

SHIP NAME

MAKE / MODEL / CLASS

SIZE & FRAME

SPEED MANEUVERABILITY

RATING HYPERSPACE ENGINE

PCU POWER CORE

SHIELDS

SENSORS

PORT WEAPONS

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES



COMPLEMENT

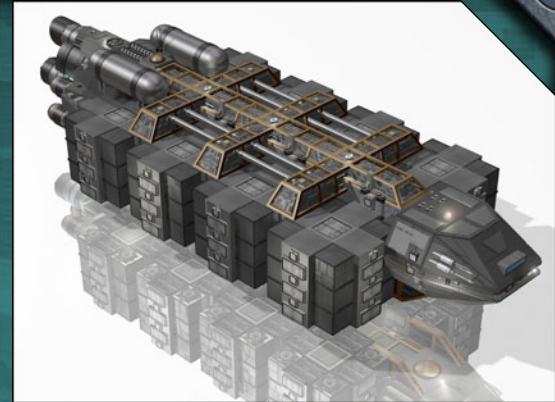


MODIFIERS

TIER

TURRETS

FORWARD WEAPONS



AC = 10+ PILOT + ARMOR + SIZE + MISC

TL = 10+ PILOT + COUNTER + SIZE + MISC

HULL TOTAL CURRENT

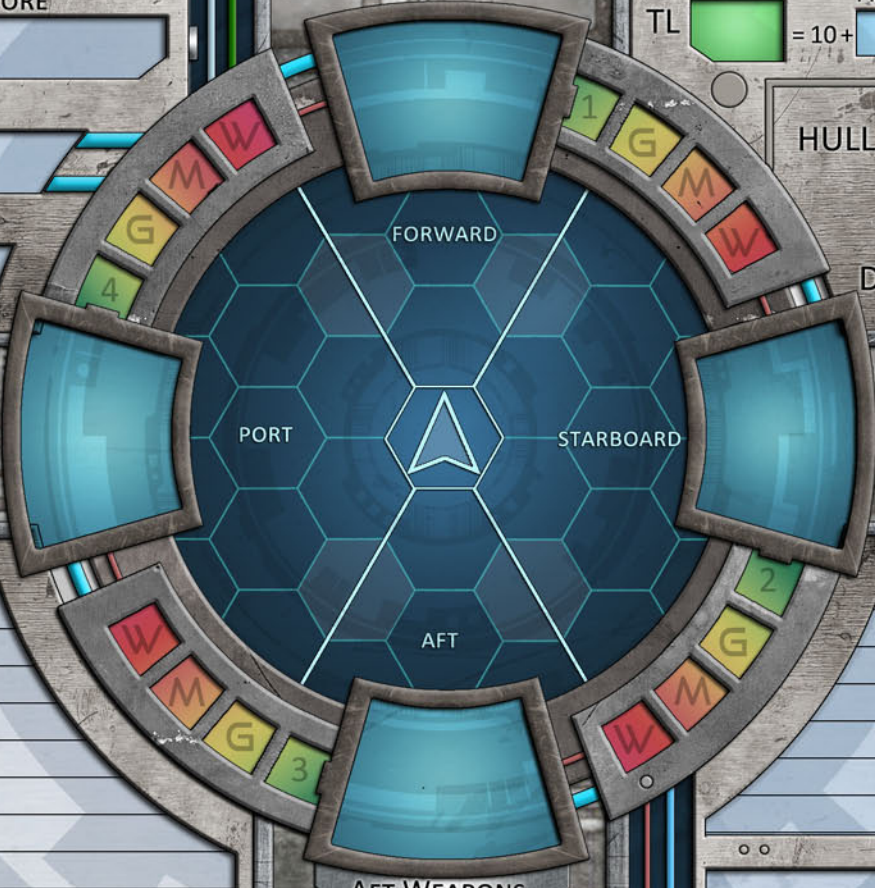
THRESHOLDS DT CT

STARBOARD WEAPONS

SYSTEMS

EXPANSION BAYS

CARGO & PASSENGERS



AFT WEAPONS

01 - 10 CRITICAL DAMAGE

LIFE SUPPORT

11 - 30

SENSORS

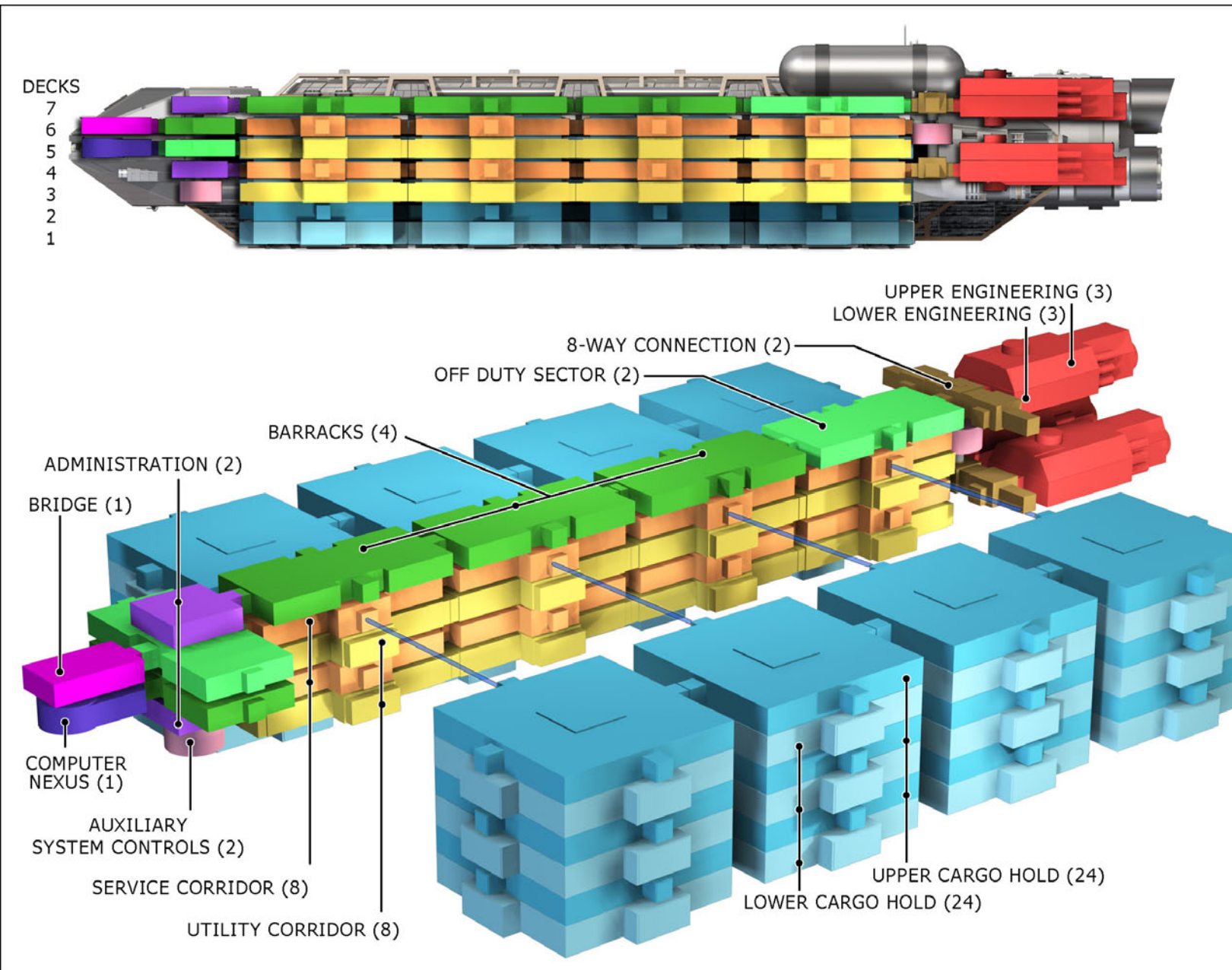
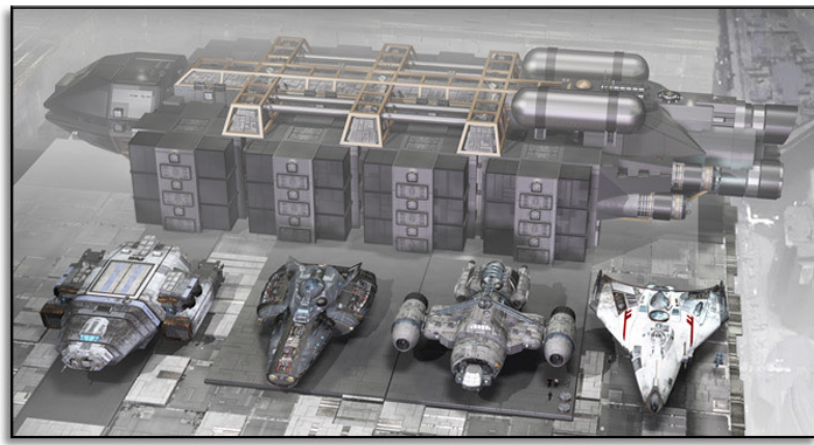
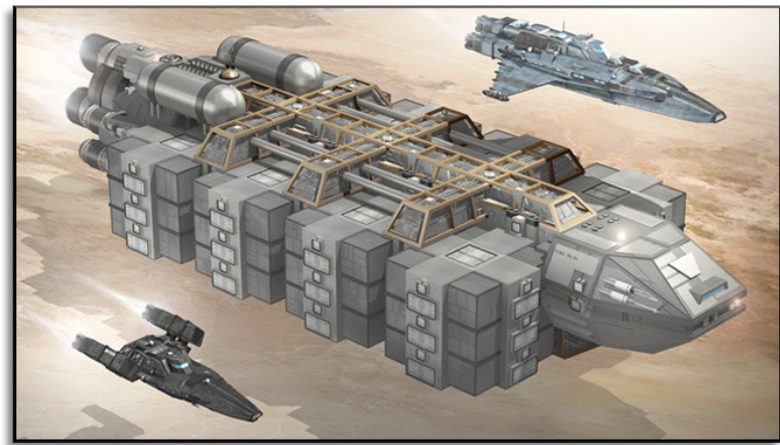
31 - 60 WEAPONS

61 - 80

ENGINES

81 - 00

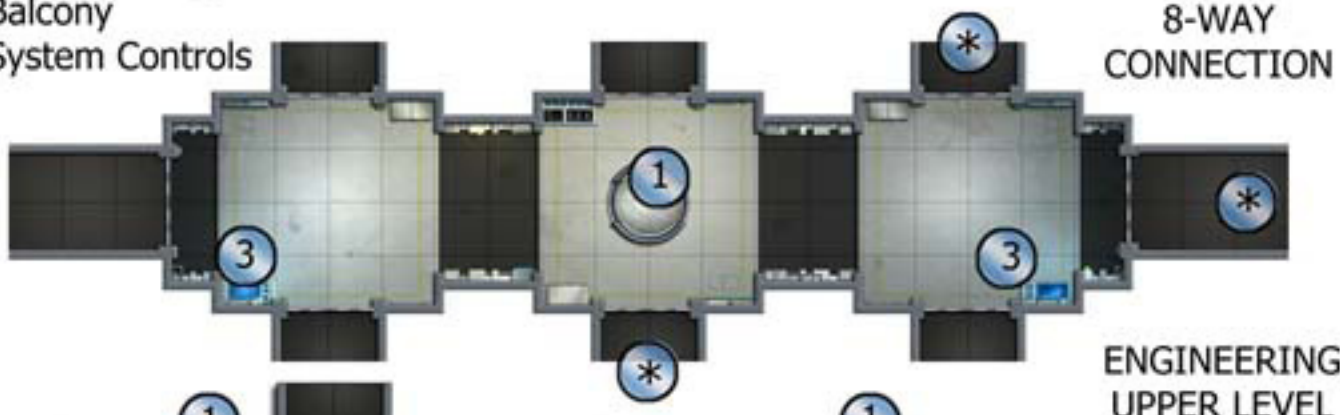
POWER CORE



- 1. Lift
- 2. Storage
- 3. Miscellaneous Monitoring Systems
- 4. Power Core
- 5. Induction Engine
- 6. Balcony
- 7. System Controls

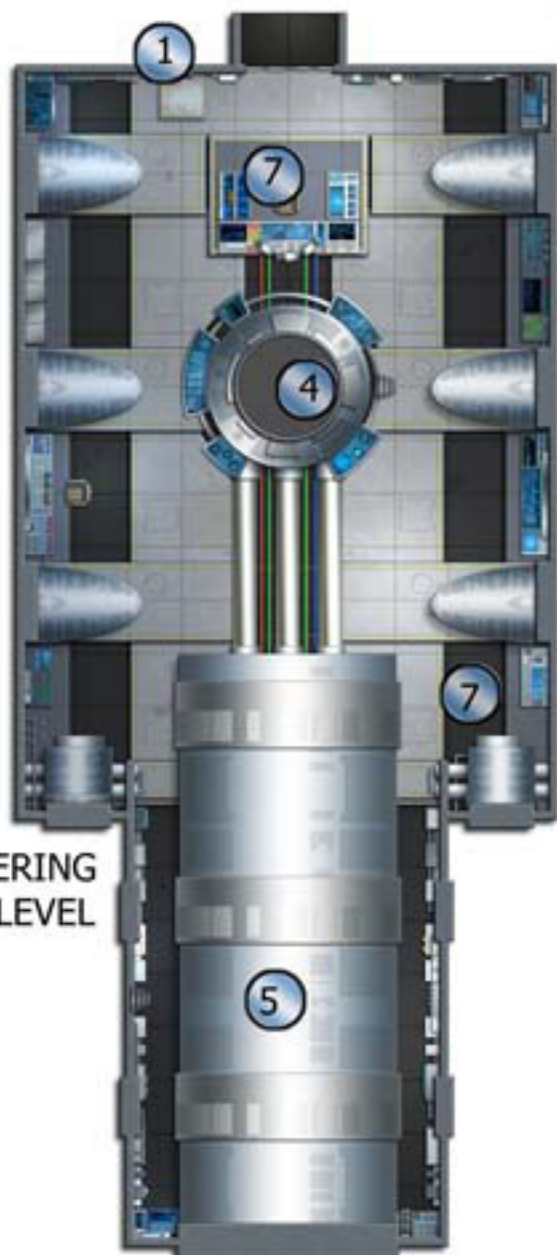


AUXILIARY SYSTEM CONTROLS

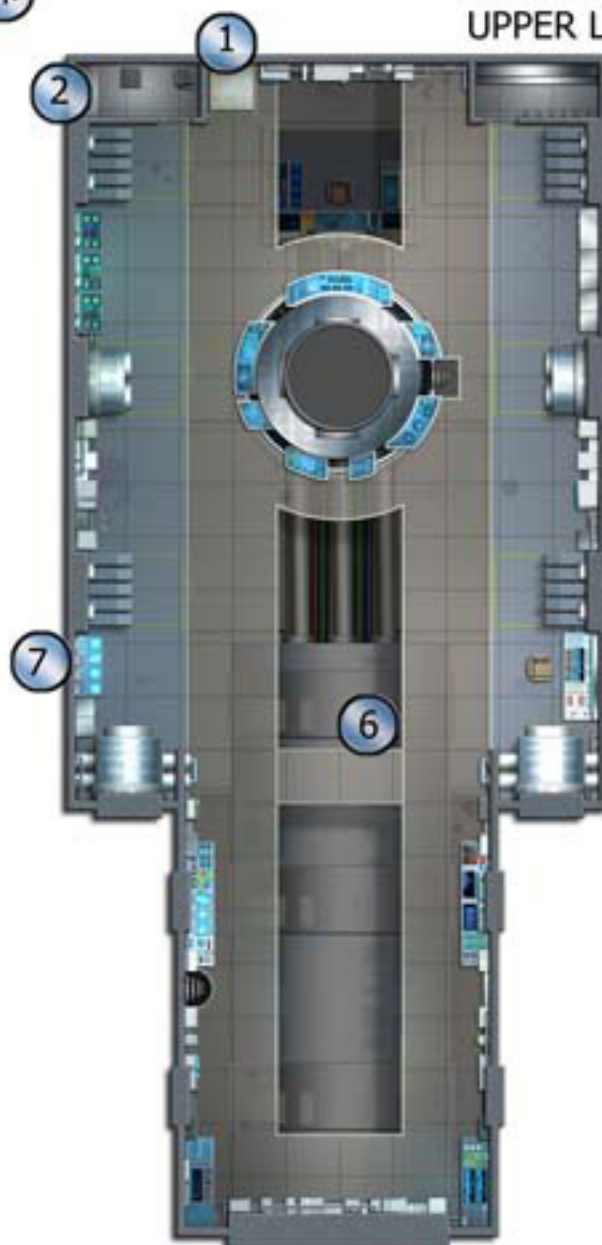


8-WAY CONNECTION

ENGINEERING UPPER LEVEL



ENGINEERING LOWER LEVEL



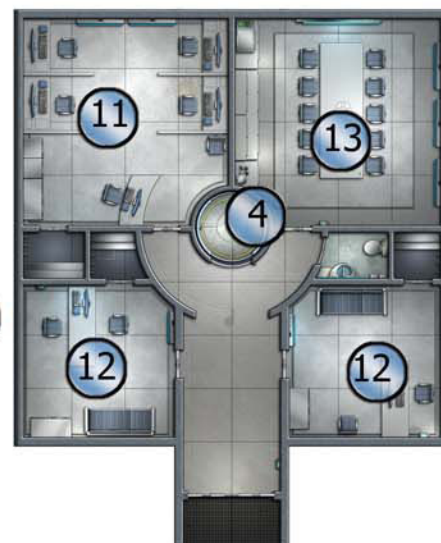
* Connection, Air Lock, or Storage

BRIDGE

COMPUTER NEXUS

ADMINISTRATION

1. Bridge
2. Armory
3. Captain's Office
4. Lift
5. Storage
6. Restroom
7. Escape Pods



8. Sensors, Navigation, & Comms.
9. Ready Room
10. Security

11. Admin.
12. Office
13. Conference Room

14. Theater
15. Dining Hall
16. Bar
17. Kitchen

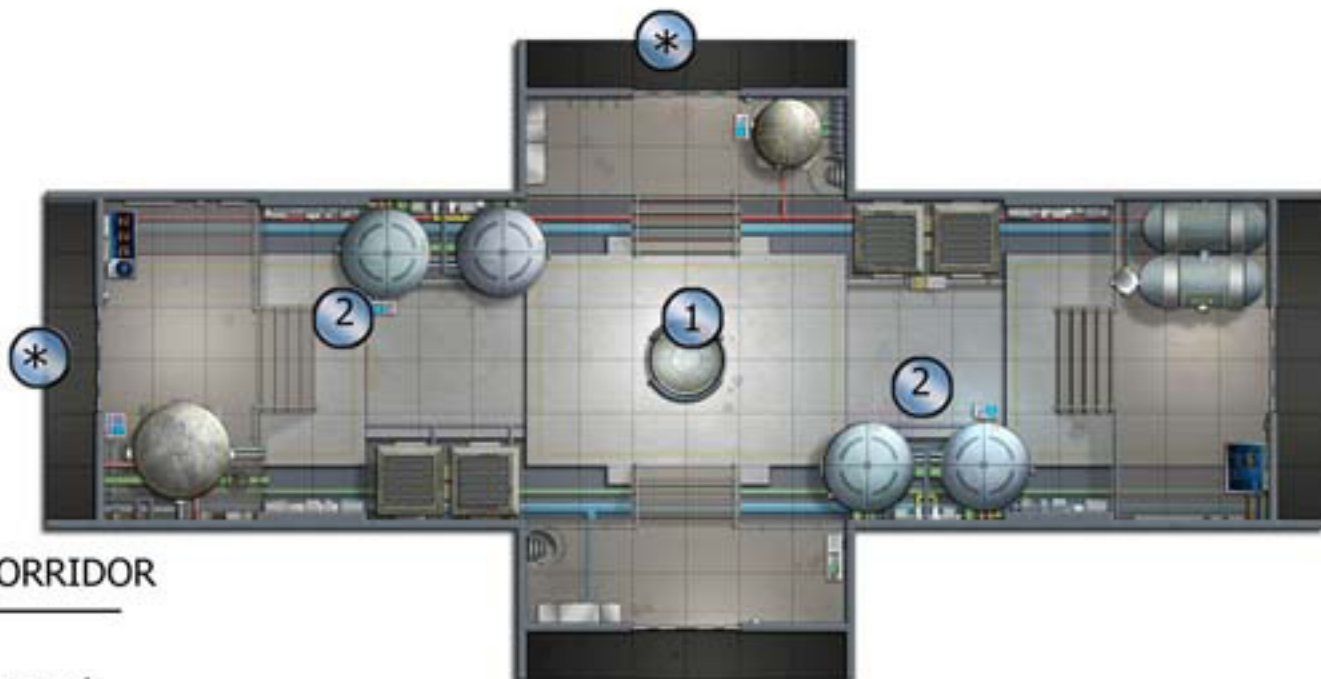


18. Barracks
19. Cabin
20. Lounge

BARRACKS

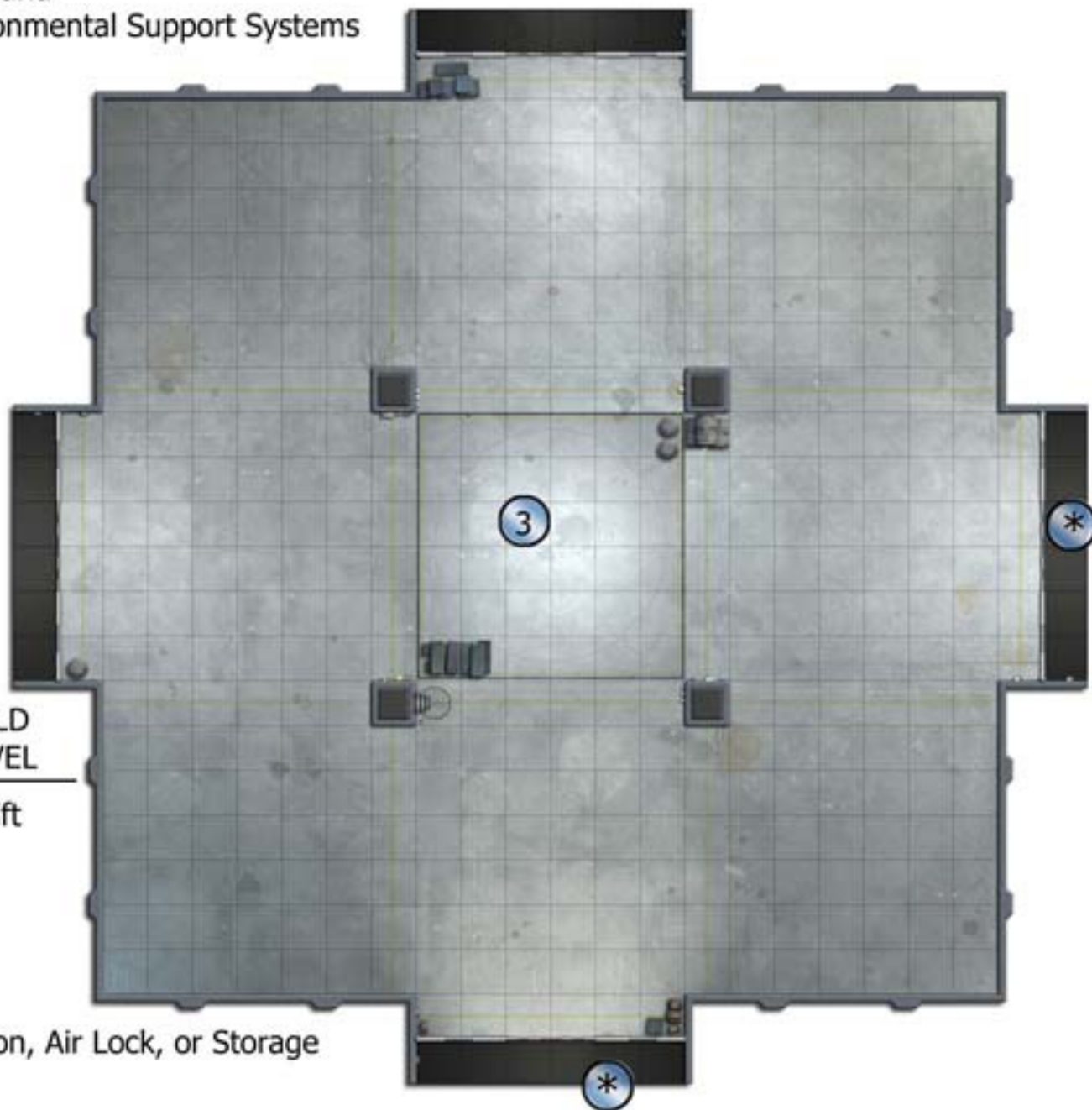


* Connection, Air Lock, or Storage



UTILITY CORRIDOR

- 1. Lift
- 2. Utilities and Environmental Support Systems



CARGO HOLD LOWER LEVEL

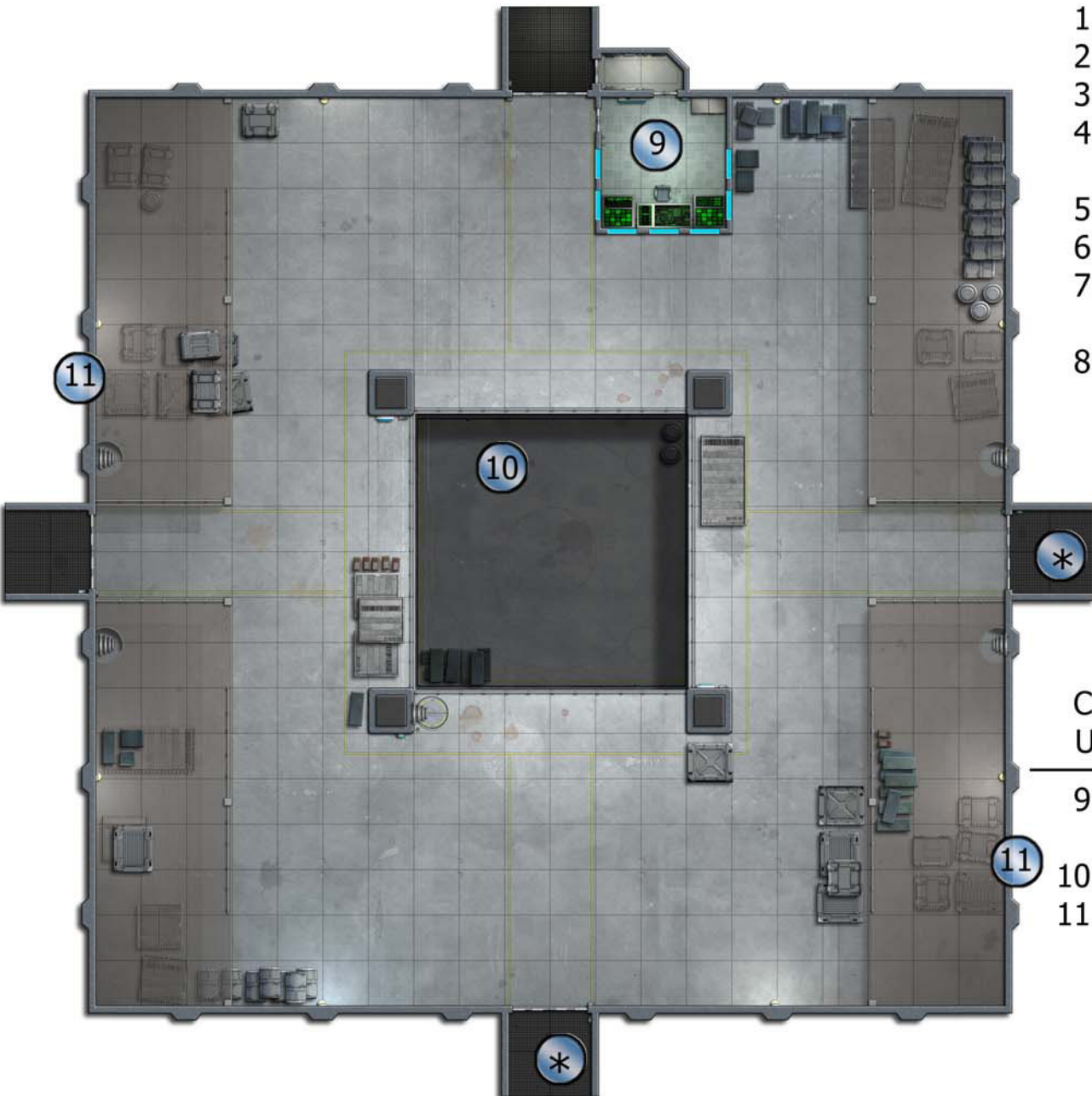
- 3. Cargo Lift

* Connection, Air Lock, or Storage



SERVICE CORRIDOR

- 1. Lift
- 2. Storage
- 3. Laundry
- 4. Computer Node
- 5. Lounge
- 6. Comissary
- 7. Vending Machines
- 8. Public Terminals



CARGO HOLD UPPER LEVEL

- 9. Inventory Control
- 10. Balcony
- 11. Lower Hold Overlook

* Connection, Air Lock, or Storage