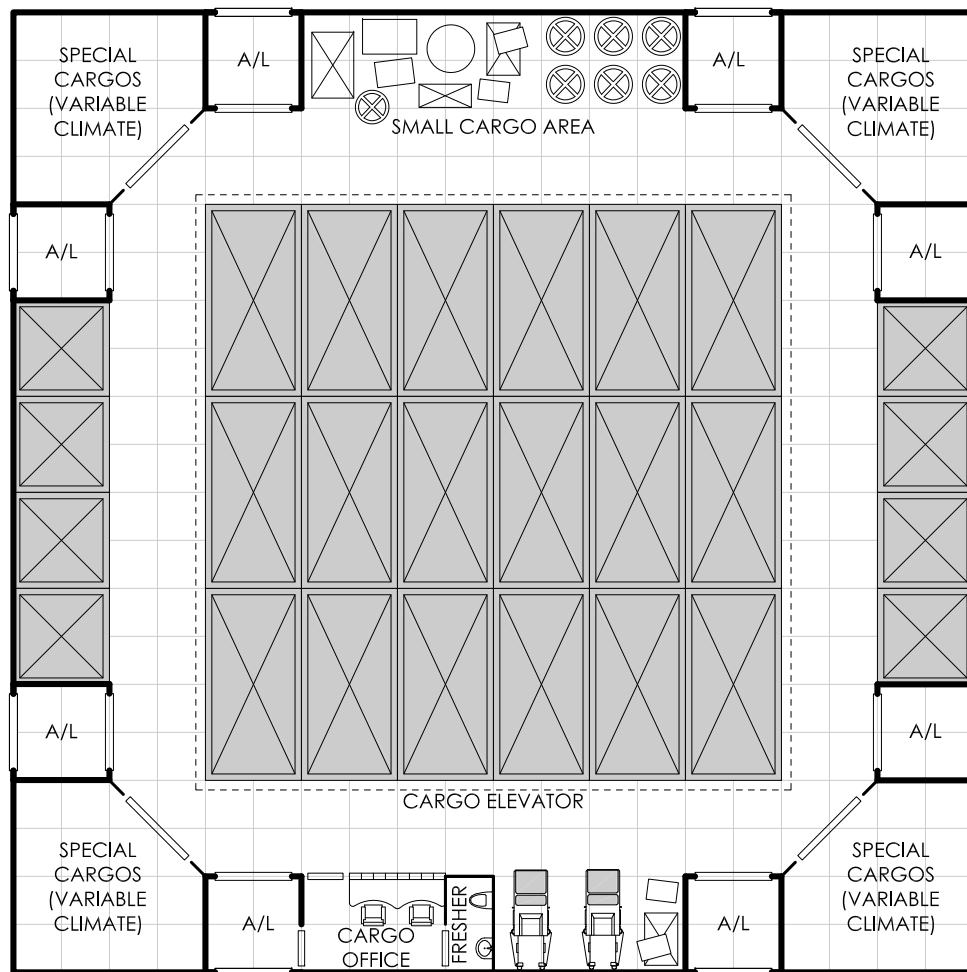
Notes:

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



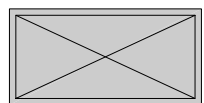
Notes:

125 Cargo Bay - Full

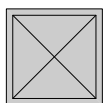


Notes:

- 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.



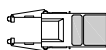
10'x20'
CARGO
CONTAINER



10'x10'
CARGO
CONTAINER

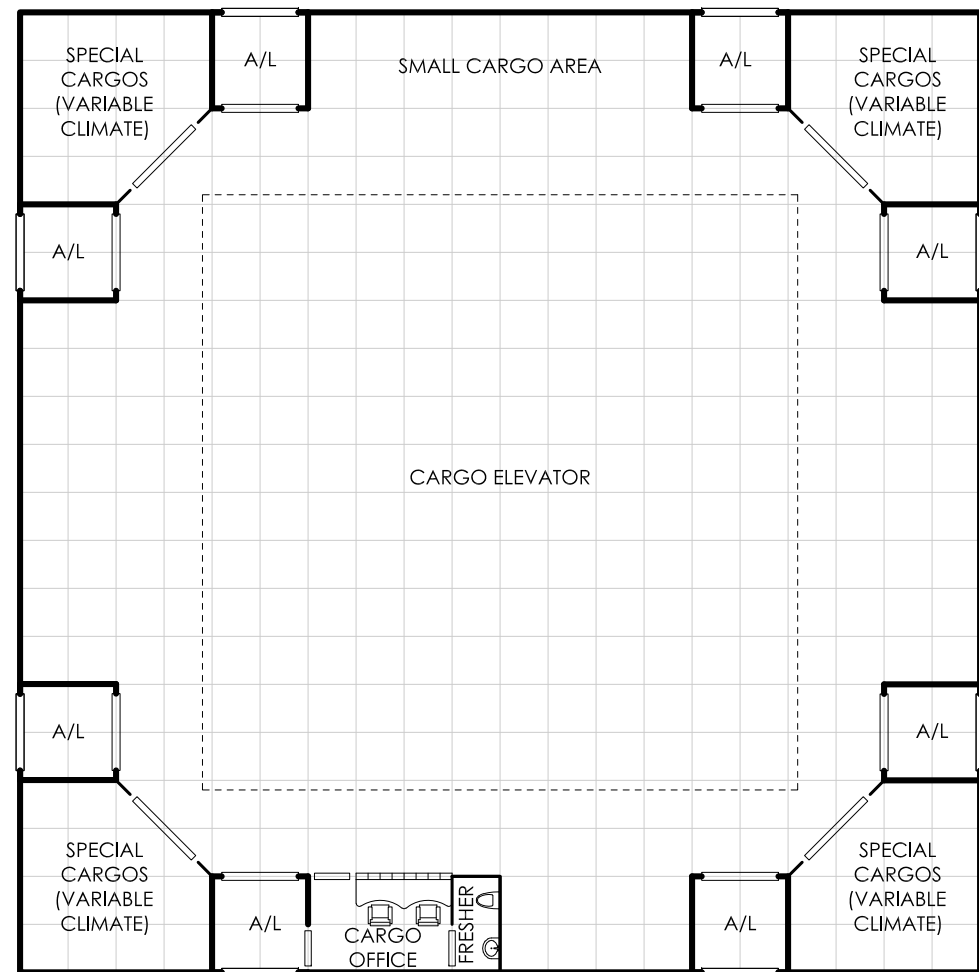


SMALL
CARGO



"GRAV HAULER"
CARGO MOVER

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

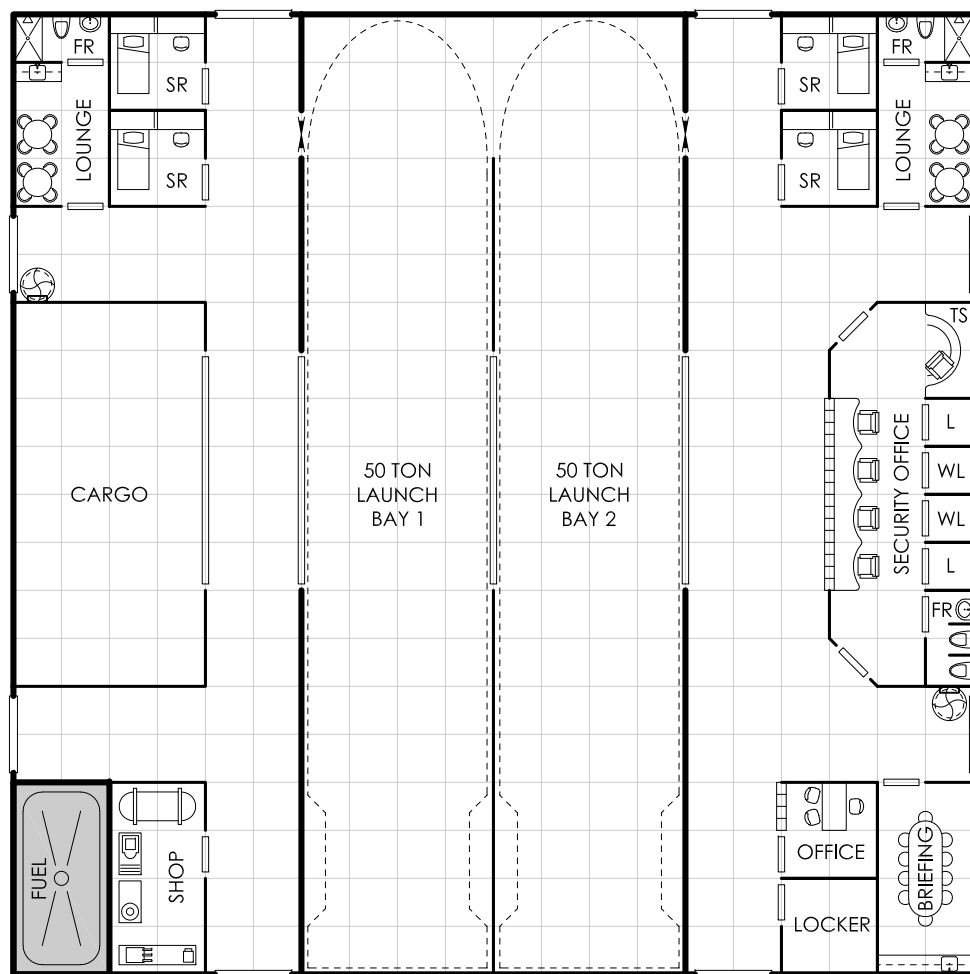
For merchants, the heart of a ship is neither the bridge nor engineering. It is the cargo bay, and the bigger the better. More cargo space means more money to be made from deliveries and speculative trade. Many ships will keep their cargo areas at standard ship temperature with ventilation, but some 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.



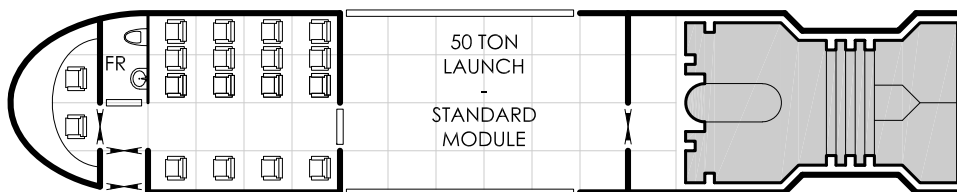
A ship's security officer prepares to deal with unregistered passengers in the cargo bay.

127 50 Ton Launch Bay

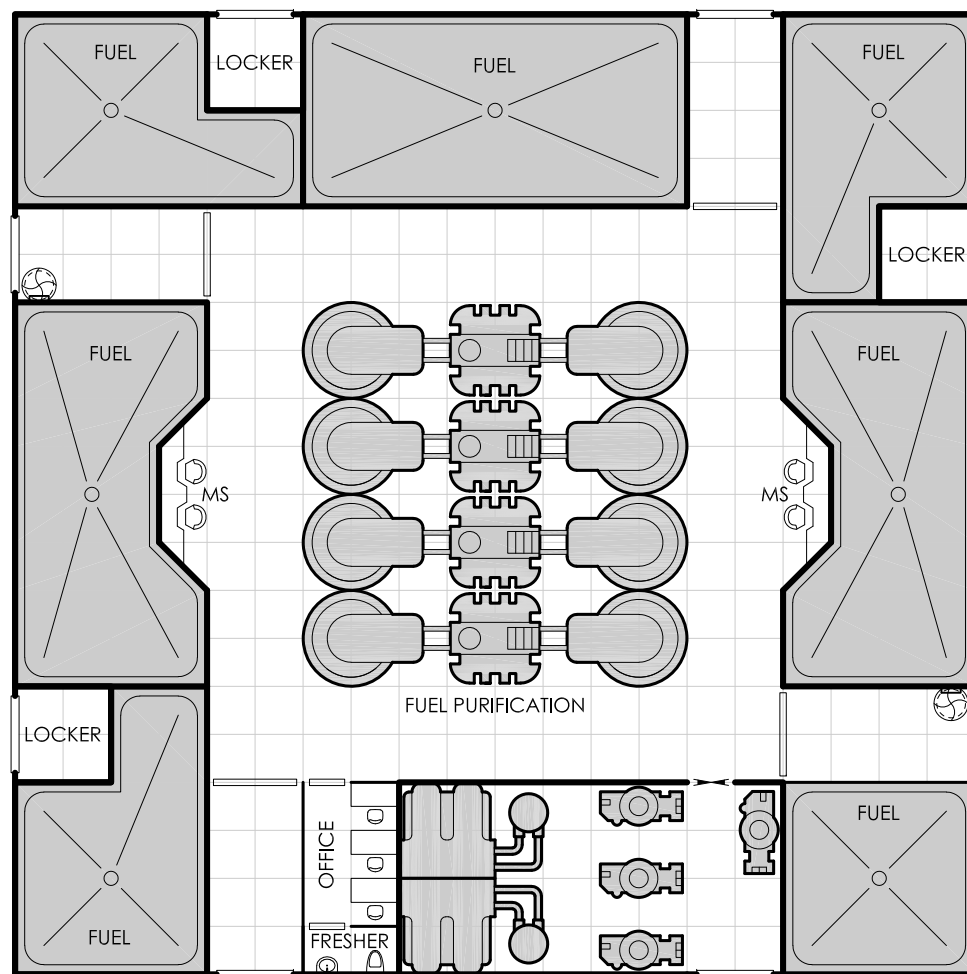


Notes:

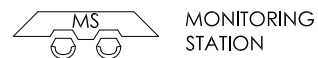
- The lounge is primarily used for launch passengers.
- The staterooms are for the launch crew.
- Standard module shown with second (starboard) cargo door. See "Small Craft" for other modules.



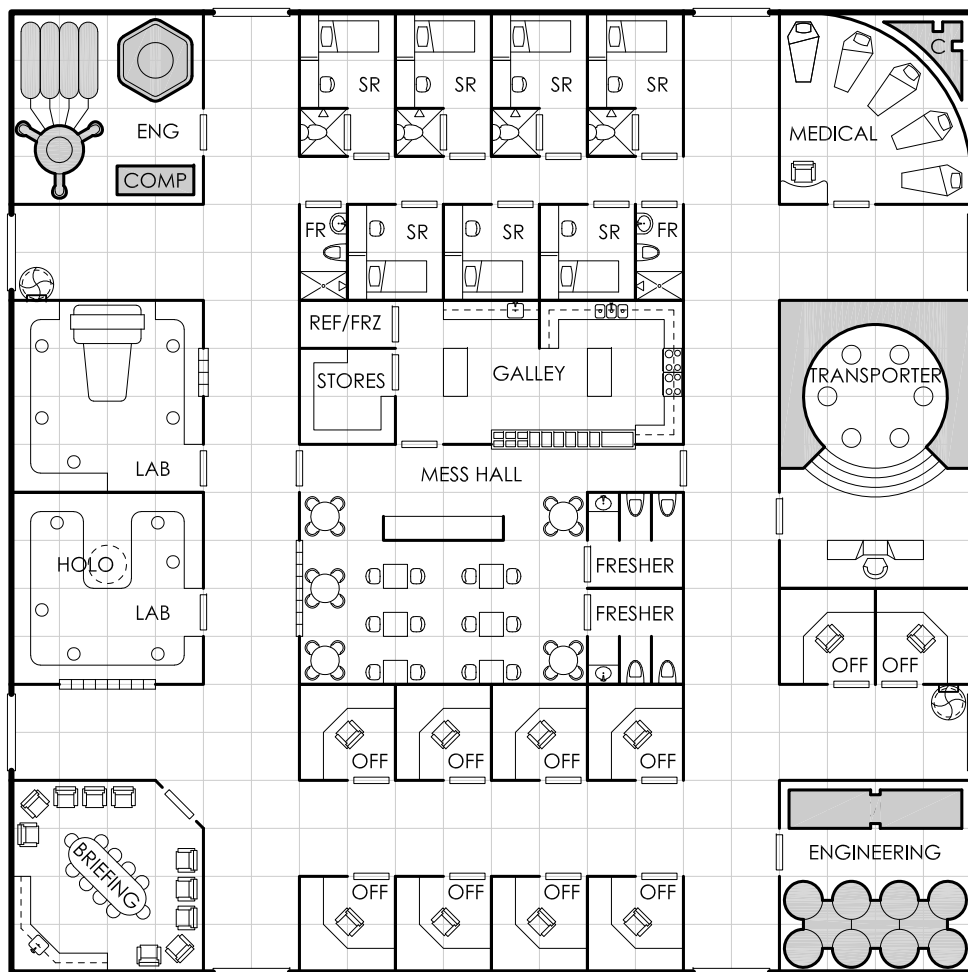
Fuel Refinery 128



Notes:

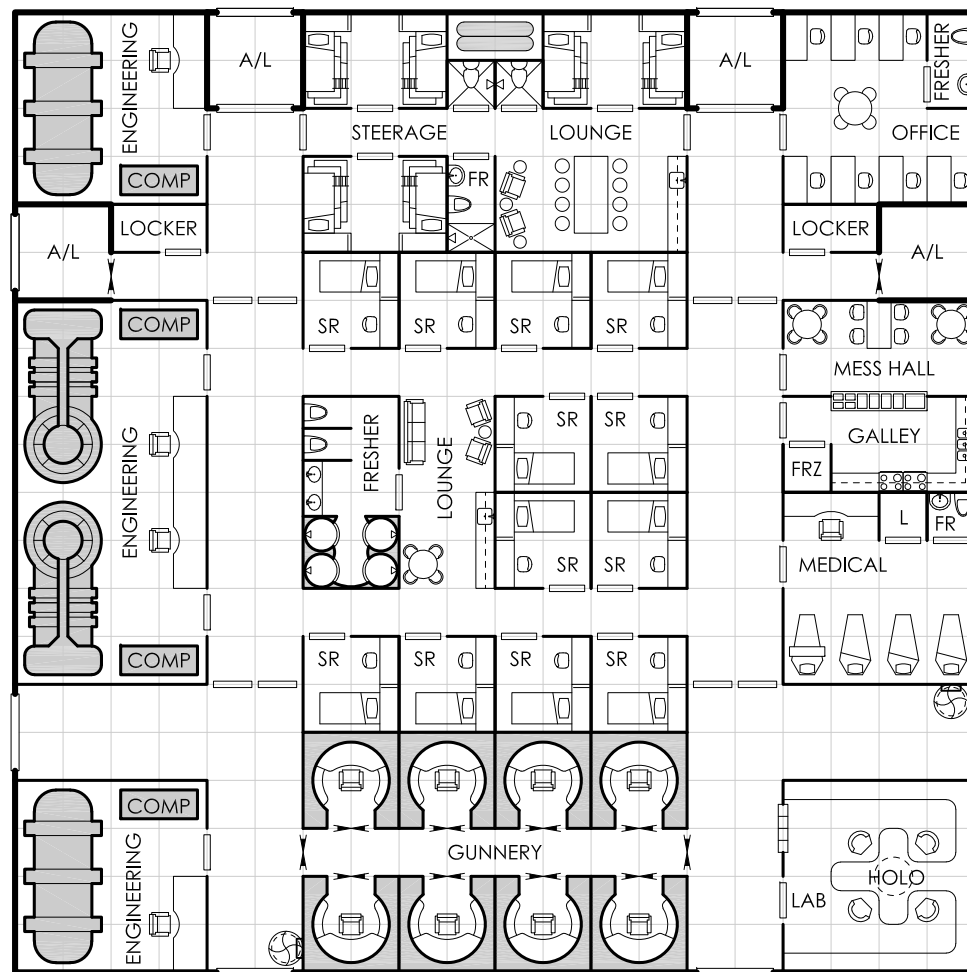


129 Multi purpose

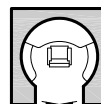


Notes:

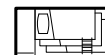
Multi purpose 130



Notes:



REMOTE
WEAPON
STATION

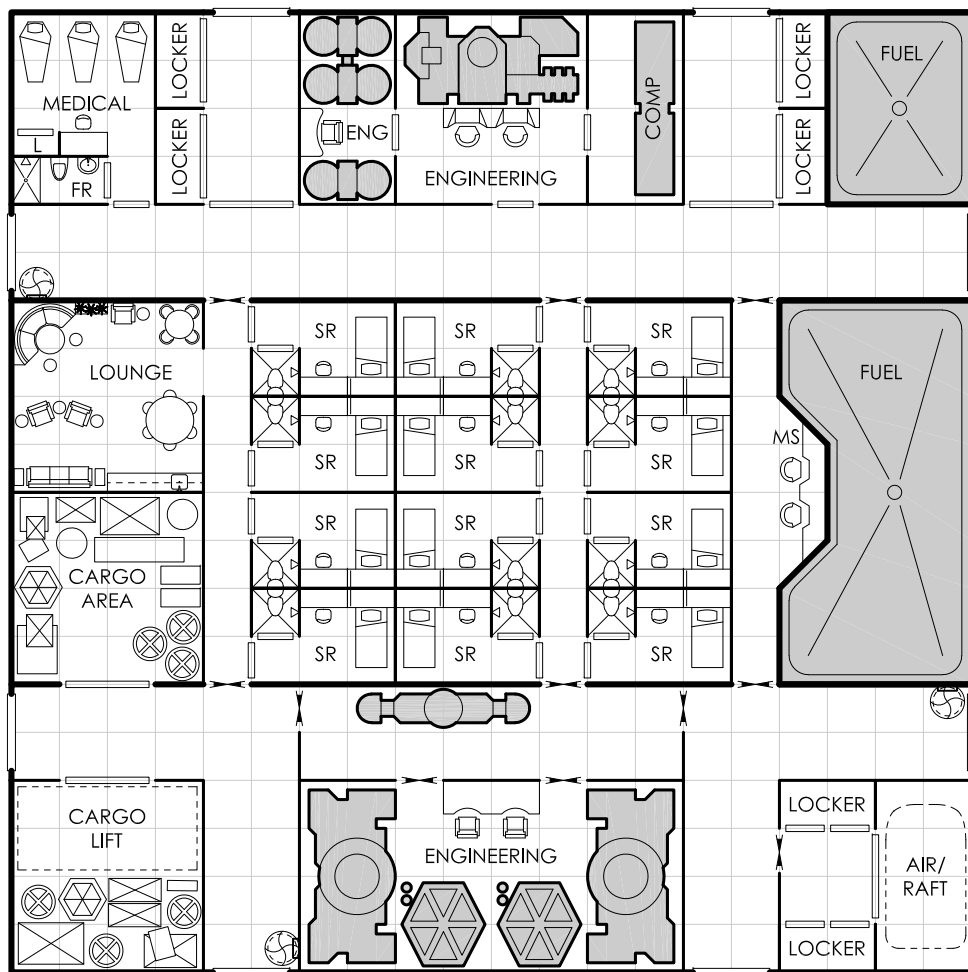


STEERAGE
TRIPLE BUNKS



LIFE SUPPORT

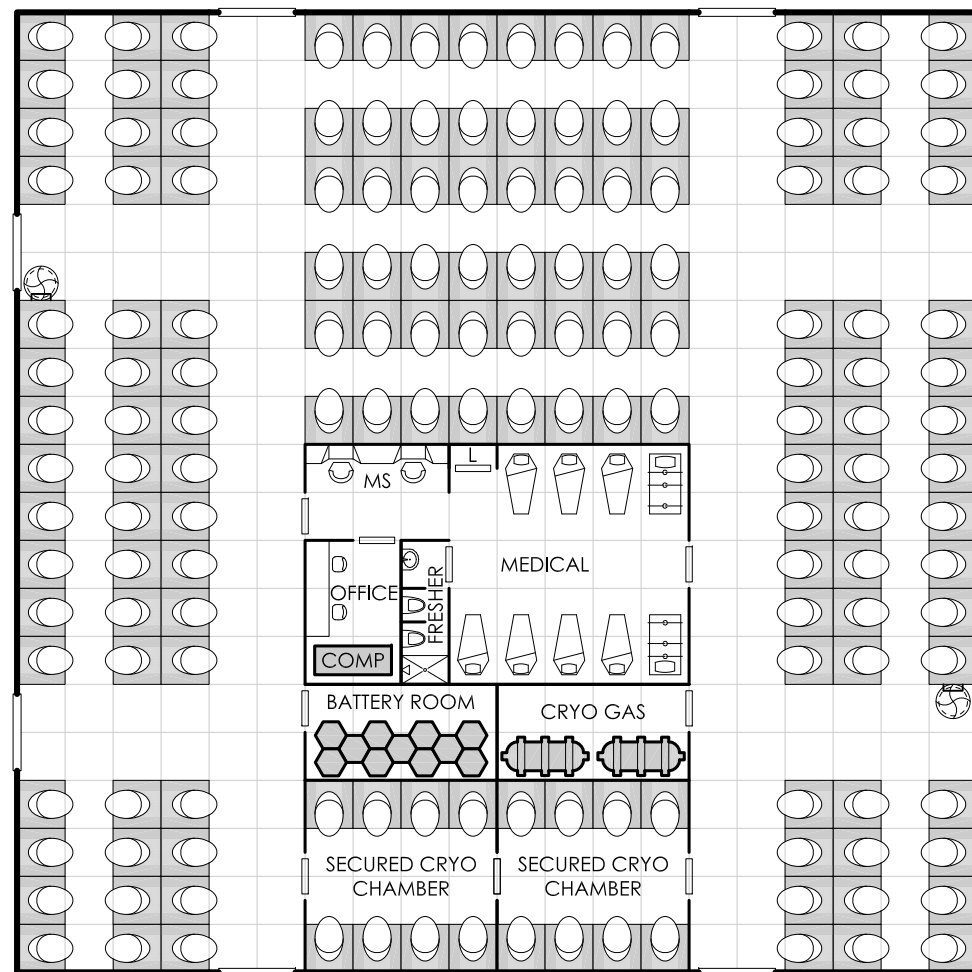
131 Multi purpose



Notes:



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.

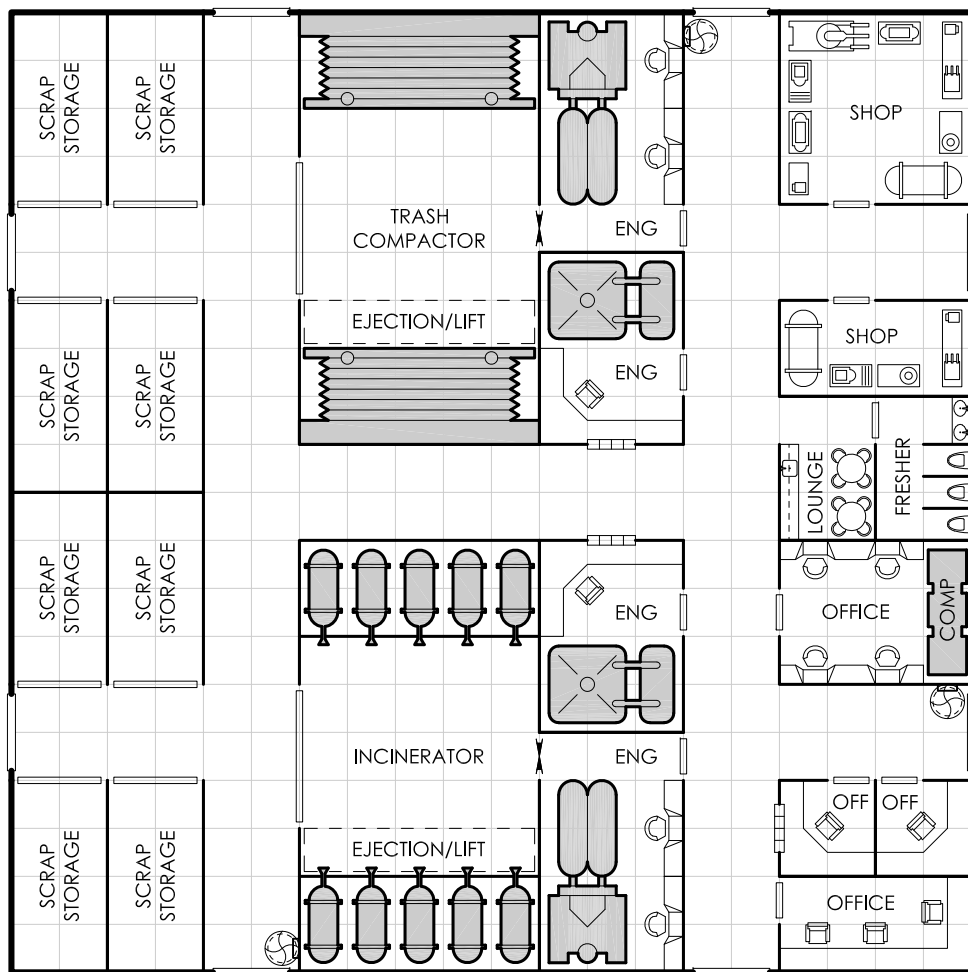


Air/raft Hangar and Ship's Lockers

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.

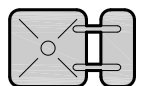


After retrieving his sidearm from the ship's locker, a crewman investigates the strange goings-on in the ship's air/raft hangar.

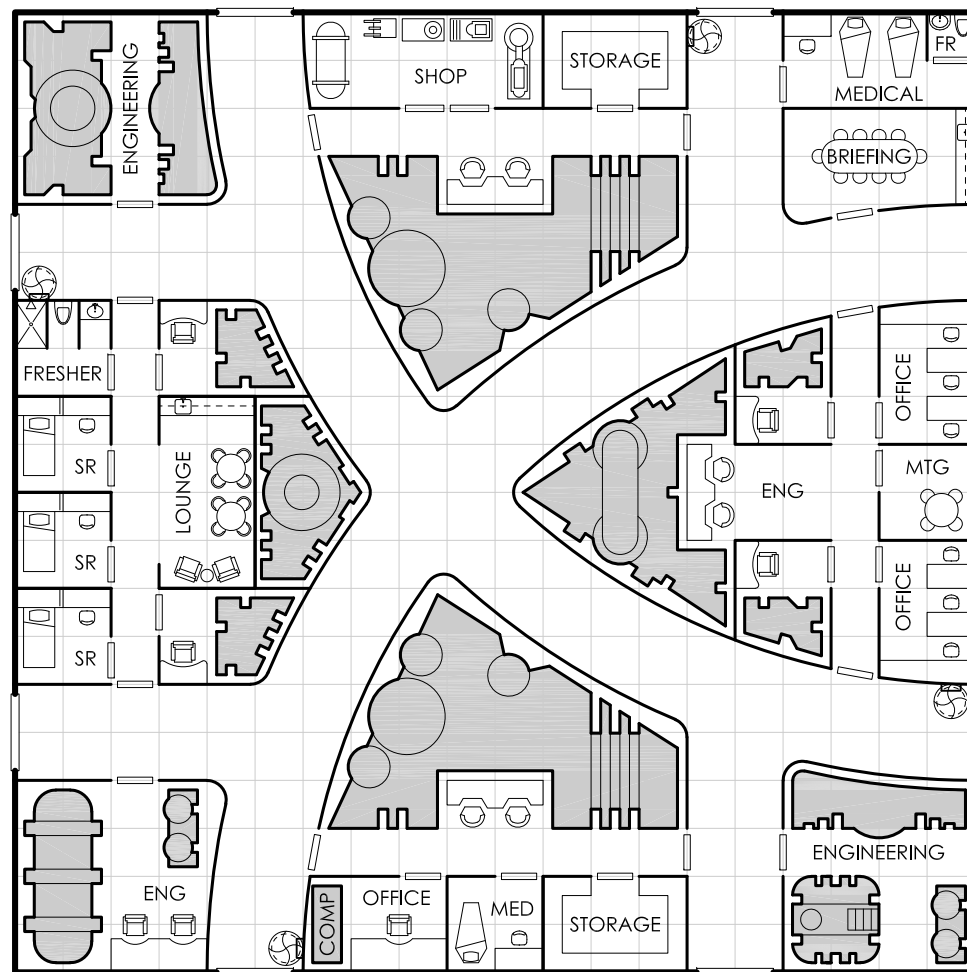


Notes:

- 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.

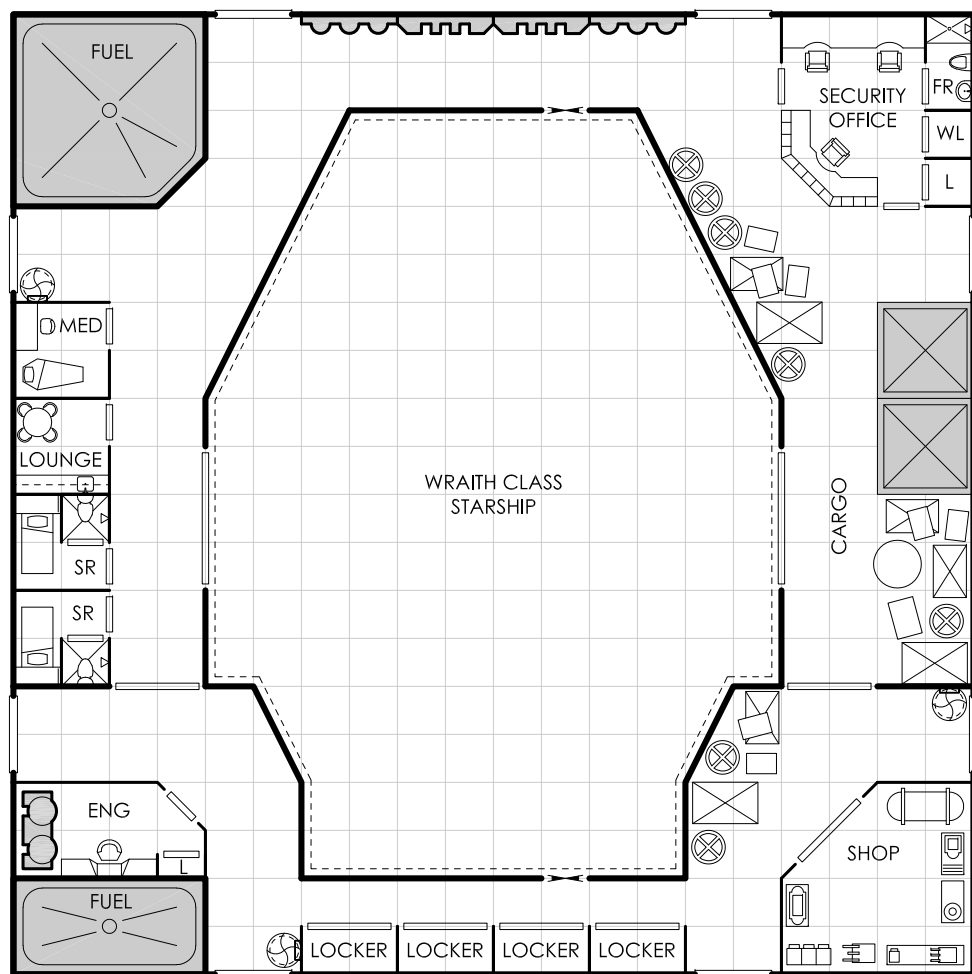


WATER
RECOVERY
SYSTEM



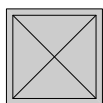
Notes:

135 Starship Cradle

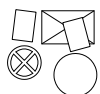


Notes:

- 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.

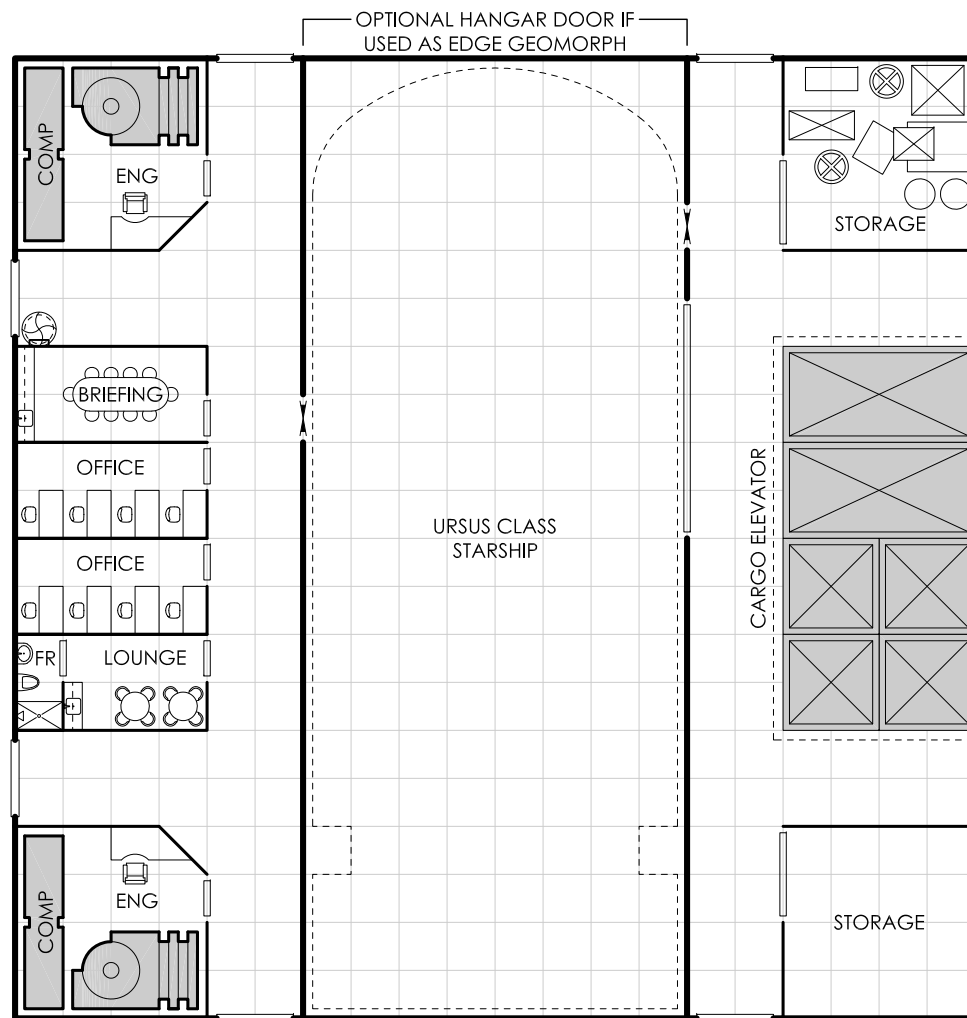


10'x10'
CARGO
CONTAINER



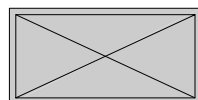
SMALL
CARGO

Starship Cradle 136

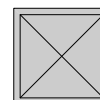


Notes:

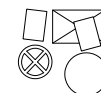
- The Ursus Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2.
- When the starship is not in its cradle, the space can be pressurized and used for cargo, etc.
- See page 6 for the Ursus Class deck plan.



10'x20'
CARGO
CONTAINER

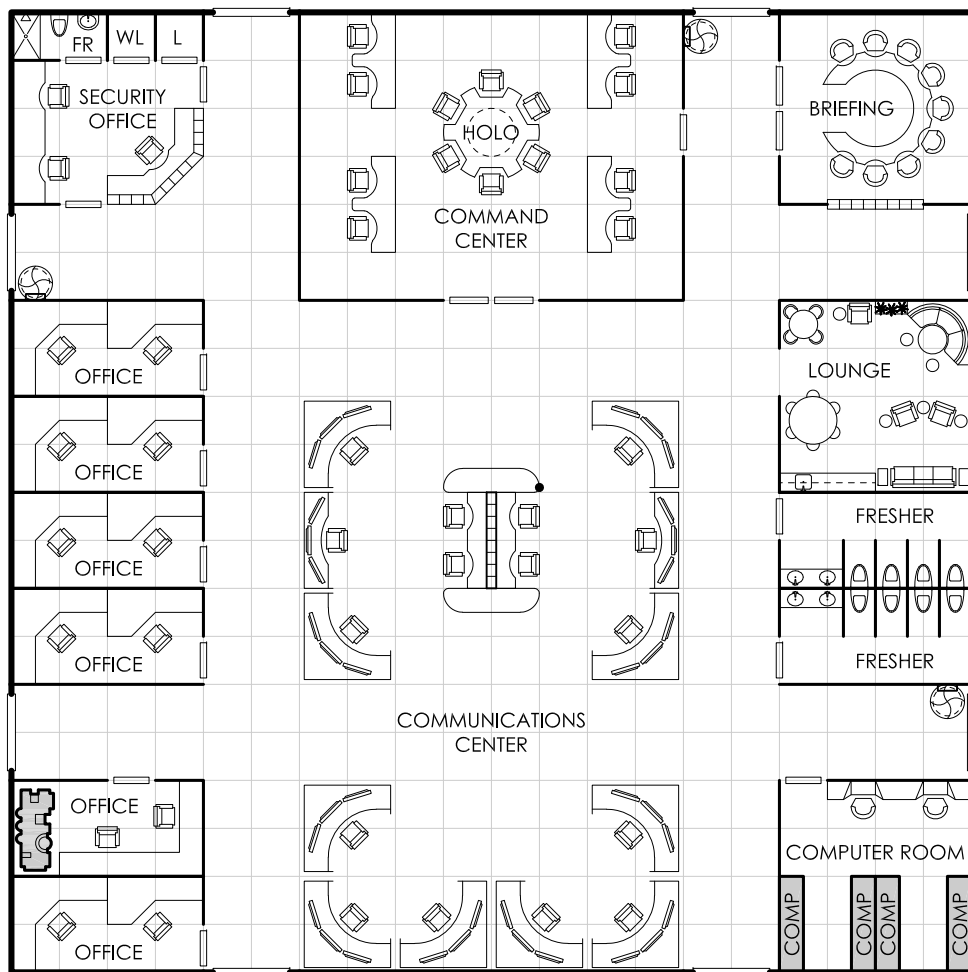


10'x10'
CARGO
CONTAINER



SMALL
CARGO

137 Command Center



Notes:

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

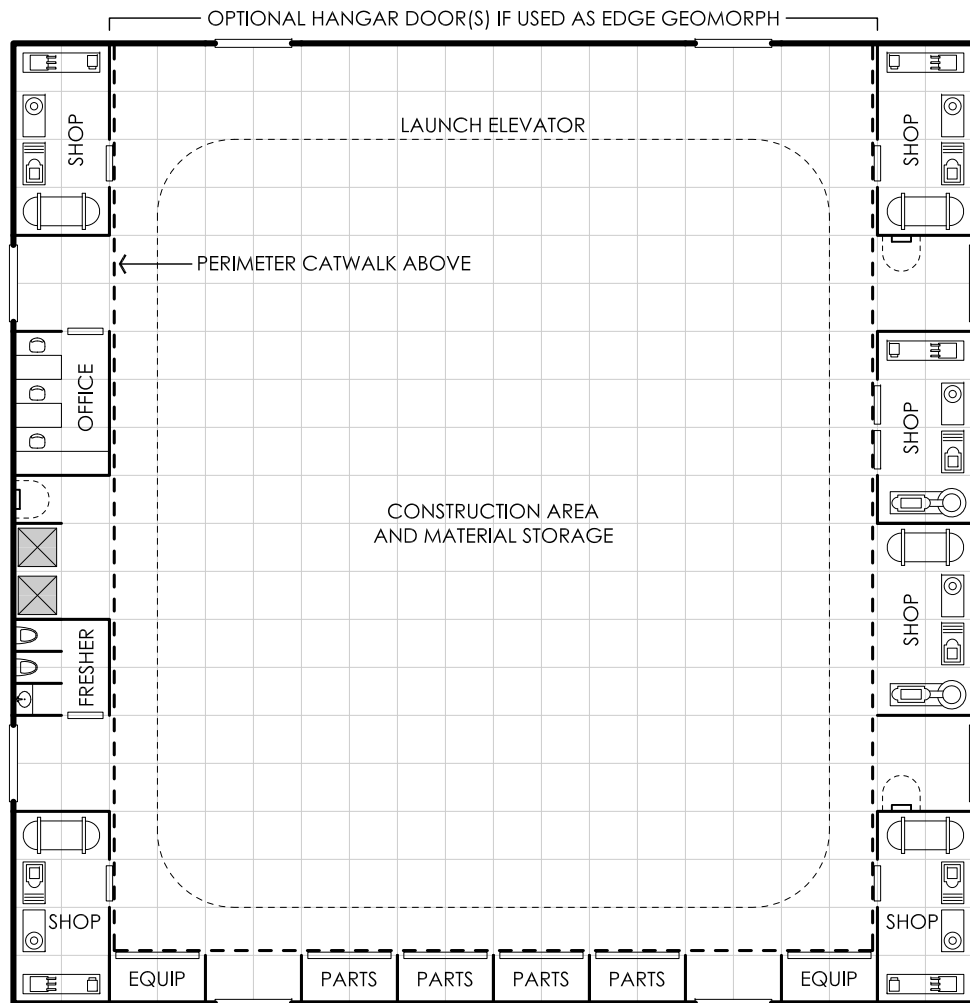
Crew Quarters 138



Notes:

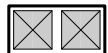
- This deck could also be used as a passenger deck.

139 Construction Deck - Lower



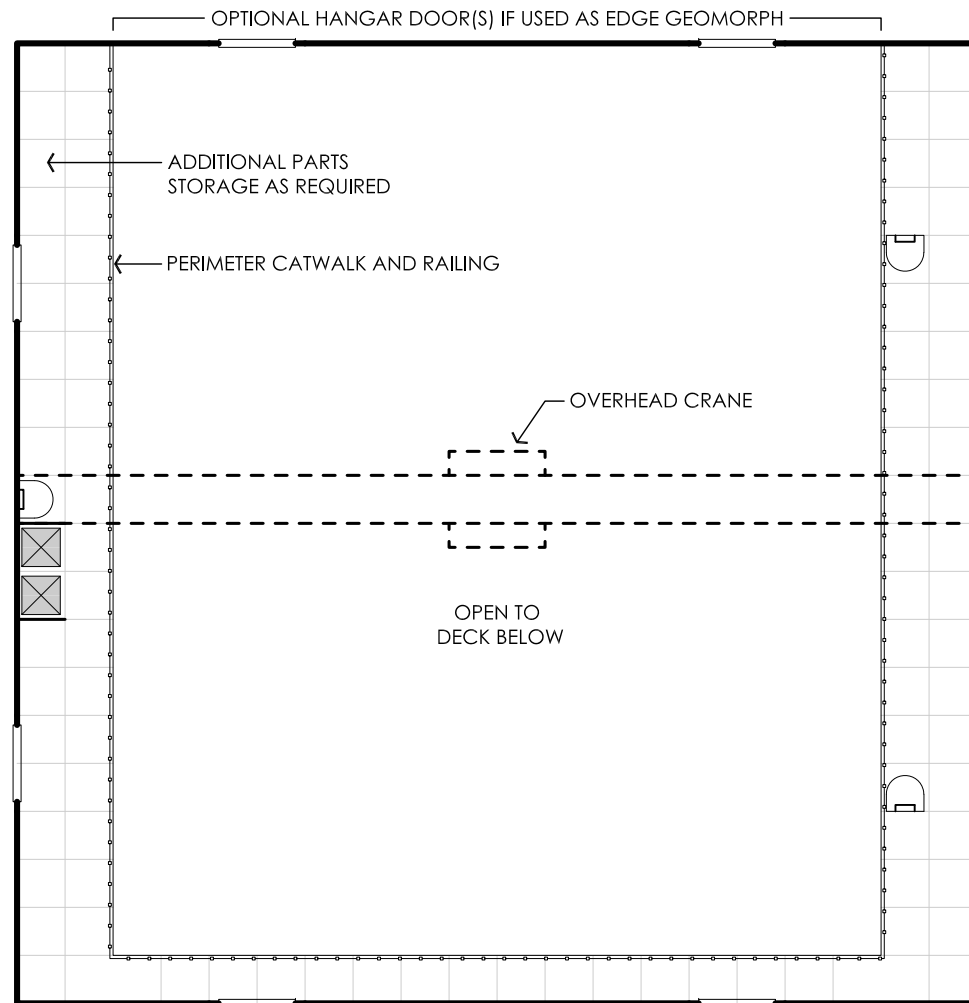
Notes:

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



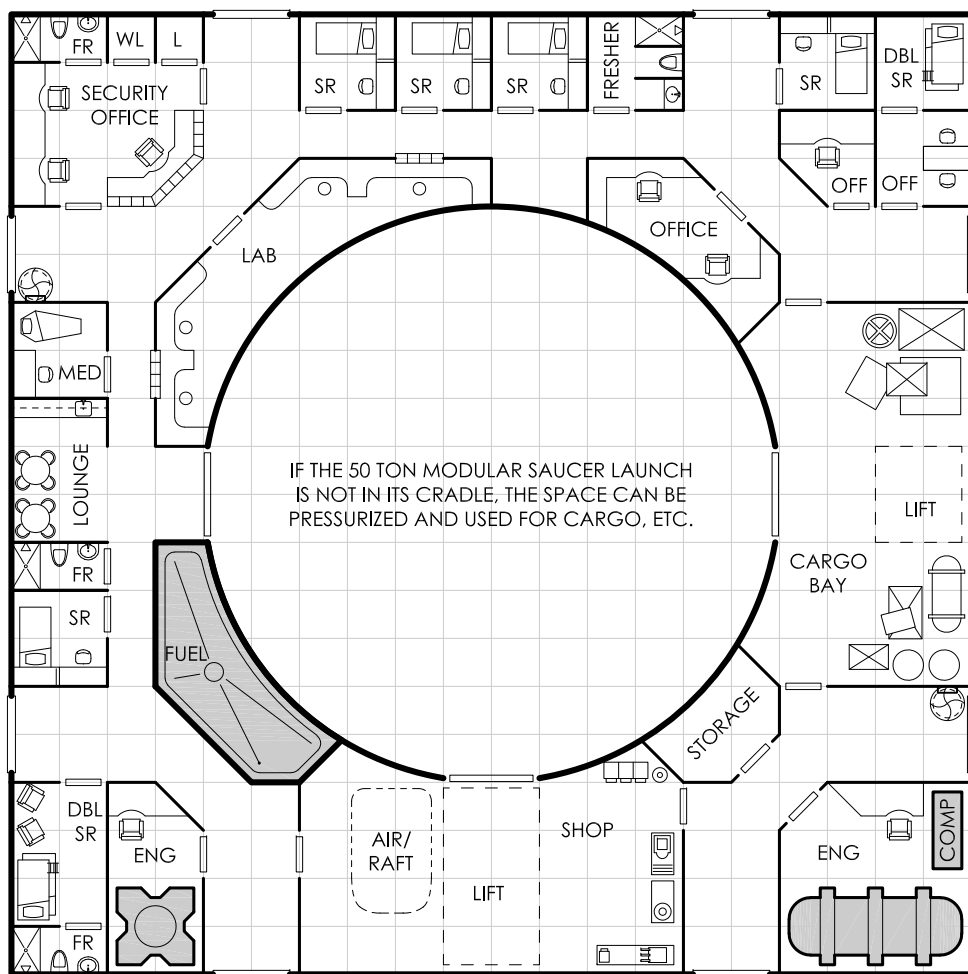
PERSONNEL LIFT

Construction Deck - Upper 140



Notes:

141 50 Ton Launch / Multi purpose



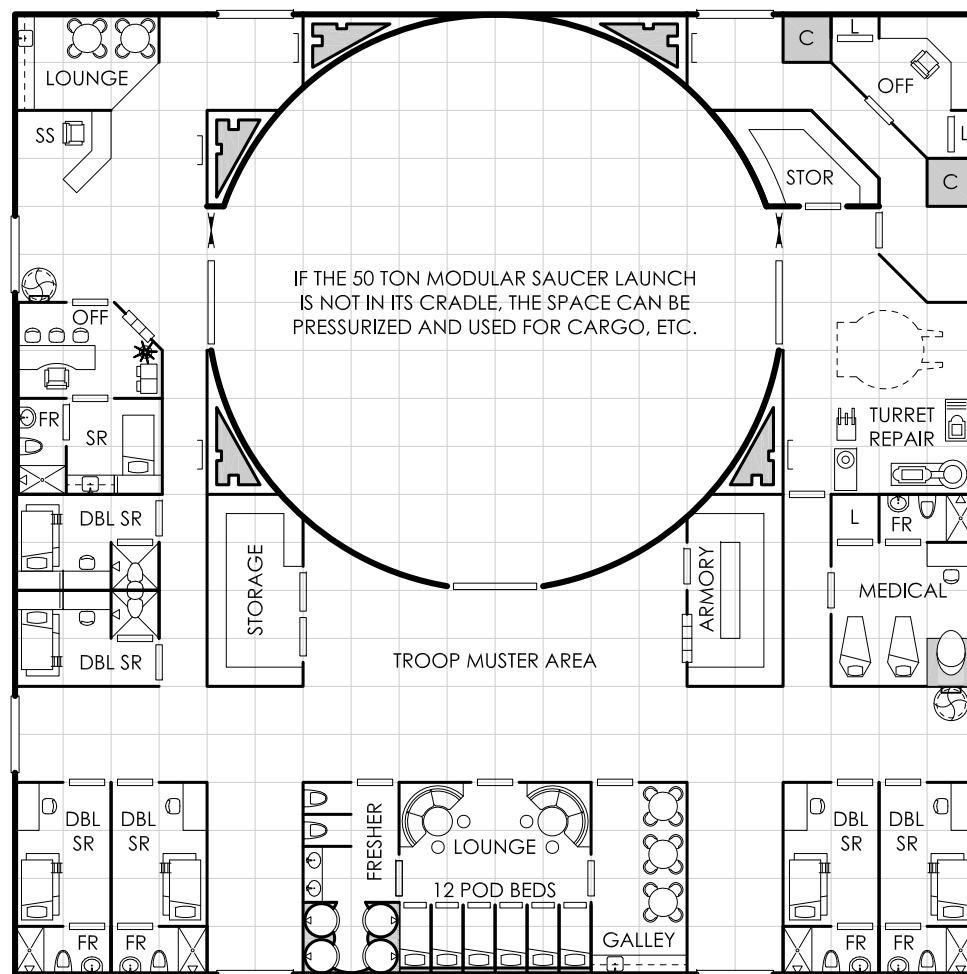
Notes:

- 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



AIR/RAFT

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.

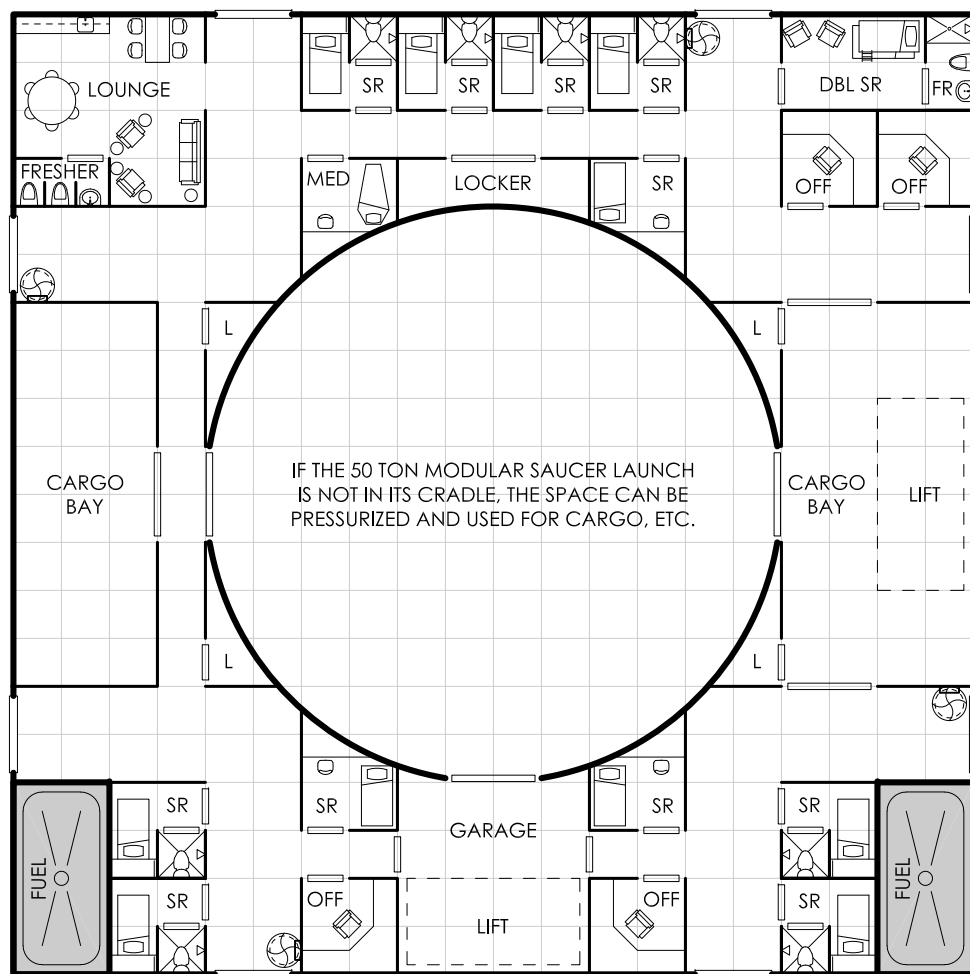


SECURITY STATION



SMALL CARGO AIR/RAFT

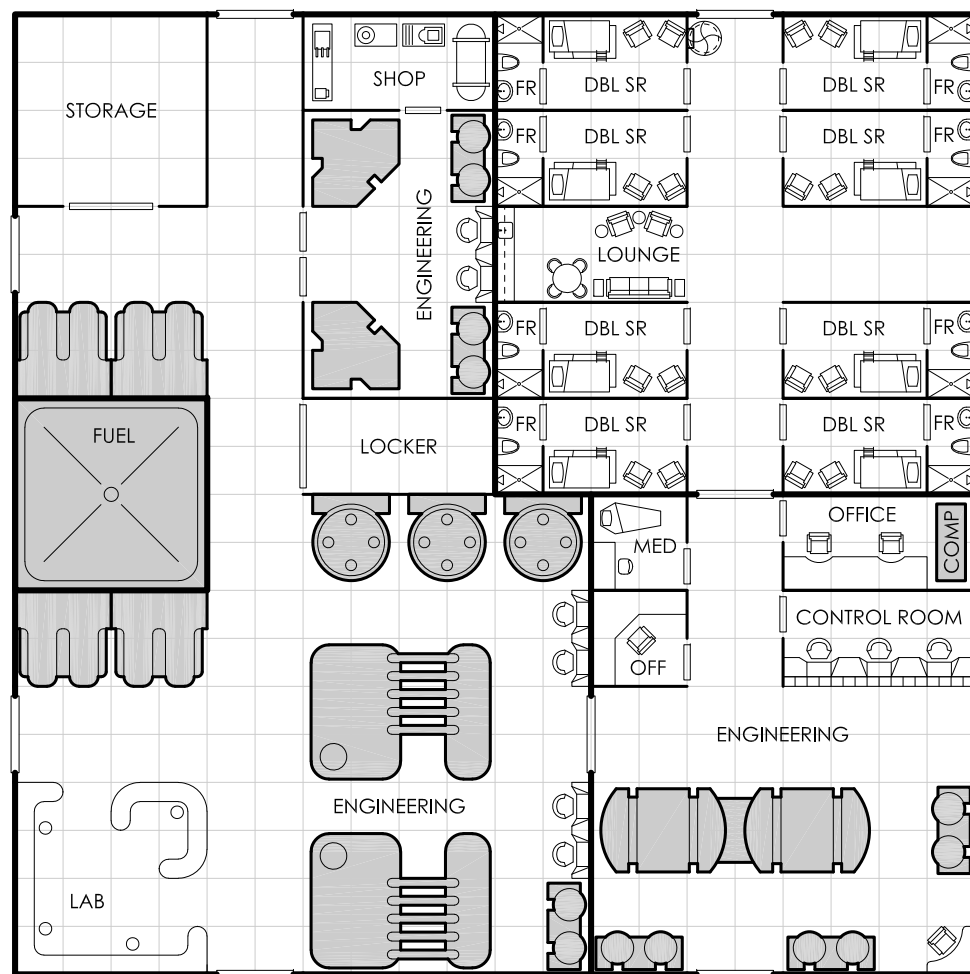
143 50 Ton Launch / Crew Quarters



Notes:

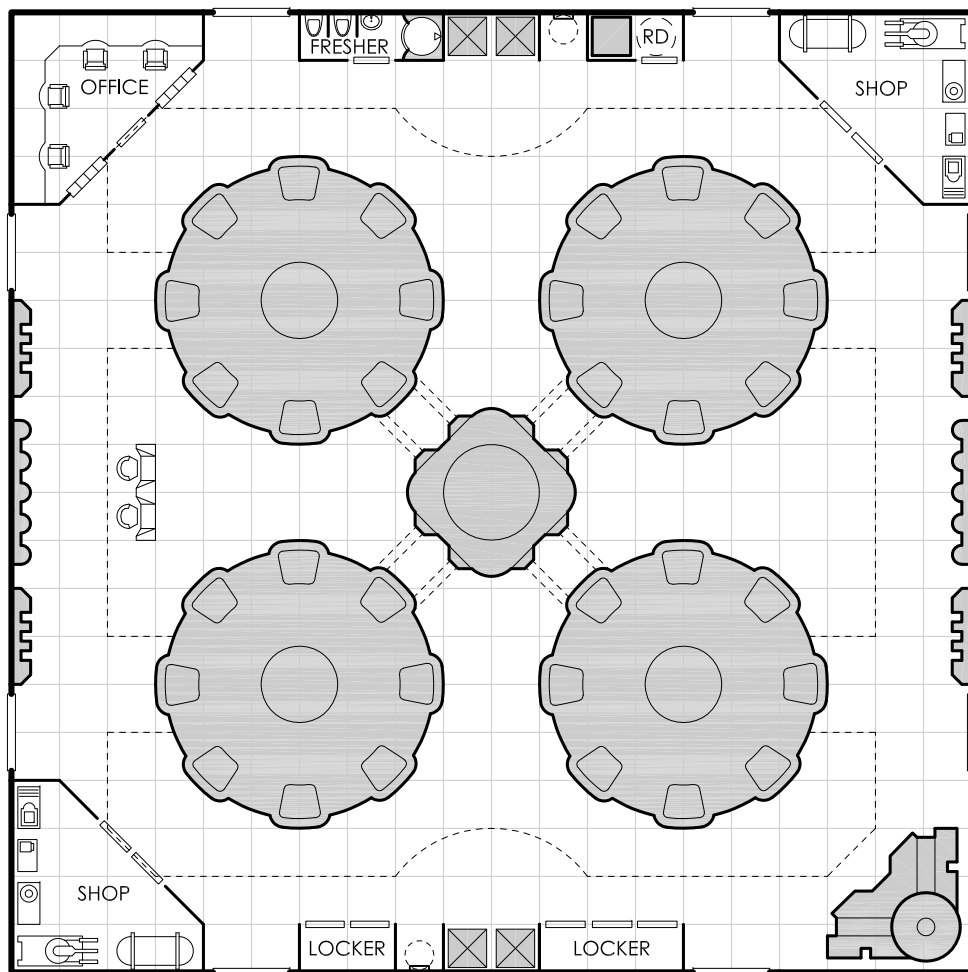
- If the 50 ton Modular Saucer Launch is not in its cradle, the space can be pressurized and used for cargo, etc.
- See the *Yet Another Traveller Blog* for more information on the 50 ton Modular Saucer Launch

Engineering/Passenger Deck 144



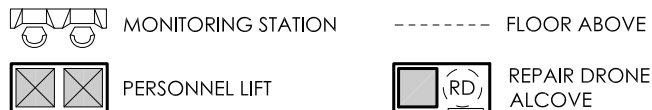
Notes:

145 Engineering - Lower

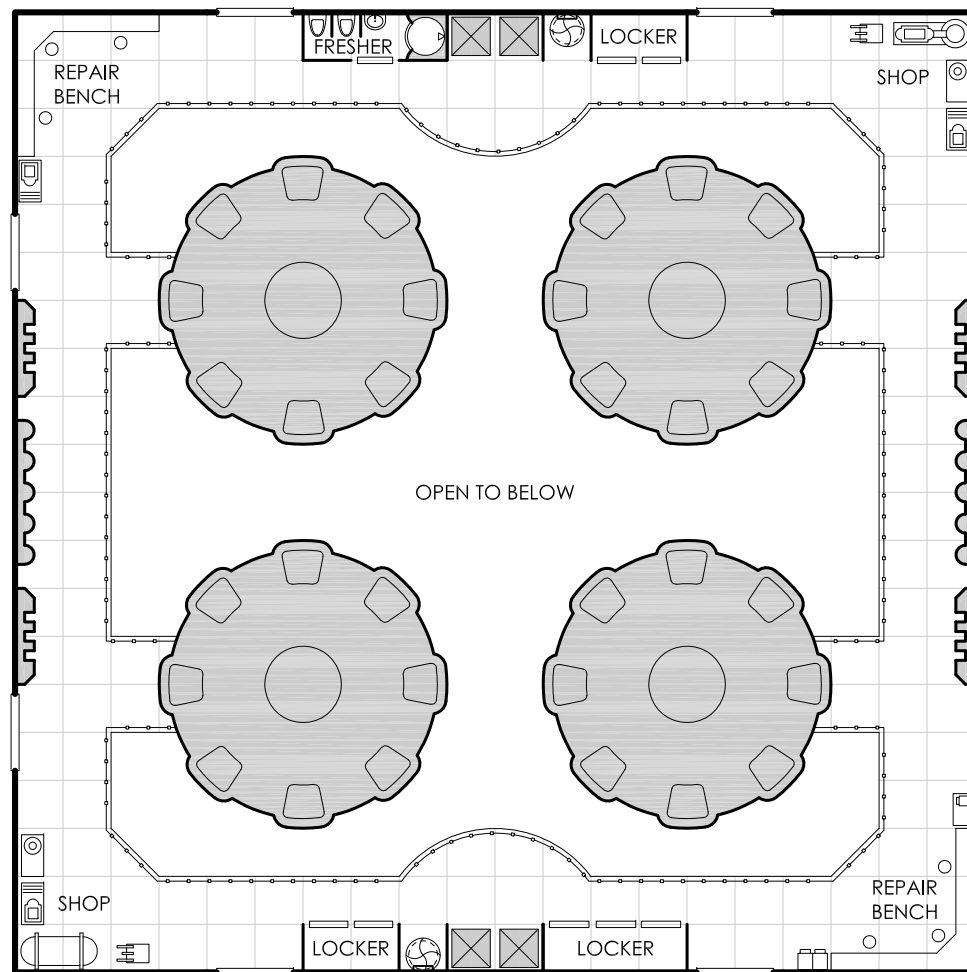


Notes:

- 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.



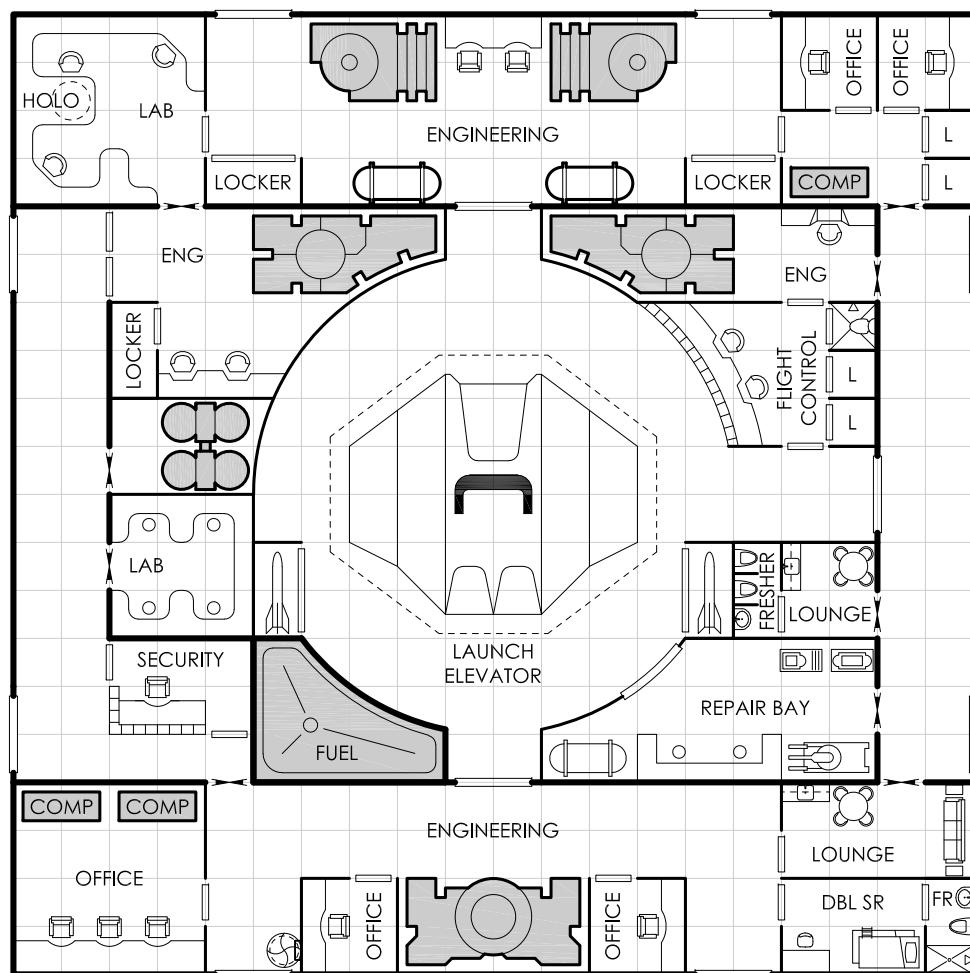
Engineering - Upper 146



Notes:

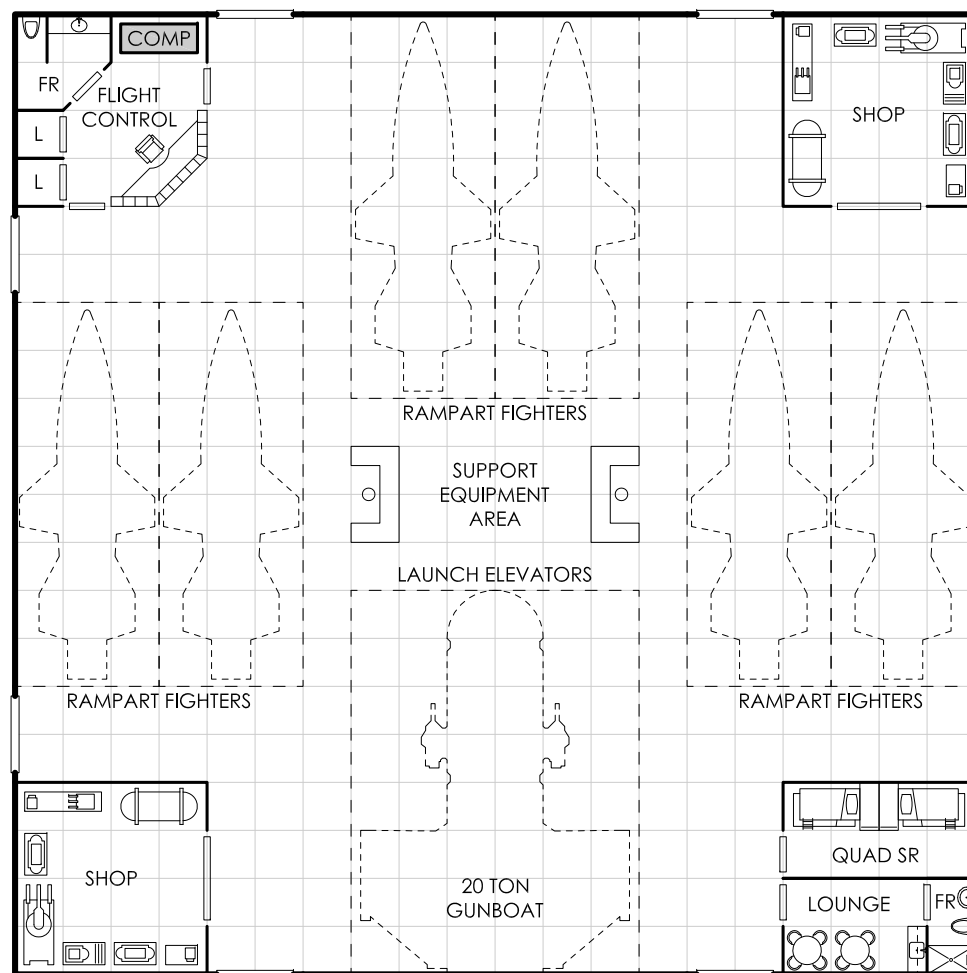
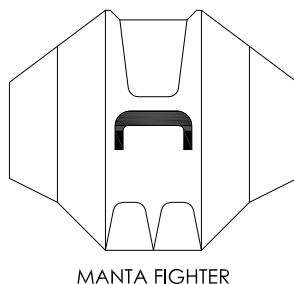
- This is the upper level of a multi-story space. See geomorph #145 for lower level.
- Shaded drives extend up full height from the lower level.





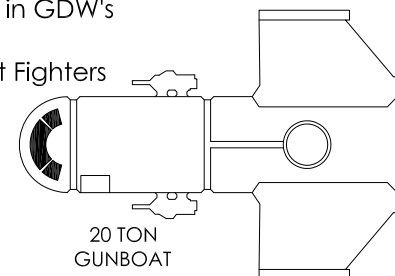
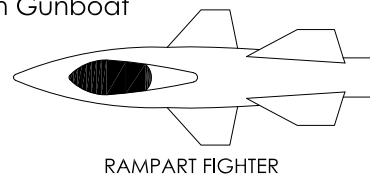
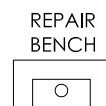
Notes:

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

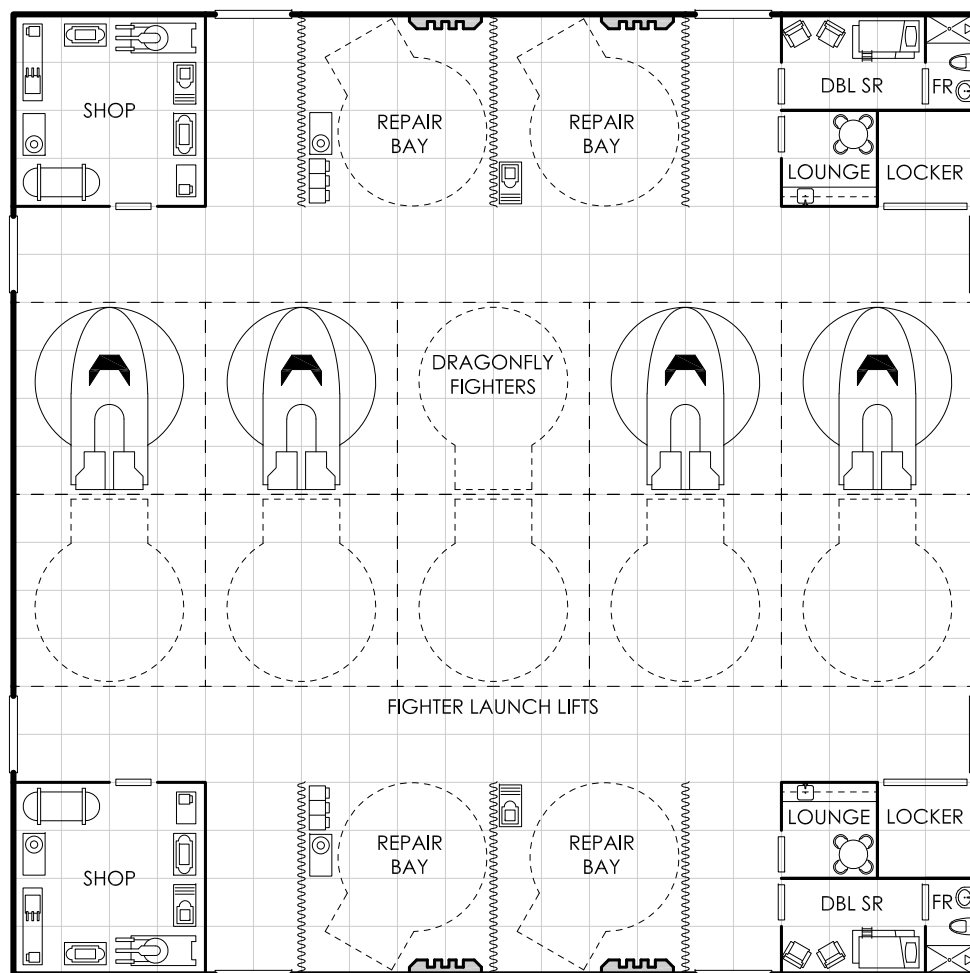


Notes:

- 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

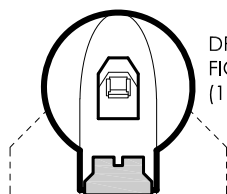


149 Fighter Hangar

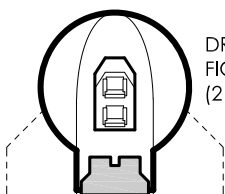


Notes:

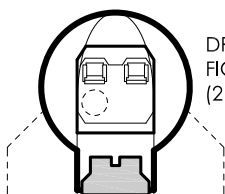
- See FASA's *Adventure Class Ships Vol. 1* for more information about the Dragonfly Fighter. Wings remain retracted until after launch.



DRAGONFLY FIGHTER (1 MAN)



DRAGONFLY FIGHTER (2 MAN)

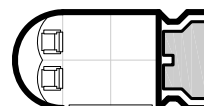


DRAGONFLY FIGHTER (2 MAN)



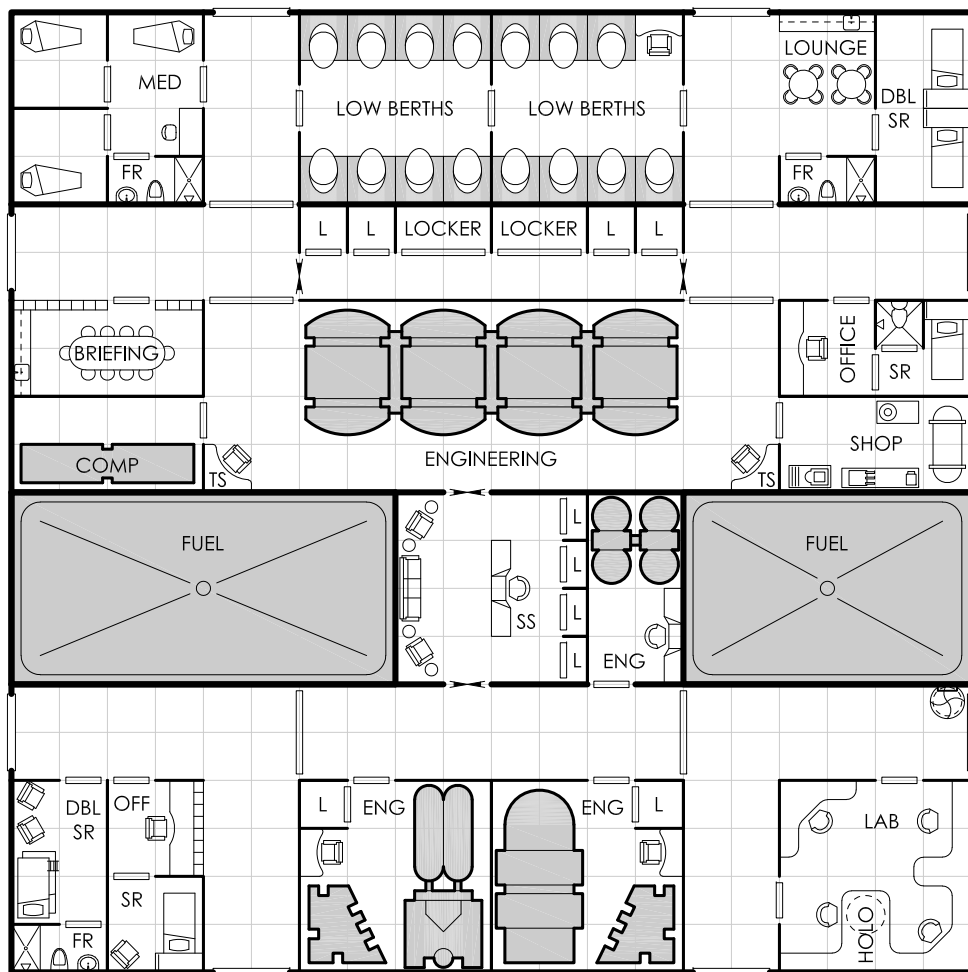
Notes:

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



CARGO SHUTTLE

151 Multi purpose



Notes:



Passenger Staterooms 152

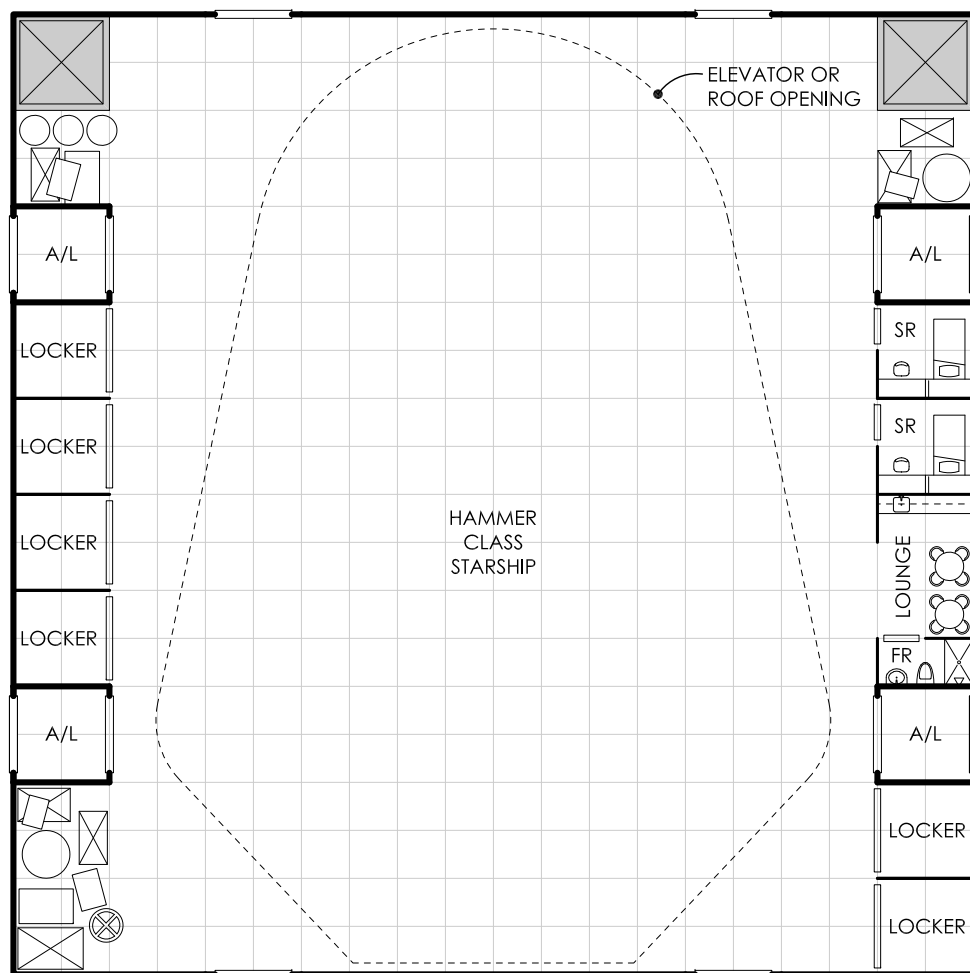


Notes:

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



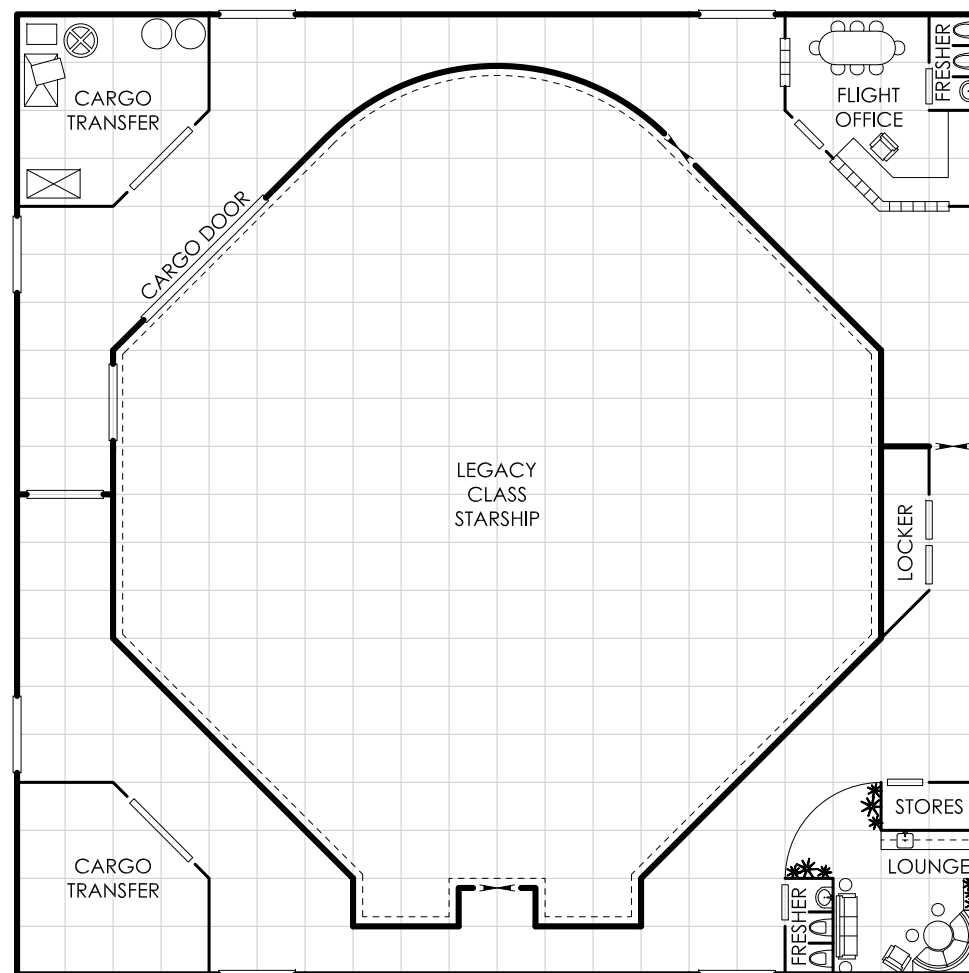
153 Starship Hangar



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.

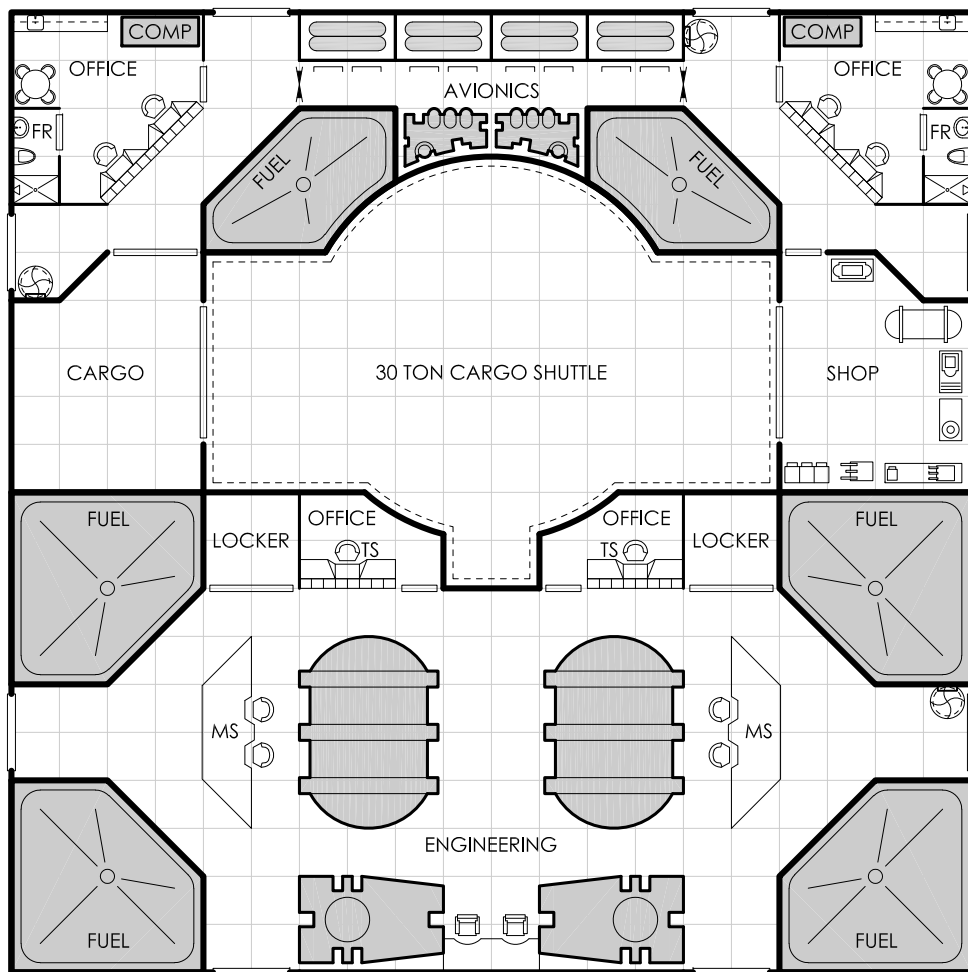
Starship Cradle 154



Notes:

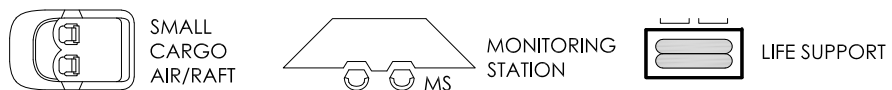
- The Legacy Class starship is 100 ton, Jump 2, Maneuver 2, and Power Plant 2 with fuel for two J-1 jumps or one J-2 jump.
- When the starship is not in its dock, the space can be pressurized and used for cargo, etc.
- See page 6 for the Legacy Class deck plan.

155 30 Ton Shuttle / Multi purpose

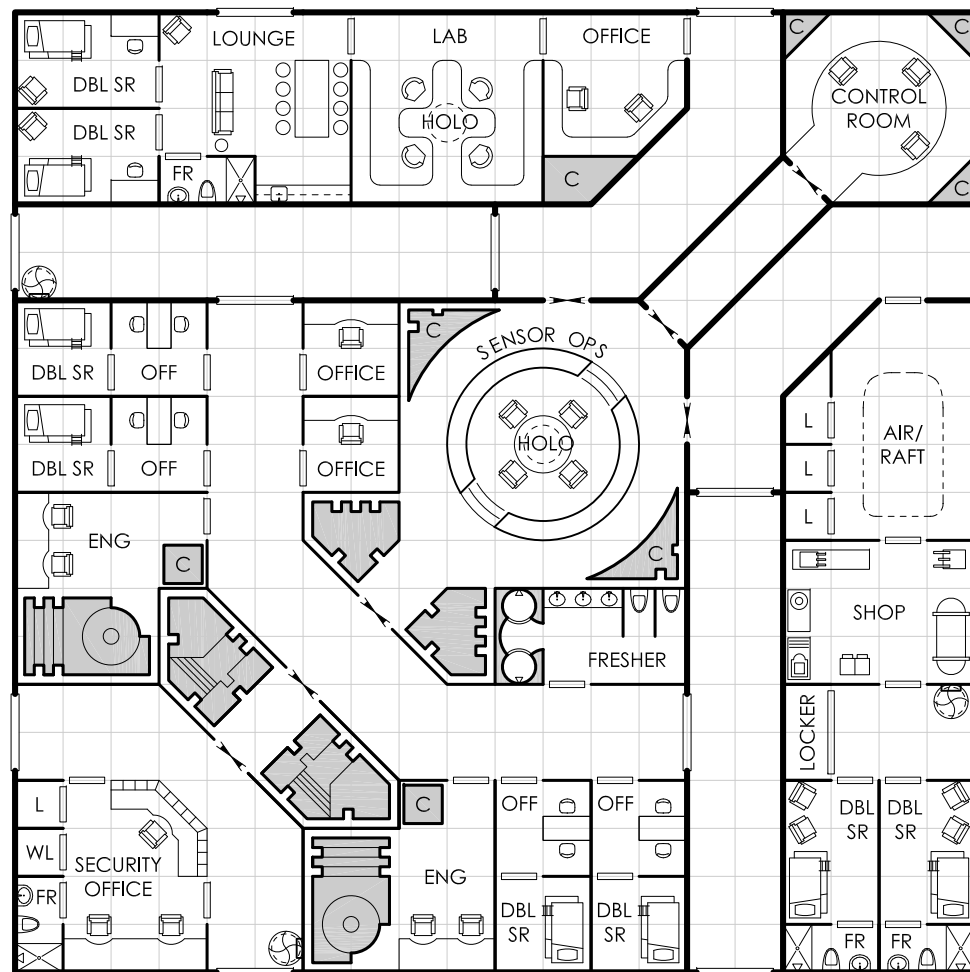


Notes:

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



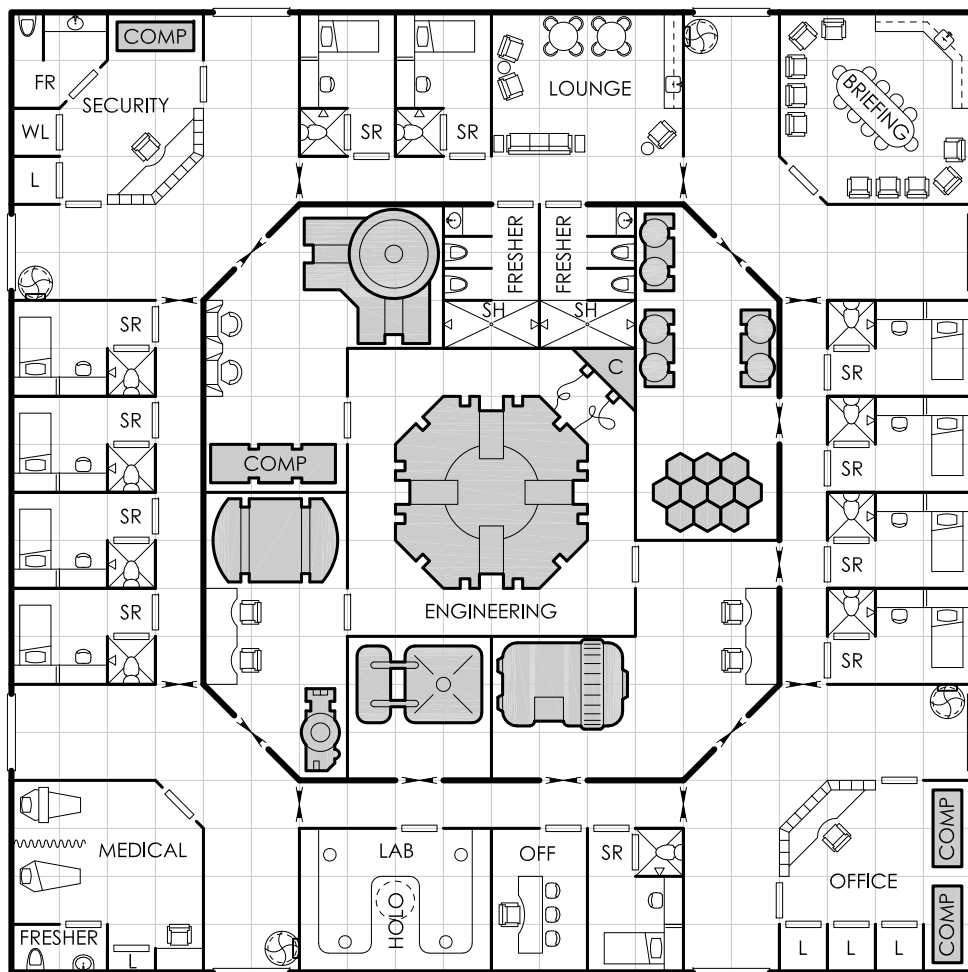
Multi purpose 156



Notes:



157 Engineering / Crew Quarters

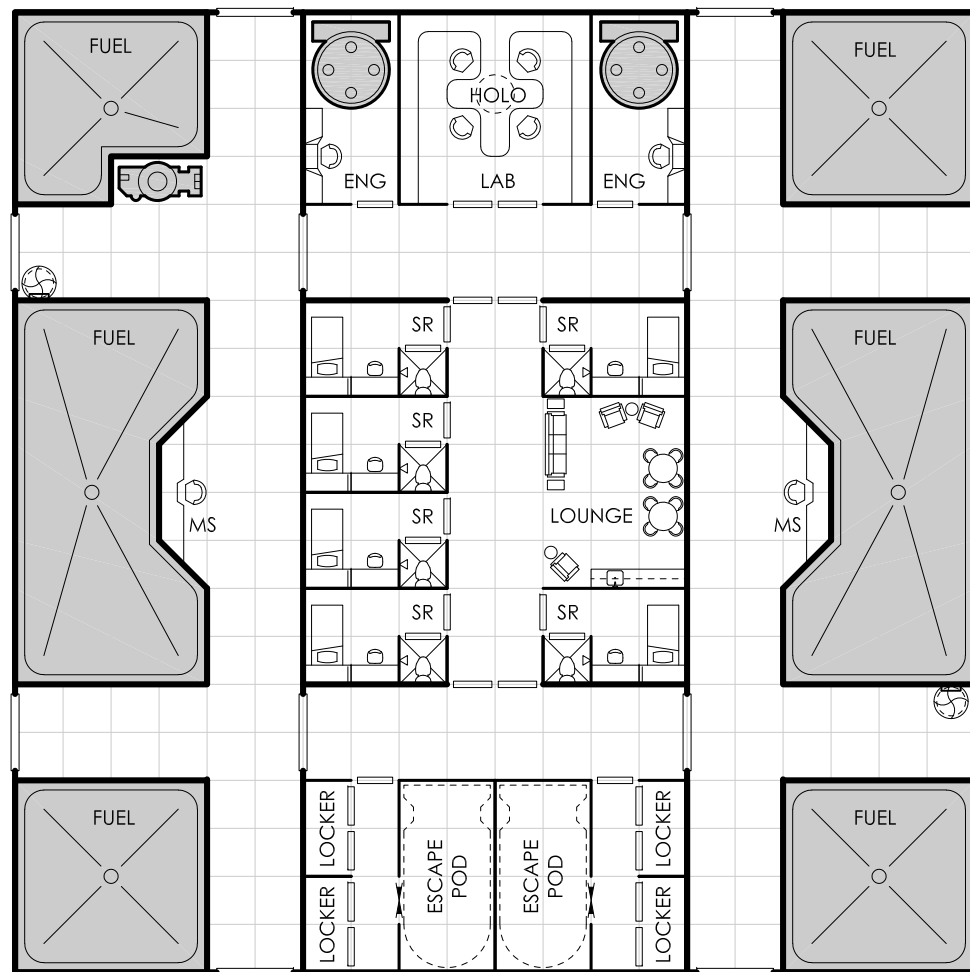


Notes:

- Staterooms could also be used for passengers.

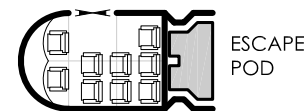


Fuel Deck / Crew Quarters 158

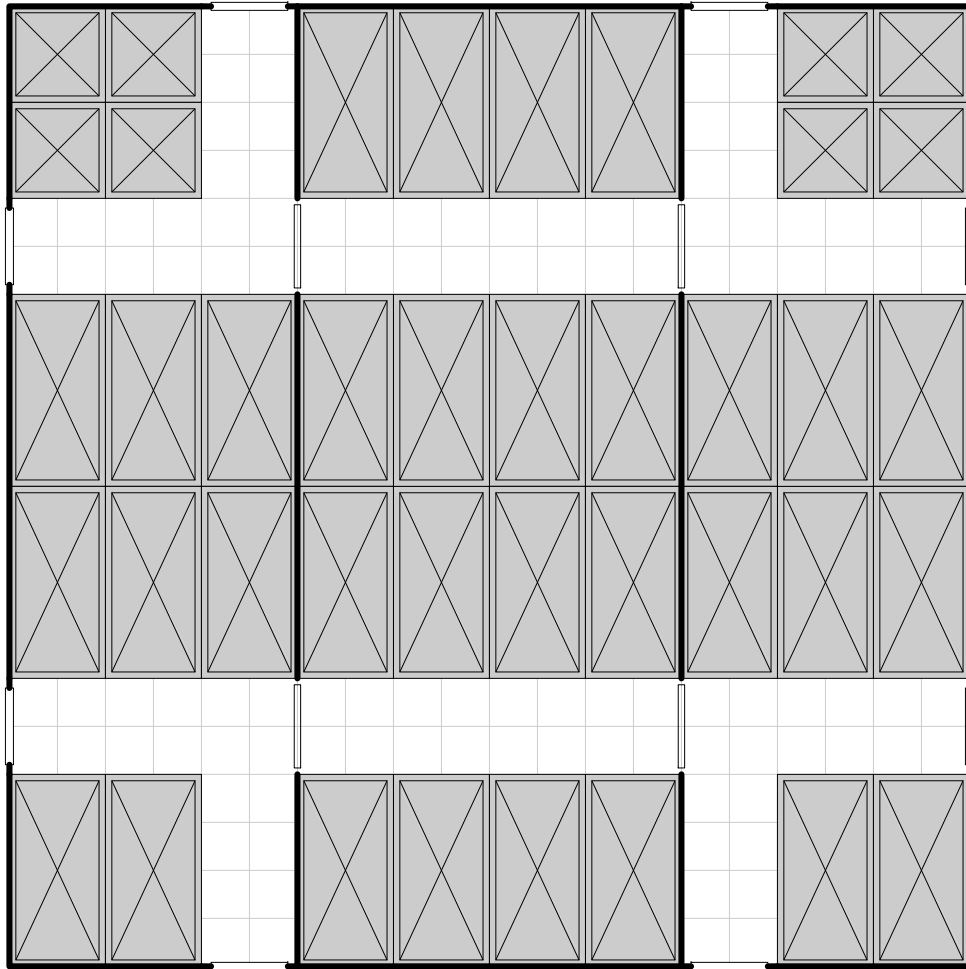


Notes:

- Staterooms could also be used for passengers.

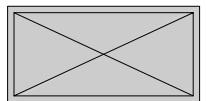


159 Cargo Bay - Full

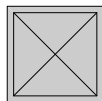


Notes:

- Cargo elevators are activated from wall panels.

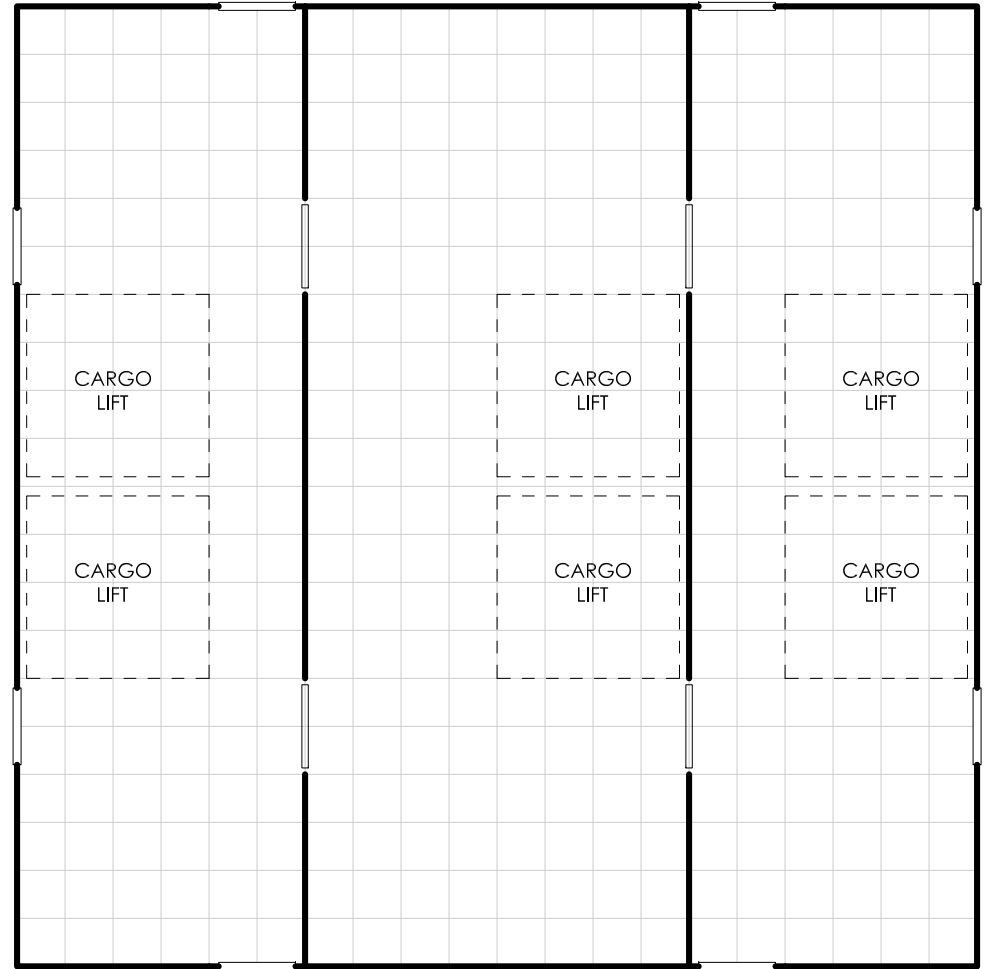


10'x20'
CARGO
CONTAINER



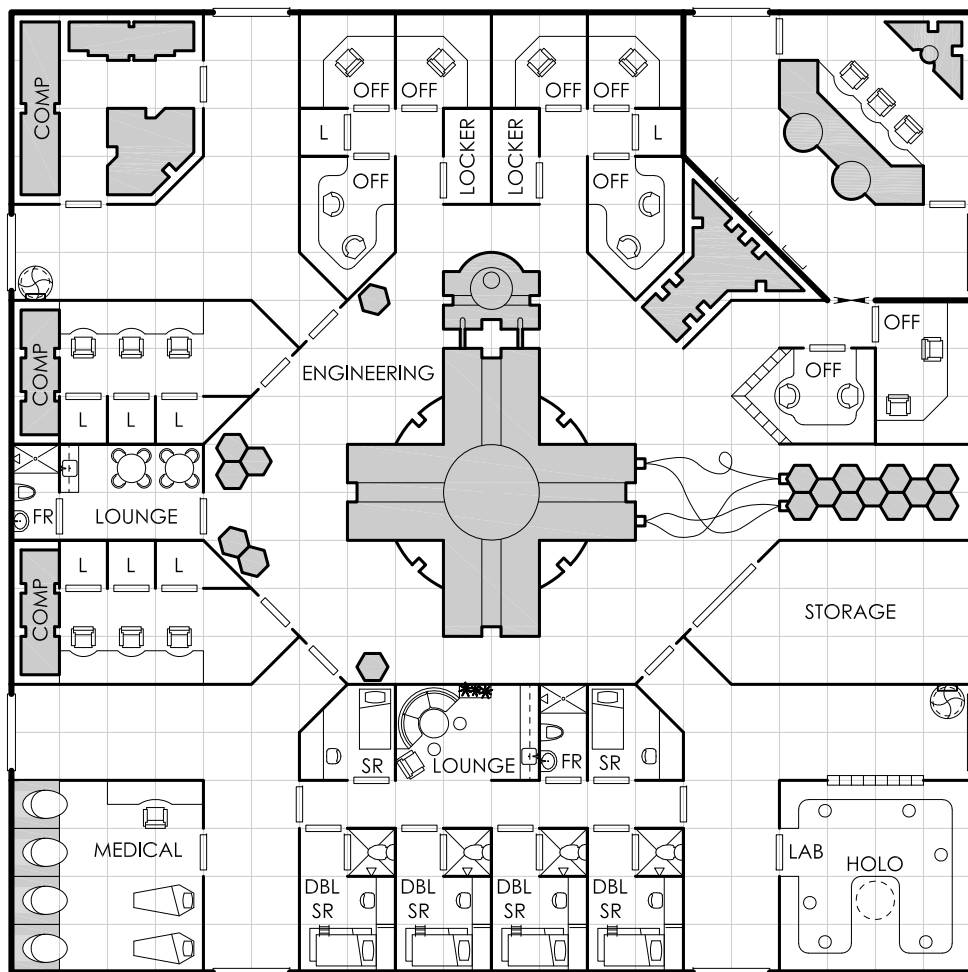
10'x10'
CARGO
CONTAINER

Cargo Bay - Empty 160

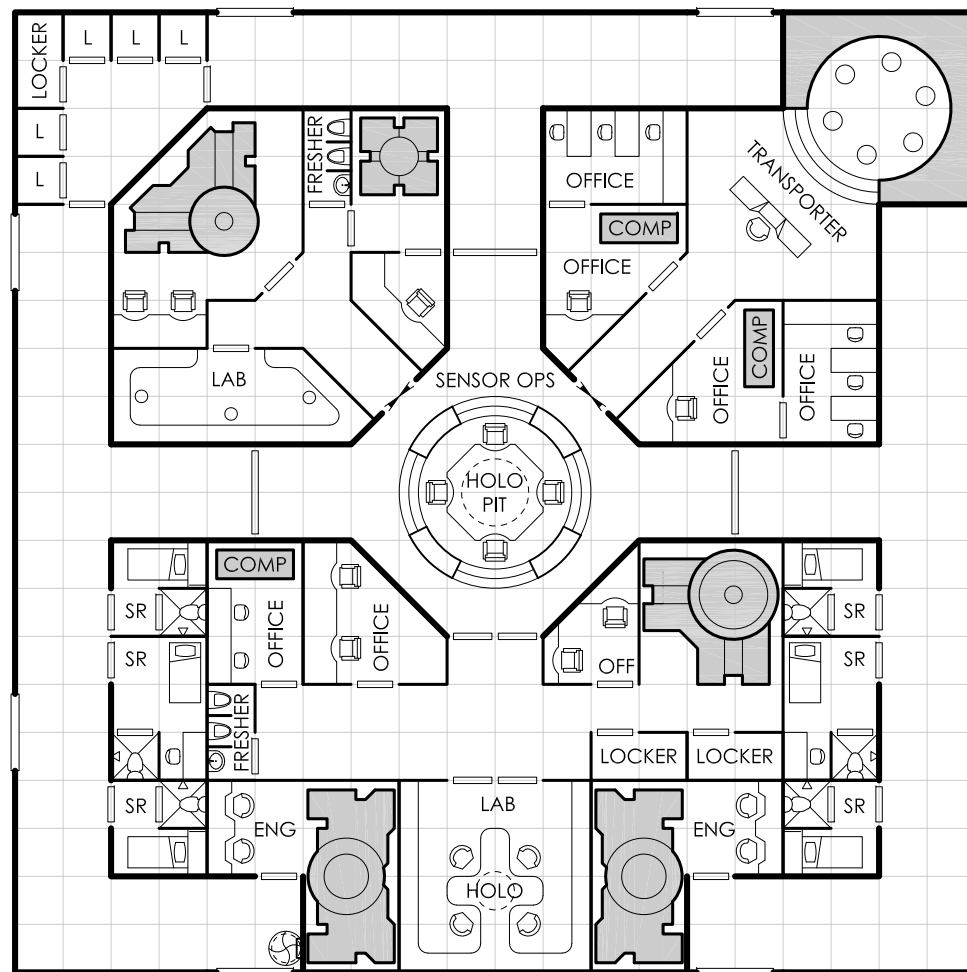


Notes:

- Cargo elevators are activated from wall panels.



Notes:



Notes:

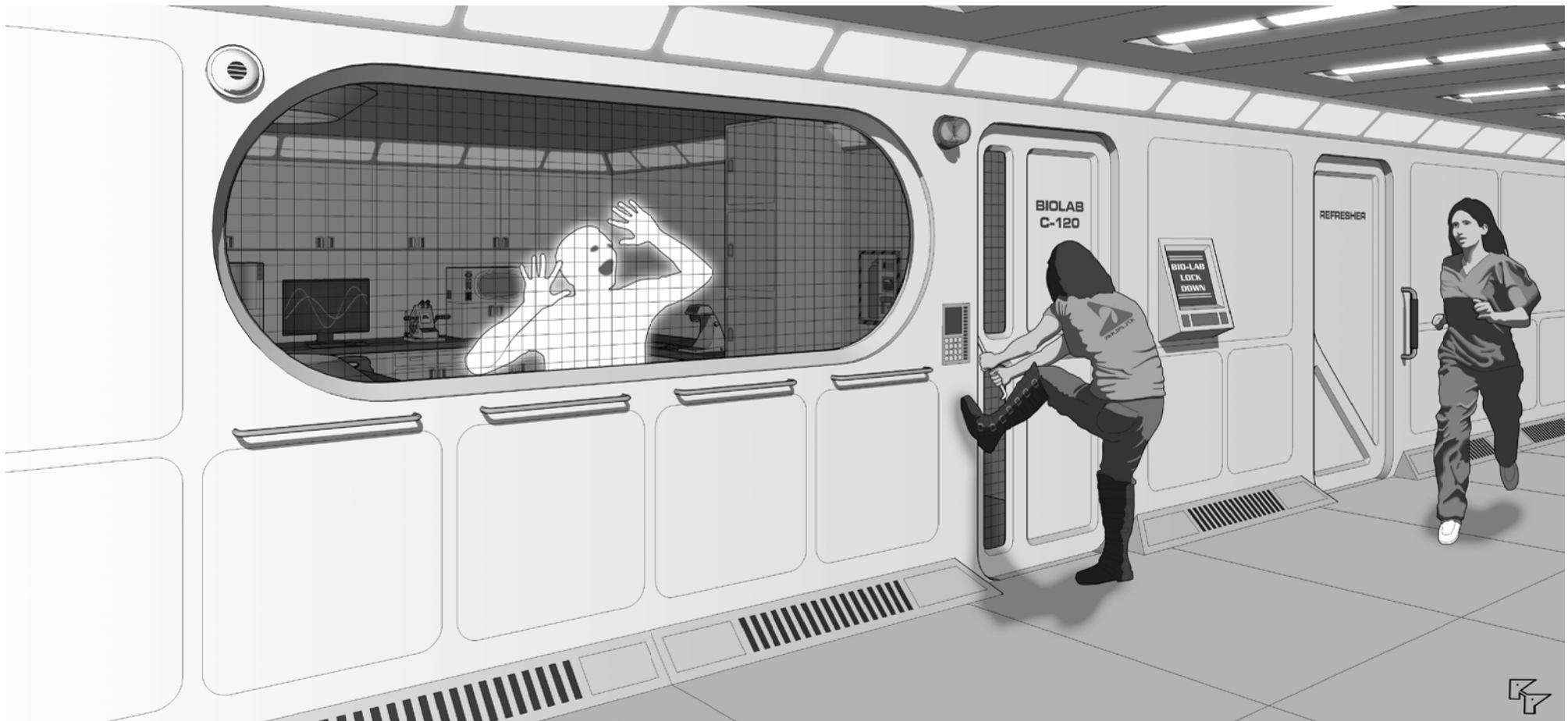
- Sensor Operation's main feature is the recessed floor and holographic display workstation.



Corridor Doors and Windows

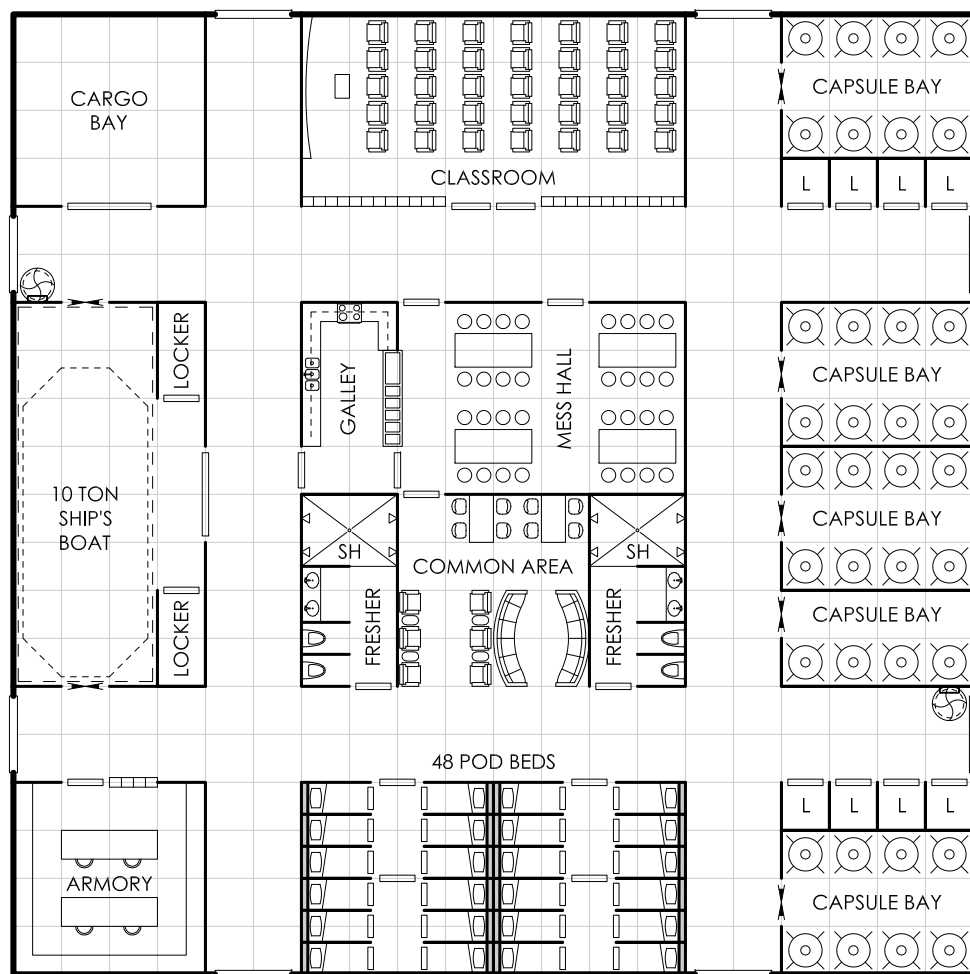
This illustration is presented as a reminder to consider what types of doors and windows a space might have and what information can be determined prior to entering. Private spaces such as crew quarters and freshers, should have solid doors. Open, all access spaces, especially those with a lot of traffic, 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.



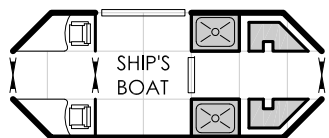
The downside of a secure facility. What keeps the bad guys out when things are going well also keeps the good guys out when things go bad.

163 Drop Capsule / Troop Deck

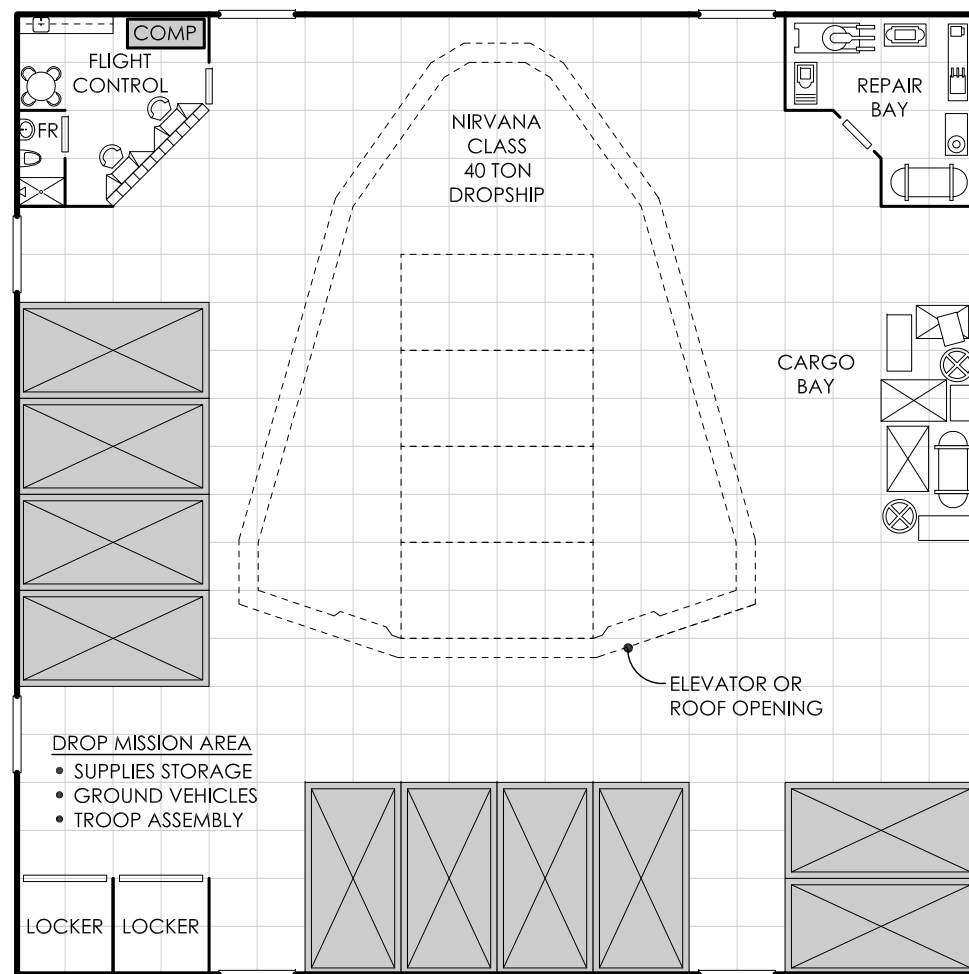


Notes:

- 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.

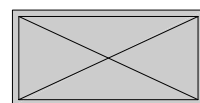


Dropship Bay 164



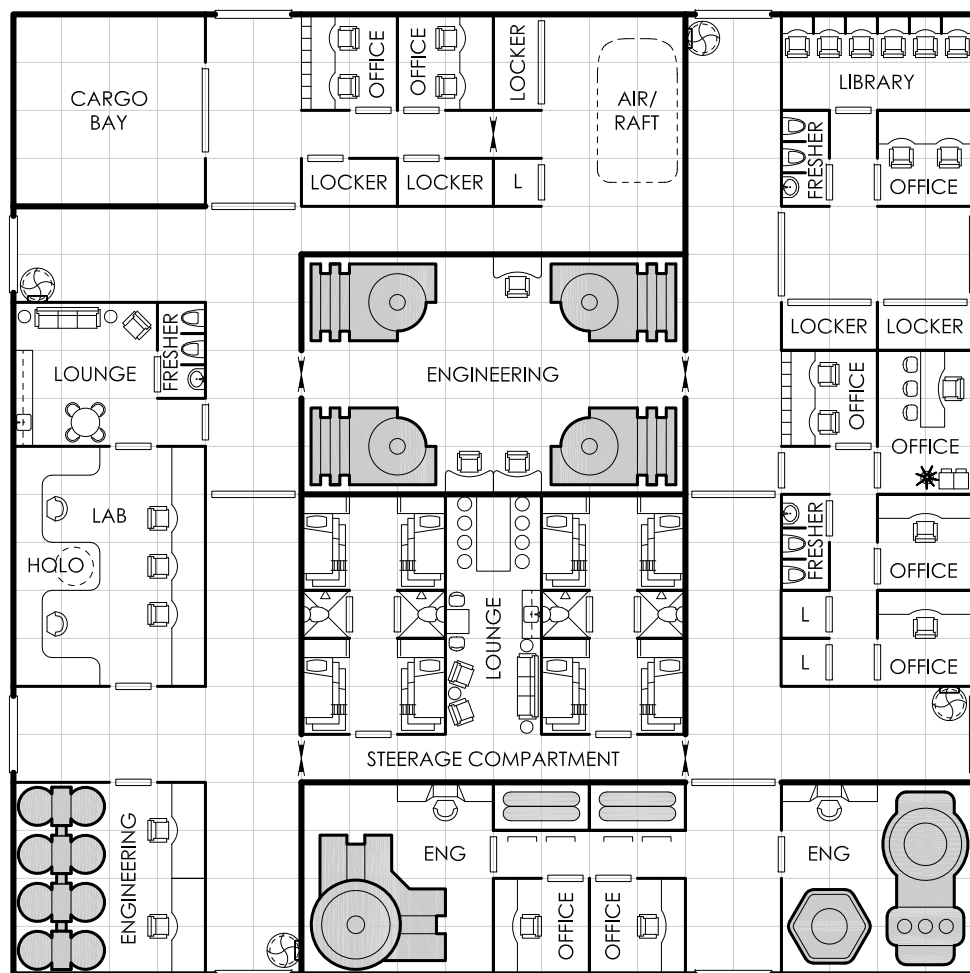
Notes:

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

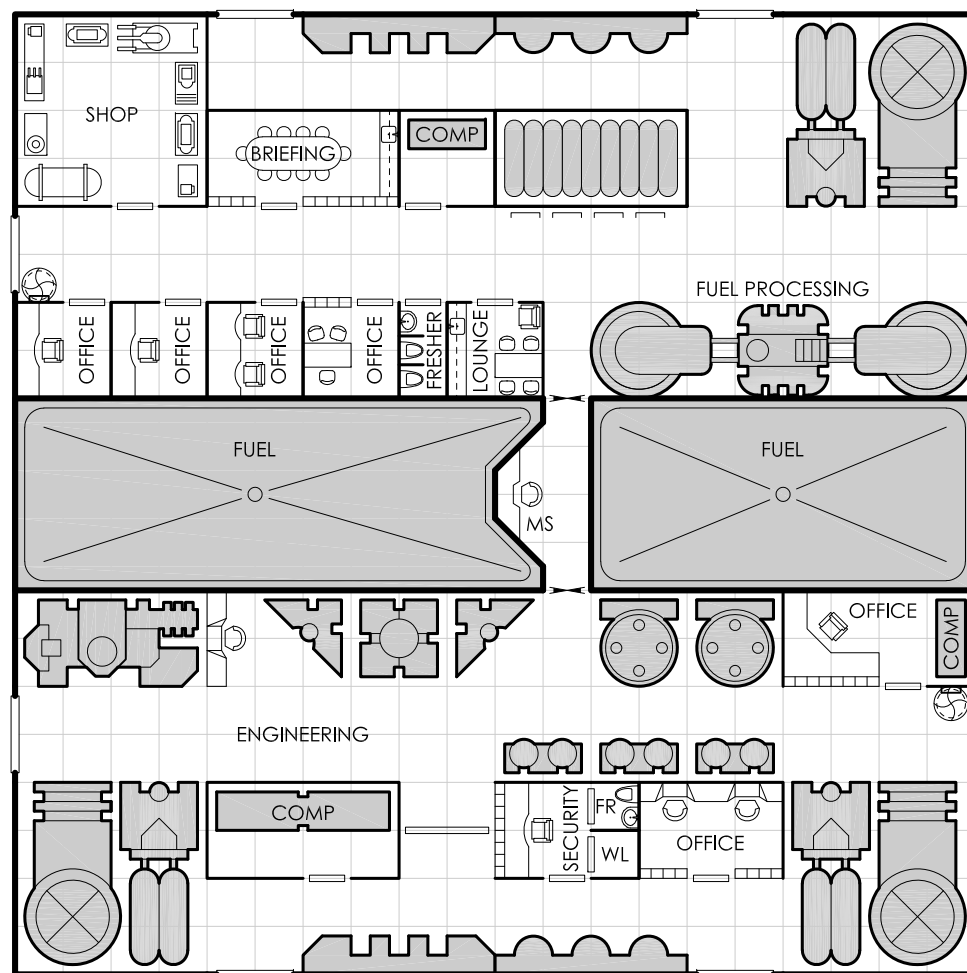


10'x20'
CARGO
CONTAINER

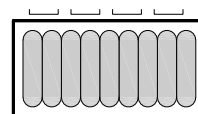
165 *Multi purpose*



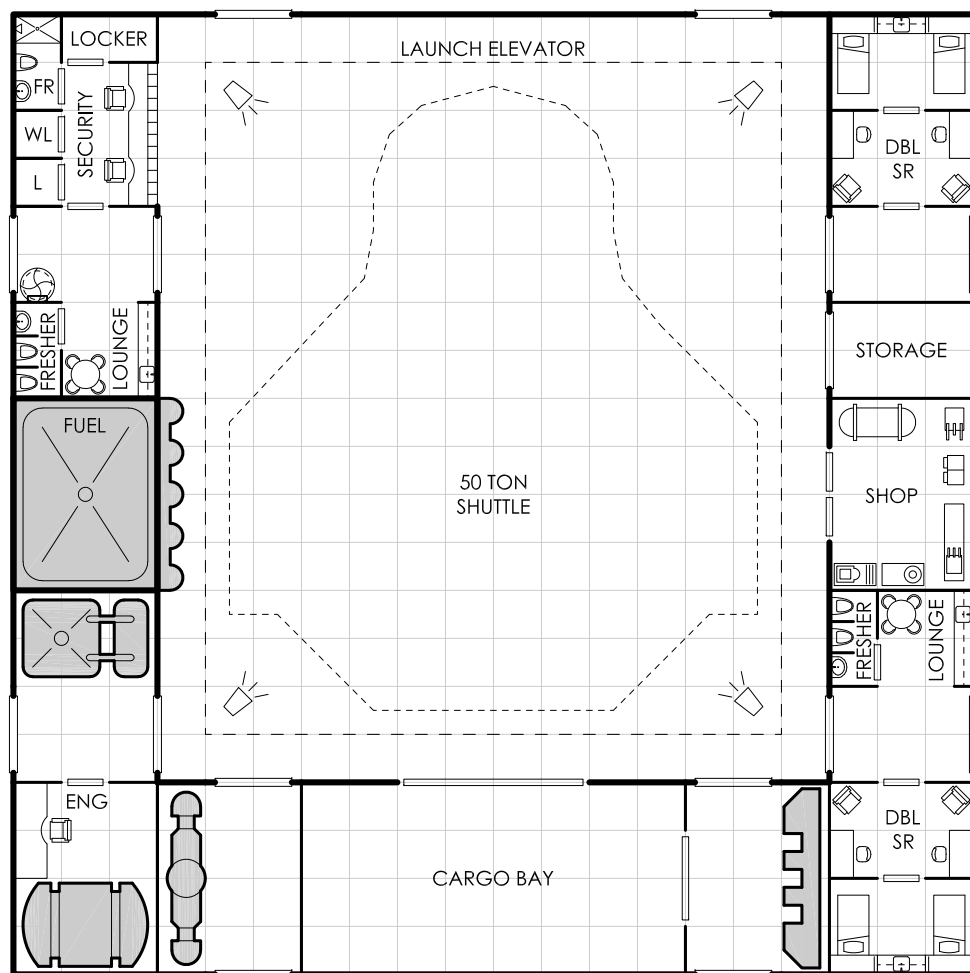
Notes:

**Engineering / Fuel Deck** **166**

Notes:

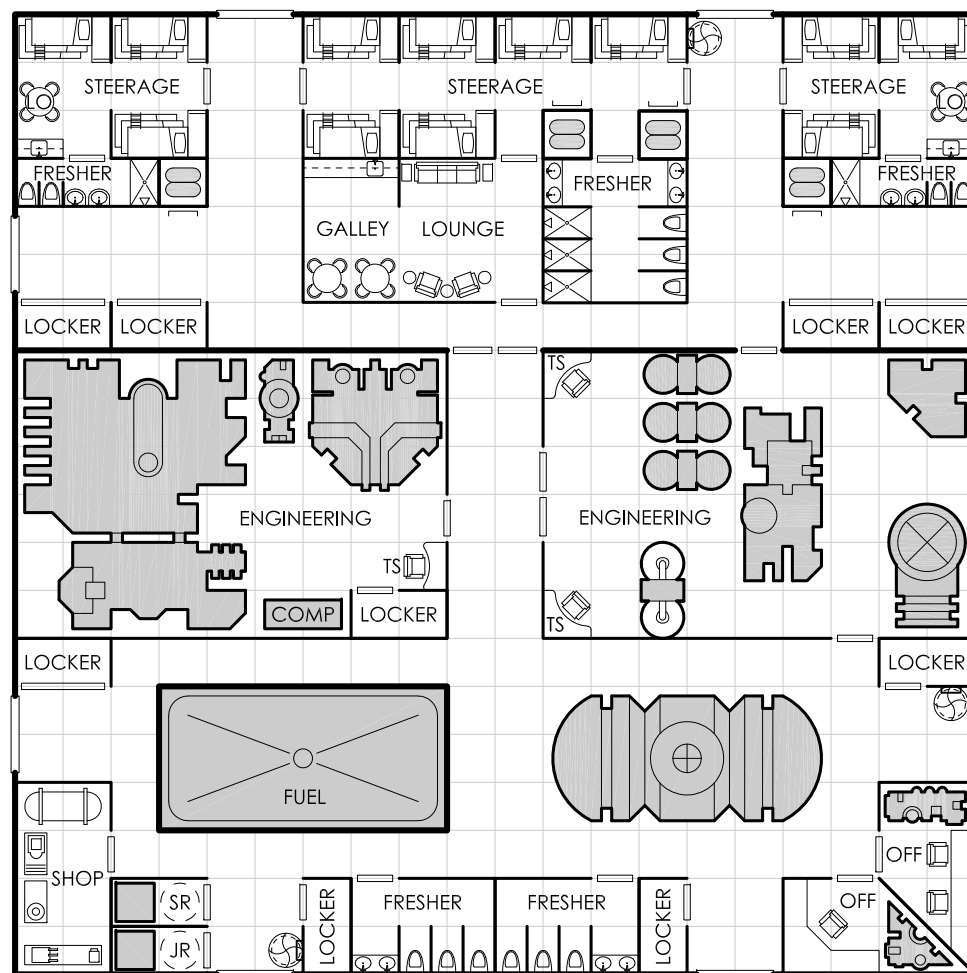
LIFE
SUPPORT

FUEL
MONITORING
STATION



Notes:

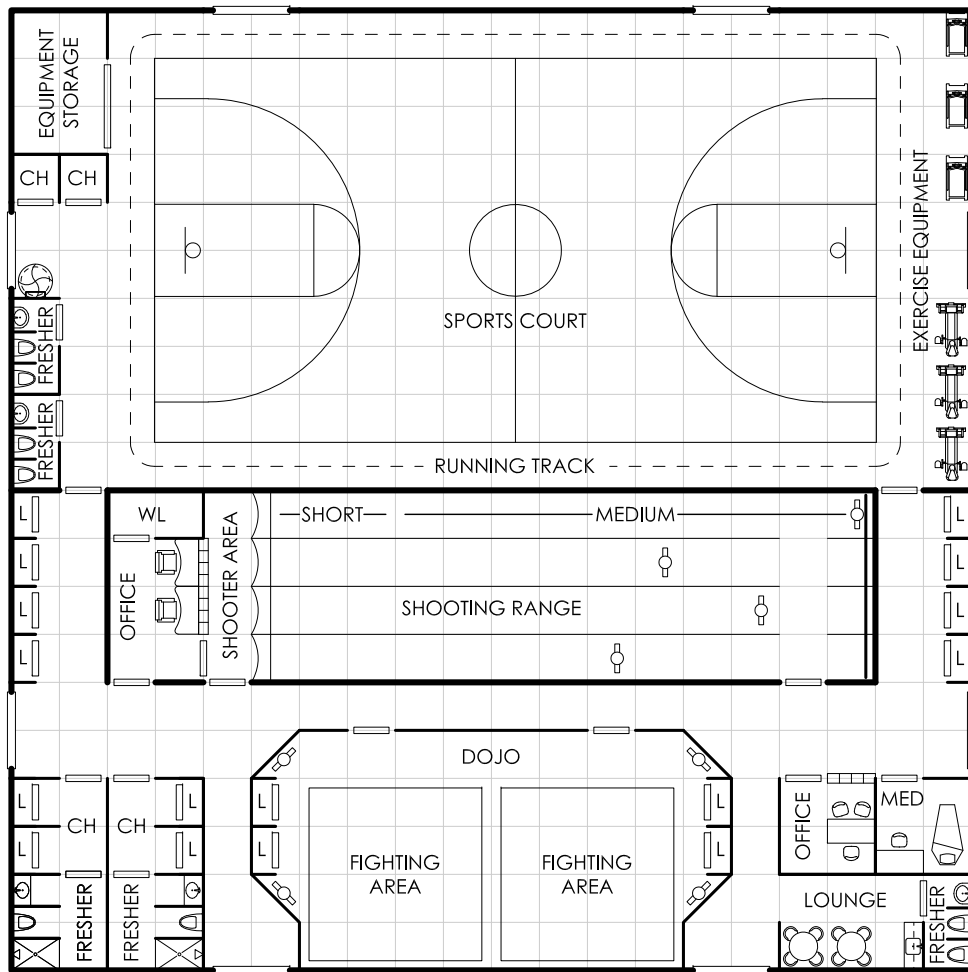
- This shuttle is a variant of the 50 Ton Shuttle as seen in *Mongoose Traveller's Supplement 2 - Traders & Gunboats*.
- See "Small Craft" for shuttle deck plan.



Notes:



169 Sports Complex

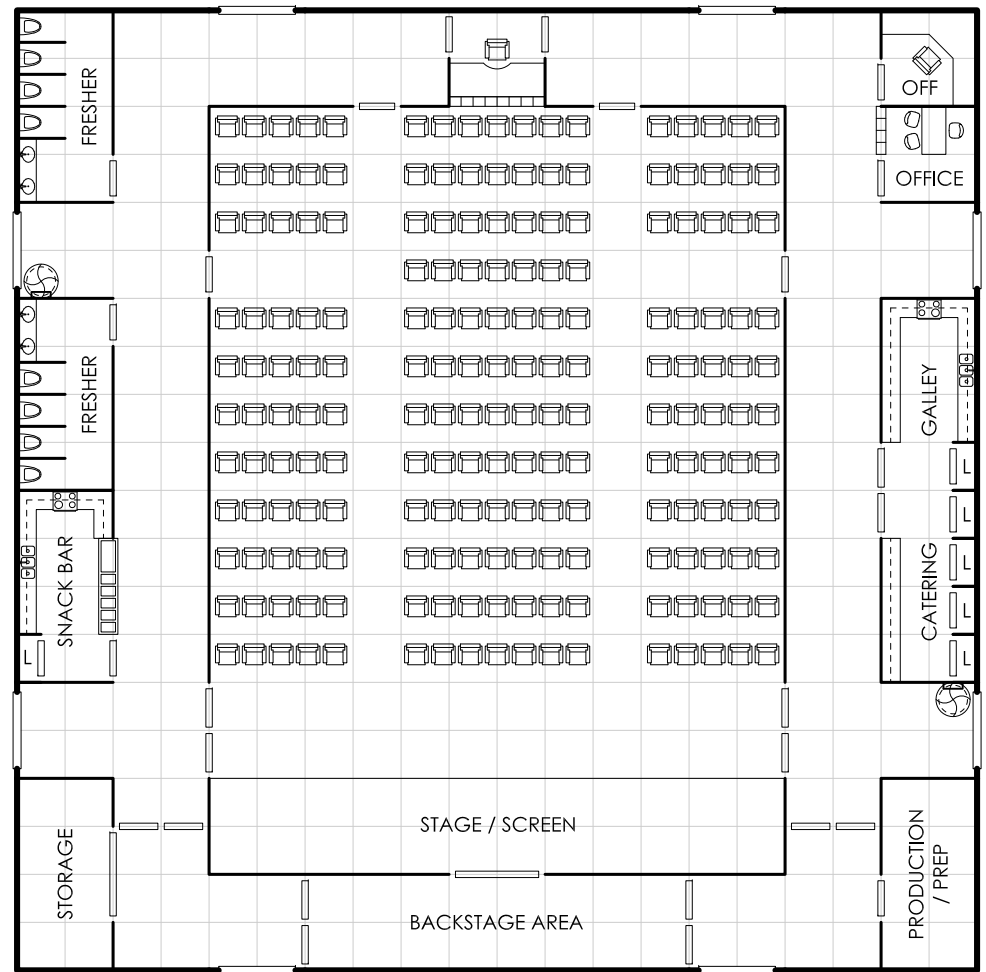


Notes:

- 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



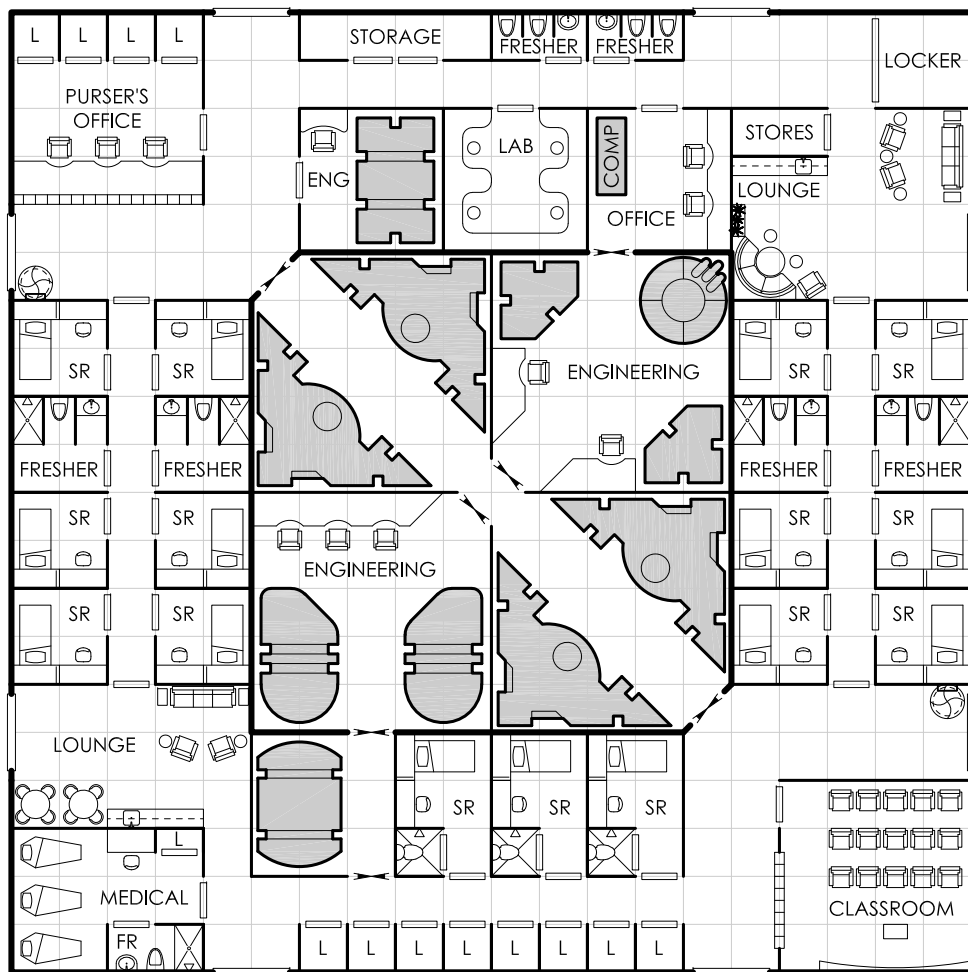
Notes:

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



CONTROL
BOOTH

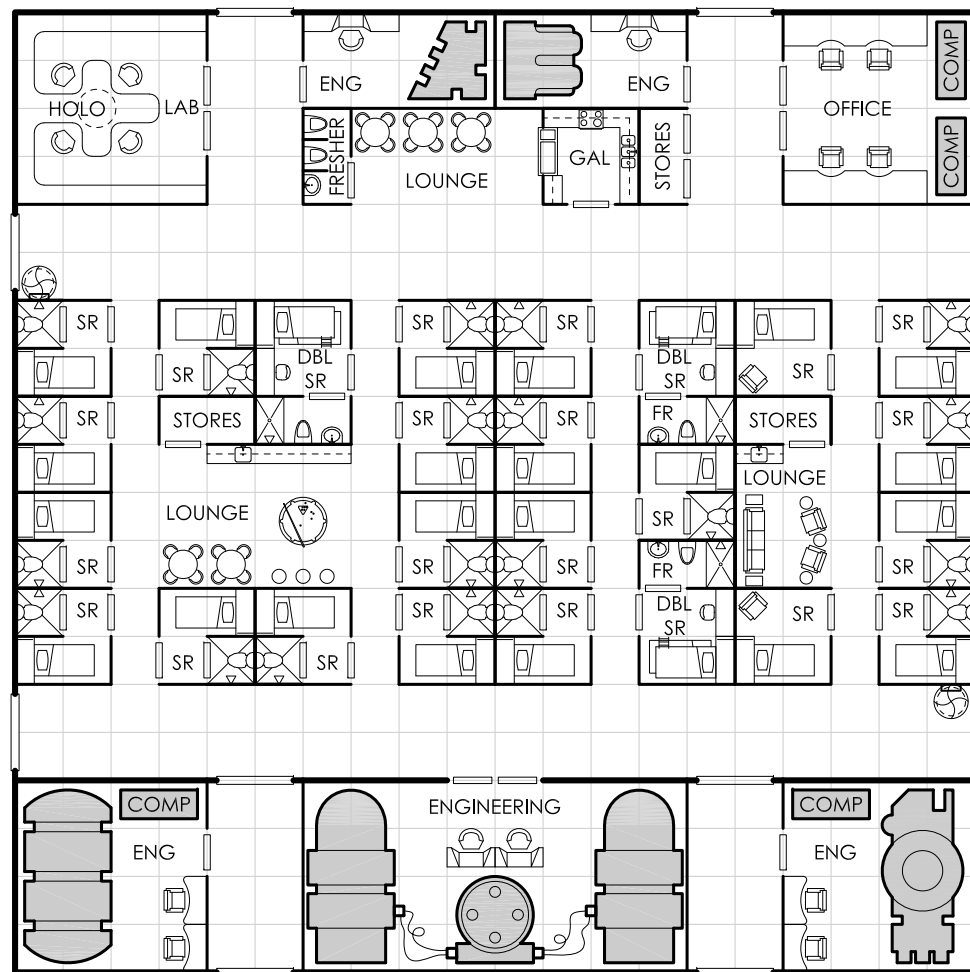
171 Engineering / Crew Quarters



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.

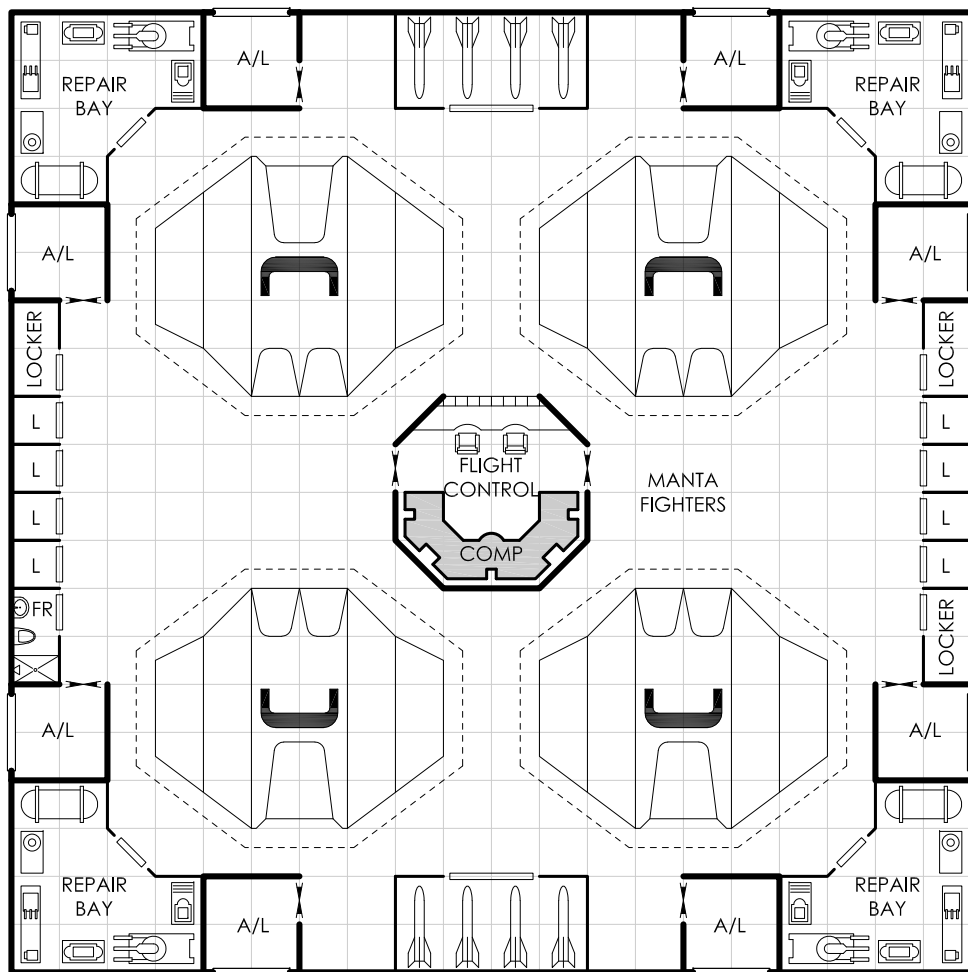
Crew Lounge and Galley

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

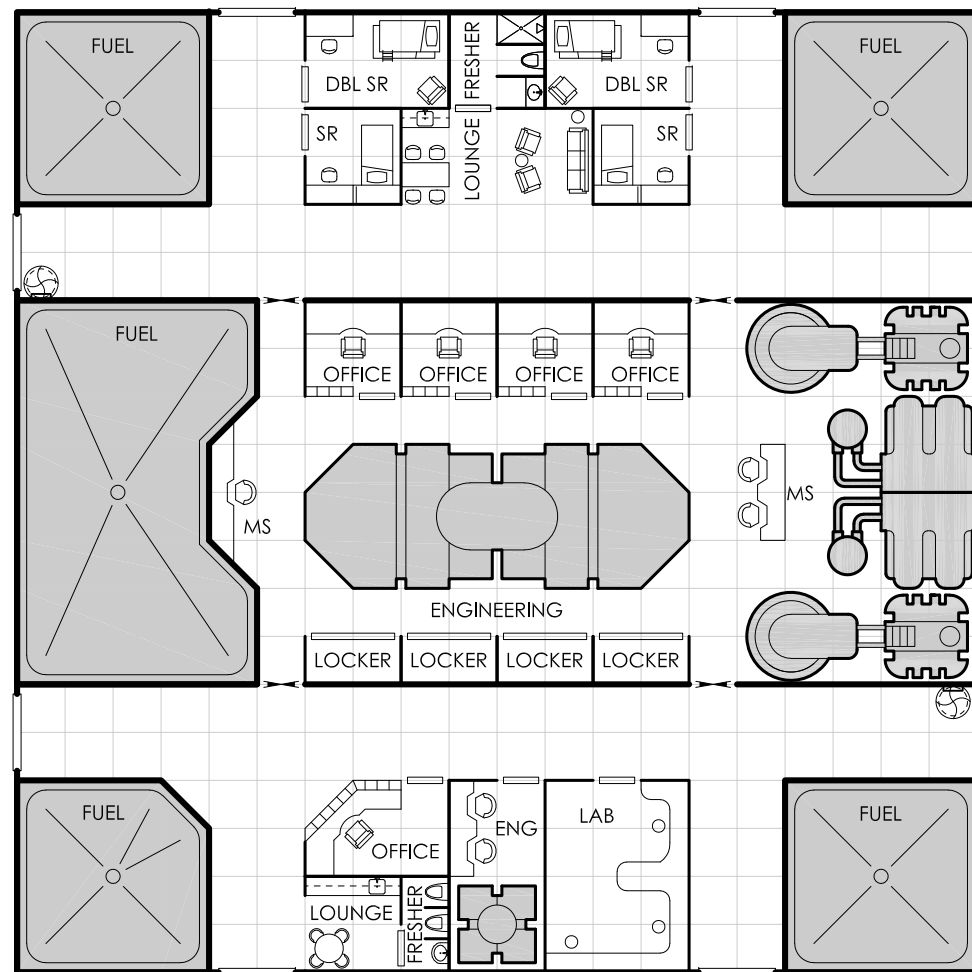


Notes:

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

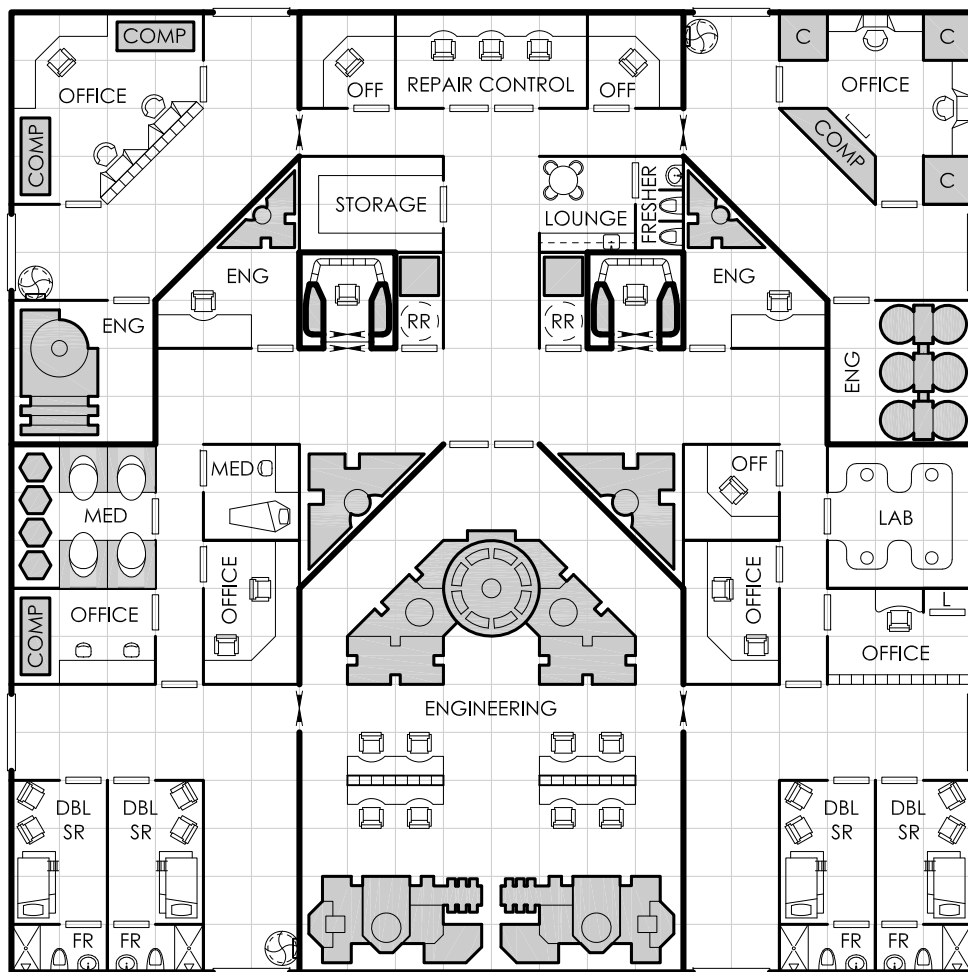
 MISSILE STORAGE

Fuel Deck 174



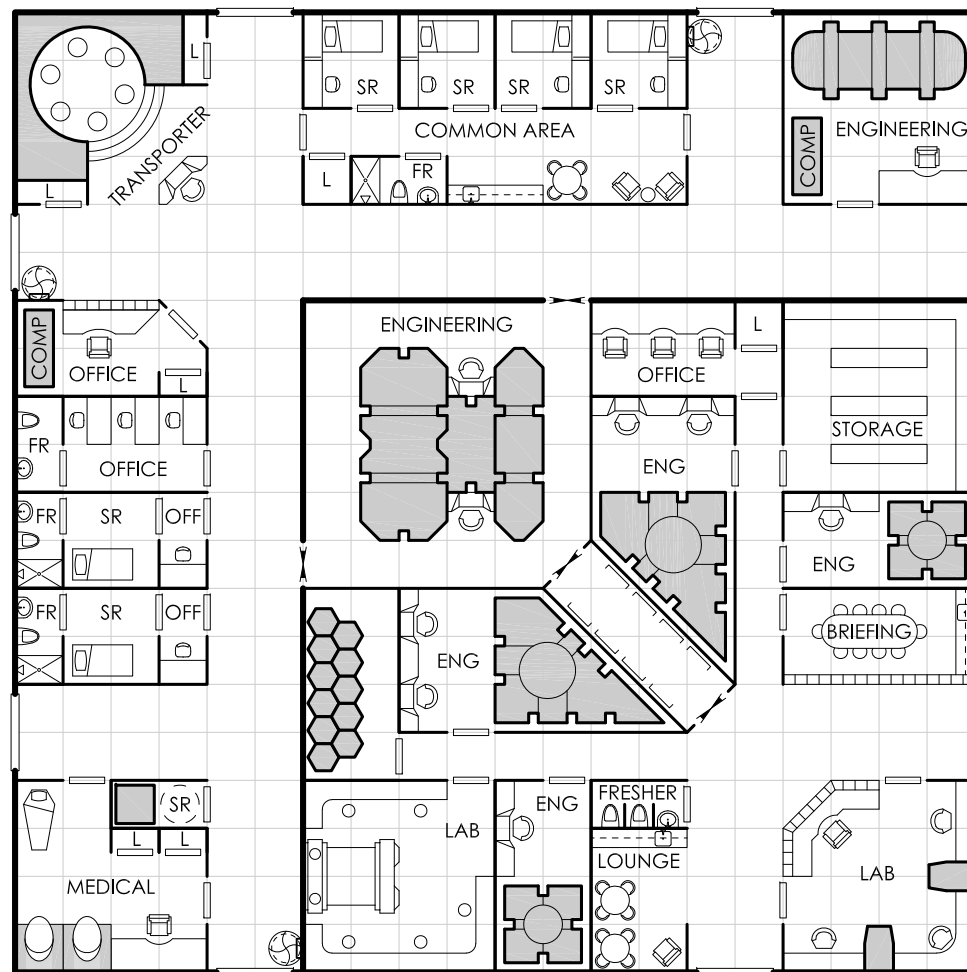
Notes:

 FUEL MONITORING STATION



Notes:

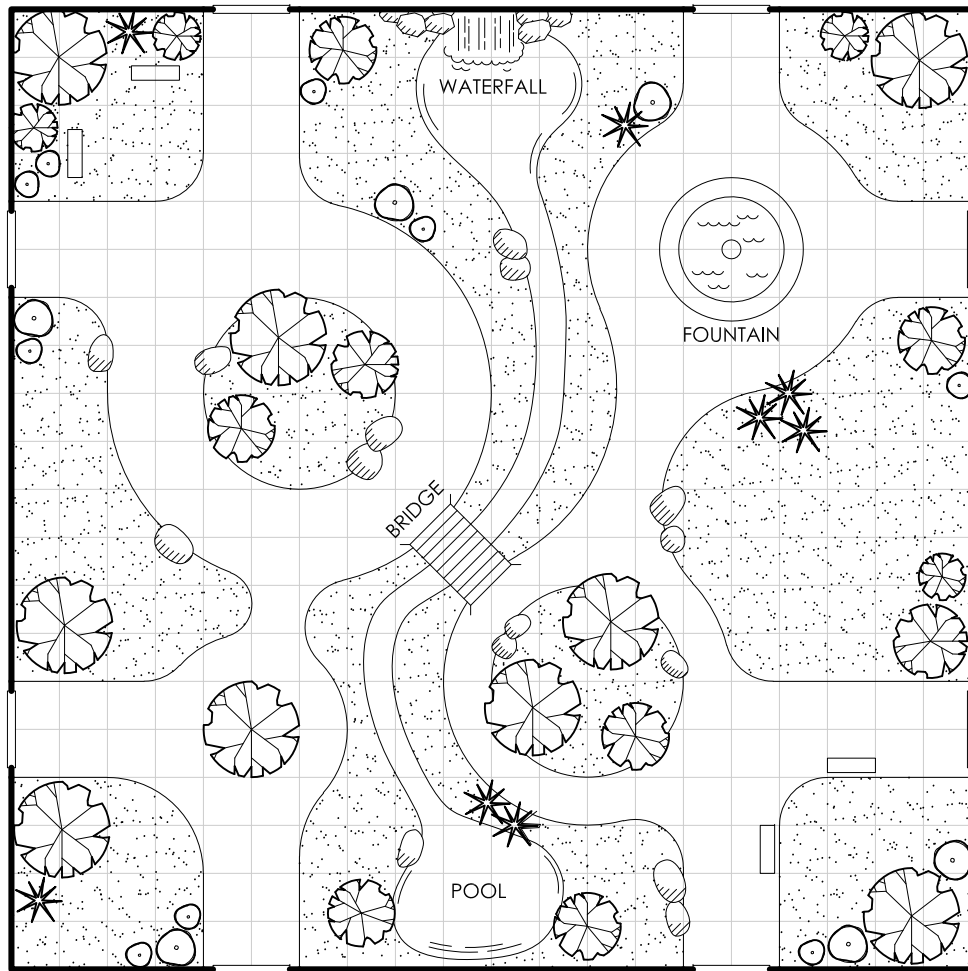
- Repair robots and work pods launch vertically through top (or bottom) of the deck.
- See the *Yet Another Traveller Blog* for more information on work pods.



Notes:



177 Arboretum

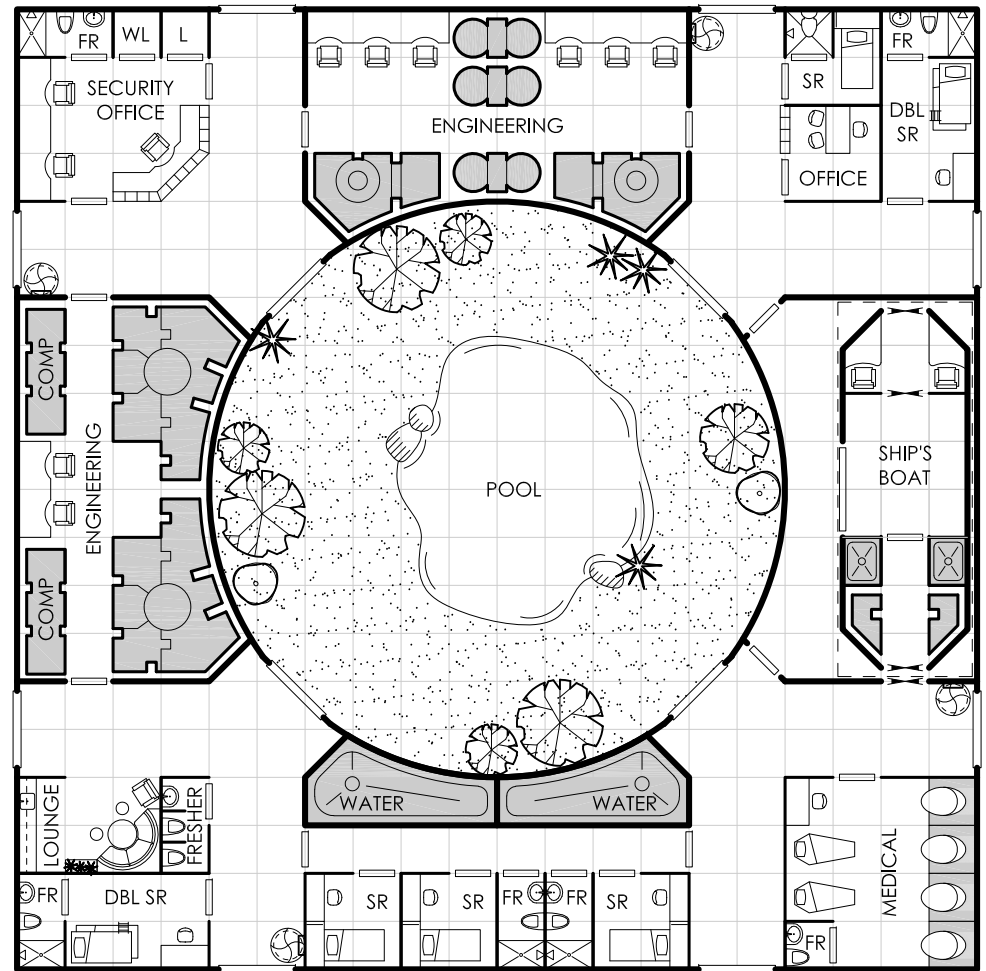


Notes:

- Double height space (20' ceiling).



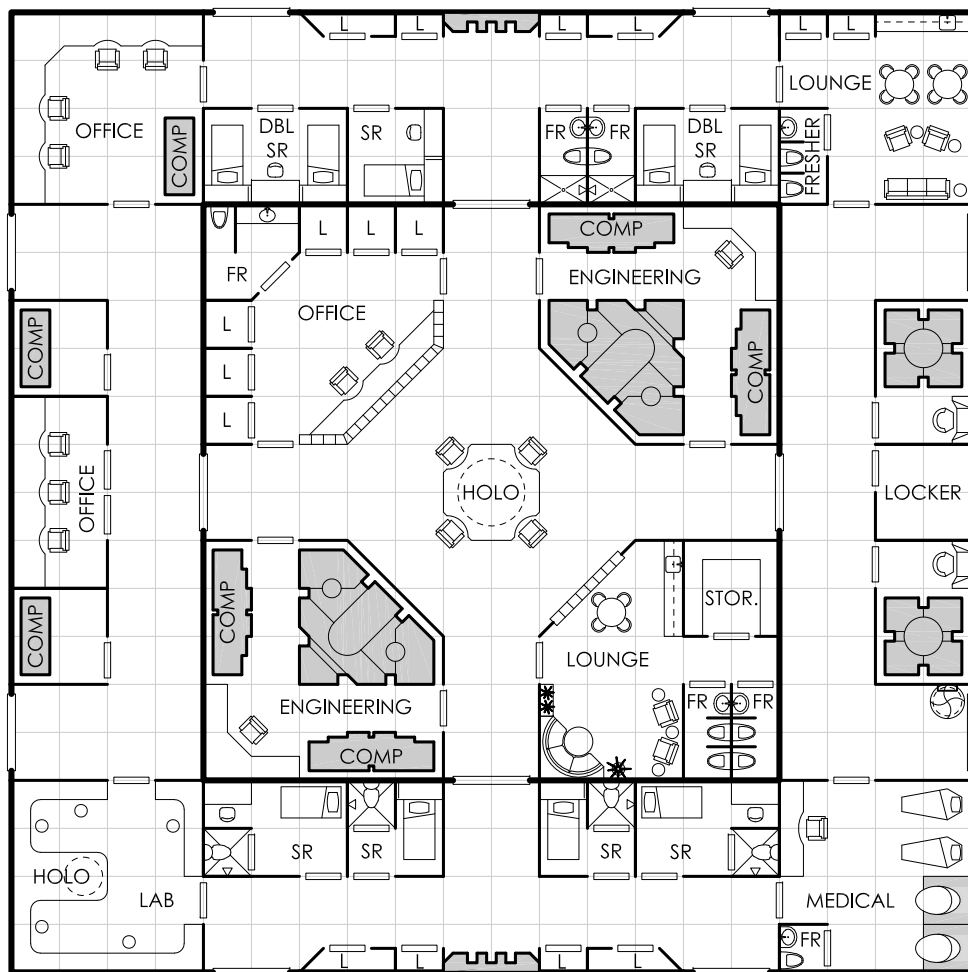
Arboretum / Multi purpose 178



Notes:

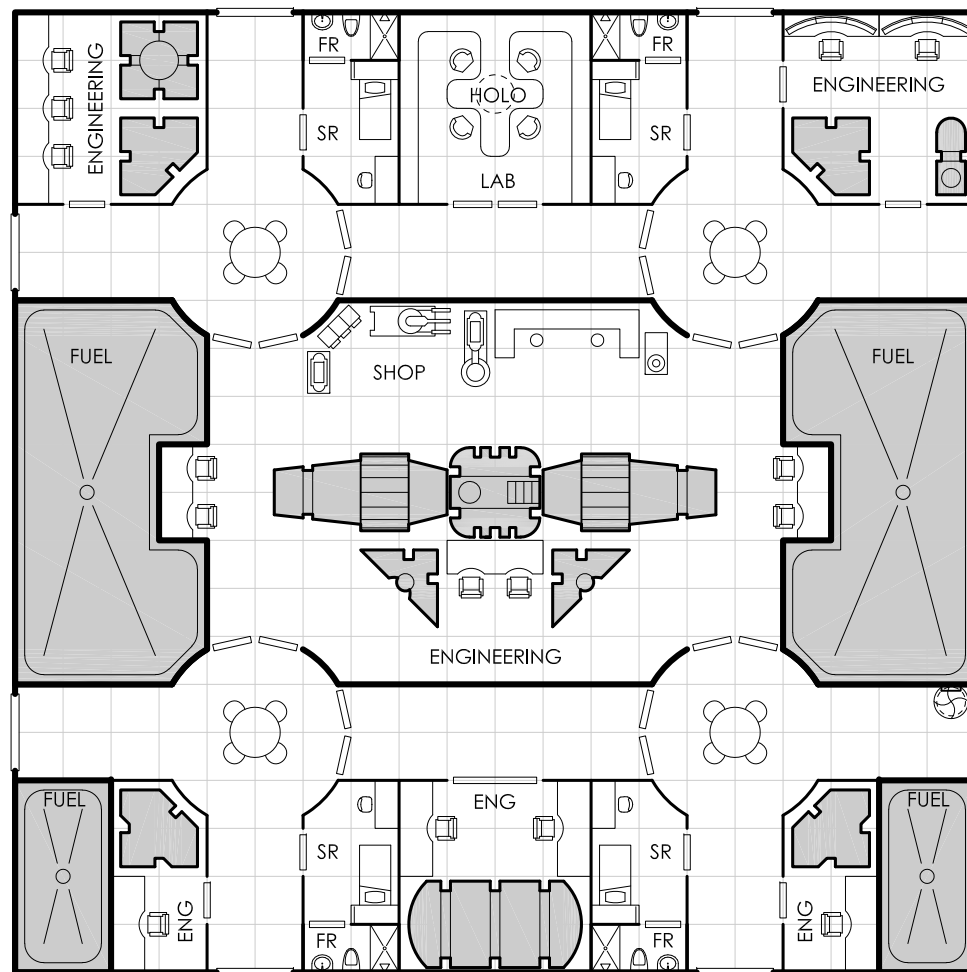


179 Multi purpose



Notes:

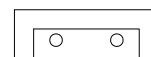
Engineering 180



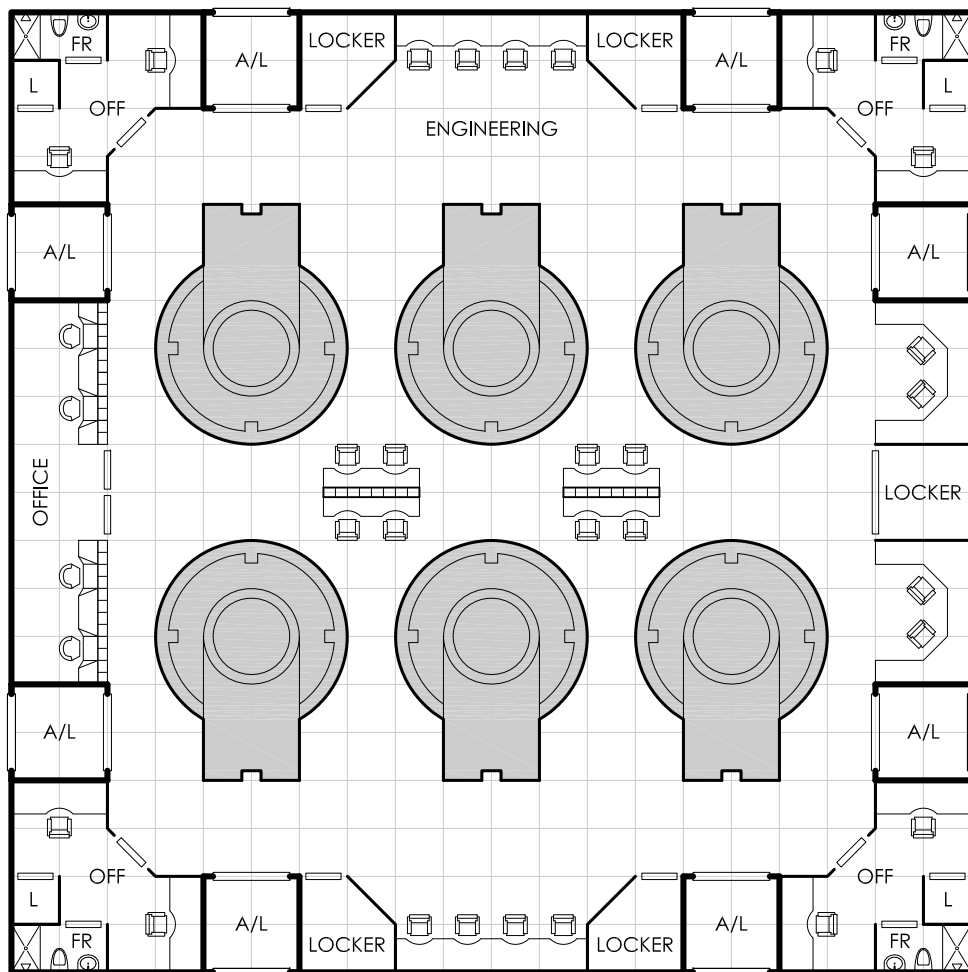
Notes:



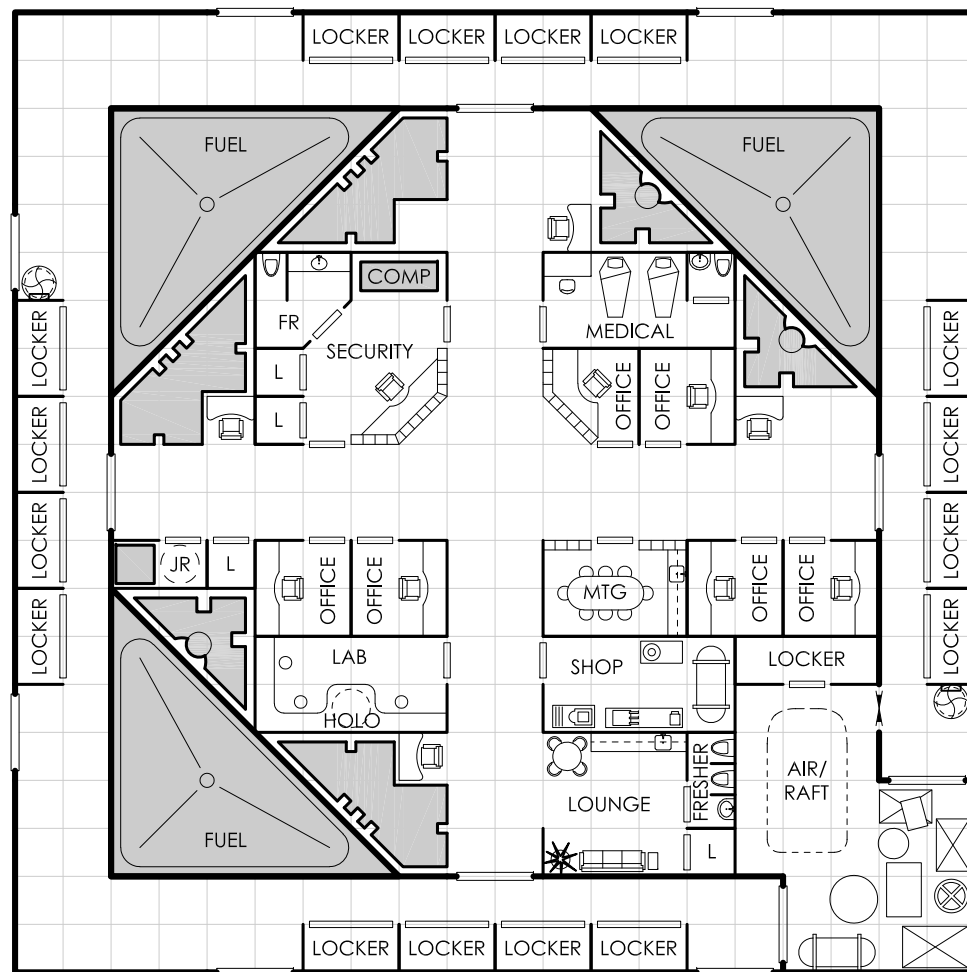
WORKSTATION



REPAIR BENCH

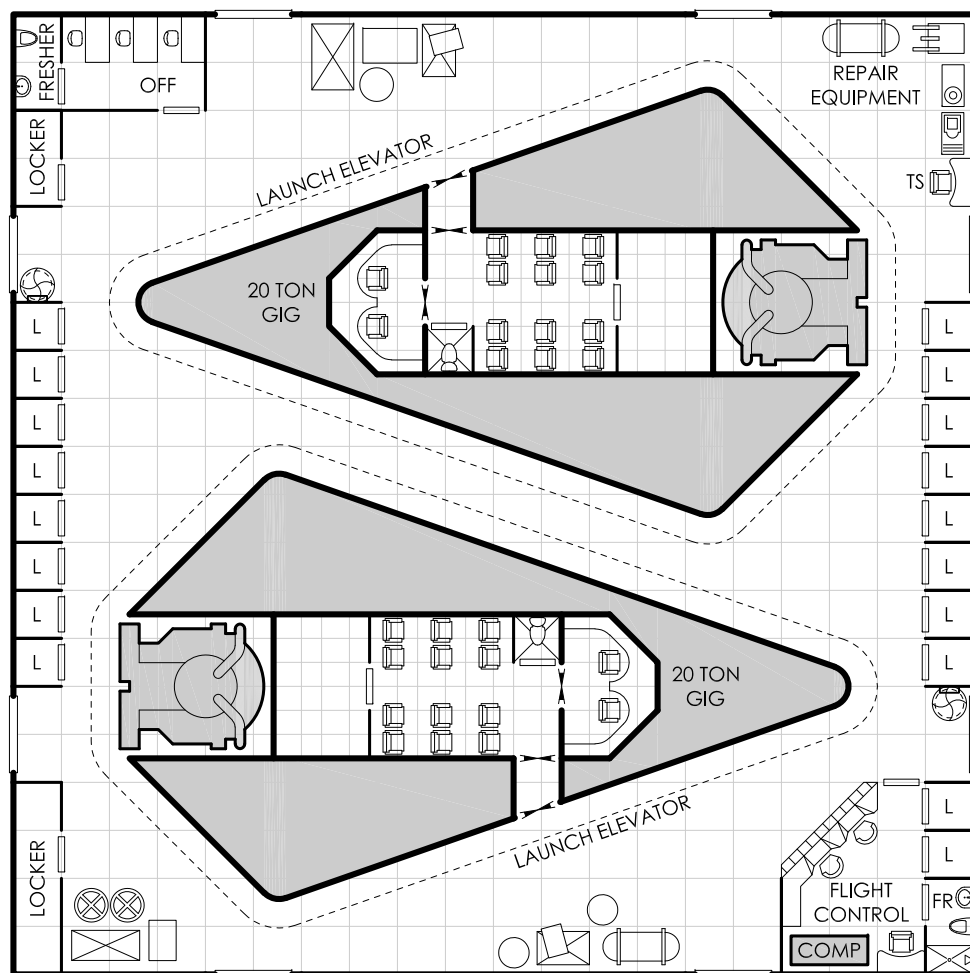


Notes:



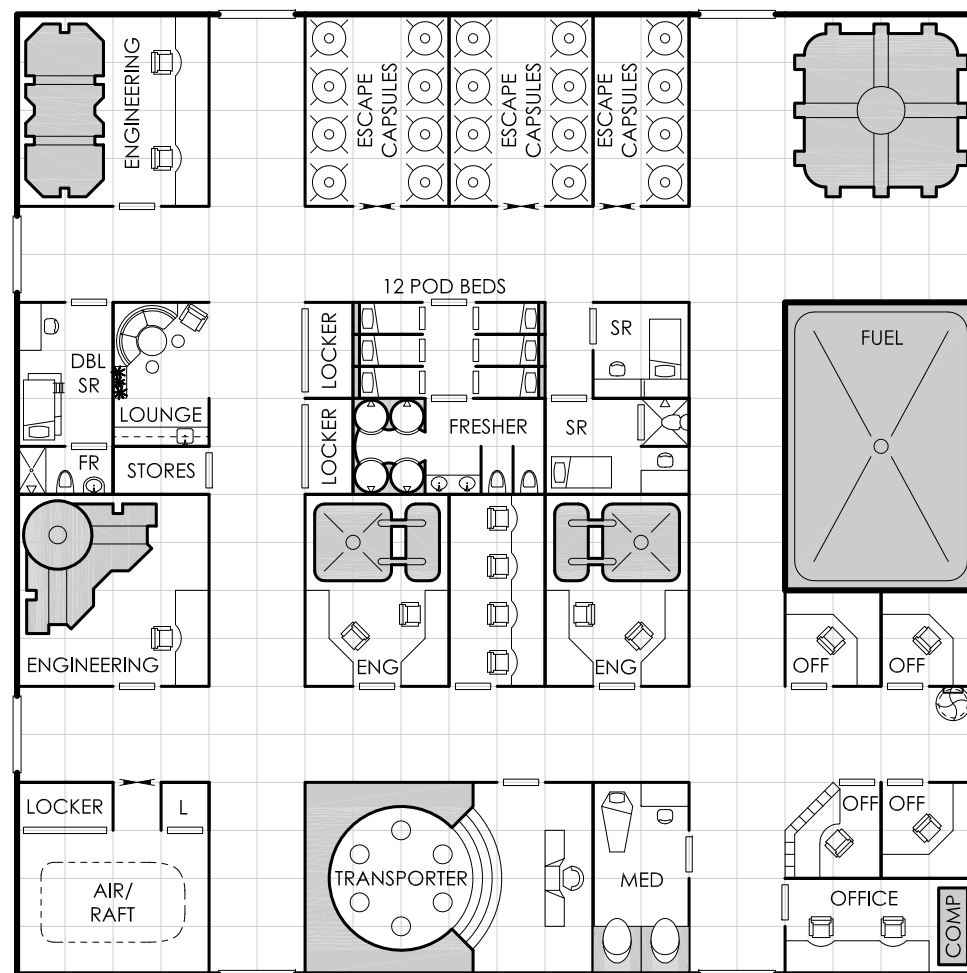
Notes:



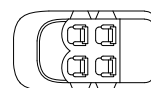


Notes:

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



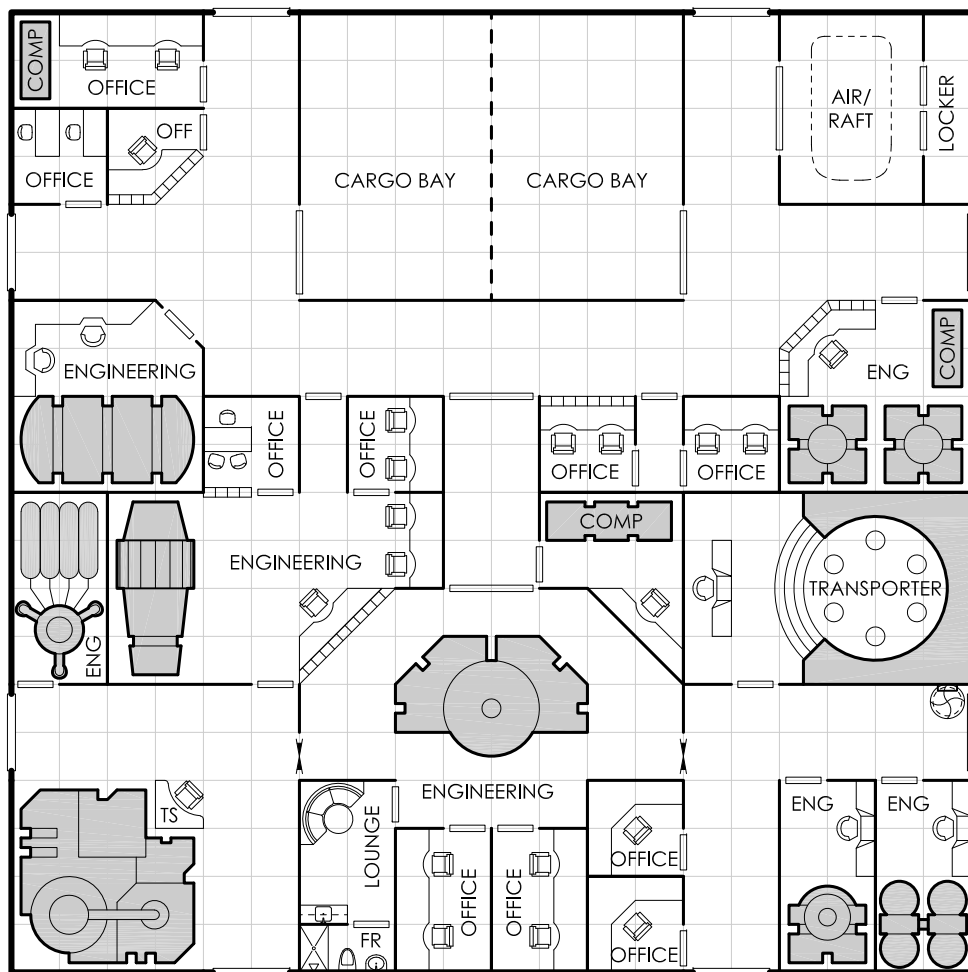
Notes:



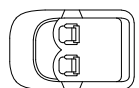
AIR/RAFT


EMERGENCY ESCAPE
DROP CAPSULE

185 Multi purpose



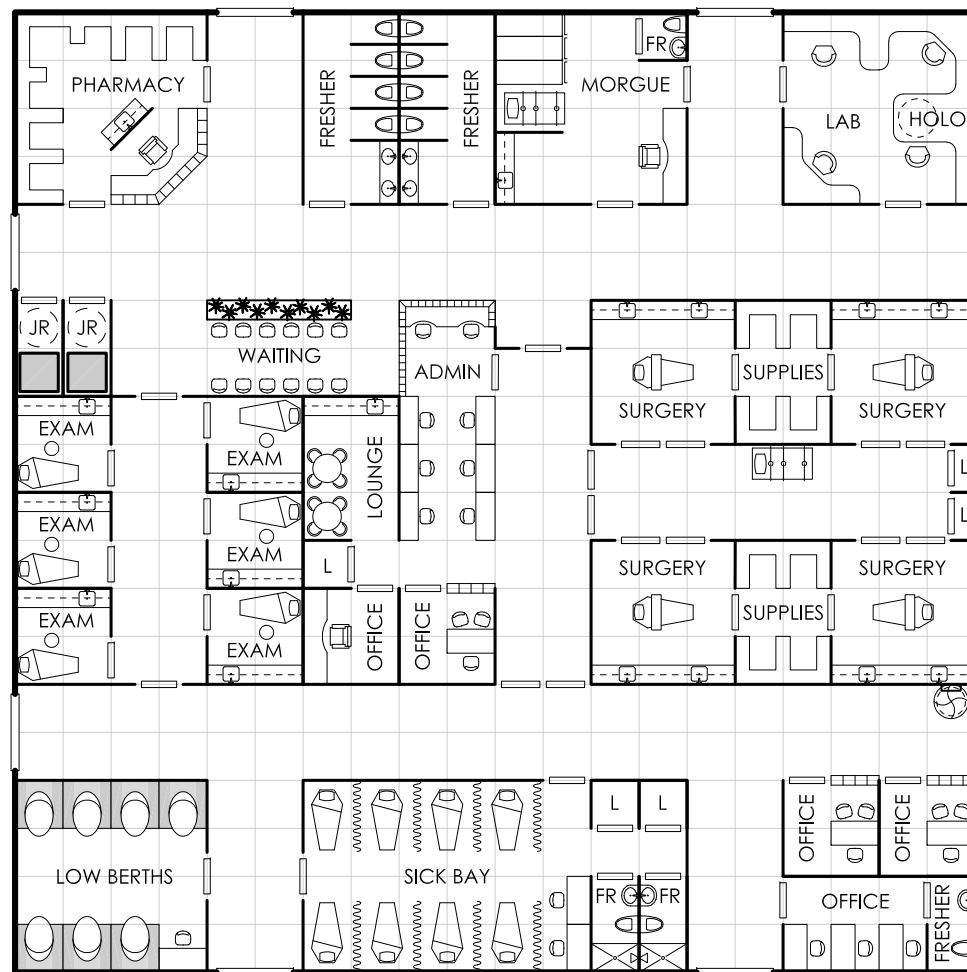
Notes:



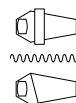
SMALL
CARGO
AIR/RAFT

----- RETRACTABLE WALL

Medical Bay 186



Notes:



SURGERY TABLE



PRIVACY CURTAIN



MEDICAL BED



RESTRAINT BED/GURNEY



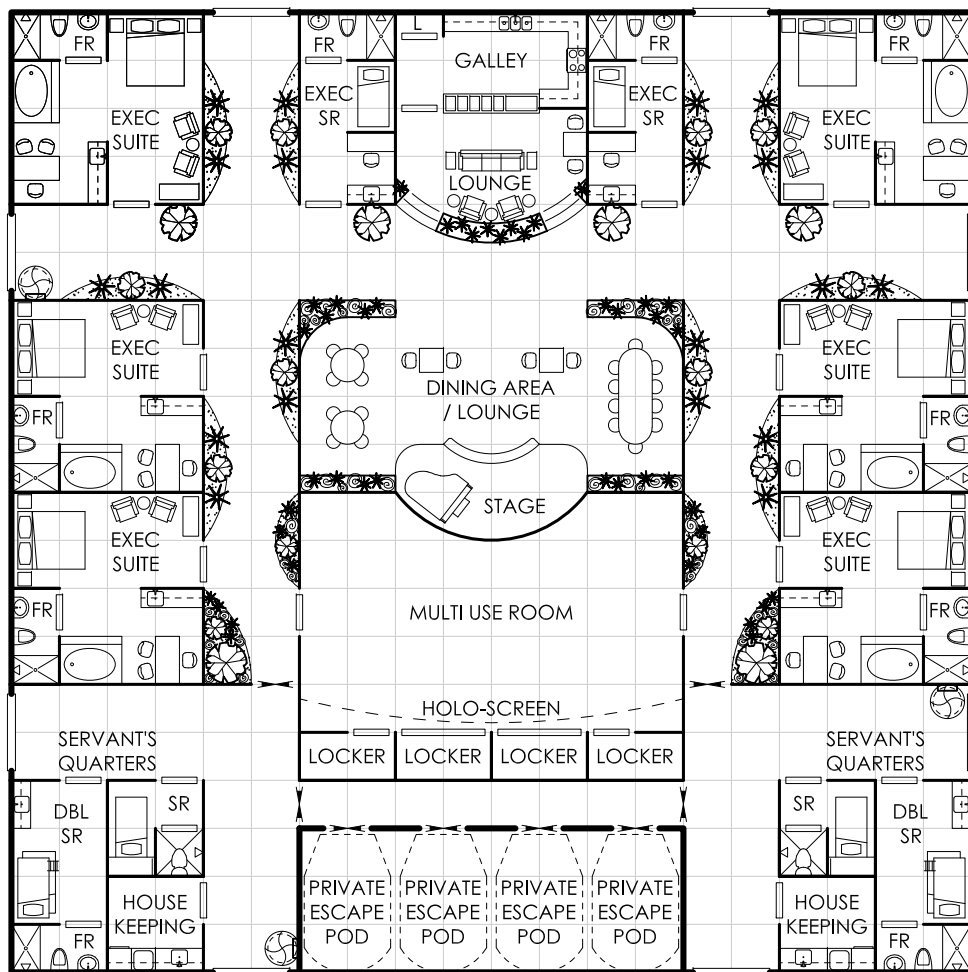
CORPSE CABINET



JANITORIAL
ROBOT ALCOVE



LOW BERTH

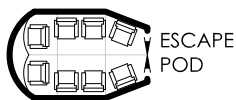


Notes:

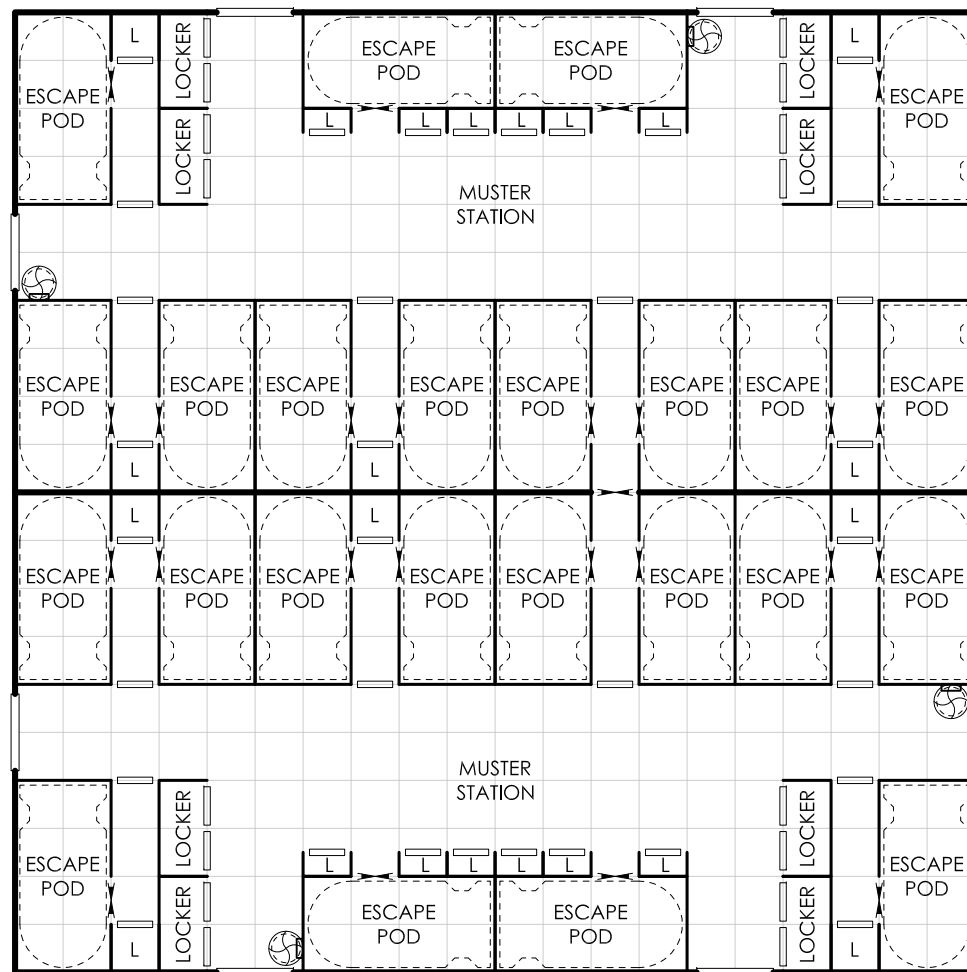
- Executive high passage staterooms are the most luxurious and include a spa tub, fireplace, wet bar, galley, office space, holographic screen wall and seating area.
- Dining area also functions as a bar, nightly entertainment, social events, and gambling space.
- The multi use room has a retractable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



LANDSCAPE AREAS

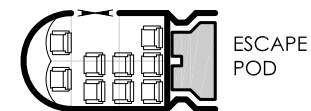


ESCAPE
POD

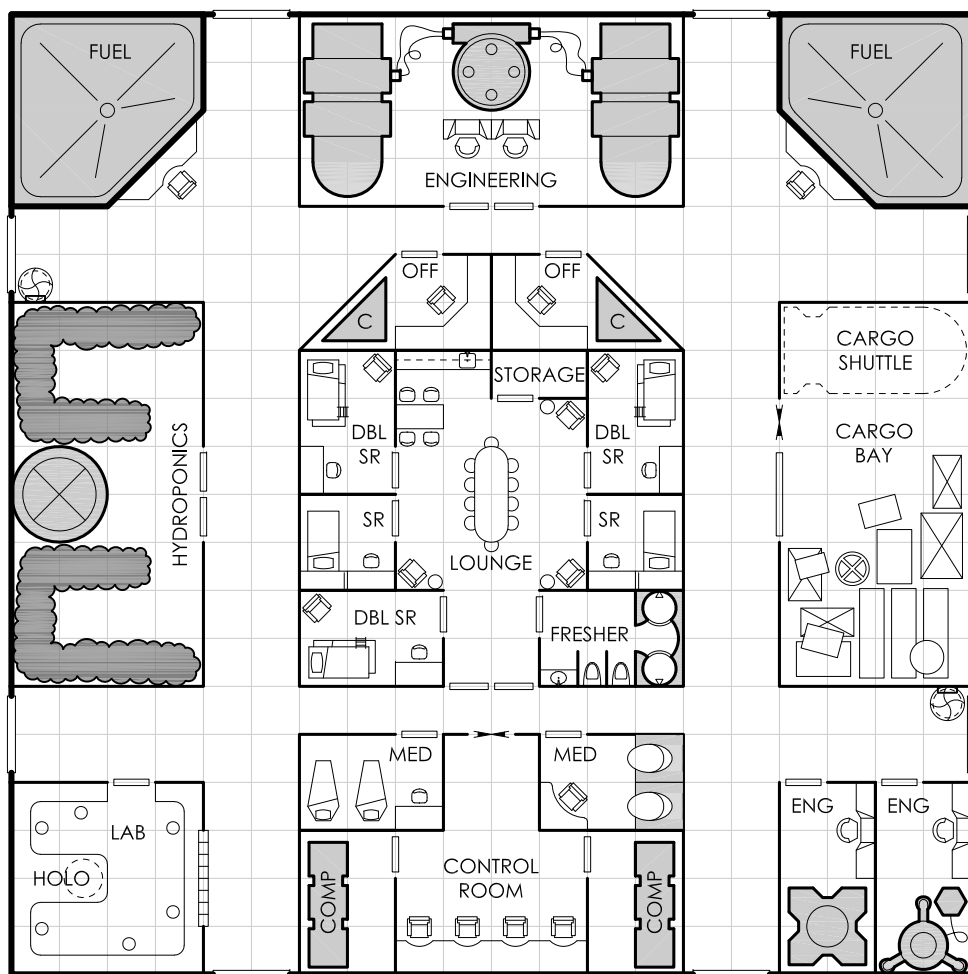


Notes:

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

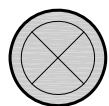


ESCAPE
POD



Notes:

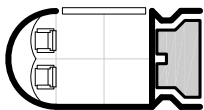
- "Hydroponics" as used here is a generic term for any soil-less, high volume growing system in an artificially controlled environment and may include hydroponics, aeroponics, vertical farming, and similar technologies.



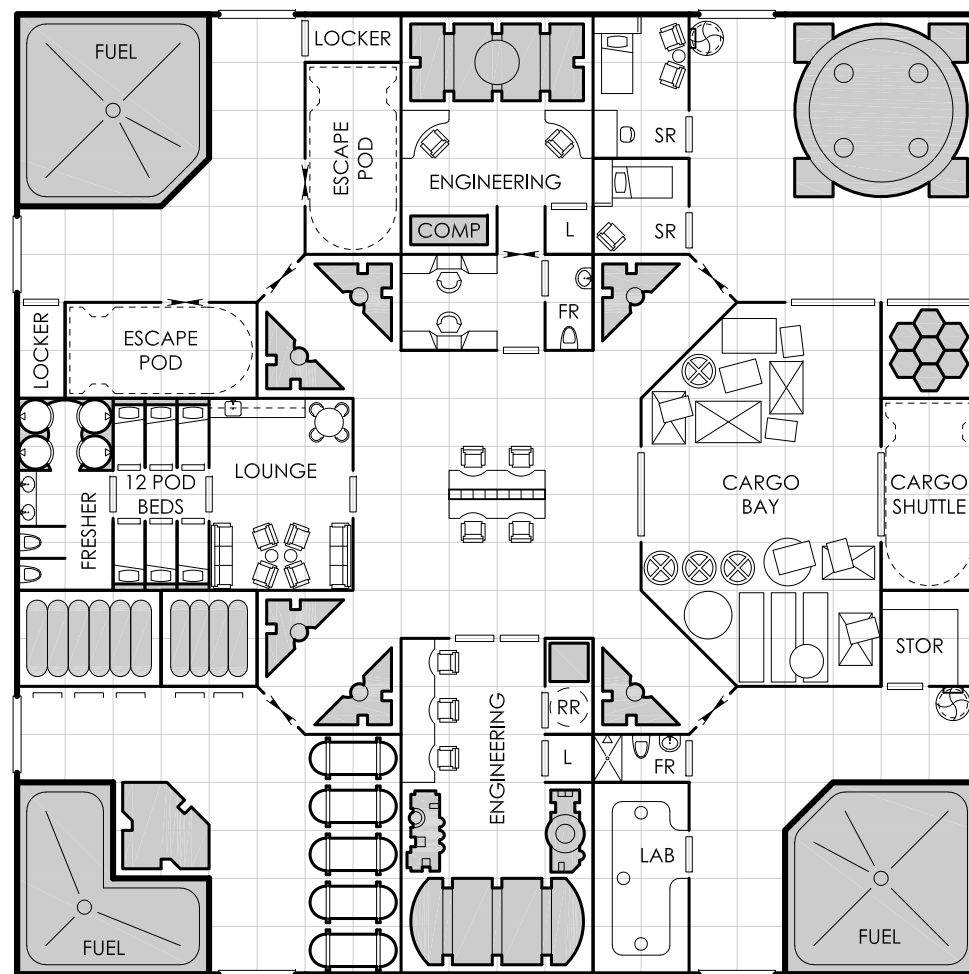
WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



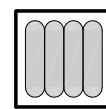
HYDROPONIC
VEGETATION



CARGO
SHUTTLE



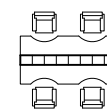
Notes:



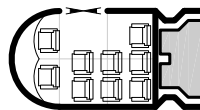
LIFE SUPPORT



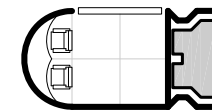
REPAIR ROBOT
ALCOVE



QUAD
WORKSTATION



ESCAPE
POD

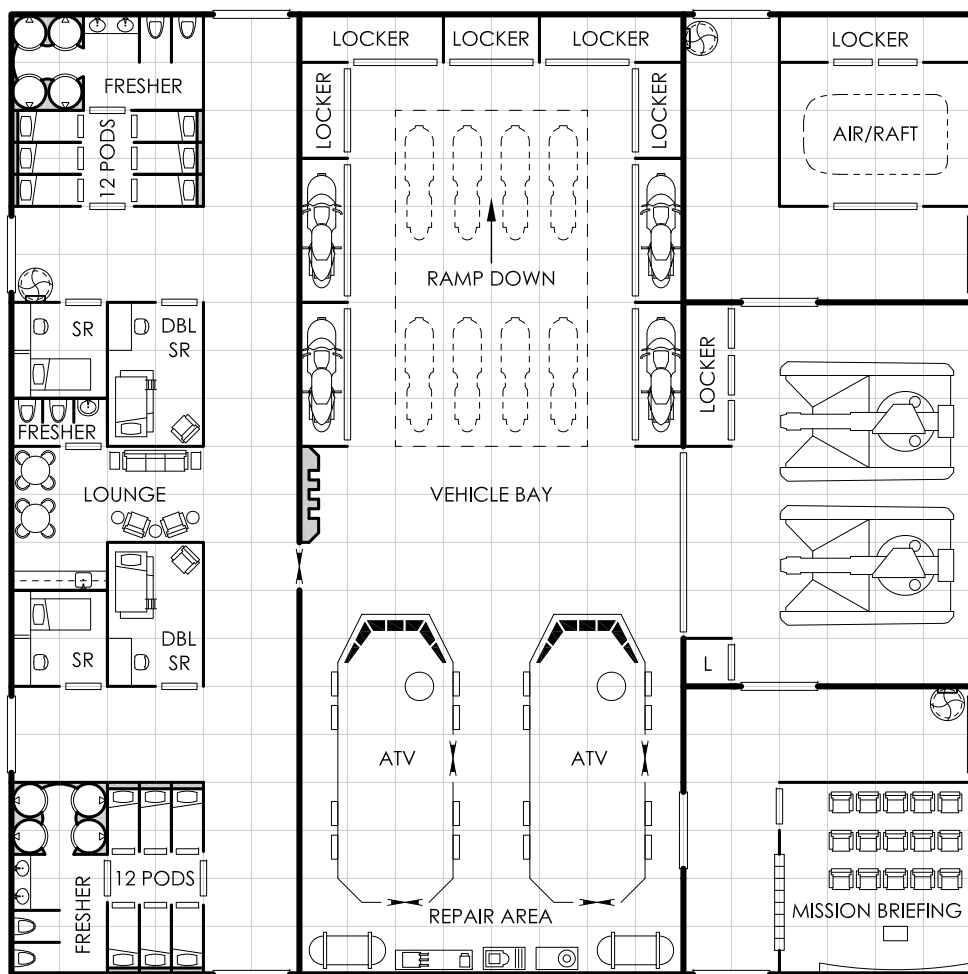


CARGO
SHUTTLE



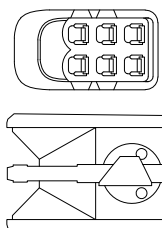
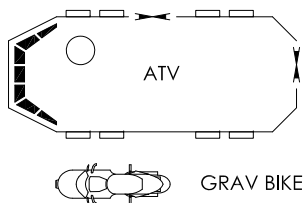
BATTERIES

191 Vehicle Bay



Notes:

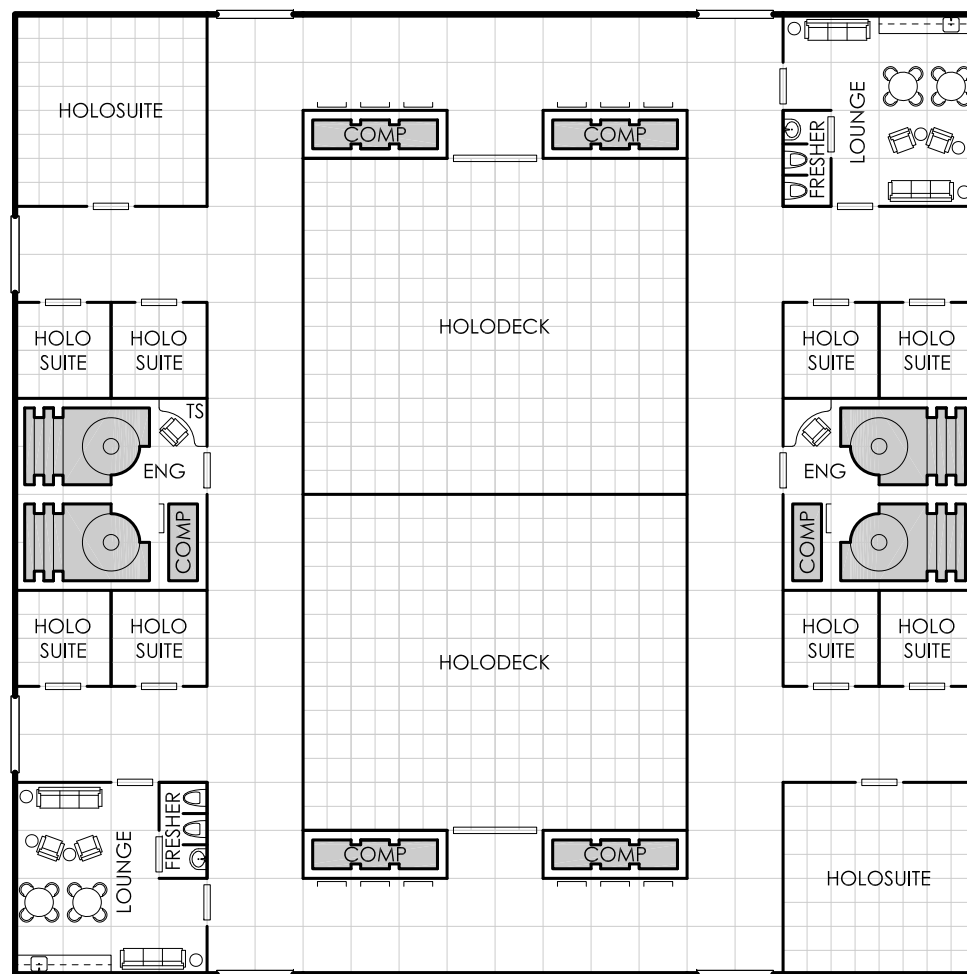
- Grav bikes are stored two high in special racks.
- Racks hold 8 grav bikes.



AIR/RAFT

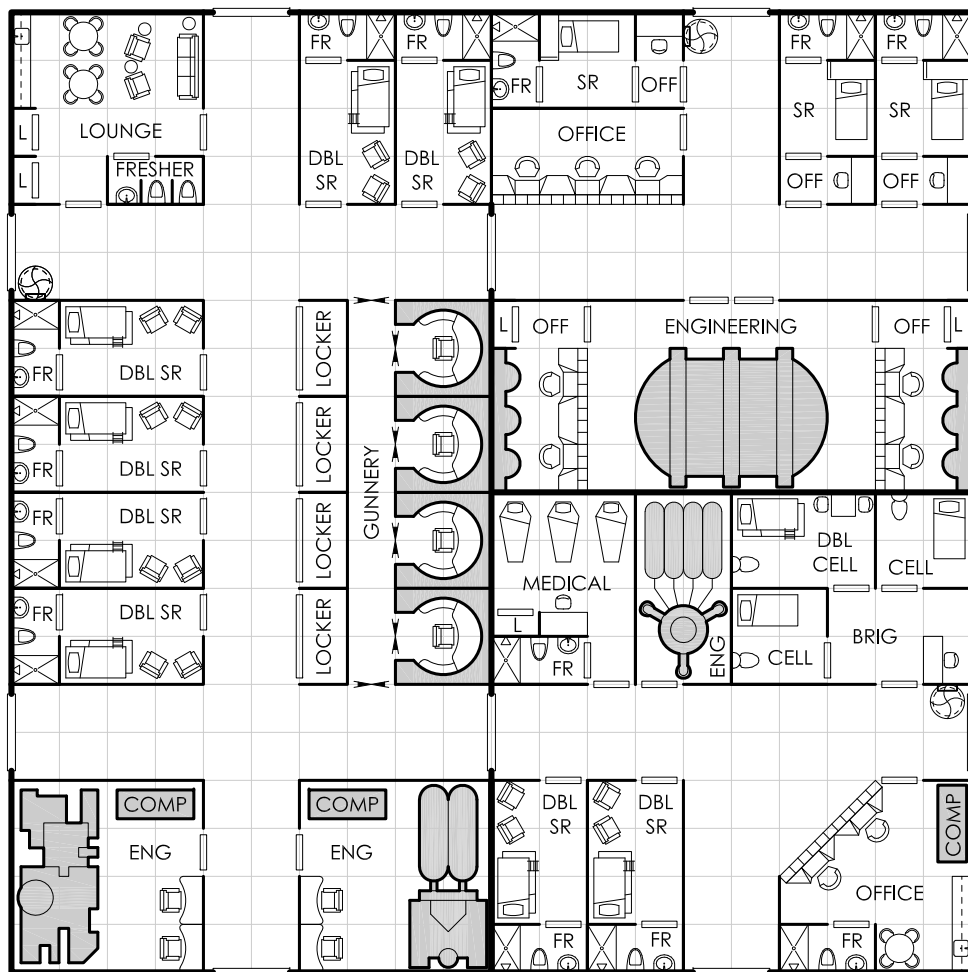
GRAV TANK

Holodeck 192

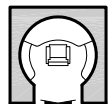


Notes:

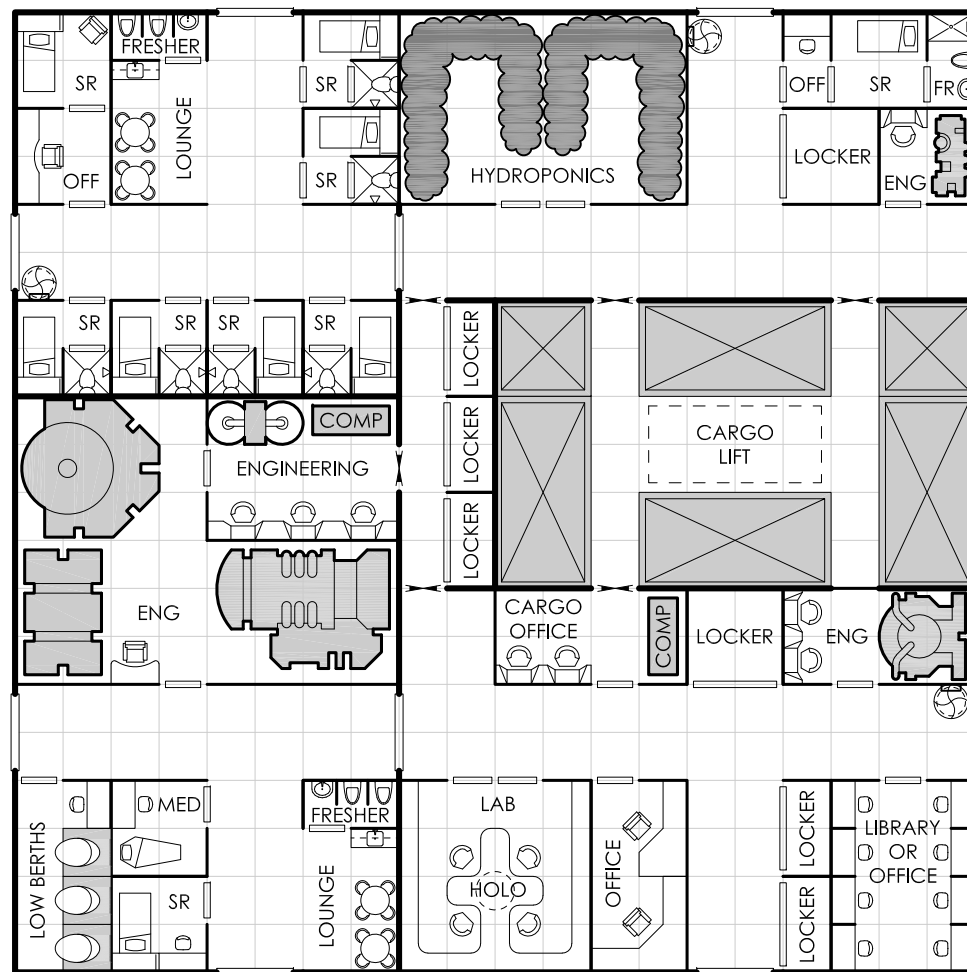
- See GURPS Traveller *Starships* re: holoventure zones for more info.
- Holodecks have a dedicated computer and power source.
- Double height ceiling.



Notes:

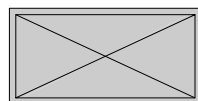


REMOTE
WEAPON
STATION

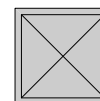


Notes:

- "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

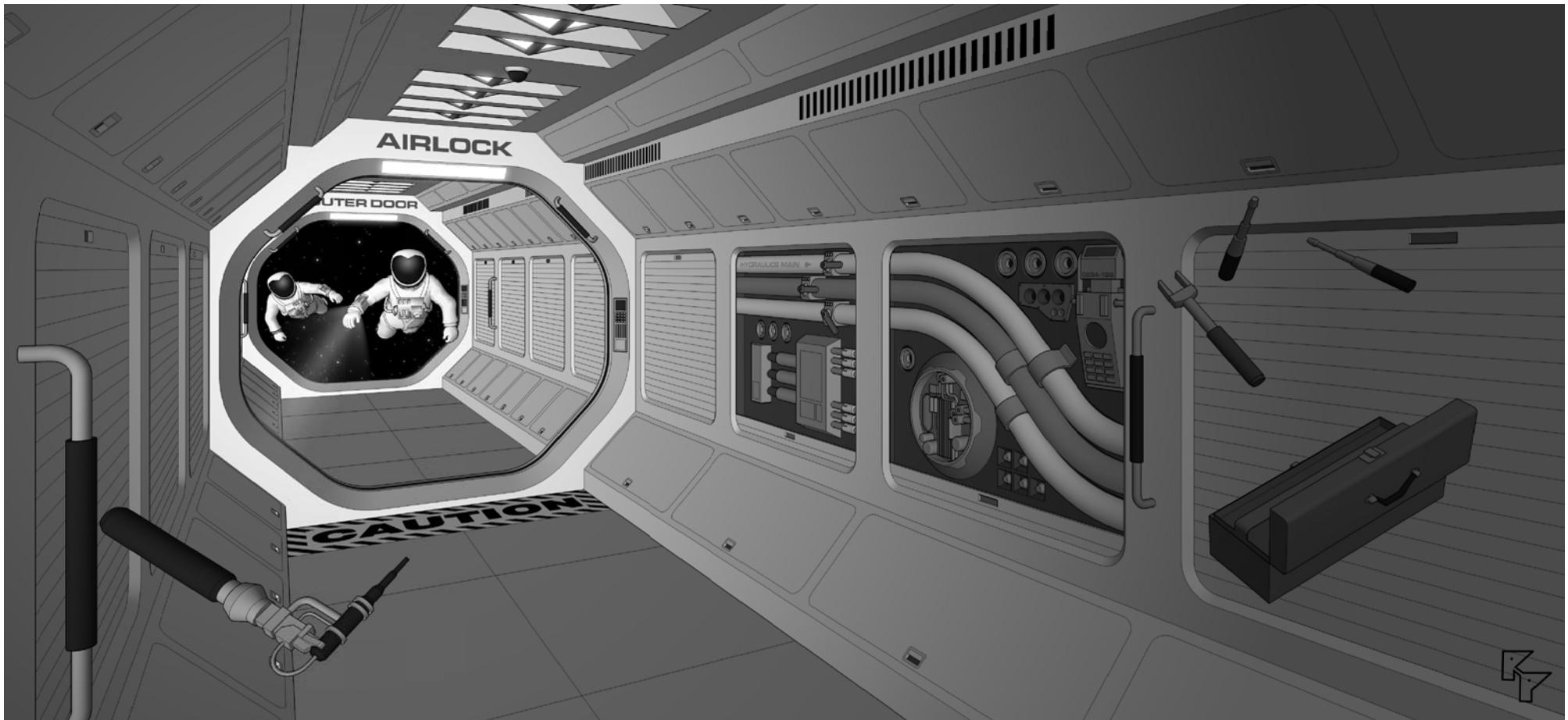


HYDROPONIC
VEGETATION

Perimeter Airlocks

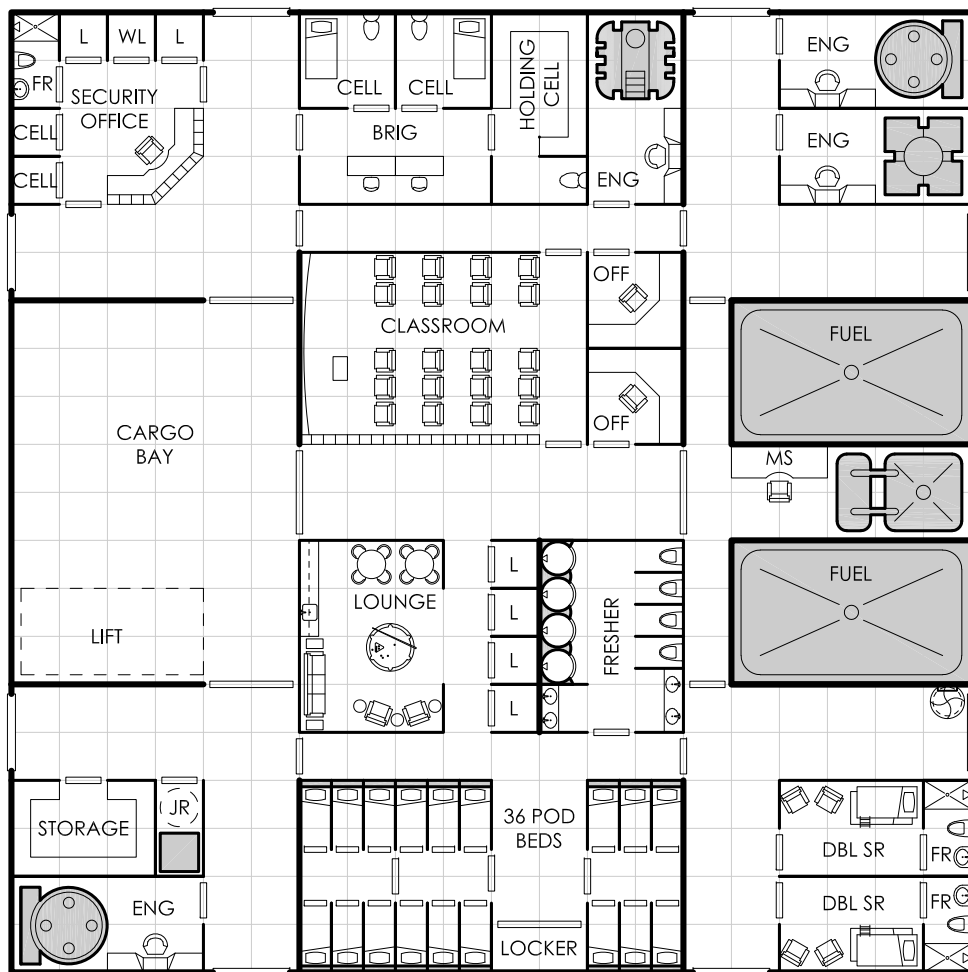
The access points along a geomorph perimeter are assumed to be large iris valves. These are where the geomorphs are connected. If a single iris valve is shown and the user wishes it to be an access point to the vacuum of space beyond, an airlock is assumed whether it is shown on the plan or not. If no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

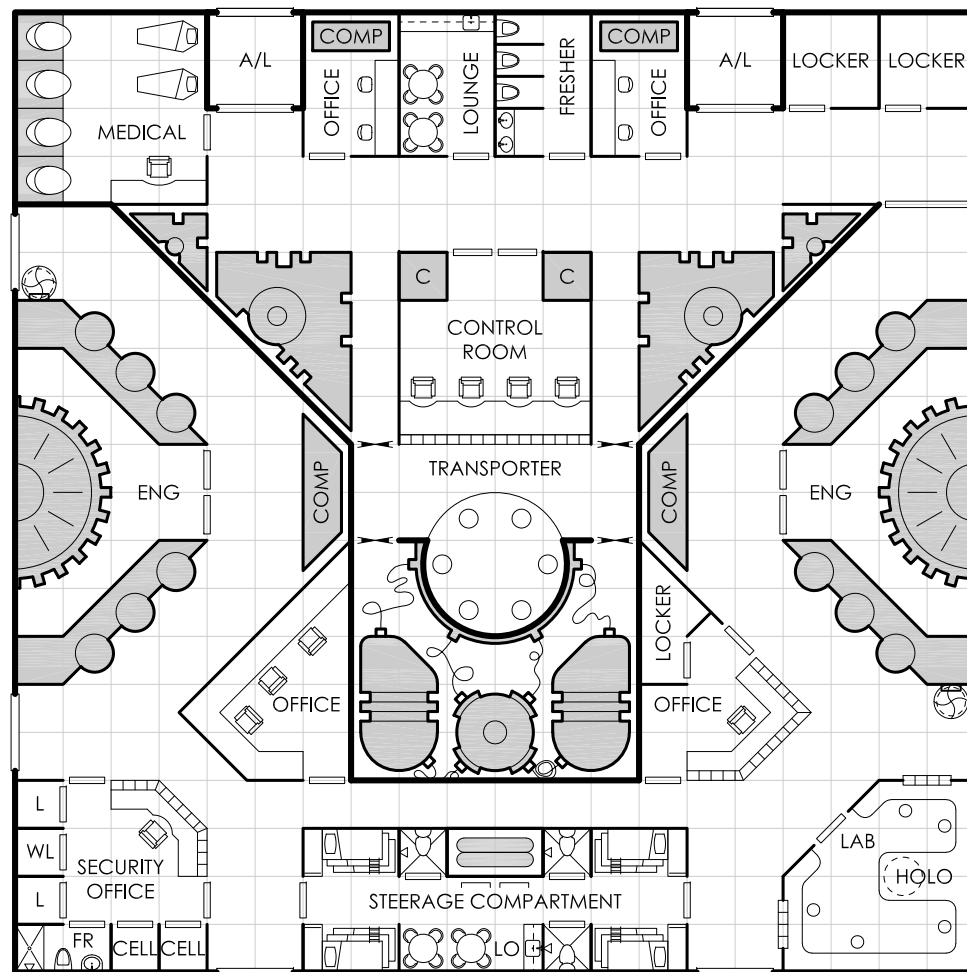
195 Multi purpose



Notes:



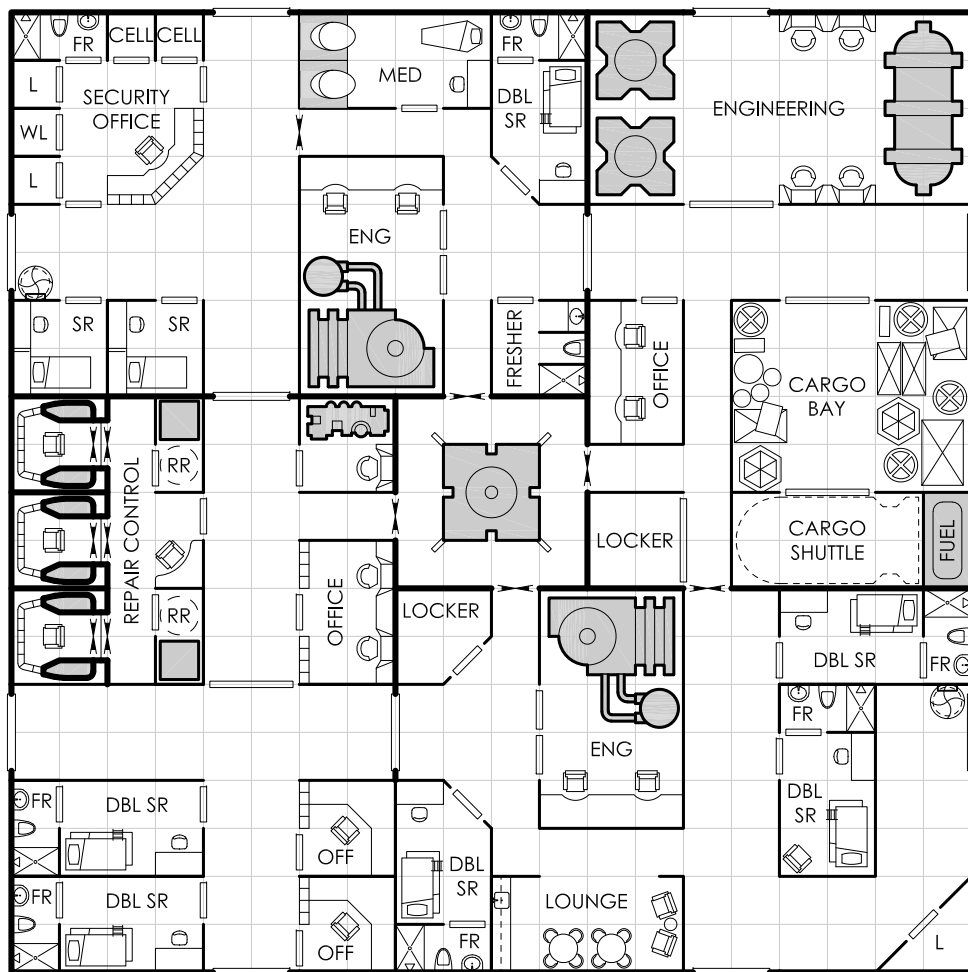
Multi purpose 196



Notes:



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.



REPAIR
ROBOT
ALCOVE



WORK
POD

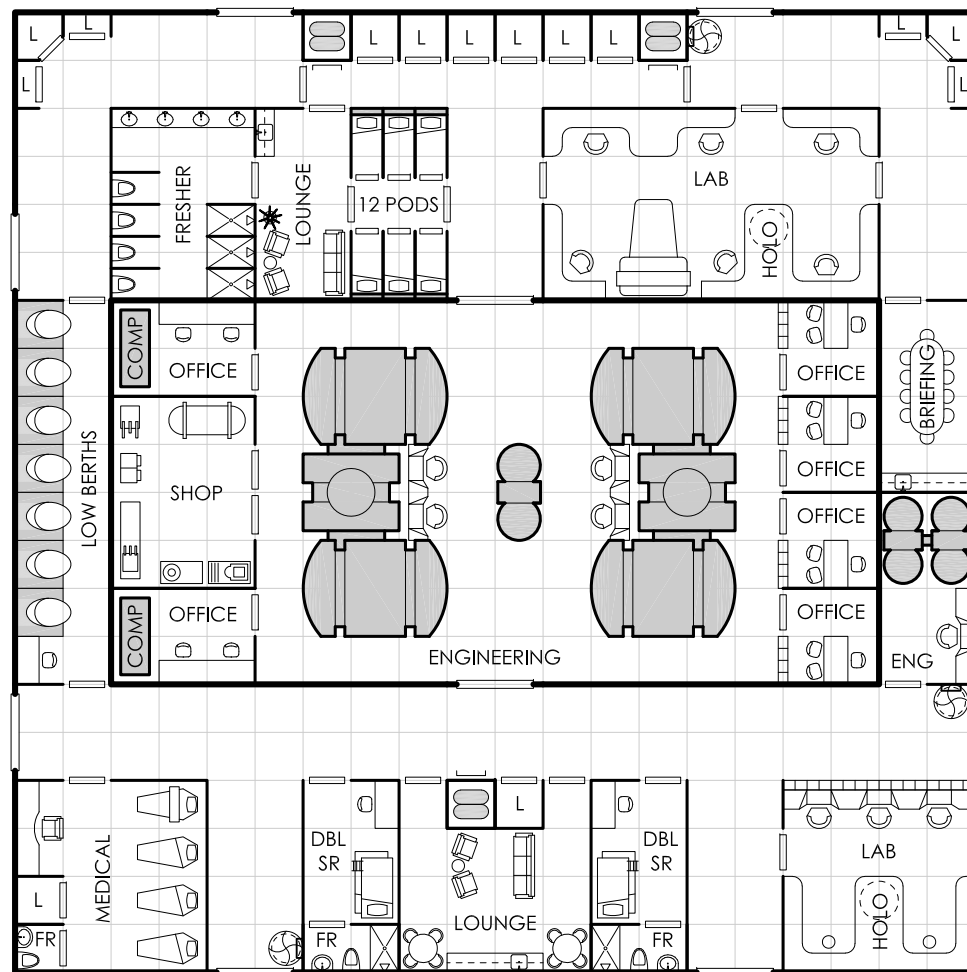


CARGO
SHUTTLE



LOW BERTH

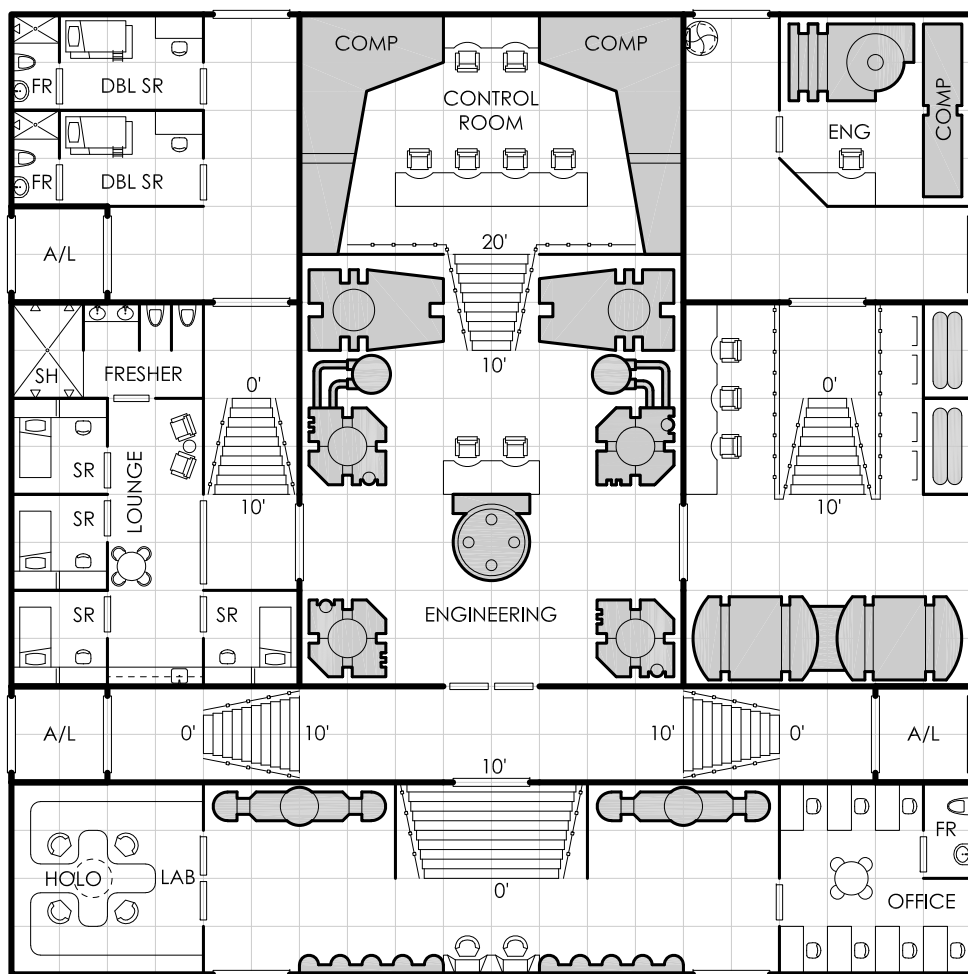
Multi purpose 198



Notes:

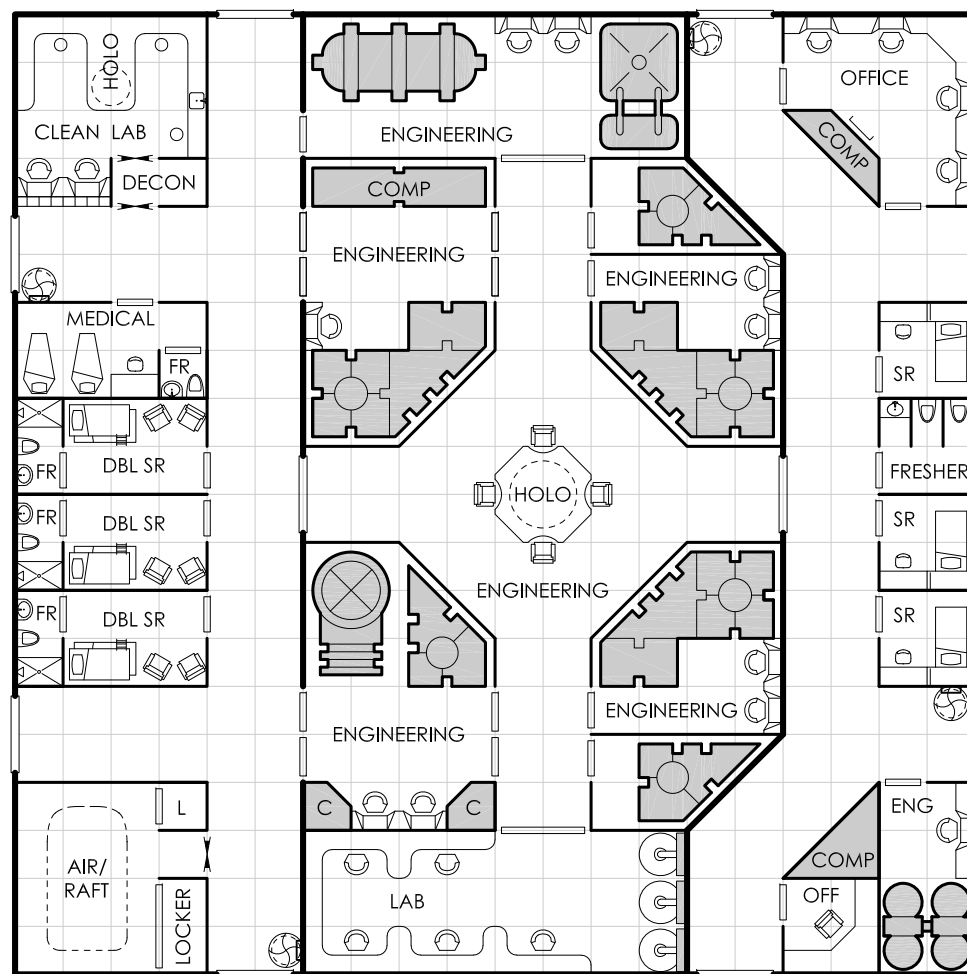


LIFE SUPPORT

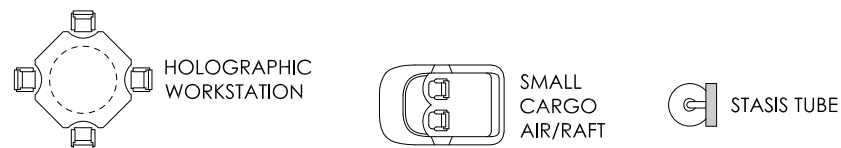


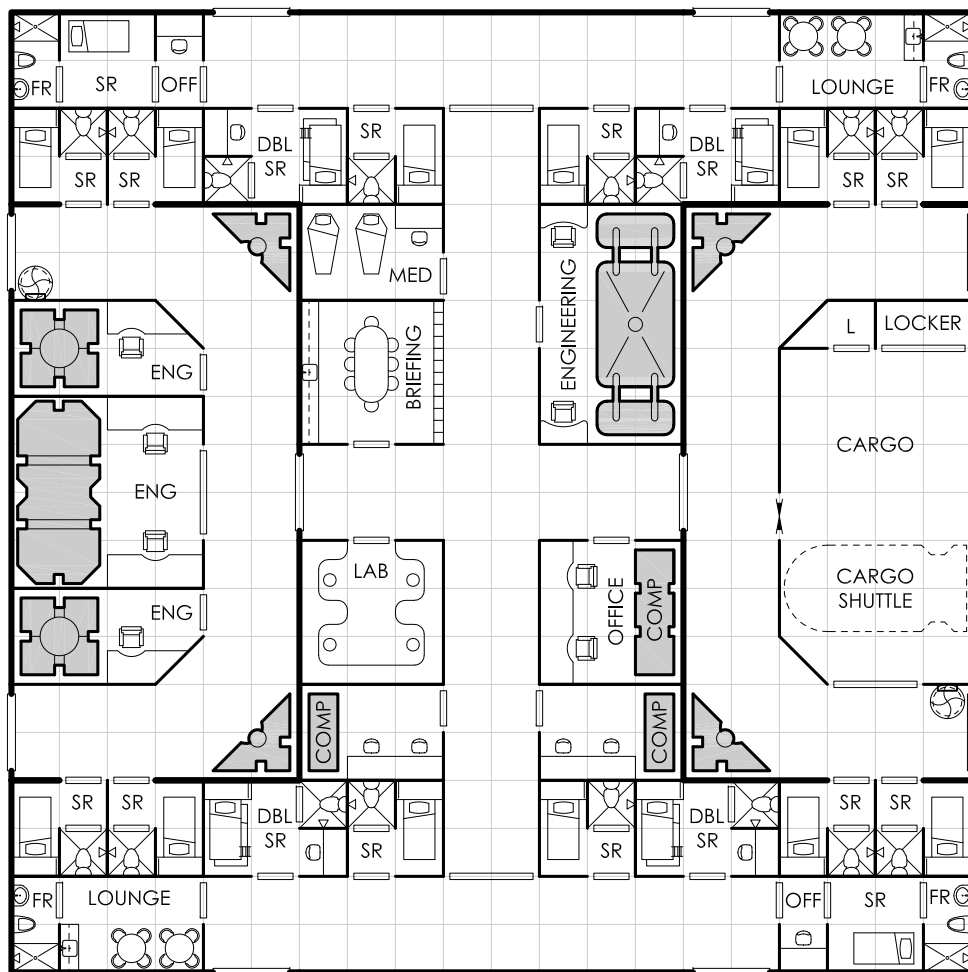
Notes:

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

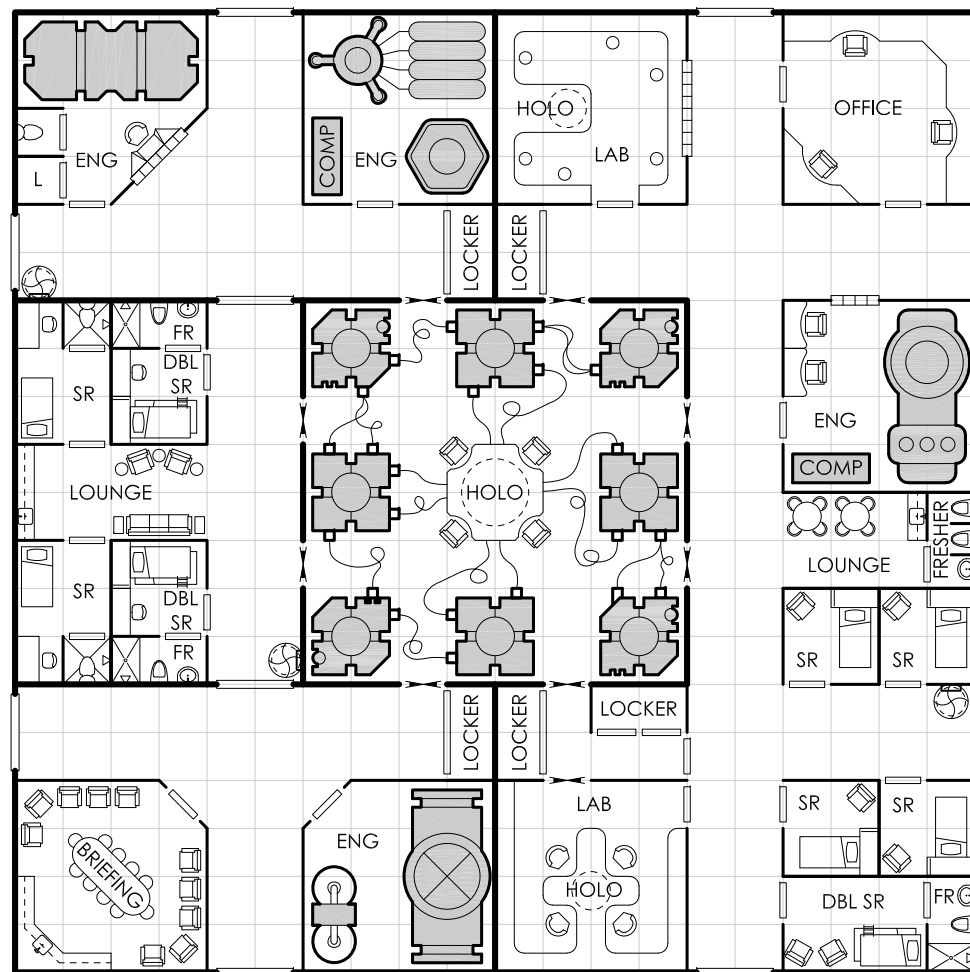
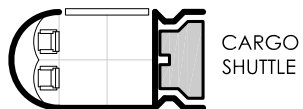


Notes:



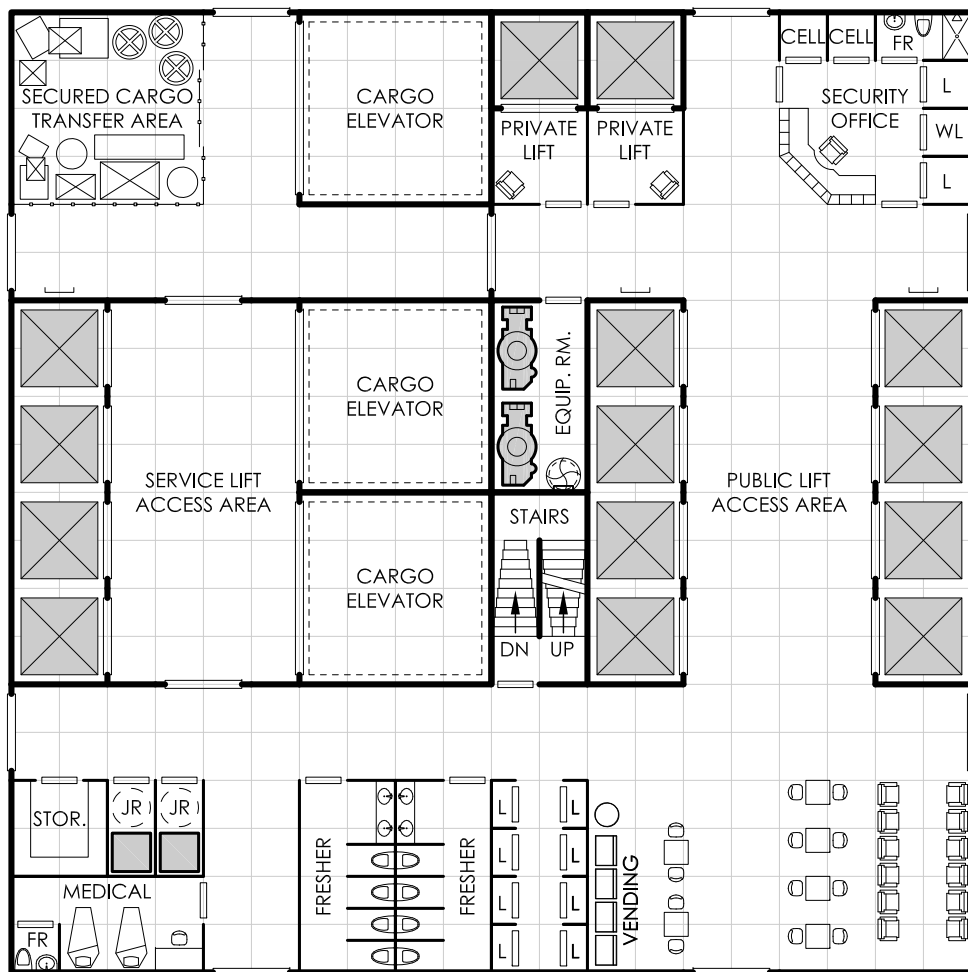


Notes:



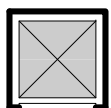
Notes:

203 Elevator Core



Notes:

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

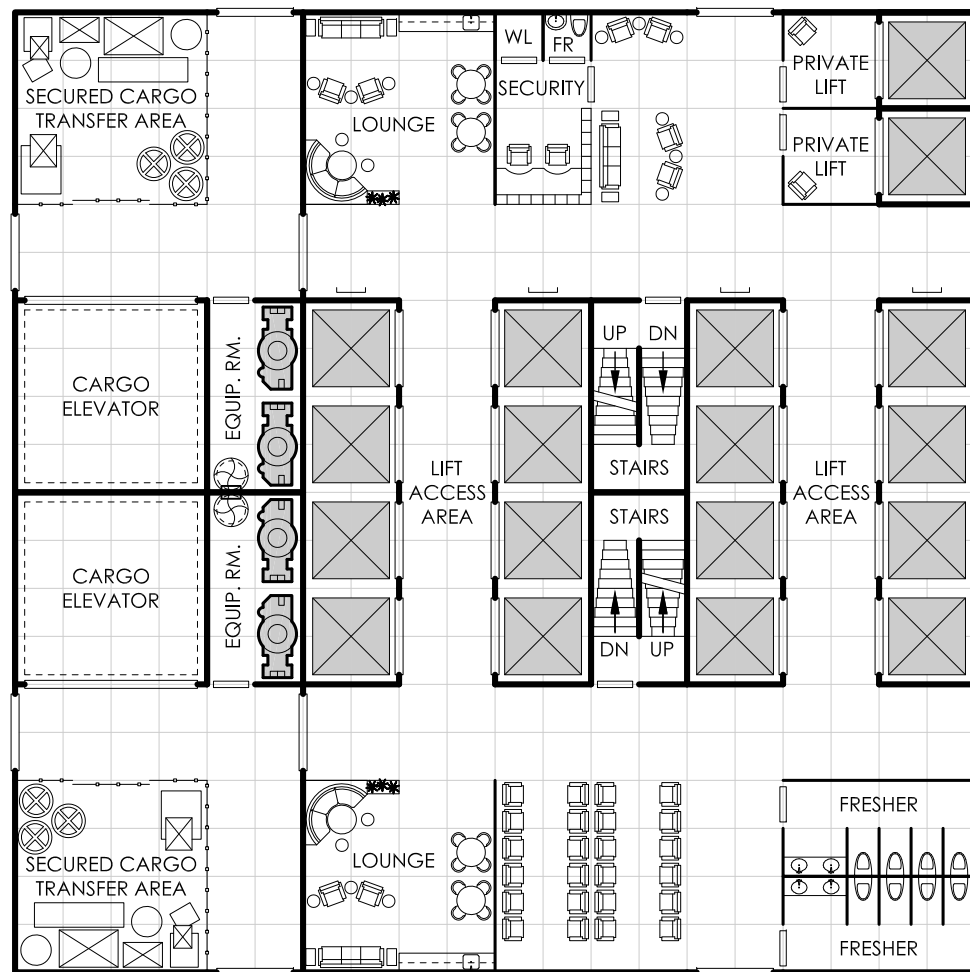


PERSONNEL
ELEVATOR



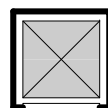
JANITORIAL
ROBOT
ALCOVE

Elevator Core 204



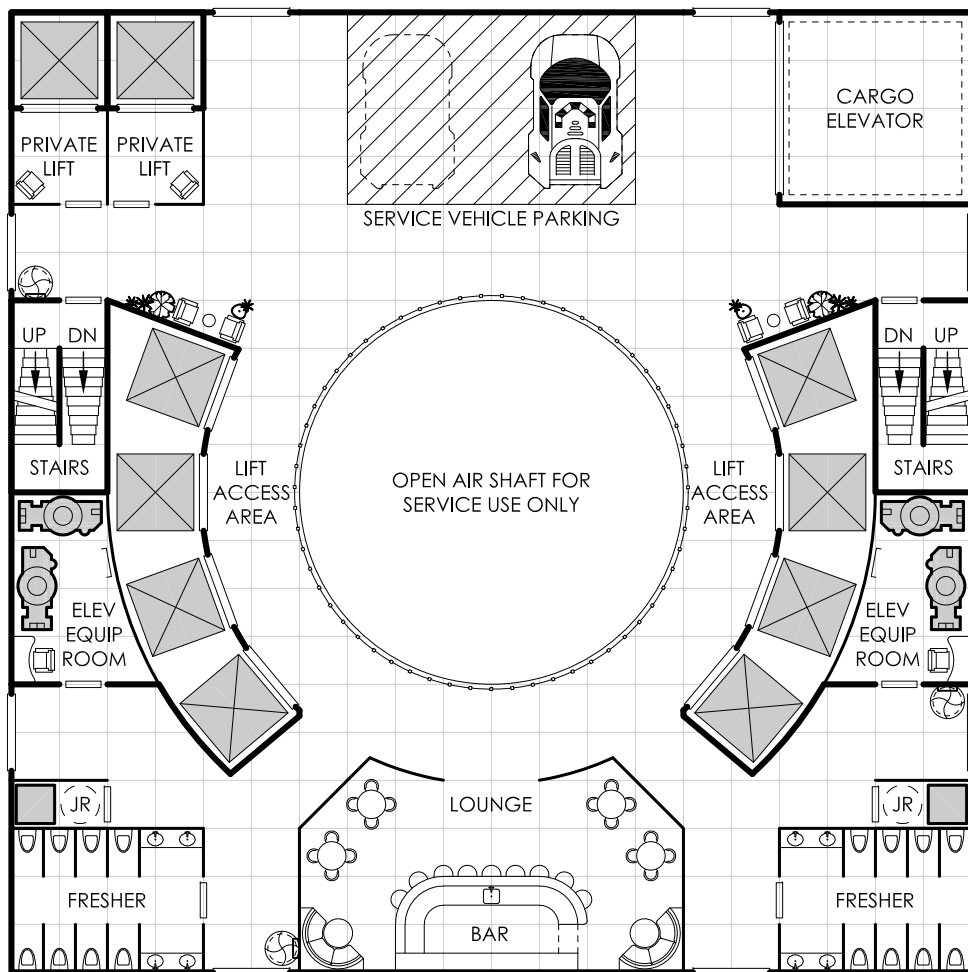
Notes:

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



PERSONNEL
ELEVATOR

205 Elevator Core

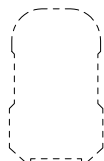


Notes:

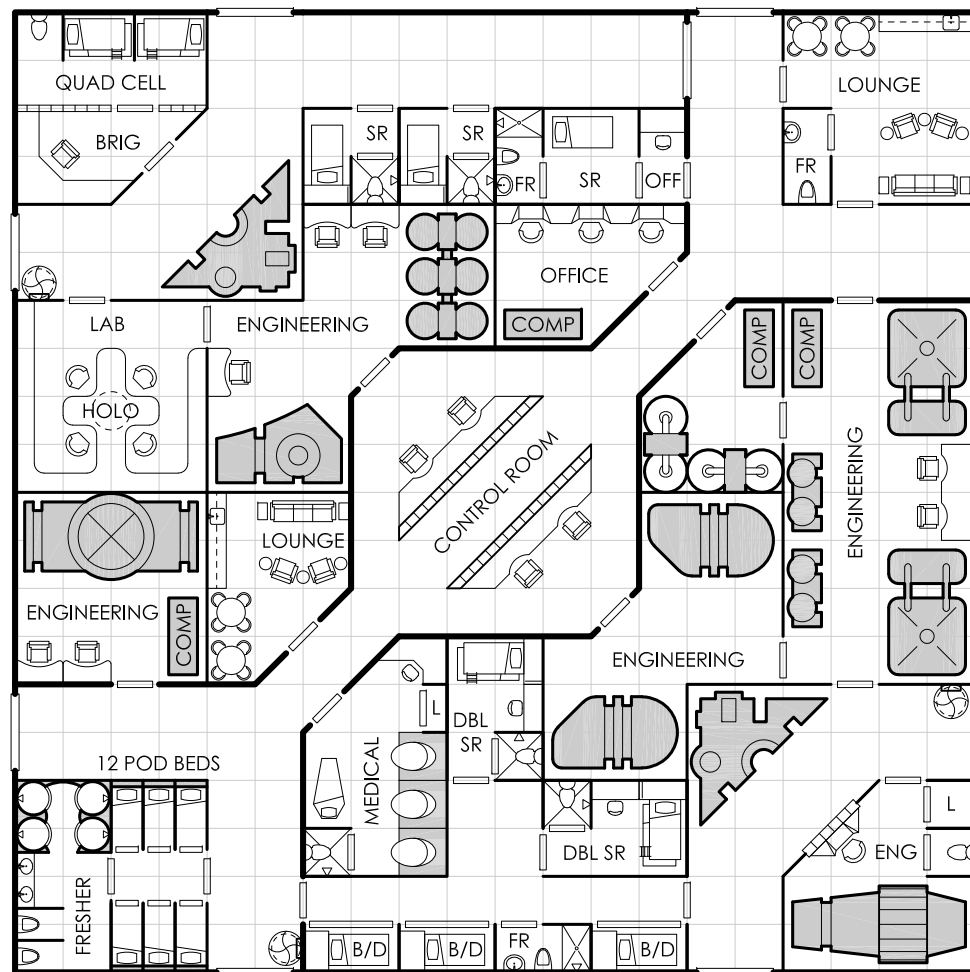
- Typically used in large space stations, arcologies, high rise buildings, etc.

 JANITORIAL ROBOT
ALCOVE

 PERSONNEL
ELEVATOR

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

Multi purpose 206

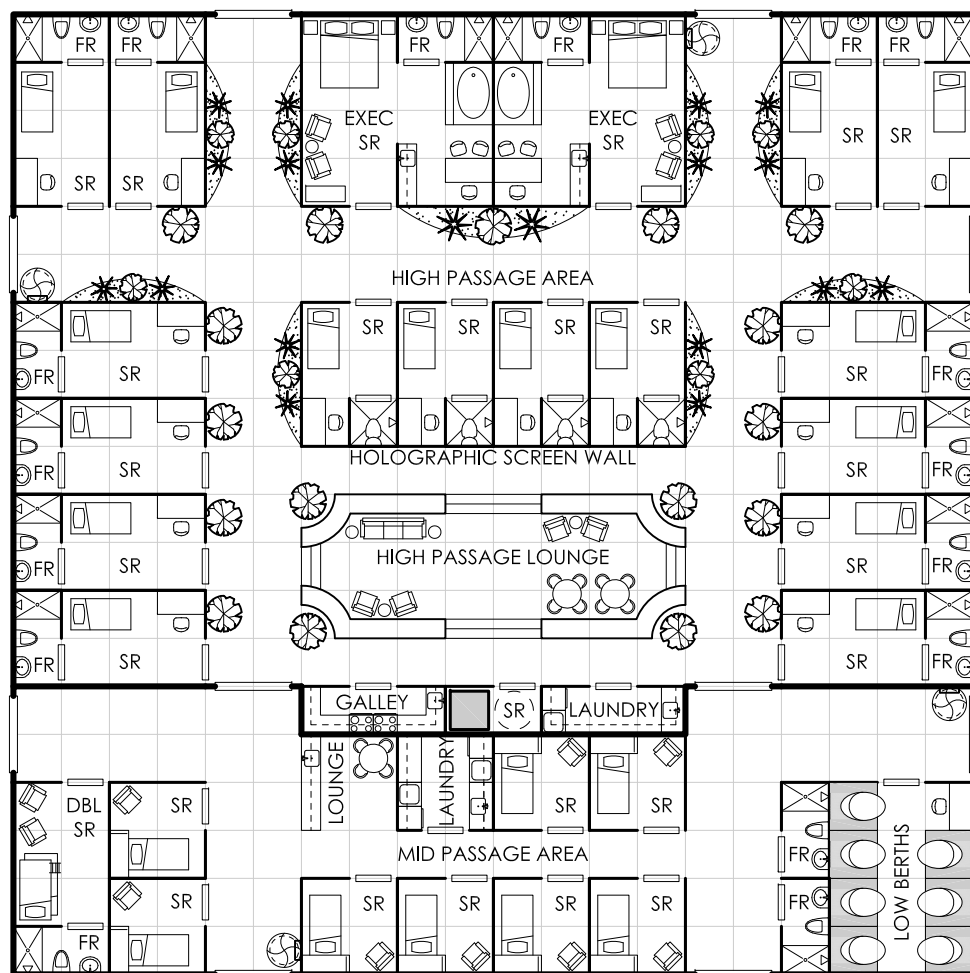


Notes:

 MINI STATEROOM
(BED OVER DESK)

 LOW BERTH

207 Passenger Deck

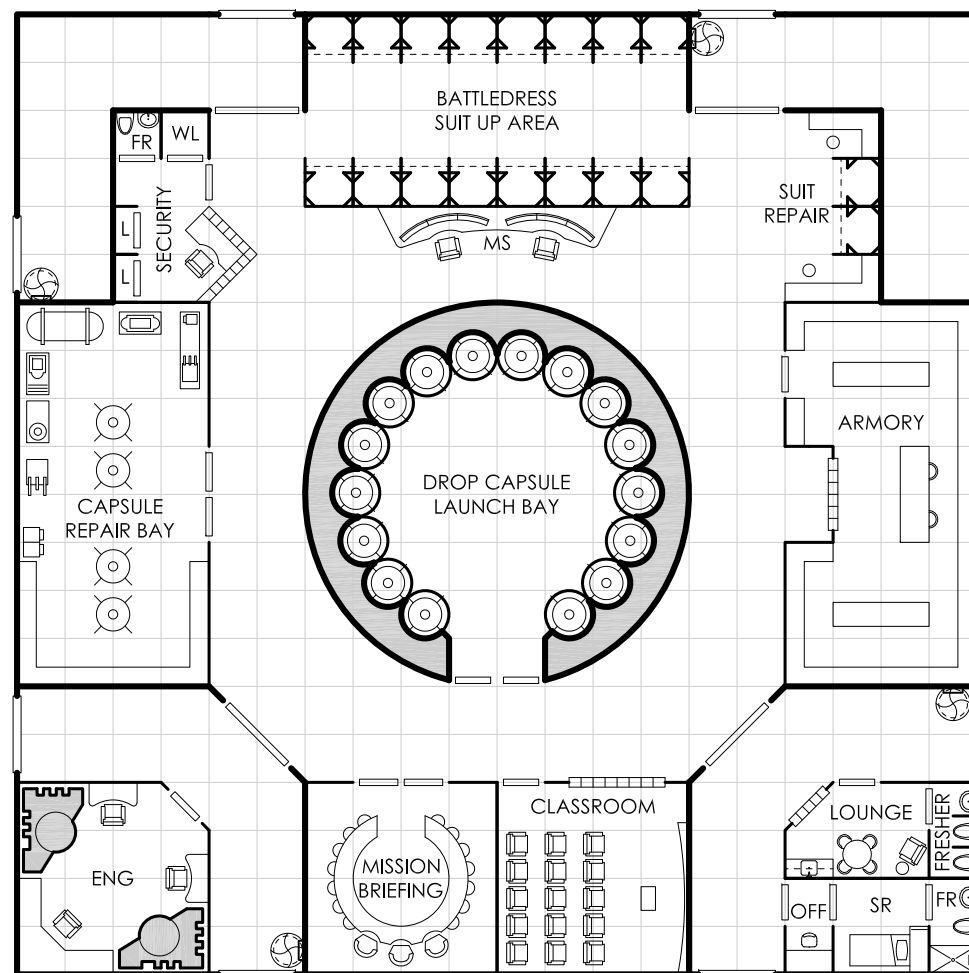


Notes:

- 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.



Drop Capsule Deck 208



Notes:

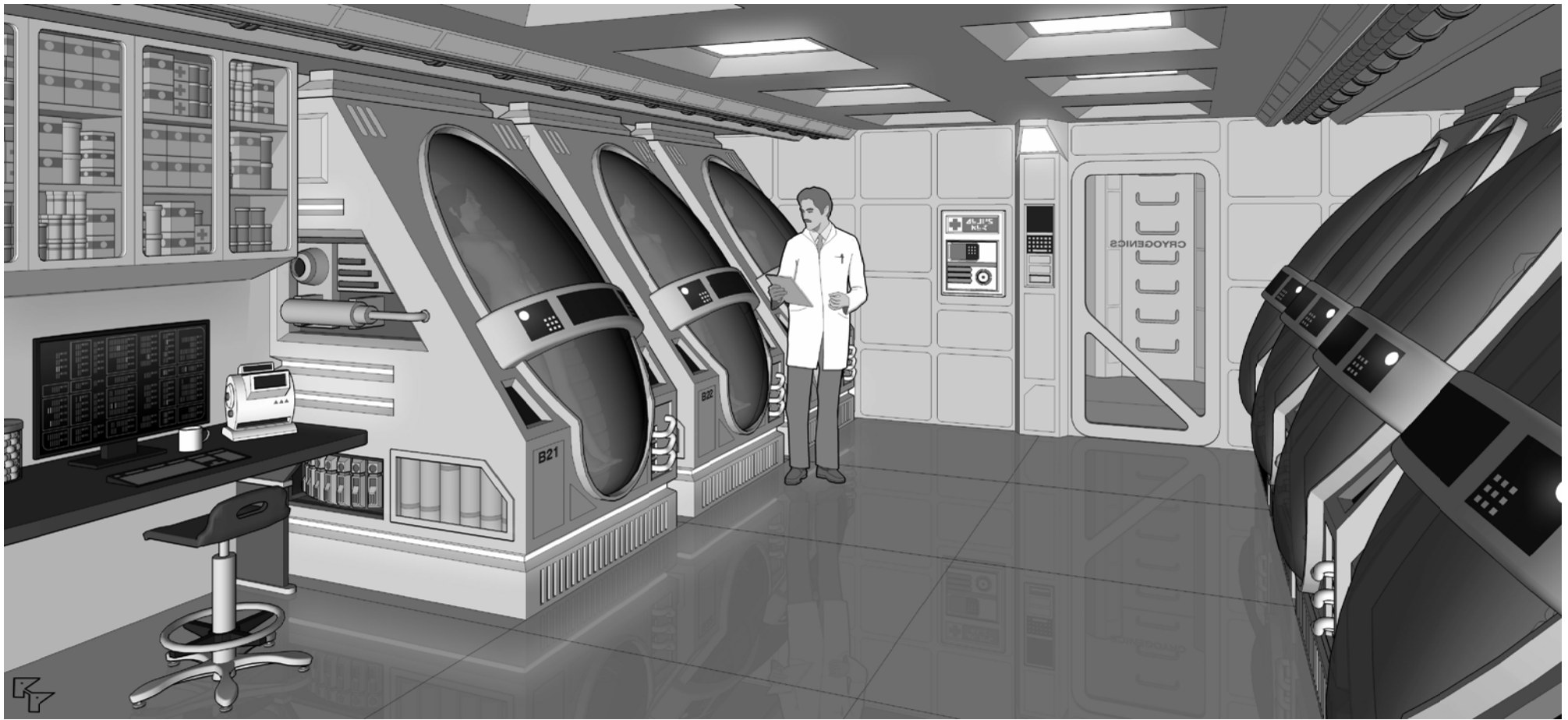
- Mission Briefing Room also serves as Capsule Launch Control Room.
- See *Yet Another Traveller Blog* for more information on the drop capsule.



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



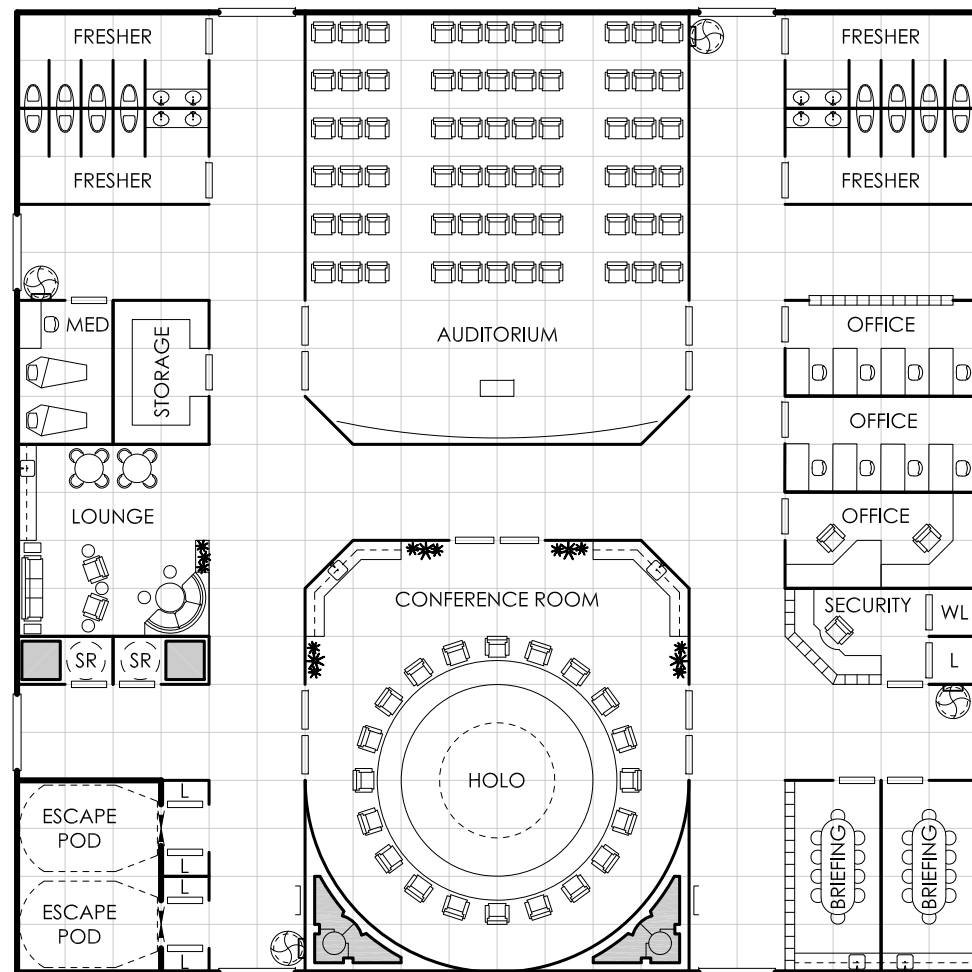
Notes:

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



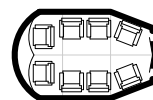
STEWARD ROBOT
ALCOVE

Auditorium 210



Notes:

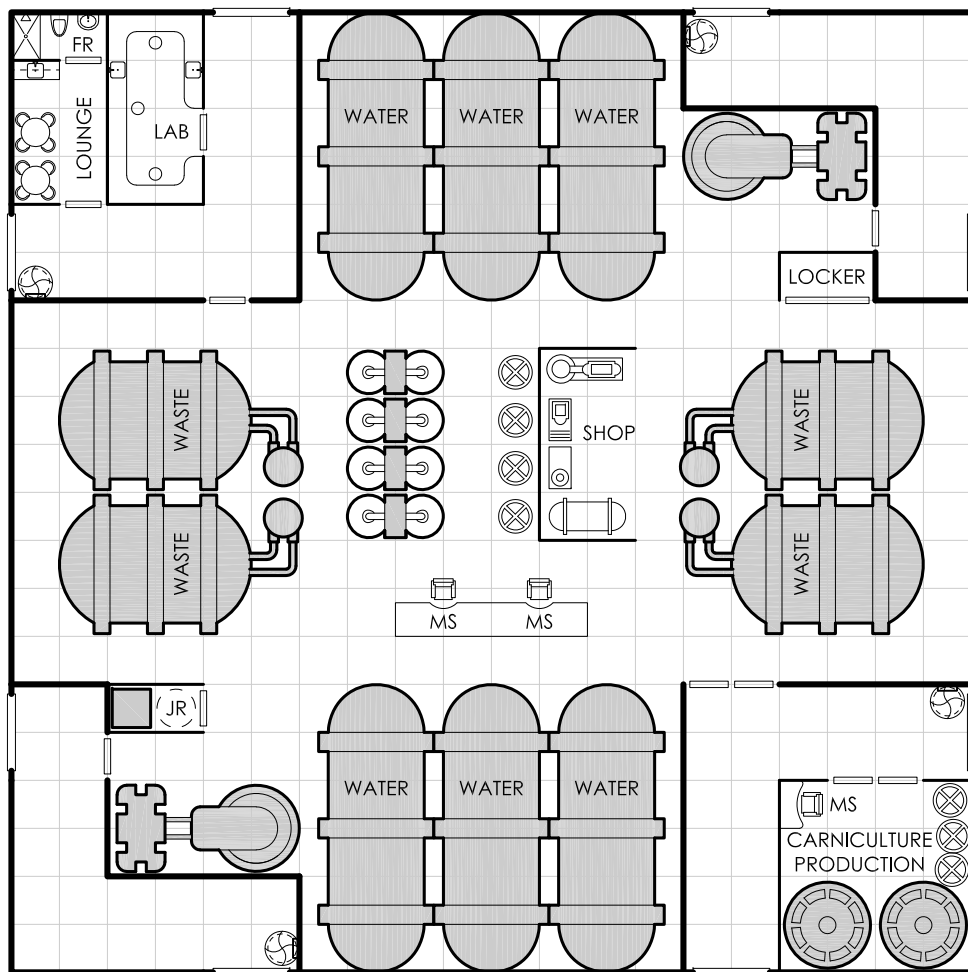
- The auditorium may be used for movies, lectures, training, diplomatic events, etc. Seating can be removed to make a large open space (ballroom, etc.).
- The large conference room is typically used for high level meetings for diplomats, nobles, planetary leaders, fleet commanders and other VIPs.



ESCAPE
POD

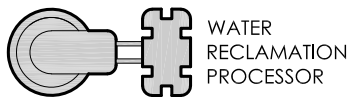
STEWARD ROBOT
ALCOVE

211 Waste Processing

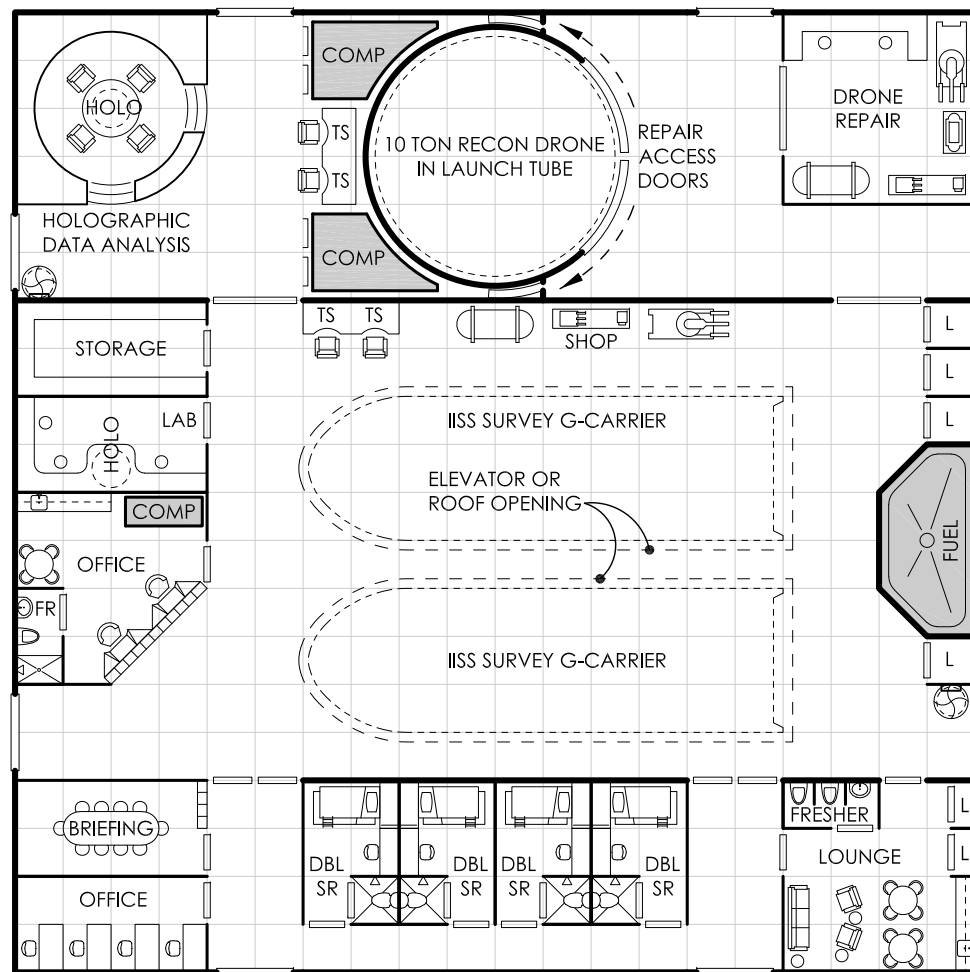


Notes:

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

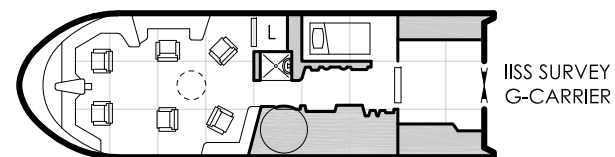


Scout/Survey Deck (212)

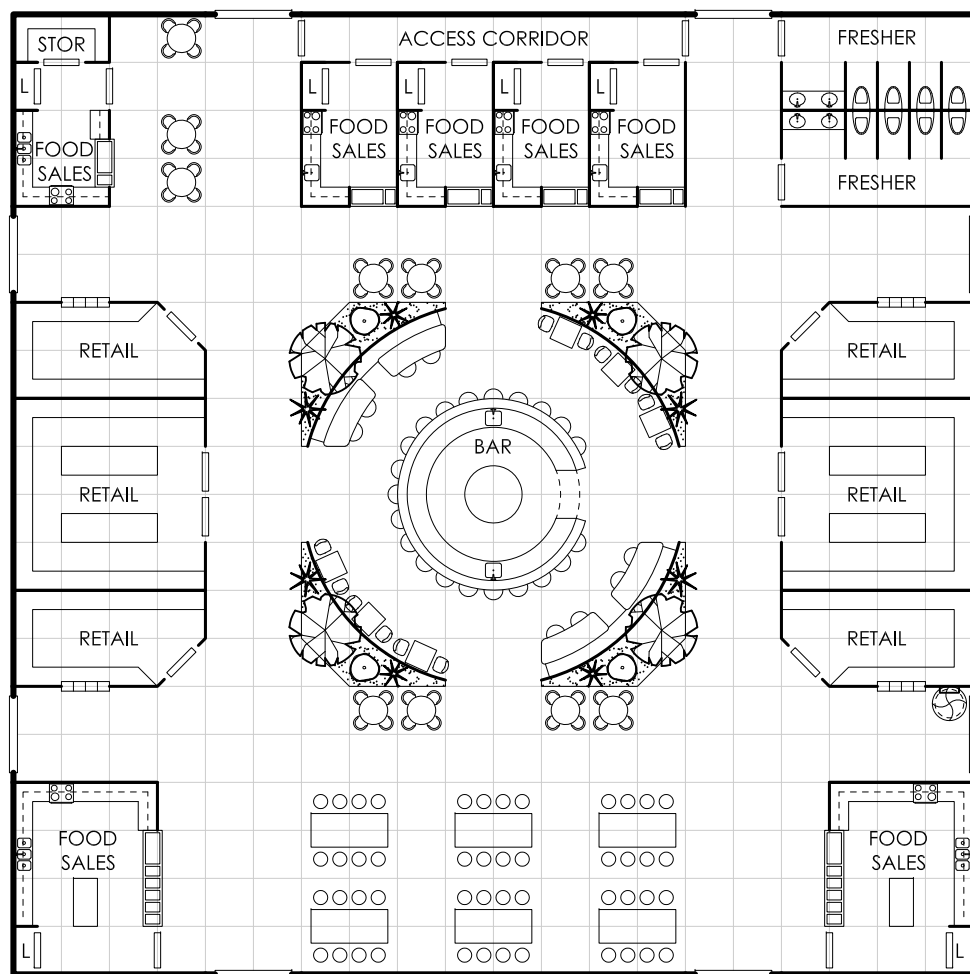


Notes:

- 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



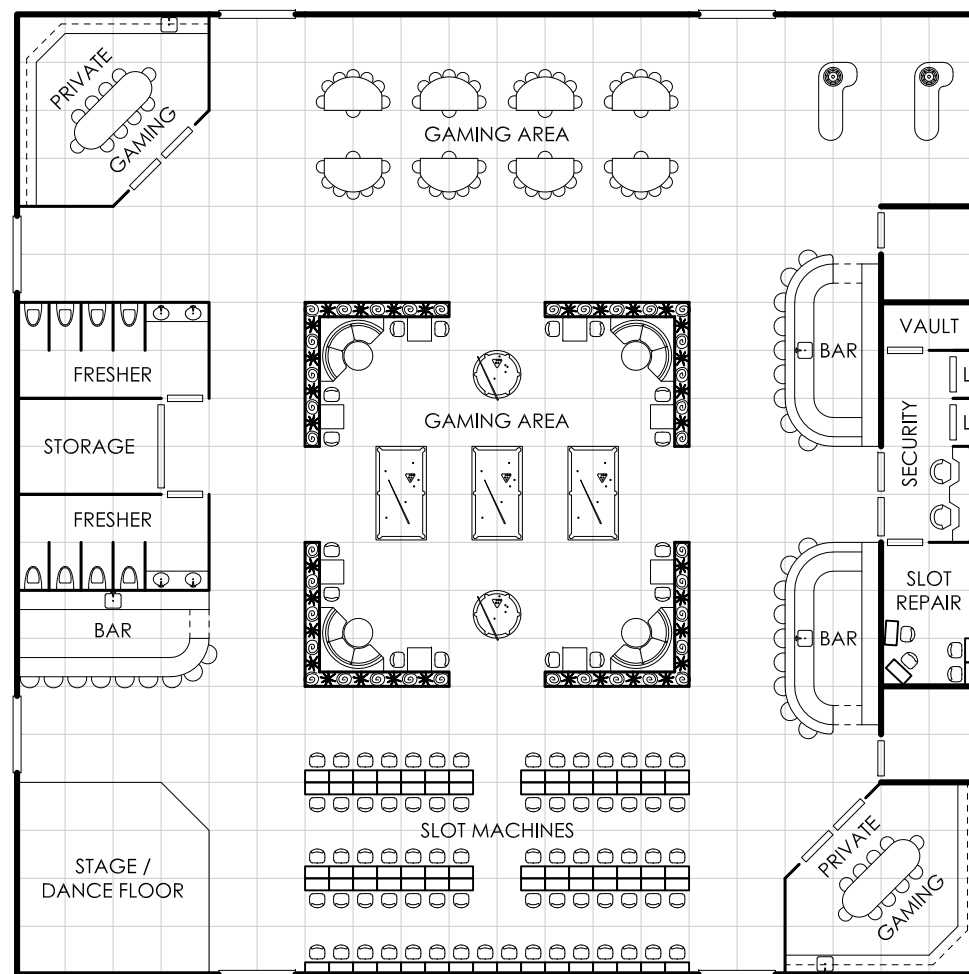
Notes:

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



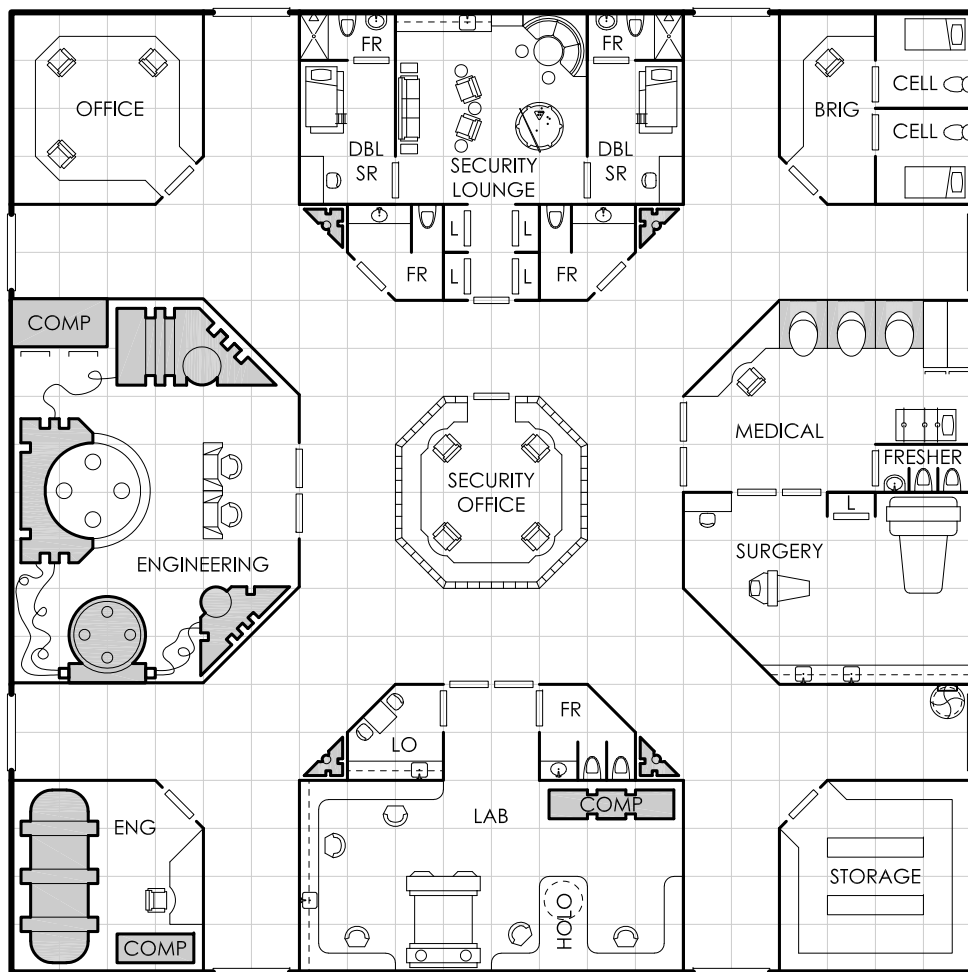
BUSHES AND TREES

Promenade - Casino 214



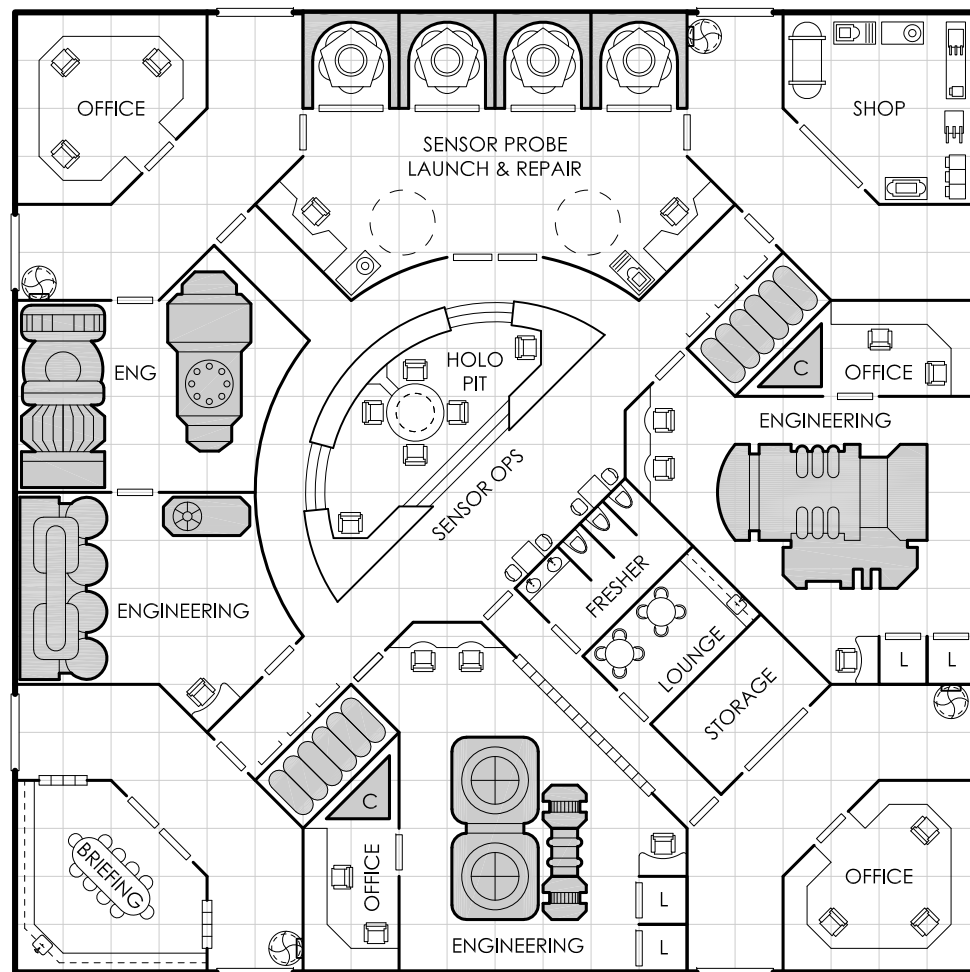
Notes:

- 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.

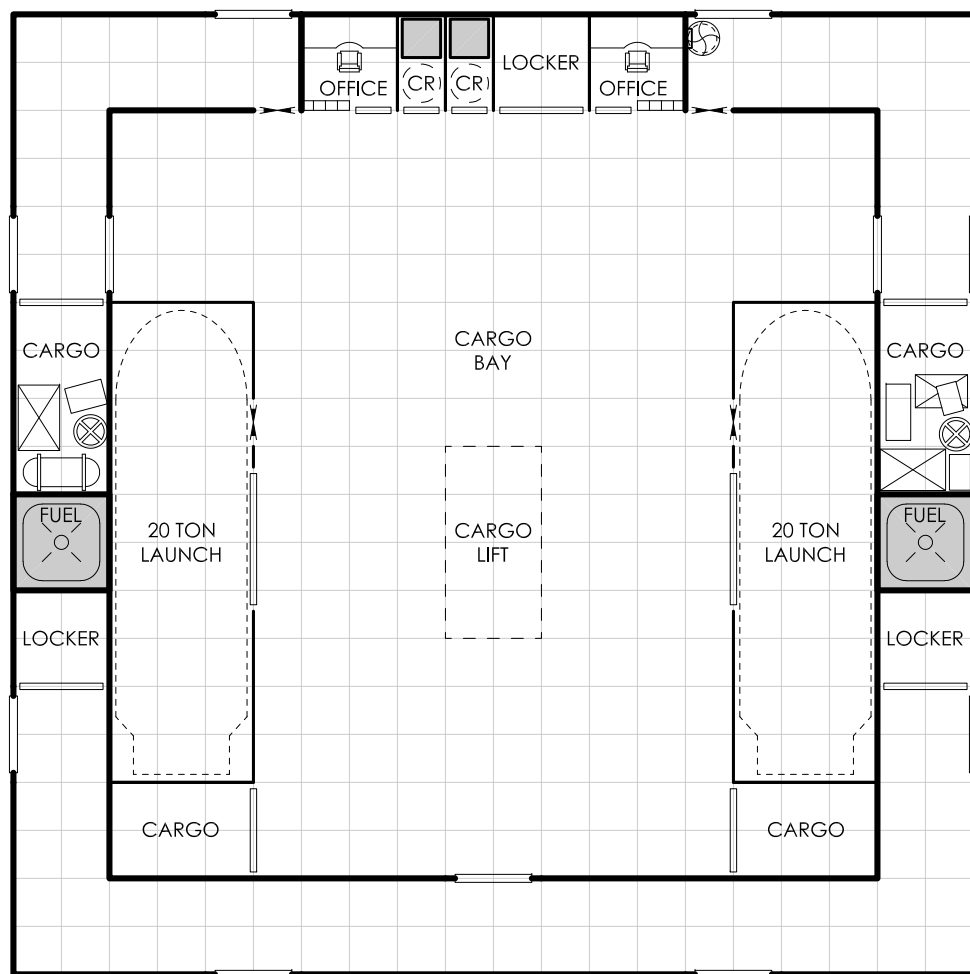


Notes:

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



217 Cargo Bay / 20 Ton Launch



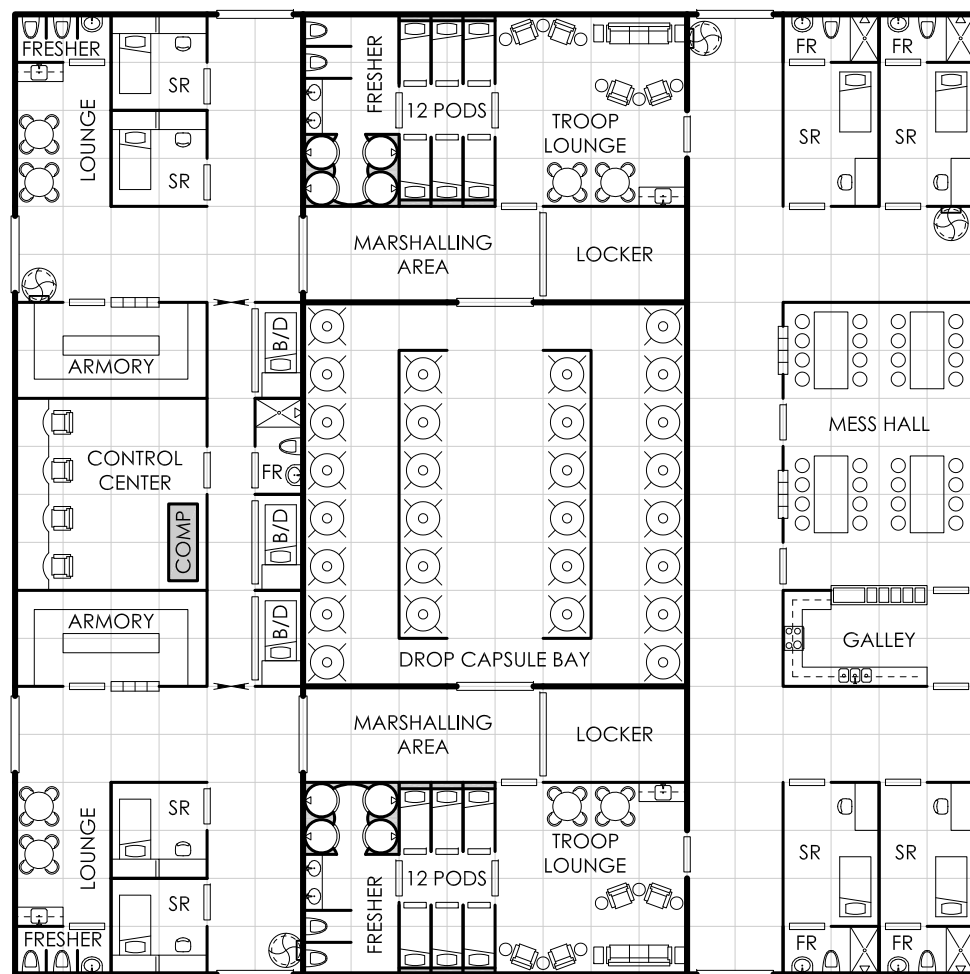
Notes:



 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.

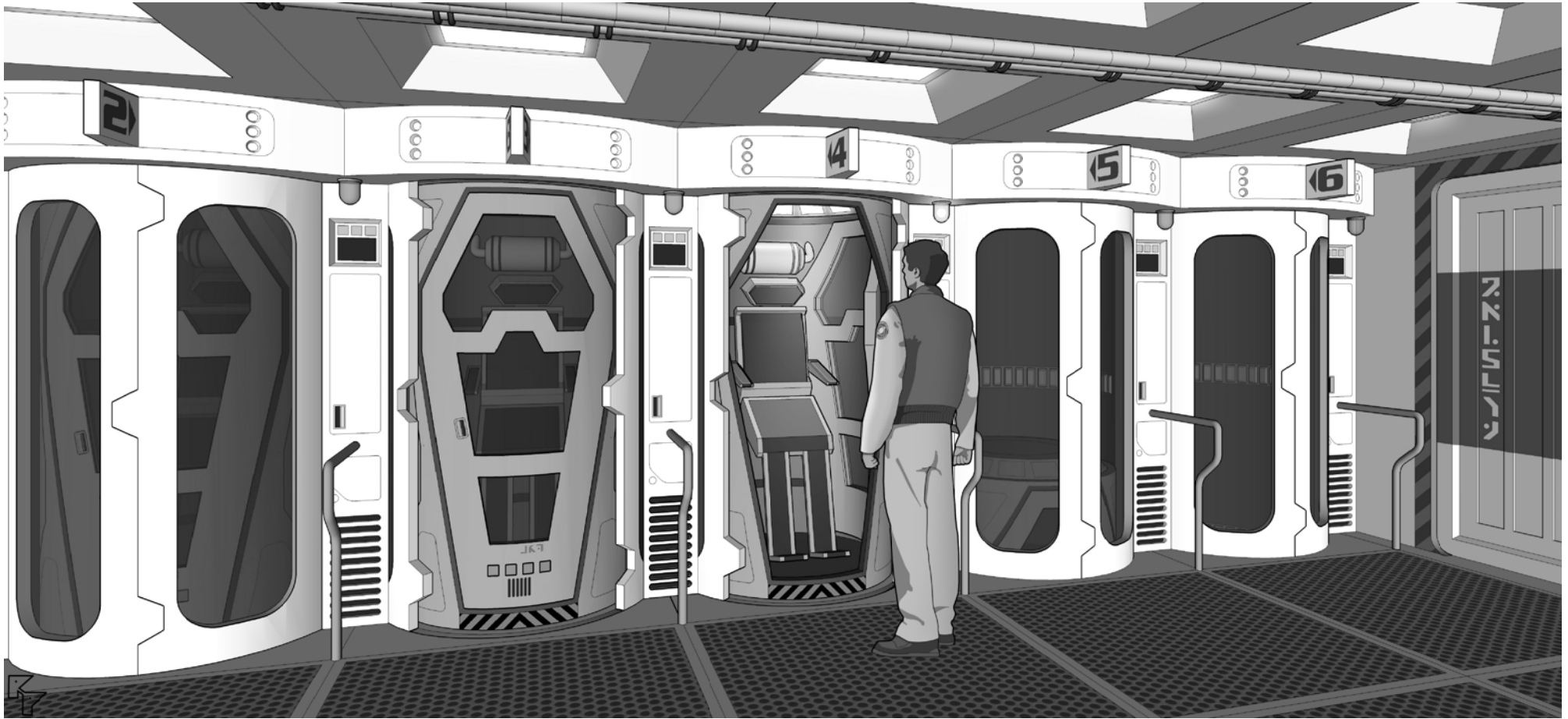
 DROP CAPSULE

 MINI STATEROOM
(BED OVER DESK)

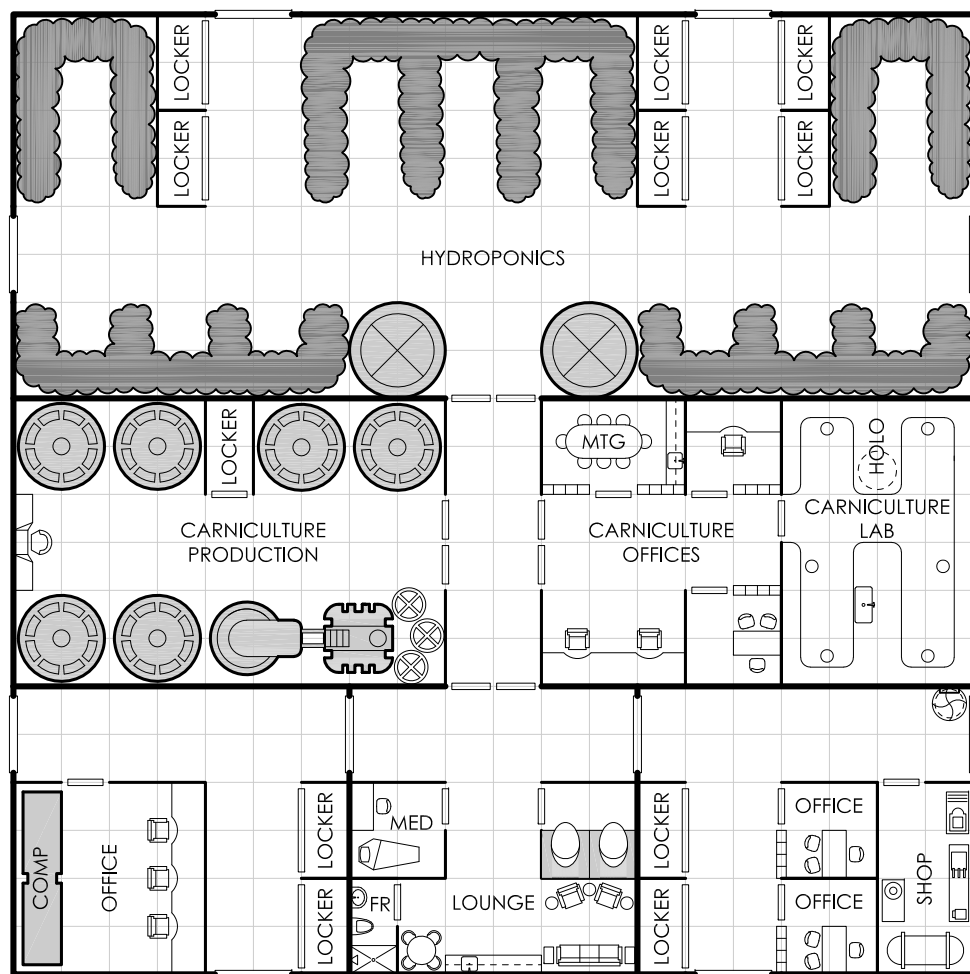
Drop Capsule Bay / Pod Bay

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.

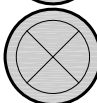


Notes:

- "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



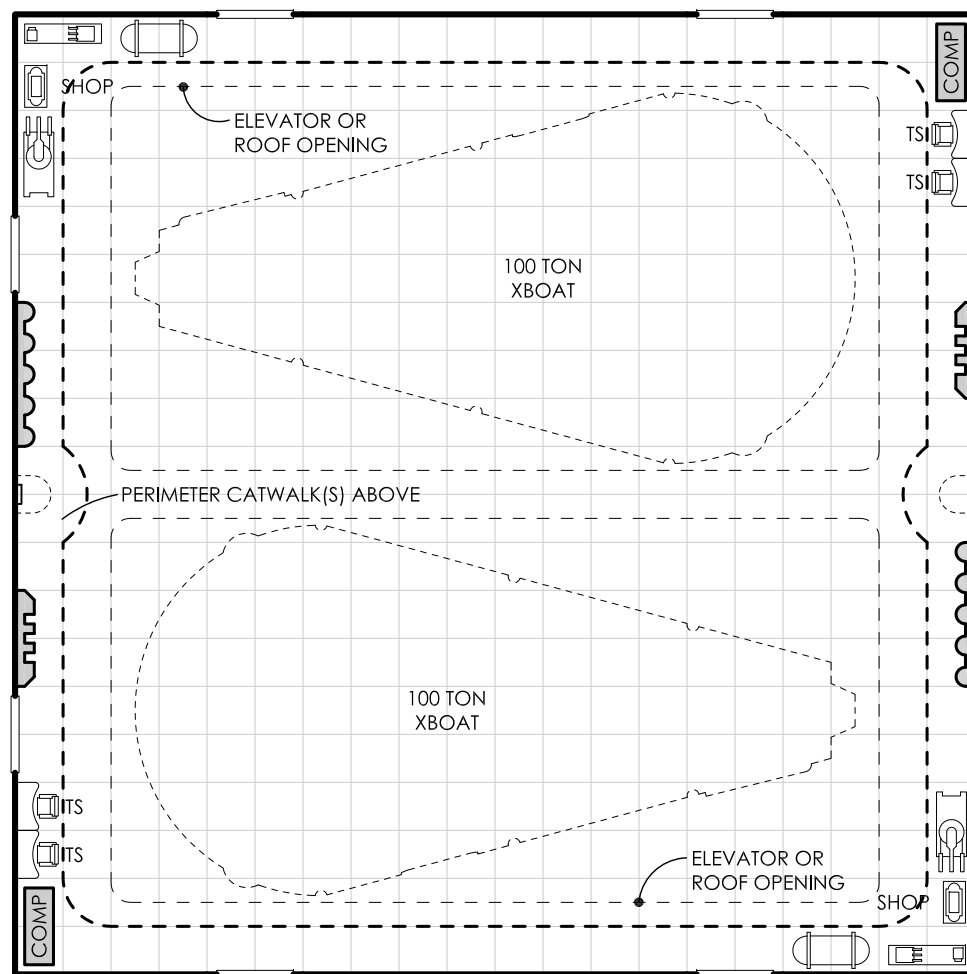
WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



HYDROPONIC
VEGETATION



LOW BERTH



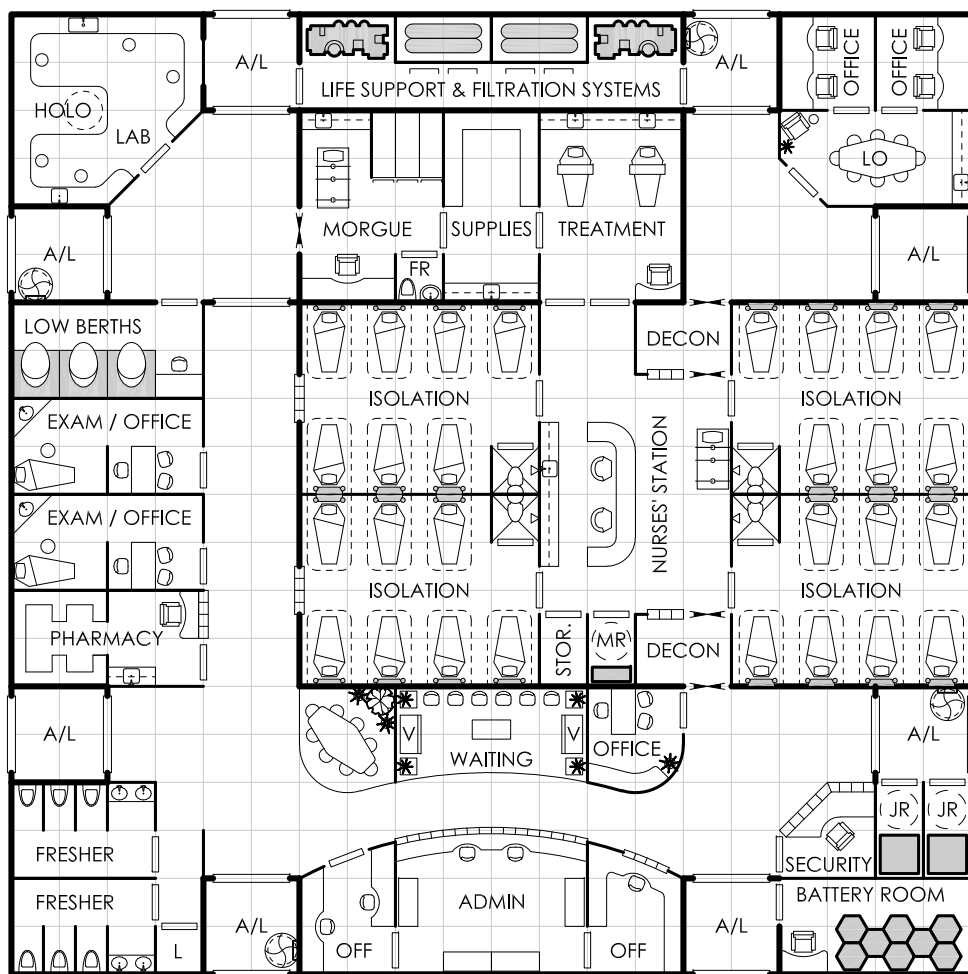
Notes:

- 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.



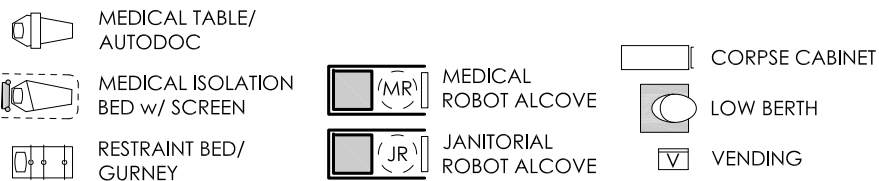
TECH STATION

221 Medical Isolation Ward

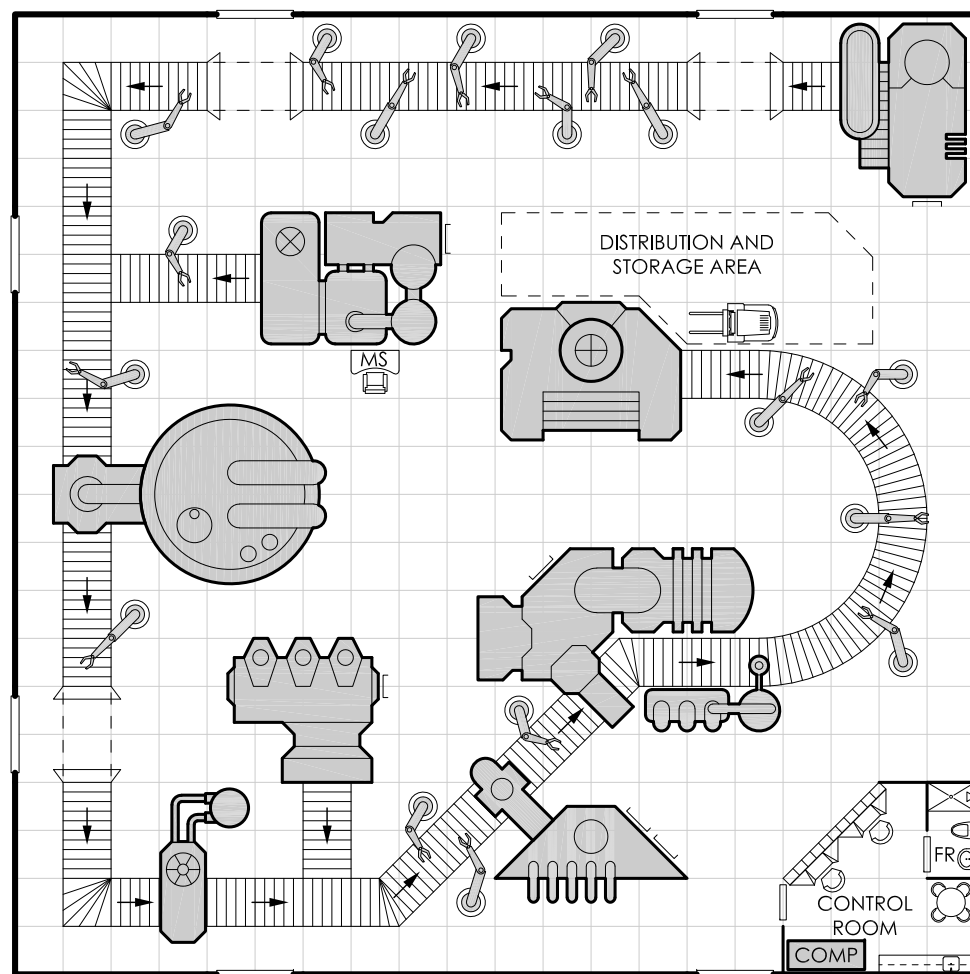


Notes:

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

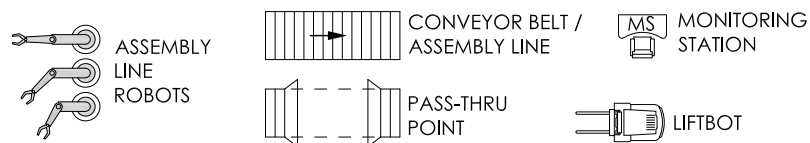


Manufacturing Bay 222

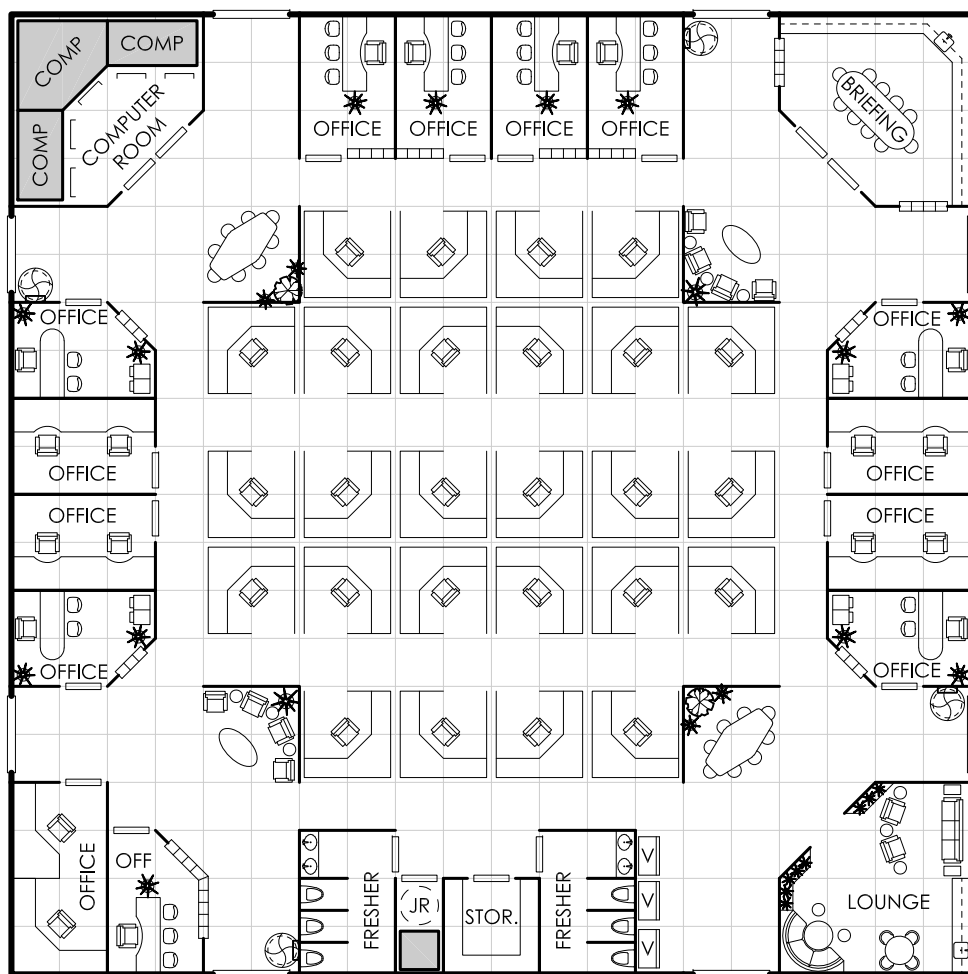


Notes:

- 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.



223 Office Space

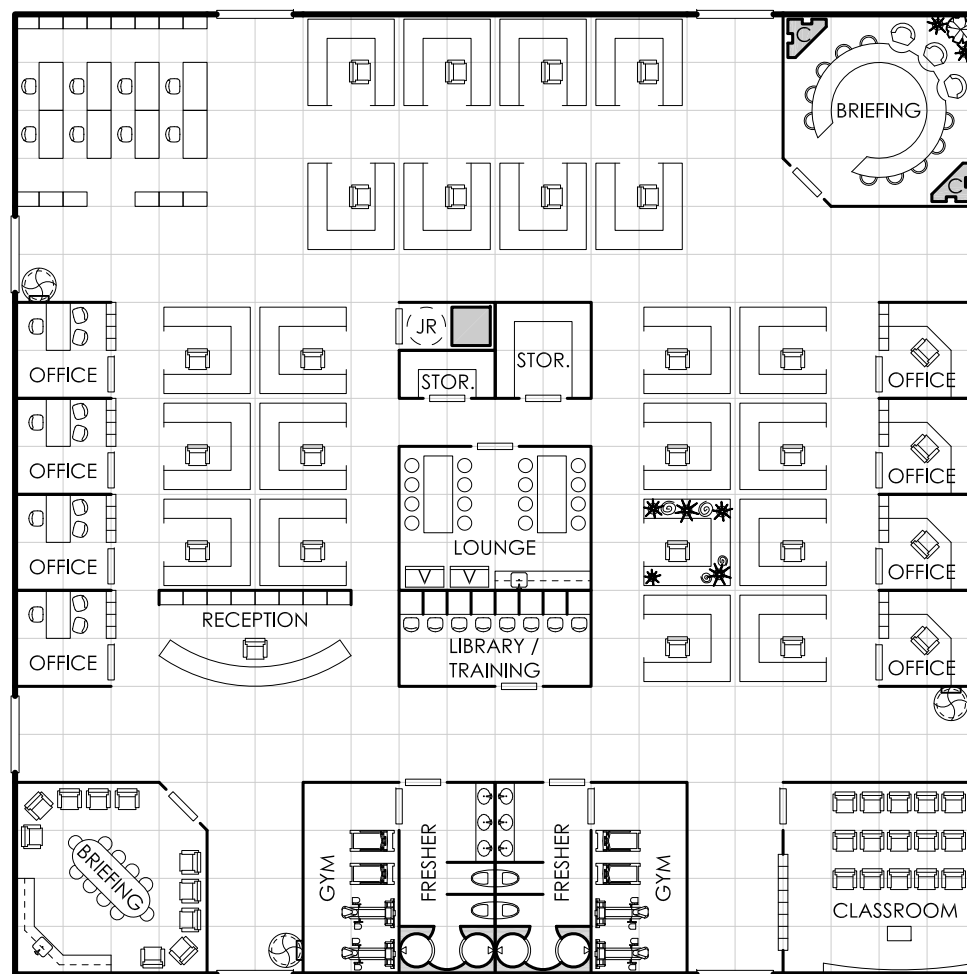


Notes:

- 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.



Office Space 224

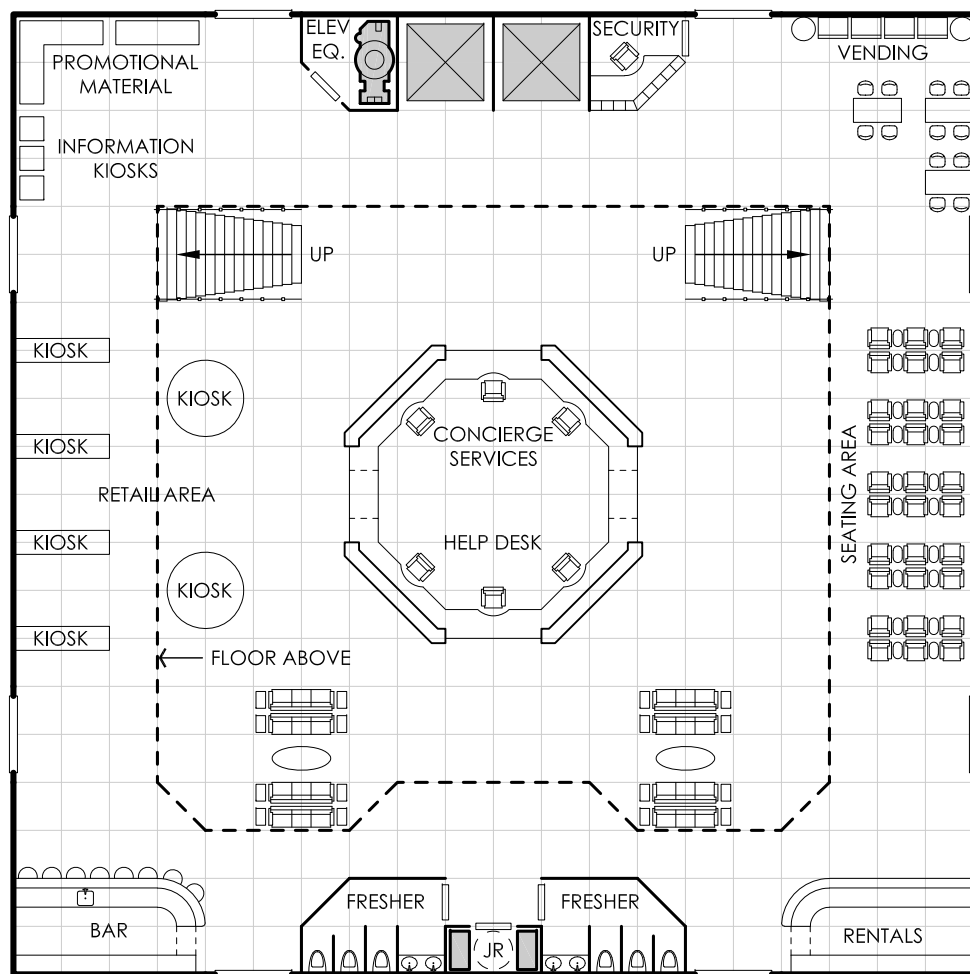


Notes:

- 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.

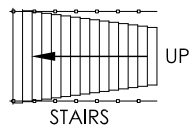


225 Lobby - Lower Level



Notes:

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

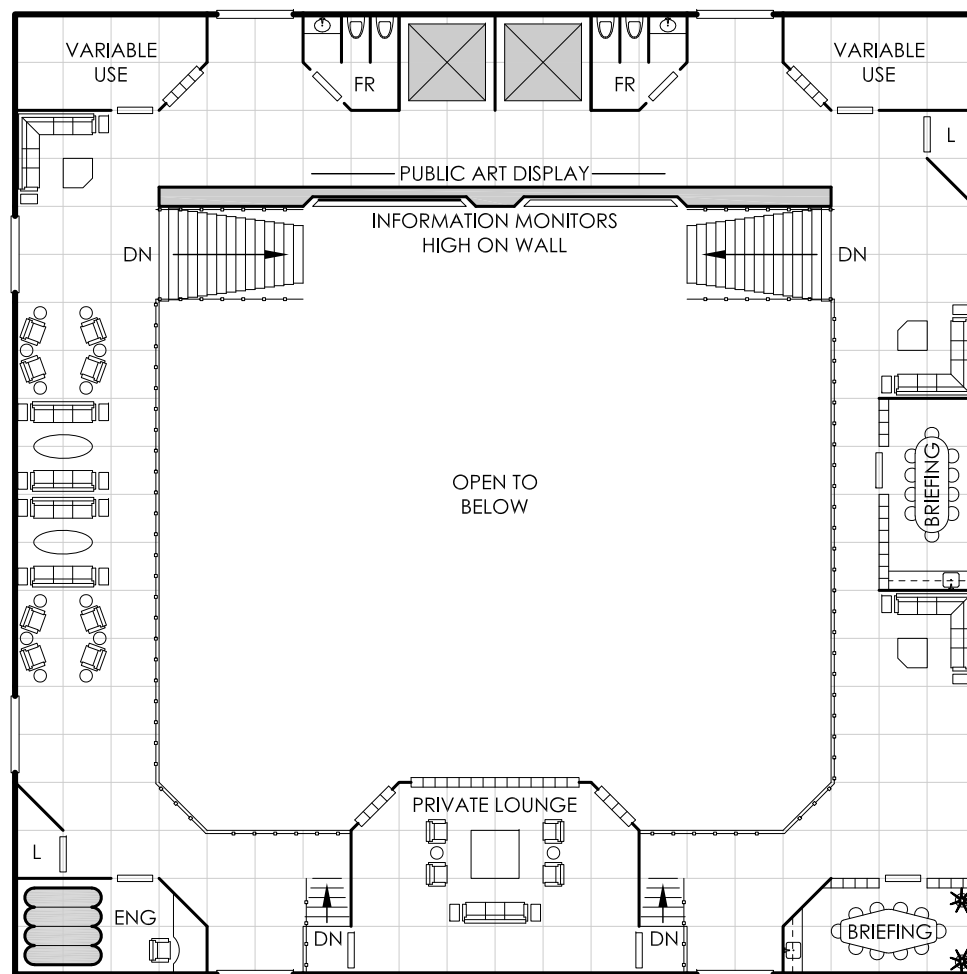


ELEVATORS



JANITORIAL
ROBOT ALCOVE

Lobby - Upper Level 226

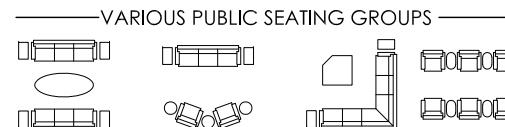


Notes:

- 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.



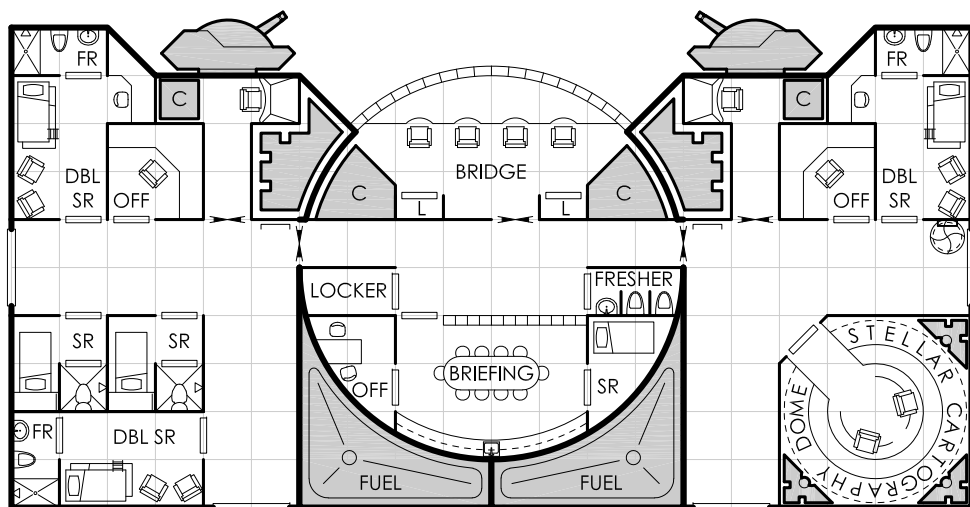
LIFE
SUPPORT



Section 2

Edge Geomorphs

301 Bridge



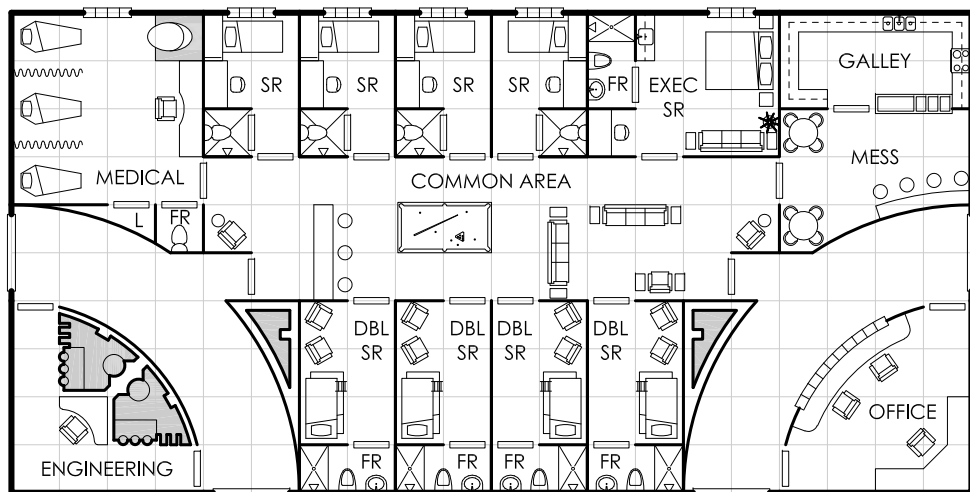
Notes:

- The briefing room doubles as a lounge.



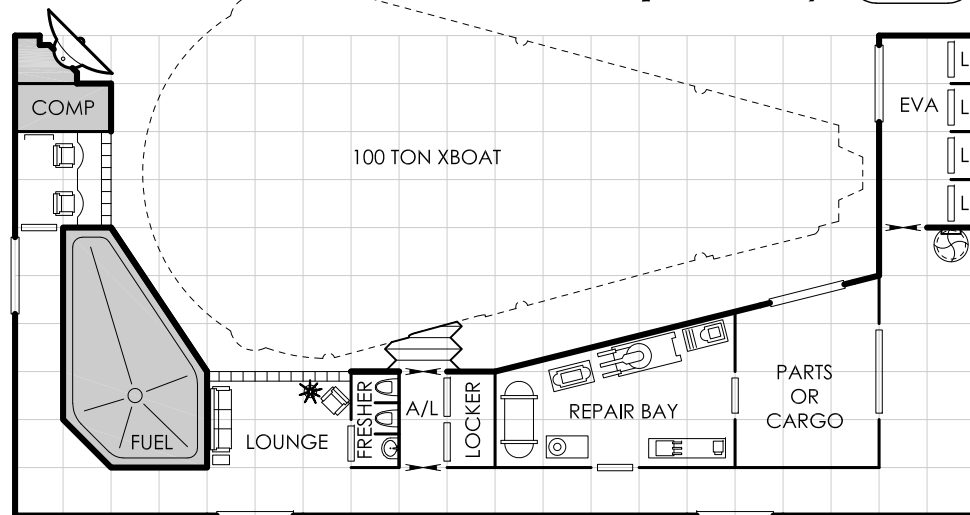
LASER TURRET

303 Passenger Deck



Notes:

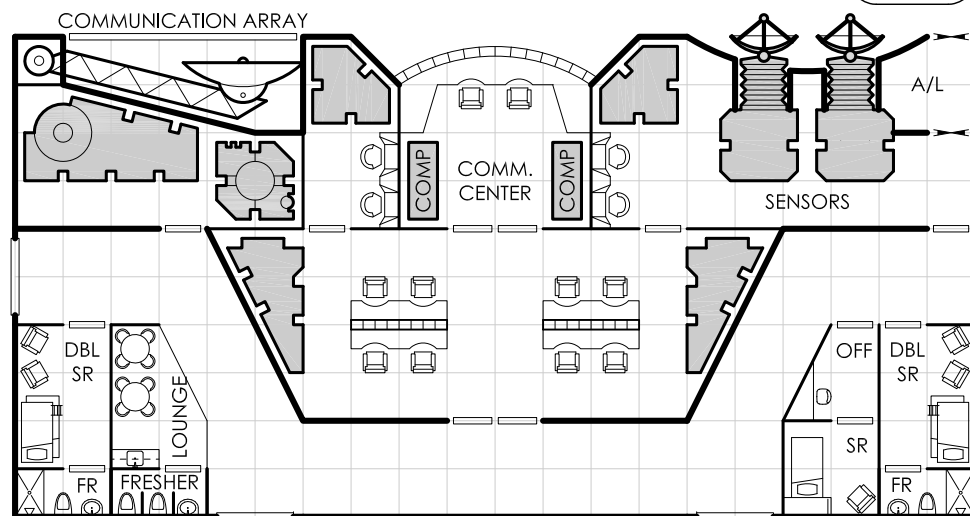
Xboat Repair Bay 302



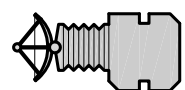
Notes:

- 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.

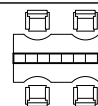
Communications 304



Notes:



RETRACTABLE SENSORS

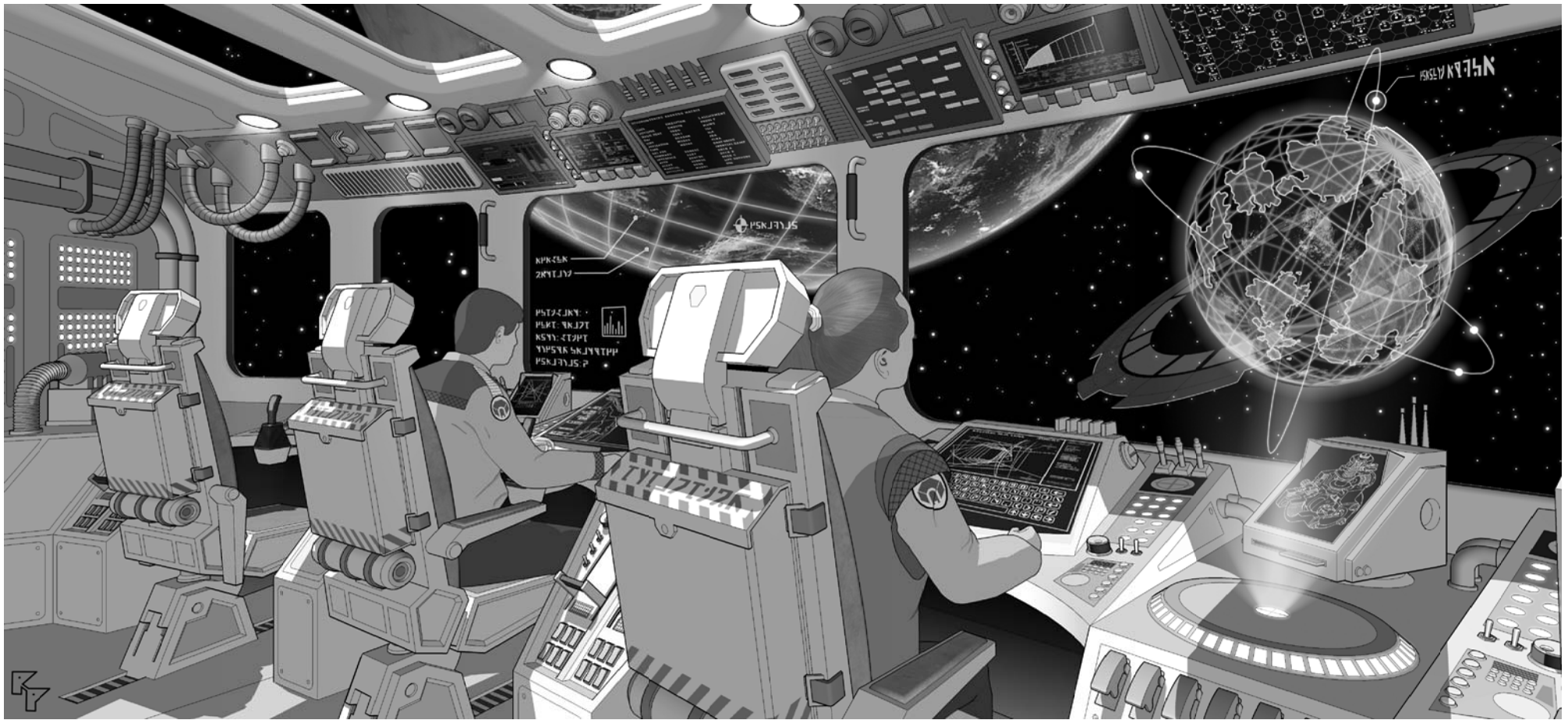


QUAD WORKSTATION

Bridge

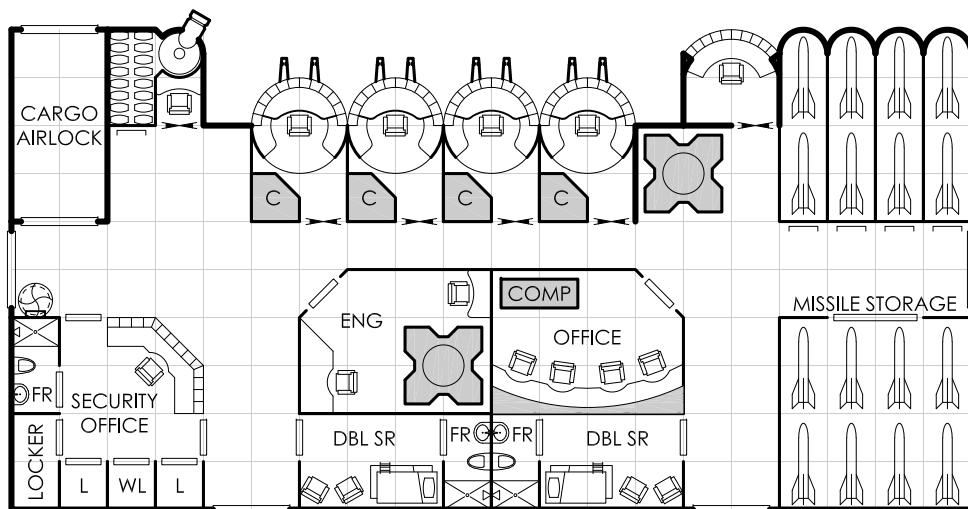
The bridge is the control center for the ship, and arguably its most important space. Controls here are tied to all ship's systems and coordinated with engineering, avionics, communications, sensors, and a hundred other ship's functions. Consequently, it is also one of the most secure spaces on a ship 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.

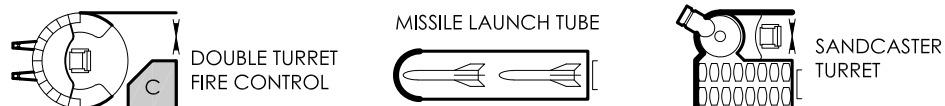


A small but comfortable and efficient bridge. The pilot takes advantage of the heads-up display on the main viewport while the navigator uses planetary holography and other tools to plan the descent to their landing zone.

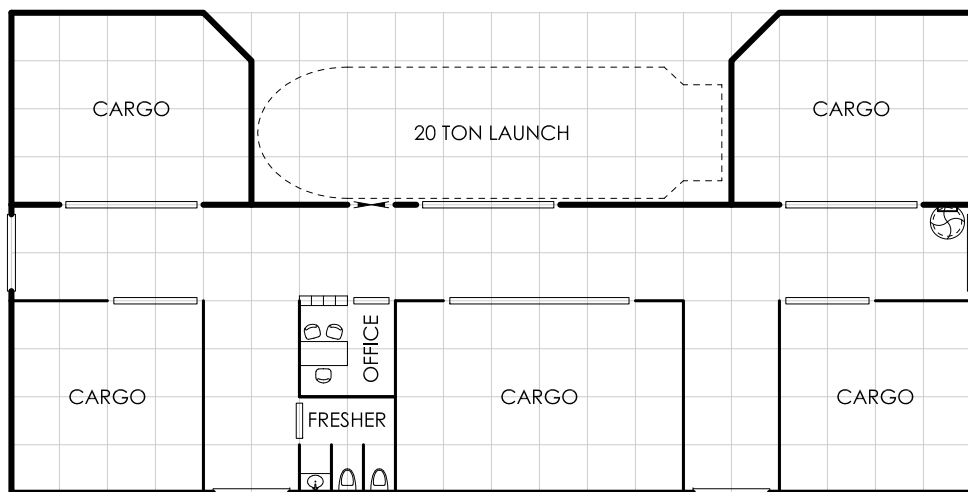
305 Weapons Bay



Notes:



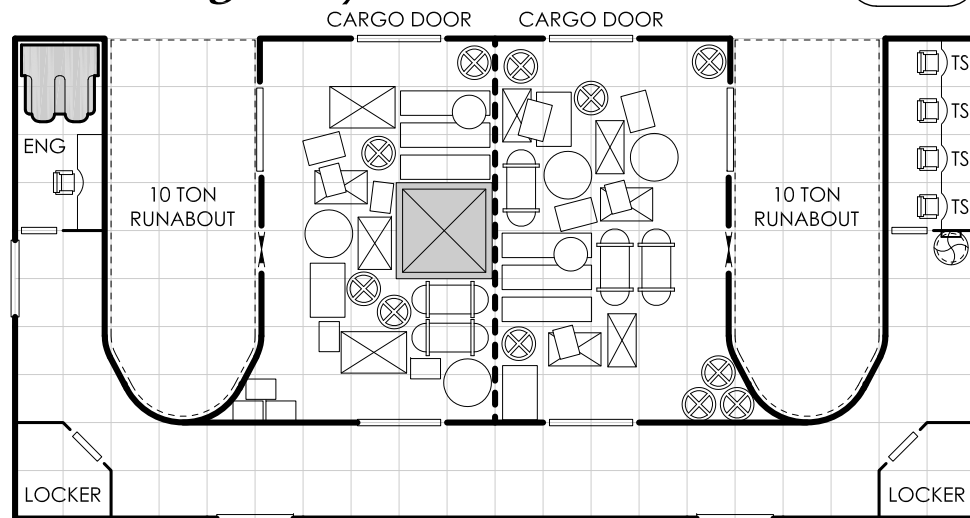
307 Cargo Bay - 20 Ton Launch



Notes:

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

Cargo Bay - 10 Ton Runabouts 306

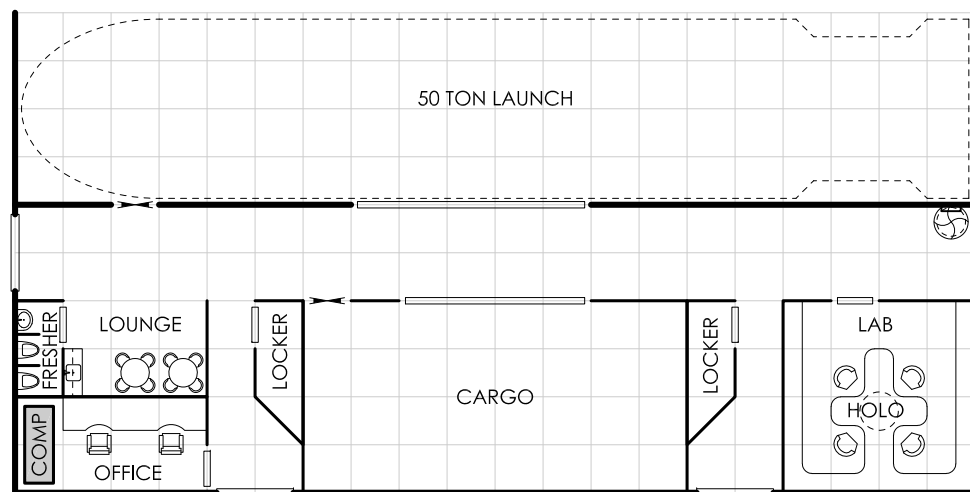


Notes:

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

----- COLLAPSIBLE WALL

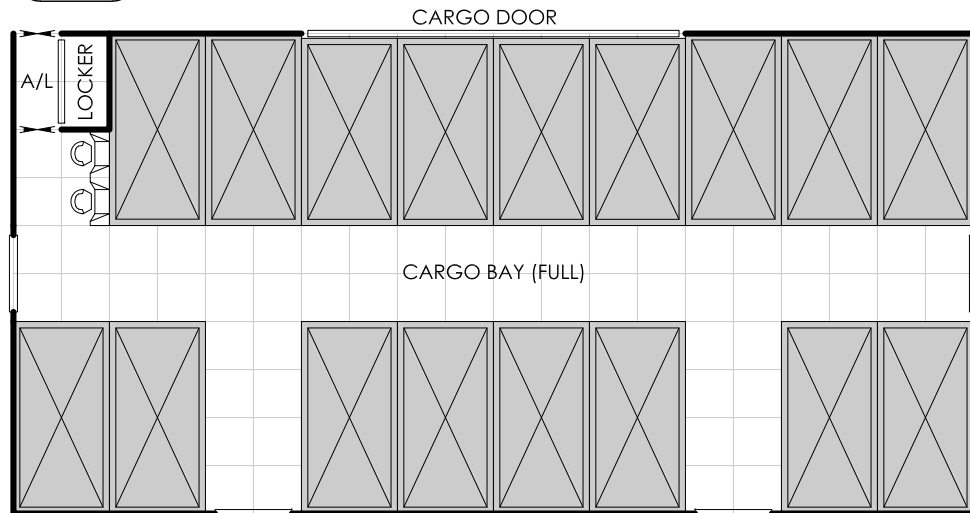
Cargo Bay - 50 Ton Launch 308



Notes:

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

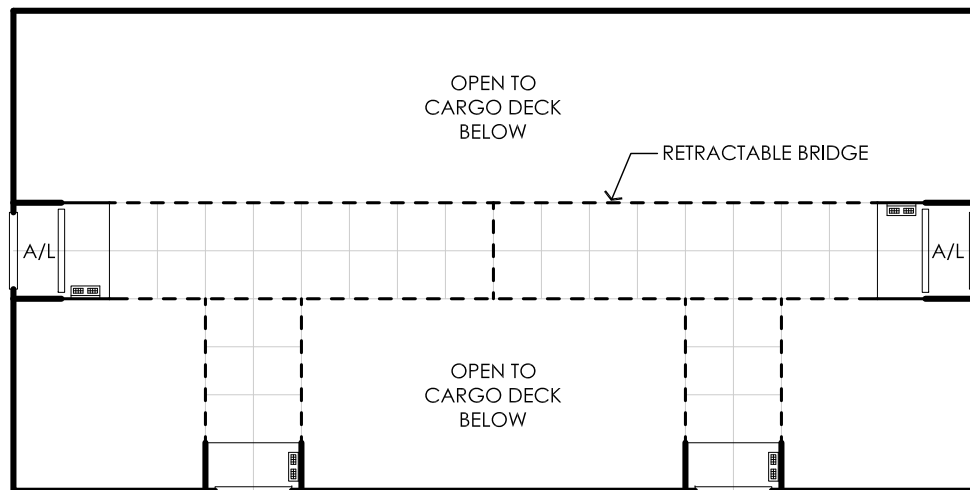
309 Cargo Bay - Full



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

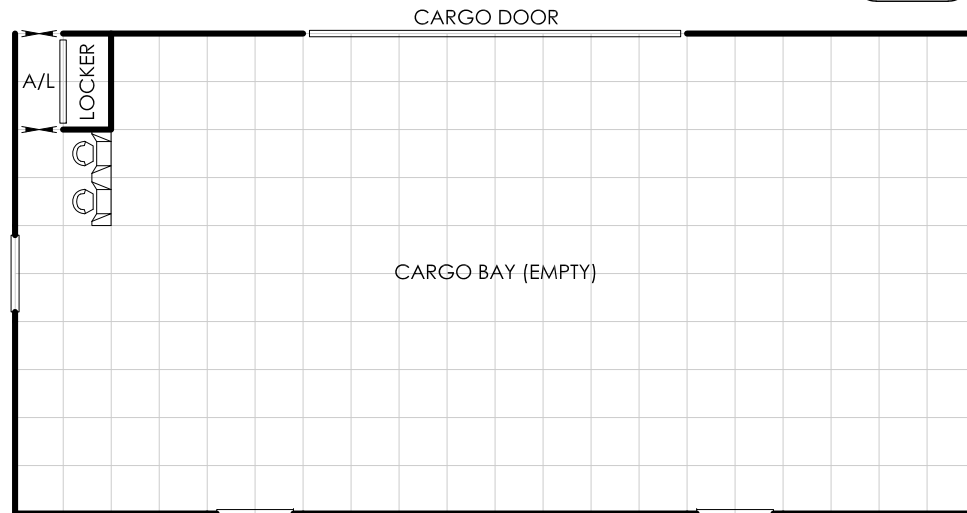


Notes:

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

 RETRACTABLE BRIDGE CONTROL PANEL (EACH PANEL CONTROLS ALL BRIDGES)

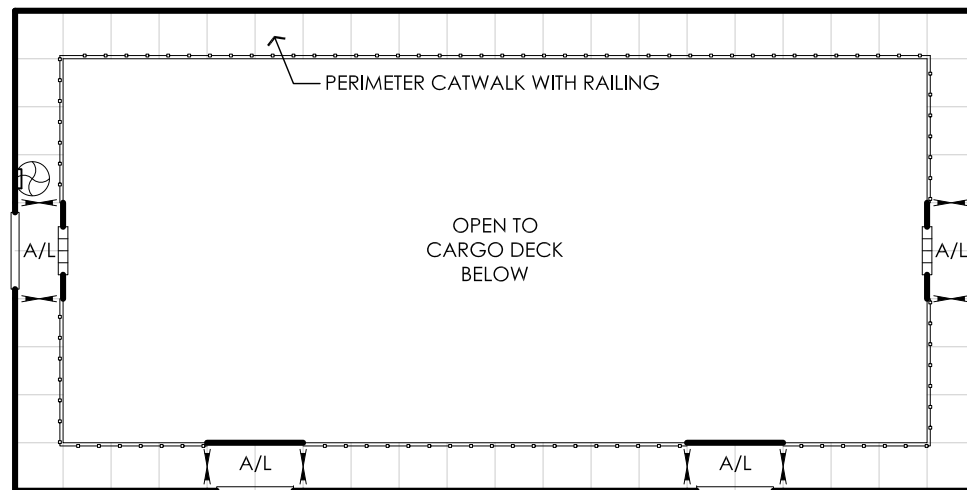
Cargo Bay - Empty 310



Notes:

- See geomorph 309 for full version.

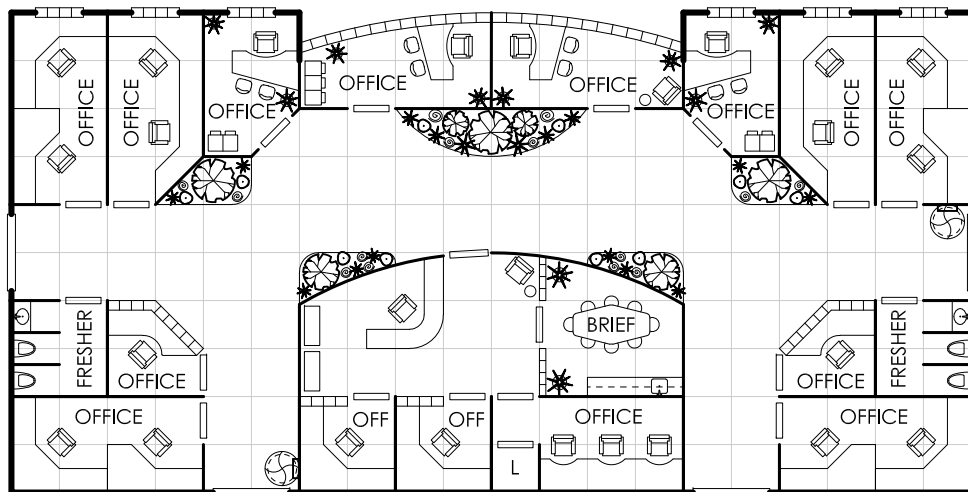
Cargo Bay - Upper 312



Notes:

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

313 Office Space

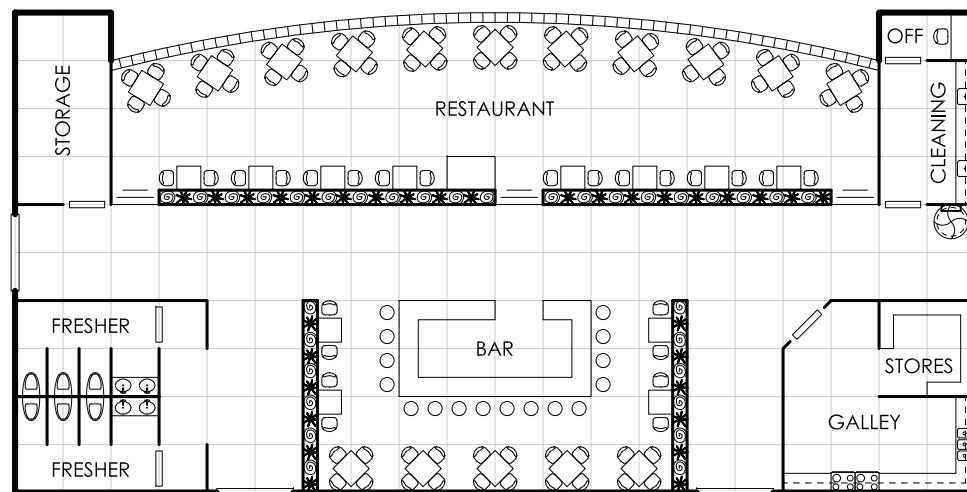


Notes:

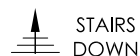
- Office space is primarily used only for space stations, high rise buildings, and the largest starships.



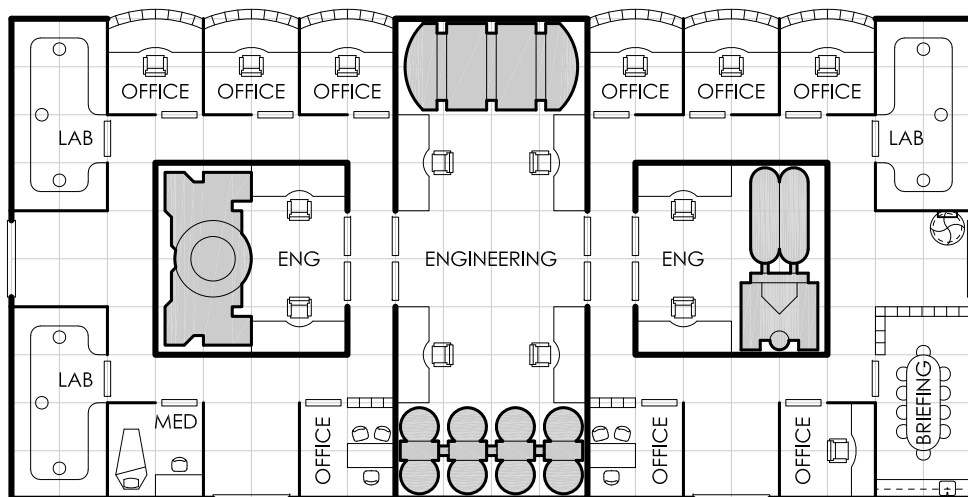
Restaurant / Bar 314



Notes:



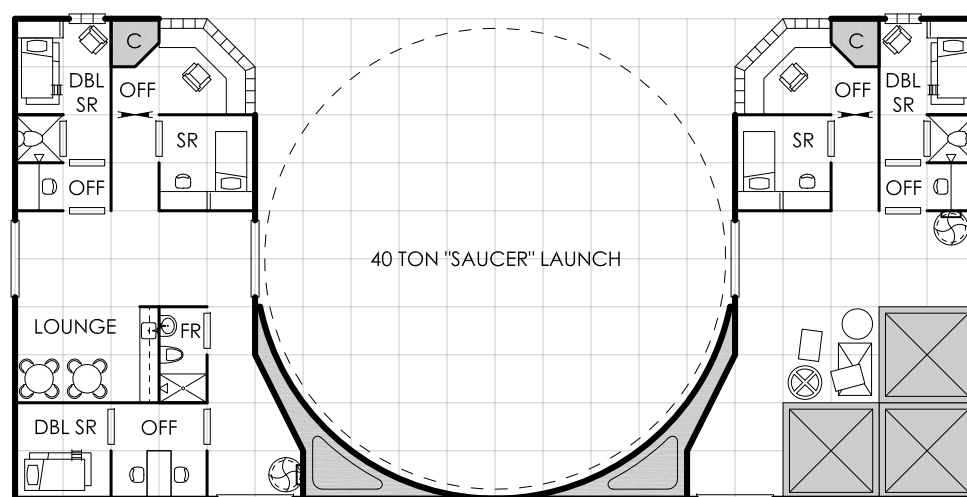
315 Engineering



Notes:

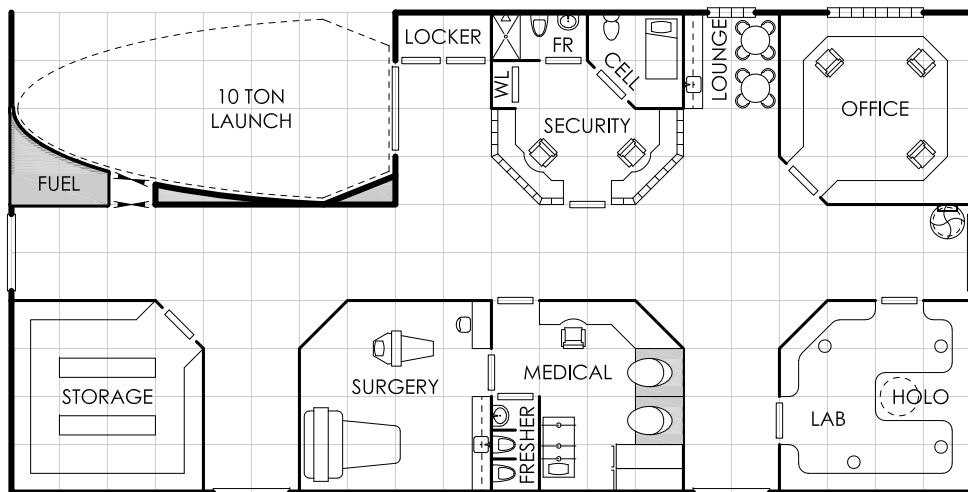
- The briefing room doubles as a lounge.

40 Ton Launch Bay 316



Notes:

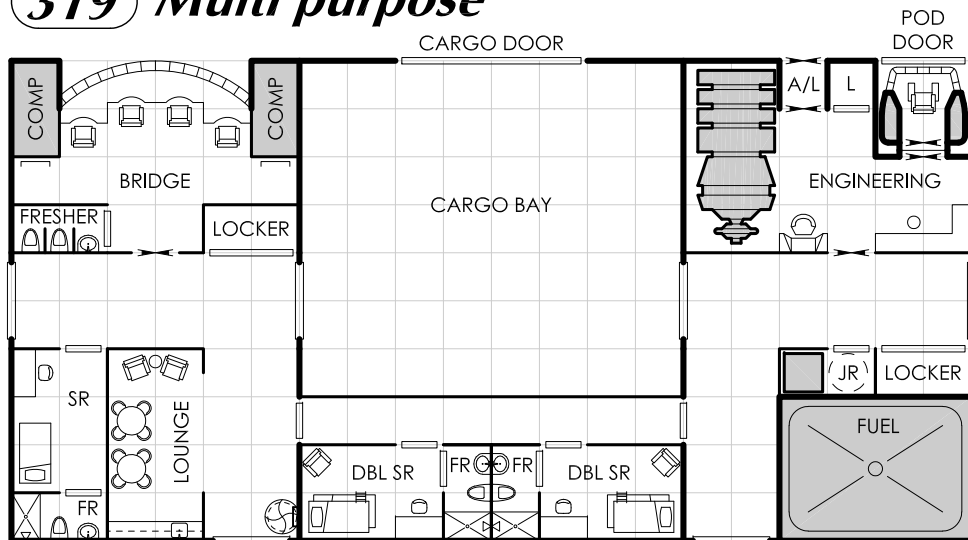
317 Security Checkpoint



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



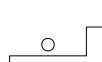
Notes:



JANITORIAL
ROBOT ALCOVE

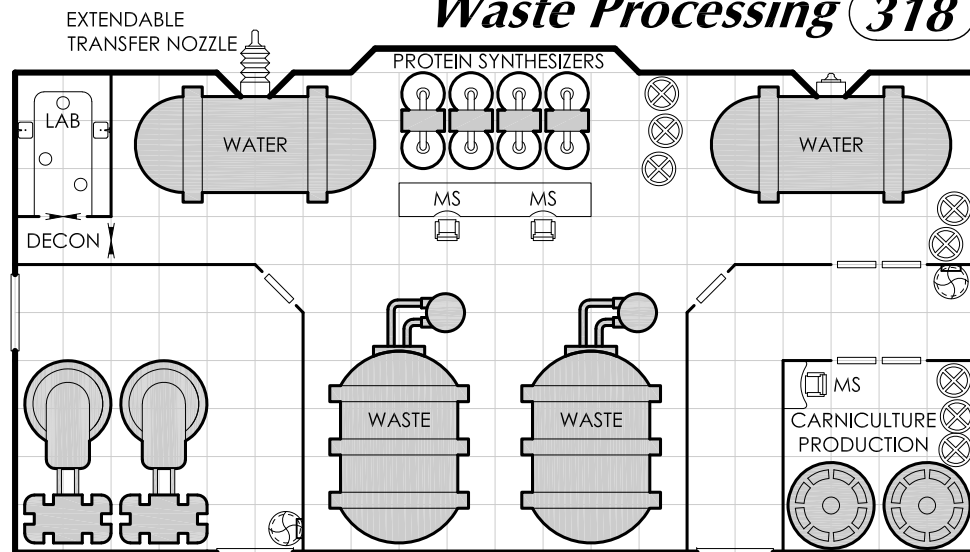


WORK
POD



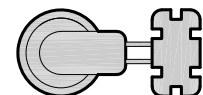
REPAIR
BENCH

Waste Processing 318



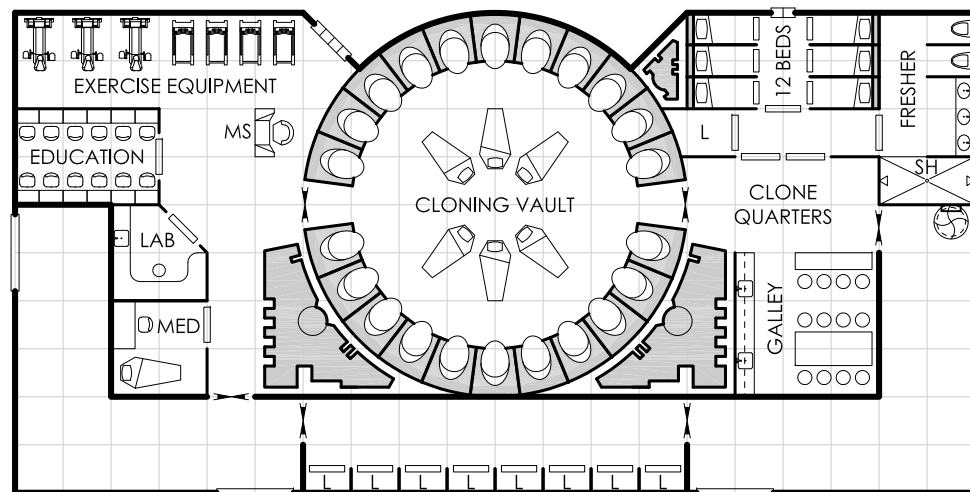
Notes:

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



WATER
RECLAMATION
PROCESSOR

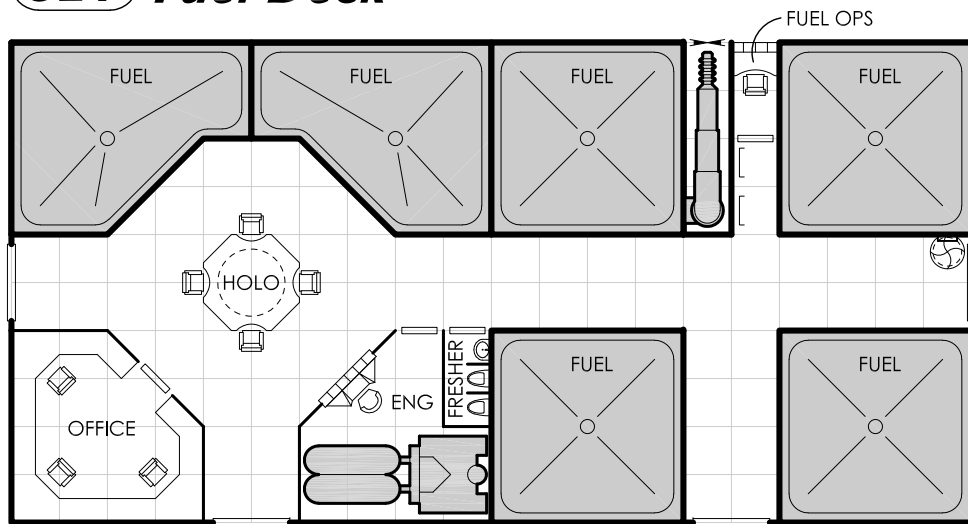
Cloning Facility 320



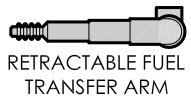
Notes:

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

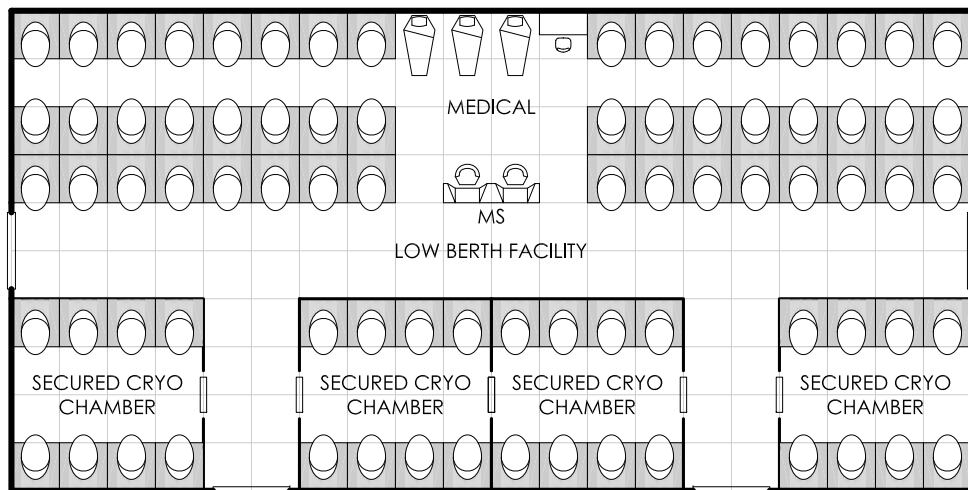
321 Fuel Deck



Notes:



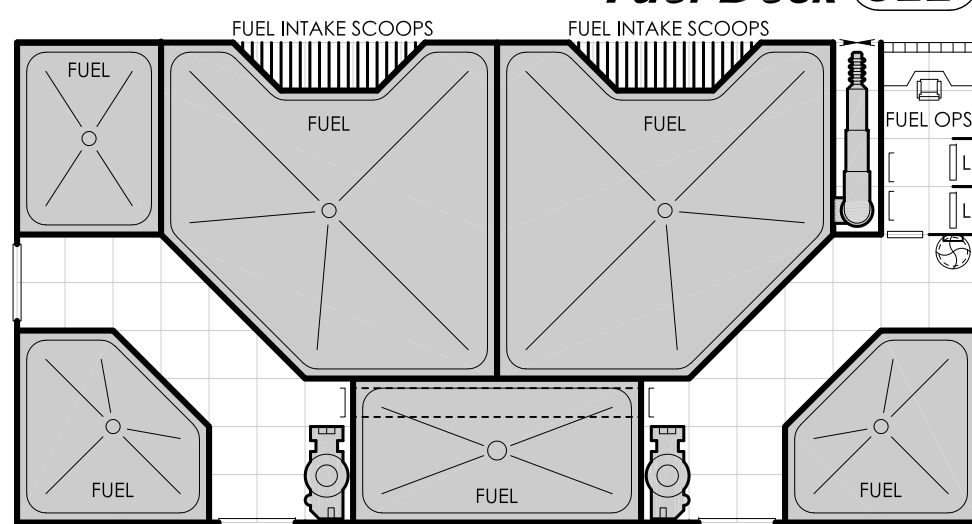
323 Low Berth Deck



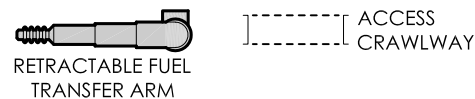
Notes:

- 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.

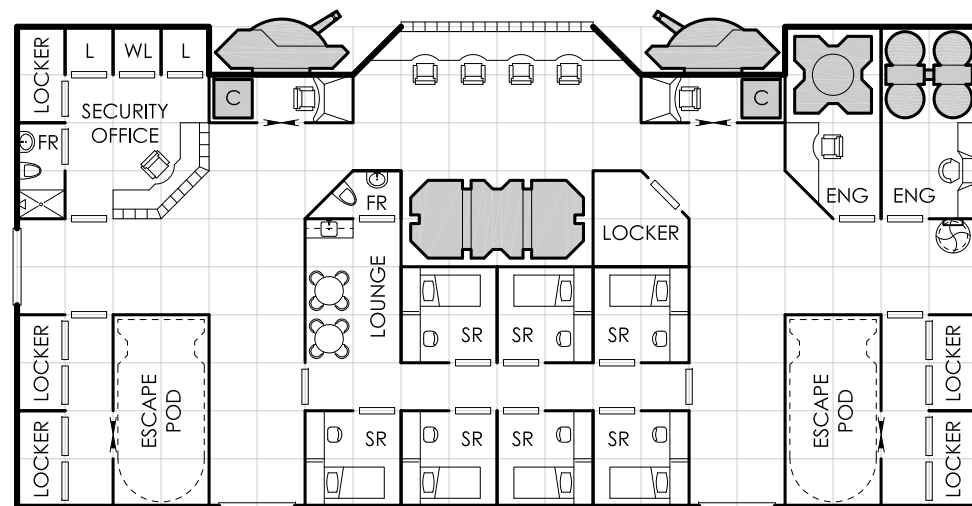
Fuel Deck 322



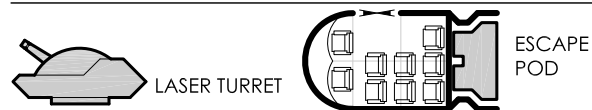
Notes:



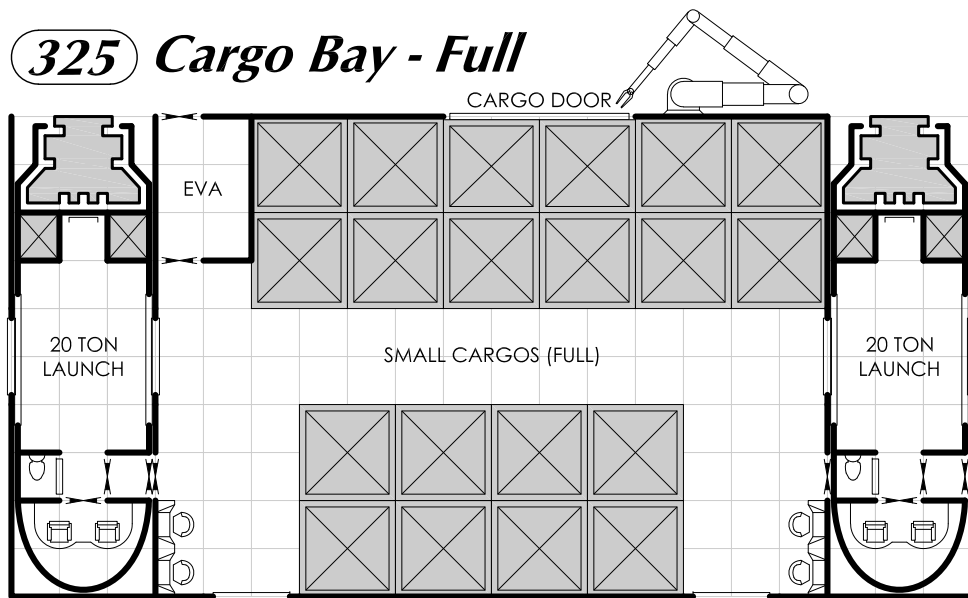
Multi purpose 324



Notes:

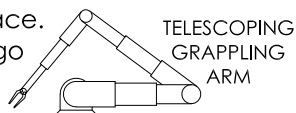


325 Cargo Bay - Full

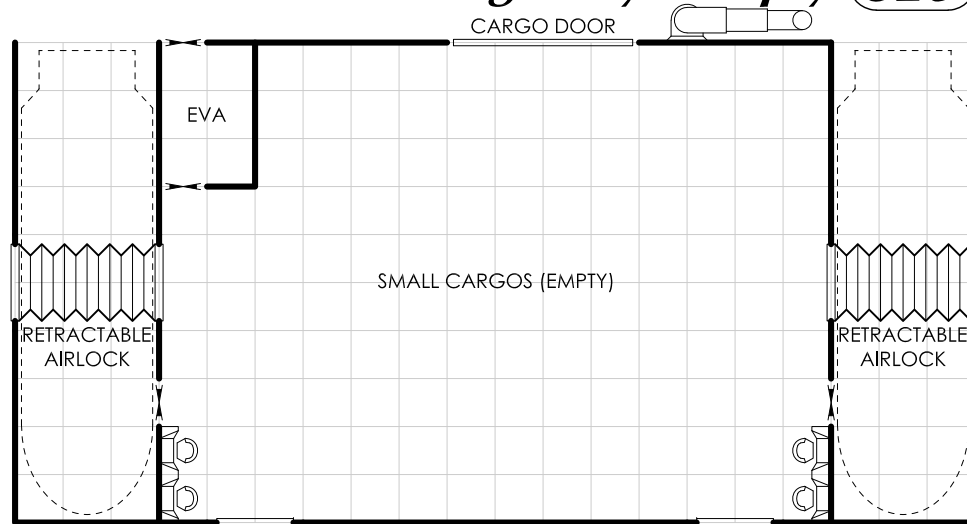


Notes:

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

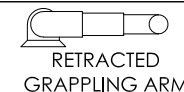


Cargo Bay - Empty 326

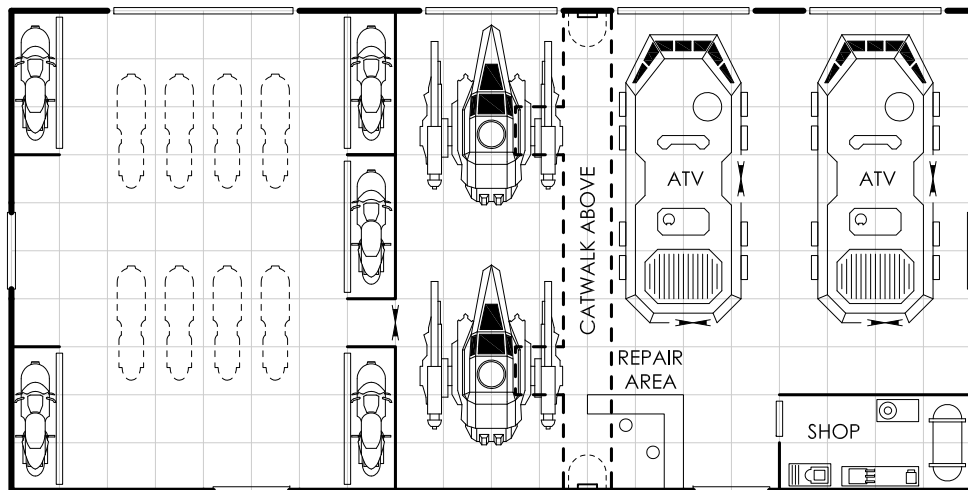


Notes:

- 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.



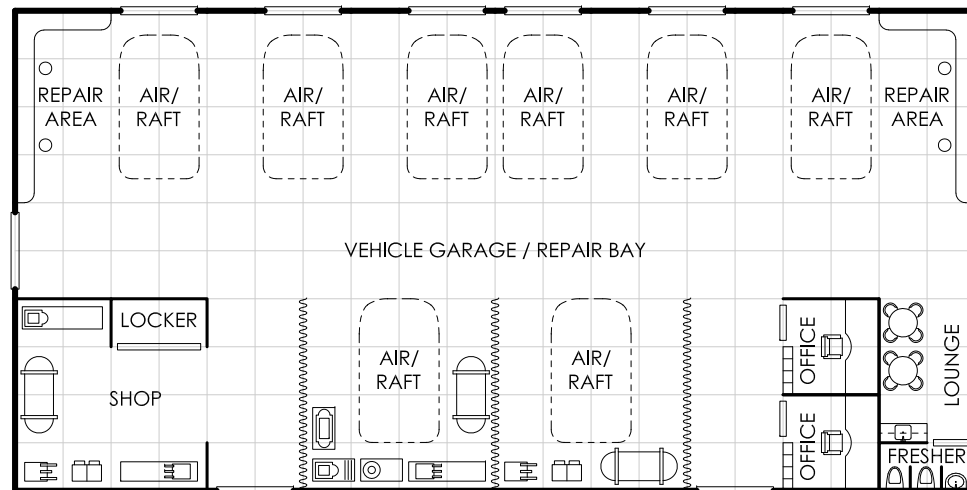
327 Vehicle Hangar



Notes:

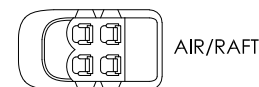
- Grav bikes are stored two high in special racks. Racks hold 2 grav bikes each.
- Catwalk provides access to mechs.

Vehicle Hangar 328

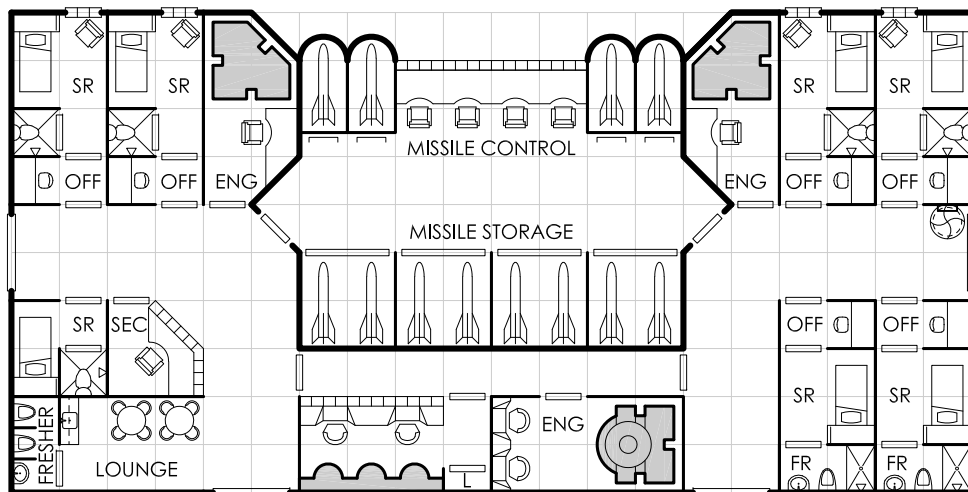


Notes:

- 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.



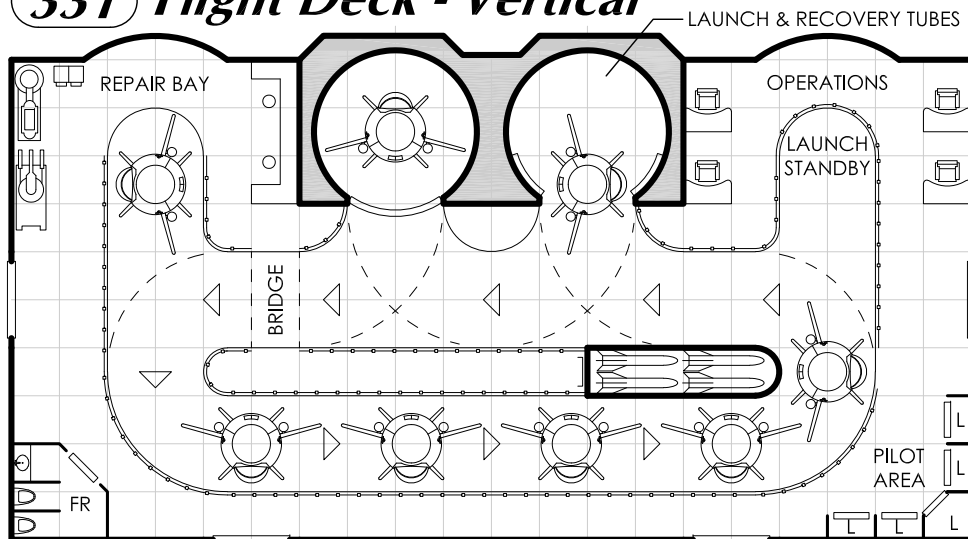
329 Missile Deck



Notes:



331 Flight Deck - Vertical



Notes:

- Typically holds 6-8 fighters.

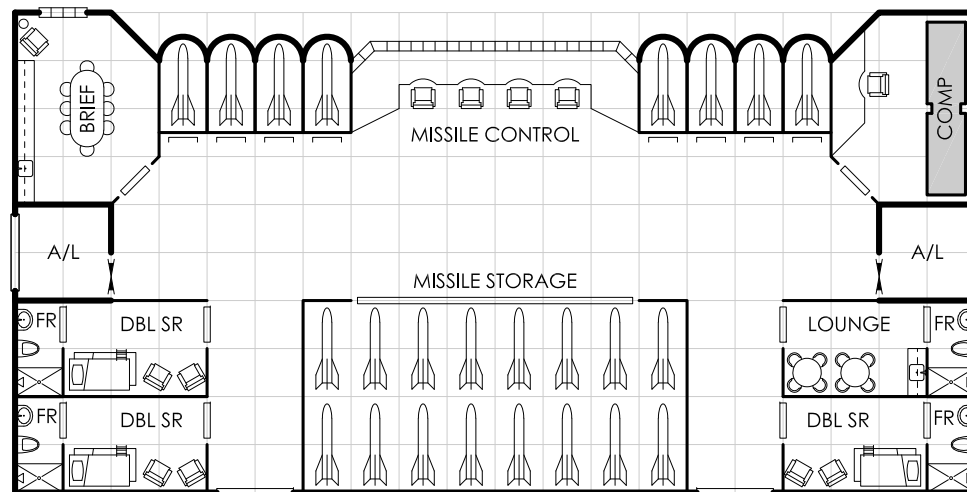


RAMPART FIGHTER



MISSILE AUTO-LOADER

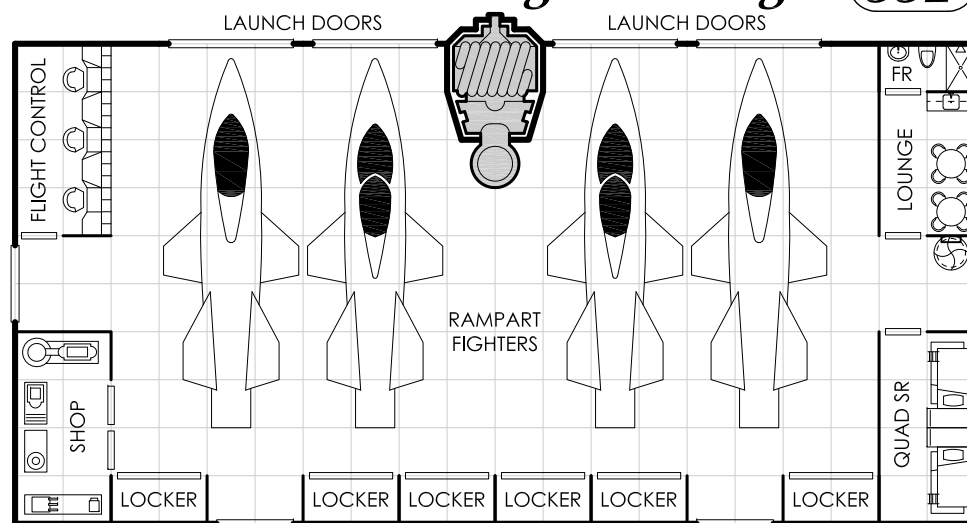
Missile Deck 330



Notes:

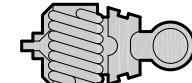


Fighter Hangar 332



Notes:

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



UNREP FUEL SYSTEM

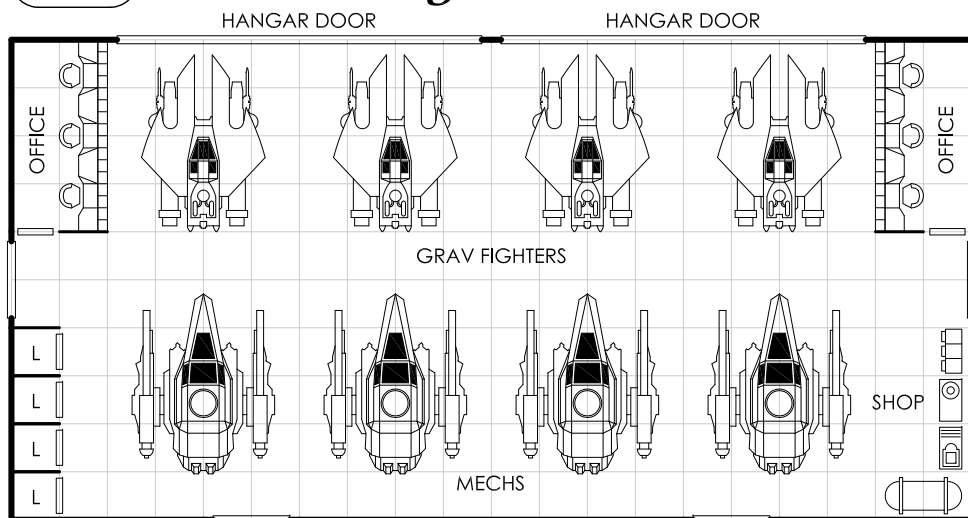
333 Gig Cradle



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.

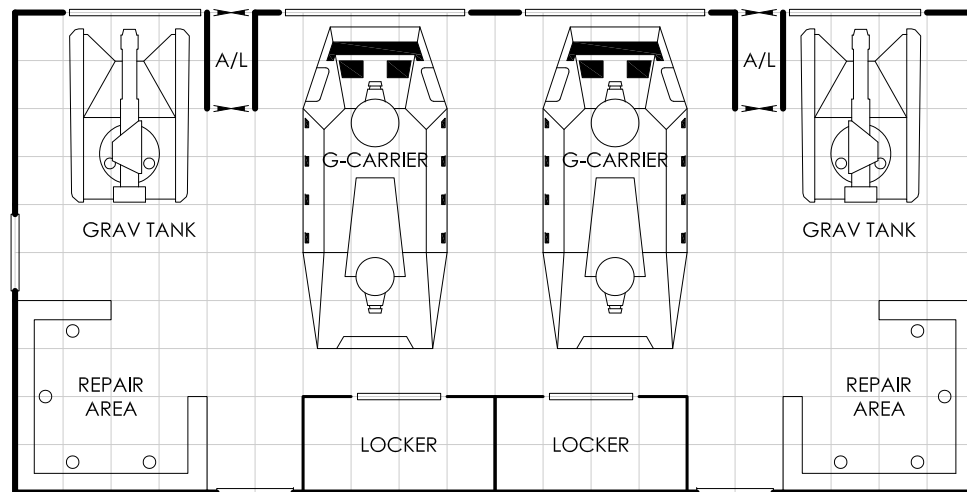
335 Vehicle Hangar - Full



Notes:

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

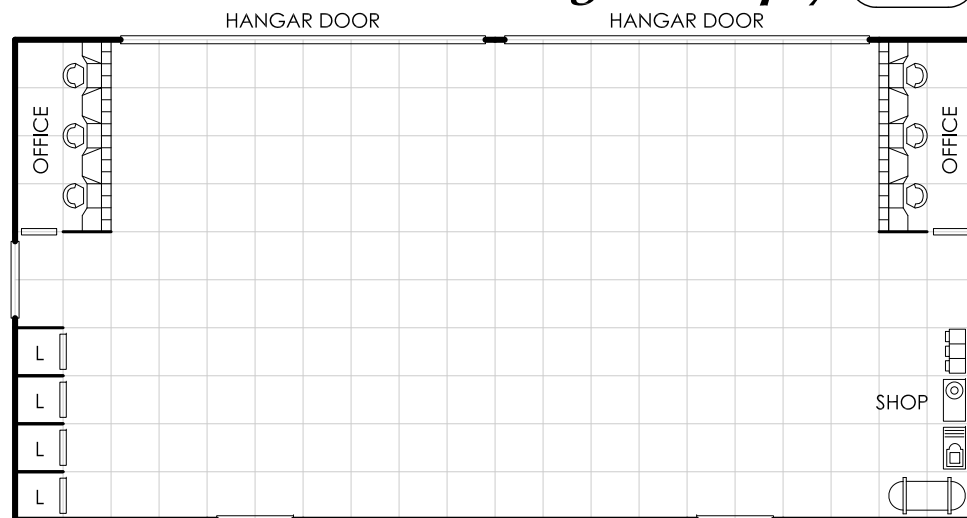
Grav Vehicle Garage 334



Notes:

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

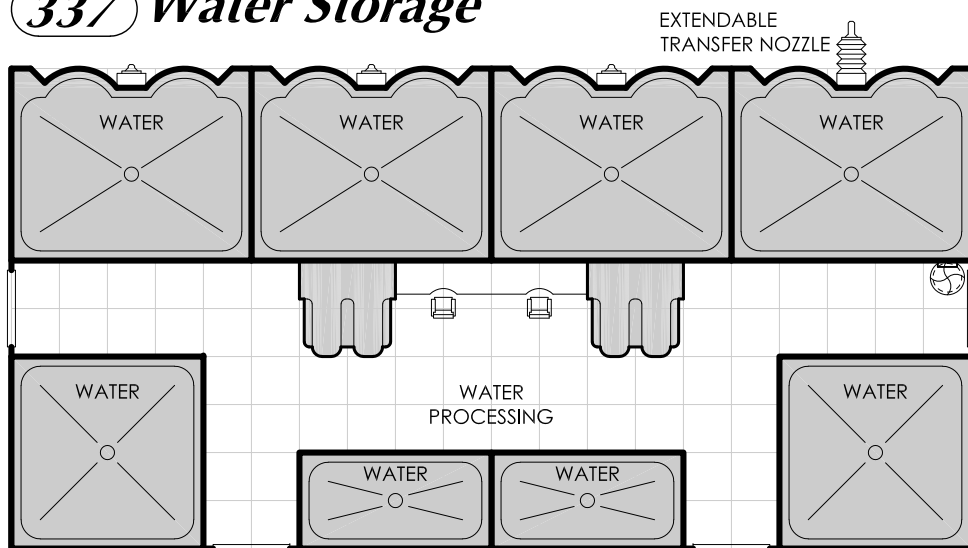
Vehicle Hangar - Empty 336



Notes:

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

337 Water Storage



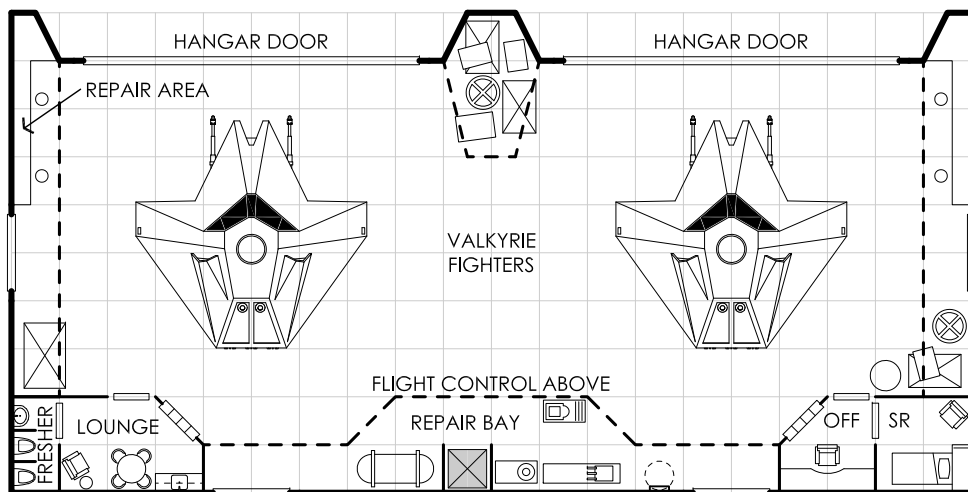
Notes:

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



WATER
PROCESSING
PLANT

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.

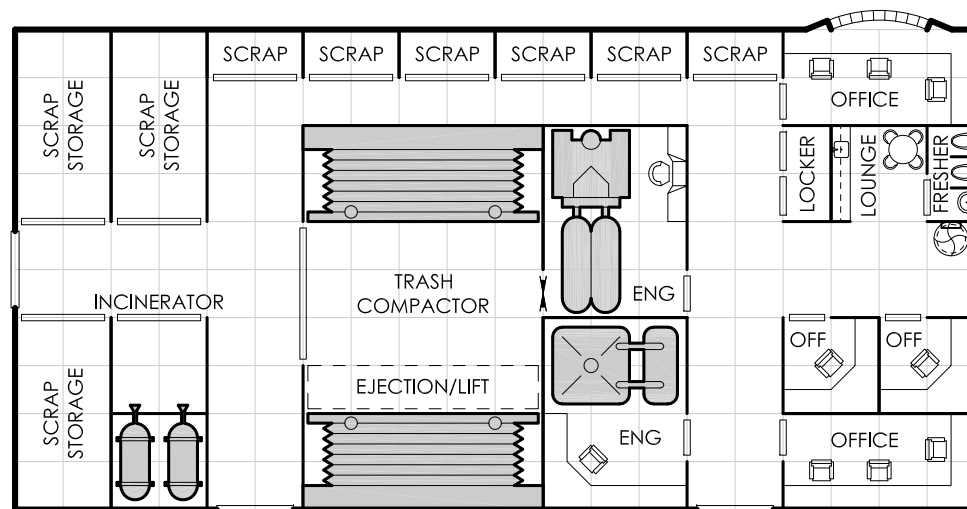


SMALL
CARGO



PERSONNEL
ELEVATOR

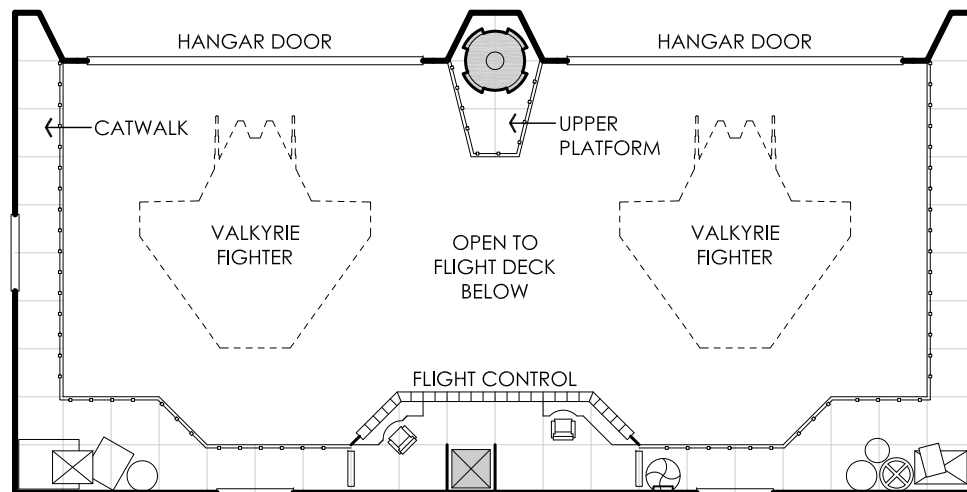
Scrap/Recycling 338



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

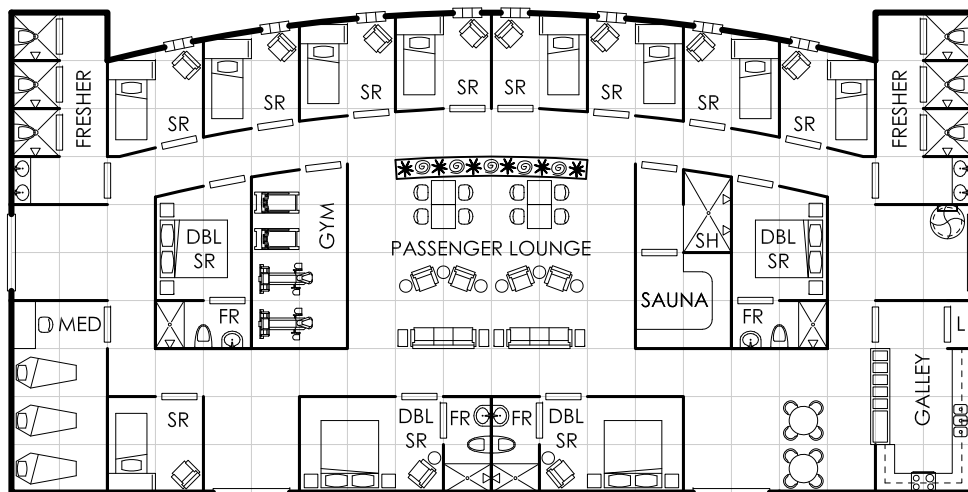
A small hangar for two Valkyrie Mk II starfighters. The hangar includes a repair bay/machine shop, work bench for electronics or smaller repairs, and a flight control room on the second level. Each hangar opening here includes a solid outer door (shown in the open position, so they are unseen), and an 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.

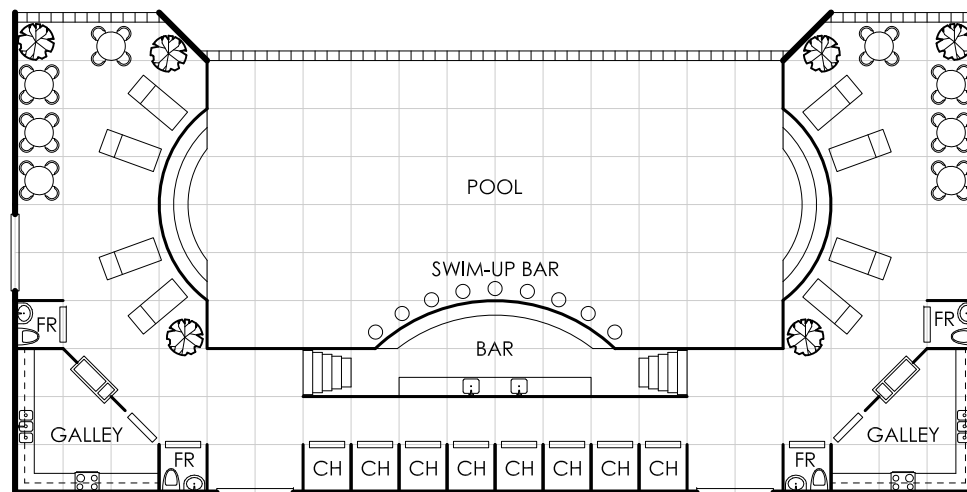
341 Passenger Deck



Notes:

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

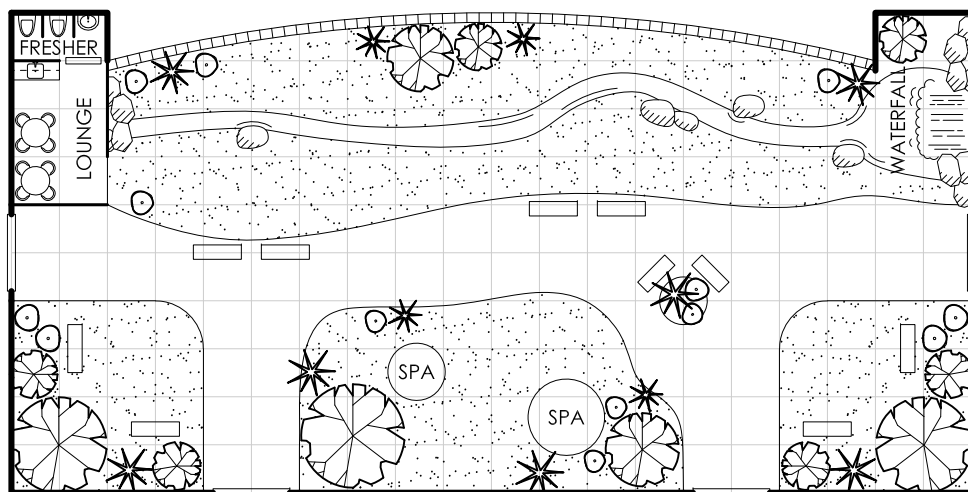
Pool Deck 342



Notes:



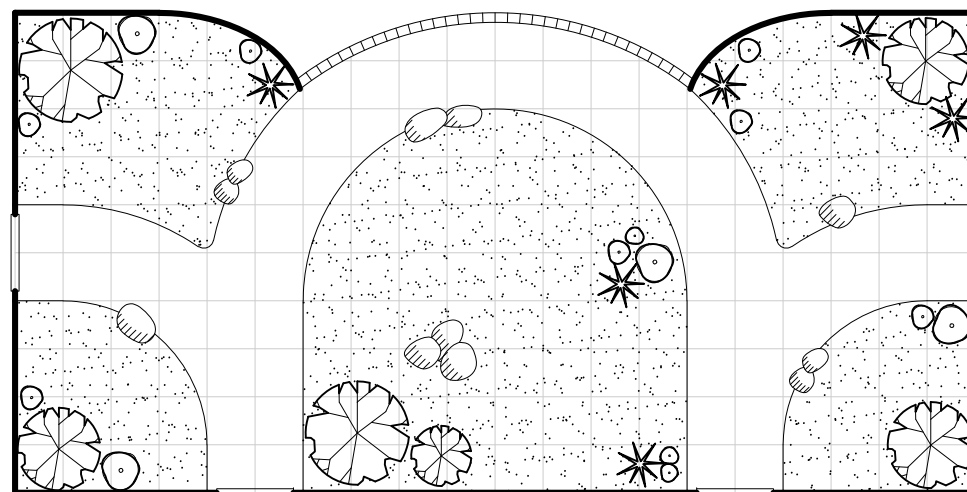
343 Arboretum



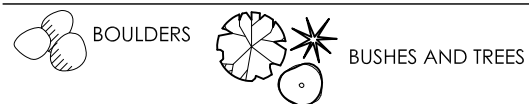
Notes:



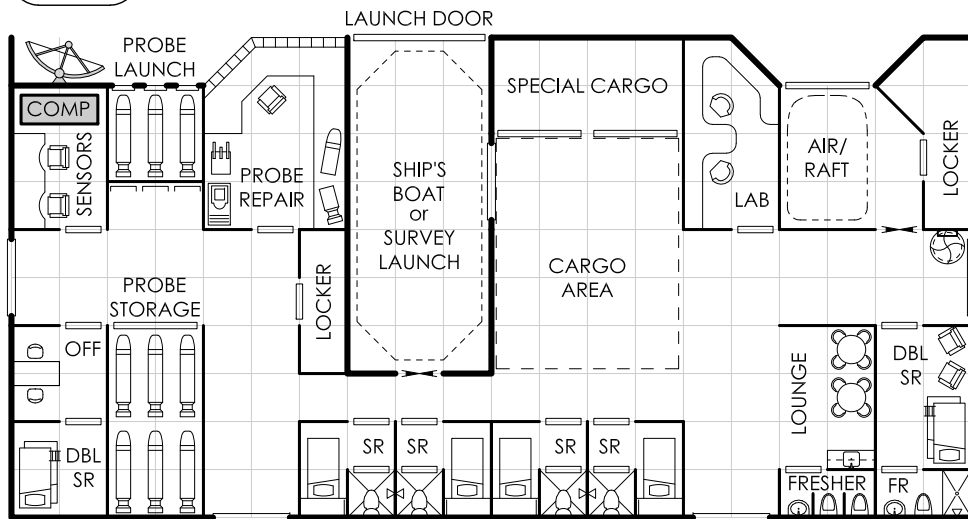
Arboretum 344



Notes:



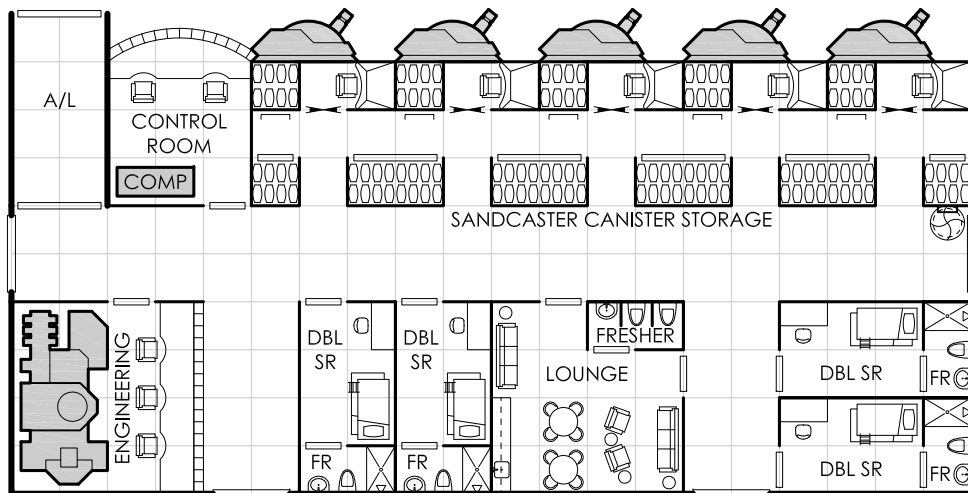
345 Scout Deck



Notes:



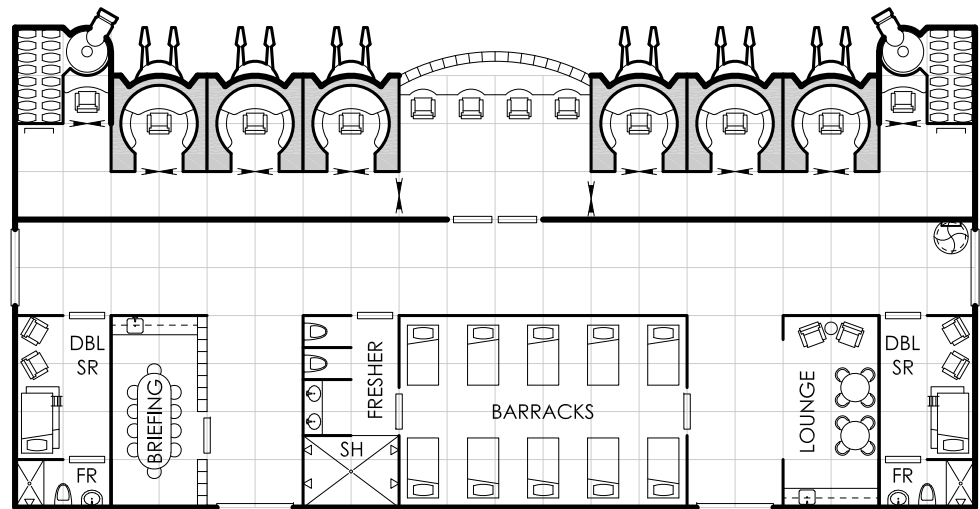
347 Sandcaster Deck



Notes:



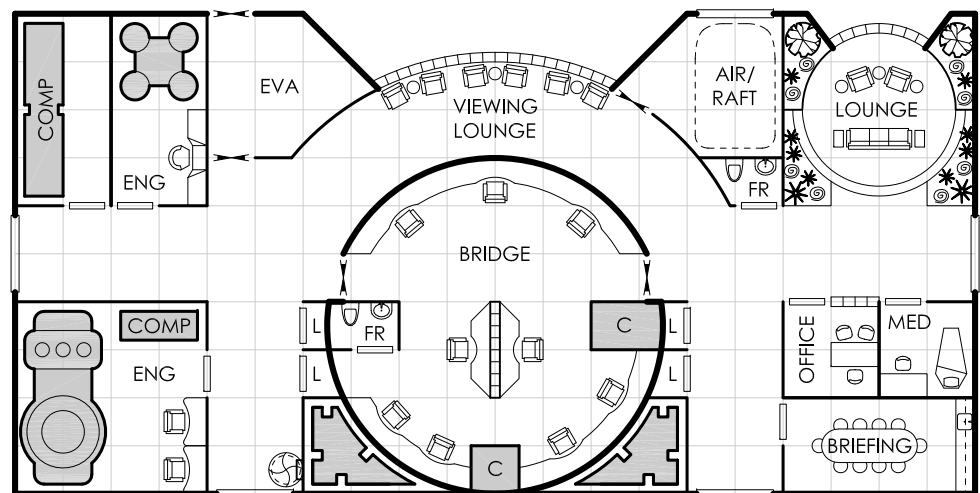
Gunnery / Barracks 346



Notes:



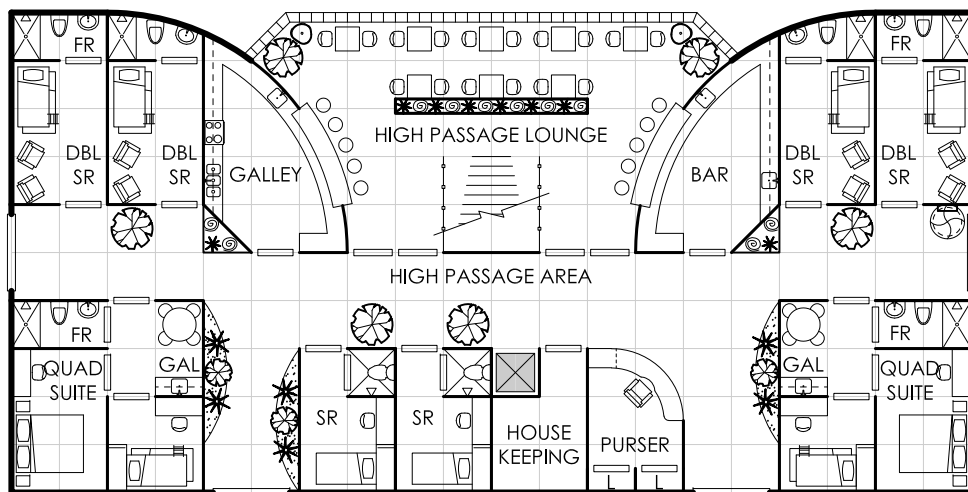
Bridge 348



Notes:

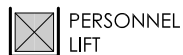


349 Passenger Deck - Lower

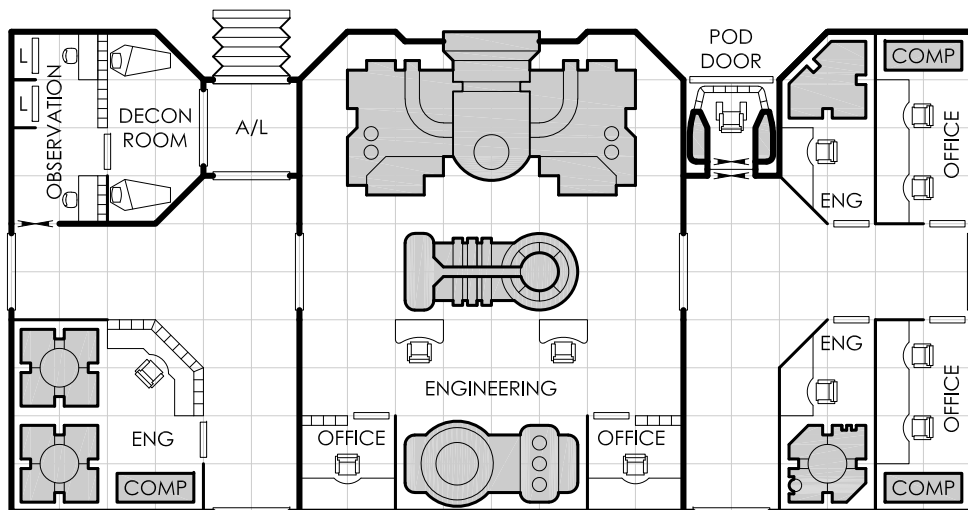


Notes:

- 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

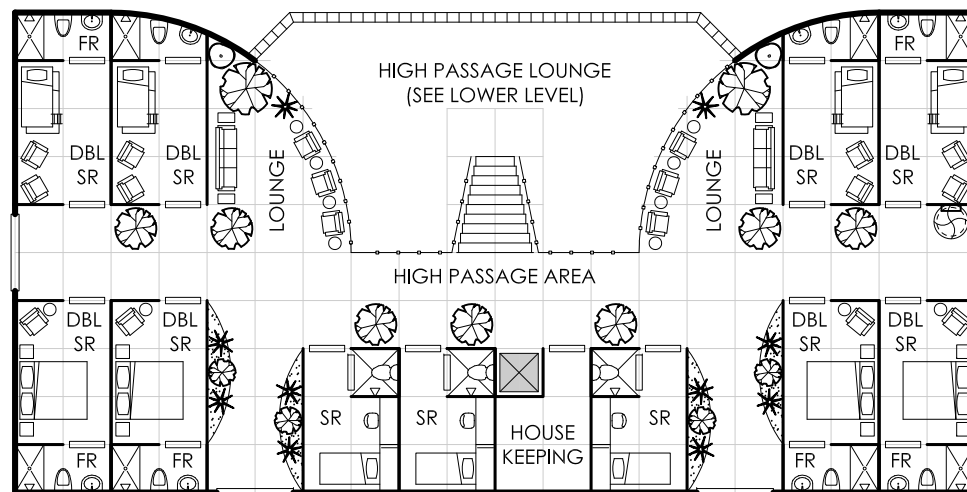


Notes:

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



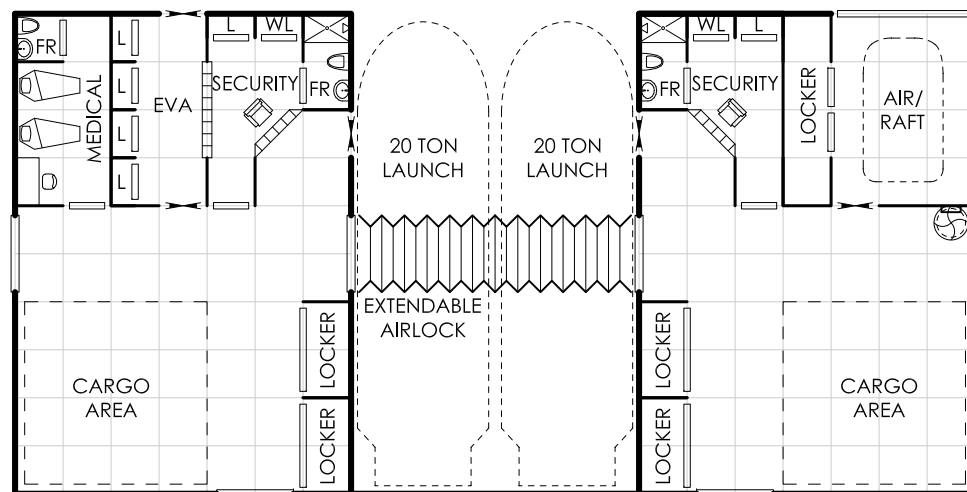
Passenger Deck - Upper 350



Notes:

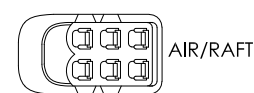
- Luxury high passage staterooms and lounge area.
- See geomorph 349 for lower level.

20 Ton Launch Bay 352

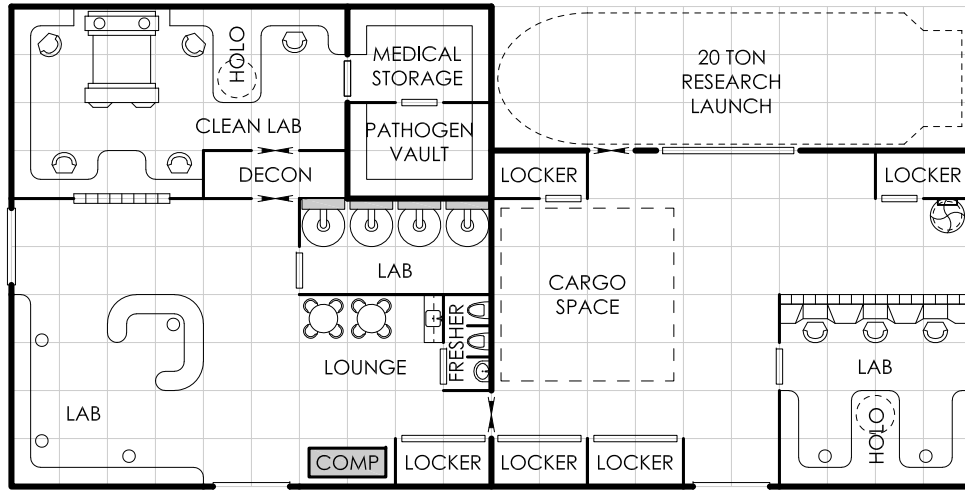


Notes:

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



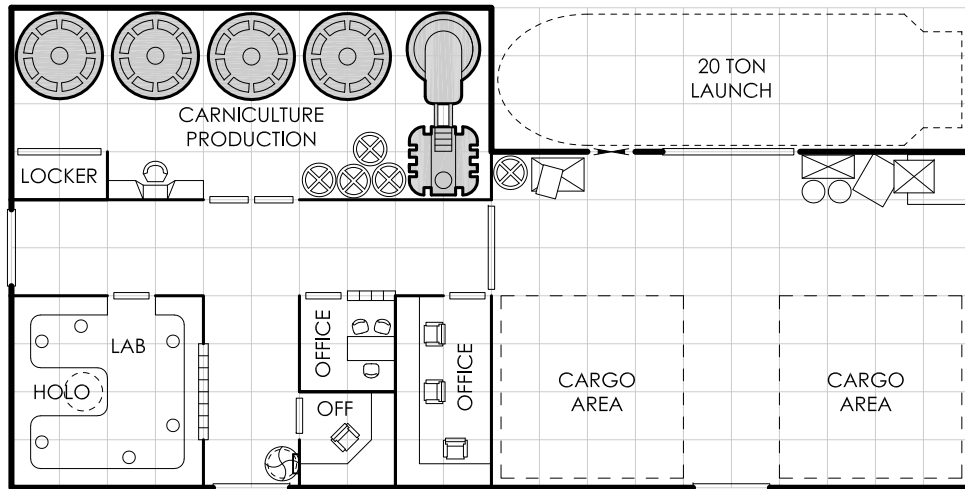
353 Research Lab



Notes:



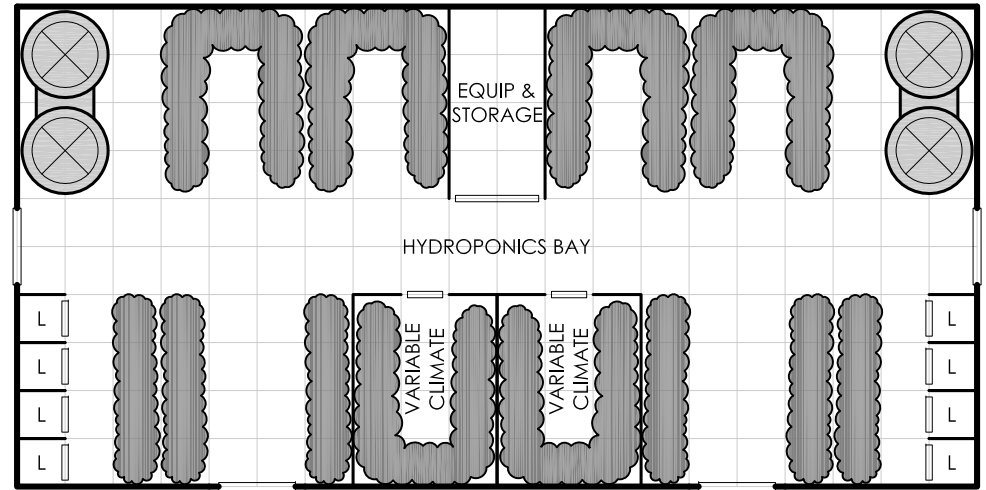
355 Carniculture Lab/Cargo Bay



Notes:



Hydroponics Bay 354



Notes:

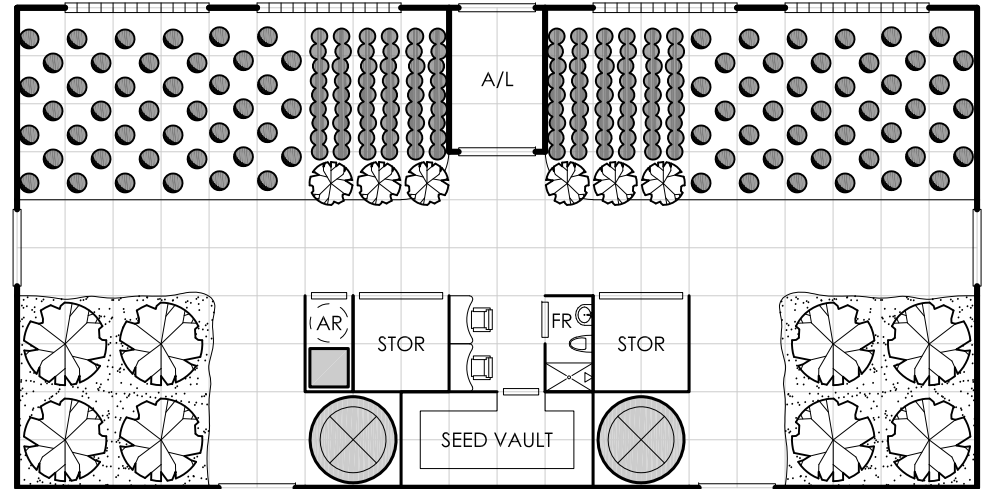


WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.

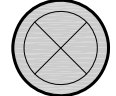


HYDROPONIC
VEGETATION

Agricultural Bay 356



Notes:



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



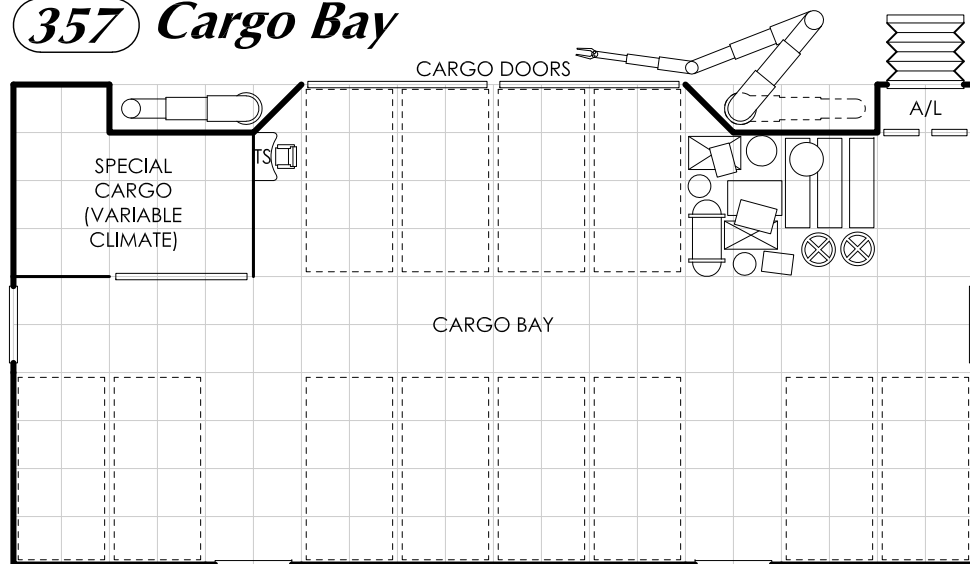
FRUIT
TREE

FOOD
CROPS

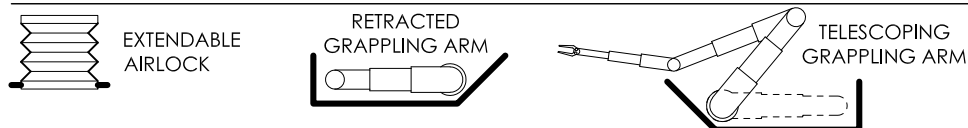


AGRICULTURAL
ROBOT ALCOVE

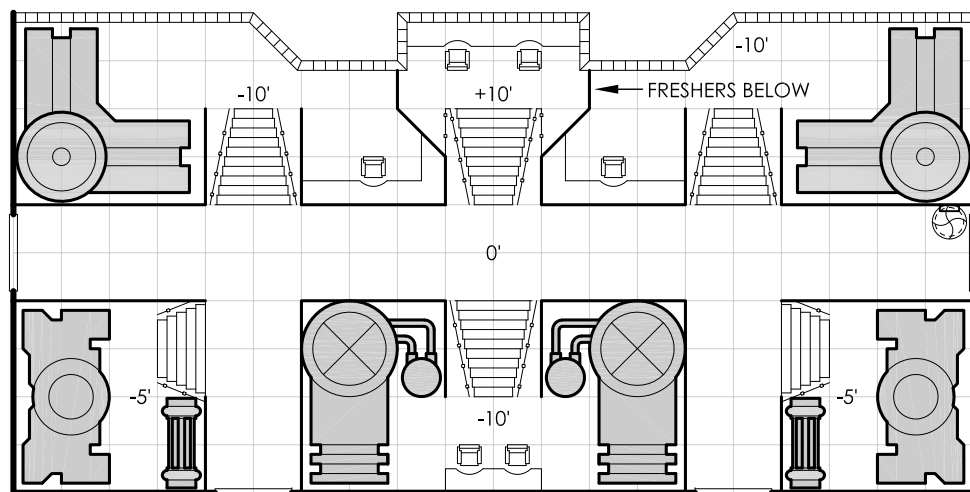
357 Cargo Bay



Notes:



359 Engineering

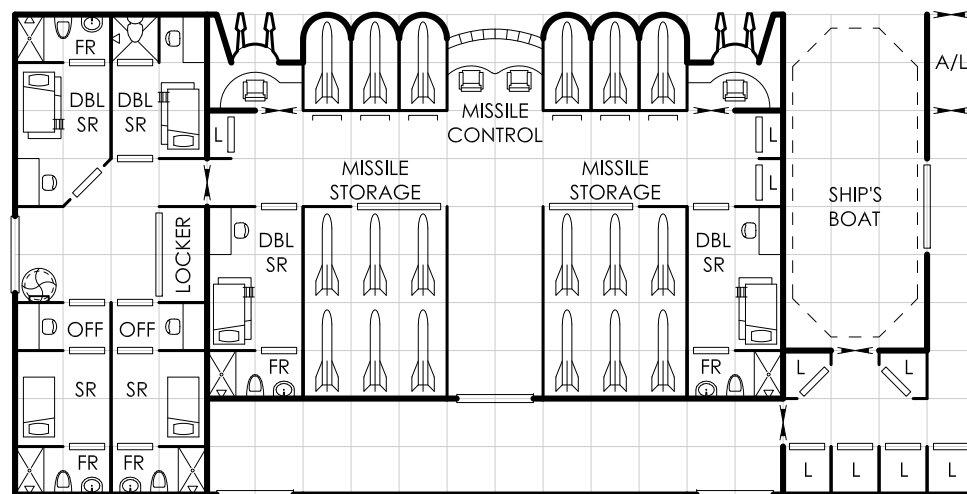


Notes:

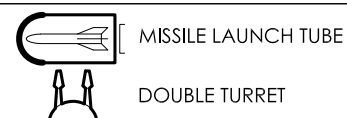
- Variable floor heights.
- Triple height space (30' ceiling).



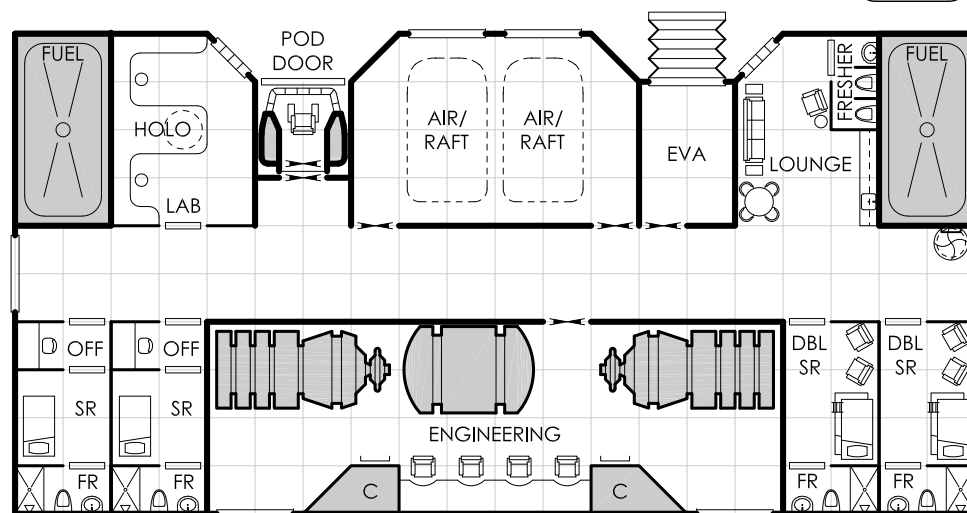
Weapons Bay 358



Notes:



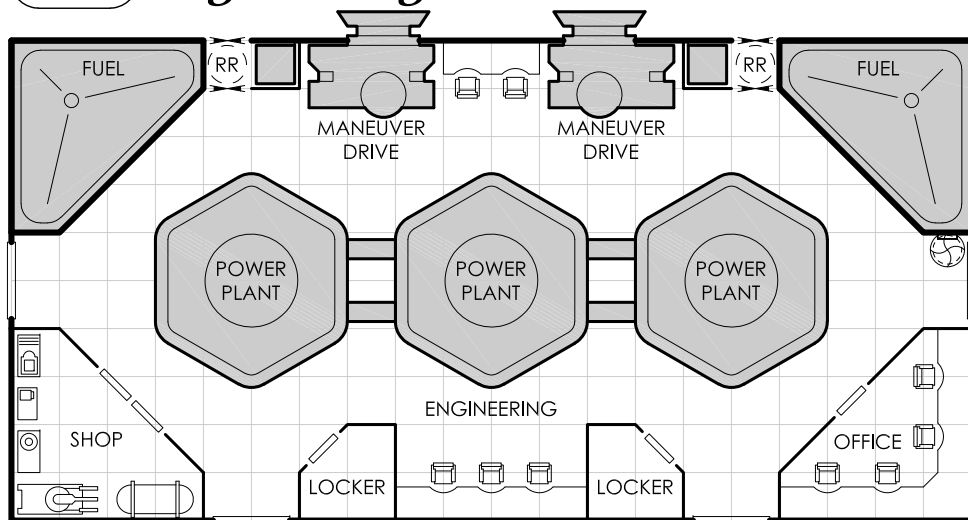
Multi purpose 360



Notes:



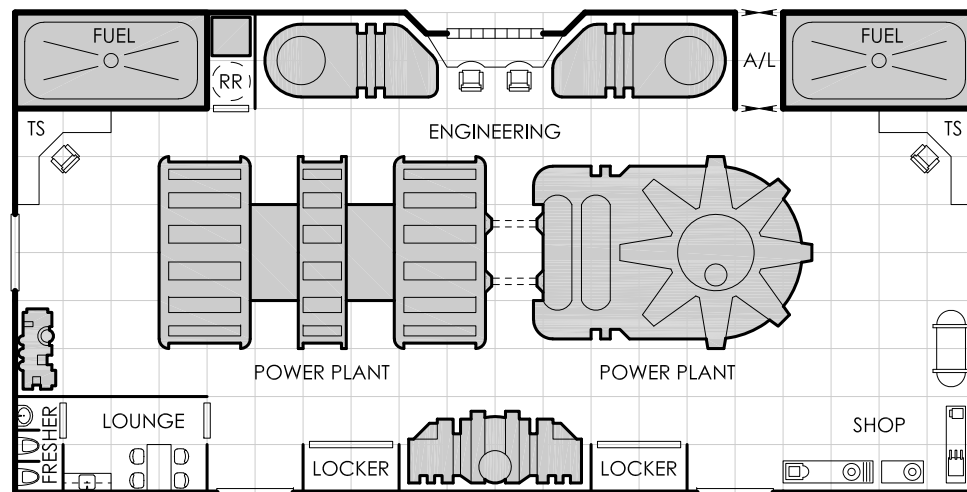
361 Engineering



Notes:



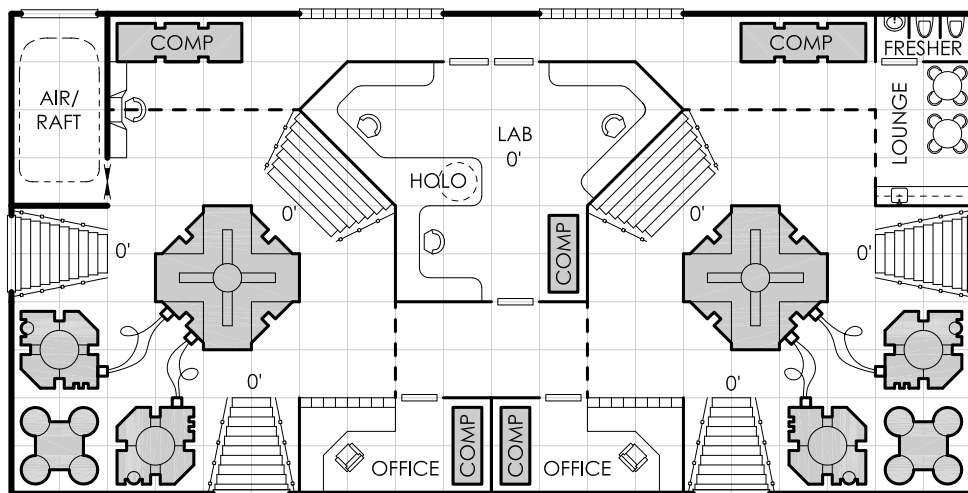
Engineering 362



Notes:

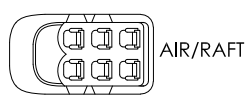


363 Tech Lab - Lower

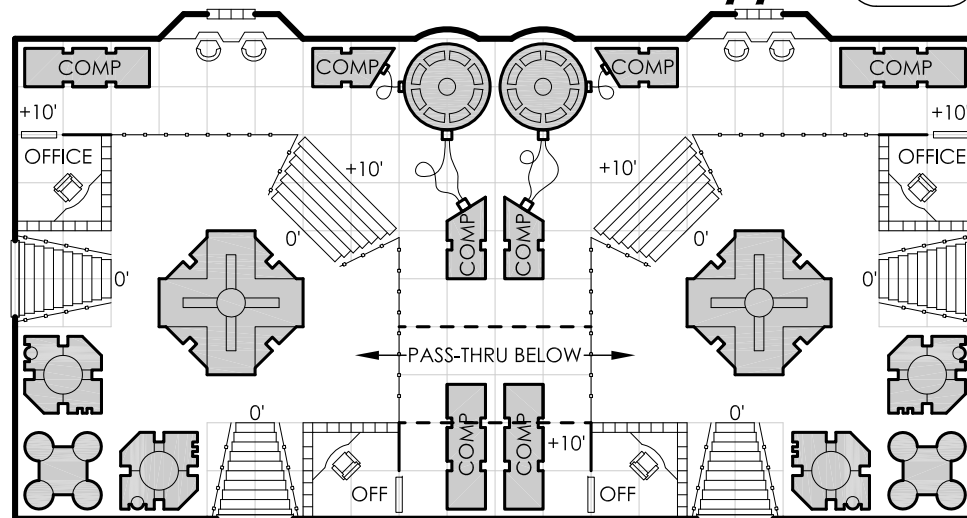


Notes:

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



Tech Lab - Upper 364

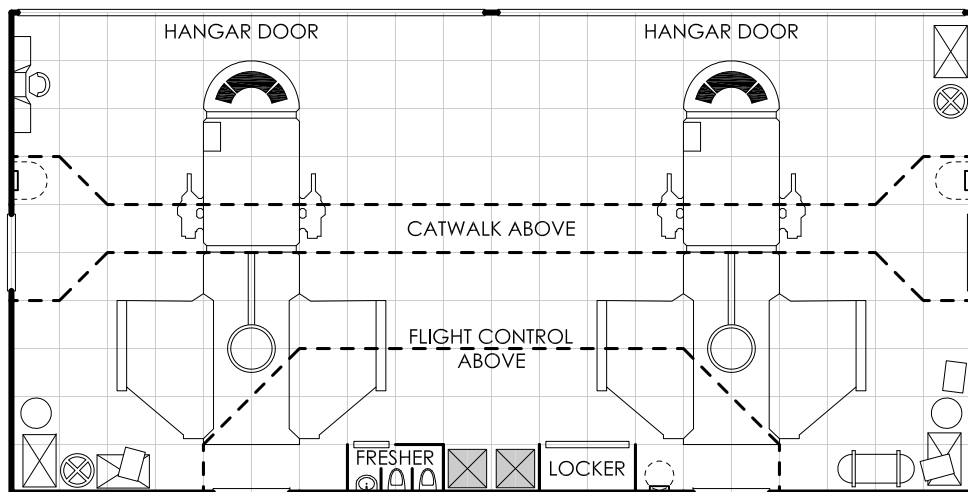


Notes:

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



365 Gunship Hangar - Lower

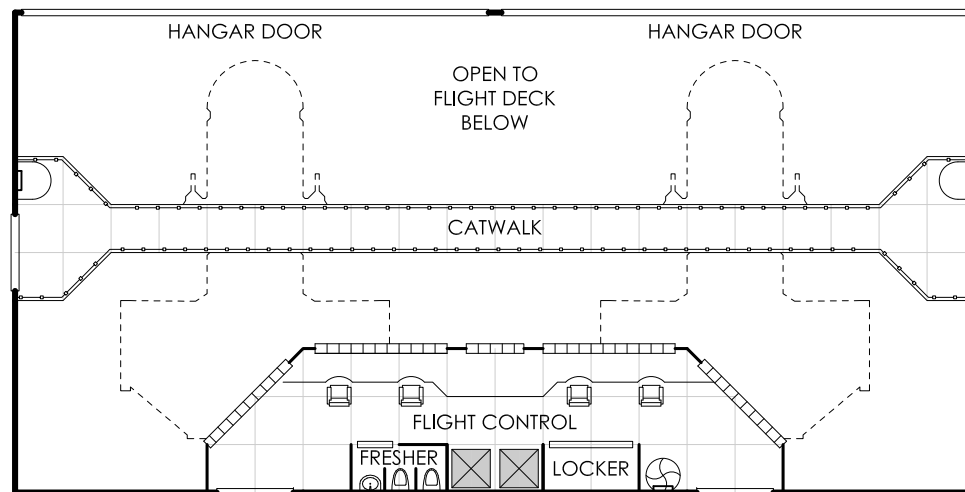


Notes:

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



Gunship Hangar - Upper 366

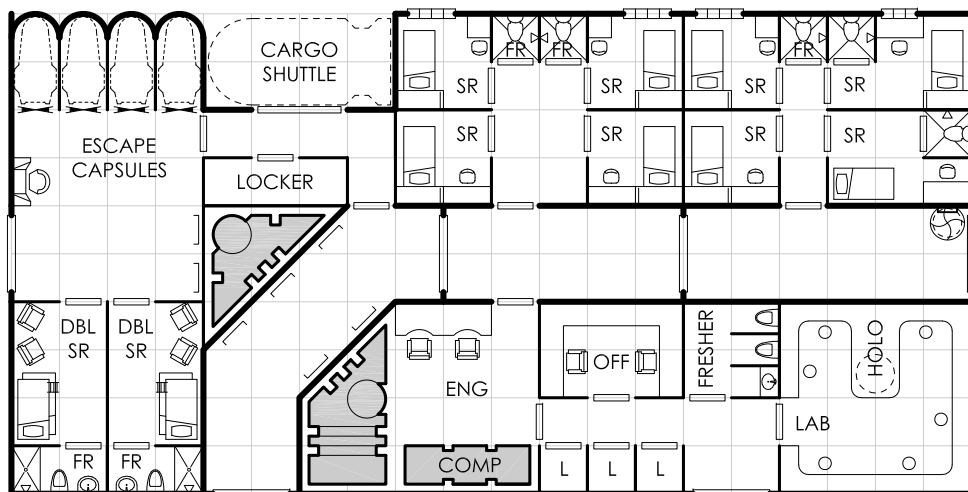


Notes:

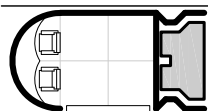
- Double height space (20' ceiling), with flight deck below and flight control room and catwalk above.
- See geomorph 365 for lower level.



367 Multi purpose



Notes:

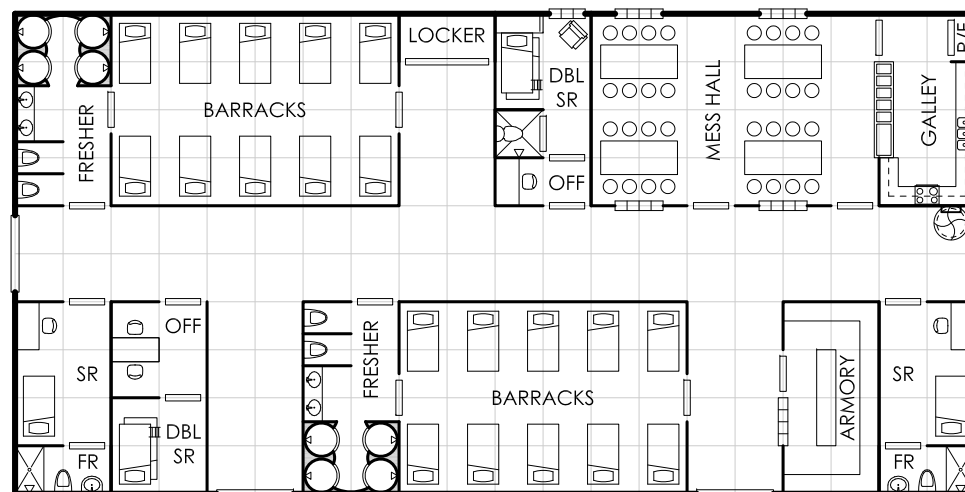


CARGO SHUTTLE



1 PERSON
ESCAPE CAPSULE
IN LAUNCH TUBE

Barracks 368



Notes:

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

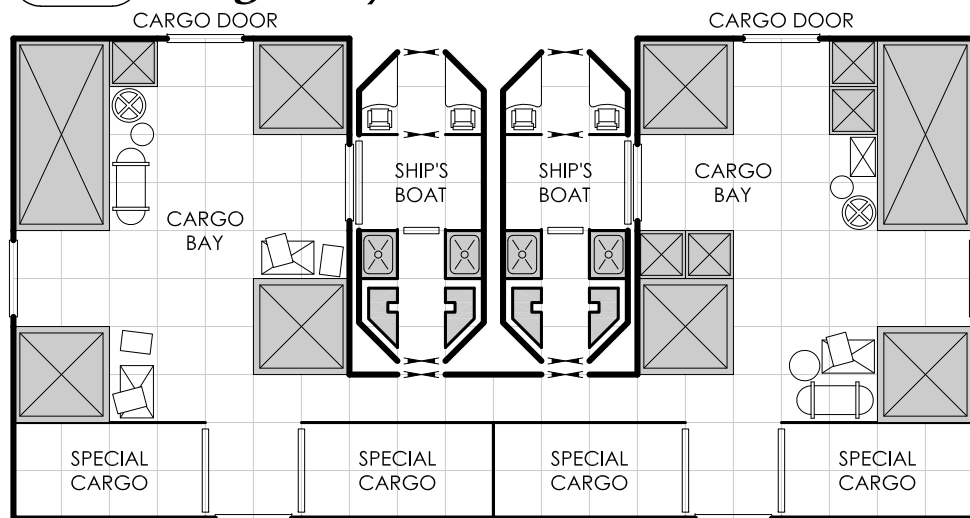
Armory

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.

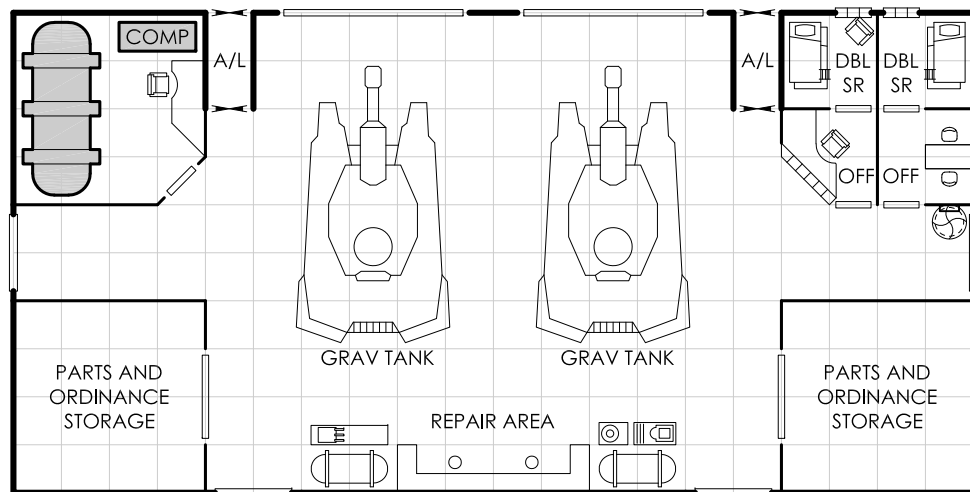
369 Cargo Bay - Full



Notes:

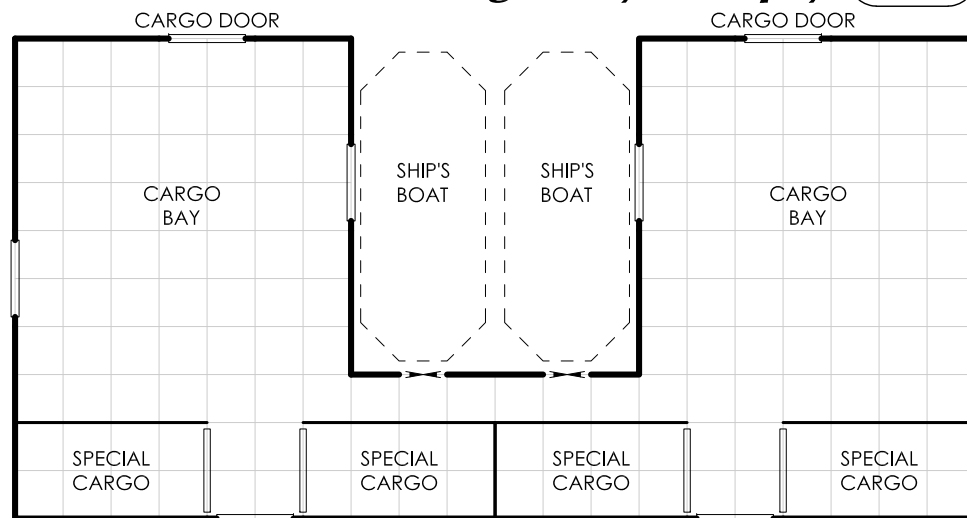
- Special Cargo areas have the ability to vary climates and gravity and can be used for live cargo.

371 Grav Tank Garage



Notes:

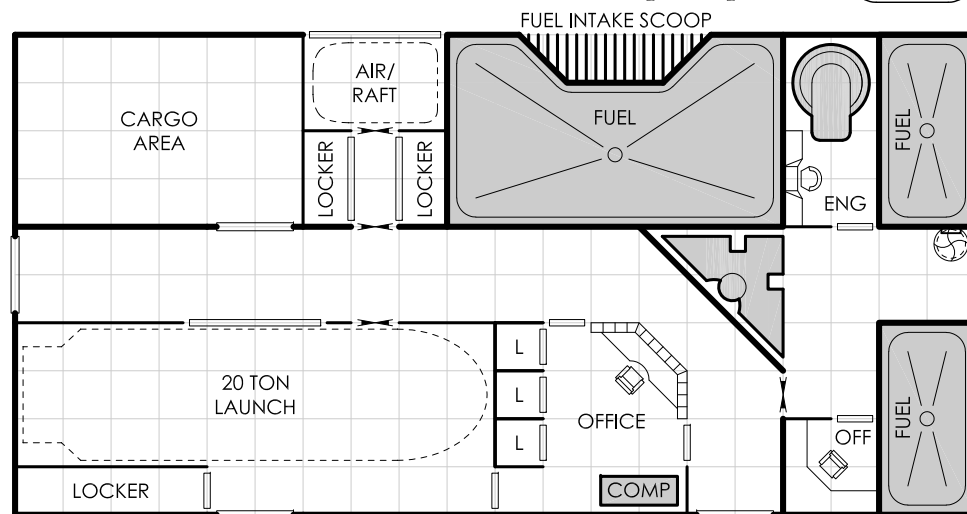
Cargo Bay - Empty 370



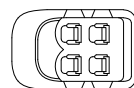
Notes:

- 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.

Multi purpose 372

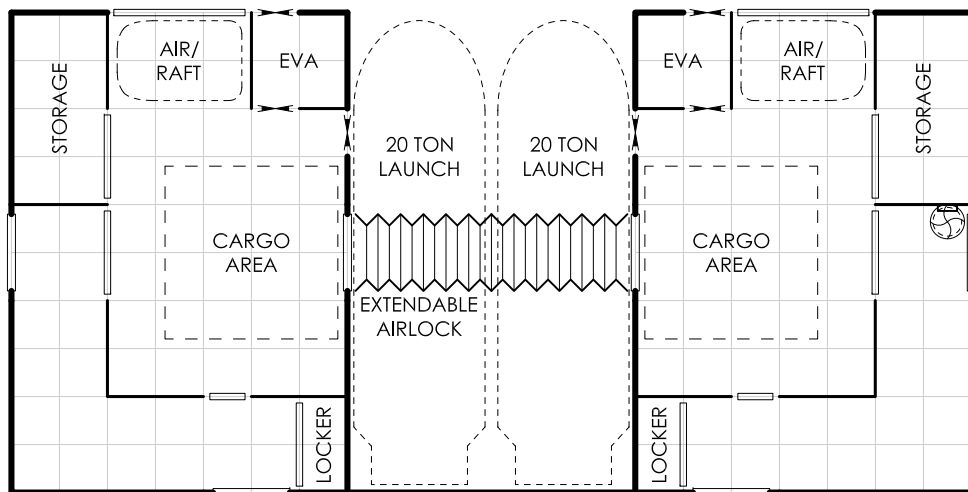


Notes:



AIR/RAFT

373 Cargo Bay - 20 Ton Launch

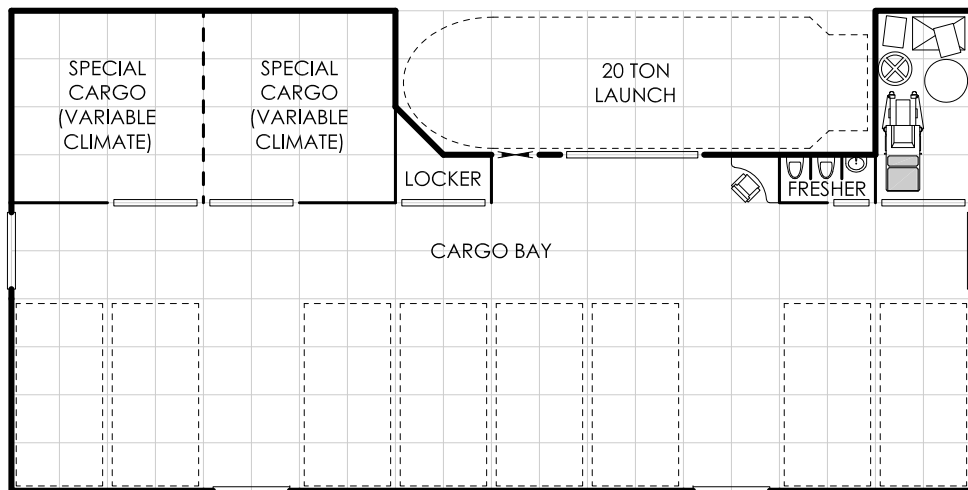


Notes:

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



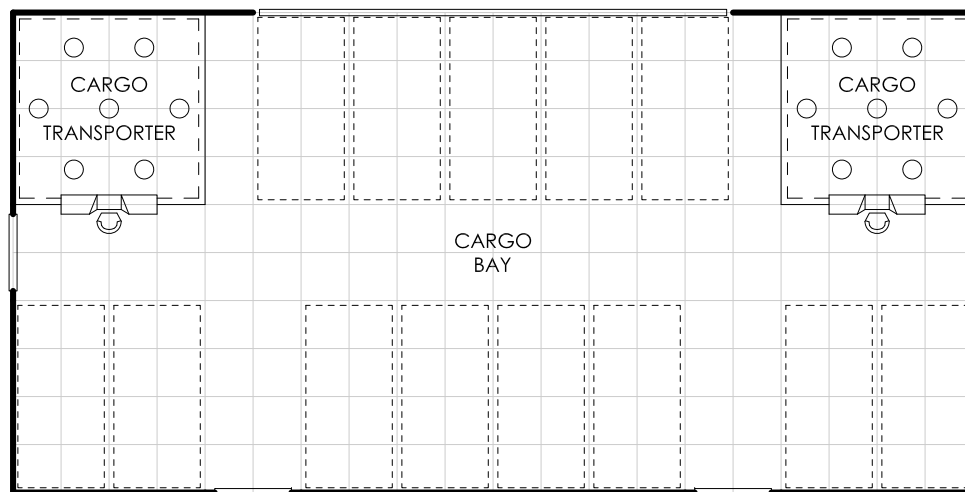
375 Cargo Bay - 20 Ton Launch



Notes:

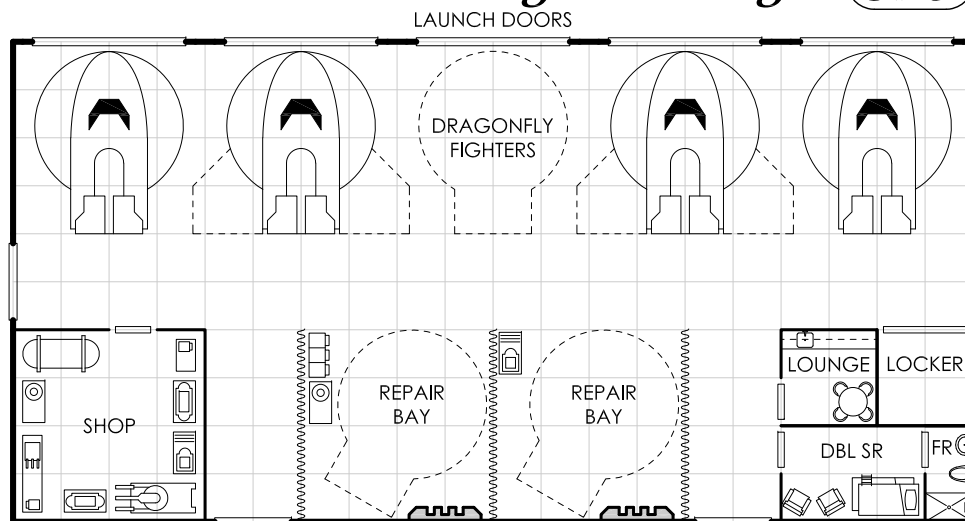
- Special Cargo areas have the ability to vary climates and gravity and can be used for live cargo.
- See "Small Crafts" for more information about the 20 ton Launch.

Cargo Bay 374



Notes:

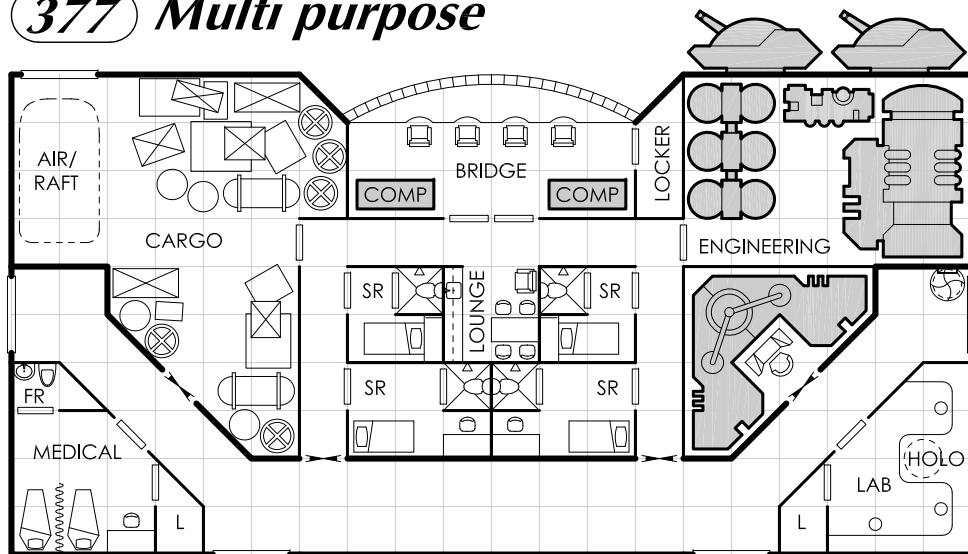
Fighter Hangar 376



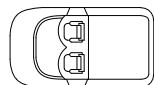
Notes:

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

377 Multi purpose



Notes:

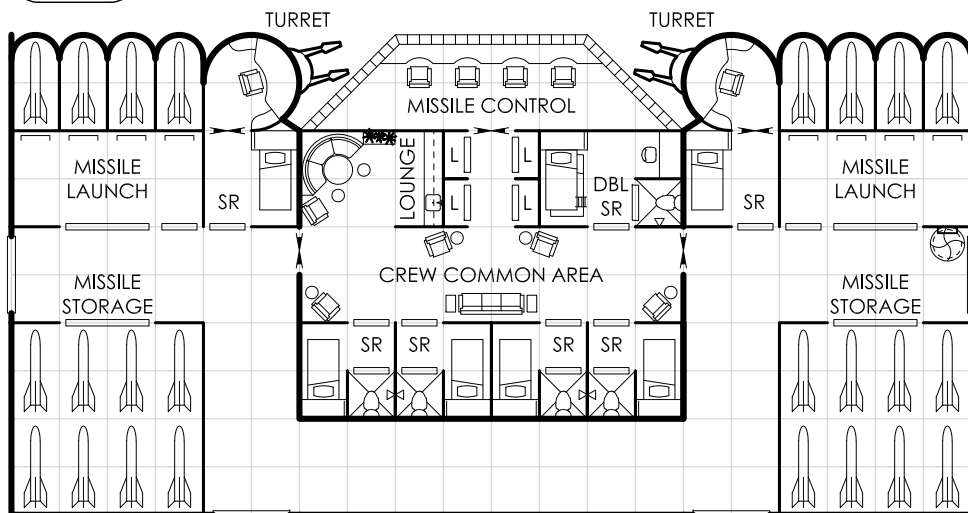


SMALL
CARGO
AIR/RAFT



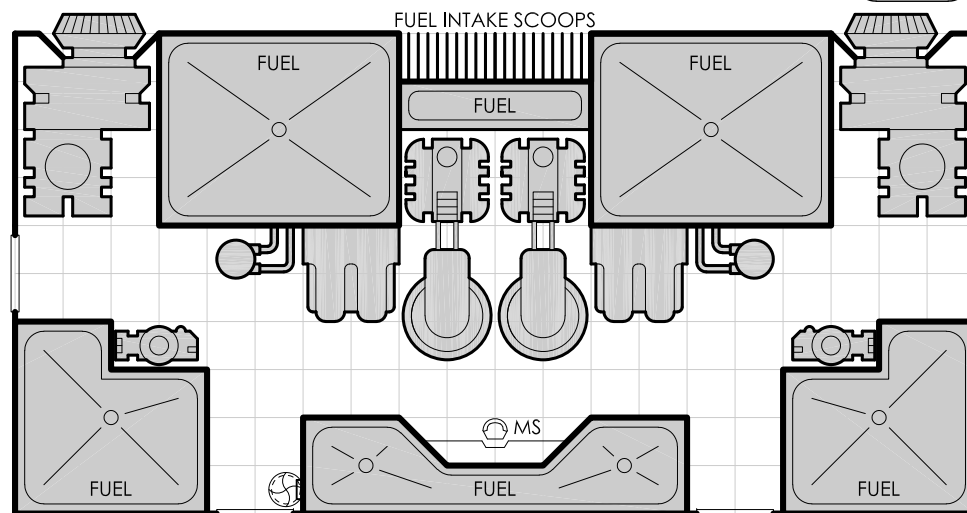
LASER TURRET

379 Weapons Bay



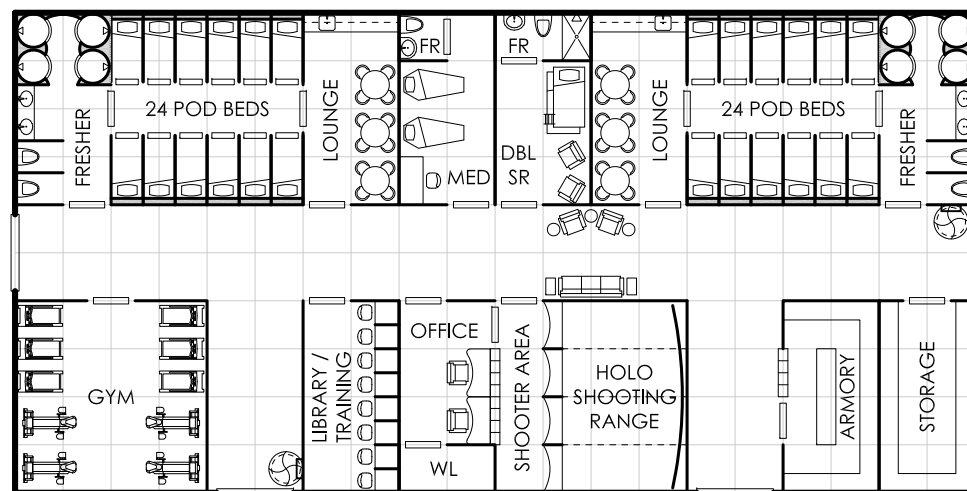
Notes:

Fuel Refinery 378



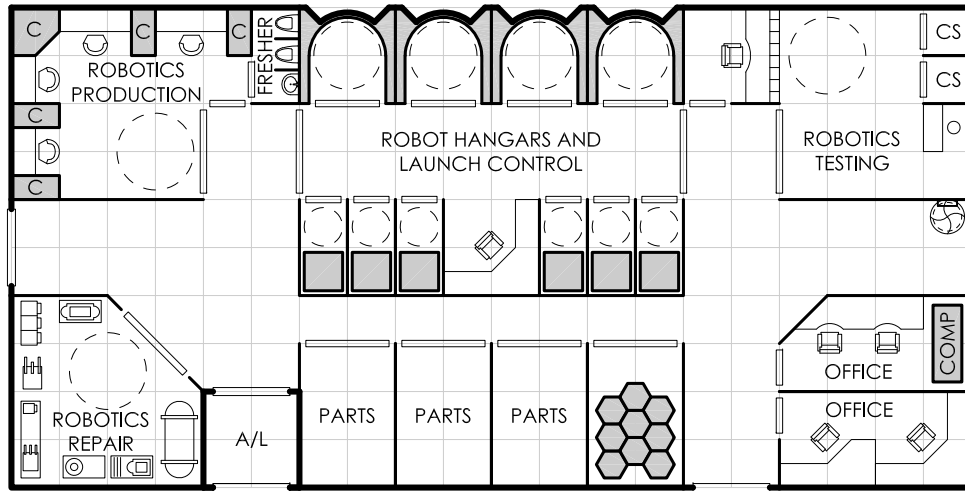
Notes:

Barracks/Training 380



Notes:

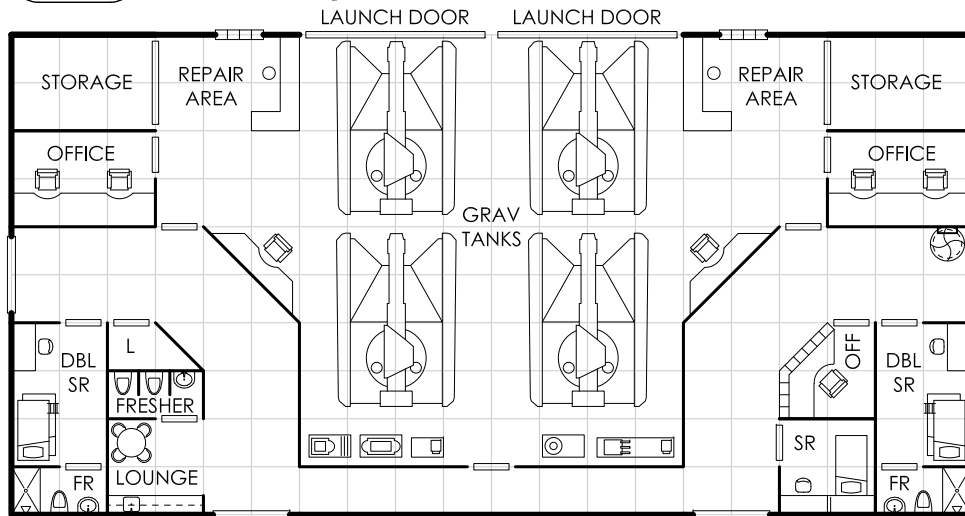
381 Robotics Lab



Notes:

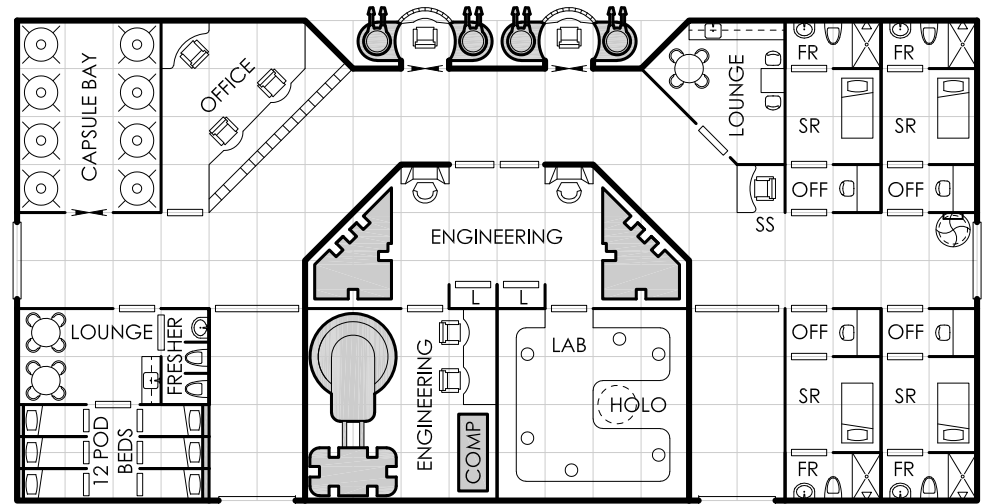
- For production, testing, repair, storage, and launching (where applicable) of all types of robots, including warbots, sensor drones, etc.)
- Robotics testing lab is armored, with bulletproof glass at the control room.

383 Tank Bay



Notes:

Multi purpose 382



Notes:

EMERGENCY ESCAPE
DROP CAPSULE



POP-OUT
TURRET

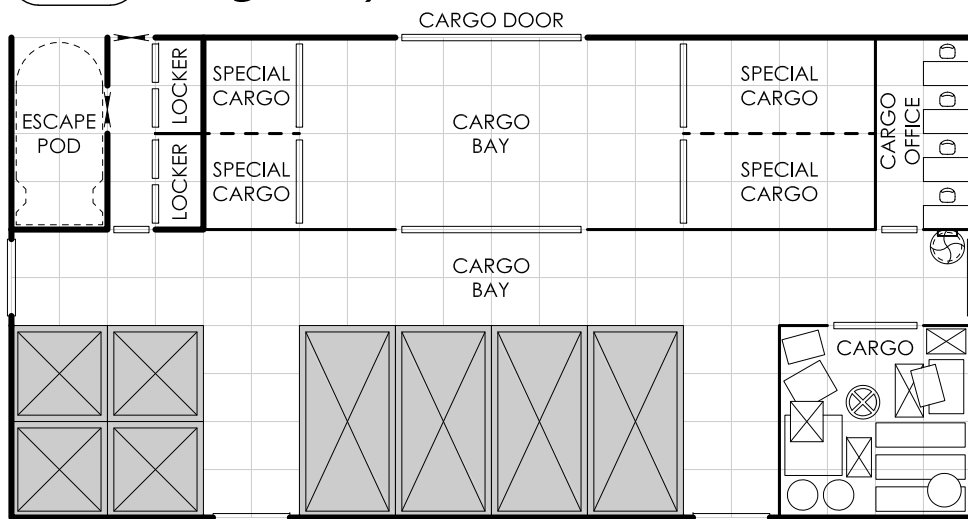
SS SECURITY
STATION

Multi purpose 384



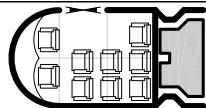
Notes:

385 Cargo Bay



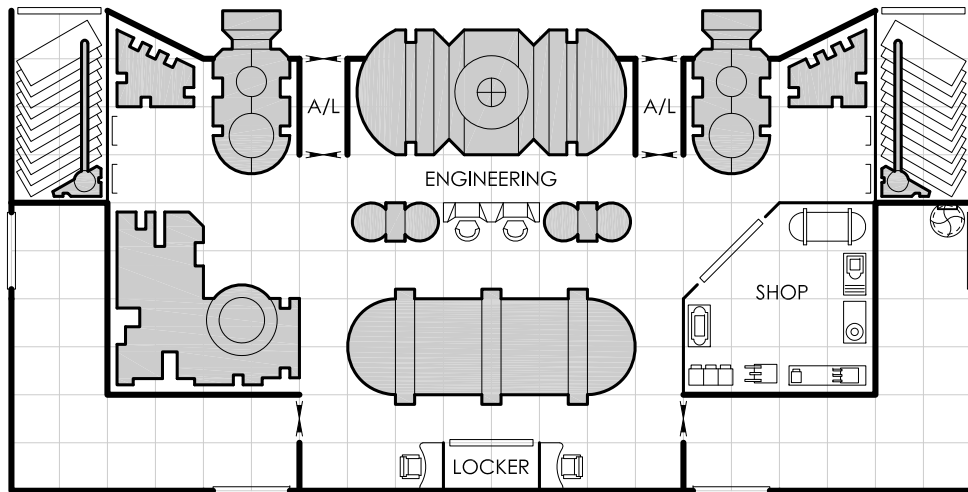
Notes:

--- RETRACTABLE WALL

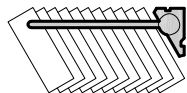


ESCAPE
POD

387 Engineering

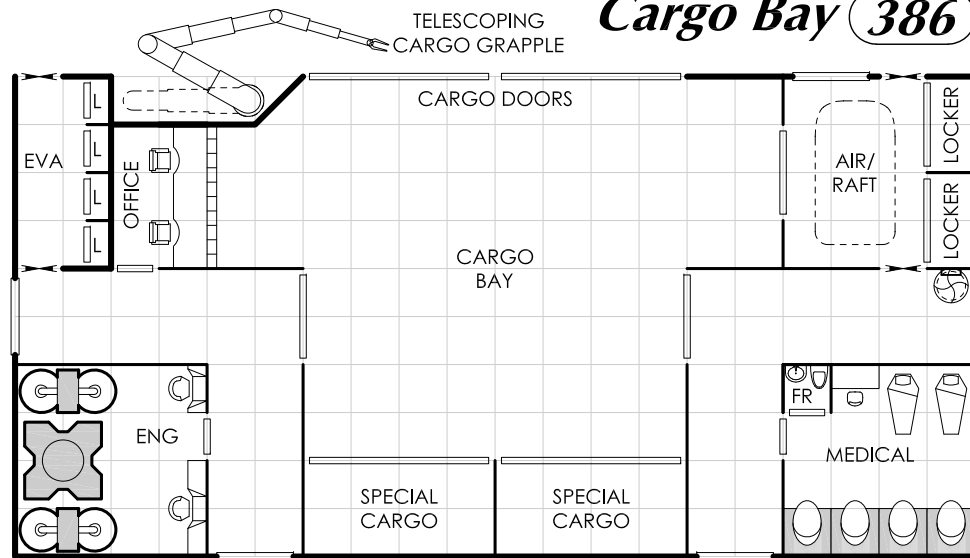


Notes:

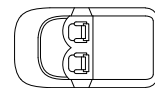


EXTENDABLE
SOLAR
PANELS

Cargo Bay 386

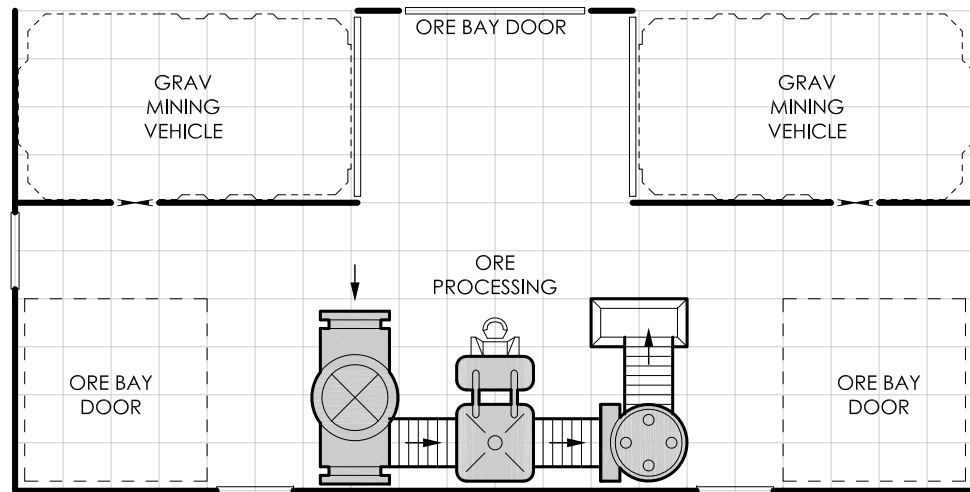


Notes:



SMALL
CARGO
AIR/RAFT

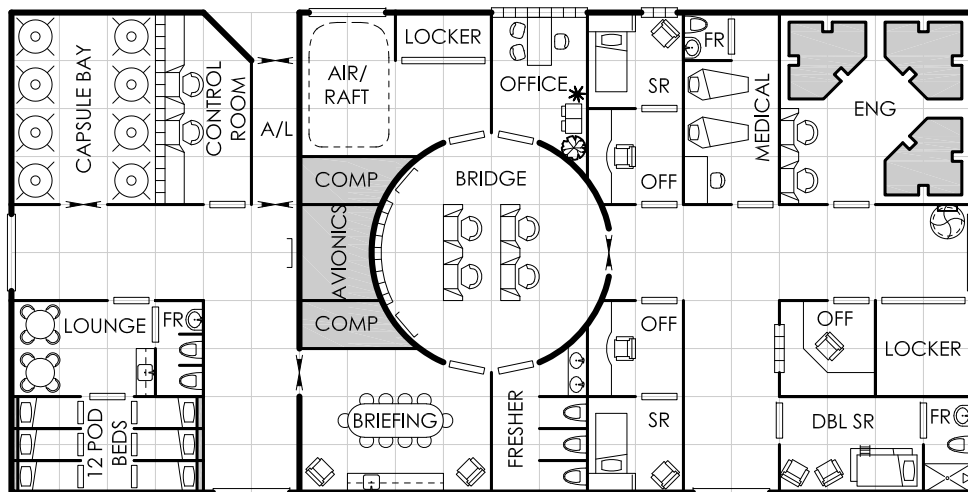
Mining Bay 388



Notes:

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

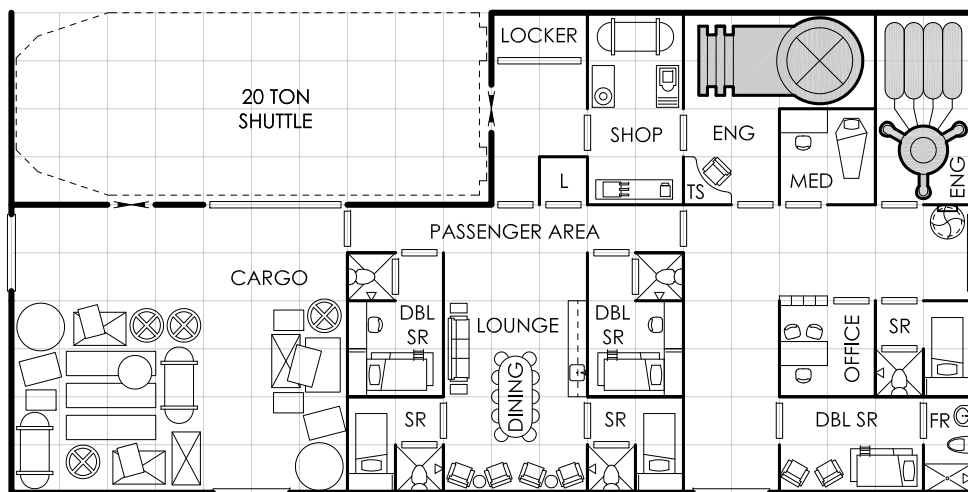
389 Multi purpose



Notes:



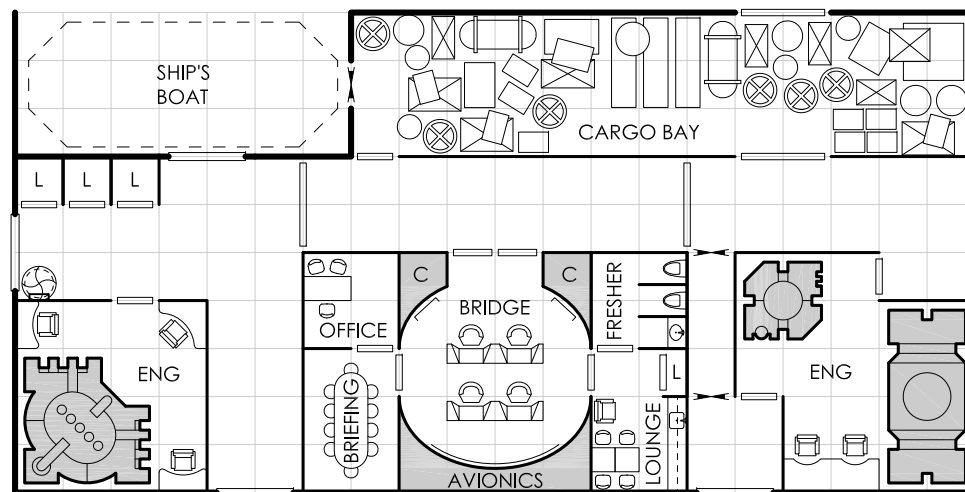
391 Multi purpose



Notes:

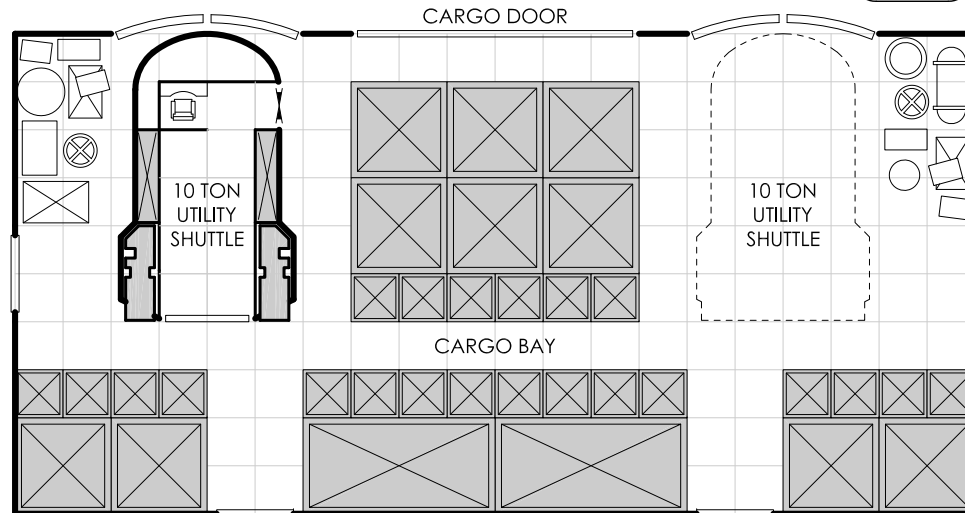
- See "Small Craft" for 20 ton shuttle deck plan.

Multi purpose 390



Notes:

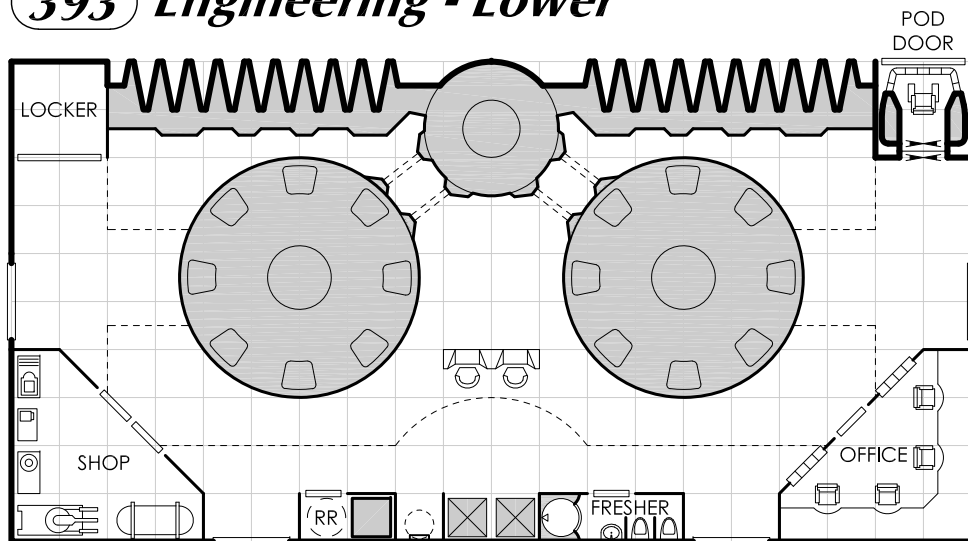
Cargo Bay 392



Notes:



393 Engineering - Lower

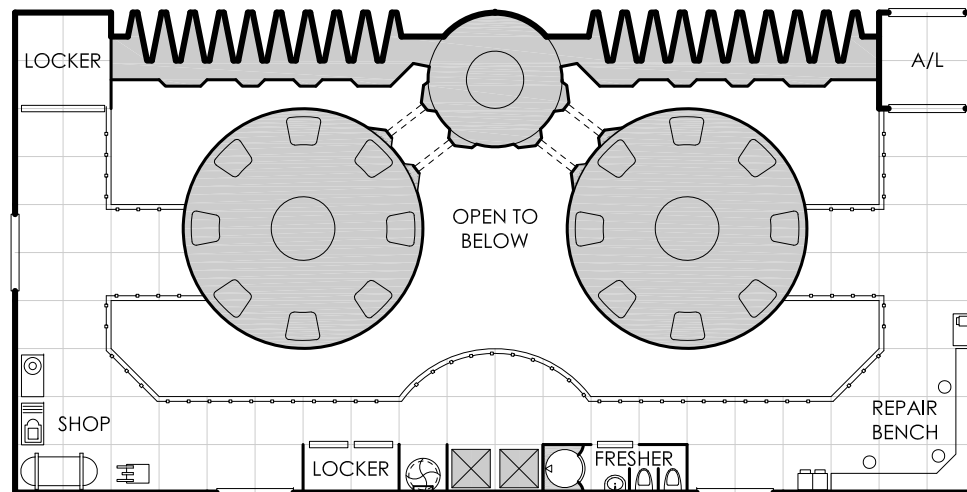


Notes:

- 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.



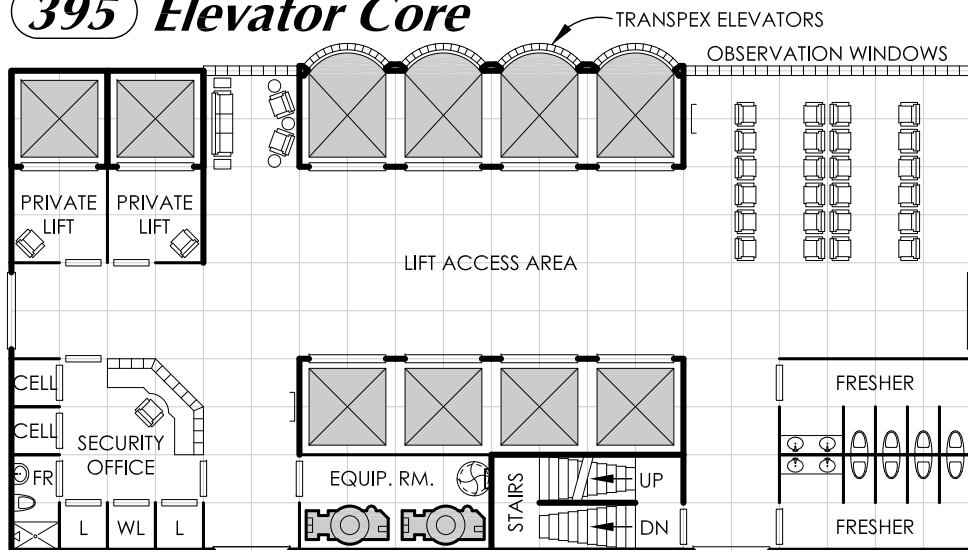
Engineering - Upper 394



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.

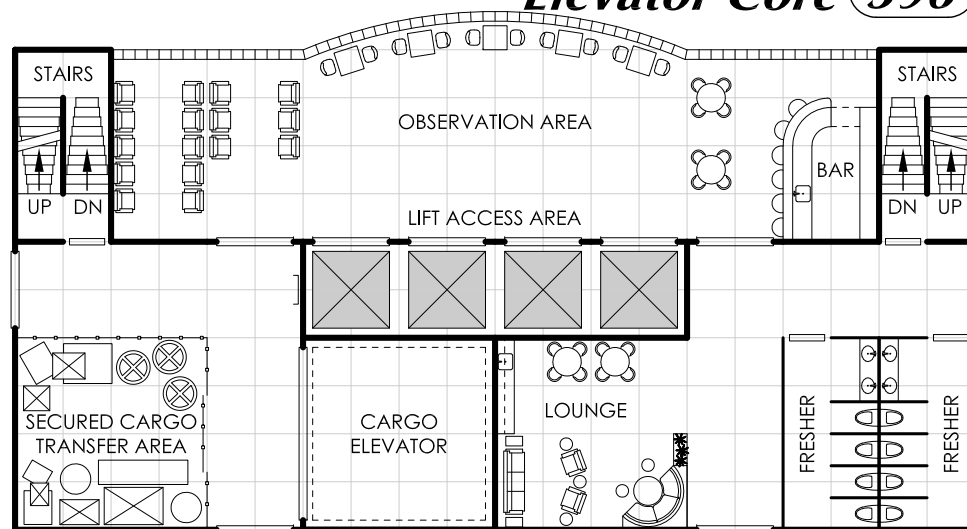
395 Elevator Core



Notes:

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

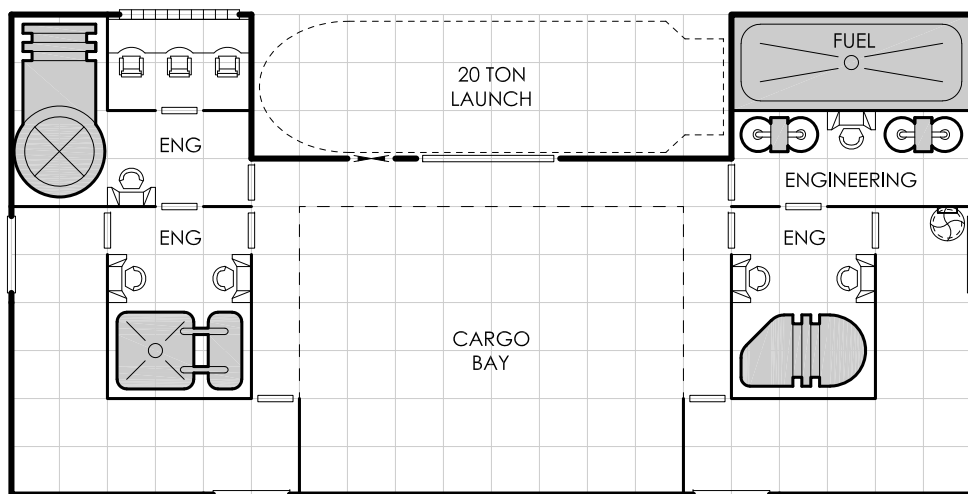
Elevator Core 396



Notes:

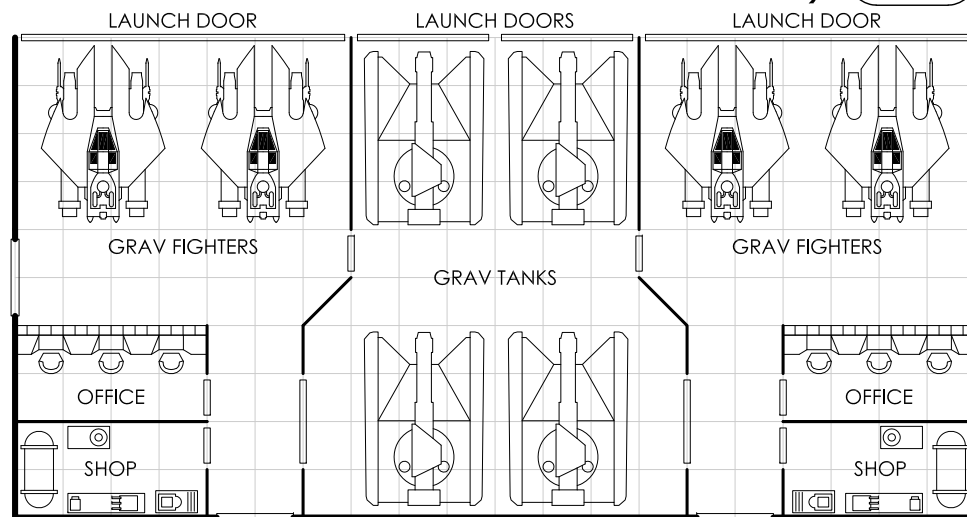
- Typically used in large space stations, arcologies, etc.

397 Cargo Bay - 20 Ton Launch



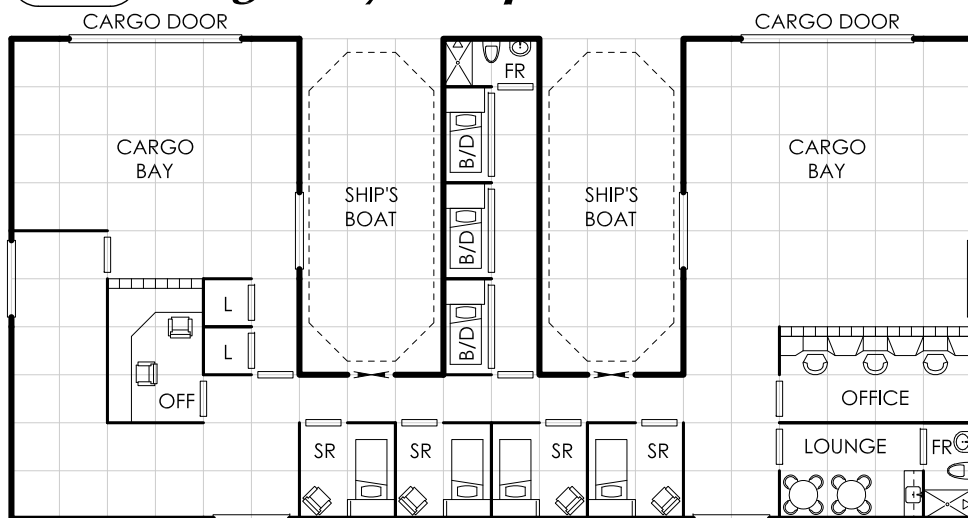
Notes:

Vehicle Bay 398



Notes:

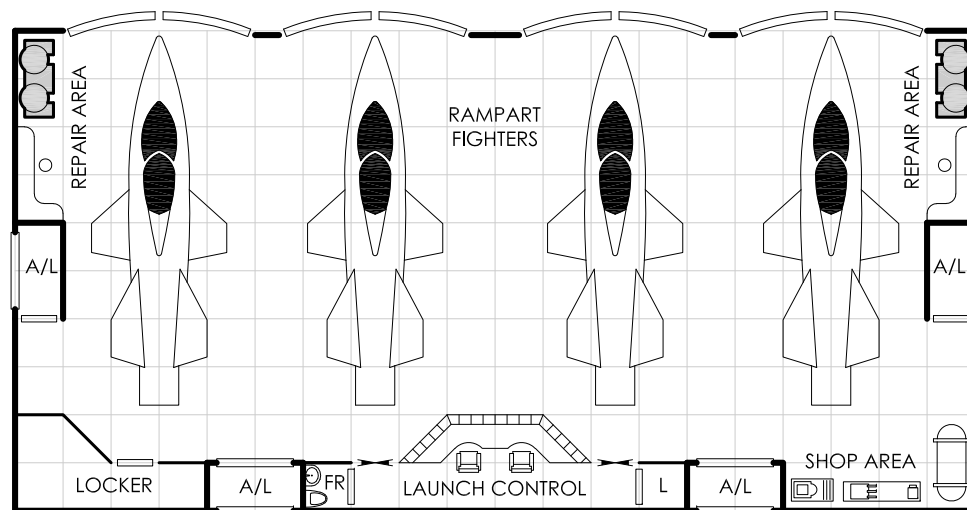
399 Cargo Bay - Ship's Boat



Notes:



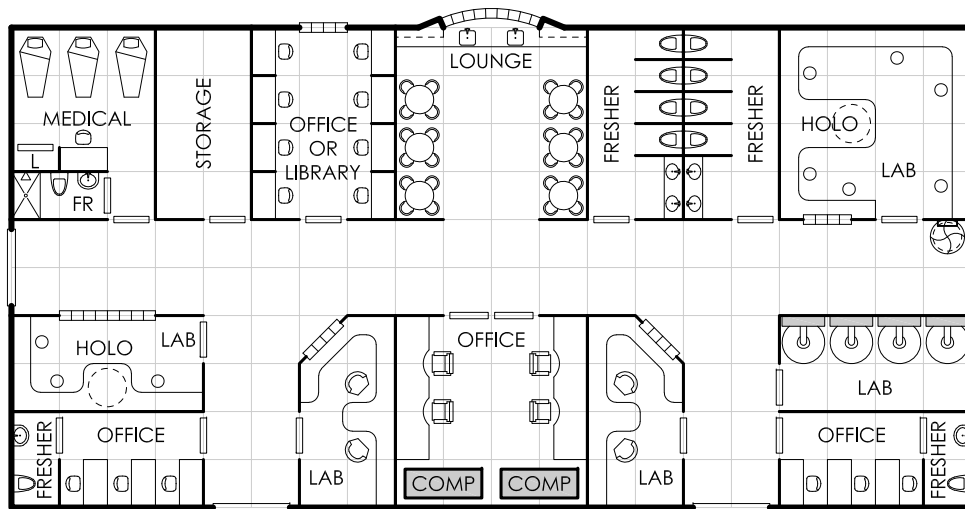
Fighter Hangar 400



Notes:

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

401 Labs-Offices

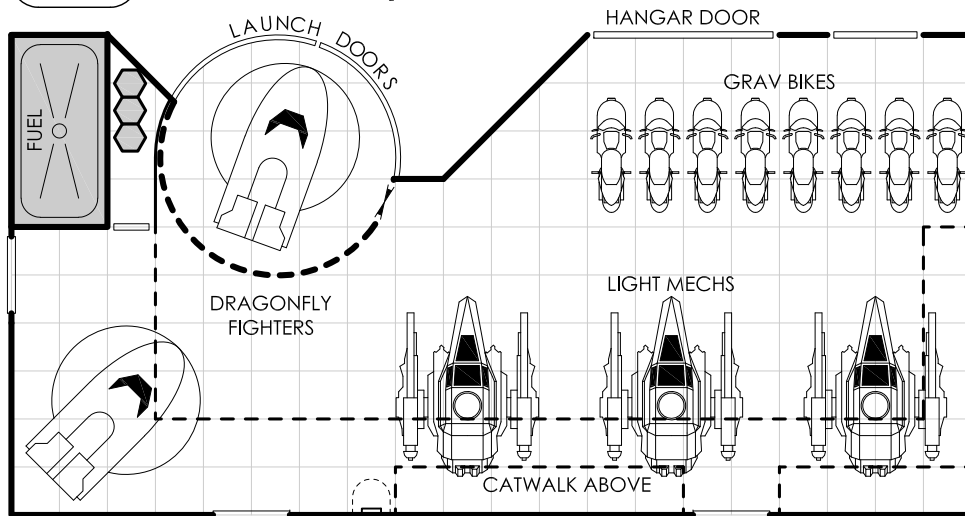


Notes:



STASIS TUBE

403 Vehicle Bay - Lower



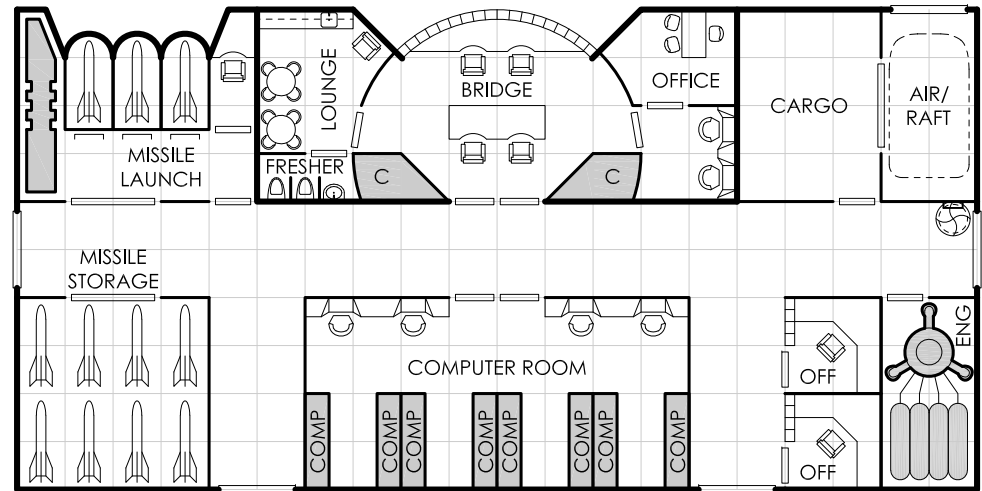
Notes:

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

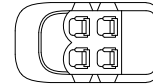


ROTATING WALL

Multi purpose 402



Notes:

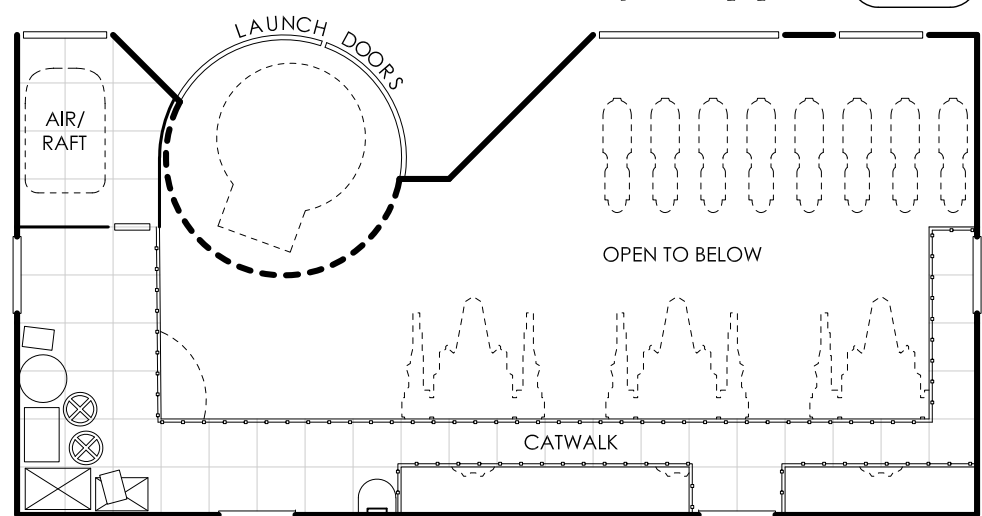


AIR/RAFT



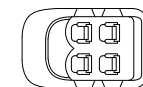
MISSILE LAUNCH TUBE

Vehicle Bay - Upper 404



Notes:

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



AIR/RAFT



ROTATING WALL

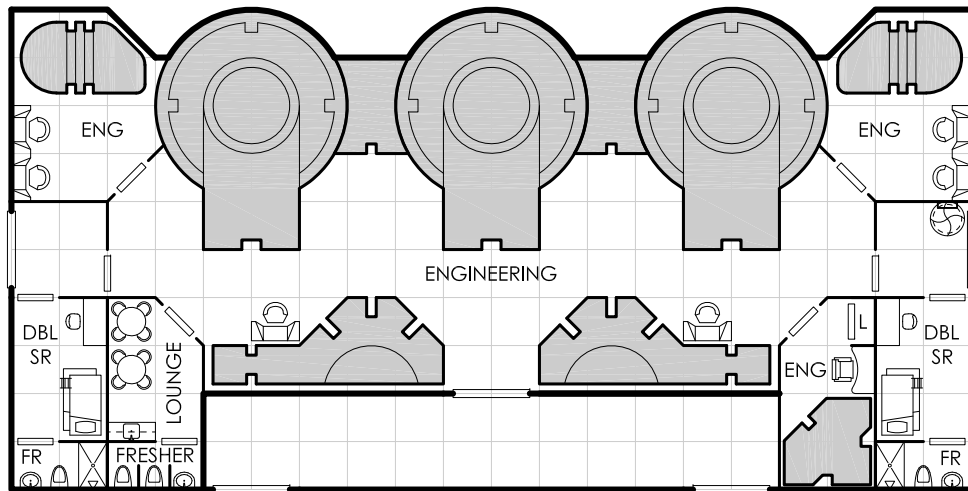
Science Lab

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.



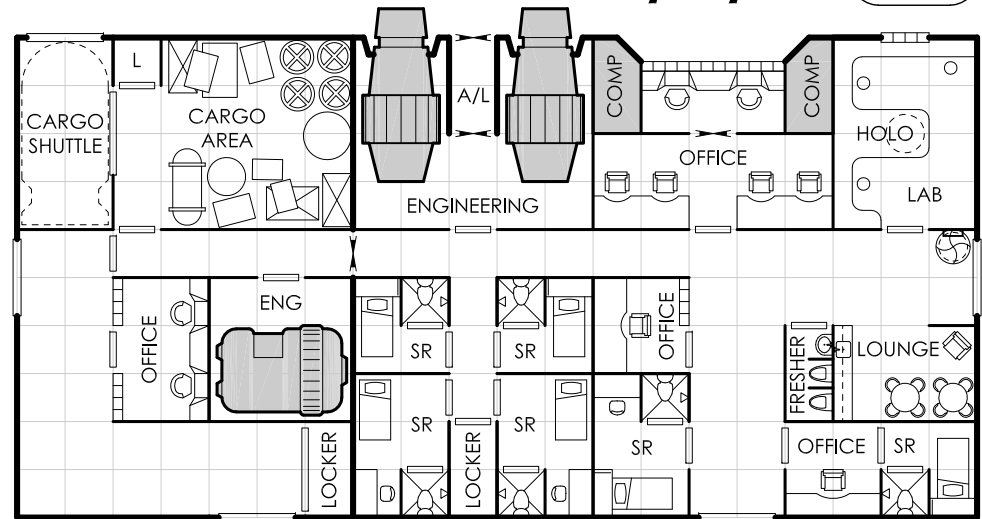
A pair of biogeneticists study the DNA of a newly contacted alien species.

405 Engineering

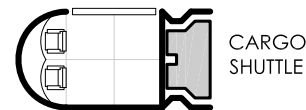


Notes:

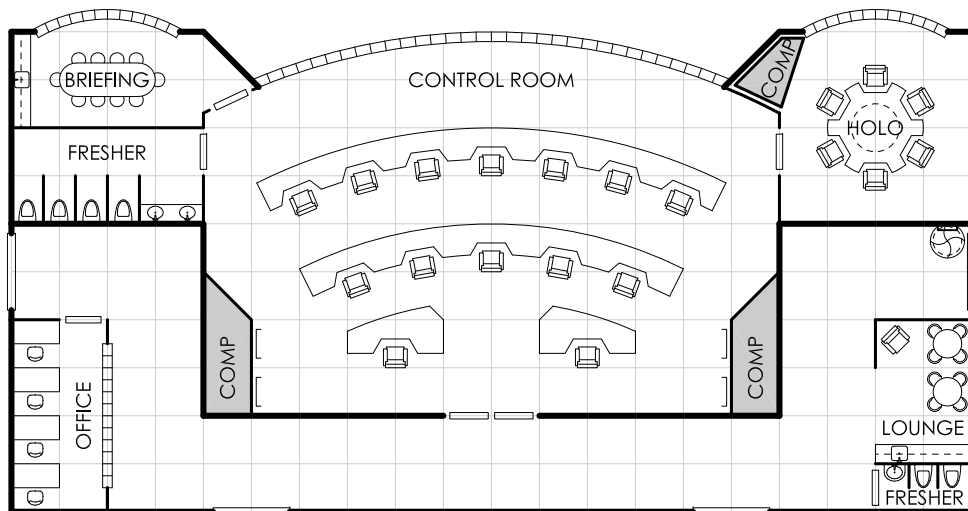
Multi purpose 406



Notes:



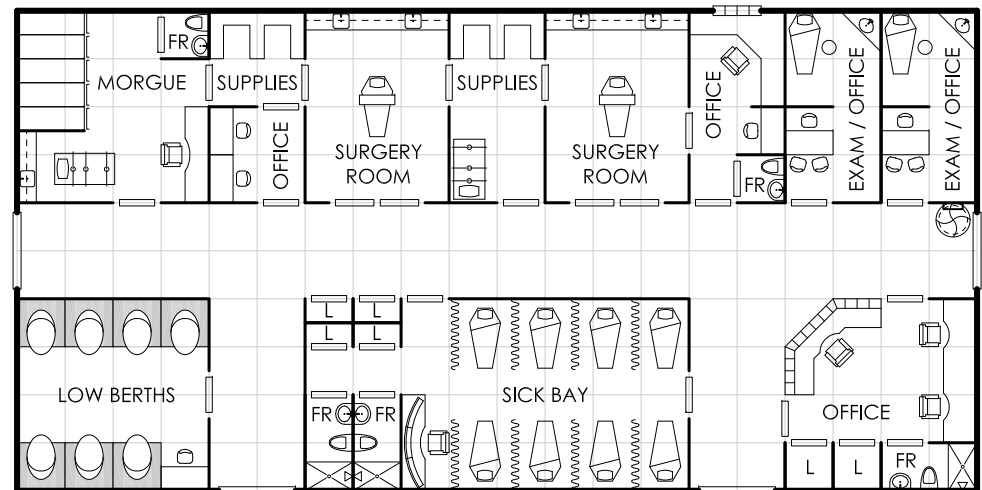
407 Mission Control



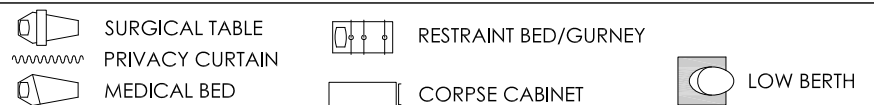
Notes:

- 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.

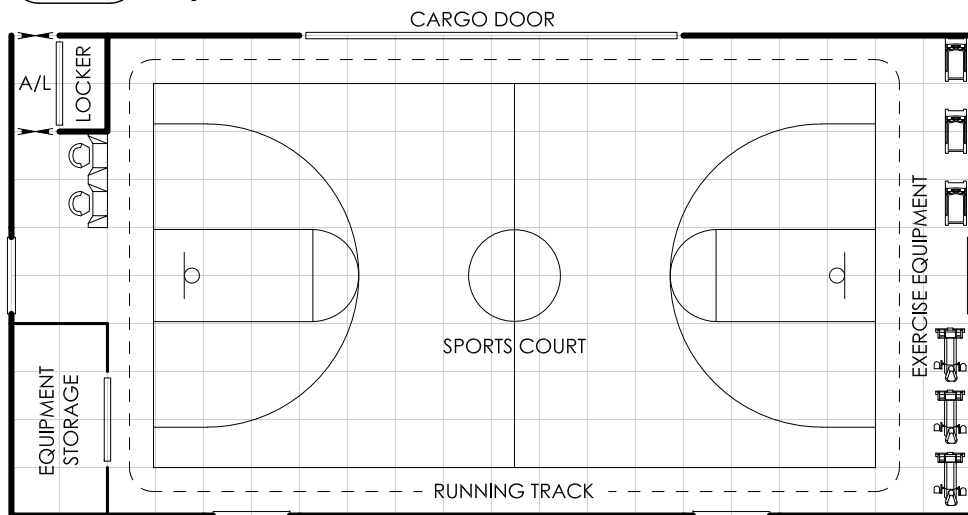
Medical Bay 408



Notes:



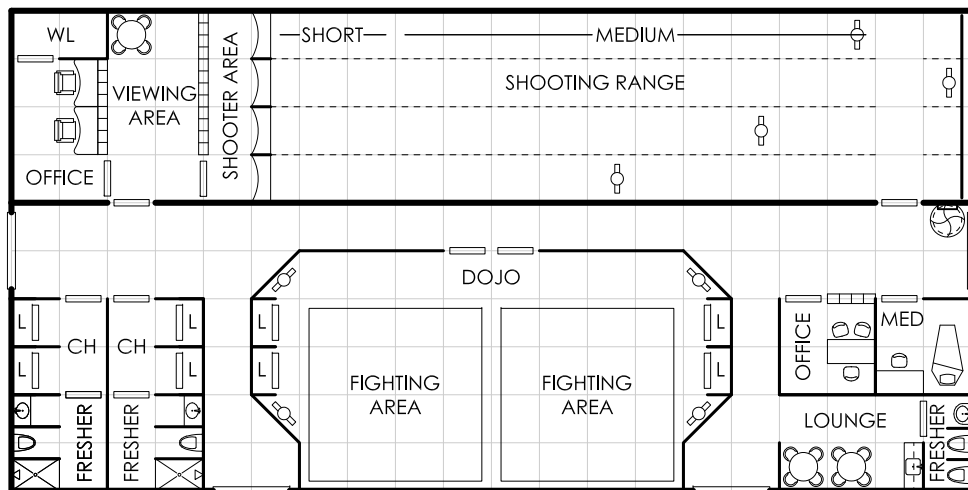
409 *Gymnasium*



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.

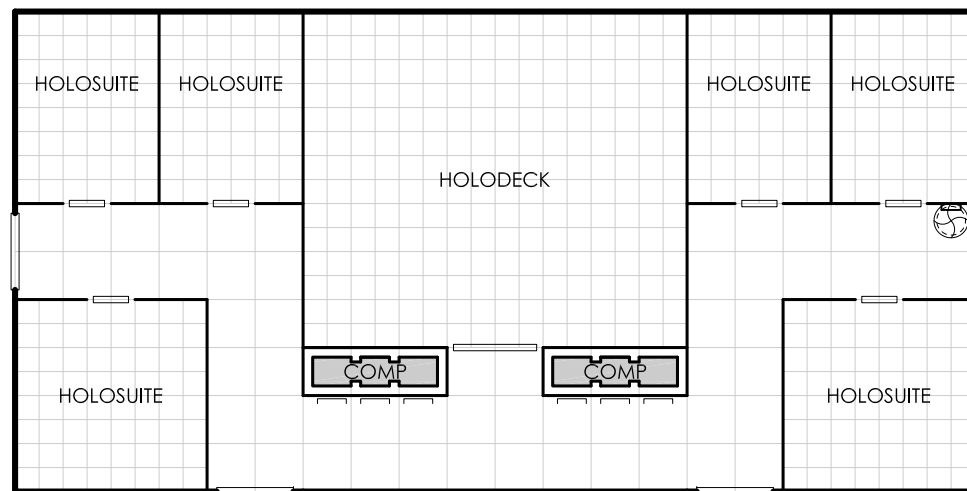
411 *Shooting Range / Dojo*



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.

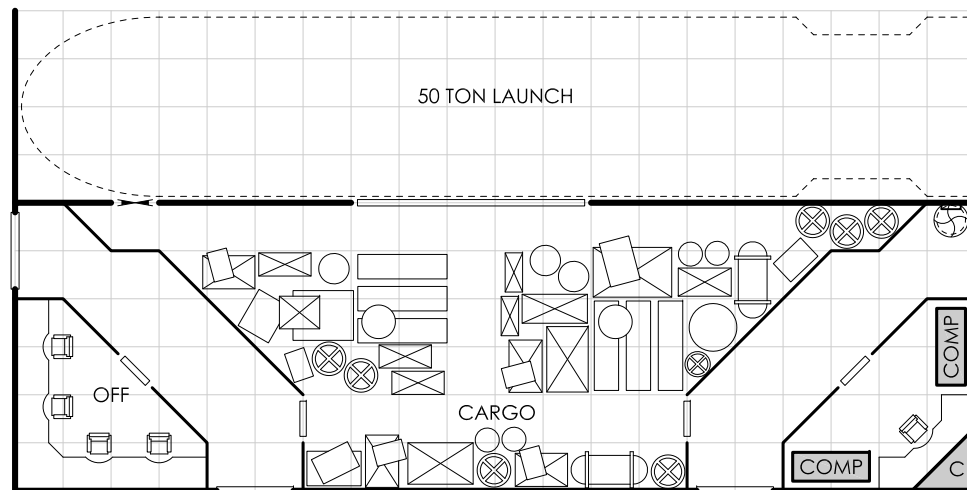
Holodeck 410



Notes:

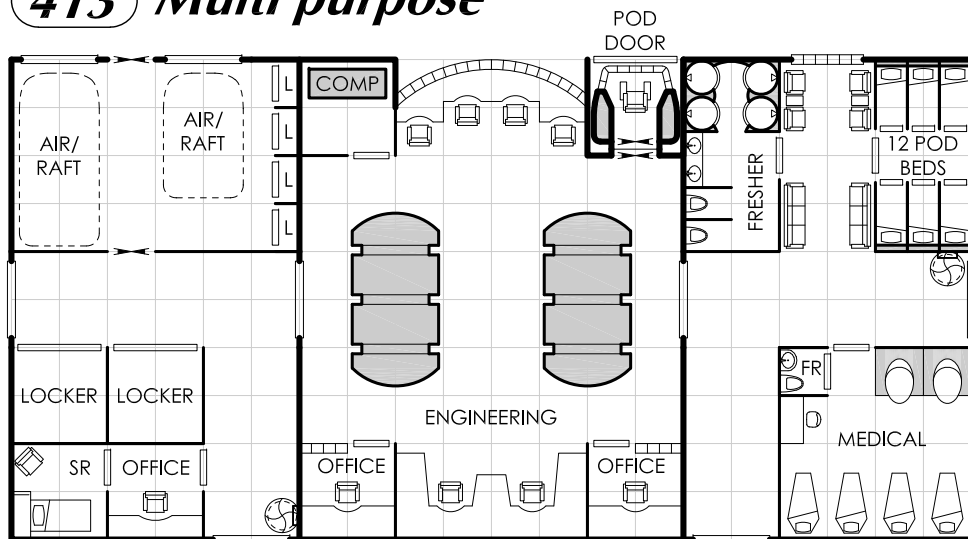
- See GURPS Traveller *Starships* re: holoventure zones for more info.
- Holodecks have a dedicated computer and power source.
- Double height ceiling.

Cargo Bay - 50 Ton Launch 412



Notes:

413 Multi purpose



Notes:



CARGO
AIR/RAFT

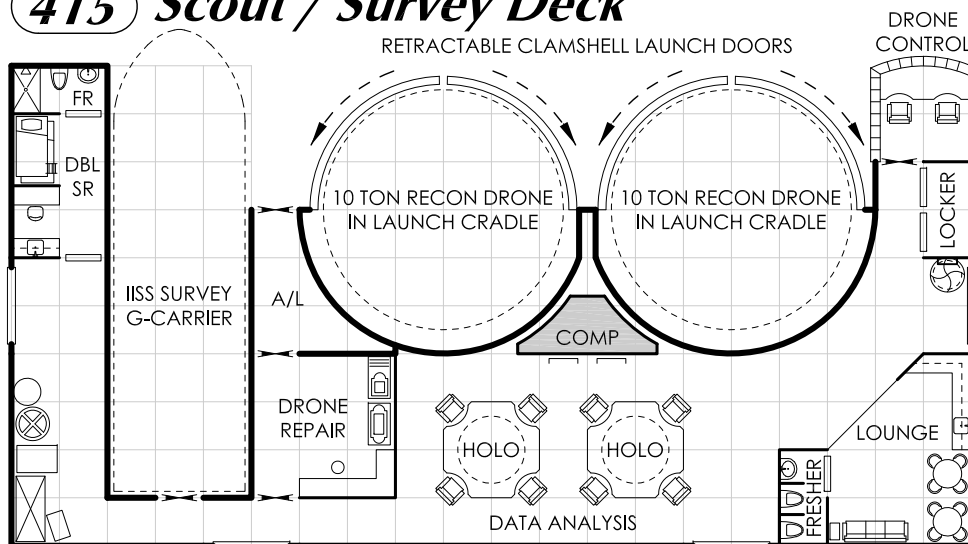


AIR/RAFT



WORK
POD

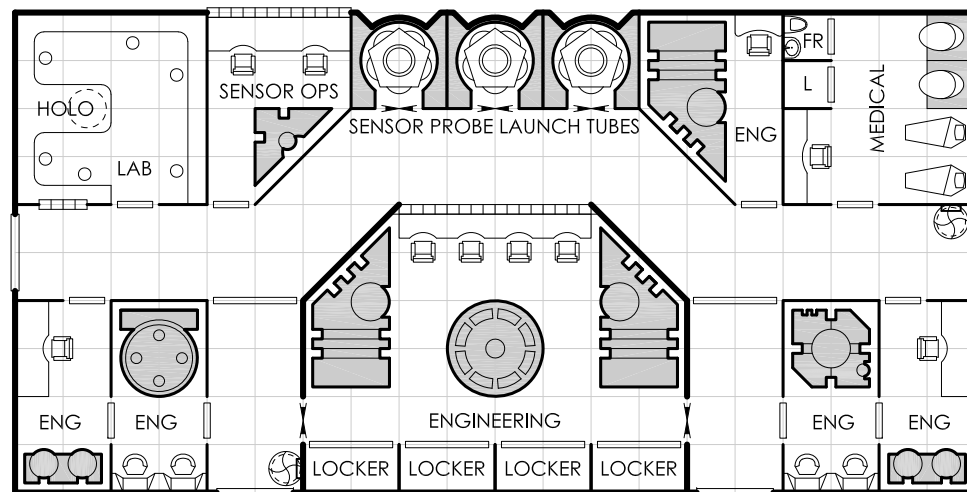
415 Scout / Survey Deck



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

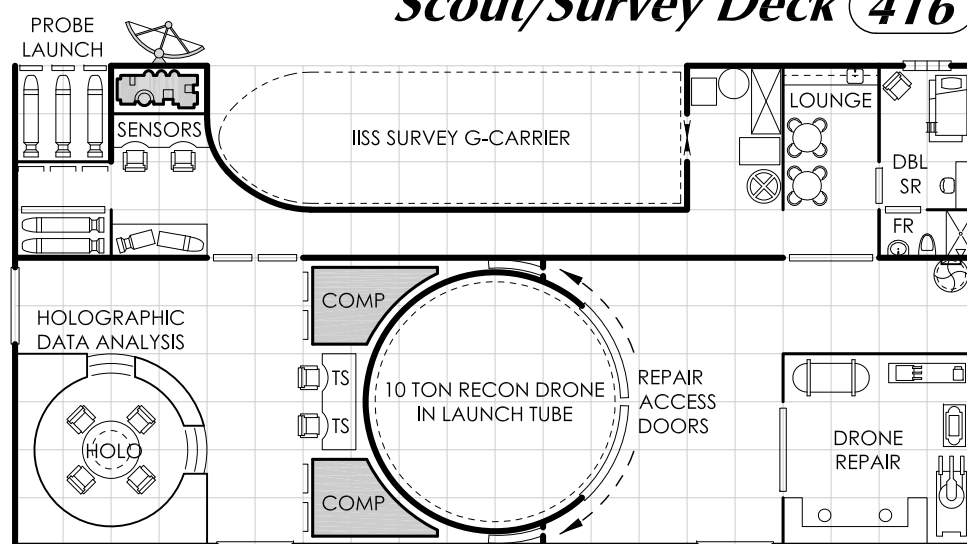


Notes:



SENSOR PROBE

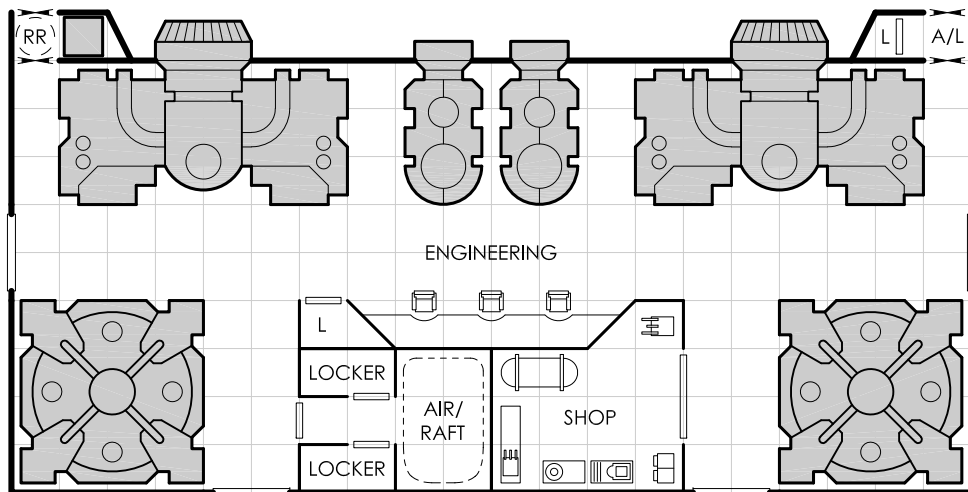
Scout/Survey Deck 416



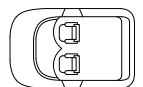
Notes:

- 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:

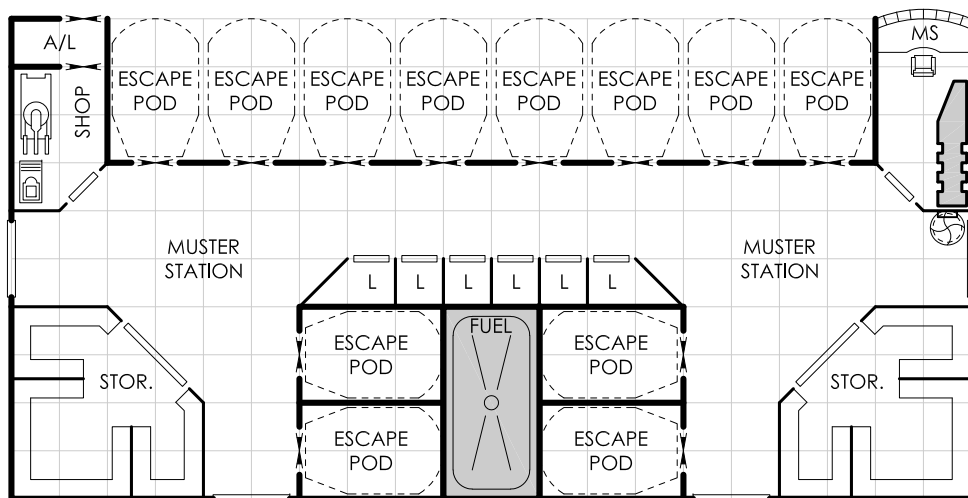


SMALL
CARGO
AIR/RAFT



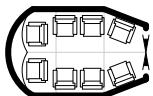
REPAIR ROBOT
ALCOVE

419 Escape Pod Deck



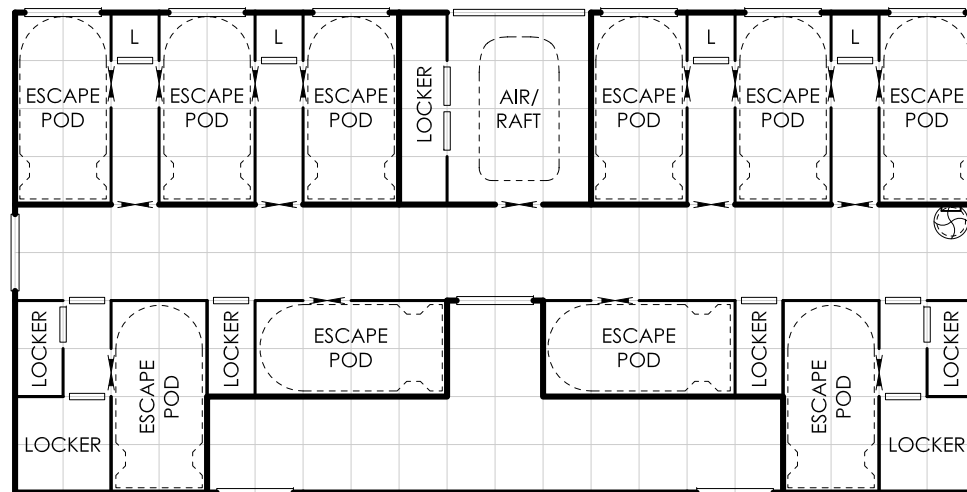
Notes:

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



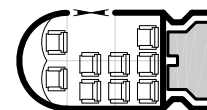
ESCAPE
POD

Escape Pod Deck 418

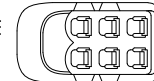


Notes:

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

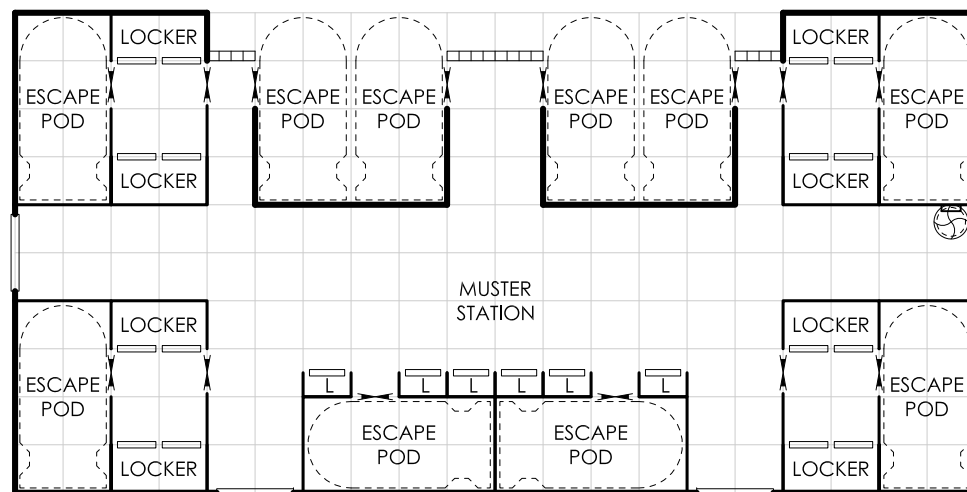


ESCAPE
POD



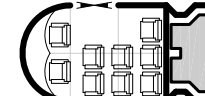
AIR/RAFT

Escape Pod Deck 420



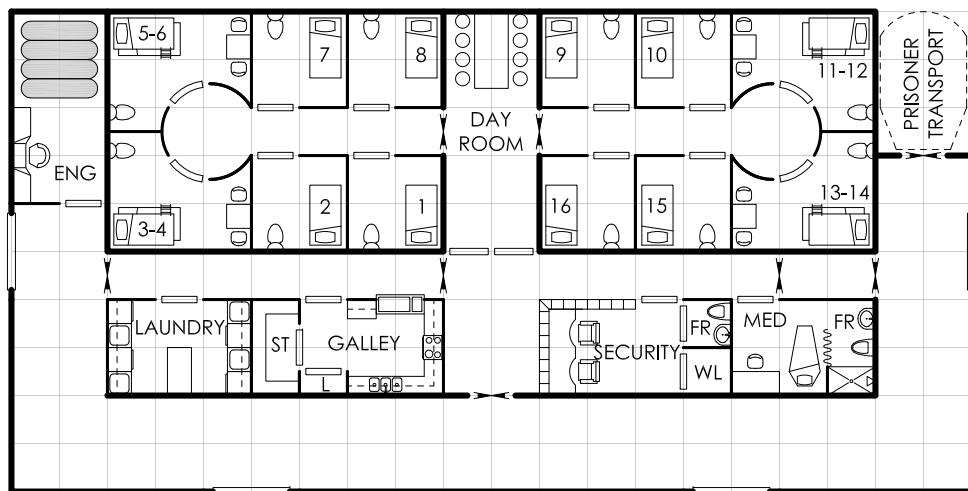
Notes:

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

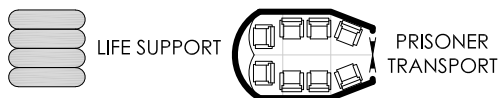


ESCAPE
POD

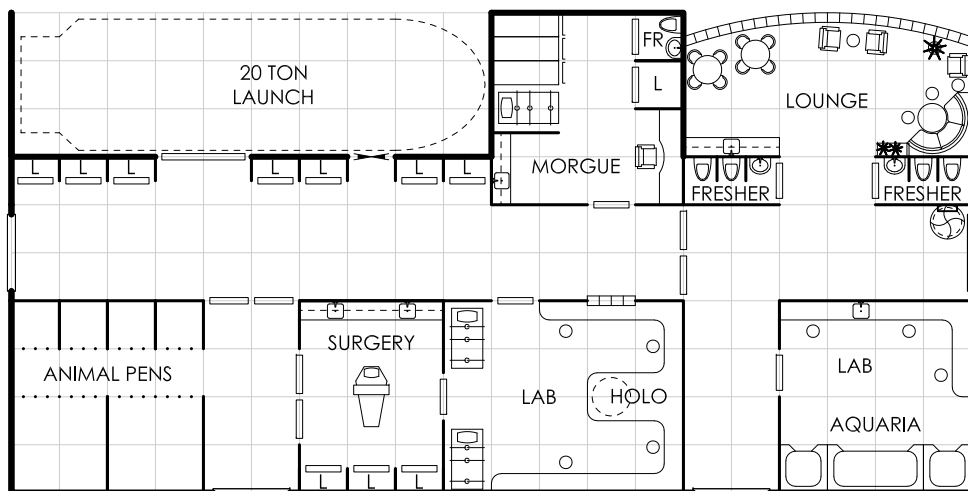
421 Brig / Prison



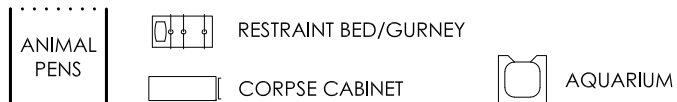
Notes:



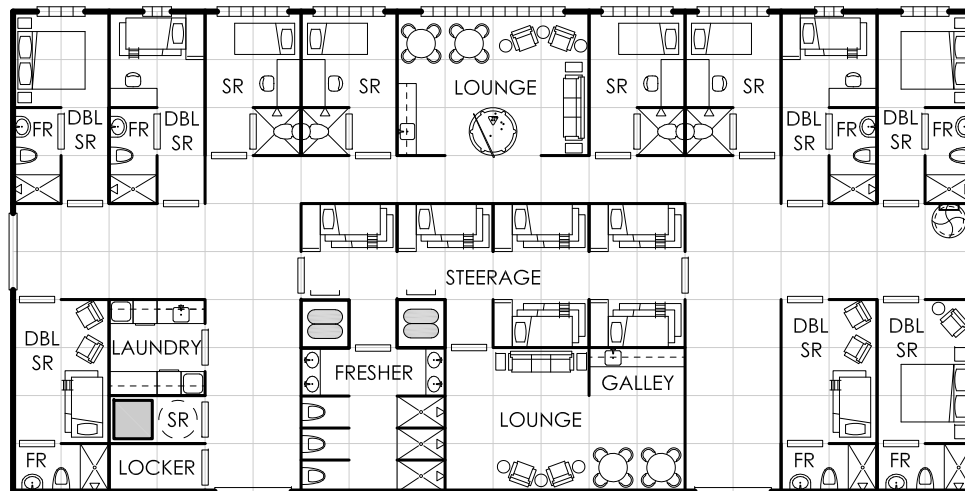
423 Medical Research



Notes:



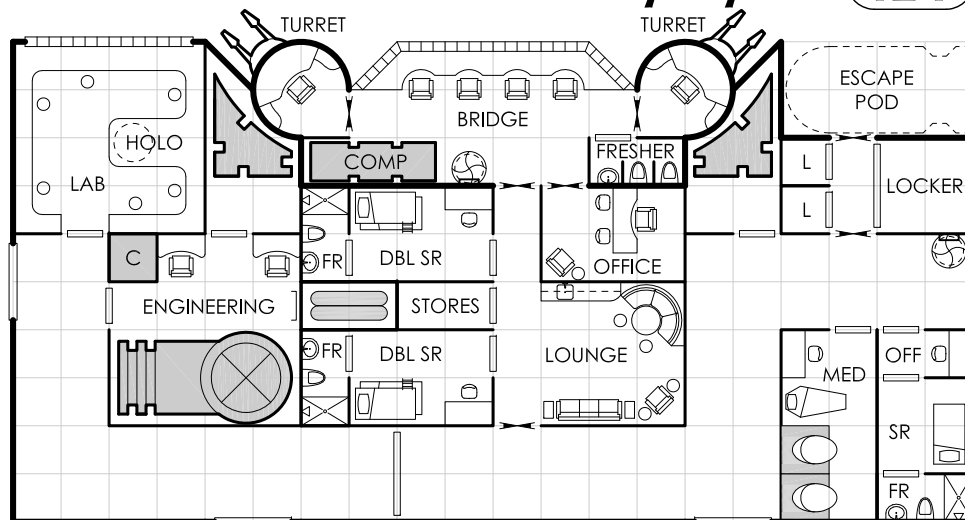
Passenger Deck 422



Notes:



Multi purpose 424



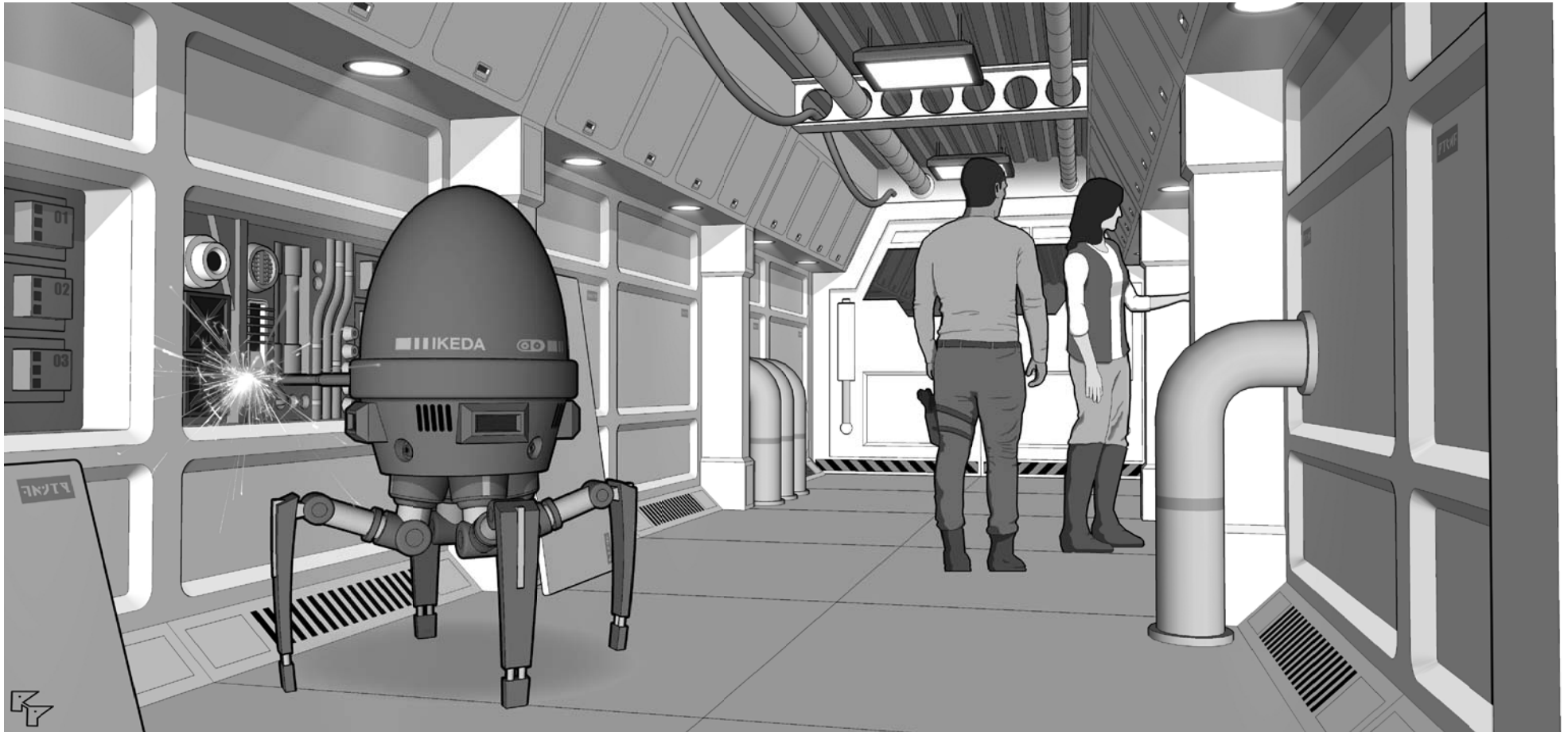
Notes:



Corridor Maintenance

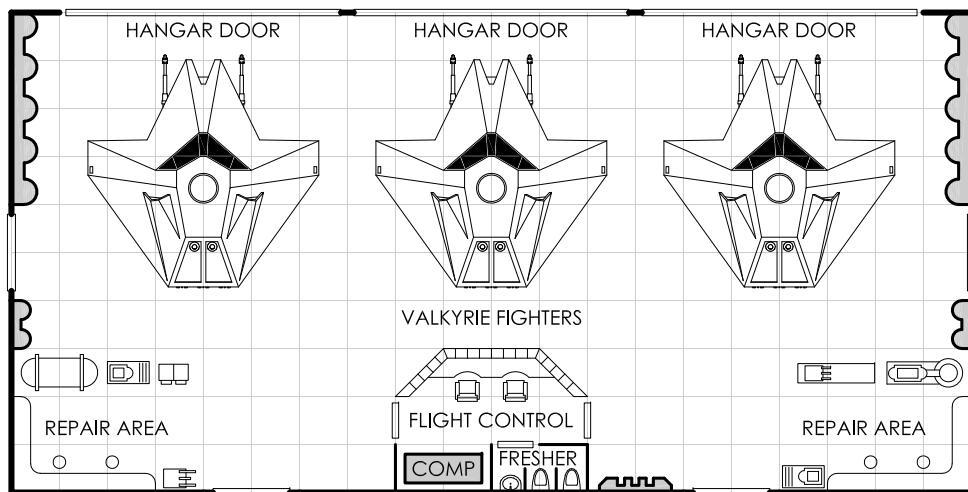
Not all mechanical work has to occur in engineering. To the non-technical, the areas under the floor, above the ceiling, and behind the walls, are a tangled mess of wire, conduit, processors, and hydraulics. To an experienced mechanic, especially one intimately knowledgeable about a specific starship 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*.

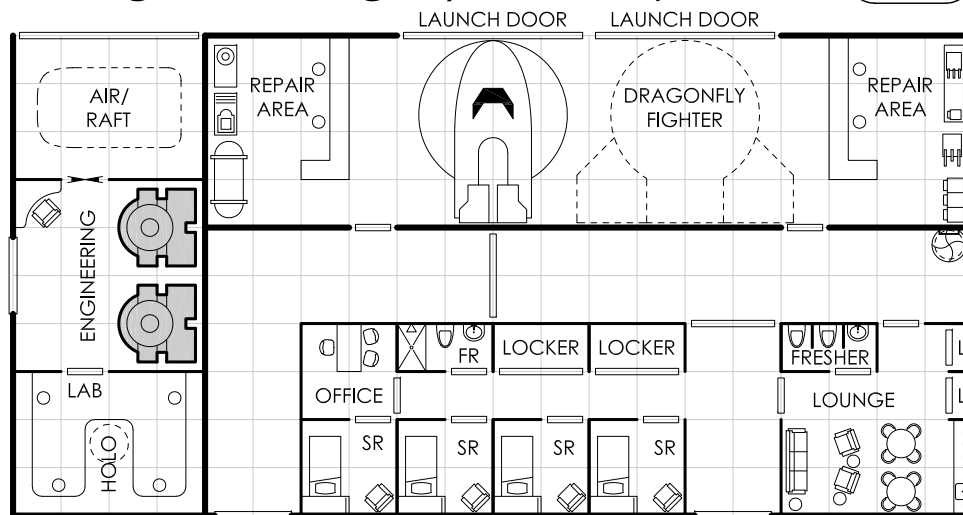
425 Fighter Hangar



Notes:

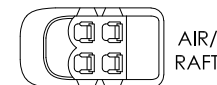
- Double height ceiling (20').

Fighter Hangar / Crew Quarters 426

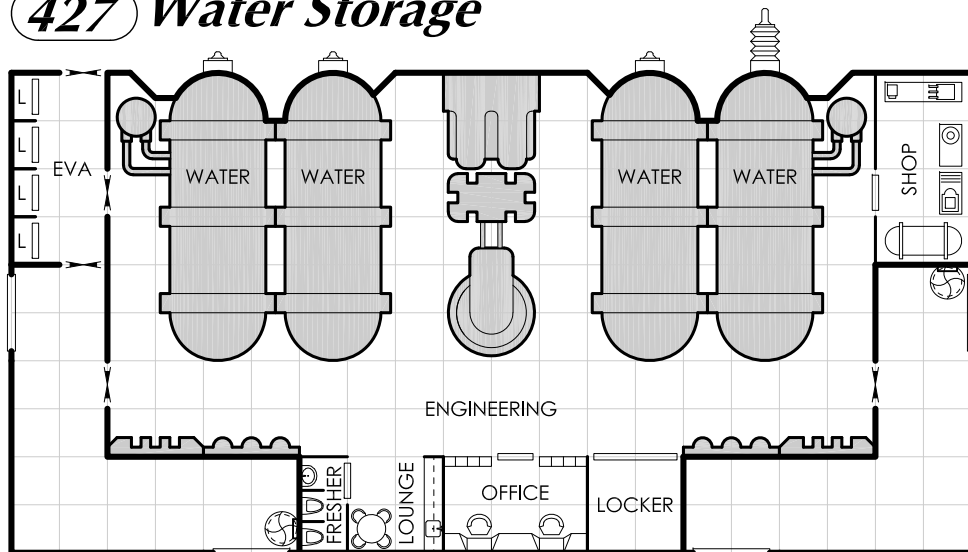


Notes:

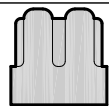
- See FASA's *Adventure Class Ships Vol. 1* for more information about the Dragonfly Fighter.



427 Water Storage



Notes:

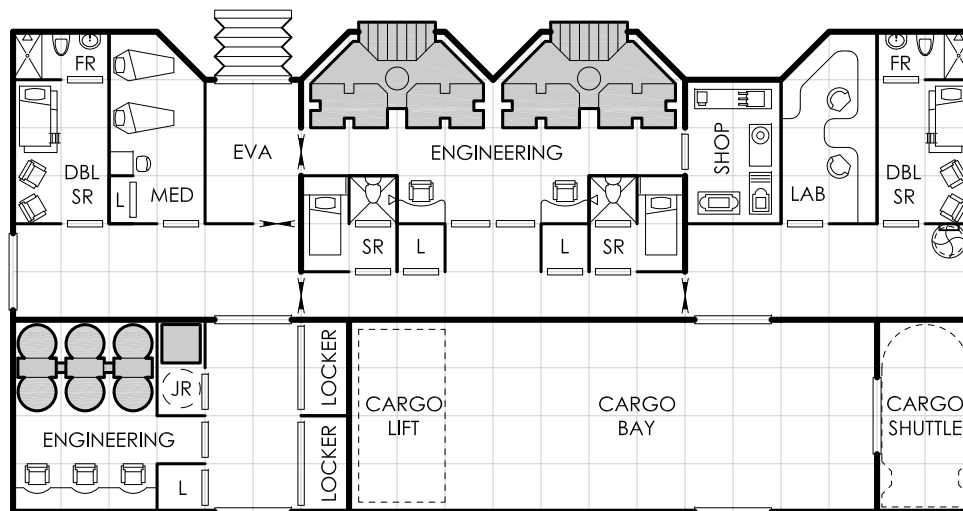


WATER
PROCESSING

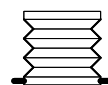


EXTENDABLE
TRANSFER NOZZLE

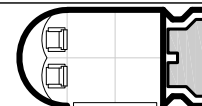
Multi purpose 428



Notes:



EXTENDABLE
AIRLOCK

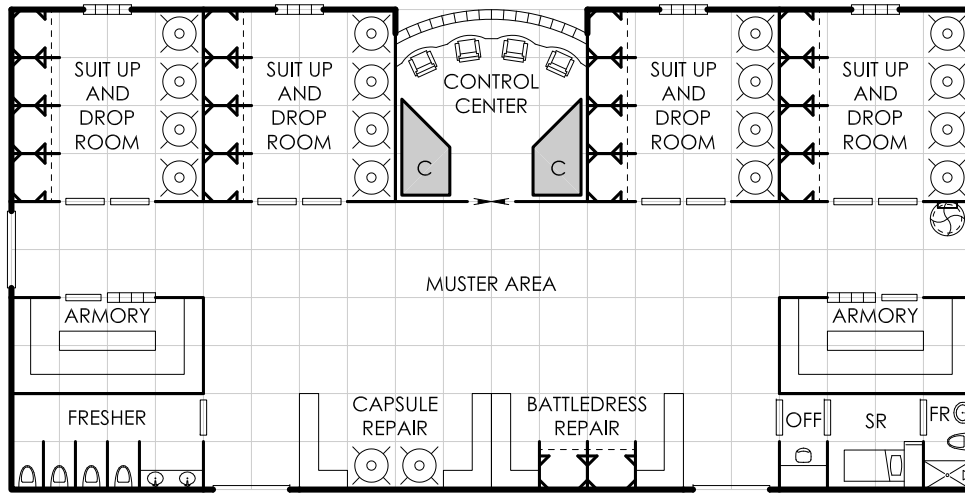


CARGO
SHUTTLE



JANITORIAL
ROBOT ALCOVE

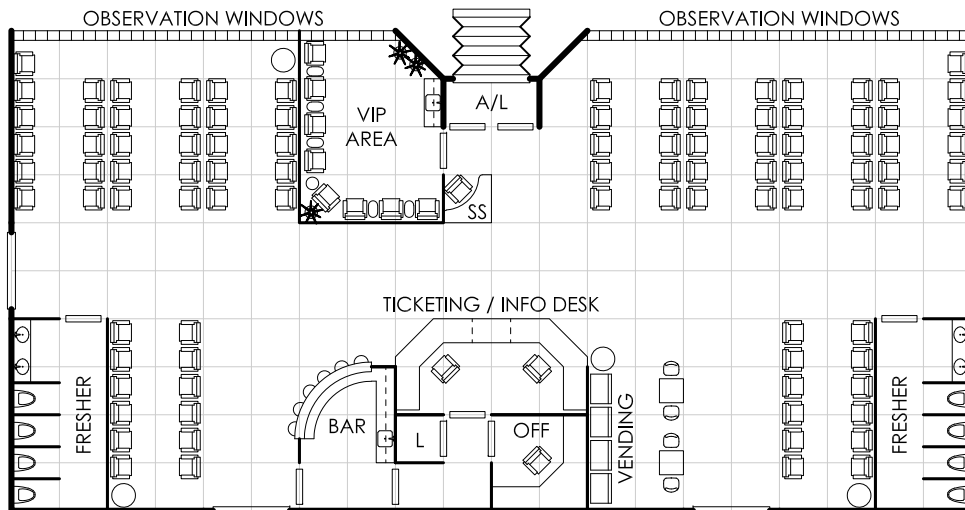
429 Drop Capsule Deck



Notes:



431 Passenger Gate / Concourse



Notes:

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



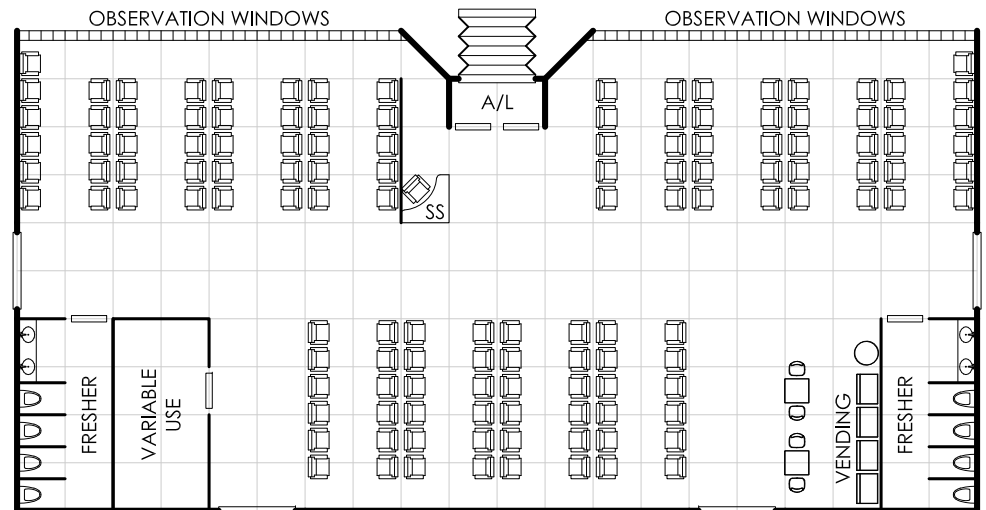
Passenger Deck 430



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.

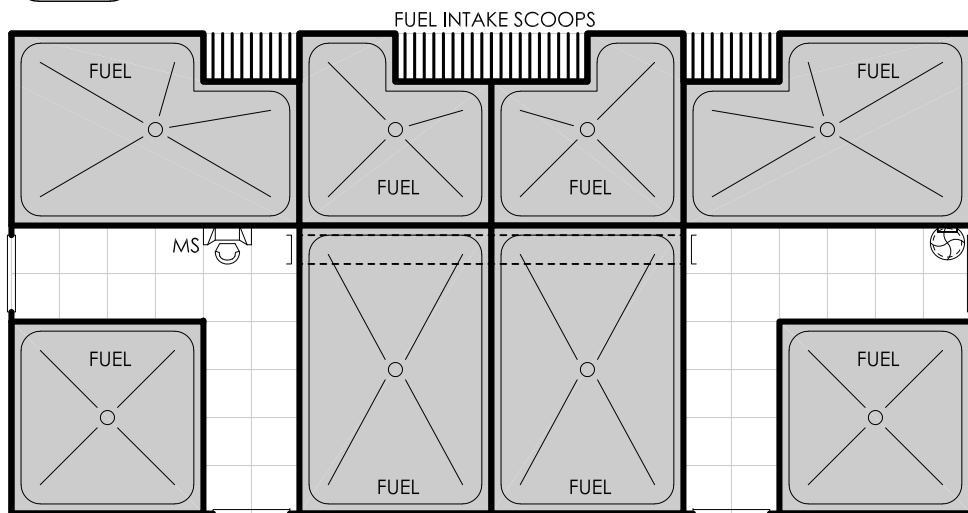
Passenger Gate / Concourse 432



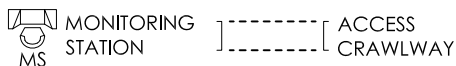
Notes:

- 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.

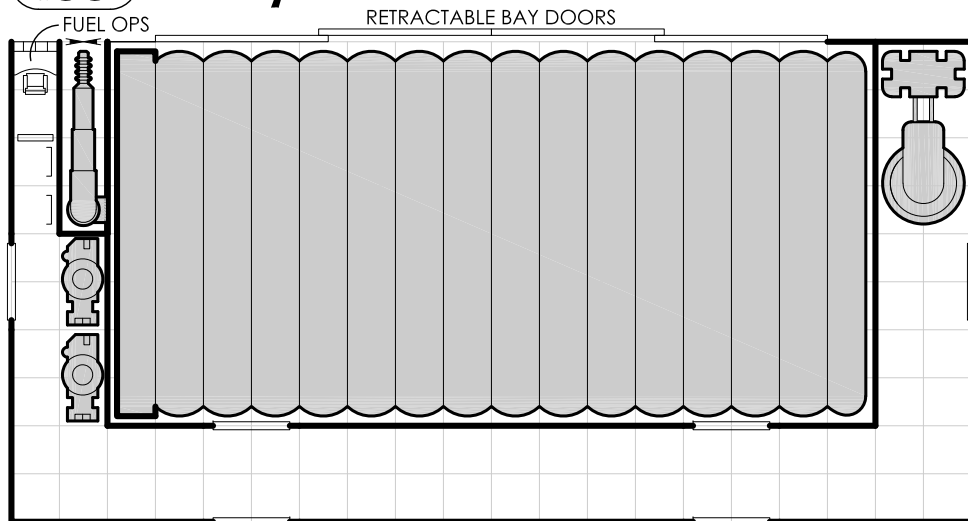
433 Fuel Deck



Notes:

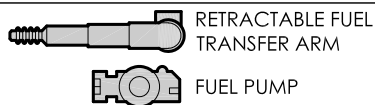


435 Collapsible Fuel Tank - Full

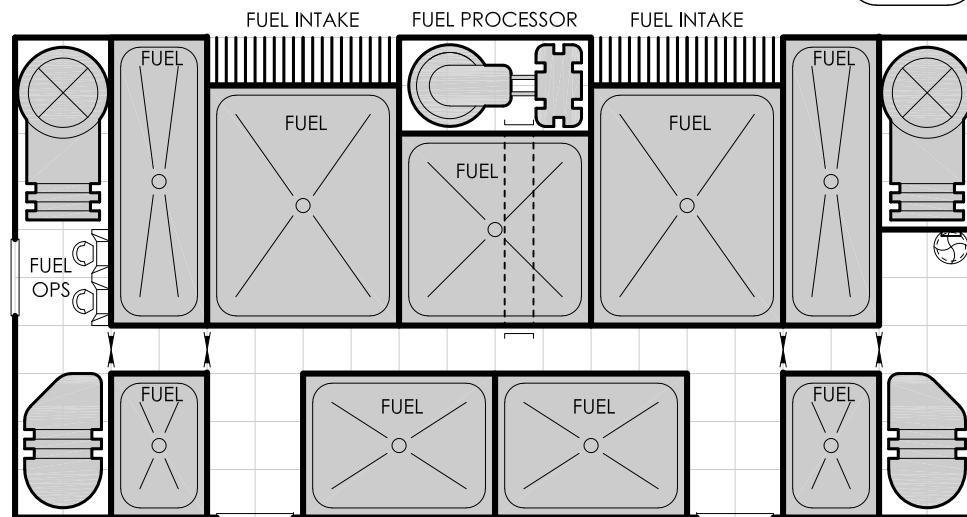


Notes:

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



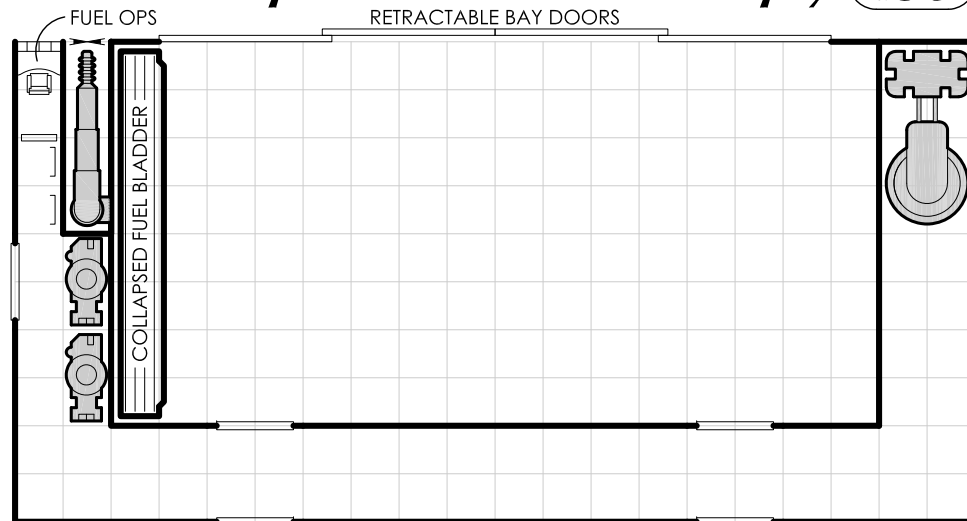
Fuel Deck 434



Notes:



Collapsible Fuel Tank - Empty 436

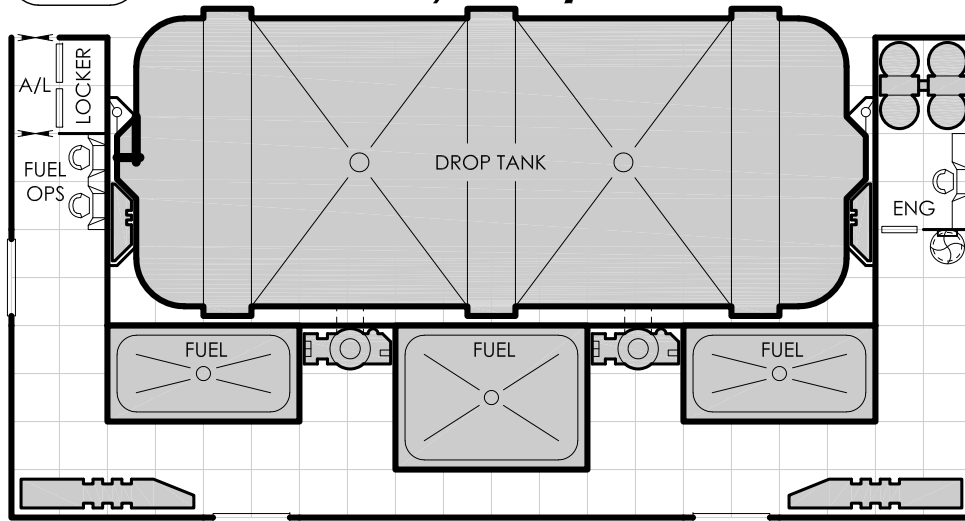


Notes:

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

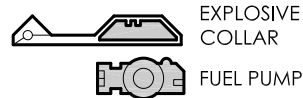


437 Fuel Deck w/ Drop Tank

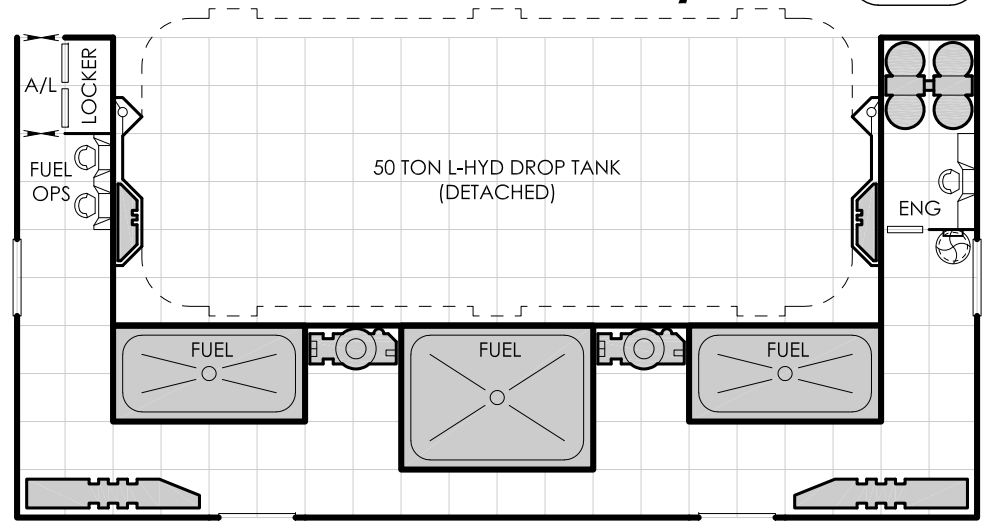


Notes:

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



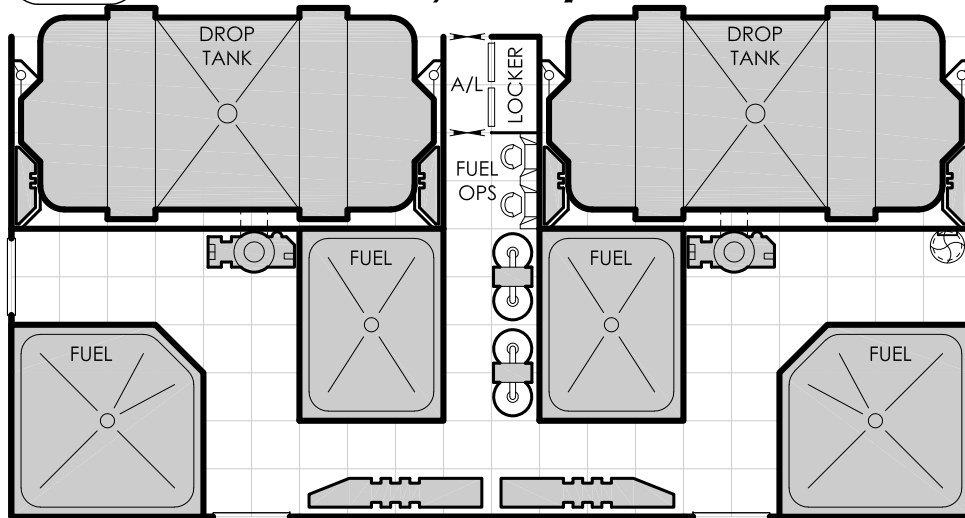
Fuel Deck - Detached Drop Tank 438



Notes:

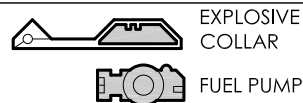


439 Fuel Deck w/ Drop Tanks

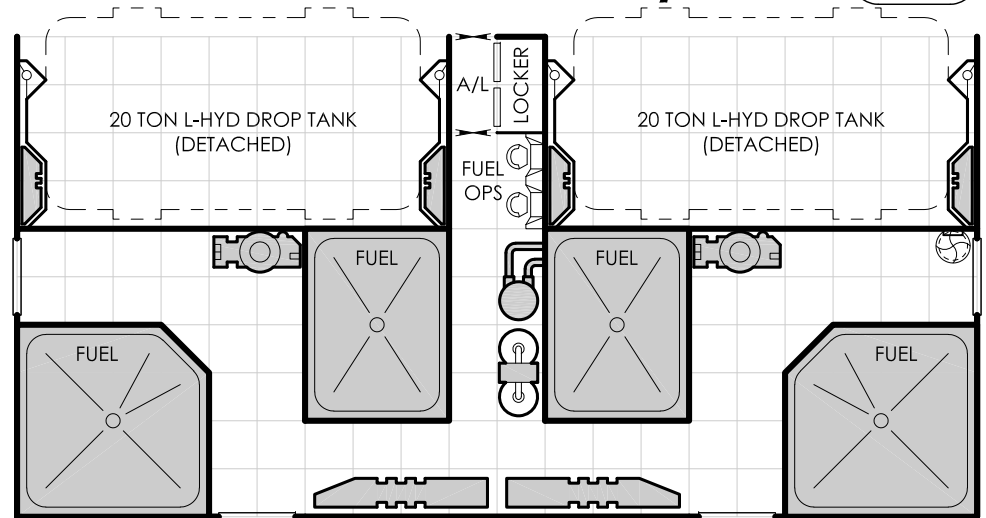


Notes:

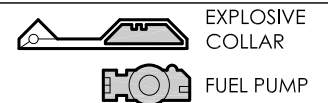
- Two 20 dton detachable drop tanks shown.
- Tanks can be detached from Fuel Ops or the bridge.



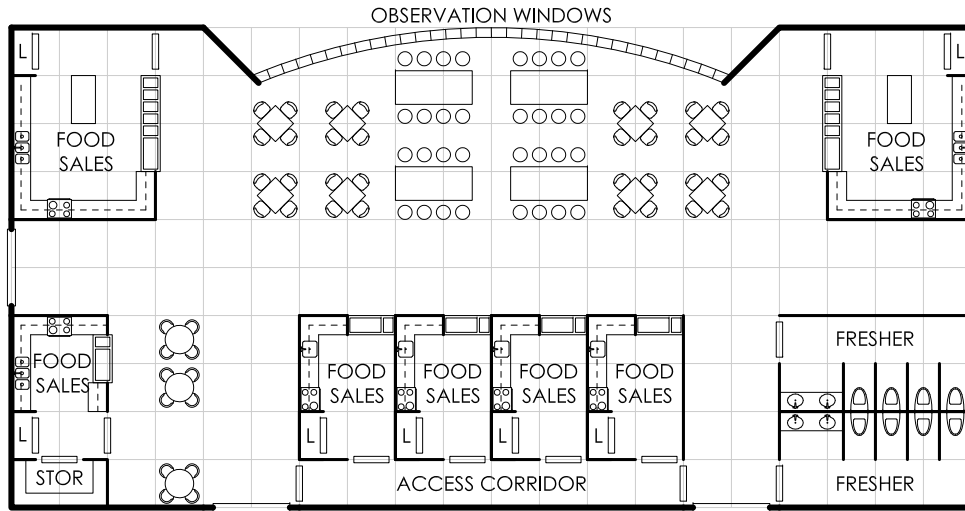
Fuel Deck - Detached Drop Tanks 440



Notes:



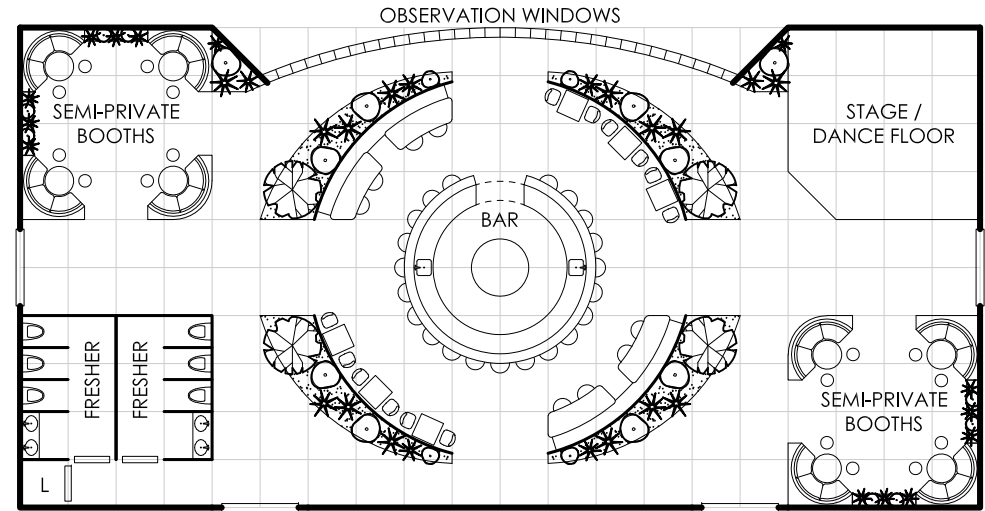
441 Promenade - Food Court



Notes:

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

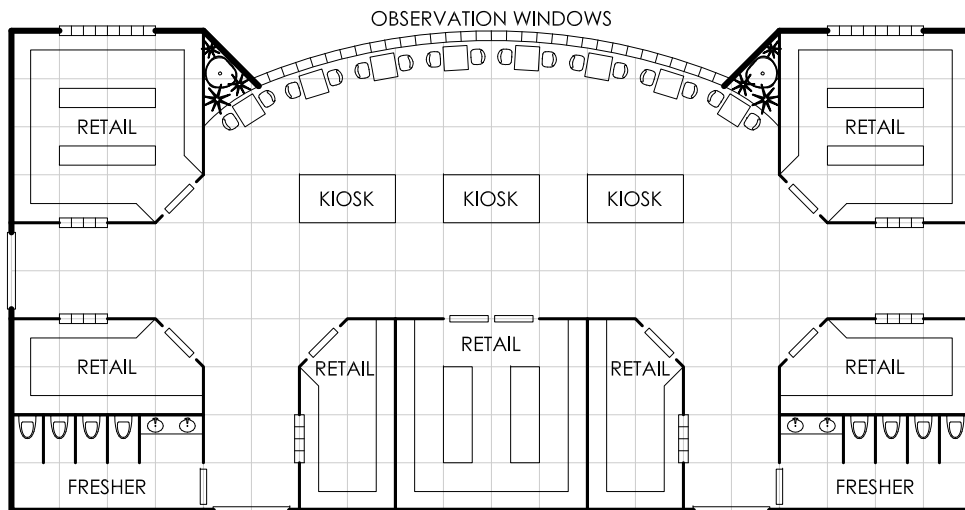
Promenade - Bar 442



Notes:

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

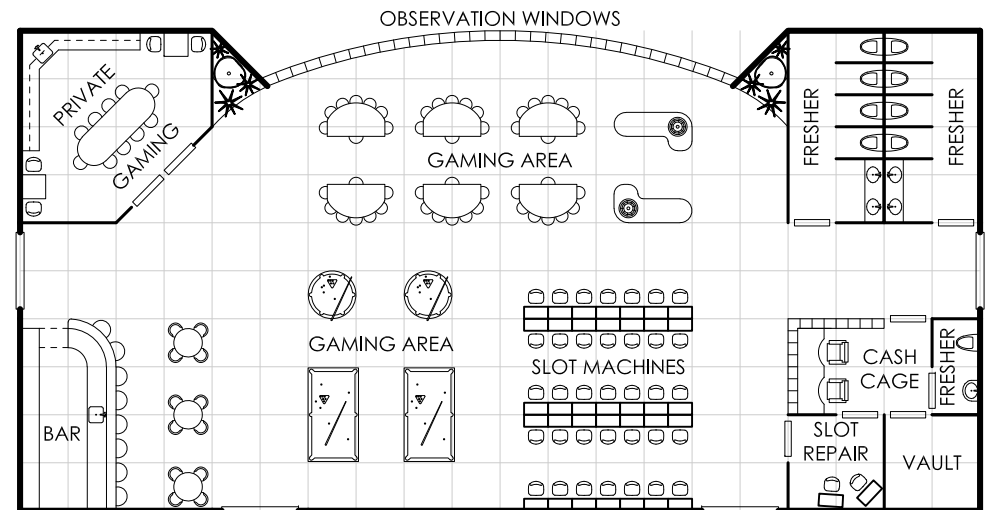
443 Promenade - Retail



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.

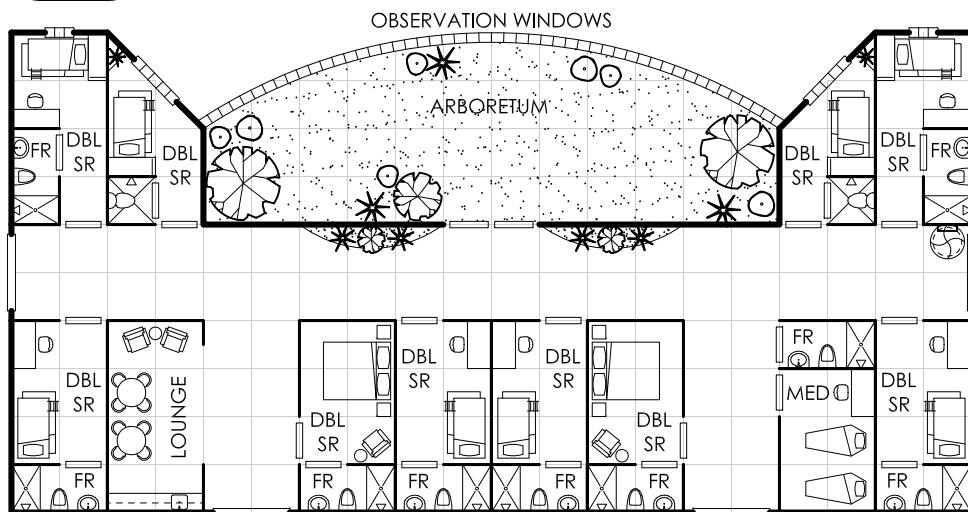
Promenade - Casino 444



Notes:

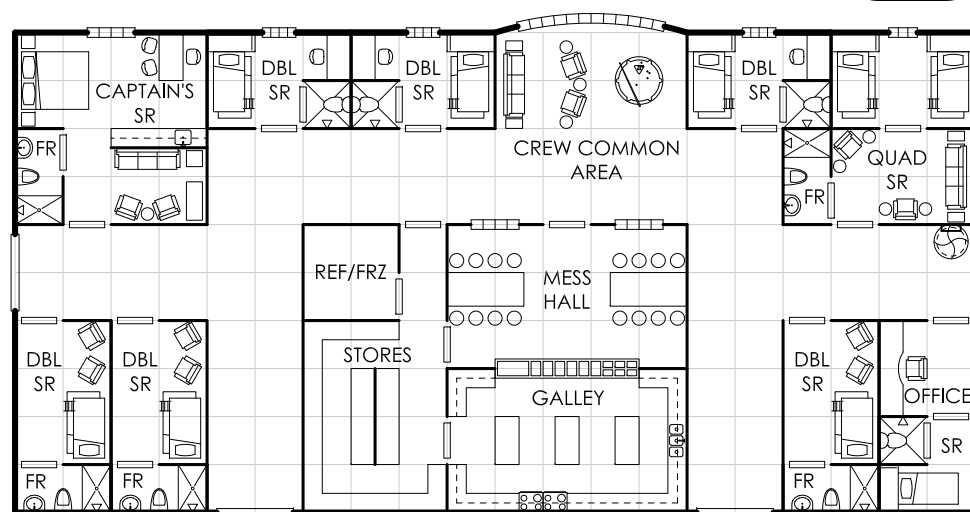
- Casinos are primarily used only for space stations, large hotels, and large passenger liners.
- The cash cage typically contains the cashier and a security officer.

445 Passenger Quarters / Arboretum



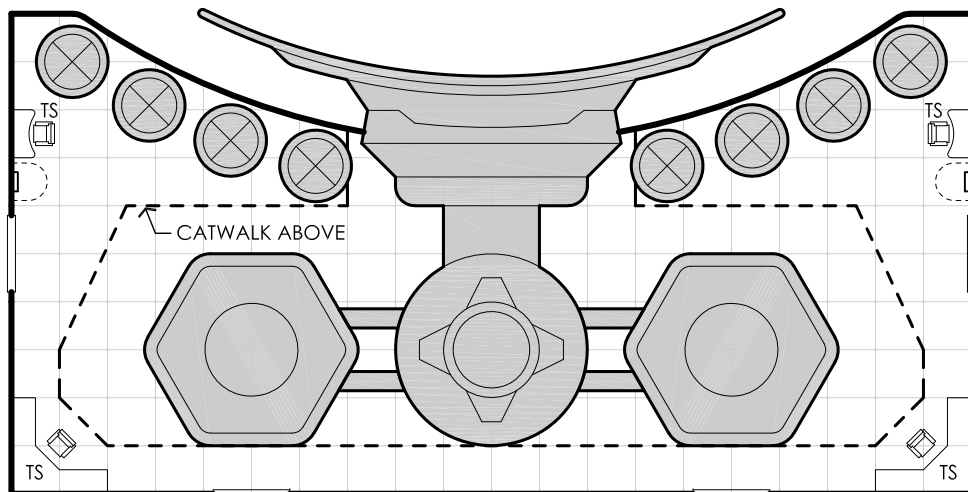
Notes:

Crew Quarters/Mess Hall 446



Notes:

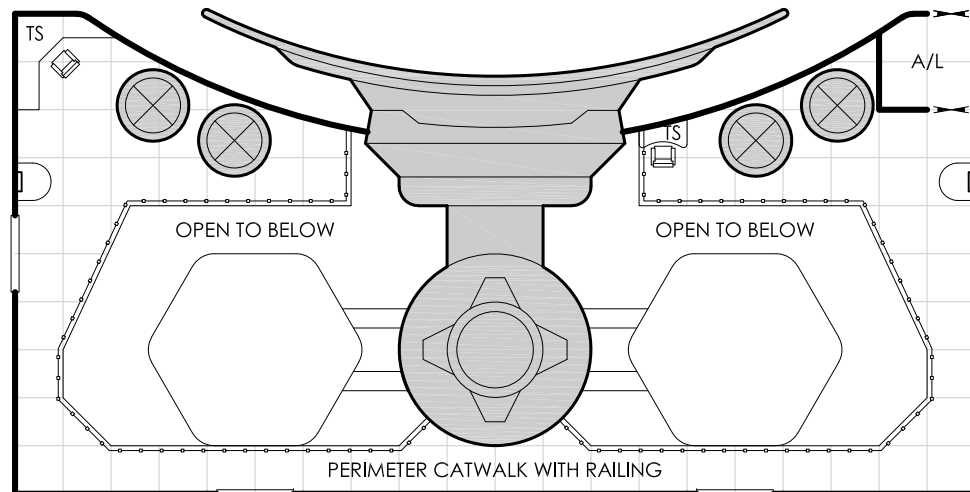
447 Communications Dish - Lower



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

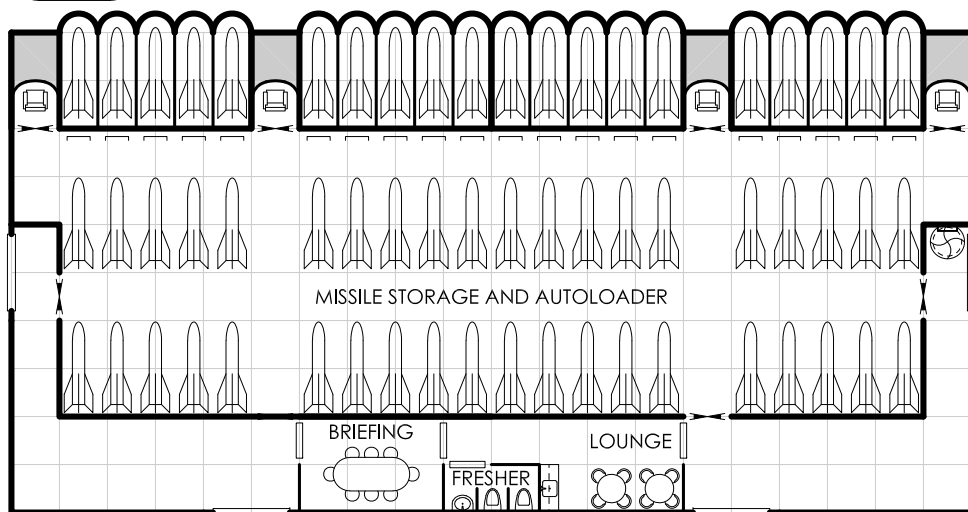


Notes:

- See geomorph 447 for lower level.



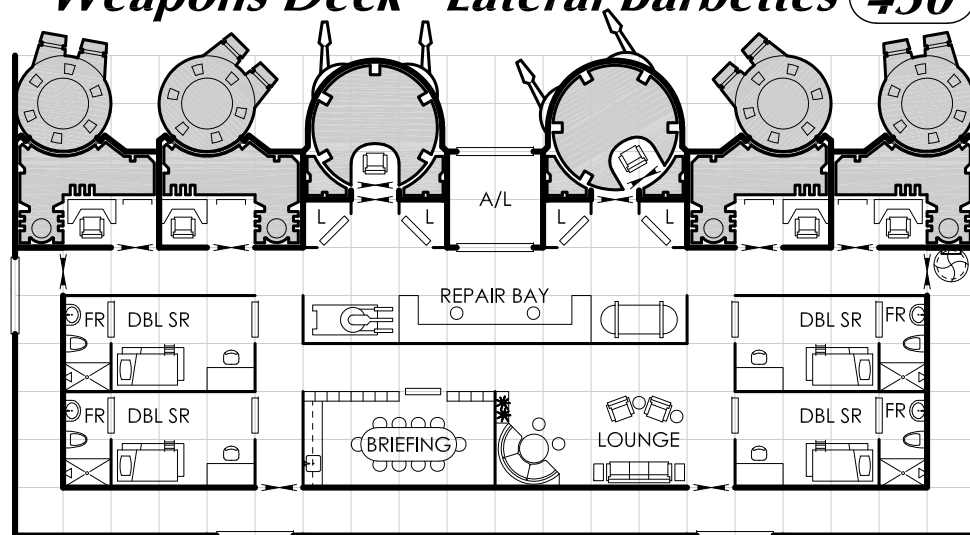
449 Missile Deck - Lateral Barbettes



Notes:

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

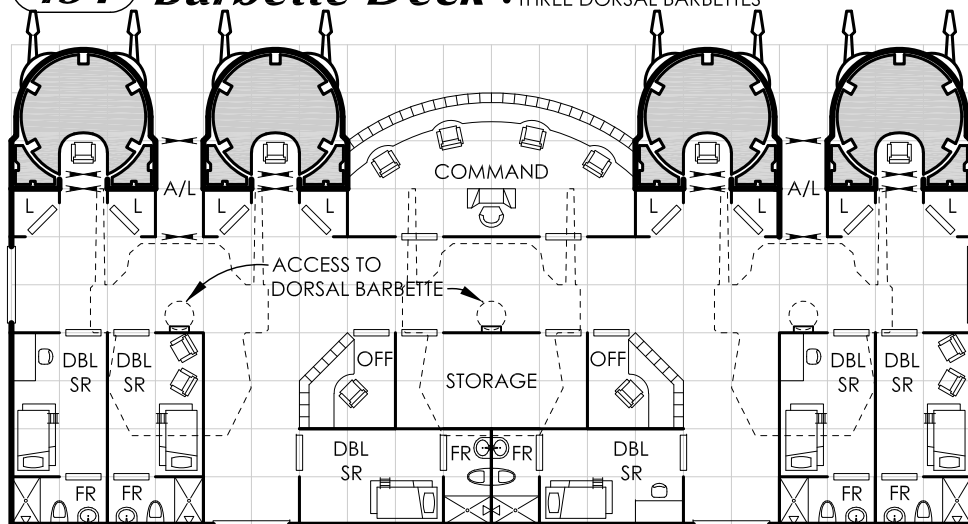
Weapons Deck - Lateral Barbettes 450



Notes:

- Referee to determine weapon type.

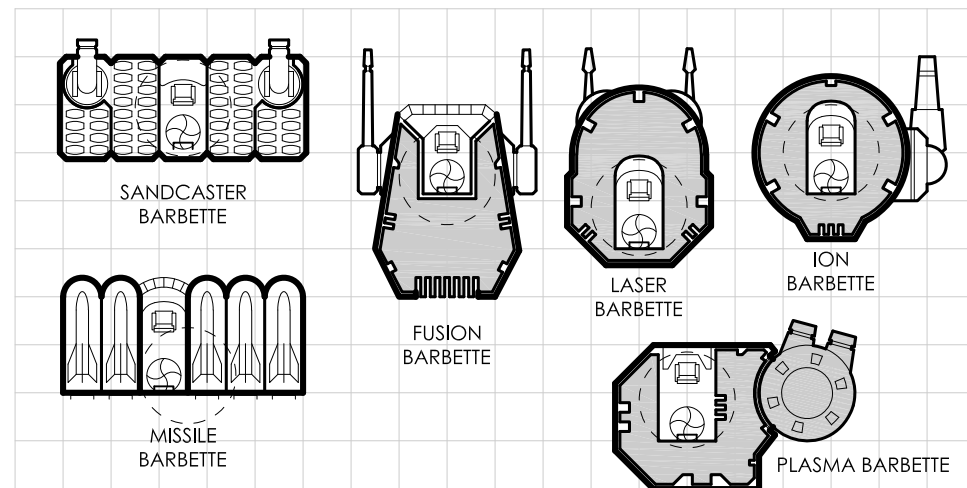
451 Barbette Deck • FOUR LATERAL BARBETTES • THREE DORSAL BARBETTES



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



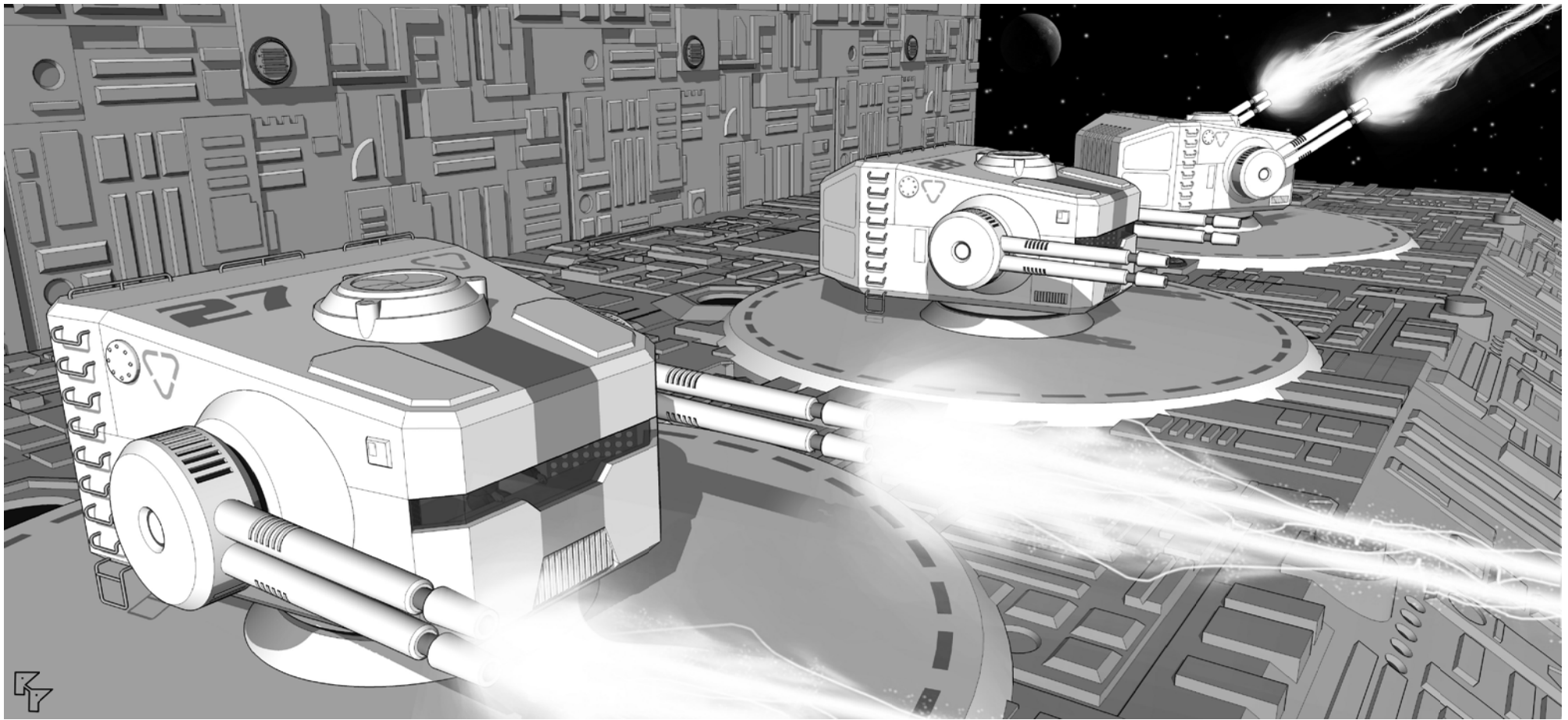
Notes:

- 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

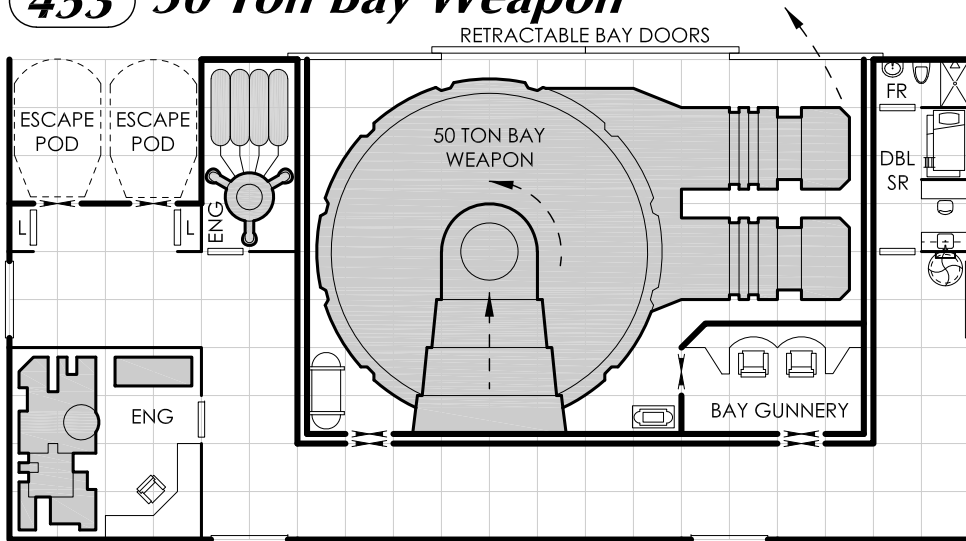
Typically found only on capital ships and large installations, the barbette is a 5 ton heavy turret. Like standard turrets, barbettes can be manned or operated remotely from a fire control station. Manned turrets are accessed via a secured ladder well on the deck above or below, depending on whether 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

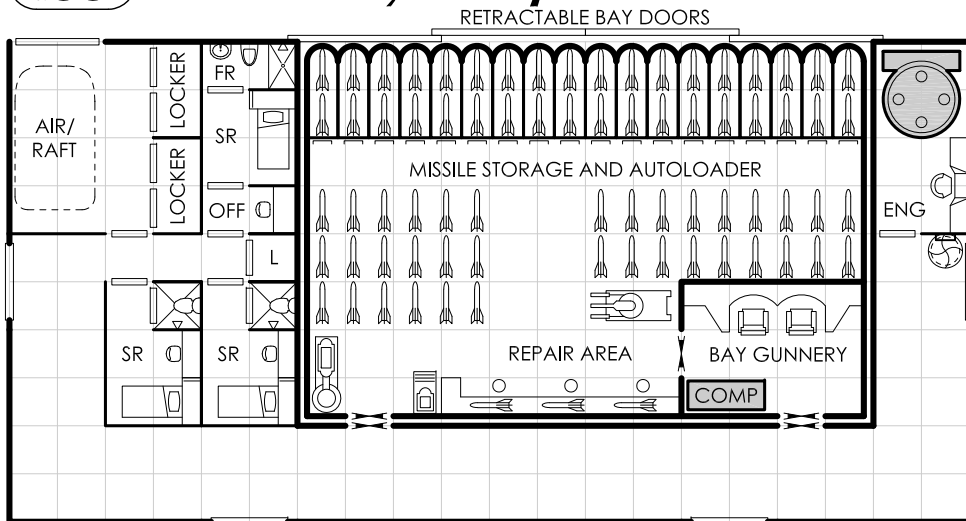


Notes:

- 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

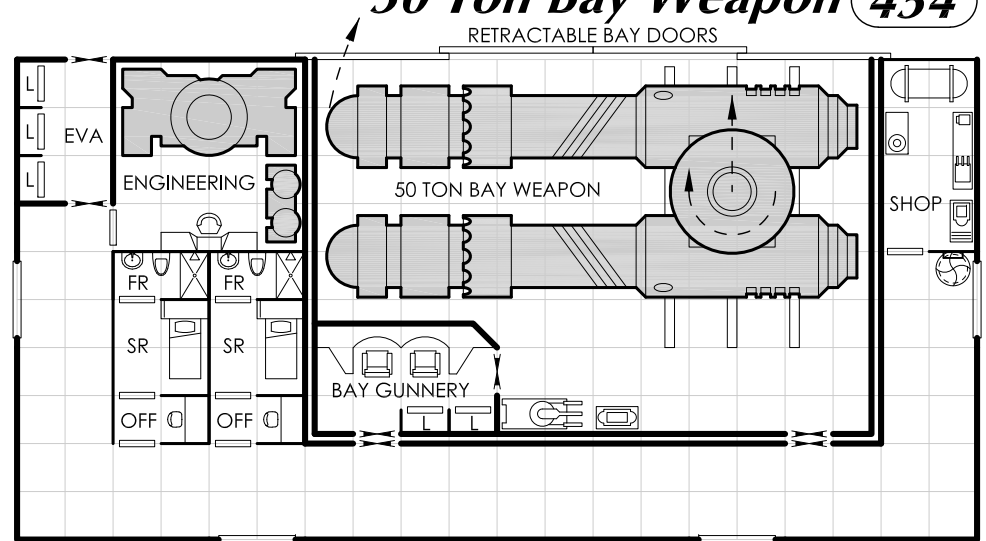


Notes:

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



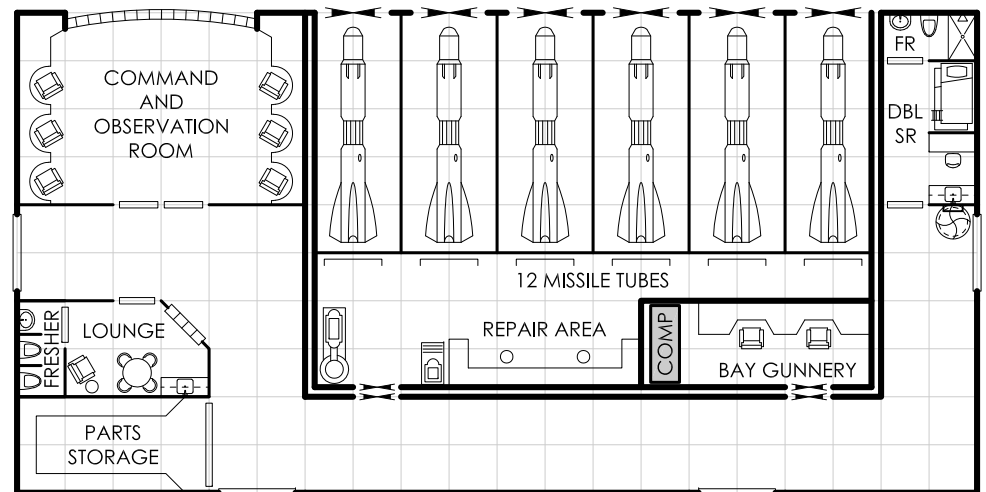
50 Ton Bay Weapon 454



Notes:

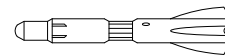
- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.

50 Ton Bay Weapon - Missiles 456



Notes:

- Referee to determine missile type and payload

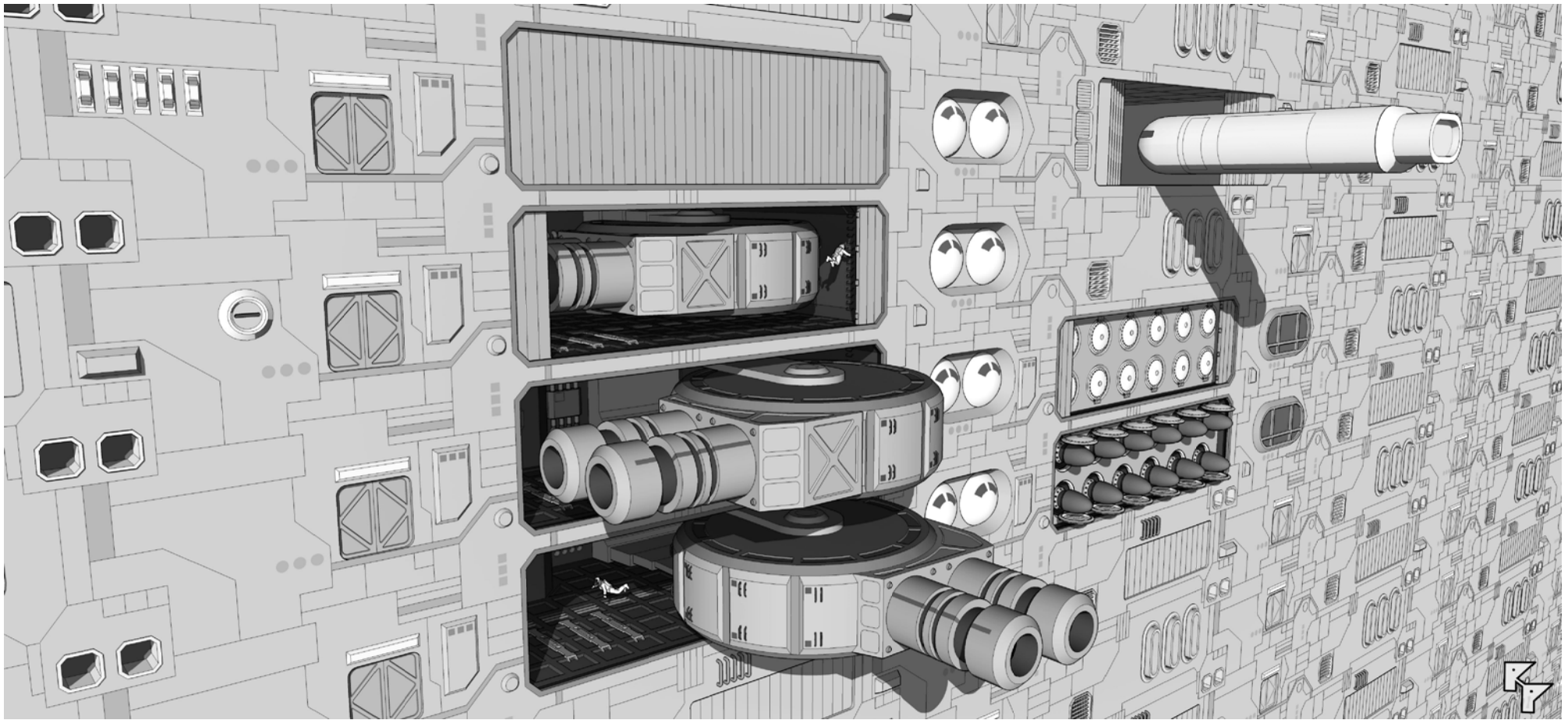


HIGH YIELD MISSILE - FOR LARGE SHIP
COMBAT OR PLANETARY BOMBARDMENT

Bay Weapons

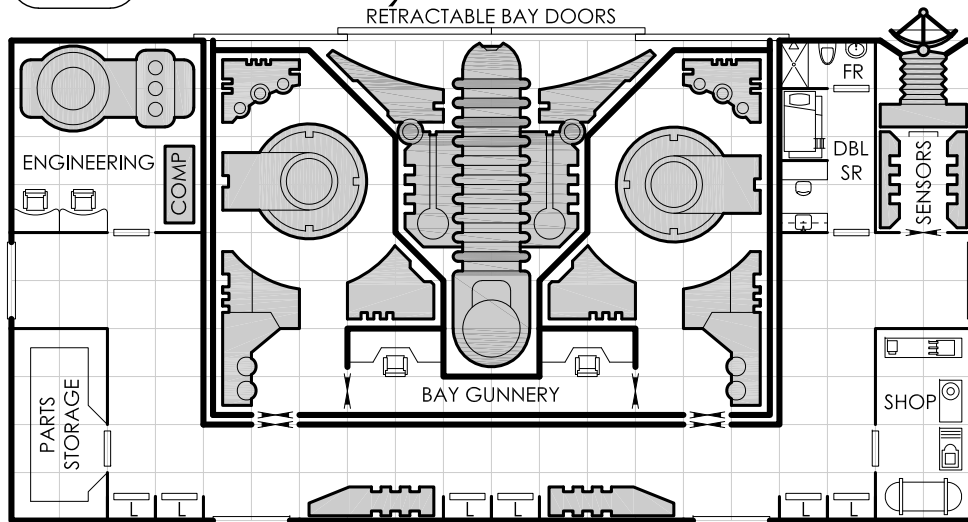
Aside from spinal mount weapons, bay weapons are some of the biggest weapons available in the Traveller universe and can produce massive destructive power. Except for the smaller bay weapons, which can be operated by a single gunner, the larger bays require a crew of two to four to operate.

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.

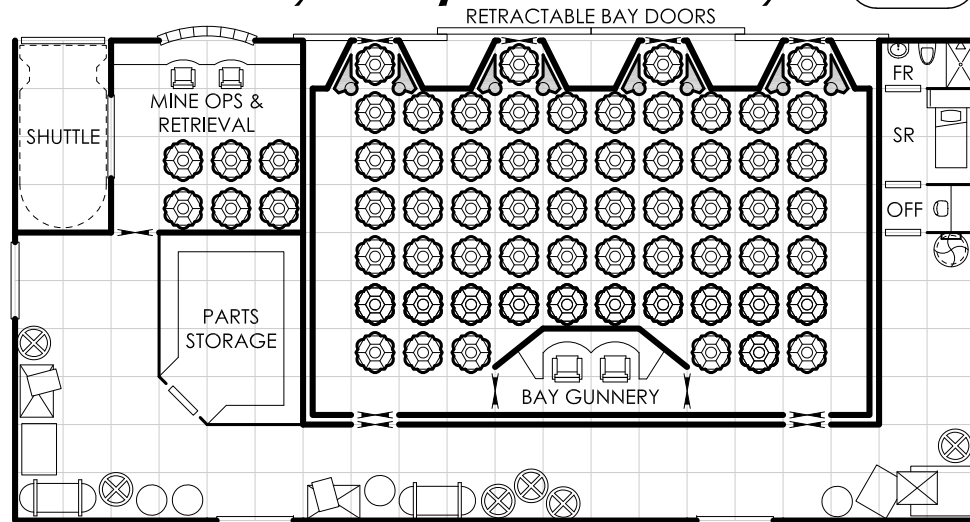
457 50 Ton Bay - Particle Accelerator



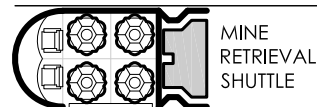
Notes:

- 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:

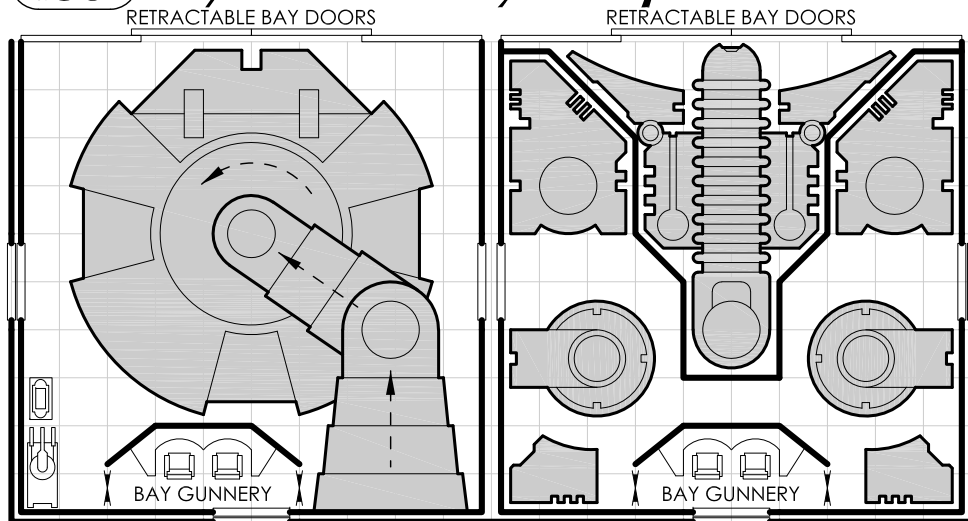


MINE
RETRIEVAL
SHUTTLE



MINE
EJECTION
SYSTEM

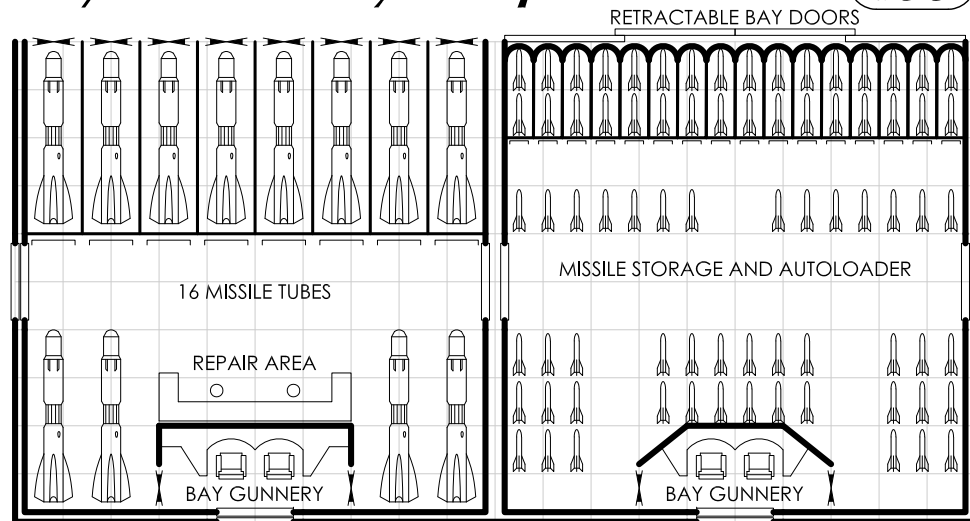
459 50/100 Ton Bay Weapons



Notes:

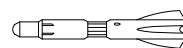
- This layout allows for two 50 ton single height bay weapons or two double height 100 ton bay weapons.
- Referee to determine weapon type and tonnage.

50/100 Ton Bay Weapon - Missiles 460



Notes:

- Referee to determine missile type and payload

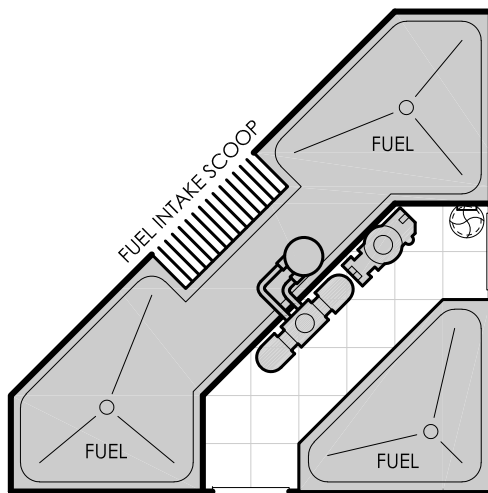


HIGH YIELD MISSILE - FOR LARGE SHIP
COMBAT OR PLANETARY BOMBARDMENT

Section 3

Corner Geomorphs

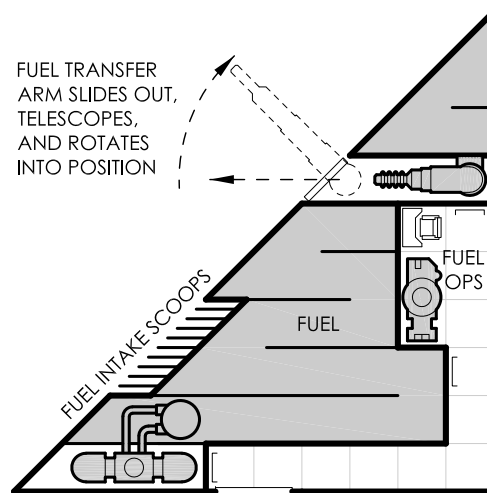
Fuel Deck 501



Notes:



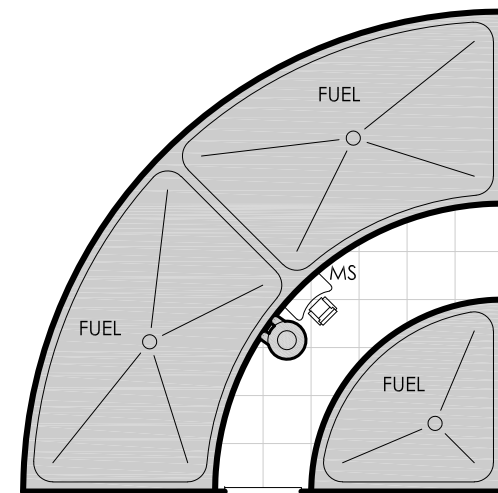
Fuel Deck 502



Notes:



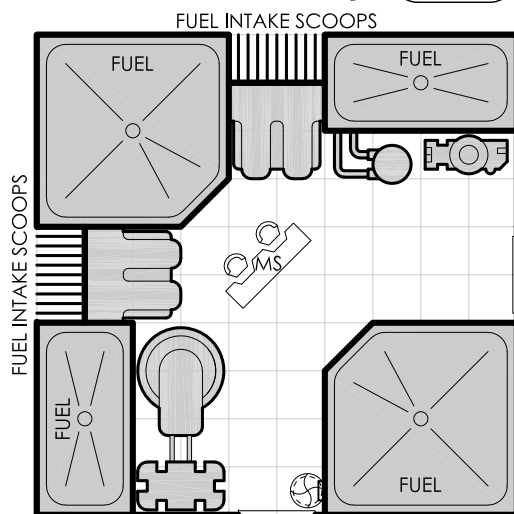
Fuel Deck 503



Notes:



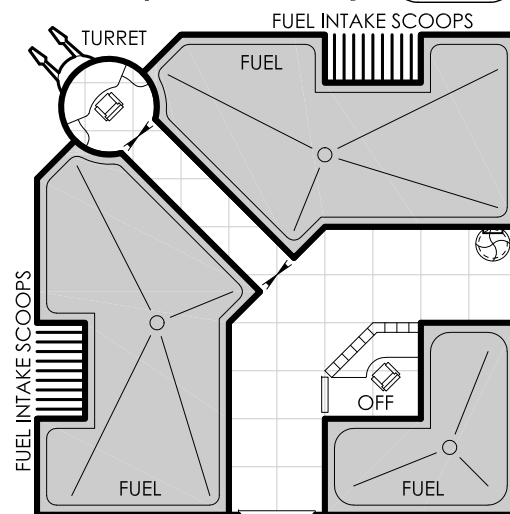
Fuel Refinery 504



Notes:

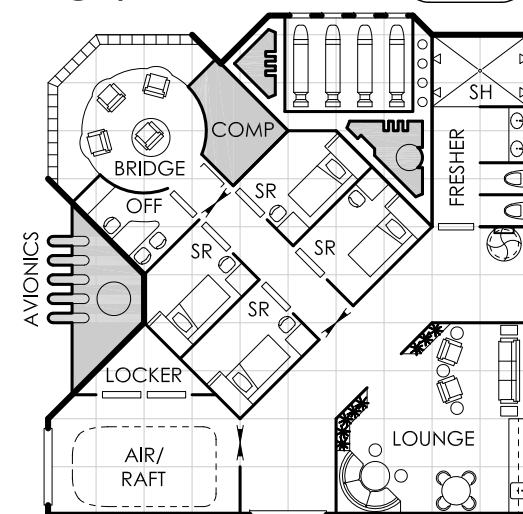


Fuel Deck/Gunnery 505



Notes:

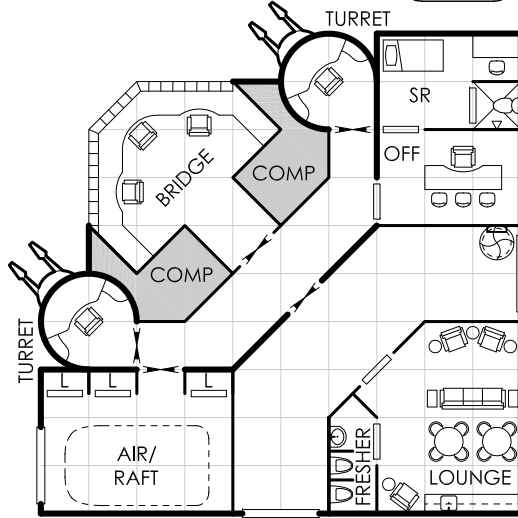
Bridge/Crew Area 506



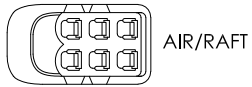
Notes:



Bridge 507

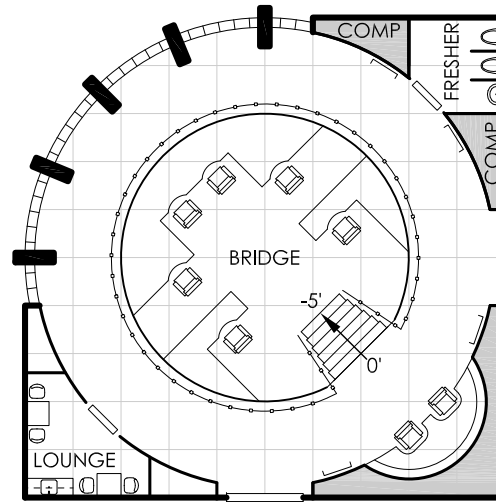


Notes:



AIR/RAFT

Bridge 508

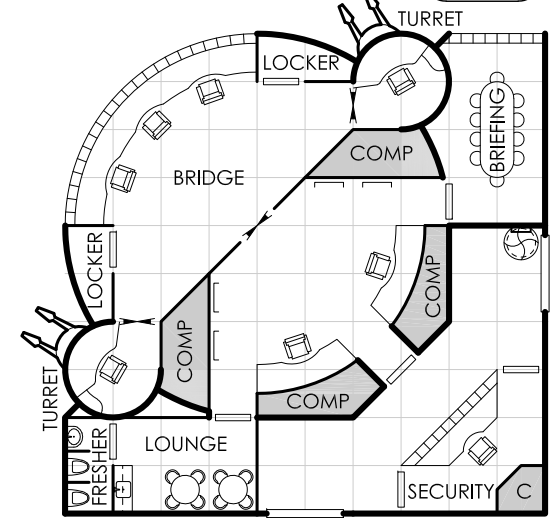


Notes:



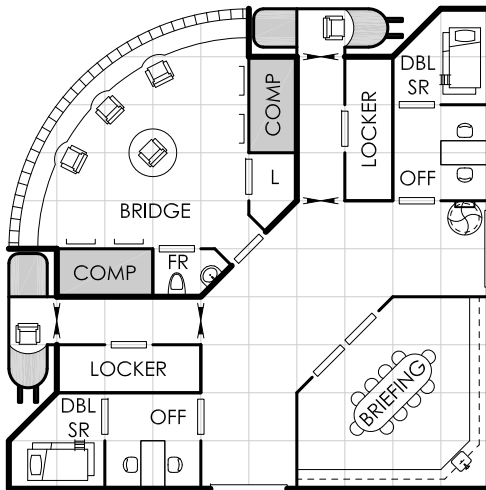
DOWN STAIRS w/
HANDRAILS

Bridge 509

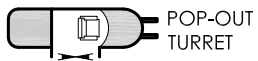


Notes:

Bridge 510

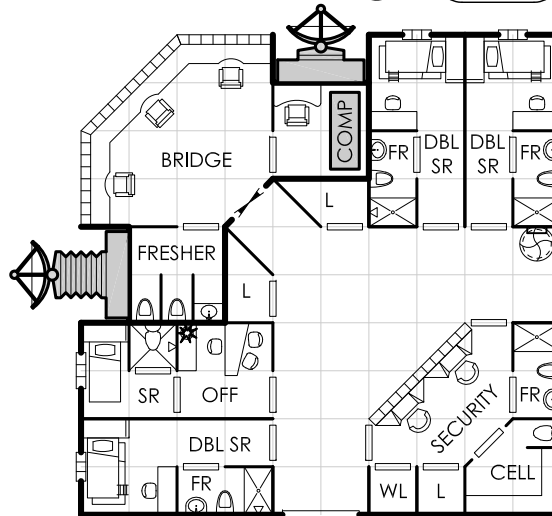


Notes:



POP-OUT
TURRET

Bridge 511

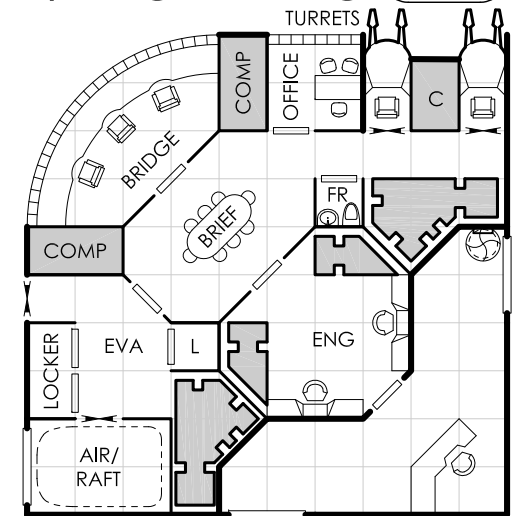


Notes:

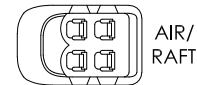


RETRACTABLE
SENSORS

Bridge / Engineering 512

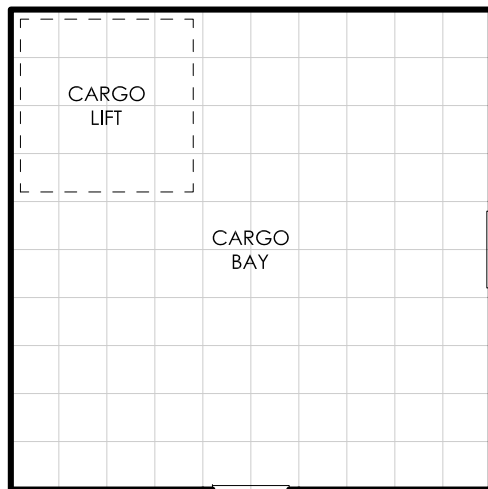


Notes:



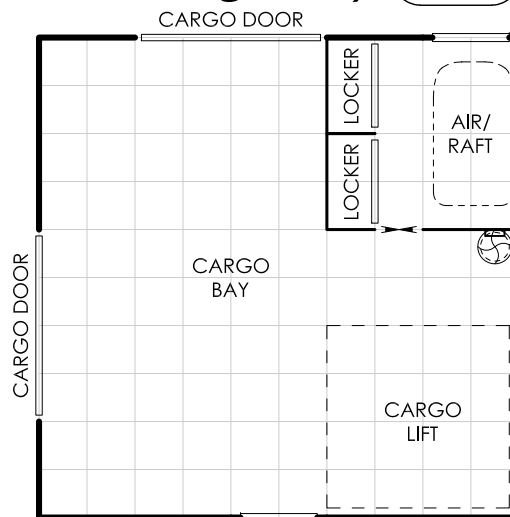
AIR/
RAFT

Cargo Bay 513



Notes:

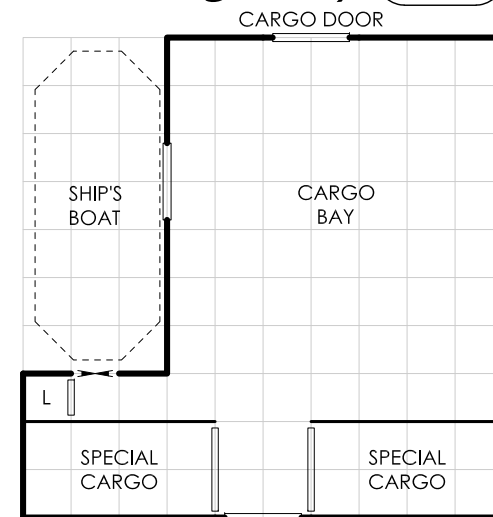
Cargo Bay 514



Notes:

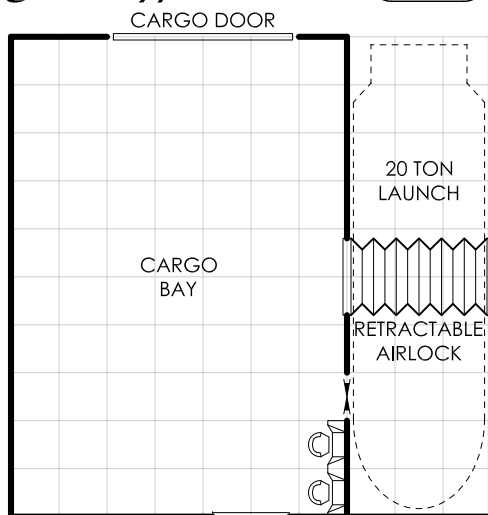


Cargo Bay 515



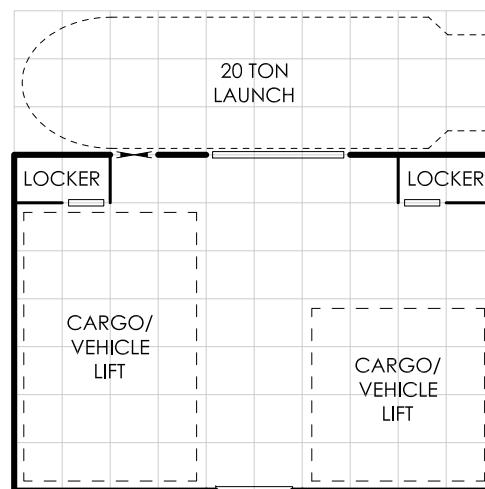
Notes:

Cargo Bay/Launch 516



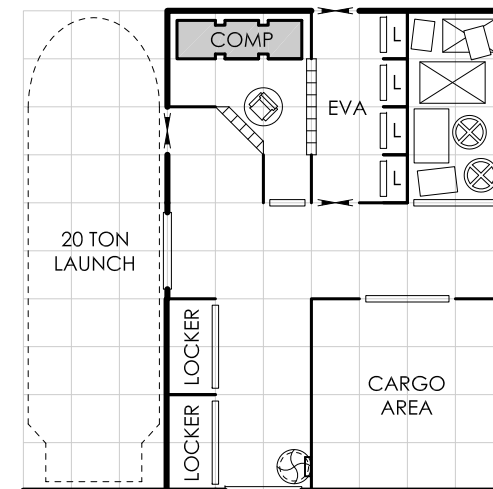
Notes:

Cargo Bay / Launch 517



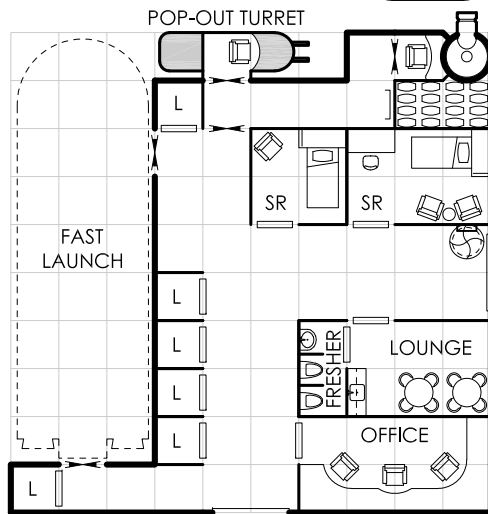
Notes:

Cargo Bay/Launch 518

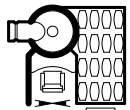


Notes:

Launch/Gunnery 519

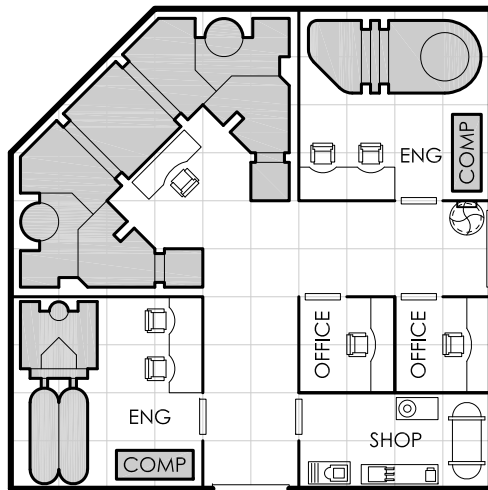


Notes:



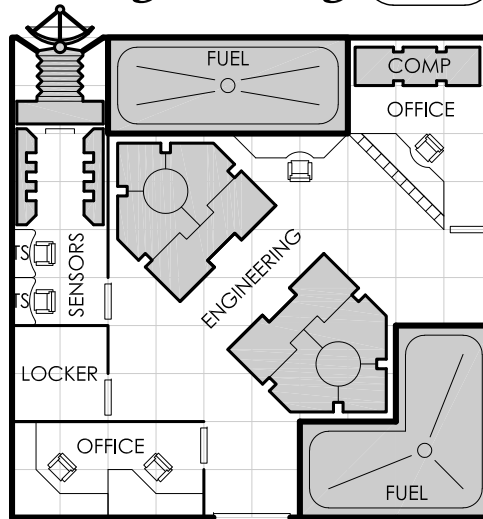
SANDCASTER
TURRET

Engineering 522

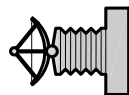


Notes:

Engineering 520

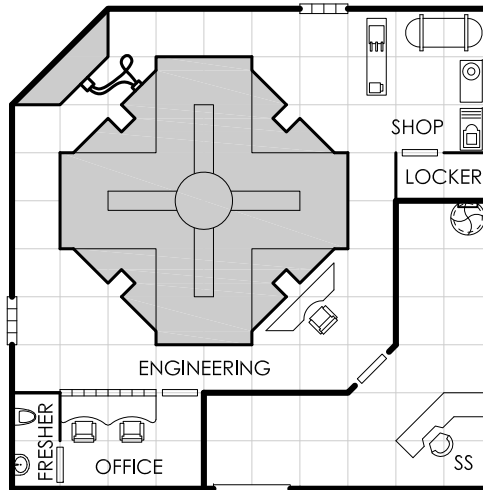


Notes:



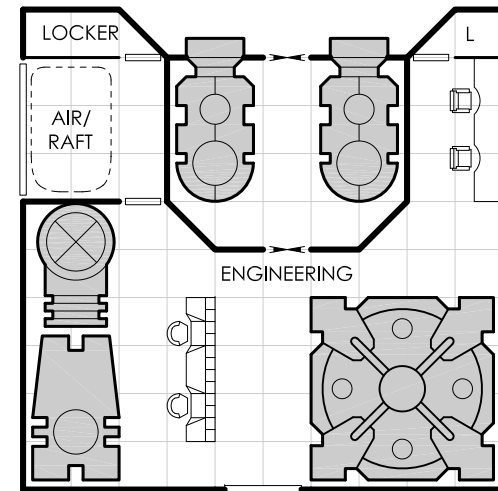
RETRACTABLE
SENSORS

Engineering 523

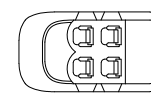


Notes:

Engineering 521

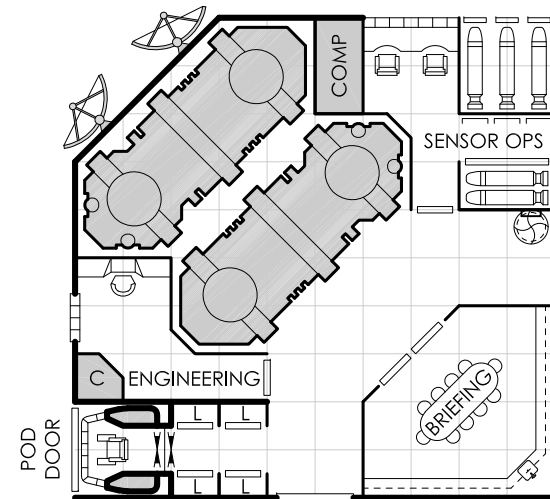


Notes:

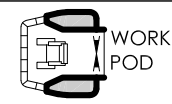
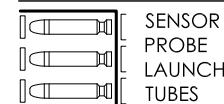


AIR/RAFT

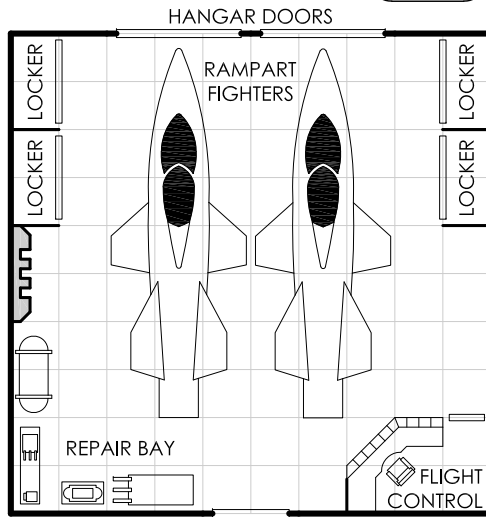
Engineering-Sensors 524



Notes:



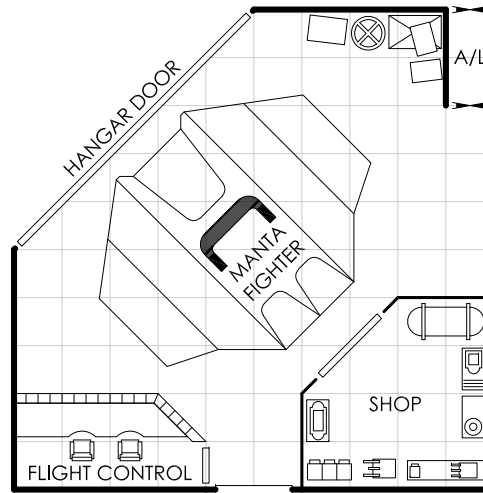
Fighter Hangar 525



Notes:

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

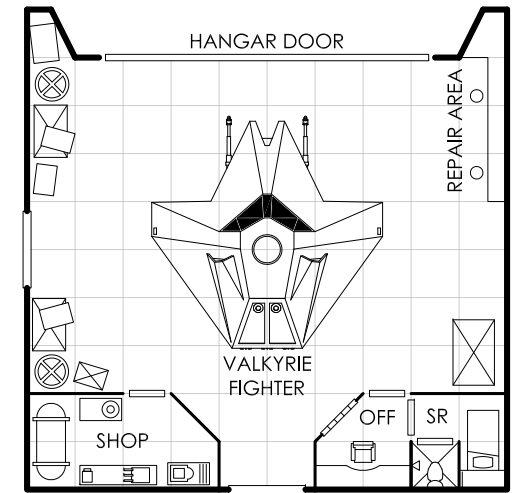
Fighter Hangar 526



Notes:

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

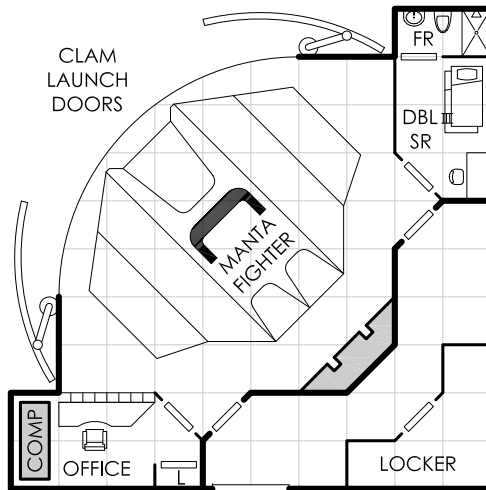
Fighter Hangar 527



Notes:

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

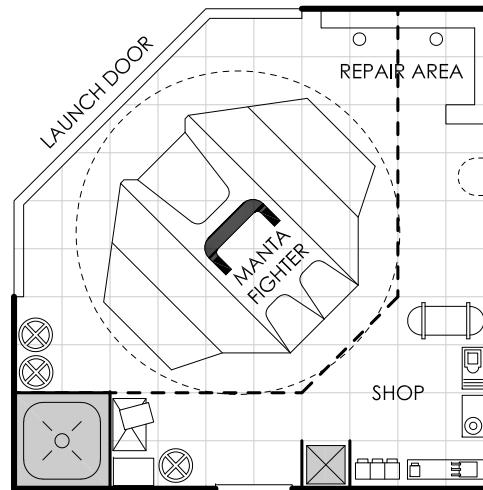
Fighter Hangar 528



Notes:

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

Fighter Bay-Lower 529

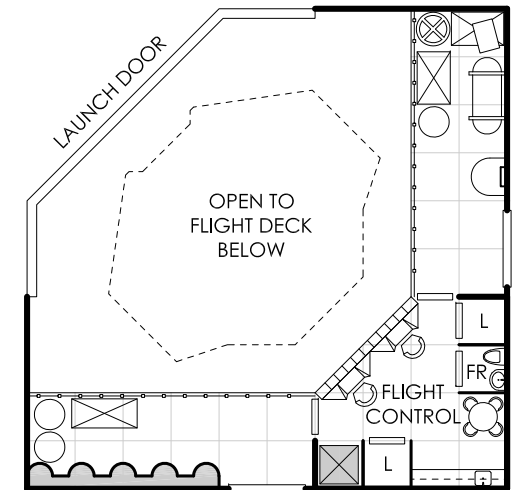


Notes:

- 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.



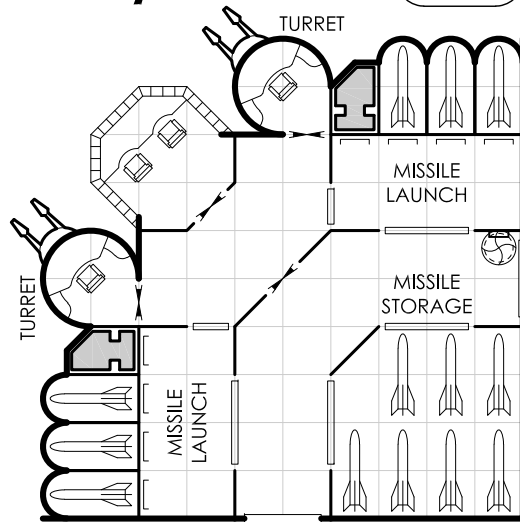
Repair Stations and Shops

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.



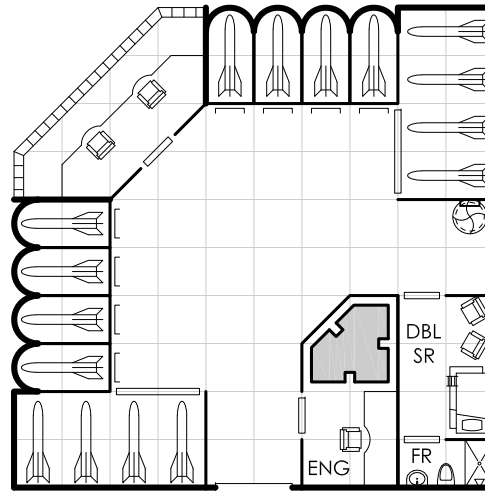
This electronic repair bay in a fighter hangar is used to repair or replace components of the fighter's sensors, avionics, and other delicate electronics.

Weapons Deck 531



Notes:

Missile Deck 532

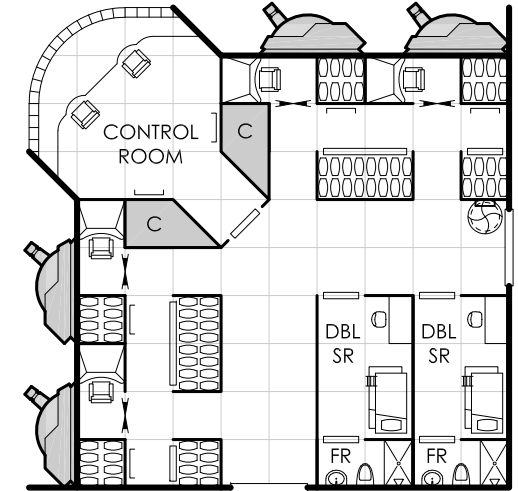


Notes:

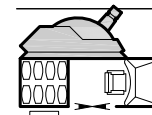


MISSILE
LAUNCH
TUBE

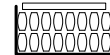
Sandcaster Deck 533



Notes:

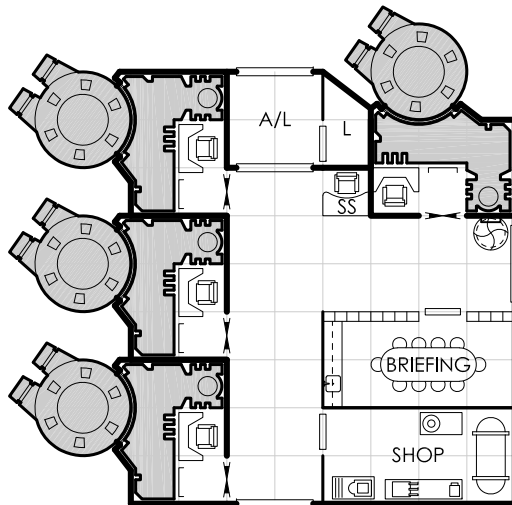


DOUBLE TURRET
w/ LASER AND
SANDCASTER



SANDCASTER
CANISTER LOCKER

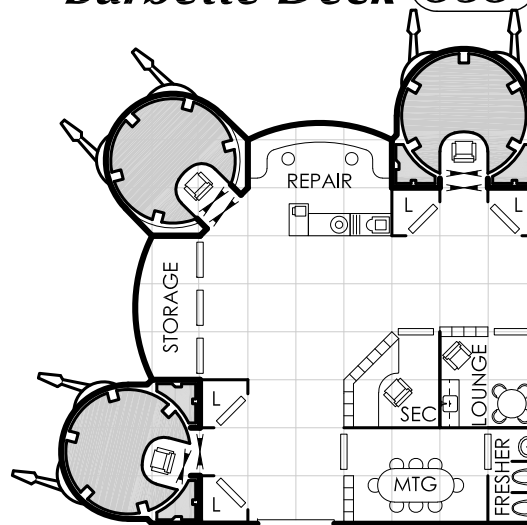
Barbette Deck 534



Notes:

- Referee to determine weapon type.

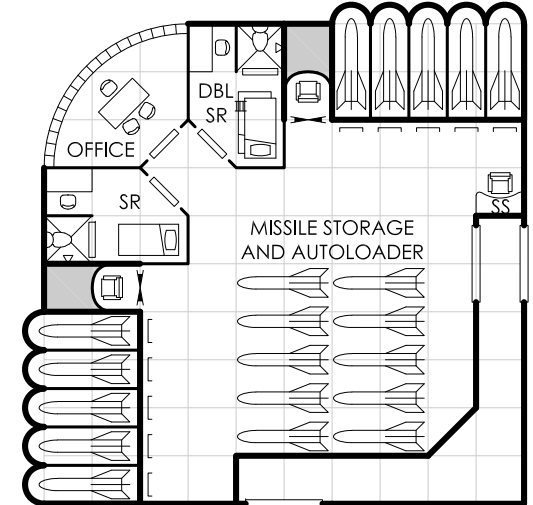
Barbette Deck 535



Notes:

- Referee to determine weapon type.

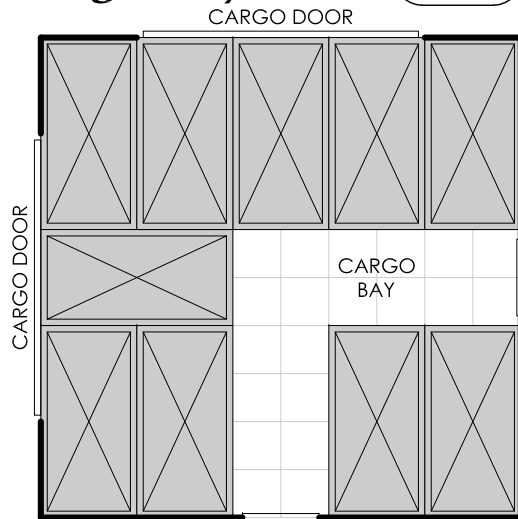
Barbette Deck 536



Notes:

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

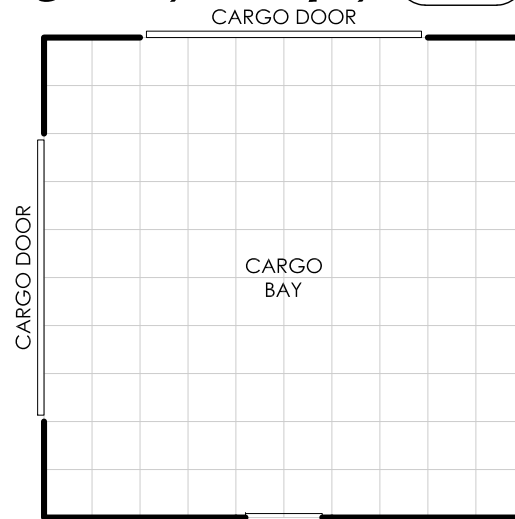
Cargo Bay - Full (537)



Notes:

- See geomorph 538 for empty version.

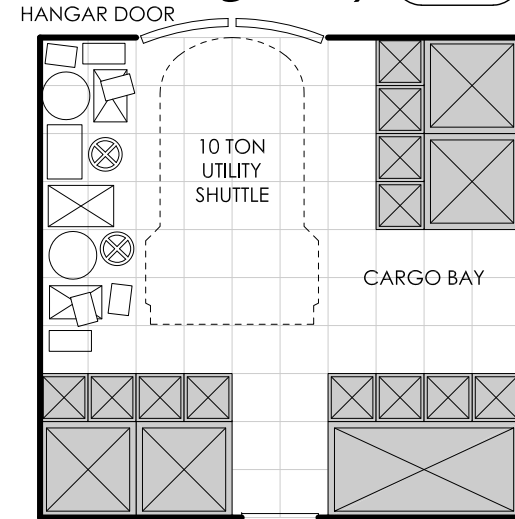
Cargo Bay - Empty (538)



Notes:

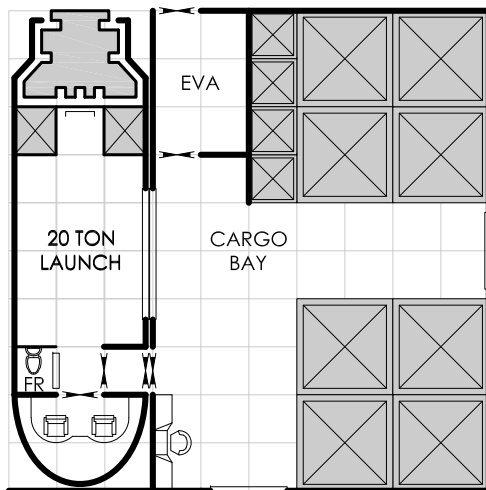
- See geomorph 537 for full version.

Cargo Bay (539)



Notes:

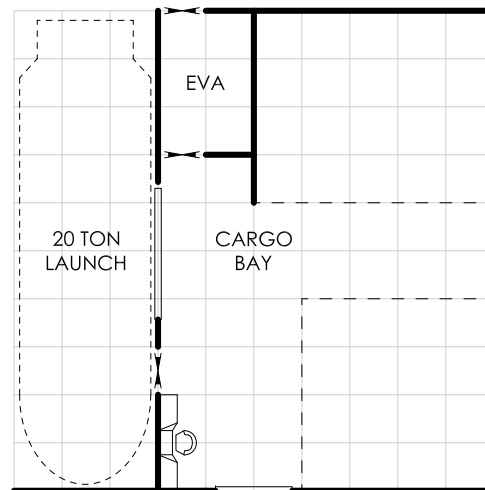
Cargo Bay - Full (540)



Notes:

- See geomorph 541 for empty version.

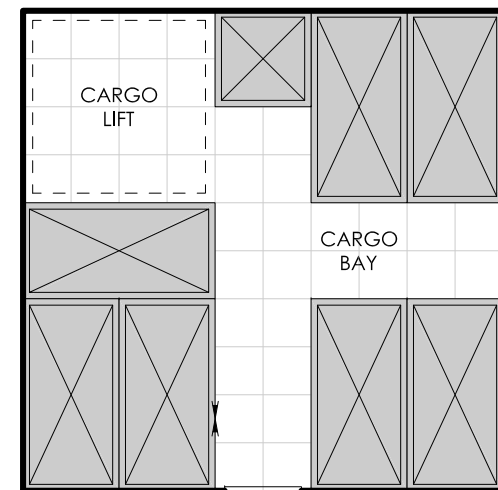
Cargo Bay - Empty (541)



Notes:

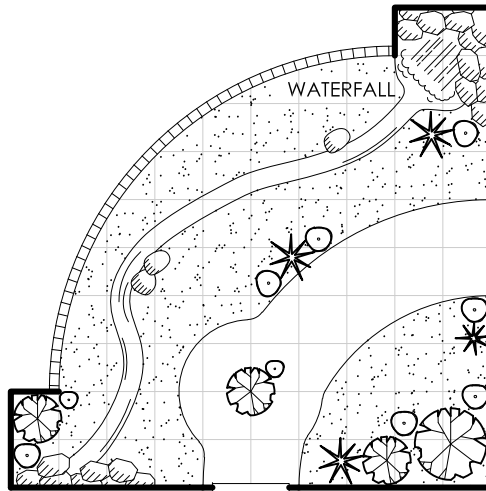
- See geomorph 540 for full version.

Cargo Bay (542)



Notes:

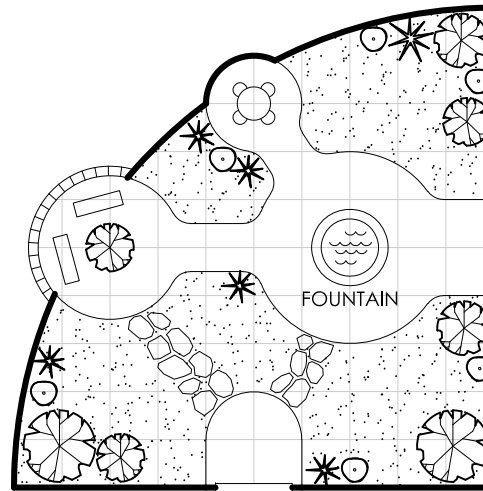
Arboretum 543



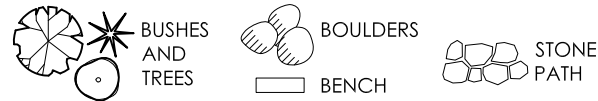
Notes:



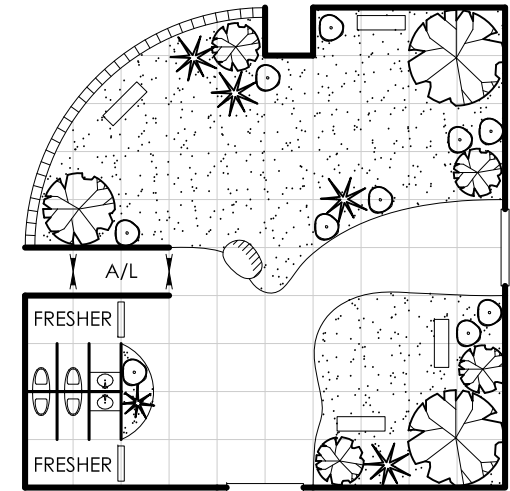
Arboretum 544



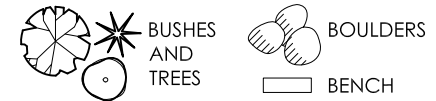
Notes:



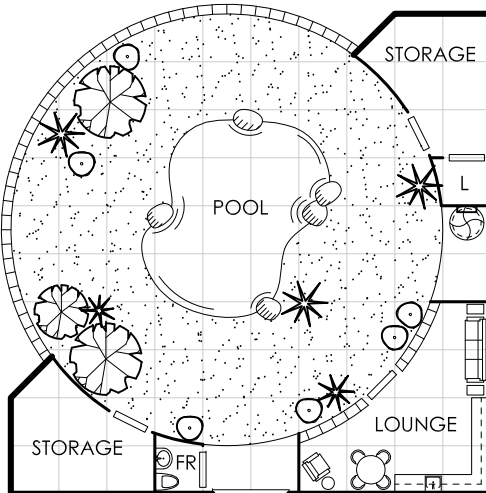
Arboretum 545



Notes:



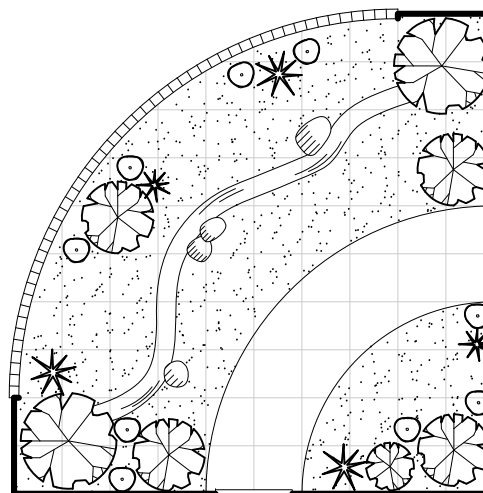
Arboretum 546



Notes:



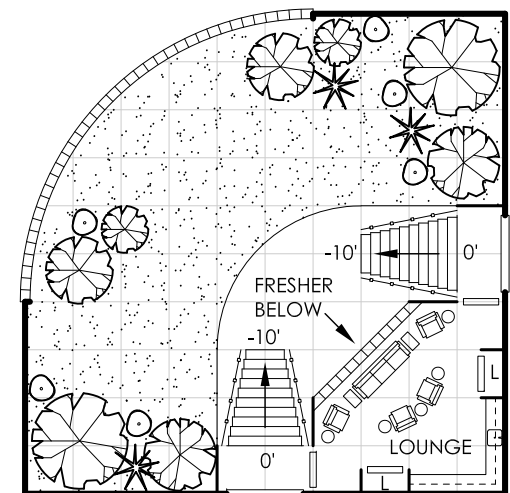
Arboretum 547



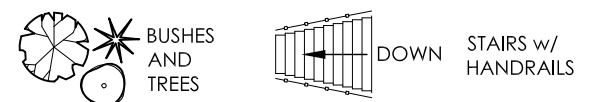
Notes:



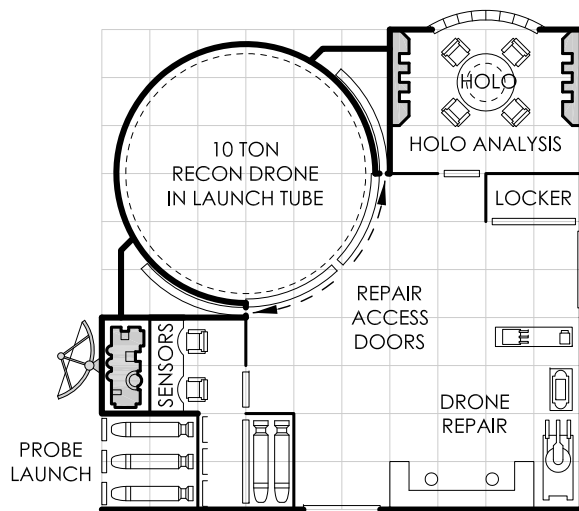
Arboretum 548



Notes:



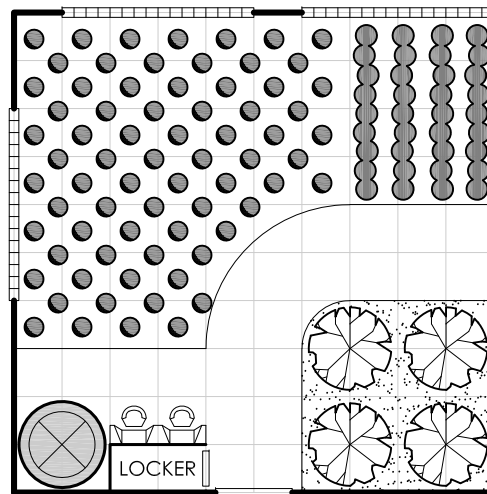
Survey Deck 549



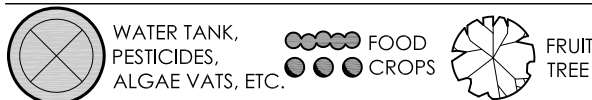
Notes:

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

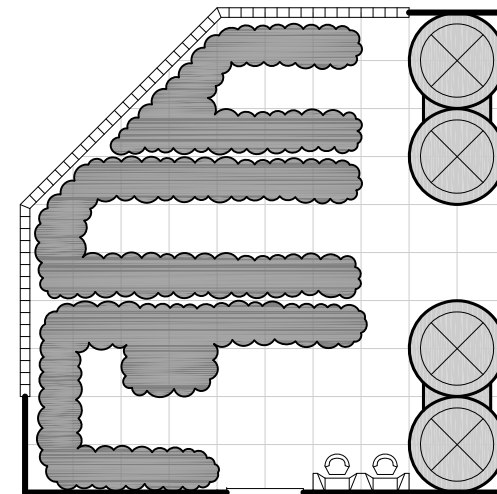
Agricultural Bay 550



Notes:



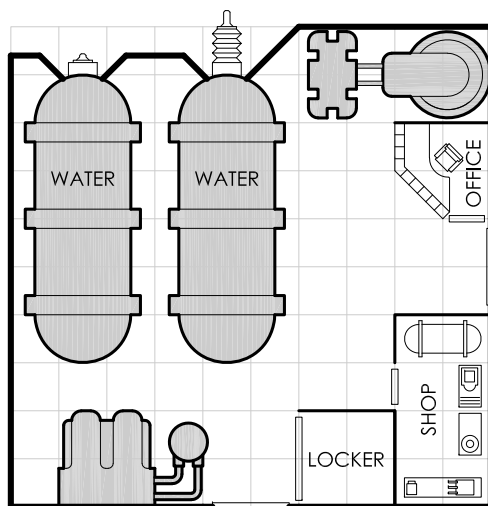
Hydroponics Bay 551



Notes:



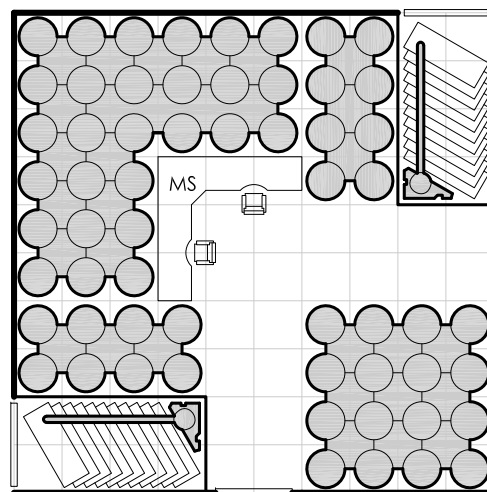
Water Storage 552



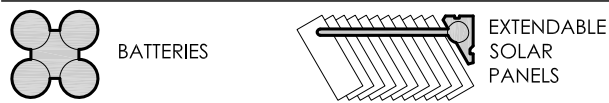
Notes:



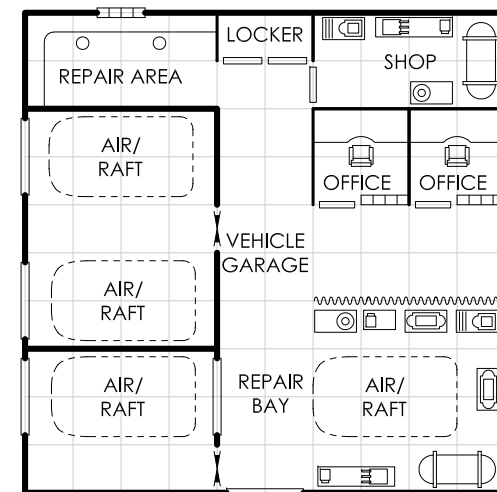
Solar/Battery Deck 553



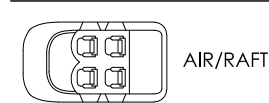
Notes:



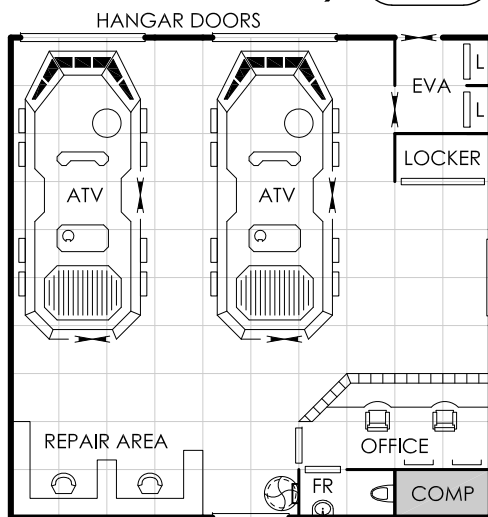
Air/Raft Bay 554



Notes:

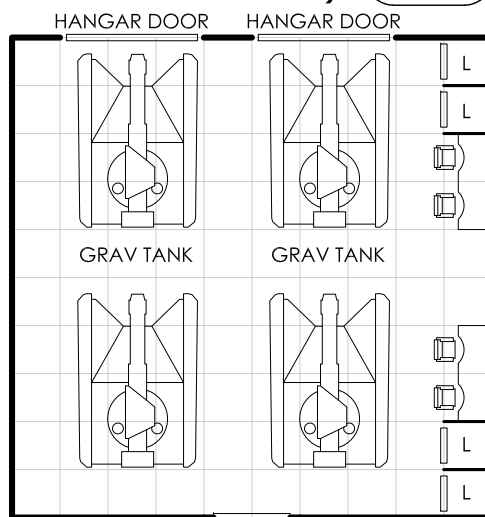


ATV Bay 555



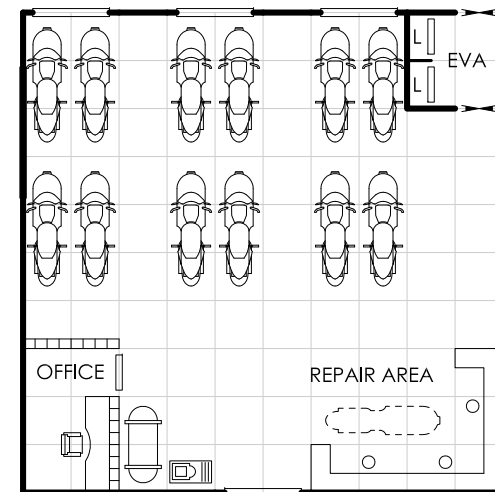
Notes:

Grav Tank Bay 556



Notes:

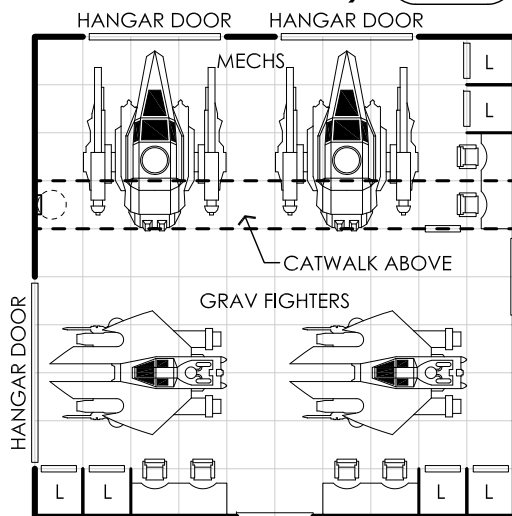
Grav Bike Bay 557



Notes:



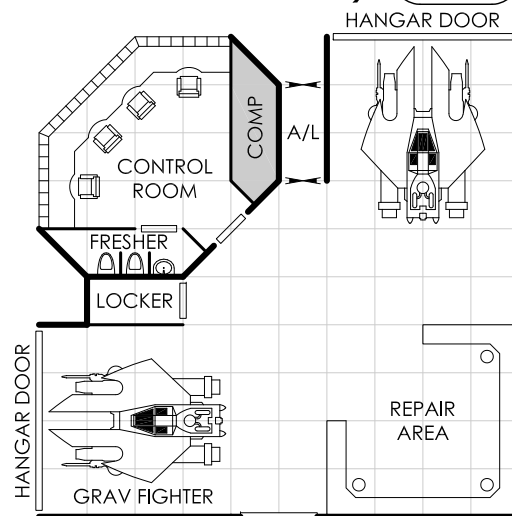
Vehicle Bay 558



Notes:

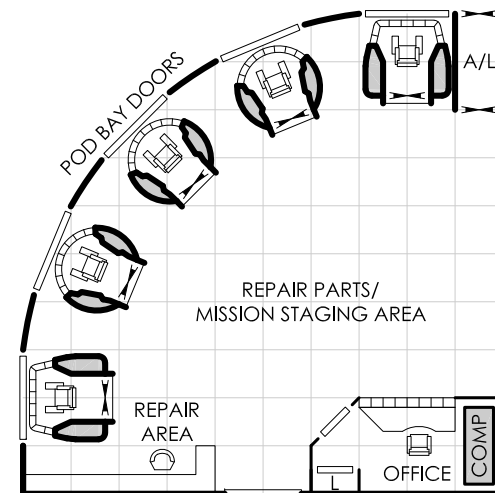
- Height as required for vehicles.
- Catwalk provides access to mechs.

Vehicle Bay 559

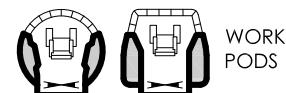


Notes:

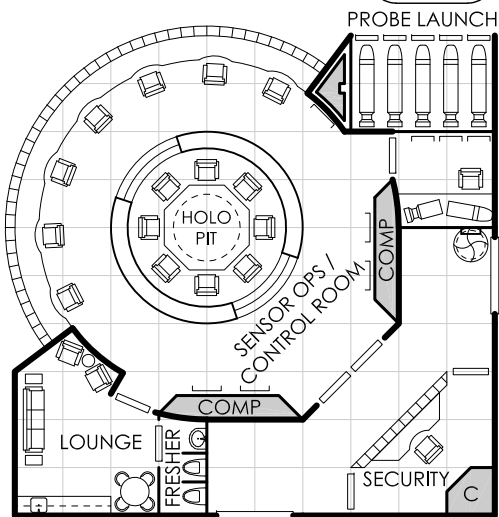
Work Pod Bay 560



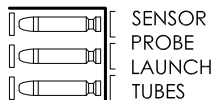
Notes:



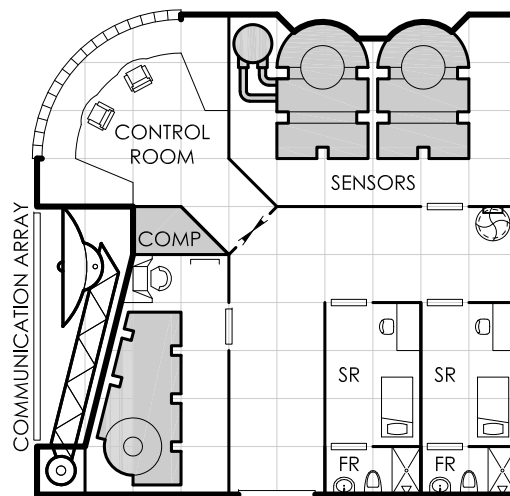
Sensor Ops 561



Notes:

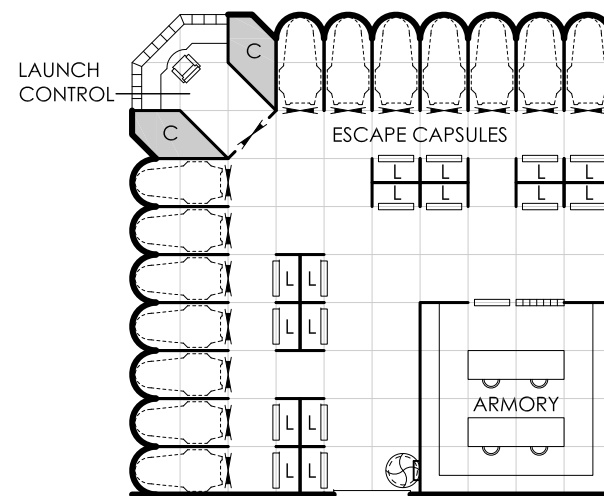


Sensor/Comm. Bay 562



Notes:

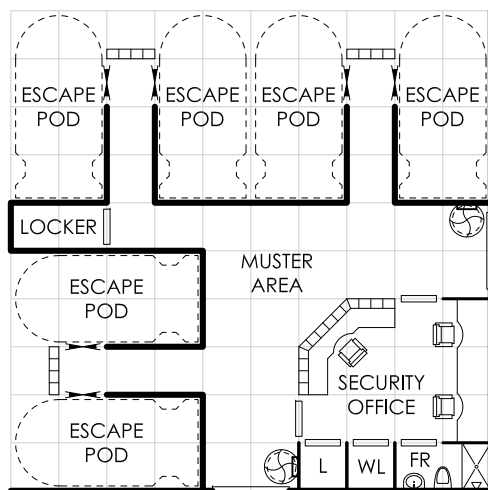
Drop Capsules 563



Notes:

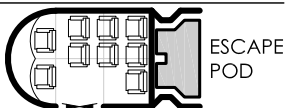


Escape Pods 564

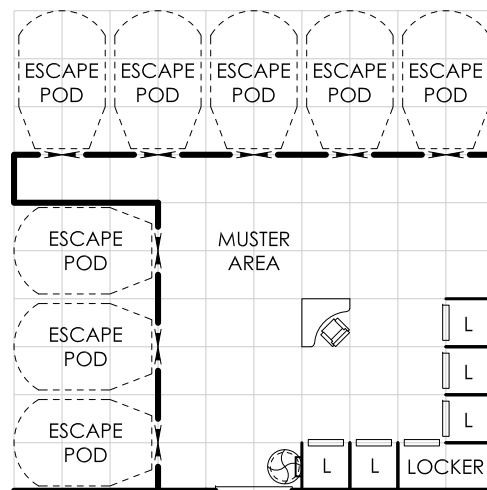


Notes:

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

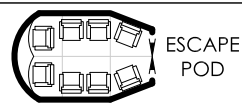


Escape Pods 565

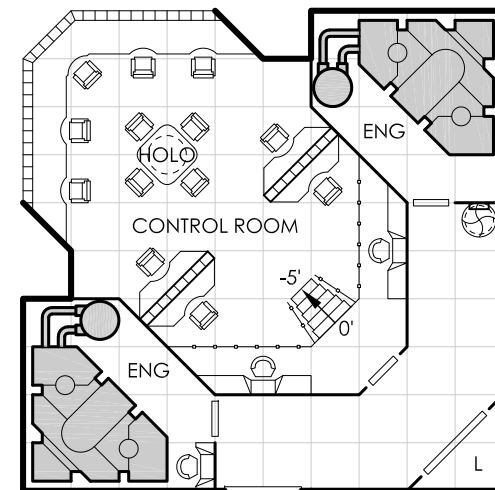


Notes:

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



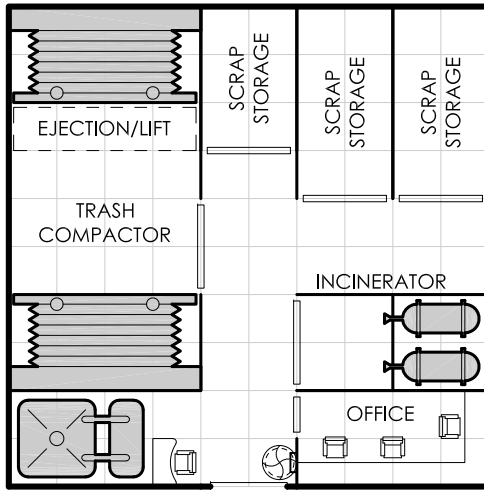
Control Room 566



Notes:



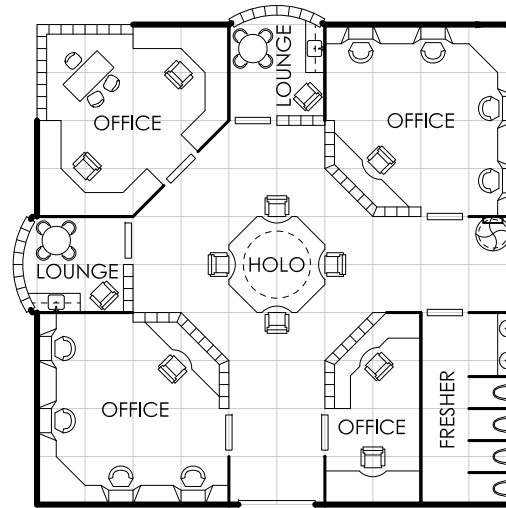
Scrap/Recycling 567



Notes:

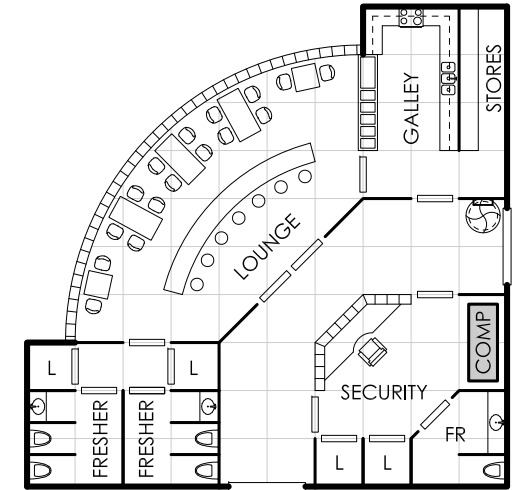


Offices 568



Notes:

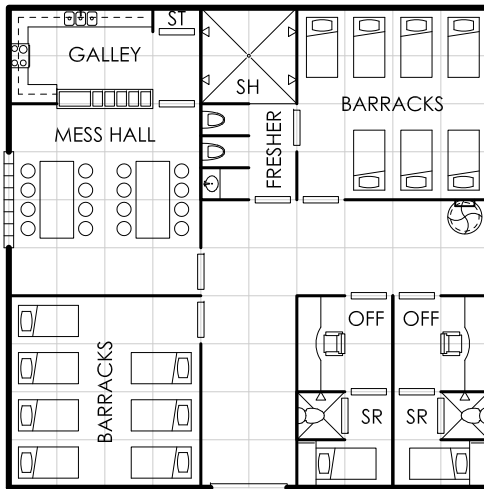
Executive Lounge 569



Notes:

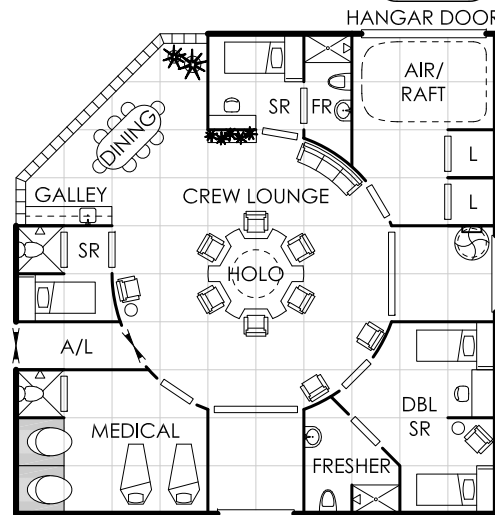
- For exclusive use by high passengers, VIPs, or officers (if a military ship).

Barracks 570



Notes:

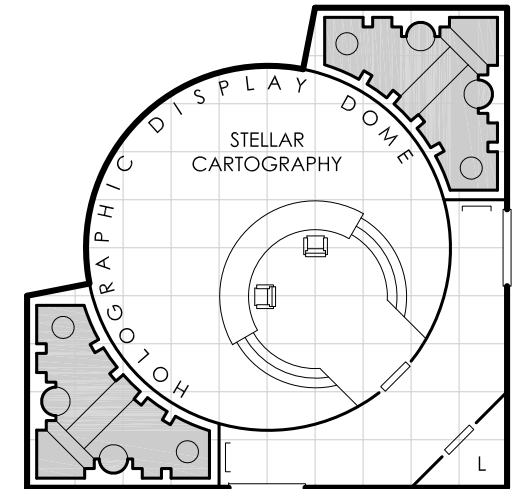
Crew Areas 571



Notes:

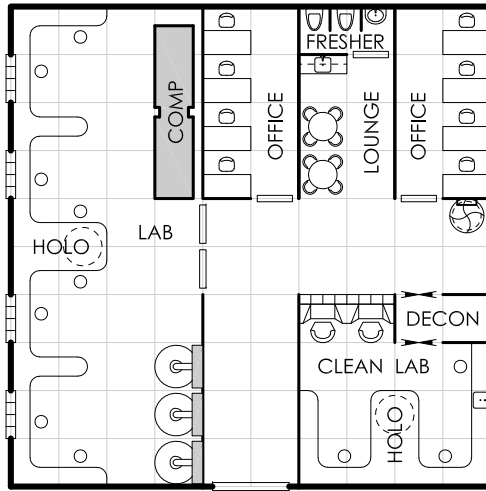


Stellar Cartography 572



Notes:

Science Lab 573



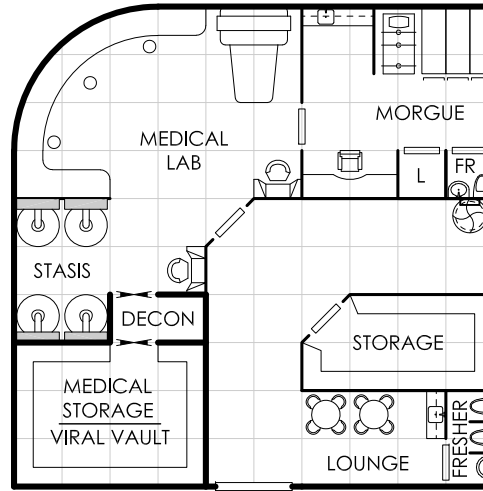
Notes:

- Referee to determine type of labs.



STASIS TUBE

Medical Research 574



Notes:



RESTRAINT BED/GURNEY

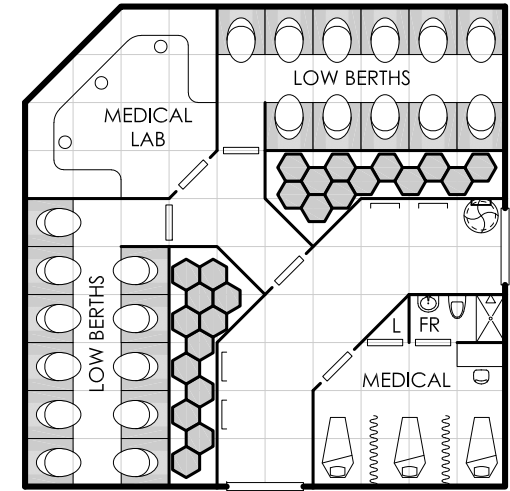


STASIS TUBE



CORPSE CABINET

Med Lab/Low Berths 575



Notes:

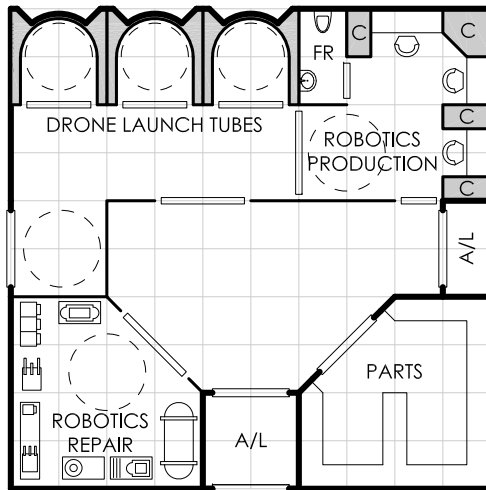


LOW BERTH



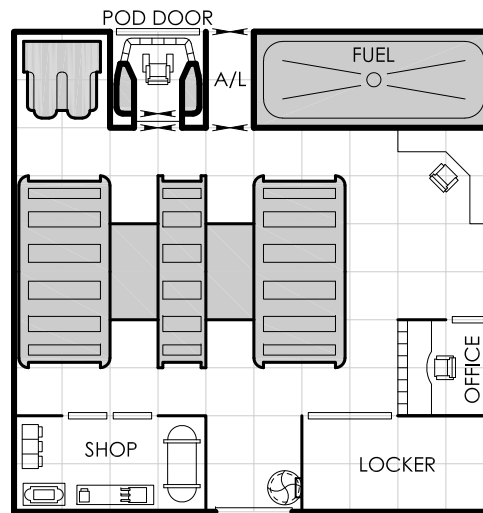
BATTERIES

Robotics Lab 576



Notes:

Engineering 577

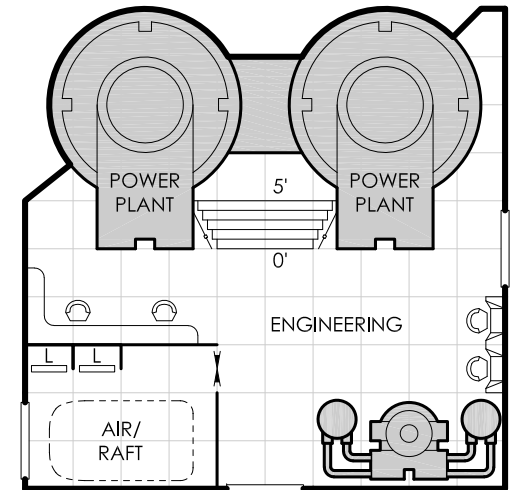


Notes:

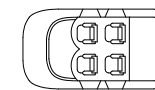


WORK
POD

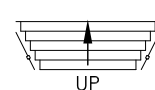
Engineering 578



Notes:

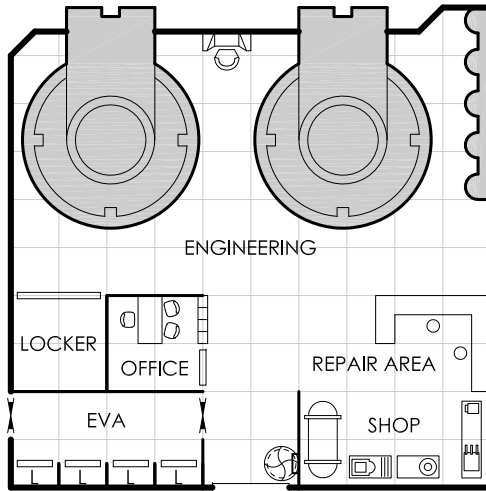


AIR/RAFT



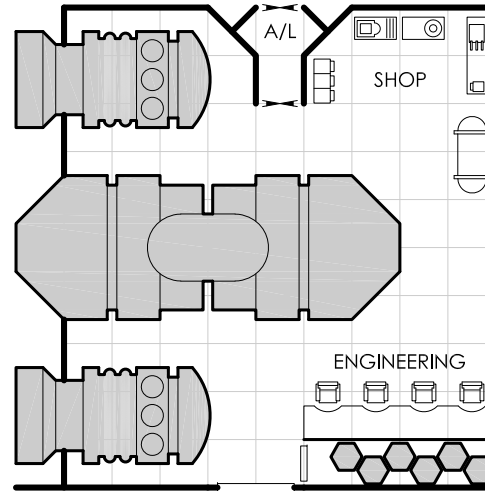
STAIRS w/
HANDRAILS
UP

Engineering 579



Notes:

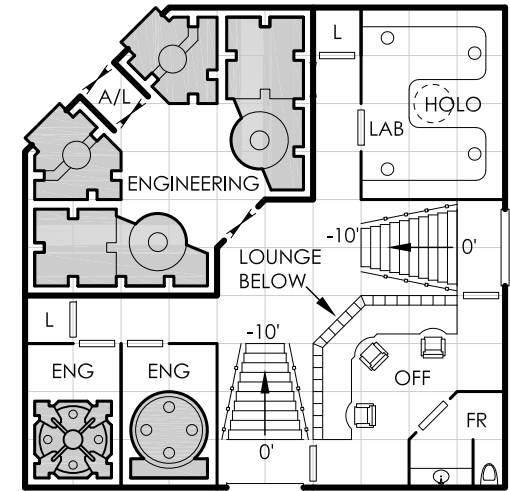
Engineering 580



Notes:



Engineering 581

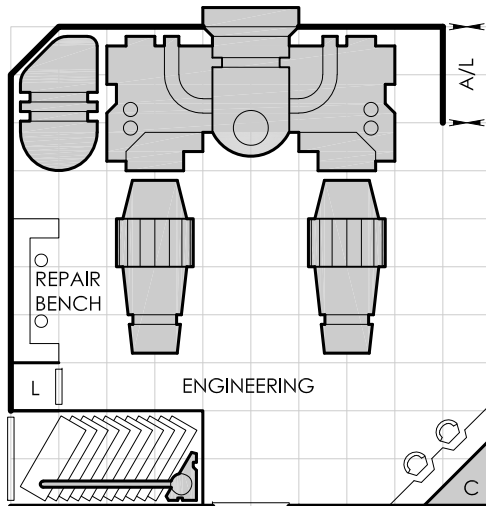


Notes:

- Double height space (20' ceiling)



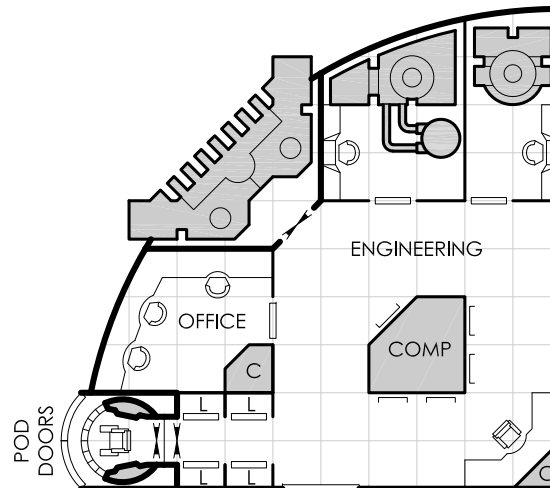
Engineering 582



Notes:



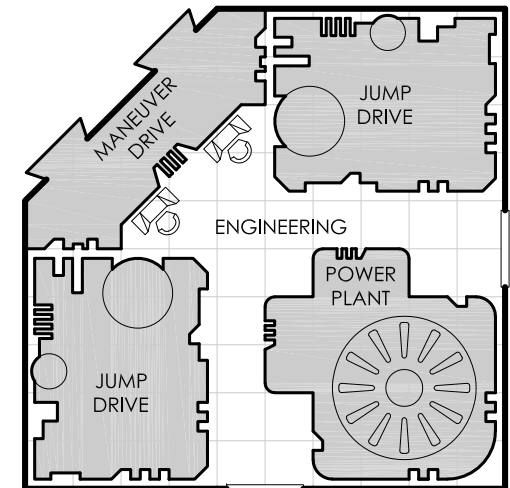
Engineering 583



Notes:



Engineering 584



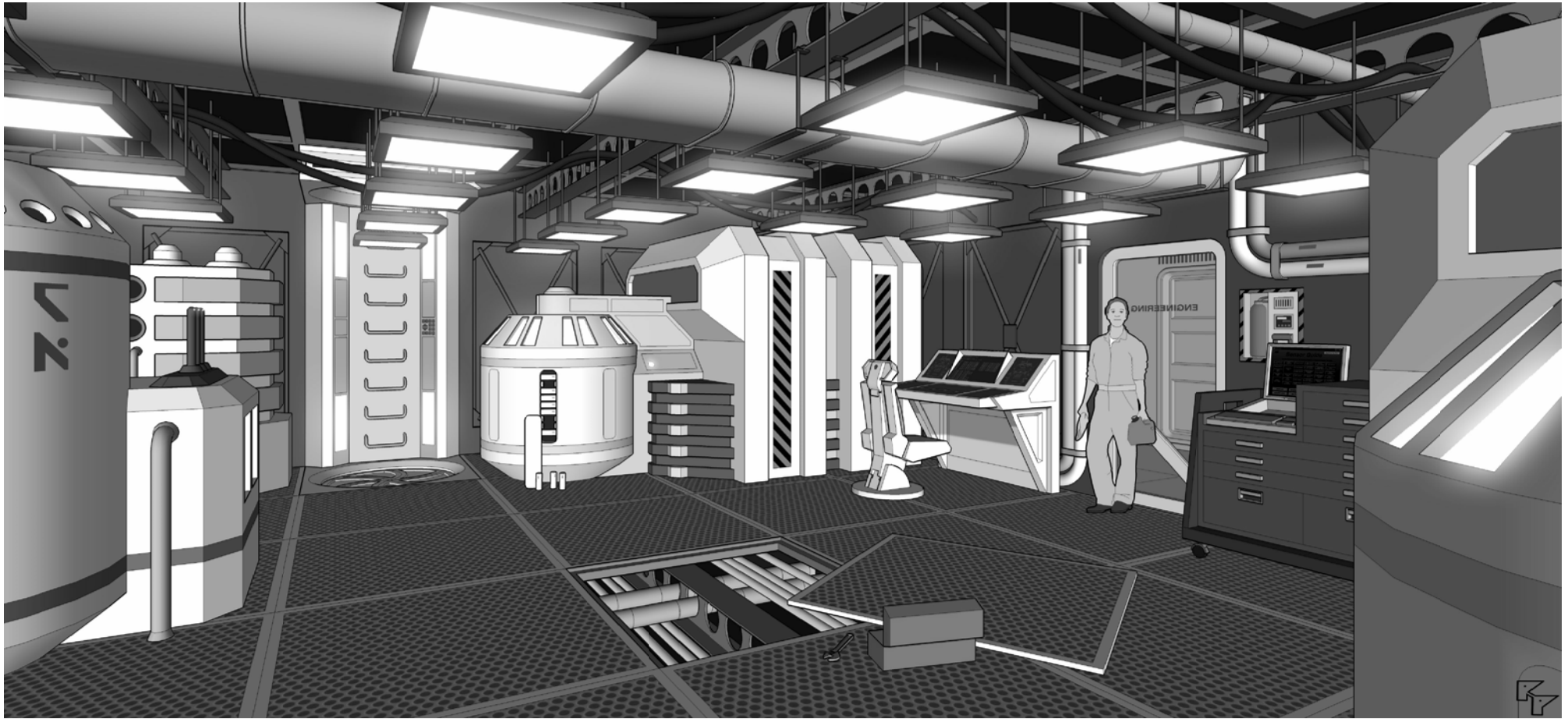
Notes:

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

Engineering

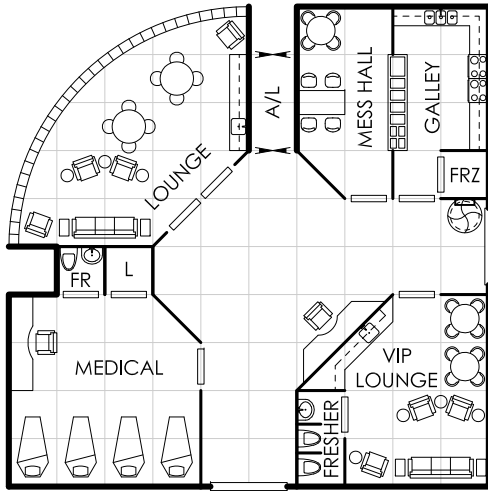
The engineering spaces shown in this book are fairly generic. Only a few pieces of equipment are labeled specifically as the traditional power plant, jump drive, and maneuver drive familiar to Traveller starships. The space here can be those if you wish, but they can also be secondary engineering spaces 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



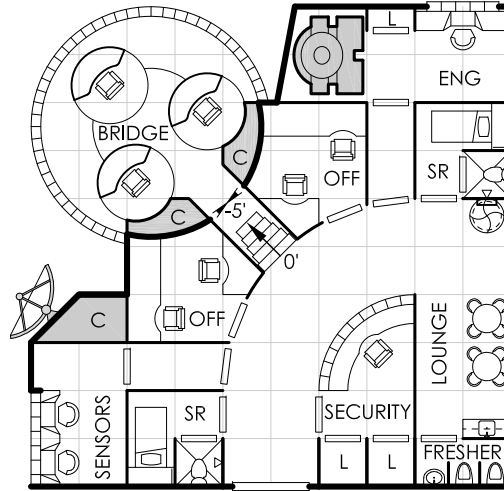
An engineer goes about her day repairing the negative photonic flux node assembly under a floor access panel.

Multi purpose (585)



Notes:

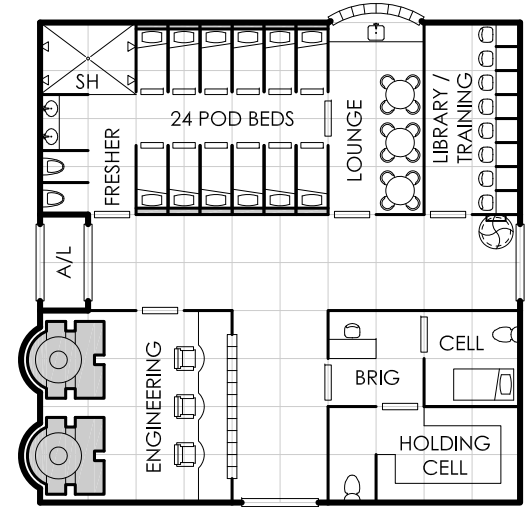
Multi purpose (586)



Notes:

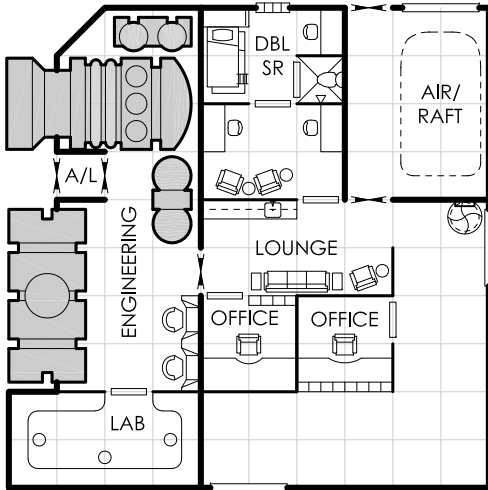


Multi purpose (587)



Notes:

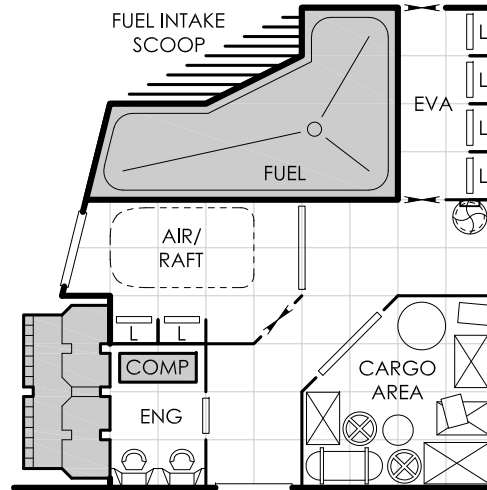
Multi purpose (588)



Notes:



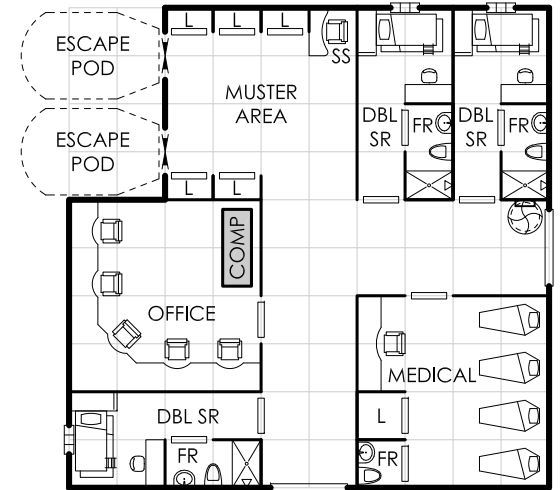
Multi purpose (589)



Notes:



Multi purpose (590)

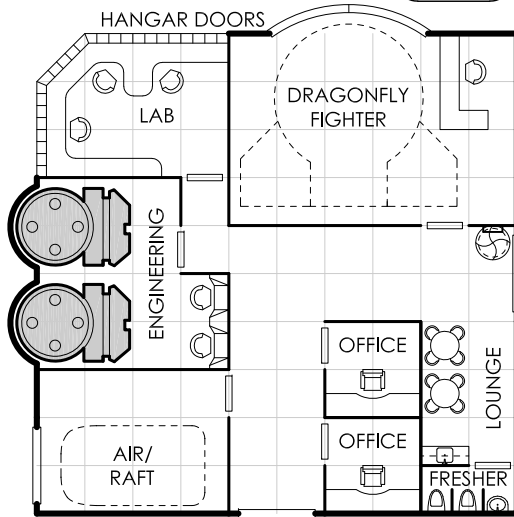


Notes:

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



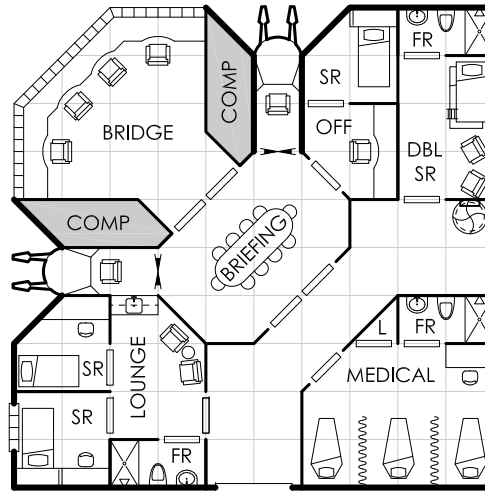
Multi purpose 591



Notes:

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

Multi purpose 592

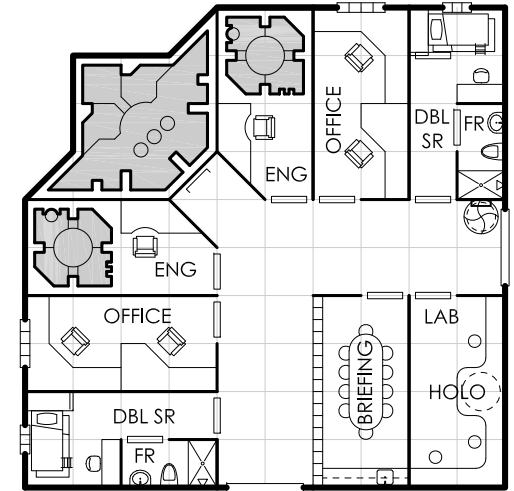


Notes:

- Referee to determine weapon type.



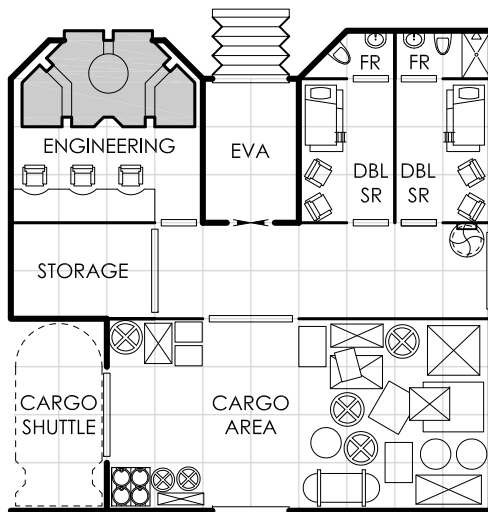
Multi purpose 593



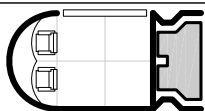
Notes:

- The briefing room doubles as a lounge.

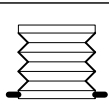
Multi purpose 594



Notes:

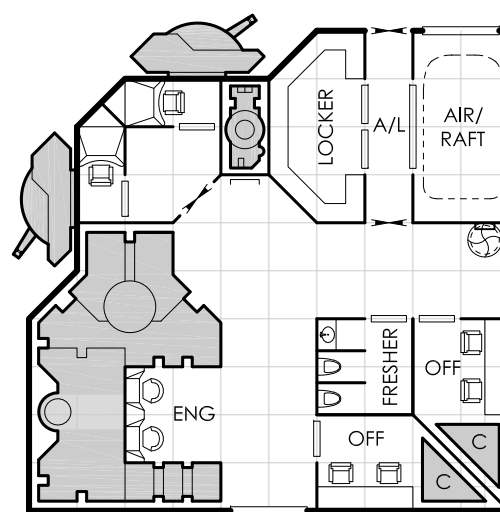


CARGO
SHUTTLE



EXTENDABLE
AIRLOCK

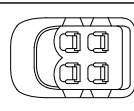
Multi purpose 595



Notes:

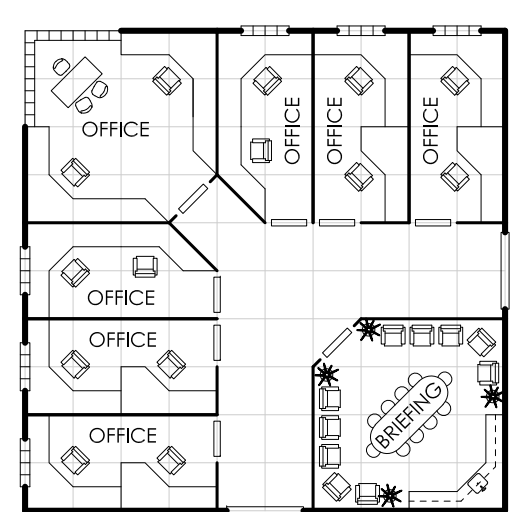


LASER
TURRET



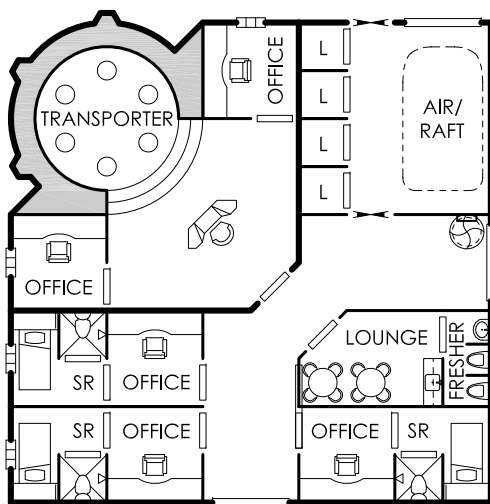
AIR/RAFT

Offices 596

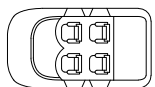


Notes:

Transporter 597

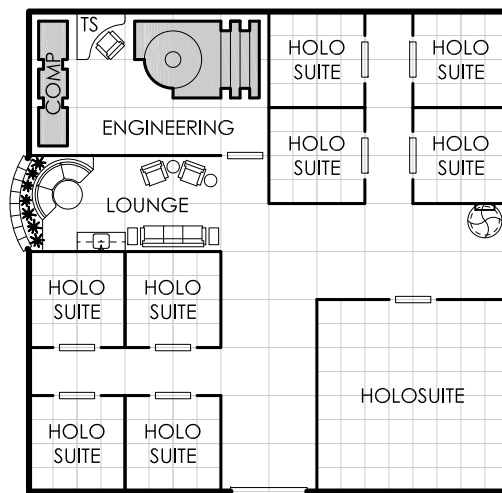


Notes:



AIR/RAFT

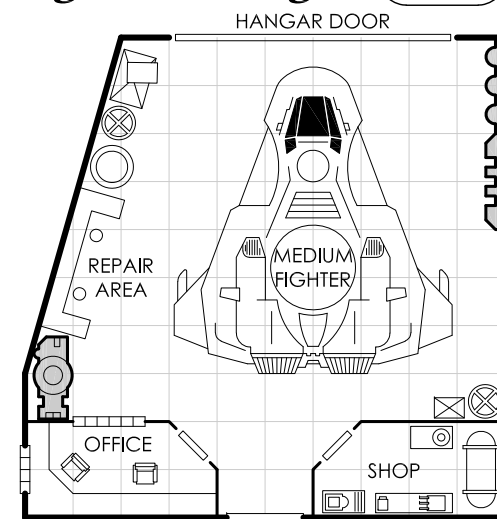
Holo Suites 598



Notes:

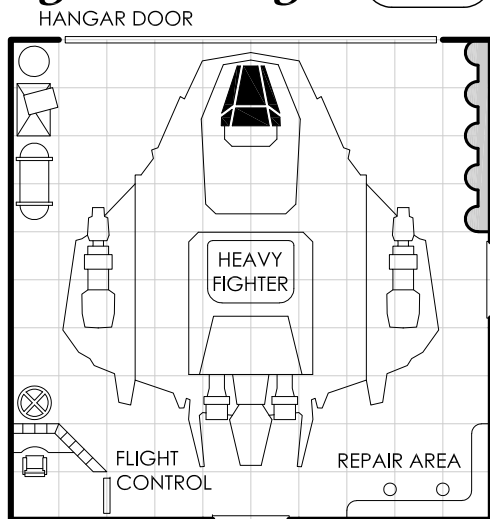
- See GURPS Traveller *Starships* re: holoventure zones for more info.

Fighter Hangar 599



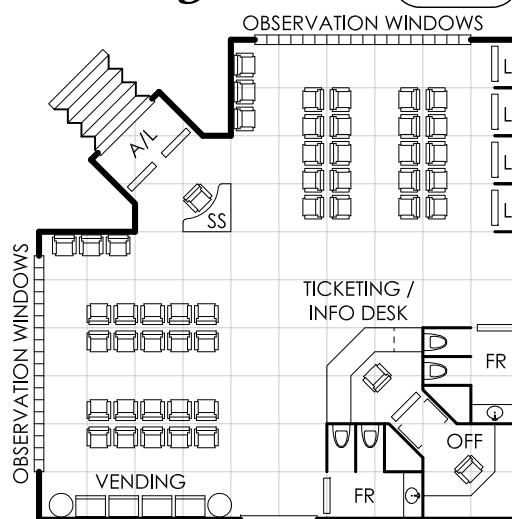
Notes:

Fighter Hangar 600

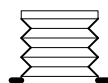


Notes:

Passenger Gate 601



Notes:

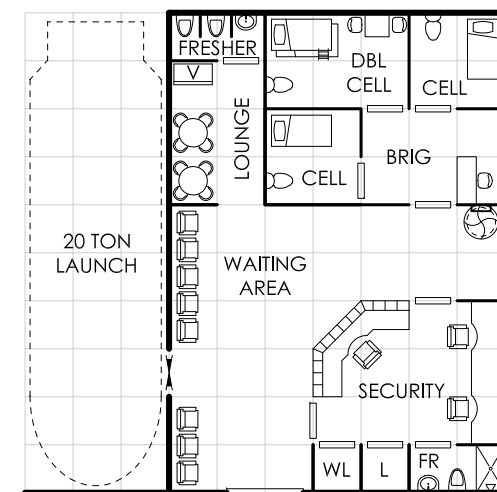


EXTENDABLE
AIRLOCK



SECURITY
STATION

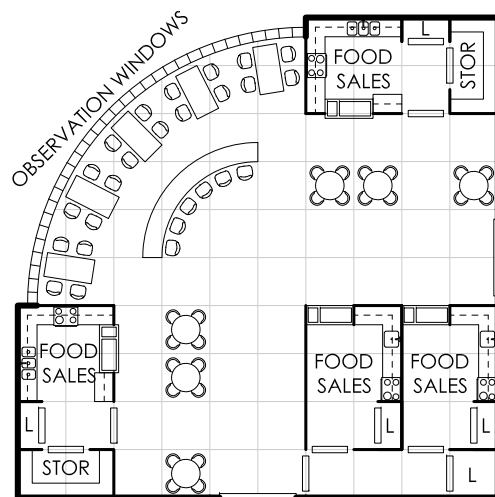
Security Checkpoint 602



Notes:

 VENDING

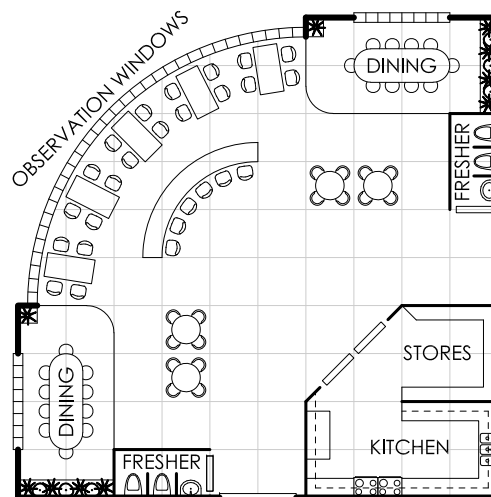
Food Court 603



Notes:

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

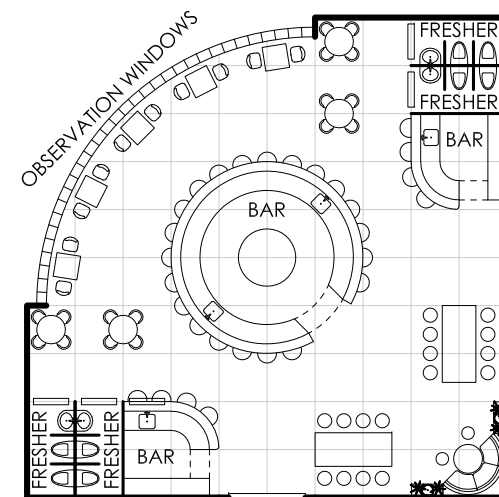
Restaurant 604



Notes:

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

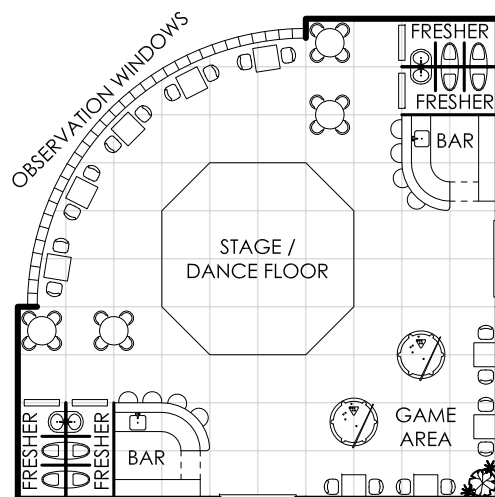
Bar 605



Notes:

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

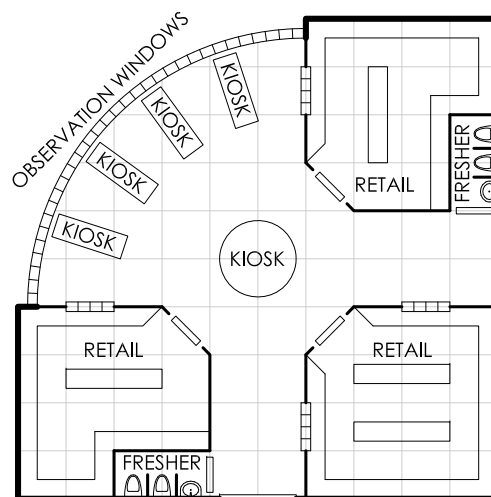
Bar 606



Notes:

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

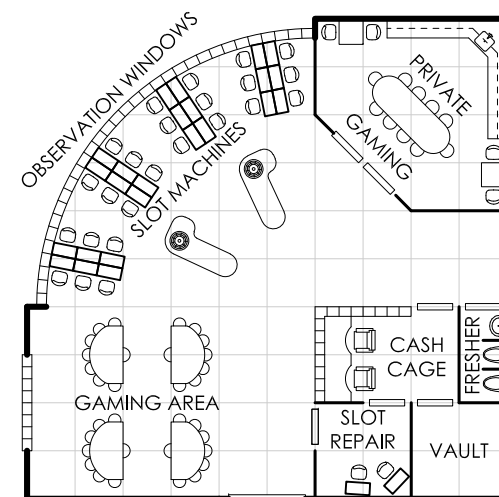
Retail 607



Notes:

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

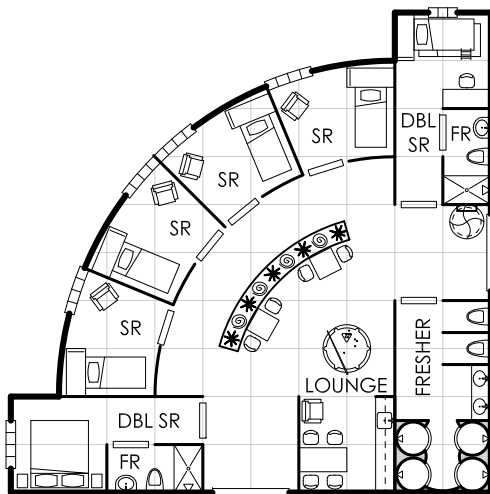
Casino 608



Notes:

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

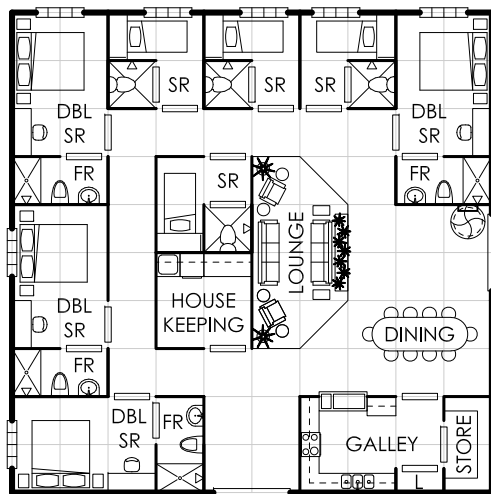
Passenger Quarters 609



Notes:

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

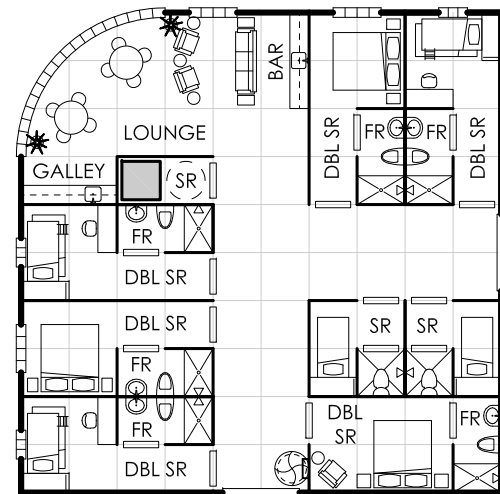
Passenger Quarters 610



Notes:

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

Passenger Quarters 611

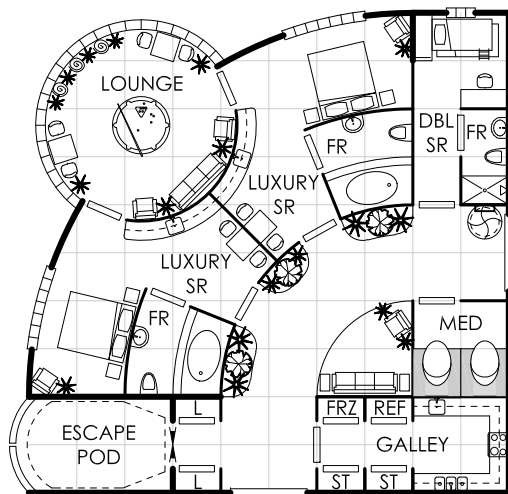


Notes:

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



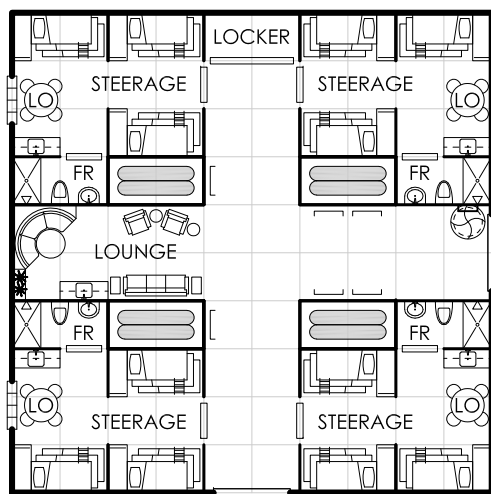
High Pass. Quarters 612



Notes:



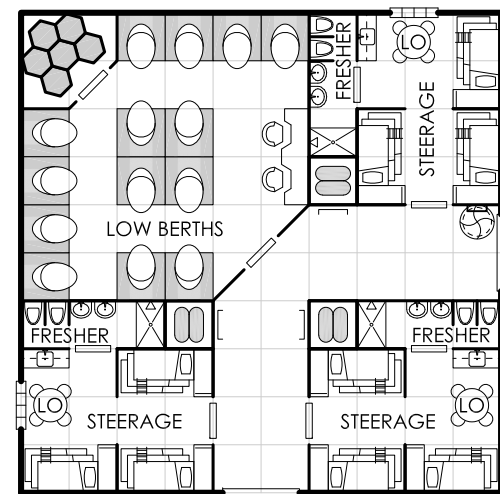
Steerage 613



Notes:



Steerage and Low 614



Notes:



Steerage Compartment

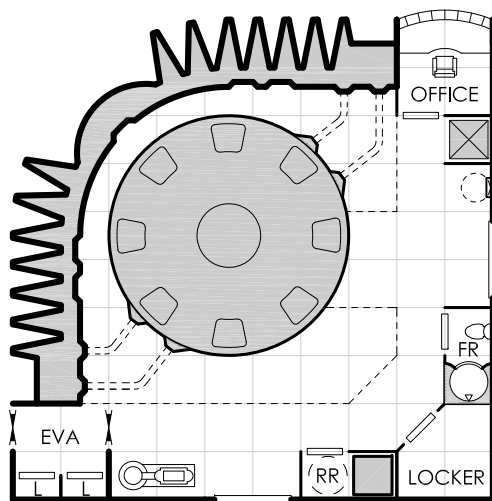
In my Traveller universe there is a passenger class between middle passage and low berth - steerage. A typical steerage compartment consists of a series of triple bunks, a communal galley/lounge, shared fresher facilities, and additional life support equipment. Quality and accommodations may vary widely 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

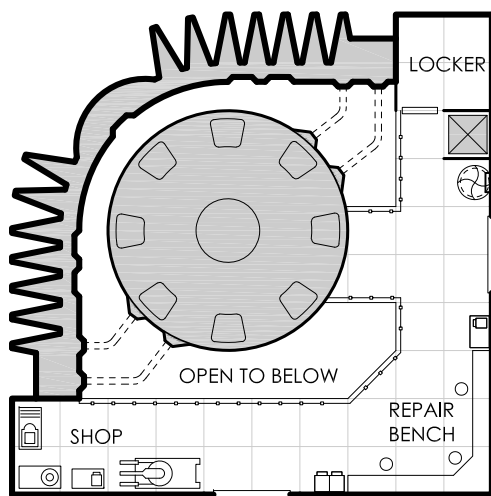


Notes:

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



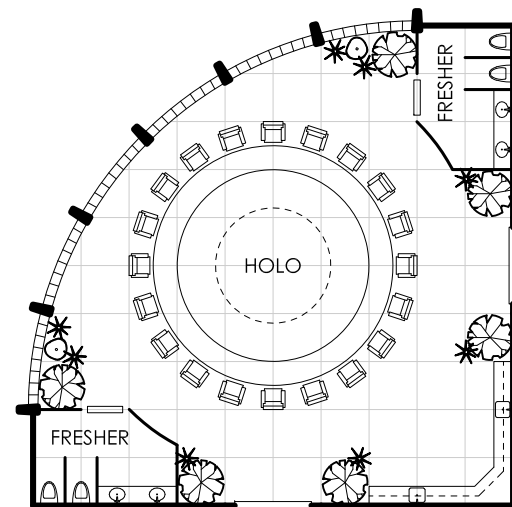
Engineering-Upper 616



Notes:

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

Conference Room 617

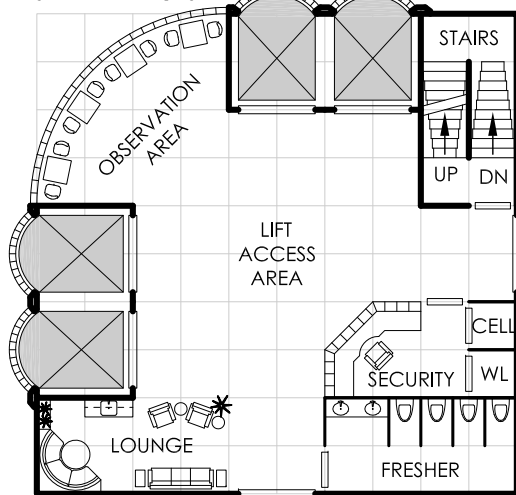


Notes:

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

Elevator Core 618

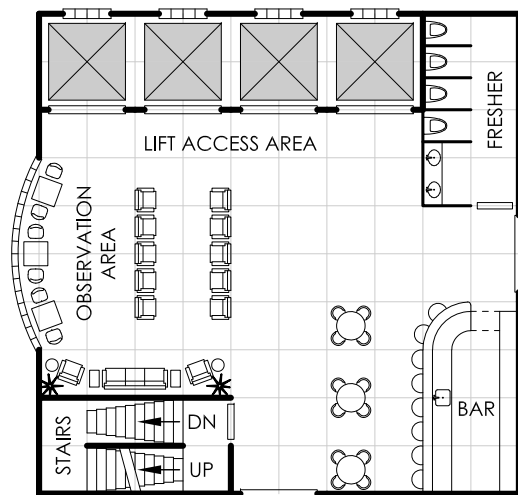
TRANPARISTEEL ELEVATORS



Notes:

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

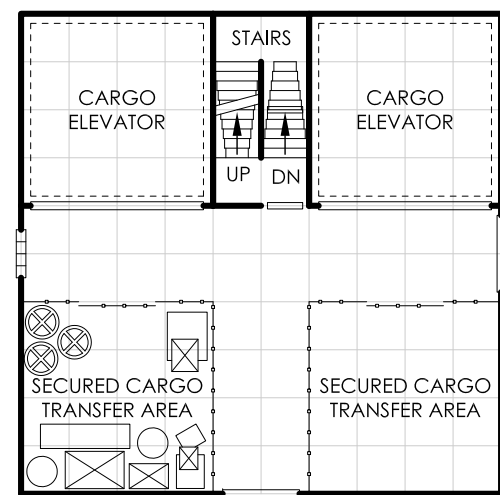
Elevator Core 619



Notes:

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

Cargo Elevator Core 620

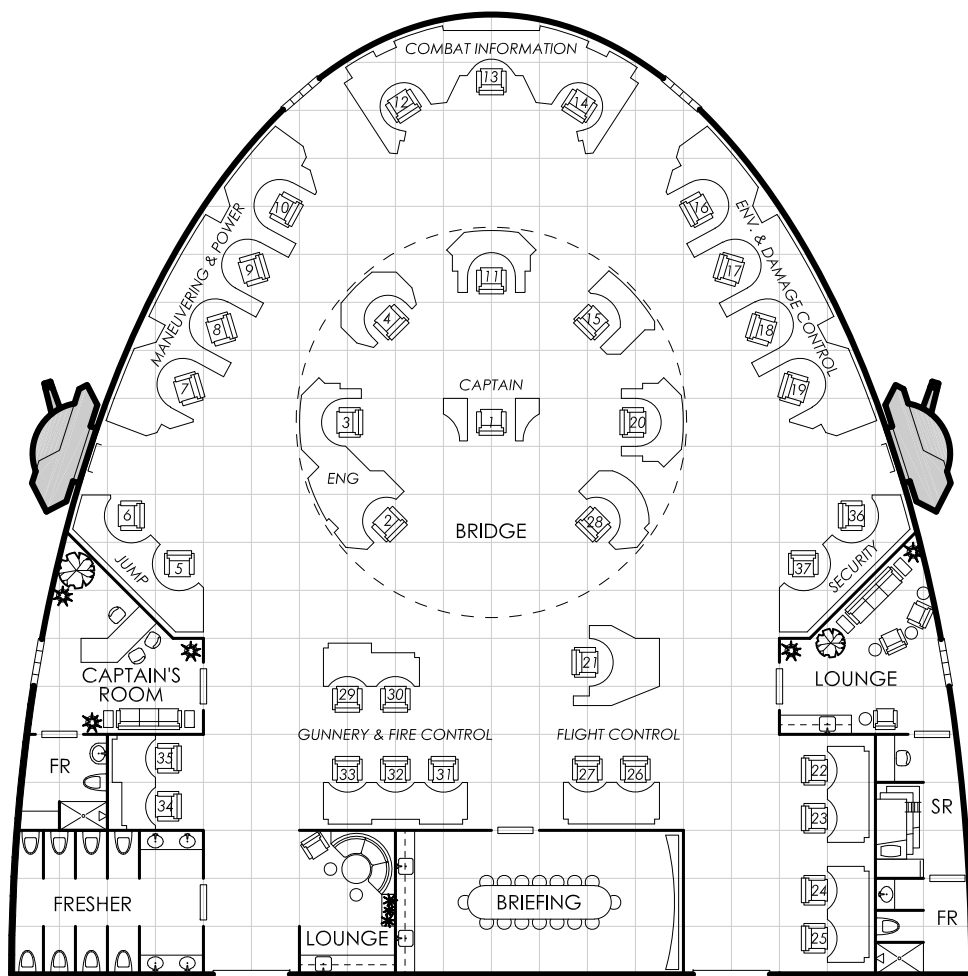


Notes:

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

Section 4

End Geomorphs



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:

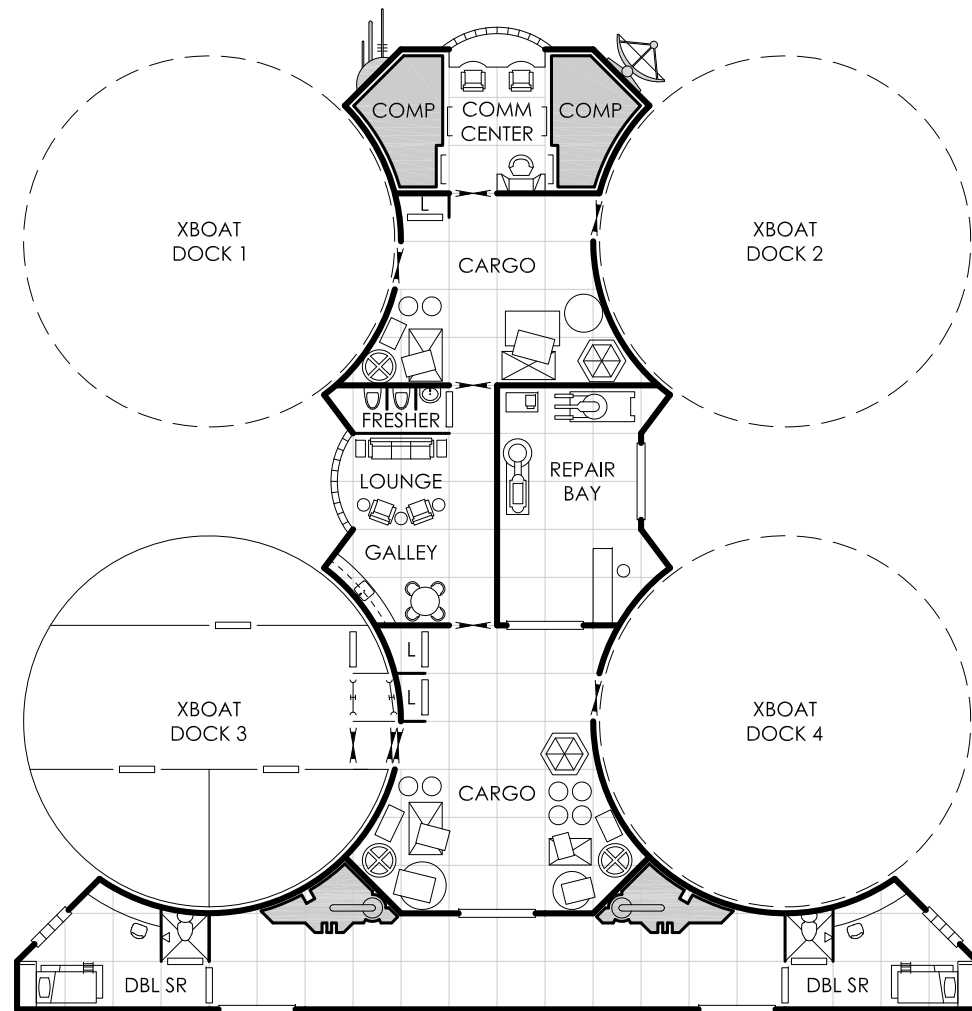
20. FLIGHT CONTROL OFFICER
21. LAUNCH CONTROL OFFICER
22. TO 27. SQUADRON FLIGHT CONTROLLER

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

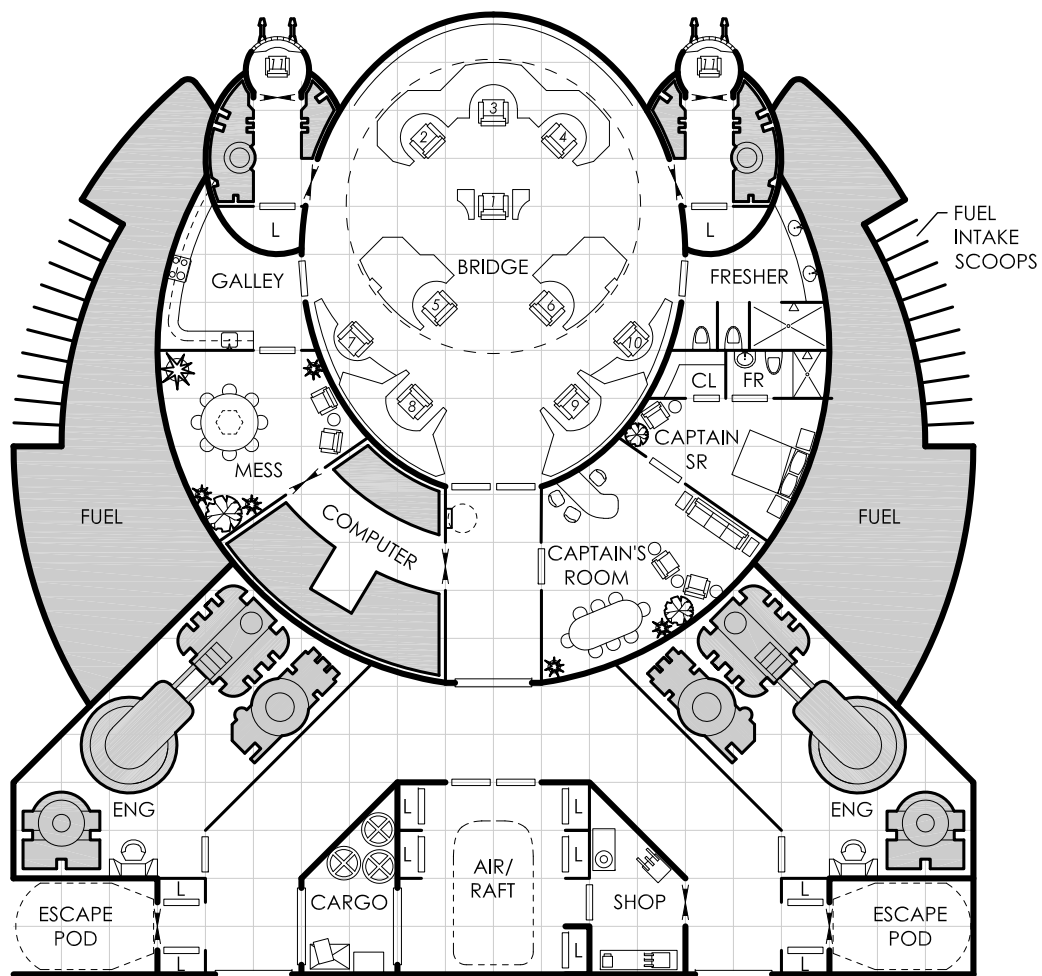
36. CHIEF OF SECURITY
37. SECURITY OFFICER



Notes:

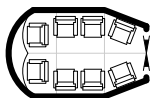
- Tugboats maneuver the Xboats, which dock vertically to the geomorph at the Quarters Deck. See *Supplement 7 - Traders and Gunboats* for more information about the Xboat.
- Cargo areas serve as temporary storage for Xboat supplies and the occasional vital cargo.

703 Bridge

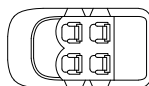


Notes:

- BRIDGE STATIONS:
1. CAPTAIN
 2. SUPERNUMERARY STATION
 3. HELM
 4. ASTROGATOR
 5. CHIEF ENGINEERING OFFICER
 6. COMMUNICATIONS OFFICER
 7. SENSORS OFFICER
 8. COMPUTER OFFICER
 9. CHIEF GUNNERY OFFICER
 10. GUNNER STATION
 11. GUNNER

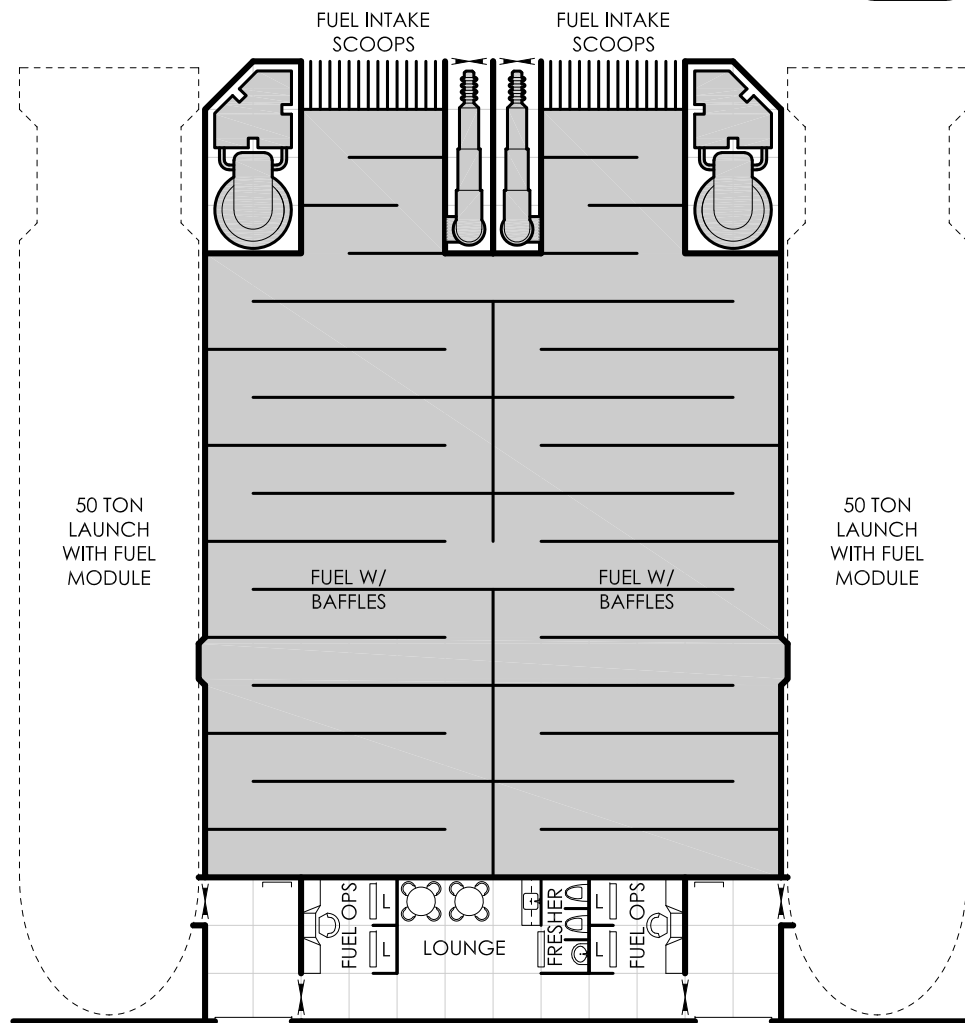


ESCAPE
POD

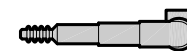


AIR/RAFT

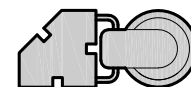
Fuel Deck 704



Notes:

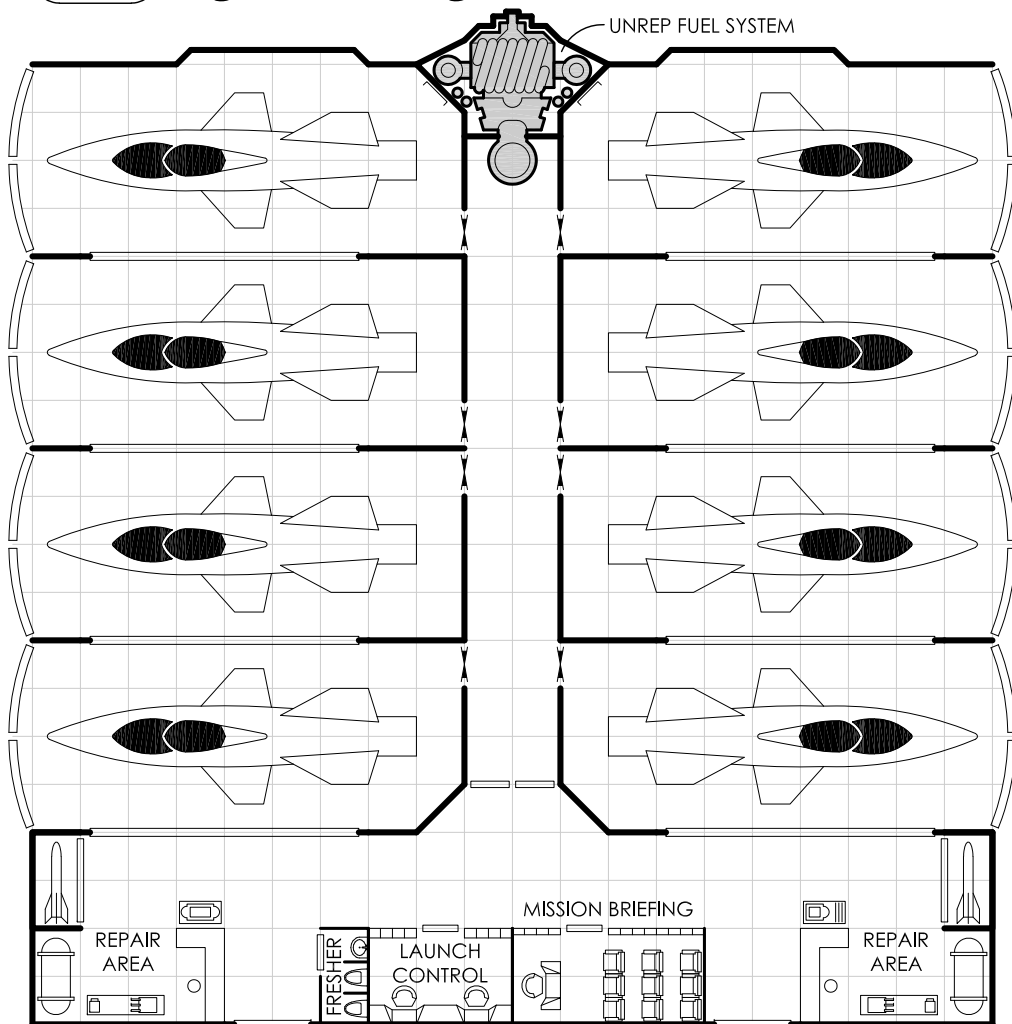


RETRACTABLE FUEL
TRANSFER ARM



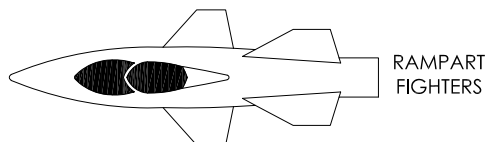
FUEL PURIFICATION

705 Fighter Hangar

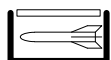


Notes:

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

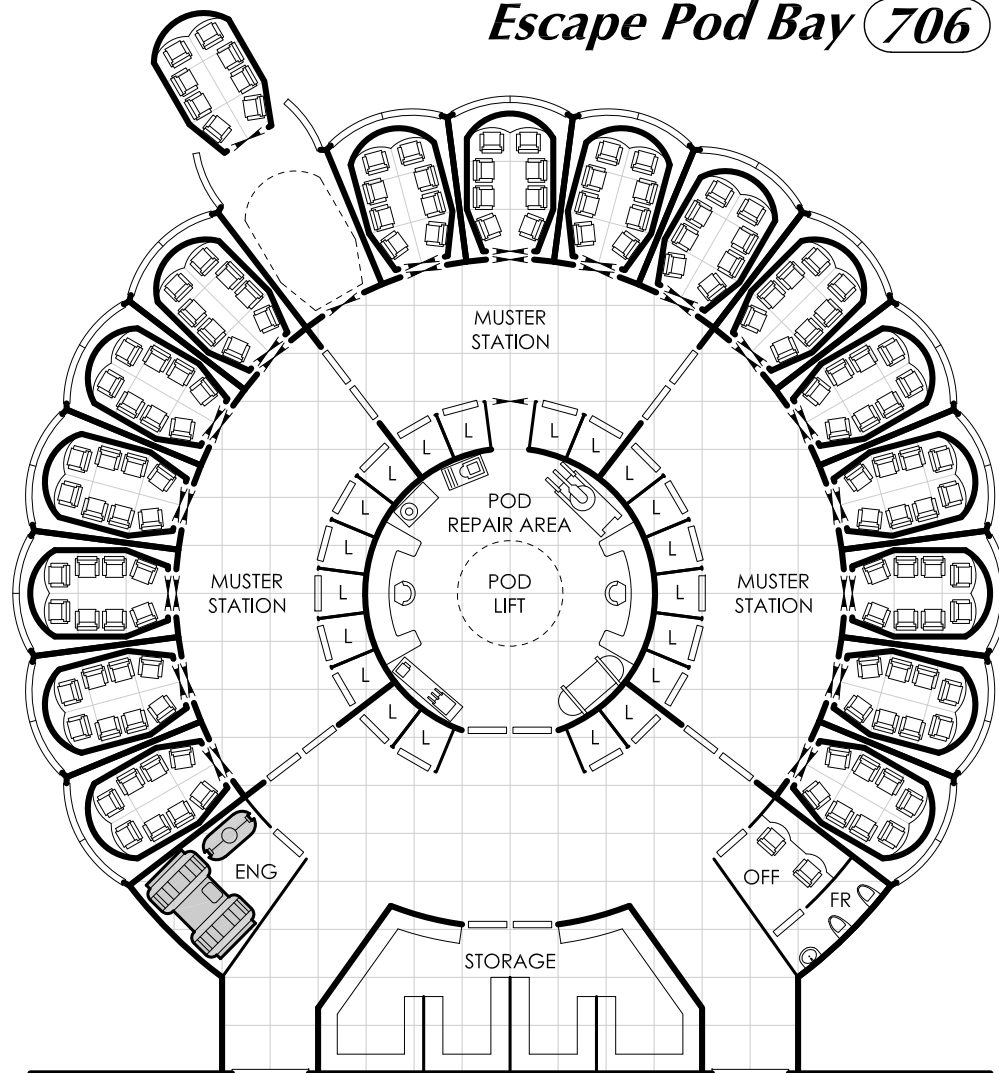


RAMPART
FIGHTERS



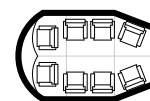
MISSILE STORAGE

Escape Pod Bay 706

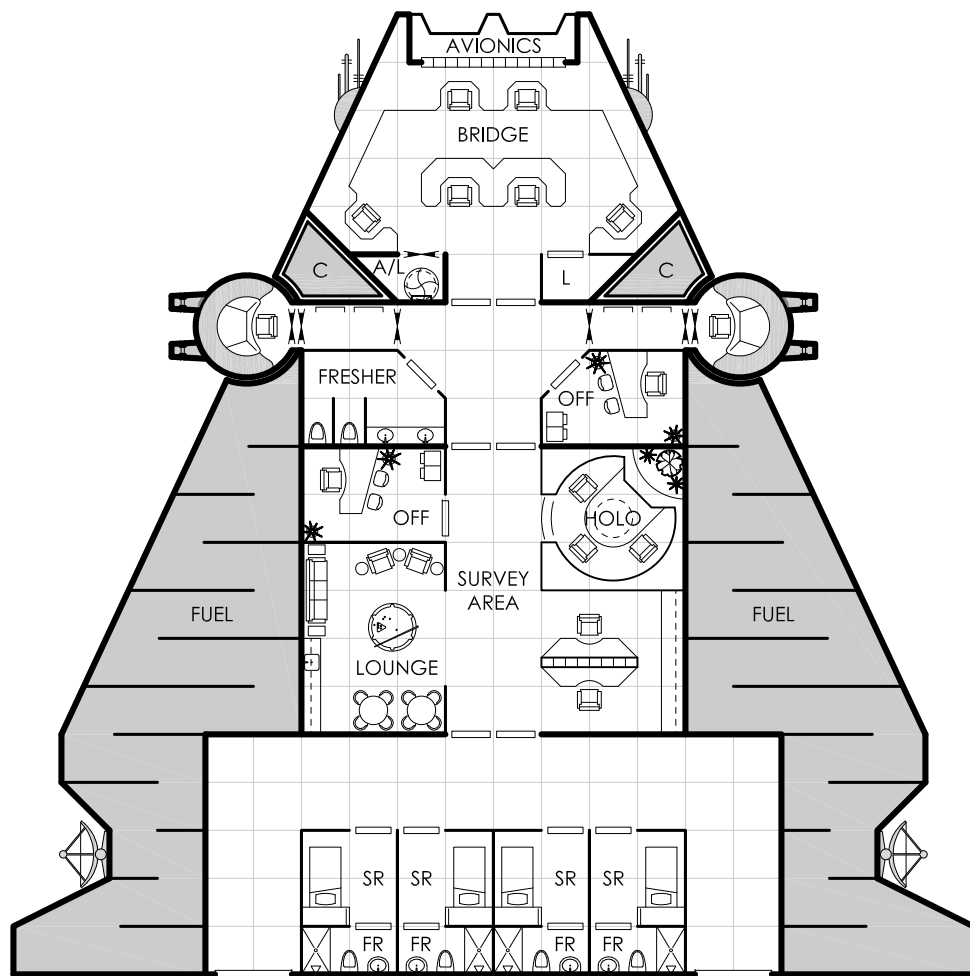


Notes:

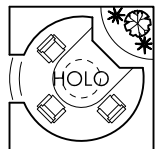
- 17 escape pods carry 8 people each (total of 136 evacuees).



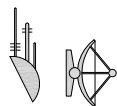
ESCAPE
POD



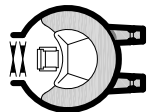
Notes:



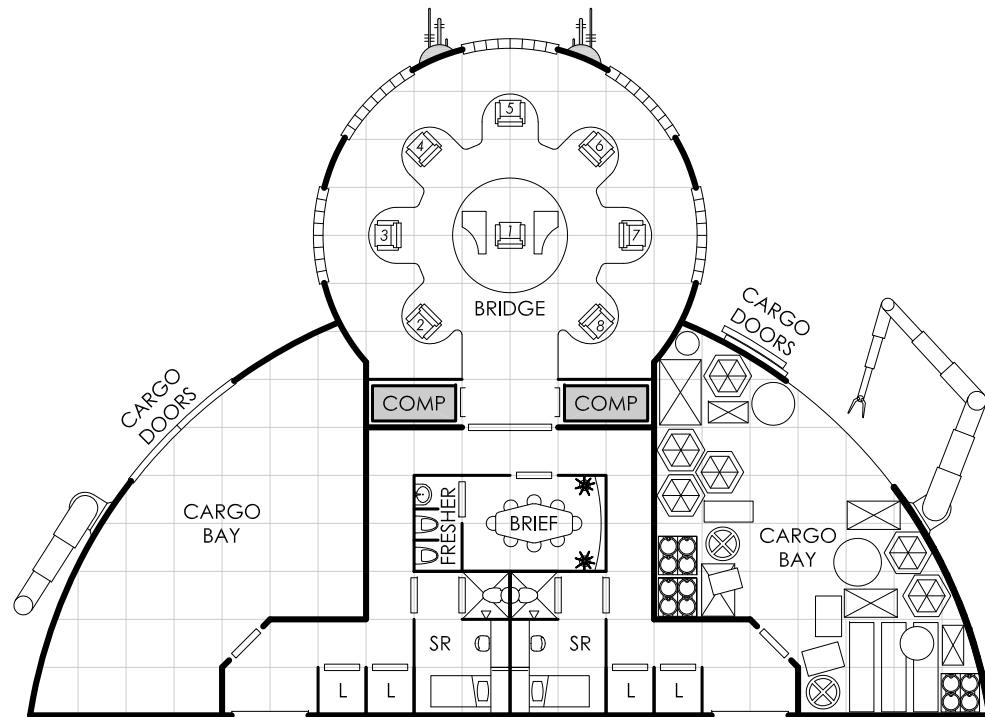
HOLOGRAPHIC
DATA ANALYSIS
"HOLOPII"



SENSORS



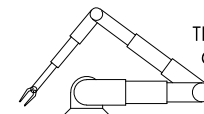
MANNED
LASER
TURRET



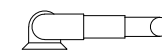
Notes:



SMALL
CARGO



TELESCOPING
GRAPPLING
ARM

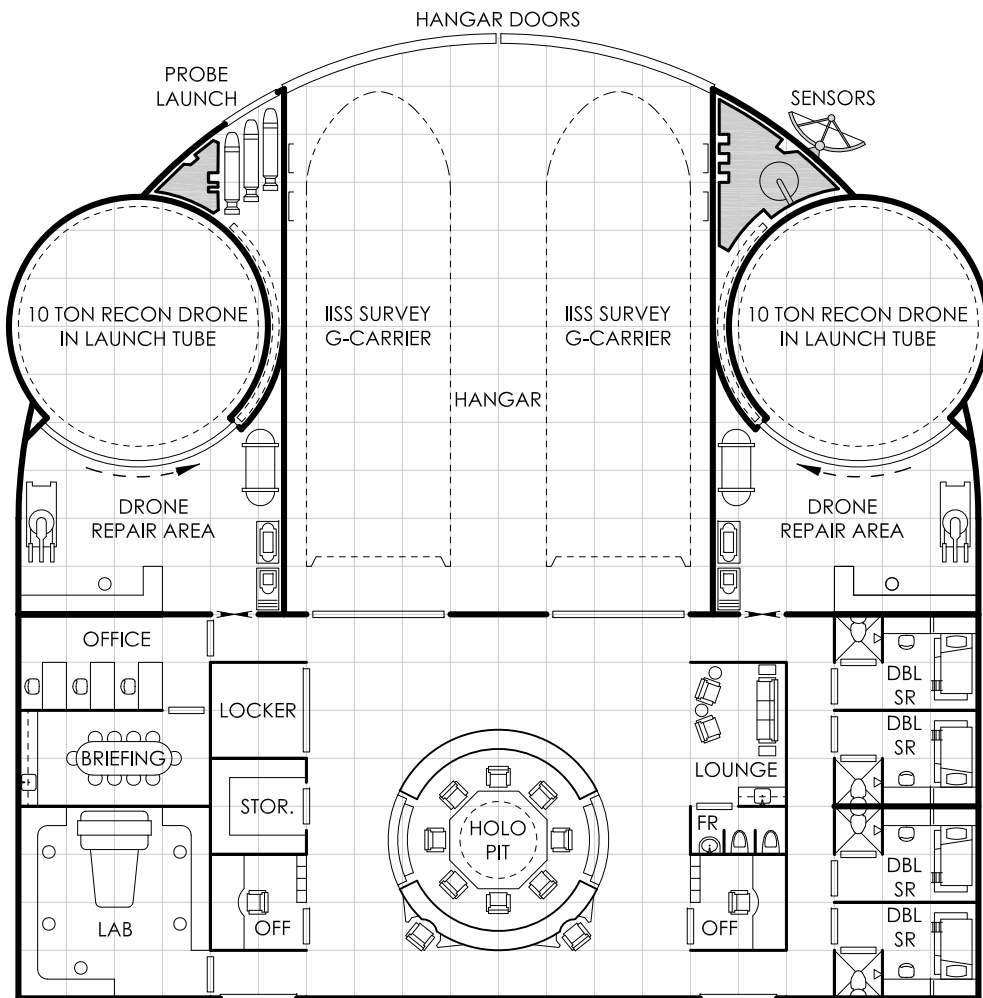


RETRACTED
GRAPPLING
ARM

BRIDGE STATIONS:

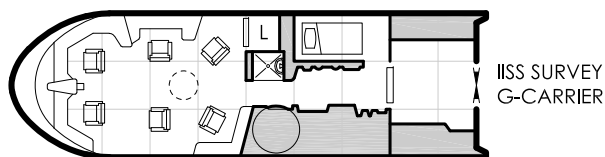
1. CAPTAIN
2. COMPUTER OFFICER
3. EXECUTIVE OFFICER
4. SENSORS OFFICER
5. HELM
6. ASTROGATOR
7. COMMUNICATIONS OFFICER
8. CHIEF ENGINEERING OFFICER

709 Scout / Survey Deck

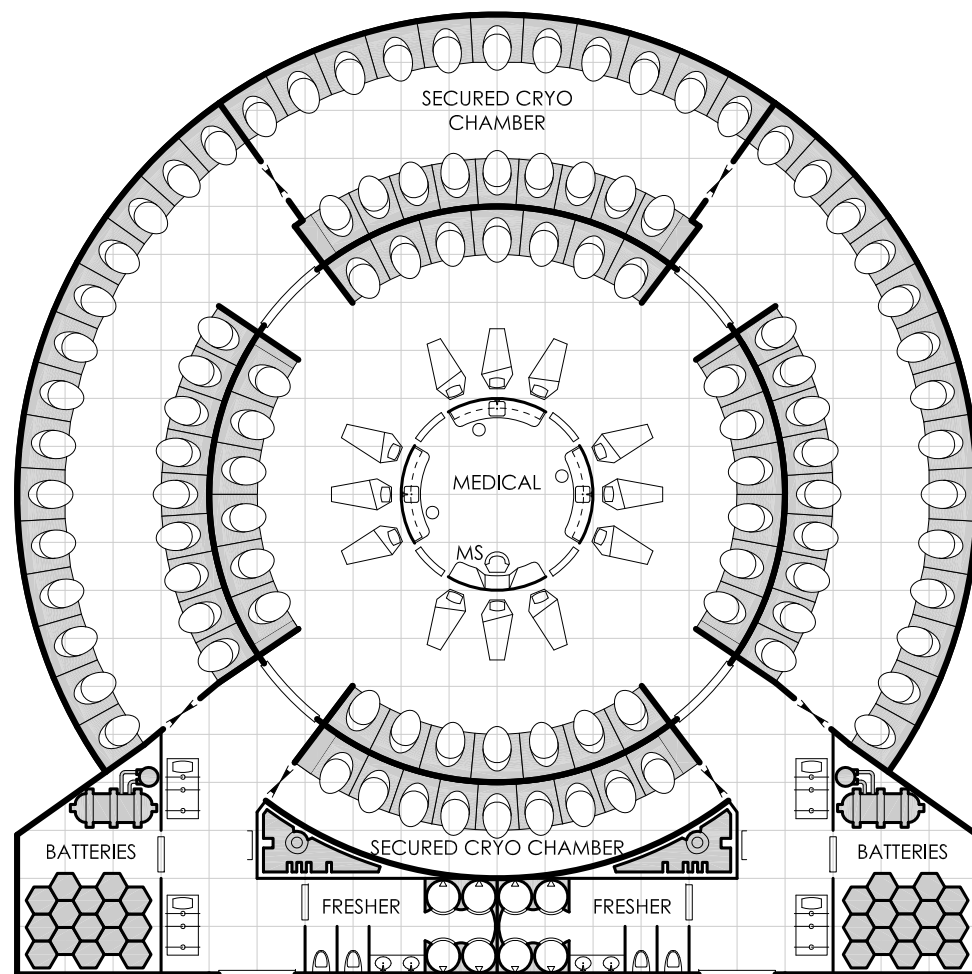


Notes:

- 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.



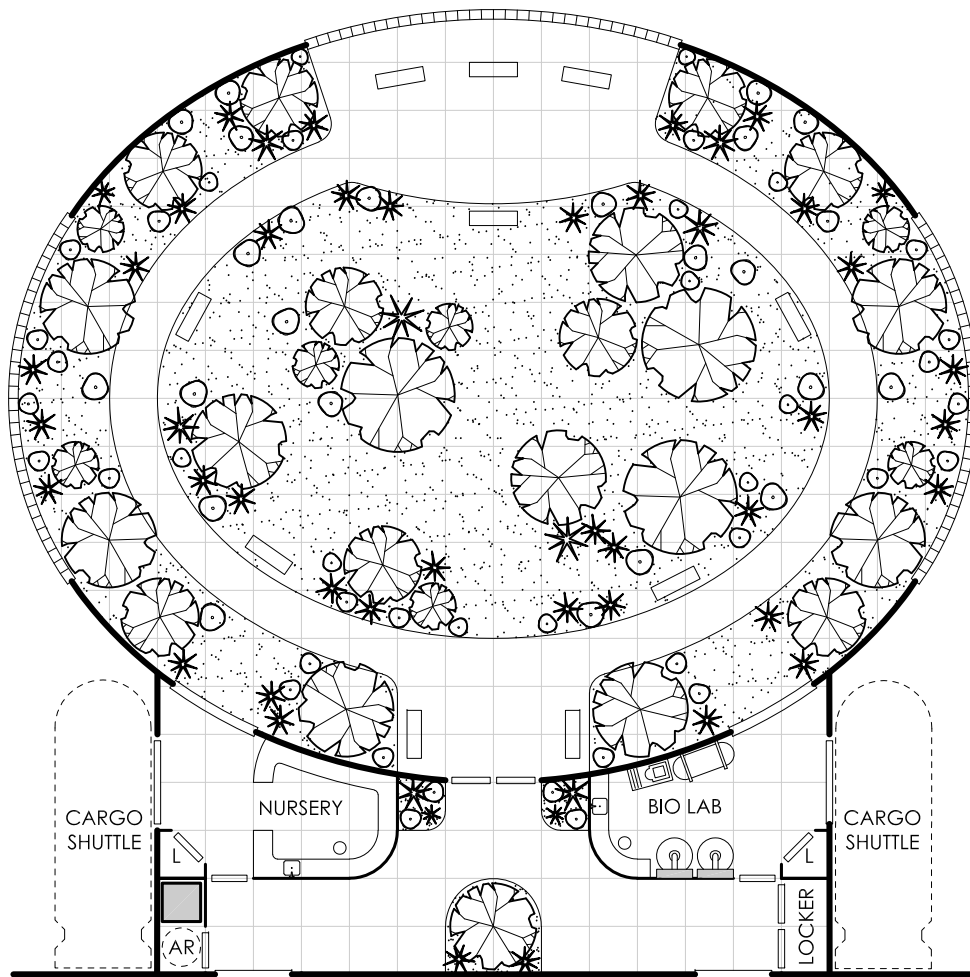
Low Berth Deck 710



Notes:

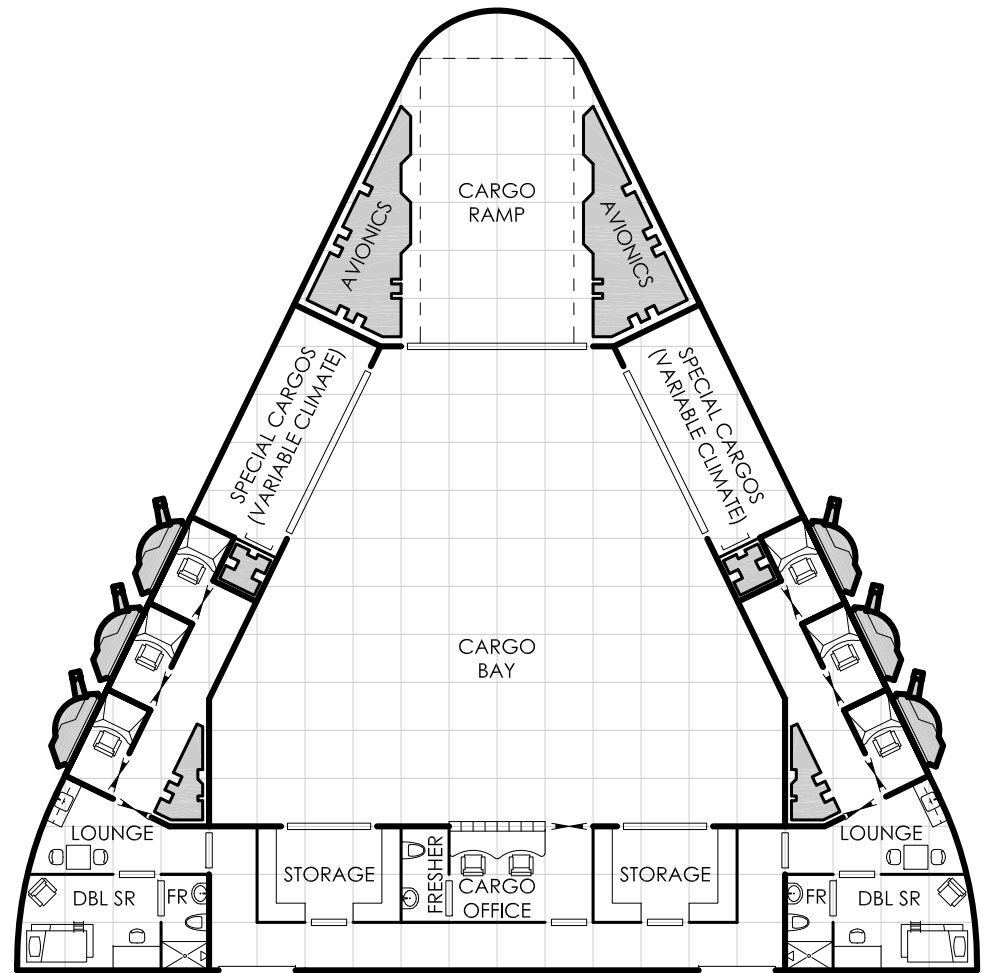
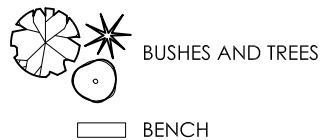
- 101 low berths
- May be part of colony ship, medical facility, or a ship's Frozen Watch.
- Secured chambers provided for criminals, nobles, diplomats, etc.
- Geomorph could double as a cloning facility.





Notes:

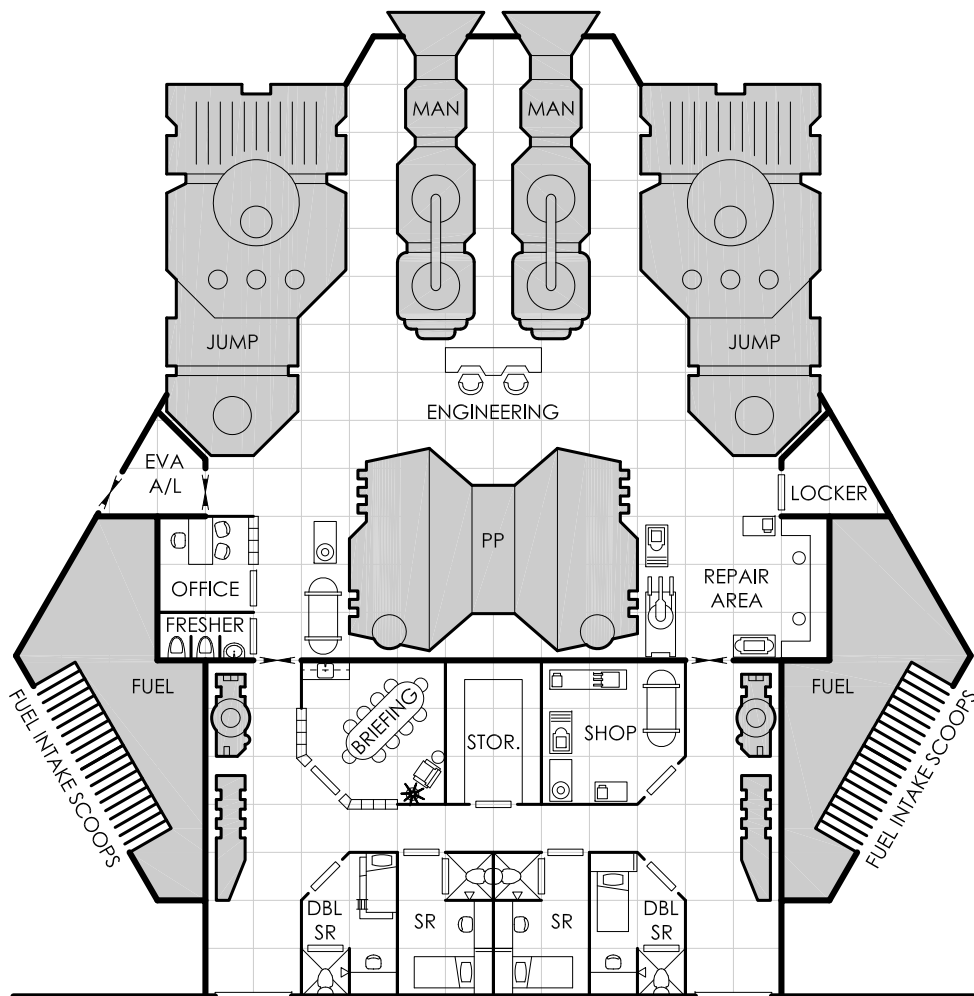
- Double height space (20' ceiling) with skydome.
- This space can also serve as a biosphere for transplanting or preservation of vegetation, similar to those seen in the film *Silent Running*.



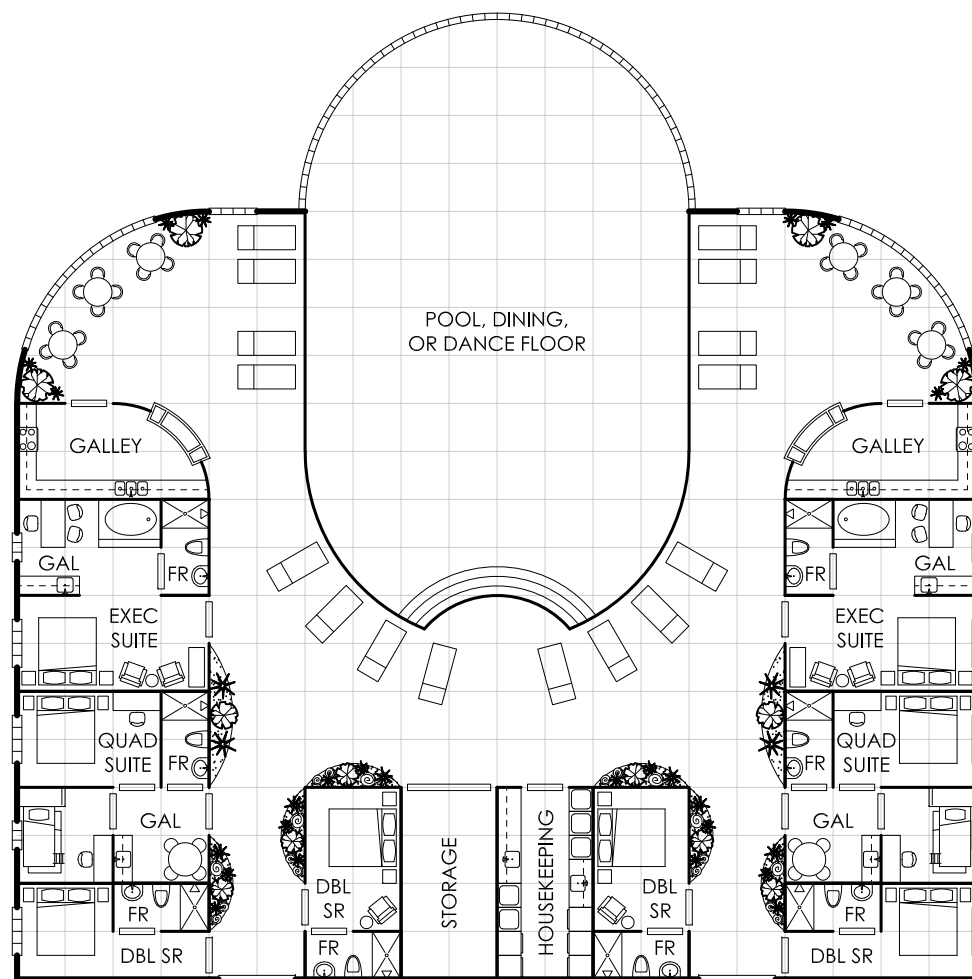
Notes:

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





Notes:

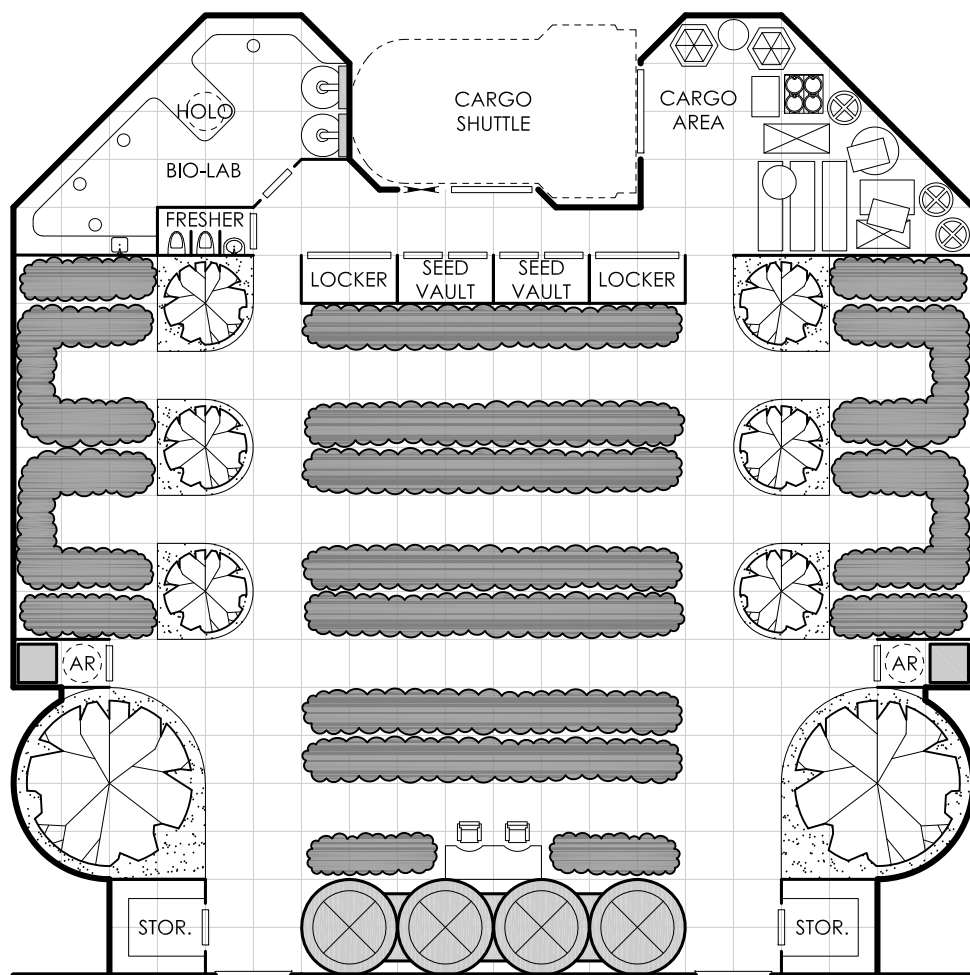


Notes:

- 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.

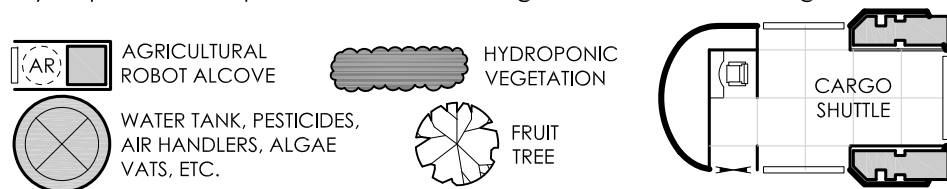


715 Hydroponics Bay

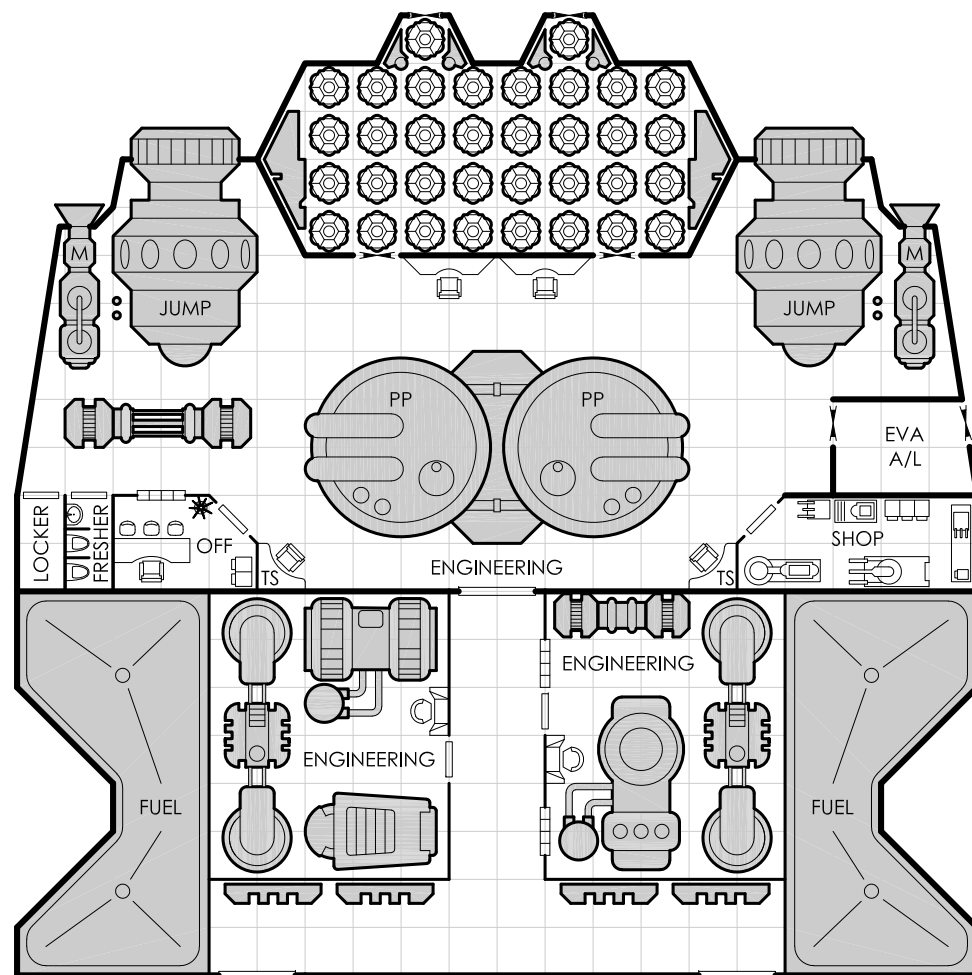


Notes:

- "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.



Engineering / Mine Layer 716

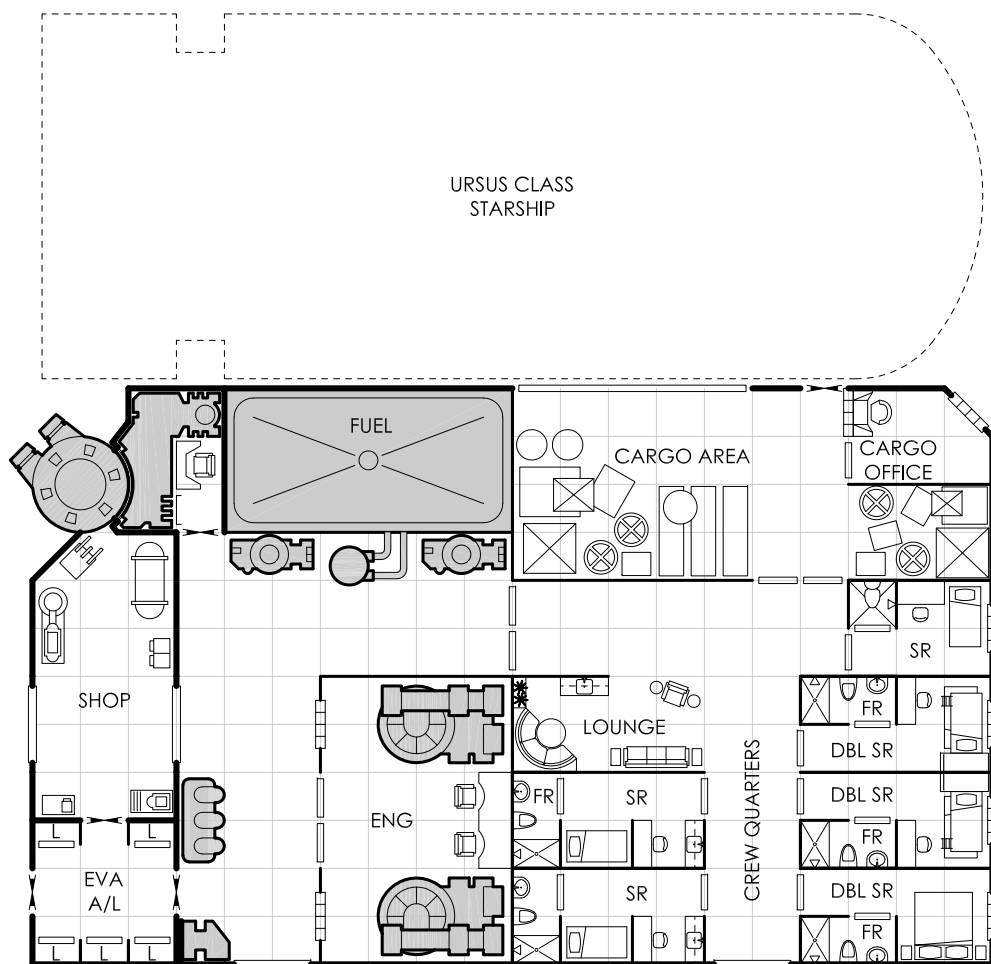


Notes:

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

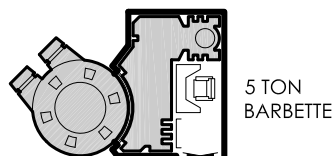


717 Starship Dock/Multi purpose

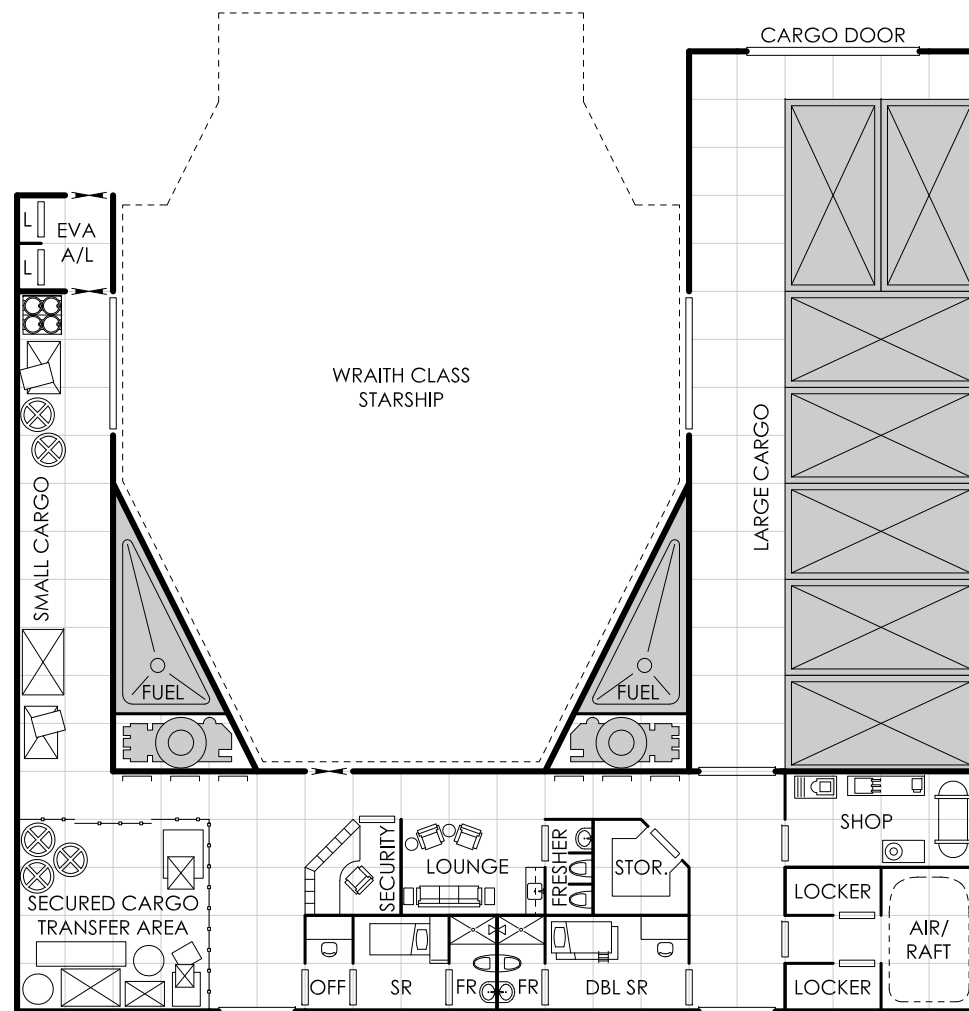


Notes:

- 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.

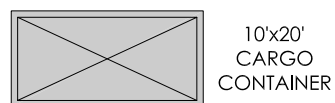


Starship Dock 718

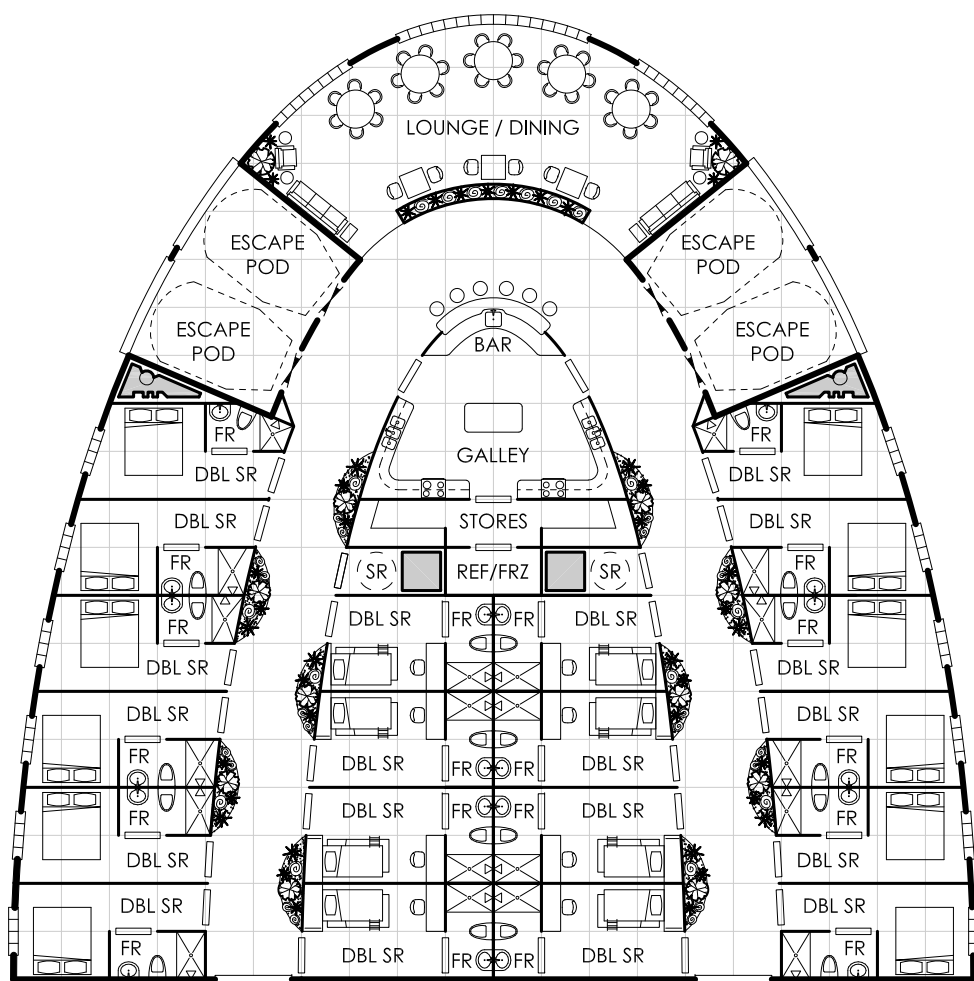


Notes:

- 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.



719 Passenger Deck

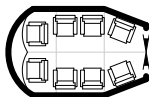


Notes:

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



STEWARD
ROBOT
ALCOVE

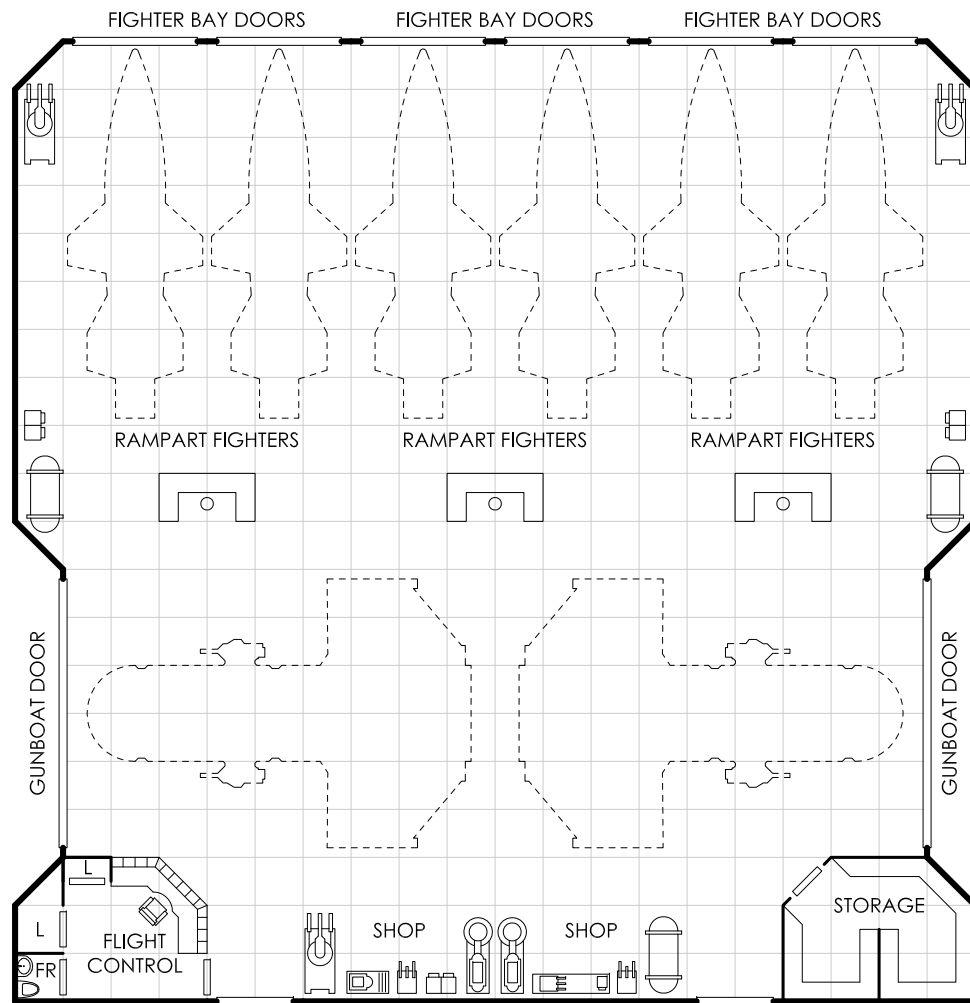


ESCAPE
POD



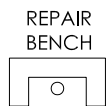
LANDSCAPE AREAS

Fighter Hangar 720

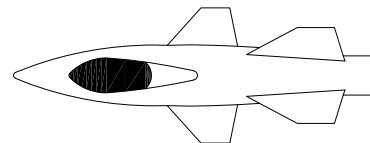


Notes:

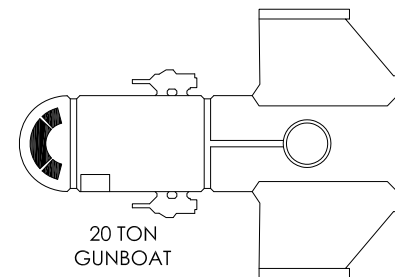
- Rampart fighters and gunboat are detailed in GDW's *Azhanti High Lightning* game



REPAIR
BENCH

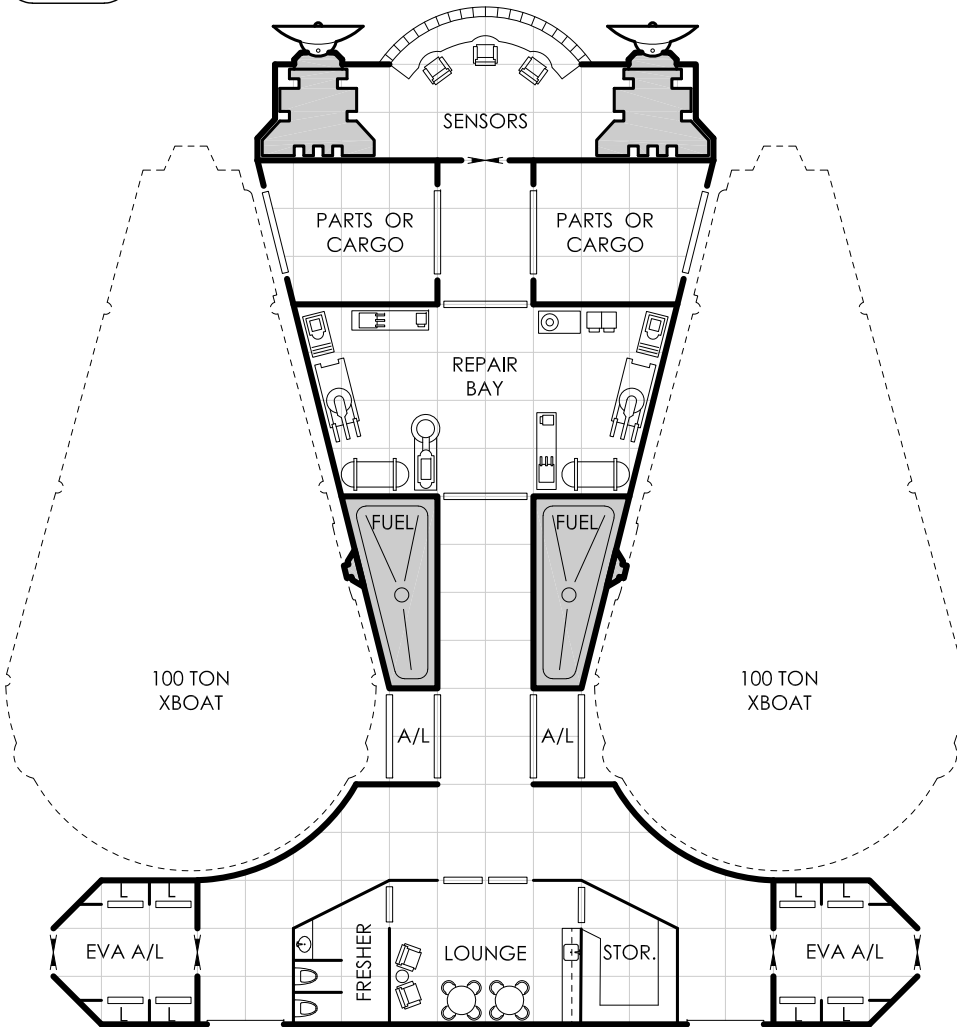


RAMPART FIGHTER



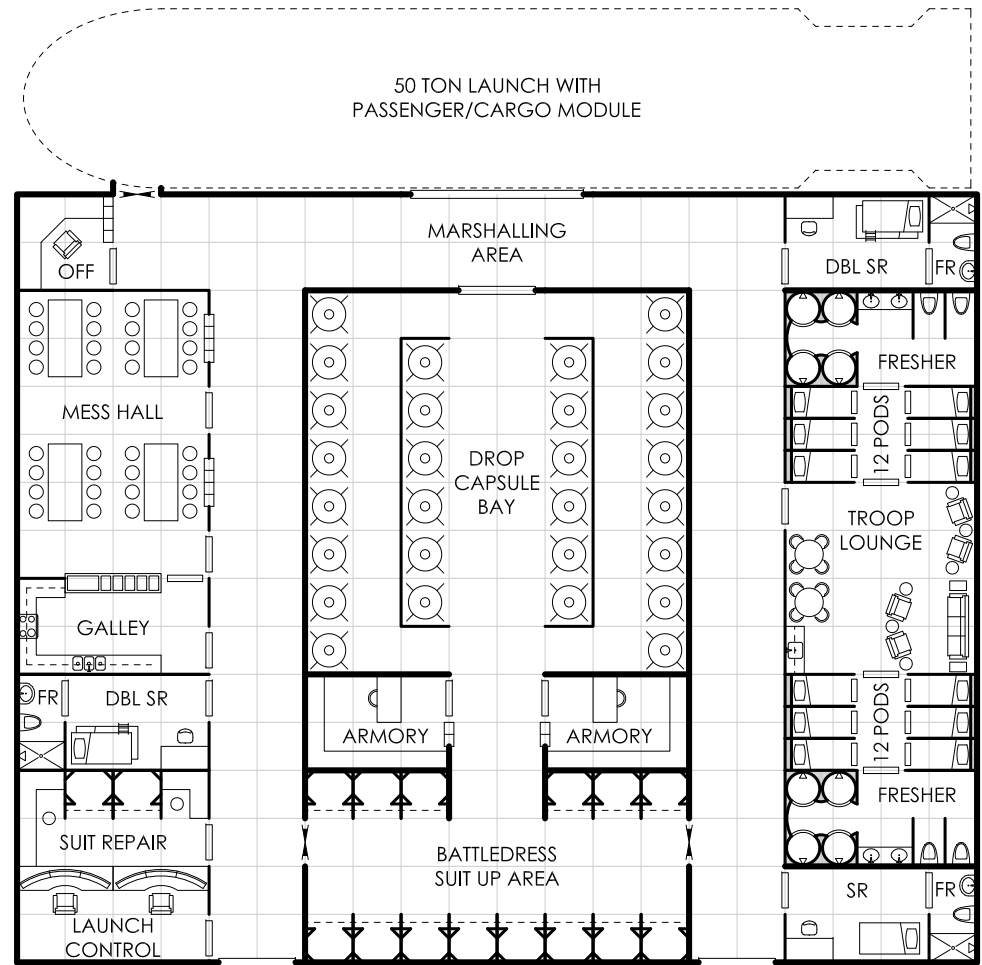
20 TON
GUNBOAT

721 Xboat Docks



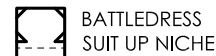
Notes:

Drop Capsules / Troop Deck 722



Notes:

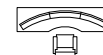
- Drop capsules are primarily used to quickly transport a trooper from orbit to a planet's surface, but may also be used as individual escape pods.
- See *Yet Another Traveller Blog* for more information on the drop capsule.
- The mess hall doubles as a common area/lounge during non-serving times.



BATTLRESS
SUIT UP NICHE

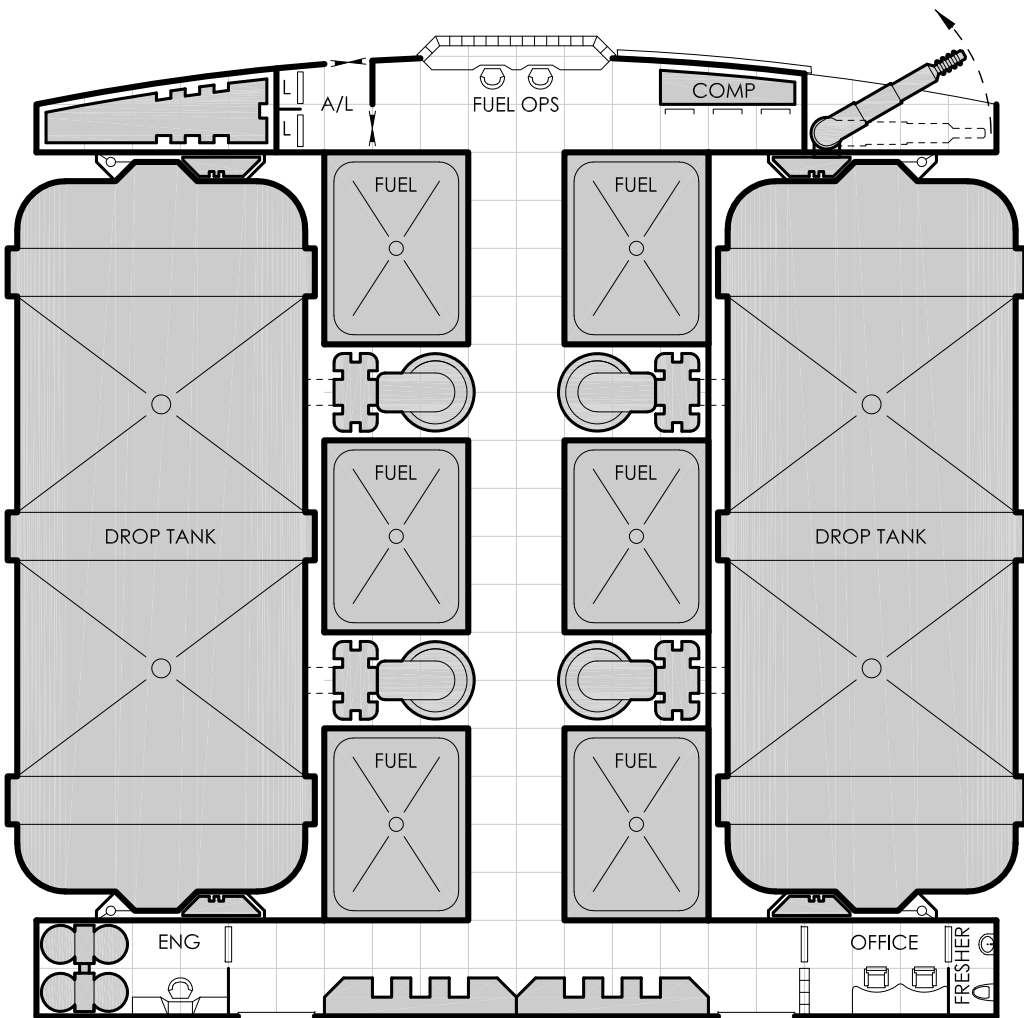


DROP CAPSULE



BATTLRESS MONITORING STATION
AND CAPSULE LAUNCH CONTROL

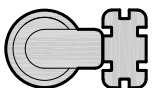
723 Fuel Deck w/ Drop Tanks



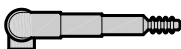
Notes:



EXPLOSIVE COLLAR

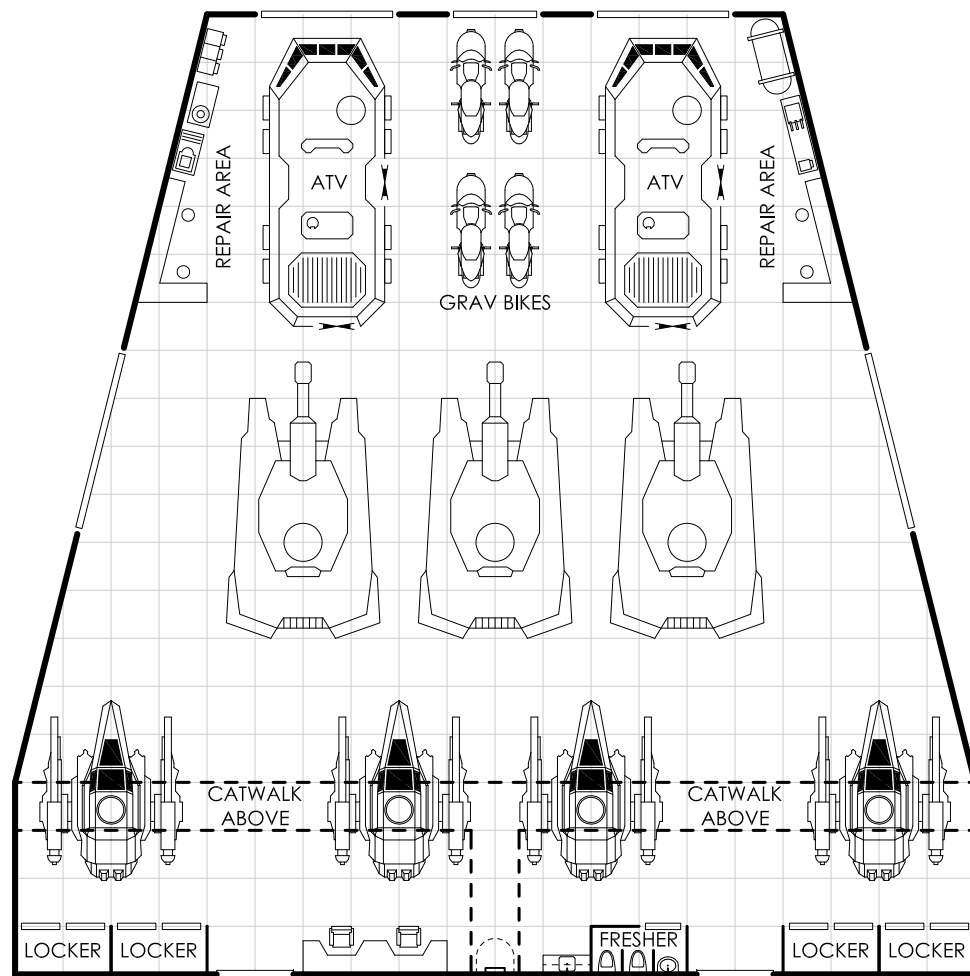


FUEL PROCESSOR



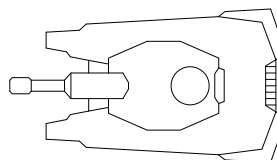
RETRACTABLE FUEL TRANSFER ARM

Vehicle Hangar 724

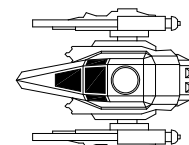


Notes:

- Catwalk provides access to mechs.

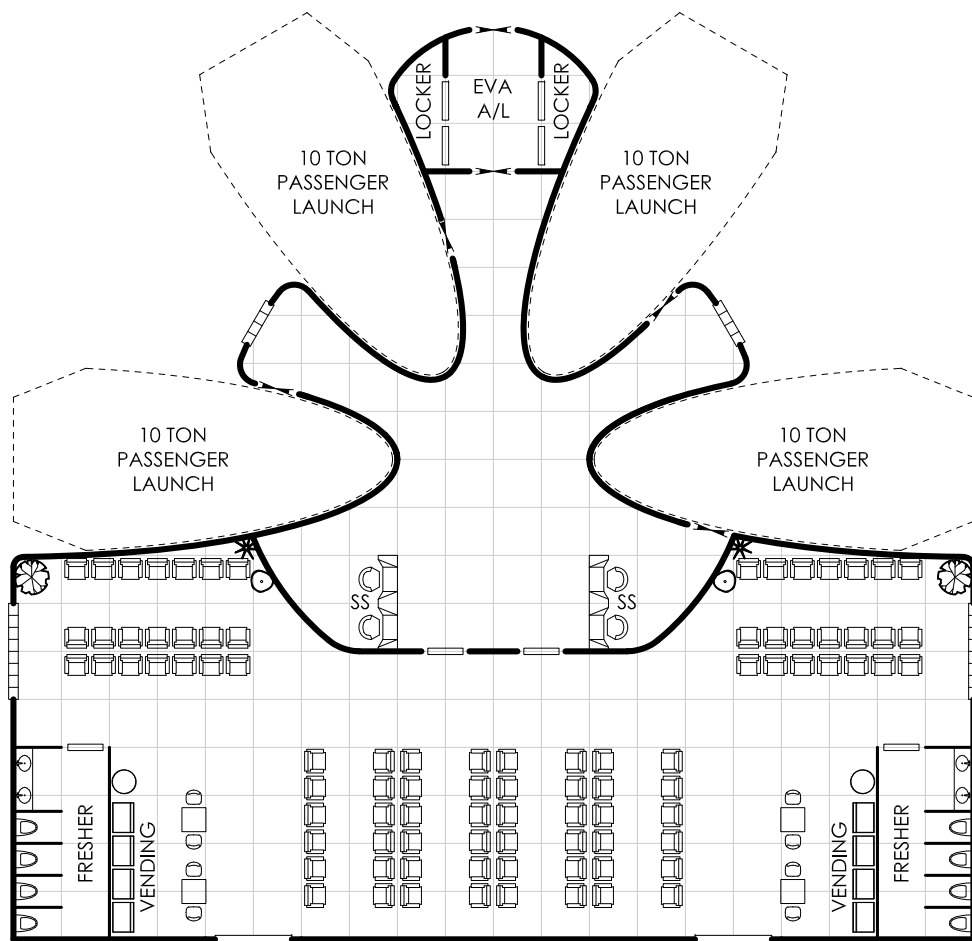


HEAVY GRAV TANK



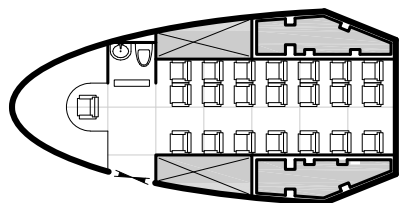
LIGHT MECH

725 Passenger Gate

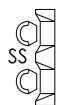


Notes:

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

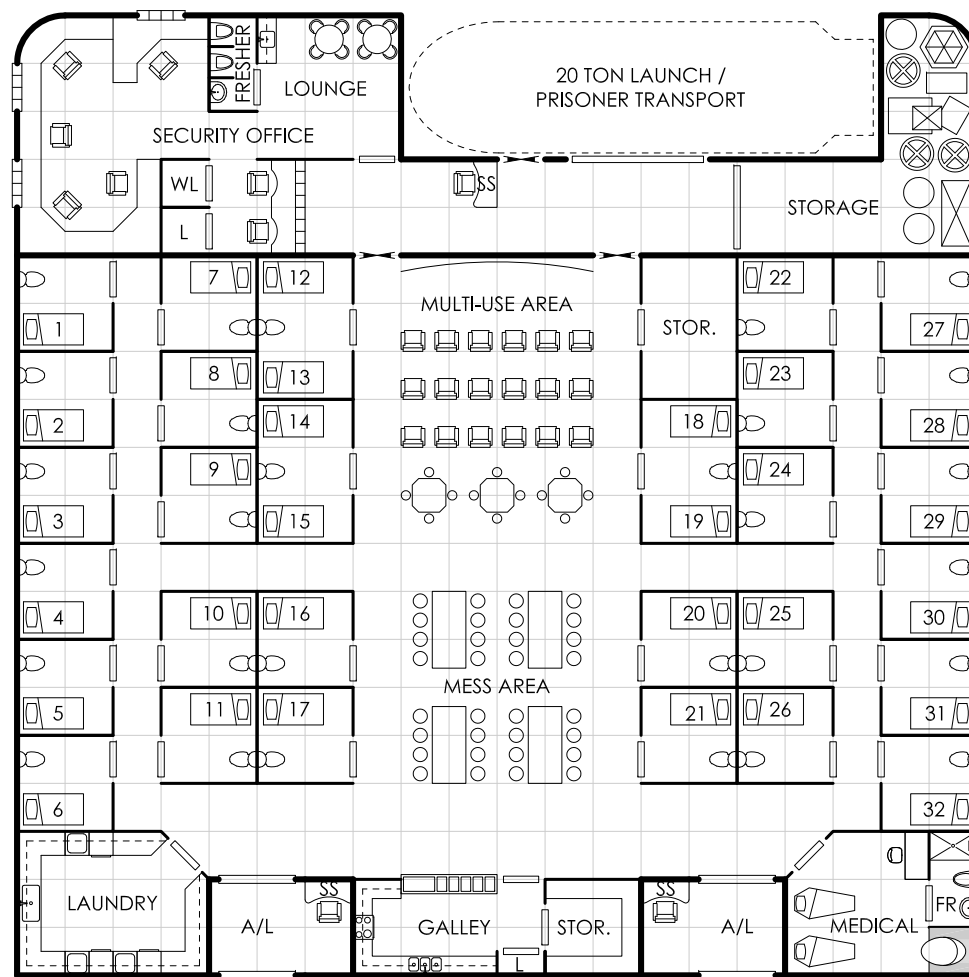


10 TON
PASSENGER
LAUNCH



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.

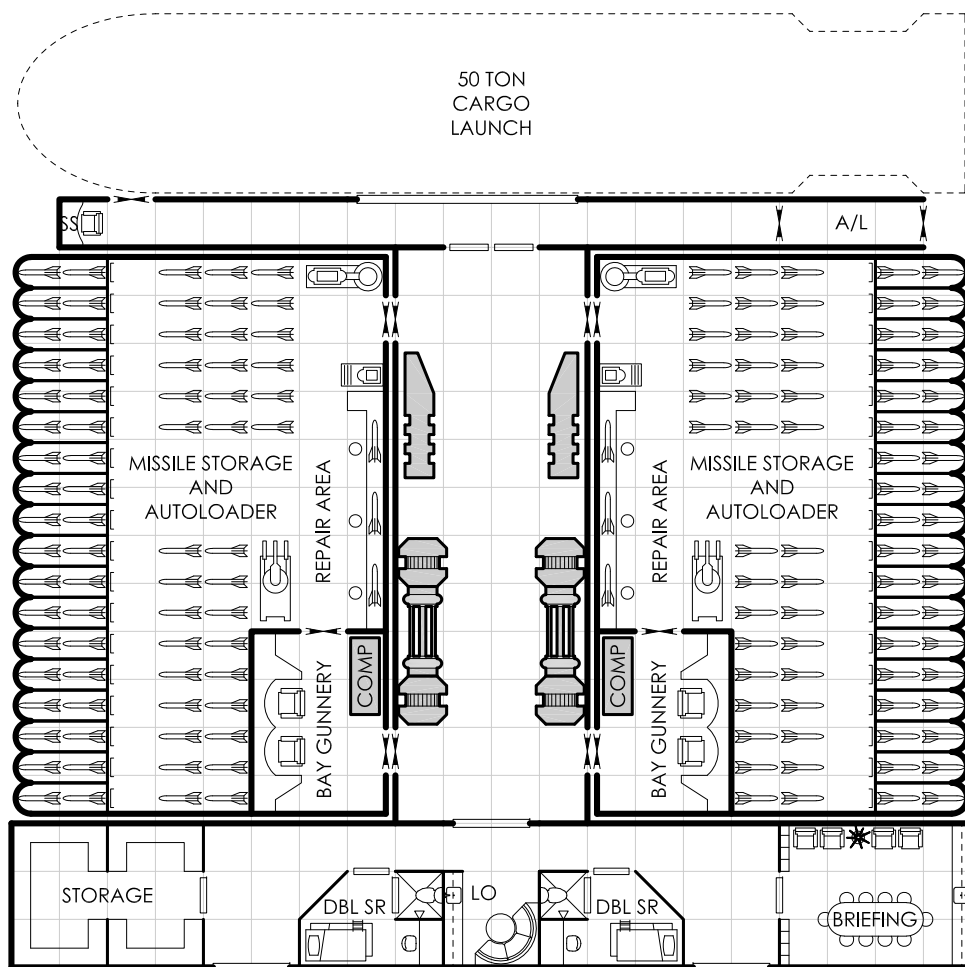


SECURITY
STATION



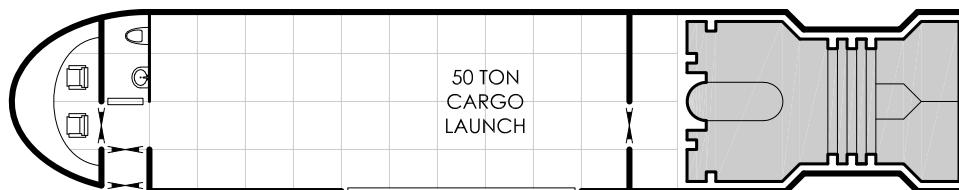
20 TON LAUNCH

727 50 Ton Bay Weapons - Missiles

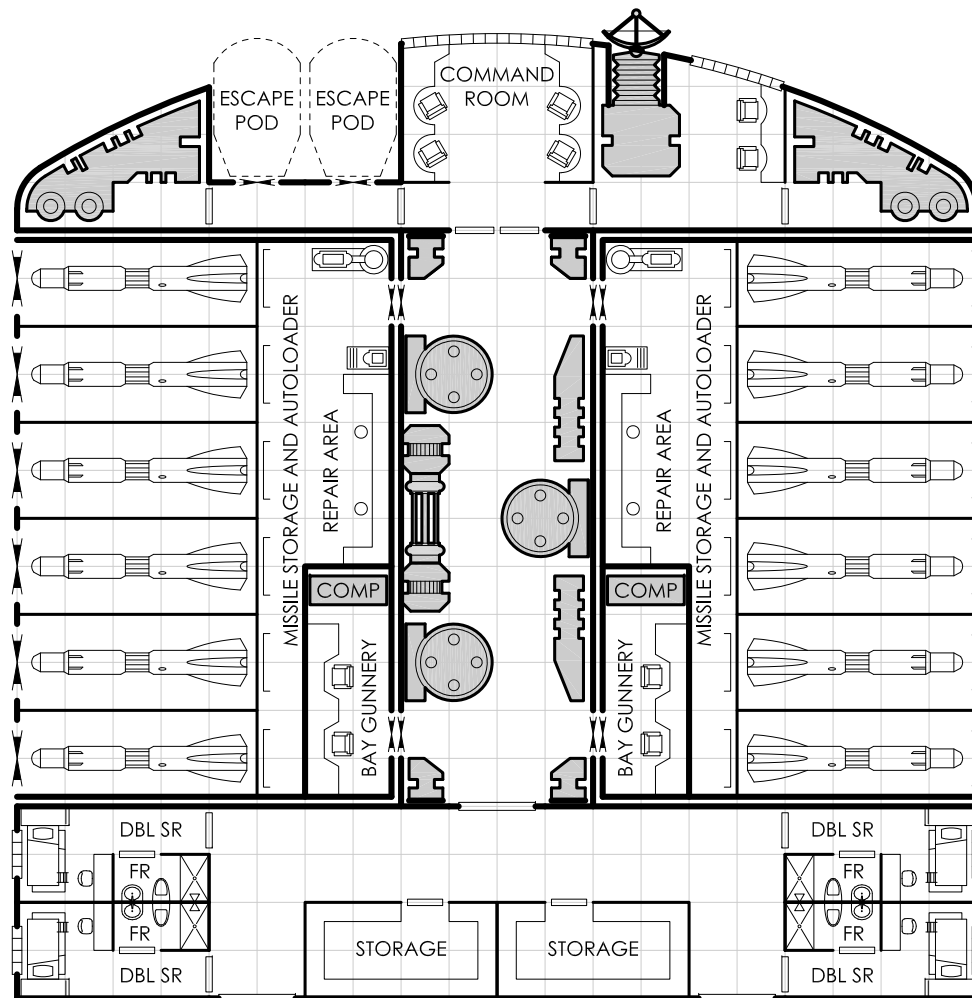


Notes:

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



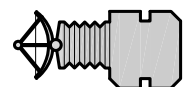
50 Ton Bay Weapon - Missiles 728



Notes:

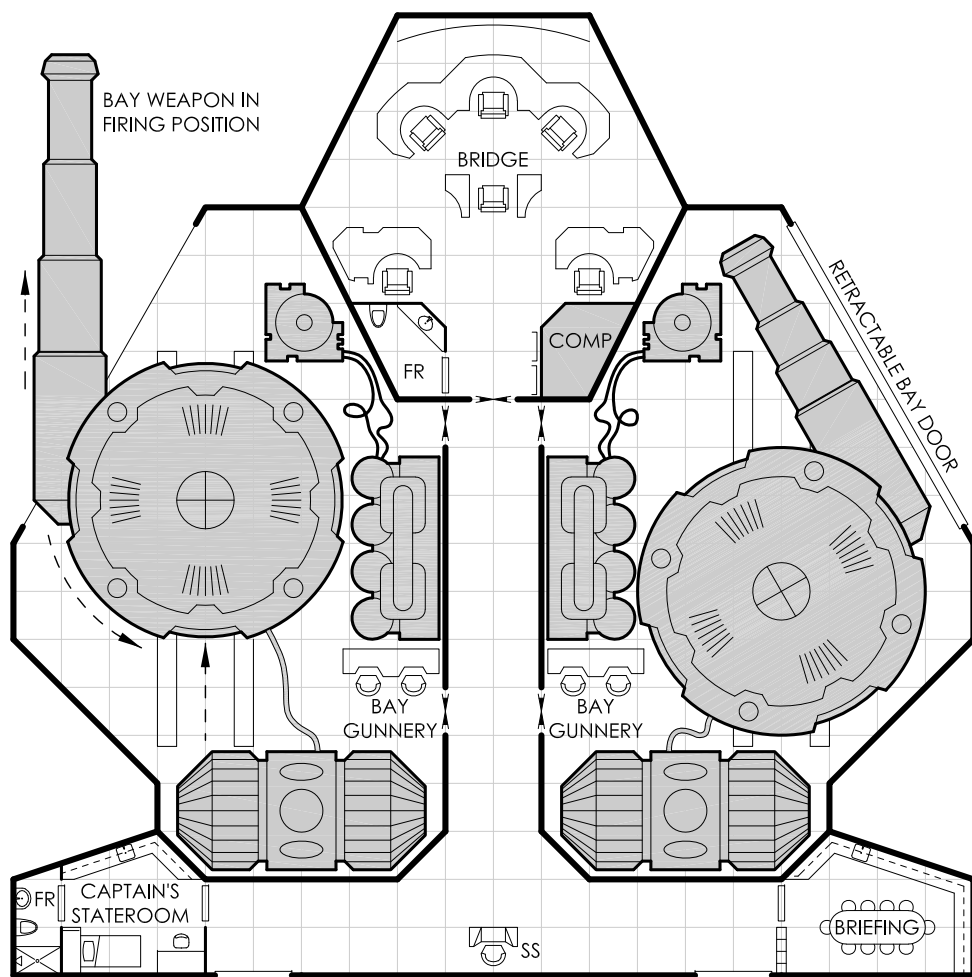
- Referee to determine missile type and payload

 HIGH YIELD MISSILE - FOR LARGE SHIP COMBAT OR PLANETARY BOMBARDMENT

 RETRACTABLE SENSORS

 ESCAPE POD

729 50 Ton Bay Weapons/Bridge

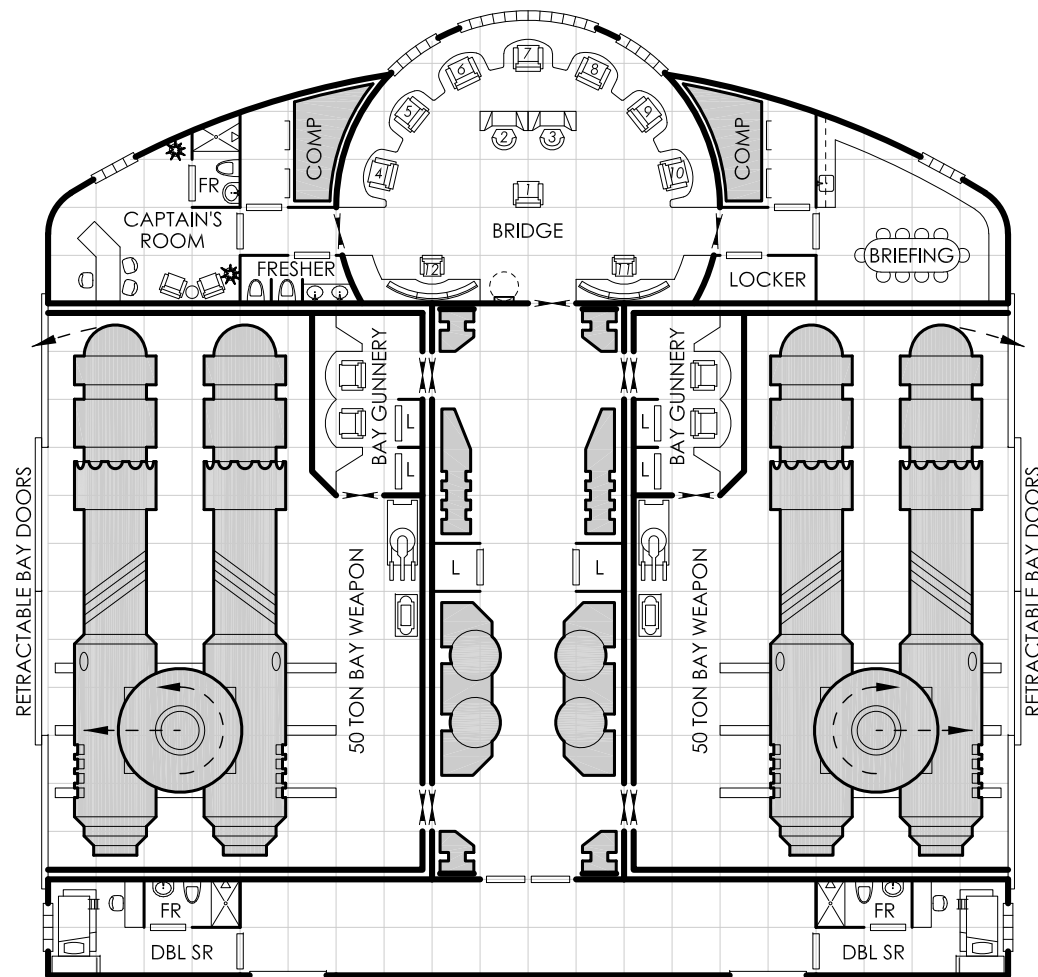


Notes:

- 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.



50 Ton Bay Weapons/Bridge 730



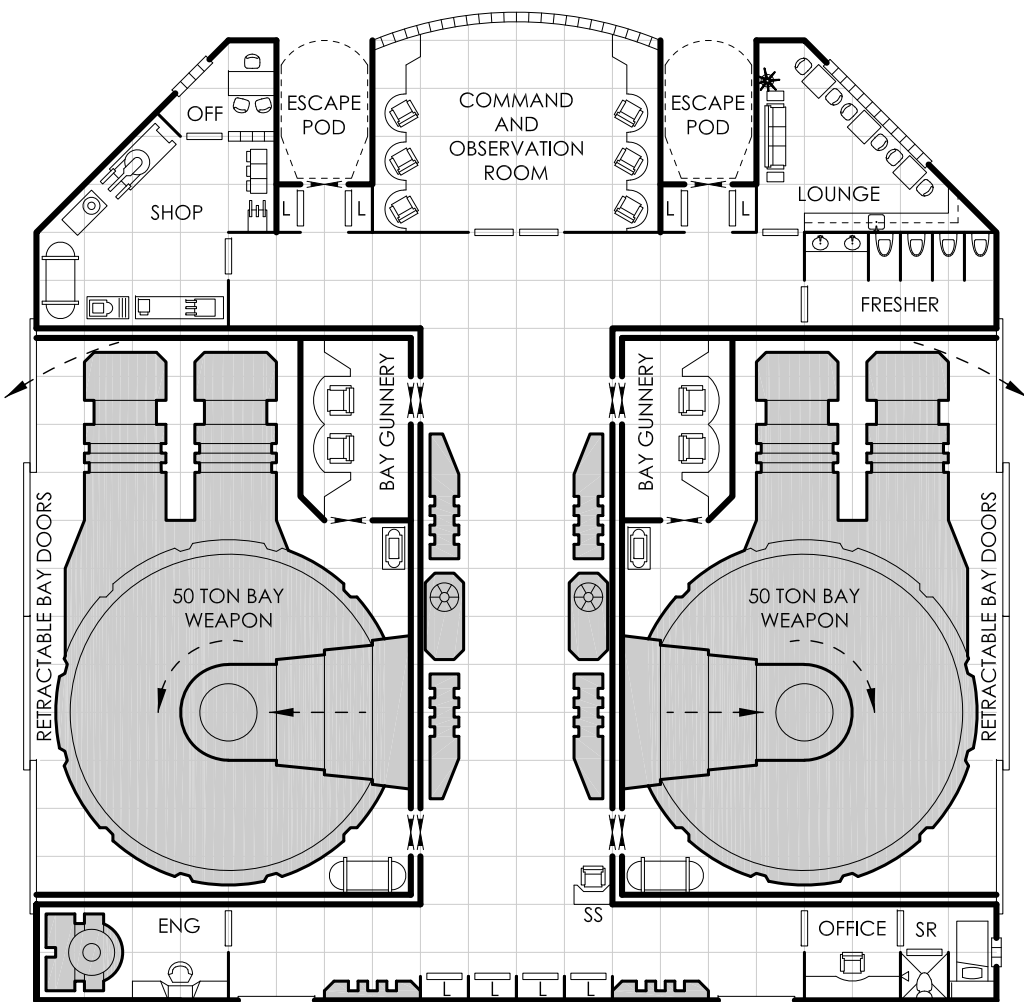
Notes:

- 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



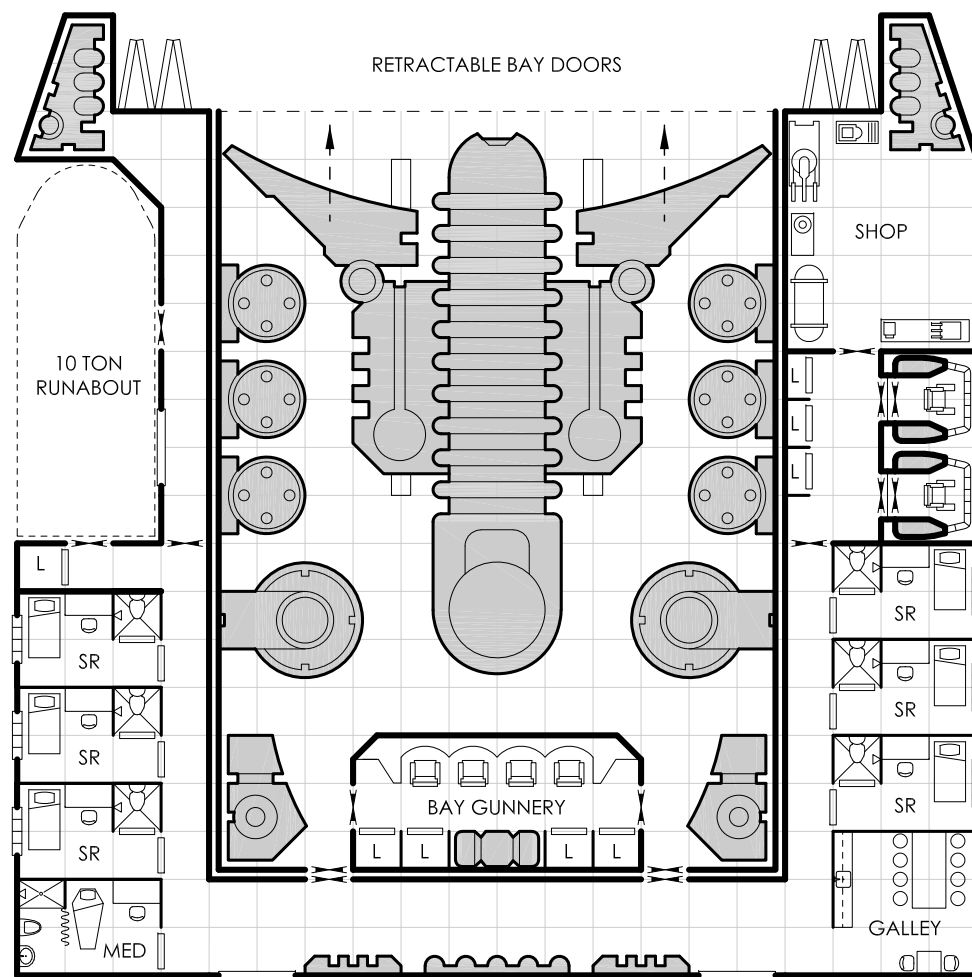
Notes:

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



ESCAPE
POD

100 Ton Bay Weapon 732

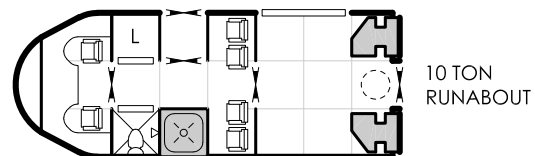


Notes:

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

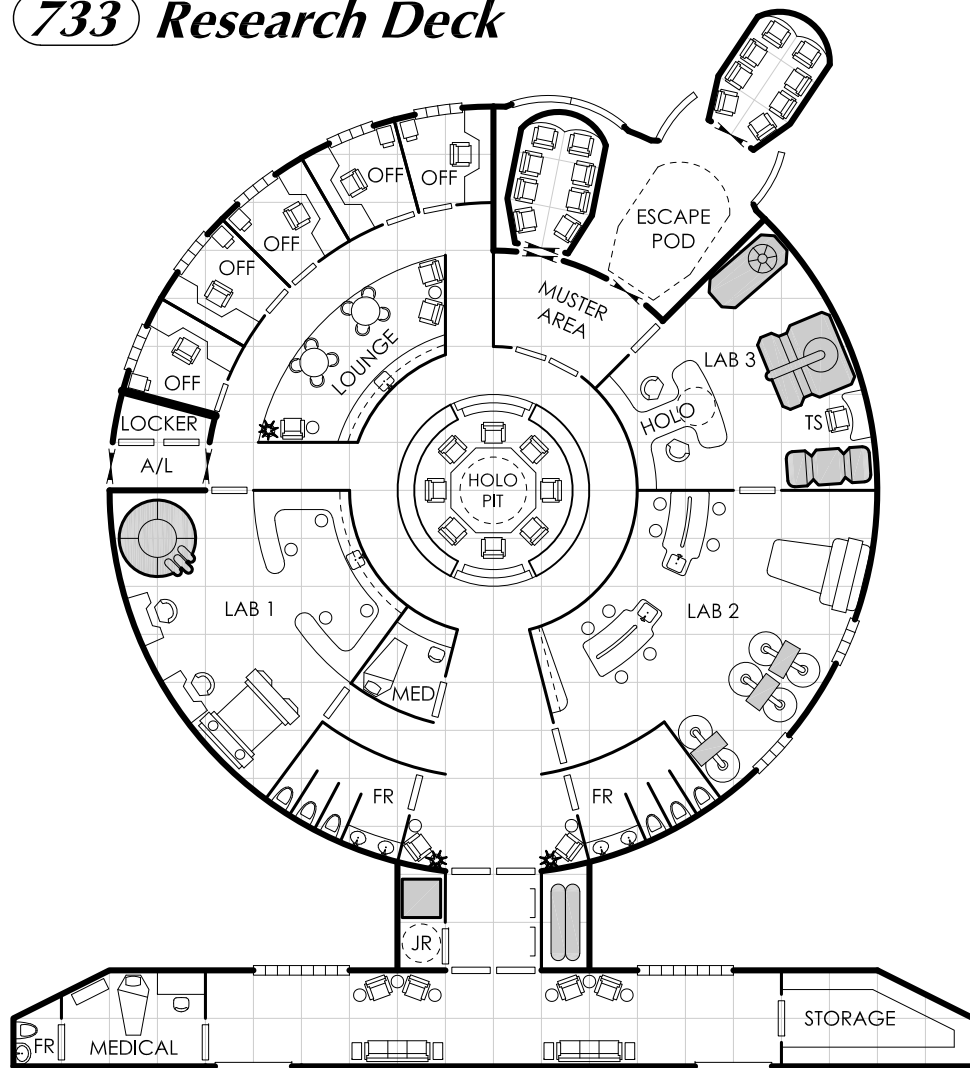


WORK
POD



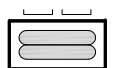
10 TON
RUNABOUT

733 Research Deck



Notes:

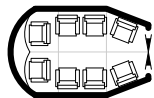
- Referee to determine lab type and equipment available.



LIFE
SUPPORT

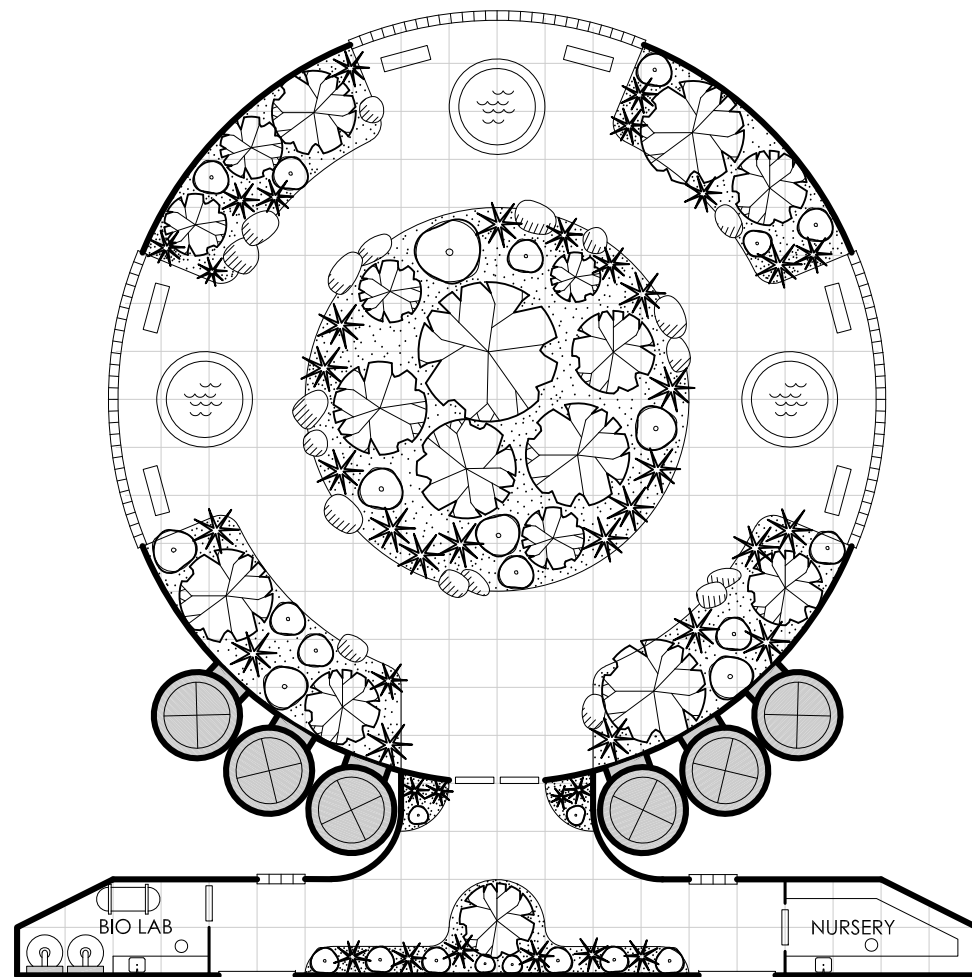


JANITORIAL
ROBOT ALCOVE



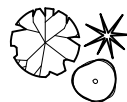
ESCAPE
POD

Arboretum 734



Notes:

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



BUSHES AND TREES

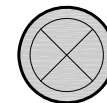
BENCH



FOUNTAIN

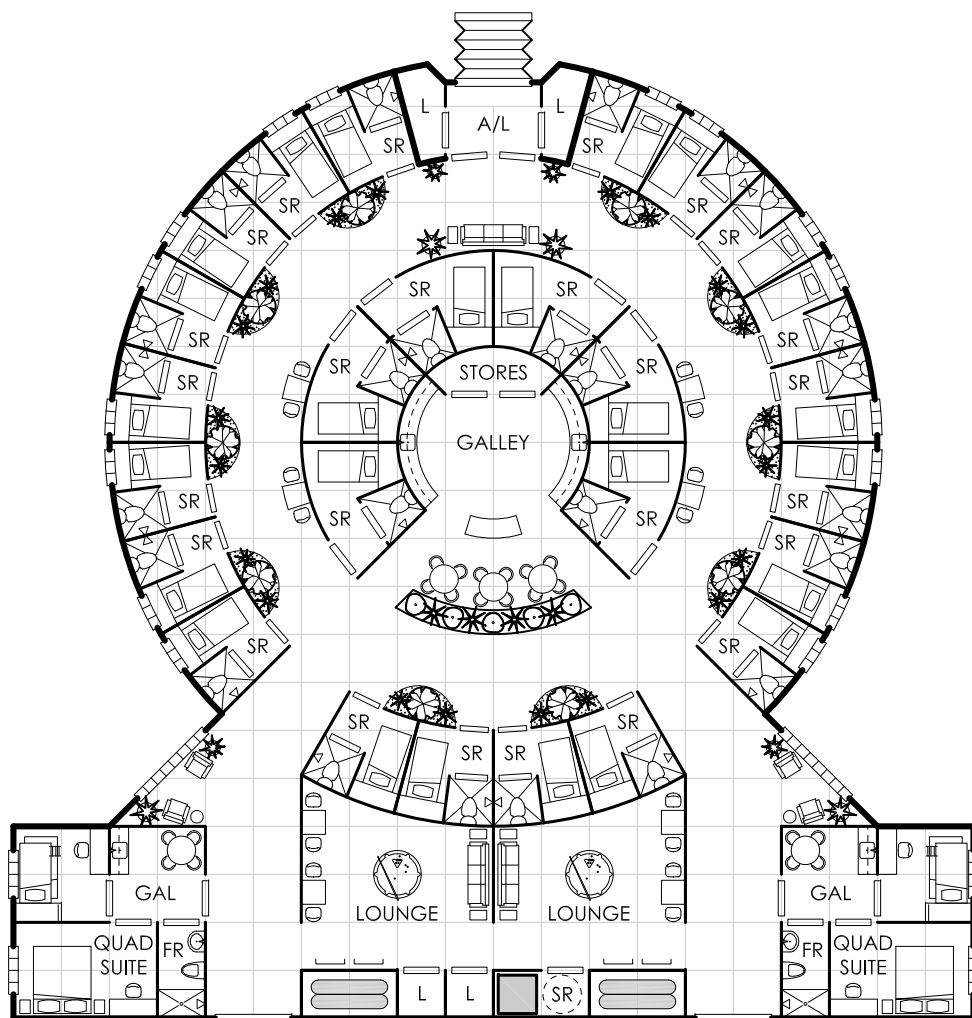


BOULDERS



WATER TANK, PESTICIDES,
AIR HANDLERS, ETC.

735 Passenger Deck

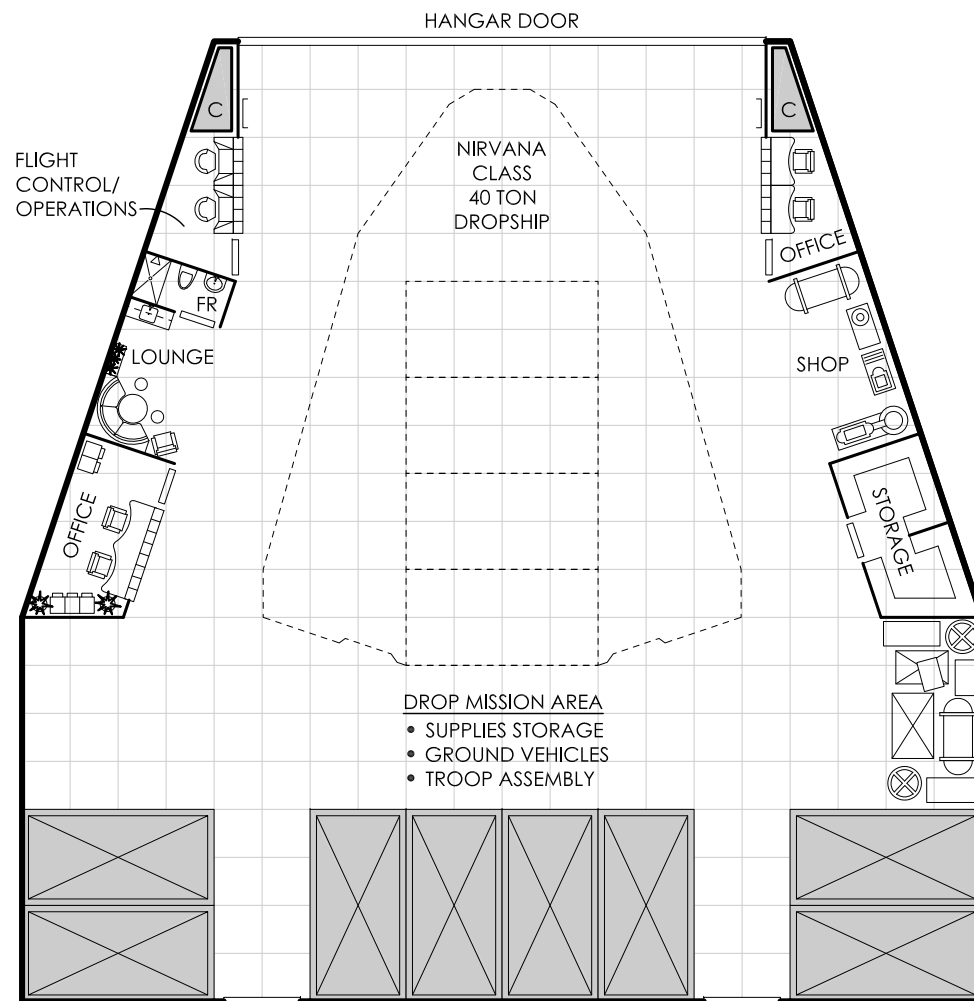


Notes:

- Staterooms shown can also be used as crew quarters.



Dropship Bay 736

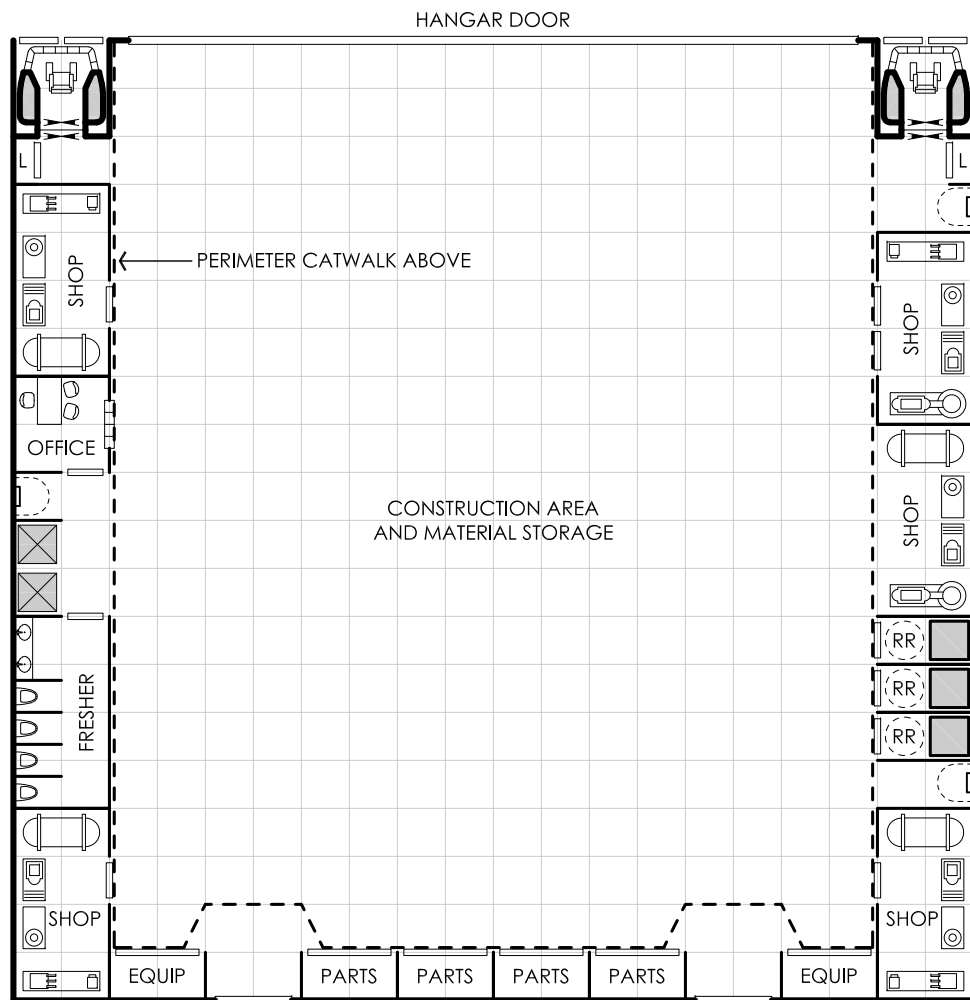


Notes:

- 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.

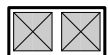


737 Construction Deck - Lower



Notes:

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



PERSONNEL LIFT

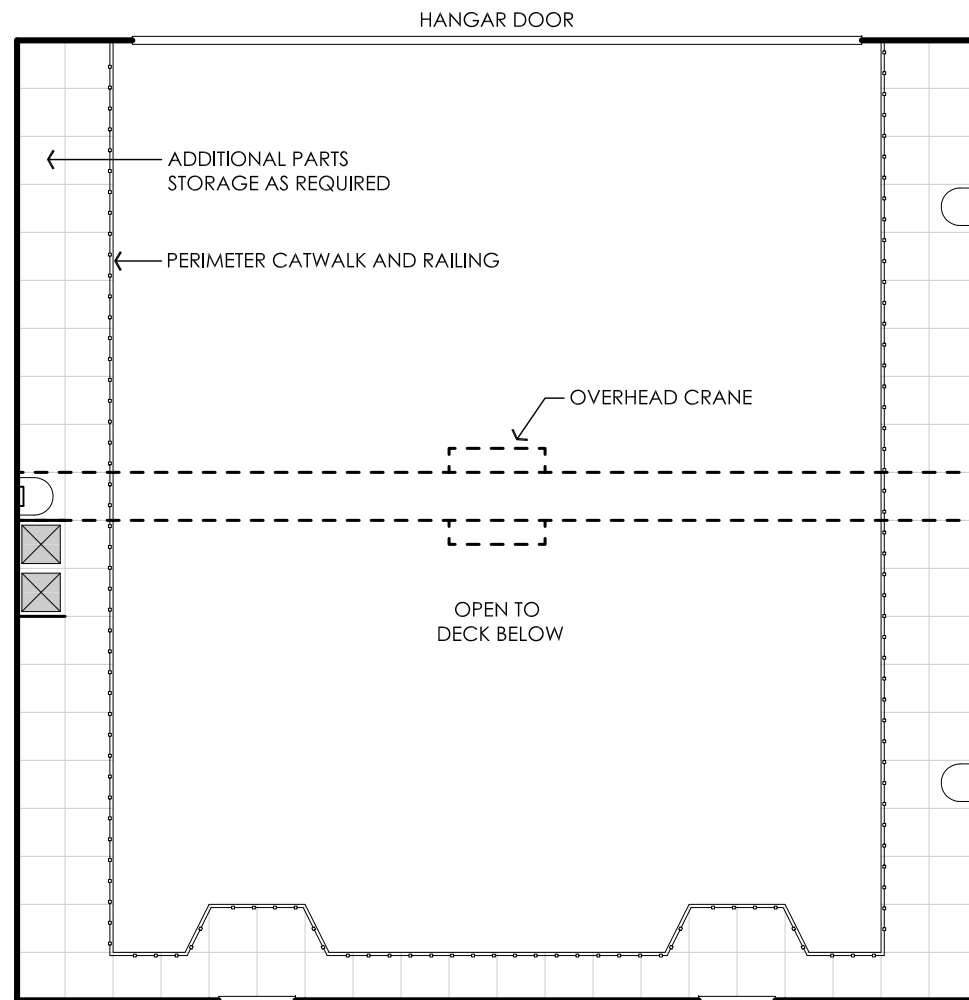


REPAIR ROBOT
ALCOVE



WORK
POD

Construction Deck - Upper 738



Notes:

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

Workpods

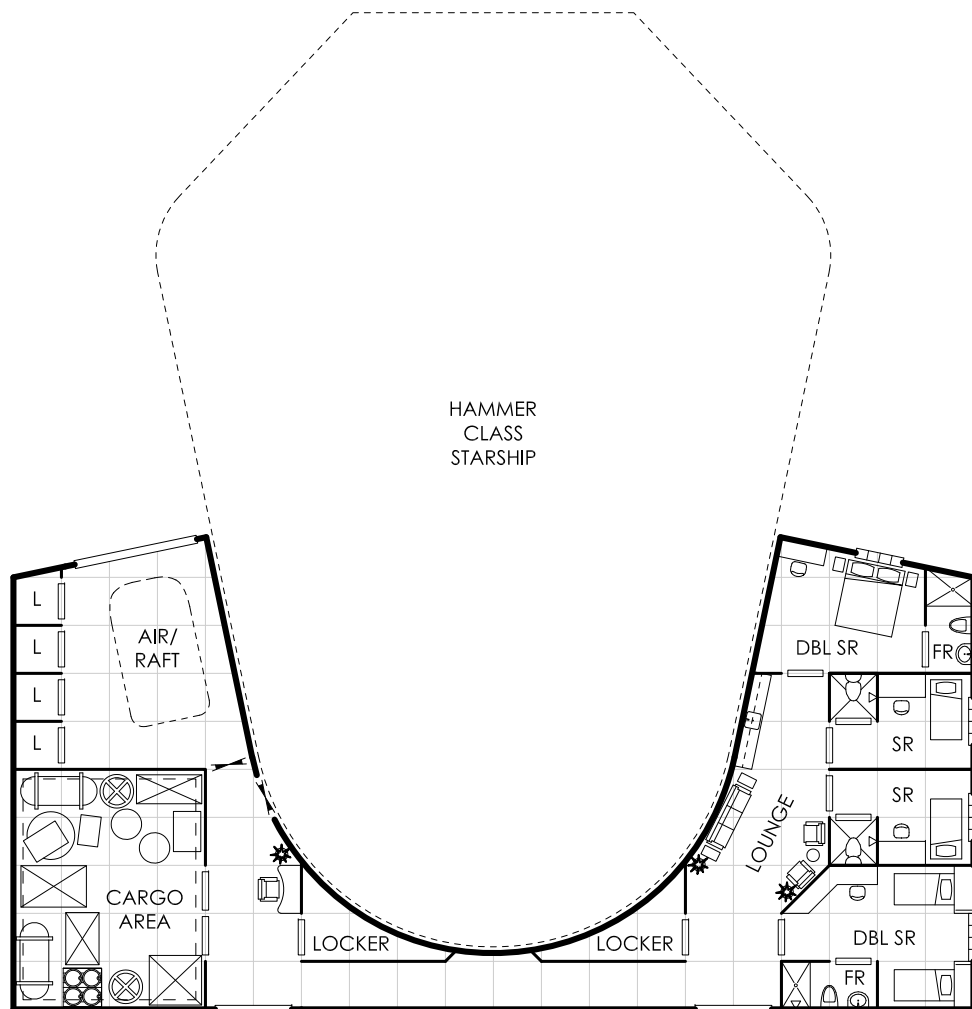
A workpod is a small utility spacecraft with a wide variety of uses. They are almost always seen at shipyards assisting with construction, performing repair and maintenance duties around starports, and handling cargo at the docks. They also aid in the mining industry, search and rescue operations, and 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.



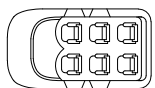
A successful workpod operator has to have both piloting and robotic operations skills, in addition to mission specific skills such as construction. Experienced operators are in high demand and are generally well paid for their work.

739 Starship Dock



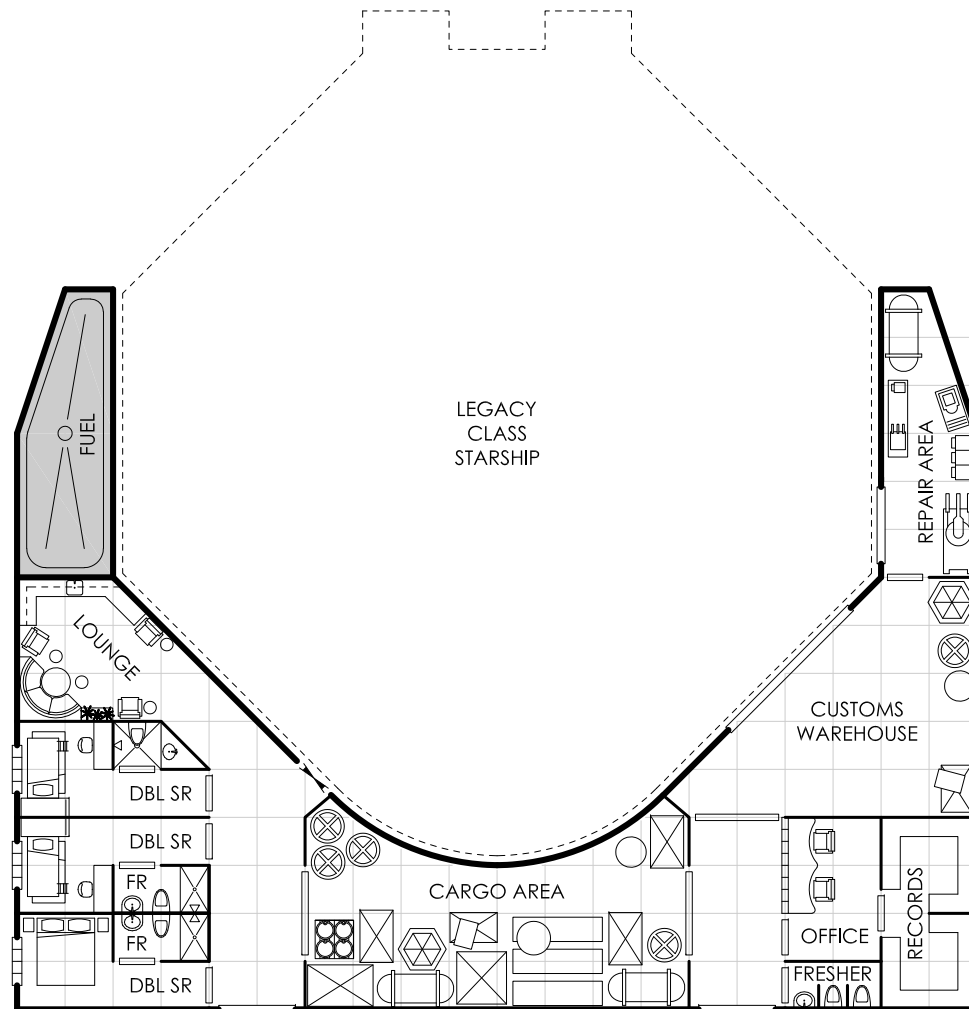
Notes:

- 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

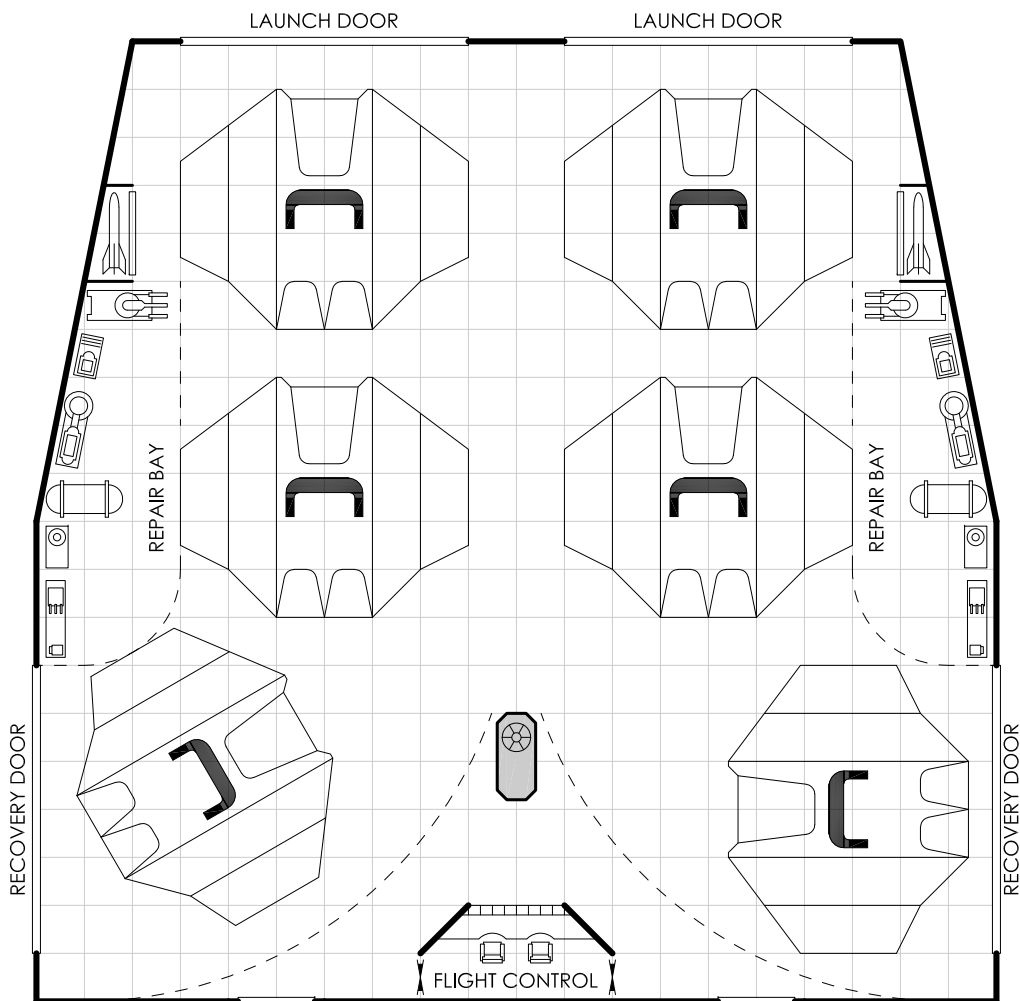
Starship Dock 740



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.

741 Fighter Hangar

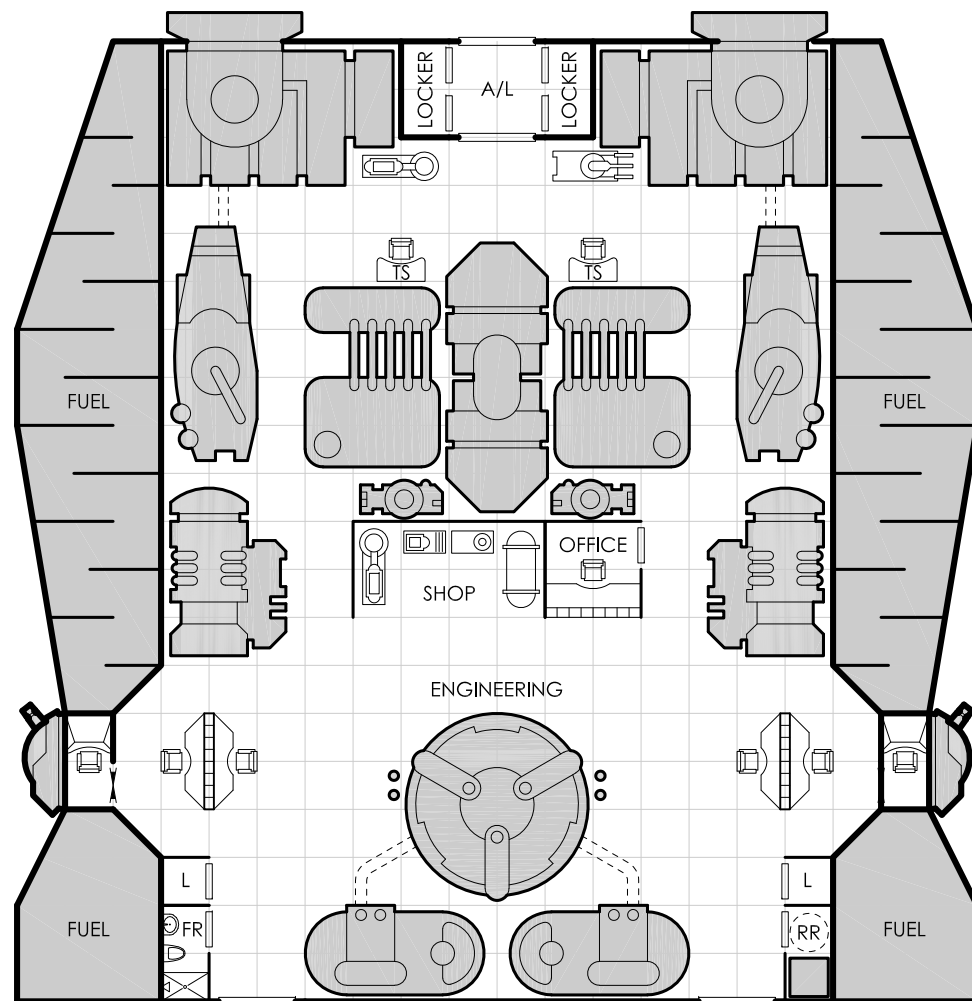


Notes:

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



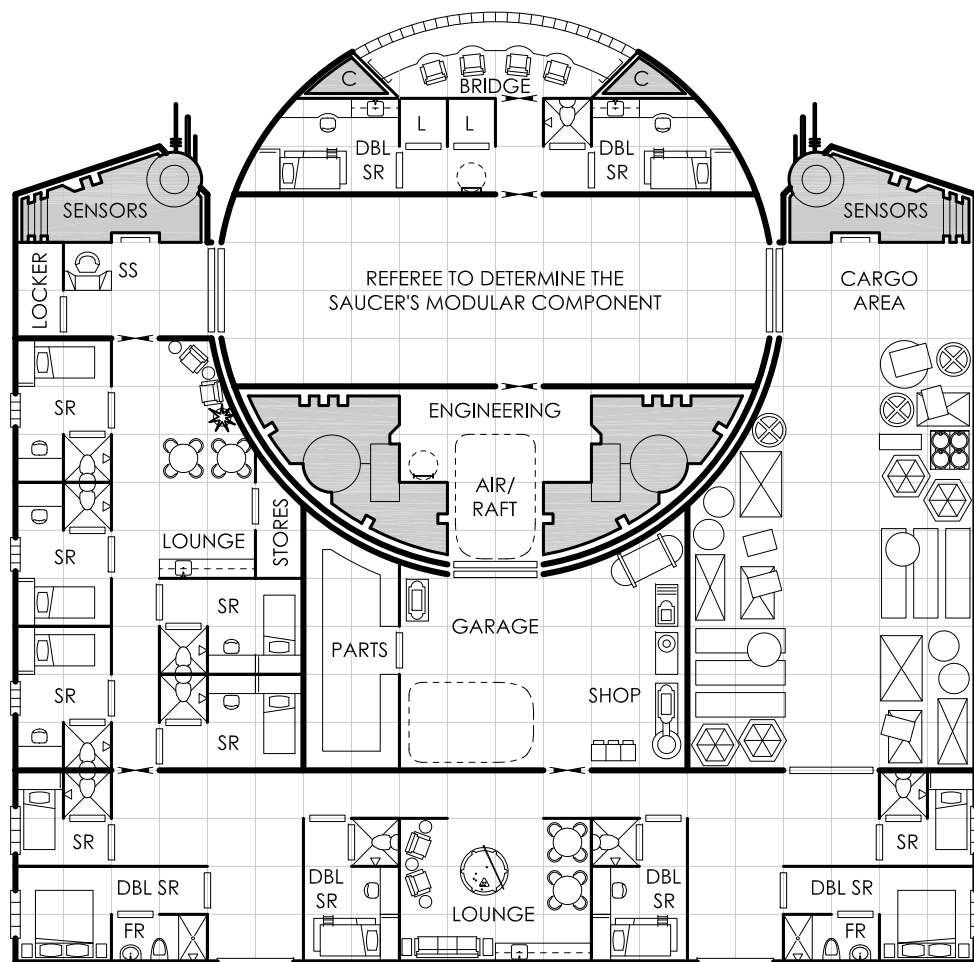
Engineering 742



Notes:

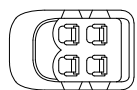


743 50 Ton Launch / Crew Quarters



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

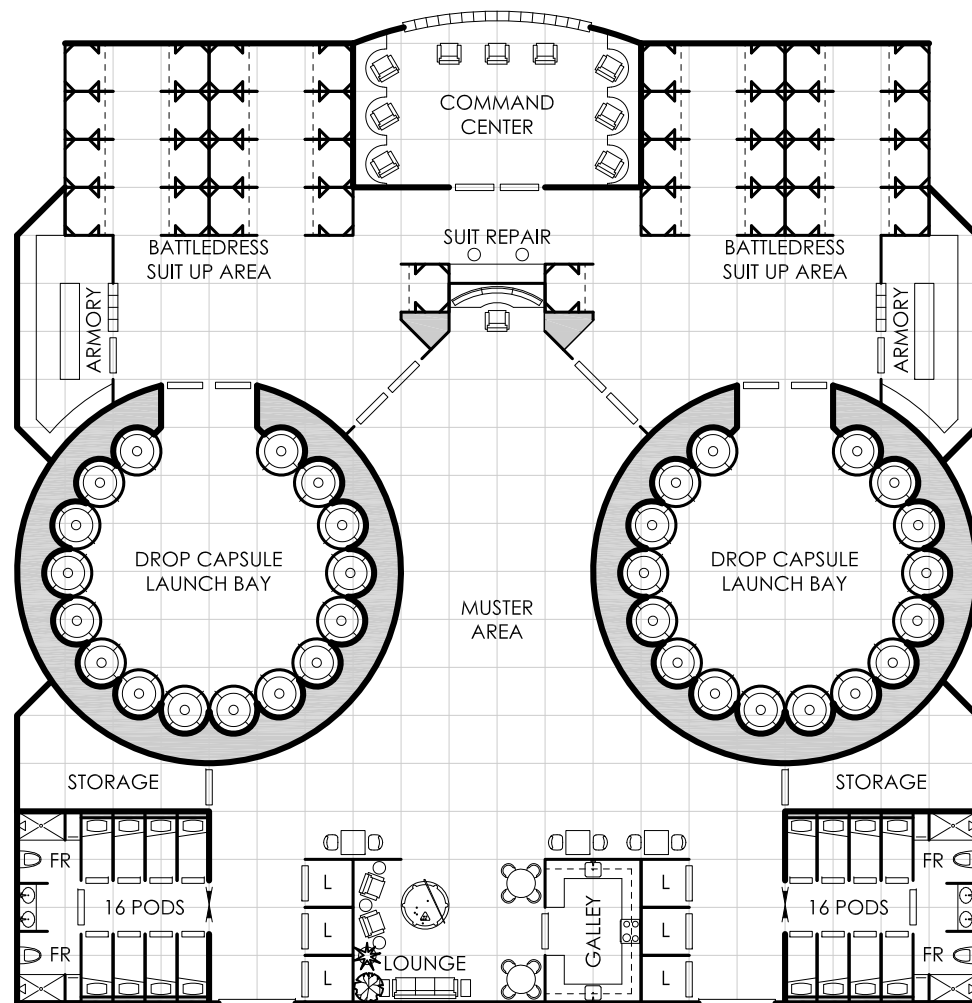


SMALL CARGO



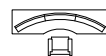
SECURITY STATION

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

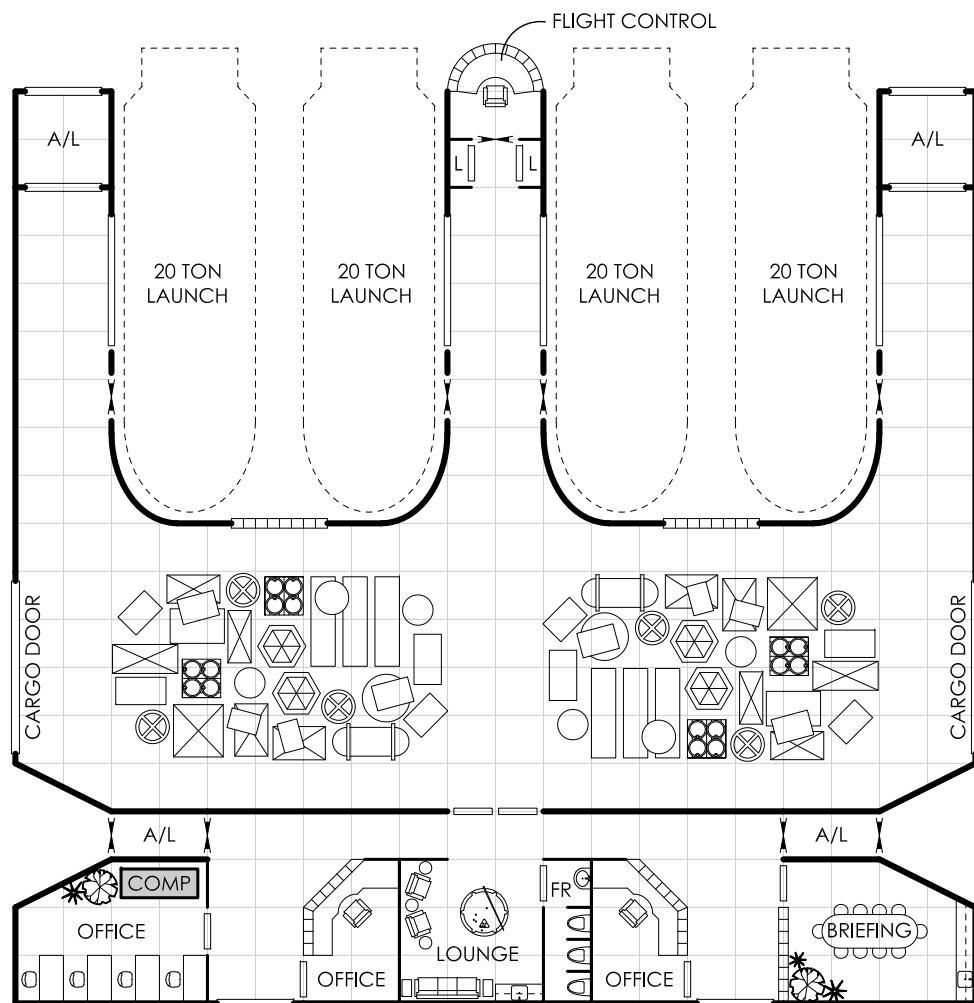


BATTLEDRESS SUIT UP NICHE



DROP CAPSULE

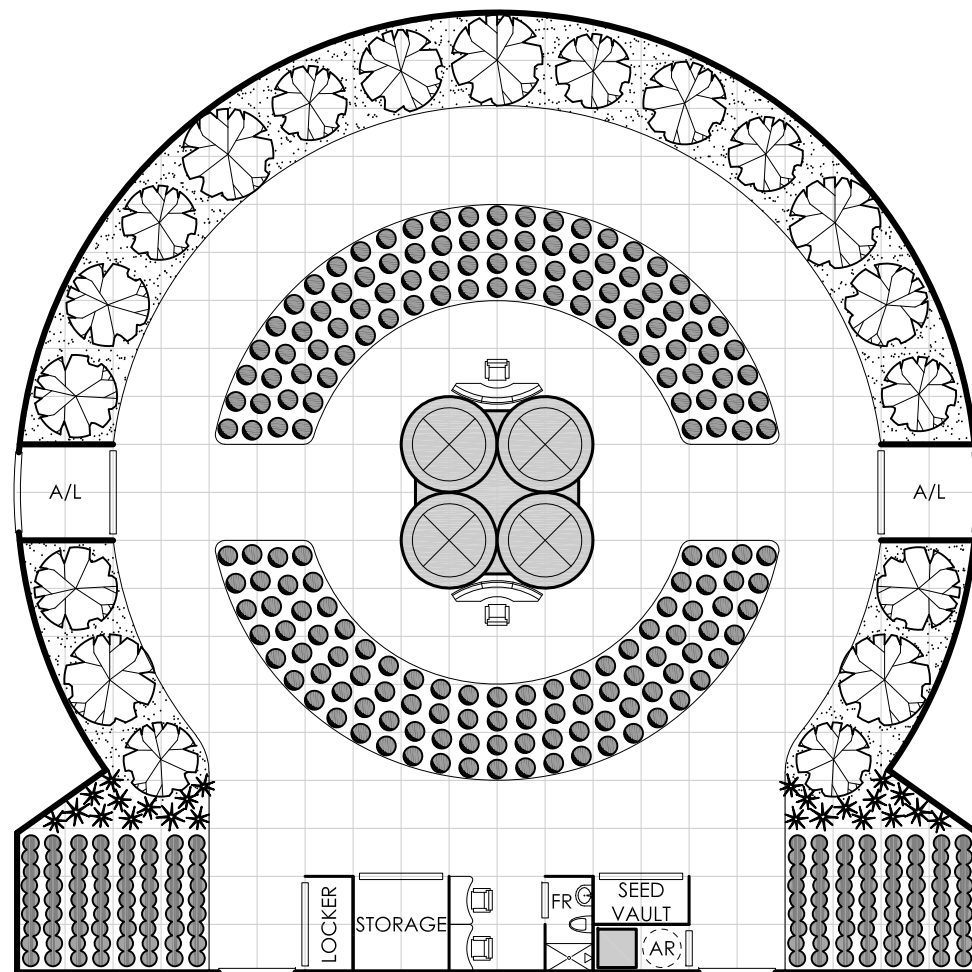
745 20 Ton Launch Deck / Cargo Bay



Notes:

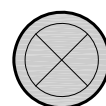


Hydroponics Bay 746



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*.

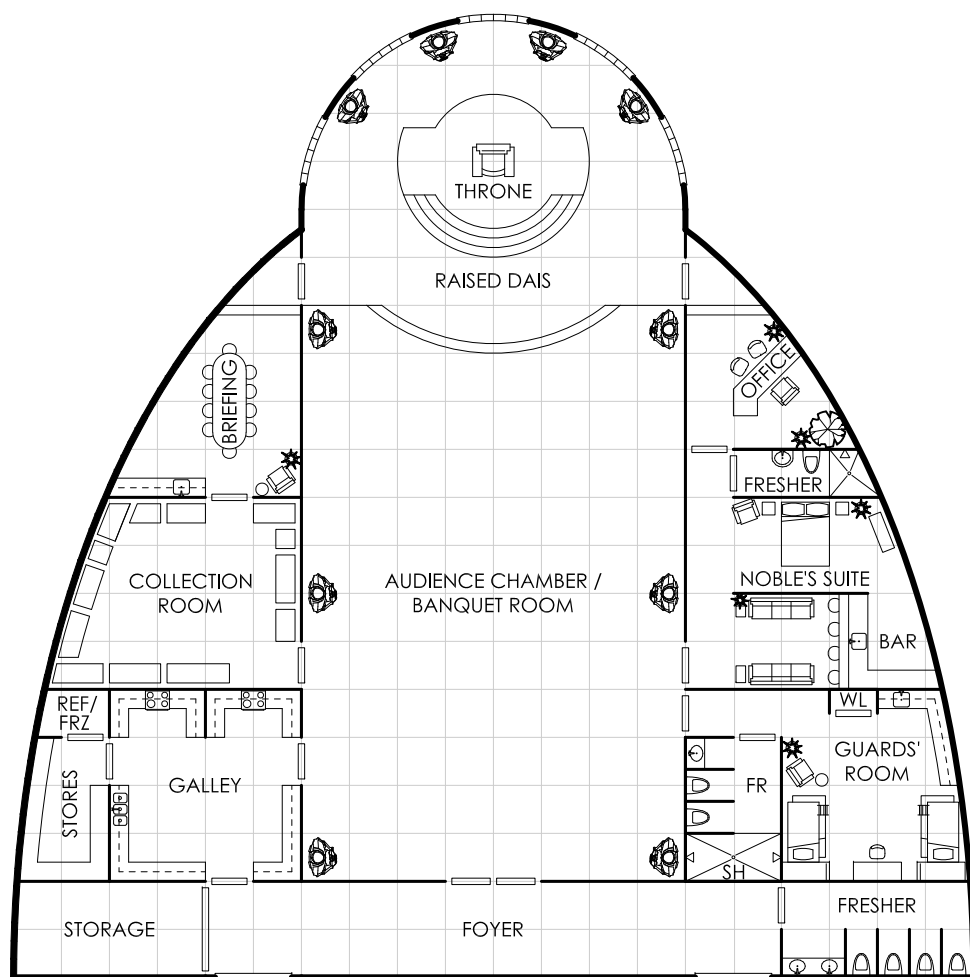


WATER TANK, PESTICIDES,
AIR HANDLERS, ALGAE
VATS, ETC.



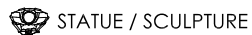
AGRICULTURAL
ROBOT ALCOVE

747 Throne Room

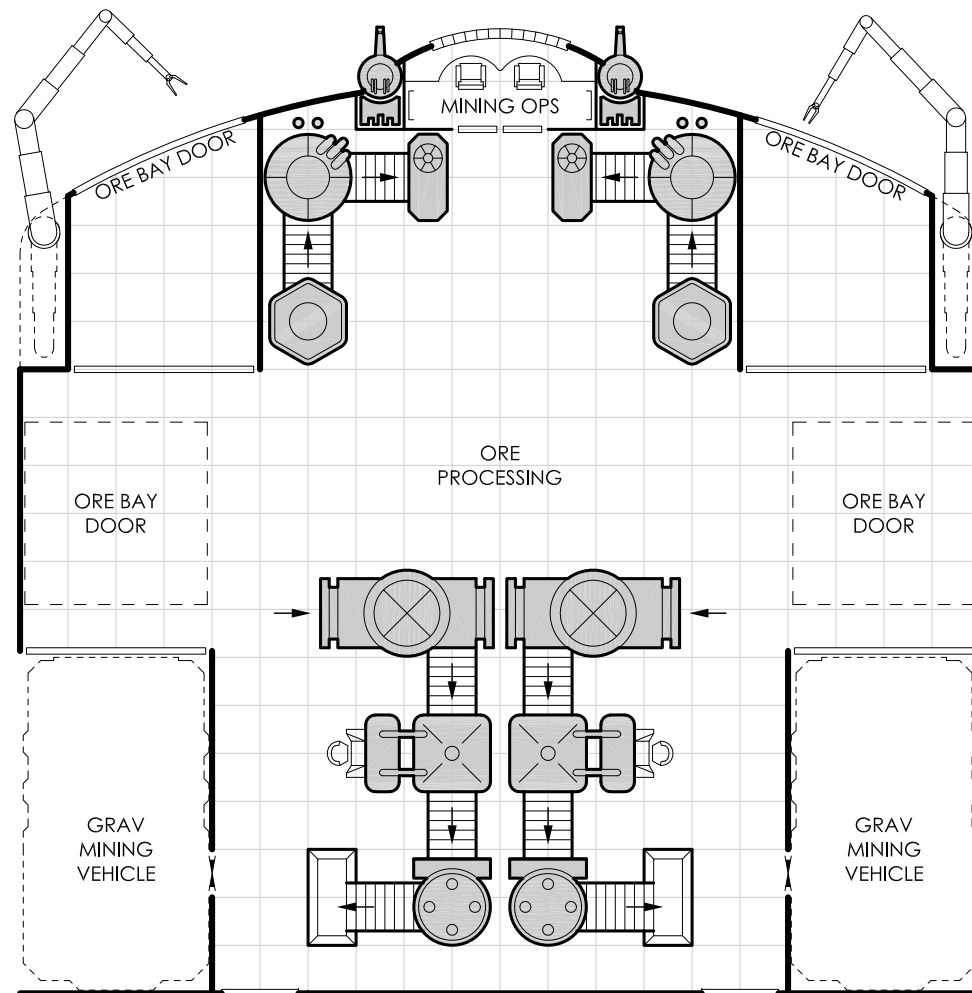


Notes:

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

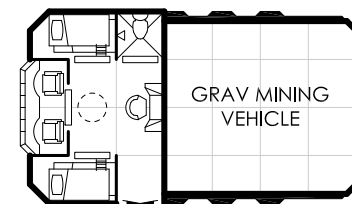
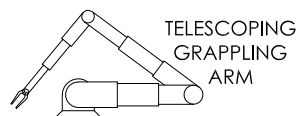


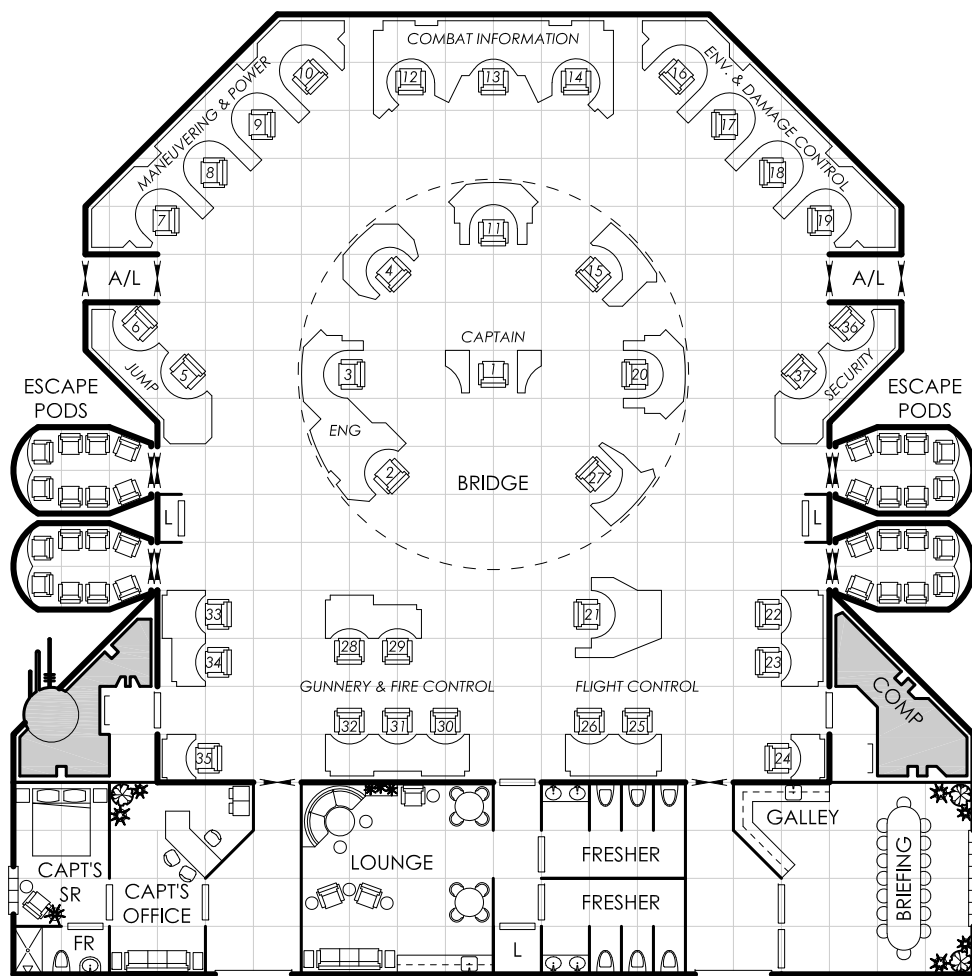
Mining Bay 748



Notes:

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





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

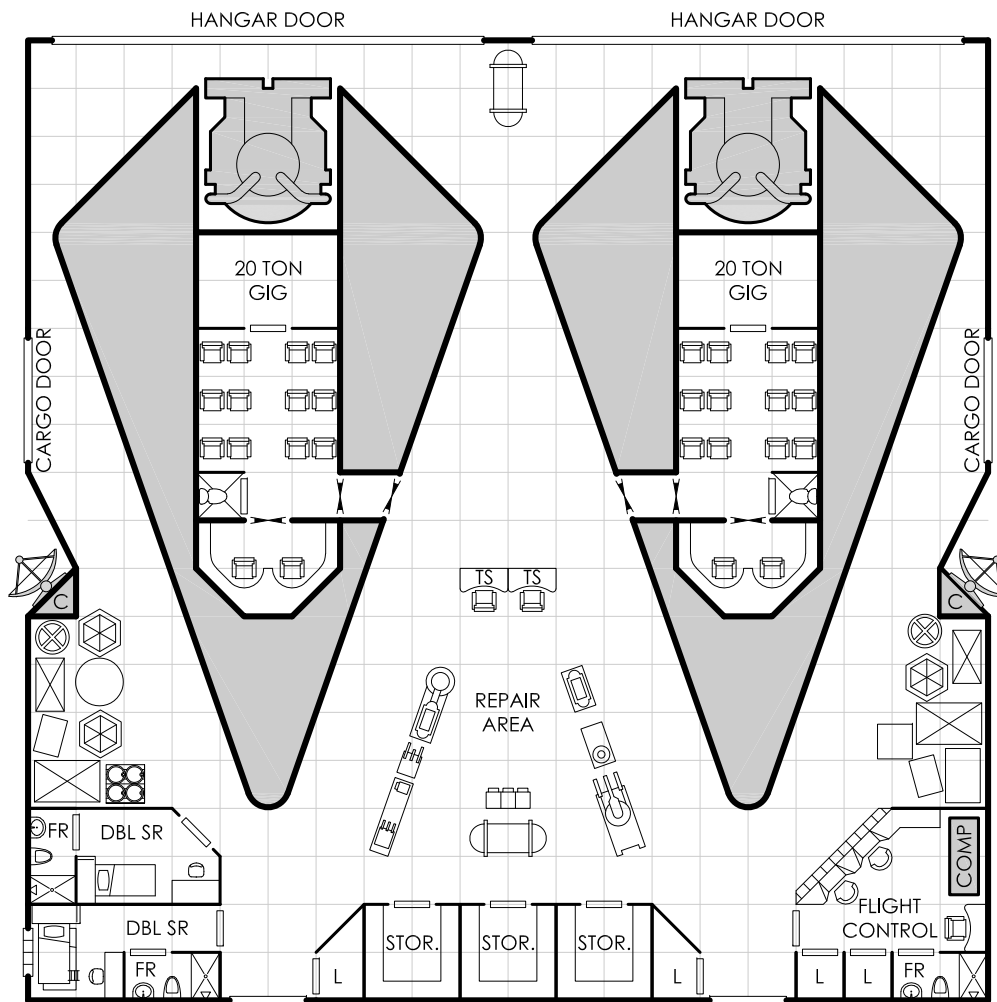
27. CHIEF GUNNERY OFFICER
28. AND 29. PRIMARY ENGAGEMENT FIRE DIRECTION OFFICER & ASSISTANT
30. SCREEN AND DAMPER OFFICER
31. CLOSE DEFENSE OFFICER
32. ANTI-MISSILE FIRE COORDINATOR
33. AND 34. SECONDARY ENGAGEMENT FIRE DIRECTION OFFICER & ASSISTANT

SENSOR OPS

35. SENSORS OFFICER

SECURITY

36. CHIEF OF SECURITY
37. SECURITY GUARD



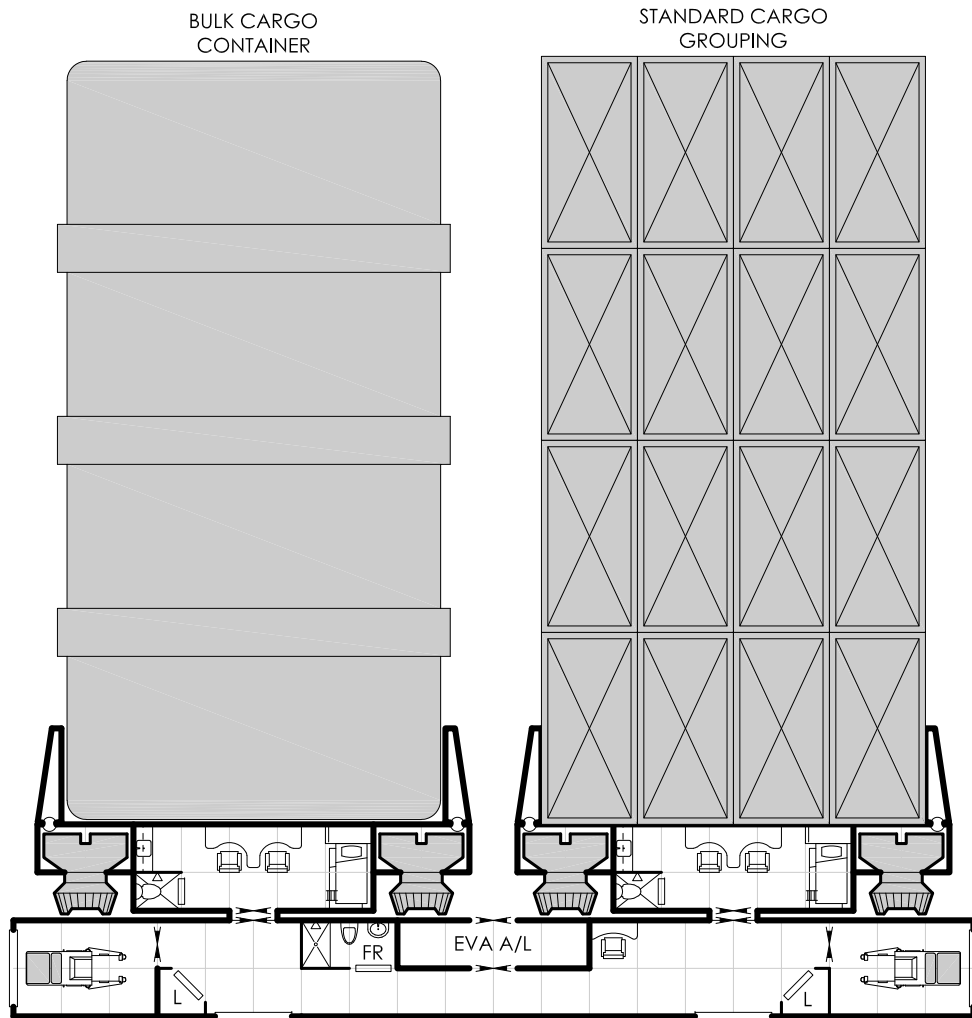
Notes:

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

TS TECH STATION

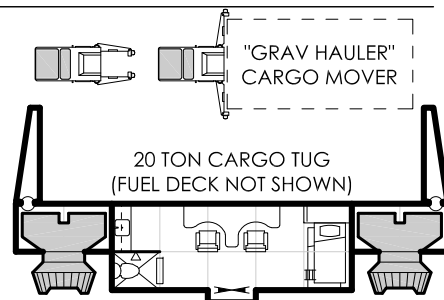
SMALL CARGO

751 Cargo Tug Dock

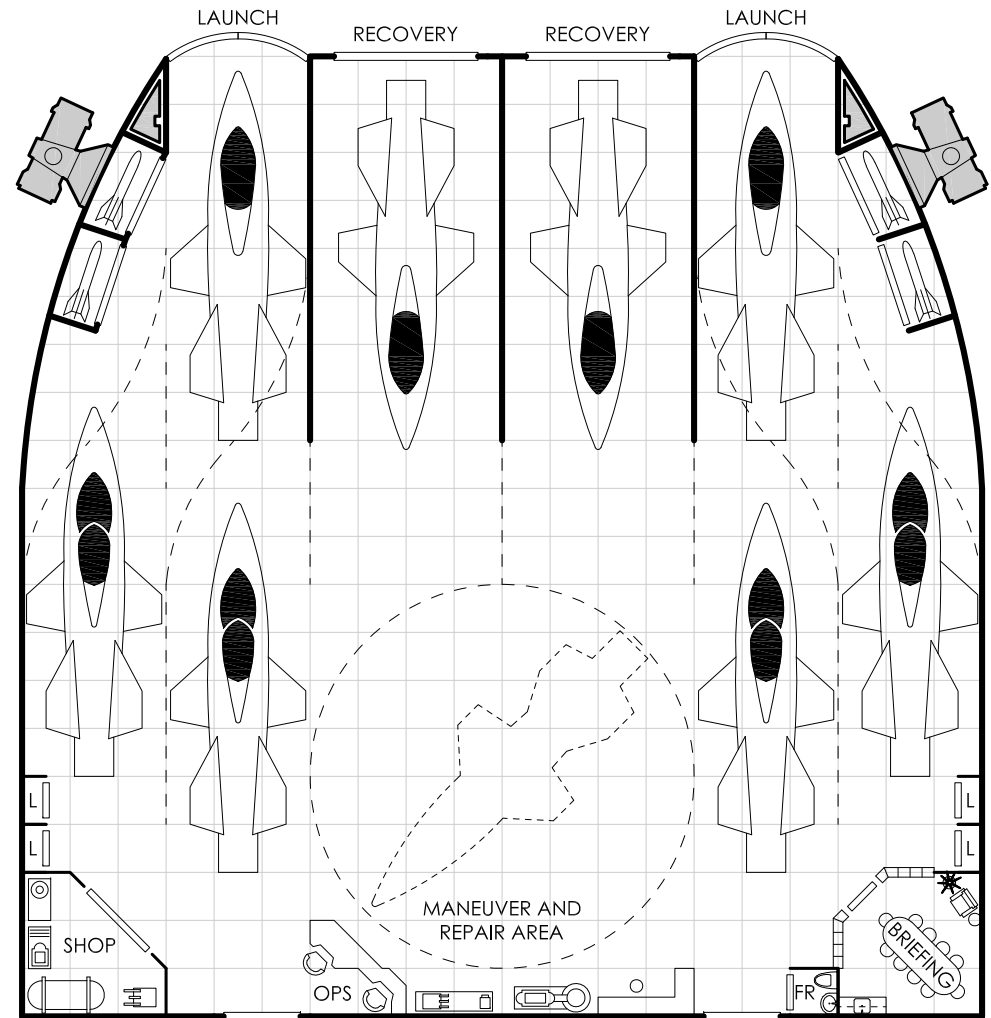


Notes:

- 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.

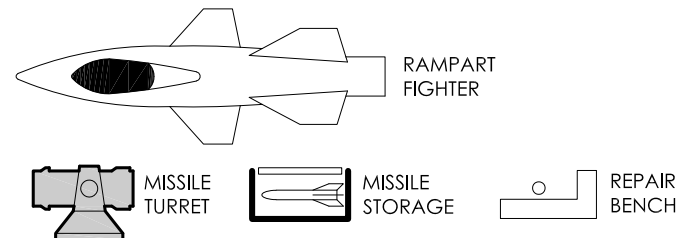


Fighter Hangar 752

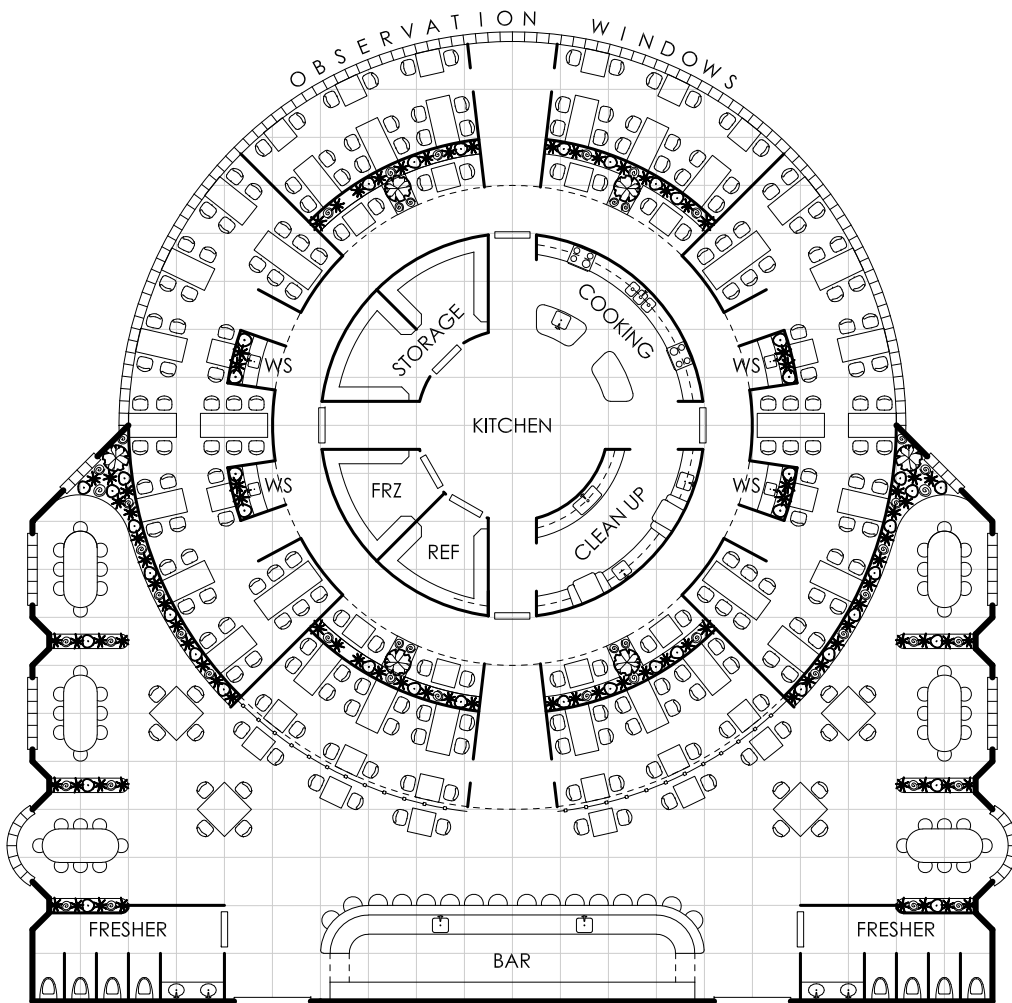


Notes:

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



753 *Luxury Restaurant*



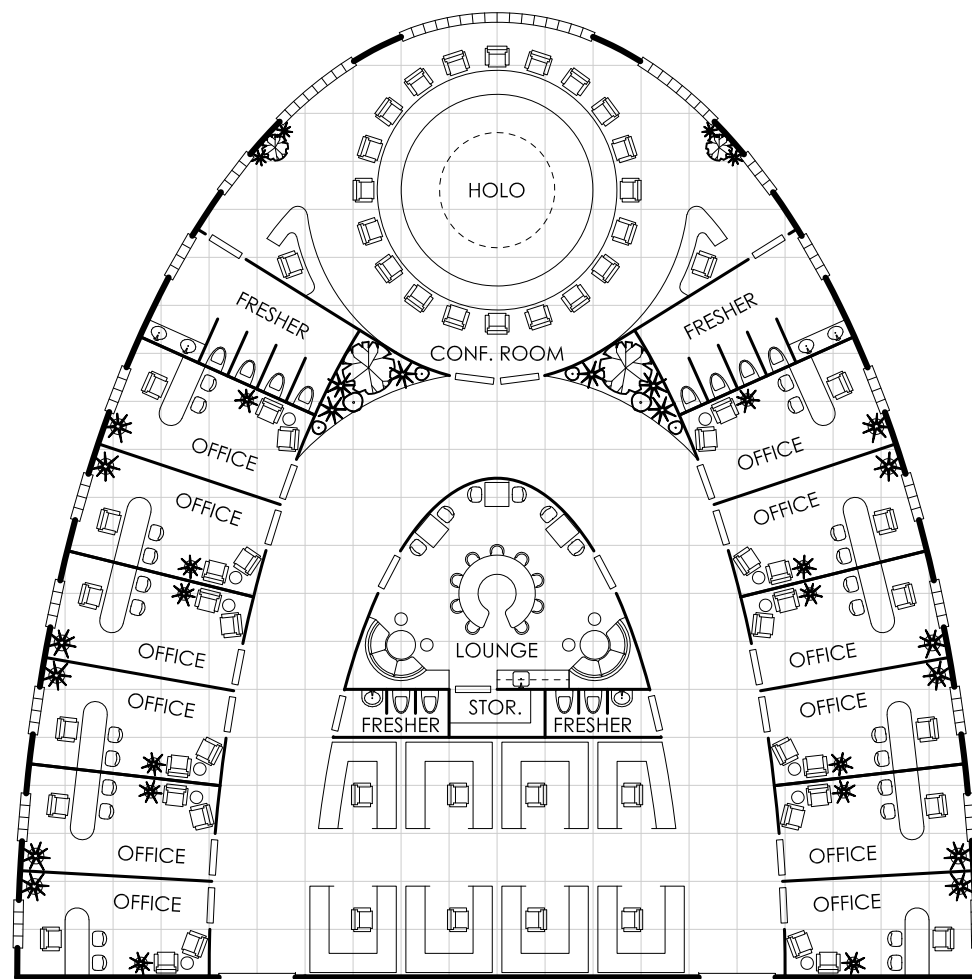
Notes:

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

WS WATER STATION

LANDSCAPED AREA

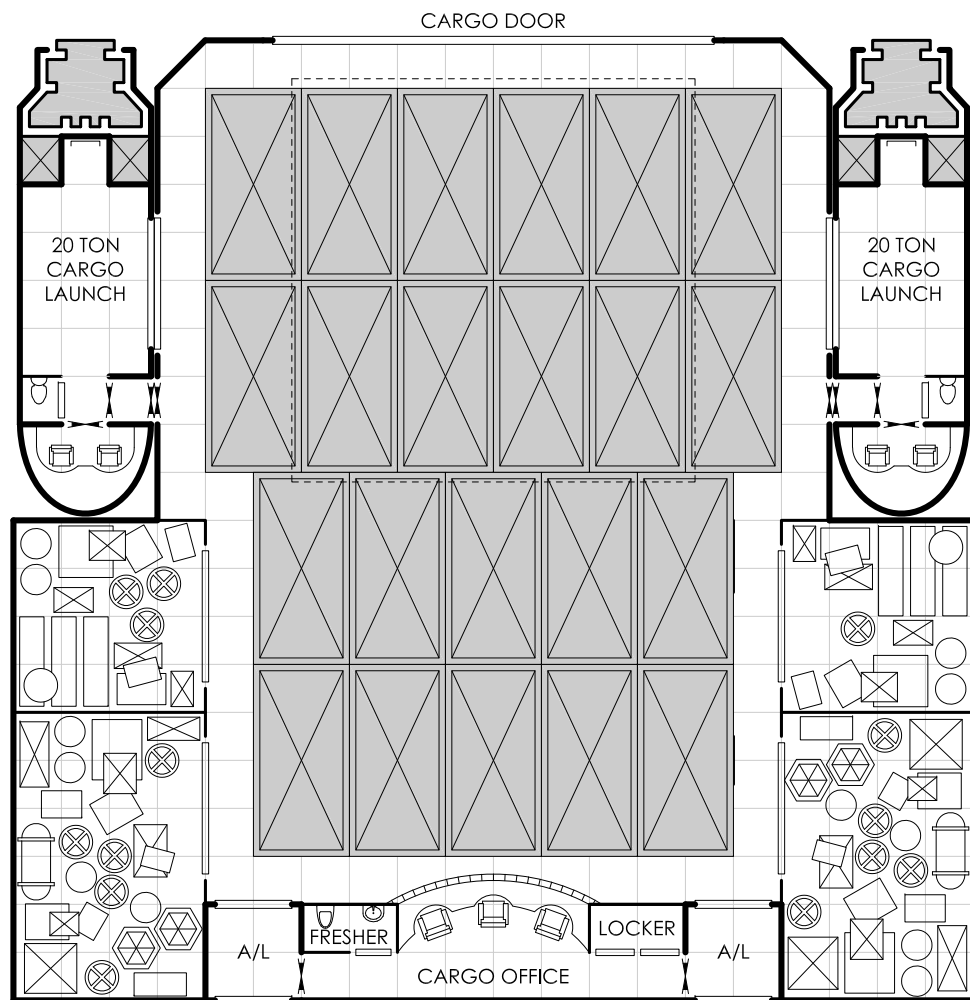
Office Space 754



Notes:

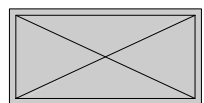
OPEN CUBICLE

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.

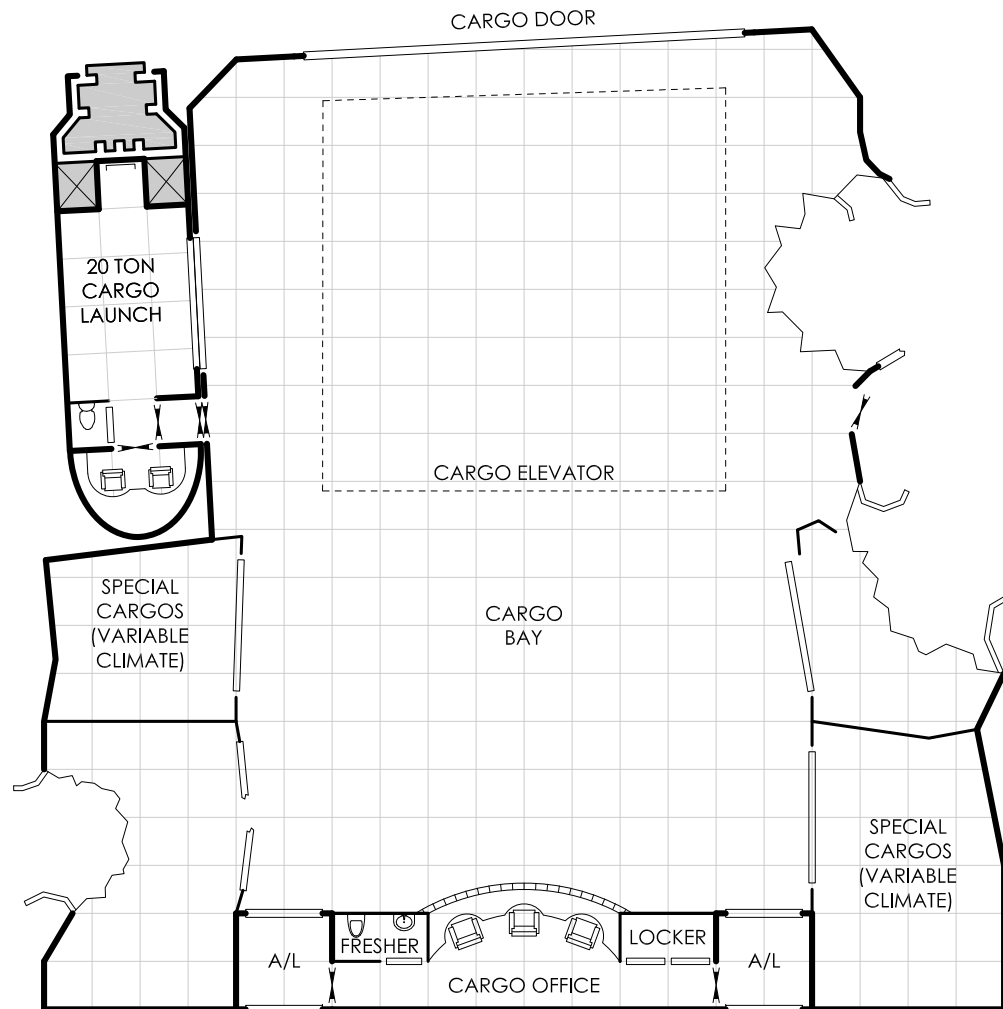


10'x20'
CARGO
CONTAINER



SMALL
CARGO

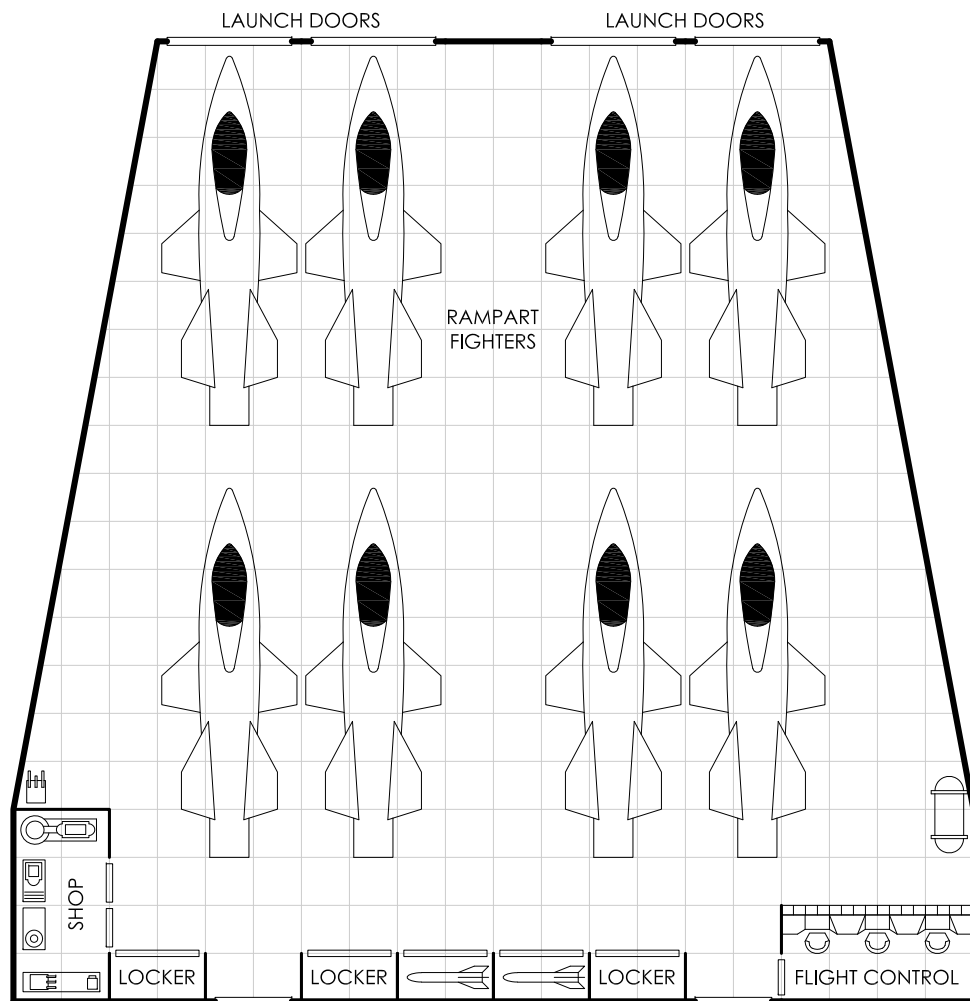
Cargo Bay Hull Breach 756



Notes:

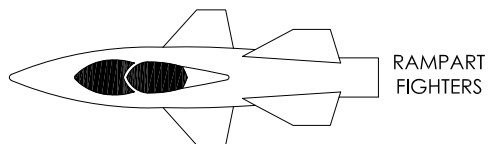
- Referee to determine cause of damage, salvageability of equipment, etc., what systems are still operational or can be repaired, and what cargo, if any, is missing.
- See geomorph 755 for undamaged version.

757 Fighter Hangar

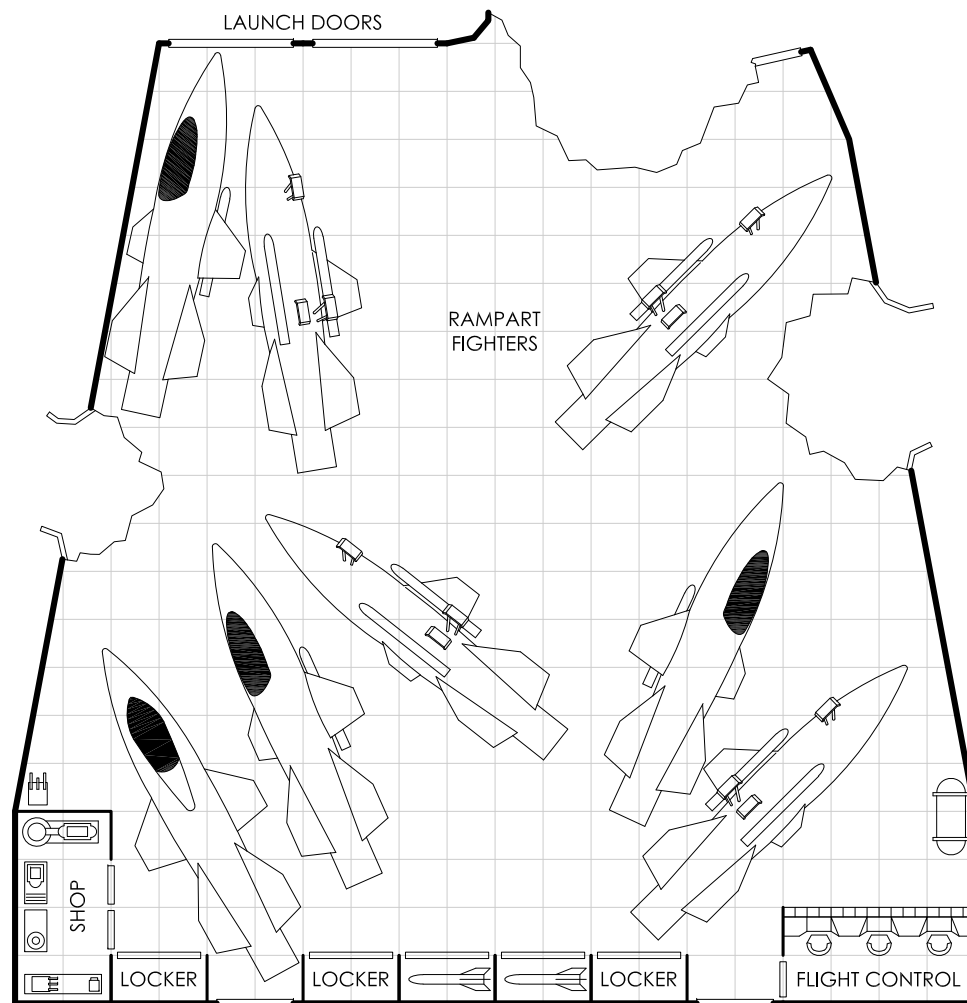


Notes:

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

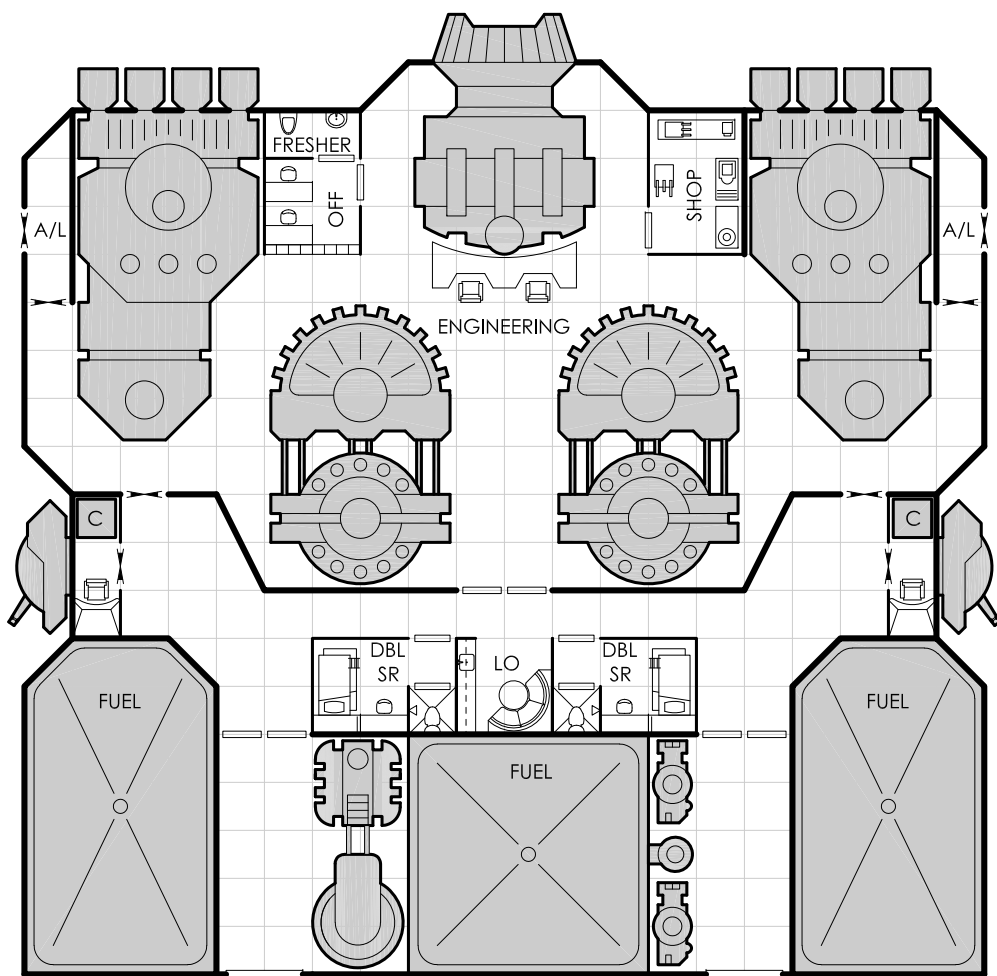


Fighter Hangar Hull Breach 758

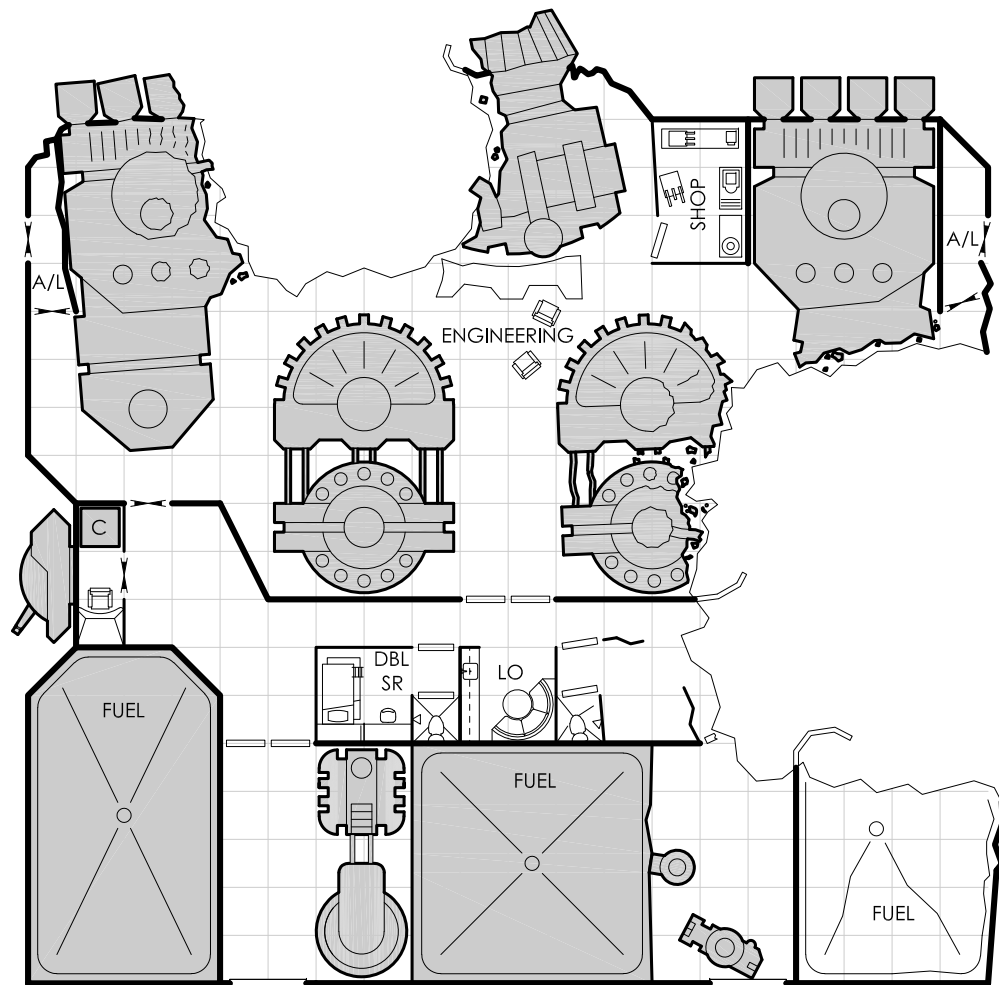


Notes:

- 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:



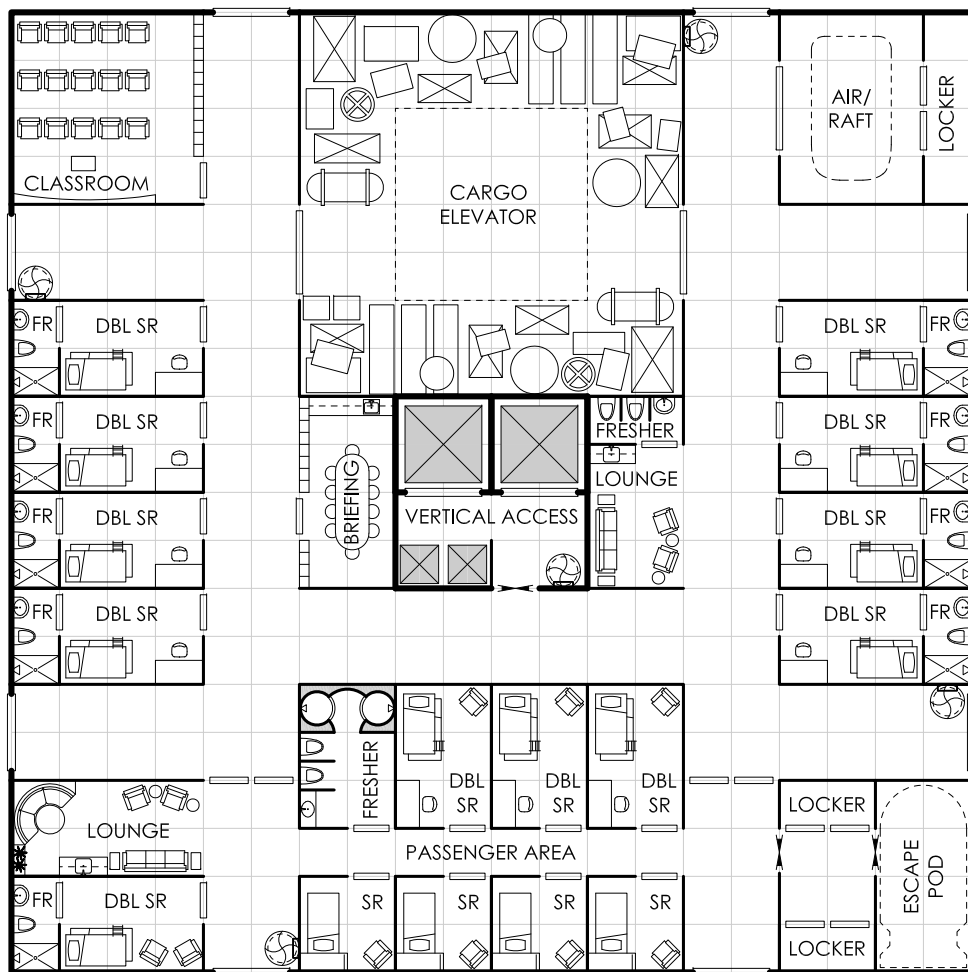
Notes:

- 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

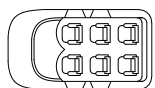
Specialty Geomorphs

VC1 Vertical Core - Multi purpose

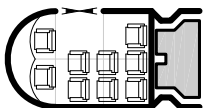


Notes:

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

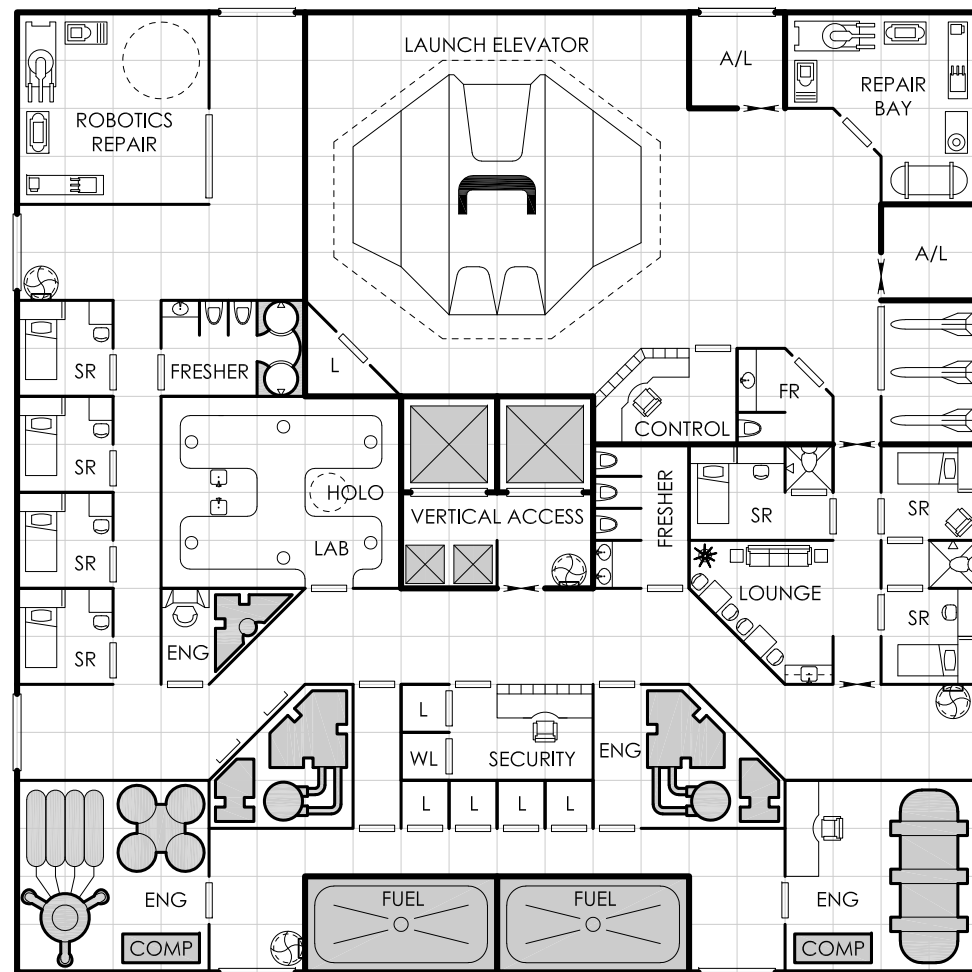


AIR/RAFT



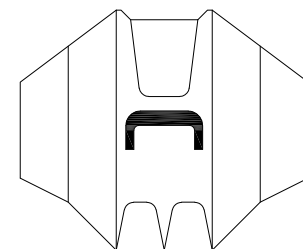
ESCAPE
POD

Vertical Core - Multi purpose VC2



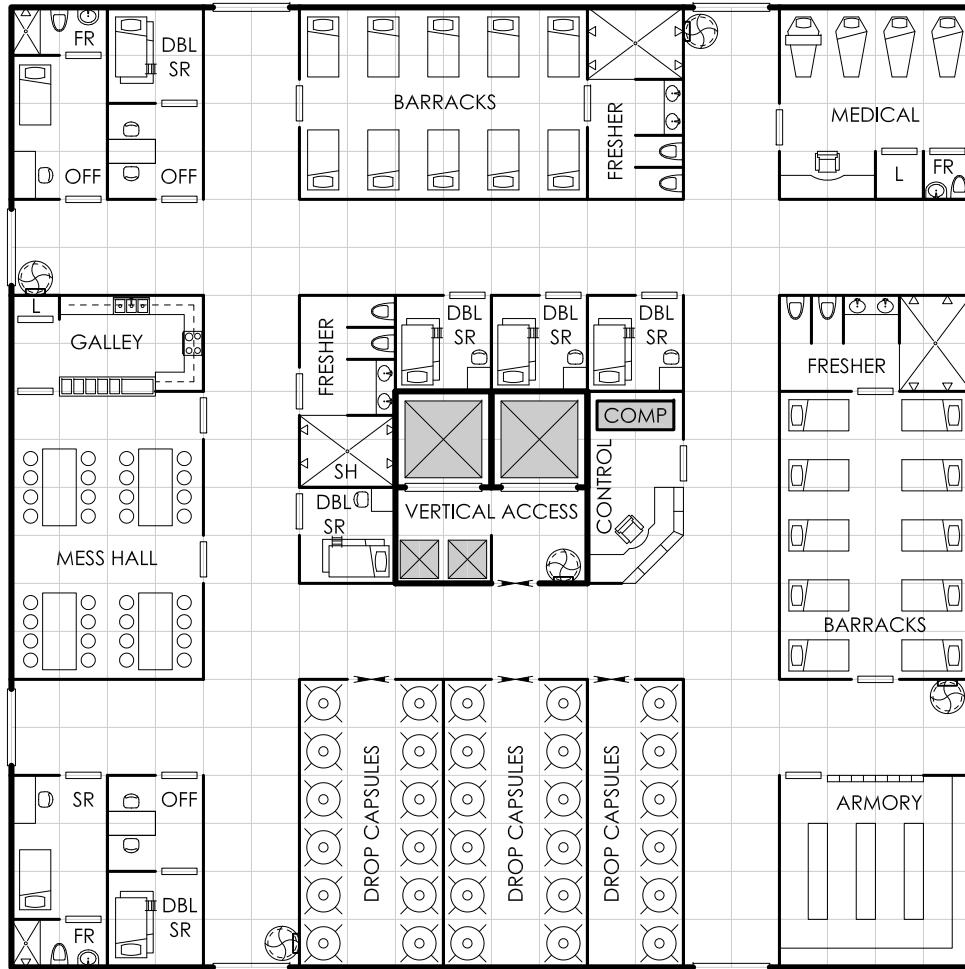
Notes:

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



MANTA 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.



DROP CAPSULE

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.

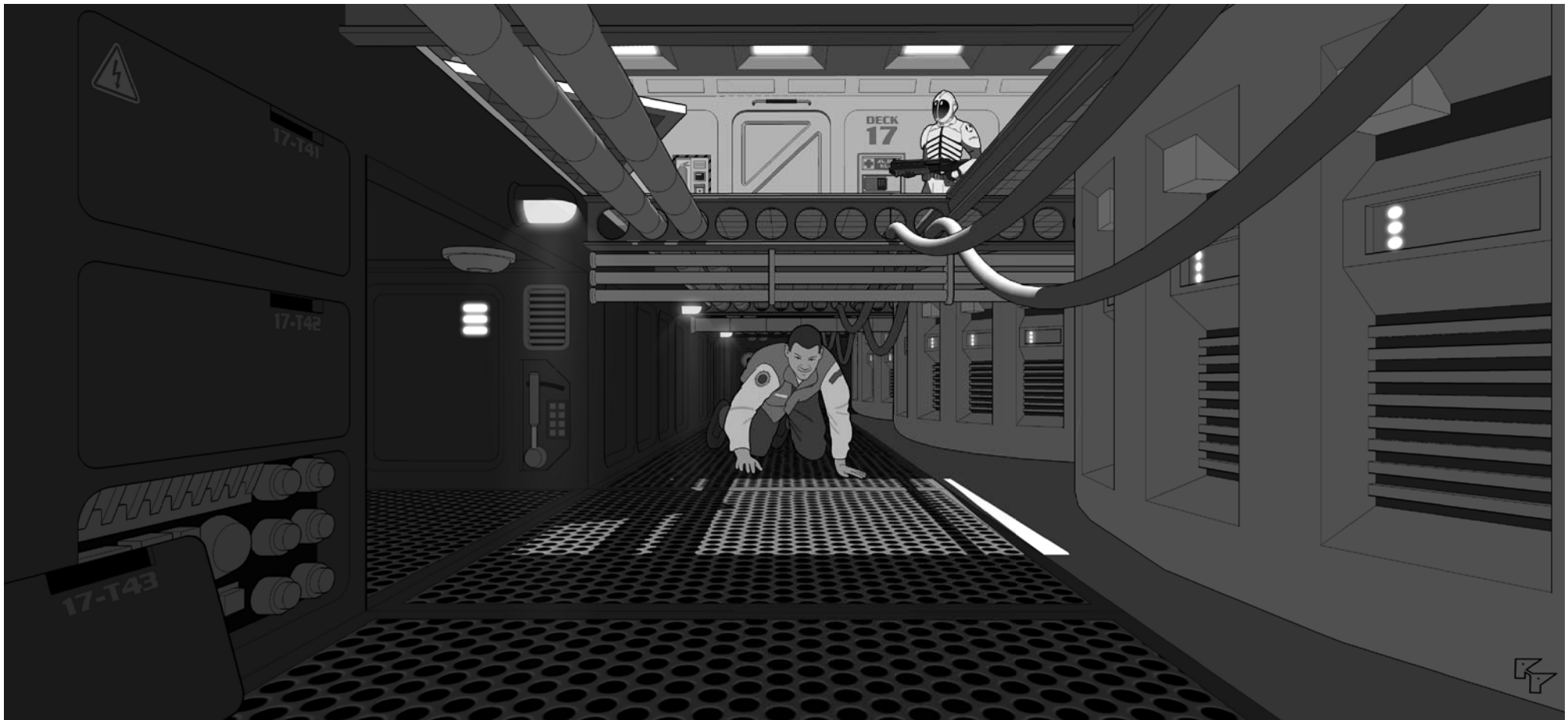


JANITORIAL
ROBOT ALCOVE

Interstitial Space

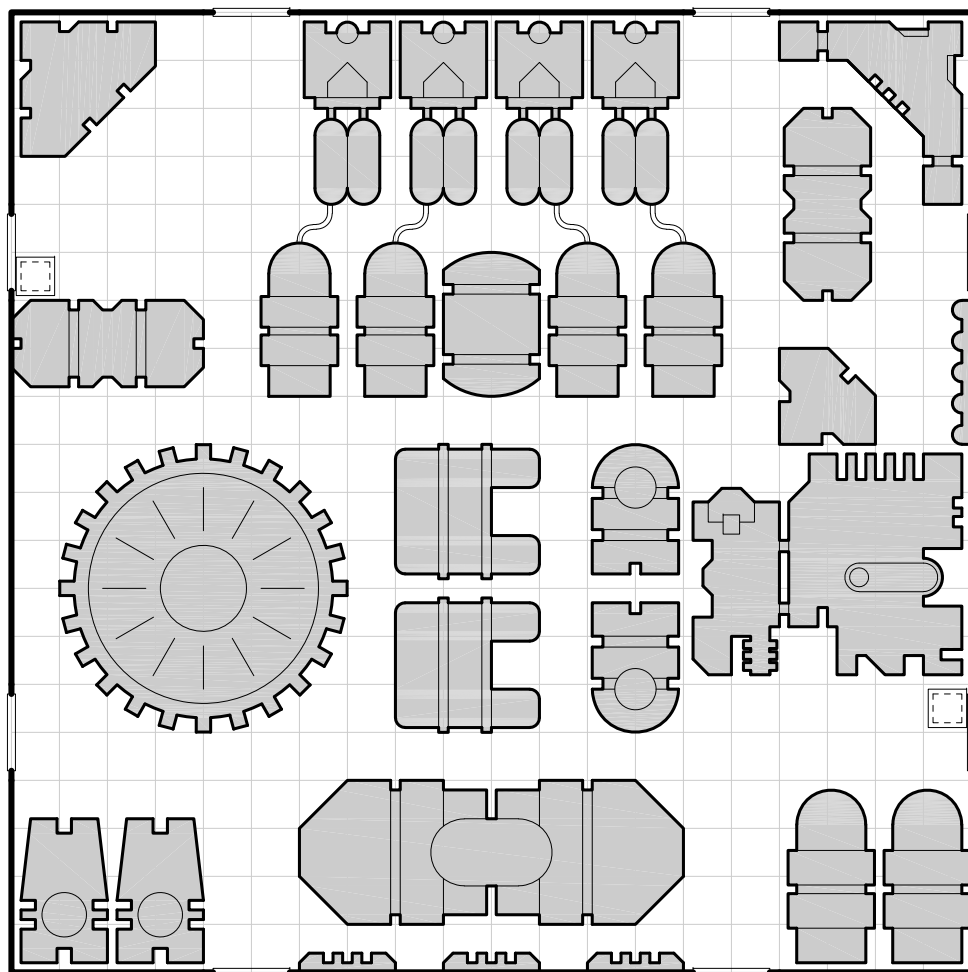
The typical Traveller multi deck starship is roughly ten feet from floor to floor, with about one foot between the floor and ceiling for structure, plumbing, electrical systems, ductwork and the like. Some ships have a much deeper space between the floor and ceiling called an interstitial space. While 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.



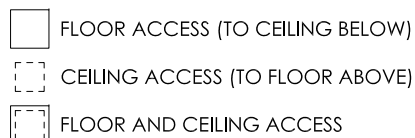
When the *INS Dawn Procession* was taken by Zhodani forces during the Fifth Frontier War, Spacehand Apprentice Torsin Polani, eluded capture by hiding in the spaces between decks for over three weeks, until he was able to get a message to the Imperial Naval Command.

IS1 Interstitial Space

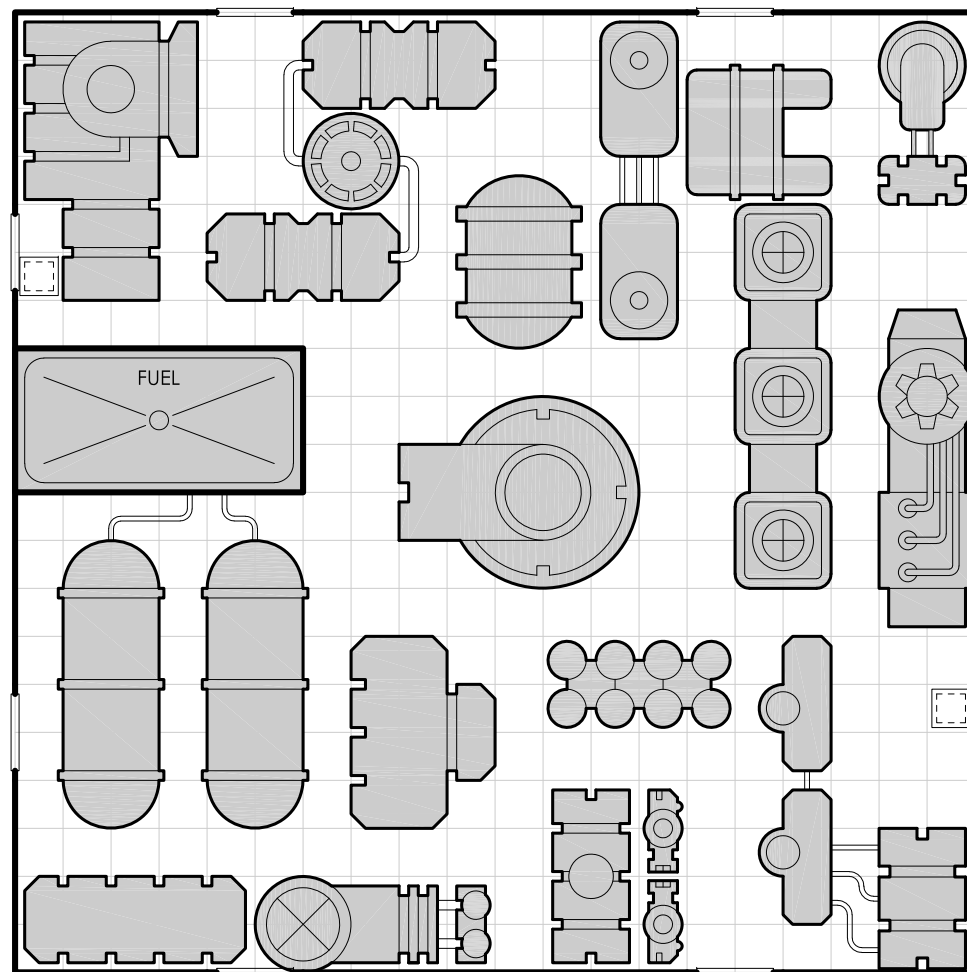


Notes:

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

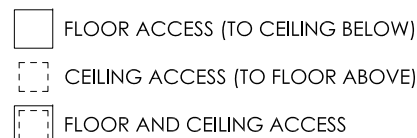


Interstitial Space IS2

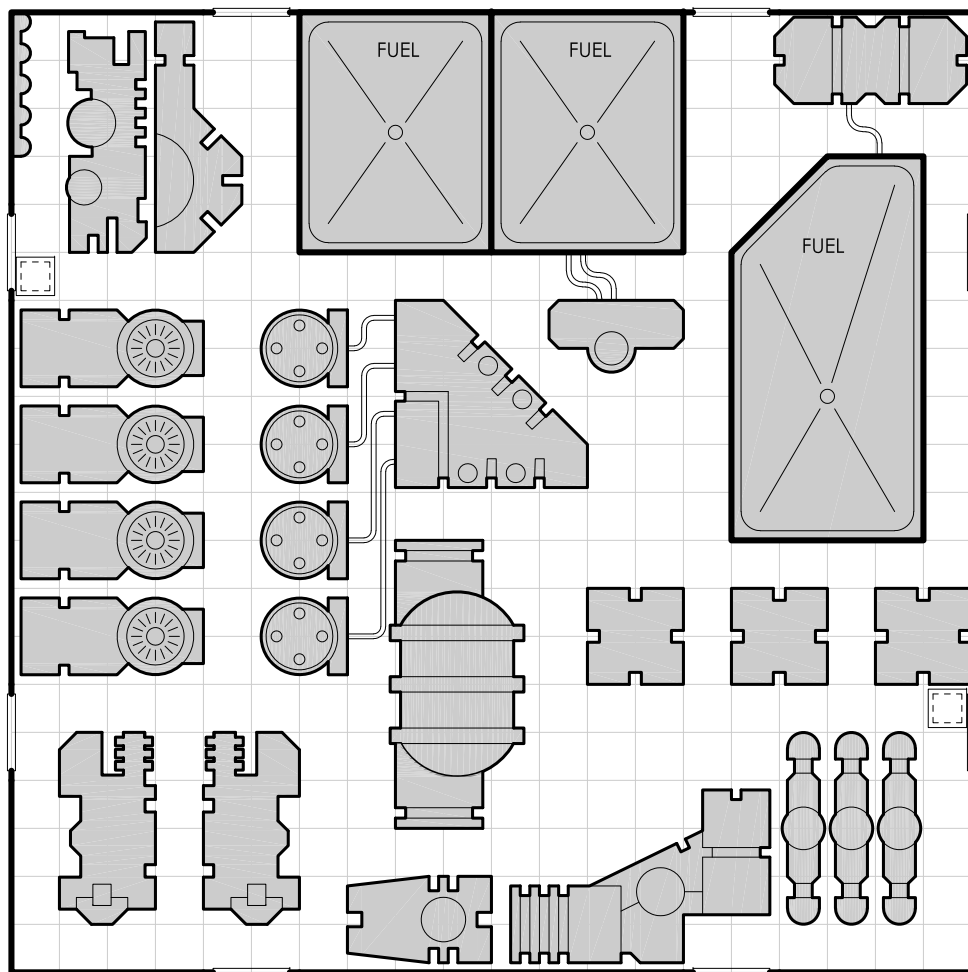


Notes:

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

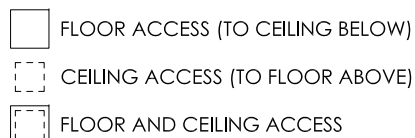


IS3 Interstitial Space

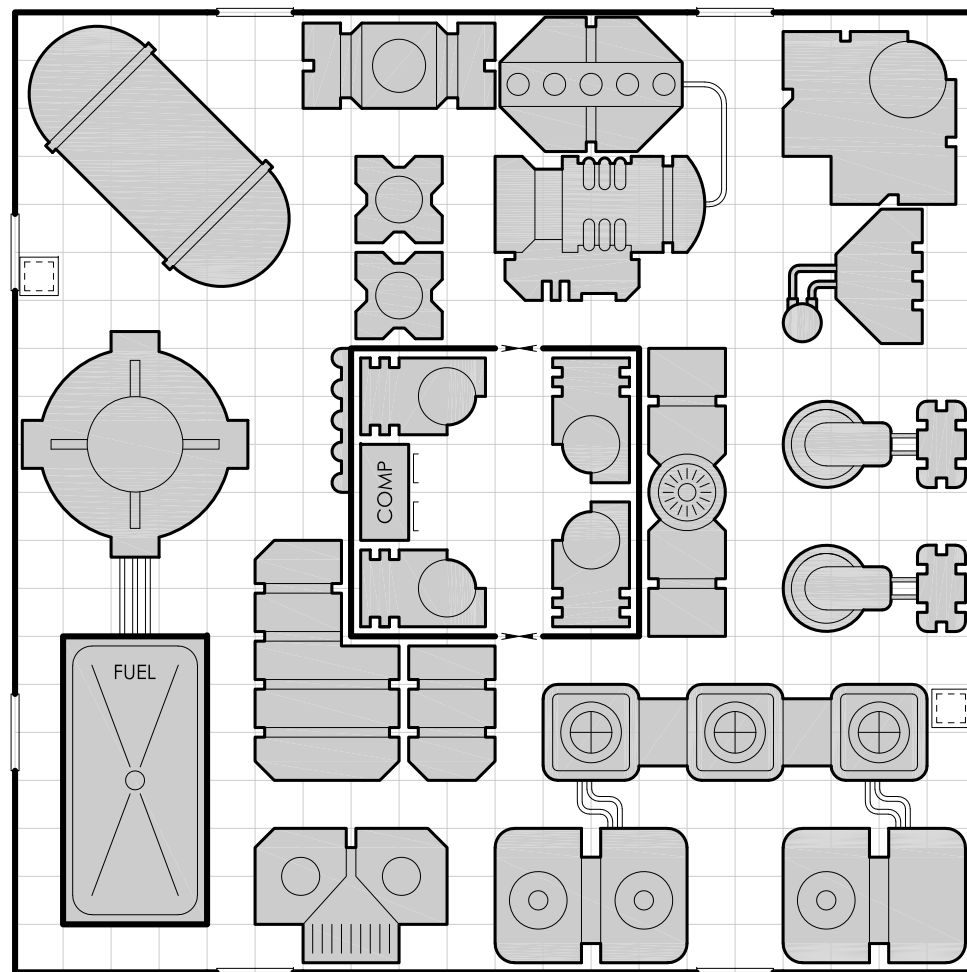


Notes:

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

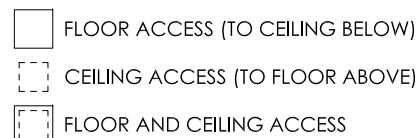


Interstitial Space IS4



Notes:

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



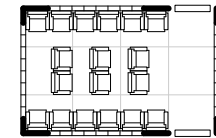
Trams and Trains

Moving around in huge ships

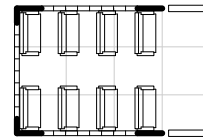
Some ships (or facilities) are so large that it is not realistic for personnel to walk from end to end. Cargo and equipment needs to be transferred from place to place. Trams and trains allow the expeditious transfer of personnel and equipment throughout a large ship. They are usually mag-lev or gravitic.

Trams

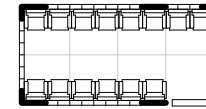
Personnel trams are relatively small, pilotless vehicles able to move small groups of people and run fairly frequently. They are usually single cars, but may have multiple linked cars for larger ships.



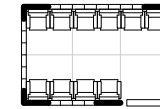
AUTOMATED 18
PERSON EXPRESS TRAM



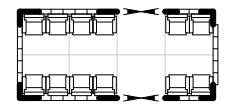
AUTOMATED 16
PERSON EXPRESS TRAM



AUTOMATED 20
PERSON TRAM

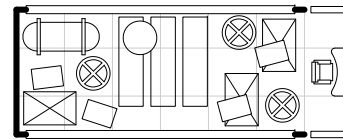


AUTOMATED 16
PERSON TRAM

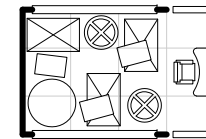


AUTOMATED 18
PERSON TRAM

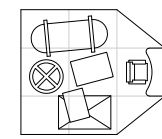
Cargo trams are also relatively small in size, but are usually piloted. They tend not to have regular schedules, but are only used when needed.



LARGE PILOTED CARGO TRAM
(9 DTONS OF CARGO)



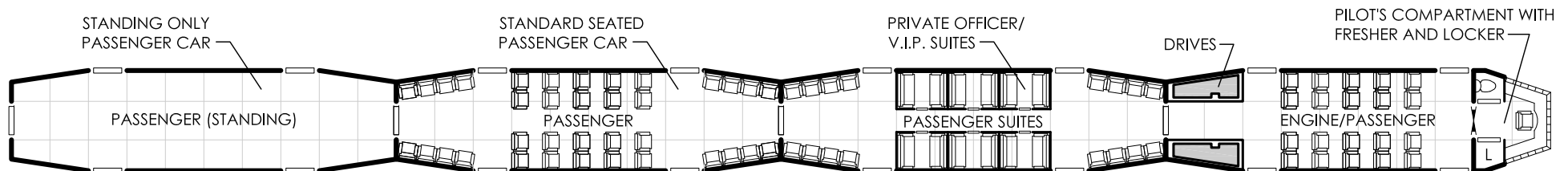
STANDARD PILOTED
CARGO TRAM
(4.5 DTONS OF CARGO)



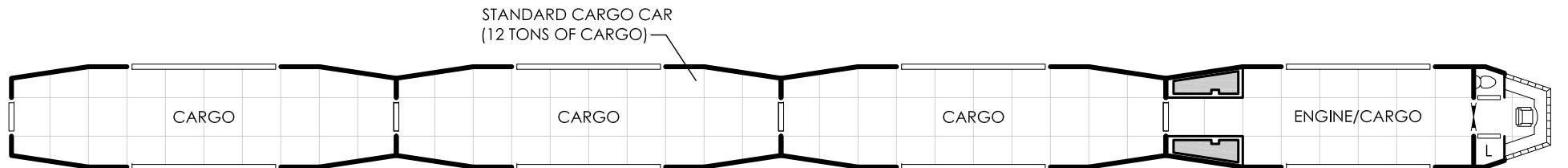
UNENCLOSED MAINTENANCE /
SMALL CARGO TRAM
(3 DTONS OF CARGO)

Trains

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

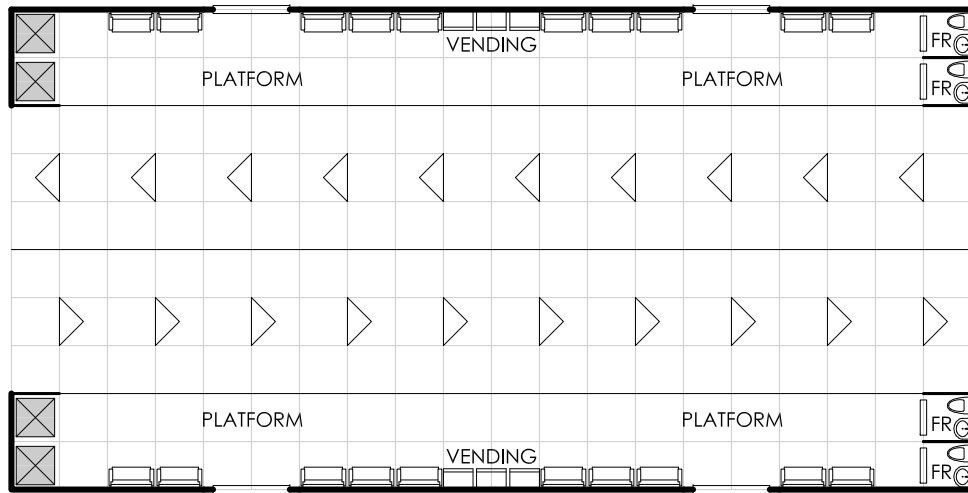


TYPICAL MULTI-CAR PASSENGER TRAIN



TYPICAL MULTI-CAR CARGO TRAIN

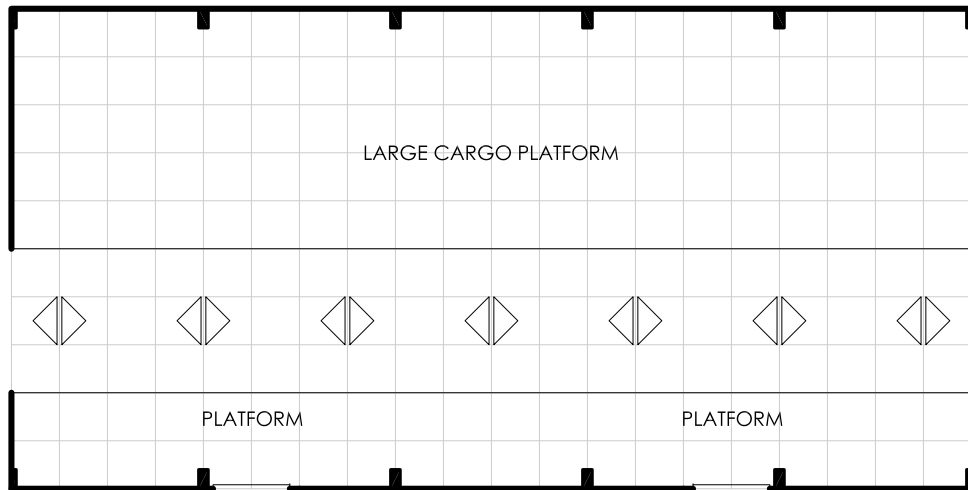
TR1 Tram Station - Empty



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

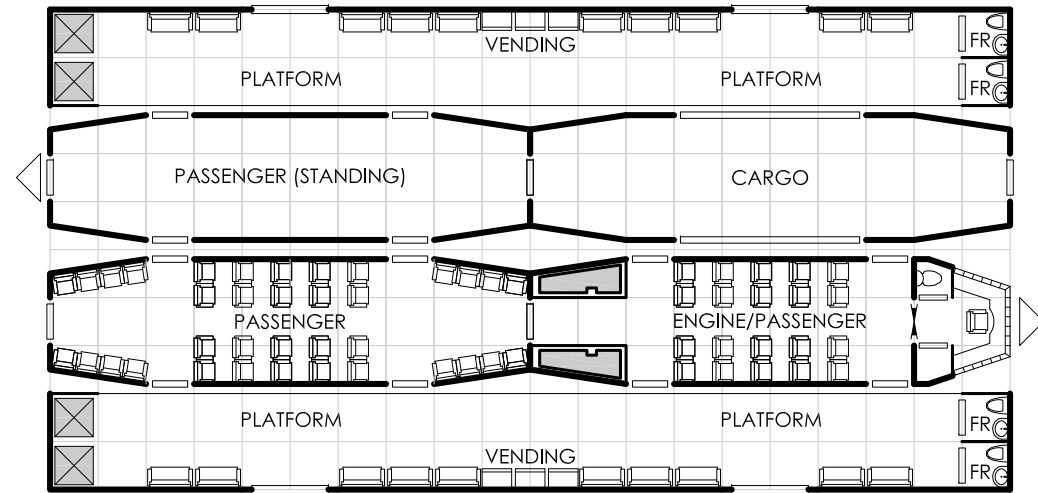


Notes:

◀ INDICATES TYPICAL, SINGLE DIRECTION OF TRAM TRAVEL

◄ INDICATES BI-DIRECTIONAL TRAM TRAVEL

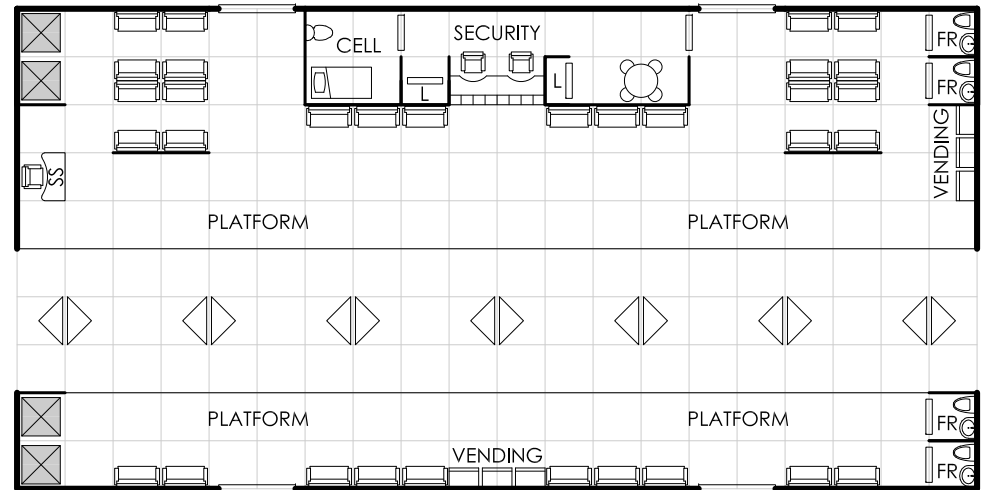
Tram Station - Full TR2



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.

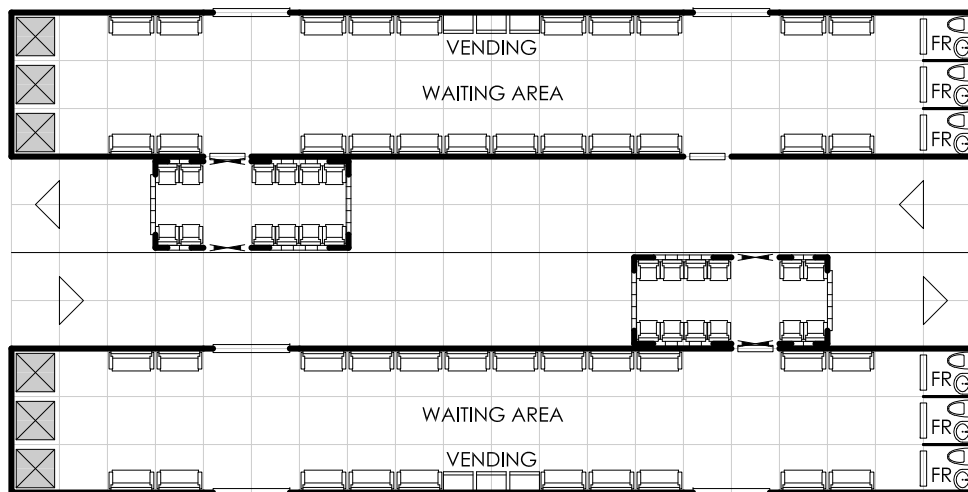
Tram Station - Secured TR4



Notes:

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

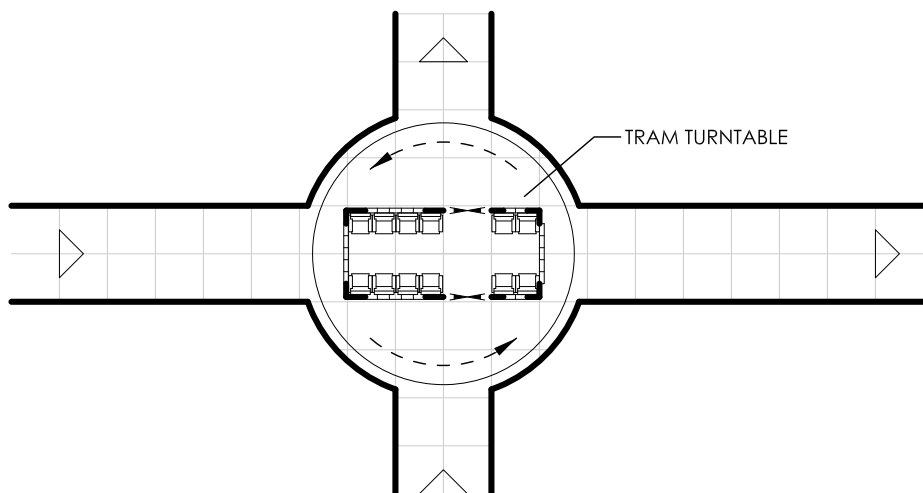
TR5 Tram Station



Notes:

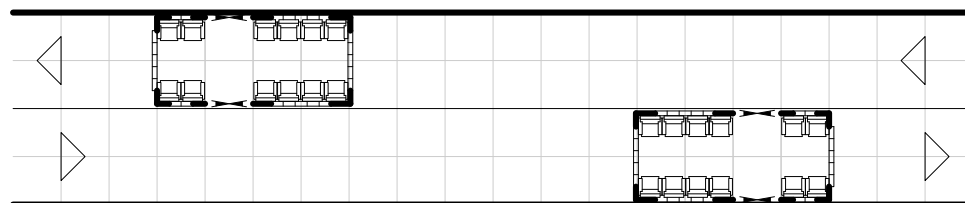
- Trams typically stay in their assigned lane, but some trams can switch lanes to pass slower moving or stopped trams.
- Some areas allow vertical tram movement (single cars only).

TR7 Tram Tunnel Junction

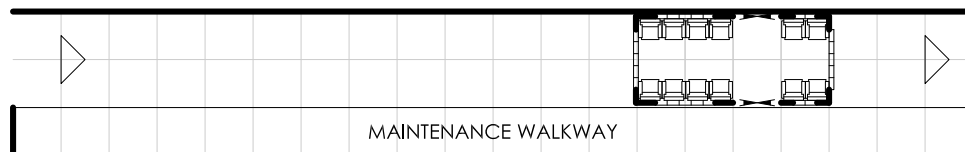


Notes:

Tram Tunnels - Basic TR6



Double Lane Tram Tunnel

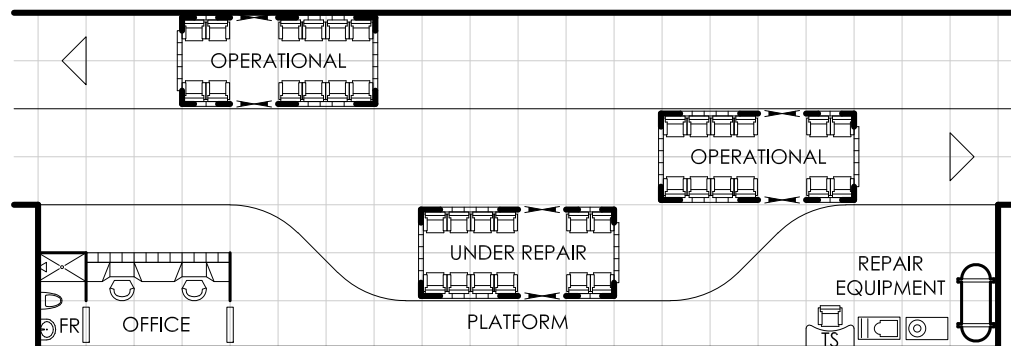


Single Lane Tram Tunnel with Maintenance Walkway

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).

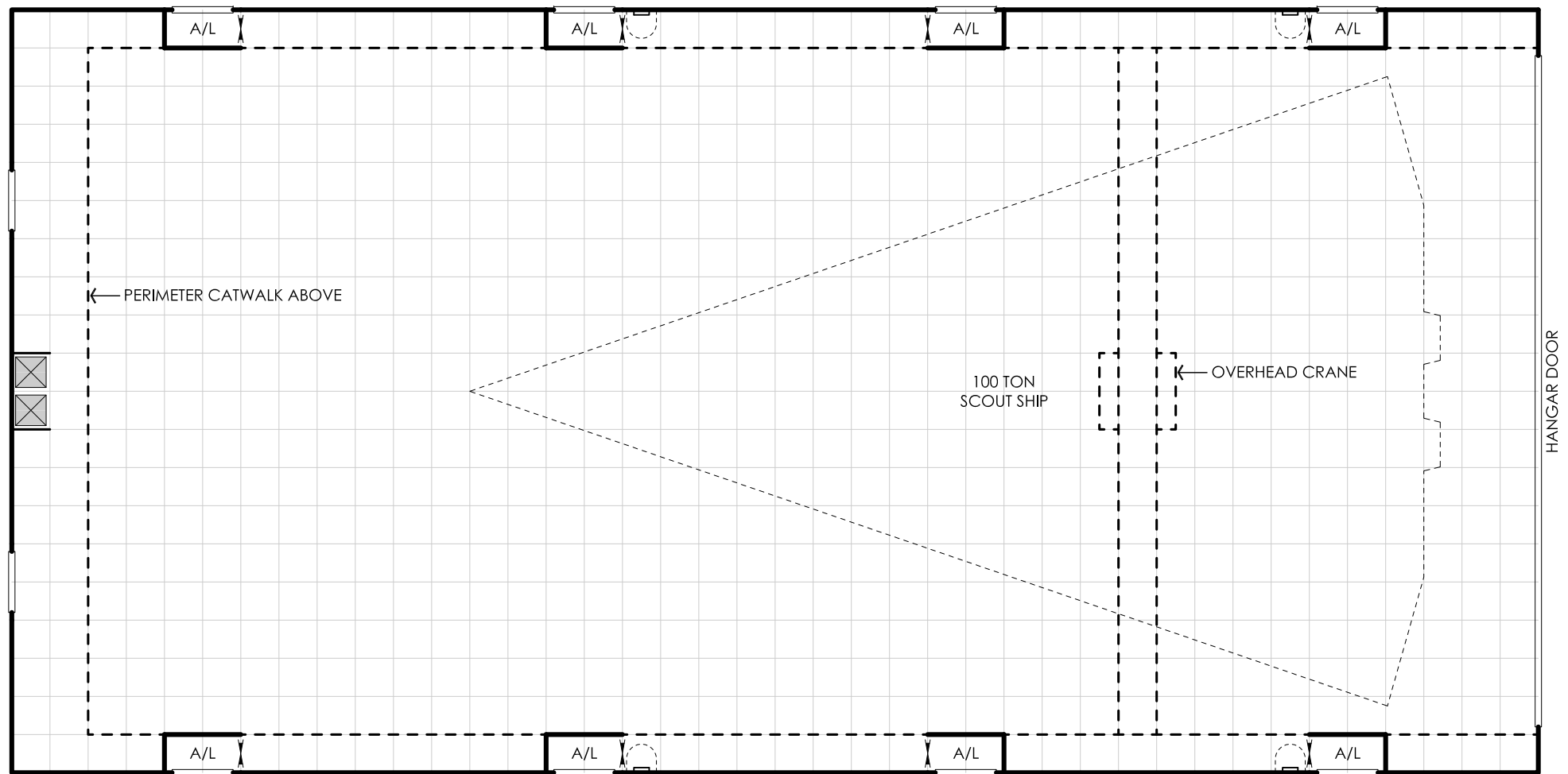
Tram Repair Area TR8



Notes:

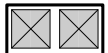
- Area primarily for tram repair. Also used for emergency pullovers.
- No access except by tram.

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



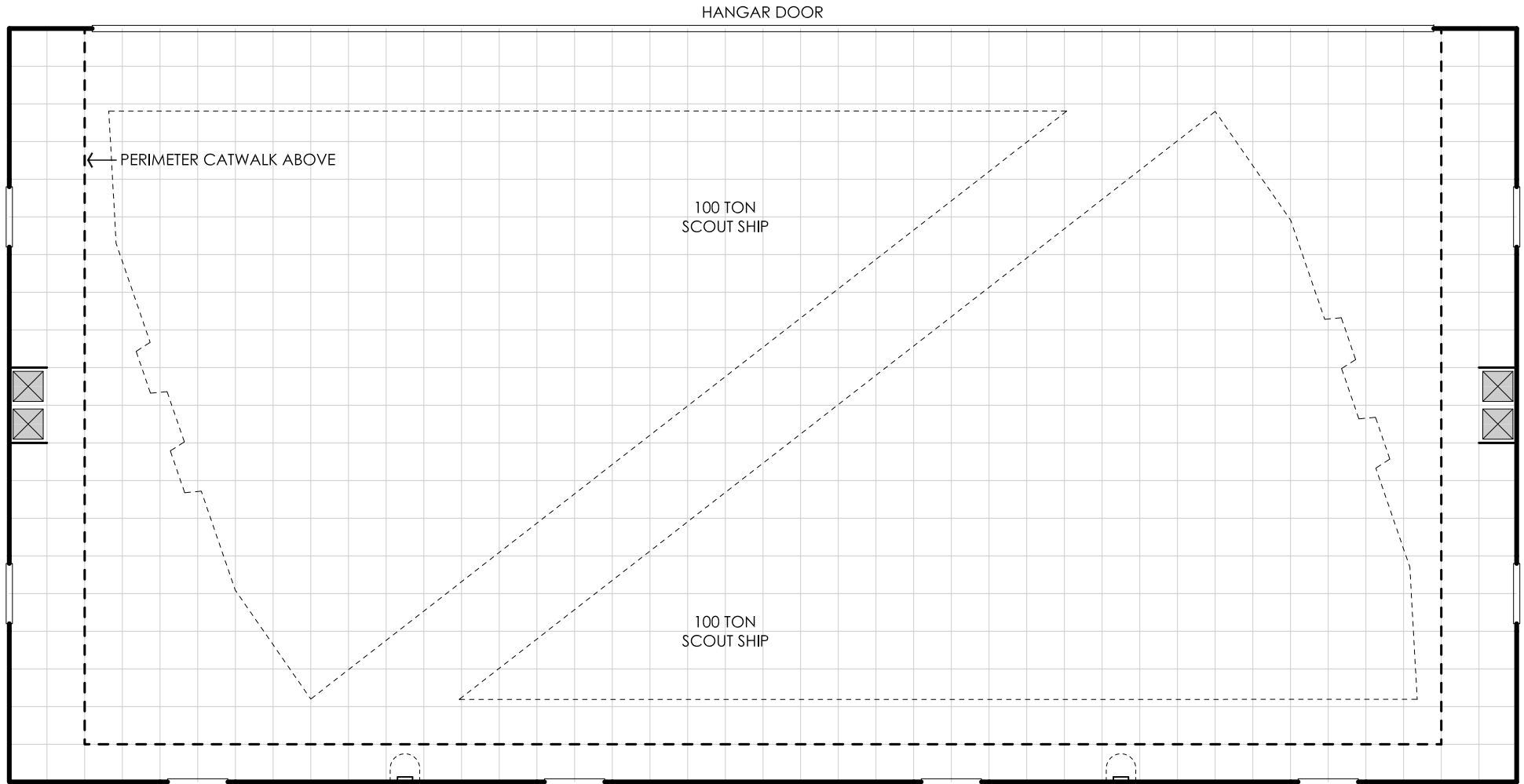
Notes:

- 100 dton Sulieman 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.



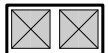
PERSONNEL LIFT

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



Notes:

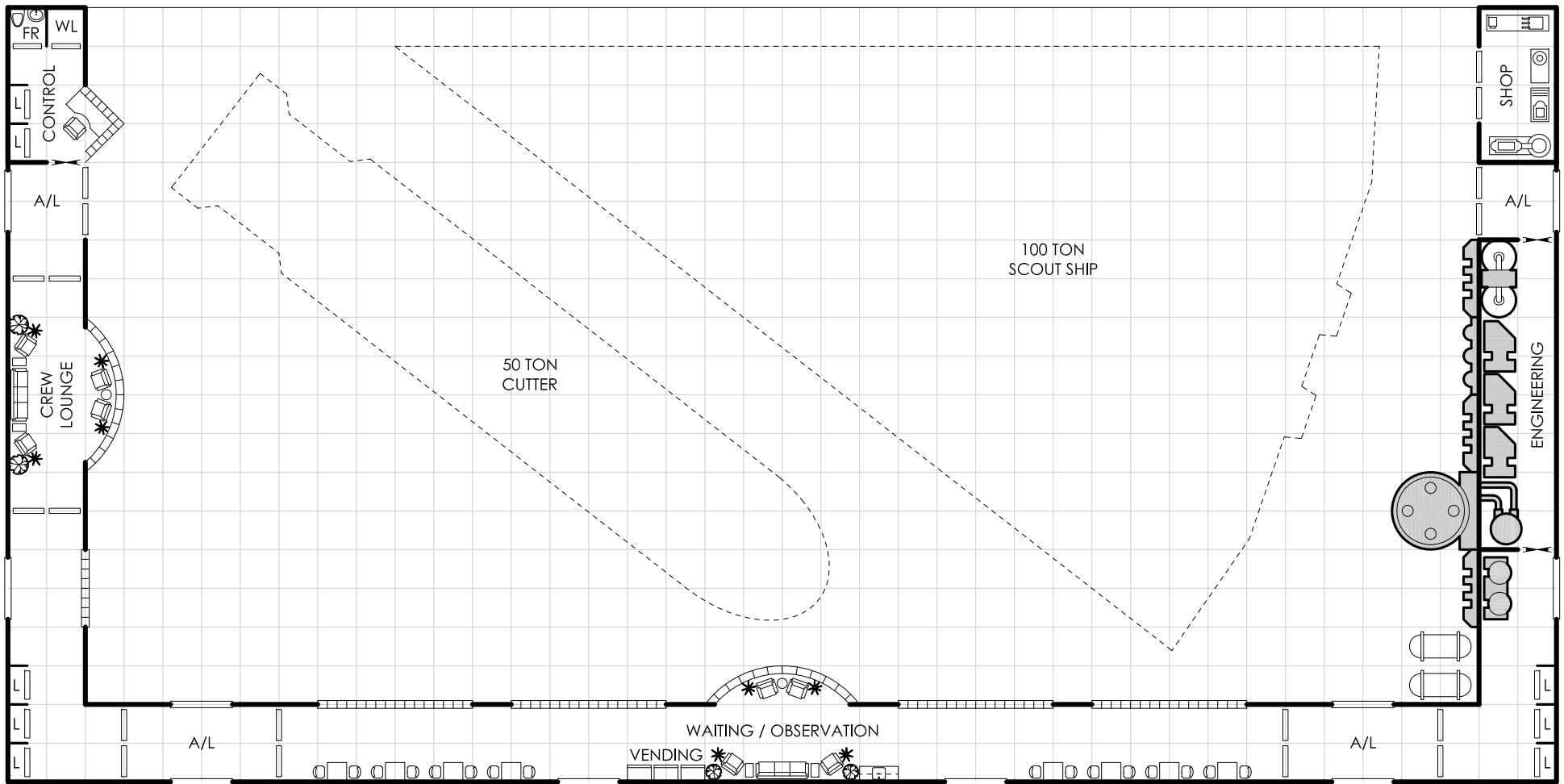
- Two 100 dton Sulieman Class Scout Ship shown for scale.
- Height as required to accommodate the starship (50' for Scout Ship shown).
- Perimeter catwalk with railing at each level.
- Repair bays will typically have an overhead crane or antigrav support vehicles capable of carrying heavy loads.



PERSONNEL LIFT

M-3 Megamorph - Open Landing Platform

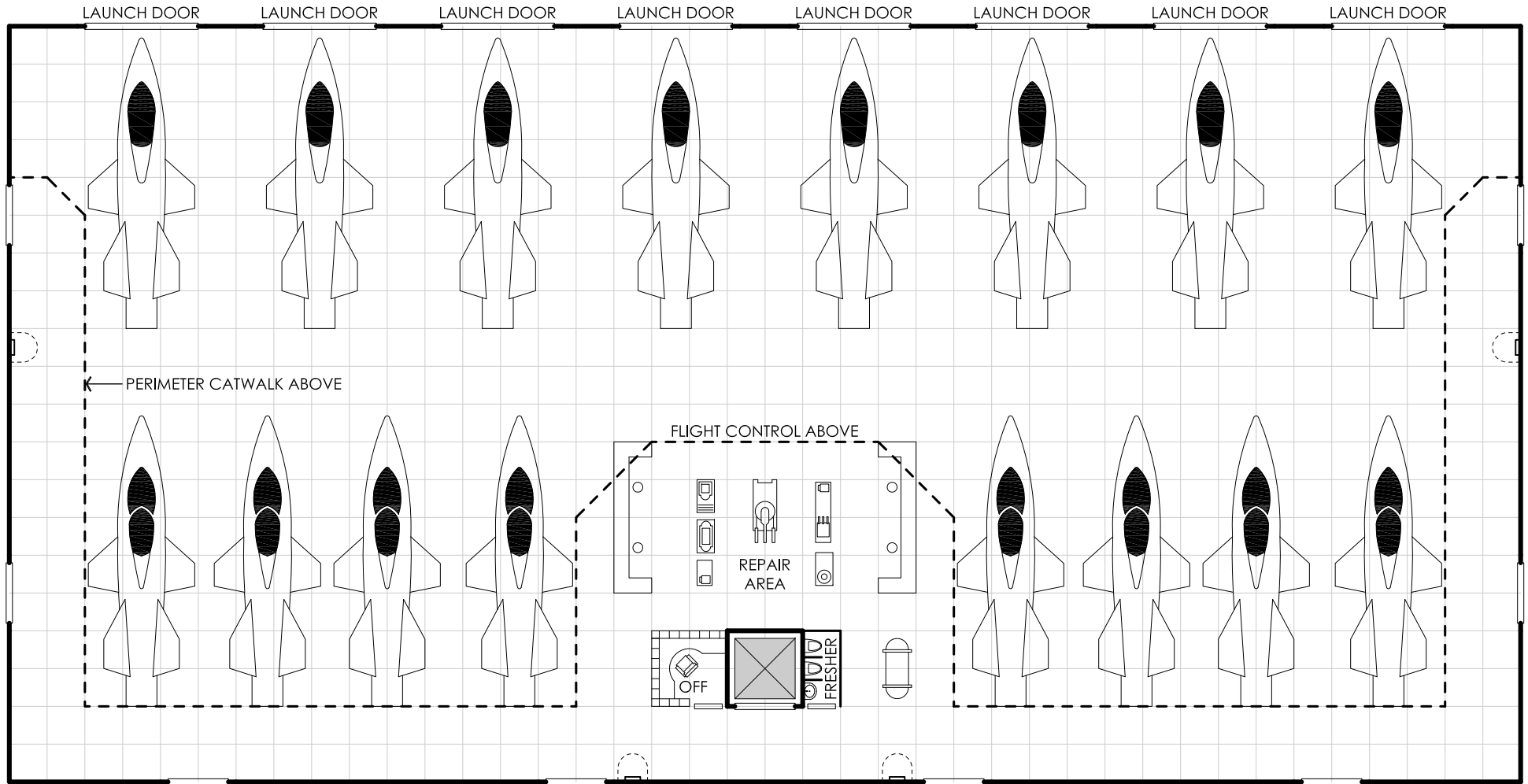
OPEN TO SPACE



Notes:

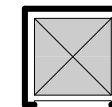
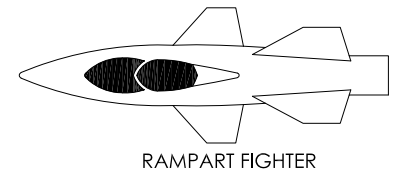
- This hangar is open to space/vacuum, but still has gravity.
- The landing platform may extend out beyond the grid shown to accommodate larger spacecraft.
- Height as required to accommodate the starship (or no ceiling at all if preferred).

M-4 Megamorph - Flight Deck - Lower

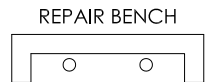


Notes:

- 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.

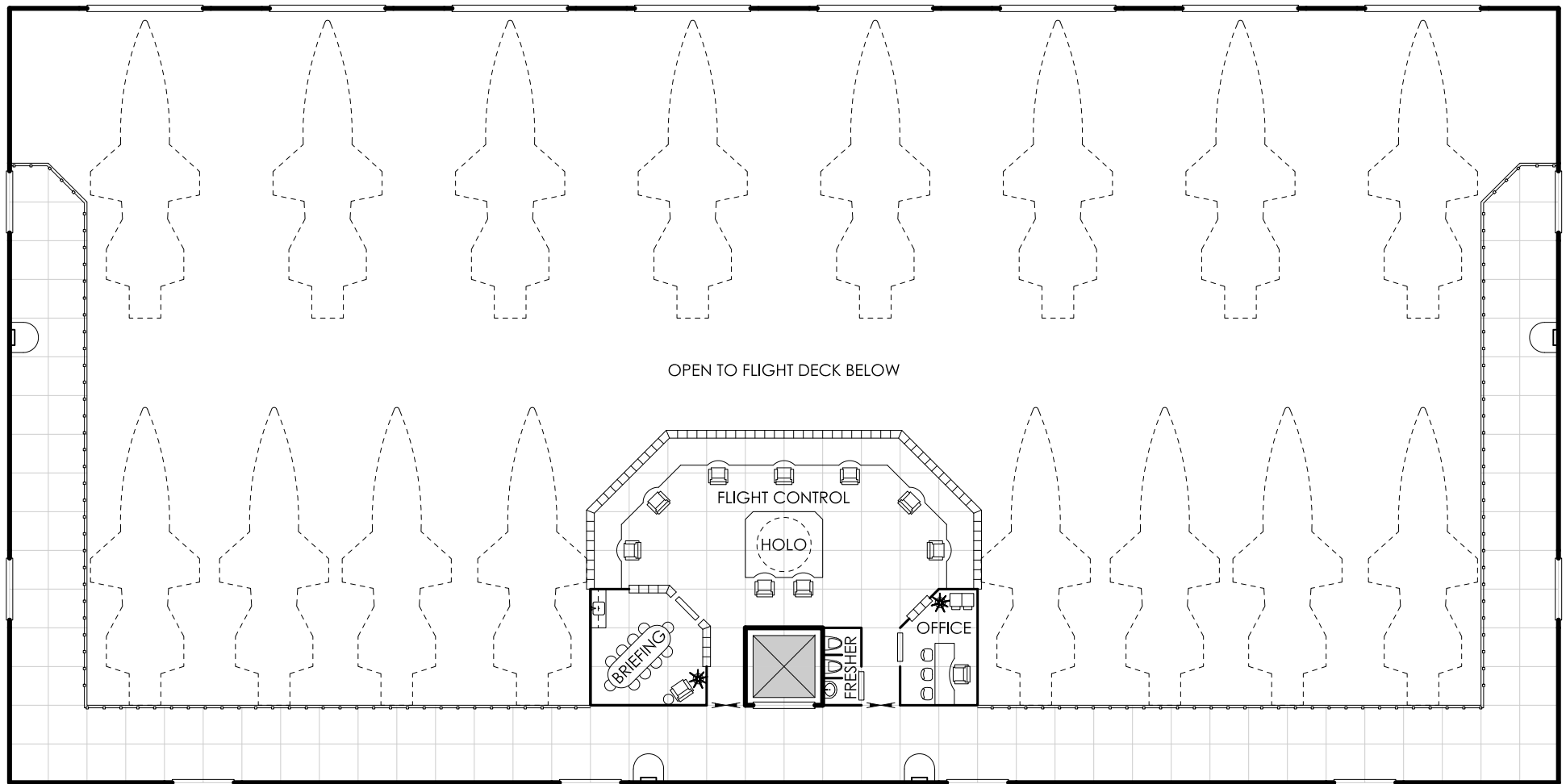


CREW AND
FREIGHT
ELEVATOR



REPAIR BENCH

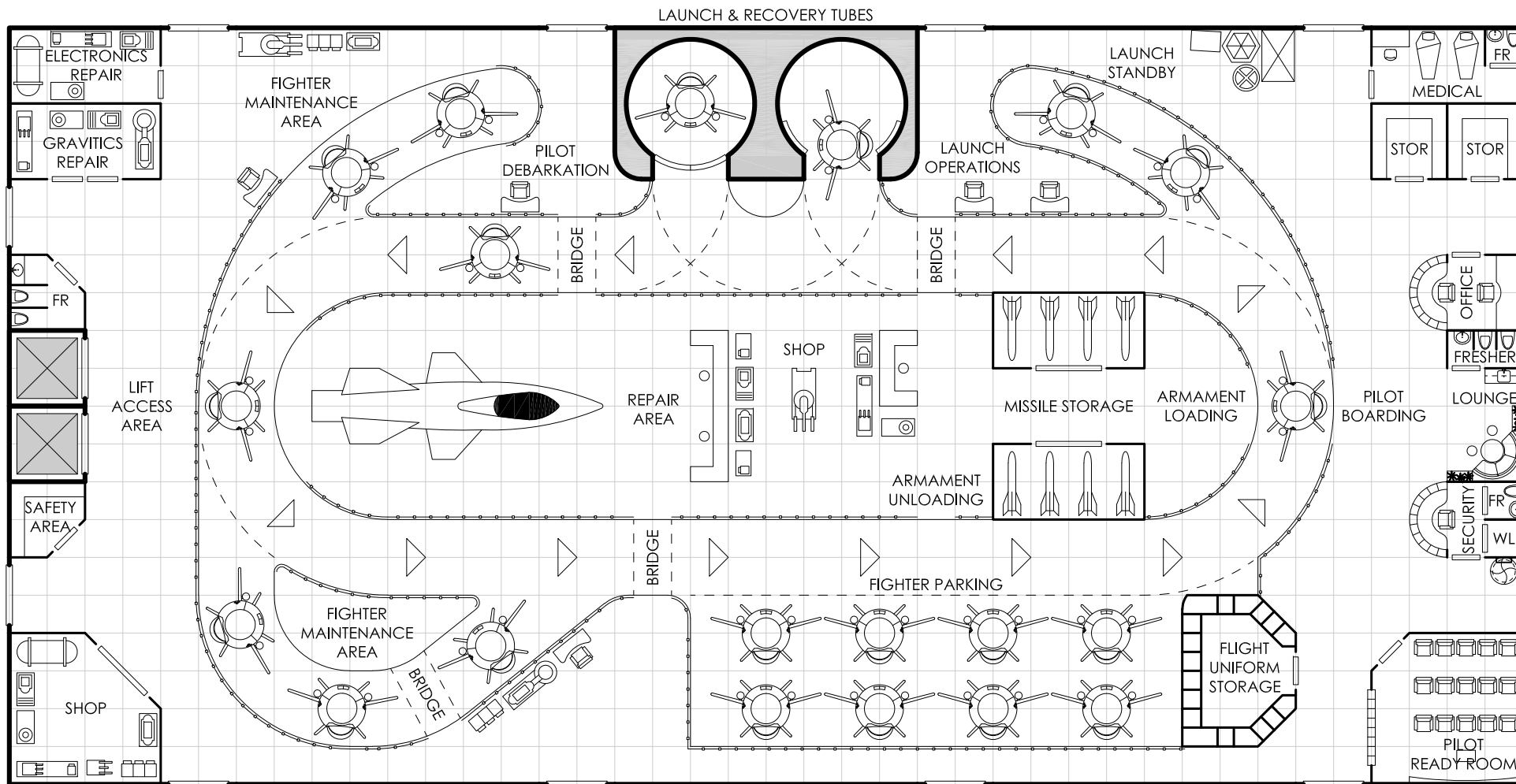
M-5 Megamorph - Flight Deck - Upper



Notes:

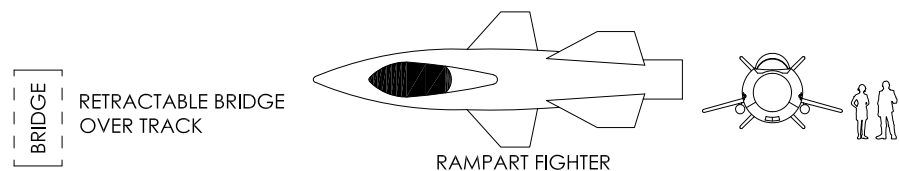
- Triple height space (30' ceiling), with flight deck below and flight control room and perimeter catwalk above.
- Armaments are stored in ceiling mounted racks.
- See megamorph M-4 for lower level.
- See GDW's *Azhanti High Lightning* for more information about Rampart fighters.

M-6 Megamorph - Flight Deck - Vertical



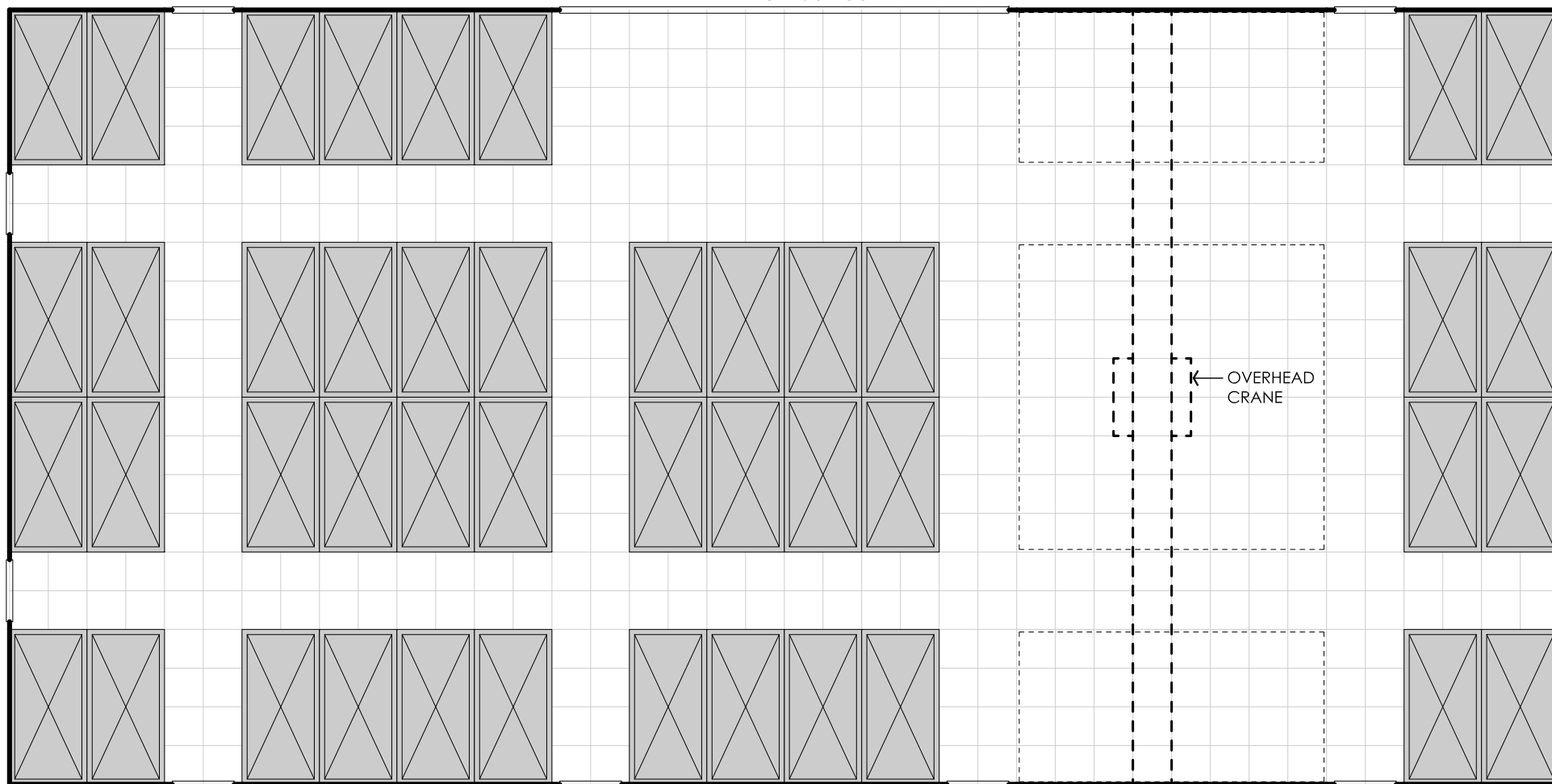
Notes:

- 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).

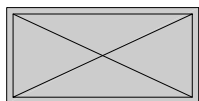


M-7 Megamorph - Cargo Deck

PRIMARY CARGO DOOR

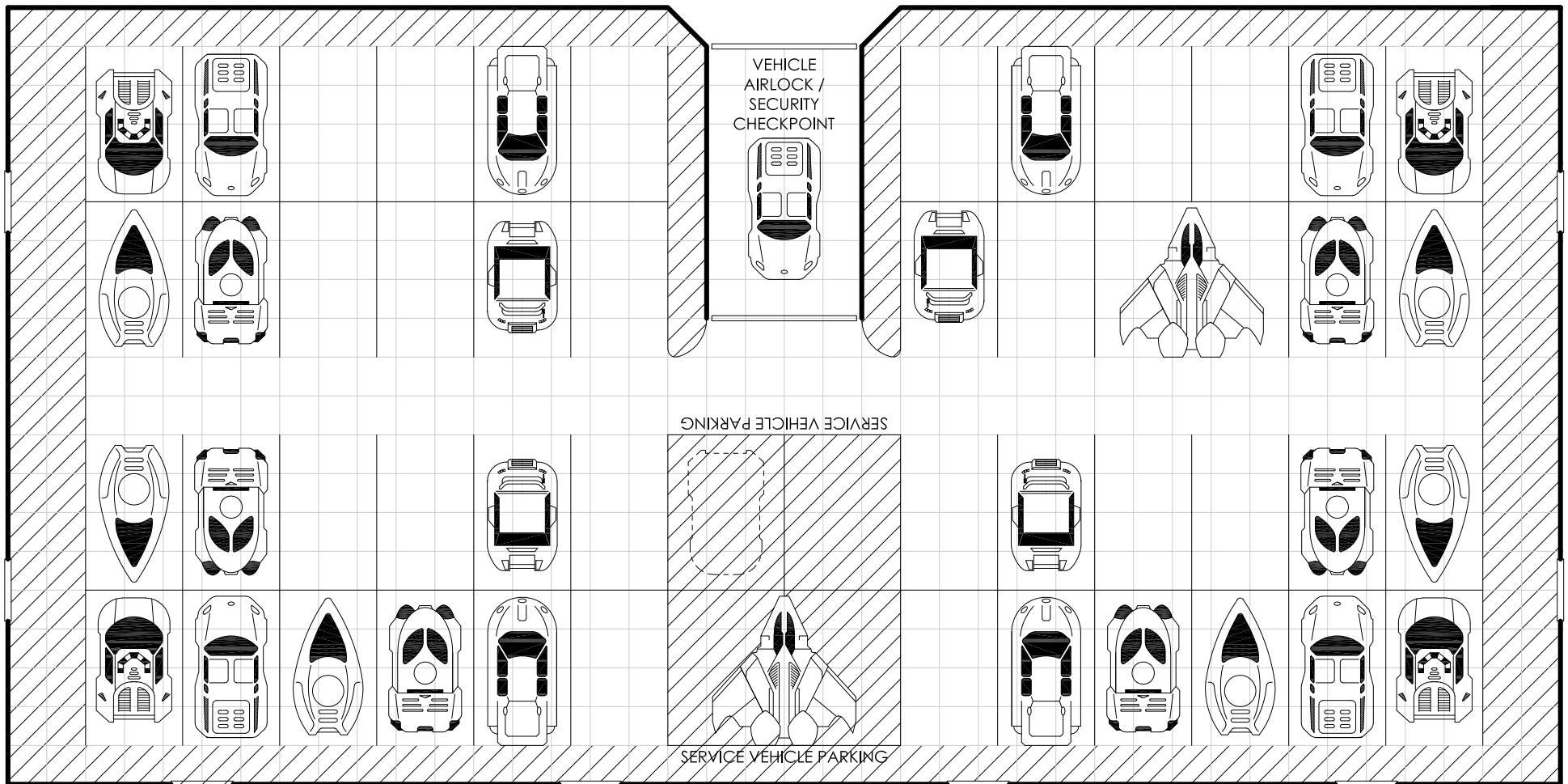


Notes:



10'x20'
CARGO
CONTAINER

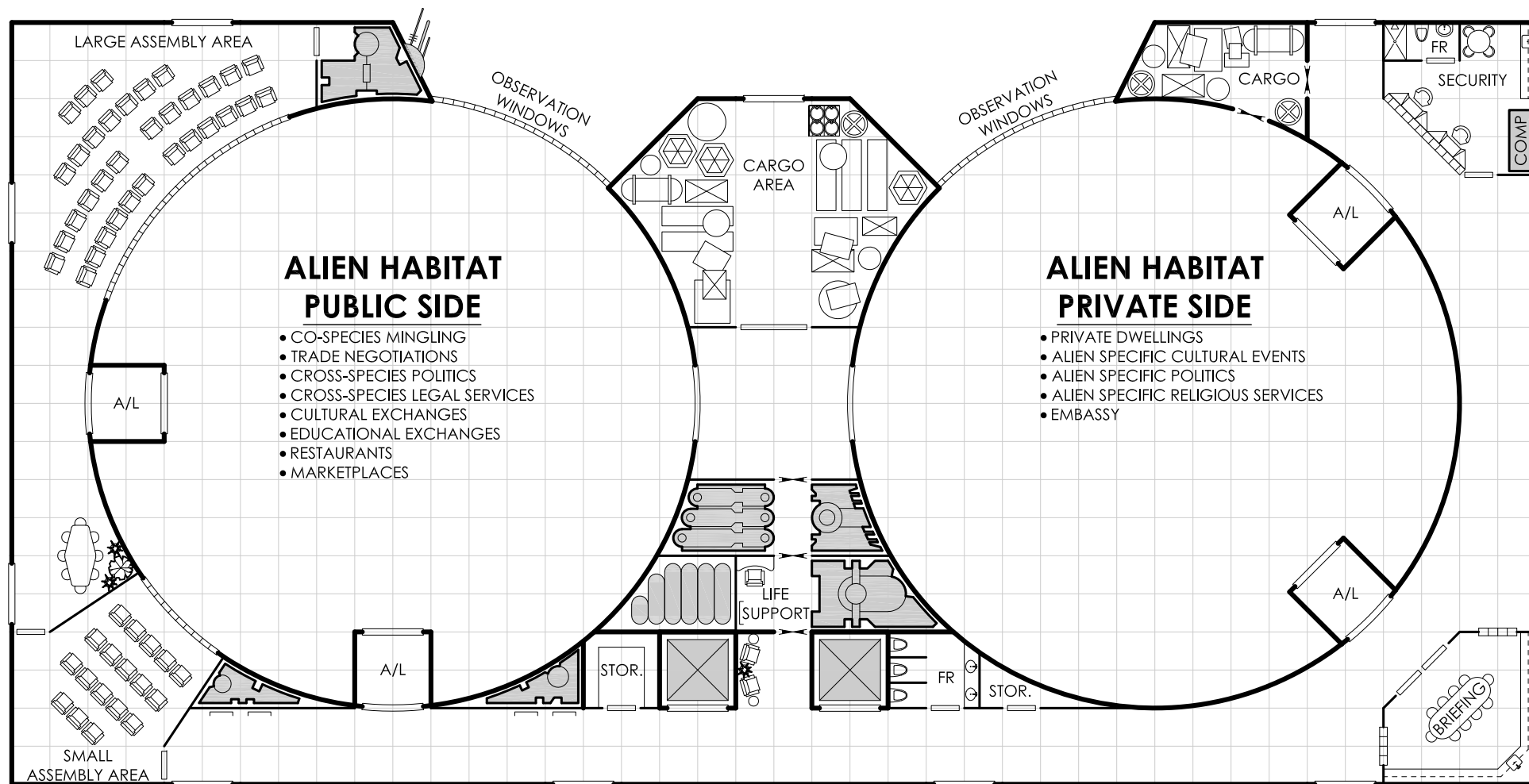
M-8 Megamorph - Parking



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



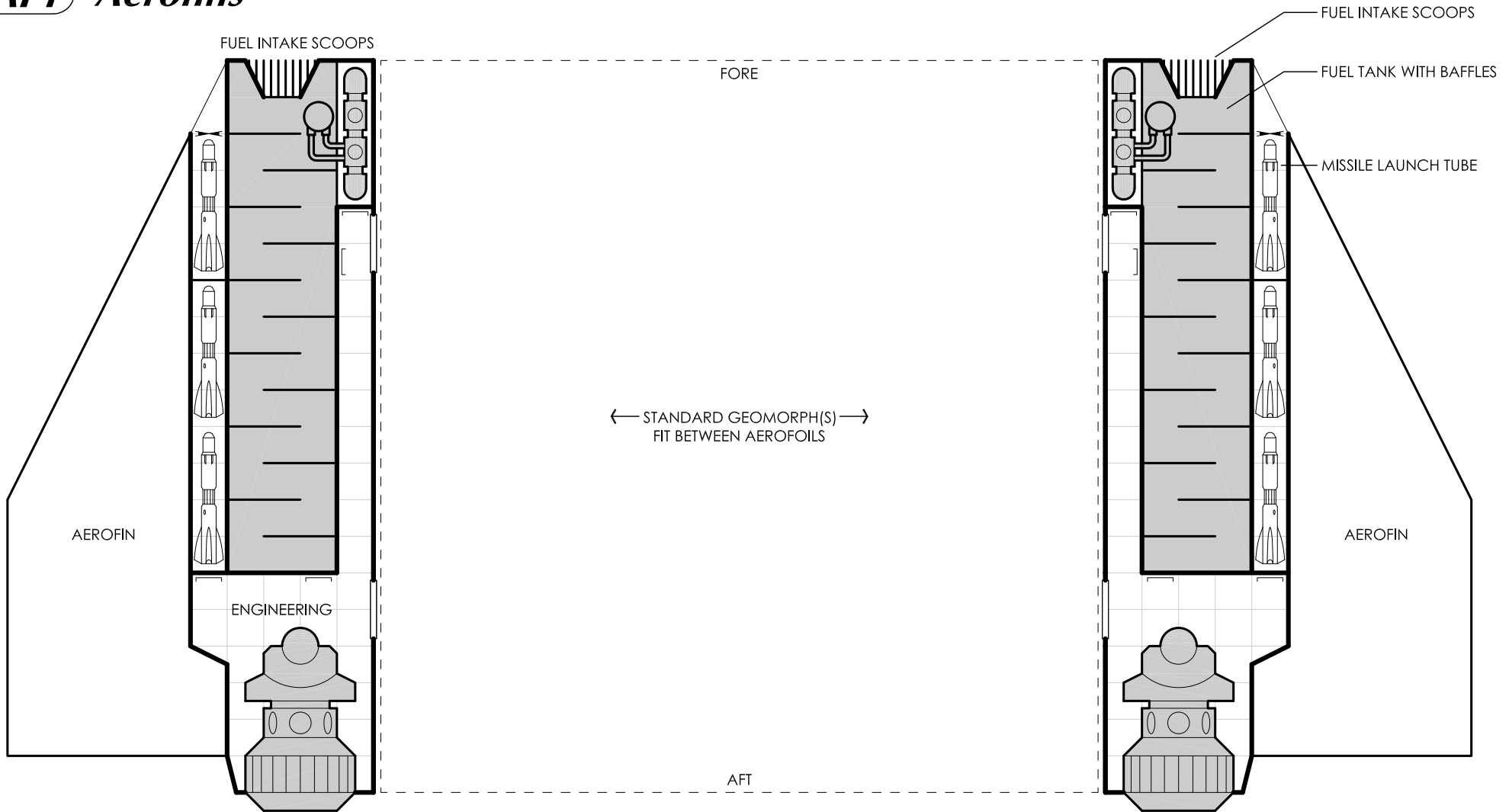
Notes:

- 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.

AF1 Aerofins

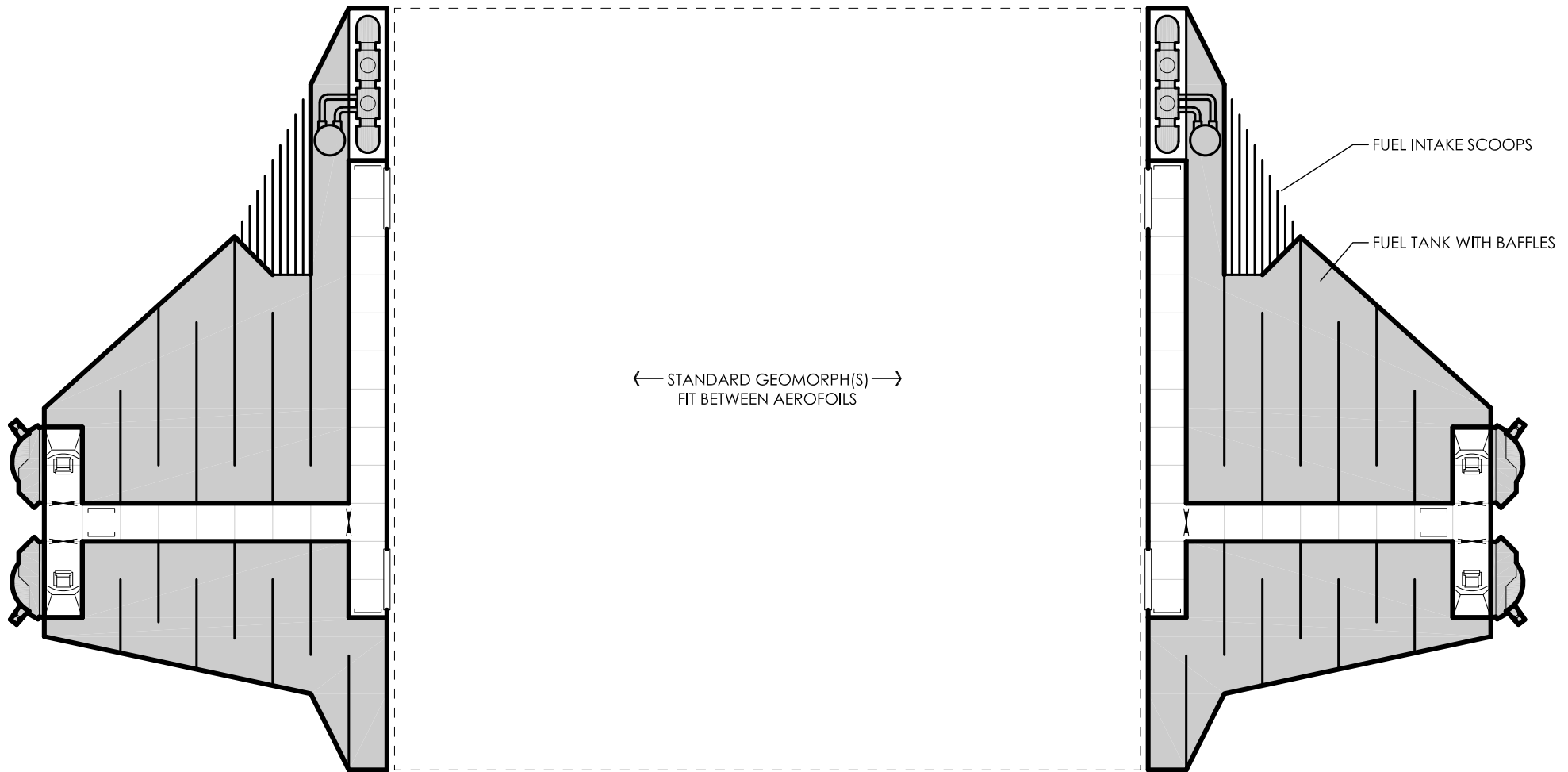


Notes:

- Aerofins are provided for both port and starboard locations.

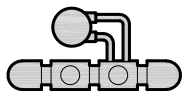


AF2 Aerofins



Notes:

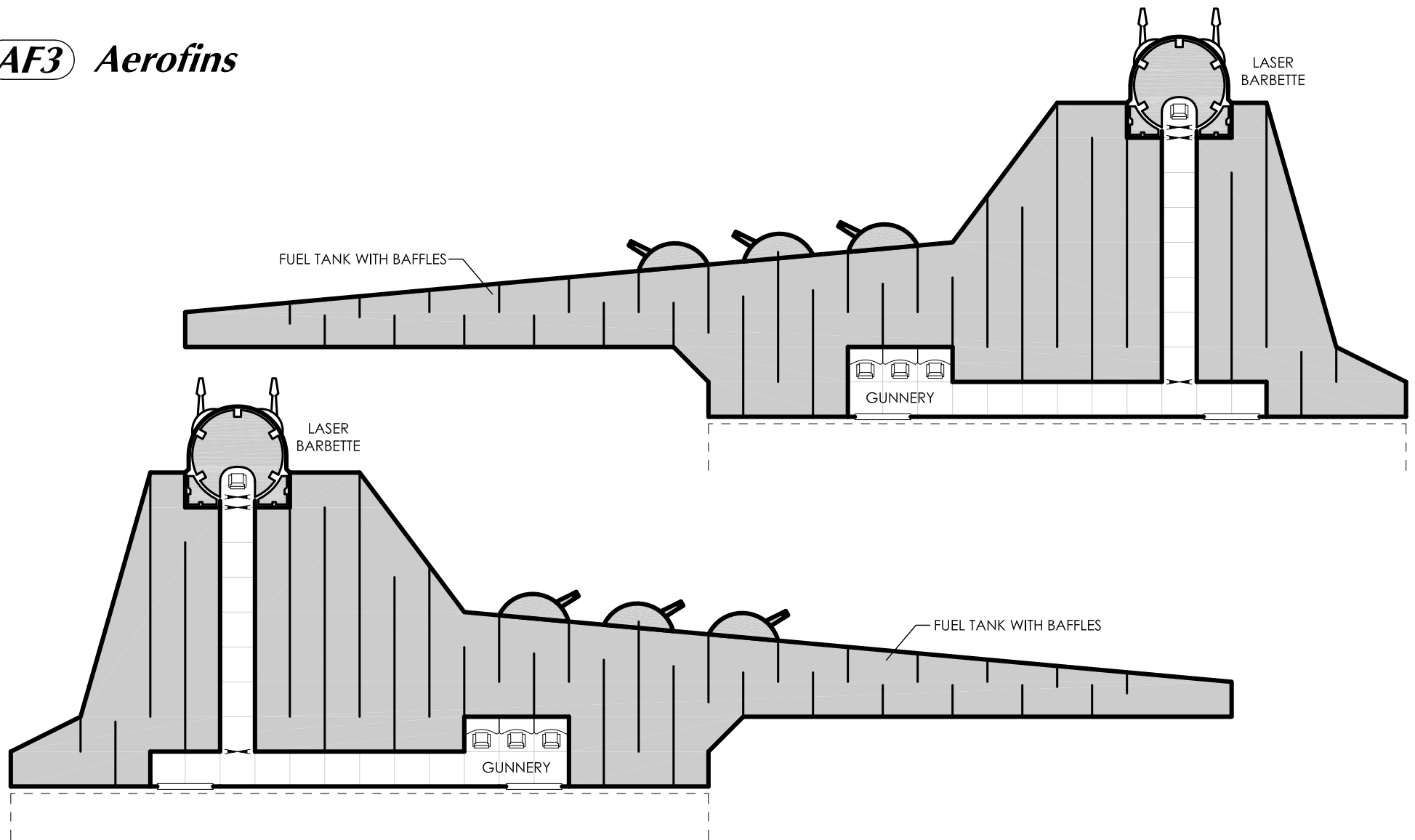
- Aerofins are provided for both port and starboard locations.
- These fins are not fore/aft specific so can have either orientation.



FUEL
PROCESSOR



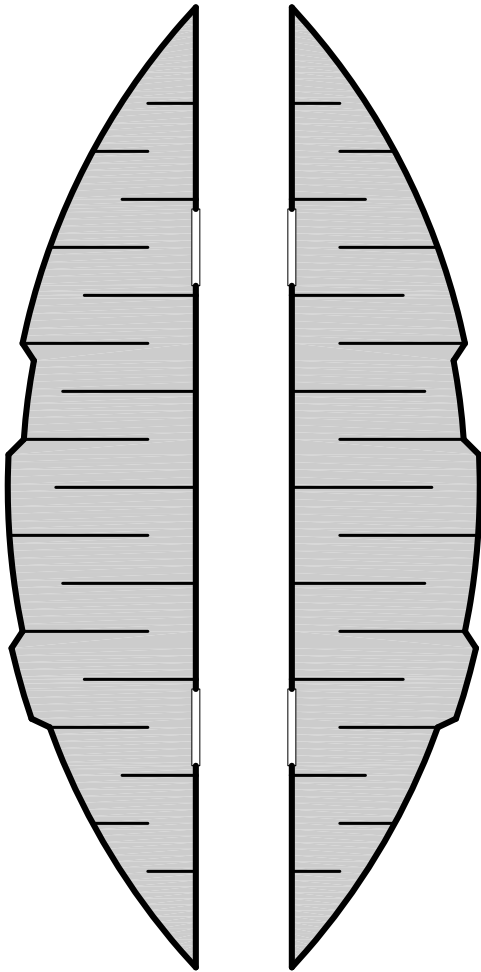
MANNED
TURRET



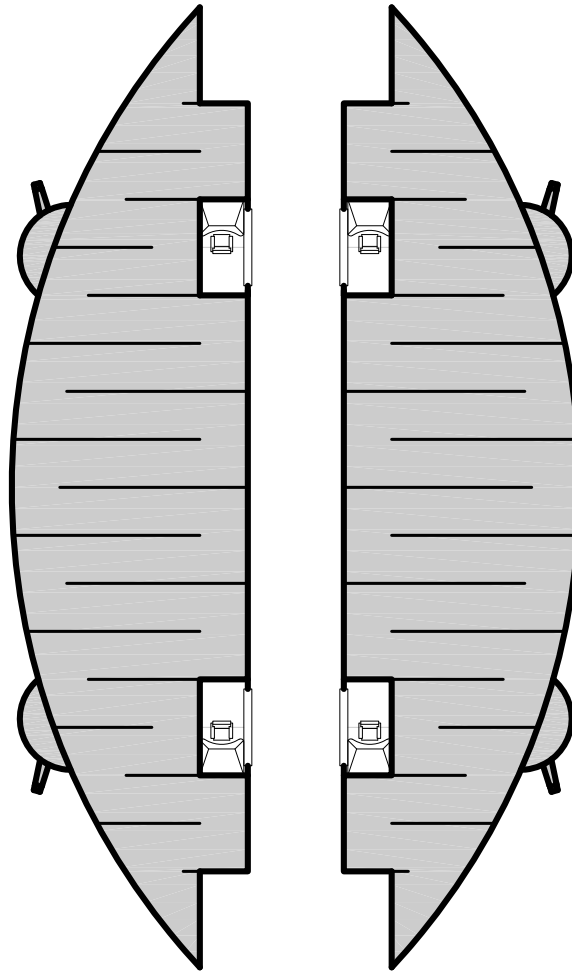
Notes:

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

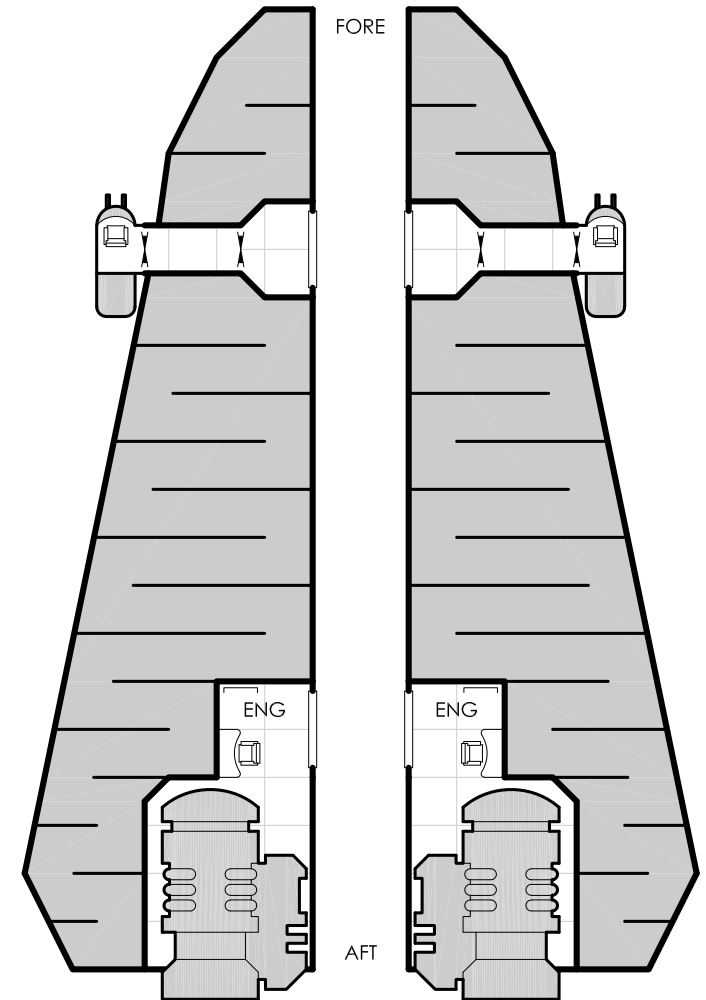
AF4 Aerofins



AF5 Aerofins



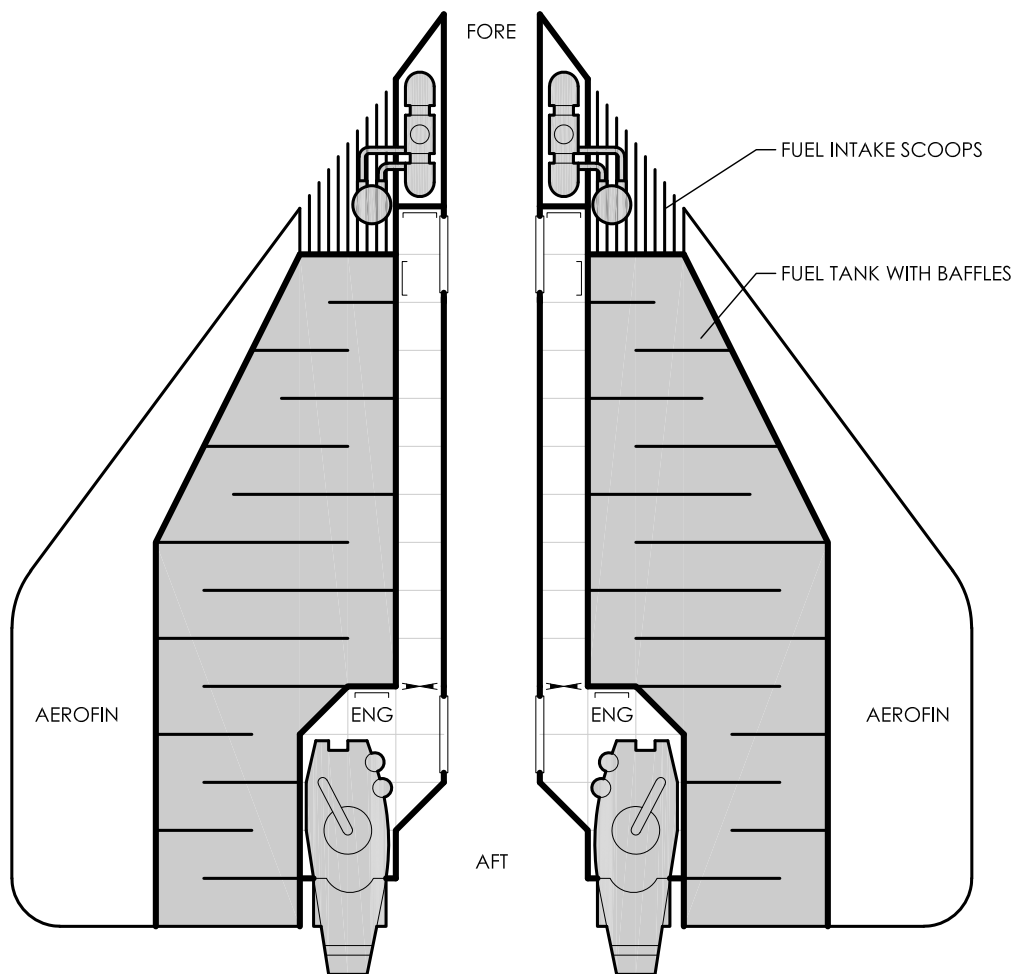
AF6 Aerofins



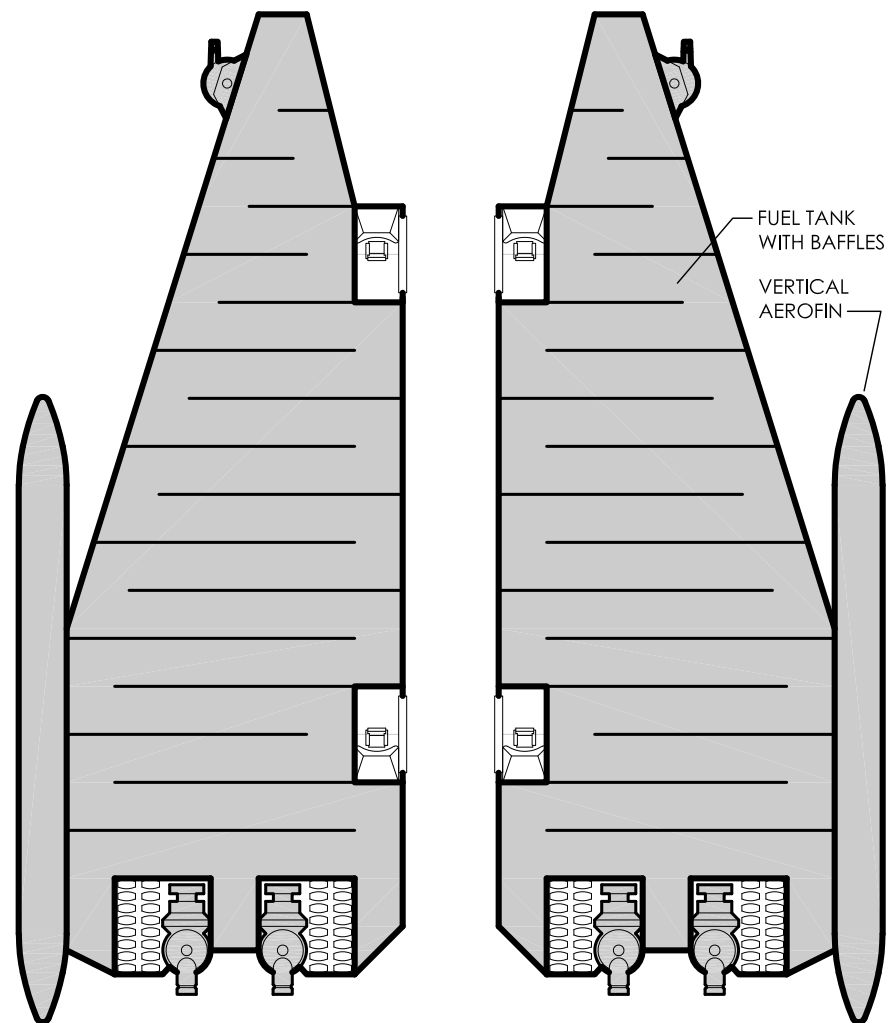
Notes:

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

AF7 Aerofins

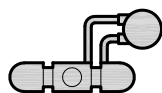


AF8 Aerofins

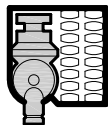


Notes:

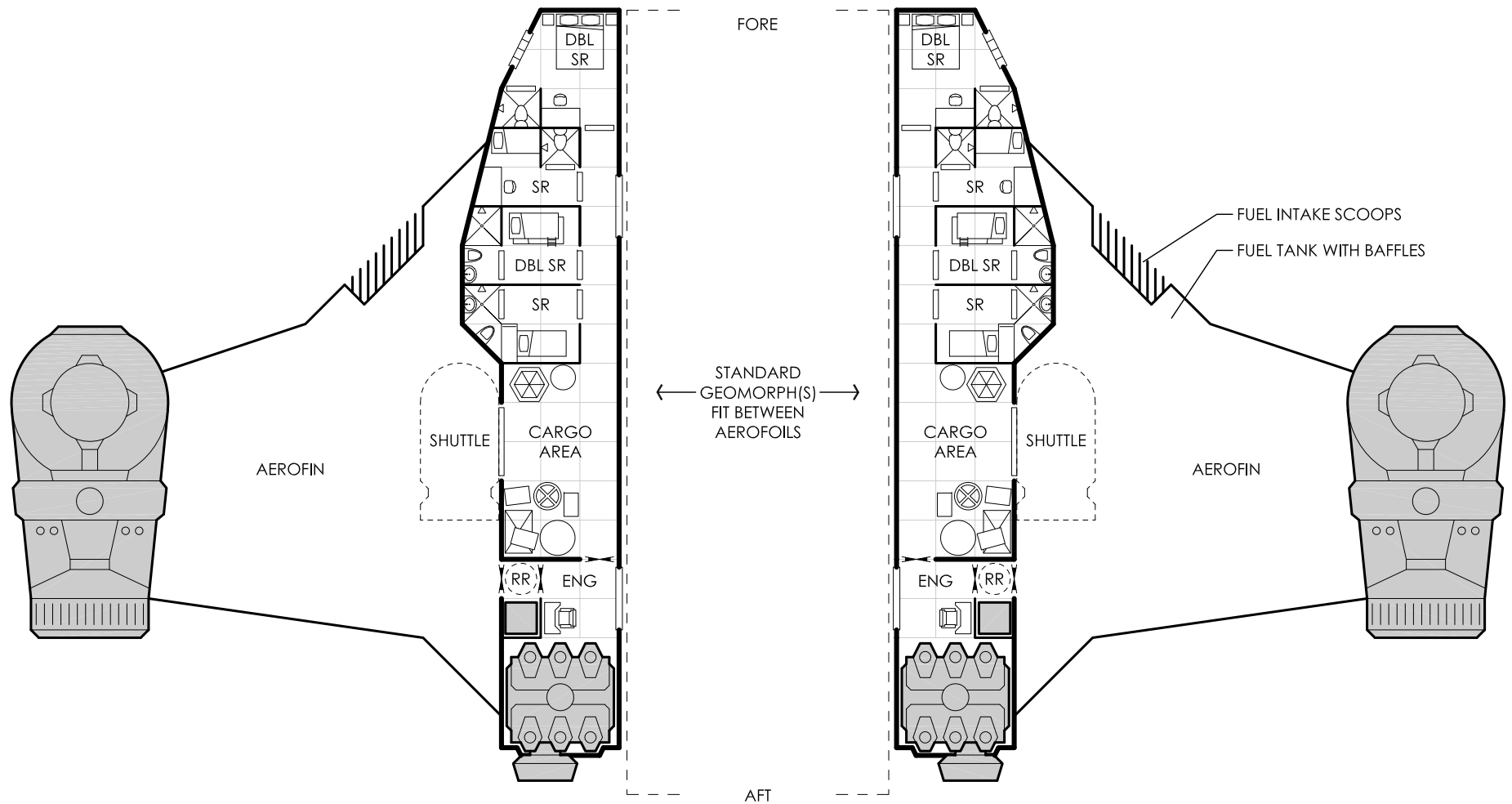
- Aerofins are provided for both port and starboard locations.



FUEL
PROCESSOR



SANDCASTER
TURRETS



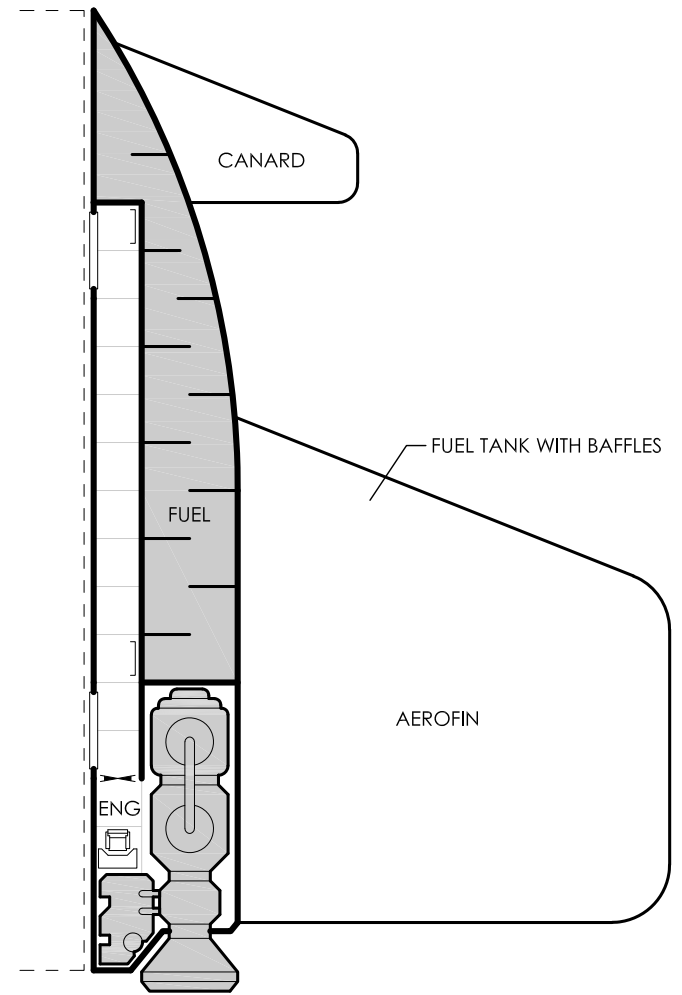
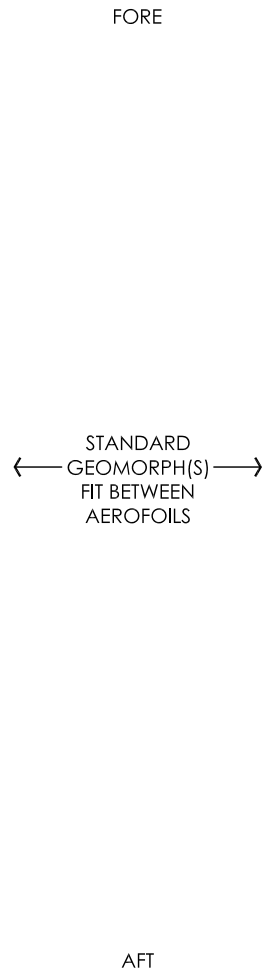
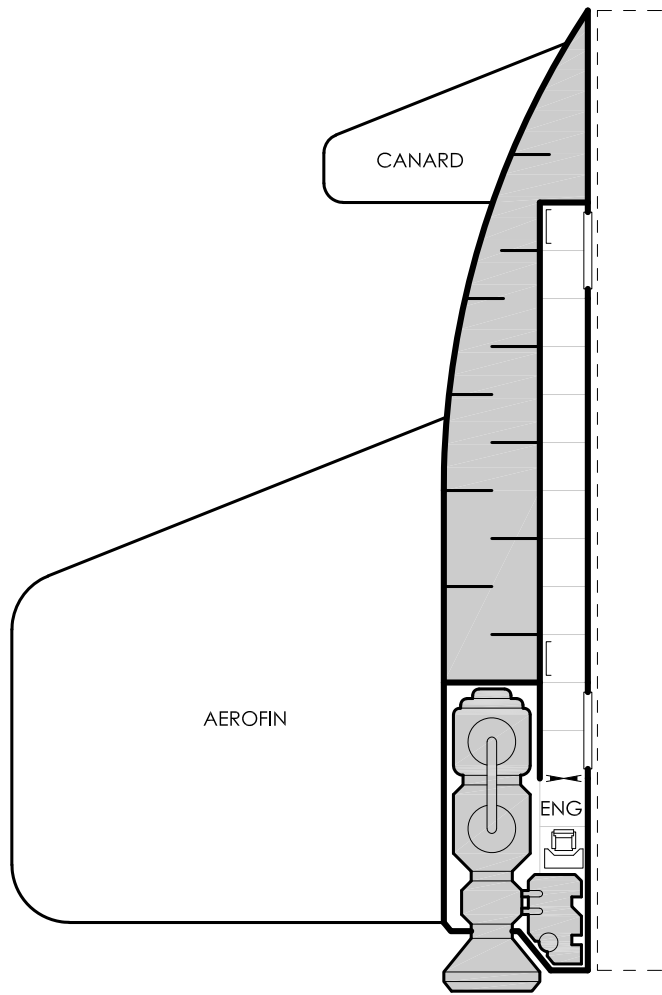
Notes:

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



REPAIR
ROBOT
ALCOVE

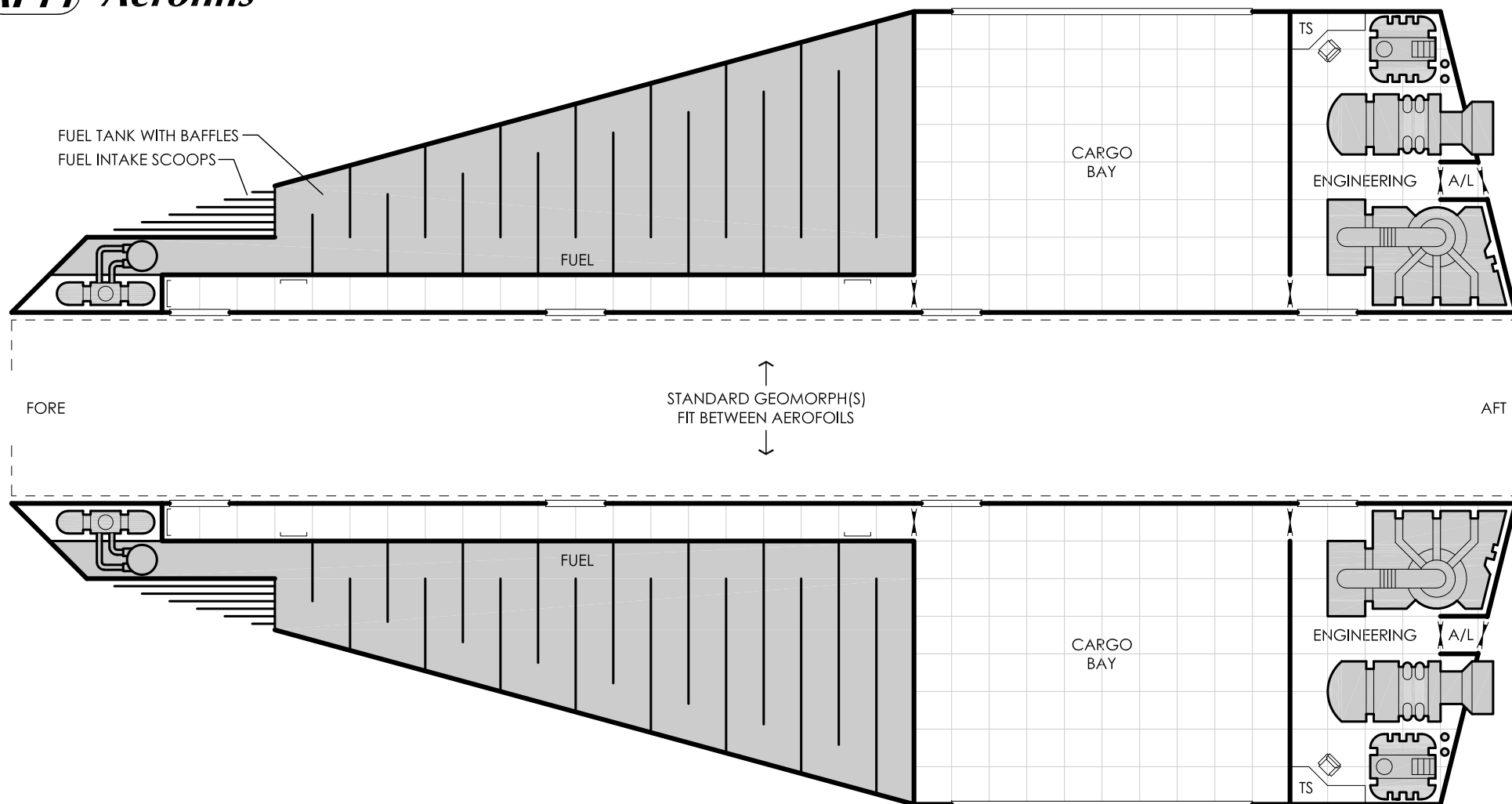
AF10 Aerofins



Notes:

- Aerofins are provided for both port and starboard locations.

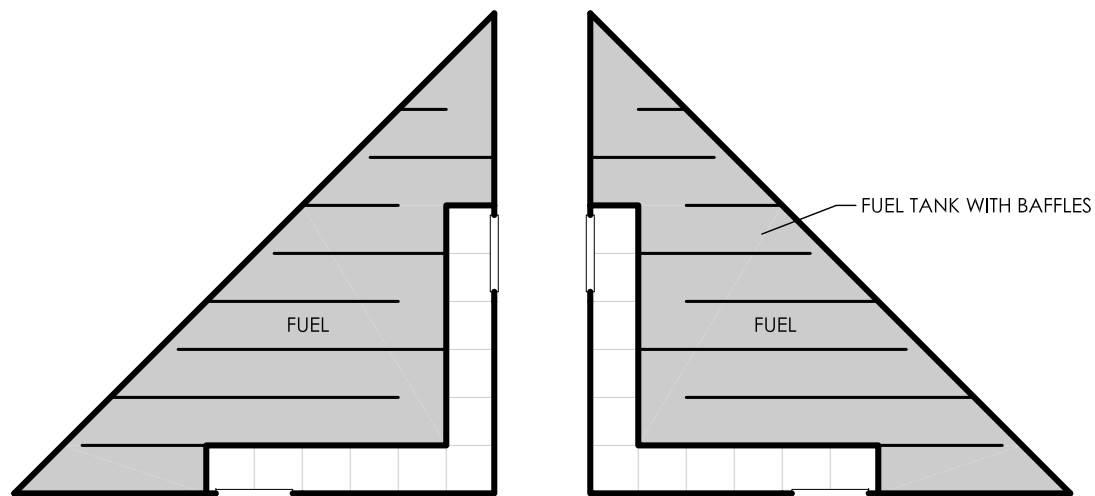
AF11 Aerofins



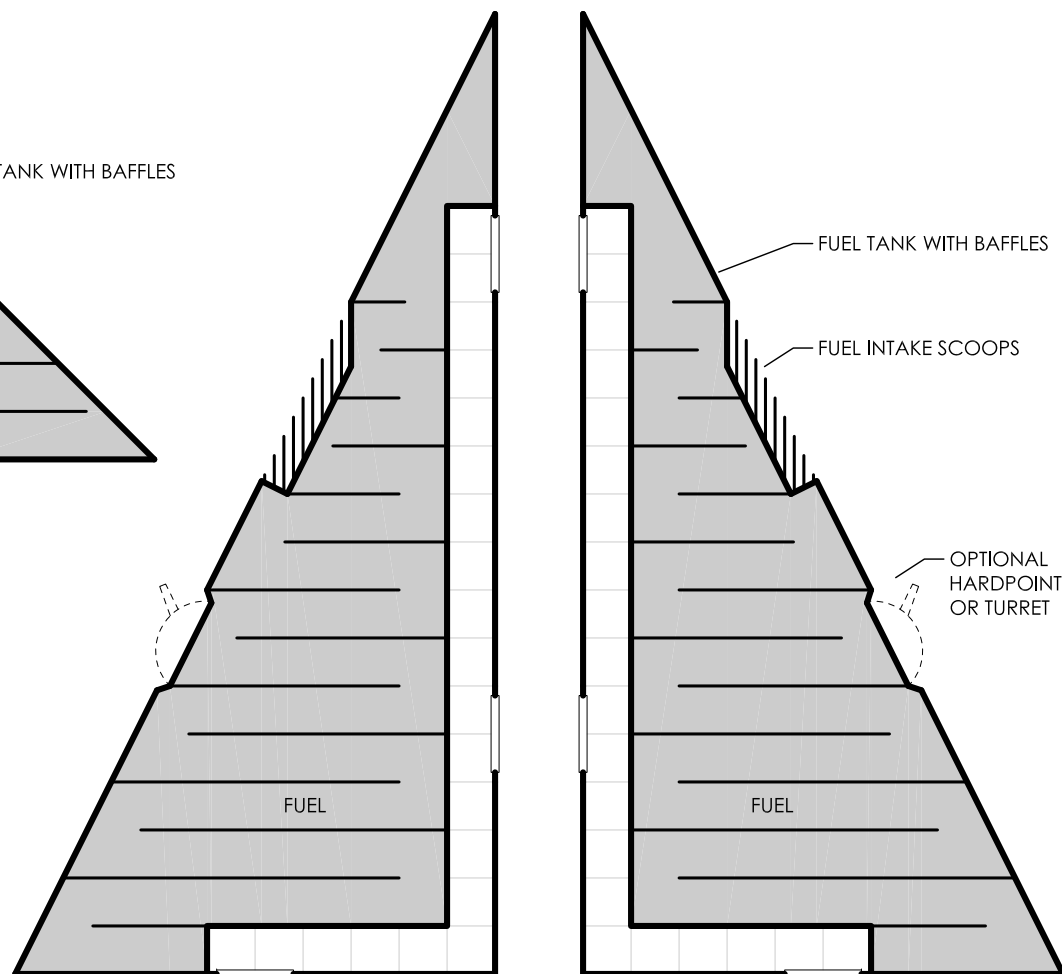
Notes:

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

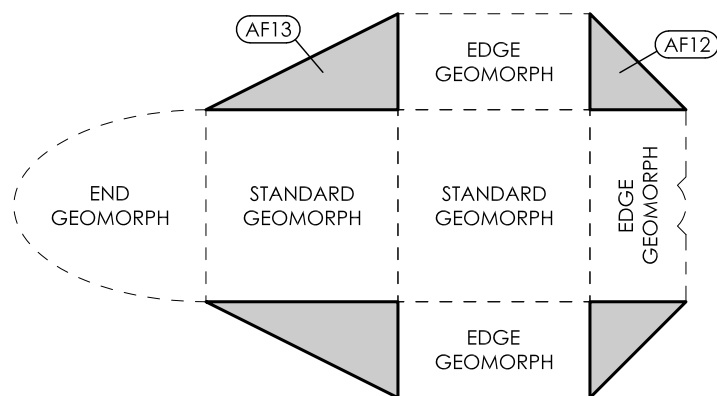
AF12 Aerofins - Corner Transition



AF13 Aerofins - Corner Transition



Sample Usage:



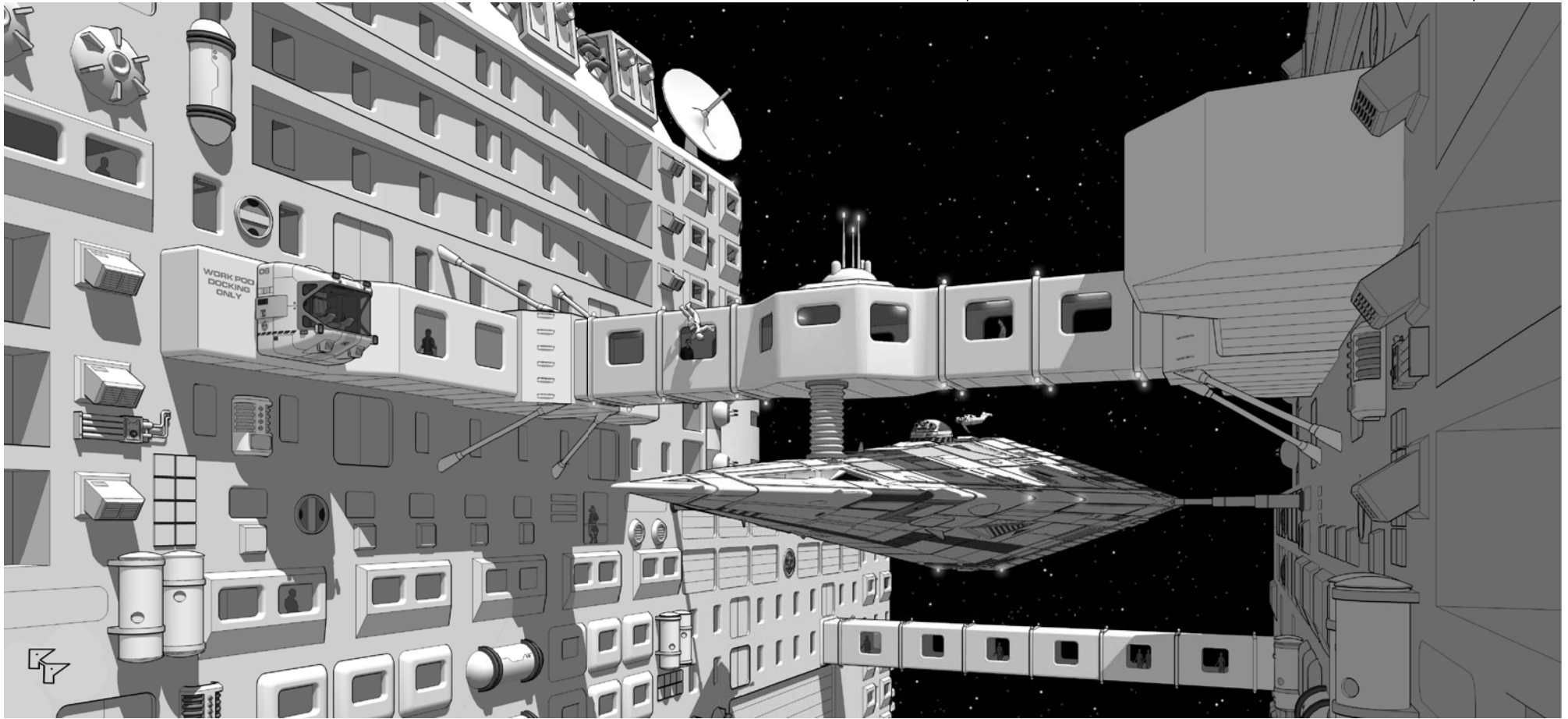
Notes:

- 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

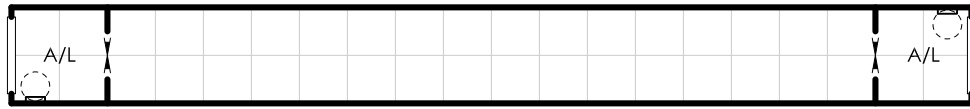
Connecting bridges serve as a pedestrian and small utility vehicle link between the large structures of a space station, starport, or building. They may also act as docks for small craft and starships, observation areas, and security checkpoints.

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

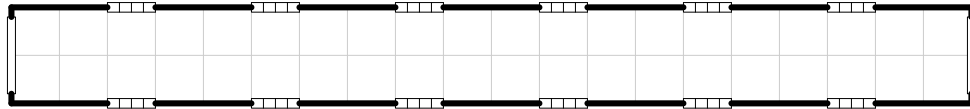


A typical Type S Scout Ship docks at a connecting bridge via a vertical umbilical for light repairs.

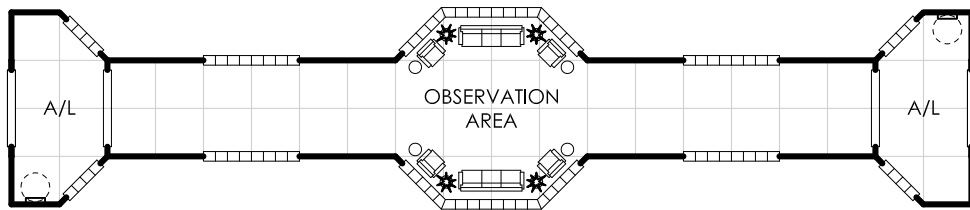
CB1 *Connecting Bridge*



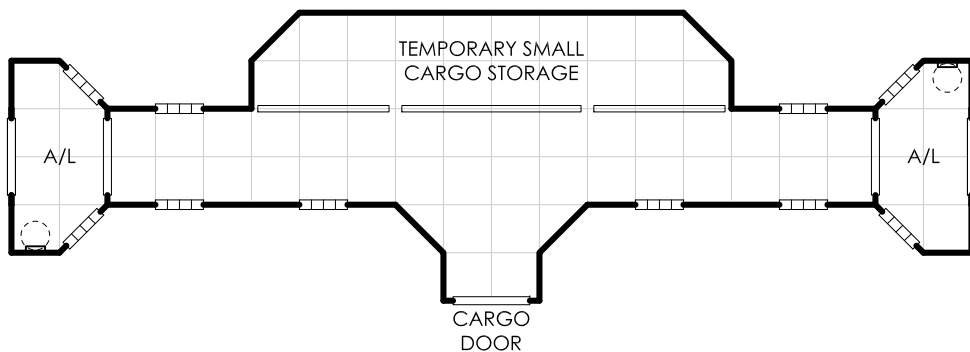
CB2 *Connecting Bridge*



CB3 *Connecting Bridge*

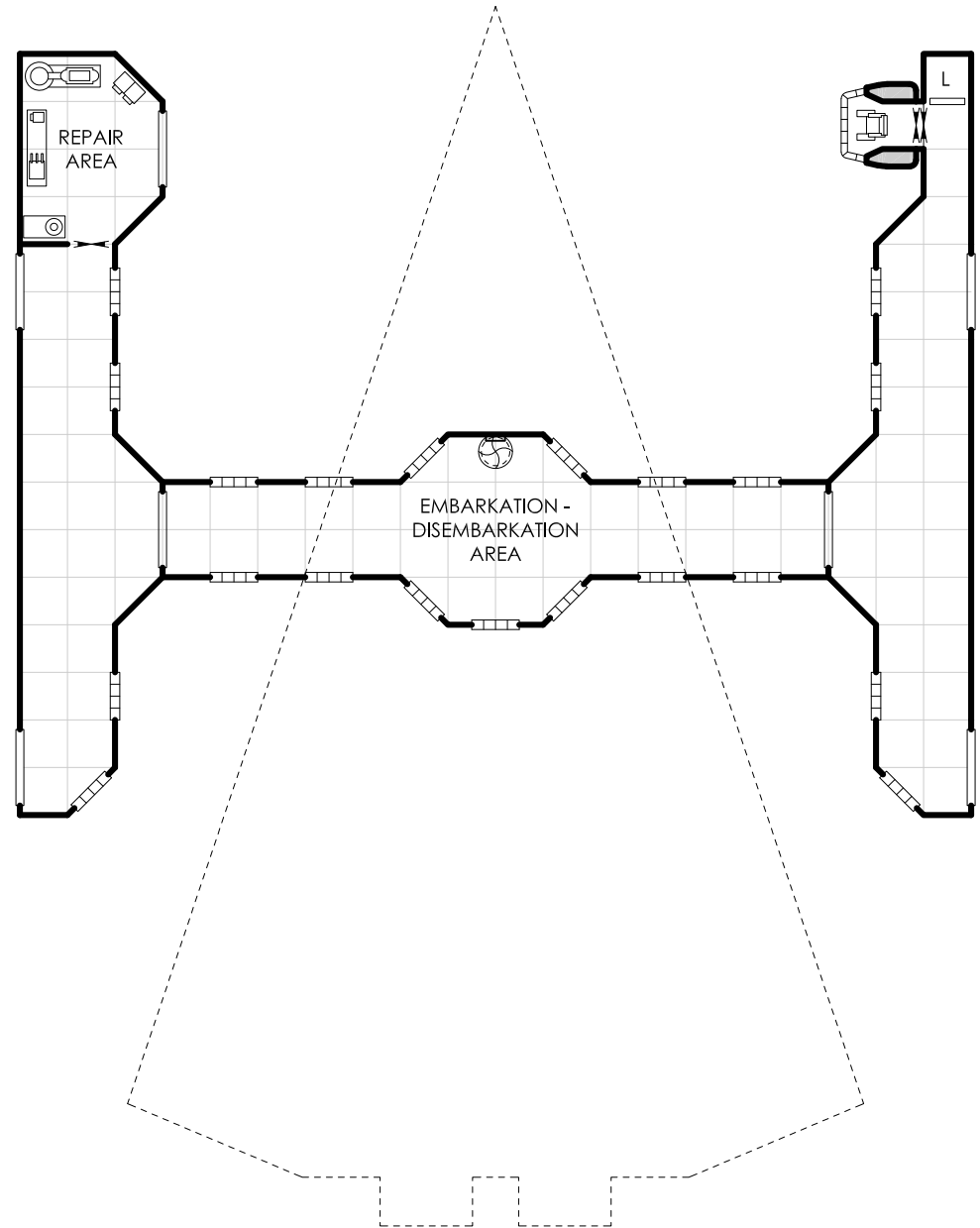


CB4 *Connecting Bridge w/ Cargo*



- 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.

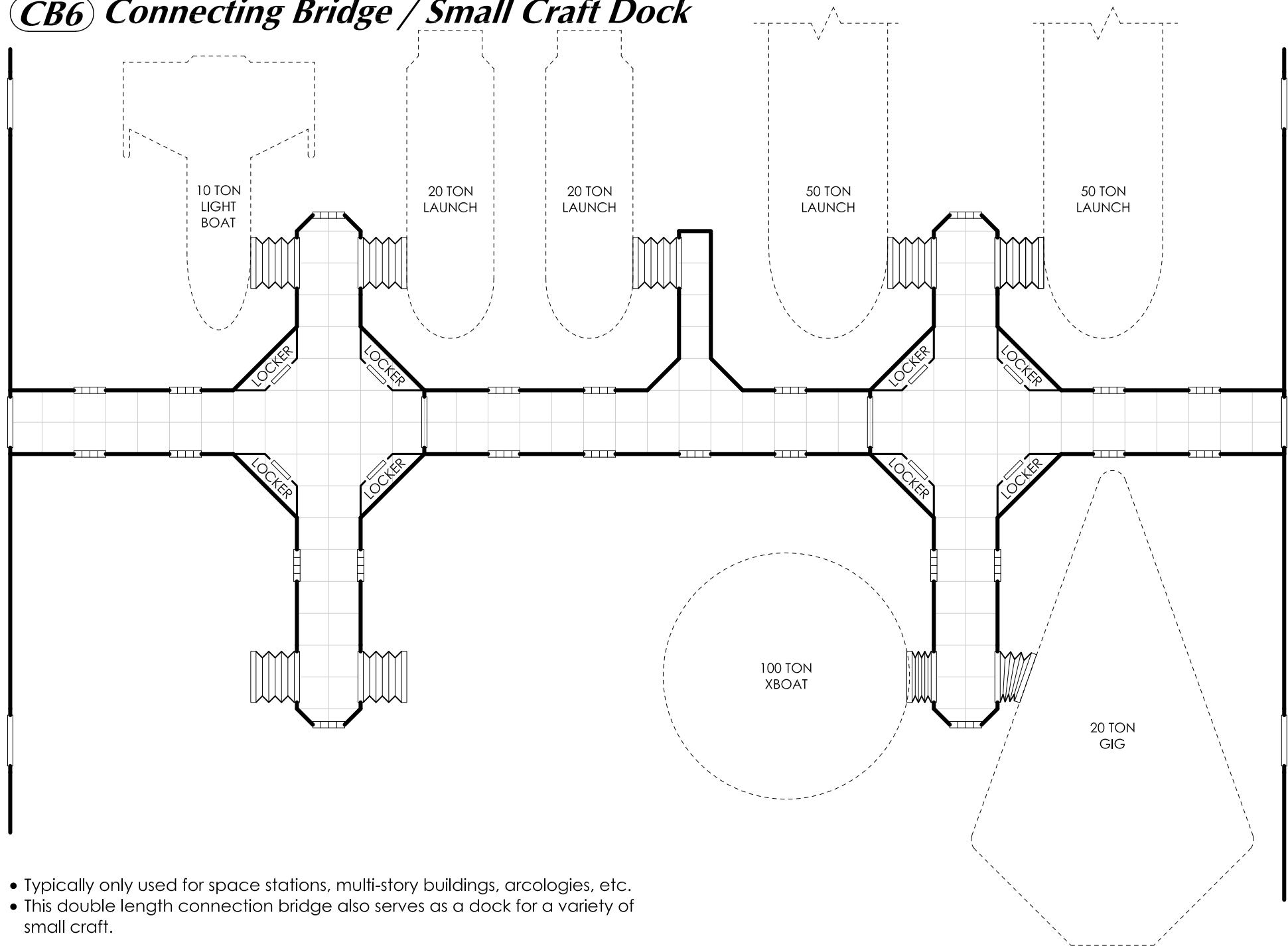
Connecting Bridge / Ship Dock **CB5**



- 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.



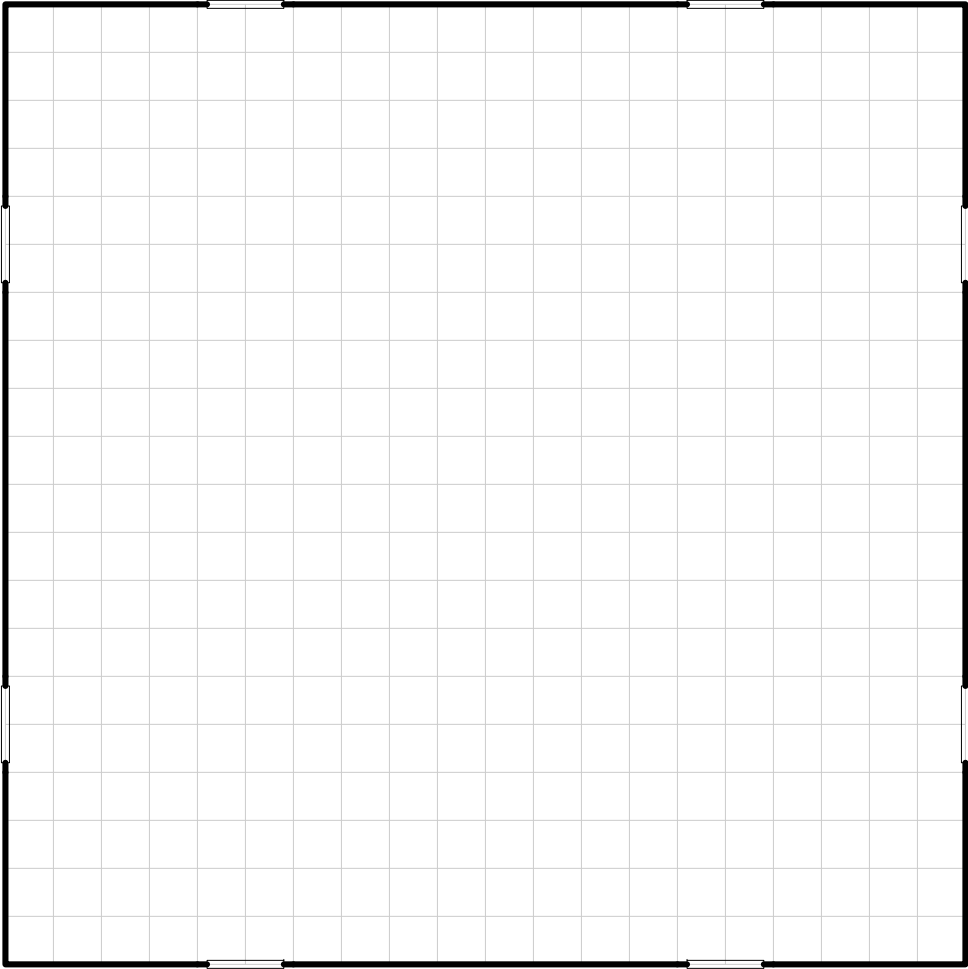
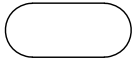
CB6 *Connecting Bridge / Small Craft Dock*



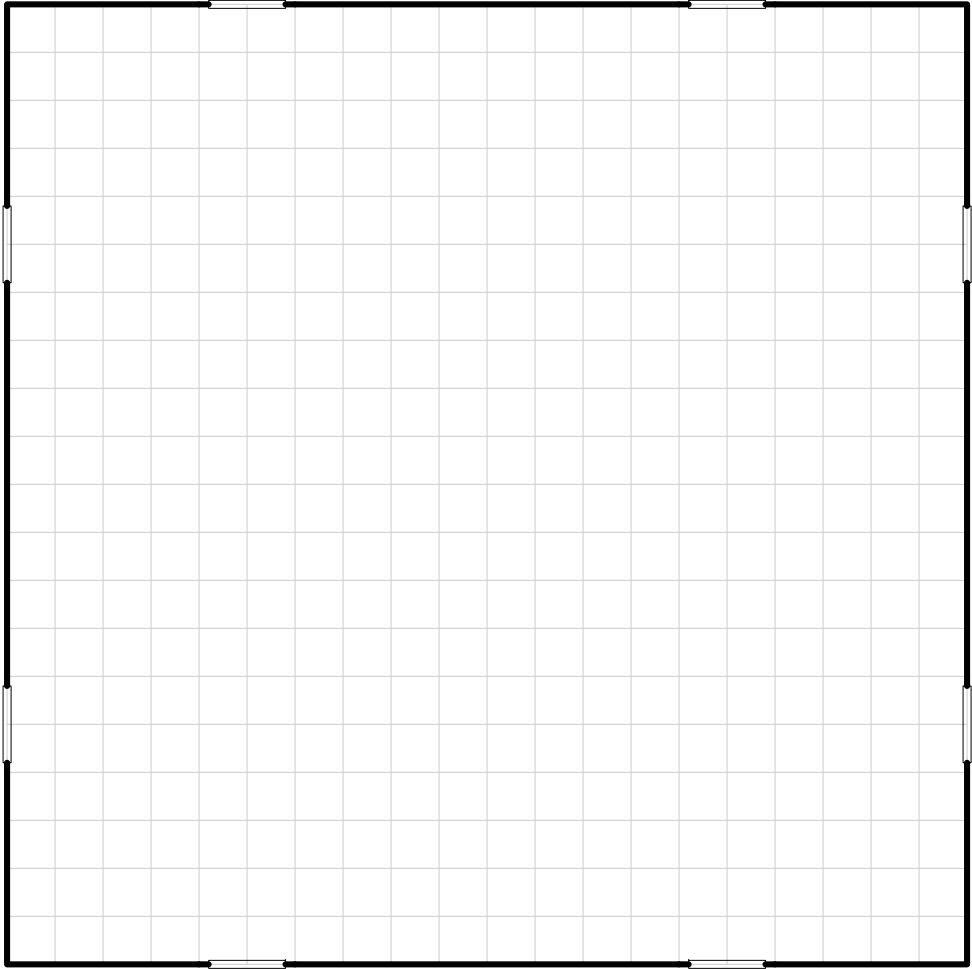
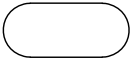
- Typically only used for space stations, multi-story buildings, arcologies, etc.
- This double length connection bridge also serves as a dock for a variety of small craft.

Section 6

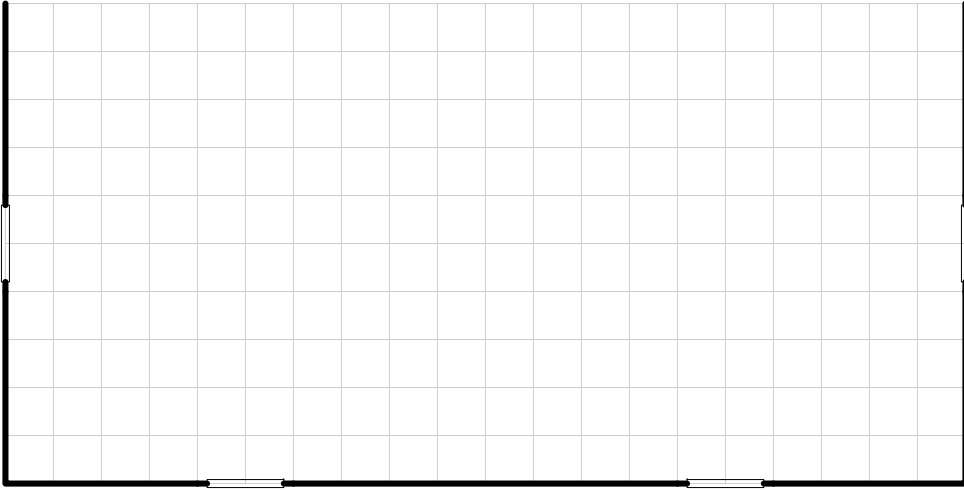
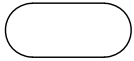
Blank Geomorphs



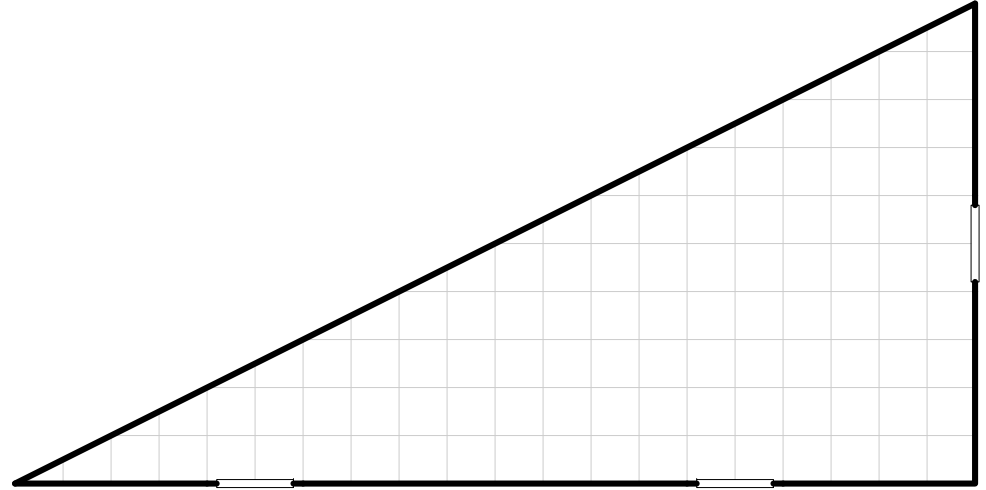
Notes: _____



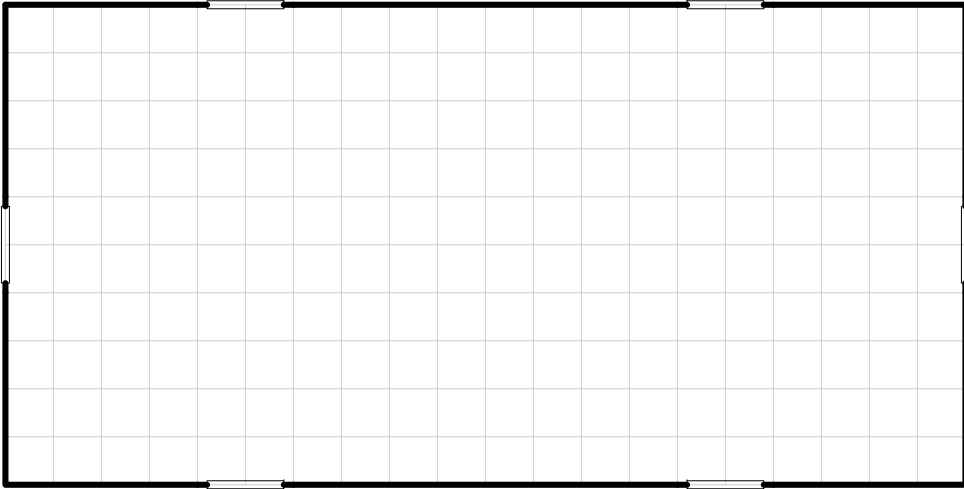
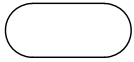
Notes: _____



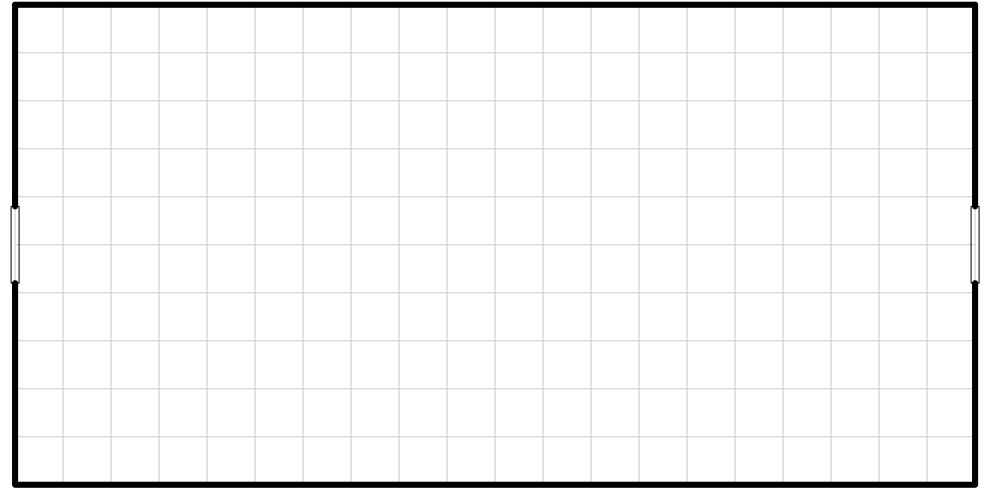
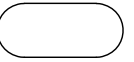
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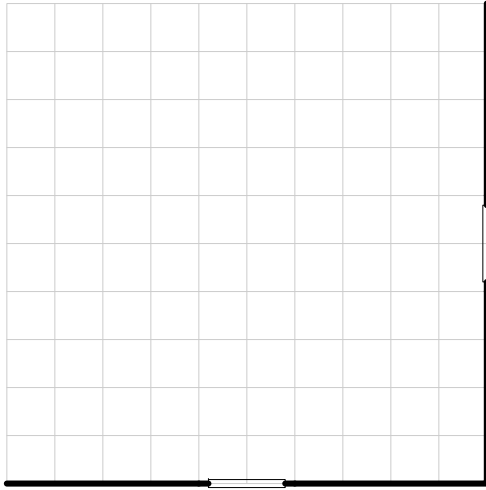
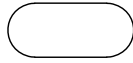
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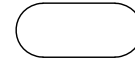
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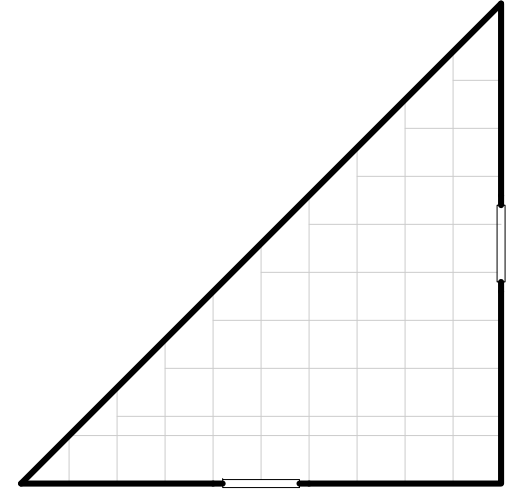
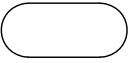
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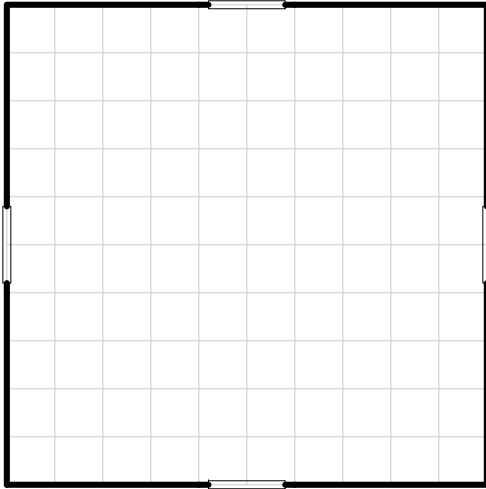
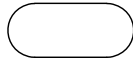
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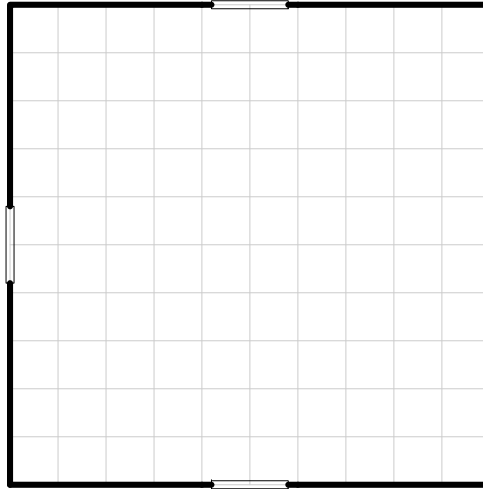
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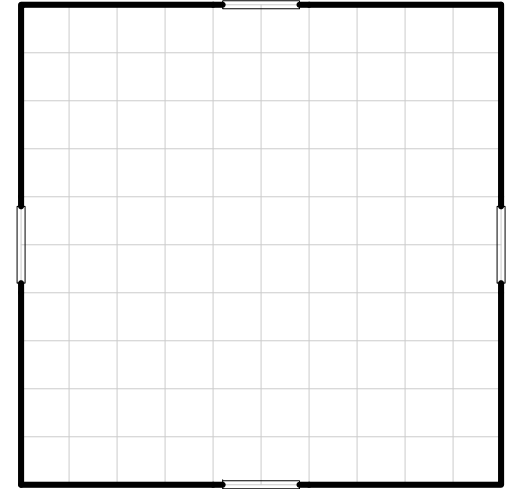
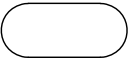
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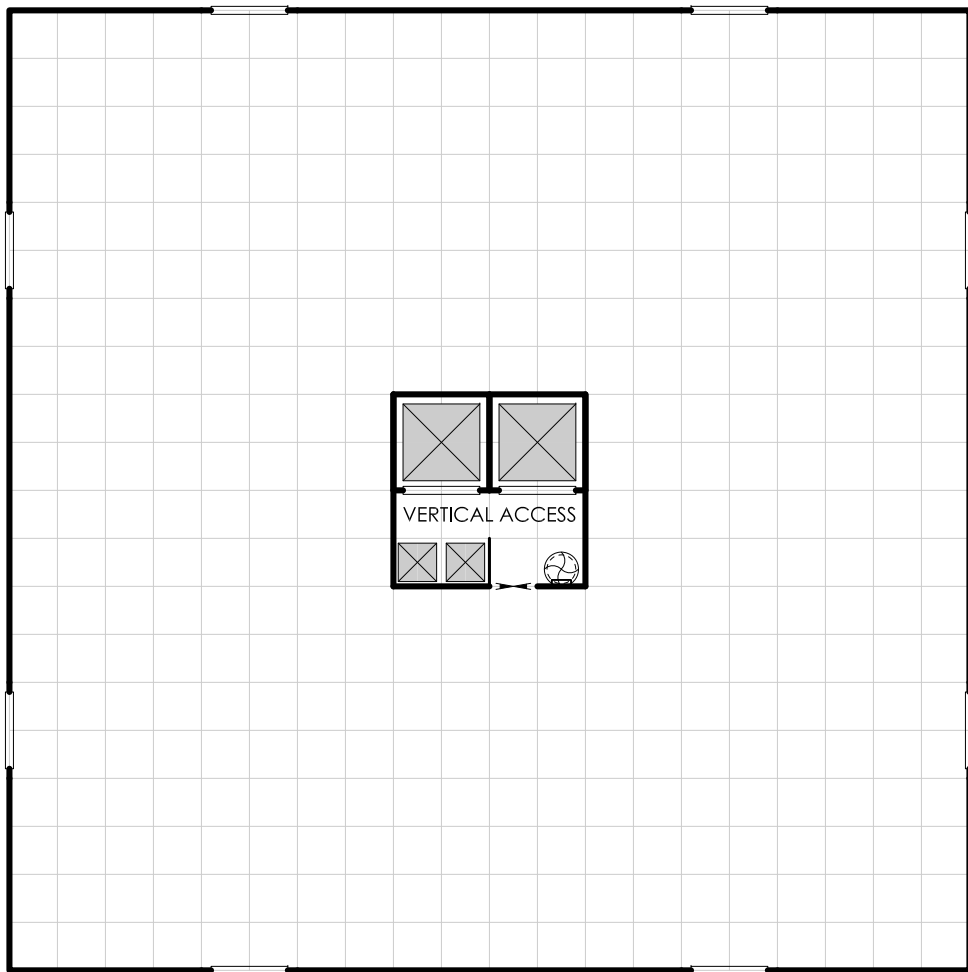
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Notes: _____

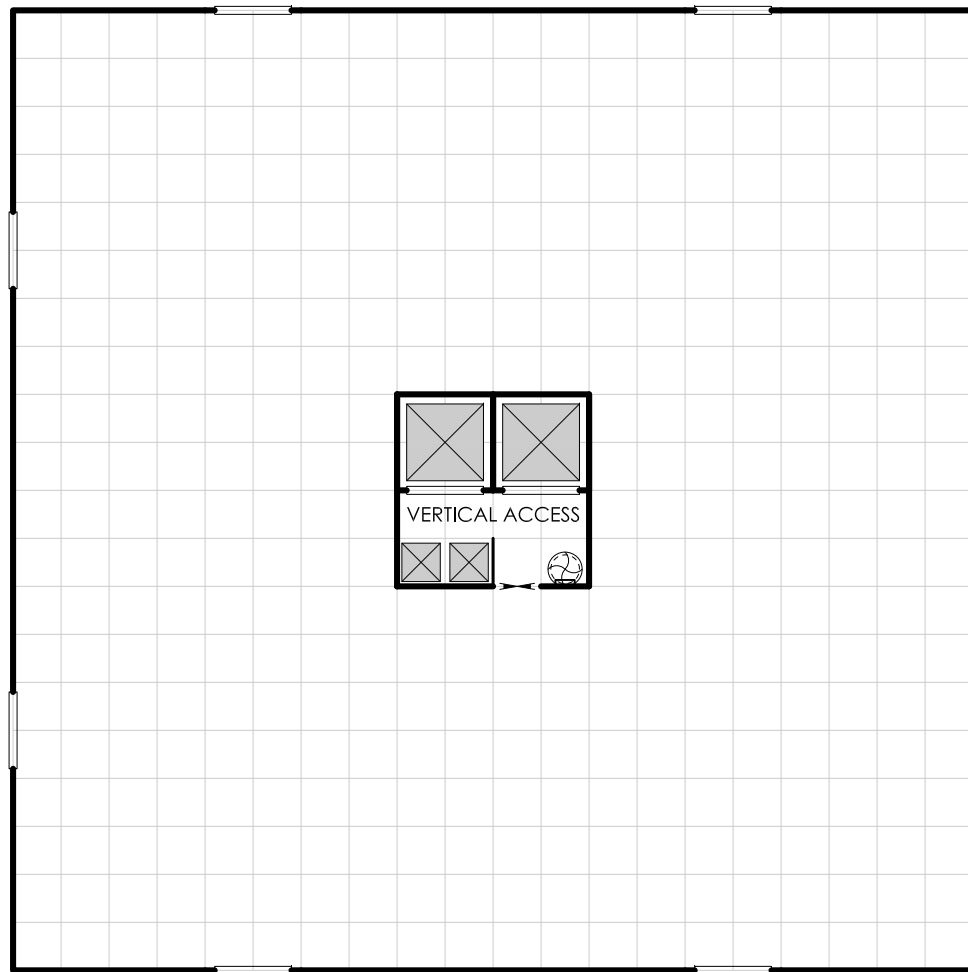


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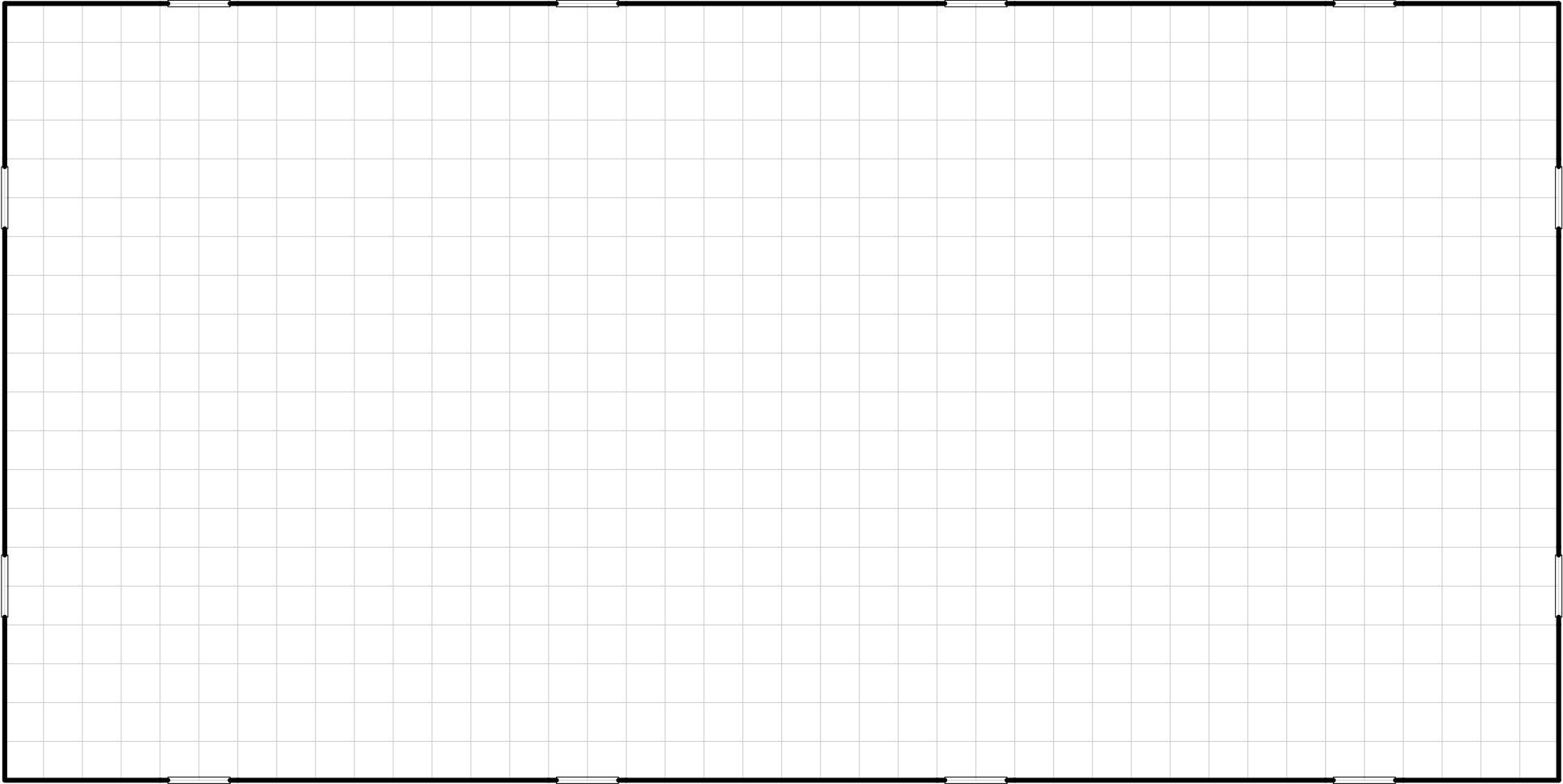
Notes:

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

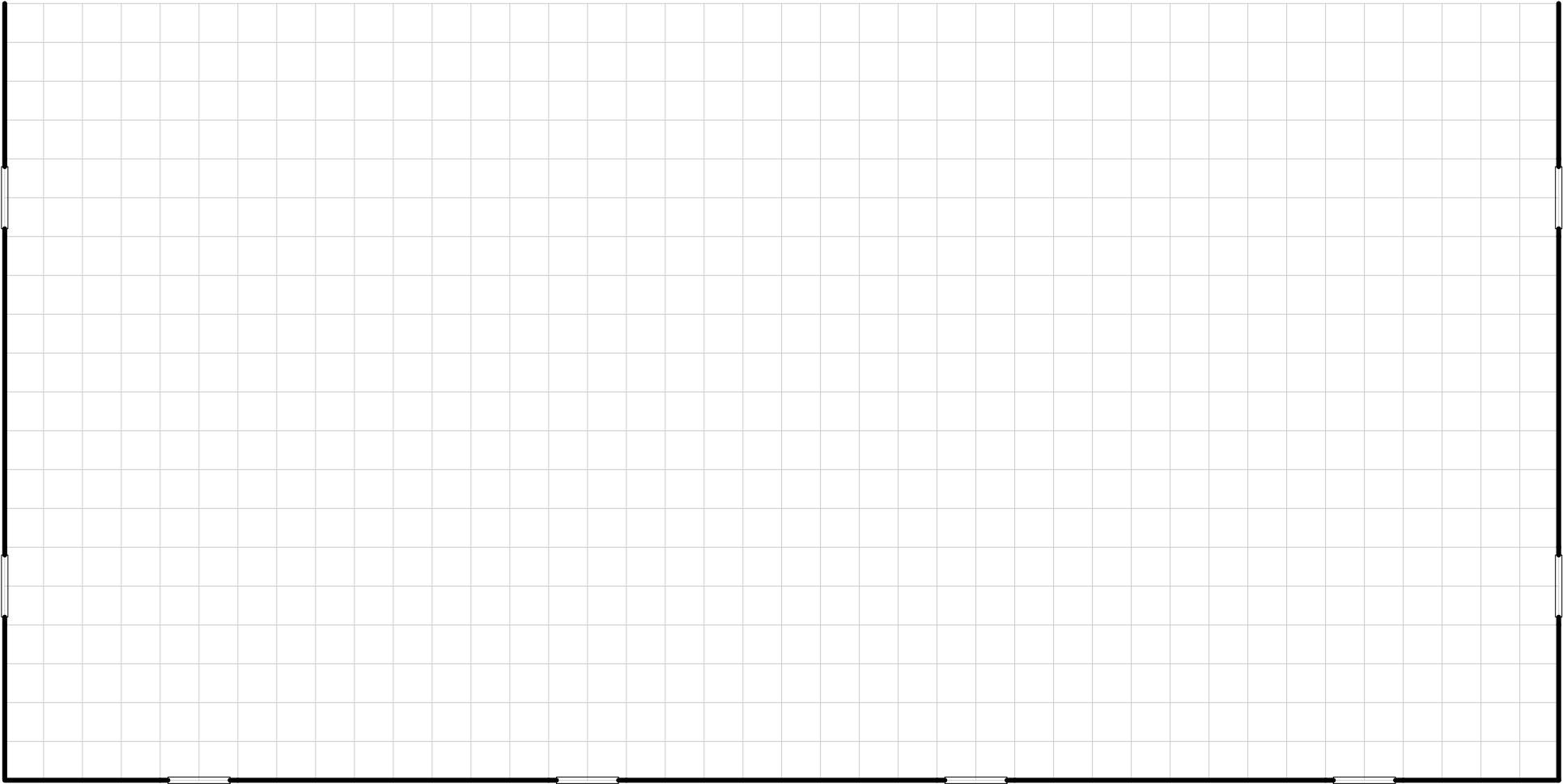


Notes:

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



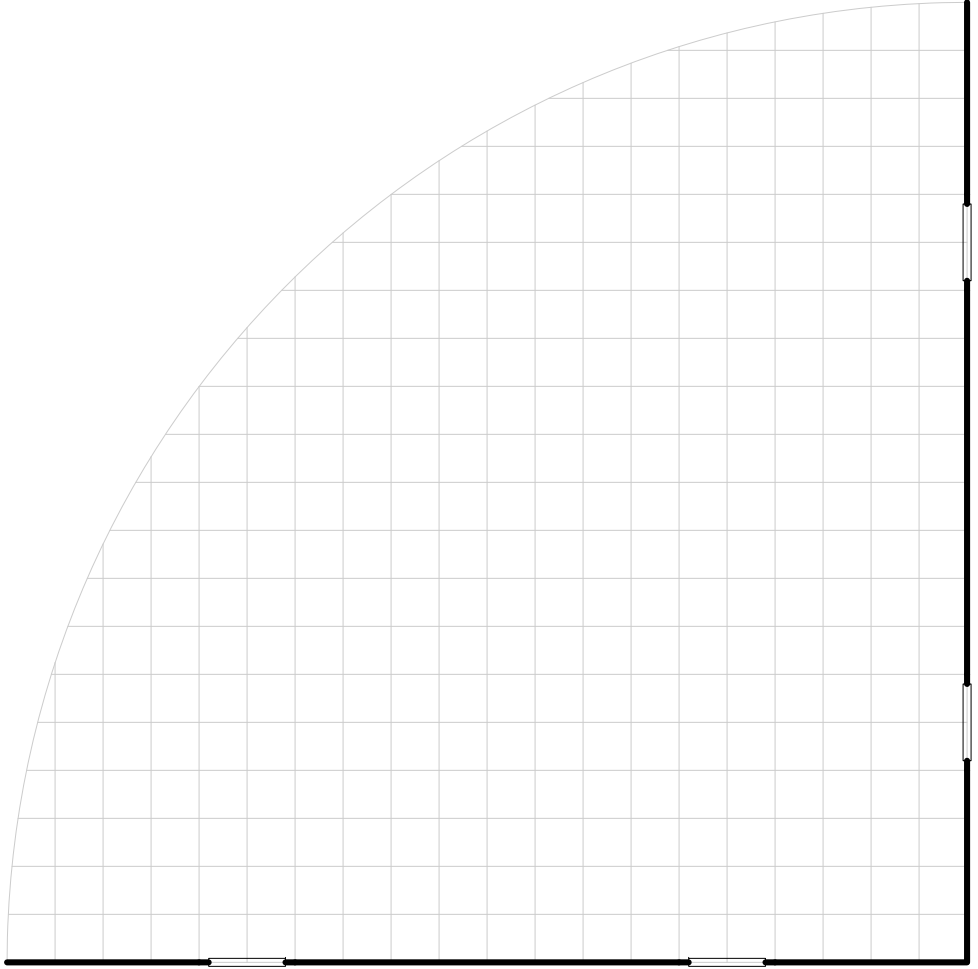
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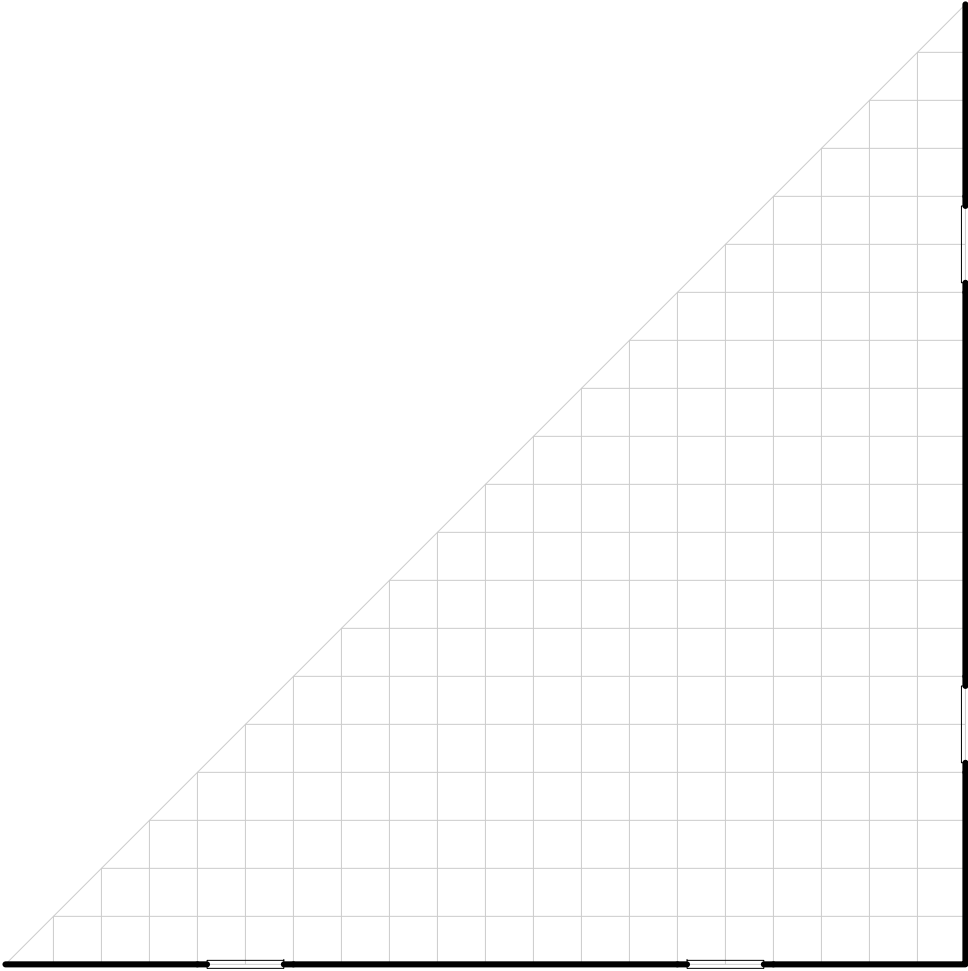
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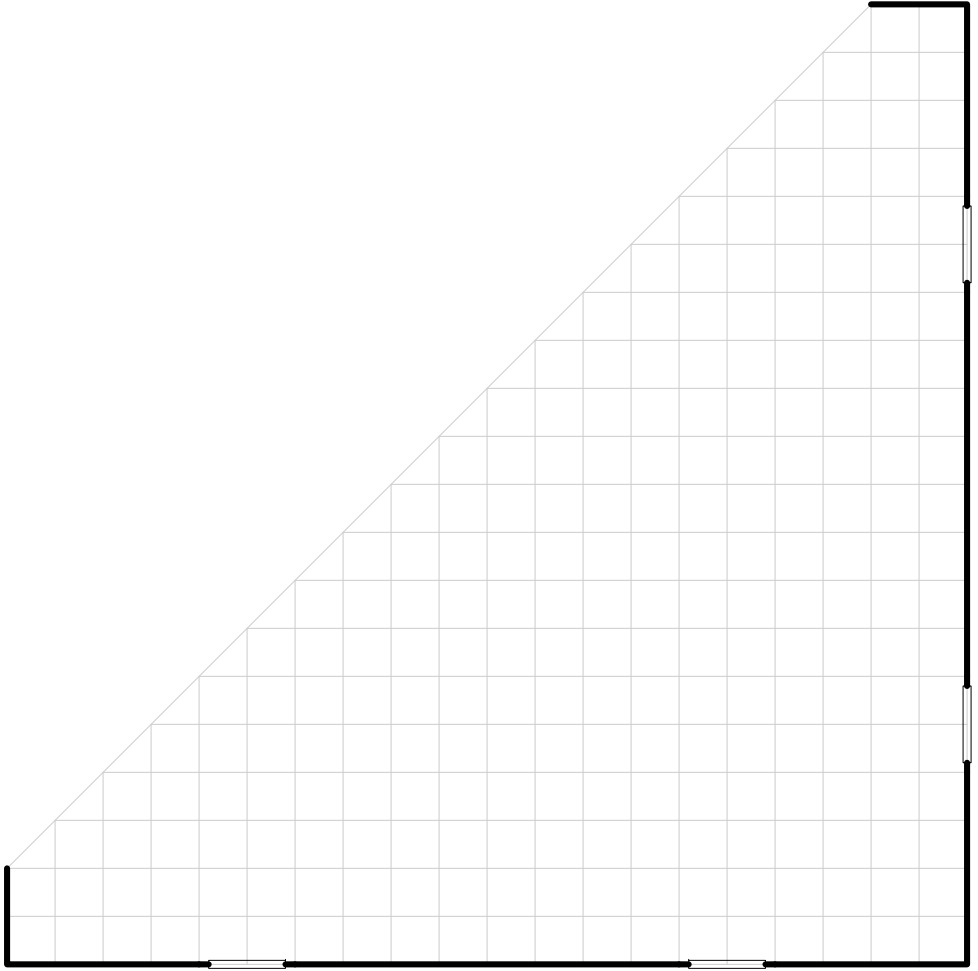
Notes:



Notes:



Notes: _____



Notes: _____

Index - Standard Geomorphs

Standard Geomorphs

101	Multi purpose	141	50 Ton Launch / Multi purpose	181	Engineering
102	Research Deck	142	50 Ton Launch / Multi purpose	182	Multi purpose
103	Cargo Bay - Full	143	50 Ton Launch / Crew Quarters	183	Gig Hangar
104	Cargo Bay - Empty	144	Engineering / Passenger Deck	184	Multi purpose
105	Engineering/Sensor Ops	145	Engineering - Lower	185	Multi purpose
106	Fighter Hangar/Crew Area	146	Engineering - Upper	186	Medical Bay
107	Robotics Lab	147	Fighter Hangar / Engineering	187	Passenger Deck
108	Barracks	148	Fighter Hangar	188	Escape Pods
109	Brig / Prison	149	Fighter Hangar	189	Multi purpose
110	Fuel Deck	150	Barracks	190	Multi purpose
111	Arboretum - Lower	151	Multi purpose	191	Vehicle Bay
112	Arboretum - Upper	152	Passenger Staterooms	192	Holodeck
113	Bridge / Multi purpose	153	Starship Hangar	193	Multi purpose
114	Engineering	154	Starship Cradle	194	Multi purpose
115	Fighter Hangar - Lower	155	30 Ton Shuttle/Multi purpose	195	Multi purpose
116	Fighter Hangar - Upper	156	Multi purpose	196	Multi purpose
117	Battery Deck	157	Engineering / Crew Quarters	197	Multi purpose
118	Multi purpose	158	Fuel Deck / Crew Quarters	198	Multi purpose
119	Hydroponics Bay	159	Cargo Bay - Full	199	Engineering
120	Agricultural Bay	160	Cargo Bay - Empty	200	Engineering
121	Multi purpose	161	Engineering	201	Multi purpose
122	Medical Research	162	Multi purpose	202	Engineering
123	Multi purpose	163	Drop Capsule / Troop Deck	203	Elevator Core
124	Engineering	164	Dropship Bay	204	Elevator Core
125	Cargo Bay - Full	165	Multi purpose	205	Elevator Core
126	Cargo Bay - Empty	166	Engineering / Fuel Deck	206	Multi purpose
127	50 Ton Launch Bay	167	50 Ton Shuttle Hangar	207	Passenger Deck
128	Fuel Refinery	168	Steerage / Engineering	208	Drop Capsule Deck
129	Multi purpose	169	Sports Complex	209	Passenger Deck
130	Multi purpose	170	Auditorium	210	Auditorium
131	Multi purpose	171	Engineering / Crew Quarters	211	Waste Processing
132	Low Berth Deck	172	Engineering / Crew Quarters	212	Scout / Survey Deck
133	Scrap / Recycling	173	Fighter Hangar	213	Promenade - Retail / Food / Bar
134	Engineering	174	Fuel Deck	214	Promenade - Casino
135	Starship Cradle	175	Engineering	215	Security Checkpoint
136	Starship Cradle	176	Engineering	216	Engineering / Sensor Ops
137	Command Center	177	Arboretum	217	Cargo Bay / 20 Ton Launch
138	Crew Quarters	178	Arboretum / Multi purpose	218	Drop Capsules / Troop Deck
139	Construction Deck - Lower	179	Multi-purpose	219	Hydroponics / Carniculture
140	Construction Deck - Upper	180	Engineering	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

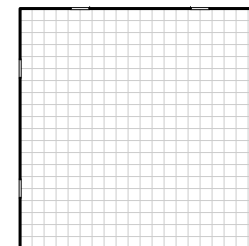
Edge Geomorphs

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 Barquette 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

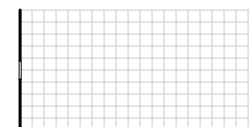
501 Fuel Deck	541 Cargo Bay - Empty	581 Engineering
502 Fuel Deck	542 Cargo Bay	582 Engineering
503 Fuel Deck	543 Arboretum	583 Engineering
504 Fuel Refinery	544 Arboretum	584 Engineering
505 Fuel Deck/Gunnery	545 Arboretum	585 Multi purpose
506 Bridge/Crew Area	546 Arboretum	586 Multi purpose
507 Bridge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



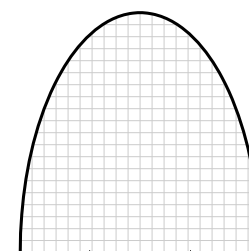
Standard Geomorph



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

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

Specialty Geomorphs

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.

