

SHIP NAME

MAKE / MODEL / CLASS

SIZE &amp; FRAME

SPEED

MANEUVERABILITY

RATING

HYPERSPACE ENGINE

PCU

POWER CORE

SHIELDS

SENSORS

PORT WEAPONS

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES



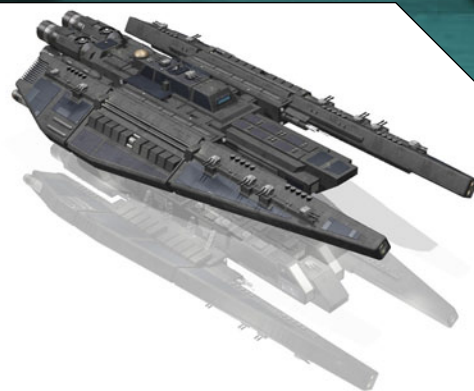
COMPLEMENT

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 &amp; PASSENGERS

FORWARD

PORT

STARBOARD

AFT

AFT WEAPONS

01 - 10

CRITICAL DAMAGE

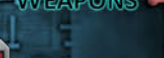
LIFE  
SUPPORT

11 - 30



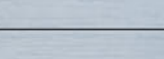
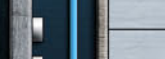
SENSORS

31 - 60



WEAPONS

61 - 80

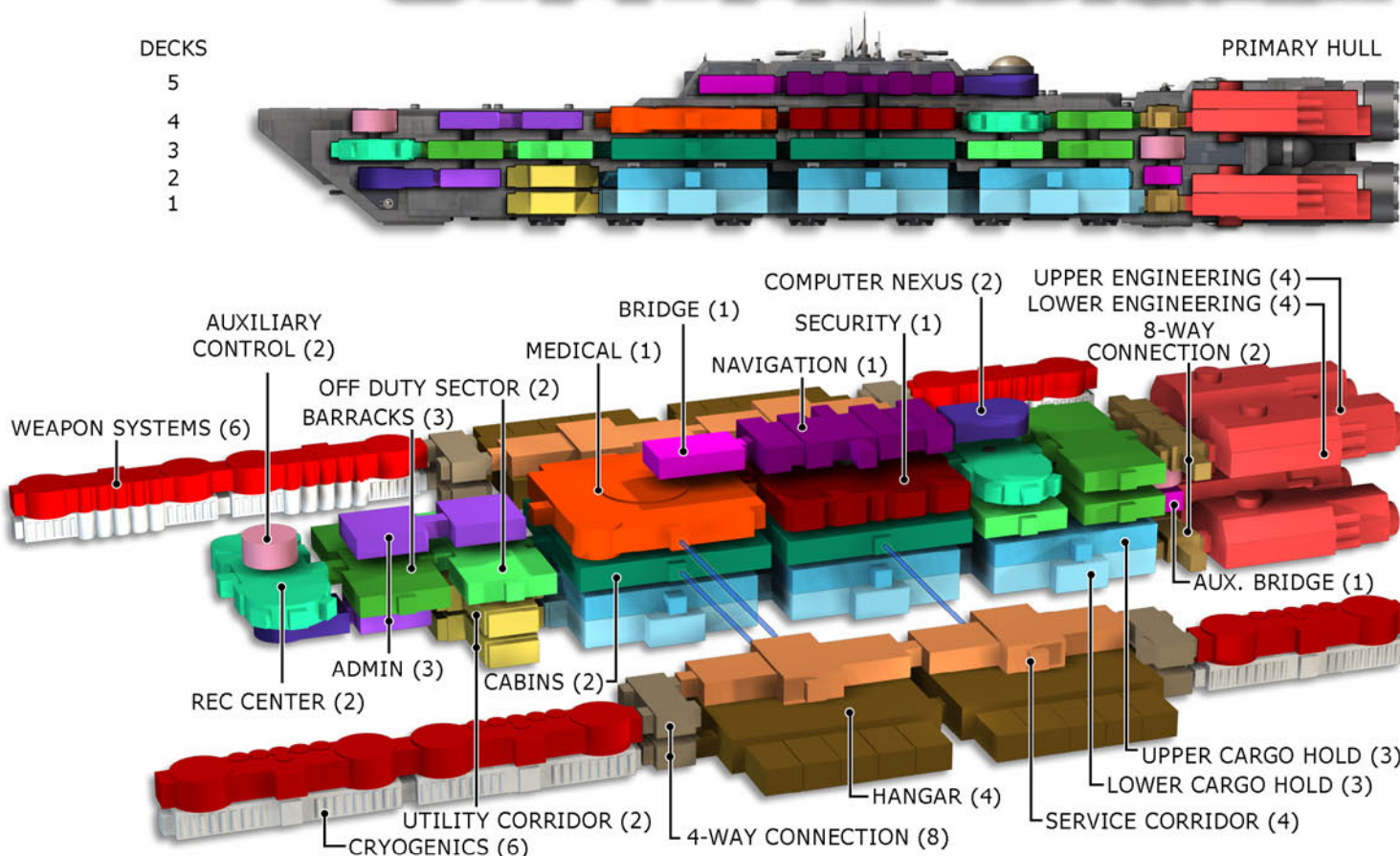
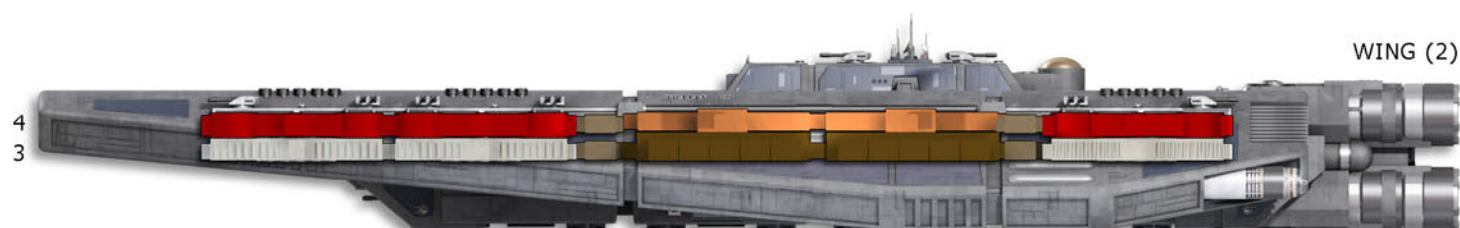
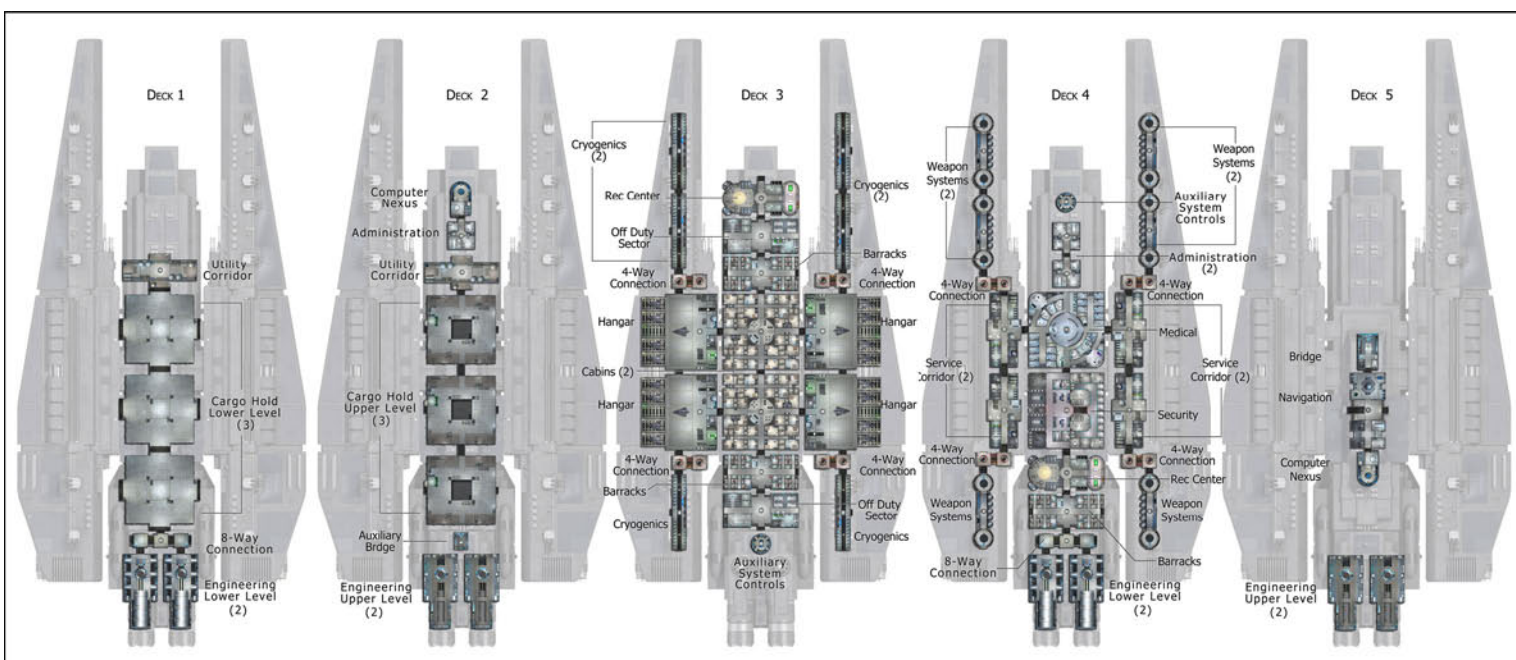


ENGINES

81 - 00

POWER  
CORE

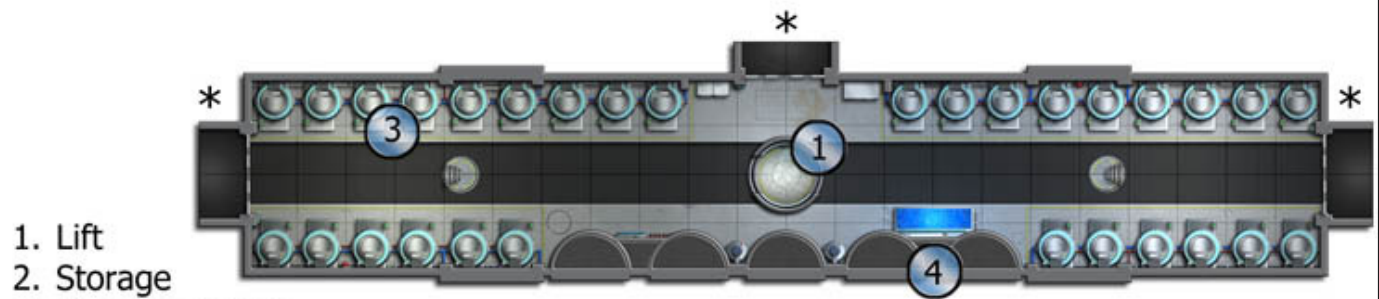




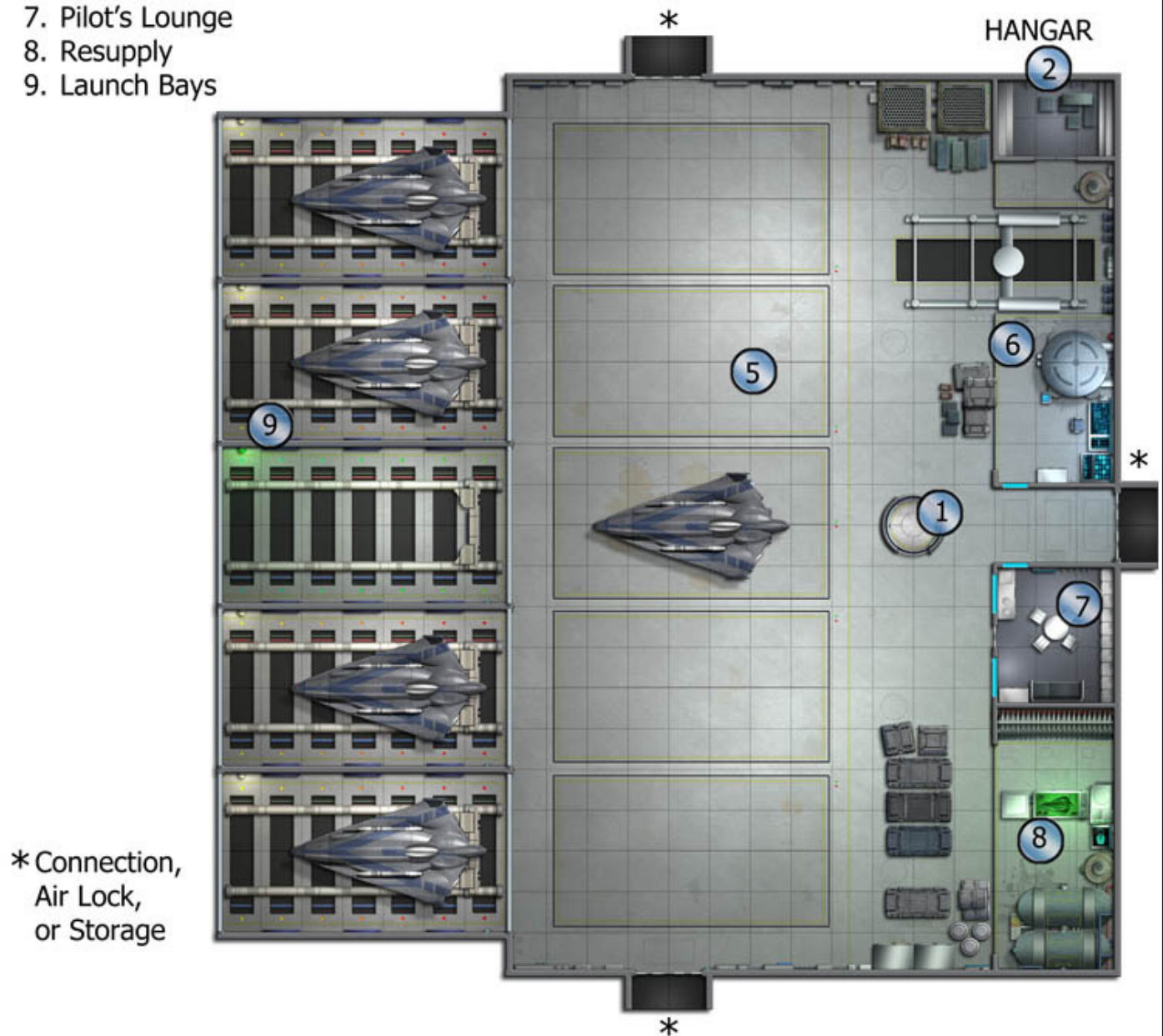
From the "Trajan" issue of the 0-hr *Armada Codex* by Ryan Wolfe. Visit [0-hr.com](http://0-hr.com) for more.

Note that Trajan uses maps from the NERO freight hauler. See that project for additional deck plan sections.

## CRYOGENICS

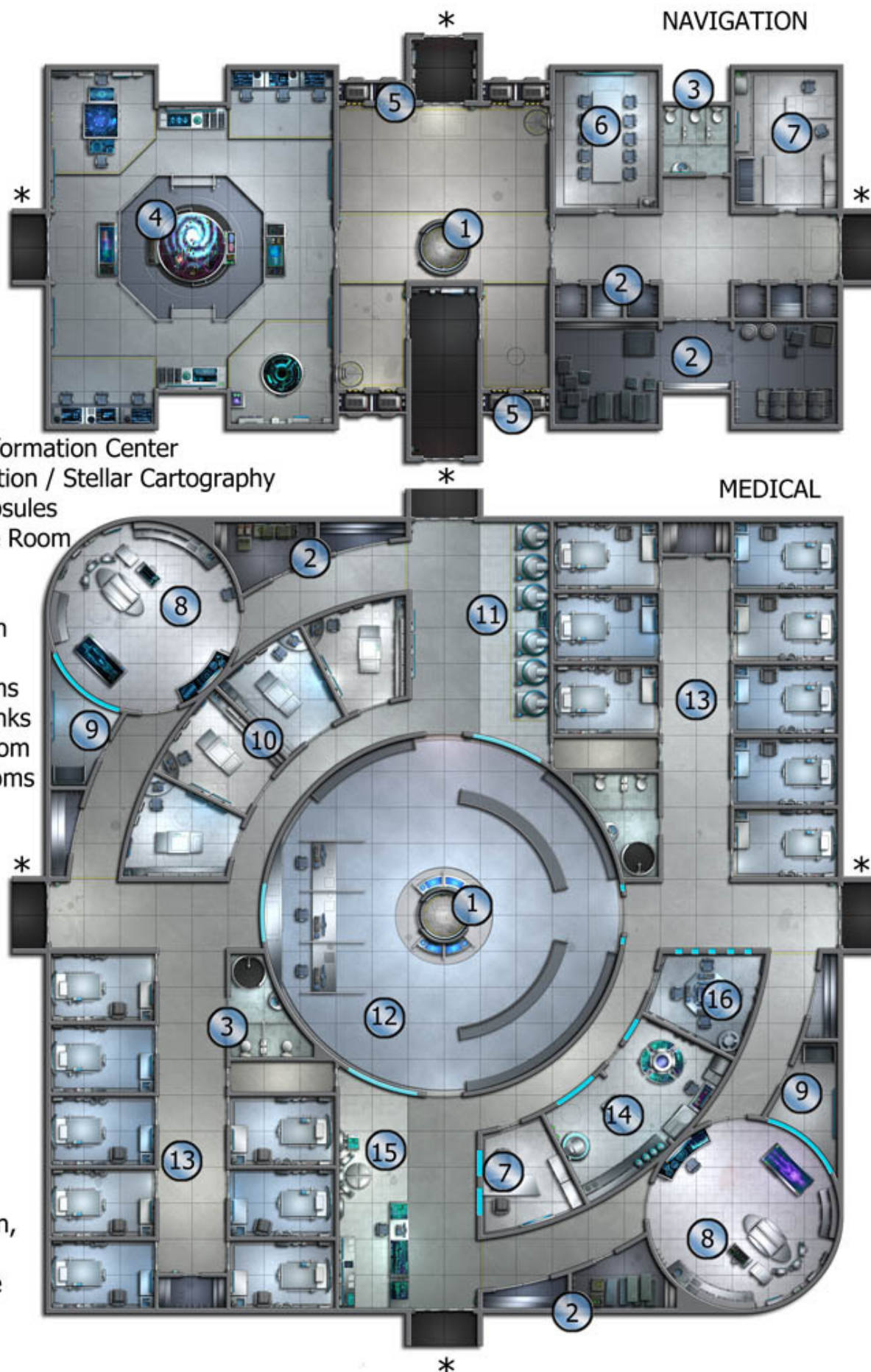


1. Lift
2. Storage
3. Cryo Chambers
4. Cryo Control System
5. Service Area
6. Mechanics
7. Pilot's Lounge
8. Resupply
9. Launch Bays

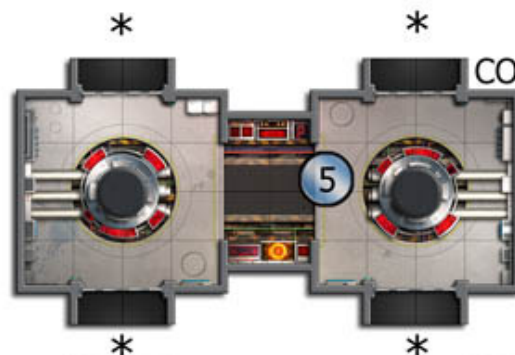


\*Connection,  
Air Lock,  
or Storage





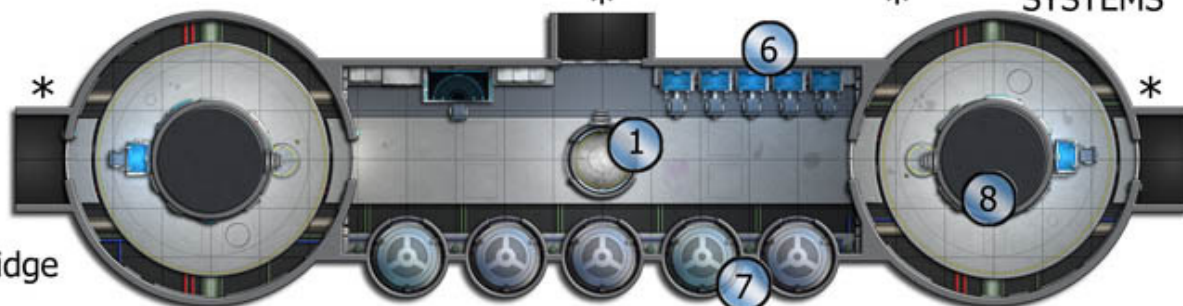
## AUXILIARY BRIDGE



## 4-WAY CONNECTION

## WEAPON SYSTEMS

1. Lift
2. Storage
3. Restroom
4. Auxiliary Bridge
5. Secondary Reactors

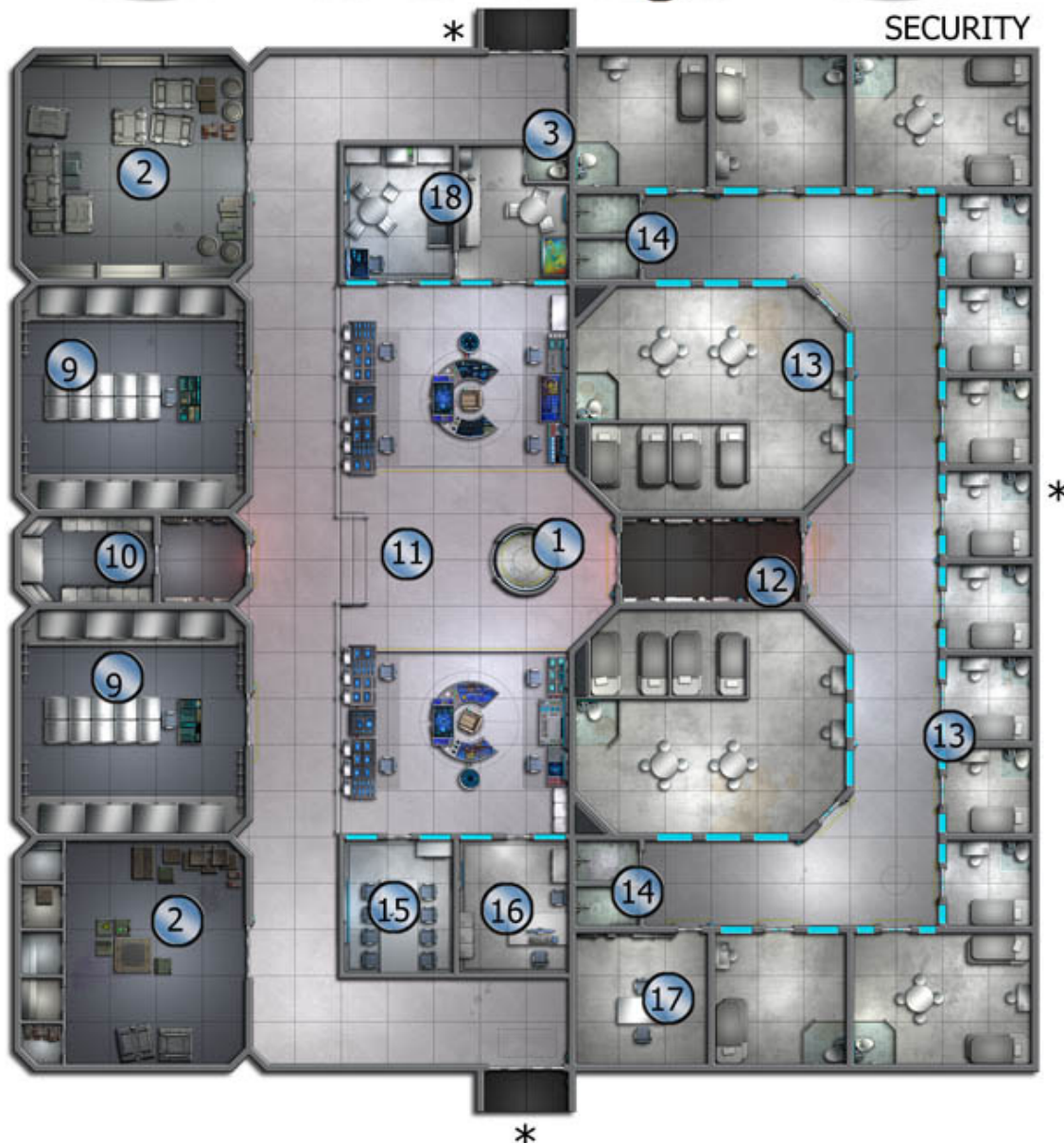


6. Gunner Stations
7. Silos
8. Turret Foundation

## SECURITY

9. Armory
10. Vault
11. Security Center
12. Security Corridor
13. Detention Cells
14. Showers
15. Conference Room
16. Office
17. Interrogation
18. Break Room

\* Connection, Air Lock, or Storage





1. Lift
2. Storage
3. Restroom
4. Closet
5. Gym
6. Locker Room
7. Arcade
8. Cabin or Suite
9. Lounge

\*Connection,  
Air Lock,  
or Storage

