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, complimenting starship encounters, or simply as inspiration for your own starship designs.

Starship Geomorphs

TRAVELLER

Science-Fiction Adventure in the Far Future

not an official TRAVELLER product

Starship Geomorphs

Written and illustrated by Robert Pearce
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Version 1.0 - Release date October 10, 2018

Check out "*Yet Another Traveller Blog*" for more Traveller stuff!
(www.travellerrpgblog.blogspot.com/)

Dedication

To Craig and Brian, who first handed me the dice.

Thanks to the following for their inspiration over the years

The writers, authors, and editors of the many Traveller products I've purchased. In particular:

- Game Designers' Workshop
- FASA Corporation
- Digest Group Publications
- White Dwarf magazine

Dyson Logos (www.rpgcharacters.wordpress.com/)
Dave's Mapper (www.davesmapper.com) and the geomorph artists there
Citizens of the Imperium forum (http://www.travellerrpg.com/CotI/Discuss/)

Special Thanks

Marc Miller (www.farfuture.net)

The Legal Stuff

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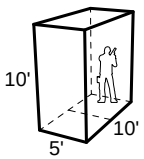
Standards and Assumptions

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 standard dton volume

One grid square is 5' x 5', or 1/2 dton for a single height deck

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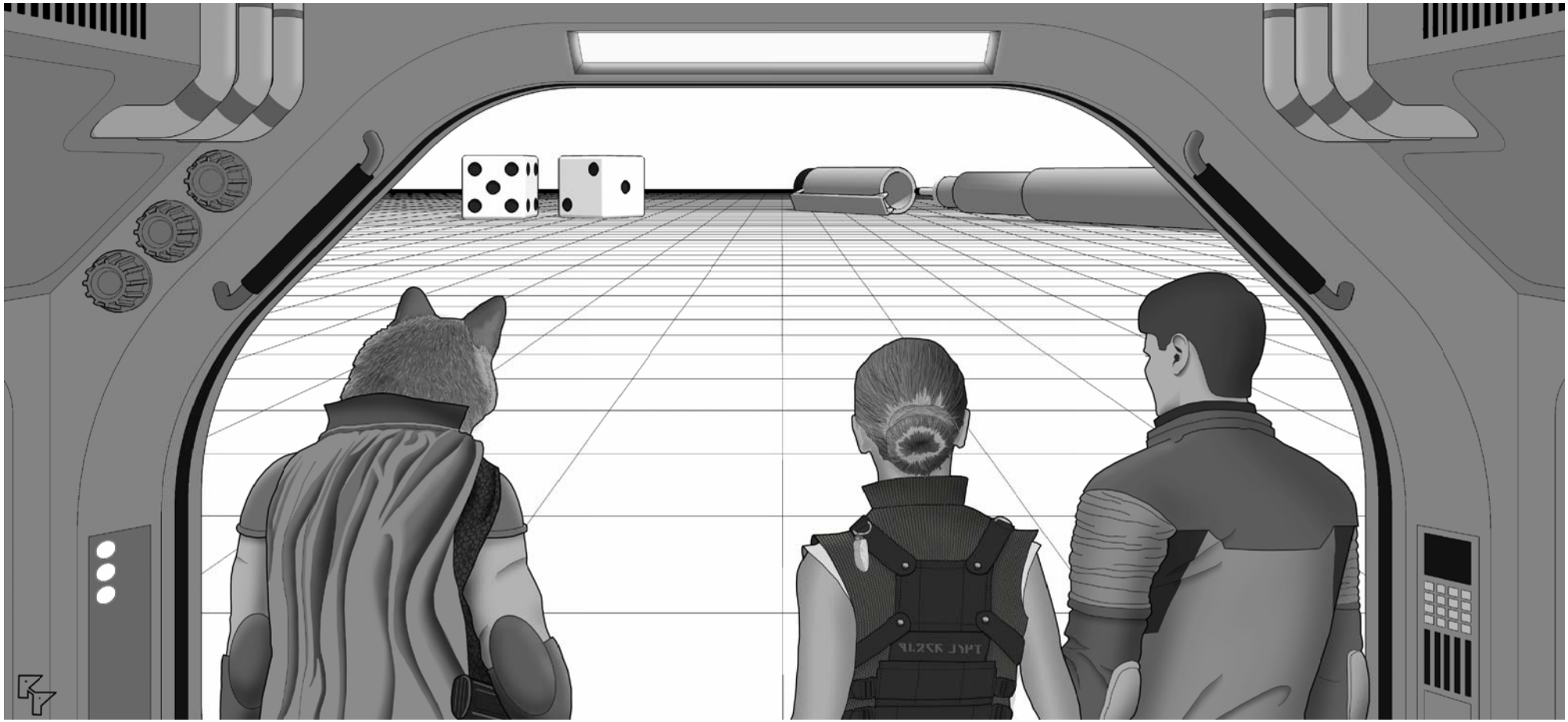
Preface



"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

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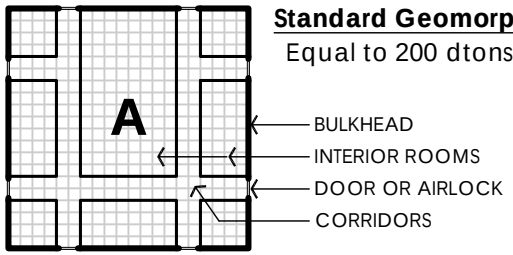
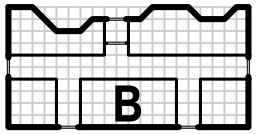
Introduction

What is a Geomorph?

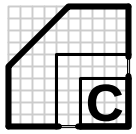
Geomorphs are deck plan tiles designed such that any number of tiles can be combined in multiple ways to create large, interconnected deck plans. This book is a series of geomorph tiles with a science fiction theme. These geomorphs are not intended as a replacement for actual, well thought out ship designs, but rather as a referee time saving tool.



Standard Geomorph: 20x20 (100'x100')
Equal to 200 dtons per Classic Traveller rules

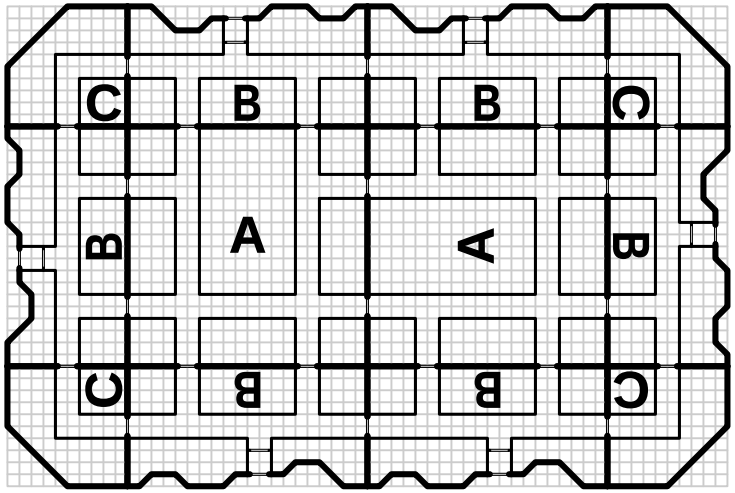


Edge Geomorph
10x20 (50' x 100')
Equal to 100 dtons



Corner Geomorph
10x10 (50' x 50')
Equal to 50 dtons

Geomorphs can be rotated and combined in a wide variety of configurations. The geomorphs shown below would make a starship of about 1,200 tons (slightly less do to the articulation at the edges).



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 Capsule
  - **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 to the entire ship, just the areas where the action takes place.

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Symbols & Abbreviations

Staterooms & Misc Furniture

BED
BED w/ STORAGE
BUNK BEDS
STEERAGE TRIPLE BUNKS
DESKS
COUCH, CHAIRS
B/D
MINI-STATEROOM (BED OVER DESK)

Restroom/bathroom/fresher

COMBINATION TOILET, SINK, AND SHOWER
COMBINATION TOILET/SINK
TOILET
SINKS
SHOWERS

General Shipboard

L
L
WL
LOCKERS / WEAPONS LOCKER
HOLO
CONTOL PANELS/ WORK STATIONS
WINDOW / SECURITY GLASS
REPAIR BENCH

Medical

MEDICAL BED
AUTODOC
PRIVACY SCREEN
RESTRAINT BED/GURNEY
LOW BERTH

Lounge / Commons Area

TABLES
MESS HALL TABLE
GAMING TABLES
SMALL GALLEY w/SINK

Arboretum / Landscape

BUSHES AND TREES
STONE PATH
BENCH
BOULDERS
FOUNTAIN
LANDSCAPE AREAS

Engineering

MACHINERY / DRIVES
BATTERIES
C
COMP
COMPUTERS
ACCESS PANEL

Circulation

ELEVATORS
STAIRS DOWN
DN
UP
DN
STAIRWELL

Doors

IRIS VALVE, WALL
HATCH, WALL
SLIDING DOOR, WALL
IRIS VALVE, DOWN
HATCH, DOWN
IRIS VALVE, UP
HATCH, UP
IRIS VALVE, UP/DOWN
HATCH, UP/DOWN

Weapons/Sensors

MISSLE LAUNCH TUBE
PROBE LAUNCH TUBE
MANNED TURRET

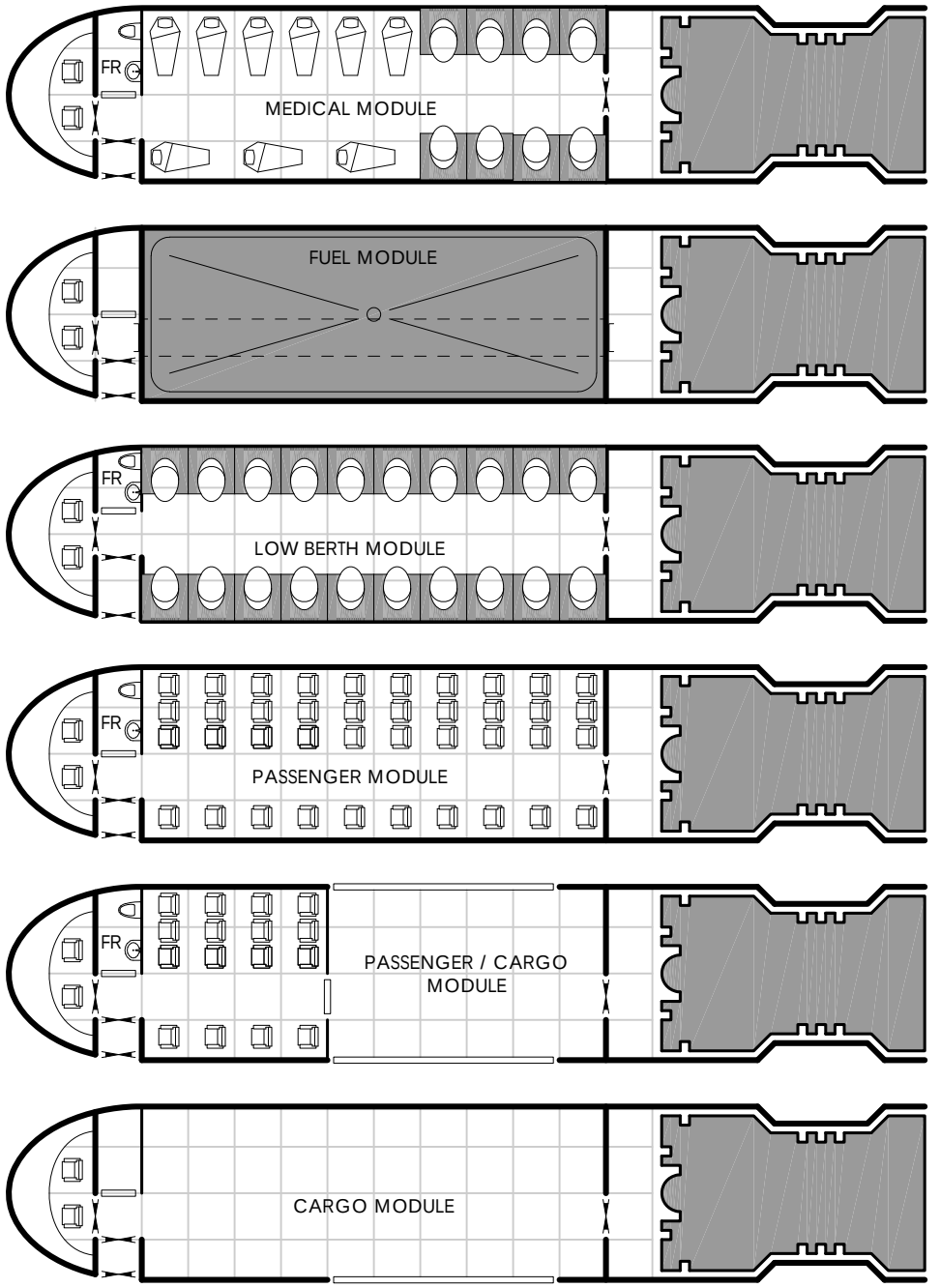
Cargo

10'x20'
10'x10'
5'x5'
SMALL CARGO

Abbreviations

A/L = AIRLOCK
C = COMPUTER
CH = CHANGING AREA
COMP = COMPUTER
DBL SR = DOUBLE STATEROOM
FR = FRESHER
MED = MEDICAL
MS = MONITORING STATION
L = LOCKER
LO = LOUNGE
OFF = OFFICE
SH = SHOWER
SR = STATEROOM
SS = SECURITY STATION
TS = TECH STATION
WL = WEAPONS LOCKER

Small Craft - 50 Ton Modular Launch



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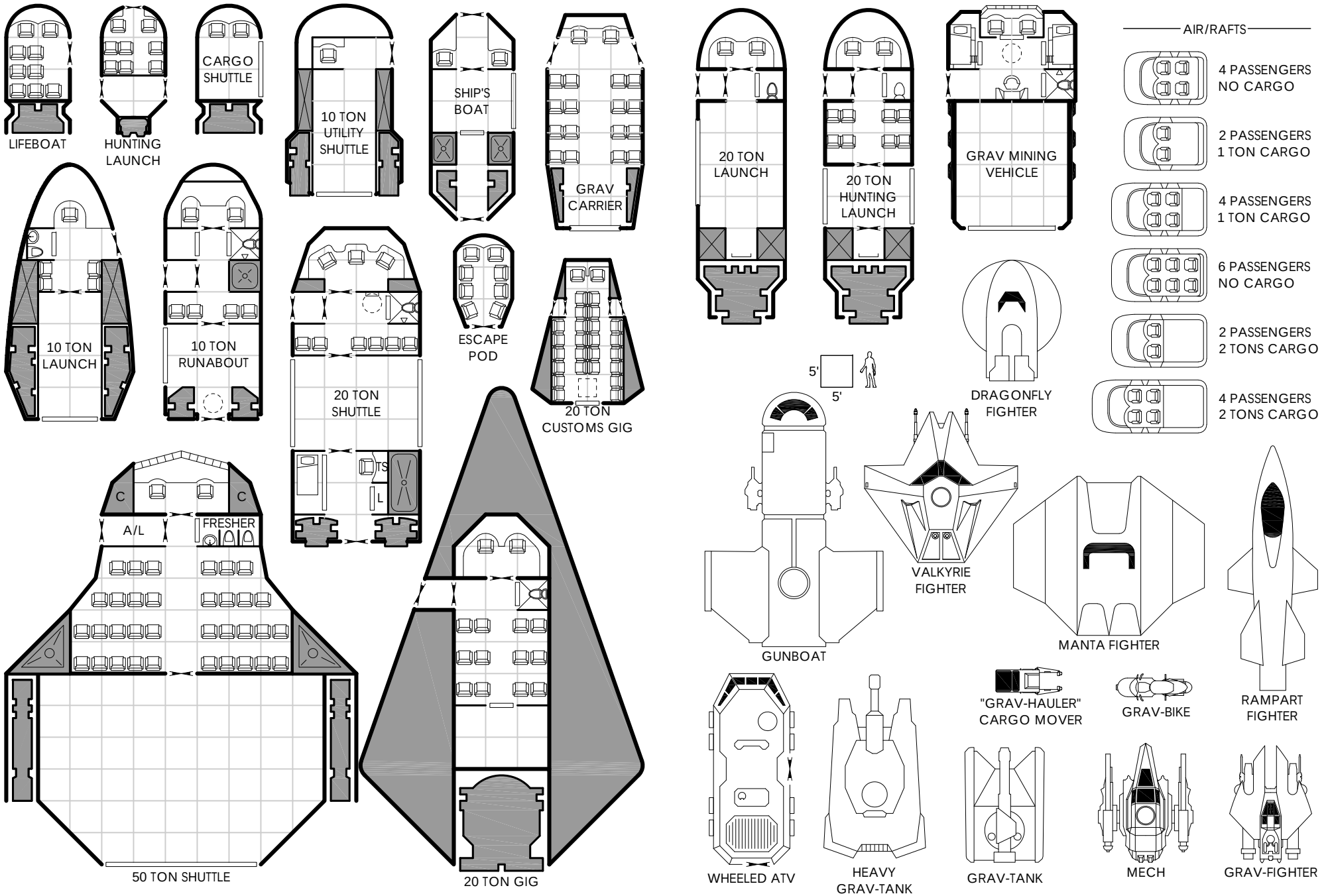
Small Craft & Ship's Vehicles



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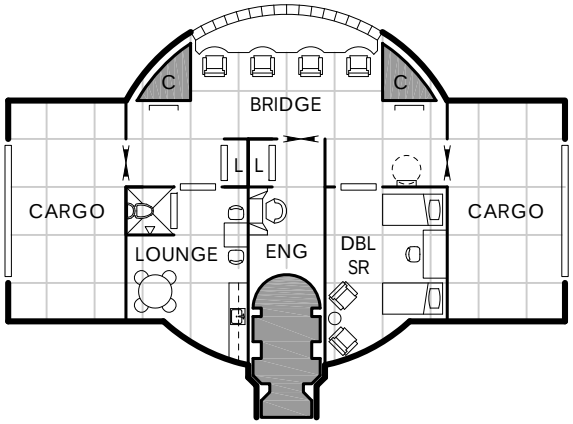
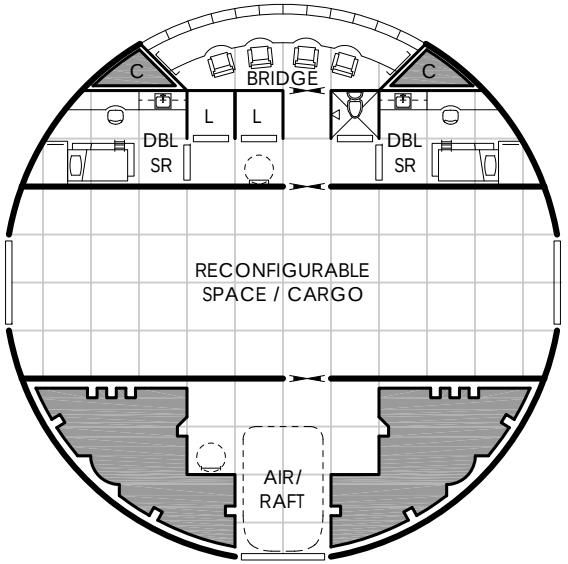
Starships and Launches



30 TON CUSTOM SHUTTLE

155

30 TON CUSTOM LAUNCH



50 TON SAUCER LAUNCH

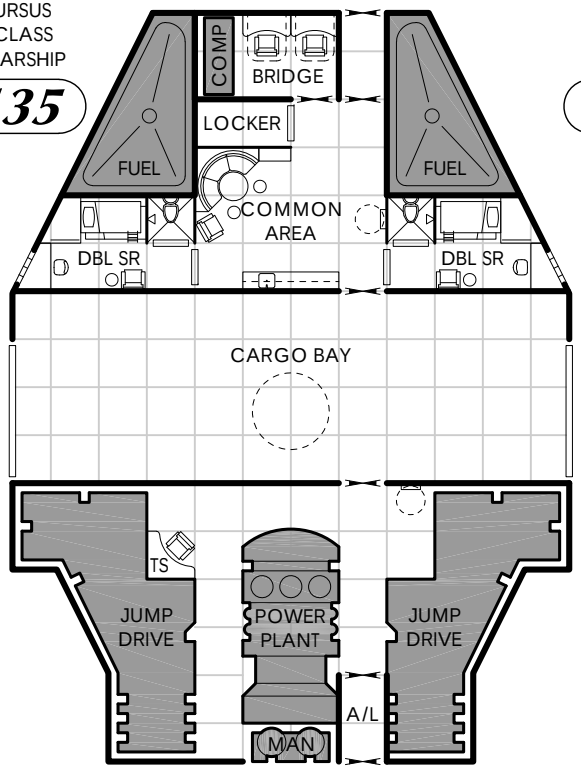
141

142

143

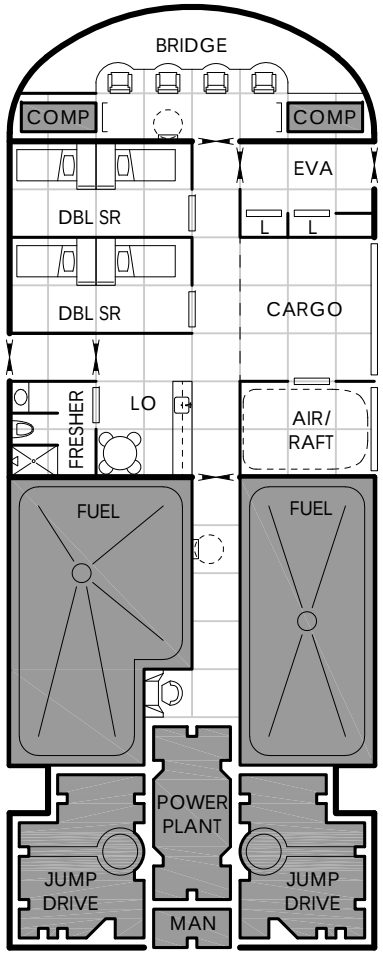
URSUS CLASS STARSHIP

135



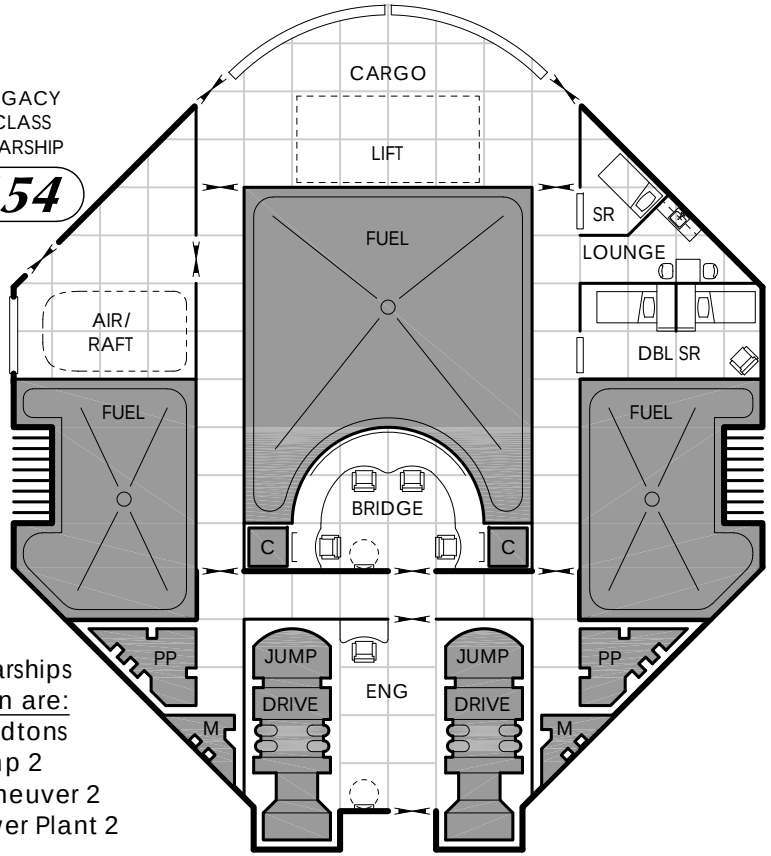
WRAITH CLASS STARSHIP

136



LEGACY CLASS STARSHIP

154



All starships shown are:

- 100 dtons
- Jump 2
- Maneuver 2
- Power Plant 2

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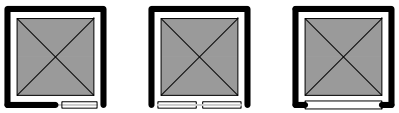
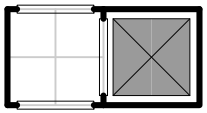
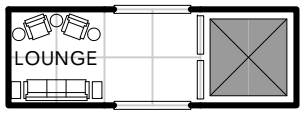
Vertical Movement - Add-on Elevators



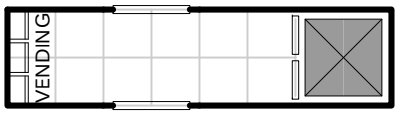
V01 Elevator



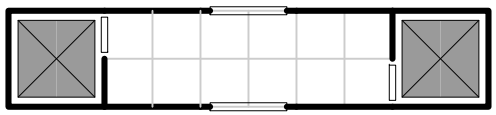
V02 Elevator



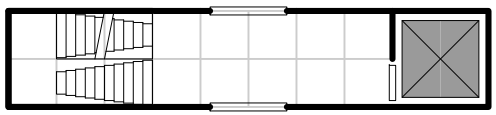
V03 Elevator



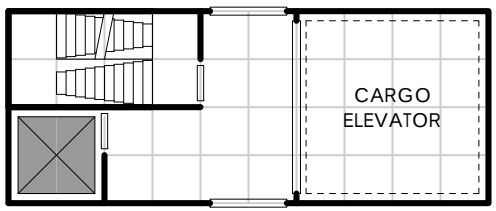
V04 Elevator



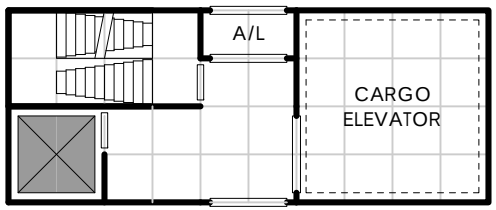
V05 Elevators



V06 Elevator/ Stairs



V07 Cargo Elevator



V08 Elevator/ Stairs

Moving vertically between Geomorphs:

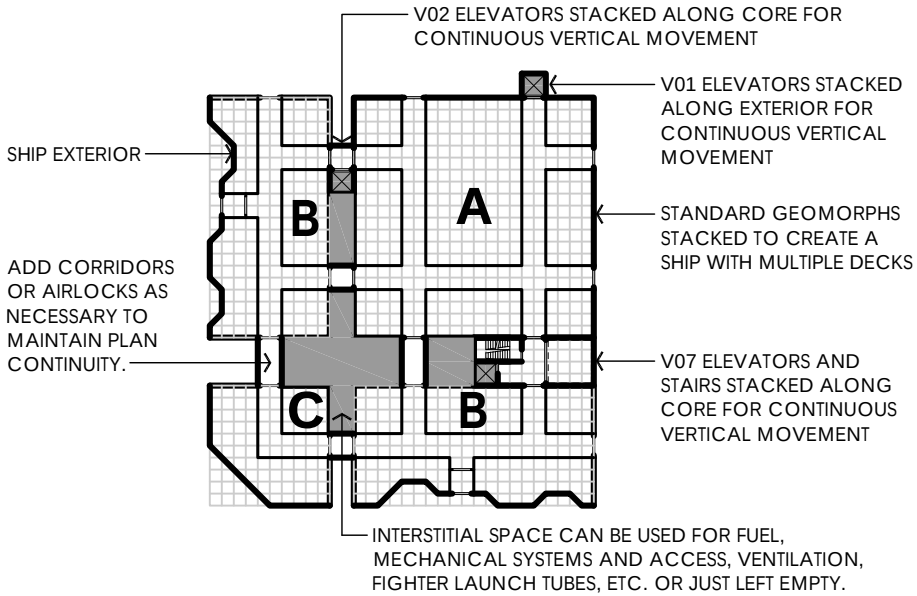
While it is easy enough to lay out several geomorphs together to create a deck plan, it is not realistic to have a large ship comprised of only a single deck. Most large ships will have multiple decks stacked upon each other.

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, GMs 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.



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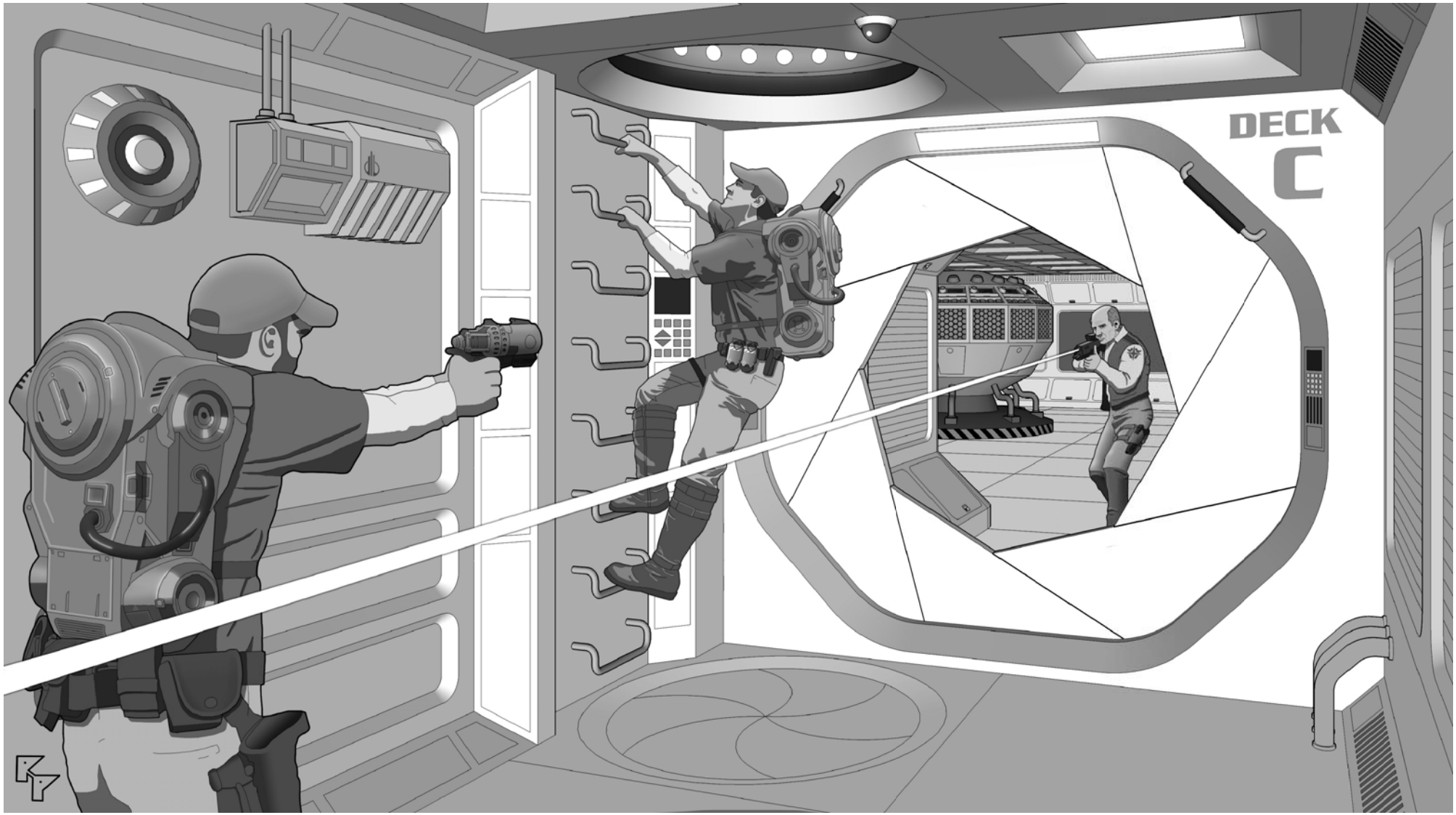
Vertical Movement - Ladders

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 that is possible, these have been placed such the majority of geomorphs can still be stacked and rotated into difference positions. Where ladder locations conflict between decks, users are recommended to either redesign the conflicting space/item or just ignore the conflict so that game play is not slowed down.



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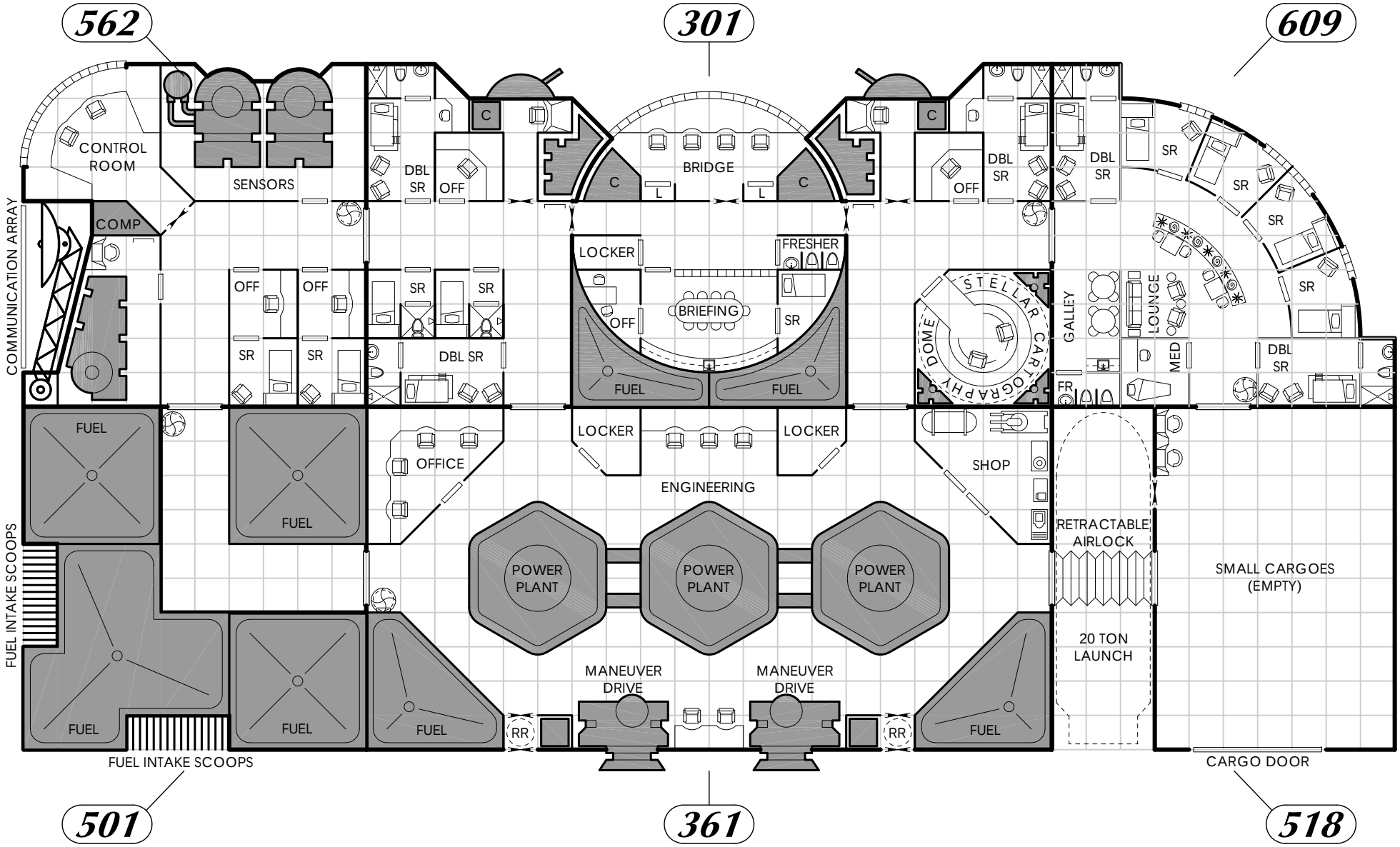
Sample Geomorph Layout



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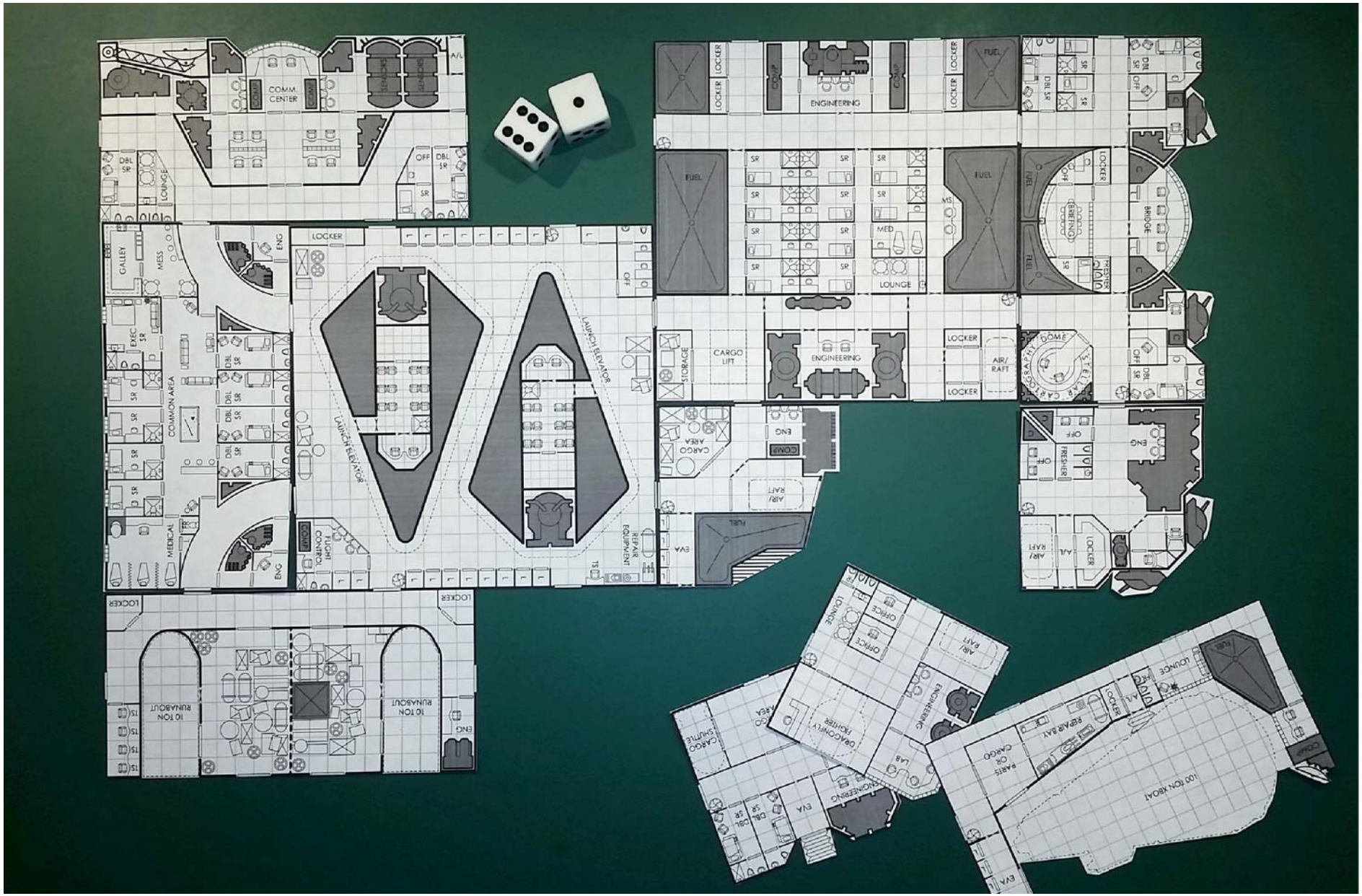
Cutouts

Geomorphs are designed to be printed on 8 1/2" x 11" paper at a scale of 1"=20' (the standard deck grid is 5'-0" x 5'-0" or 1.5m x 1.5m). The geomorphs can be cut out and joined in a nearly endless number of configurations. Just align the doors. GMs can use keyed notes on the front with a master sheet referencing encounters and adventure ideas. The back can be used or additional notes. Printing on a good, sturdy cardstock is recommended.



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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 bailing 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.

Click here to link to *Yet Another Traveller Blog's* list of 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 on board 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 scritching 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.

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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
- xeno-biology
- sleep/dreams
- pharmacology
- xeno-linguistics
- 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/medicene
- 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

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Corridors

What's in the corridor? The oft overlooked other room:

The Imperial boarding party on the Tantive IV in *Star Wars*, Marshall O'Niel 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 GMs 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
- 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 GM 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.

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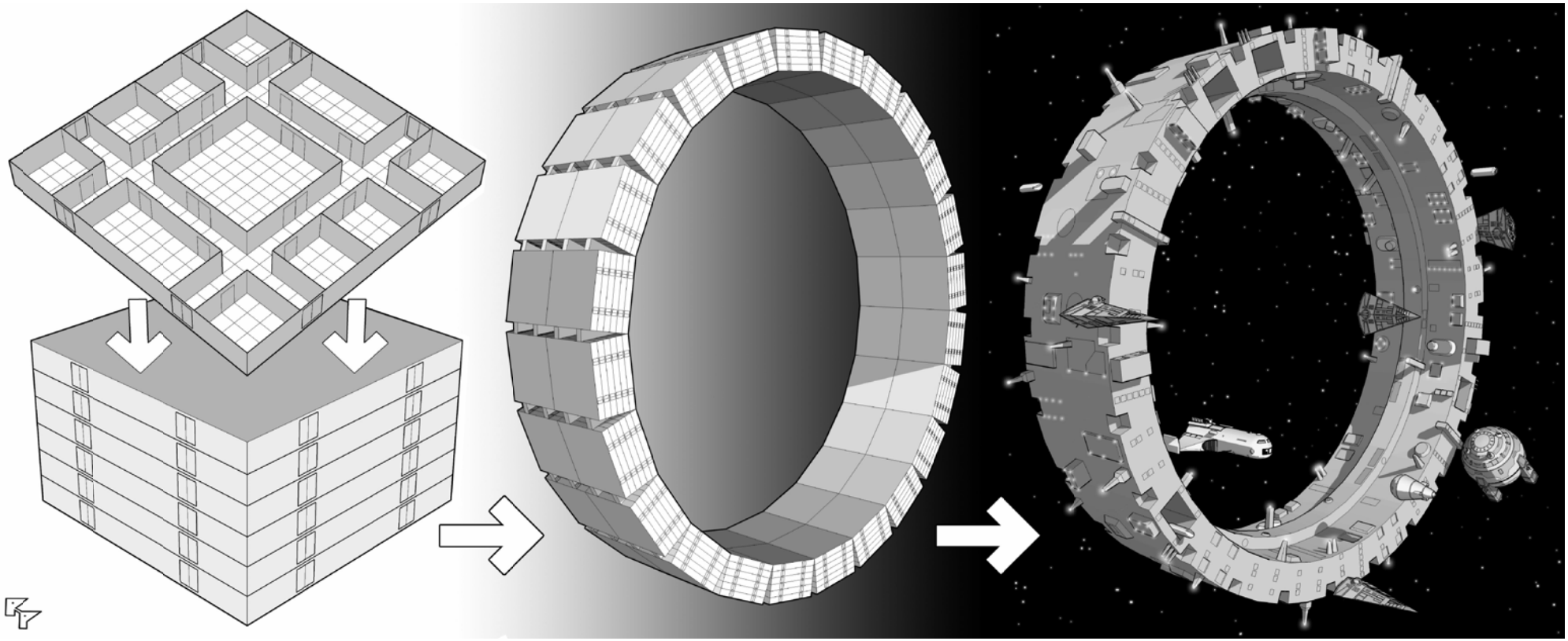
Other Uses - Space Station / Starport

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.

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.

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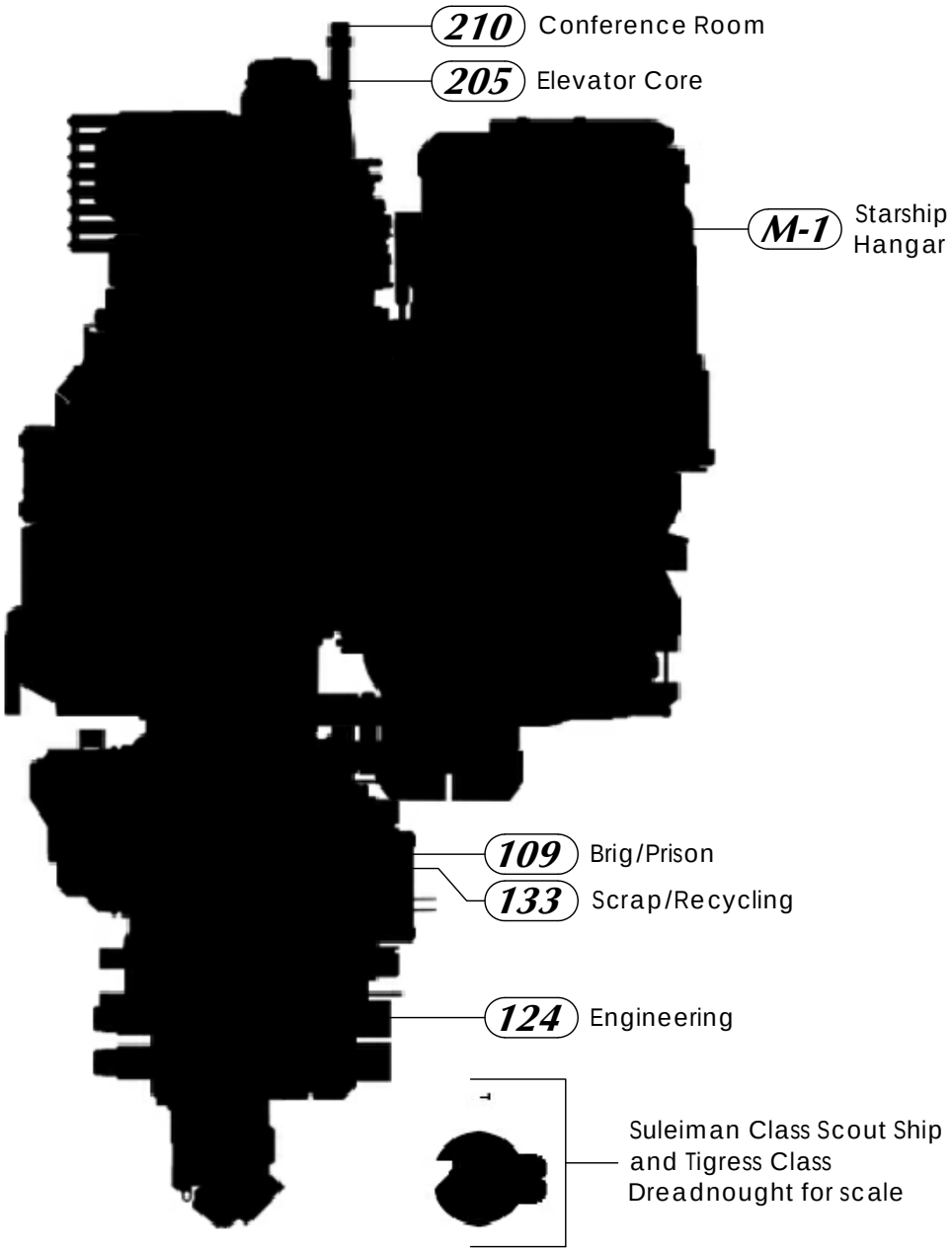
Other Uses - Massive Structures

Too Big For A Full Set Of Deck Plans?



Massive Structures, Movie Sets, and Adventure Nodes

A GM 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 GM 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.

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Other Uses - Buildings

They're not just for starships any more

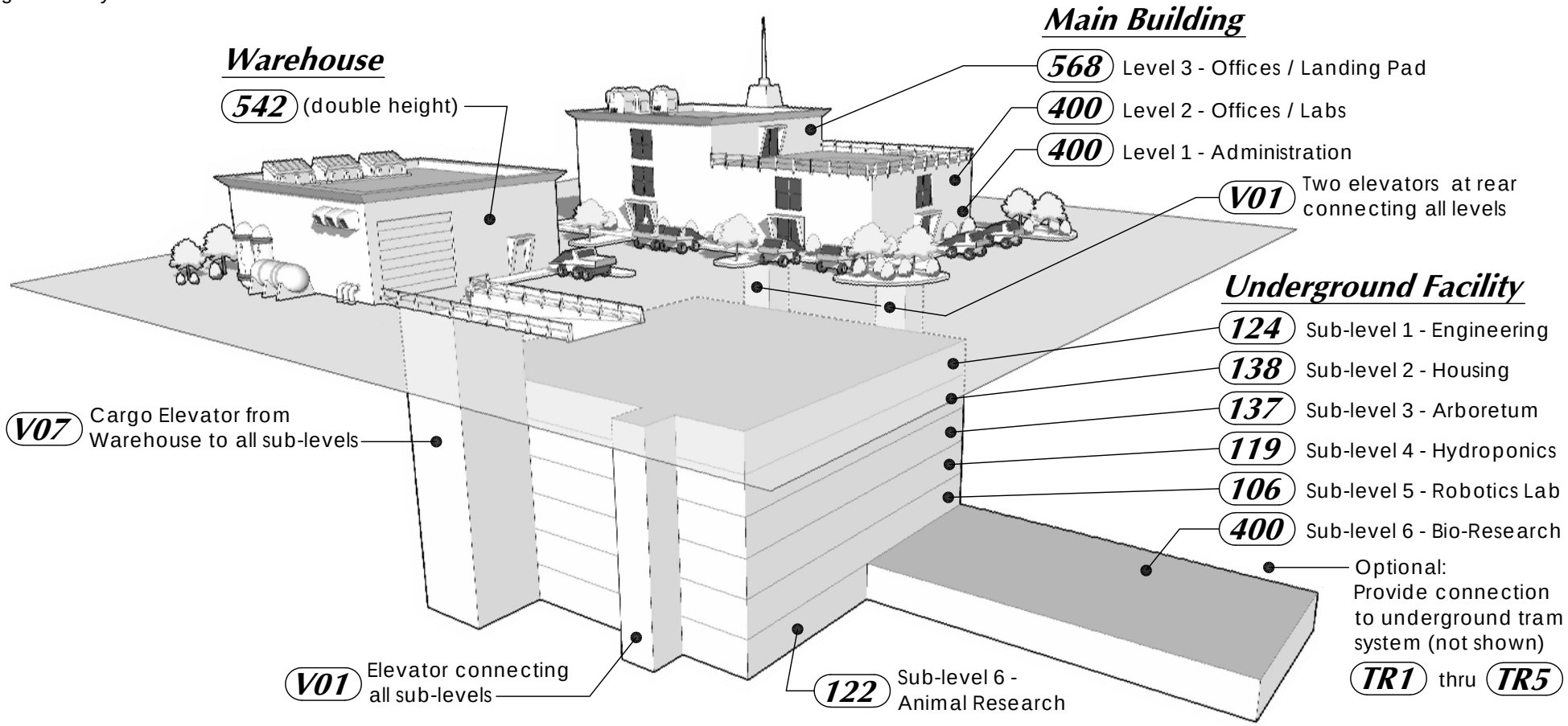
In addition to starships and spaceports, geomorphs can also be used to quickly create a variety of buildings. Consider using geomorphs when you need floor plans for hospitals, hotels, warehouses, office buildings, prisons, factories, and research facilities.

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



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Section 1
Standard Geomorphs

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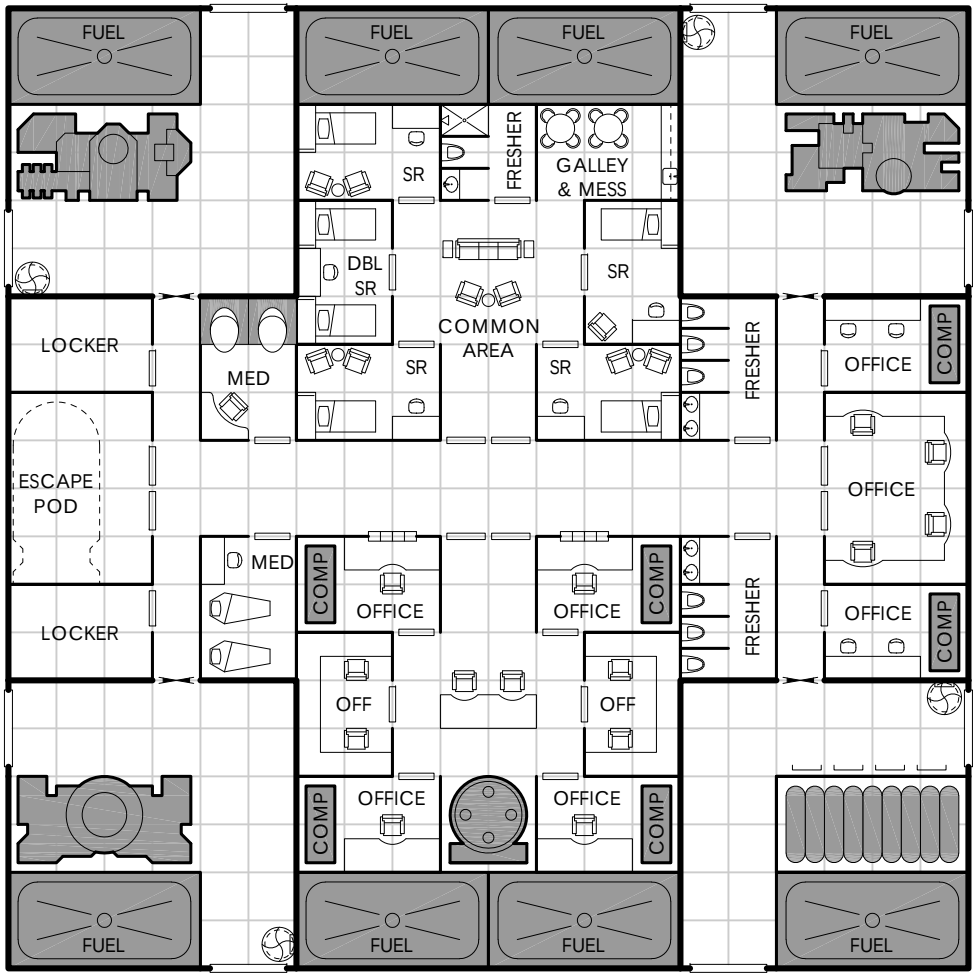
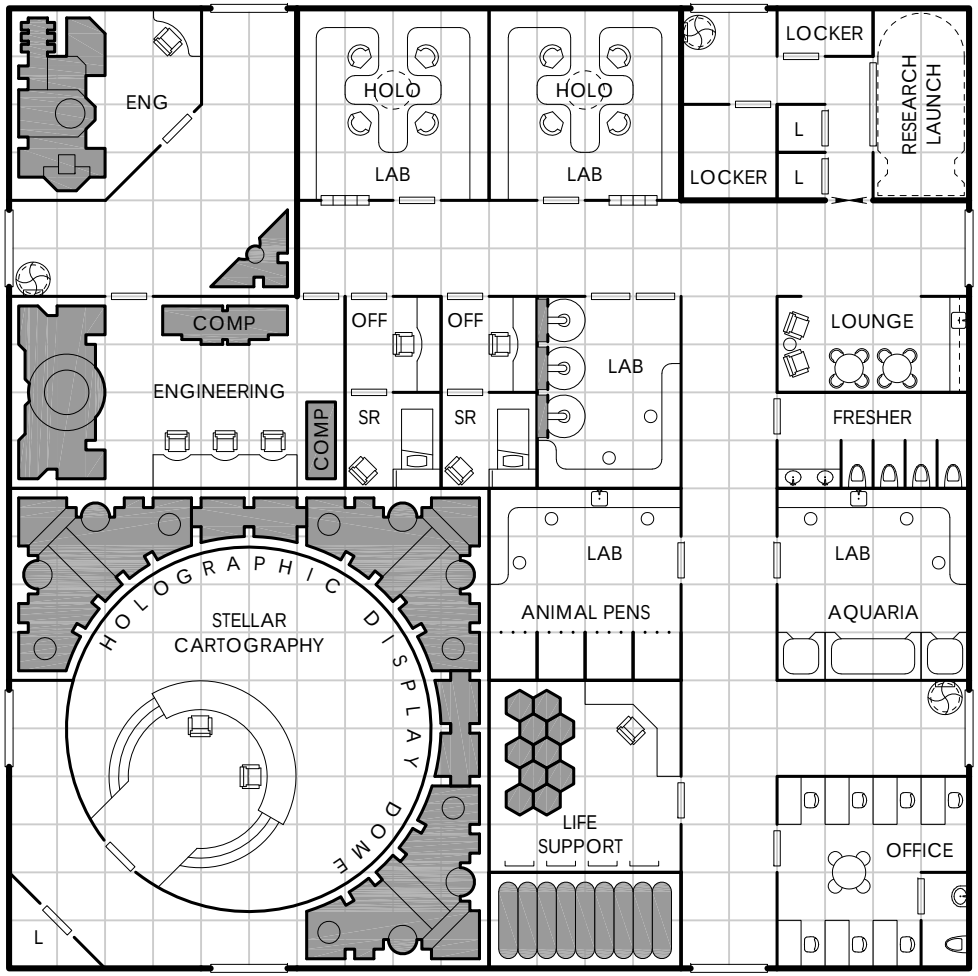
101 Multi-Purpose

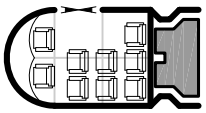


Notes:

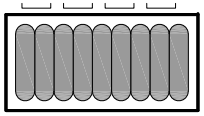
Research Deck 102



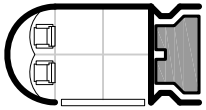
Notes:



ESCAPE POD

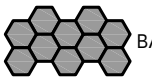


LIFE SUPPORT



RESEARCH LAUNCH

STASIS TUBE



BATTERIES

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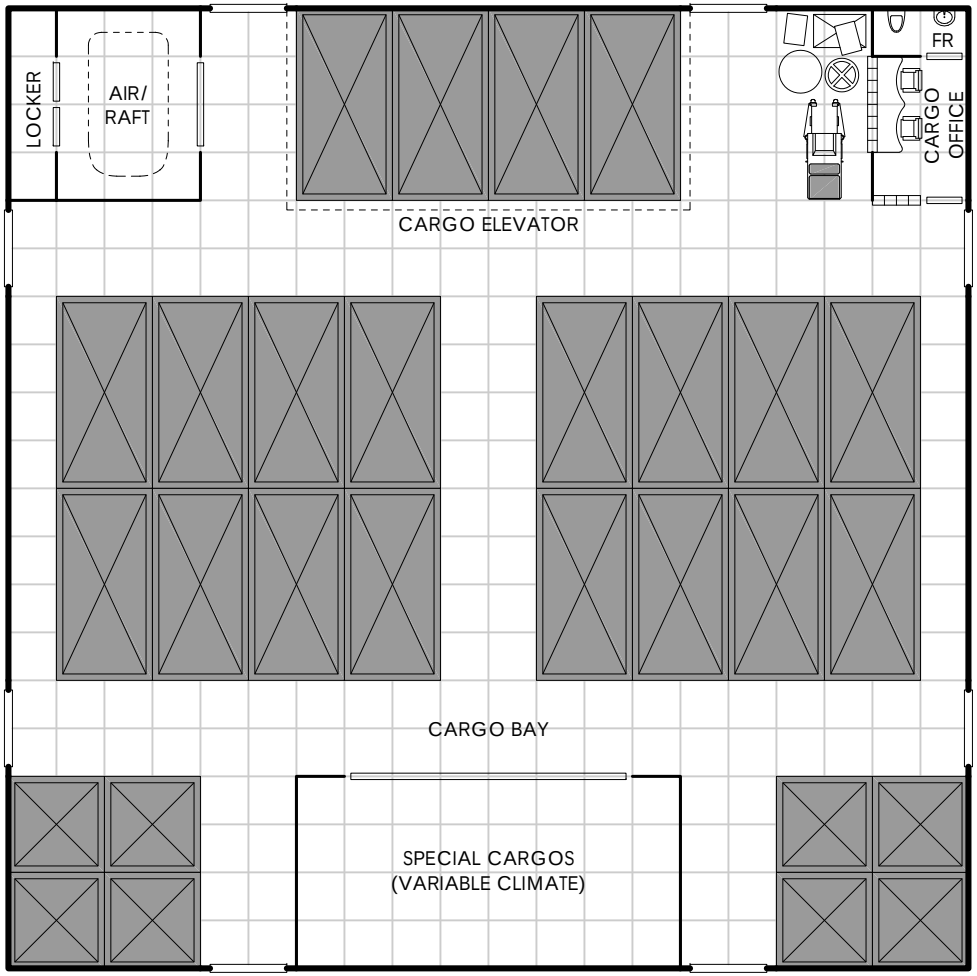
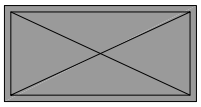
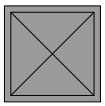
103 Cargo Bay - Full



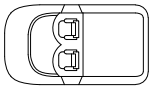
Notes:



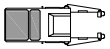
10'x20'
CARGO
CONTAINER



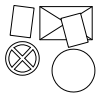
10'x10'
CARGO
CONTAINER



SMALL CARGO
AIR/RAFT

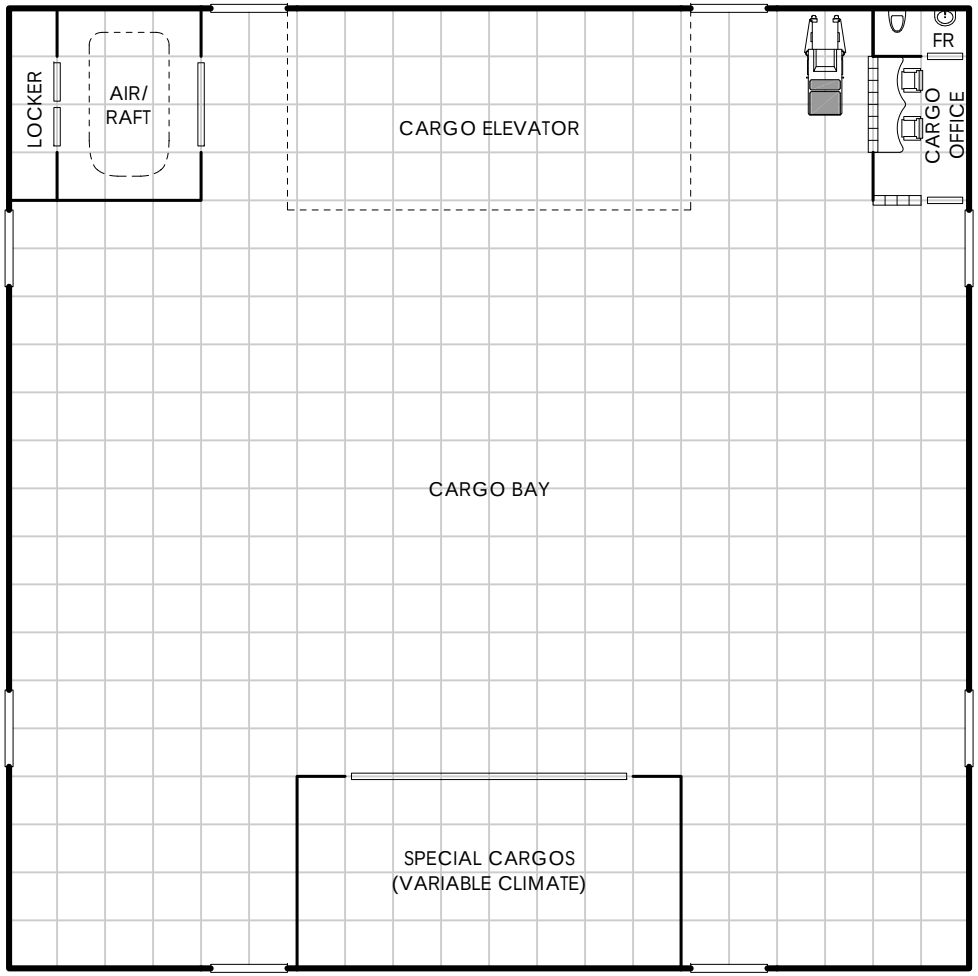


"GRAV-HAULER"
CARGO MOVER



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.

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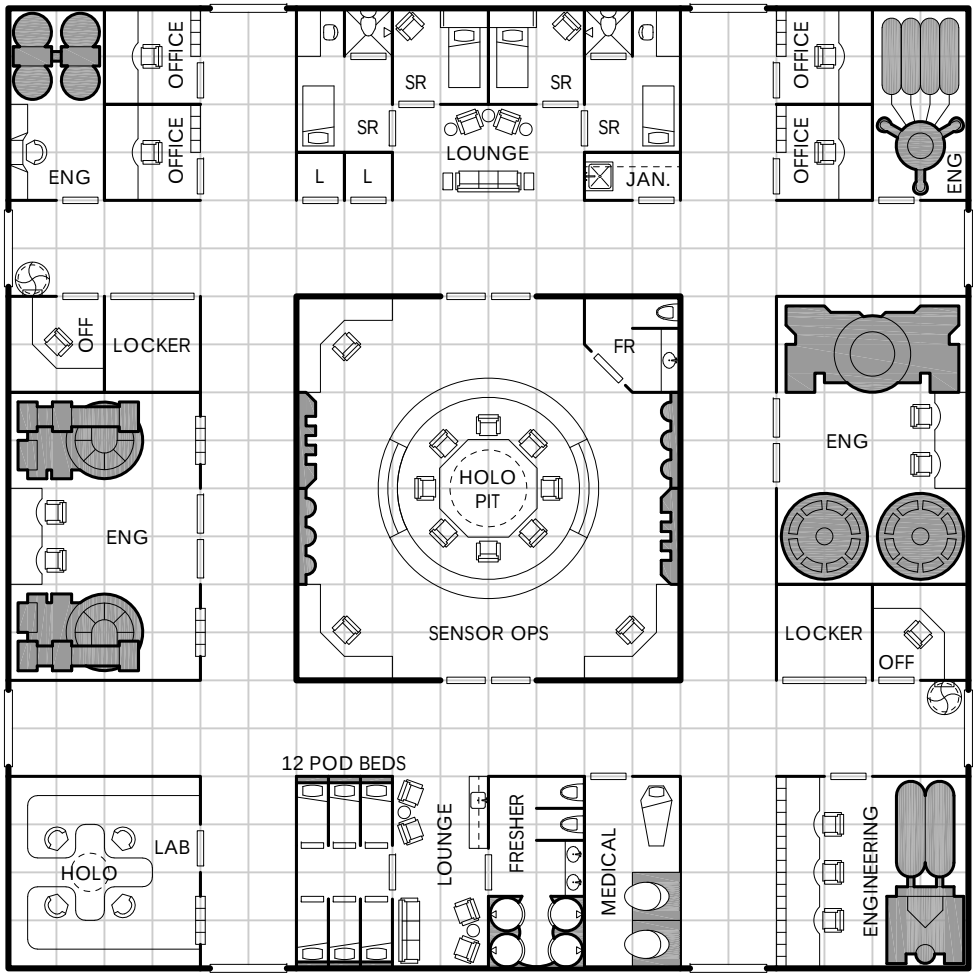
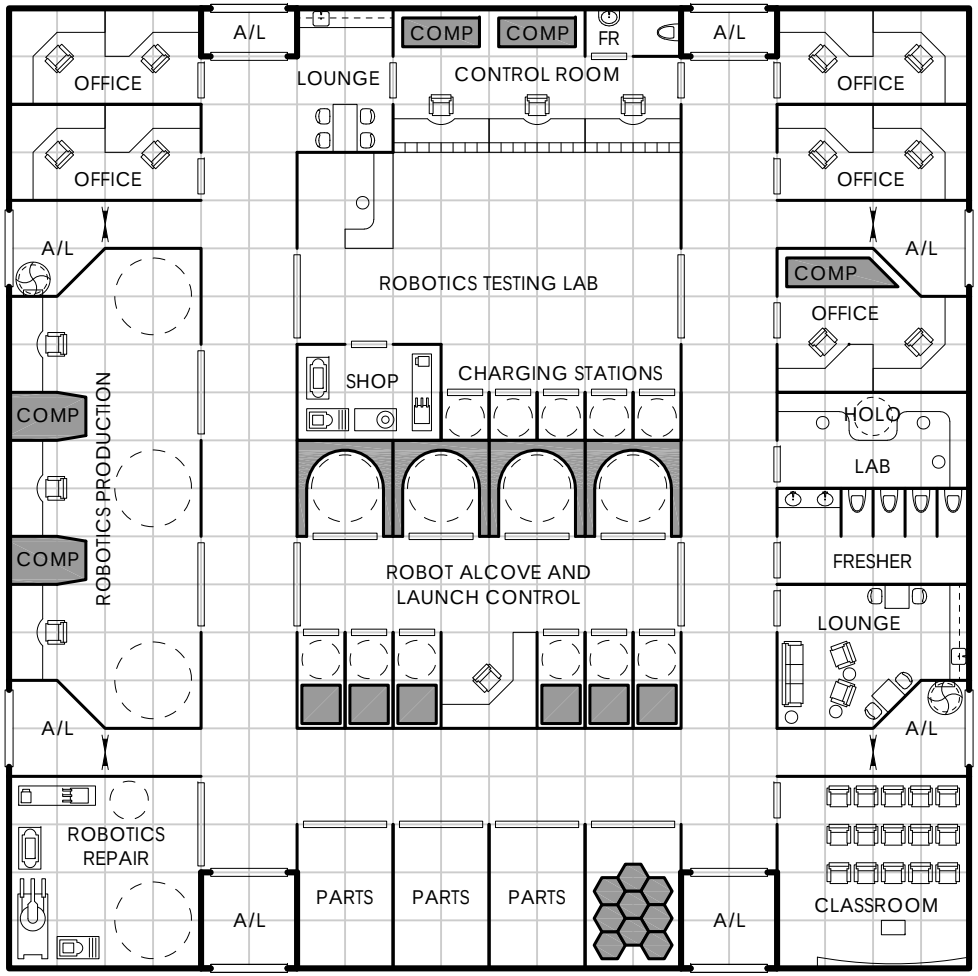
105 Engineering / Sensor Ops



Notes:

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

Robotics Lab 106



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 bullet-proof glass at the control room.
- Some robots can be remotely piloted from the control room.

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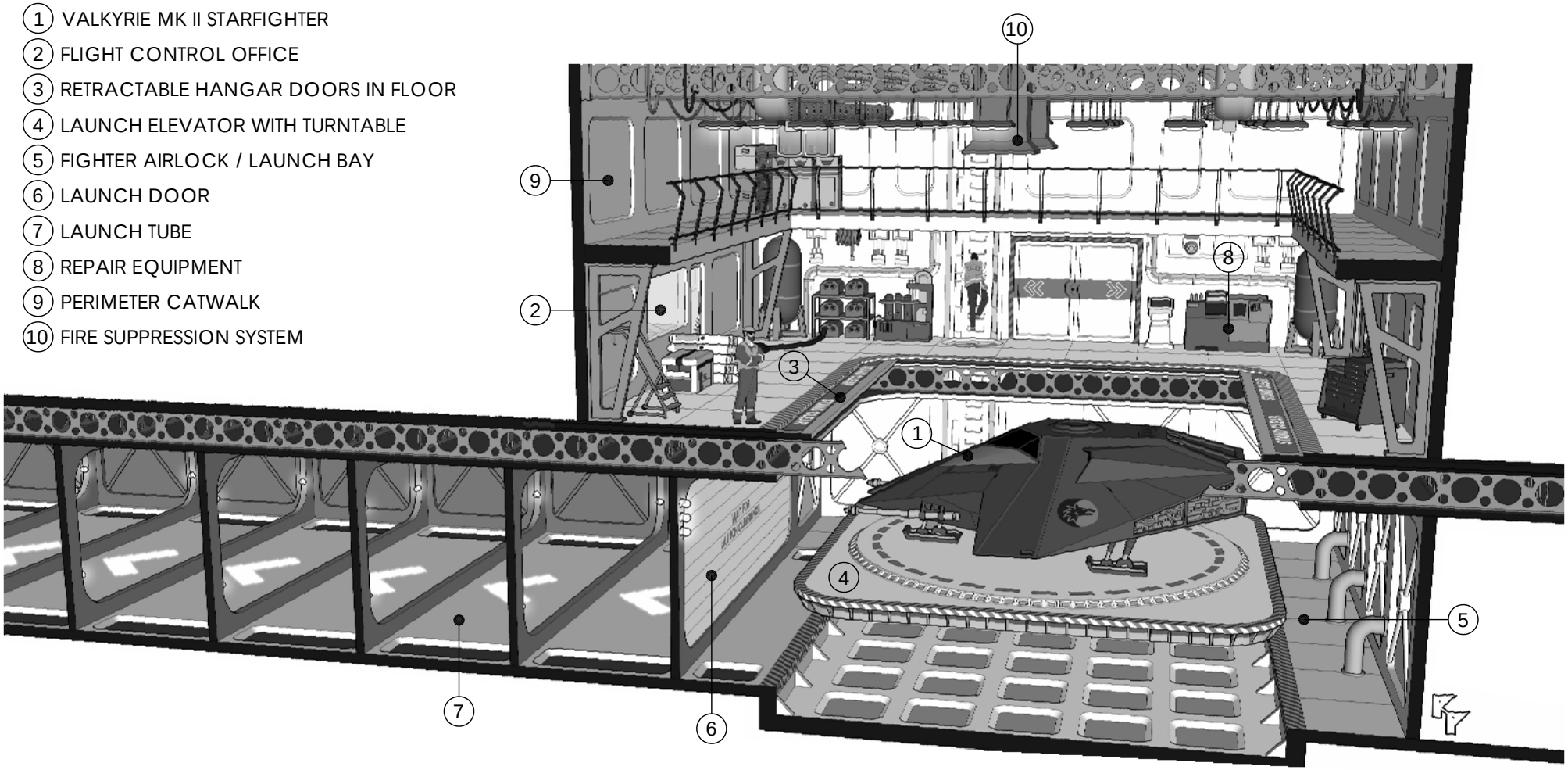
Fighter Hangar with Launch Tube

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



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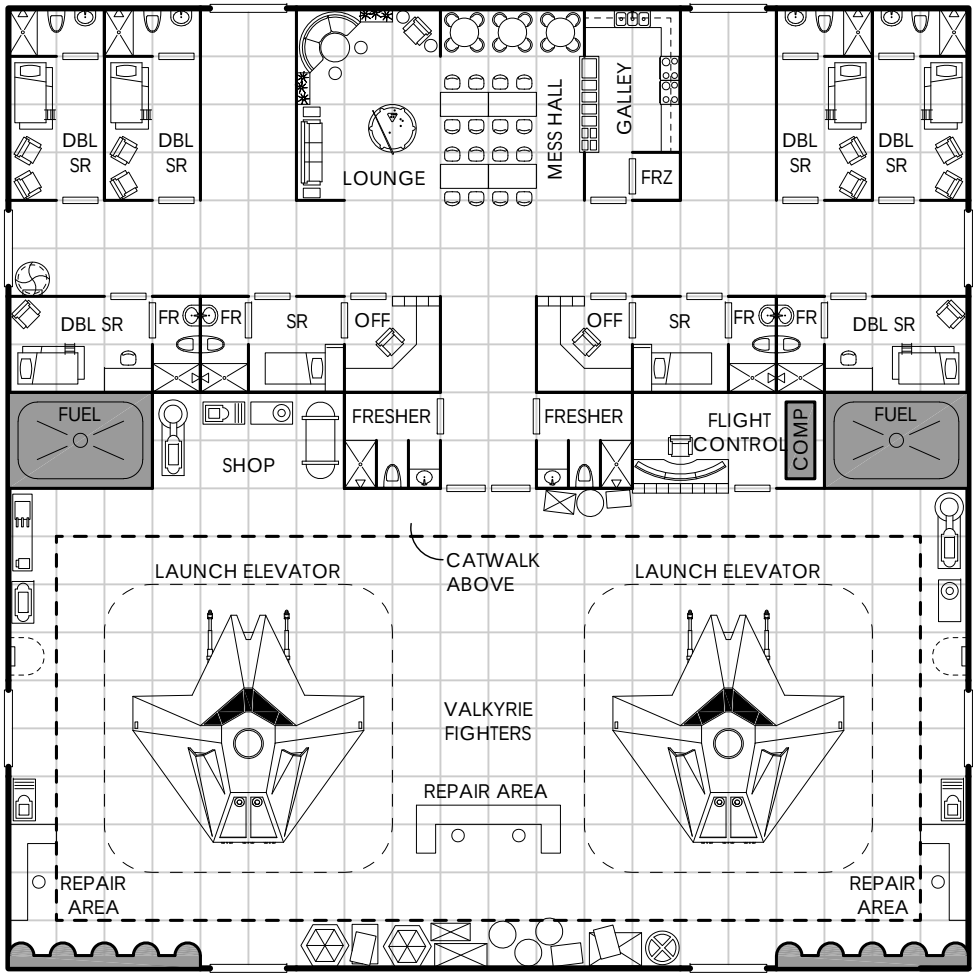
107 Fighter Hangar/Crew Area



Notes:

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

Barracks 108

Notes:

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

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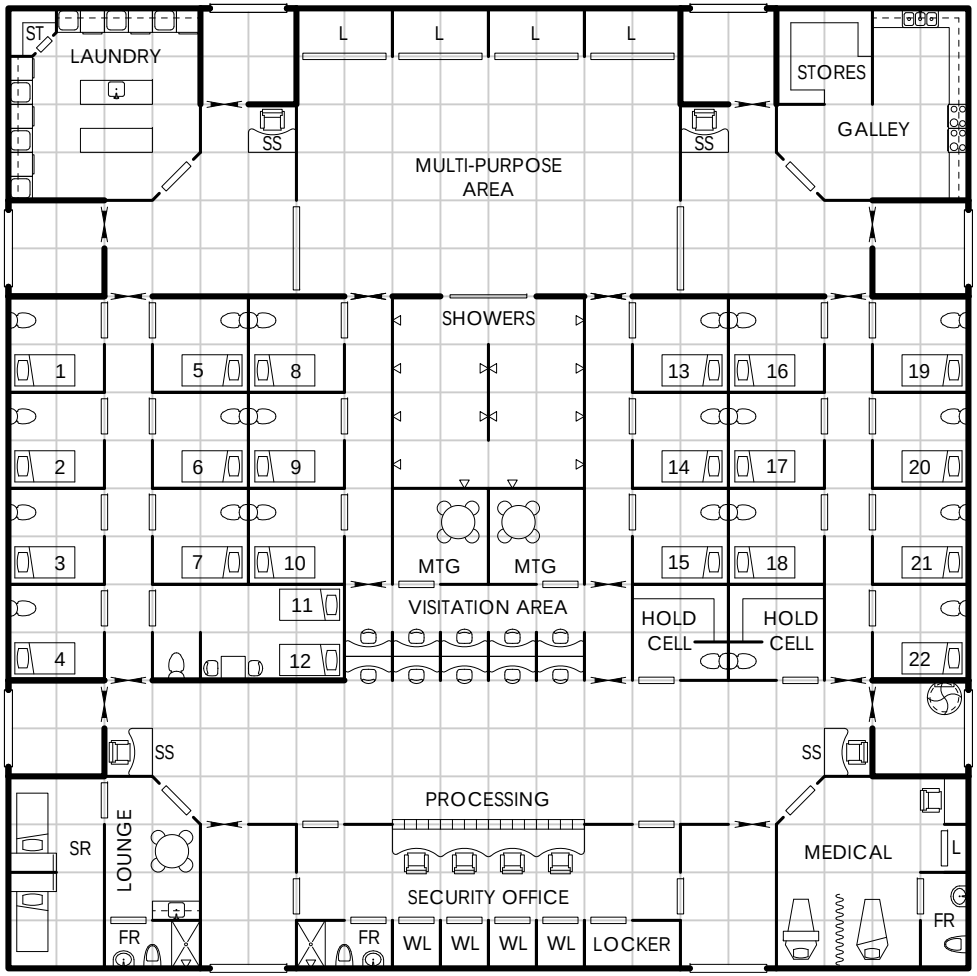
109 Brig / Prison

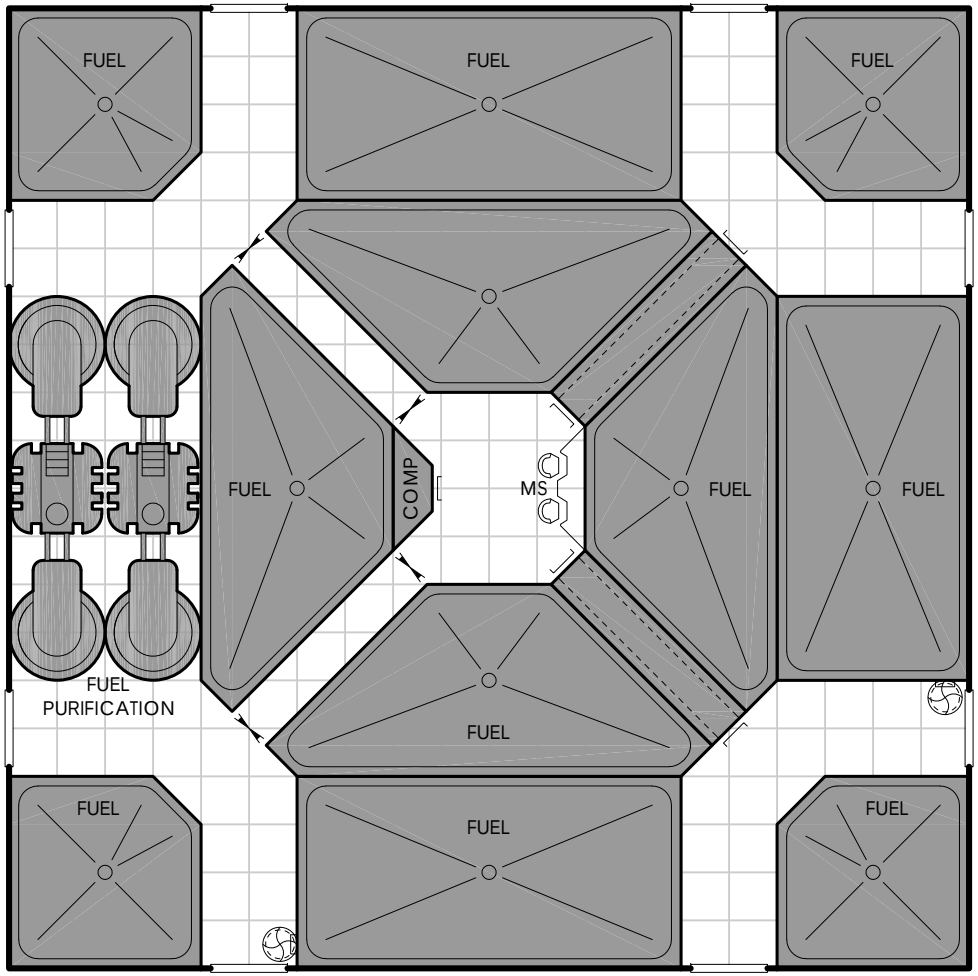


Notes:

- 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.

SS SECURITY STATION

Fuel Deck 110



Notes:

MS FUEL MONITORING STATION

ACCESS CRAWLWAY

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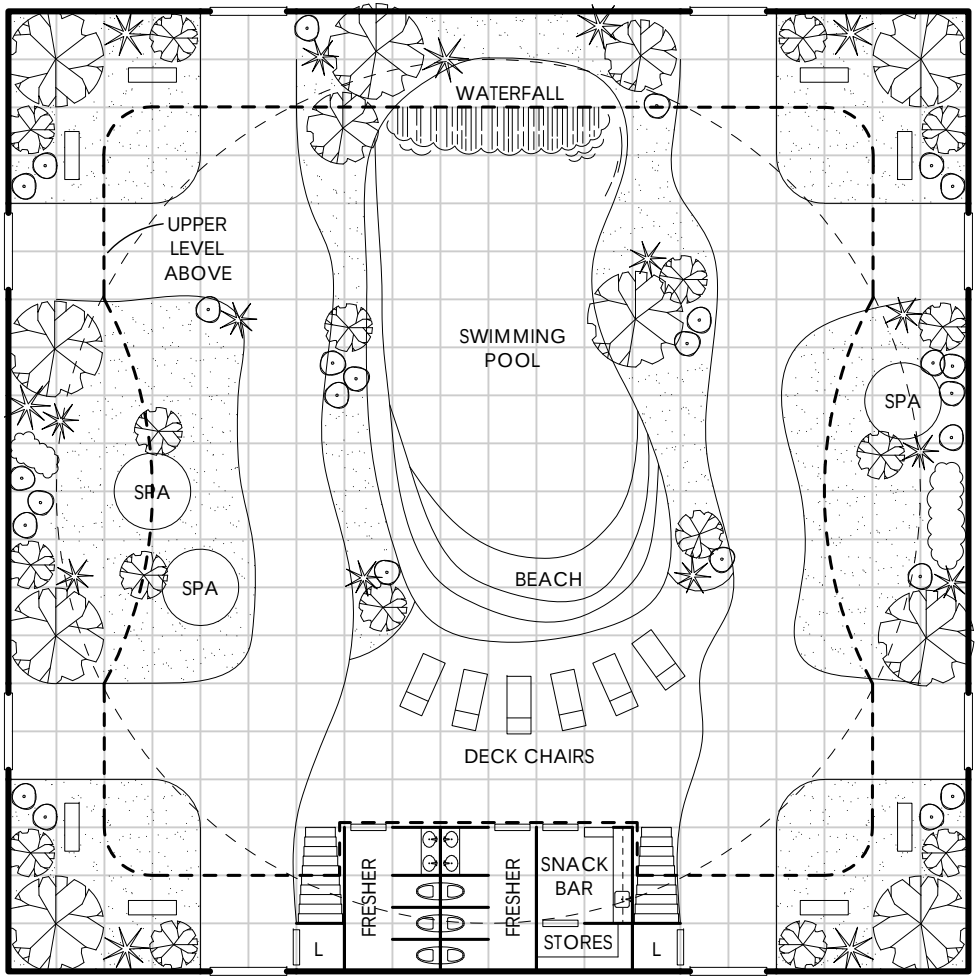
111 Arboretum - Lower Level

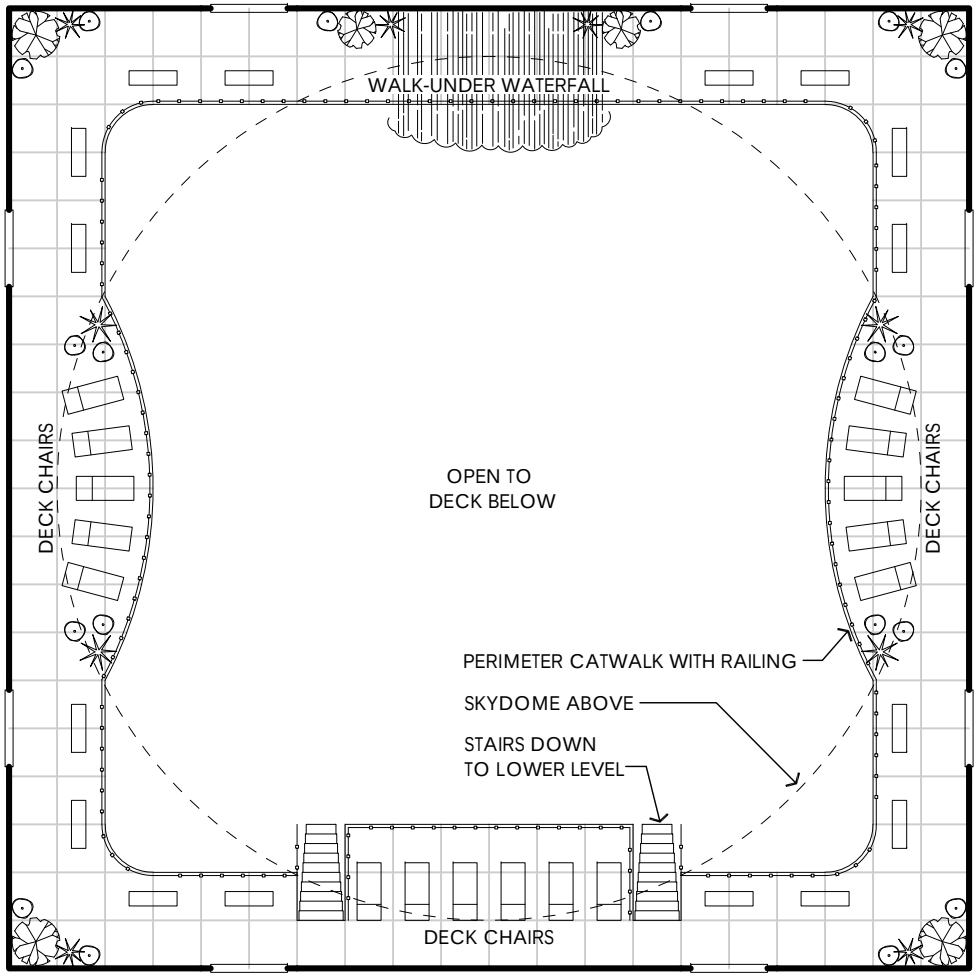


Notes:

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

DECK CHAIR
BENCH
BUSHES AND TREES
STAIRS UP

Arboretum - Upper Level 112



Notes:

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

DECK CHAIR
BENCH
BUSHES AND TREES
GUARDRAIL
STAIRS DOWN

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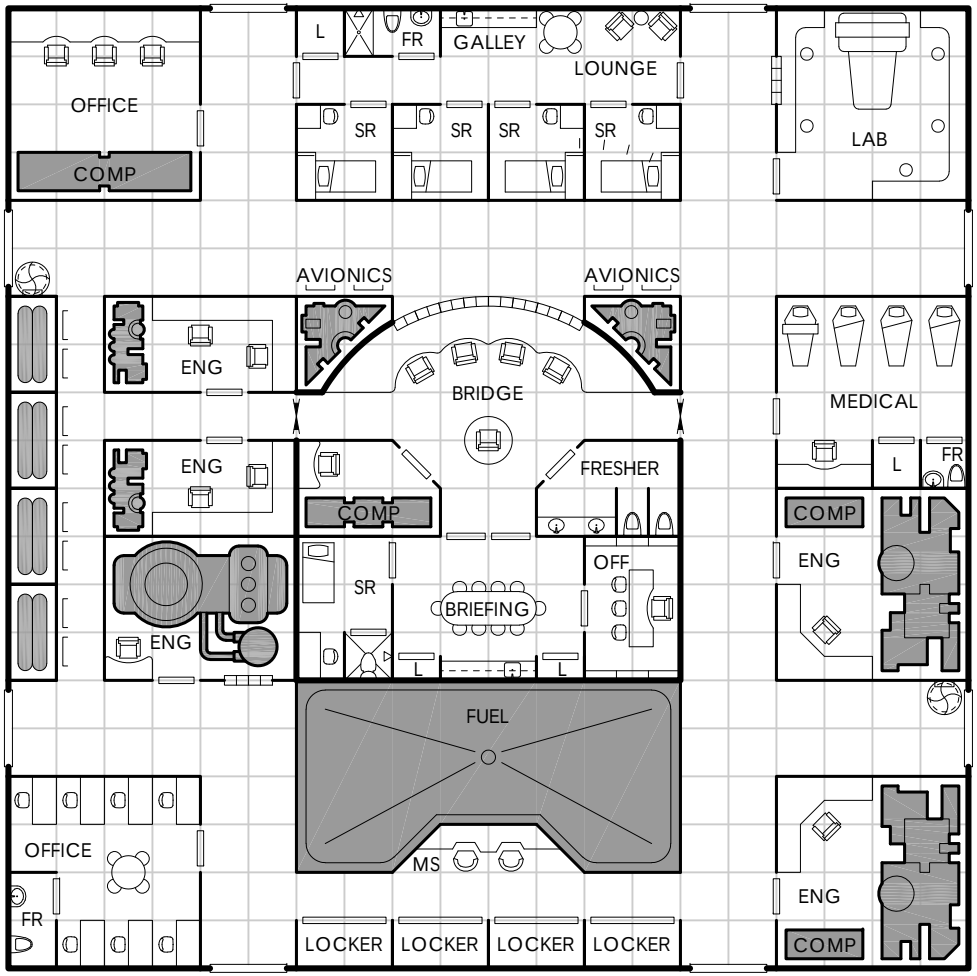
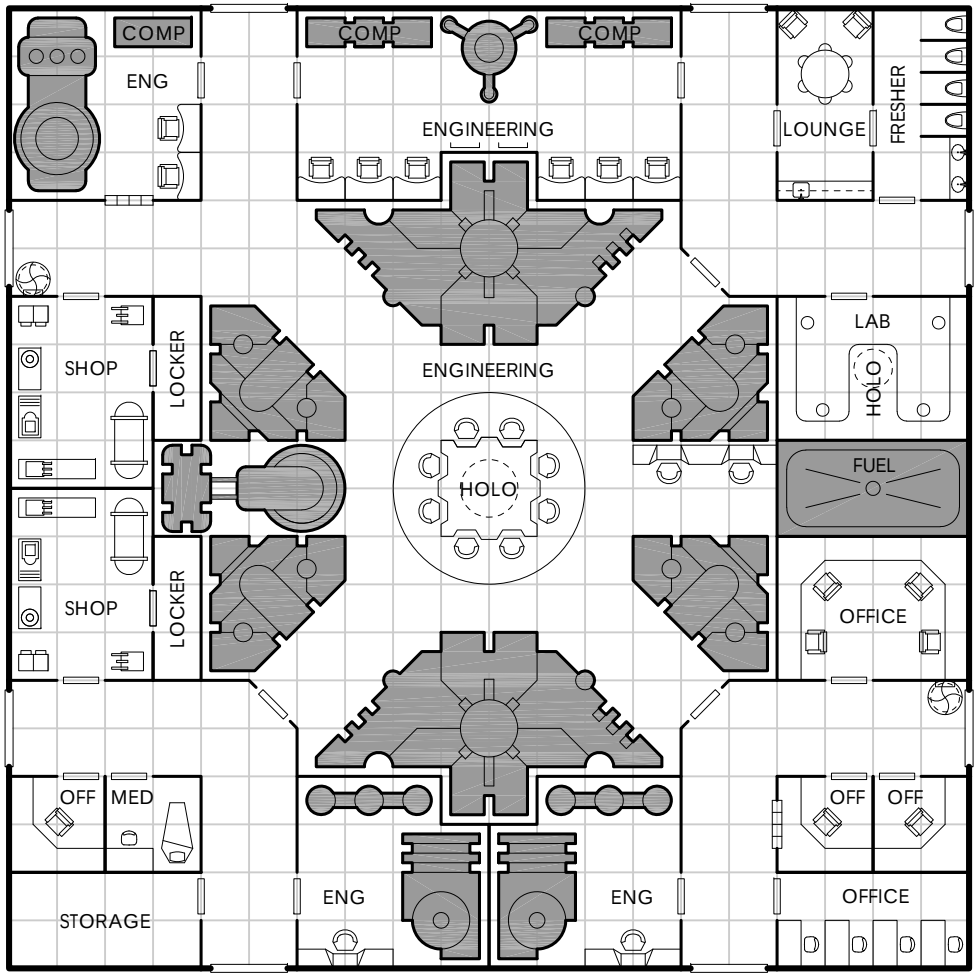
113 Bridge / Multi-Purpose



Notes:

Engineering 114



Notes:

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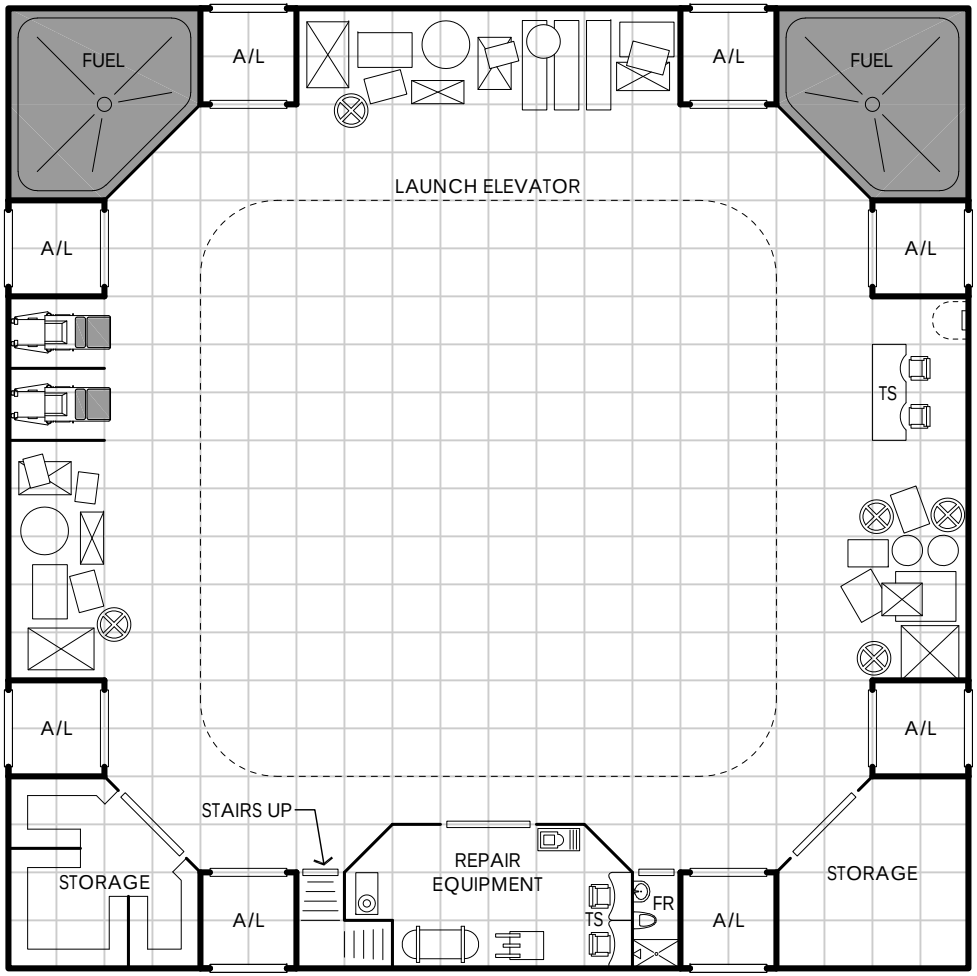
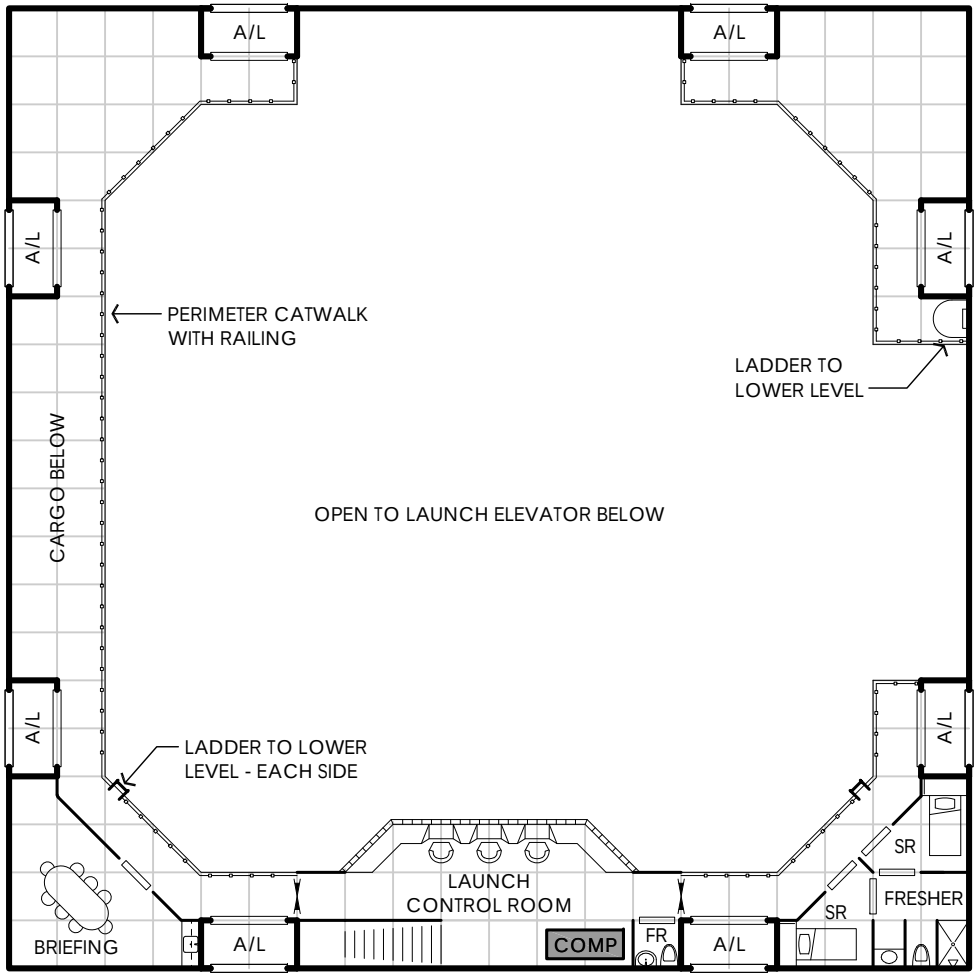
115 Hangar - Lower



Notes:

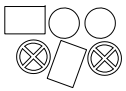
- Double height space (20' ceiling) with stairs up to control room.
- See geomorph 116 for upper level.
- This is a generic hangar that can serve a variety of space craft.

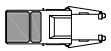
Hangar - Upper 116



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.


SMALL
CARGO


"GRAV-HAULER"
CARGO MOVER

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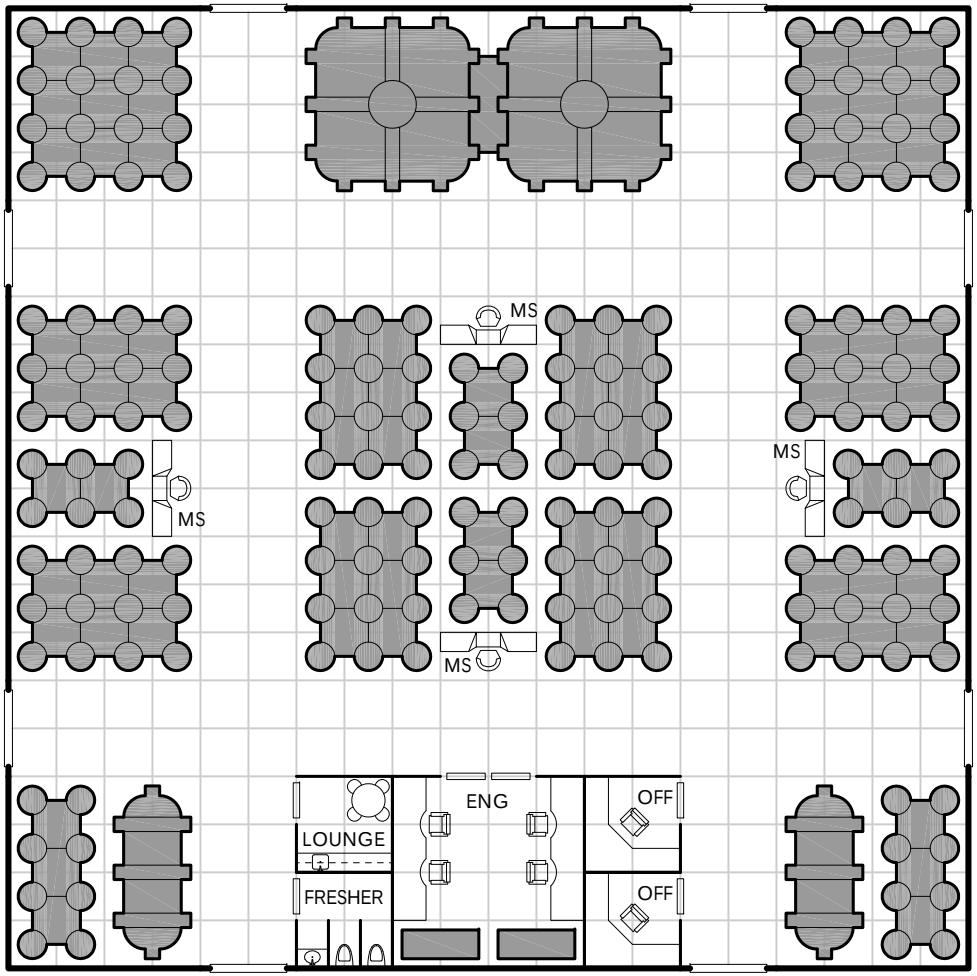
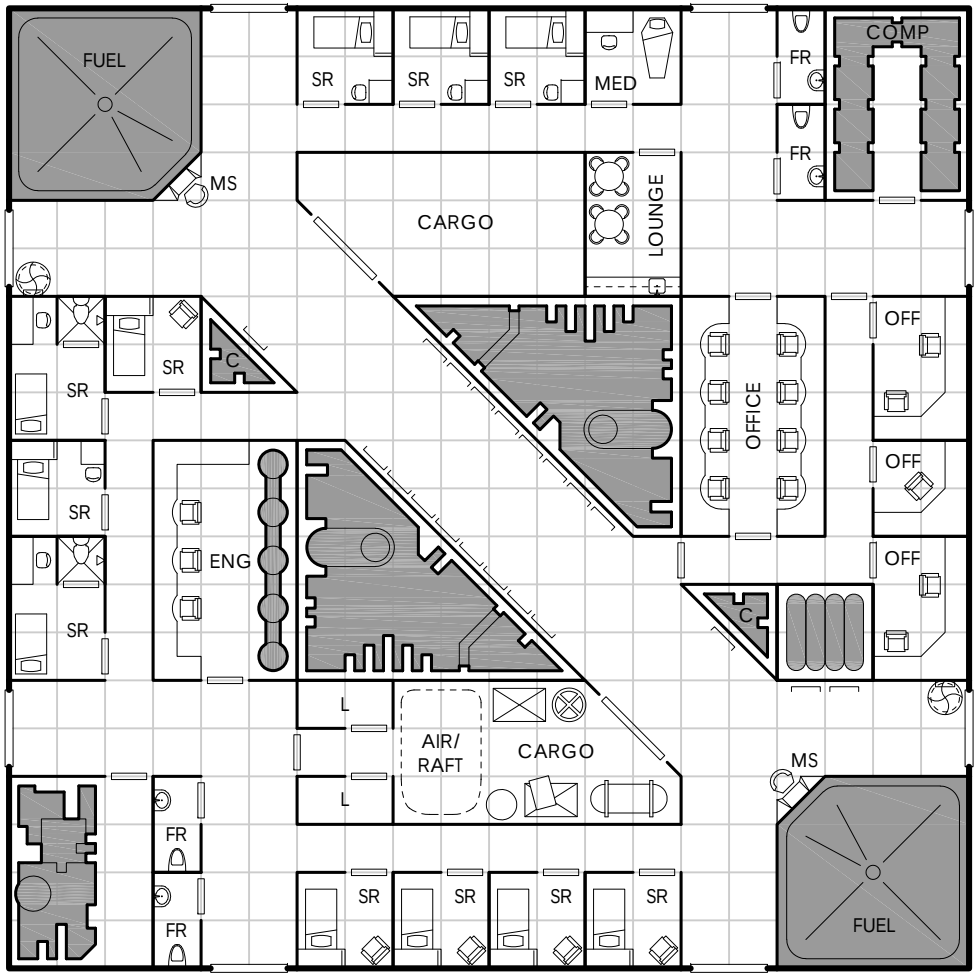
117 Battery Deck



Notes:

- This space has a heavy duty fire suppression system installed.

Multi-Purpose 118



Notes:

BATTERIES

MS MONITORING STATION

MS FUEL MONITORING STATION

LIFE SUPPORT

SMALL CARGO AIR/RAFT

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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 and invasive species into a new environment. Knowledge of alien botany could be a useful skill for a Traveller. Which ones 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.

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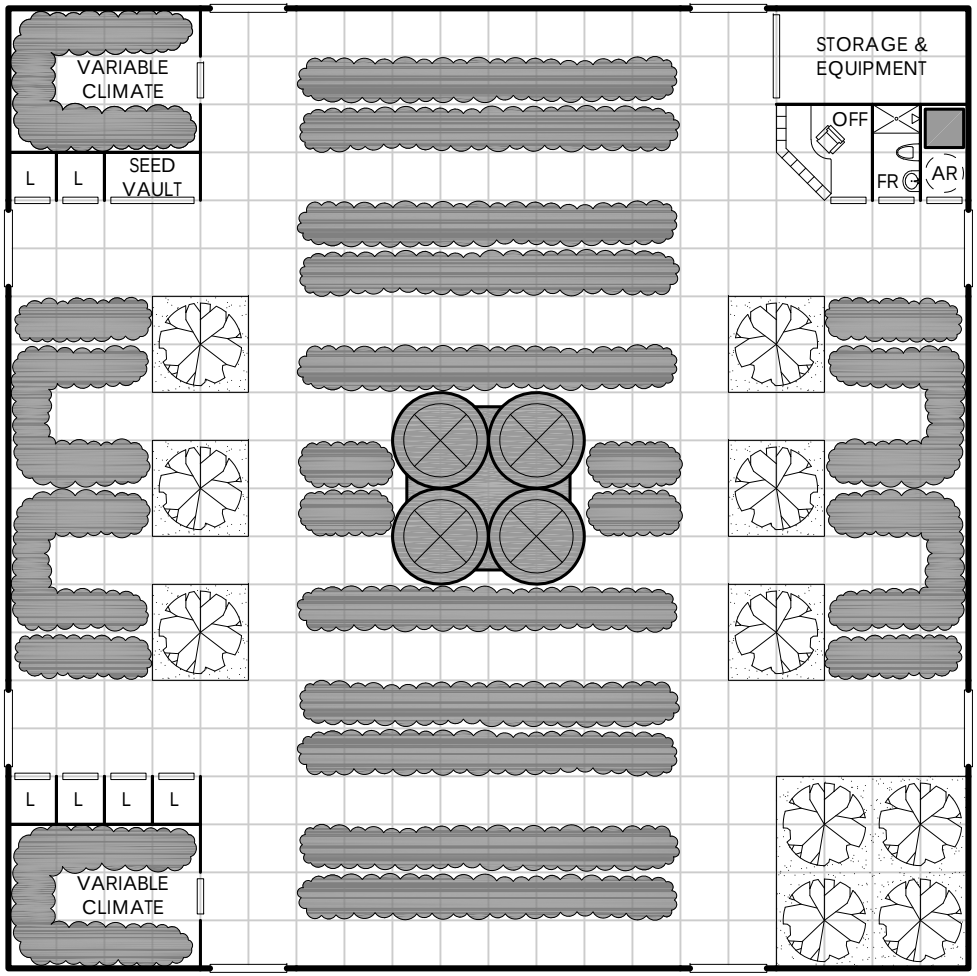
119 Hydroponics Bay



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.

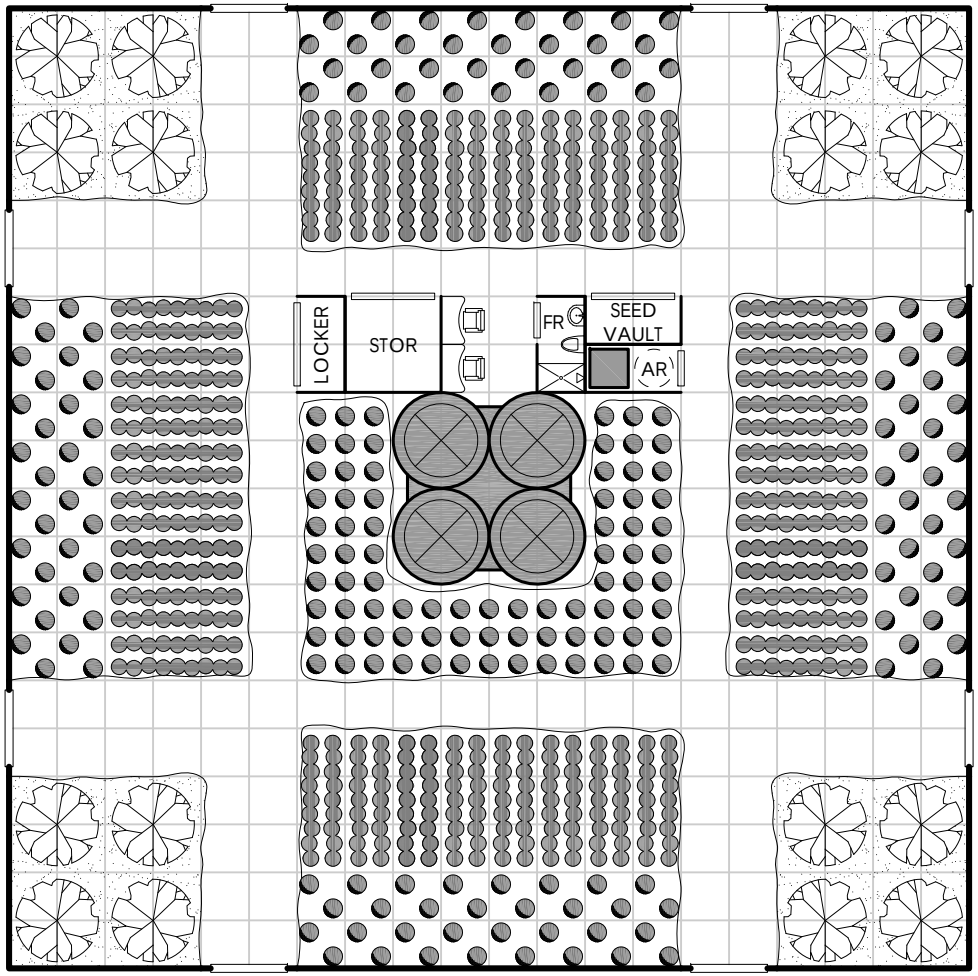
AR — AGRICULTURAL ROBOT ALCOVE

WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

FRUIT TREE

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*.

AR — AGRICULTURAL ROBOT ALCOVE

WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

FRUIT TREE

FOOD CROPS

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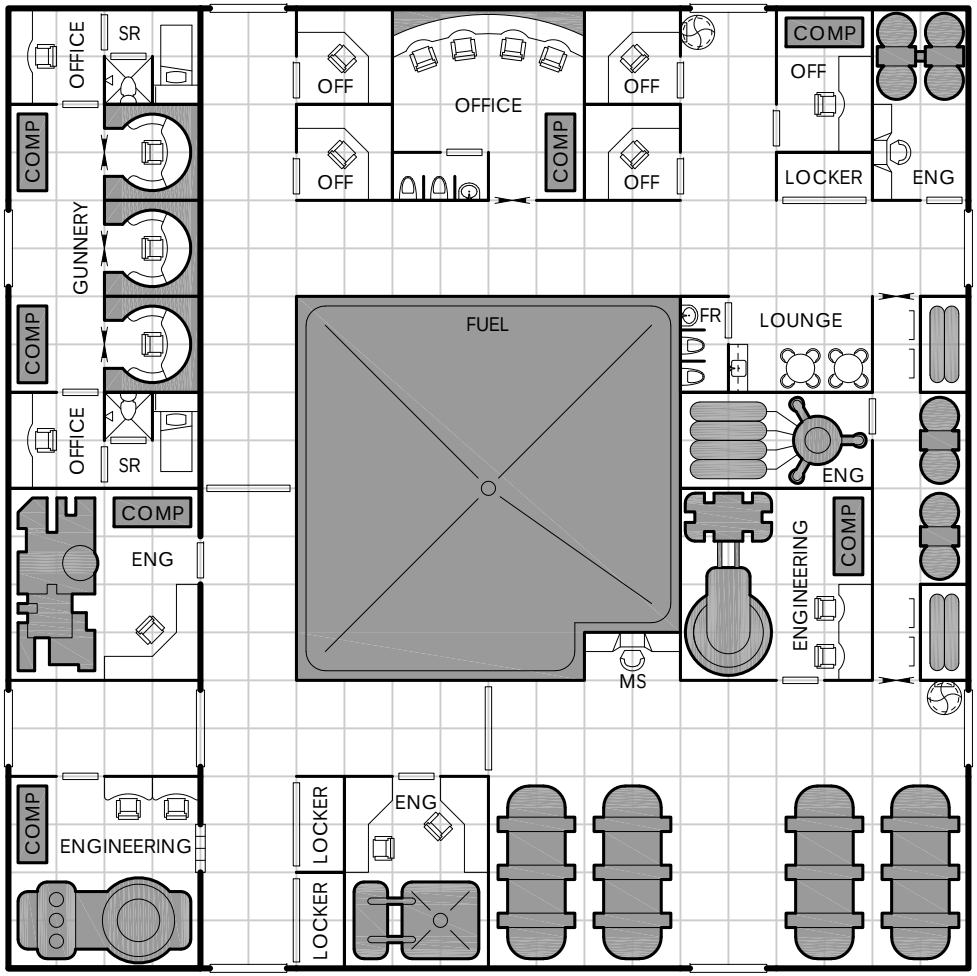
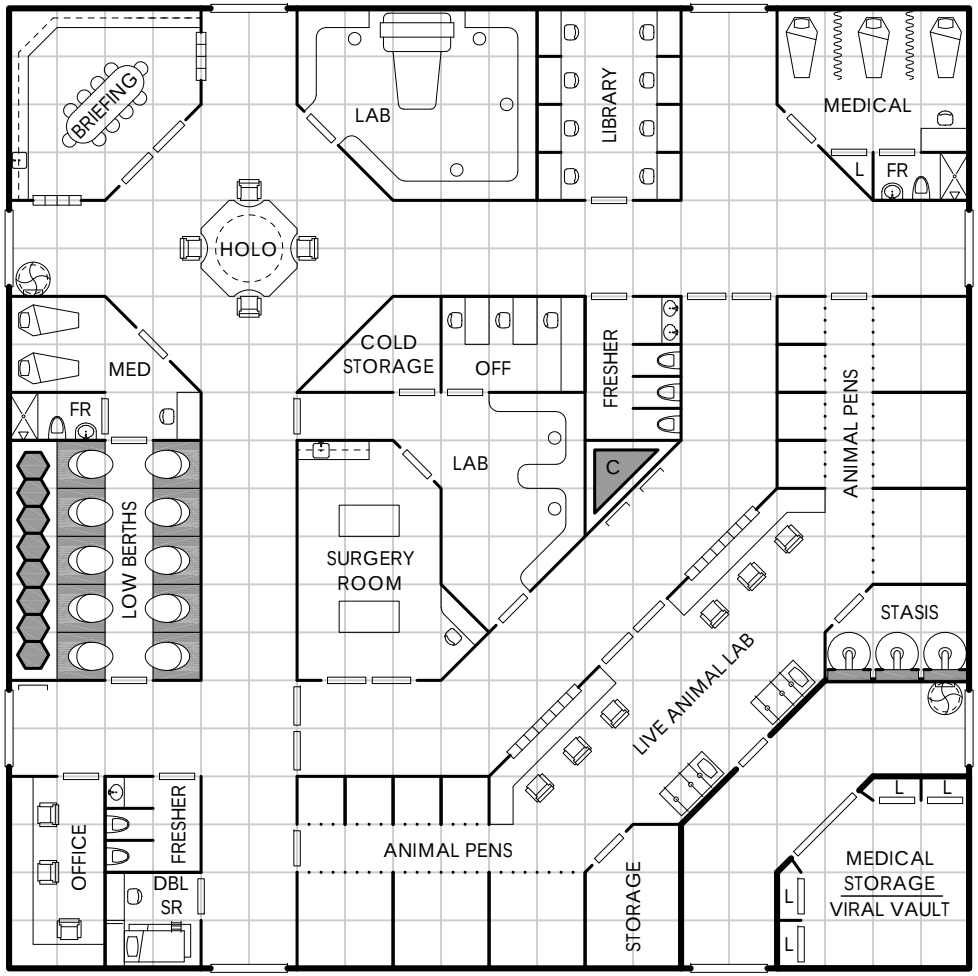
121 Multi-Purpose



Notes:

Medical Research 122



Notes:

- The meeting room doubles as a lounge.

FIRE CONTROL

LIFE SUPPORT

BATTERY BACKUP

ANIMAL PEN

RESTRAINT BED/GURNEY

LOW BERTH

STASIS TUBE

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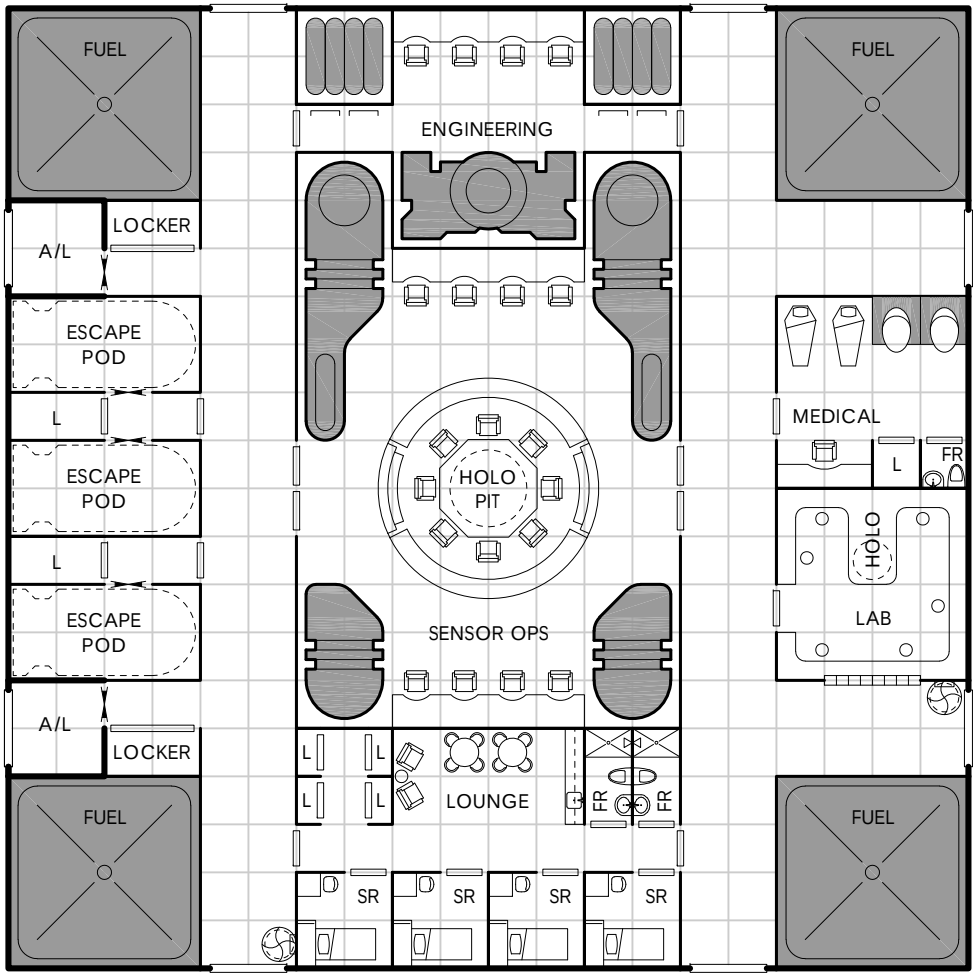
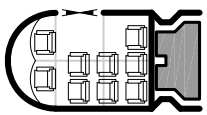
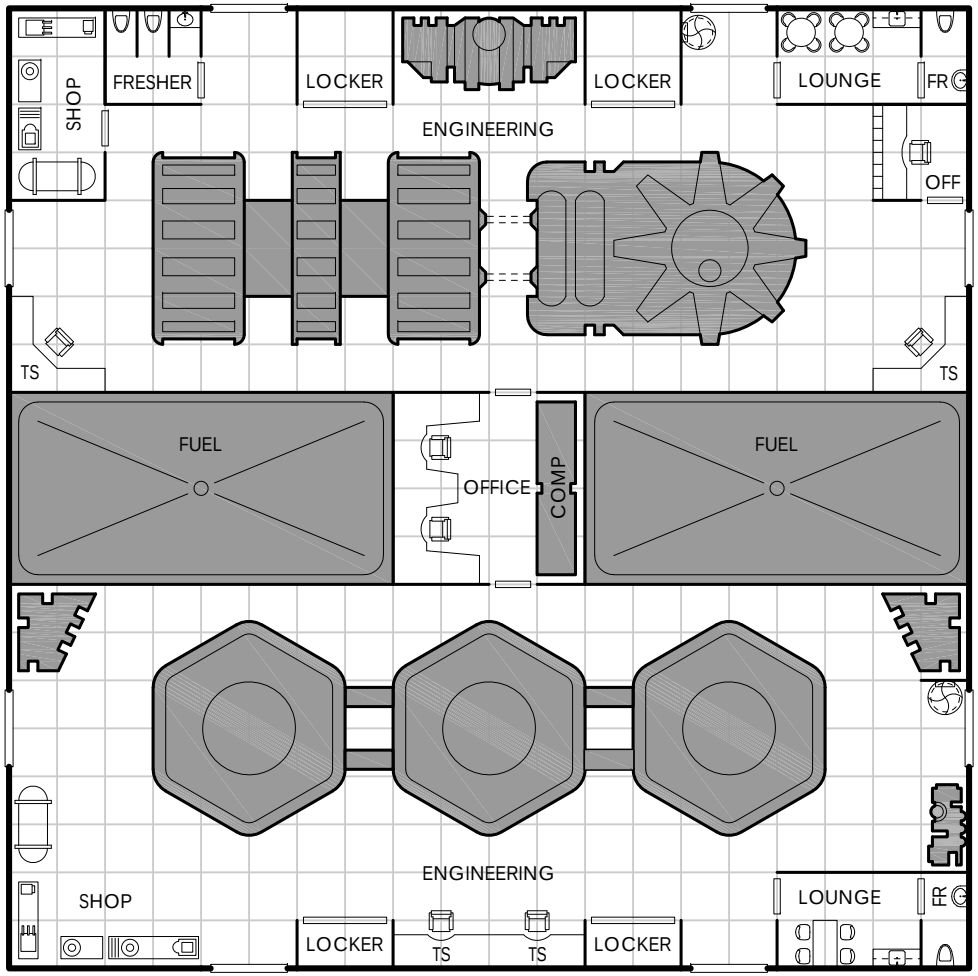


Notes:

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



ESCAPE POD



Notes:

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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 ship 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 ship may also have large cargo elevators and/or specialty cargo moving equipment such as grav-haulers and cargobots.

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

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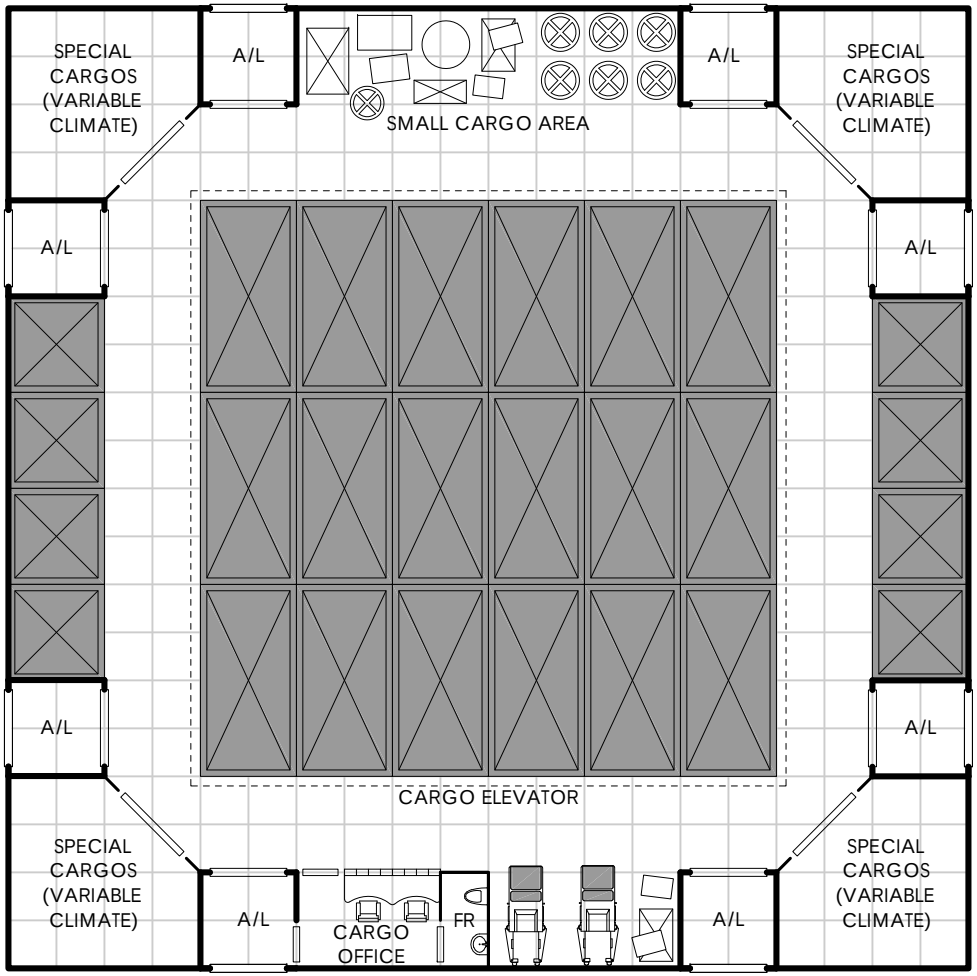
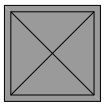
125 Cargo Bay - Full

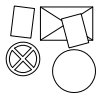


Notes:

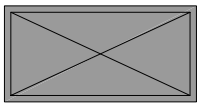
- Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.
- Cargo elevator is activated from with the cargo office.



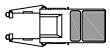
10'x10' CARGO CONTAINER



SMALL CARGO

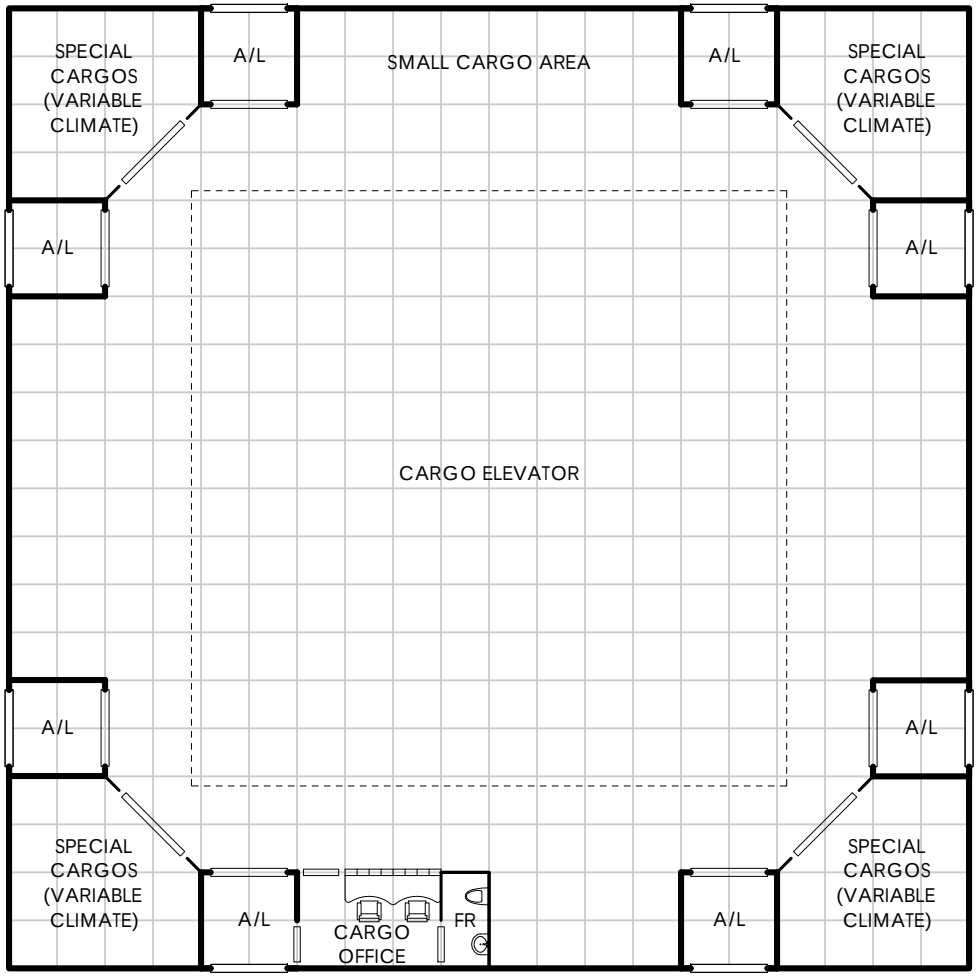


10'x20' CARGO CONTAINER



"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.

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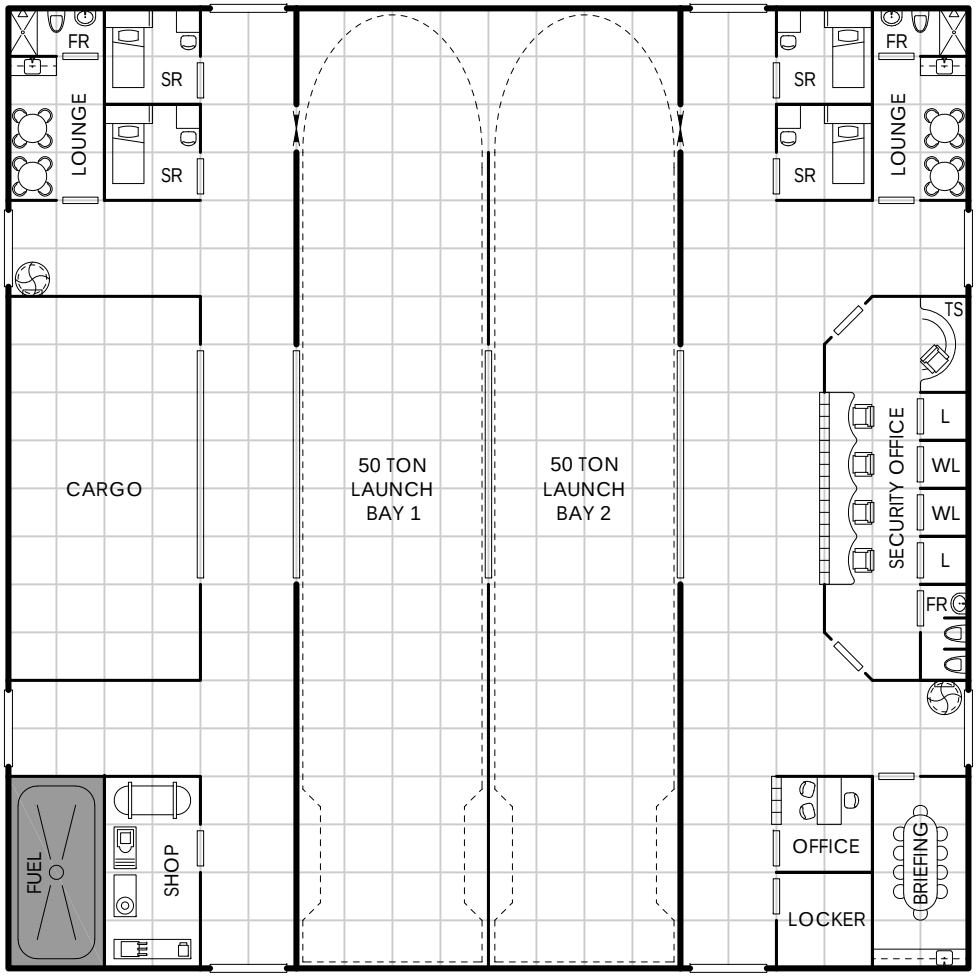
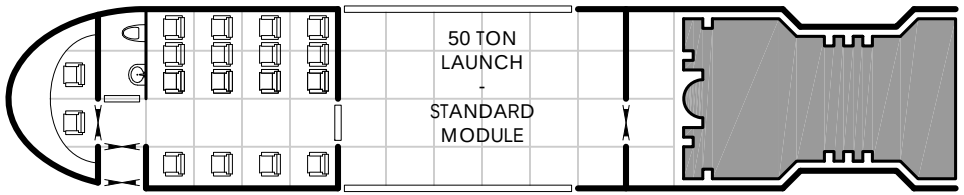
127 50 Ton Launch Bay

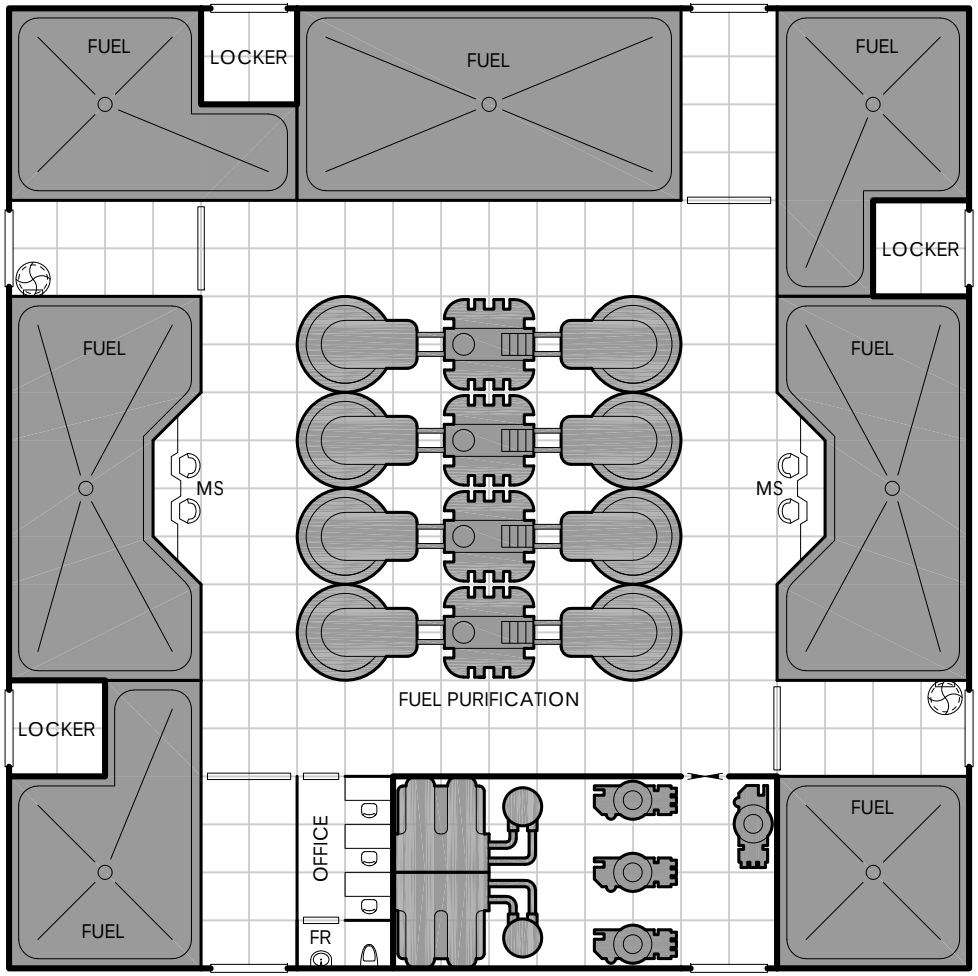


Notes:

- 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:

MS MONITORING STATION

STARSHIP GEOMORPHS © 2018 Pearce Design Studio, LLC

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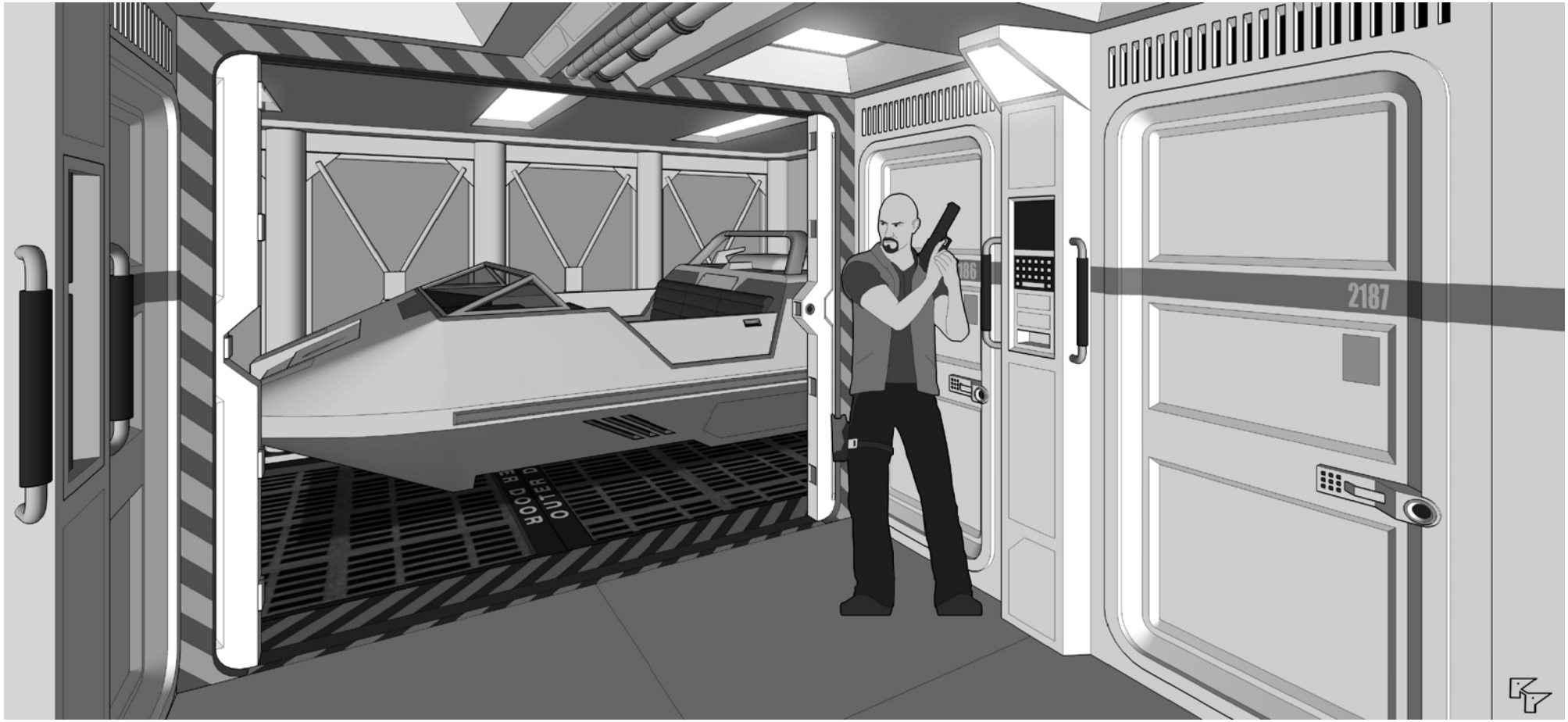
Air/raft Hangar and Ship's Lockers

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 accessible only by the ship's captain or steward, for weapons or valuables.



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

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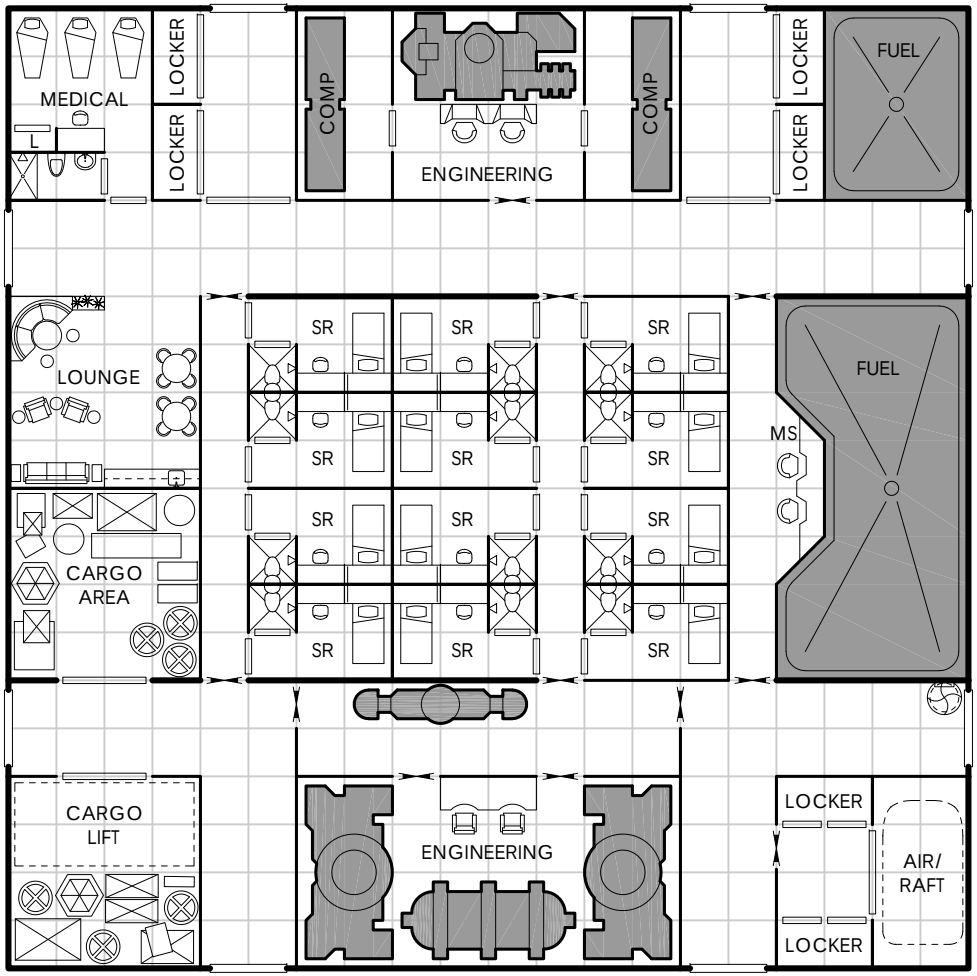
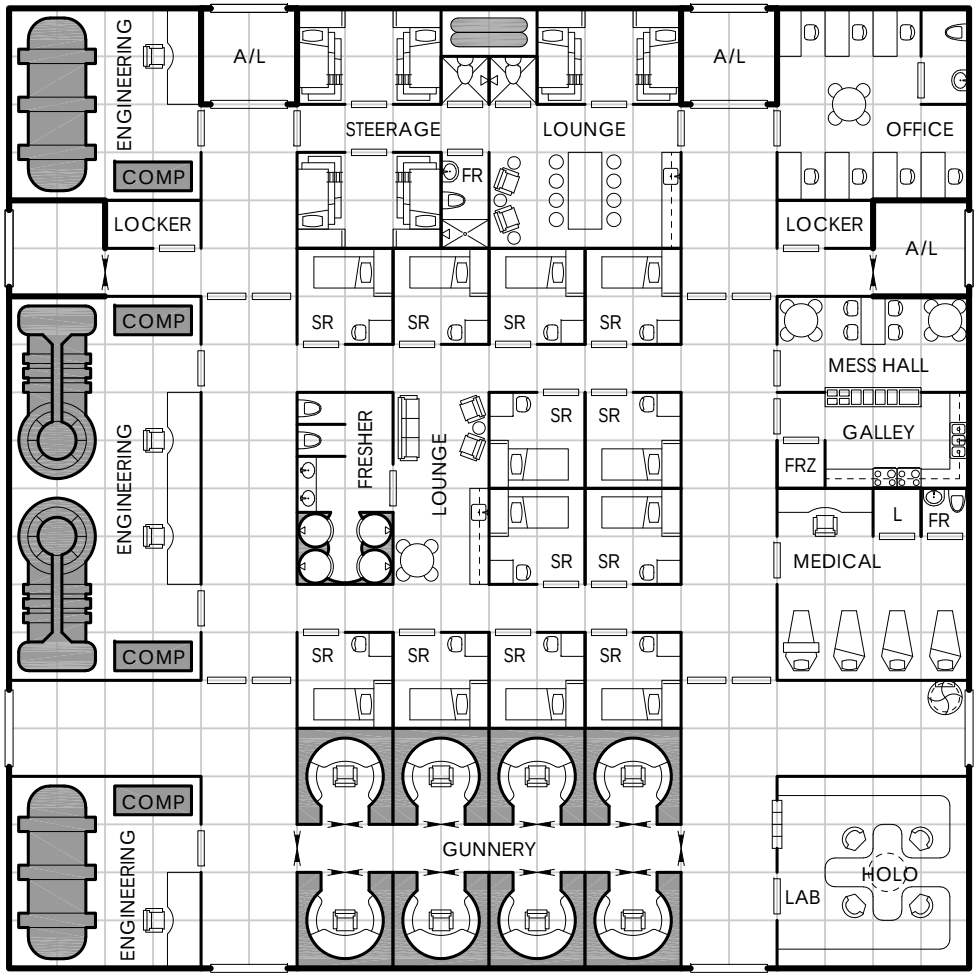


Notes:



Notes:

MS MONITORING STATION

AIR/RAFT

WEAPON STATION

STEERAGE TRIPLE BUNKS

LIFE SUPPORT

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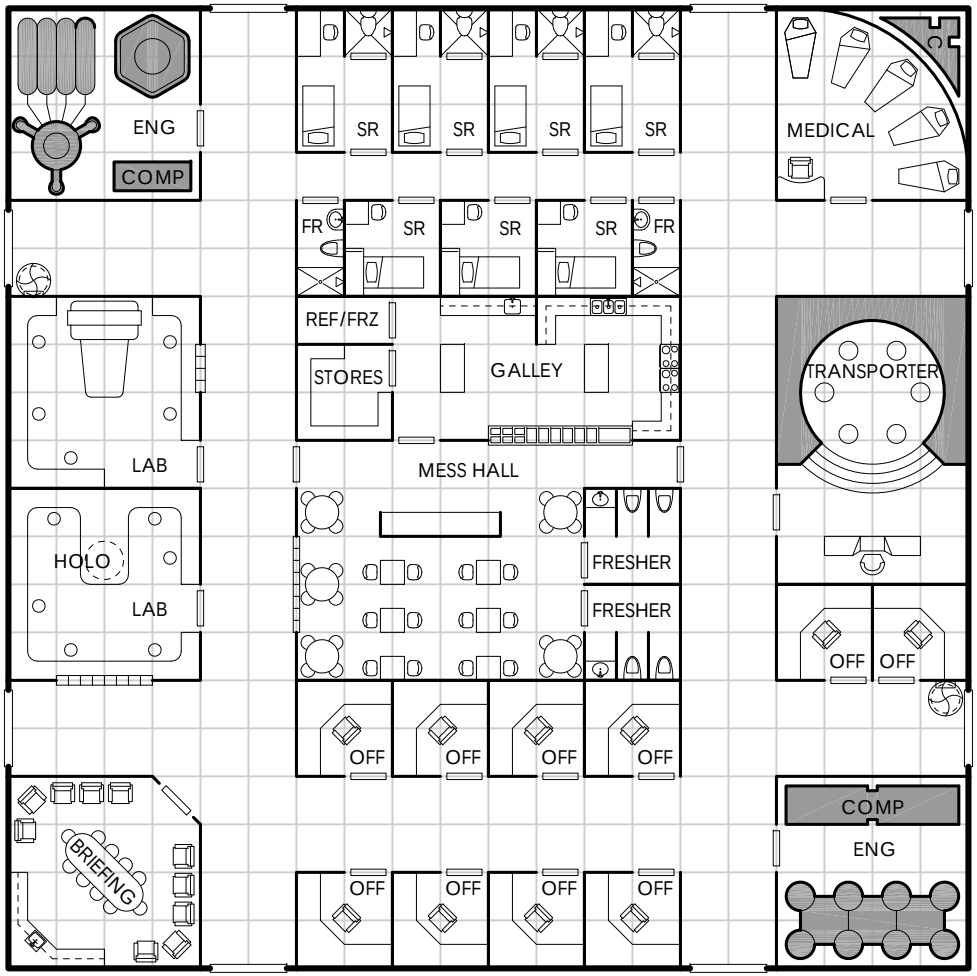
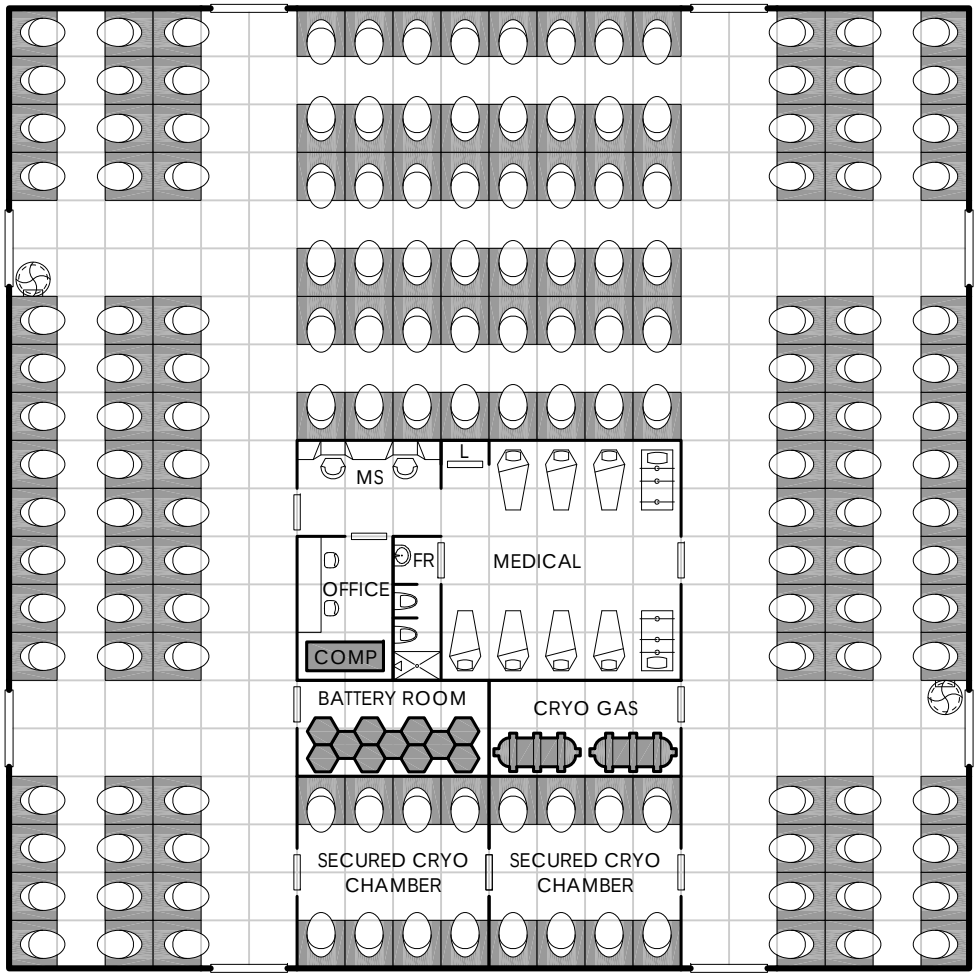
131 Multi-Purpose



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.

MS MONITORING STATION

BATTERY BACK-UP POWER

LOW BERTH

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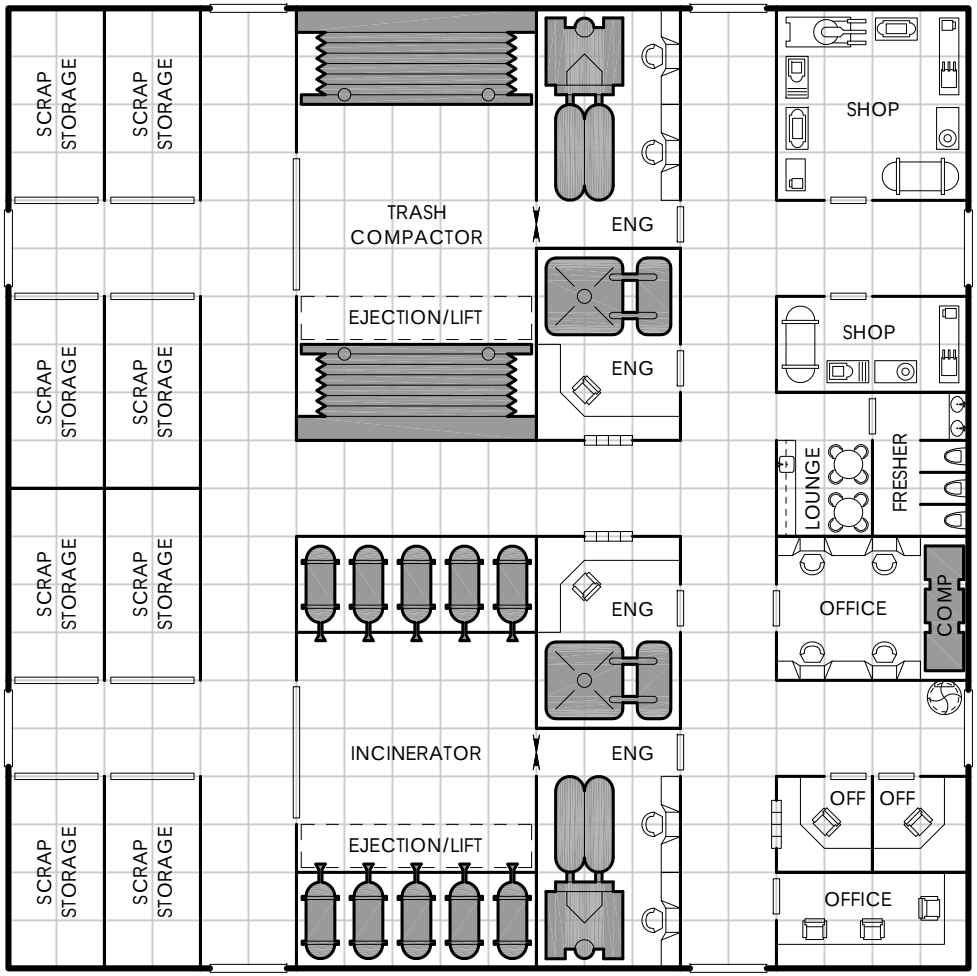
133 Scrap / Recycling

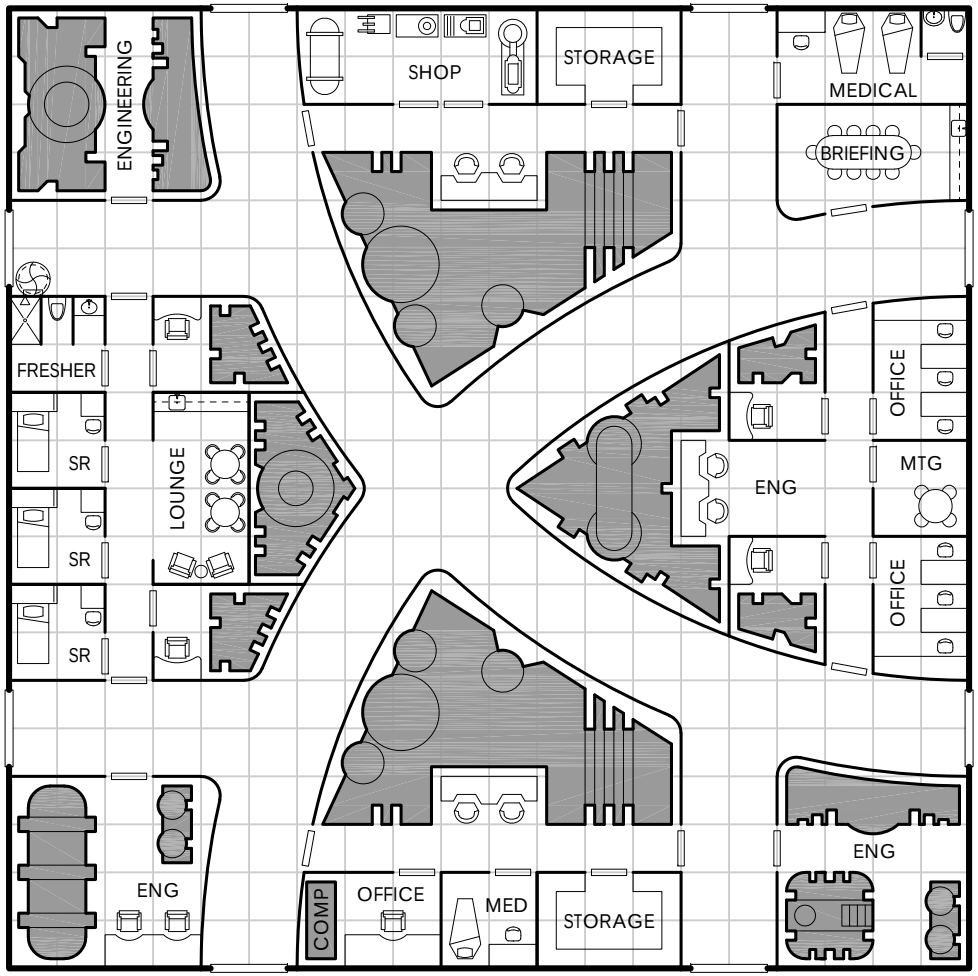


Notes:

- 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

Engineering 134



Notes:

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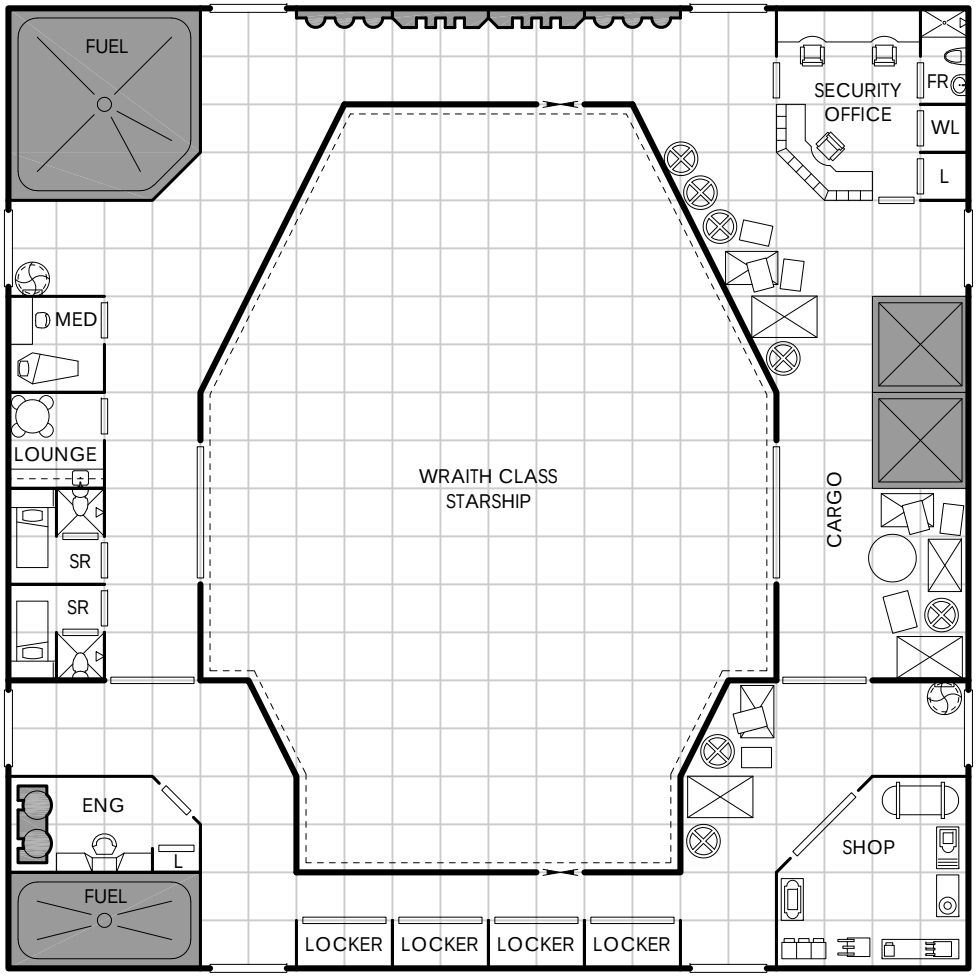
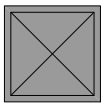
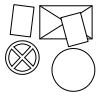
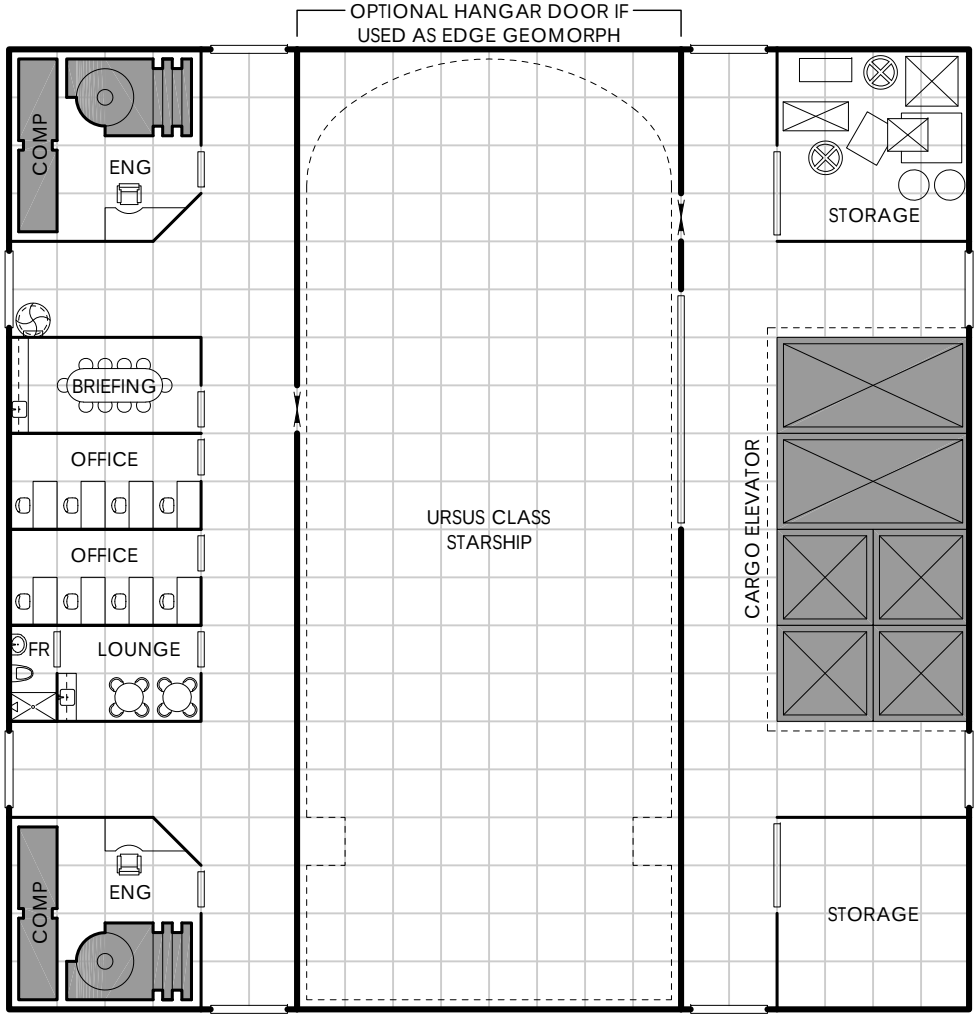


Notes:

- 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.

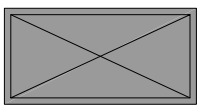

10'x10' CARGO CONTAINER

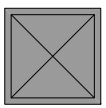

SMALL CARGO

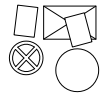


Notes:

- 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

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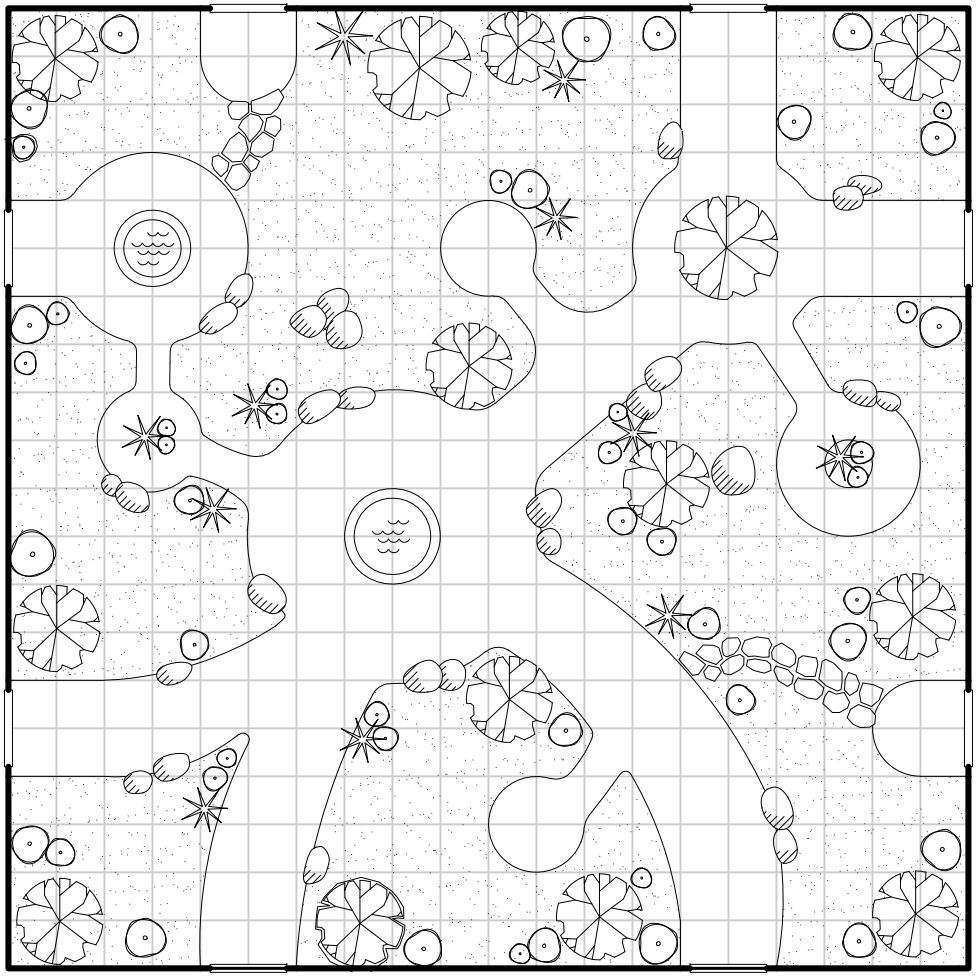
137 Arboretum



Notes:

- Double height space (20' ceiling).

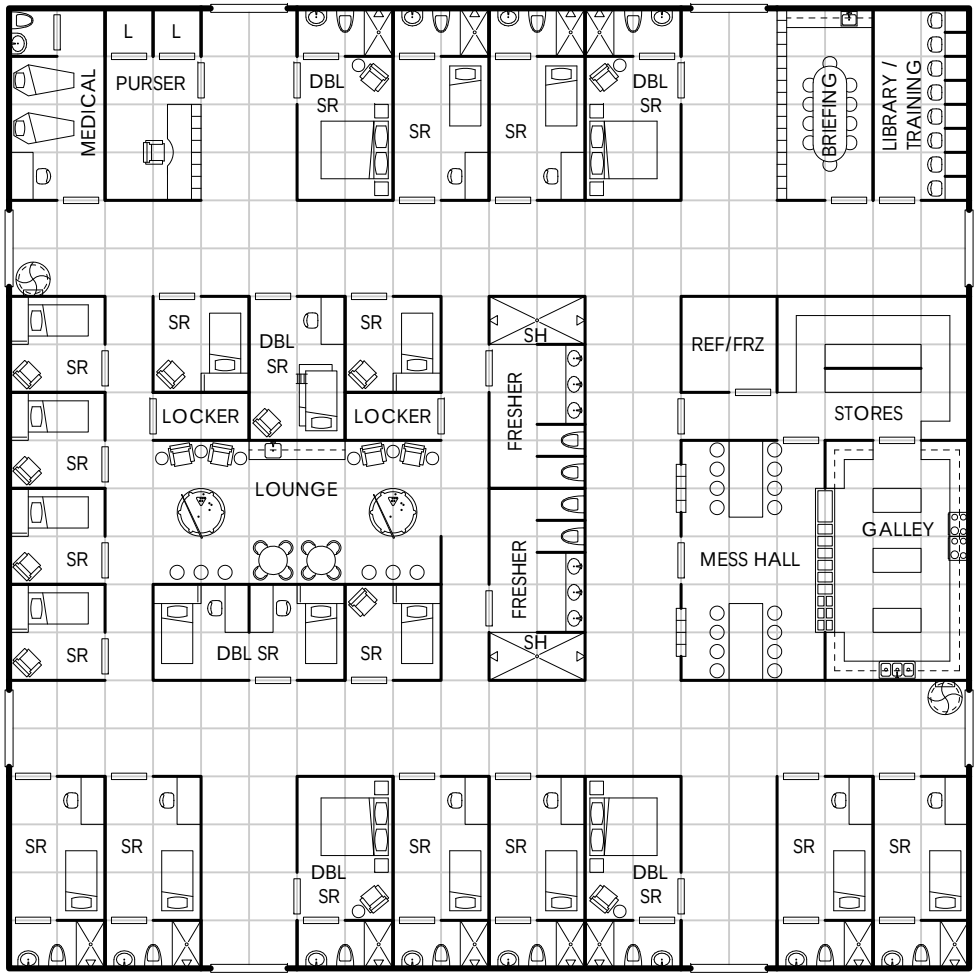
BUSHES AND TREES

FOUNTAIN

STONE PATH

BOULDERS

Crew Quarters 138



Notes:

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

LIFE SUPPORT

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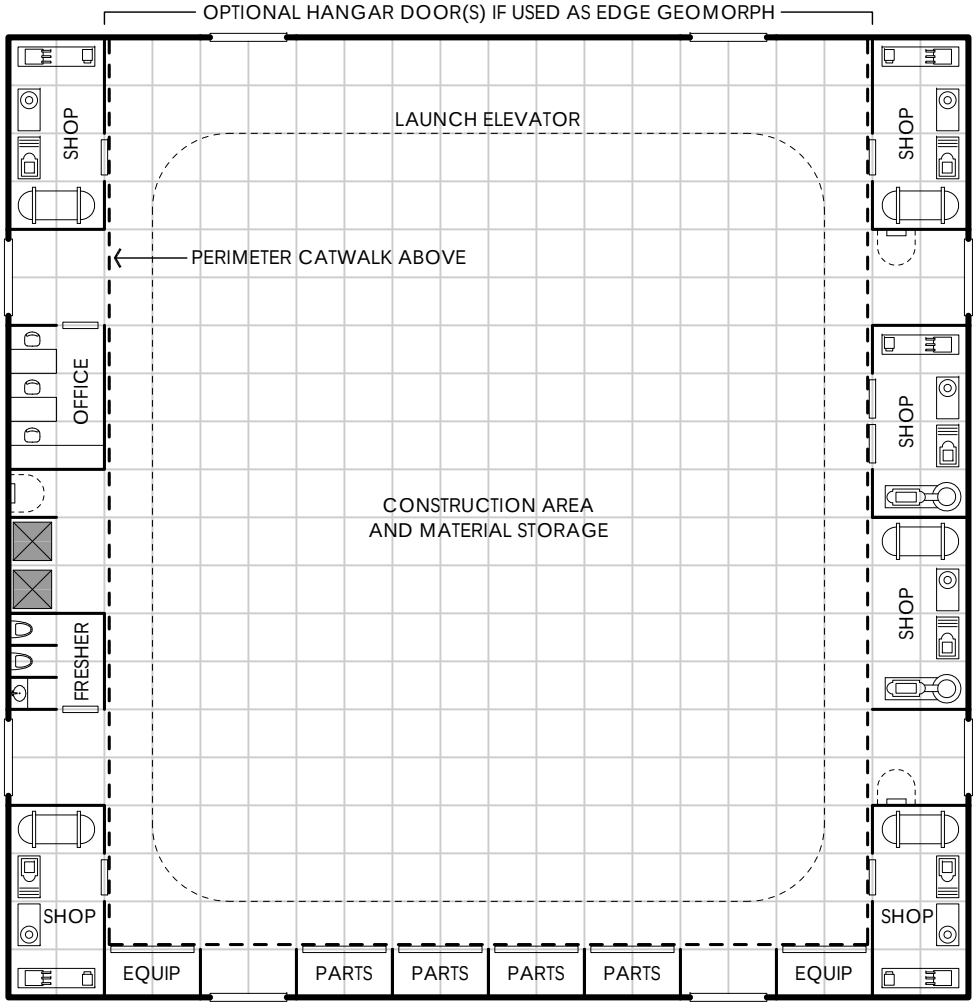
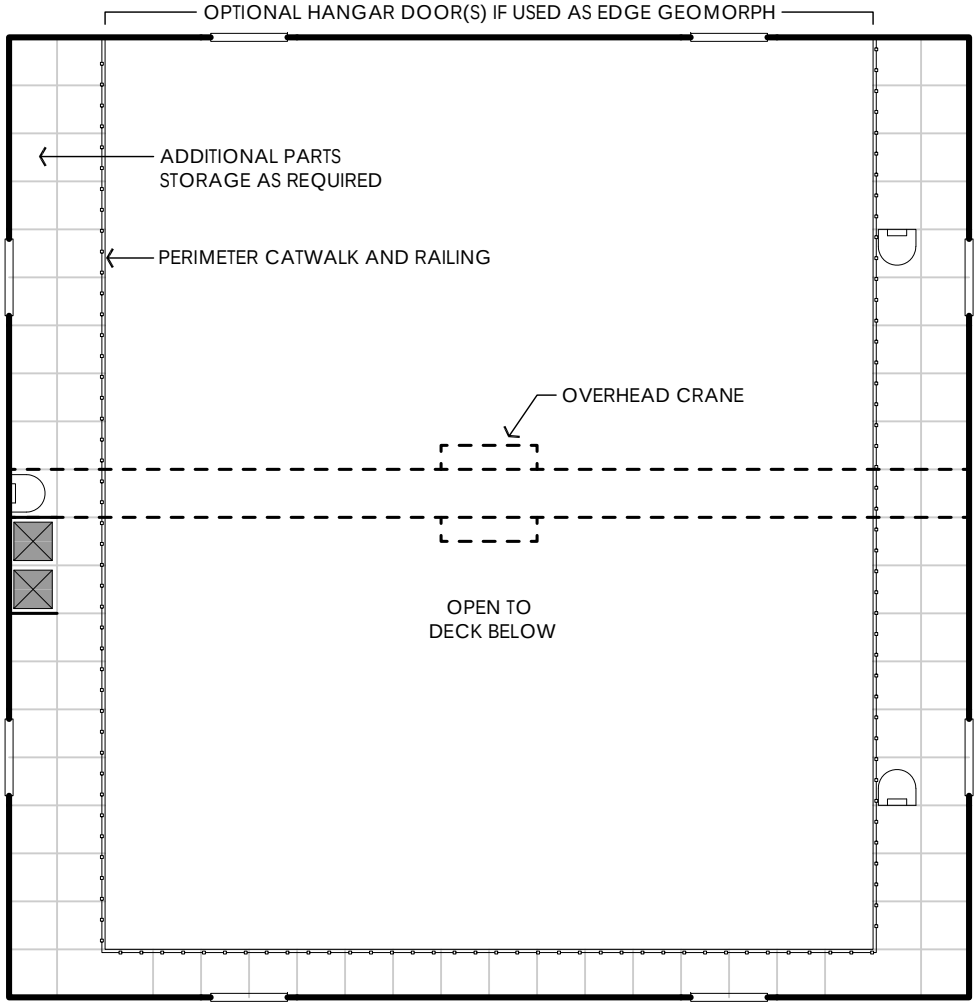
139 Construction Deck - Lower



Notes:

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

Construction Deck - Upper 140



Notes:

PERSONNEL LIFT

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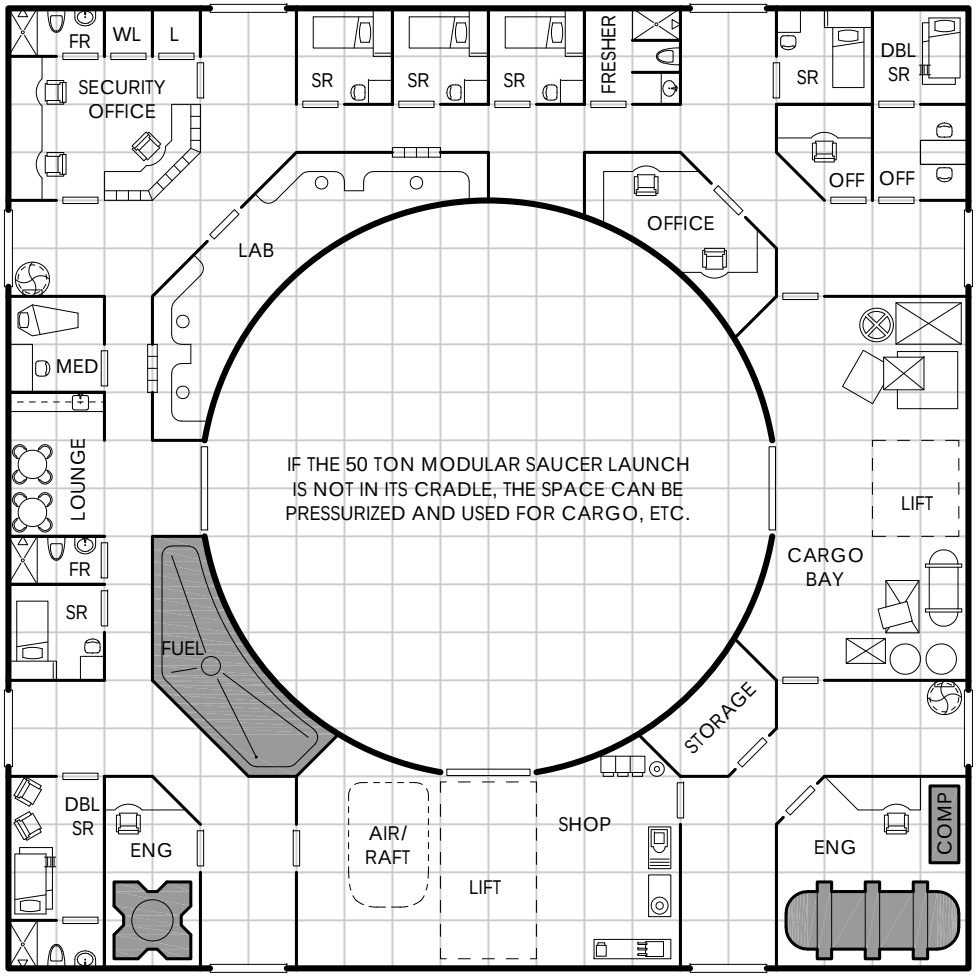
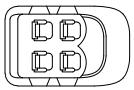
141 50 Ton Launch / Multi-Purpose

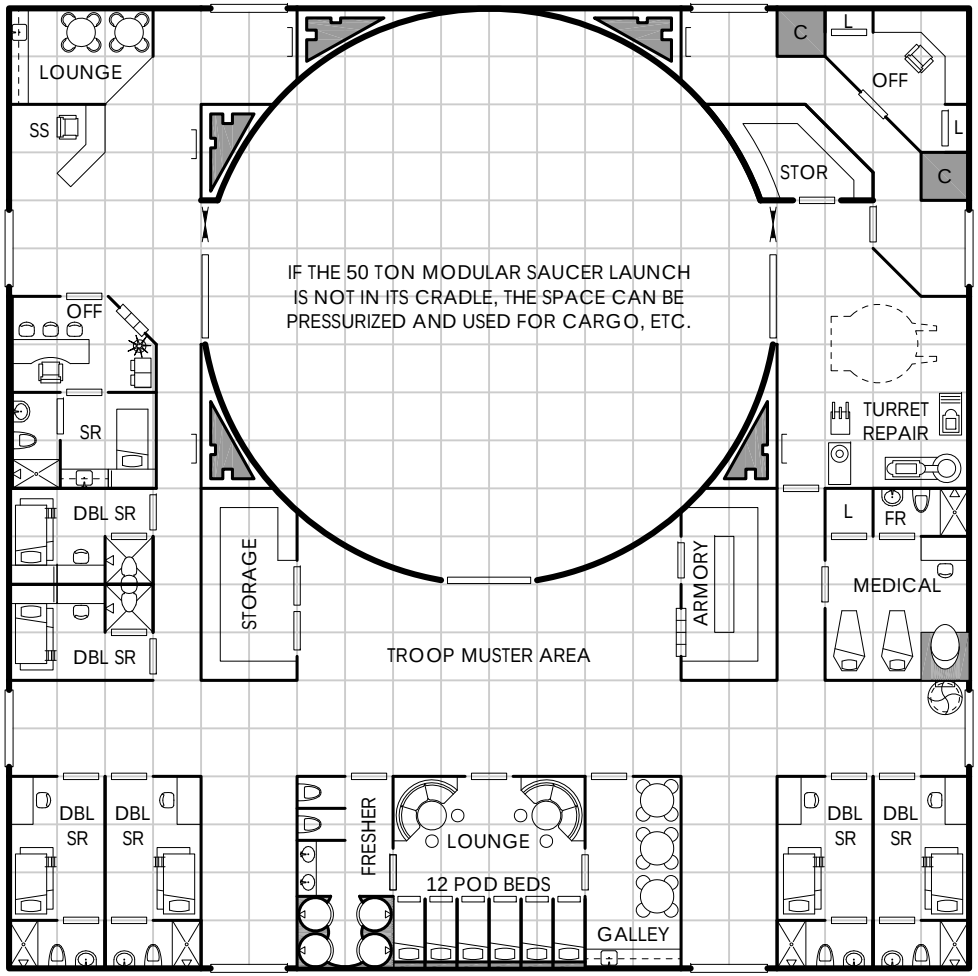


Notes:

- 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

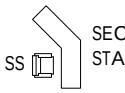


50 Ton Launch / Assault Troops 142



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.



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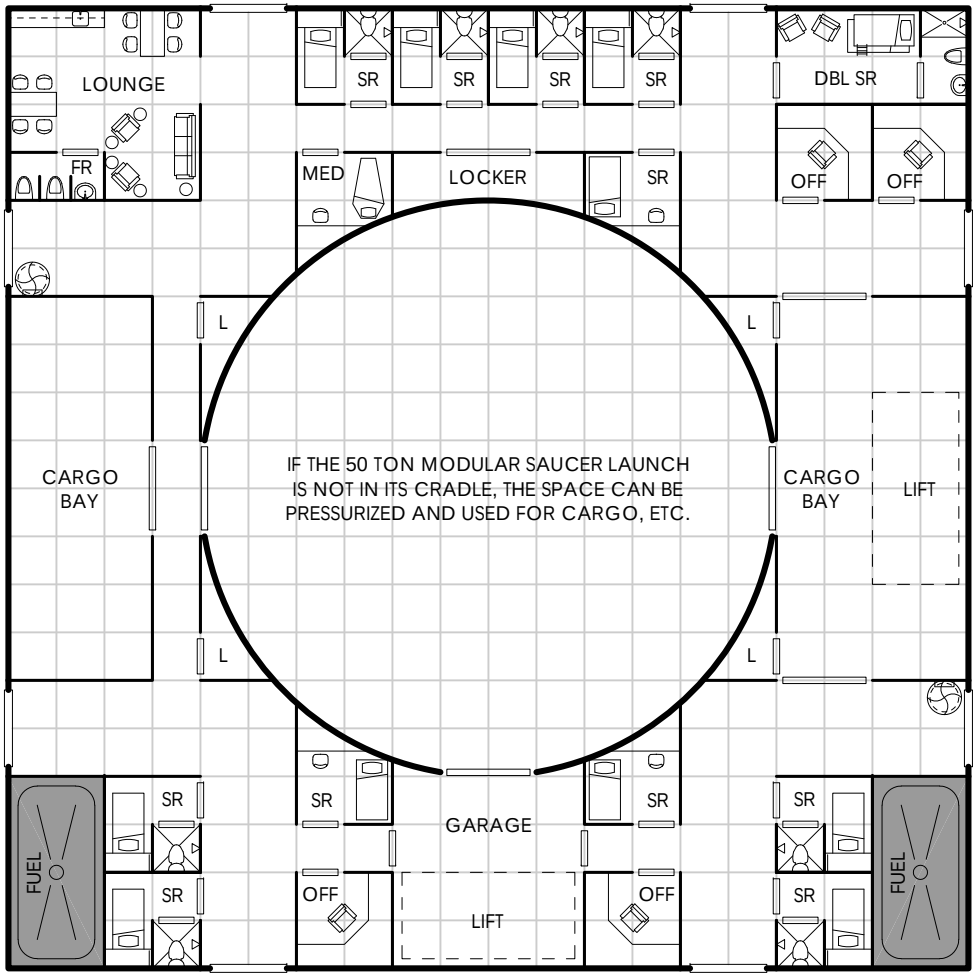
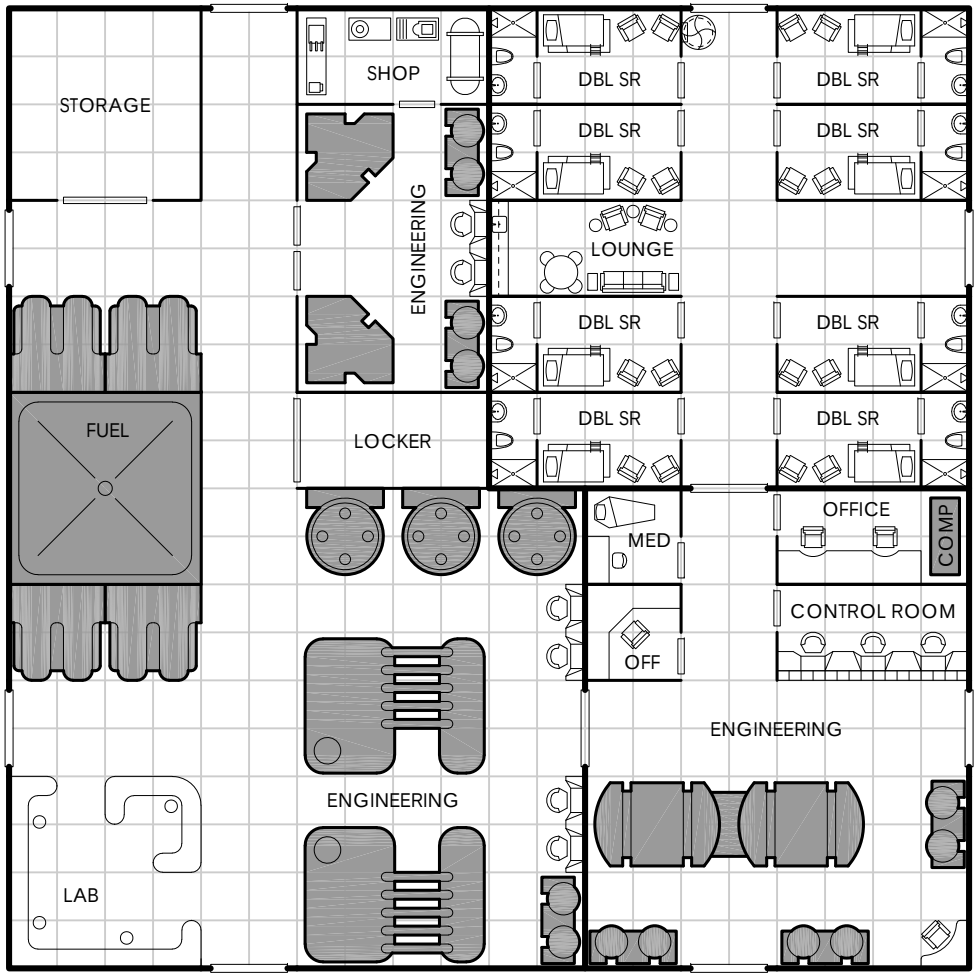
143 50 Ton Launch / Crew Quarters



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:

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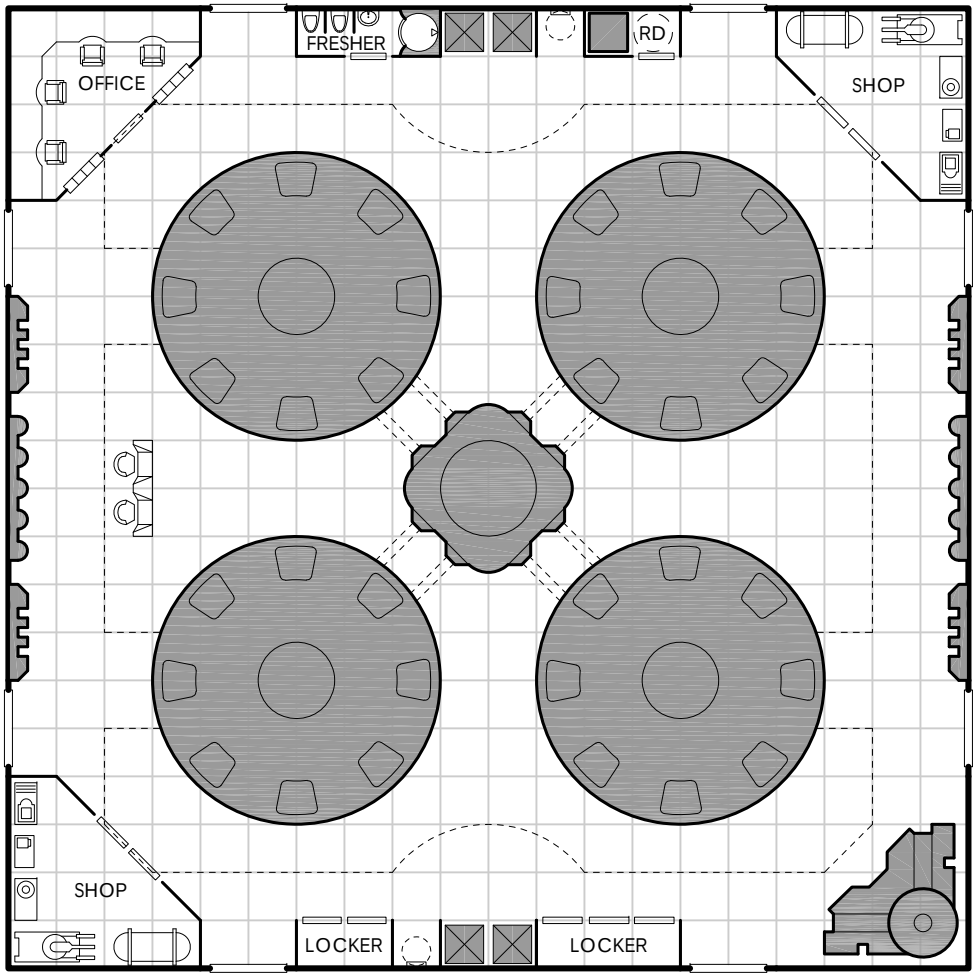
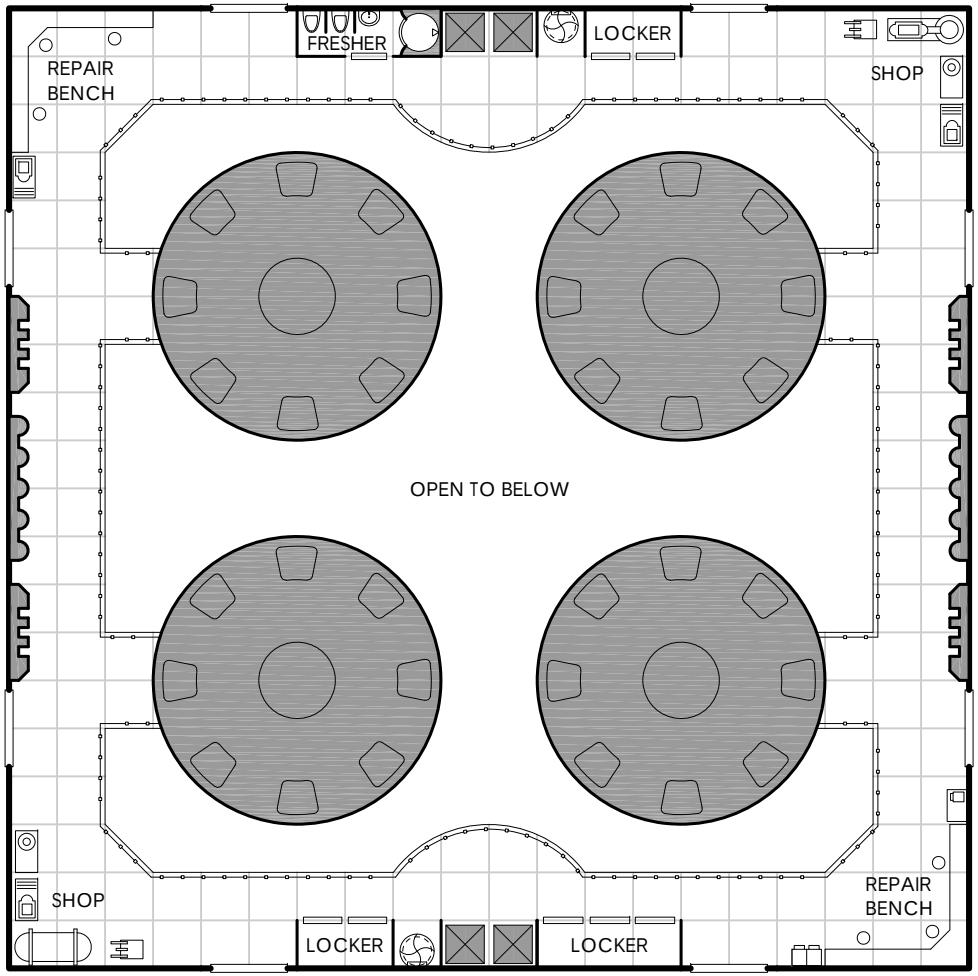
145 Engineering Lower



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.

MONITORING STATION

PERSONNEL LIFT

RD REPAIR DRONE ALCOVE

FLOOR ABOVE

PERSONNEL LIFT

GUARDRAIL

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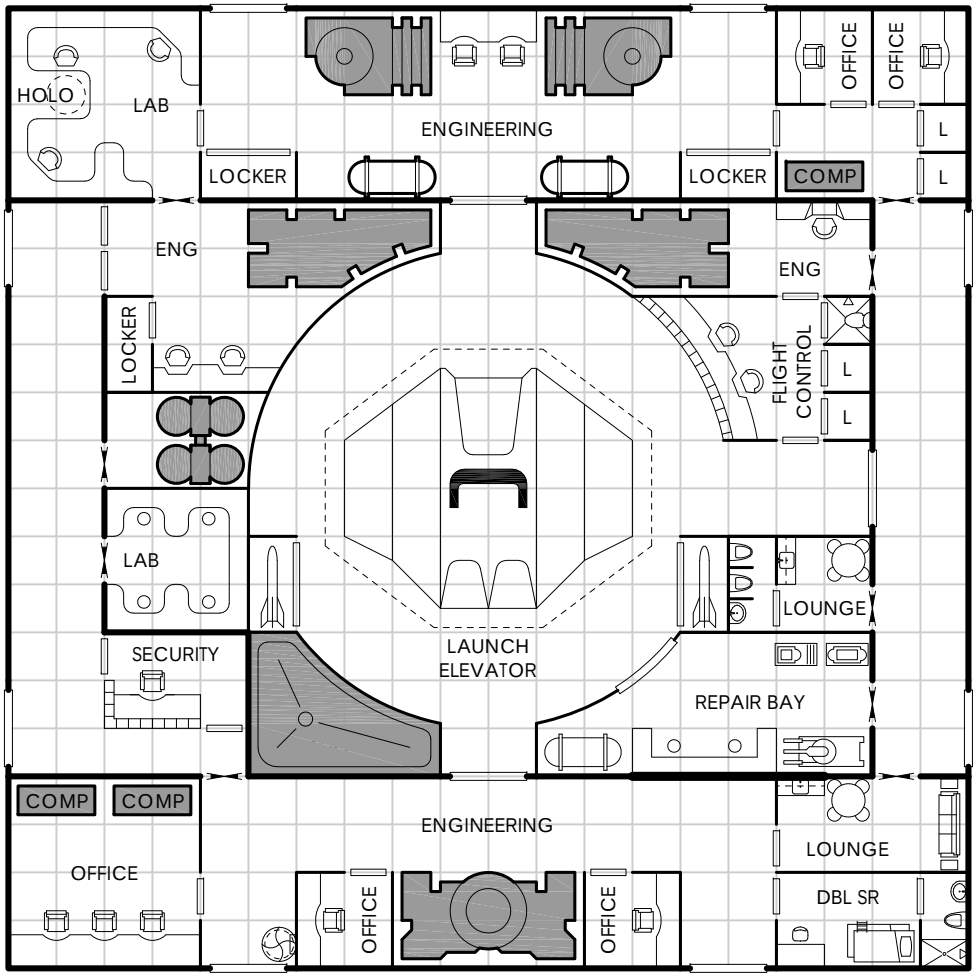
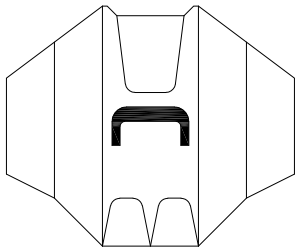
147 Fighter Hangar / Engineering



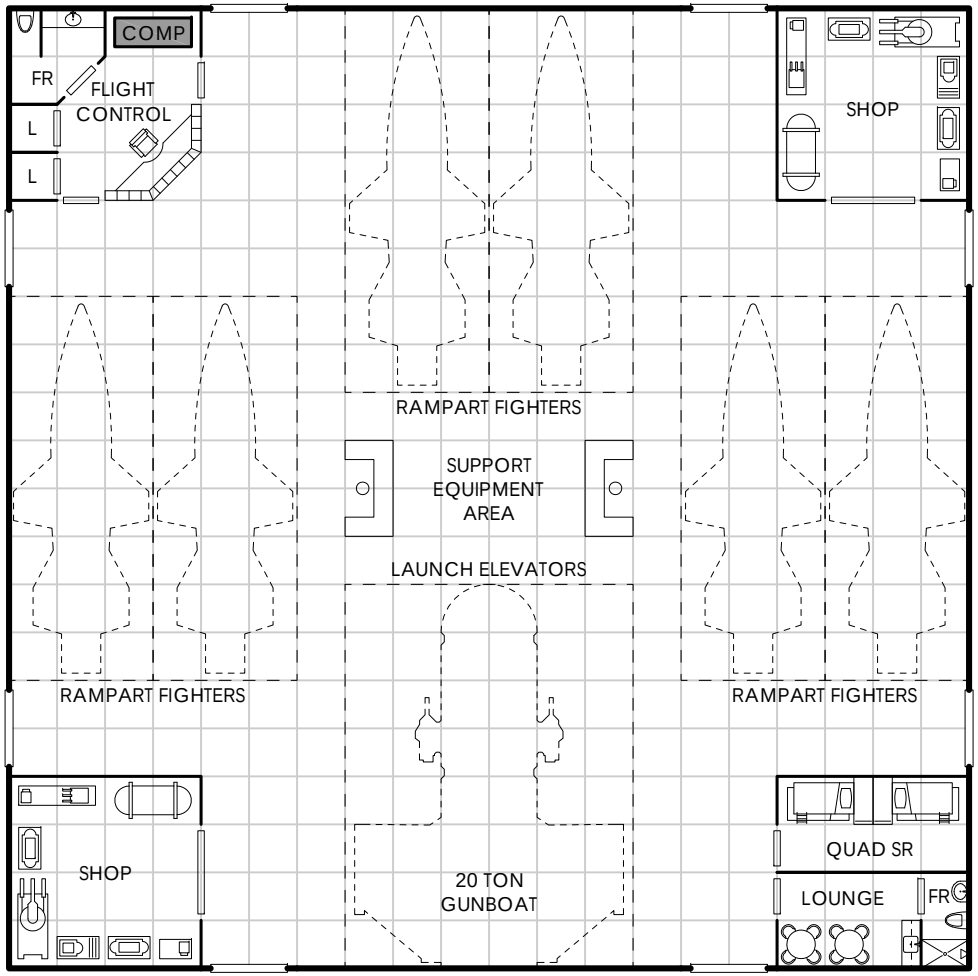
Notes:

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



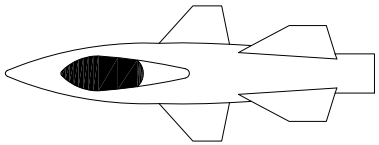
MISSILE STORAGE

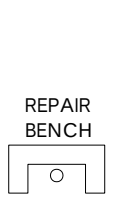
Fighter Hangar 148

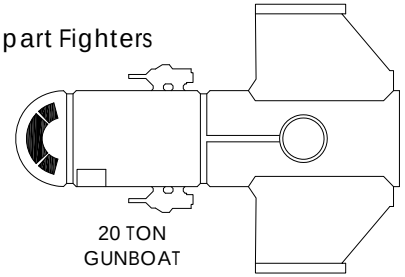


Notes:

- 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







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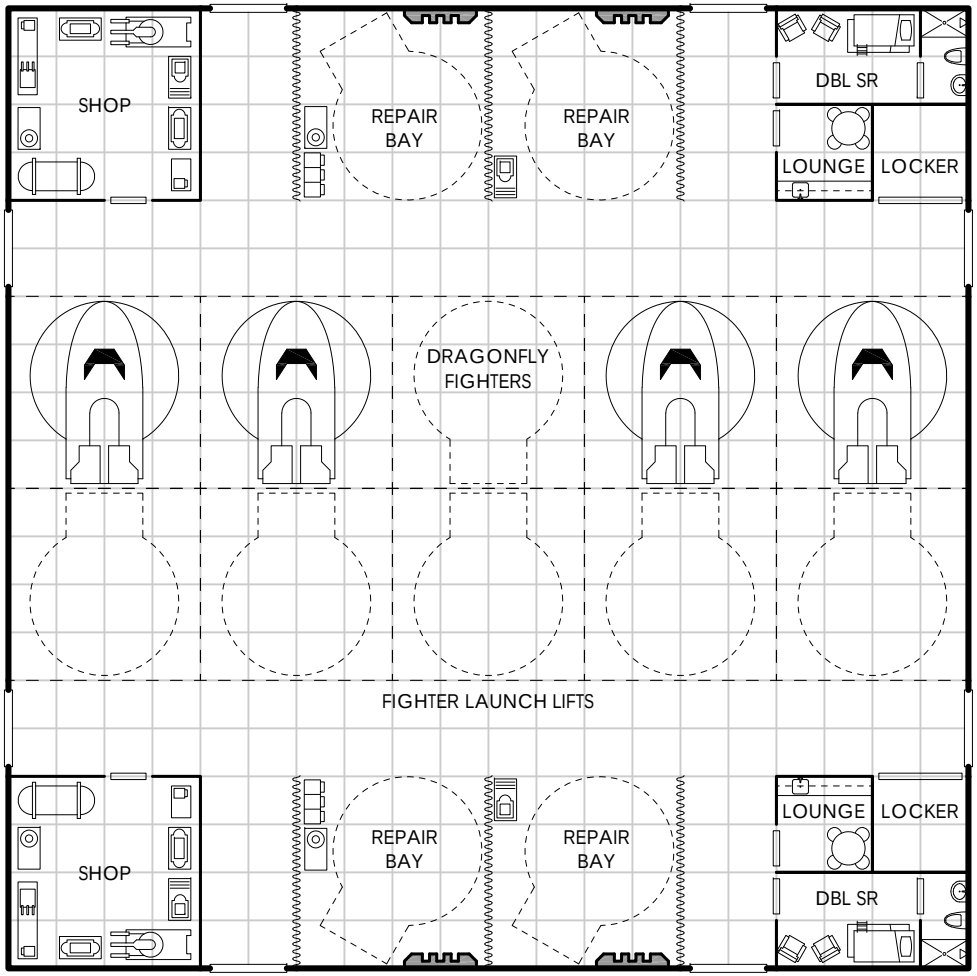
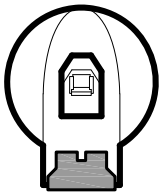
149 Fighter Hangar

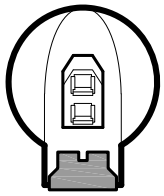


Notes:

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

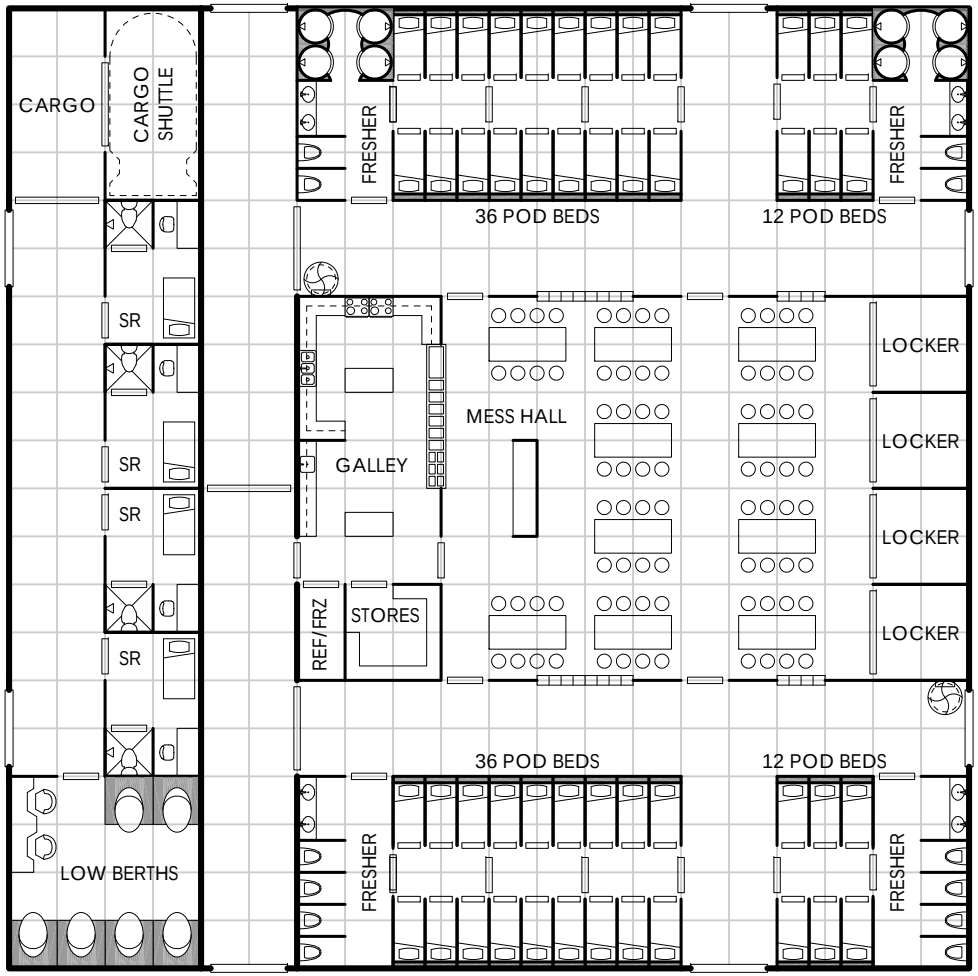


DRAGONFLY FIGHTER (1 MAN)



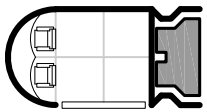
DRAGONFLY FIGHTER (2 MAN)

Barracks 150



Notes:

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



CARGO SHUTTLE

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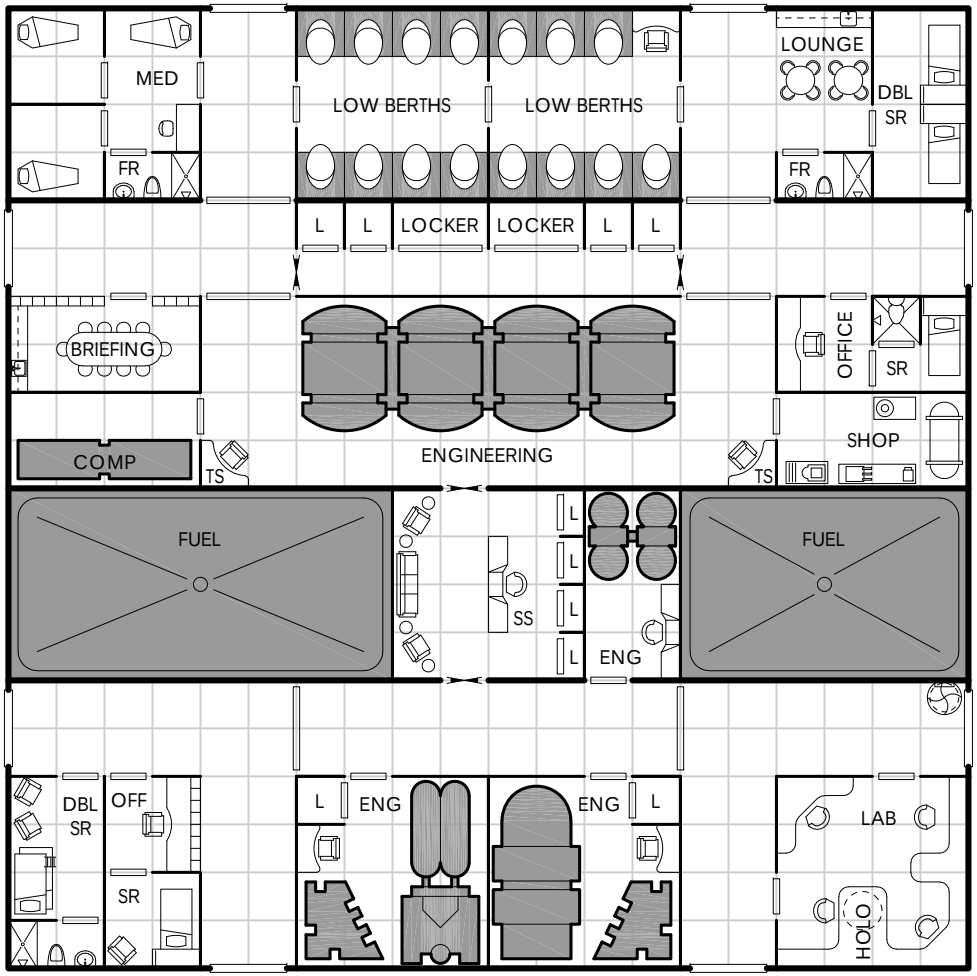
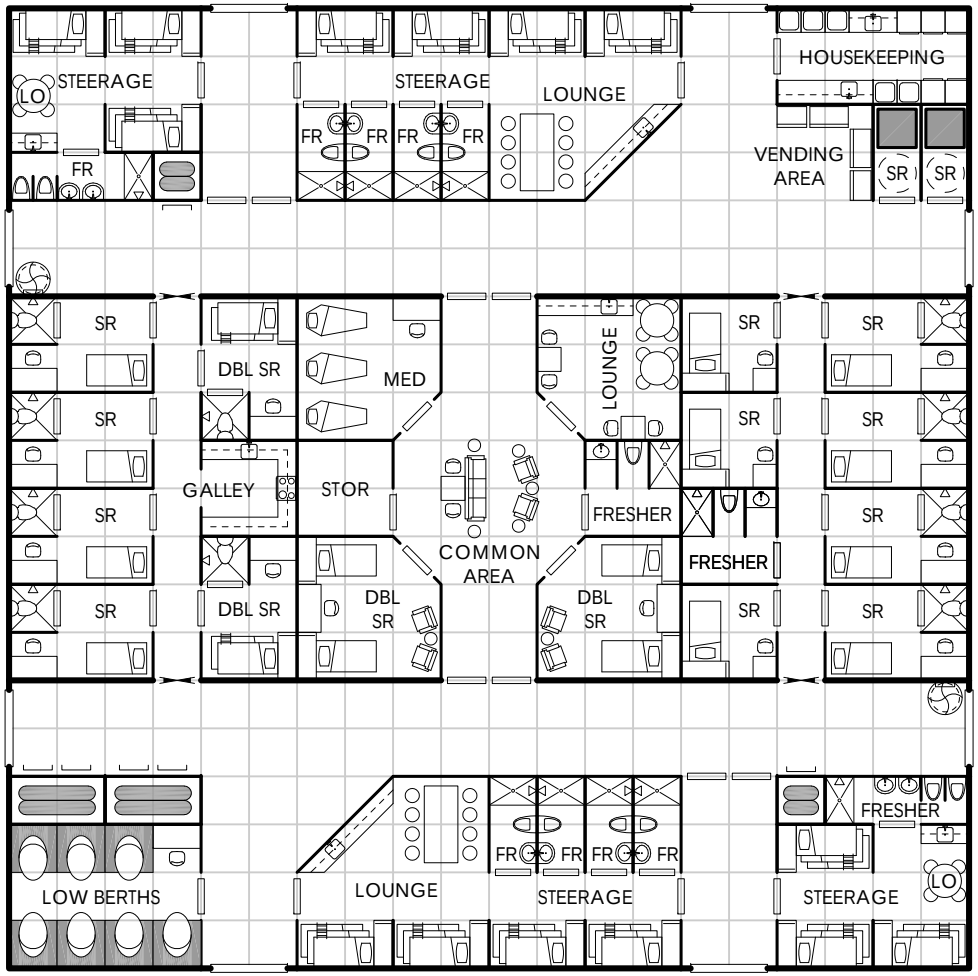
151 Multi-Purpose



Notes:

Passenger Staterooms 152



Notes:

SS SECURITY STATION

TS TECHNICAL STATION

SR STEWARD ROBOT ALCOVE

LIFE SUPPORT

SR STEWARD ROBOT

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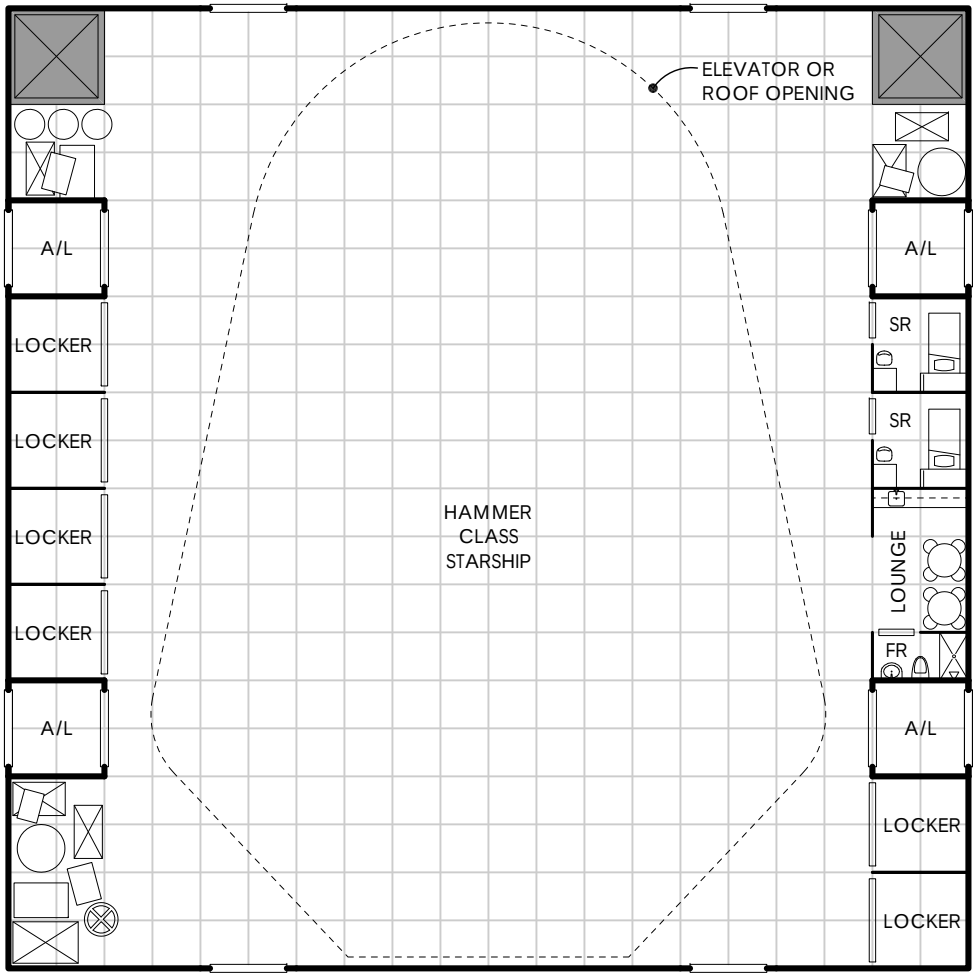
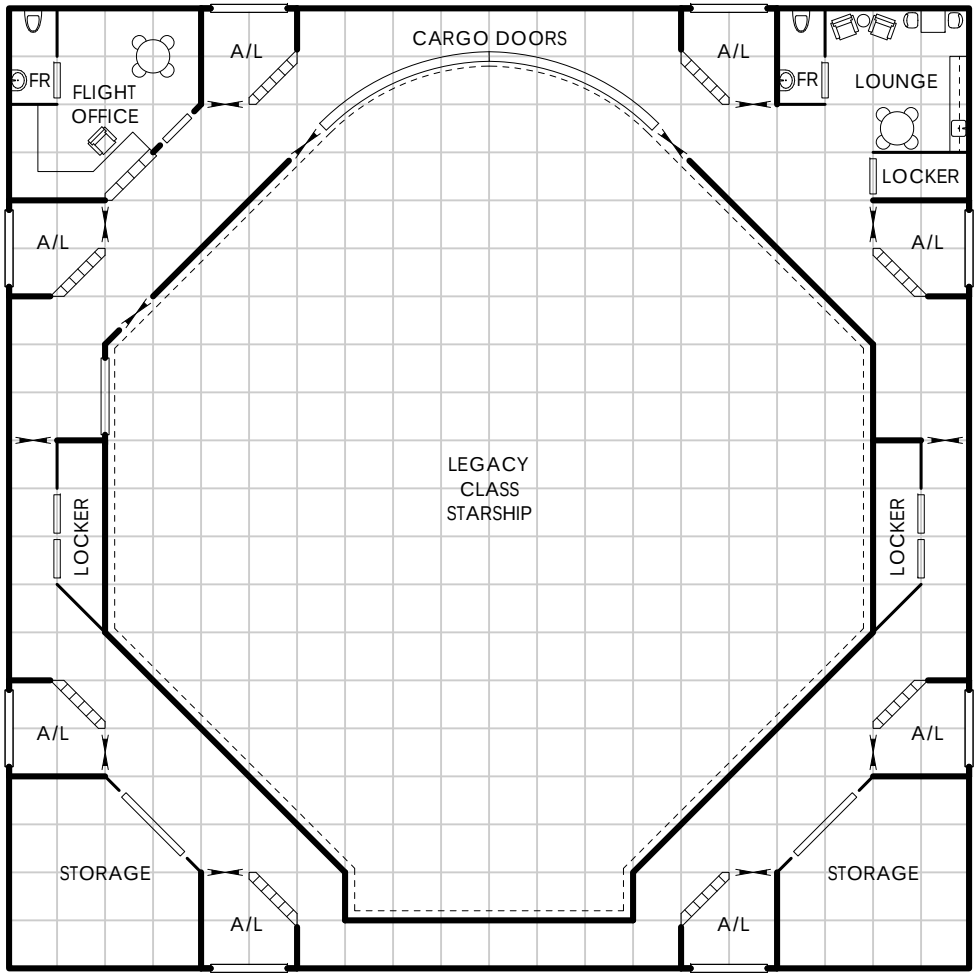
153 Starship Hangar



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.

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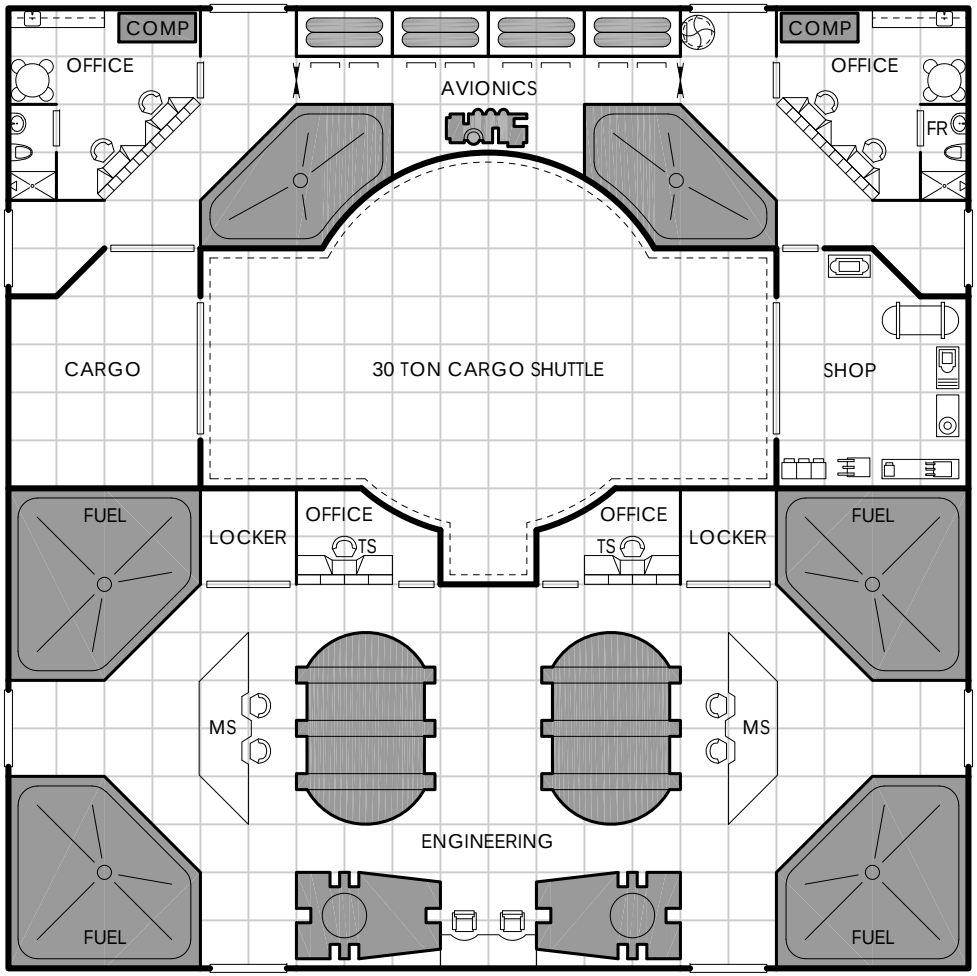
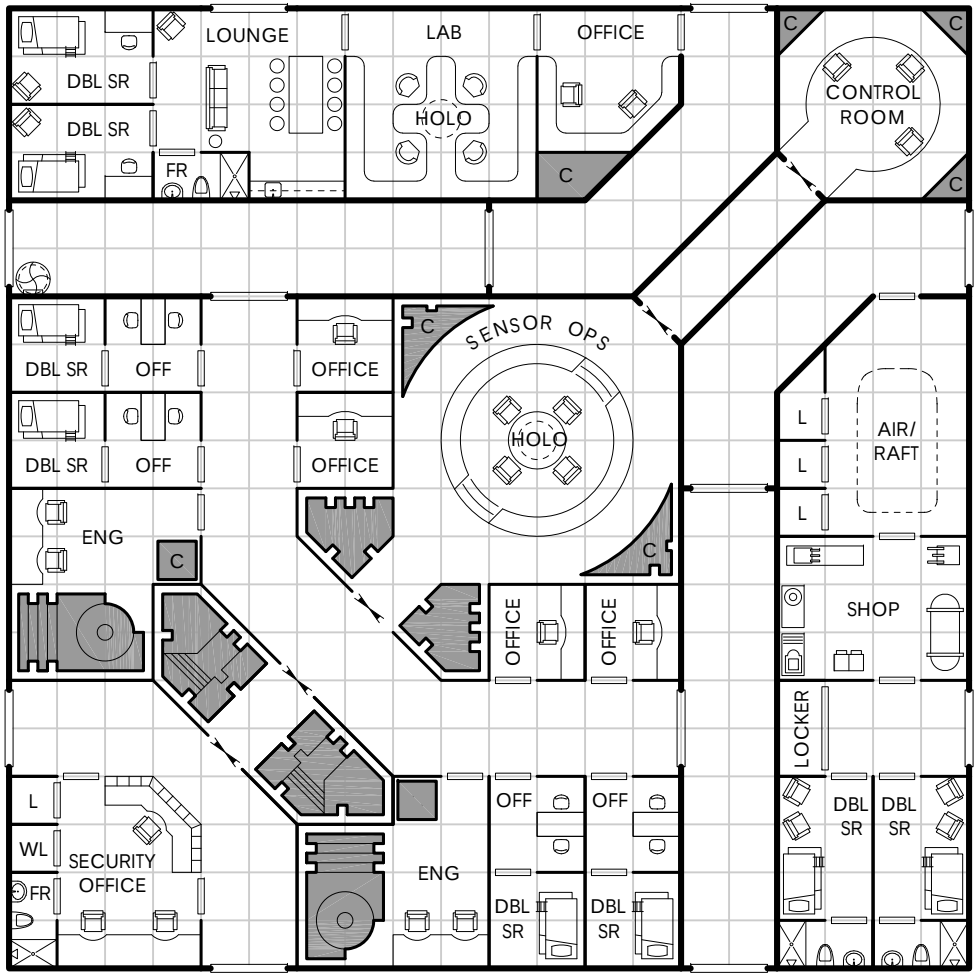


Notes:

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



Notes:

SMALL CARGO AIR/RAFT

MONITORING STATION

MS

AIR/RAFT

HOLOGRAPHIC WORKSTATION

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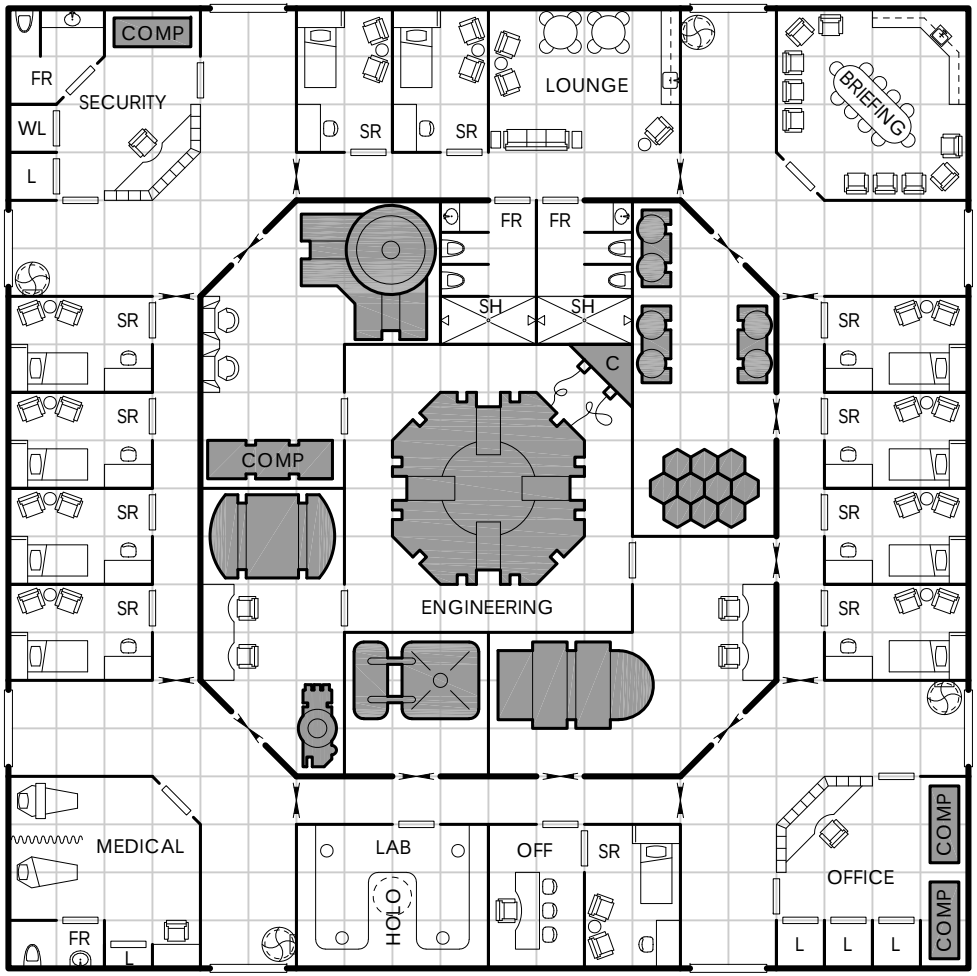
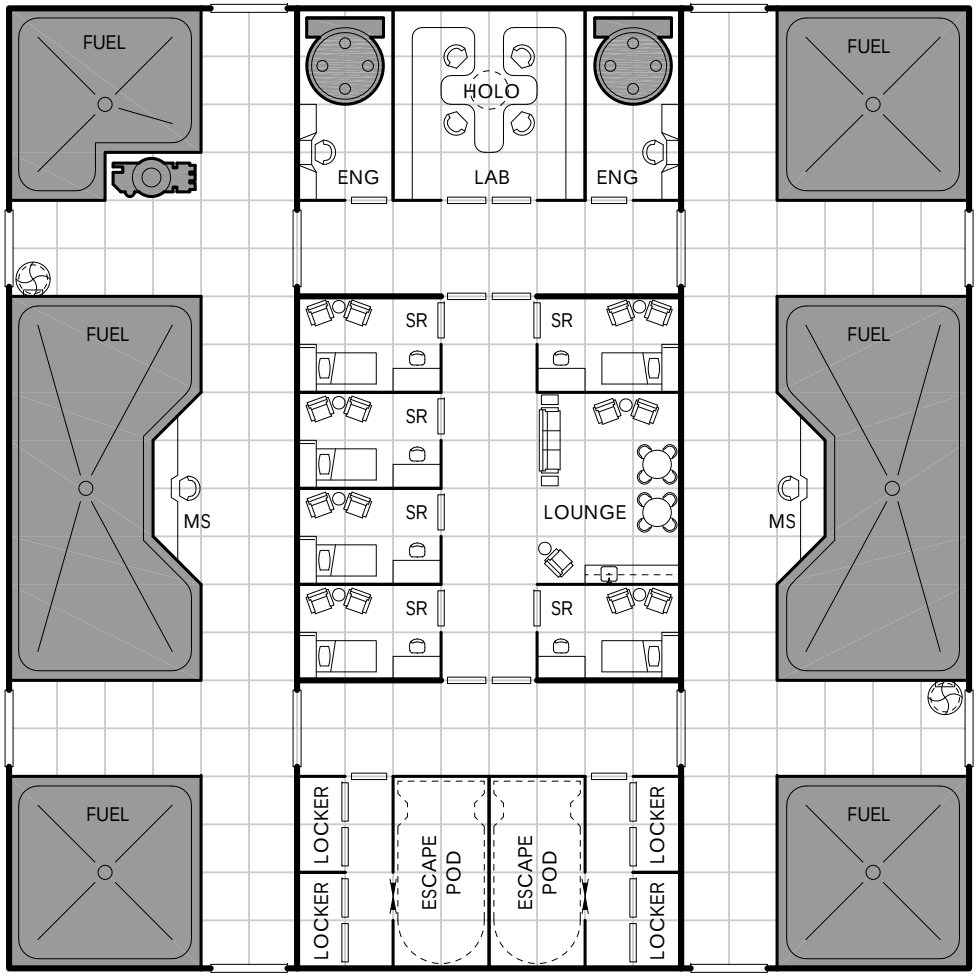
157 Engineering / Crew Quarters



Notes:

- Staterooms could also be used for passengers.

Fuel Deck / Crew Quarters 158



Notes:

- Staterooms could also be used for passengers.

BATTERIES

MS FUEL MONITORING STATION

ESCAPE POD

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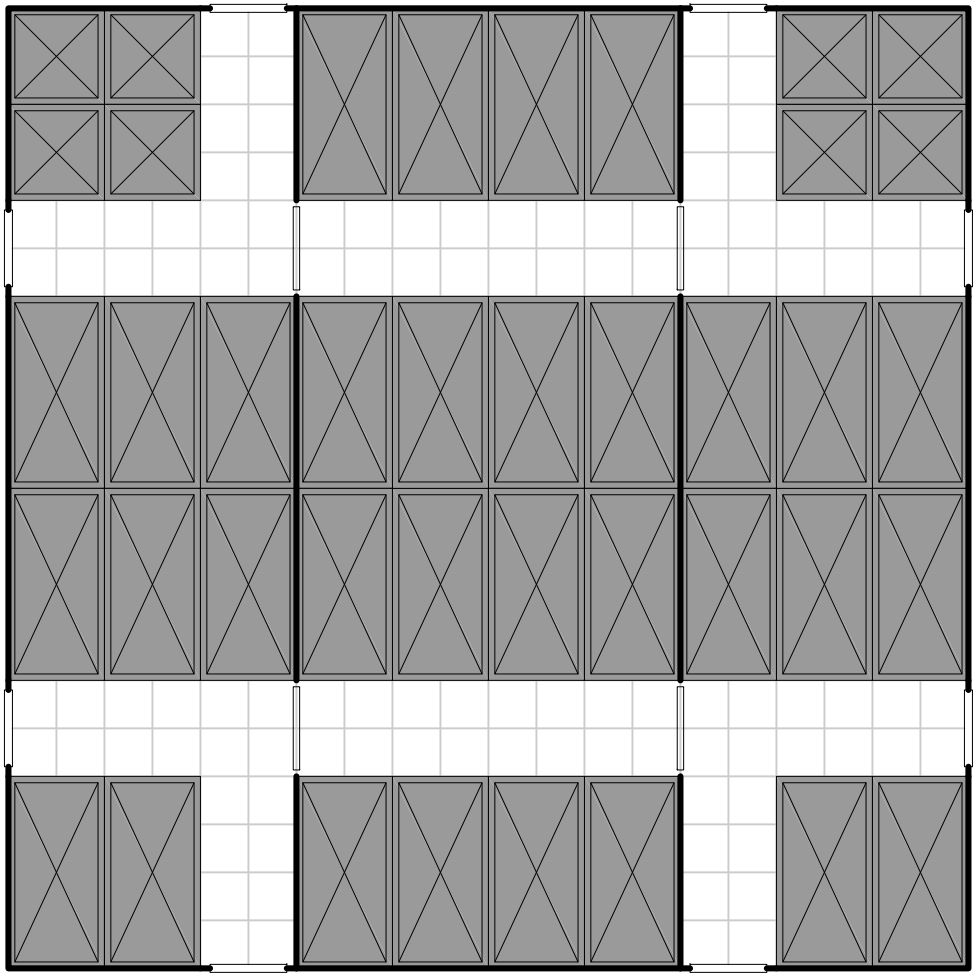
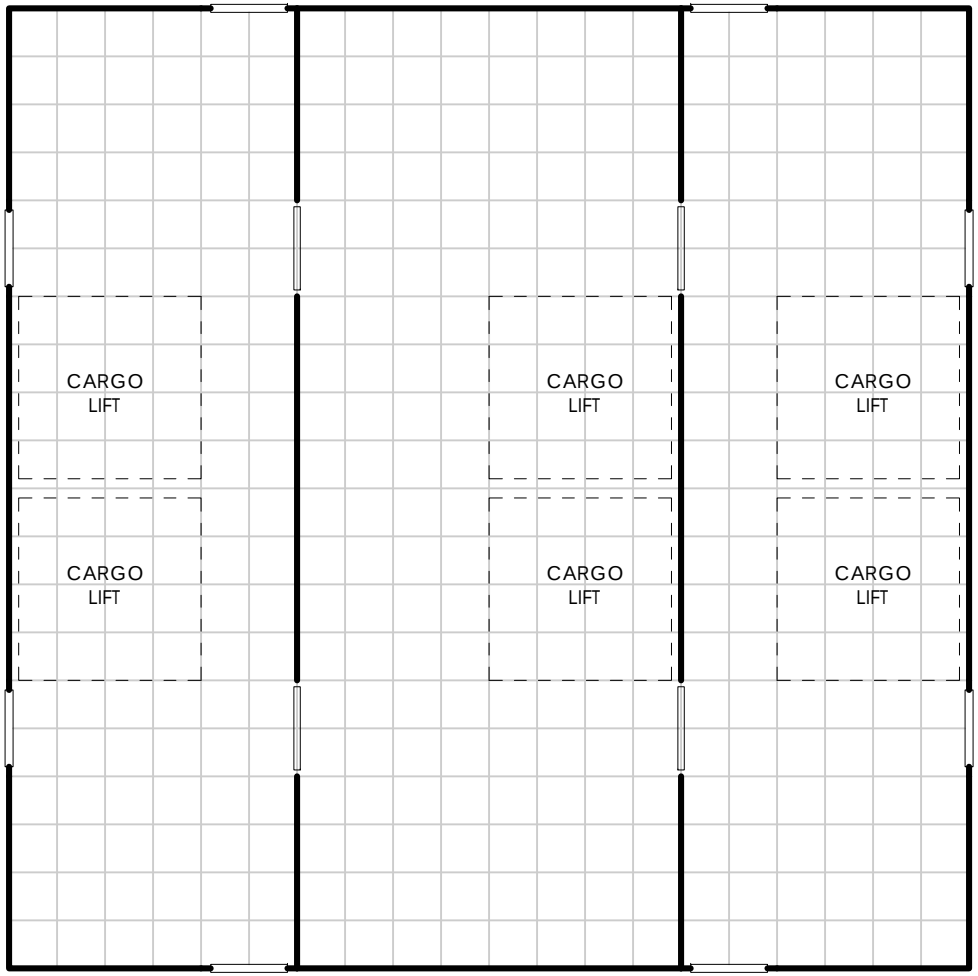
159 Cargo Bay - Full



Notes:

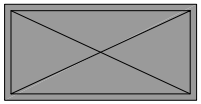
- Cargo elevators are activated from wall panels.

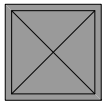
Cargo Bay - Empty 160



Notes:

- Cargo elevators are activated from wall panels.





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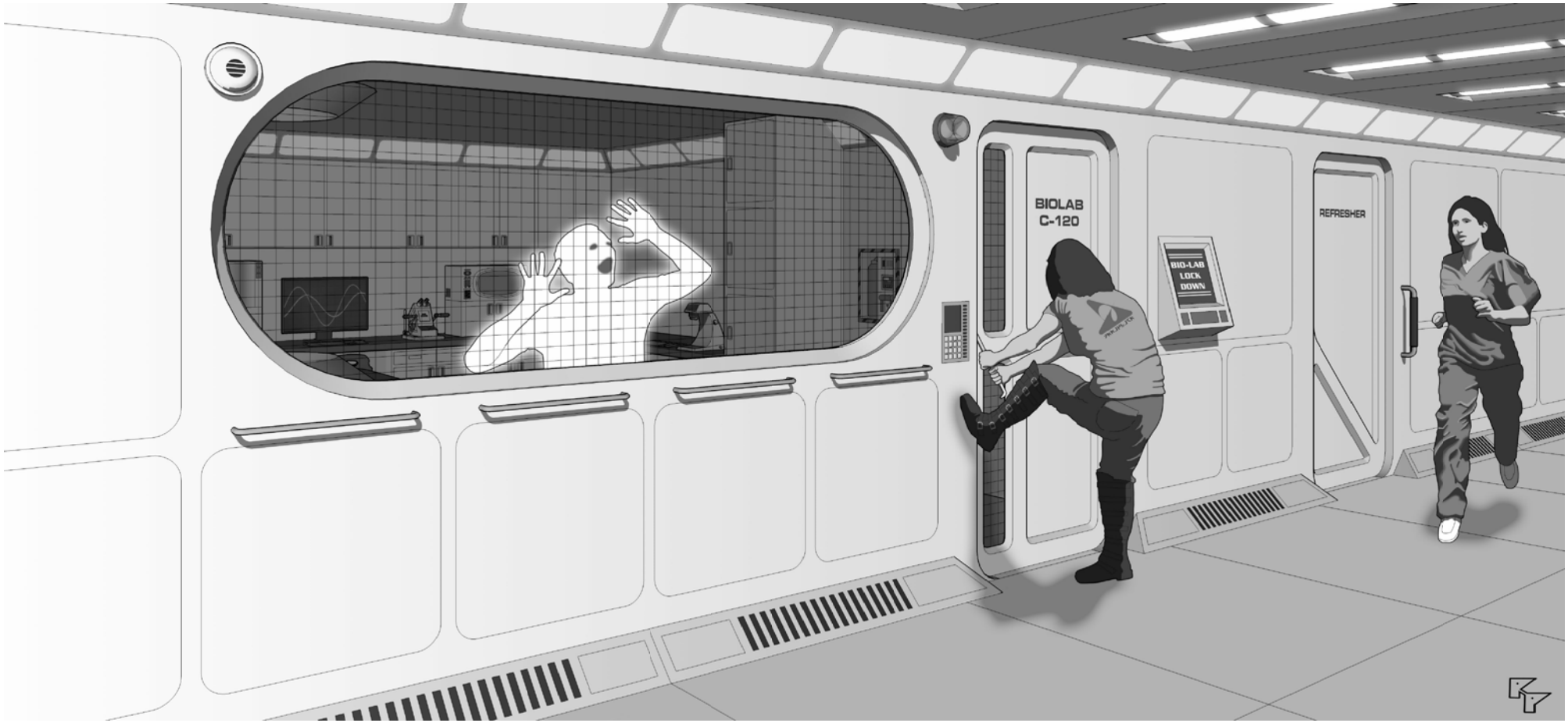
Corridor Doors and Windows

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.

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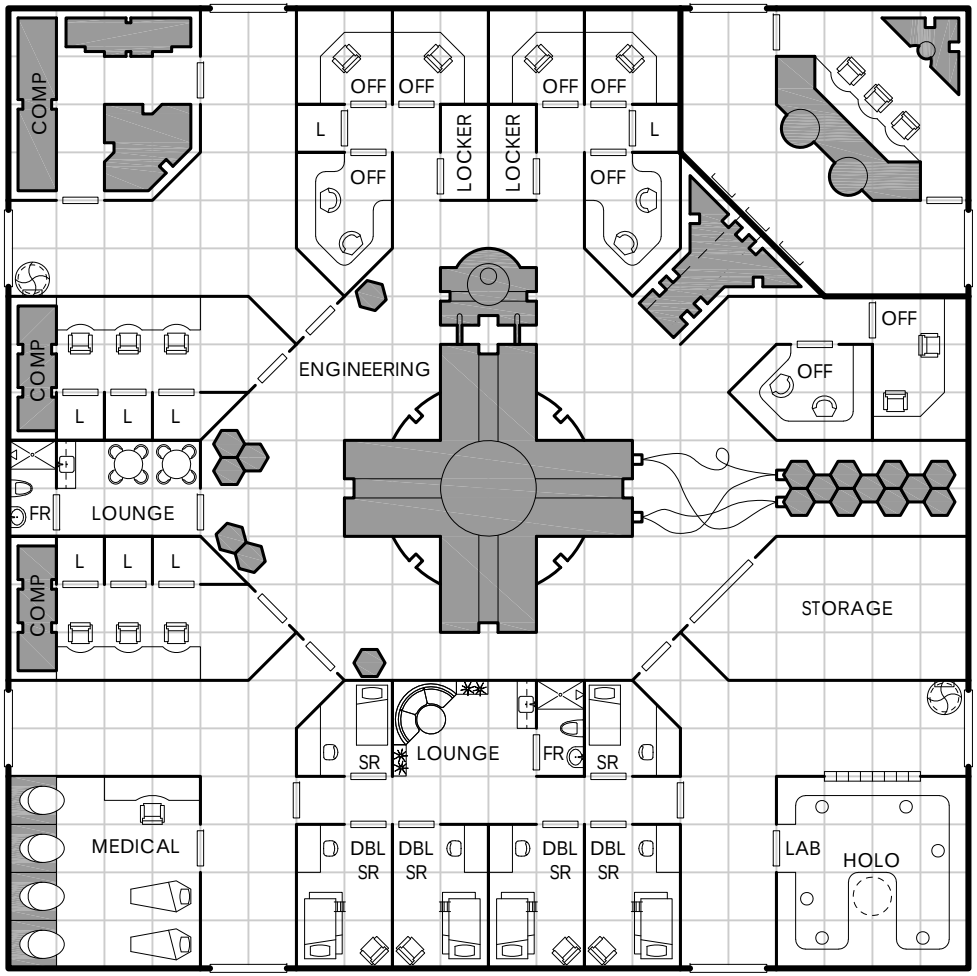
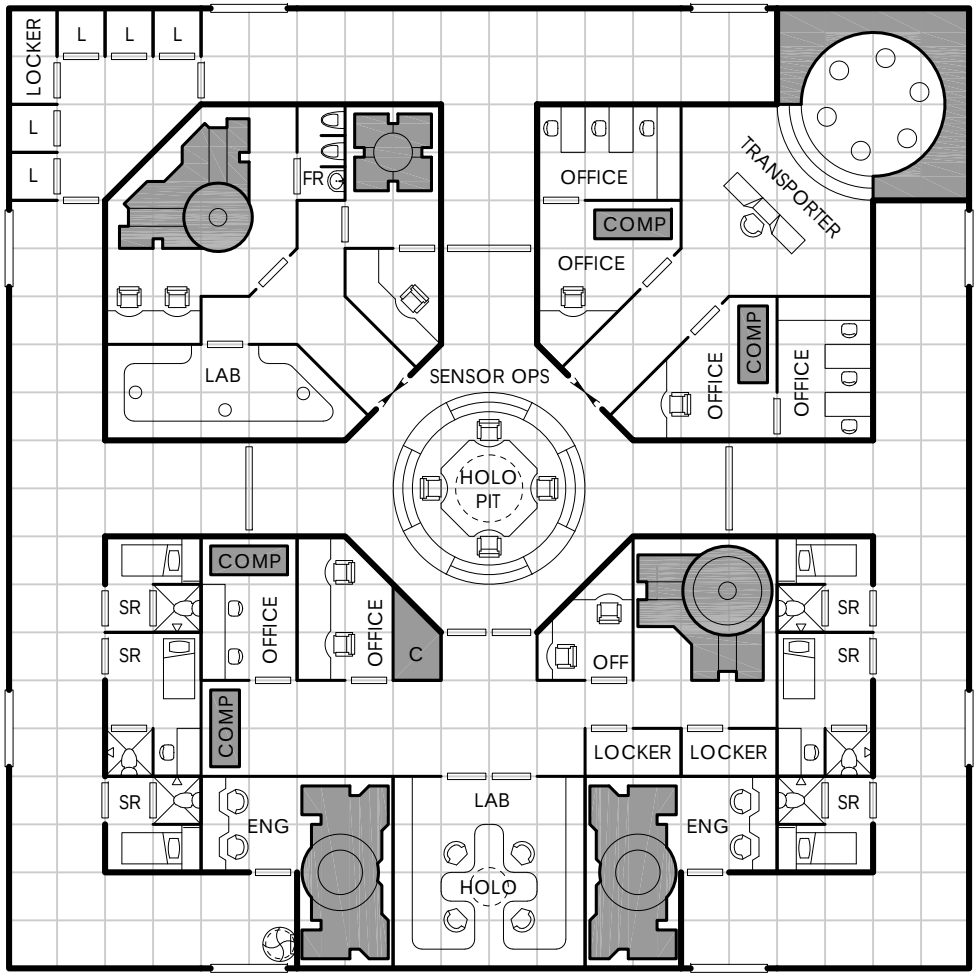
161 Engineering



Notes:

Multi-Purpose 162



Notes:

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

BATTERIES

HOLOGRAPHIC WORKSTATION

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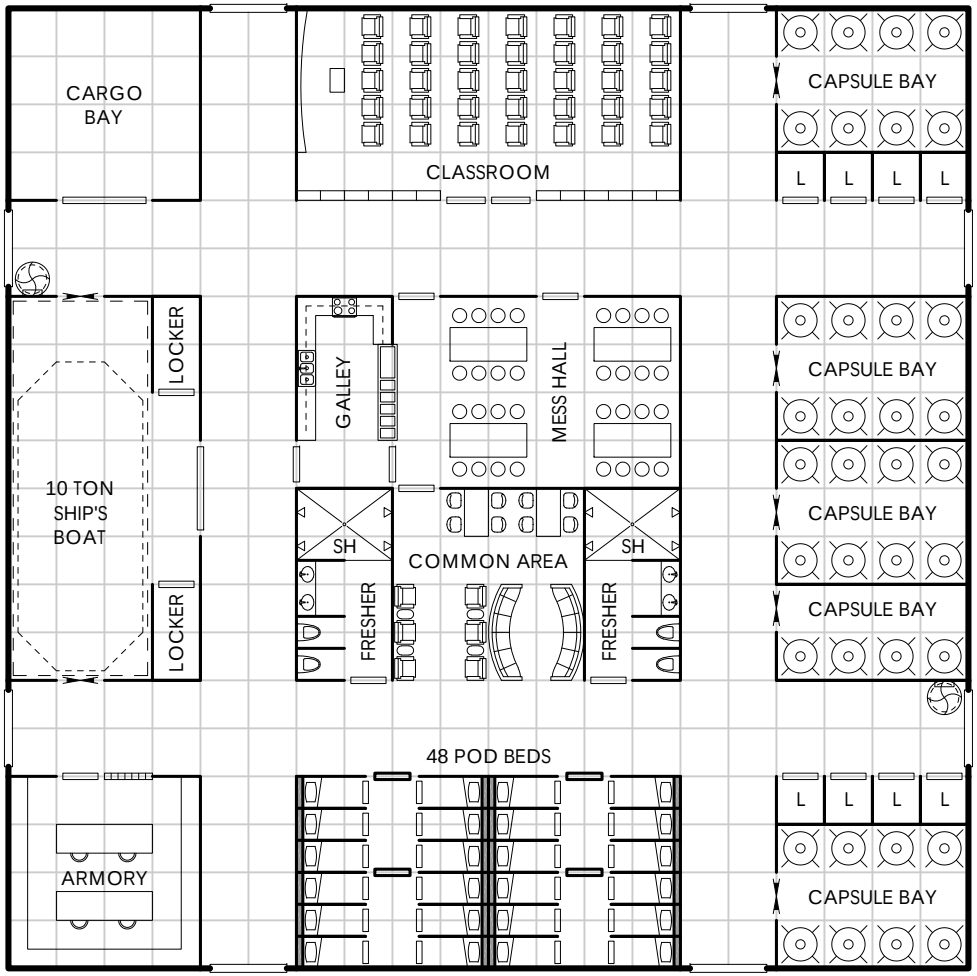
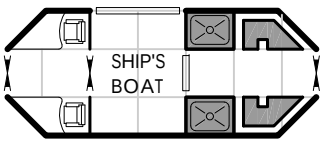
163 Drop Capsule / Troop Deck



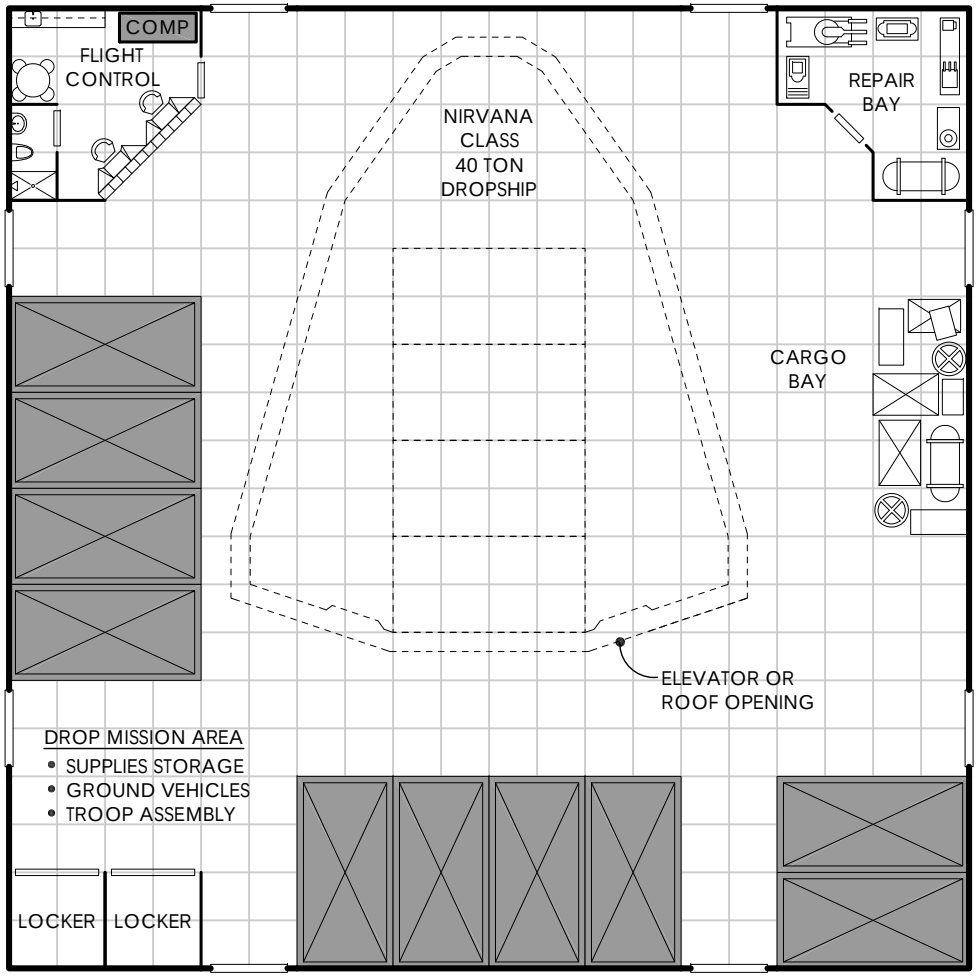
Notes:

- 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.



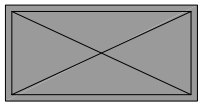
DROP CAPSULE

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

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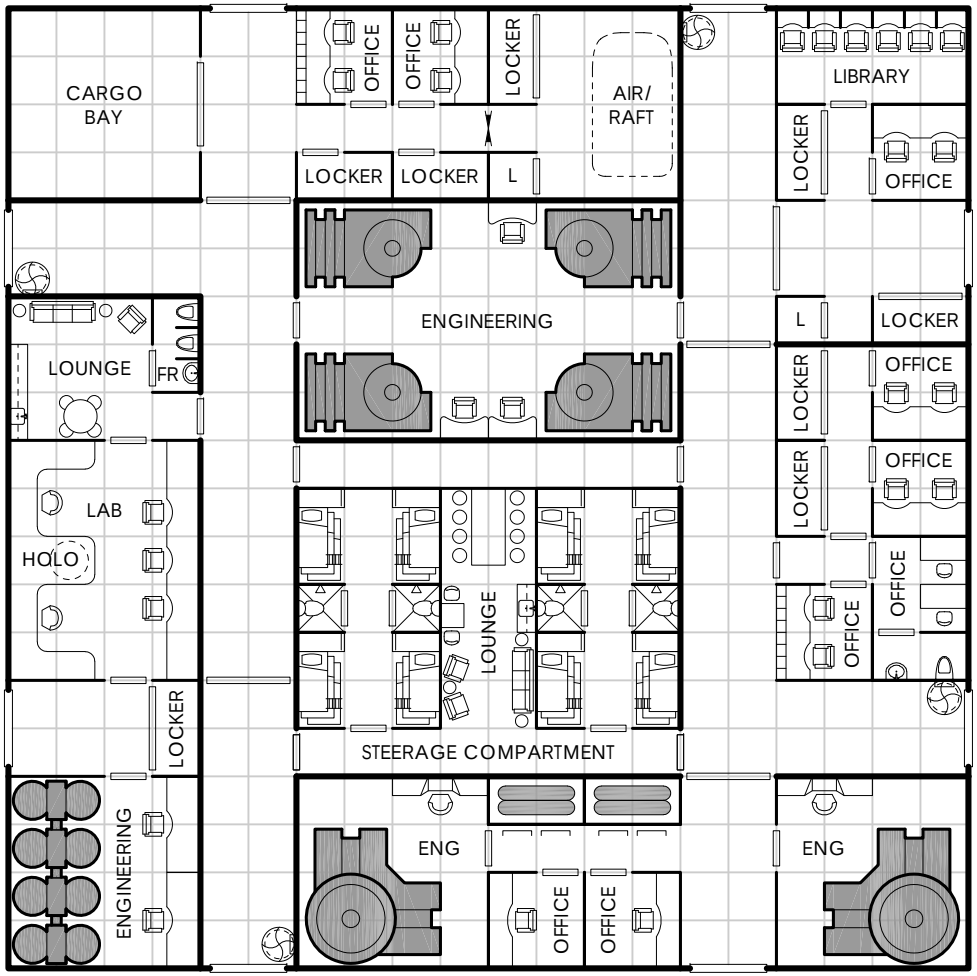
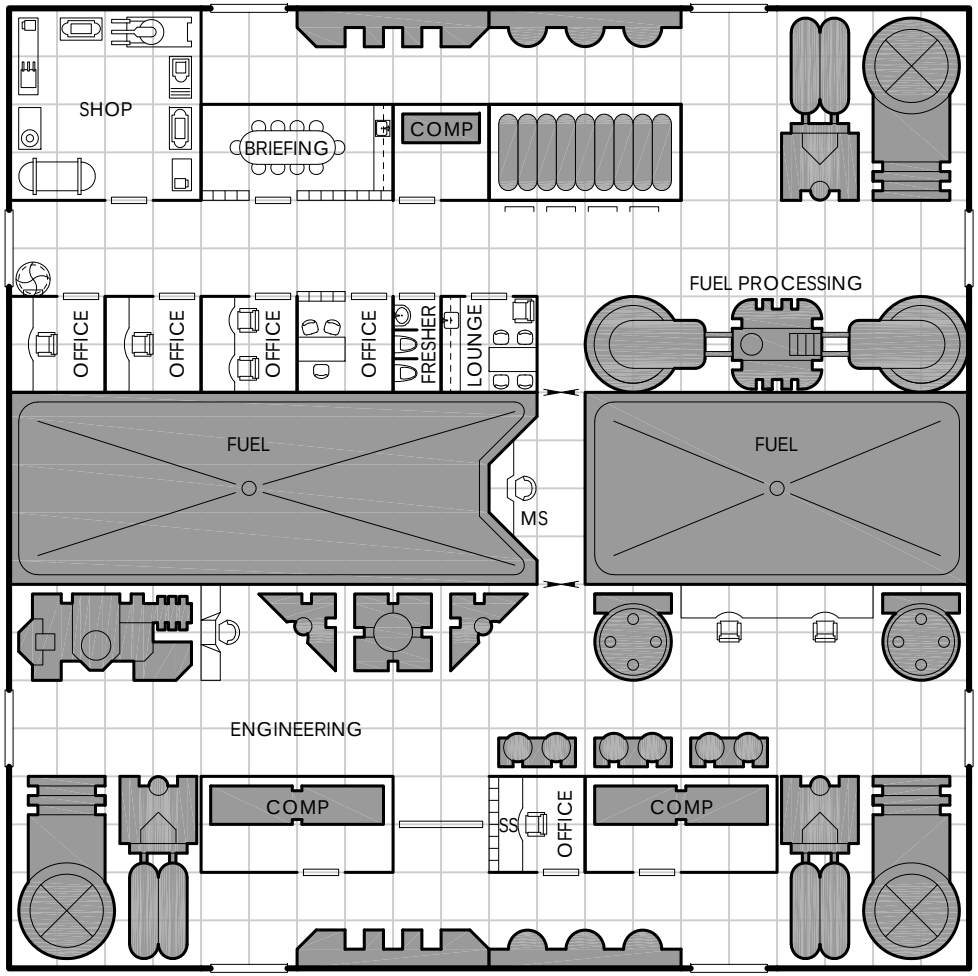
165 Multi-Purpose



Notes:

Engineering / Fuel Deck 166



Notes:

STEERAGE TRIPLE BUNKS

LIFE SUPPORT

AIR/RAFT

MS FUEL MONITORING STATION

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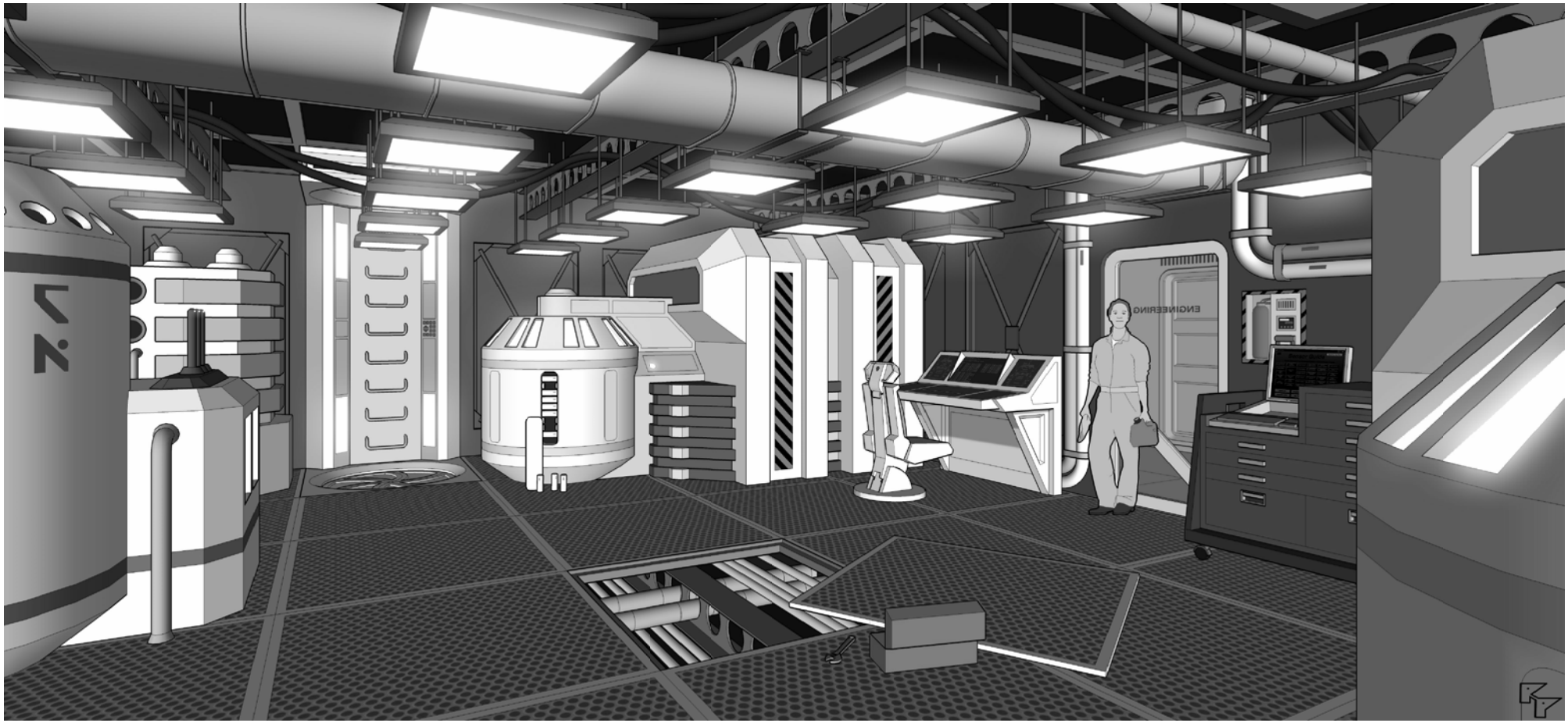
Engineering

The engineering spaces shown in this book are fairly generic. Only a few 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.

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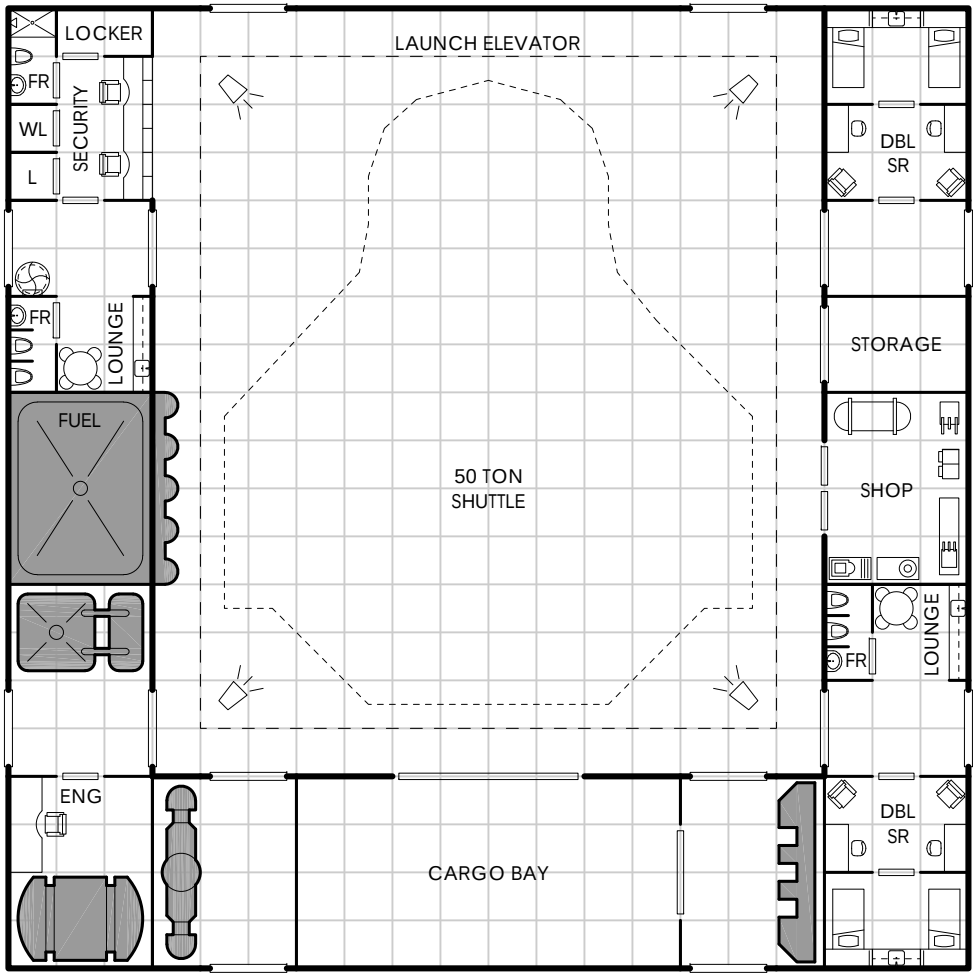
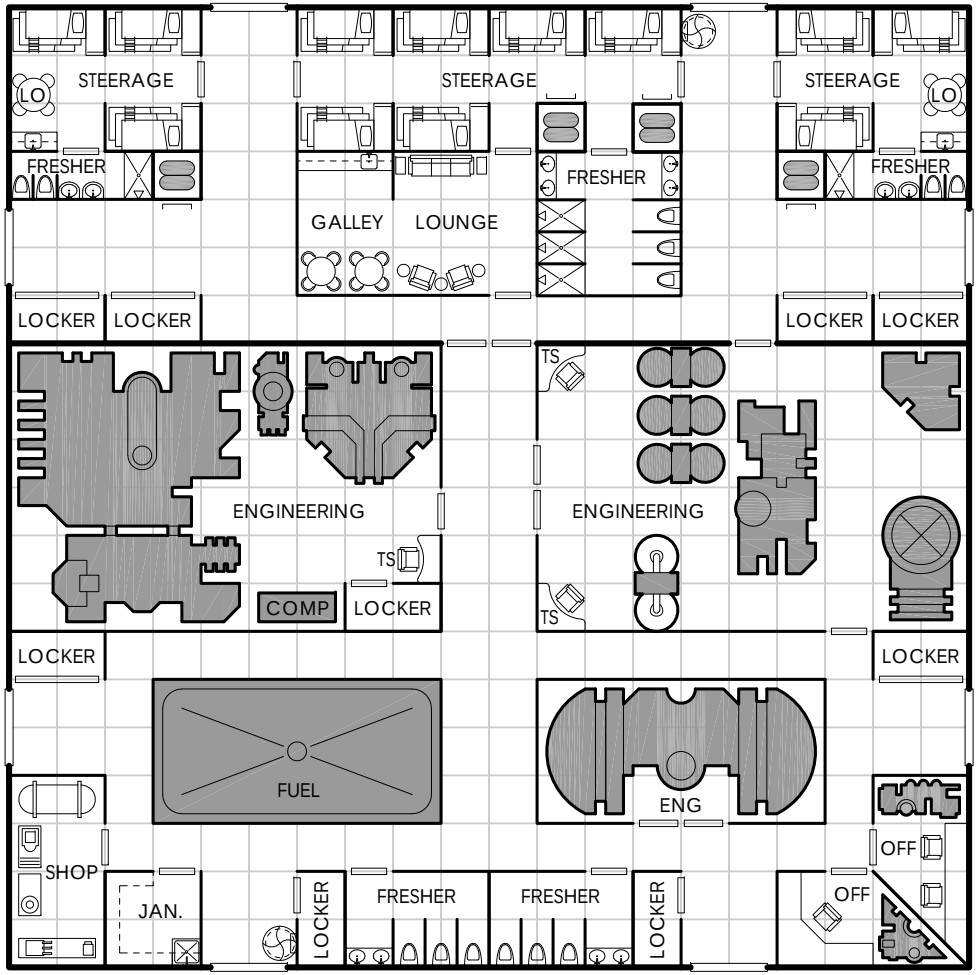
167 50 Ton Shuttle Hangar



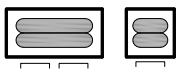
Notes:

- 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.

Steerage / Engineering 168



Notes:



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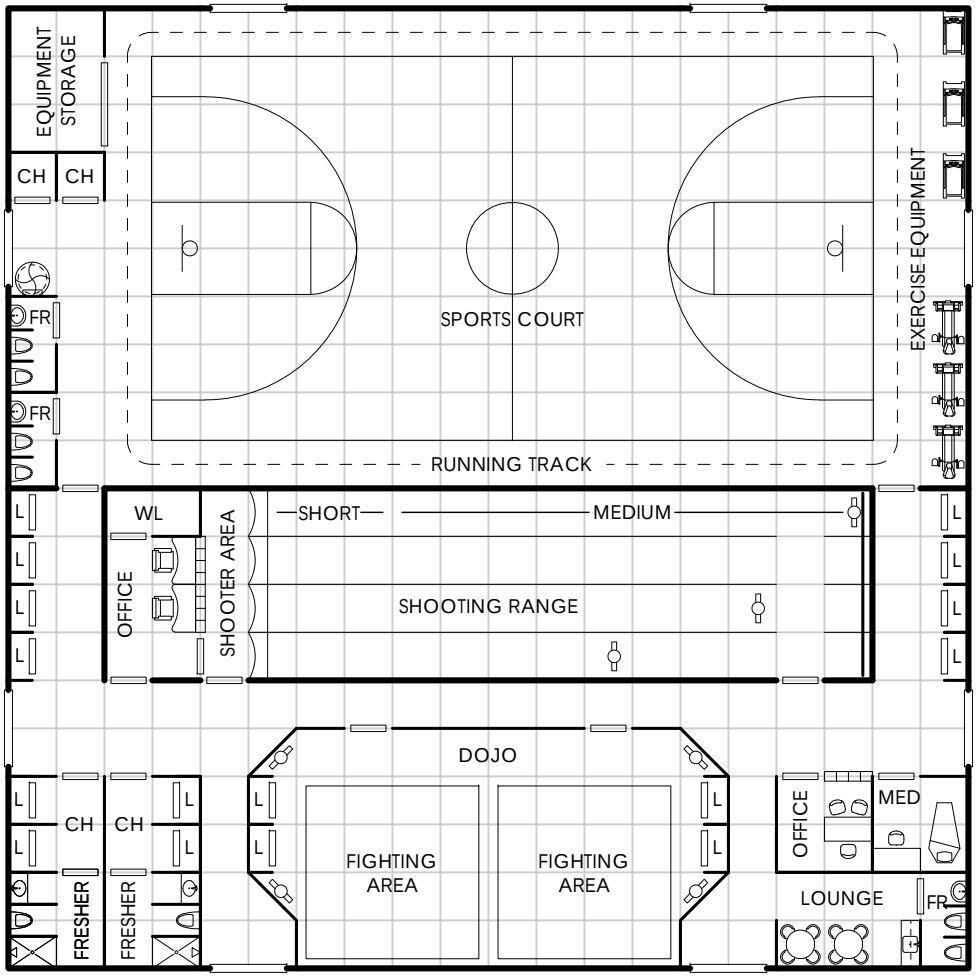
169 Sports Complex

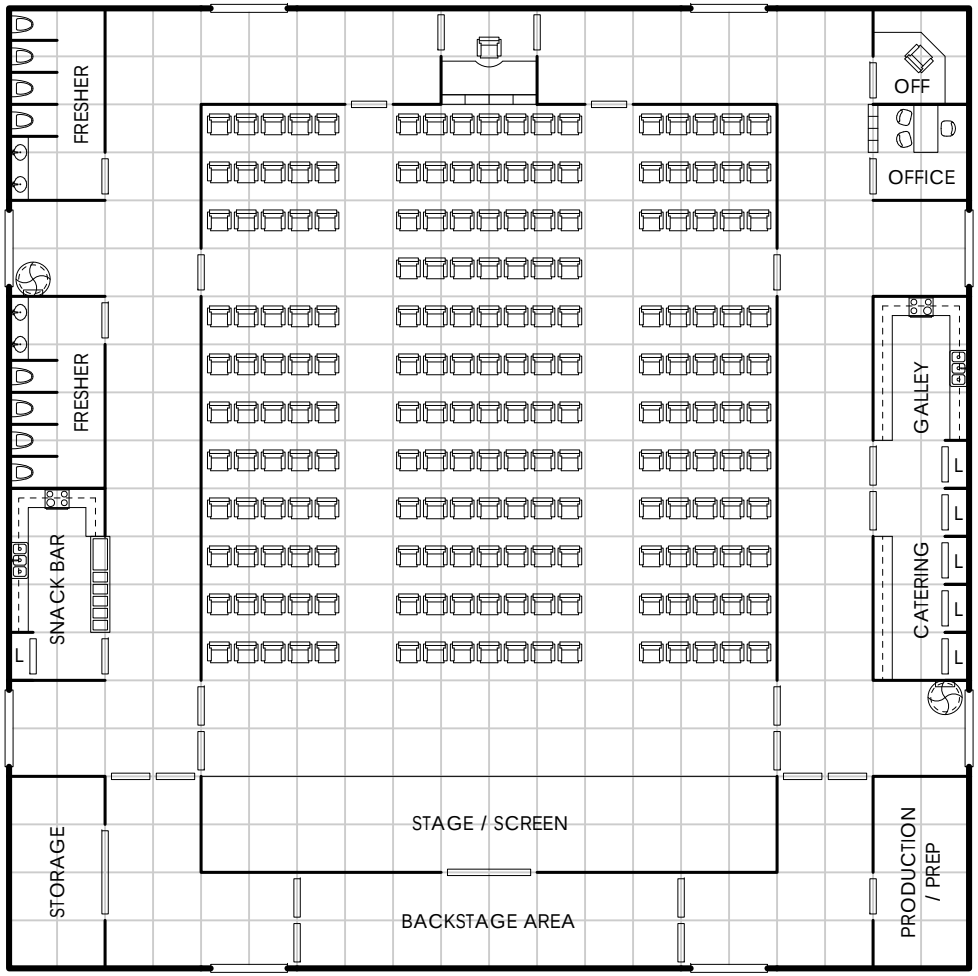


Notes:

- Sports court can be changed a variety of layouts (basketball, marshal arts dojo, raquetball, 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

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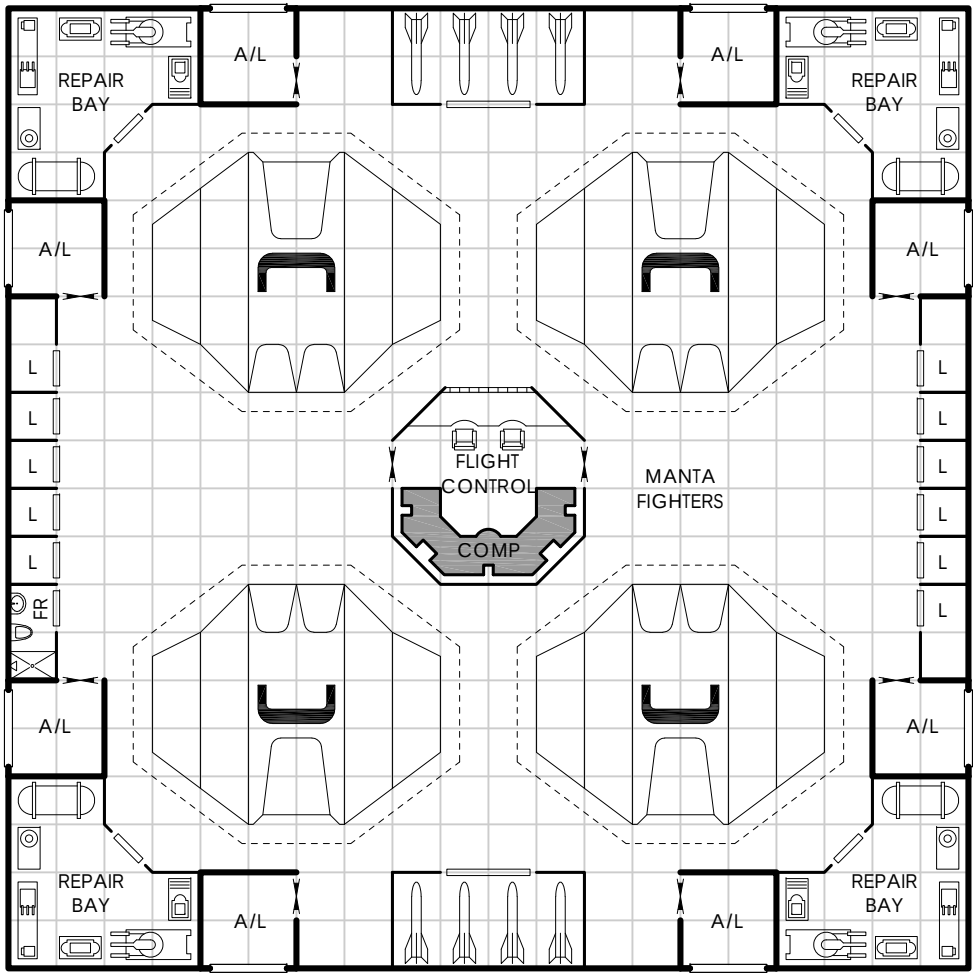
171 Fighter Hangar

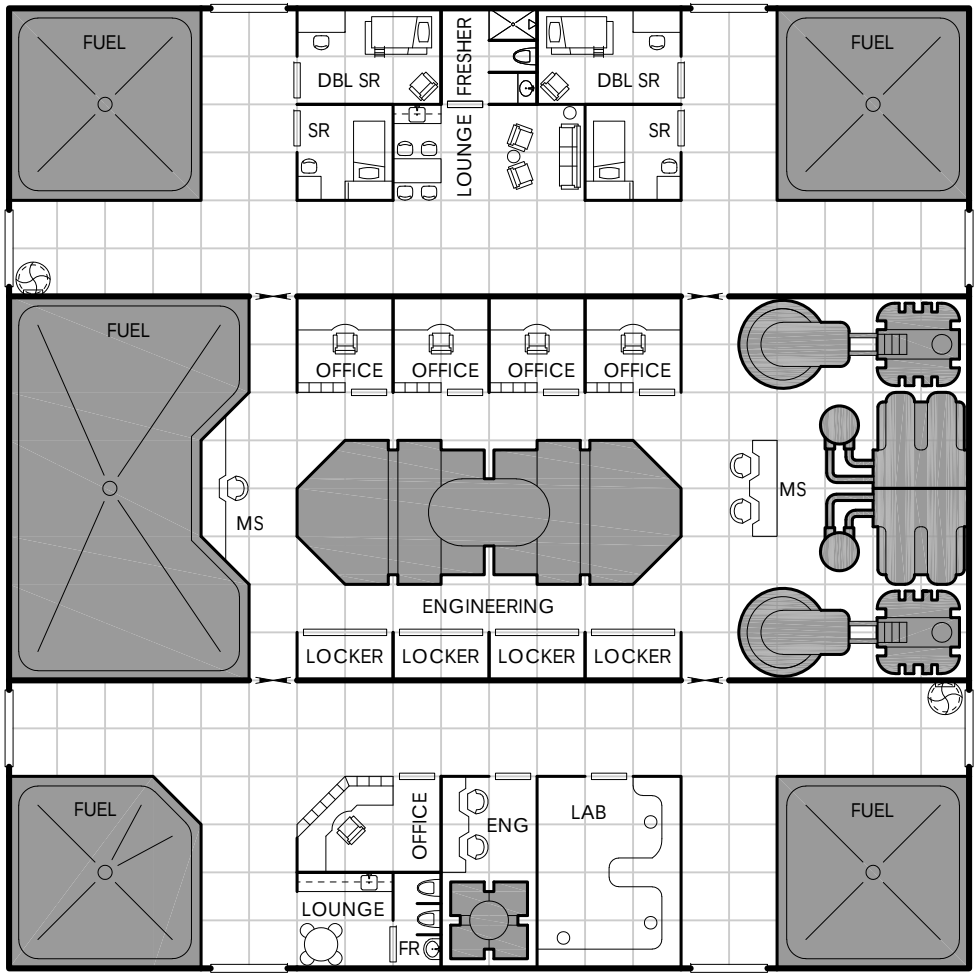


Notes:

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

MISSILE STORAGE

Fuel Deck 172



Notes:

MS FUEL MONITORING STATION

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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 a 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.

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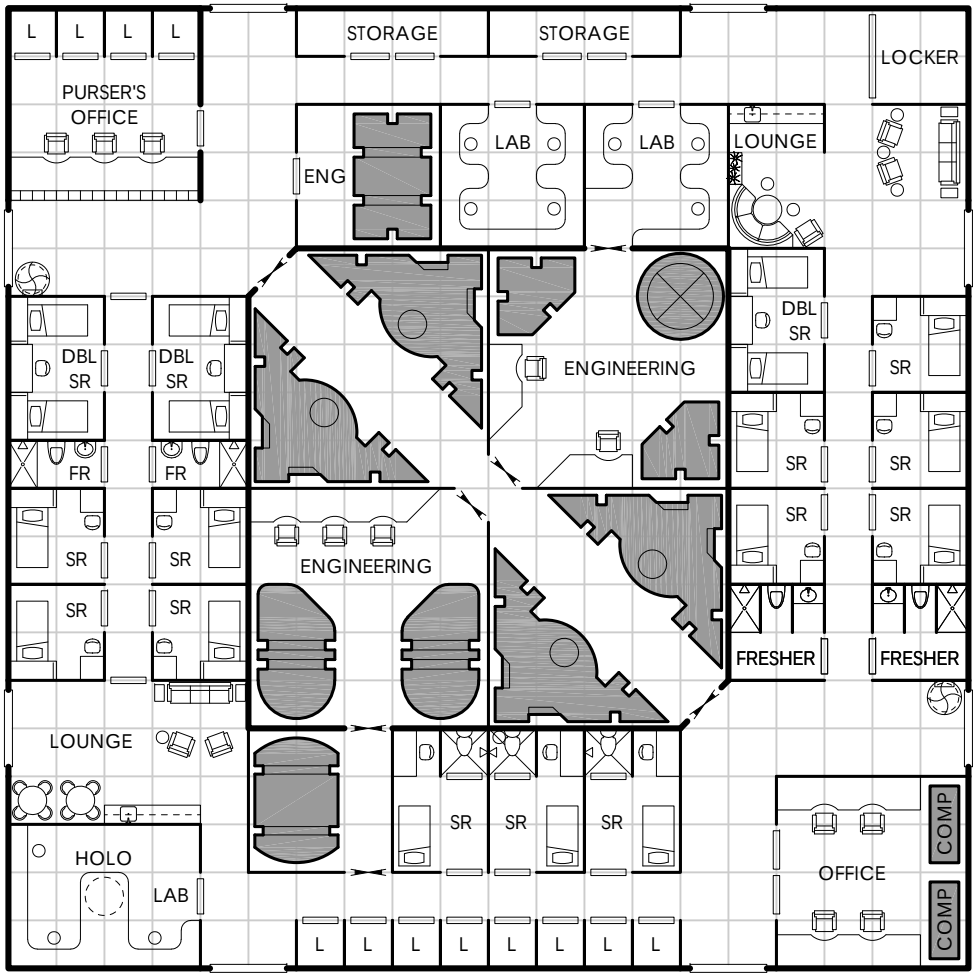
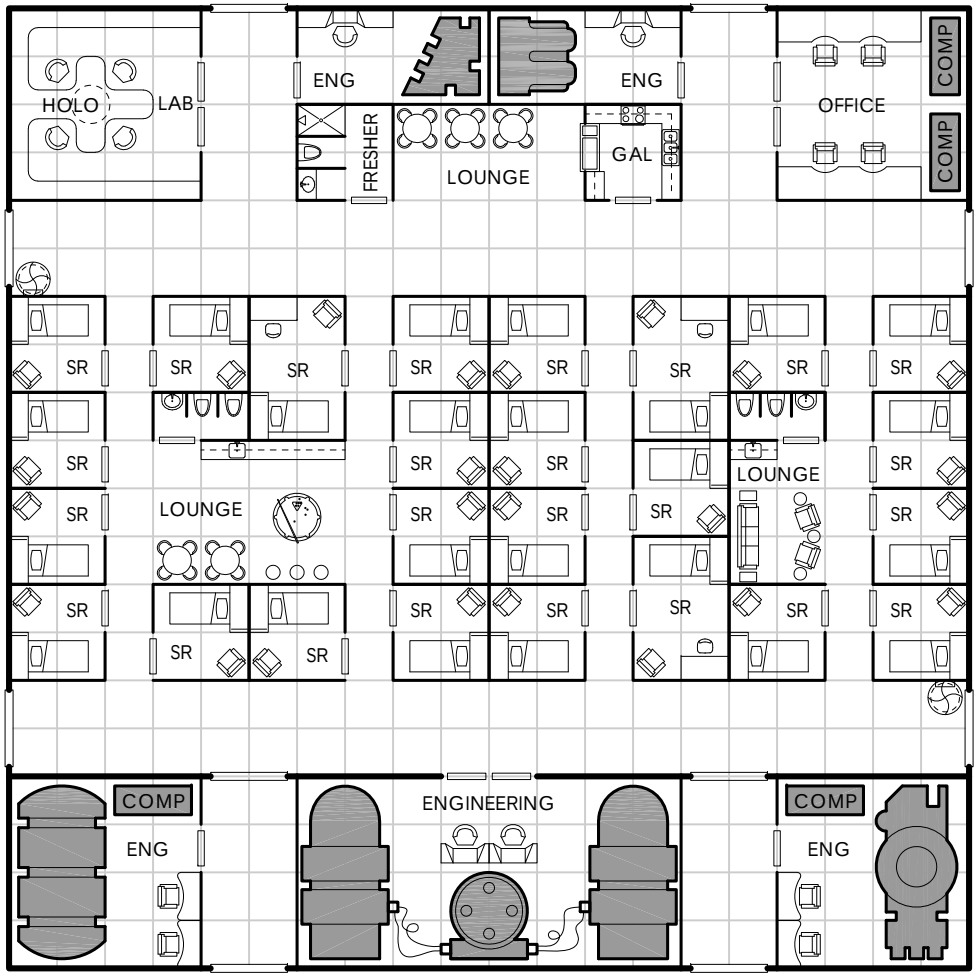


Notes:



Notes:

- The staterooms on this deck could also be used for middle class passengers.

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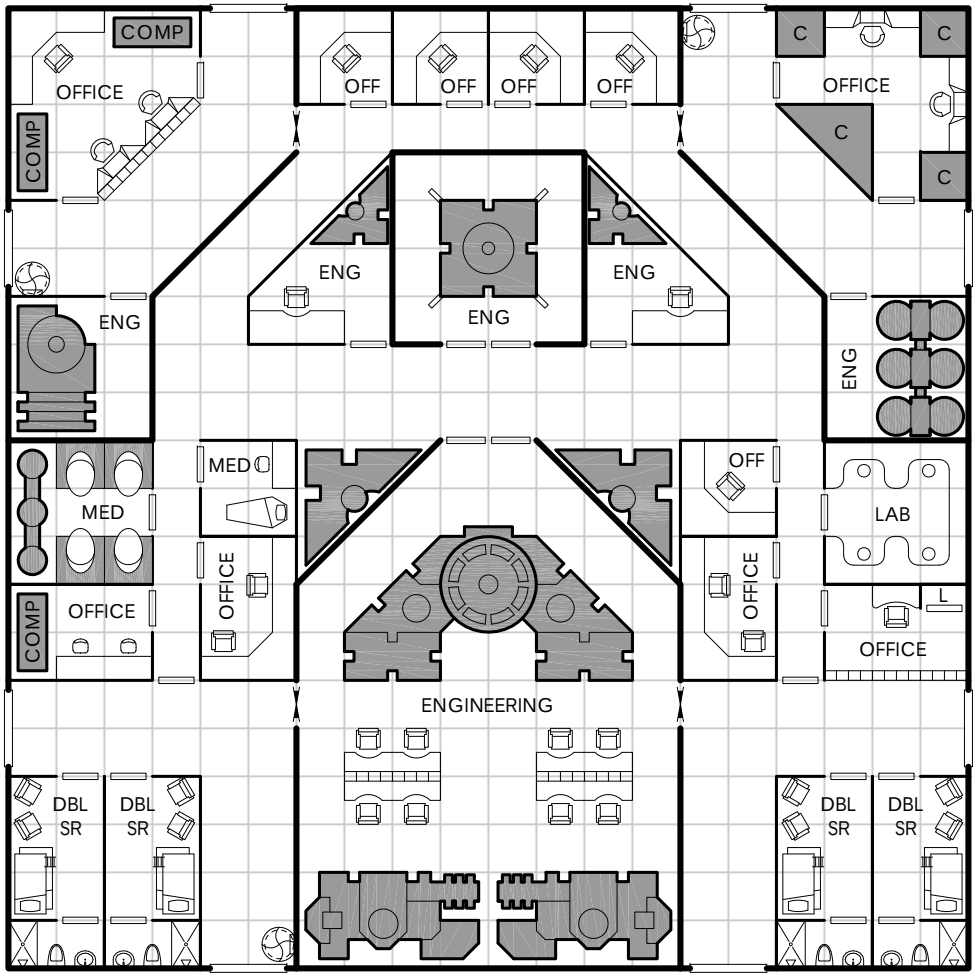

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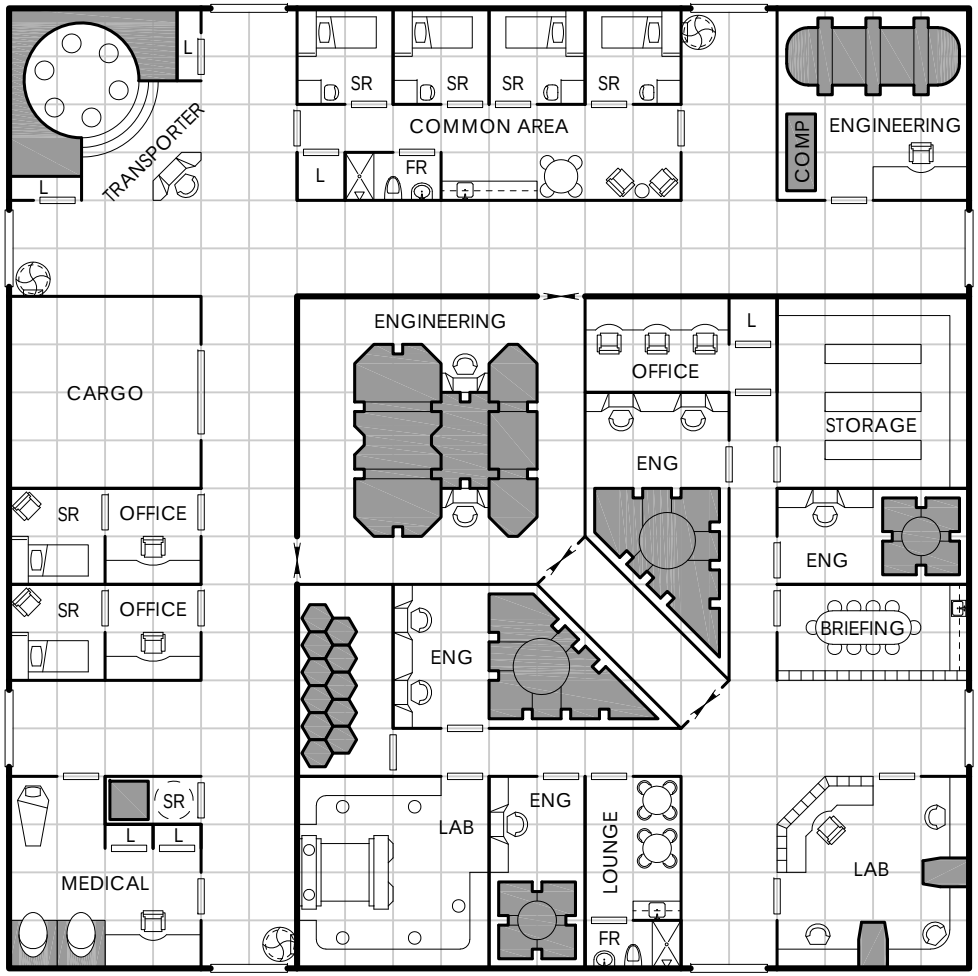

Notes:

STEWARD ROBOT ALCOVE

BATTERIES

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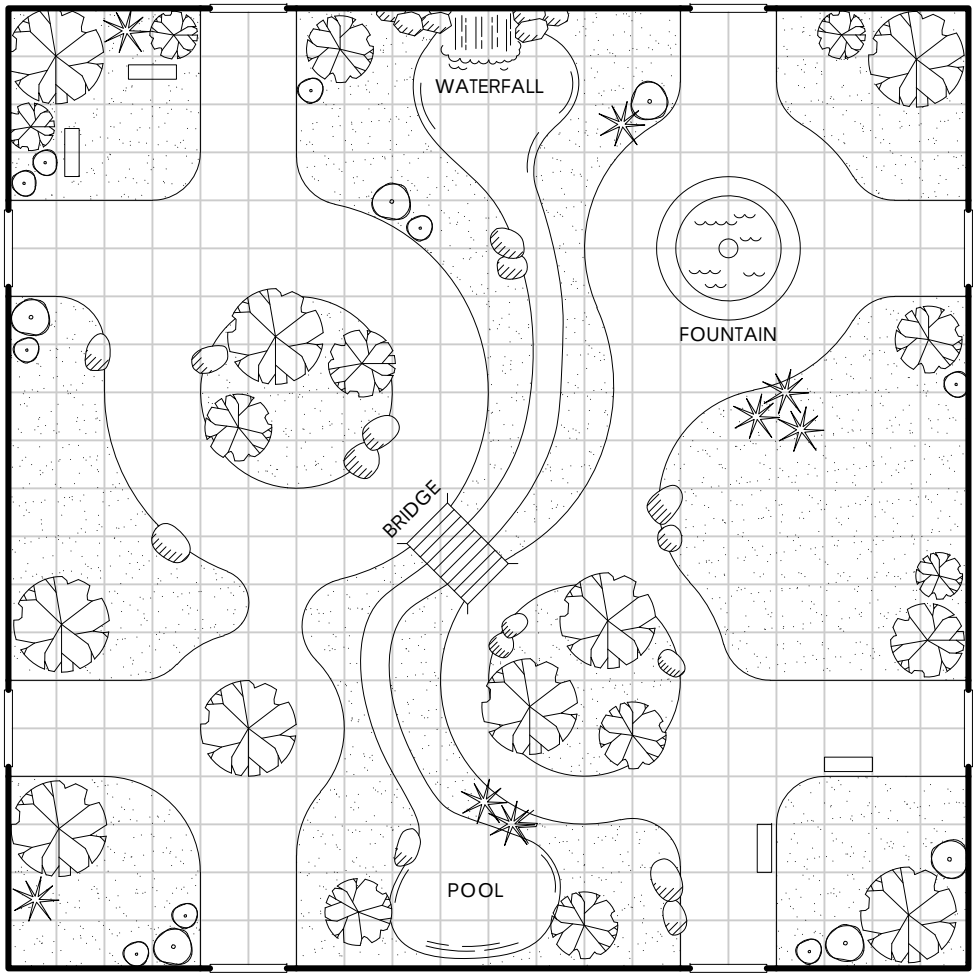
177 Arboretum

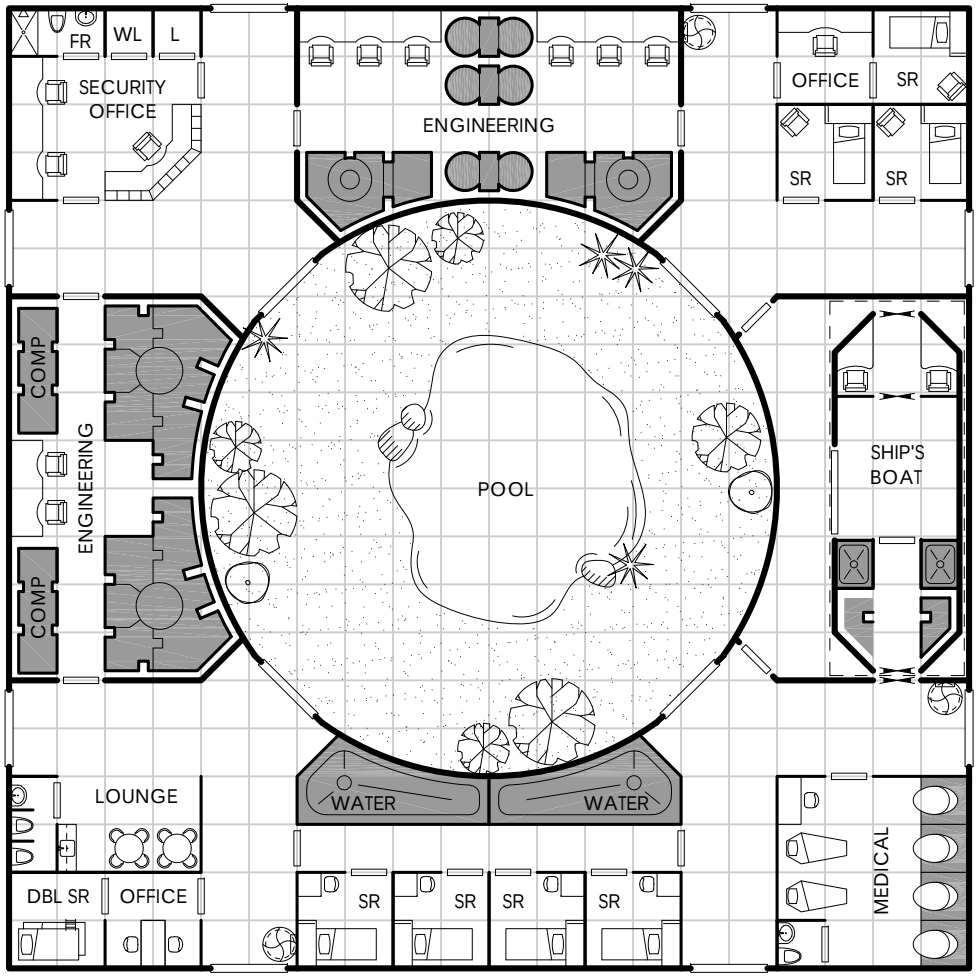


Notes:

- Double height space (20' ceiling).

BUSHES AND TREES BOULDERS BENCH

Arboretum / Multi-Purpose 178



Notes:

BUSHES AND TREES BOULDERS

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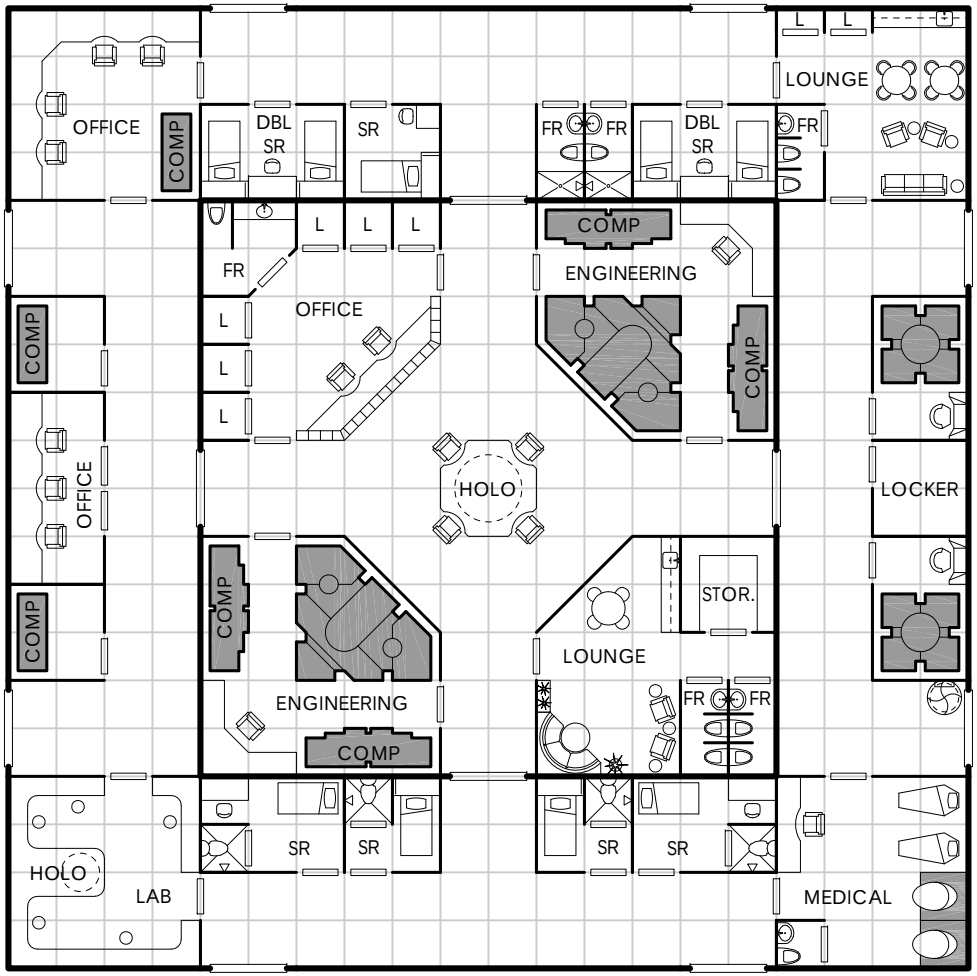
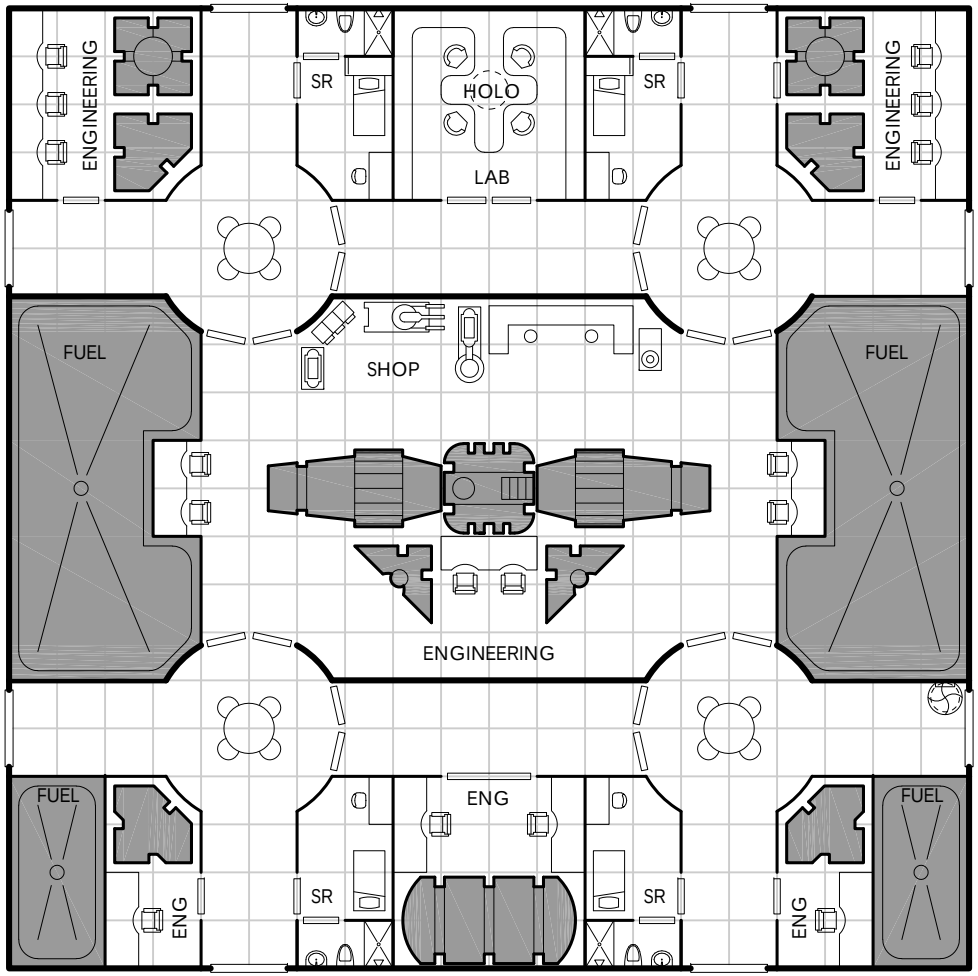
179 Multi-Purpose



Notes:

Engineering 180



Notes:

WORKSTATION

REPAIR BENCH

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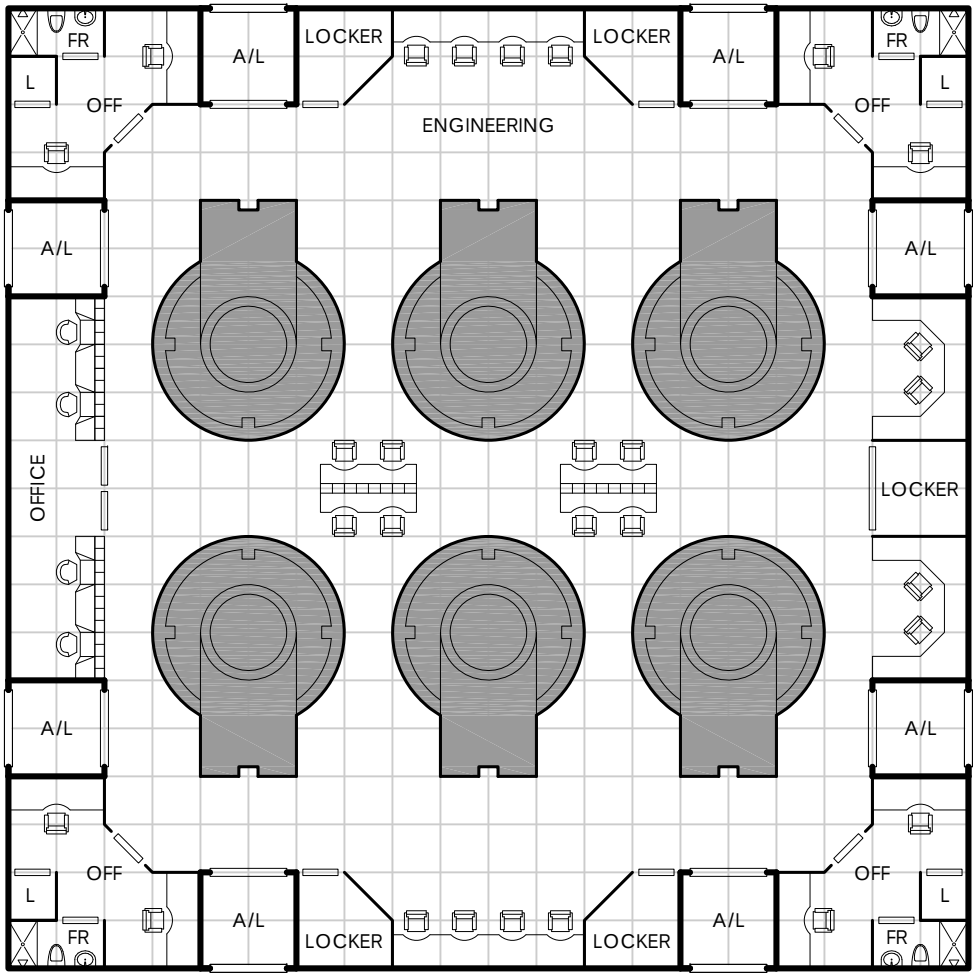
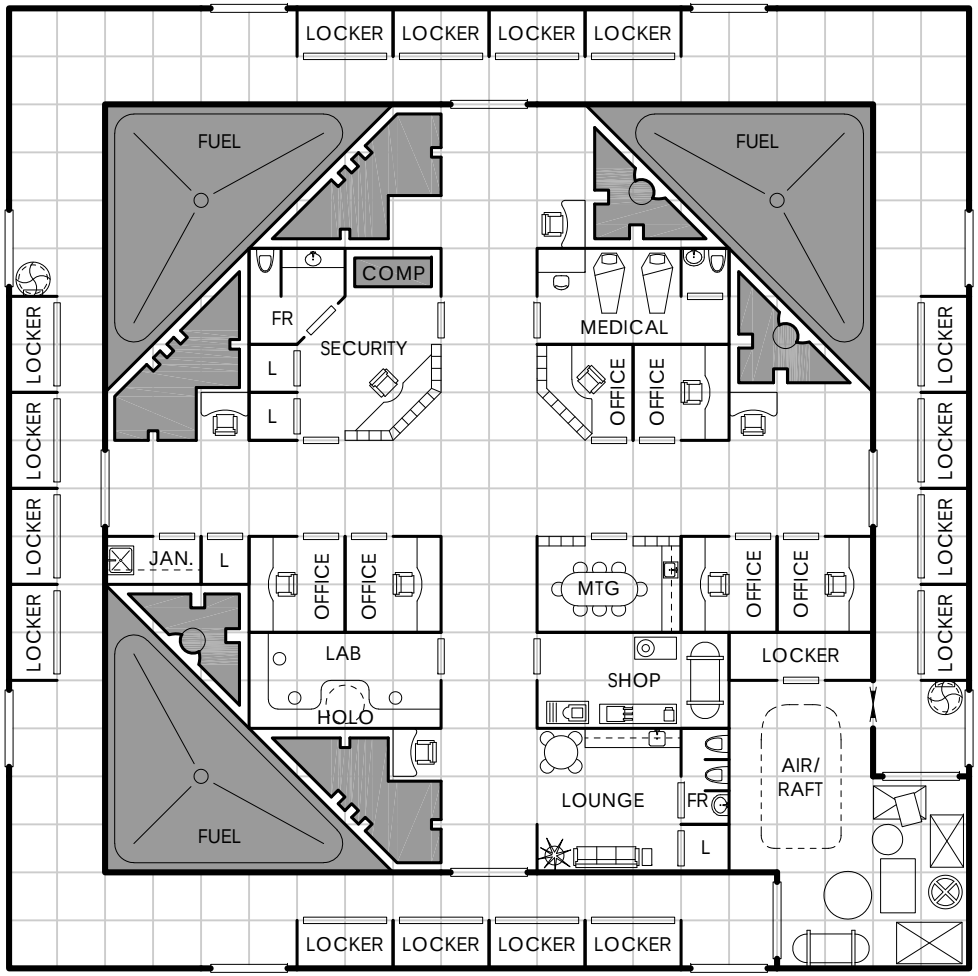
181 Engineering



Notes:

Multi-Purpose 182



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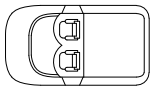

CARGO
AIR/RAFT

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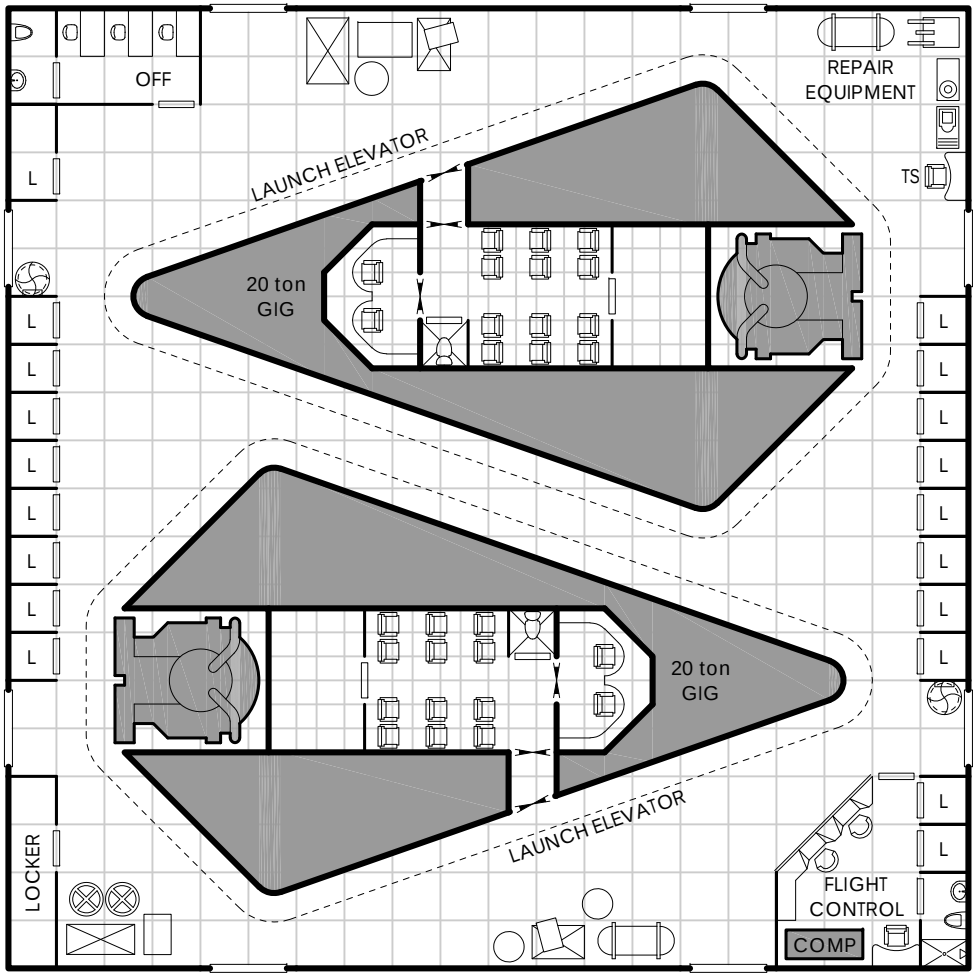
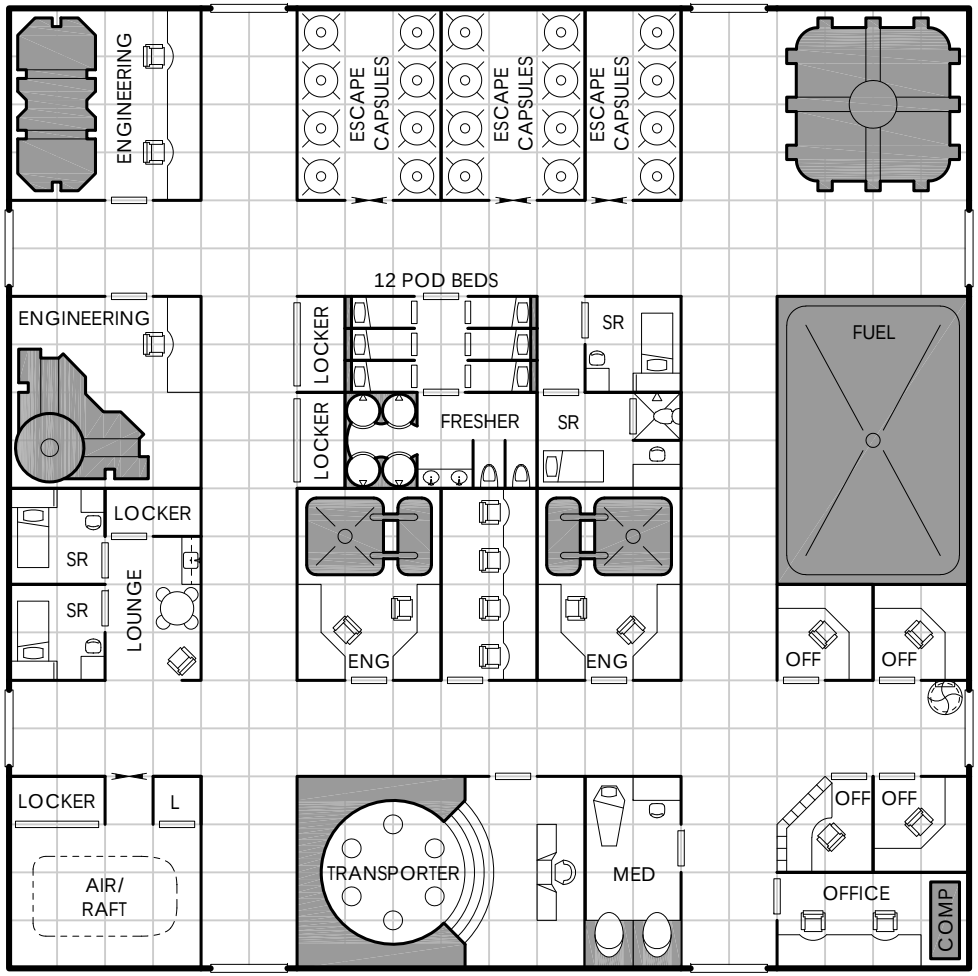
183 Gig Hangar



Notes:

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

Multi-Purpose 184



Notes:

EMERGENCY ESCAPE DROP CAPSULE

AIR/RAFT

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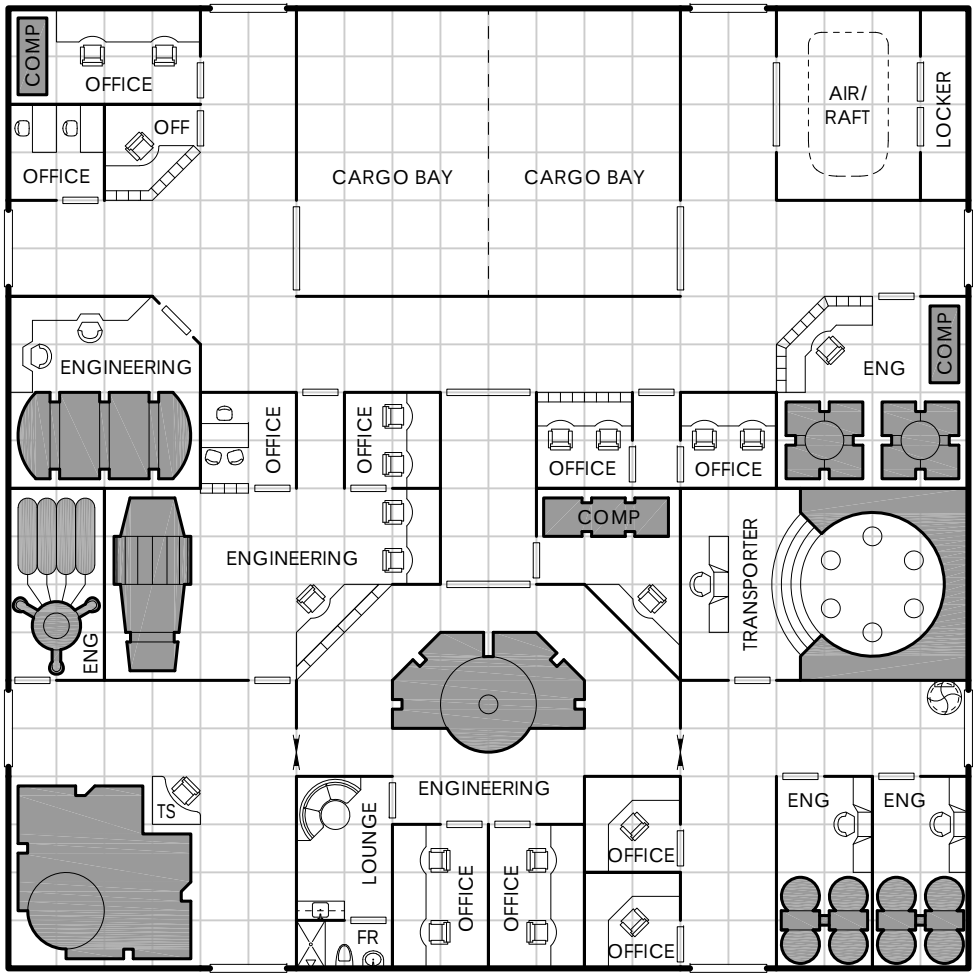
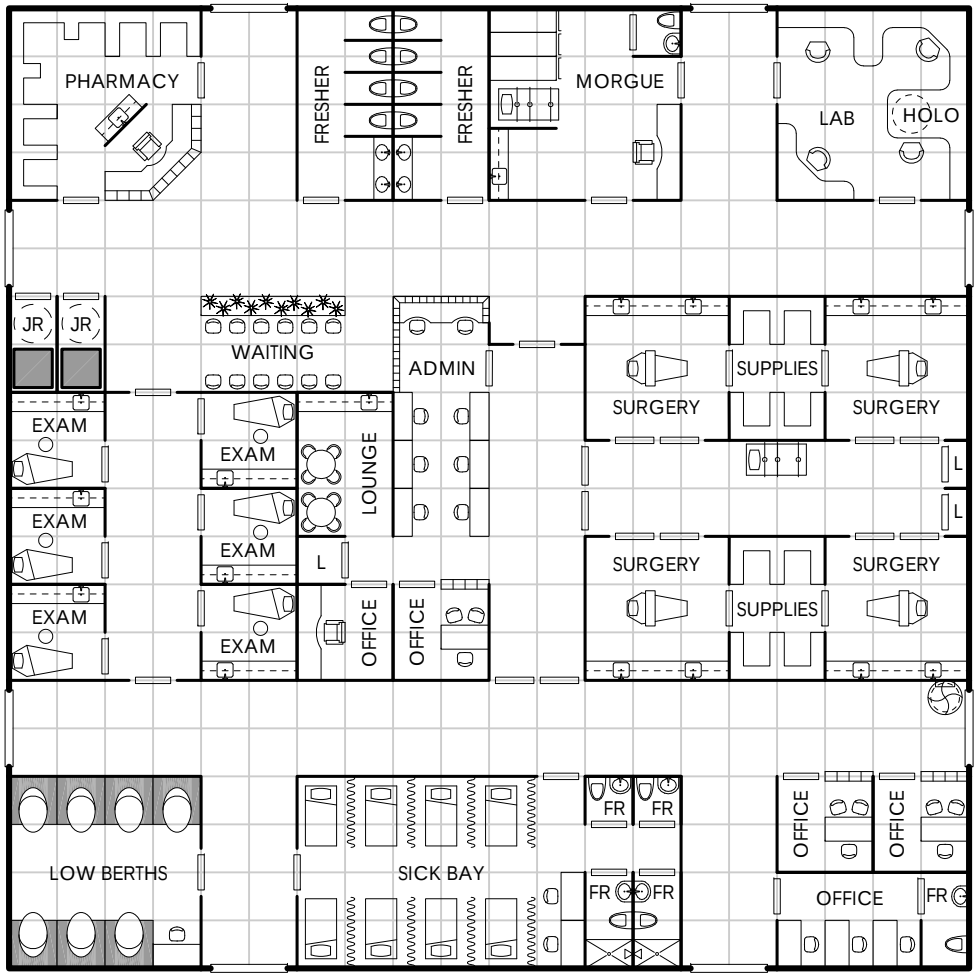
185 Multi-Purpose



Notes:

Medical Bay 186



Notes:

LIFE SUPPORT

ESCAPE POD

SMALL CARGO AIR/RAFT

SURGERY TABLE
PRIVACY CURTAIN
MEDICAL BED

RESTRAINT BED/GURNEY

CORPSE CABINET

JANITORIAL ROBOT ALCOVE

LOW BERTH

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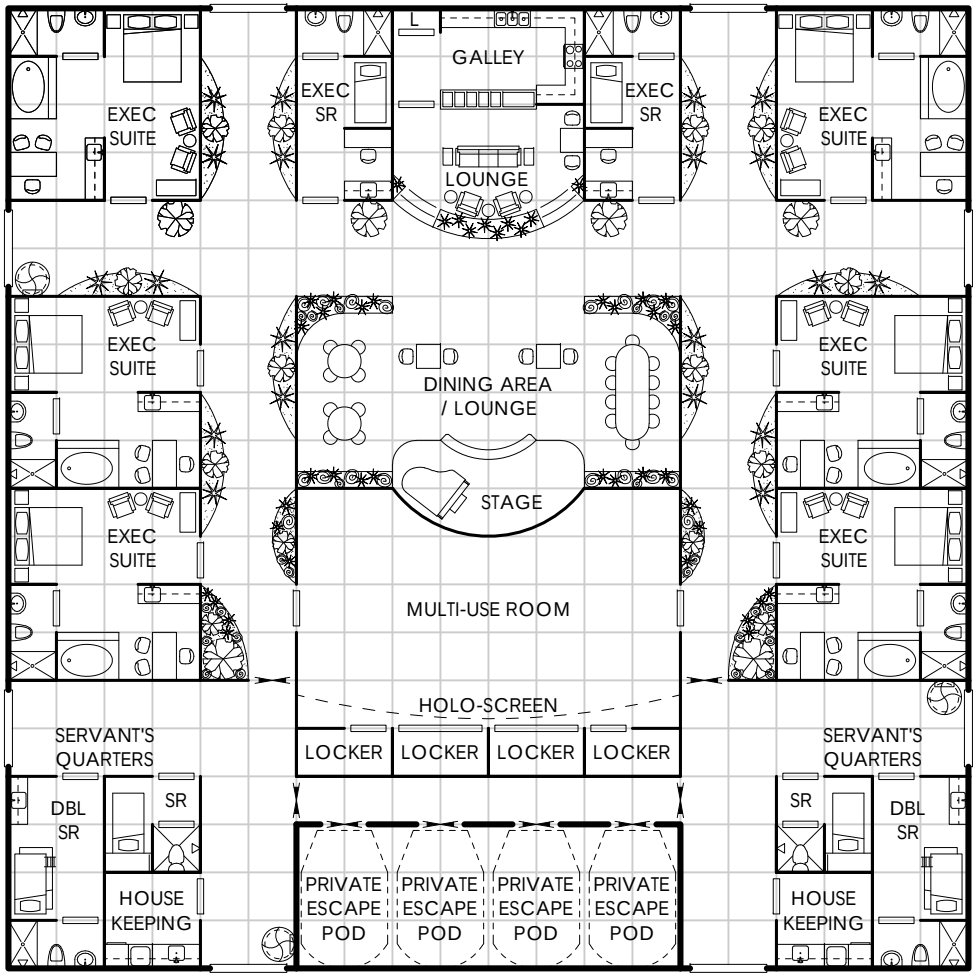
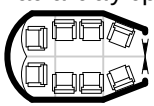
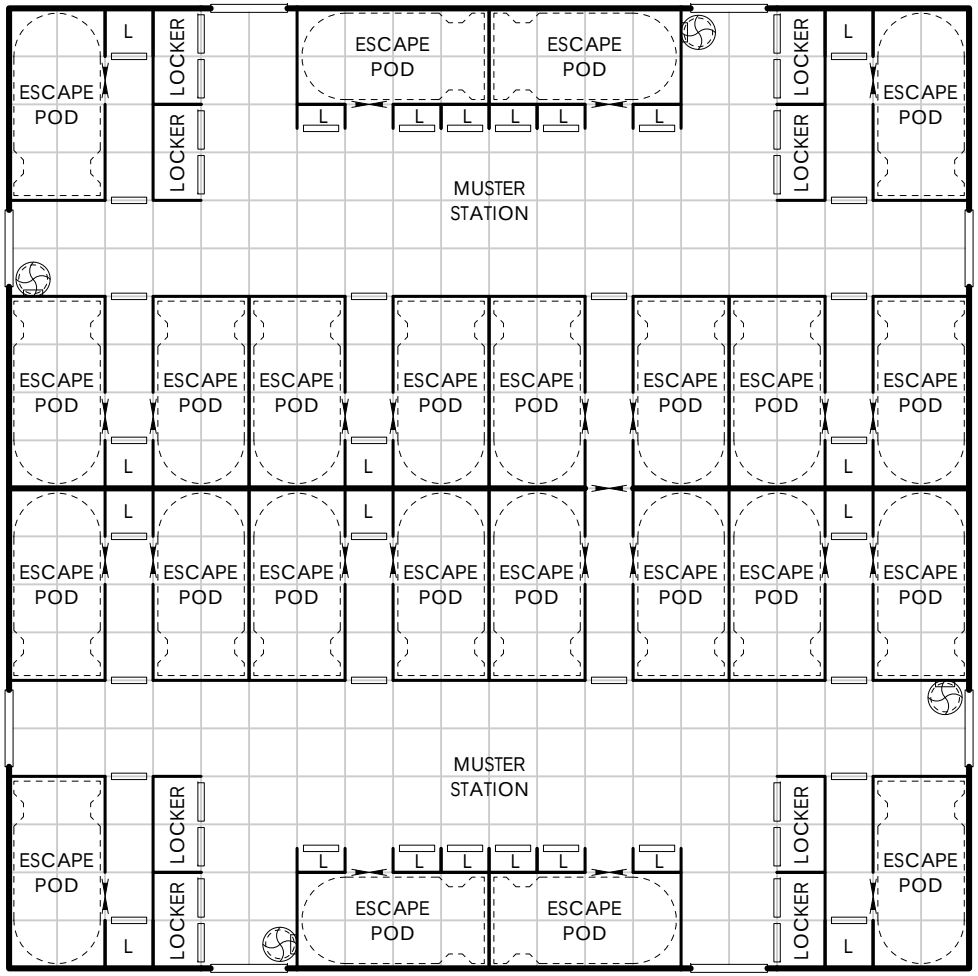


Notes:

- 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.

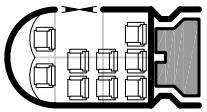

ESCAPE POD

LANDSCAPE AREAS



Notes:

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


ESCAPE POD

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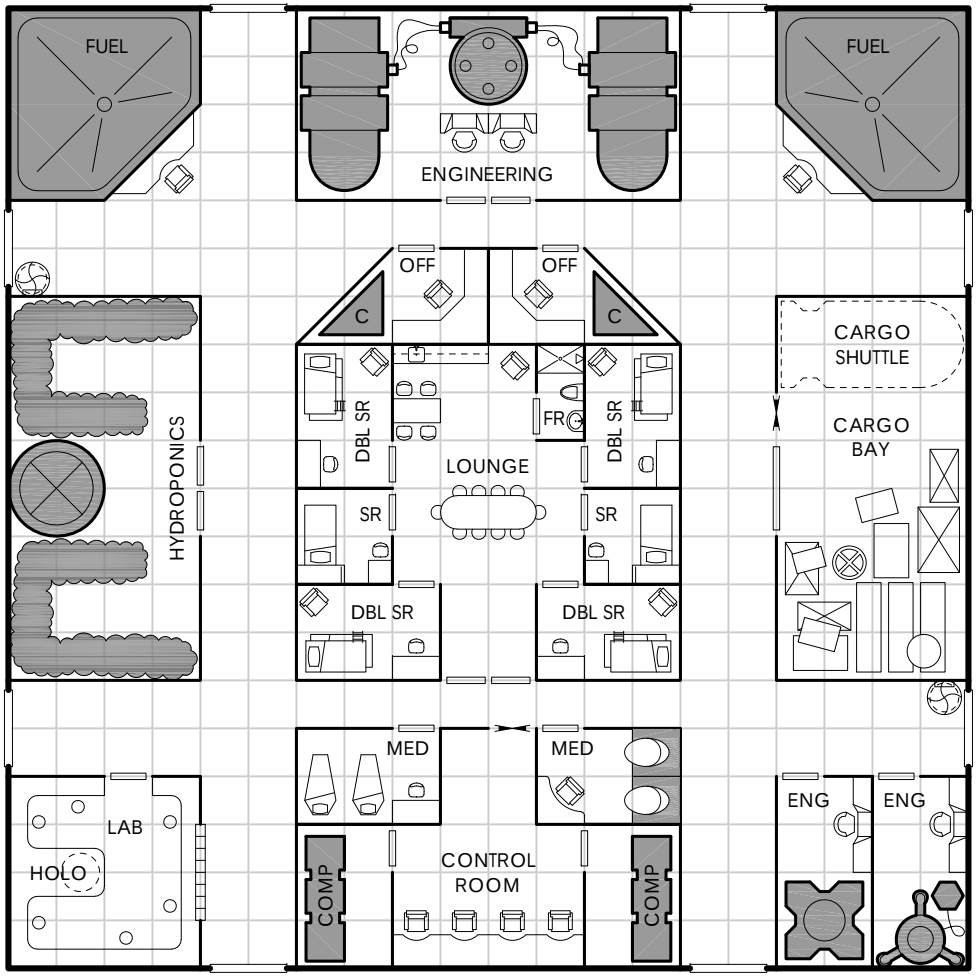
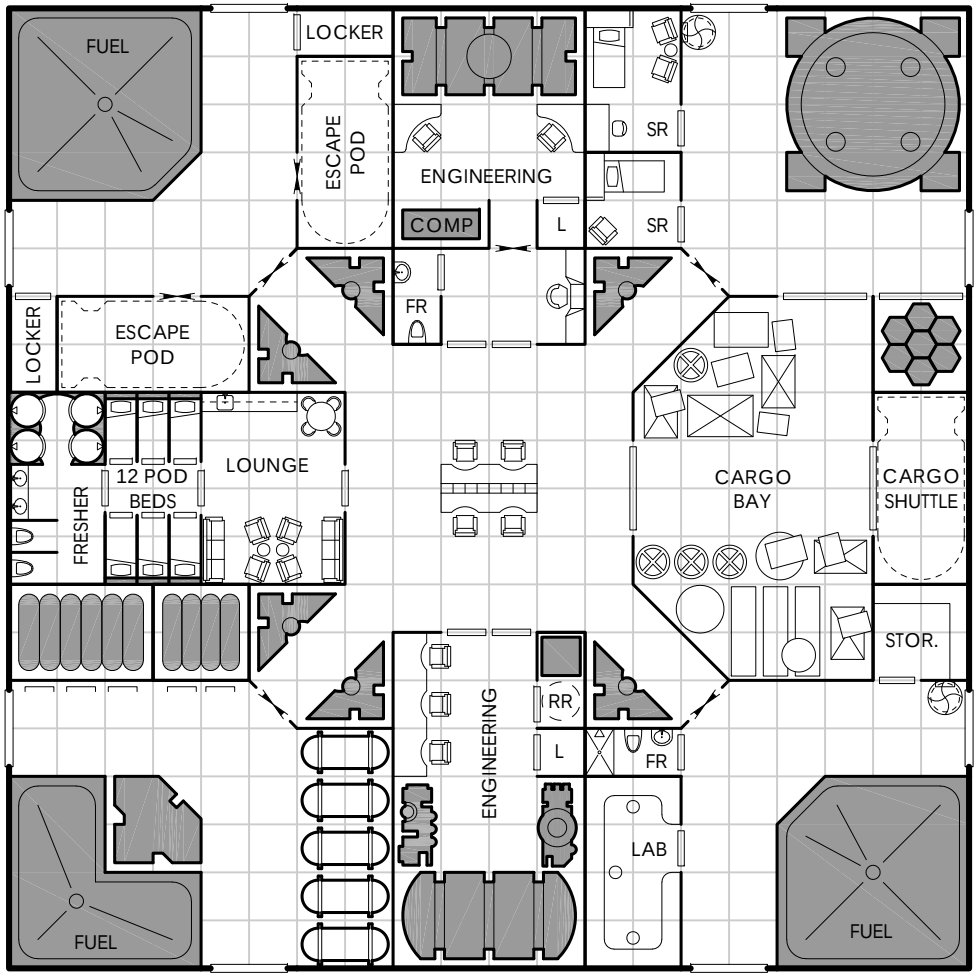


Notes:



Notes:

WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

HYDROPONIC VEGETATION

CARGO SHUTTLE

LIFE SUPPORT

REPAIR ROBOT ALCOVE

QUAD WORKSTATION

ESCAPE POD

CARGO SHUTTLE

BATTERIES

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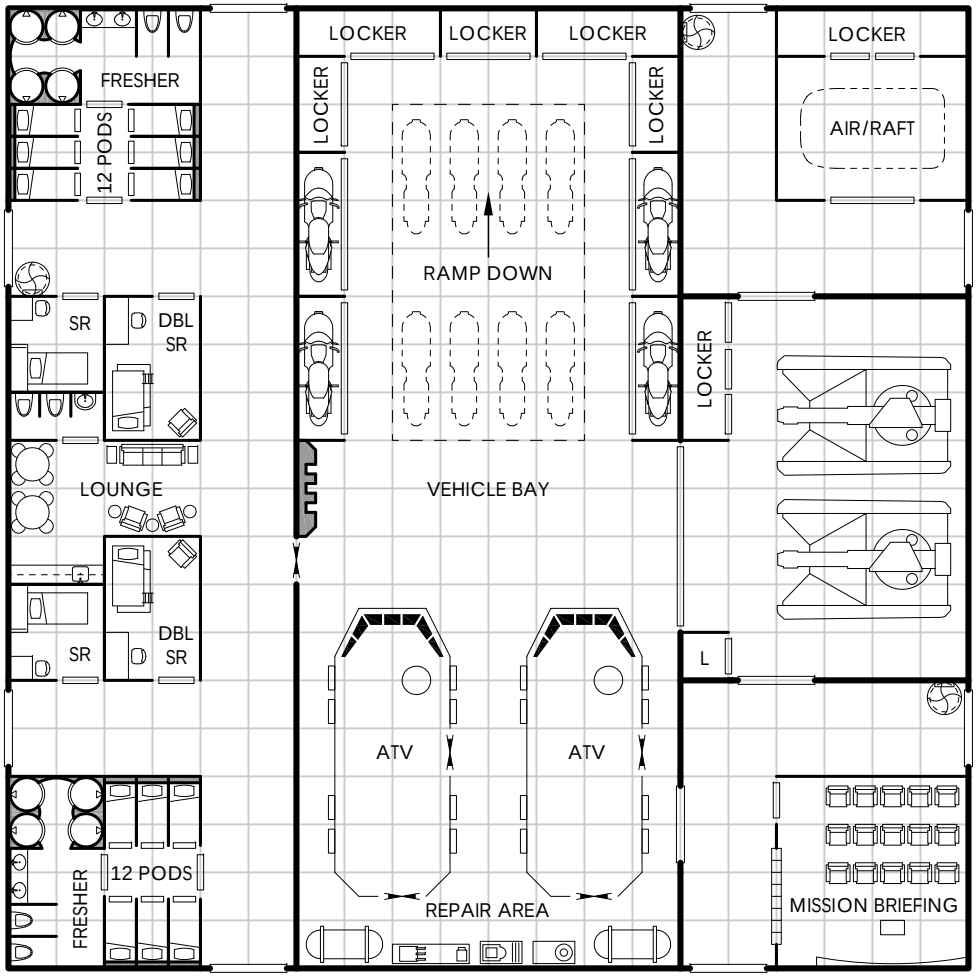
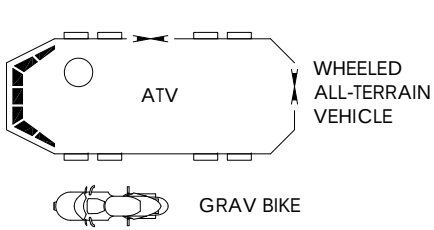
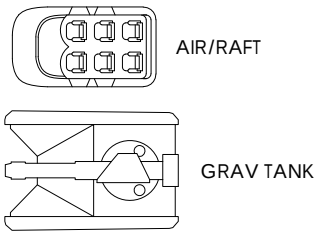
191 Vehicle Bay



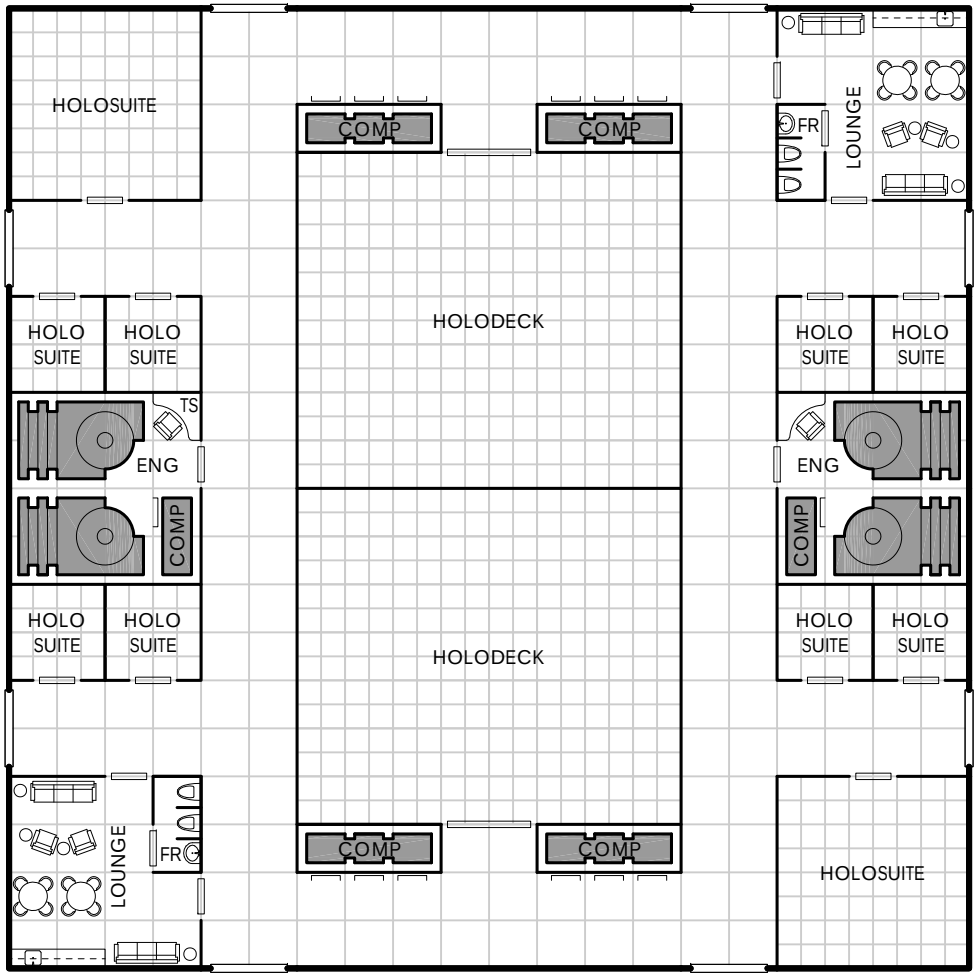
Notes:

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





Holodeck 192



Notes:

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

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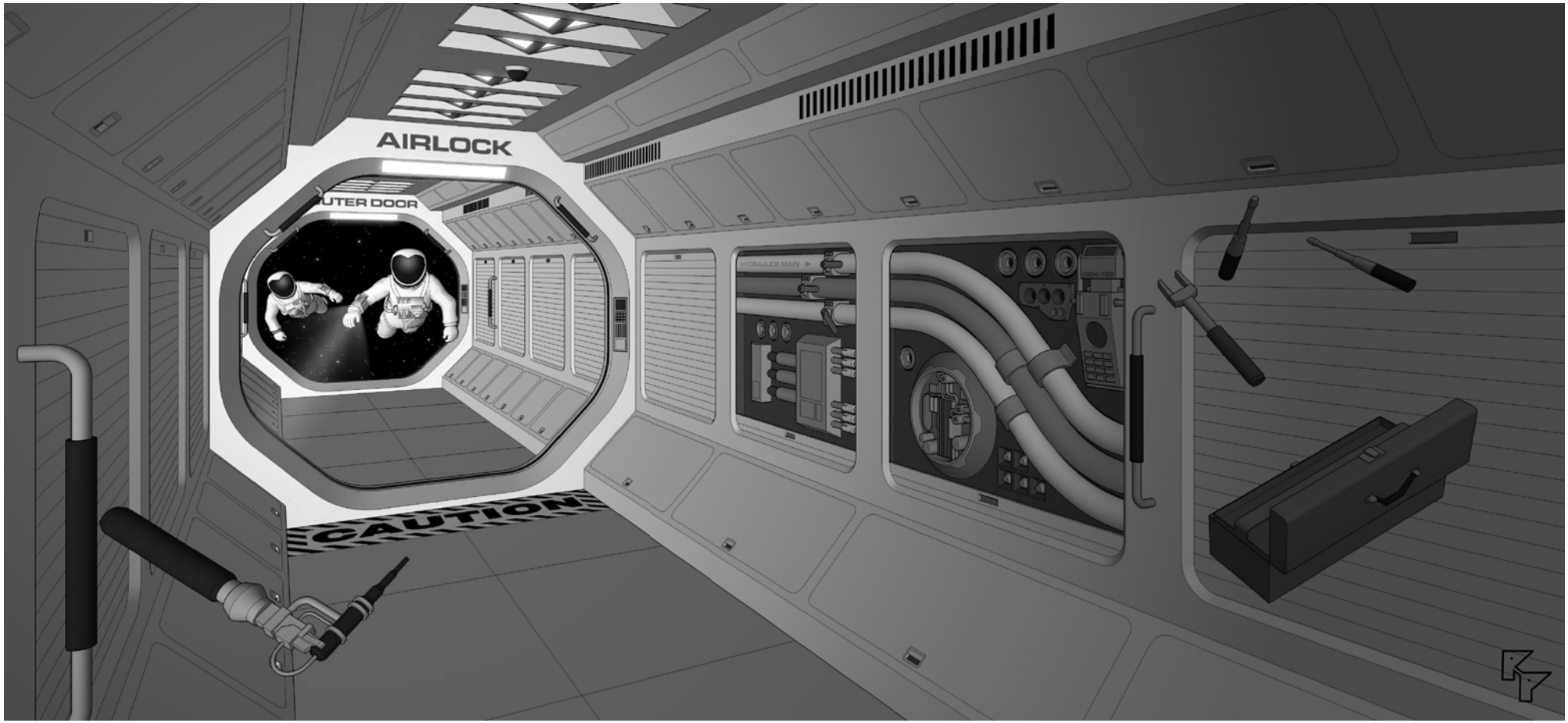
Perimeter Airlocks

The access points along a geomorph perimeter are assumed to be large iris valves, and this is 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 where 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.

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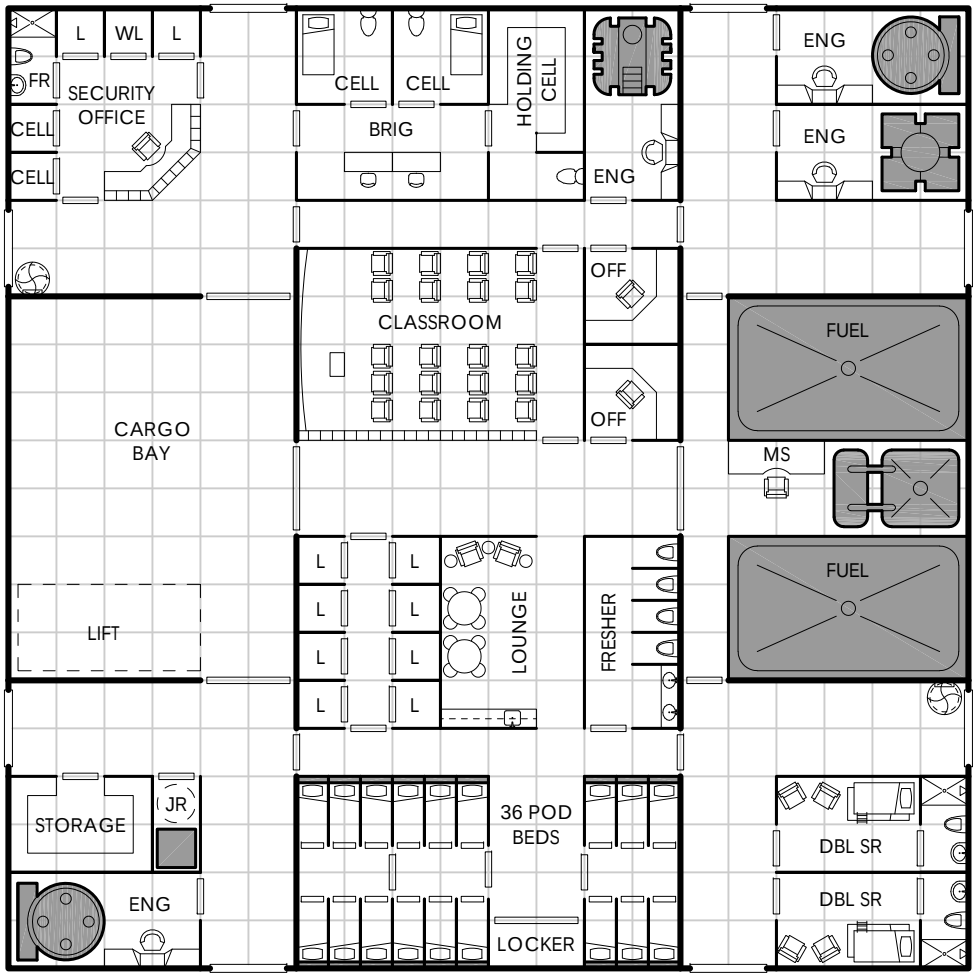
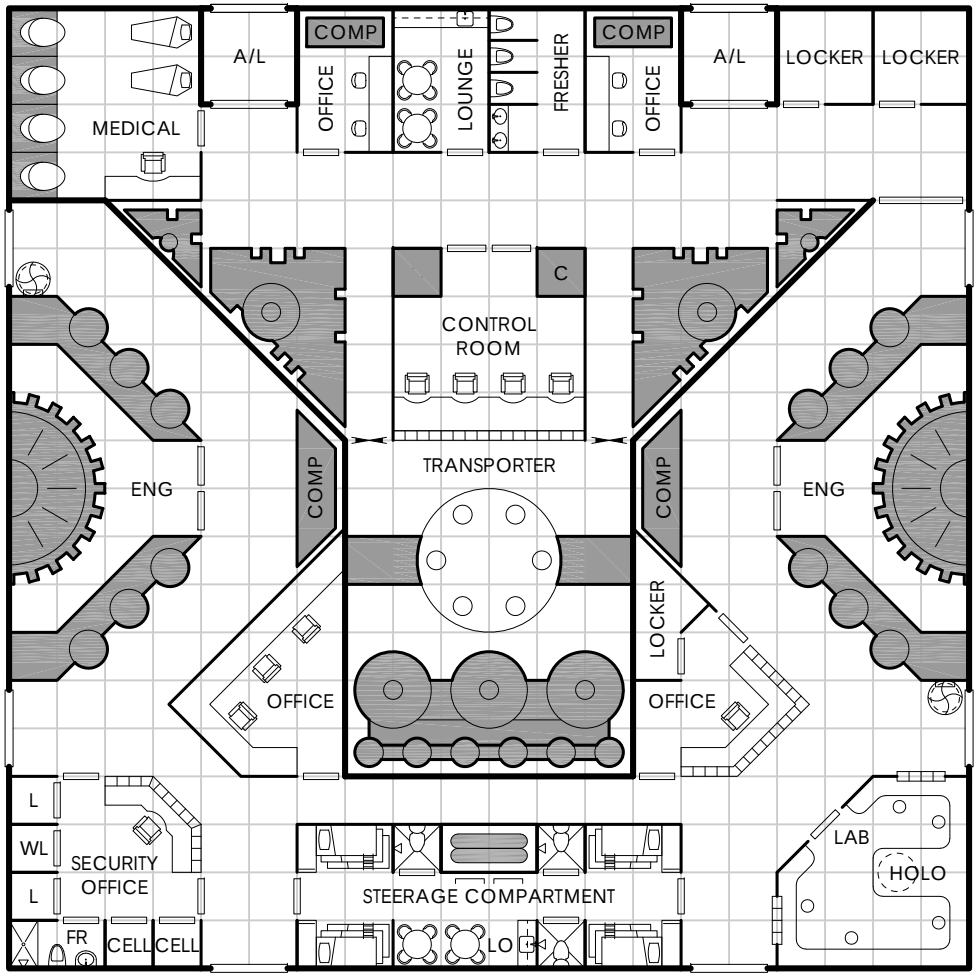
193 Multi-Purpose



Notes:

Multi-Purpose 194



Notes:

JR JANITORIAL ROBOT ALCOVE

LIFE SUPPORT

STEERAGE TRIPLE BUNKS

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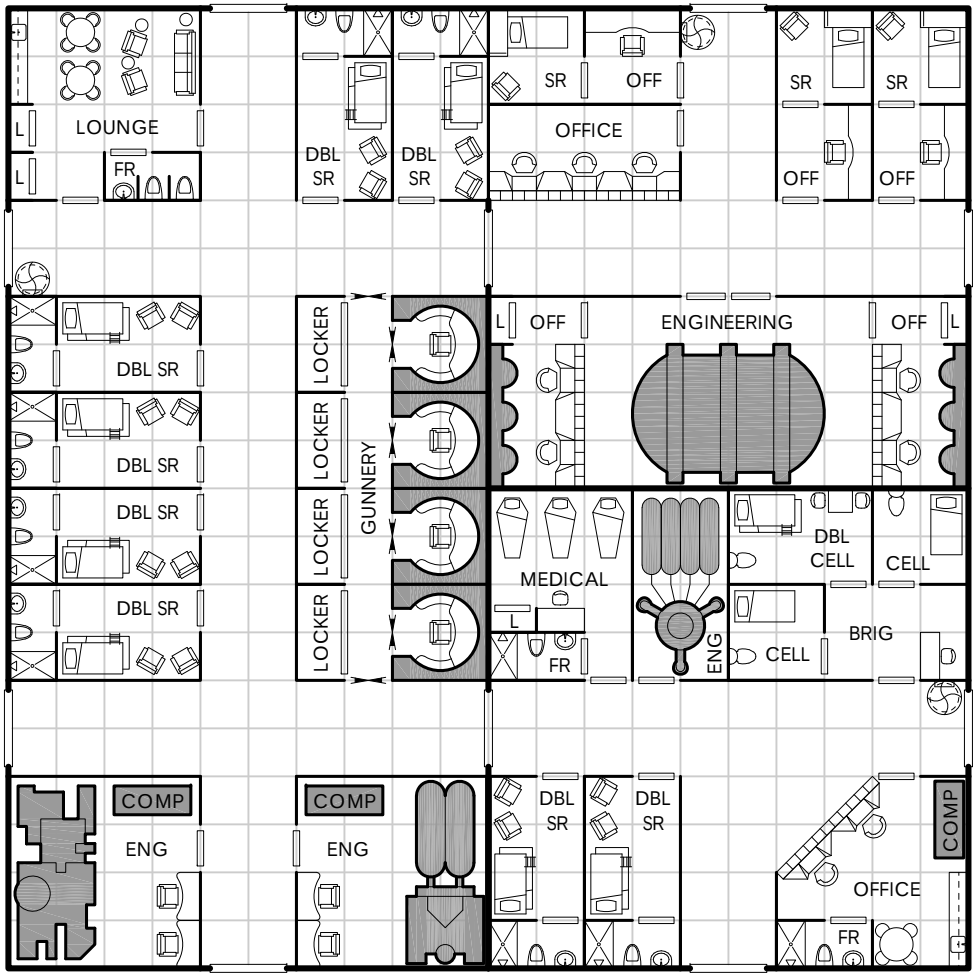
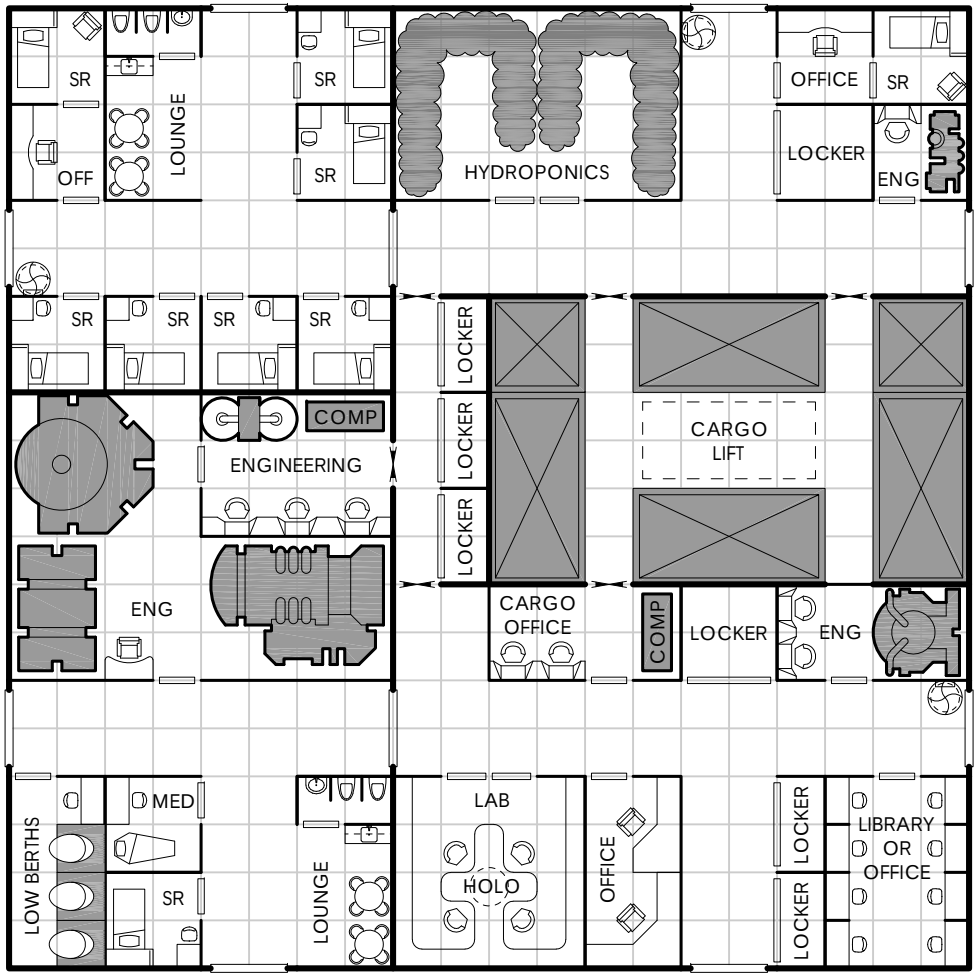


Notes:



Notes:

REMOTE WEAPON STATION

10'x20' CARGO CONTAINER

10'x10' CARGO CONTAINER

HYDROPONIC VEGETATION

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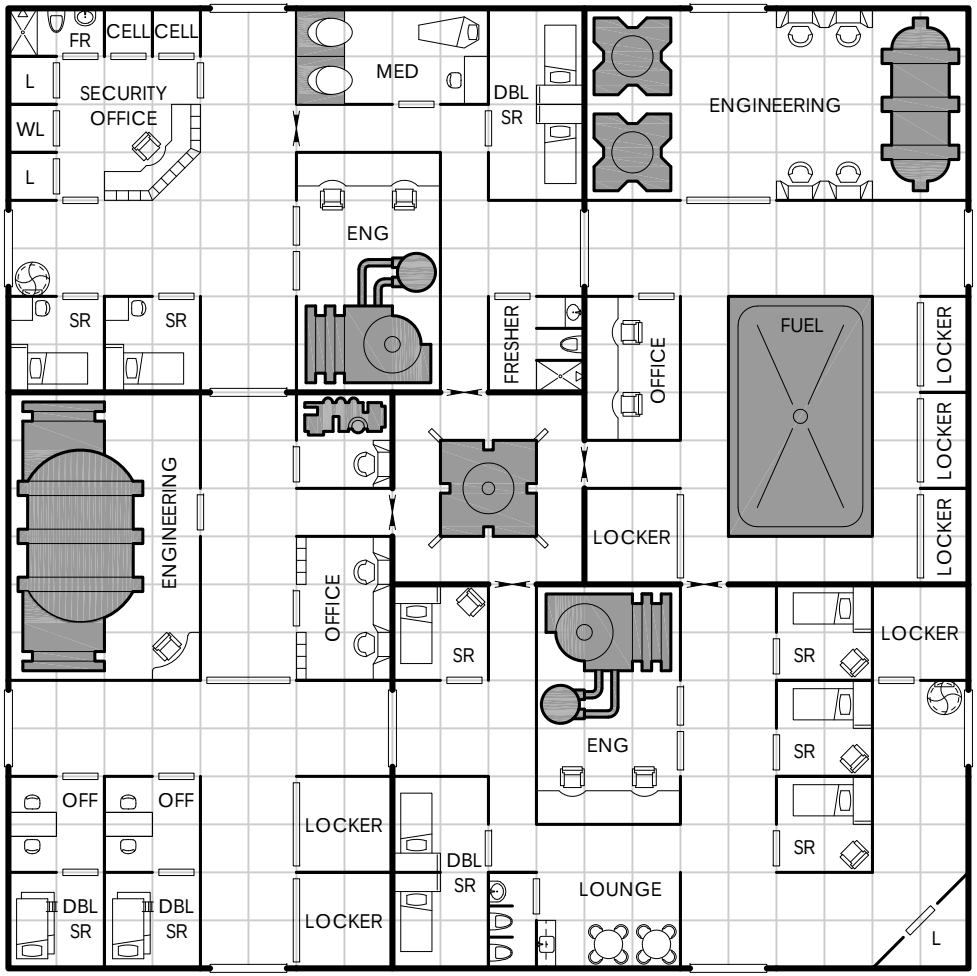
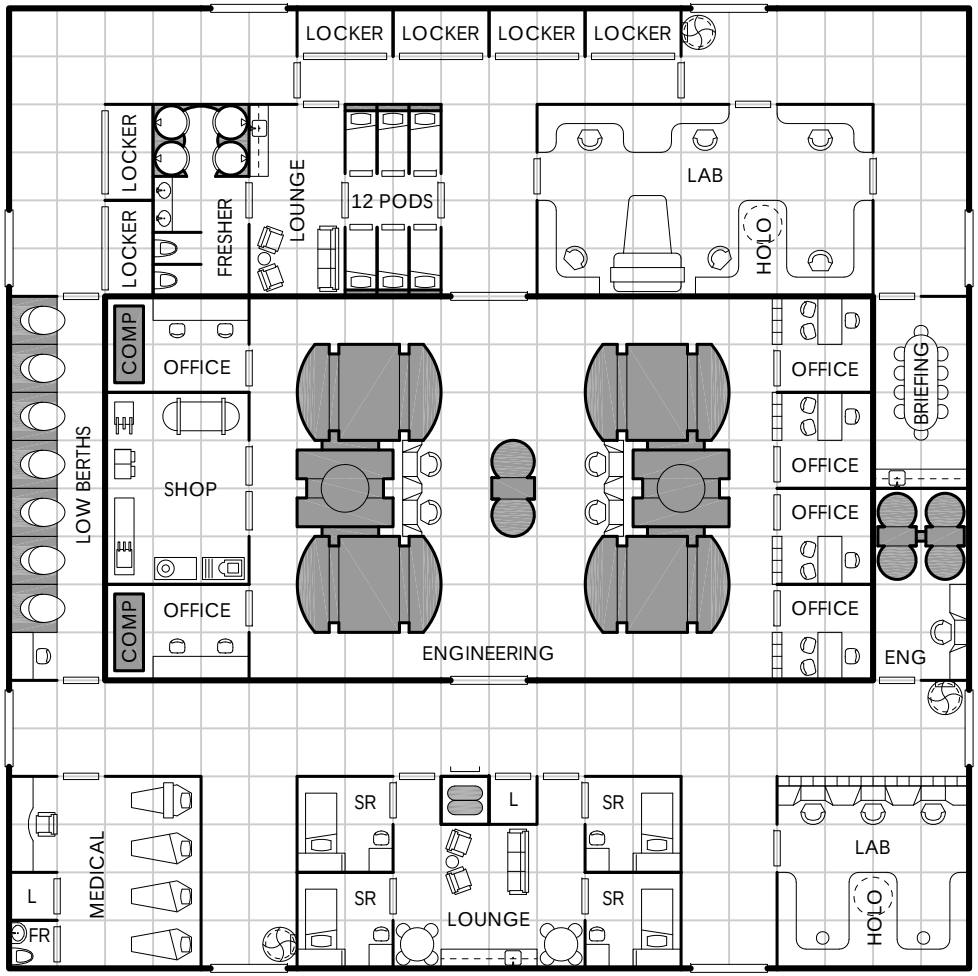
197 Multi-Purpose



Notes:

Multi-Purpose 198



Notes:

LOW BERTH

LIFE SUPPORT

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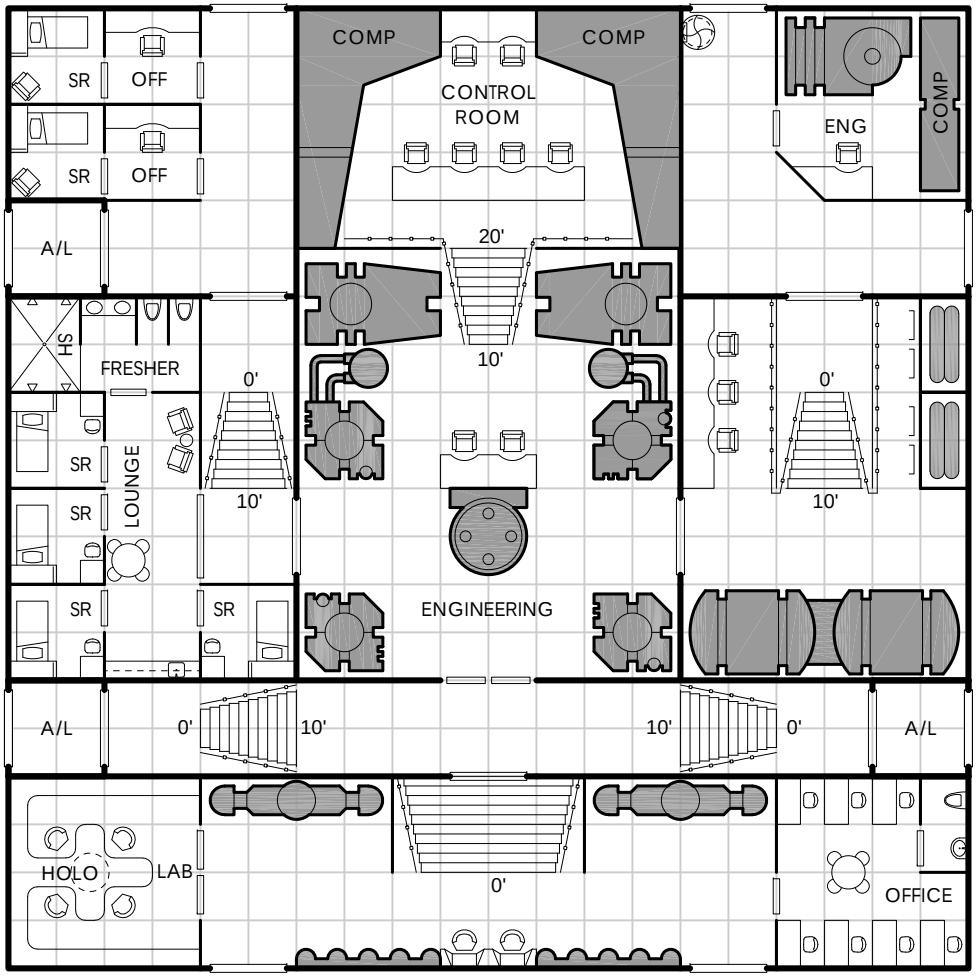
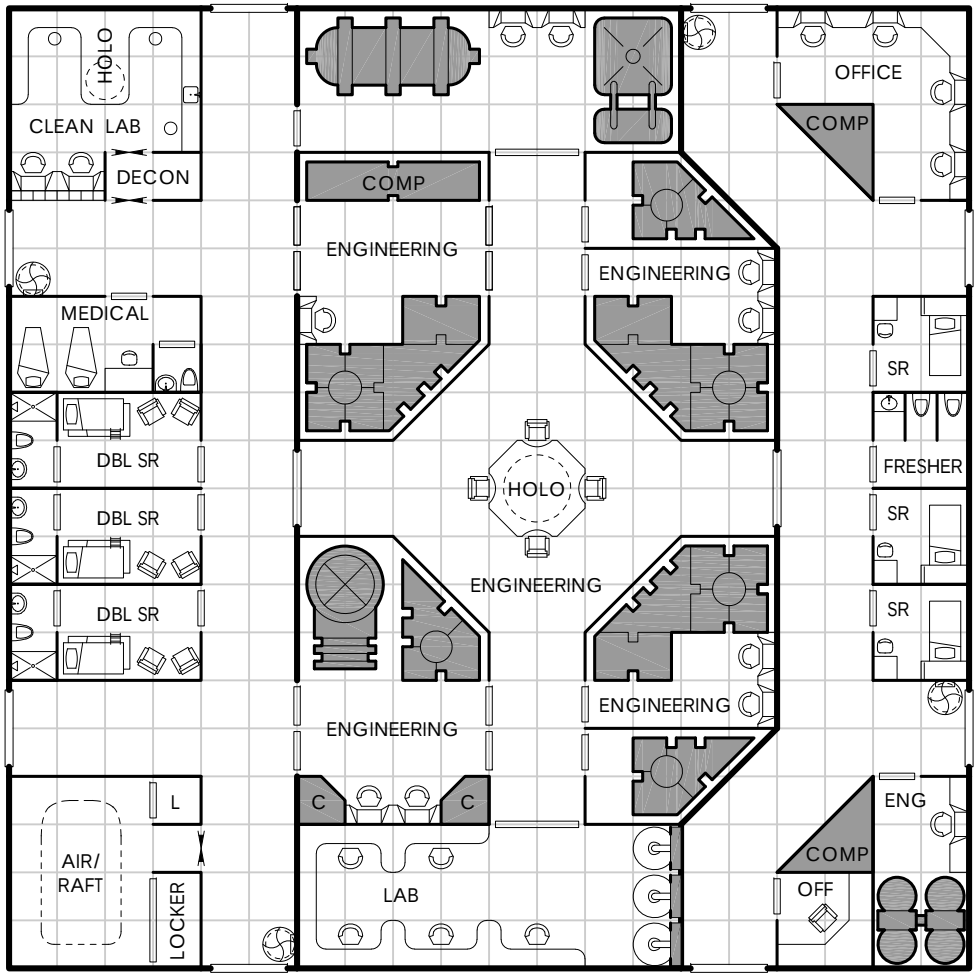


Notes:

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



Notes:

STAIRS w/ HANDRAILS

DOWN

HOLOGRAPHIC WORKSTATION

SMALL CARGO AIR/RAFT

STASIS TUBE

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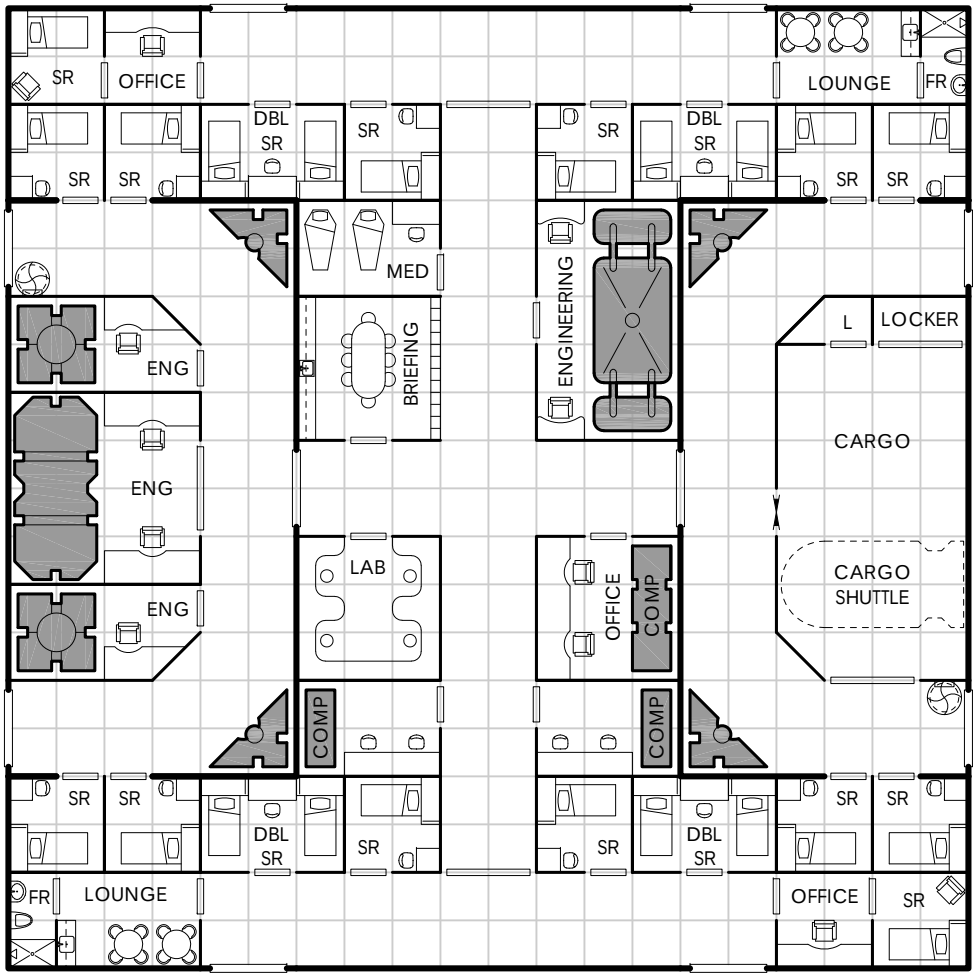
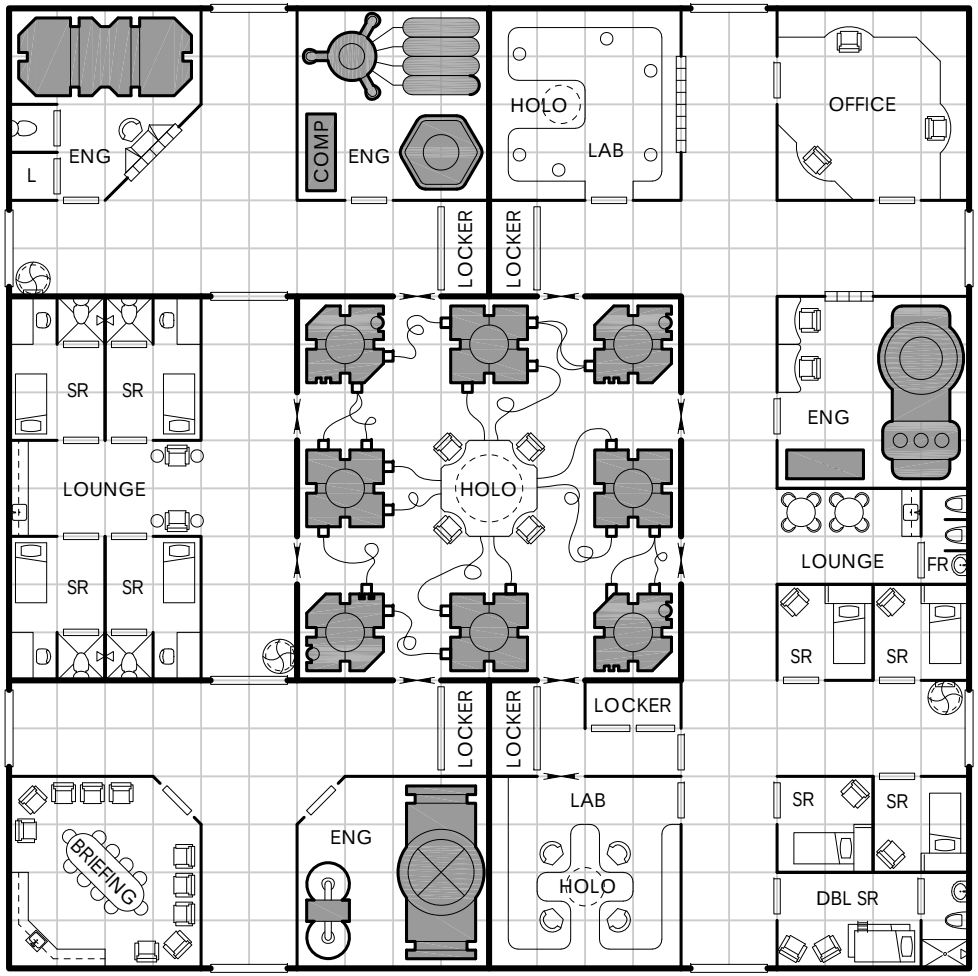
201 Multi-Purpose

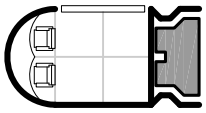


Notes:

Engineering 202



Notes:



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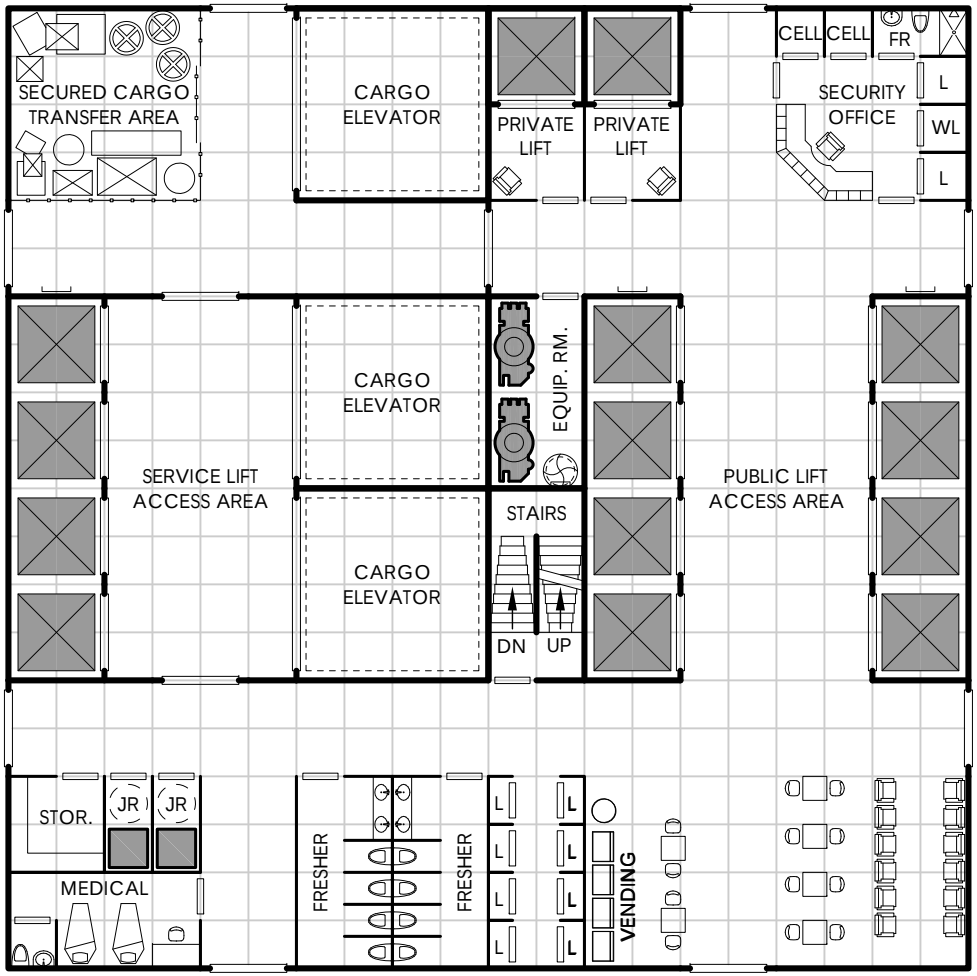
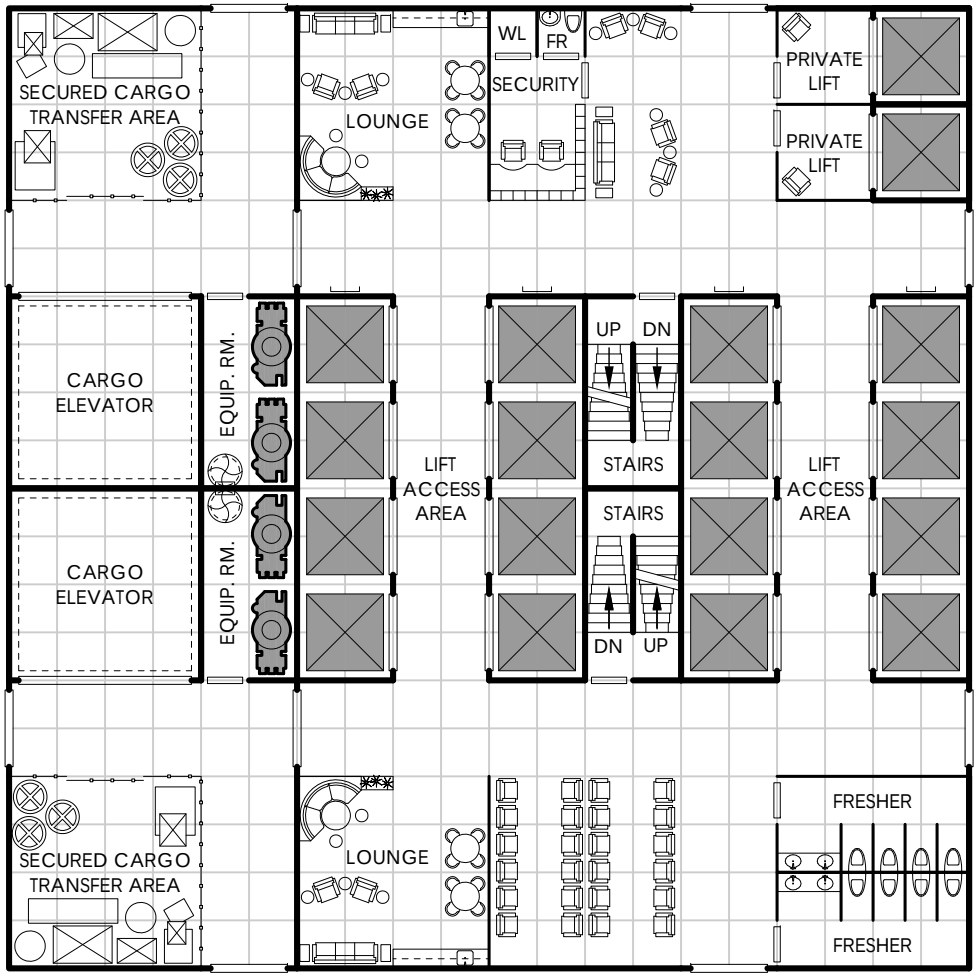
203 Elevator Core



Notes:

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

Elevator Core 204



Notes:

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

PERSONNEL ELEVATOR

JR JANITORIAL ROBOT ALCOVE

PERSONNEL ELEVATOR

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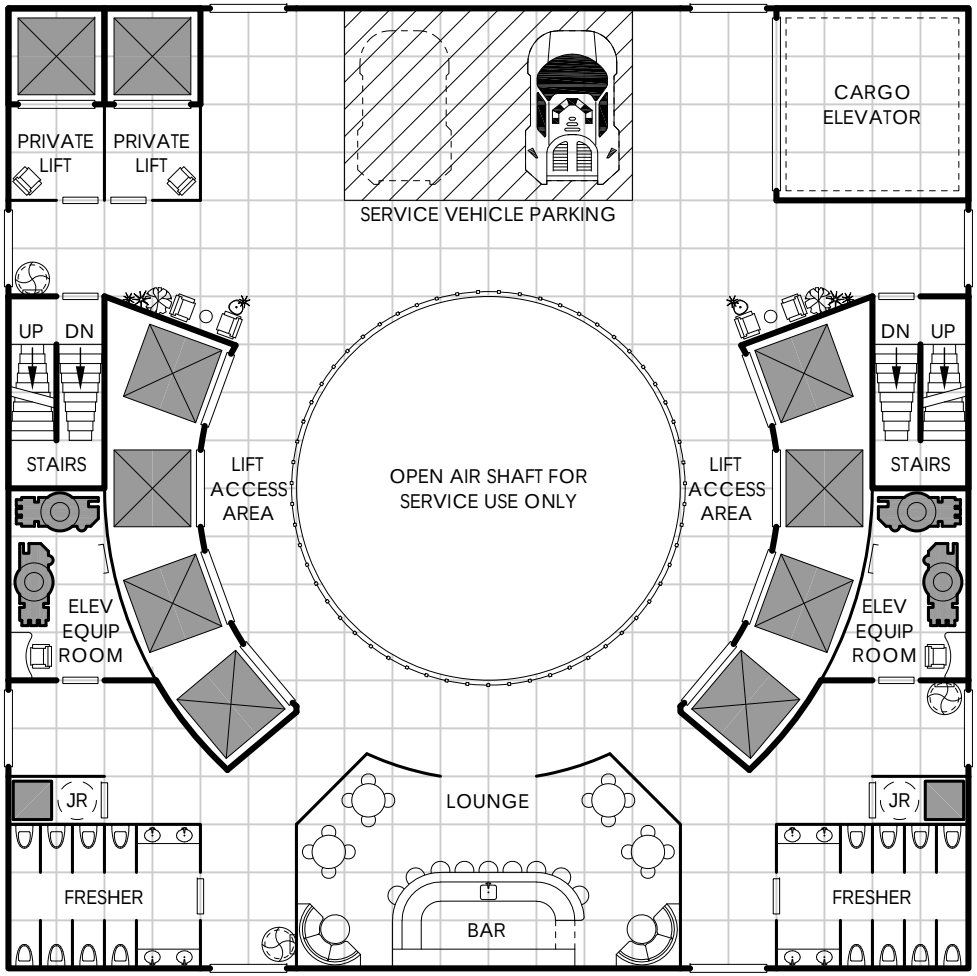
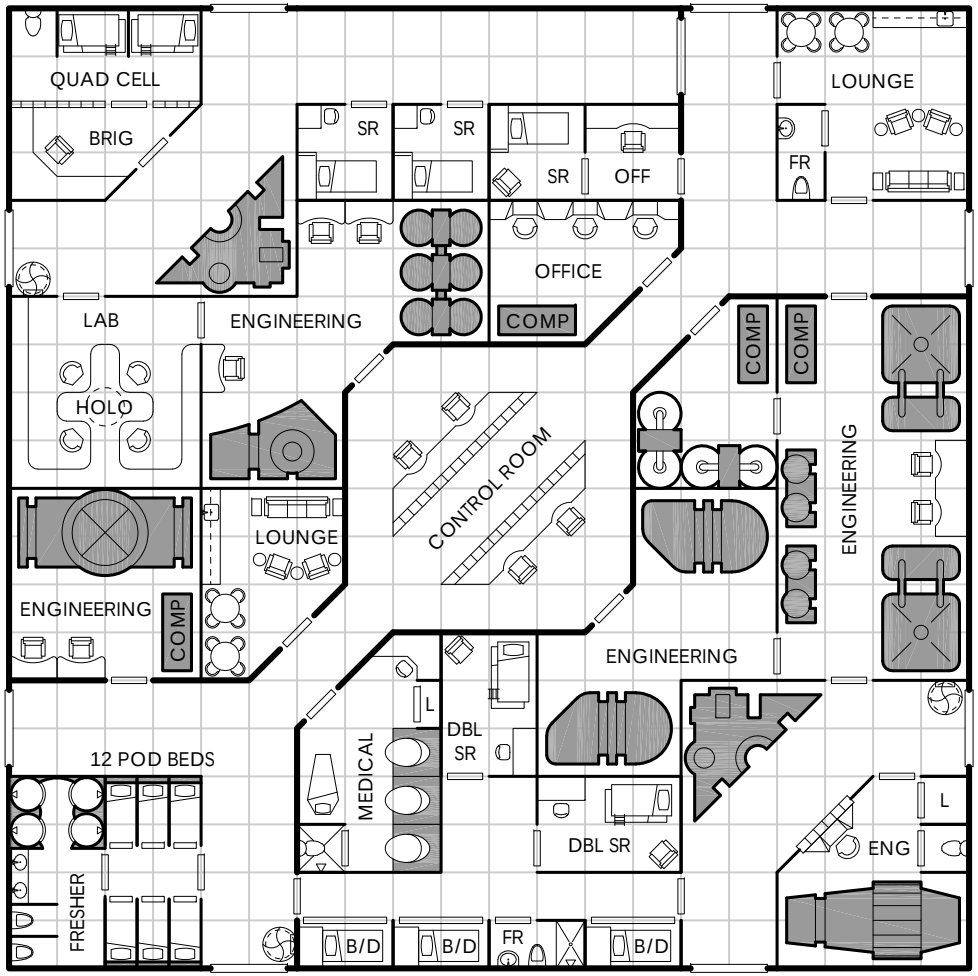
205 Elevator Core



Notes:

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

Multi-Purpose 206



Notes:

JR — JANITORIAL ROBOT ALCOVE

PERSONNEL ELEVATOR

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

B/D — MINI-STATEROOM (BED OVER DESK)

LOW BERTH

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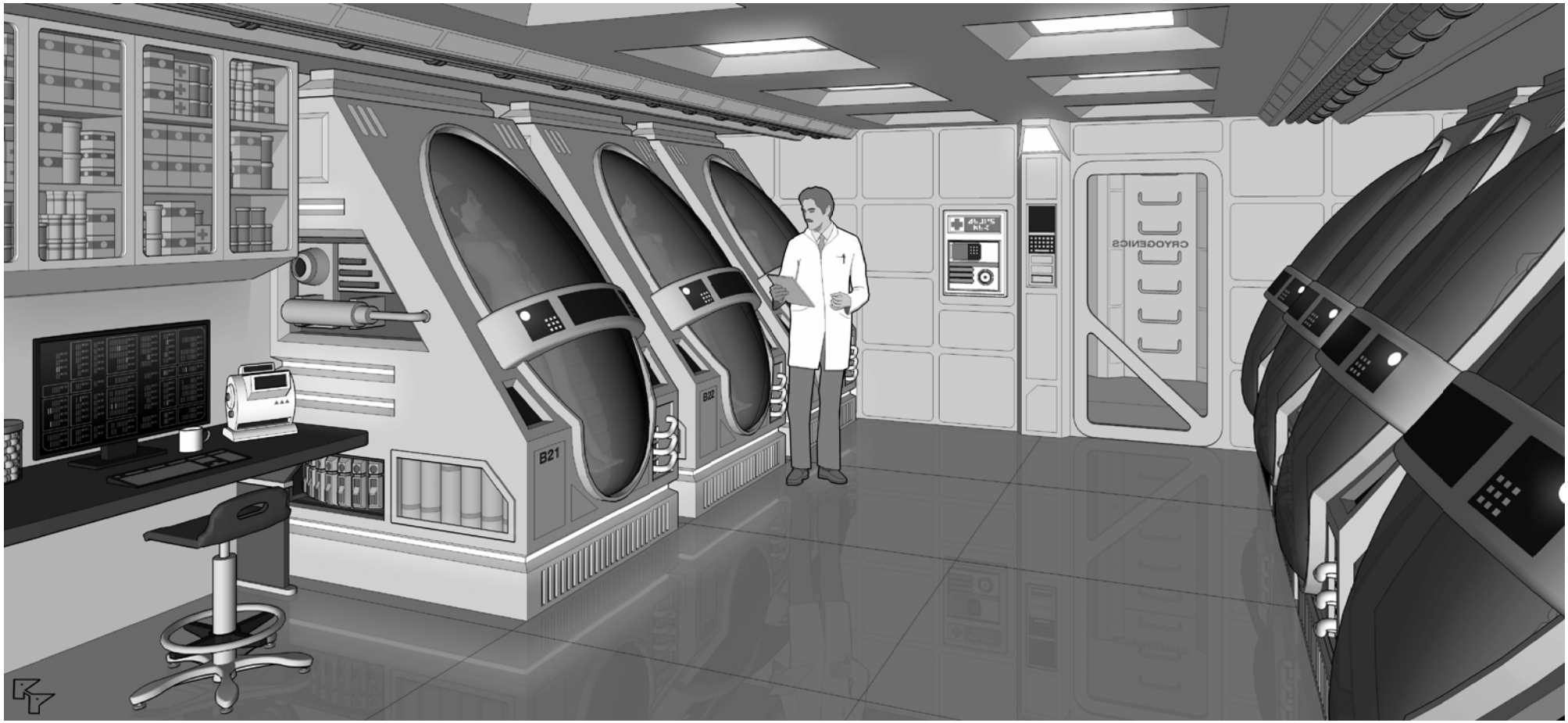
Low Berths

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 of course 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.

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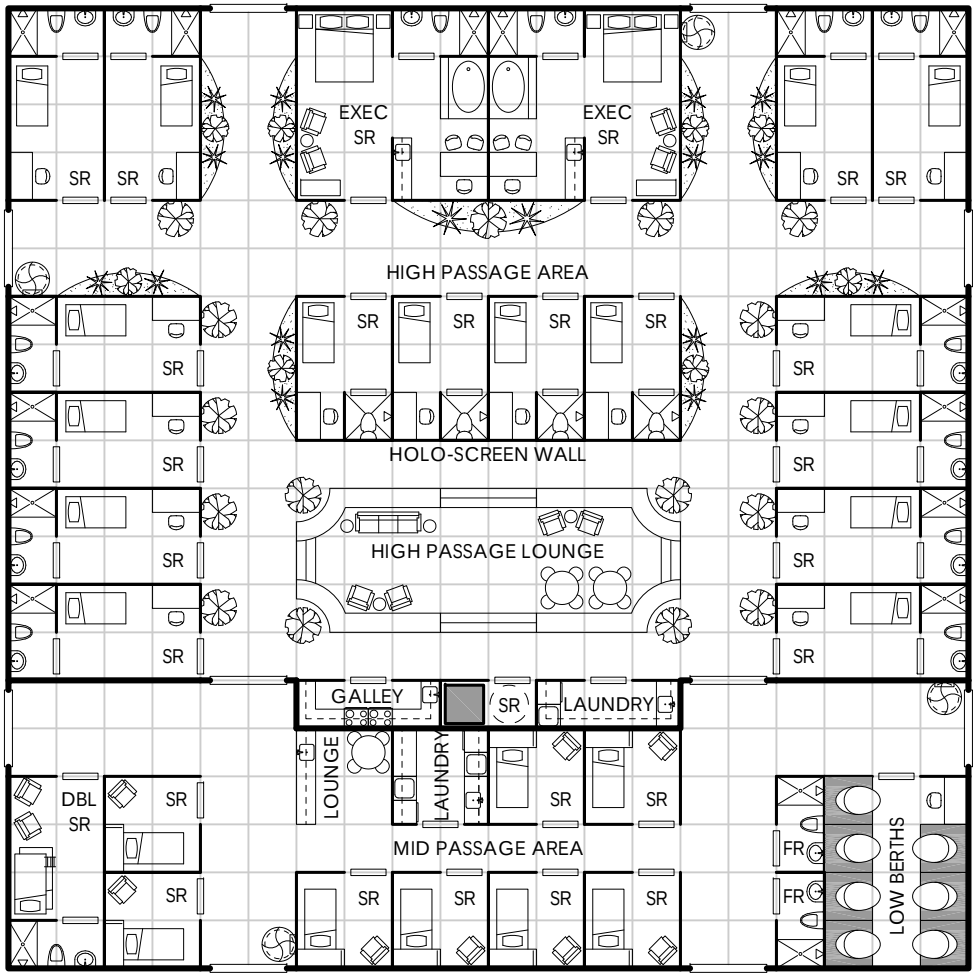
207 Passenger Deck



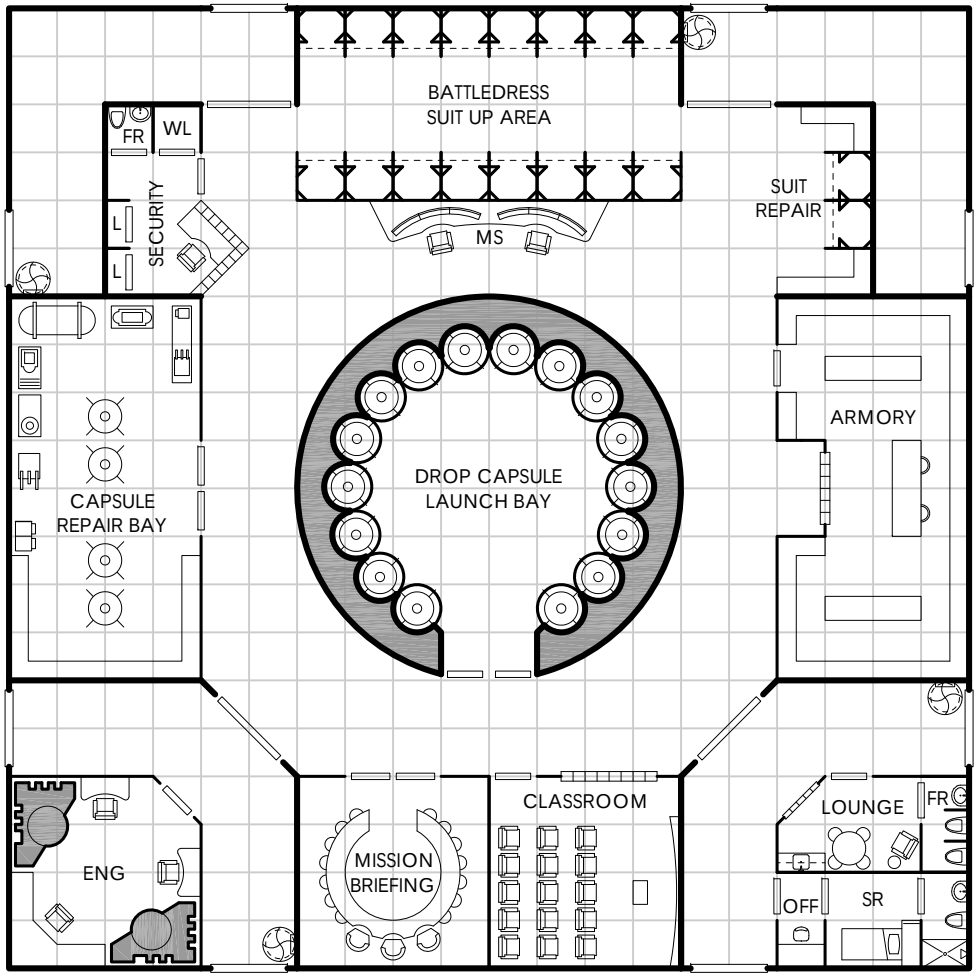
Notes:

- 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, mini-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.

LANDSCAPE AREAS

STEWARD ROBOT ALCOVE

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

BATTLEDRESS MONITORING STATION

BATTLEDRESS SUIT-UP NICHE

DROP CAPSULE

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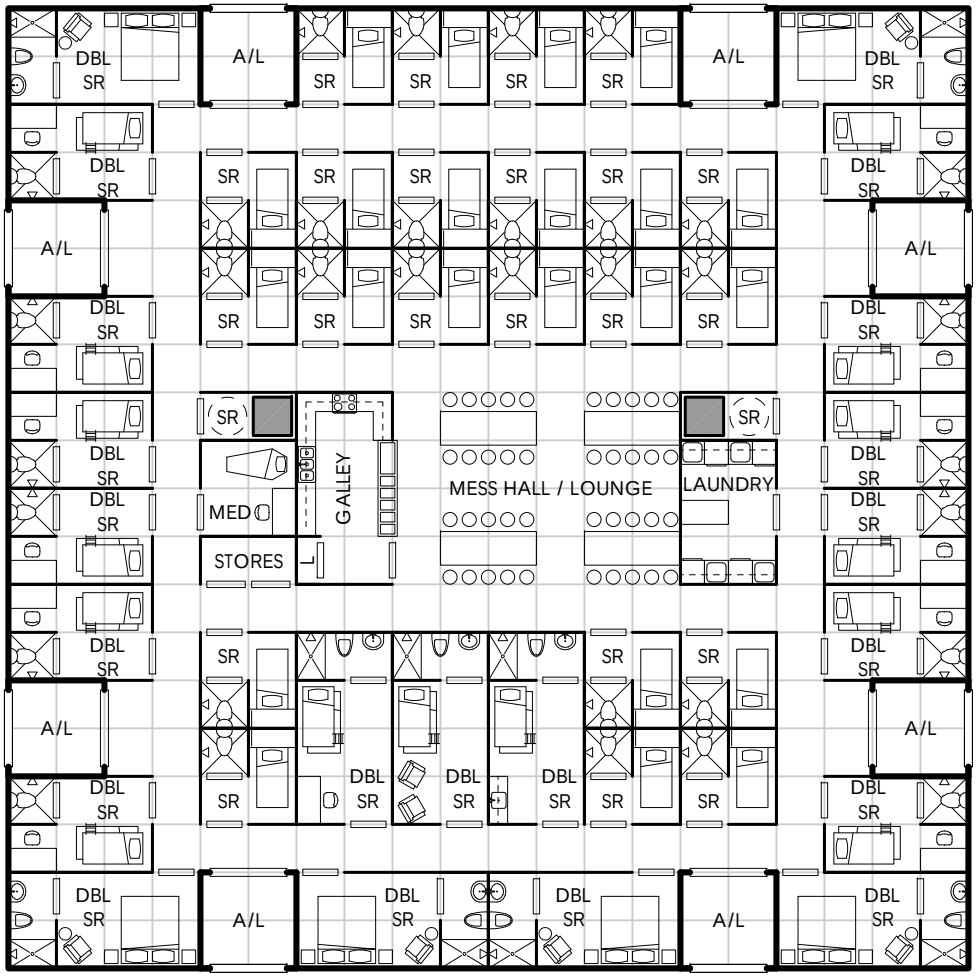
209 Passenger Deck

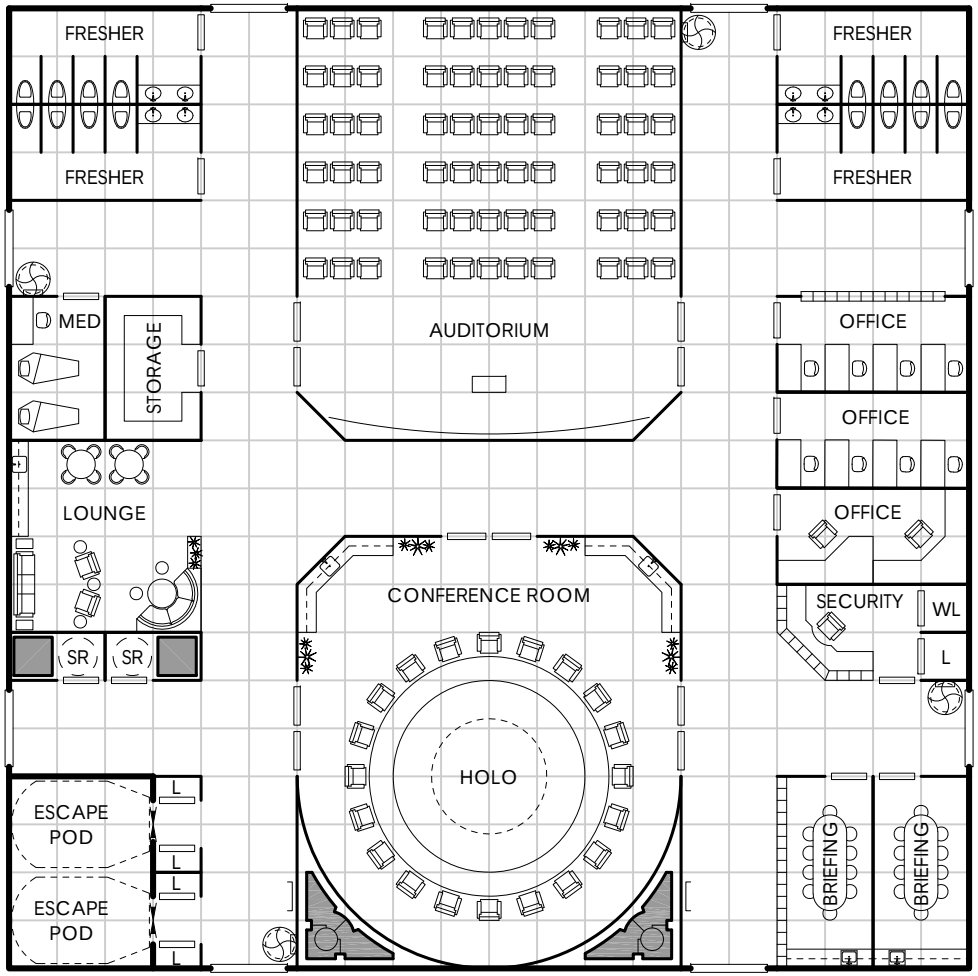


Notes:

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

SR 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 typical used for high level meetings for diplomats, nobles, planetary leaders, fleet commanders and other VIPs.

ESCAPE POD

SR STEWARD ROBOT ALCOVE

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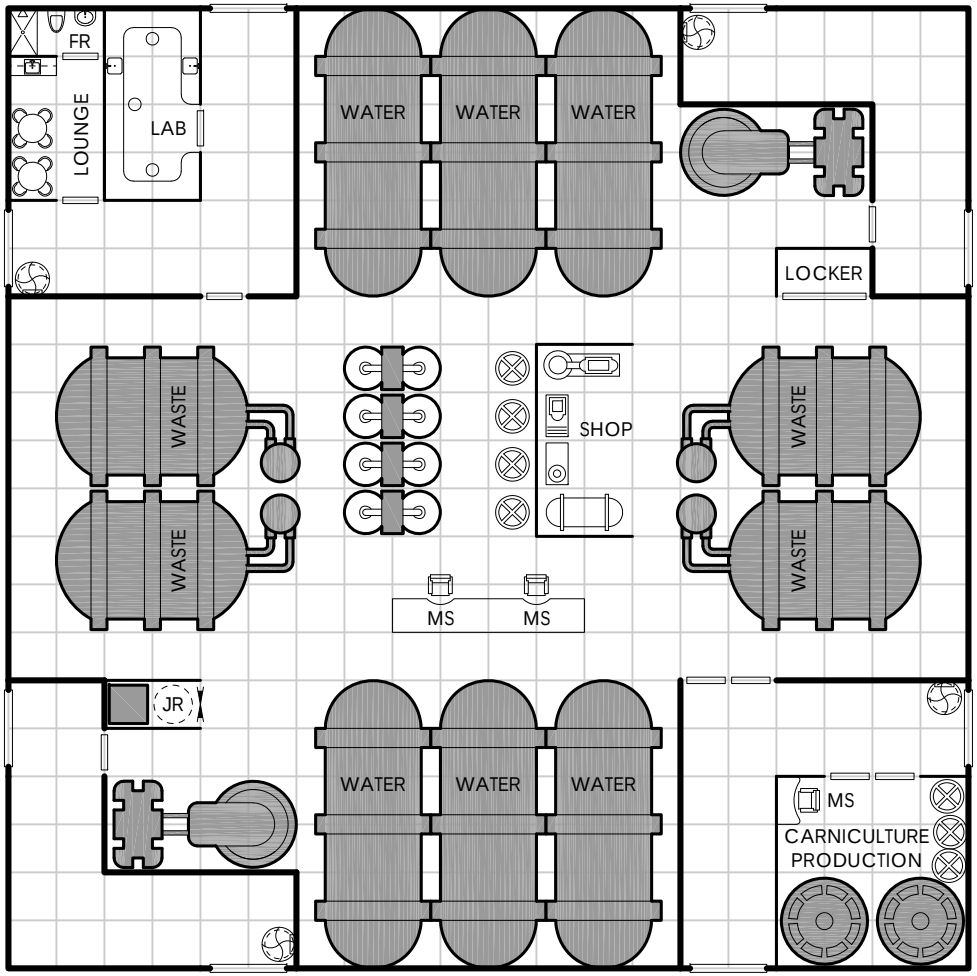
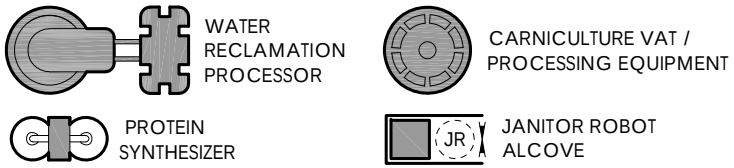
211 Waste Processing

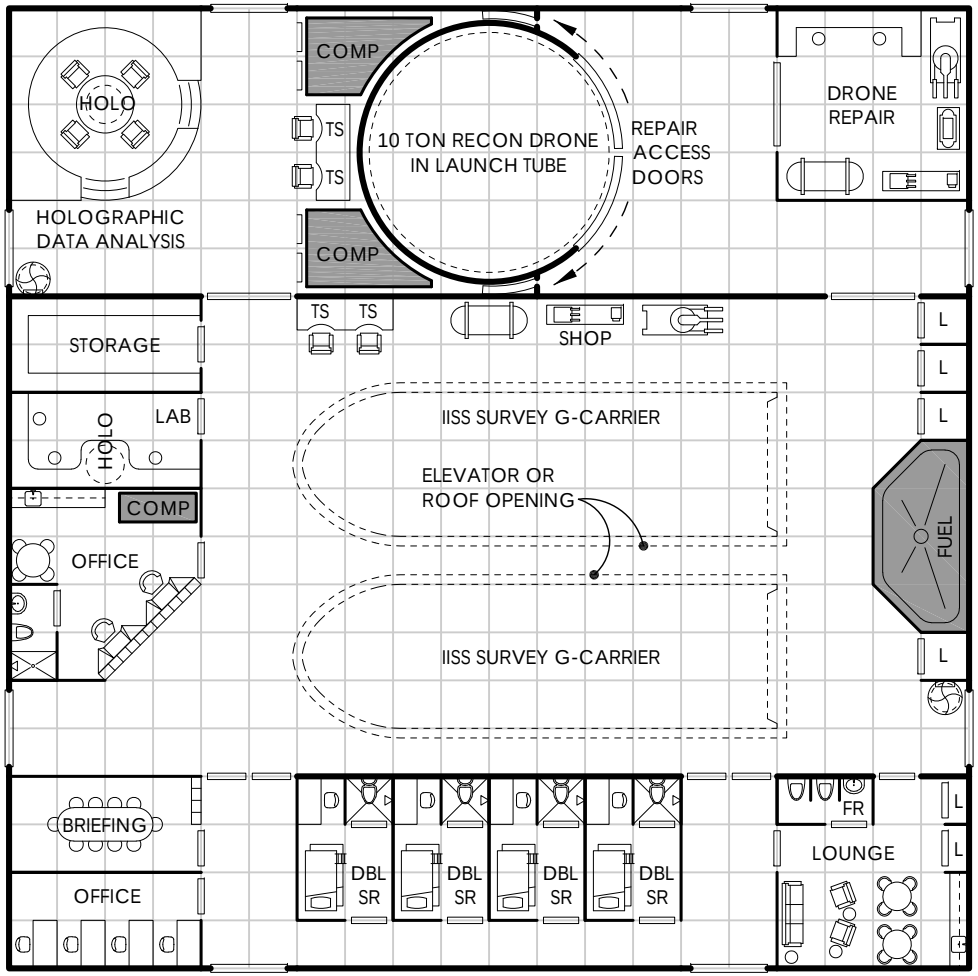


Notes:

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

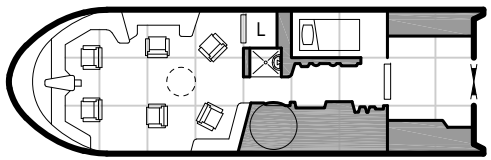


Scout/Survey Deck 212



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.



IISS SURVEY G-CARRIER

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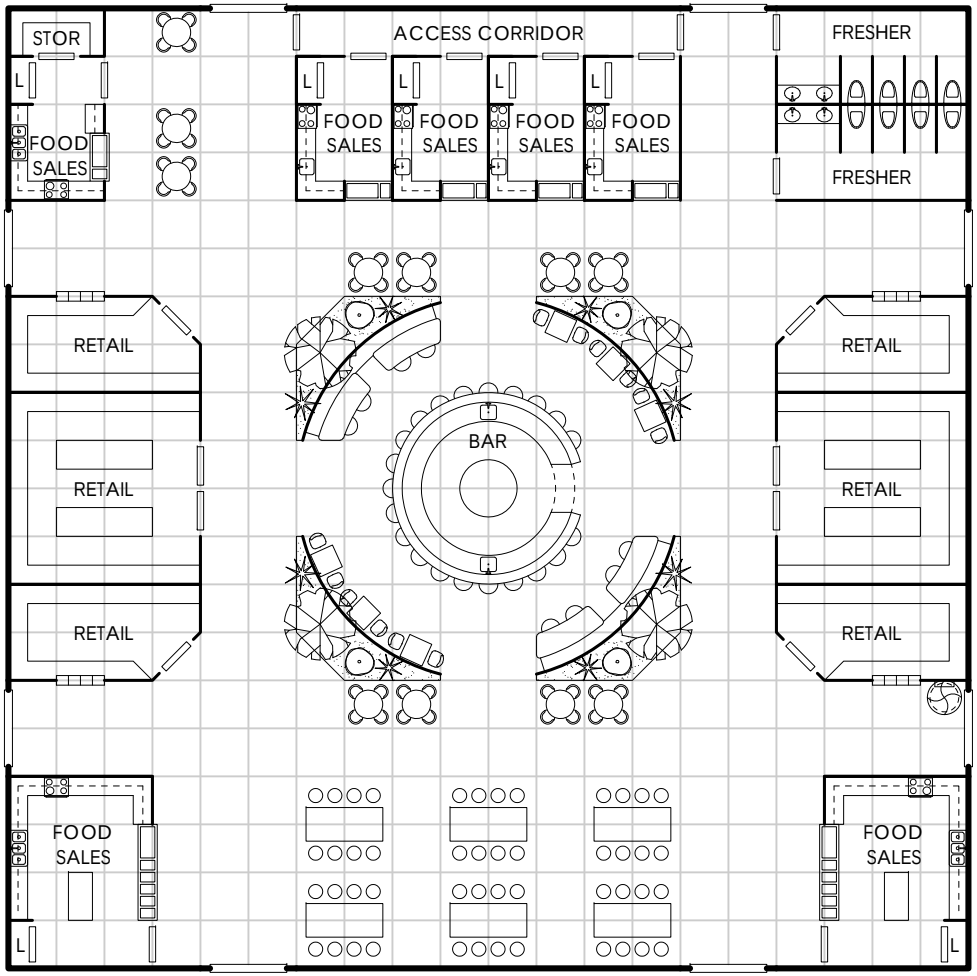
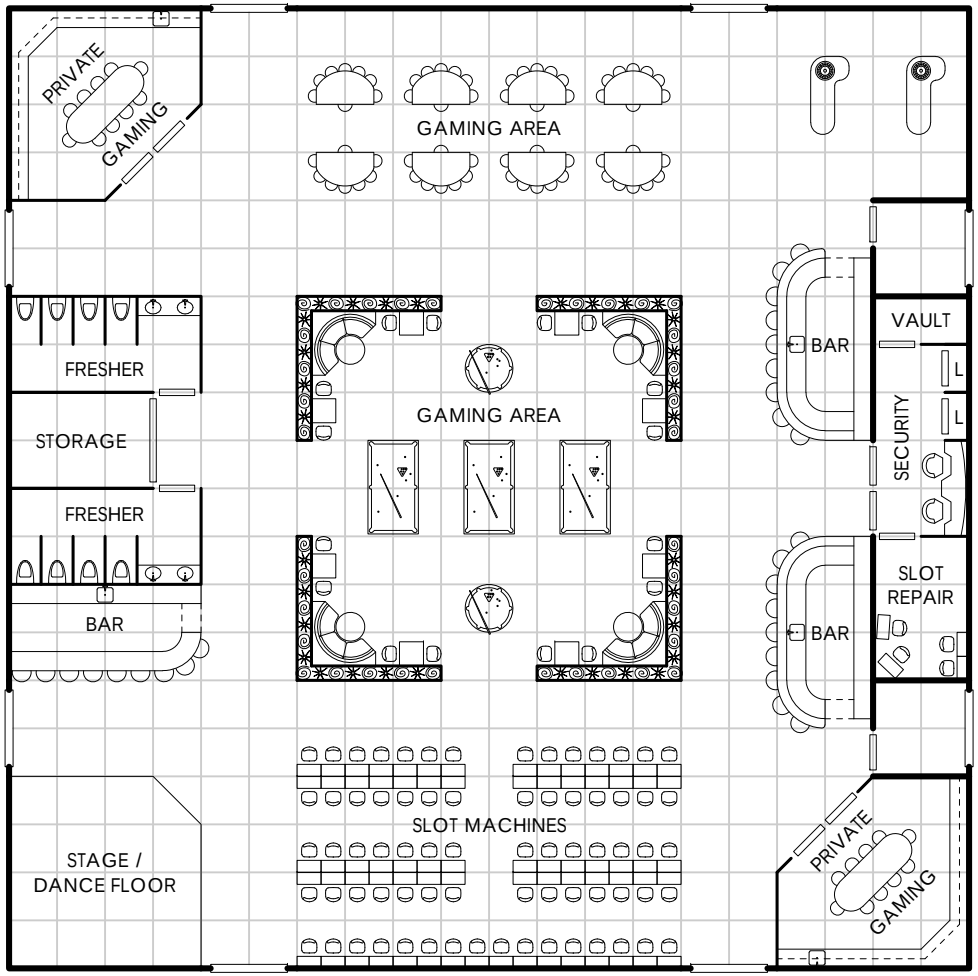
213 Promenade - Retail / Food/Bar



Notes:

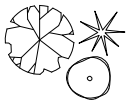
- Food court and retail areas are primarily used only for space stations, arcologies, and the largest starships.

Promenade - Casino 214



Notes:

- Casinos are primarily used only for space stations, arcologies, 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.


BUSHES AND TREES

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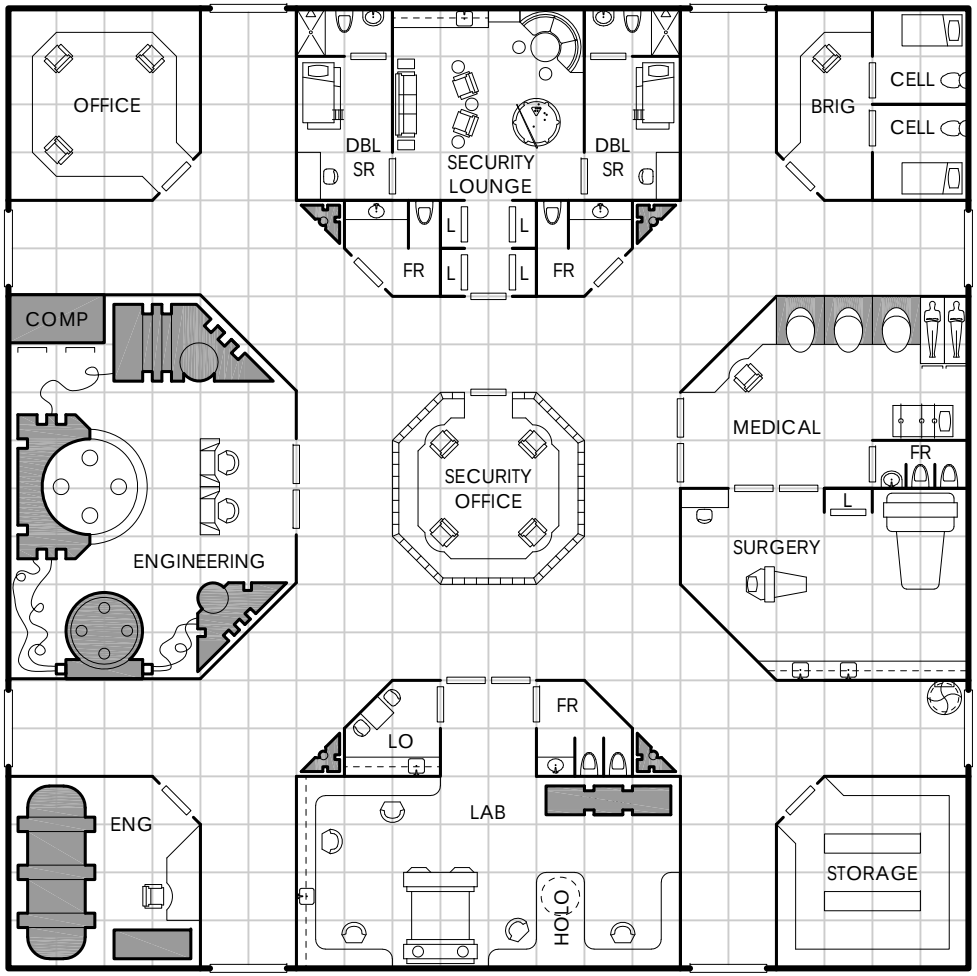
215 Security Checkpoint



Notes:

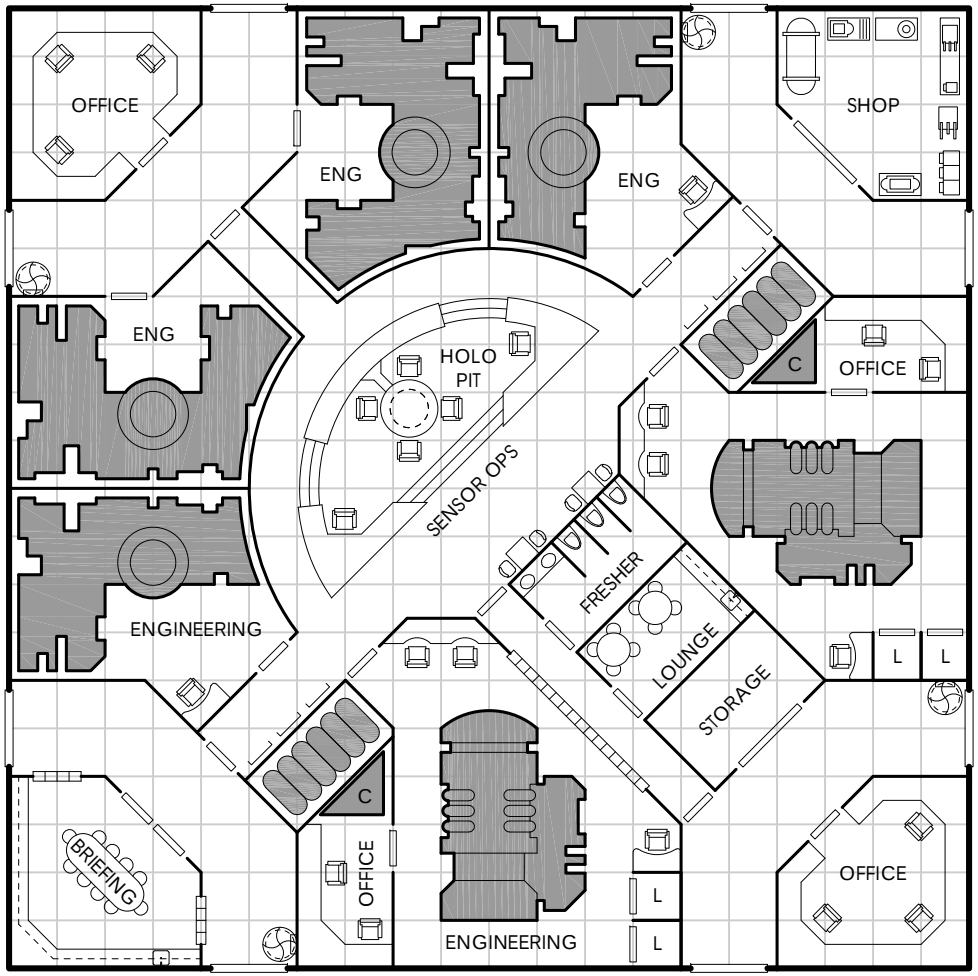
- Security personnel have full view of every access point, either directly or via security cameras.
- All door access (excluding freshers) require a security card, code access, biometric scan, or "buzz-in" from the security office.

LOW BERTH

GURNEY

BODY REFRIGERATOR

Engineering / Sensor Ops 216



Notes:

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

LIFE SUPPORT

HOLO PIT
WORKSTATION

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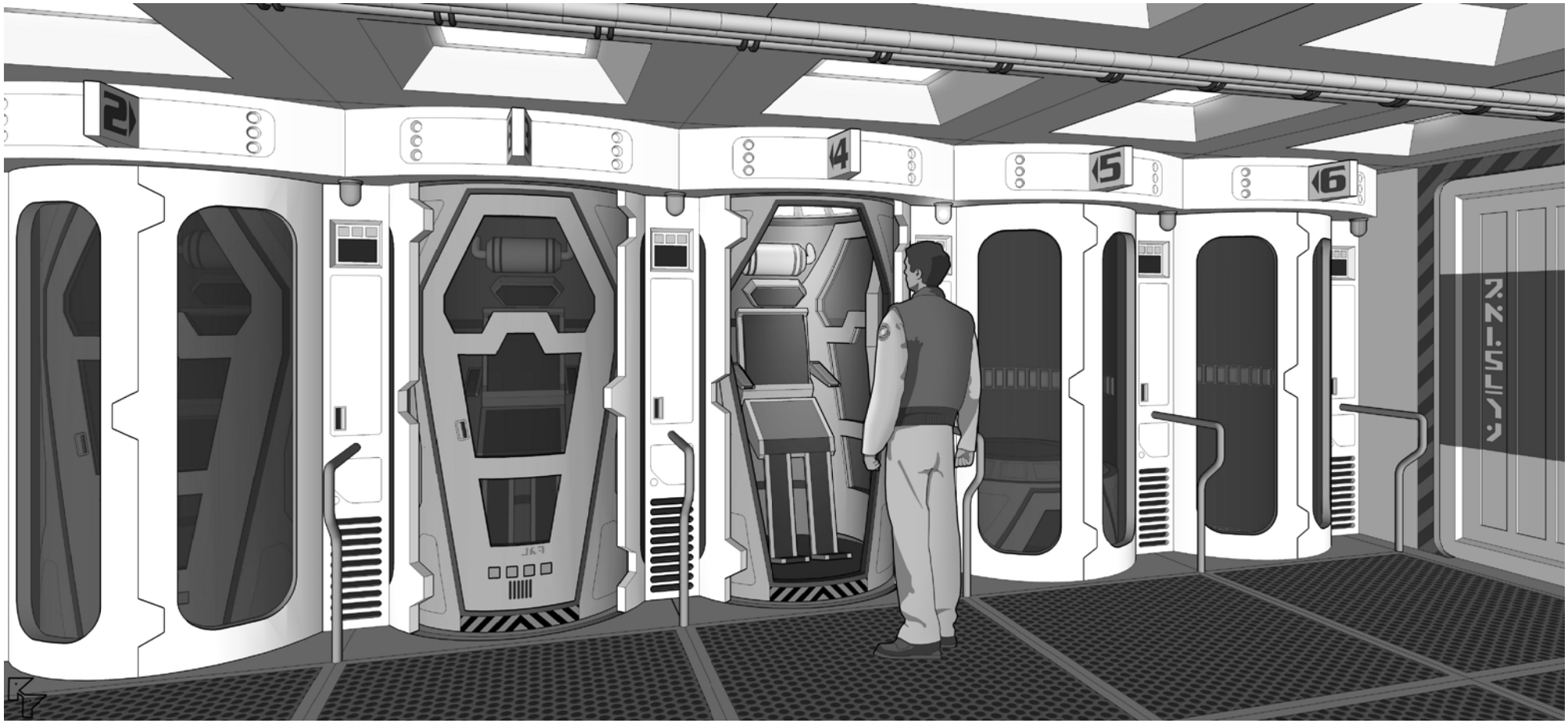
Drop Capsule Bay / Pod Bay

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 jettisoned from the bottom of the ship and deliver him safely to the surface of the planet below.

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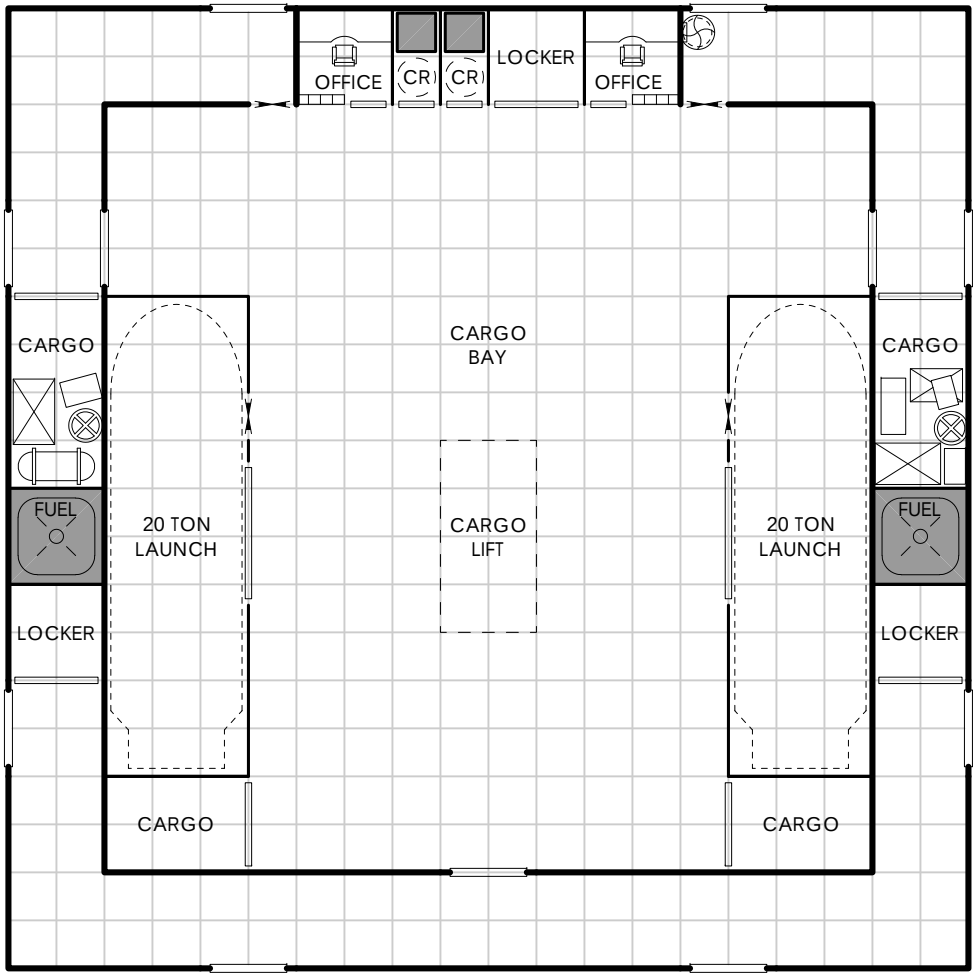
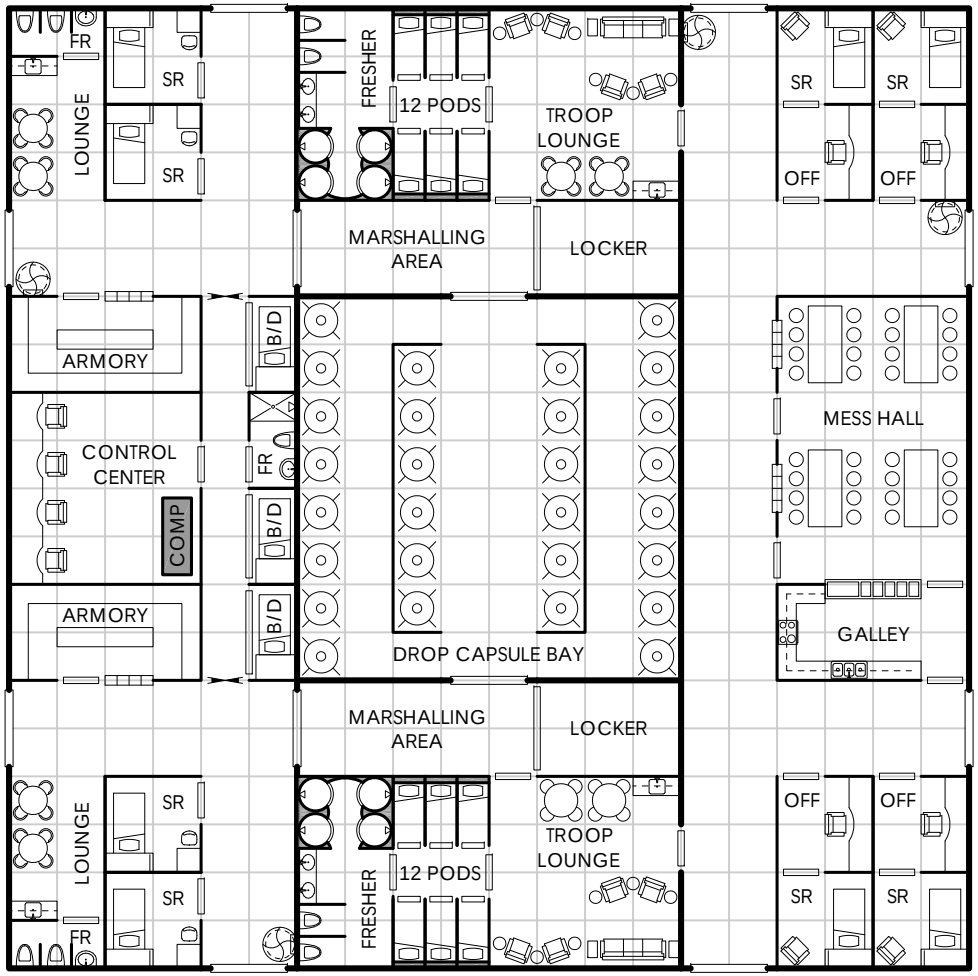
217 Cargo Bay / 20 Ton Launch



Notes:

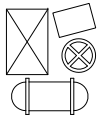
Drop Capsules / Troop Deck 218



Notes:

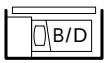
- Drop capsules are primarily used to quickly transport a trooper from orbit to a planet's surface, but may also be used as individual escape pods.
- See *Yet Another Traveller Blog* for more information on the drop capsule.
- The mess hall doubles as a common area/lounge during non-serving times.

CARGO ROBOT ALCOVE



SMALL CARGO

DROP CAPSULE



MINI-STATEROOM (BED OVER DESK)

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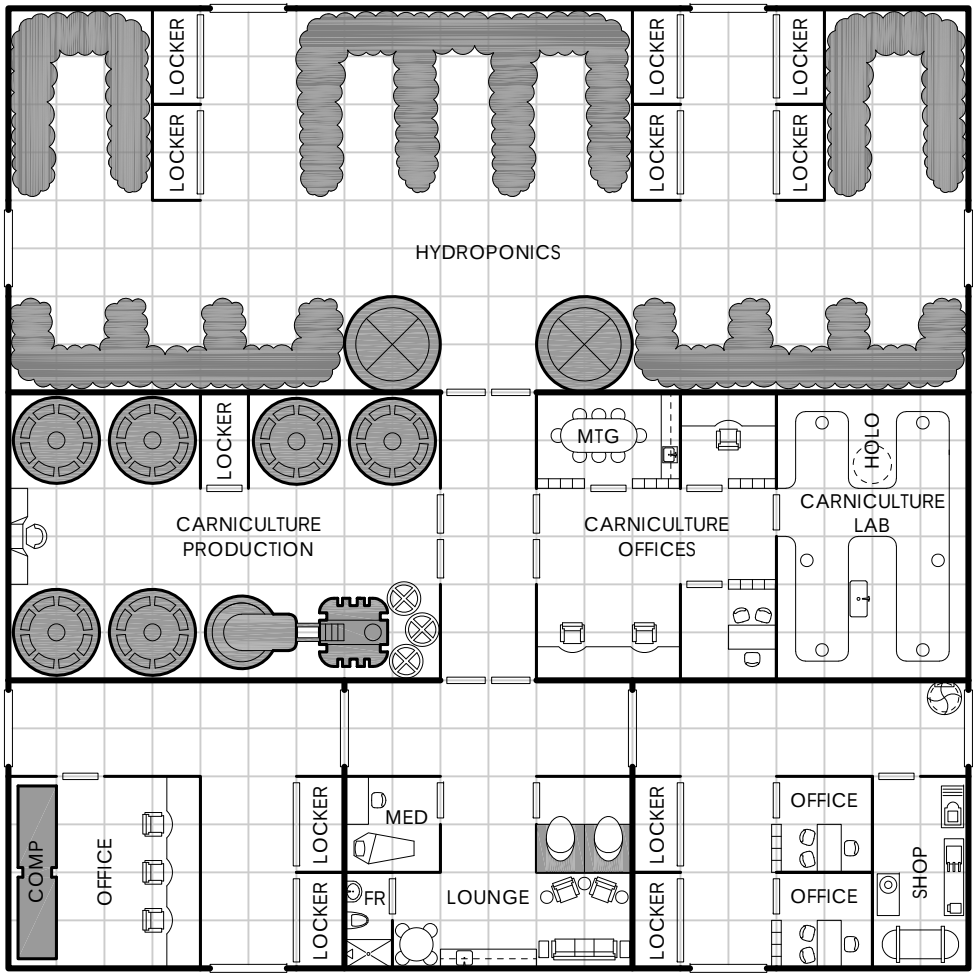
219 Hydroponics / Carniculture



Notes:

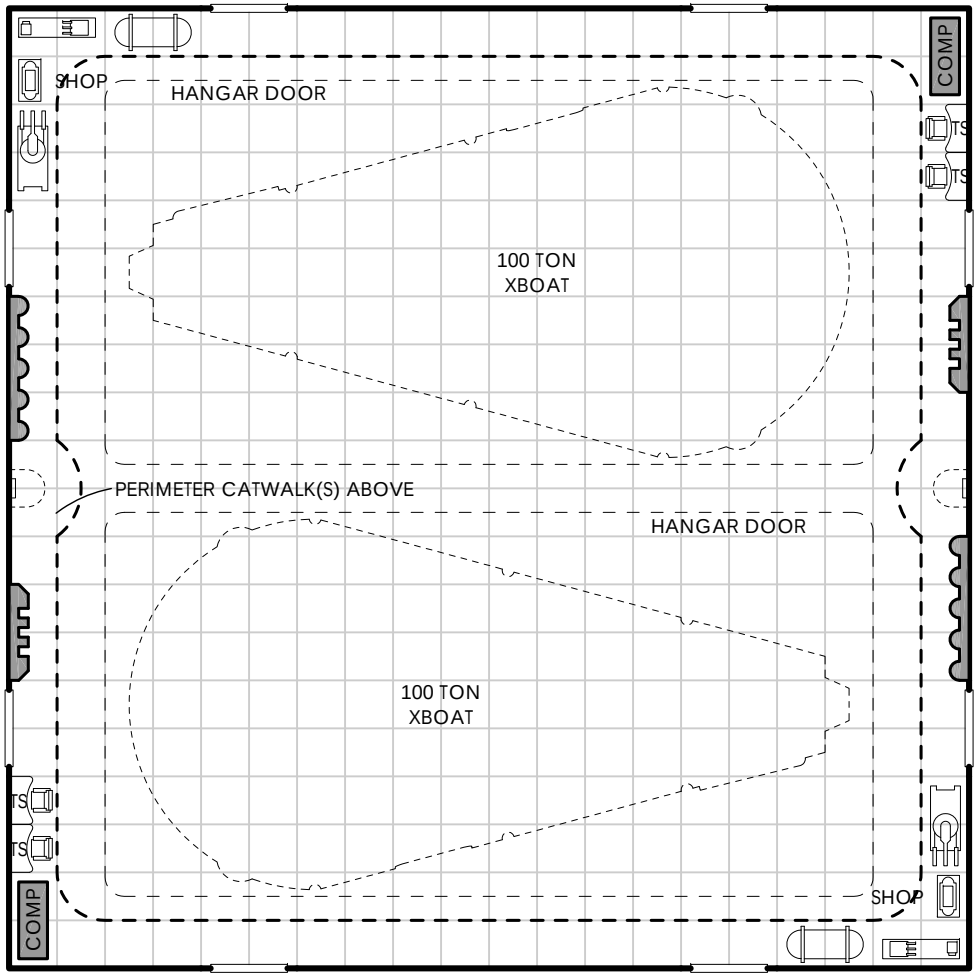
CARNICULTURE VAT / PROCESSING EQUIPMENT

WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

HYDROPONIC VEGETATION

LOW BERTH

Xboat Retrieval & Repair Deck 220



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.*

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Section 2
Edge Geomorphs

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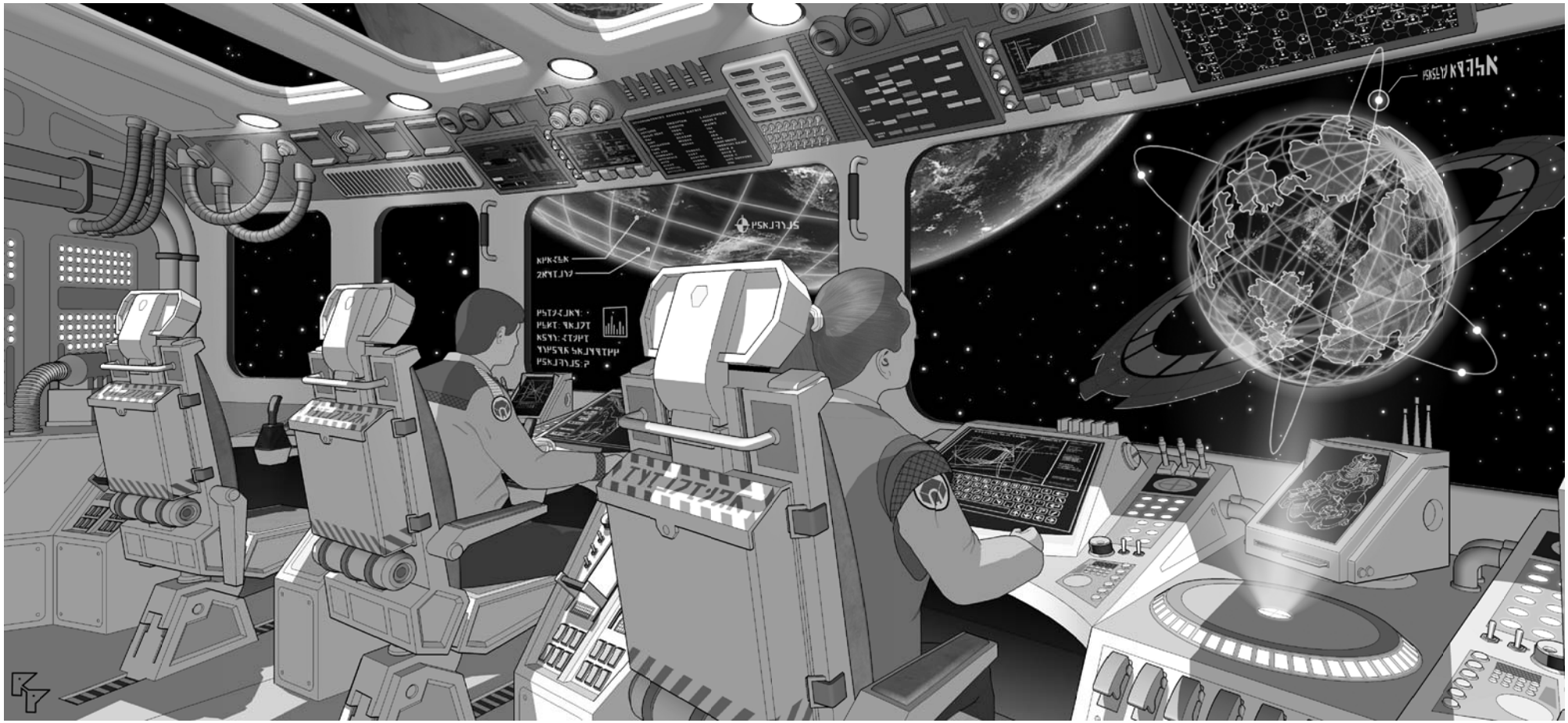
Bridge

The bridge is the control center for the ship, and arguably the 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.

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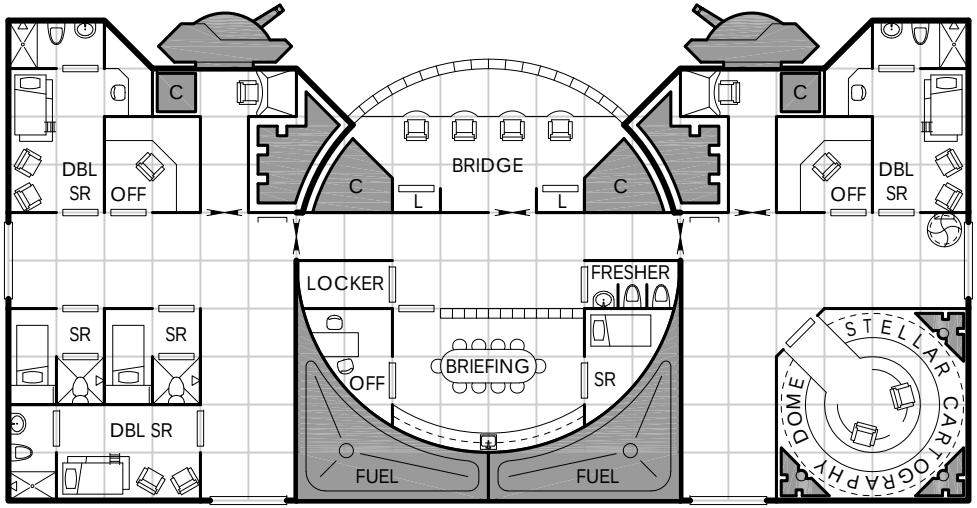
301 Bridge

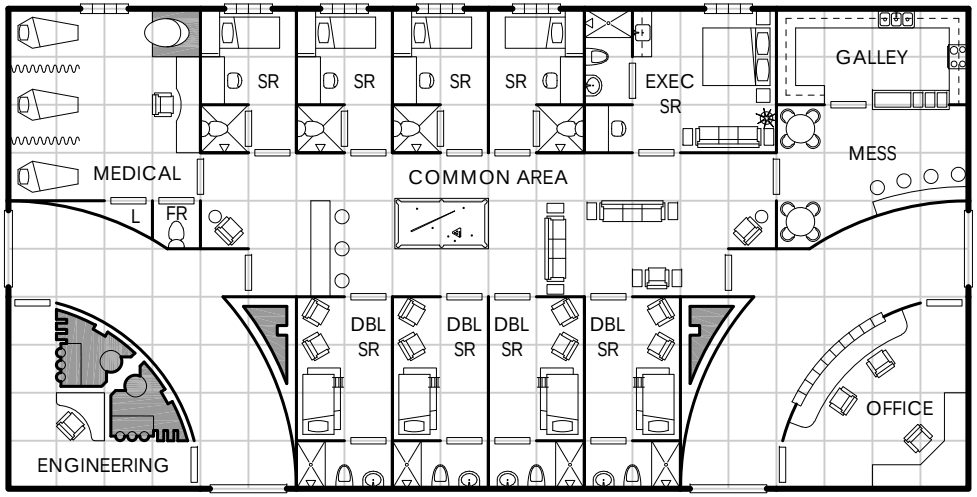


Notes:

- The briefing room doubles as a lounge.

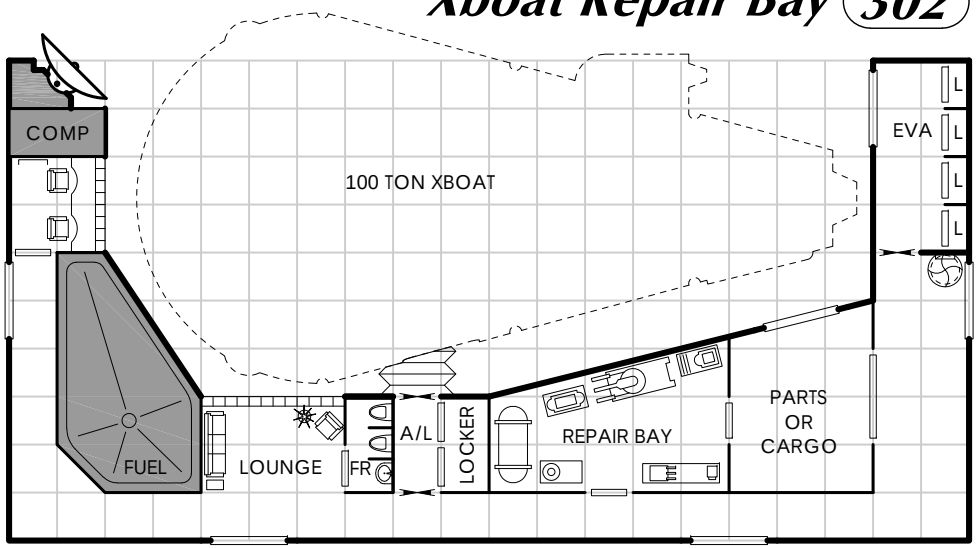
LASER TURRET

303 Passenger Deck



Notes:

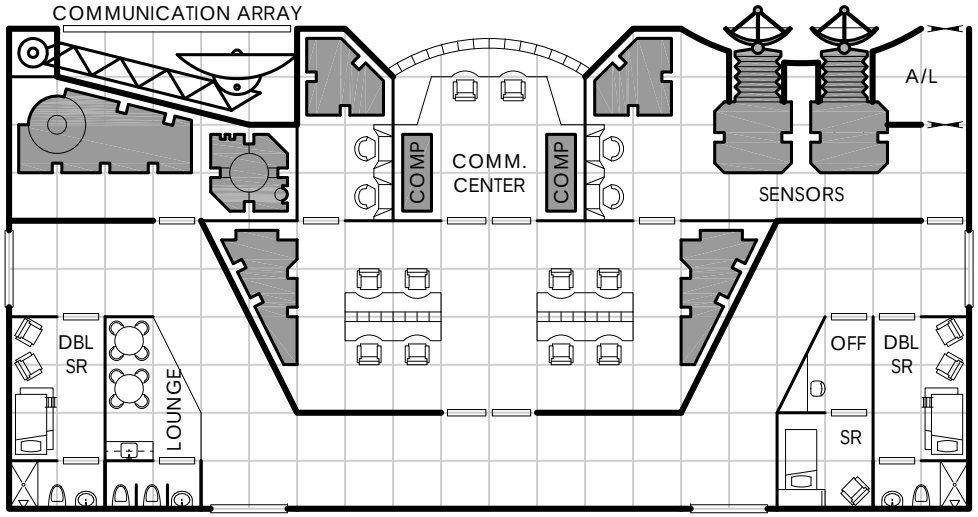
Xboat Repair Bay 302



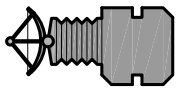
Notes:

- 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

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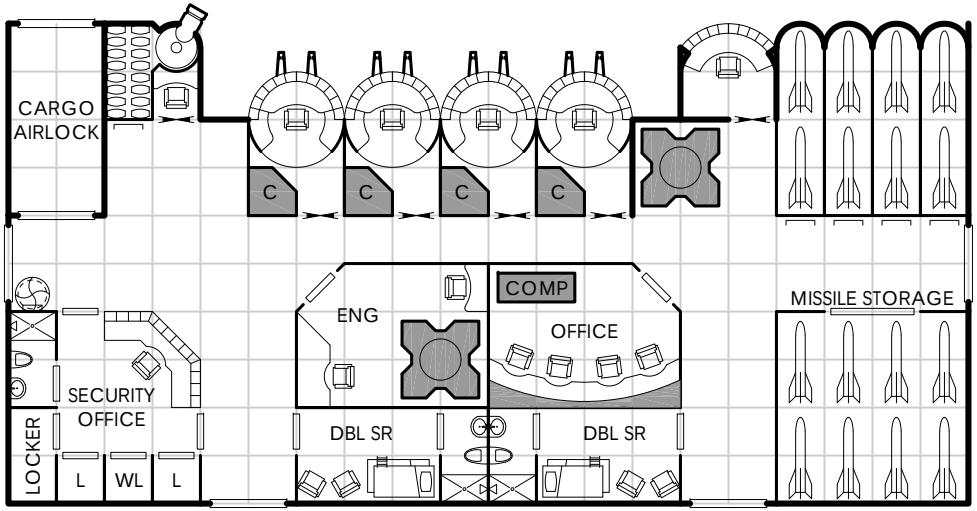
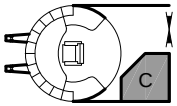
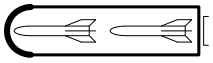
305 Weapons Bay



Notes:



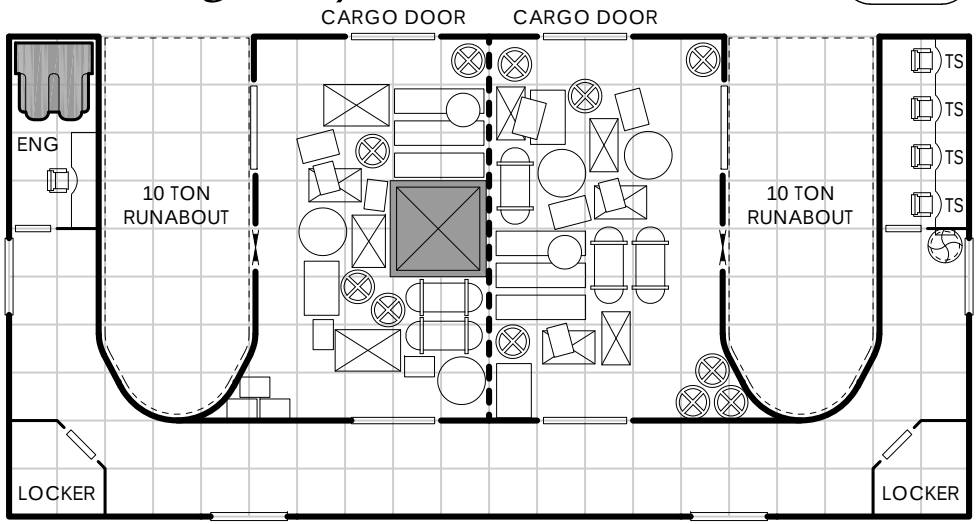
DOUBLE TURRET FIRE CONTROL



MISSILE LAUNCH TUBE

SANDCASTER TURRET

Cargo Bay - 10 Ton Runabouts 306

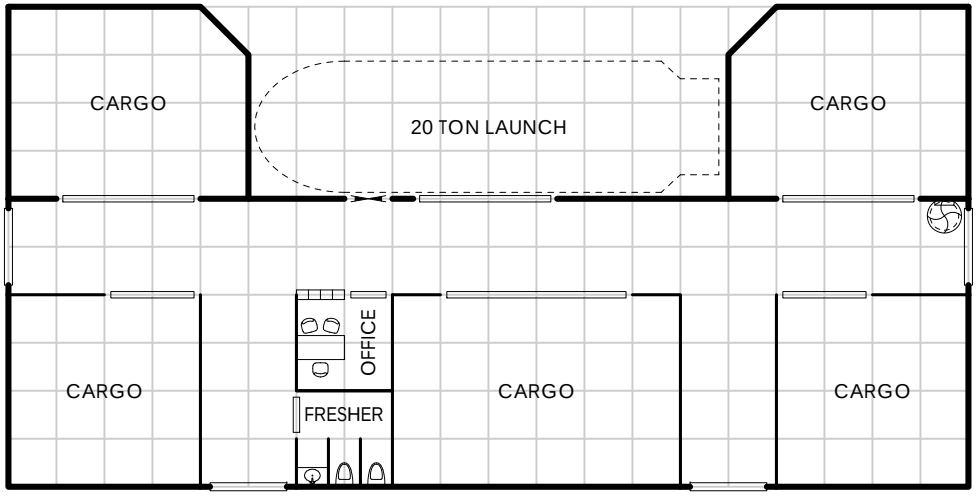


Notes:

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

COLLAPSIBLE WALL

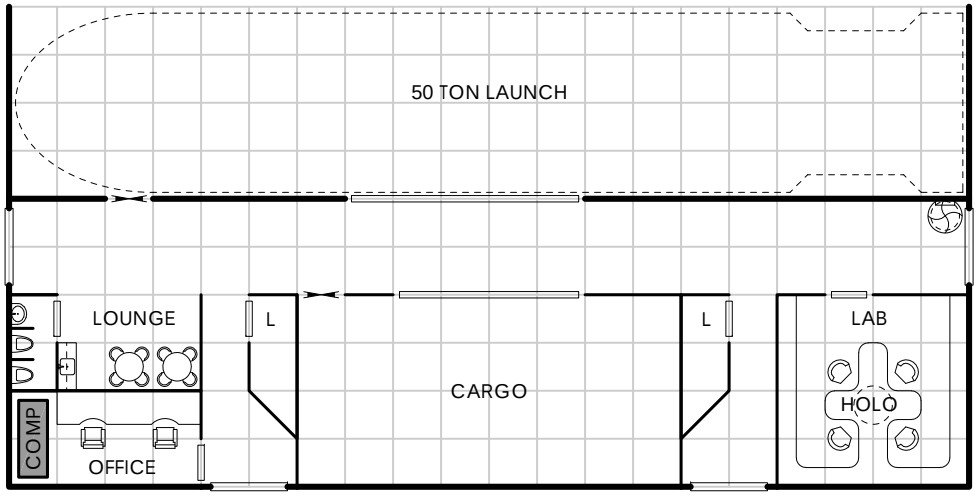
307 Cargo Bay - 20 Ton Launch



Notes:

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

Cargo Bay - 50 Ton Launch 308



Notes:

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

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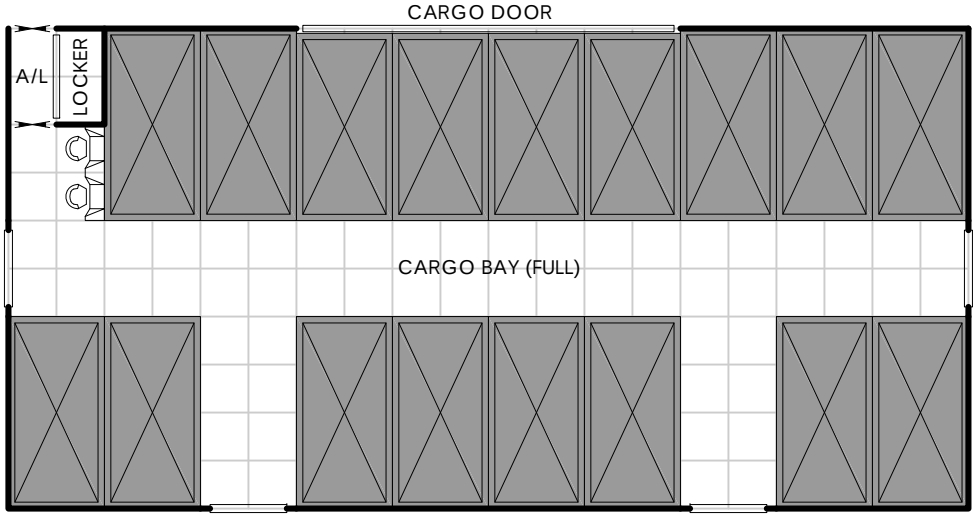
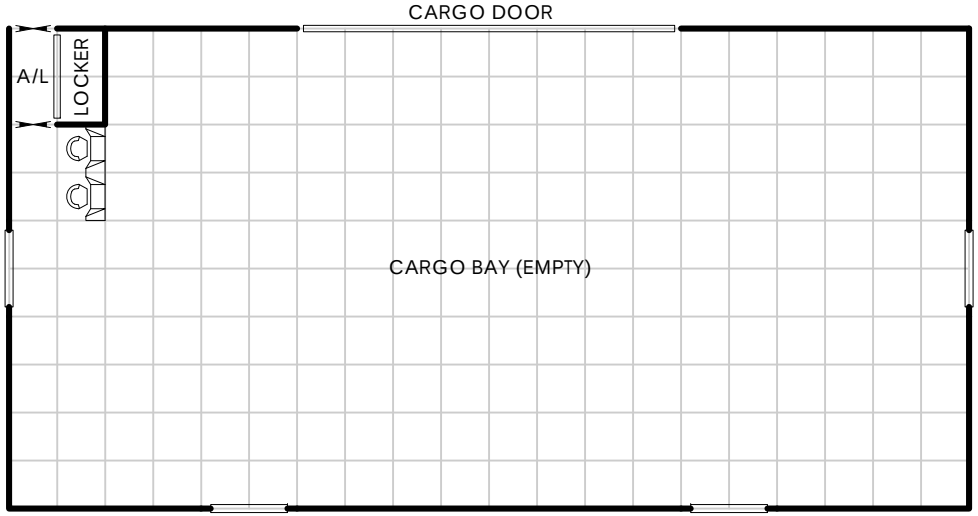
309 Cargo Bay - Full



Notes:

- For multi-story cargo bays, see optional upper cargo bay geomorphs 311 and 312.
- See geomorph 310 for empty version.

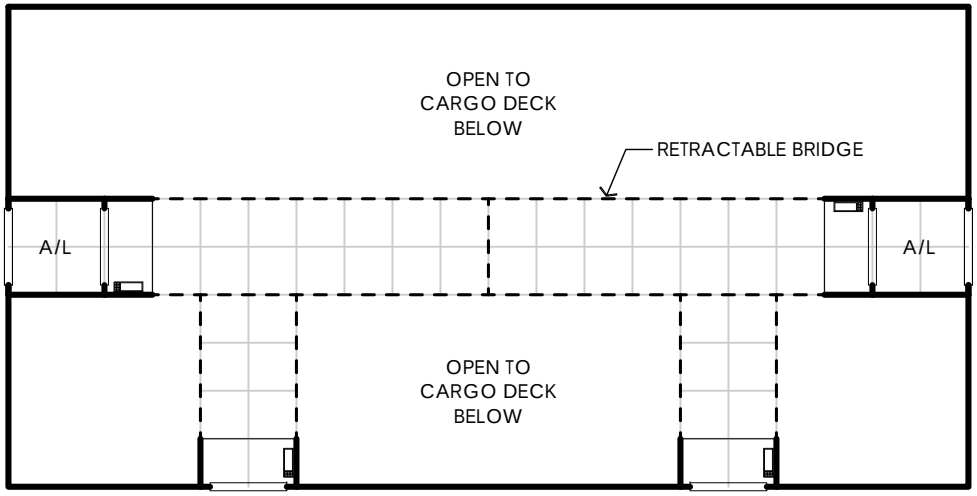
Cargo Bay - Empty 310



Notes:

- See geomorph 309 for full version.

311 Cargo Bay - Upper

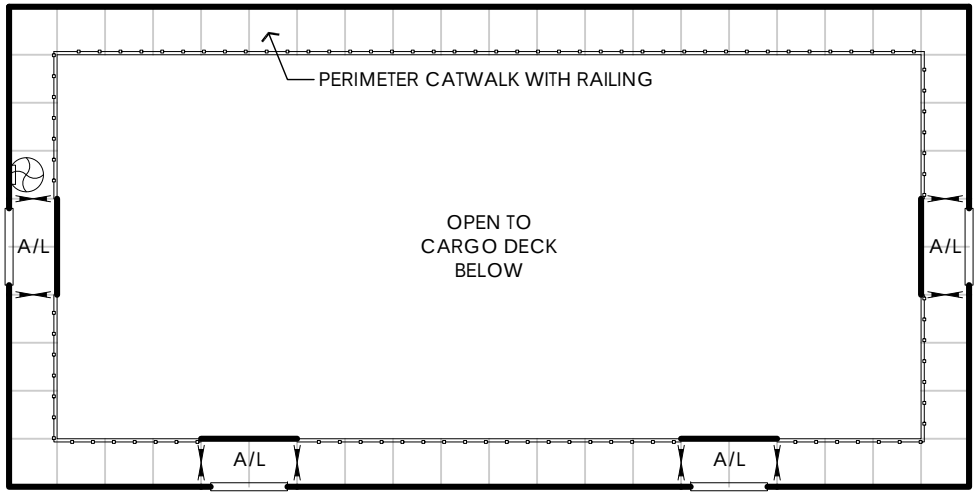


Notes:

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

RETRACTABLE BRIDGE CONTROL PANEL (EACH PANEL CONTROLS ALL BRIDGES)

Cargo Bay - Upper 312



Notes:

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

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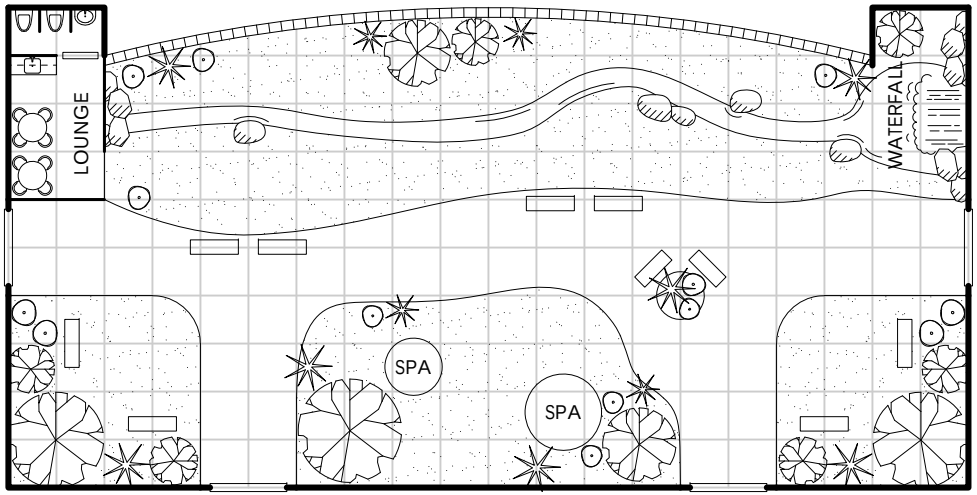
313 Arboretum



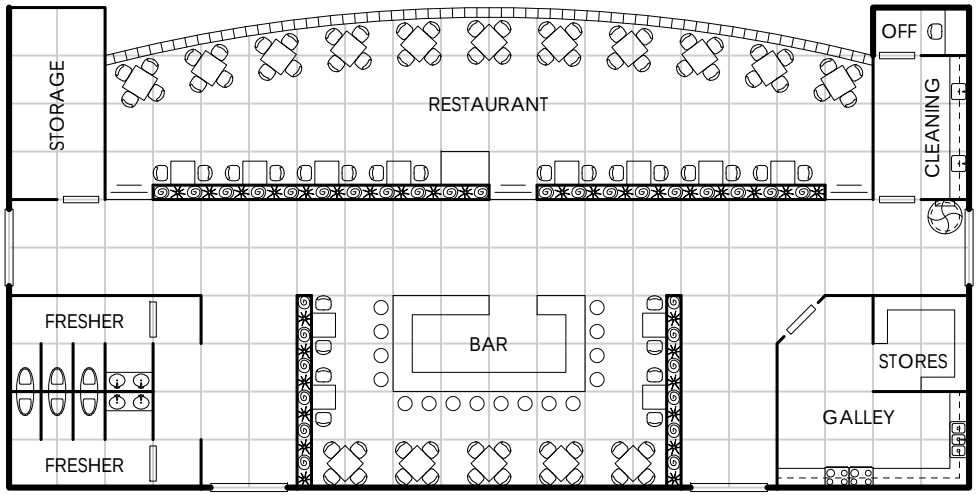
Notes:

BOULDERS

BENCH

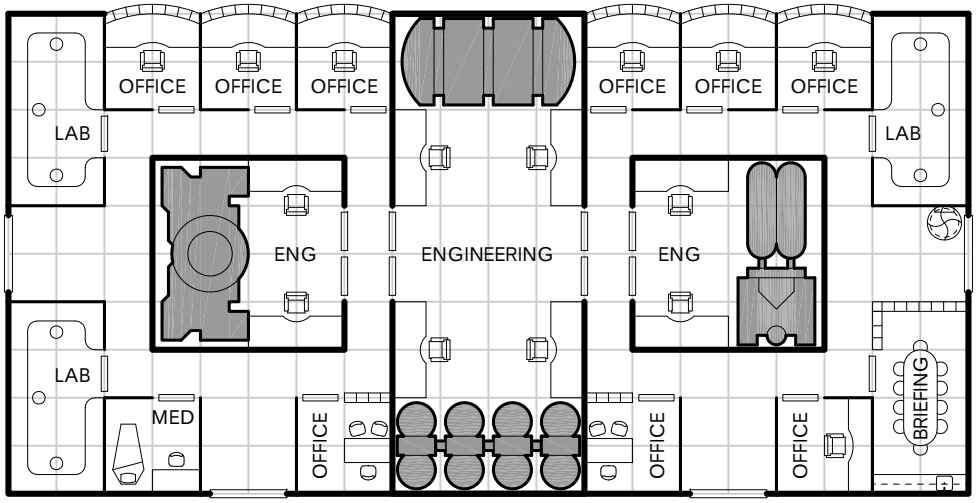
BUSHES AND TREES

Restaurant / Bar 314



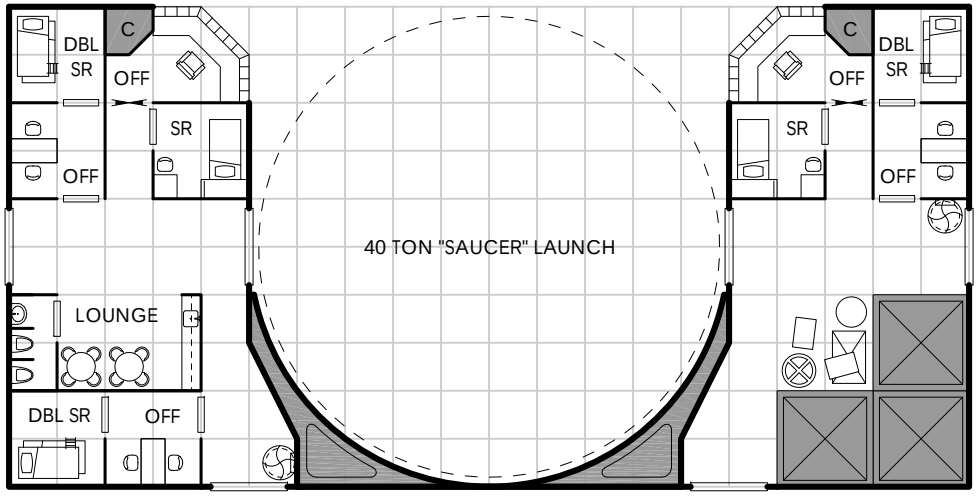
Notes:

315 Engineering



Notes:

40 Ton Launch Bay 316



Notes:

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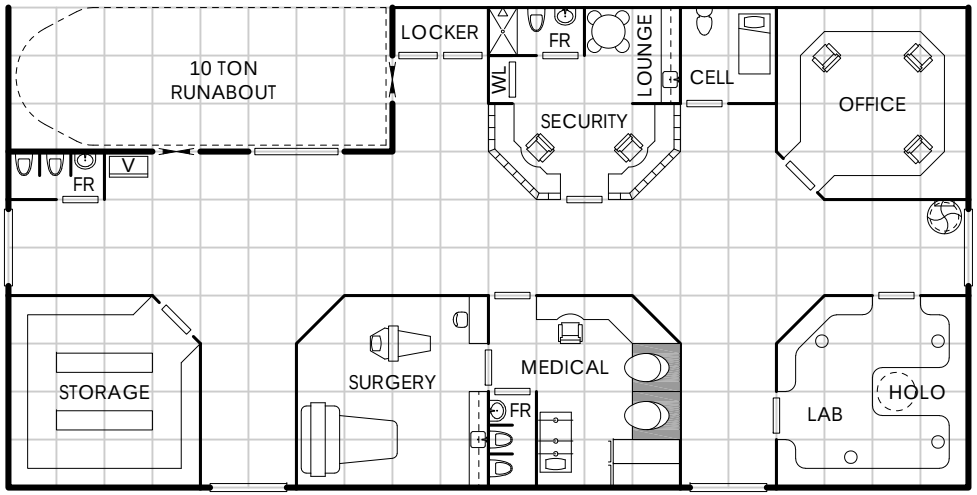
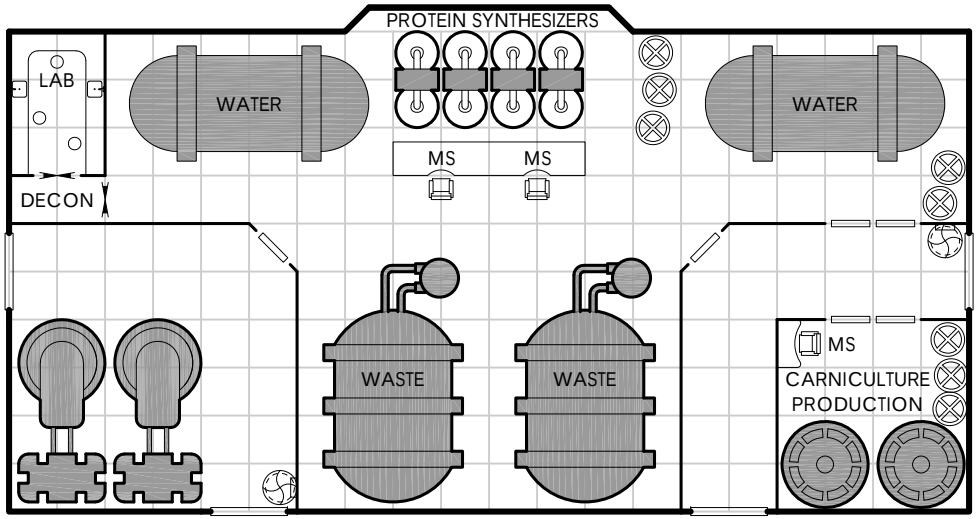
317 Security Checkpoint



Notes:

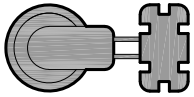
- Security personnel have full view of every access point.
- All door access (excluding freshers) require a security card, code access, biometric scan, or "buzz-in" from the security office.

Waste Processing 318



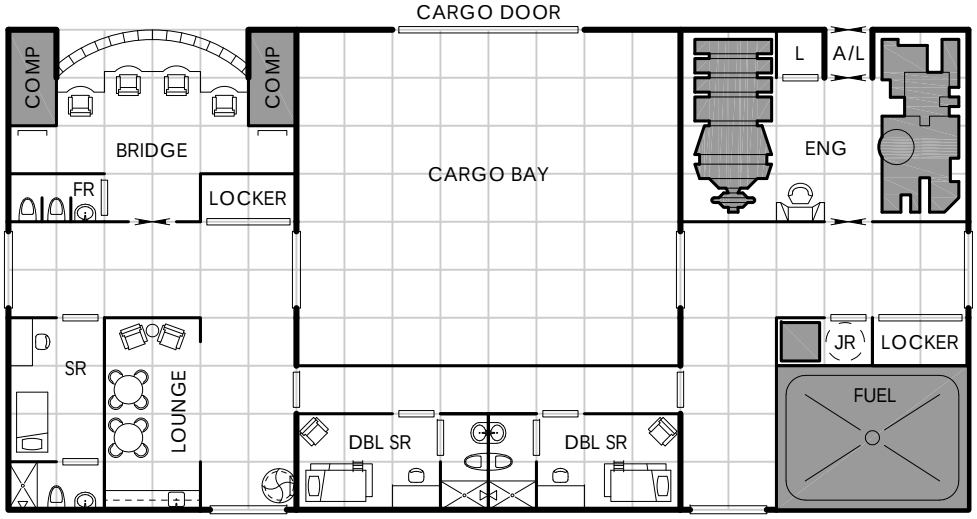
Notes:

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



WATER RECLAMATION PROCESSOR

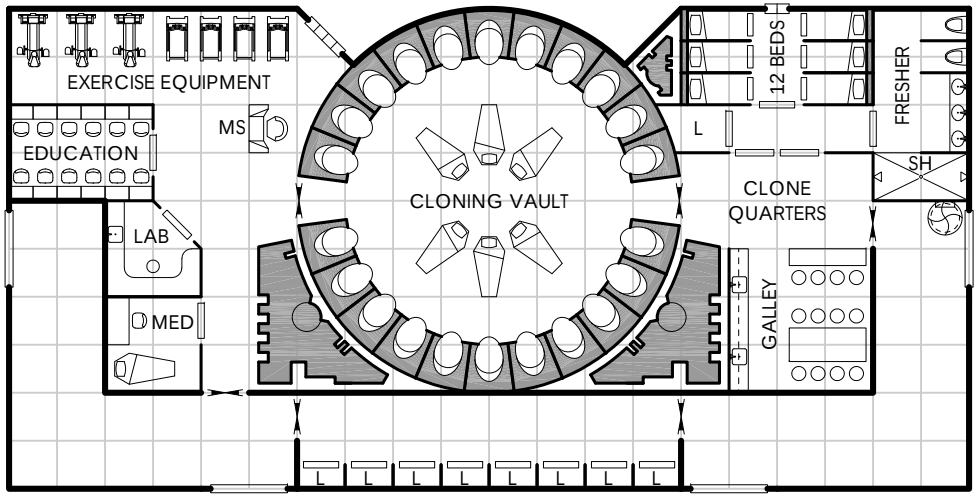
319 Multi-Purpose



Notes:

JANITORIAL ROBOT ALCOVE

Cloning Facility 320



Notes:

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

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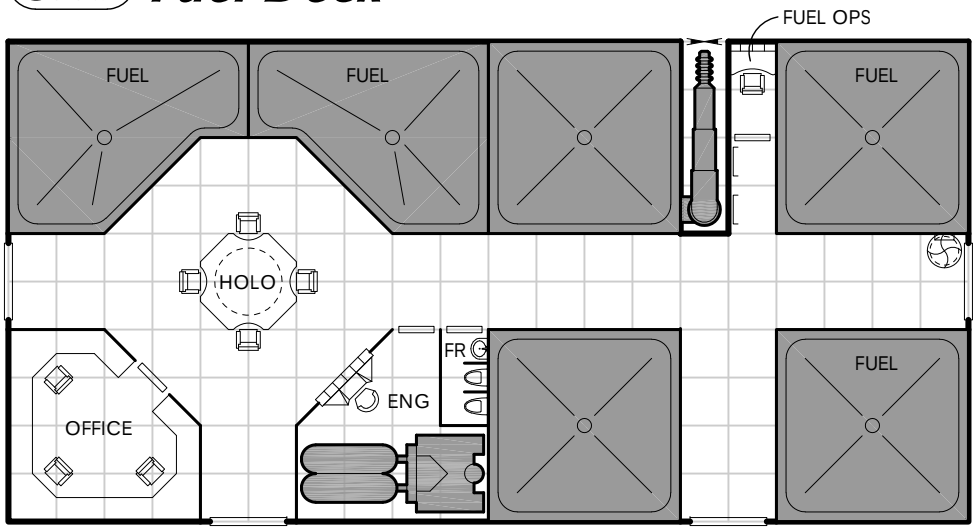
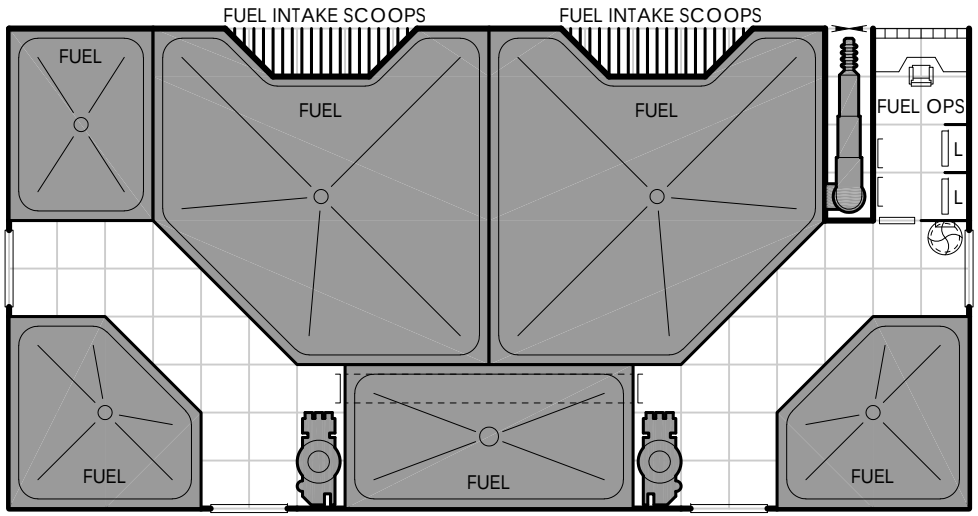
321 Fuel Deck



Notes:

RETRACTABLE FUEL TRANSFER ARM

Fuel Deck 322

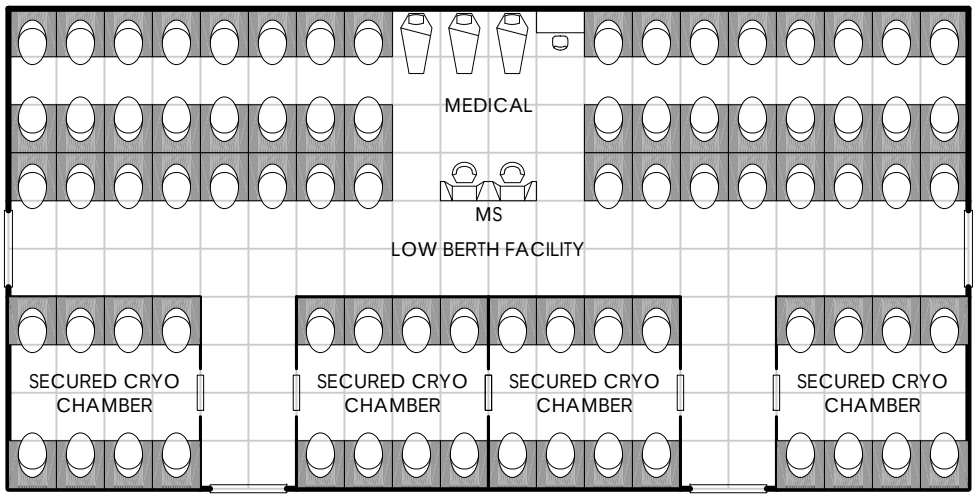


Notes:

RETRACTABLE FUEL TRANSFER ARM

ACCESS CRAWLWAY

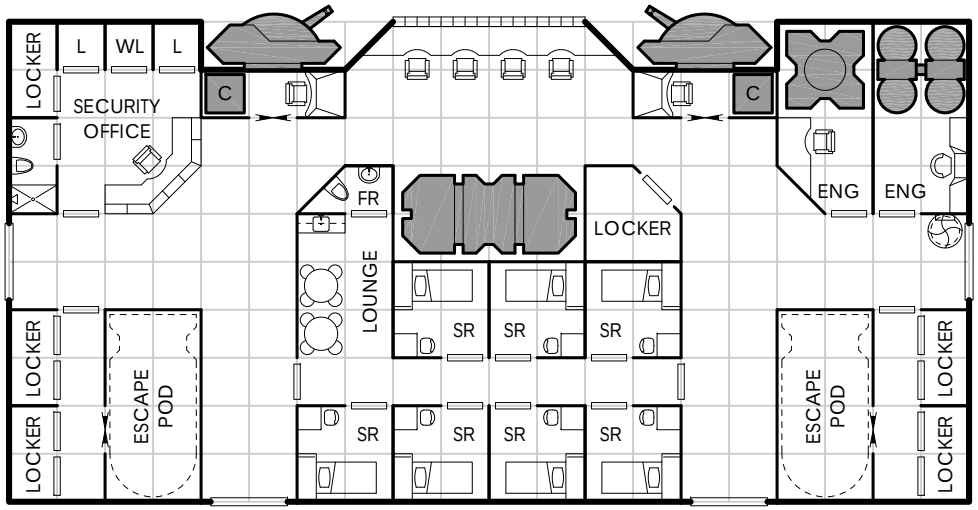
323 Low Berth Deck



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.

Multi-Purpose 324



Notes:

LASER TURRET

ESCAPE POD

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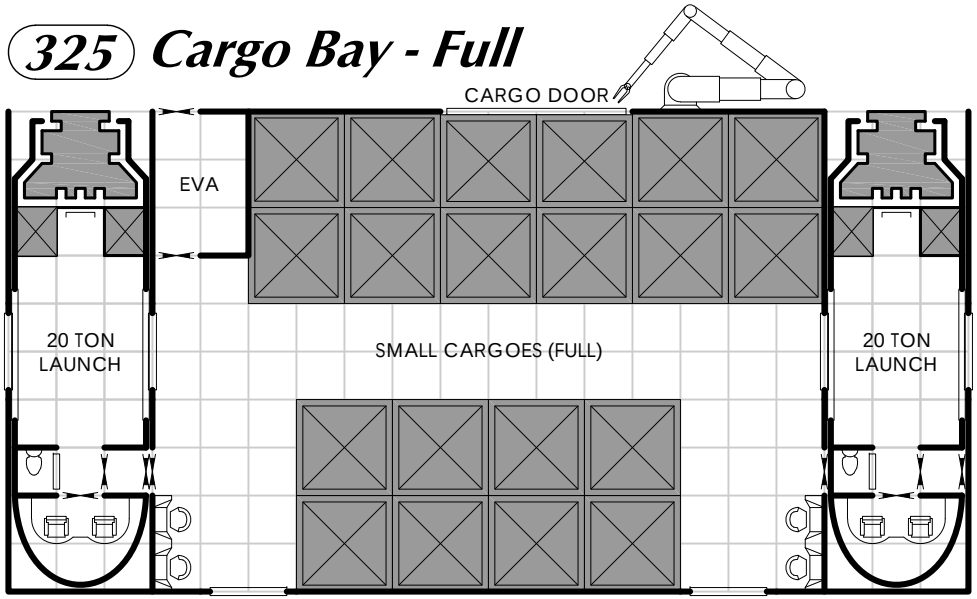
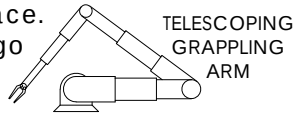
325 Cargo Bay - Full

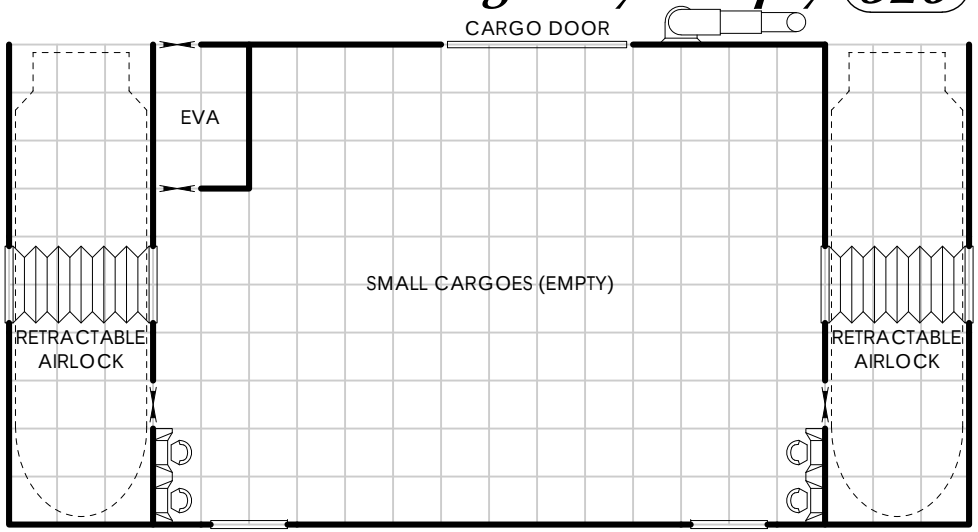


Notes:

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

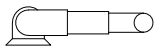


Cargo Bay - Empty 326

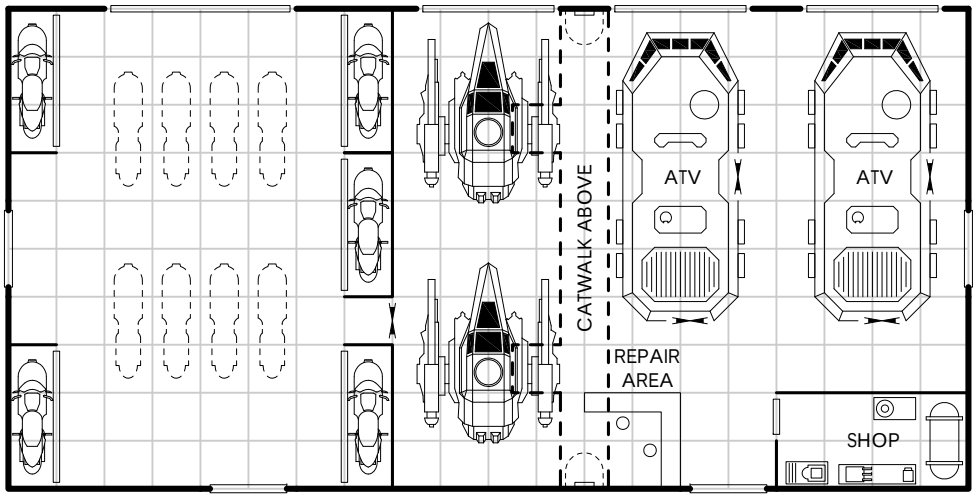


Notes:

- 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.



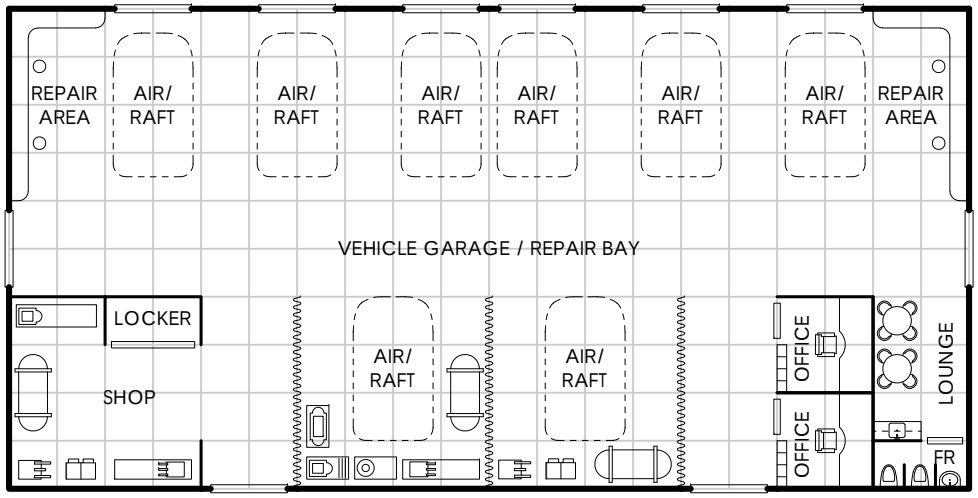
327 Vehicle Hangar



Notes:

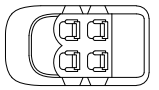
- Grav bikes are stored two high in special racks. Racks hold 2 grav bikes each.
- Catwalk provides access to mechs.

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.



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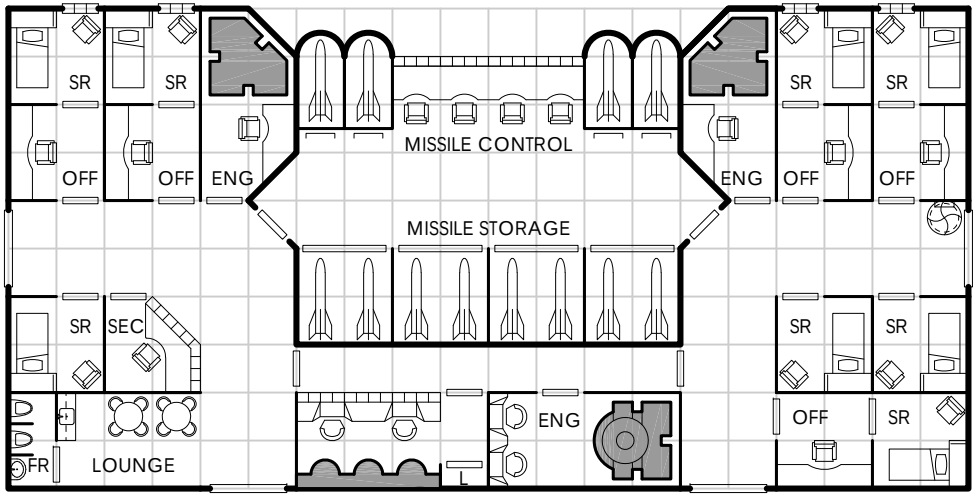
329 Missile Deck

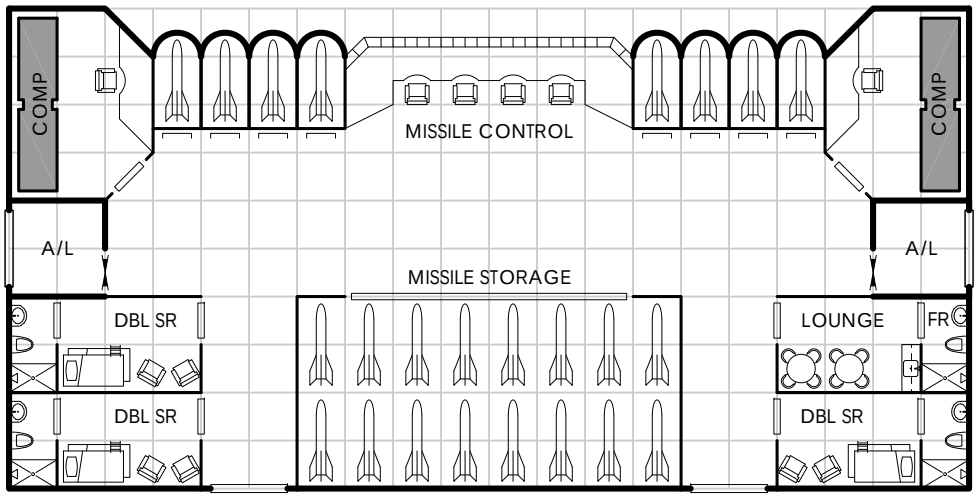


Notes:

MISSILE STORAGE

MISSILE LAUNCH TUBE

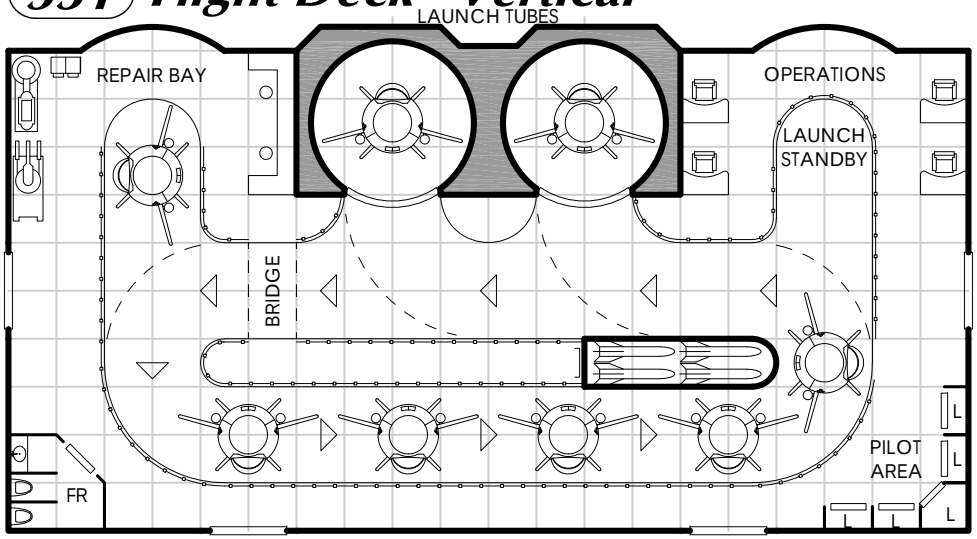
Missile Deck 330



Notes:

MISSILE LAUNCH TUBE

331 Flight Deck - Vertical



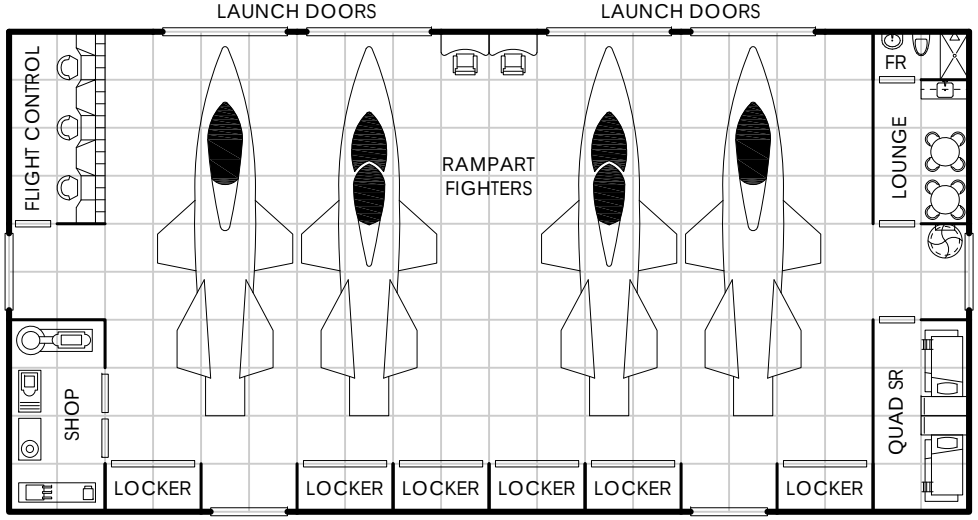
Notes:

- Typically holds 6-8 fighters.

RAMPART FIGHTER

MISSILE AUTO-LOADER

Fighter Hangar 332



Notes:

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

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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. The hangar doors here include a solid outer door (in the open position, so it is 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 next page.
See geomorphs 335 and 336.

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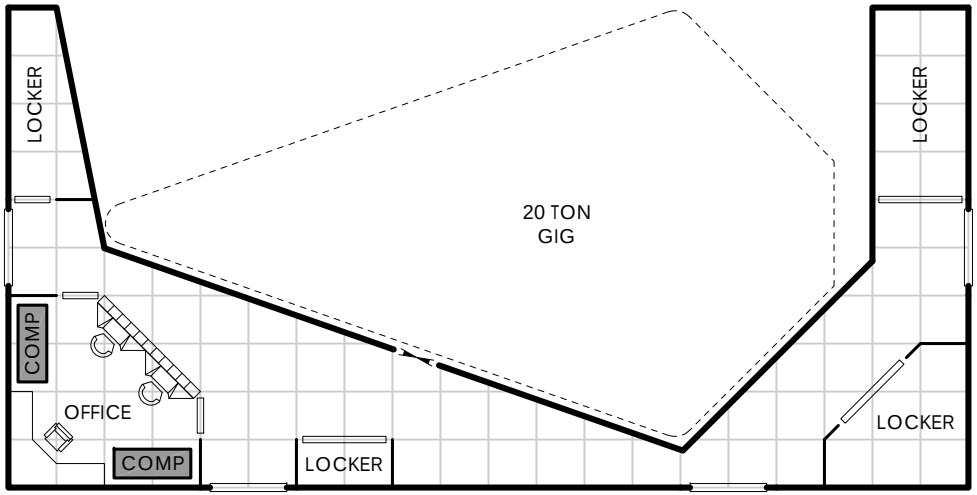
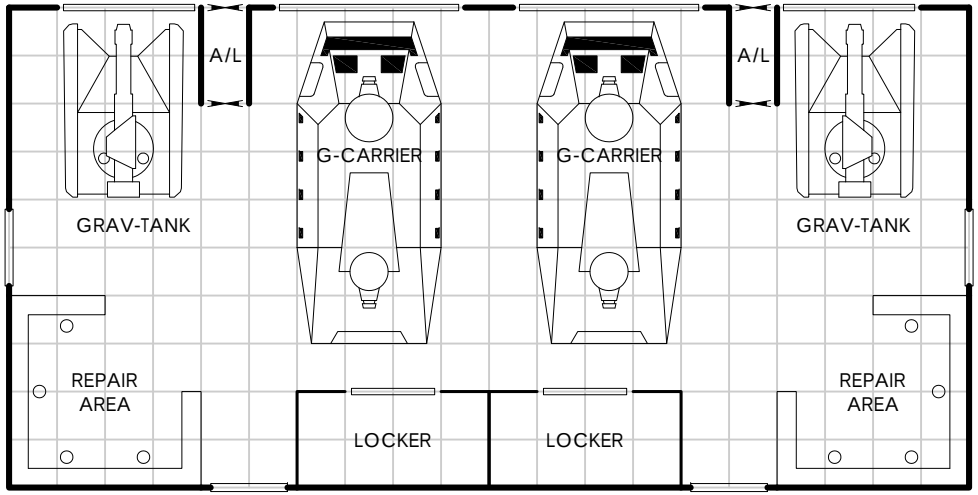
333 Gig Cradle



Notes:

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

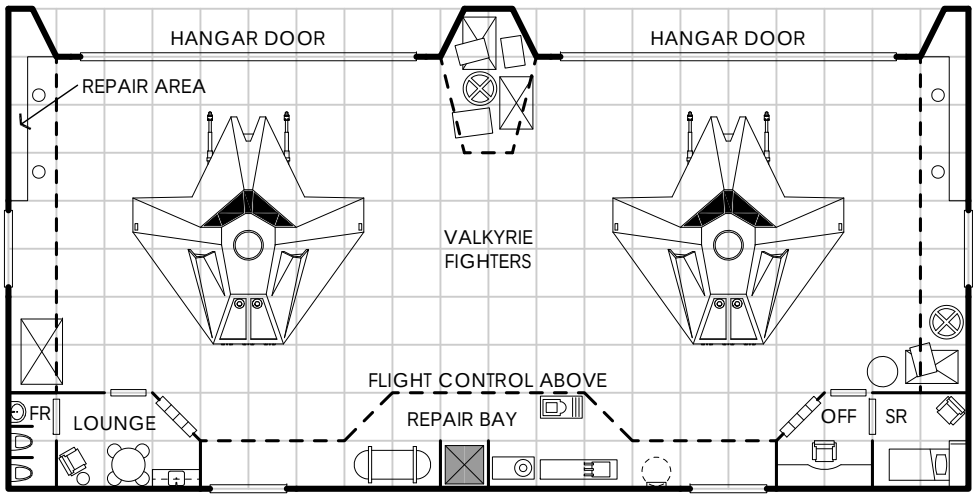
Grav Vehicle Garage 334



Notes:

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

335 Fighter Hangar - Lower



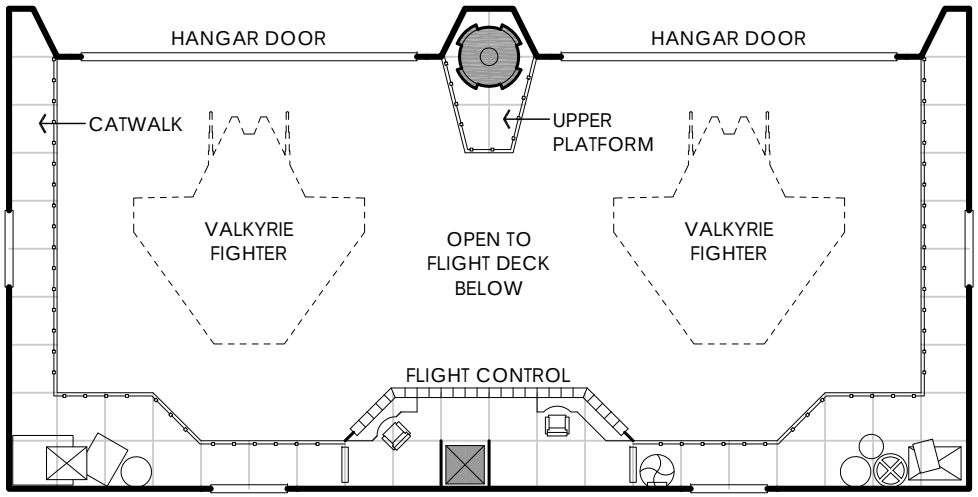
Notes:

- 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

Fighter Hangar - Upper 336



Notes:

- See geomorph 335 for lower level.

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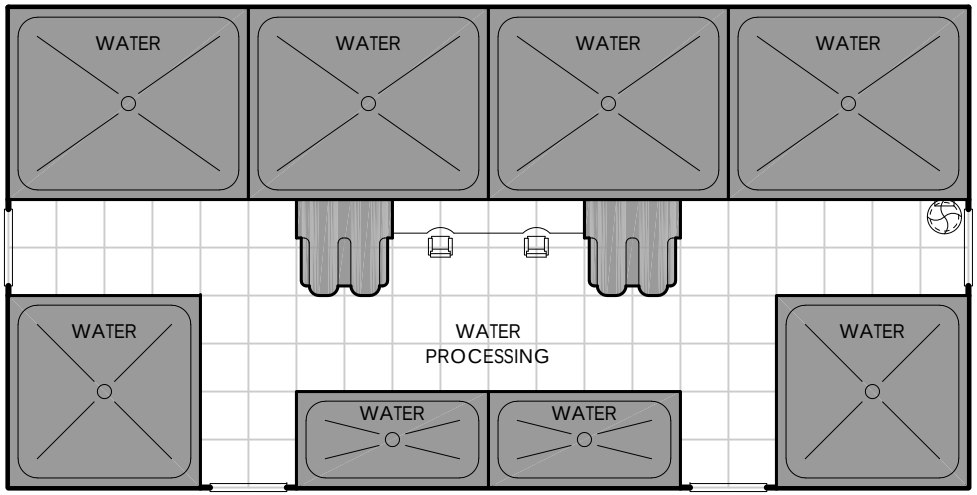
337 Water Storage

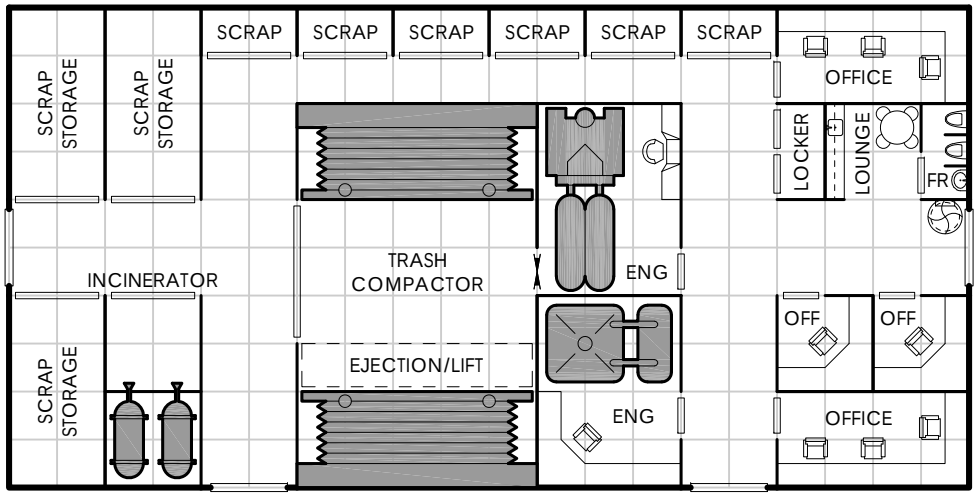


Notes:

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

WATER PROCESSING PLANT

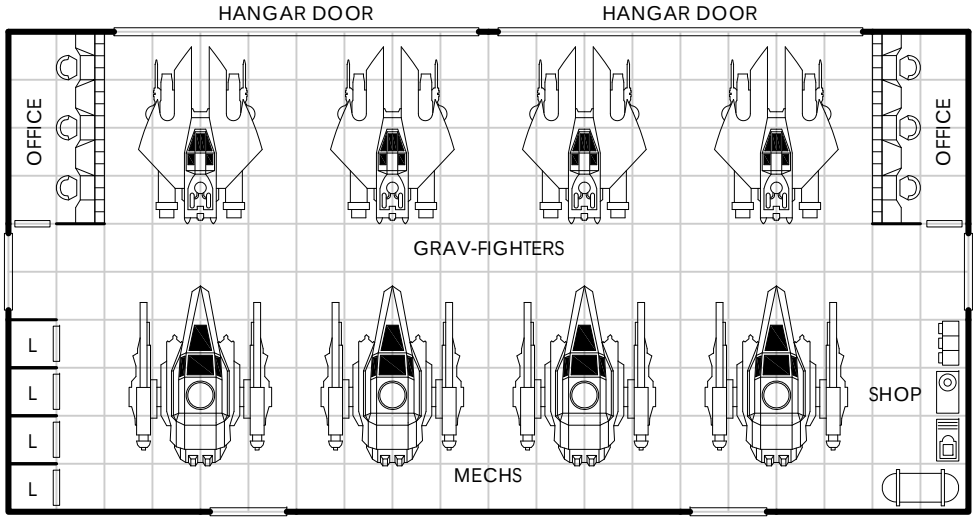
Scrap/Recycling 338



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.

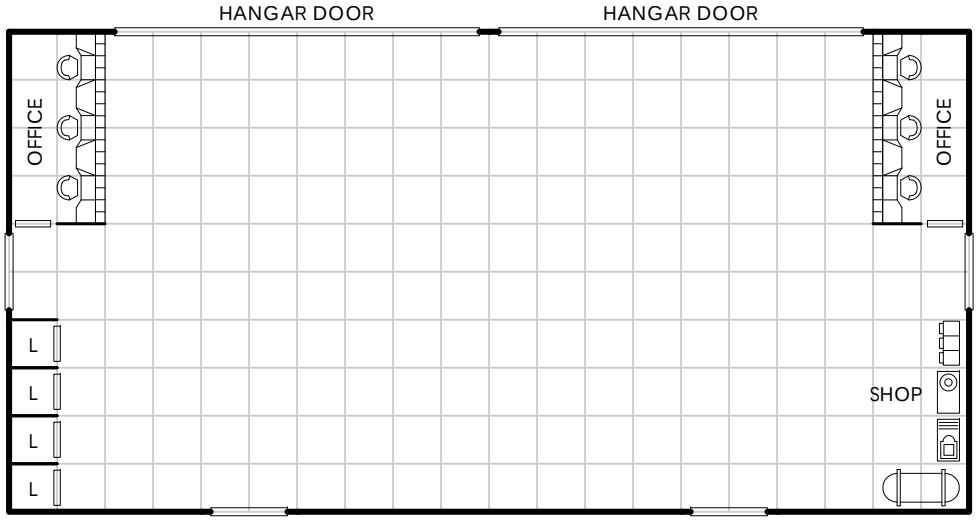
339 Vehicle Hangar - Full



Notes:

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

Vehicle Hangar - Empty 340



Notes:

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

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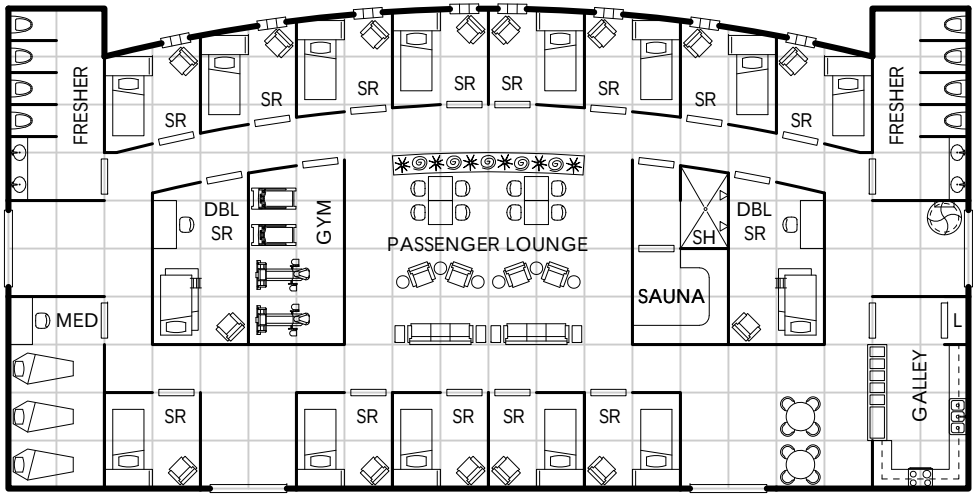
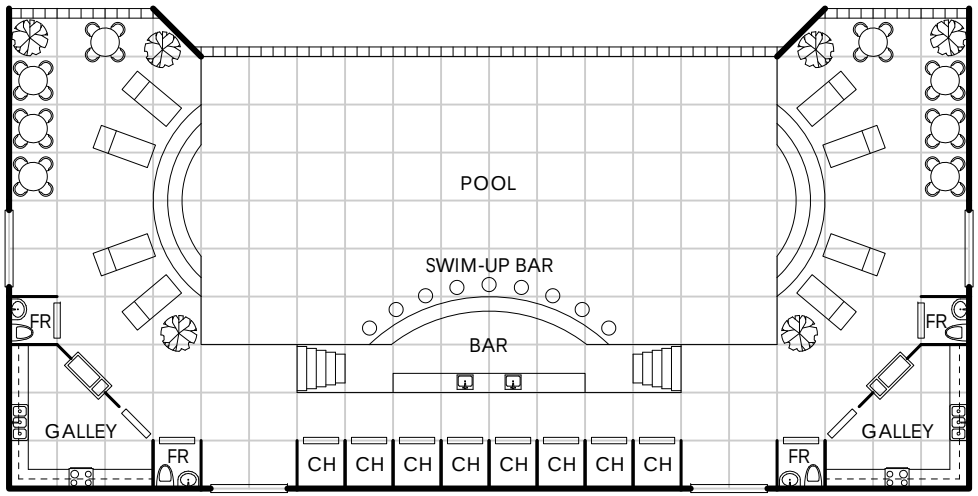
341 Passenger Deck



Notes:

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

Pool Deck 342



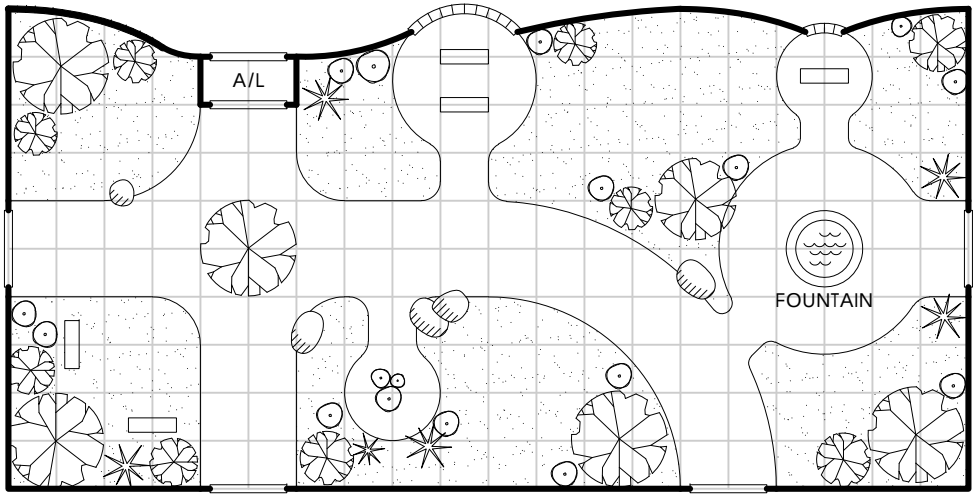
Notes:

STAIRS DOWN

CH CHANGING ROOM

DECK CHAIR

343 Arboretum



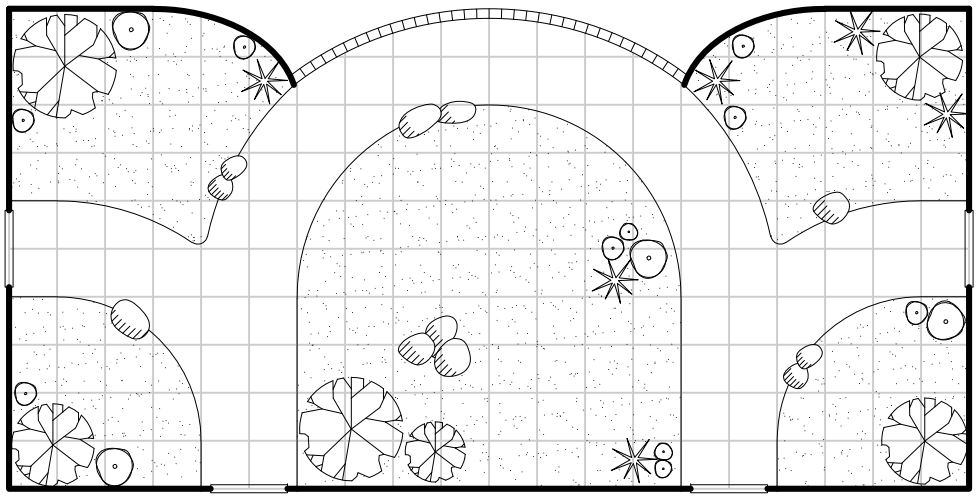
Notes:

BOULDERS

BENCH

BUSHES AND TREES

Arboretum 344



Notes:

BUSHES AND TREES

BOULDERS

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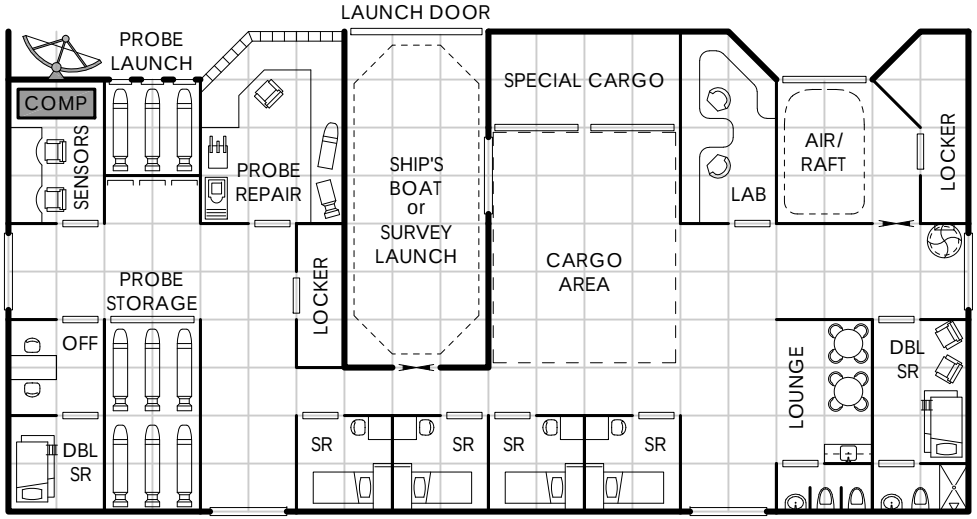
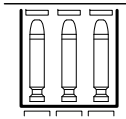
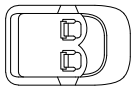
345 Scout Deck



Notes:

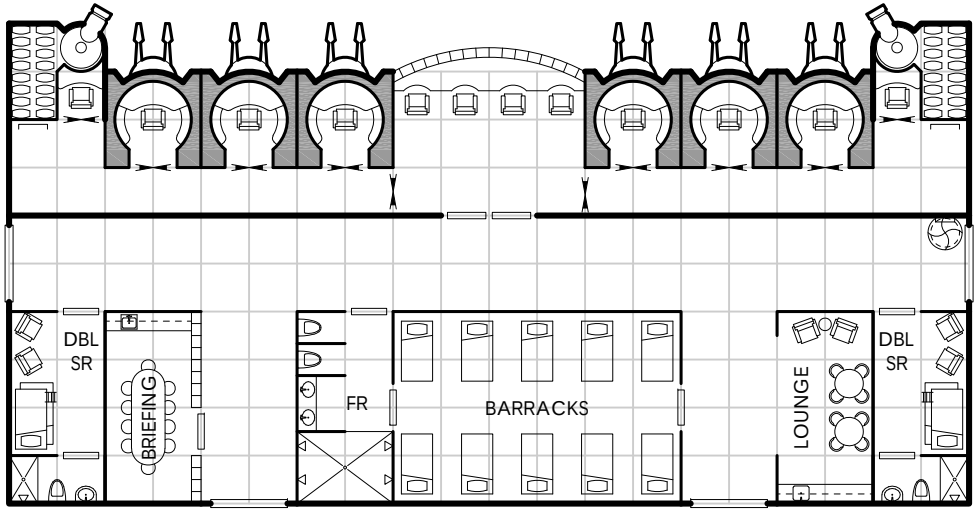


SENSOR PROBE LAUNCH TUBES

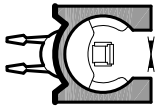


SMALL CARGO AIR/RAFT

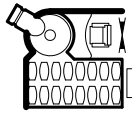
Gunnery / Barracks 346



Notes:

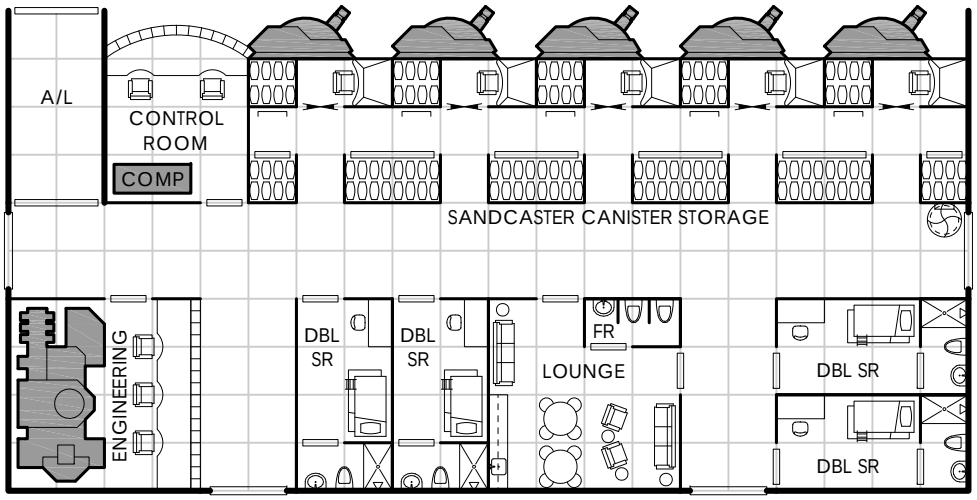


LASER TURRET

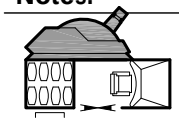


SANDCASTER TURRET

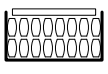
347 Sandcaster Deck



Notes:

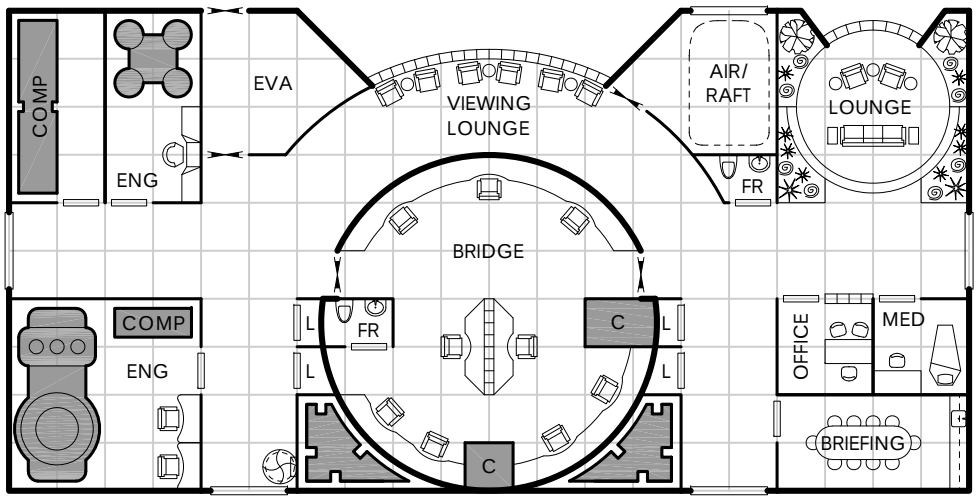


DOUBLE TURRET w/ LASER AND SANDCASTER

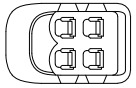


SANDCASTER CANISTER LOCKER

Bridge 348



Notes:



AIR/RAFT

BATTERIES

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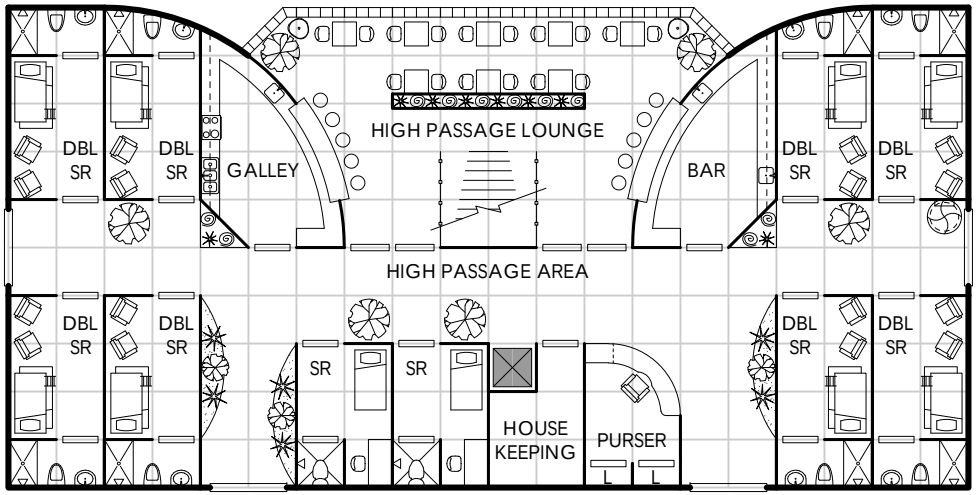
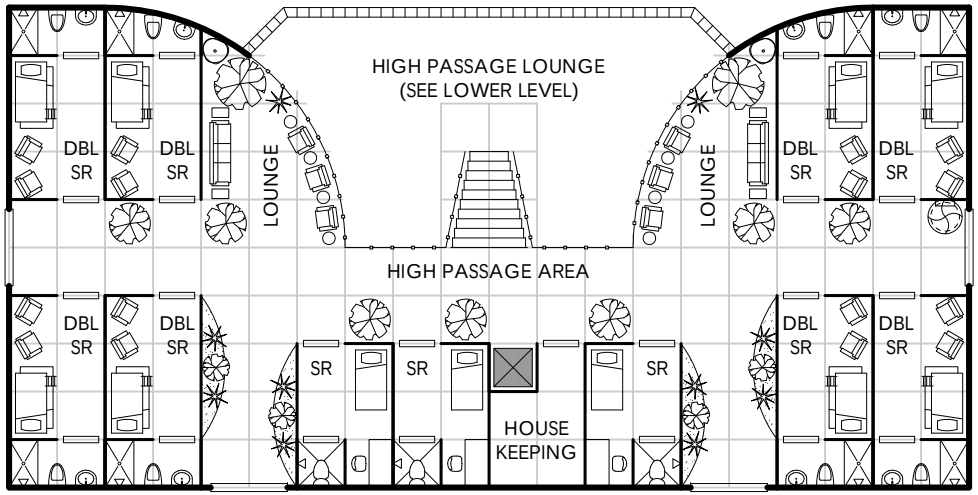
349 Passenger Deck - Lower



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.

Passenger Deck - Upper 350



Notes:

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

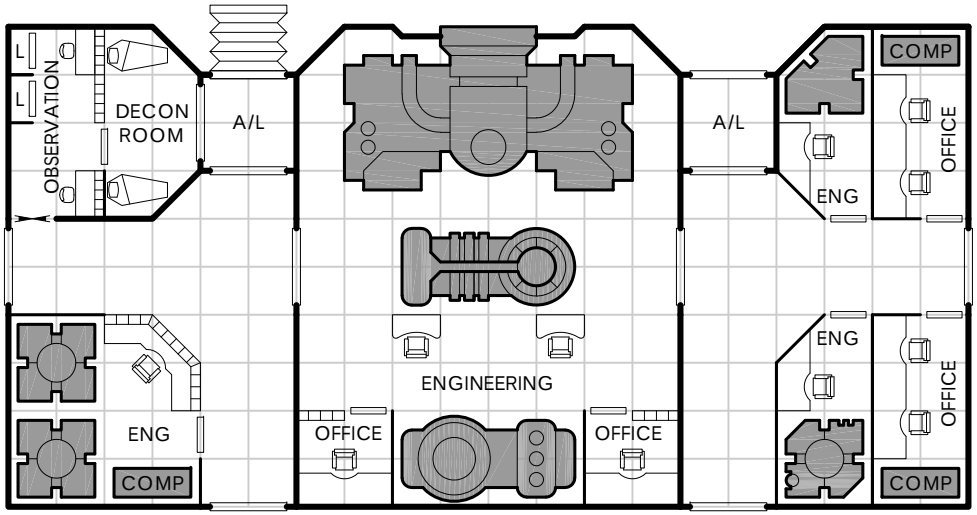
PERSONNEL LIFT

LANDSCAPE AREAS

STAIRS w/ HANDRAILS

DOWN

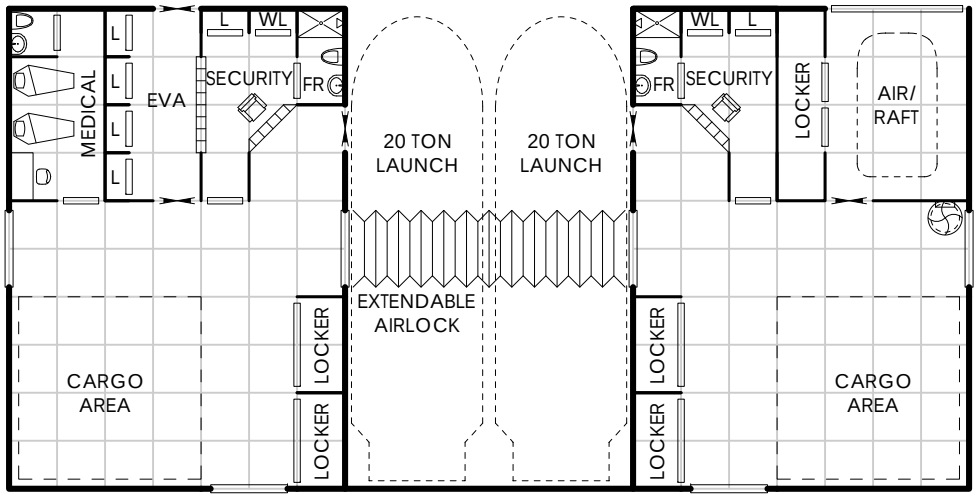
351 Engineering



Notes:

EXTENDABLE AIRLOCK

20 Ton Launch Bay 352



Notes:

- When a launch is not in its berth, a retractable airlock can be extended to allow passage.

AIR/RAFT

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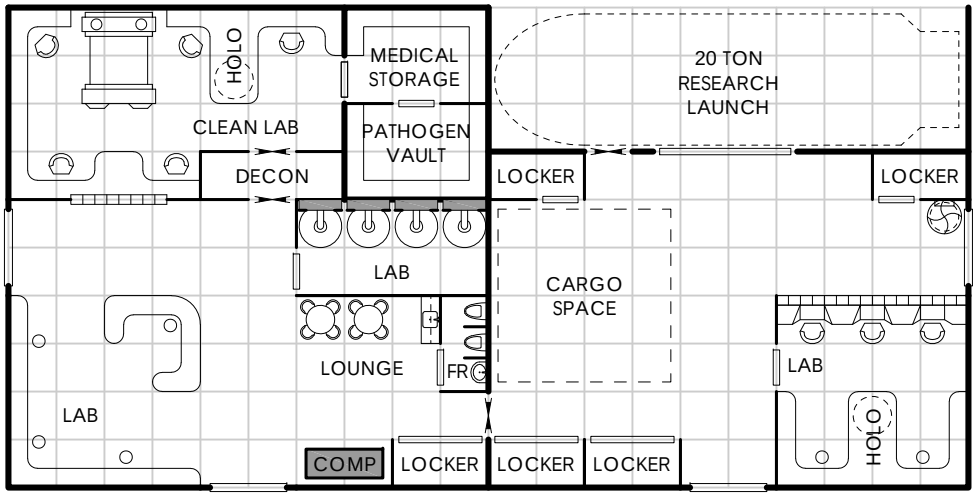
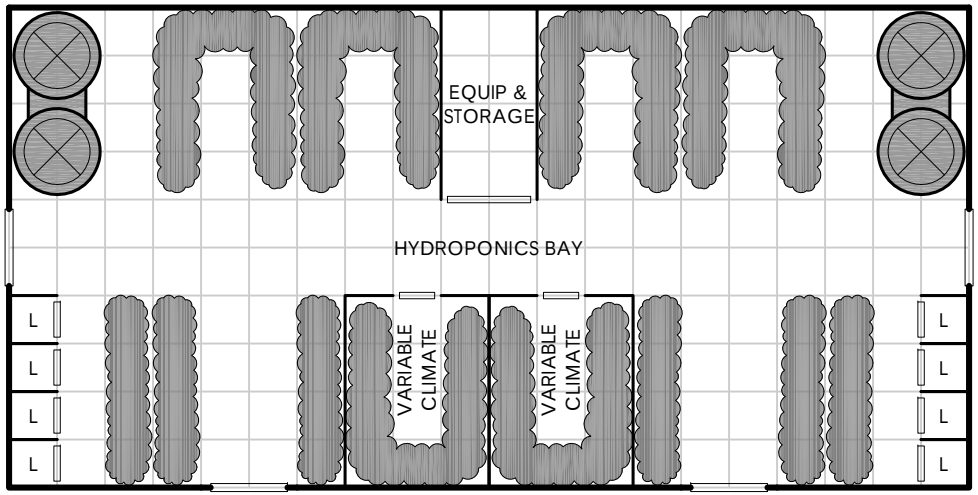
353 Research Lab



Notes:

STASIS TUBE

Hydroponics Bay 354

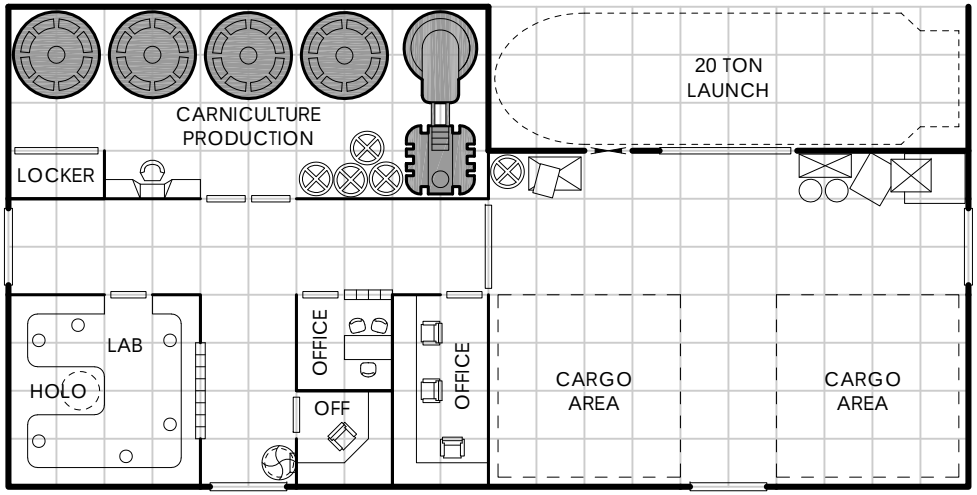


Notes:

WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

HYDROPONIC VEGETATION

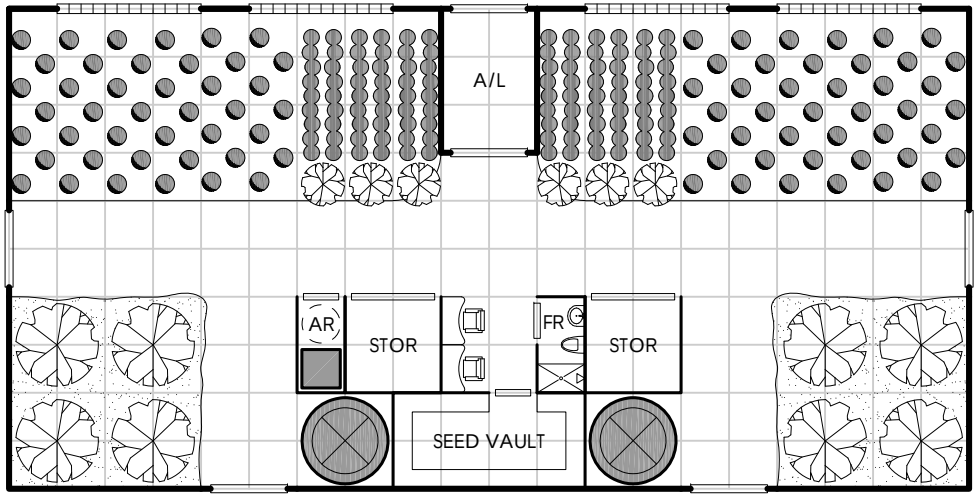
355 Carniculture Lab/Cargo Bay



Notes:

CARNICULTURE VAT / PROCESSING EQUIPMENT

Agricultural Bay 356



Notes:

WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

FRUIT TREE

FOOD CROPS

AR

AGRICULTURAL ROBOT ALCOVE

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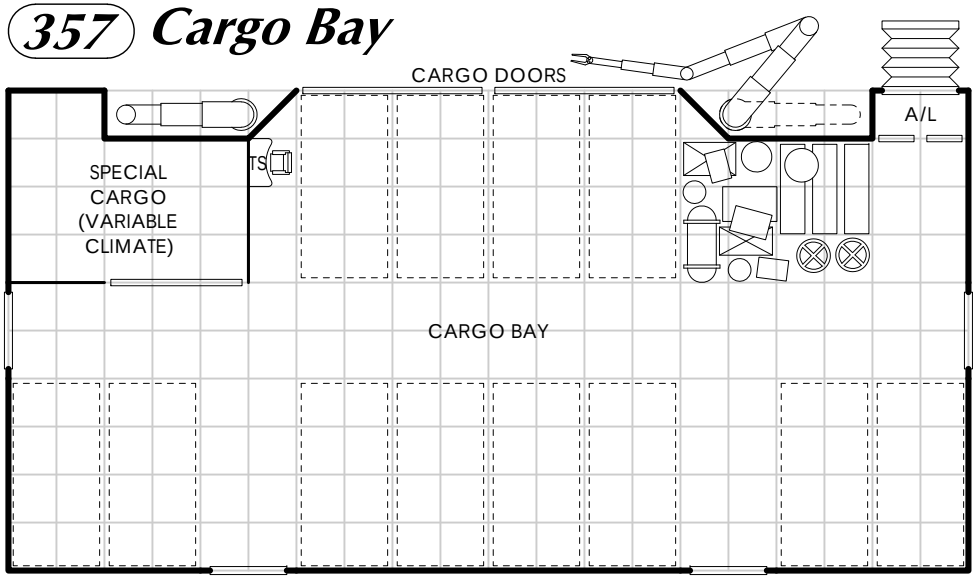
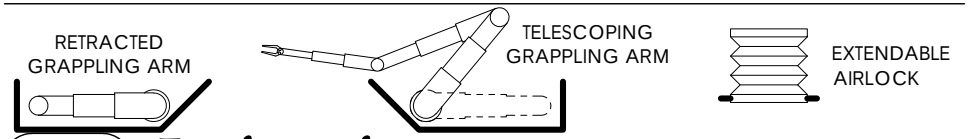
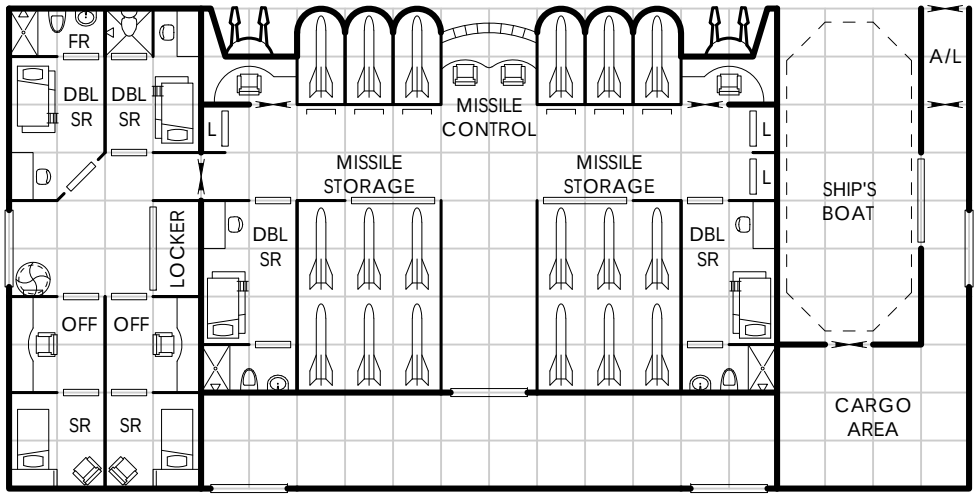
357 Cargo Bay



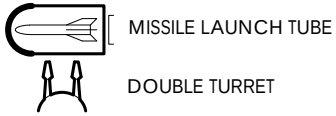
Notes:



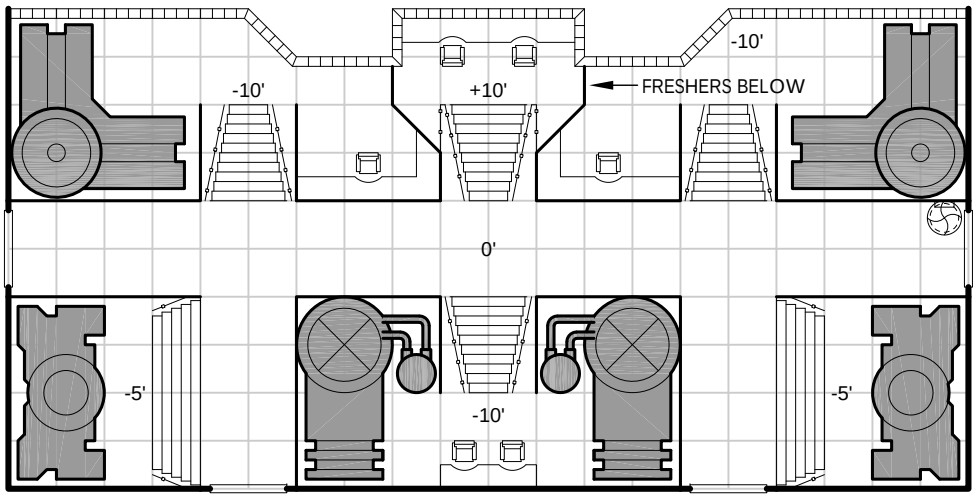
Weapons Bay 358



Notes:

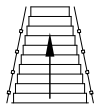


359 Engineering

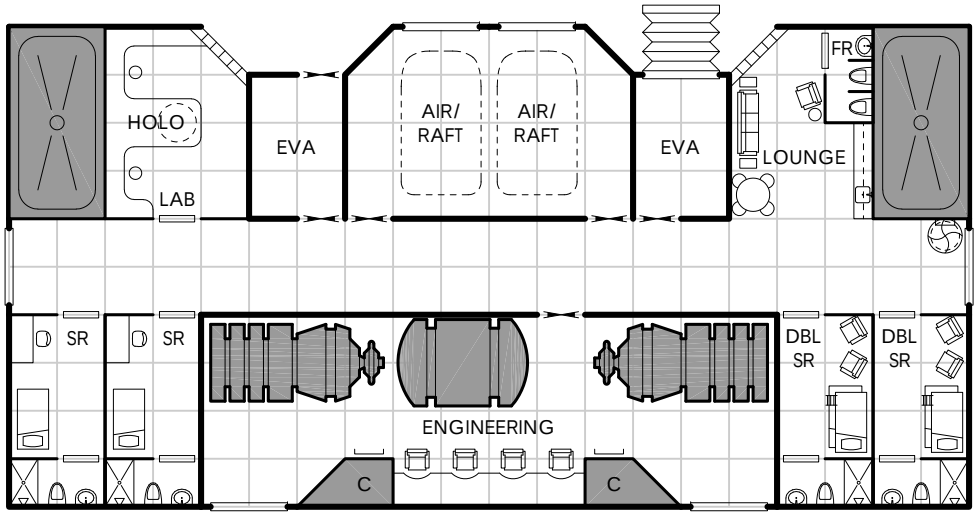


Notes:

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



Multi-Purpose 360



Notes:

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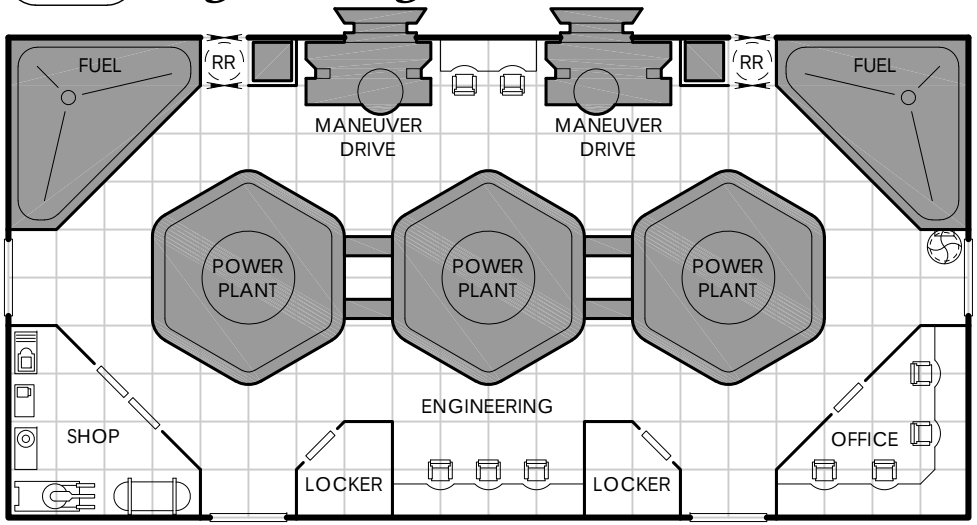
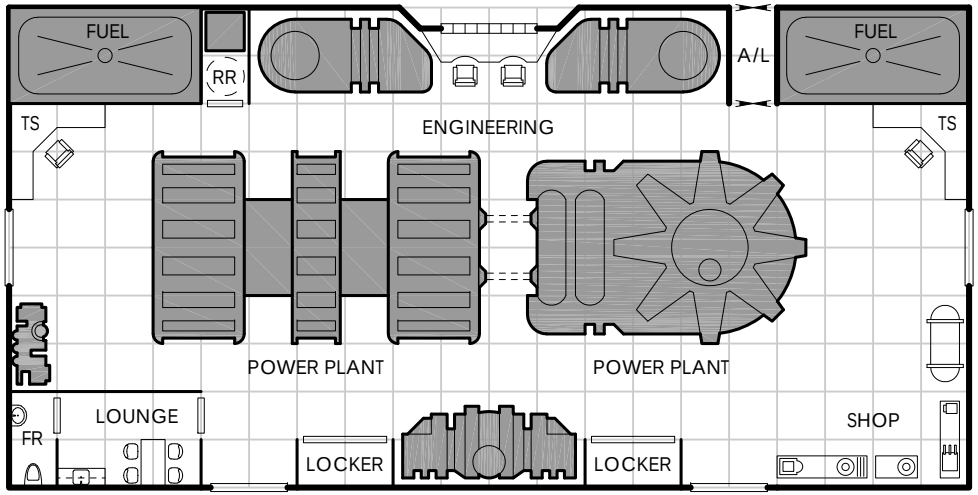
361 Engineering



Notes:

RR REPAIR ROBOT ALCOVE / AIRLOCK

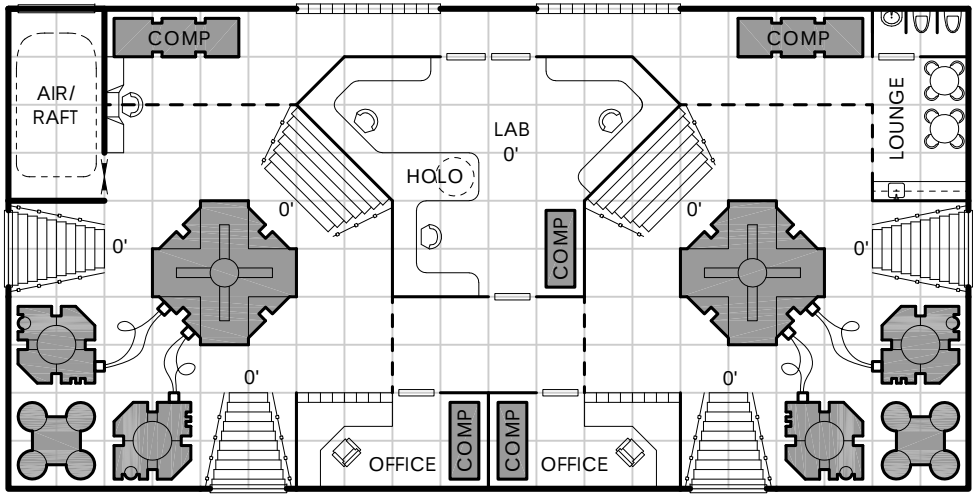
Engineering 362



Notes:

RR REPAIR ROBOT ALCOVE

363 Tech Lab - Lower

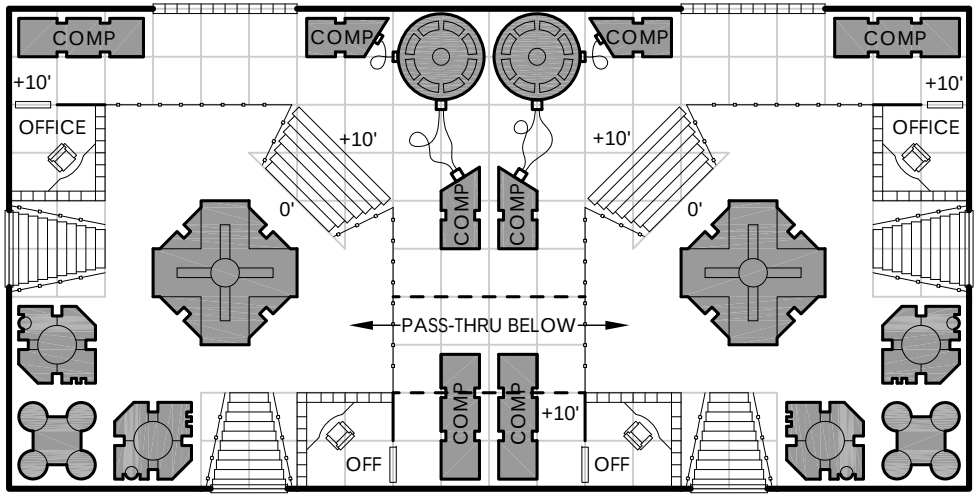


Notes:

- Variable floor heights.
- Triple height space (30' ceiling).
- See geomorph 364 for upper level.

STAIRS DOWN w/ HANDRAILS

Tech Lab - Upper 364



Notes:

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

STAIRS DOWN w/ HANDRAILS

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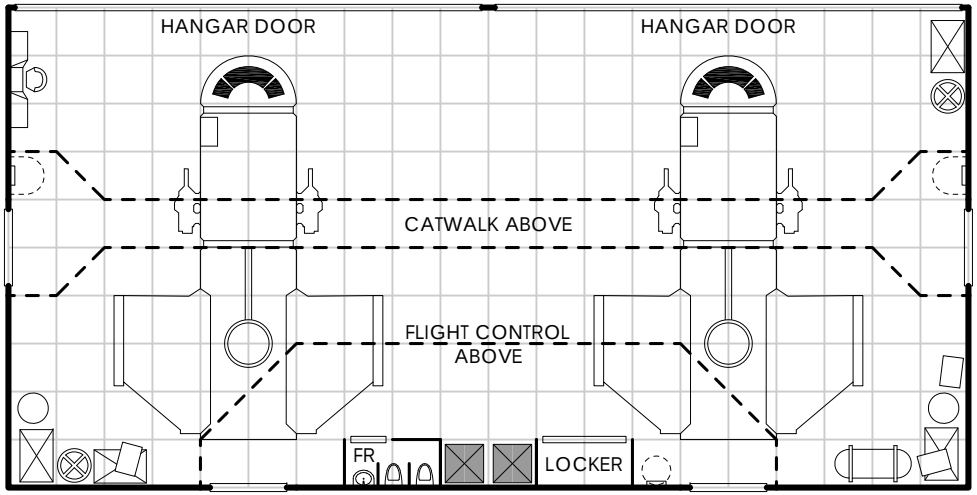
365 Gunship Hangar - Lower

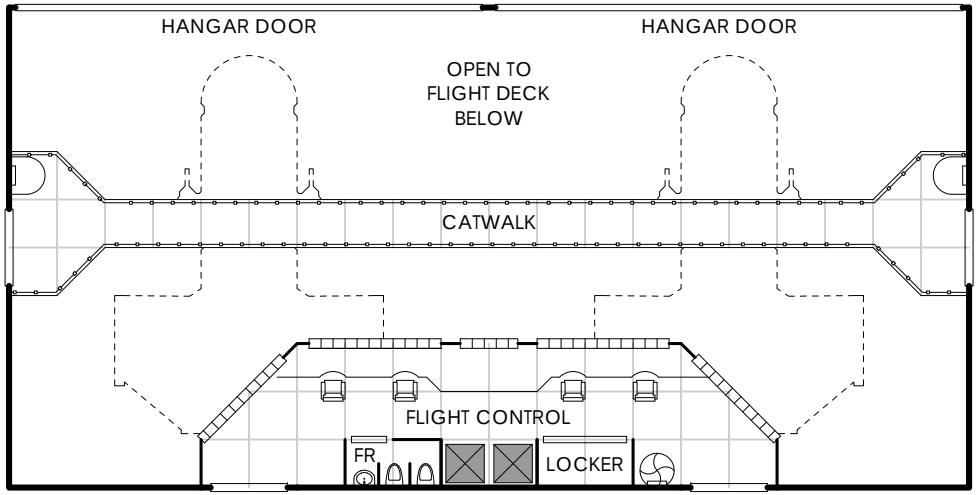


Notes:

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

PERSONNEL LIFTS

Gunship Hangar - Upper 366

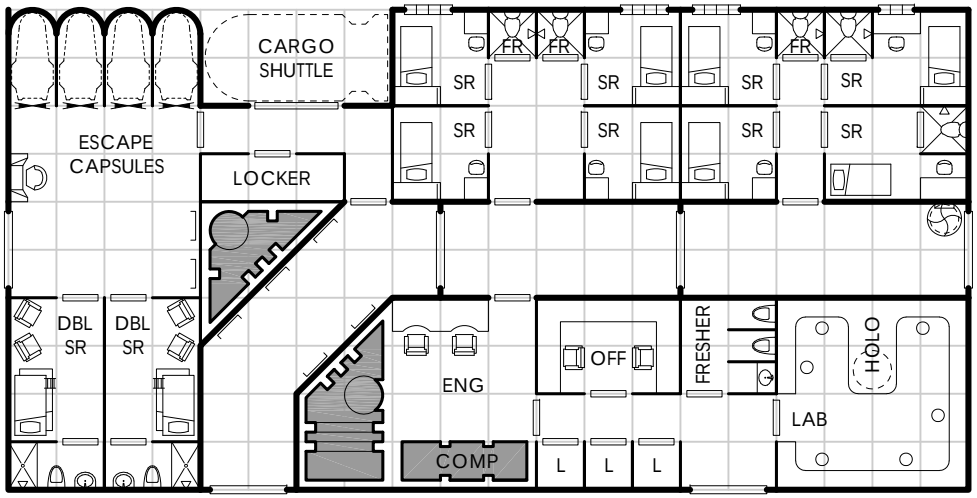


Notes:

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

PERSONNEL LIFTS

367 Multi-Purpose

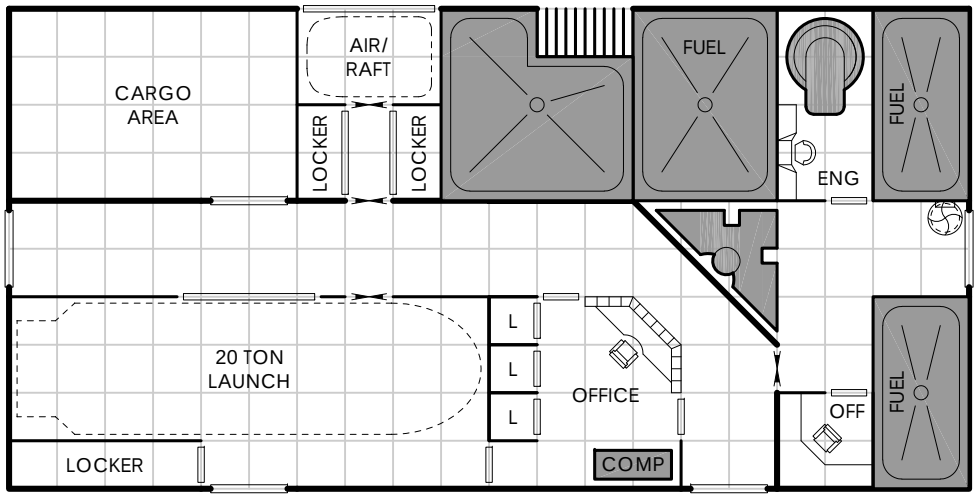


Notes:

CARGO SHUTTLE

1 PERSON ESCAPE CAPSULE IN LAUNCH TUBE

Multi-Purpose 368



Notes:

AIR/RAFT

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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.

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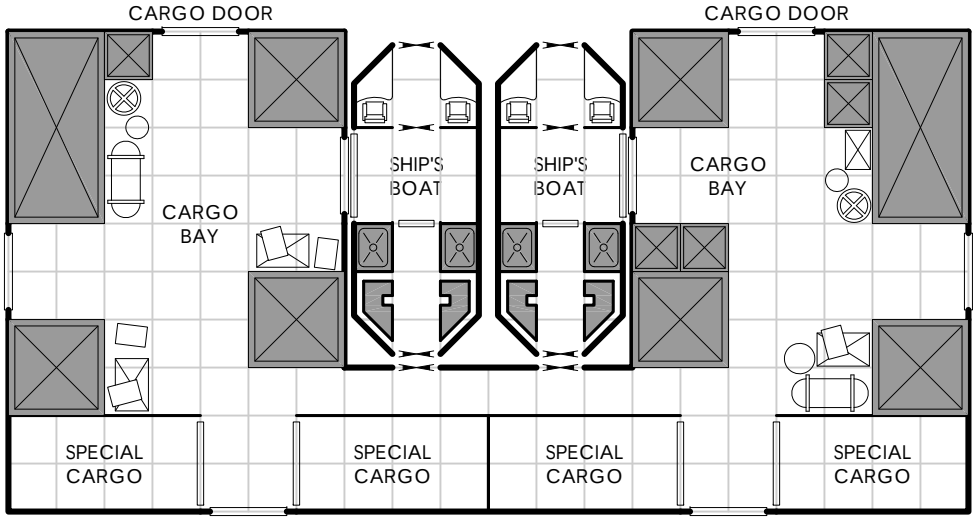
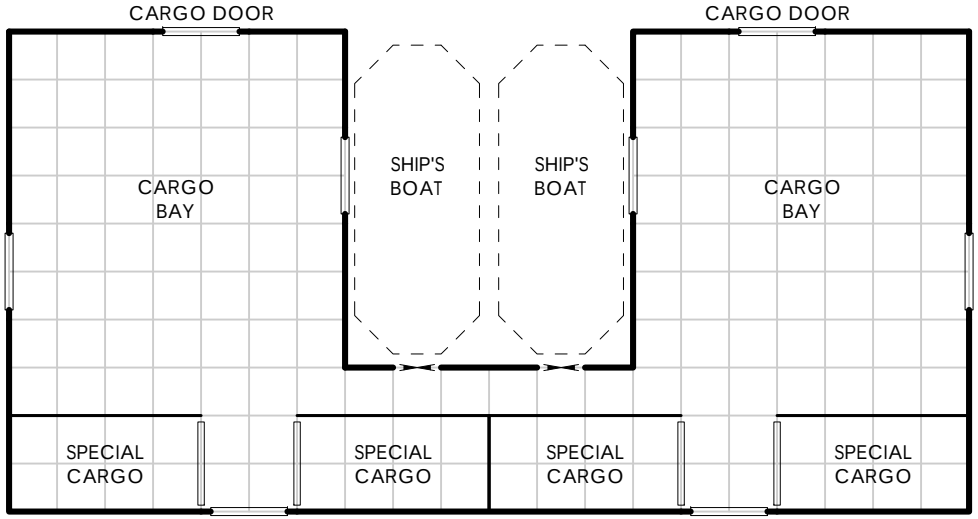
369 Cargo Bay - Full



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.

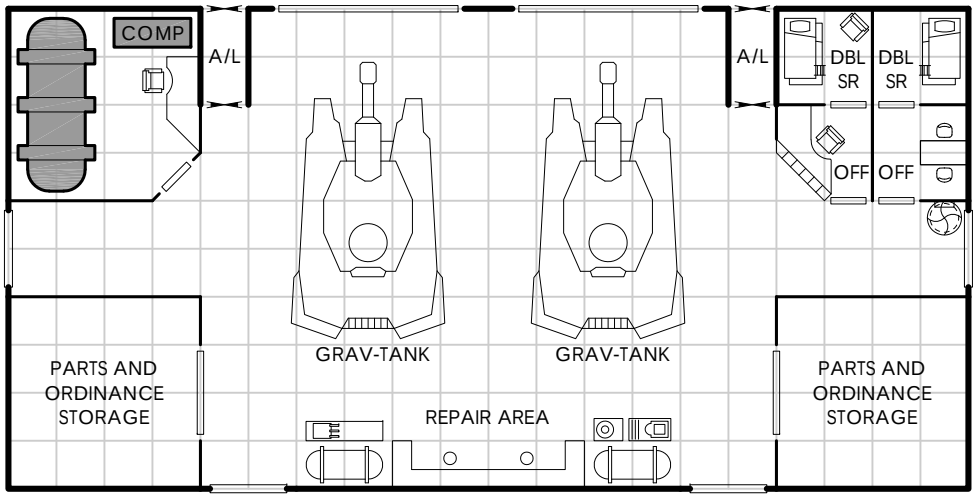
Cargo Bay - Empty 370



Notes:

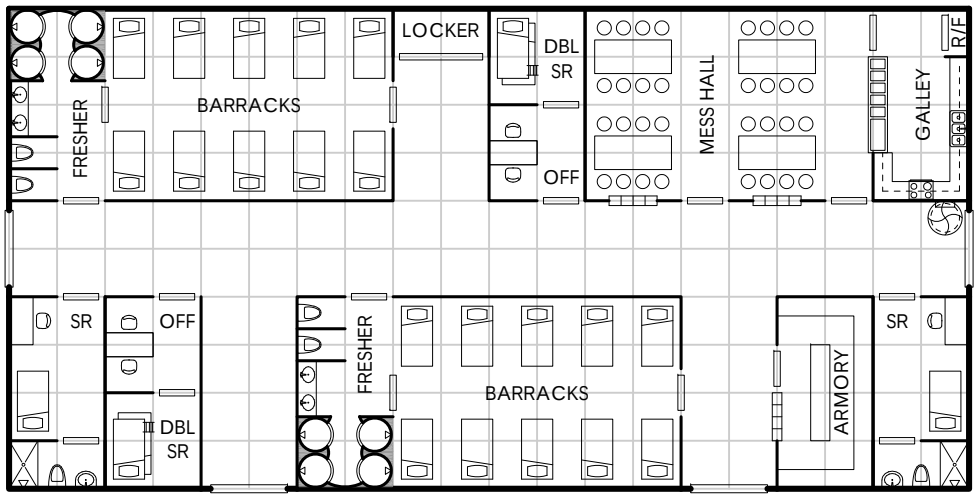
- Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.
- See "Small Crafts" for more information about the Ship's Boat.

371 Grav-Tank Garage



Notes:

Barracks 372



Notes:

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

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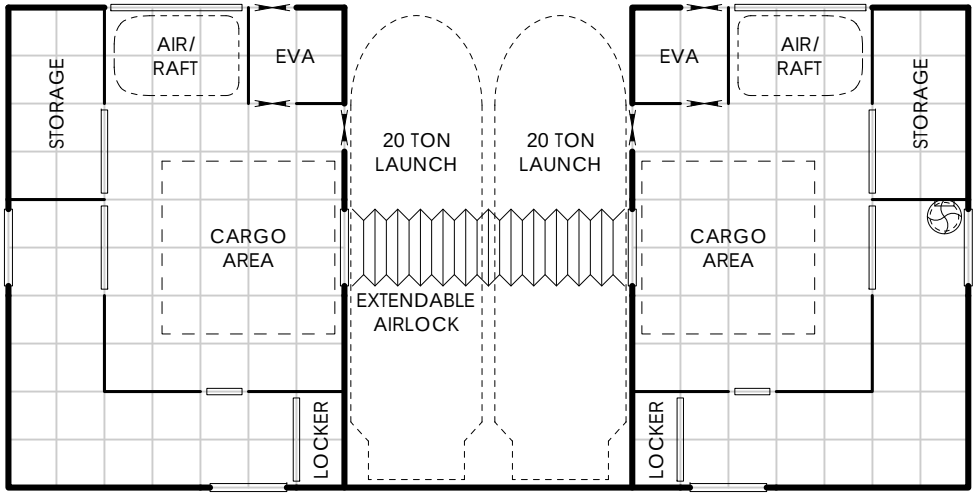
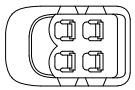
373 Cargo Bay - 20 Ton Launch

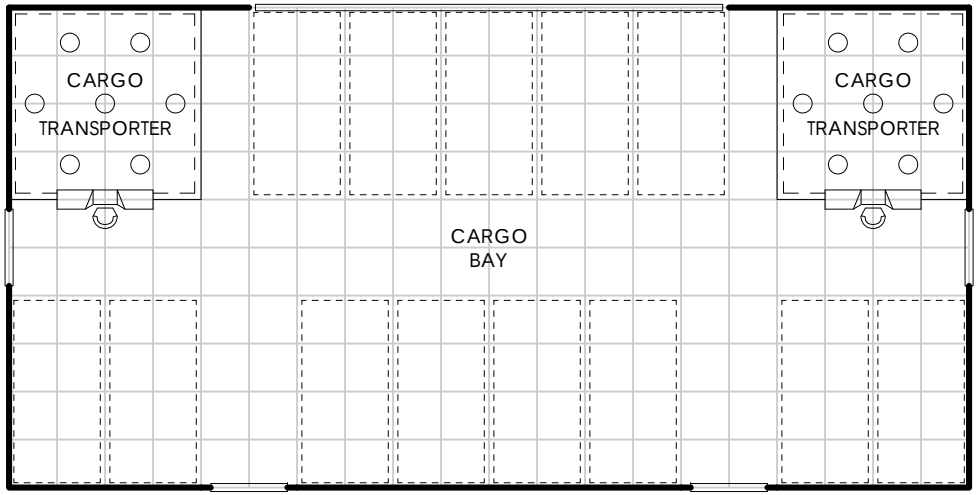


Notes:

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

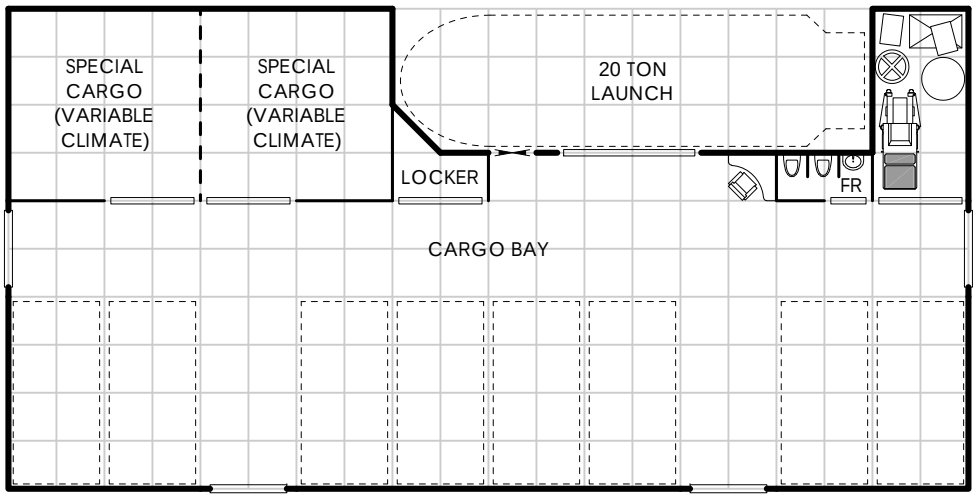

AIR/RAFT

Cargo Bay 374



Notes:

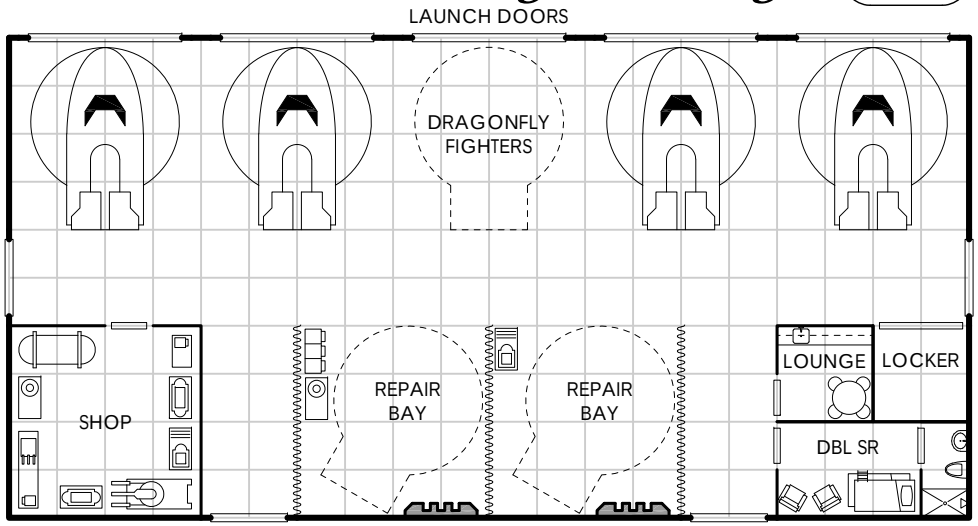
375 Cargo Bay - 20 Ton Launch



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.

Fighter Hangar 376



Notes:

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

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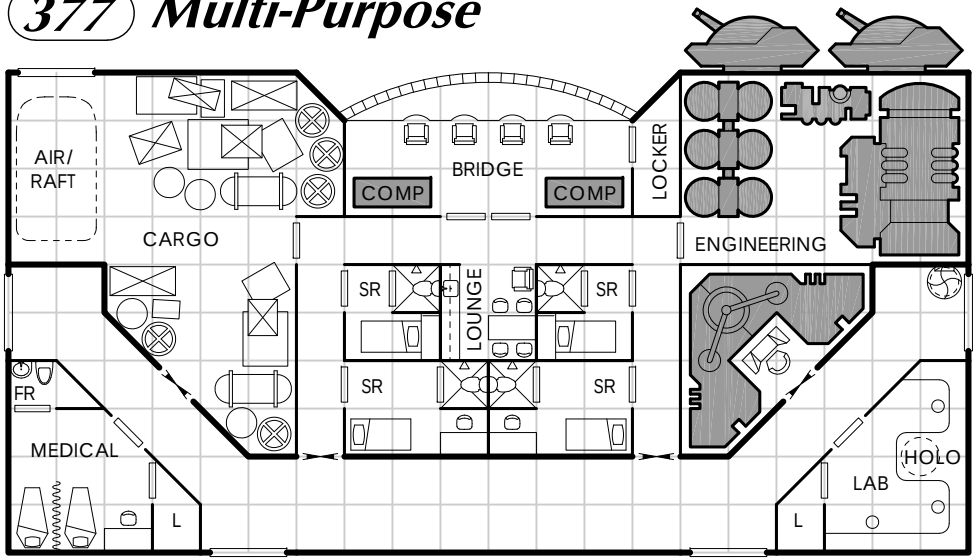
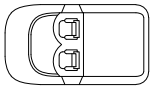
377 Multi-Purpose

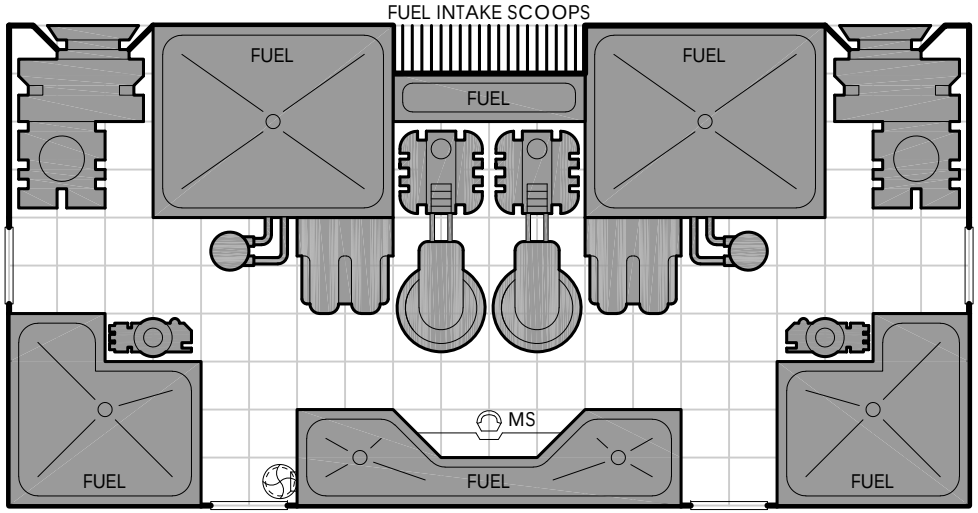


Notes:


SMALL
CARGO
AIR/RAFT

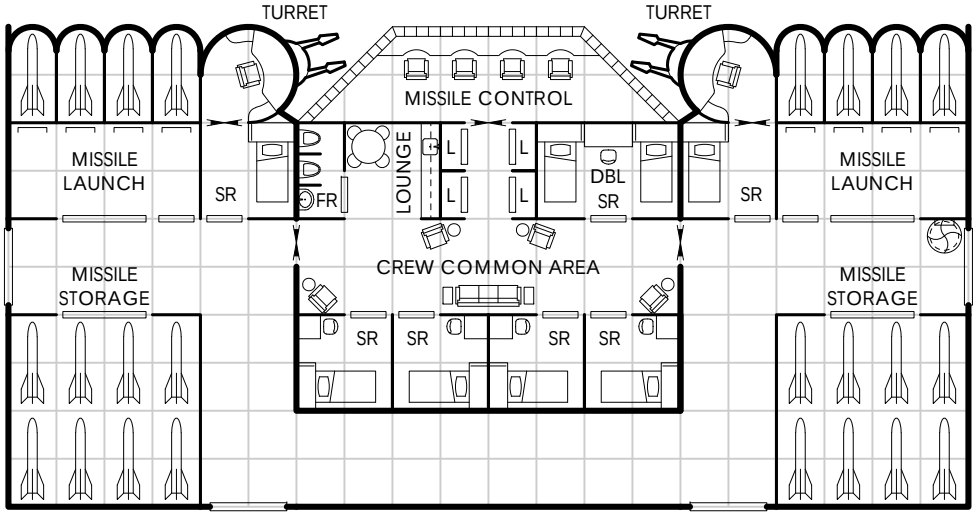
LASER TURRET

Fuel Refinery 378



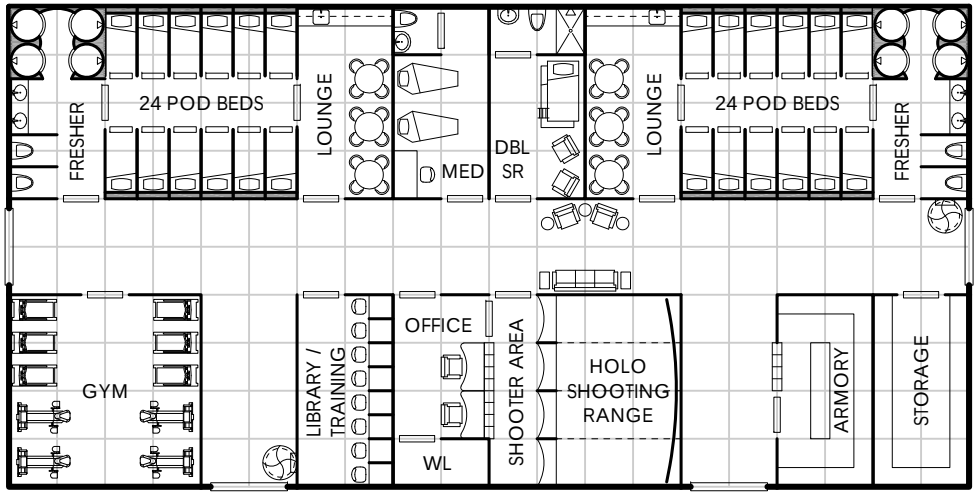
Notes:

379 Weapons Bay



Notes:

Barracks/Training 380



Notes:

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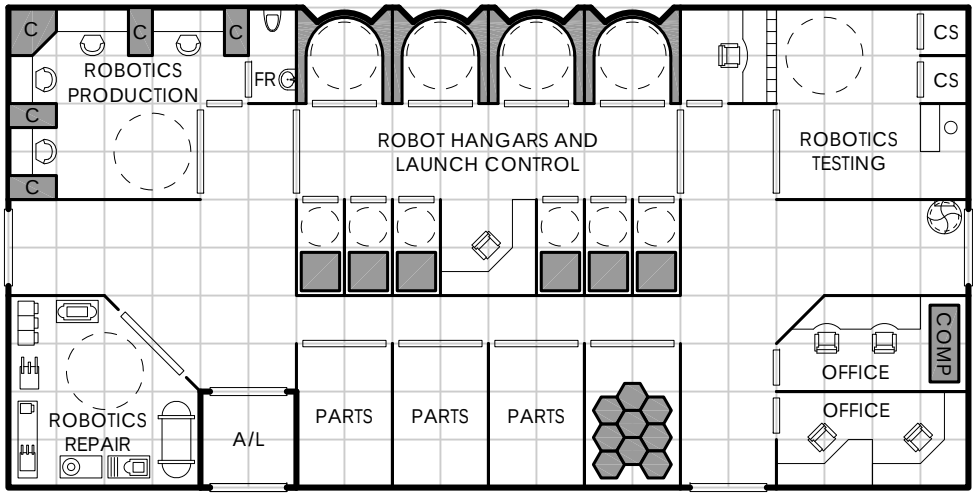
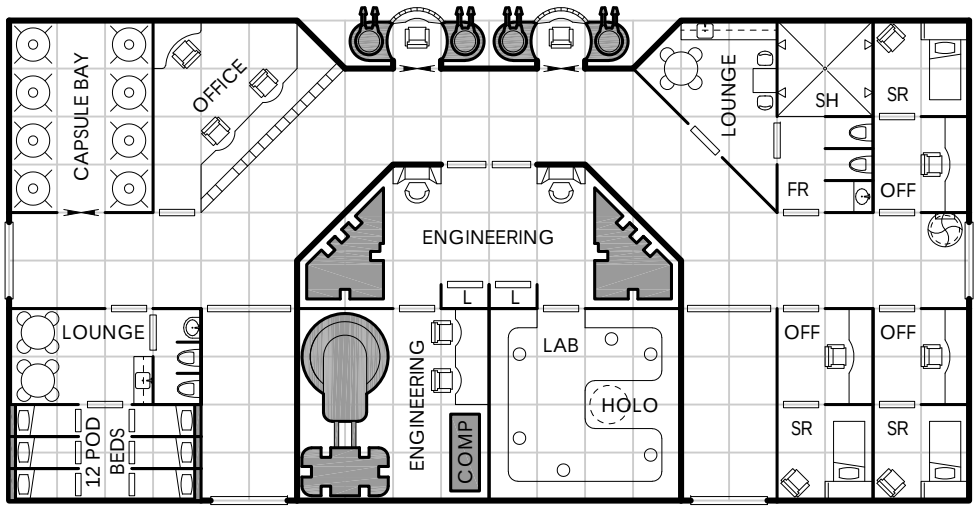
381 Robotics Lab



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 bullet-proof glass at the control room.
- Some robots can be remotely piloted from the control room.

Multi-Purpose 382

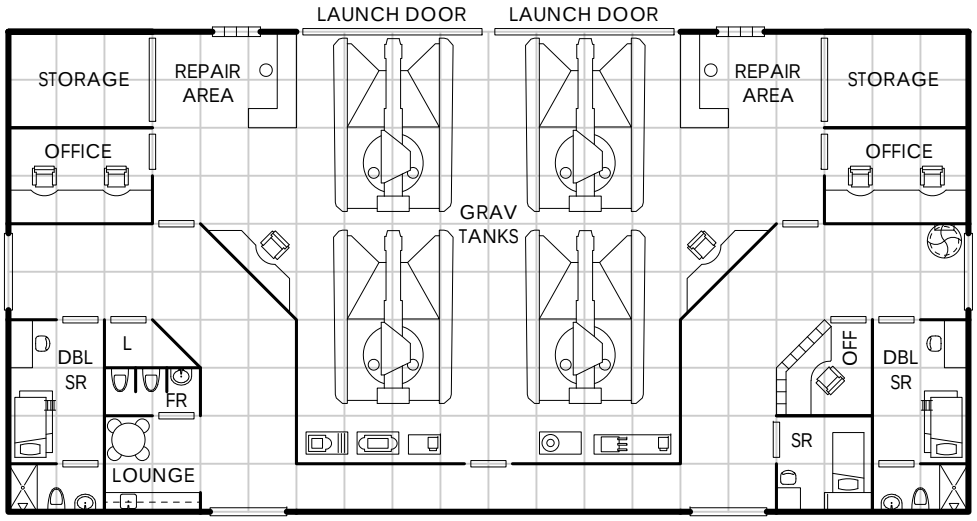


Notes:

EMERGENCY ESCAPE DROP CAPSULE

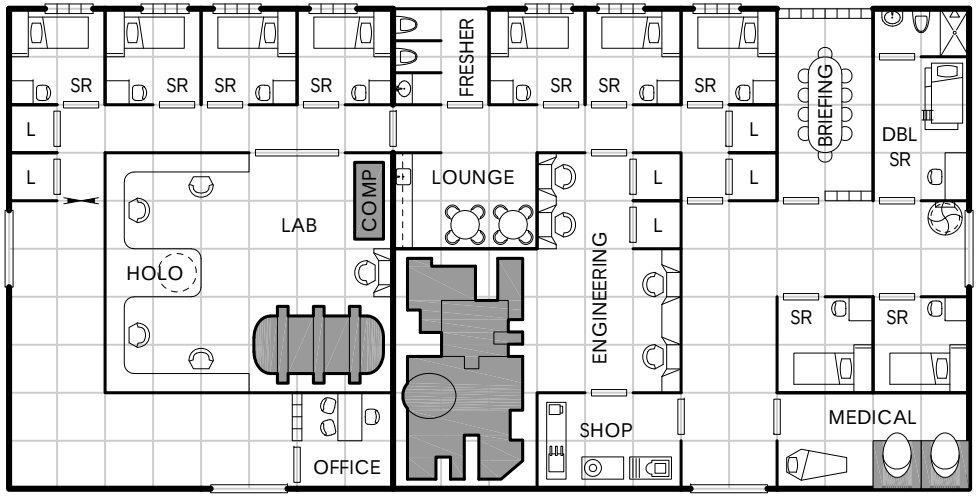
POP-OUT TURRET

383 Tank Bay



Notes:

Multi-Purpose 384



Notes:

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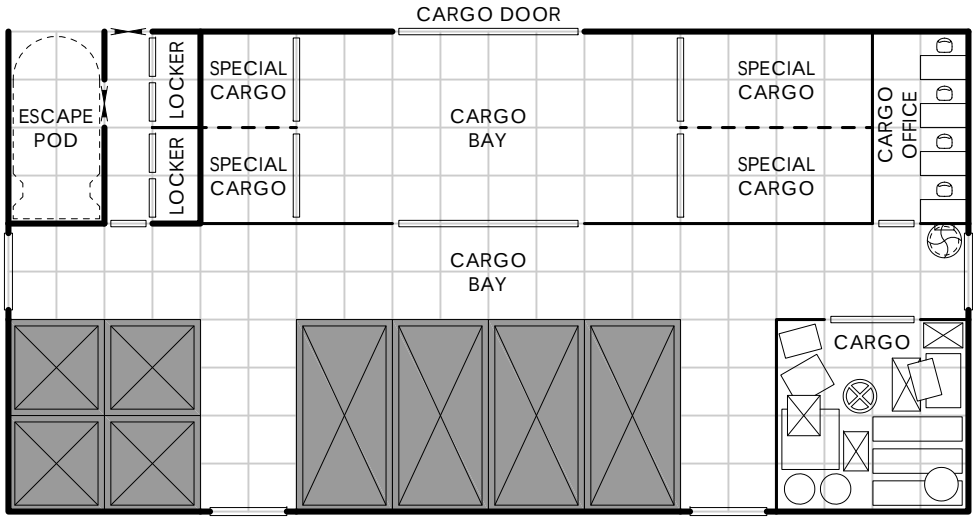
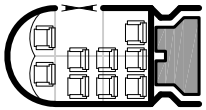
385 Cargo Bay



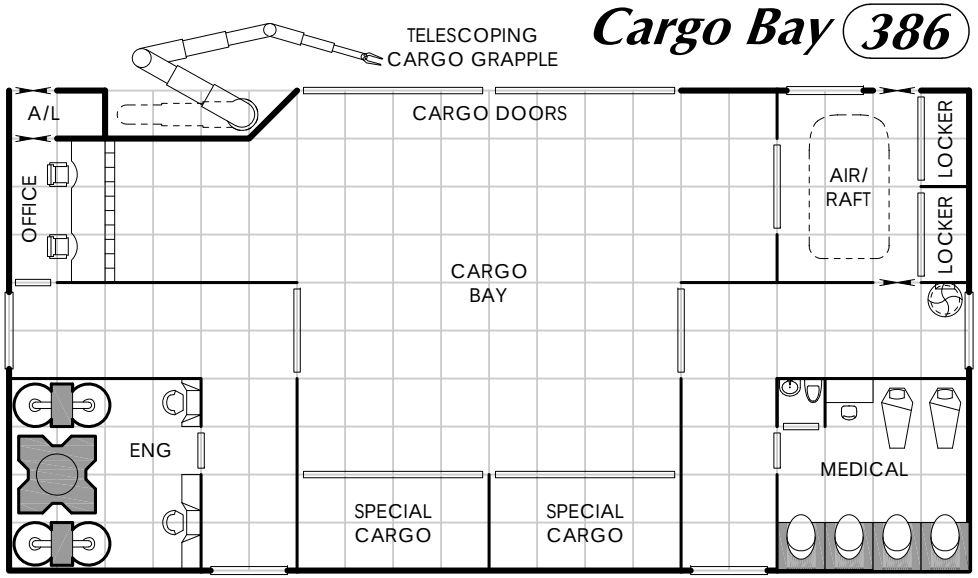
Notes:



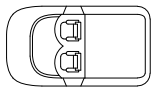
ESCAPE POD

RETRACTABLE WALL

Cargo Bay 386

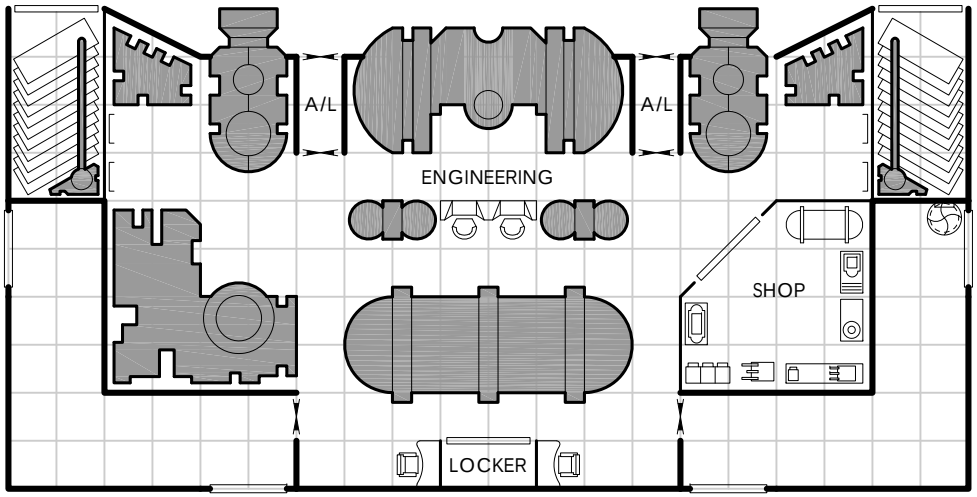


Notes:

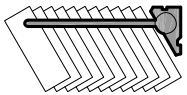


SMALL CARGO AIR/RAFT

387 Engineering

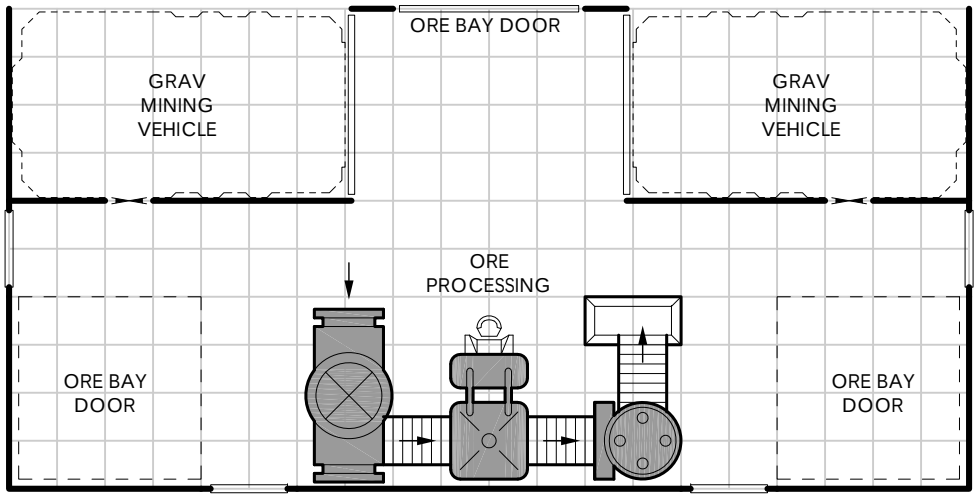


Notes:



EXTENDABLE SOLAR PANELS

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.

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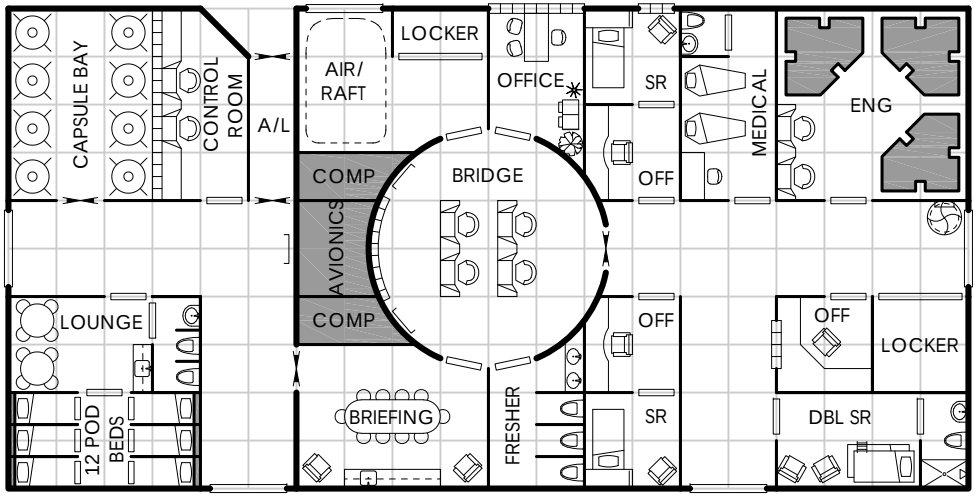
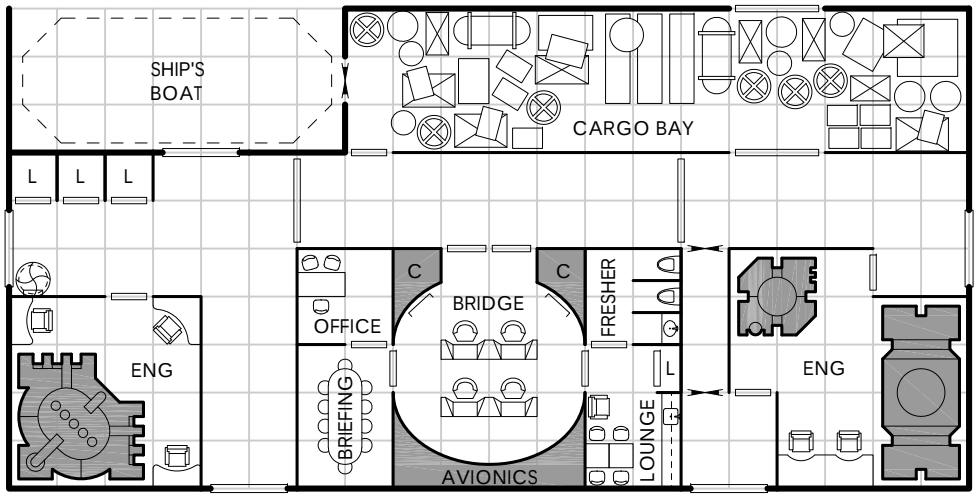
389 Multi-Purpose



Notes:

Multi-Purpose 390

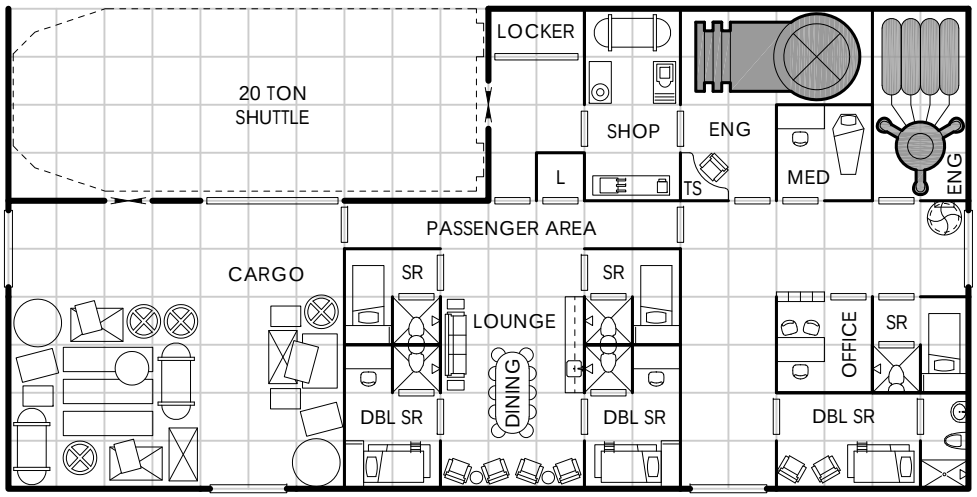


Notes:

AIR/RAFT

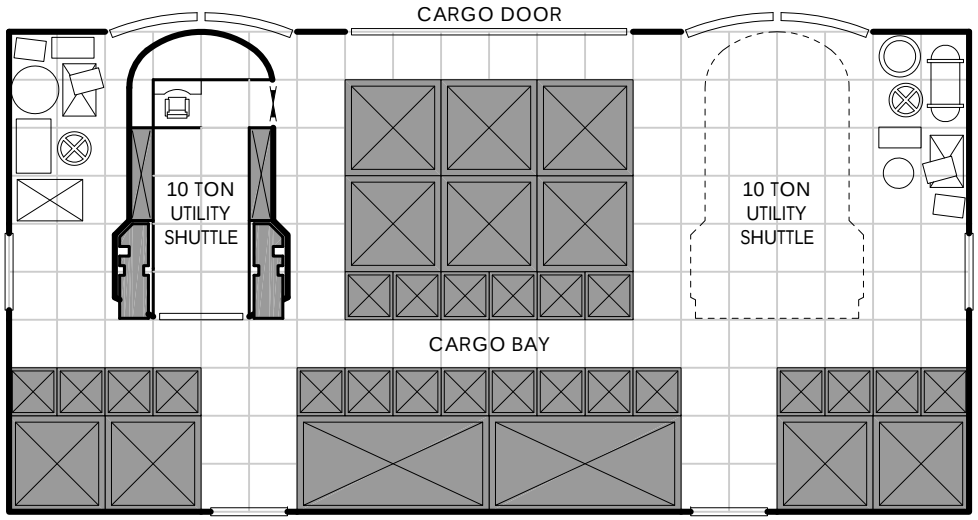
DROP CAPSULE

391 Multi-Purpose



Notes:

Cargo Bay 392



Notes:

10'x20' CARGO CONTAINER

10'x10' CARGO CONTAINER

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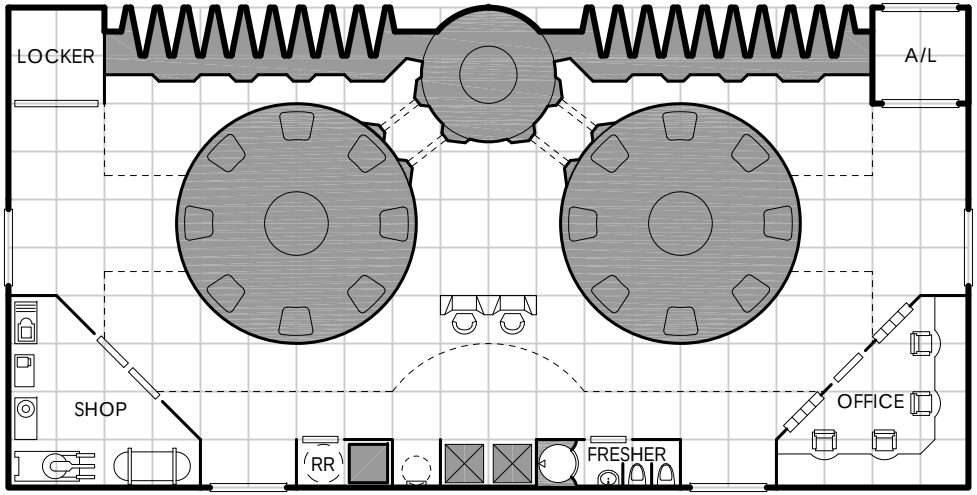
393 Engineering - Lower

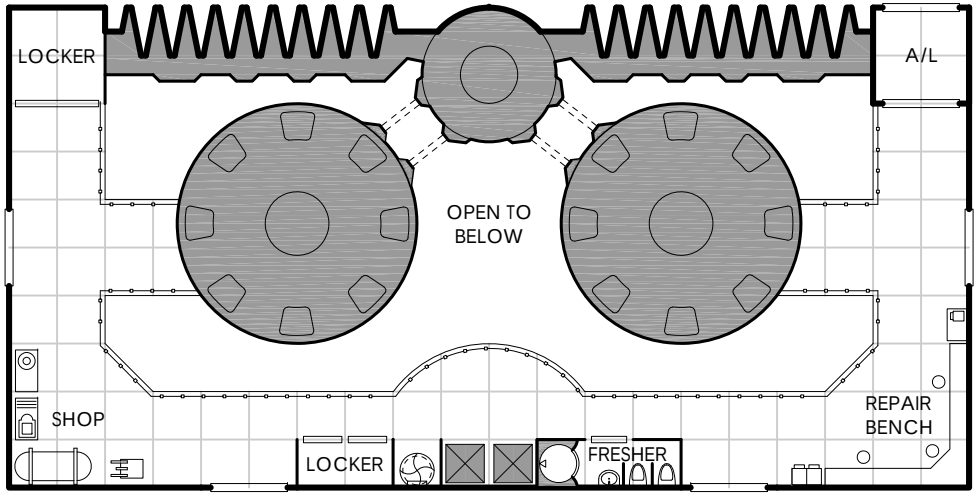


Notes:

- 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.

REPAIR ROBOT ALCOVE

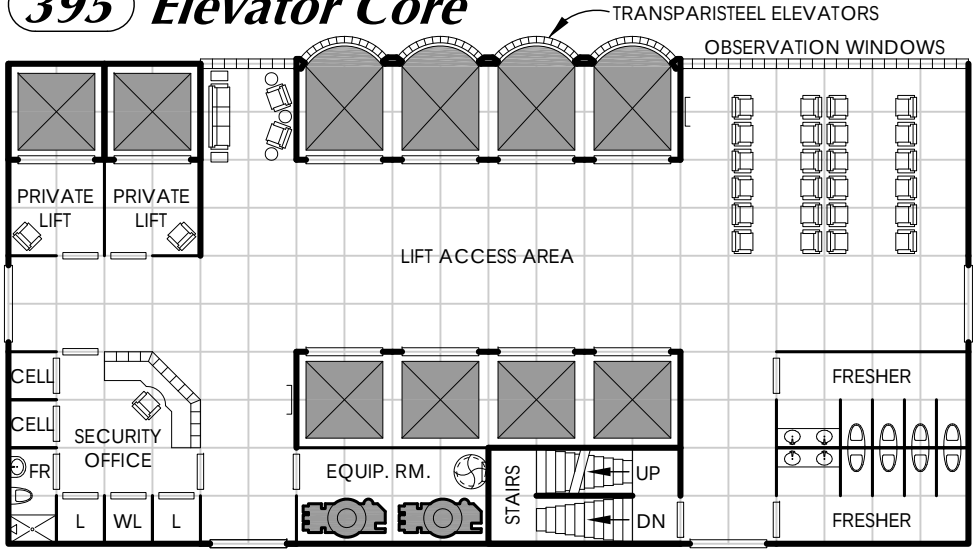
Engineering - Upper 394



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.

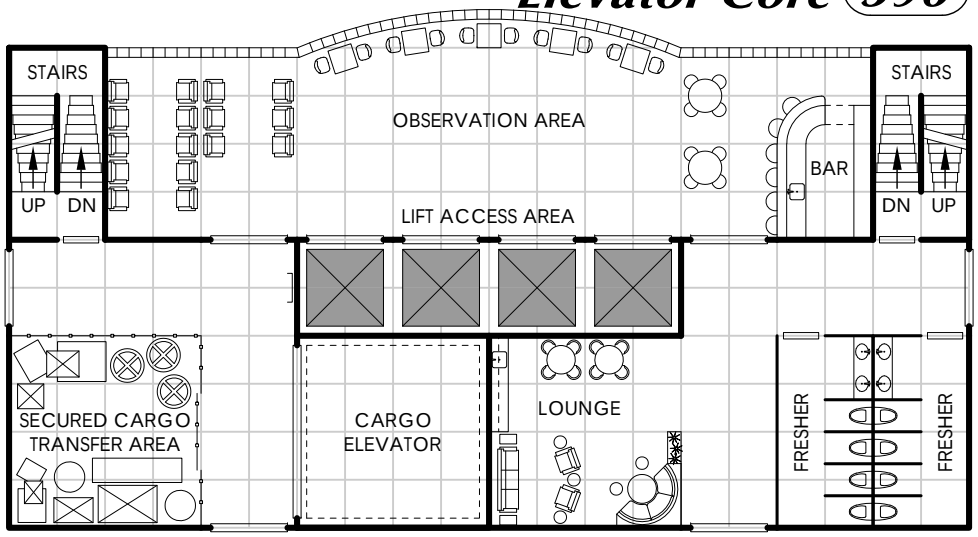
395 Elevator Core



Notes:

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

Elevator Core 396



Notes:

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

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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 12), arrange 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.

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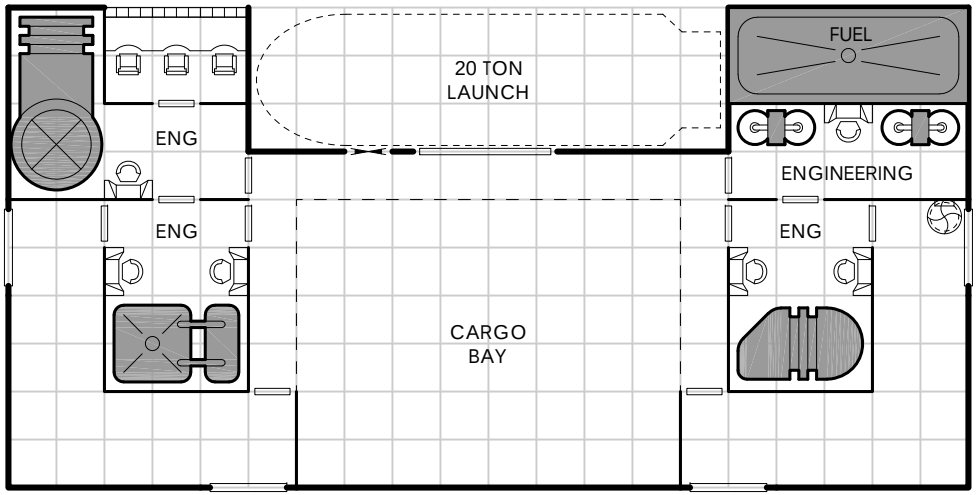
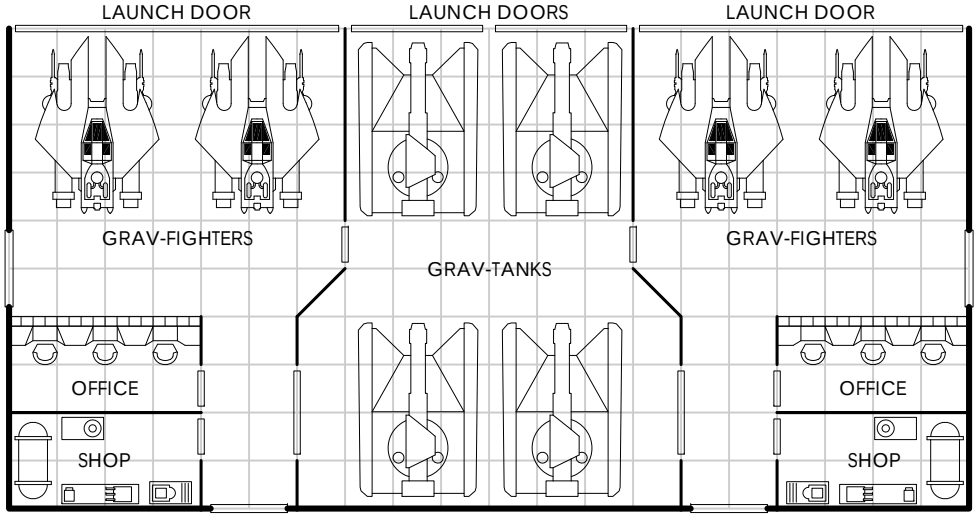
397 Cargo Bay - 20 Ton Launch



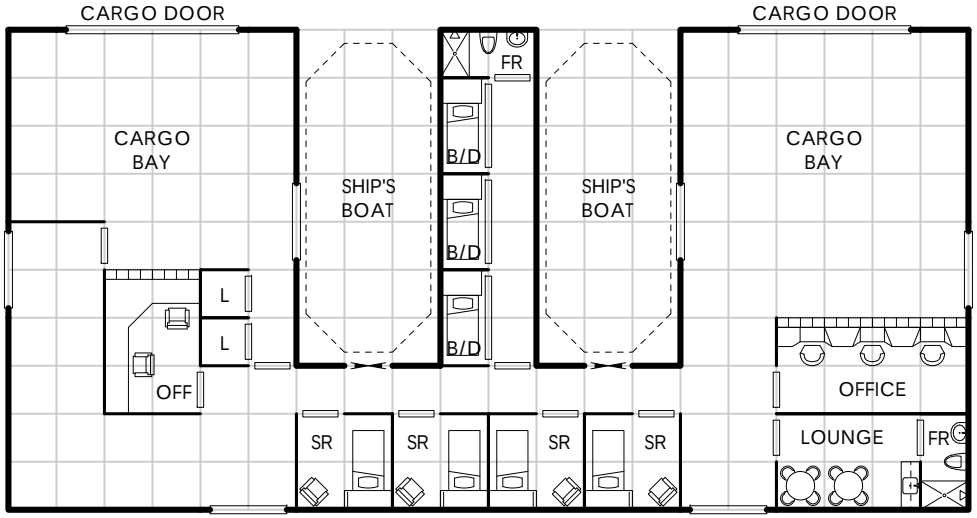
Notes:

Vehicle Bay 398



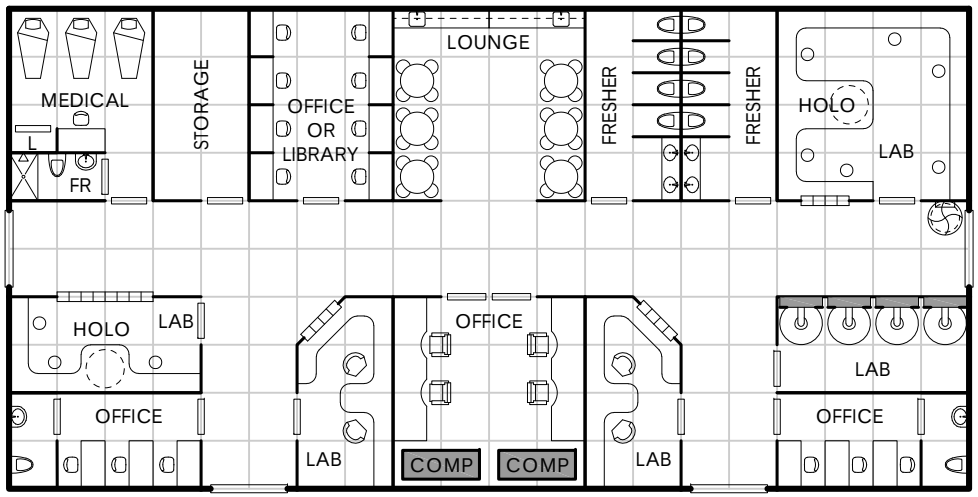
Notes:

399 Cargo Bay - Ship's Boat



Notes:

Labs - Offices 400



Notes:

B/D MINI-STATEROOM (BED OVER DESK)

STASIS TUBE

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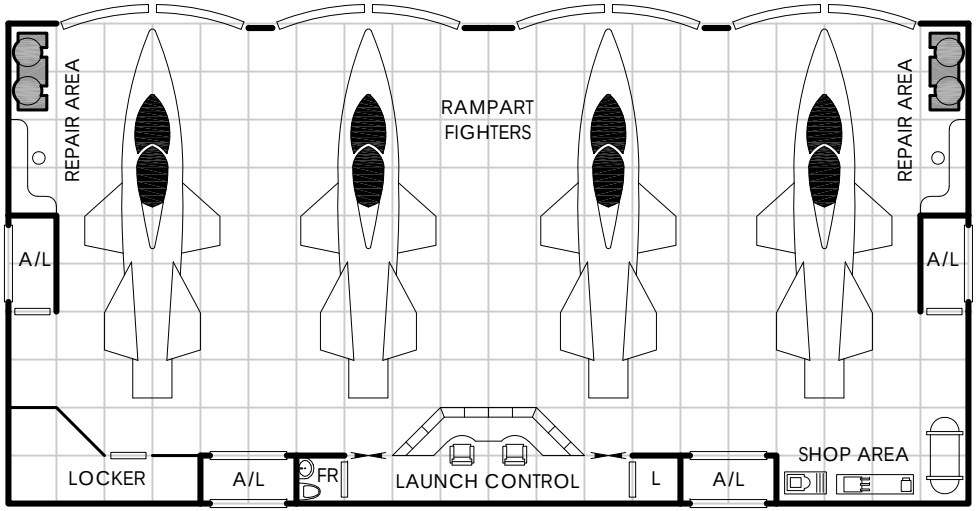
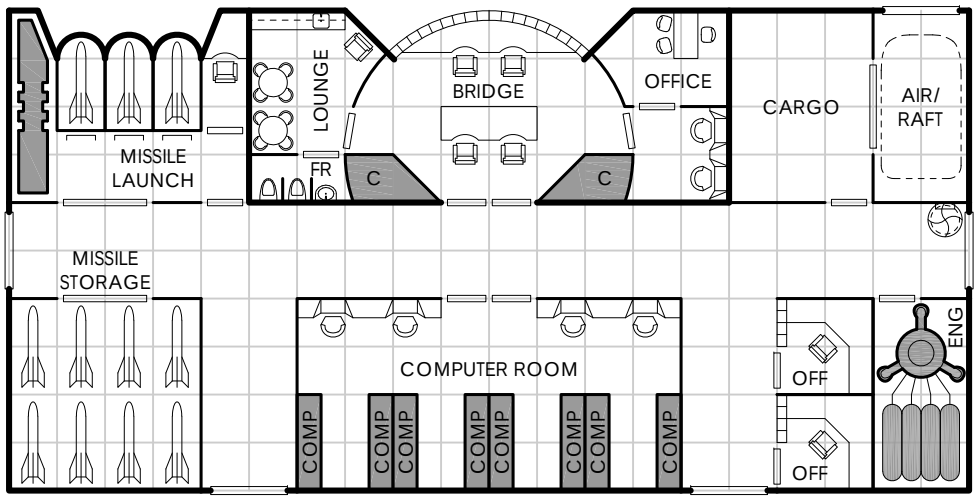
401 Fighter Hangar



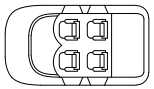
Notes:

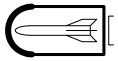
- Rampart fighters are detailed in GDW's *Azhanti High Lightning*.

Multi-Purpose 402

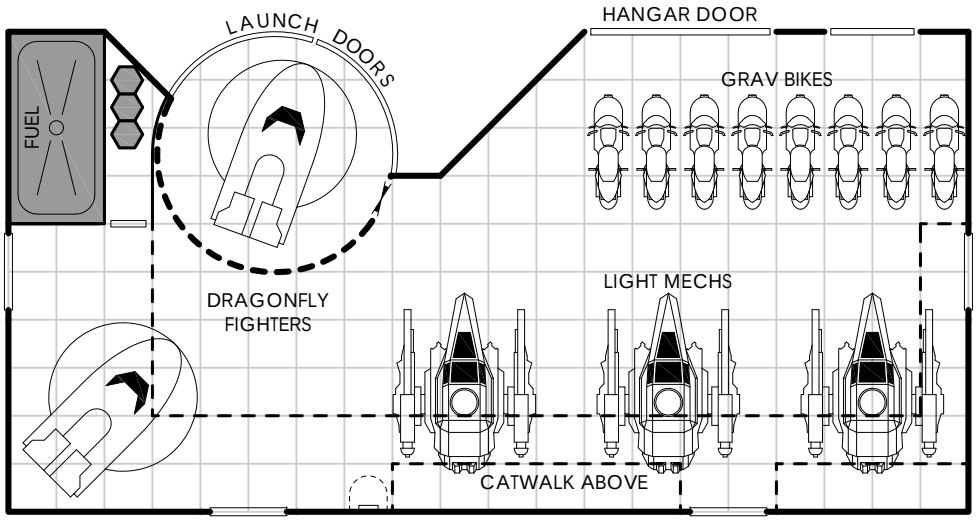


Notes:


AIR/RAFT


MISSILE LAUNCH TUBE

403 Vehicle Bay - Lower

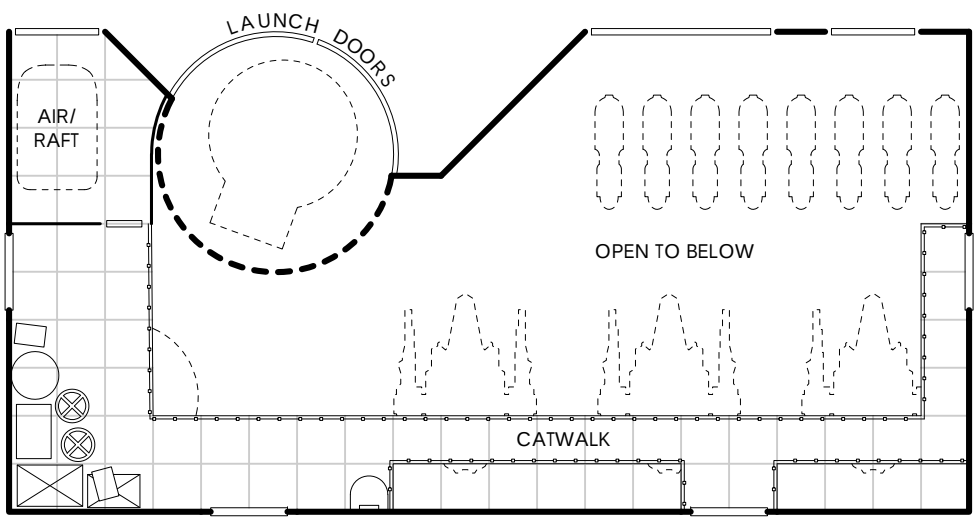


Notes:

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

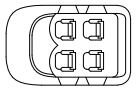
ROTATING WALL

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

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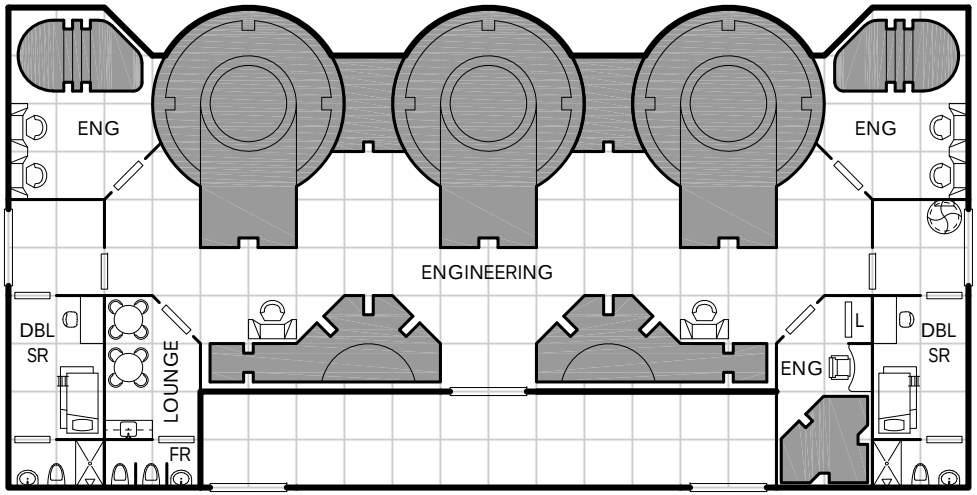
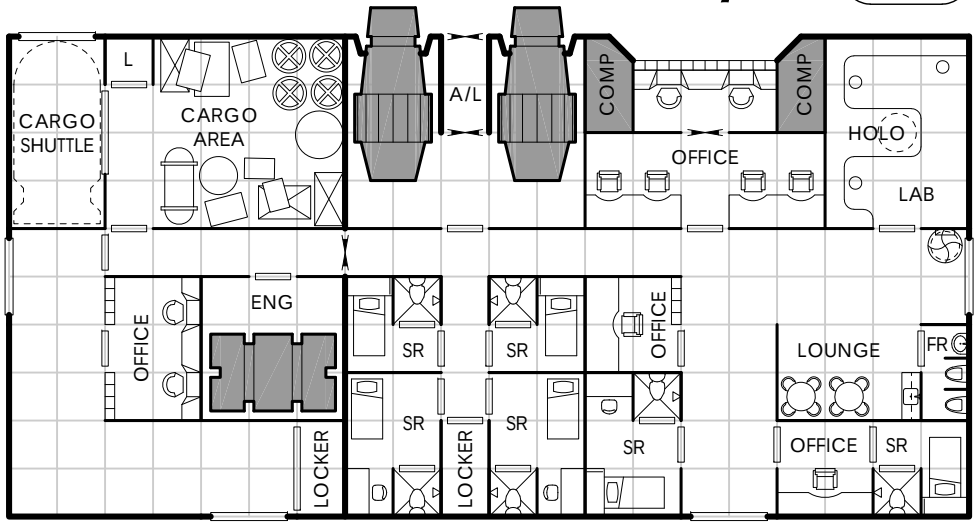
405 Engineering

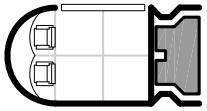


Notes:

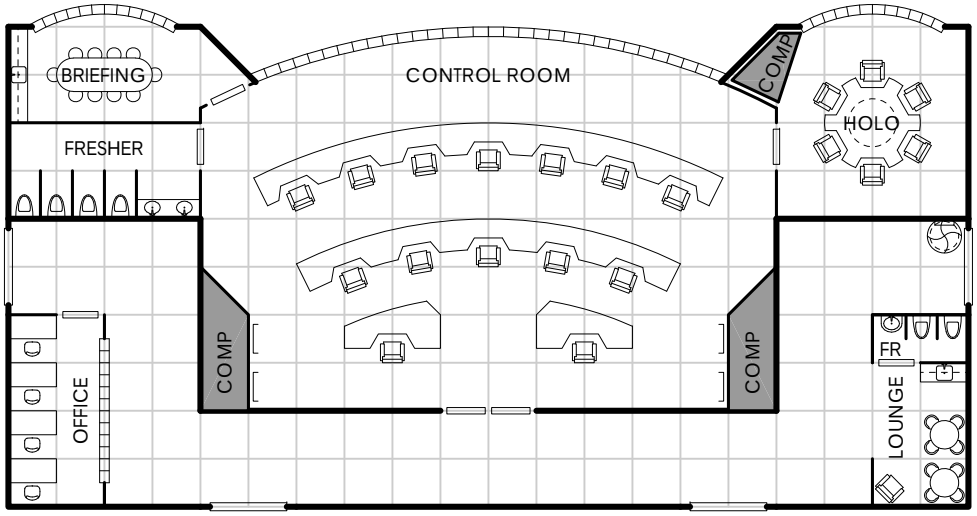
Multi-Purpose 406



Notes:



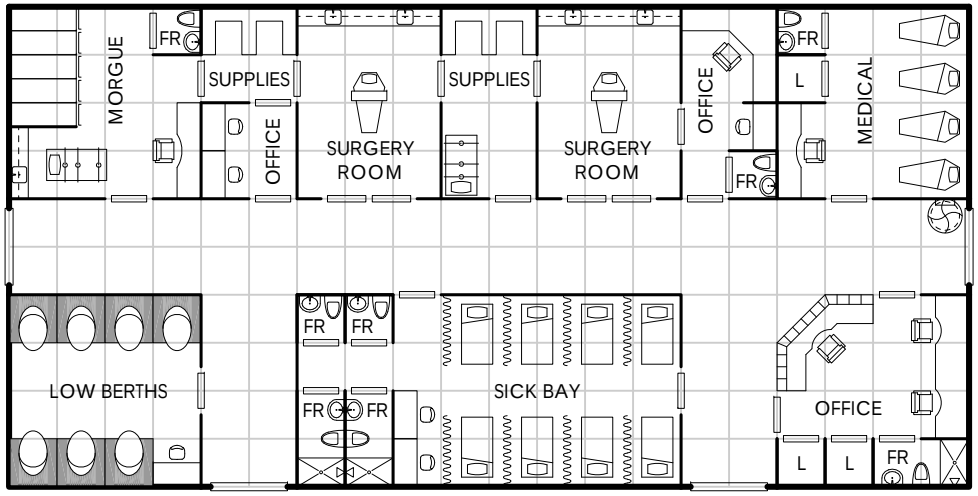
407 Mission Control



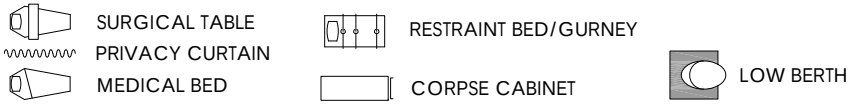
Notes:

- This space is used for observation and coordination of large scale or compex tasks such as space traffic control, fleet operations, or real-time war strategizing. Observation windows also function as computer screens.

Medical Bay 408



Notes:



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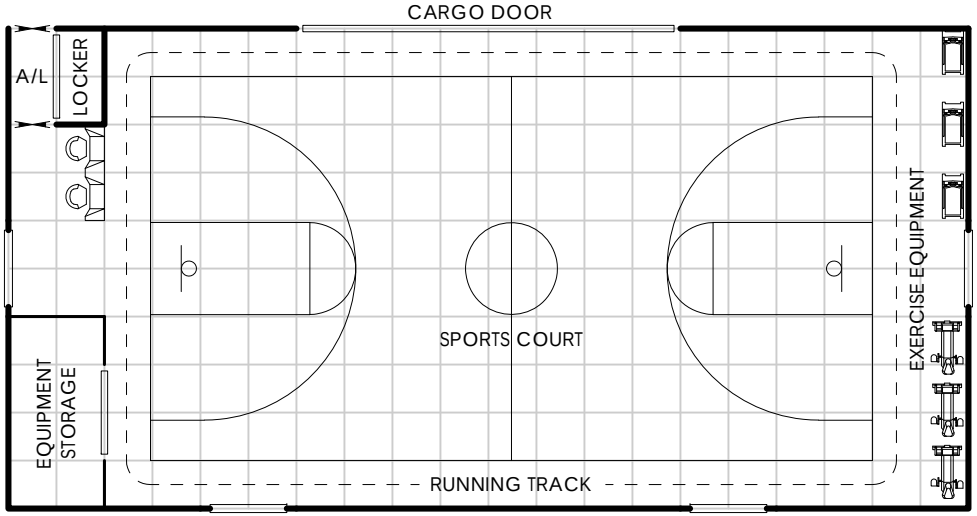
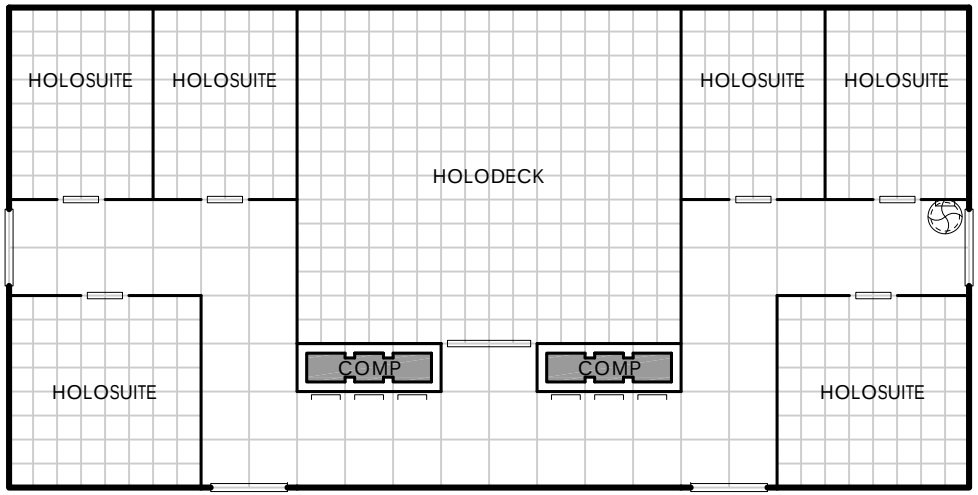
409 Gymnasium



Notes:

- Sports court can be changed a variety of layouts (basketball, marshal arts dojo, raquetball, etc.). When extra cargo space is needed, sports equipment is put into storage.

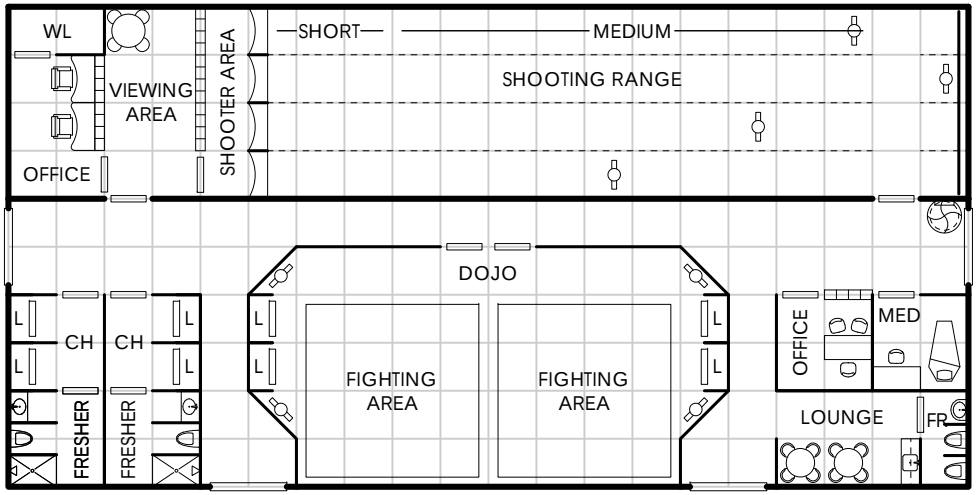
Holodeck 410



Notes:

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

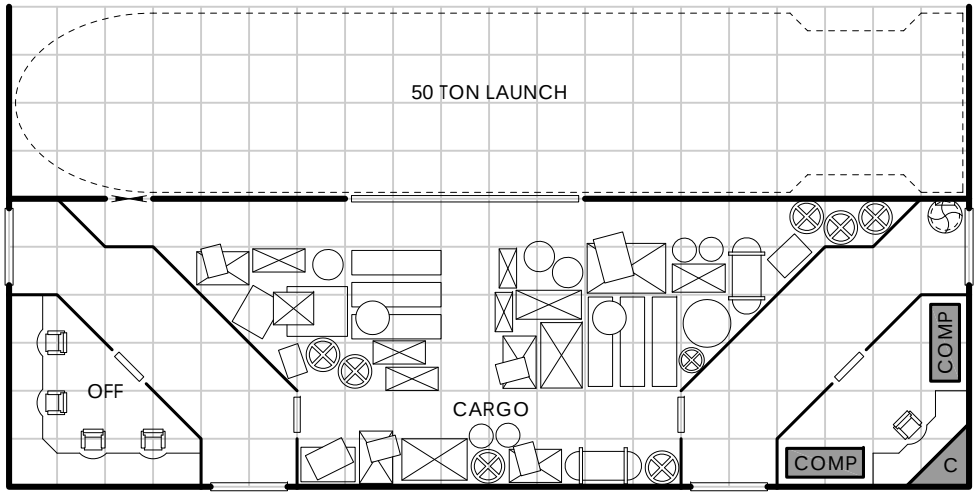
411 Shooting Range / Dojo



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.

Cargo Bay - 50 Ton Launch 412



Notes:

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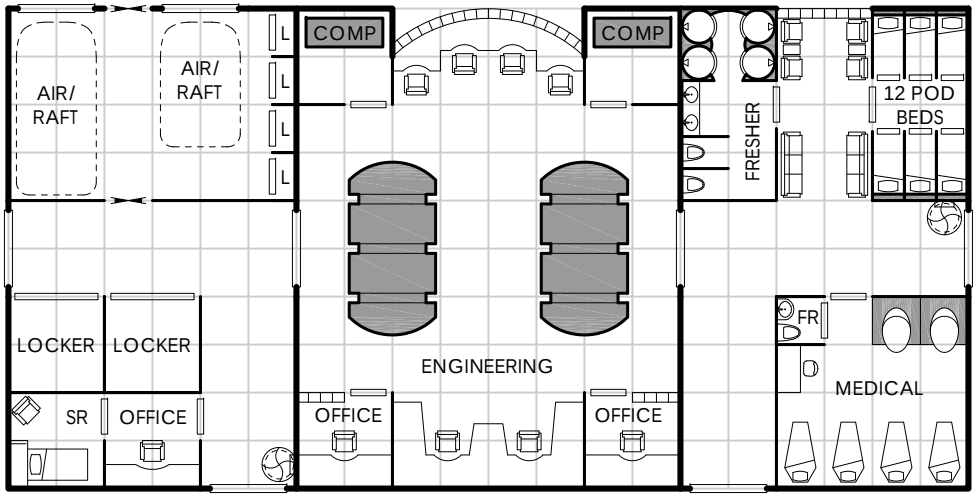
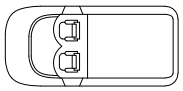
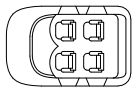
413 Multi-Purpose

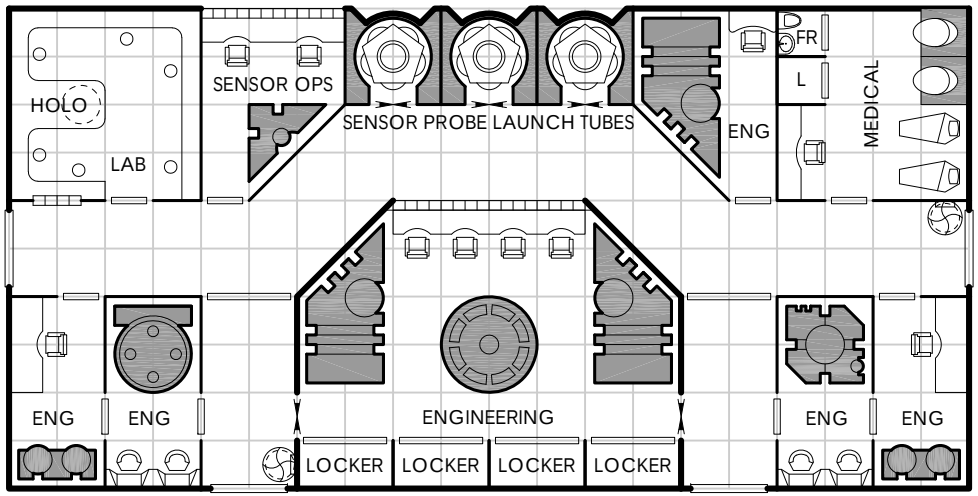


Notes:


CARGO
AIR/RAFT


AIR/RAFT

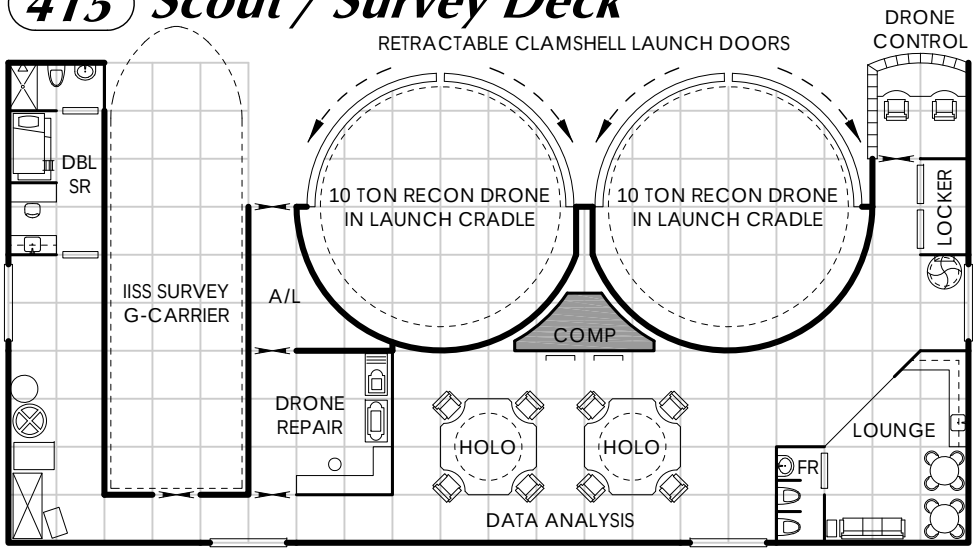
Multi-Purpose 414



Notes:

SENSOR PROBE

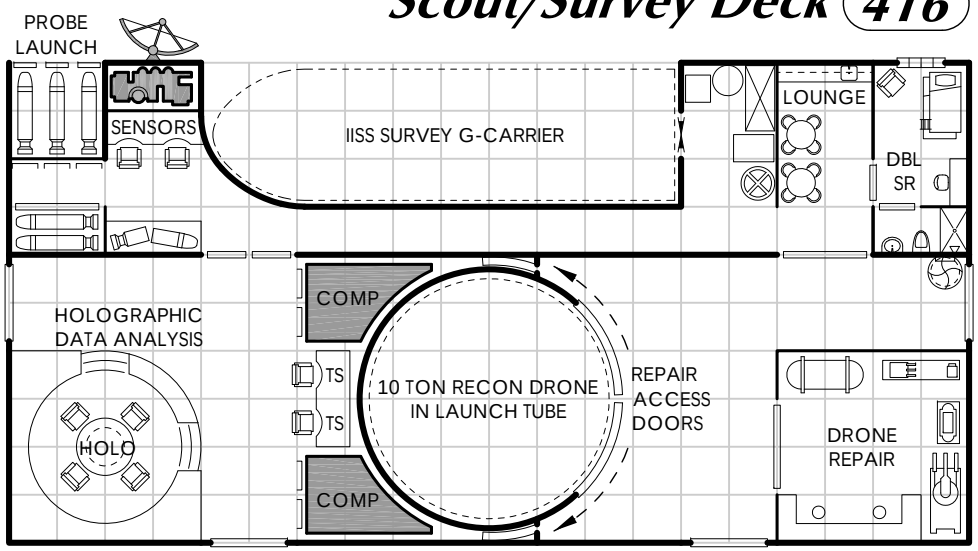
415 Scout / Survey Deck



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.

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.

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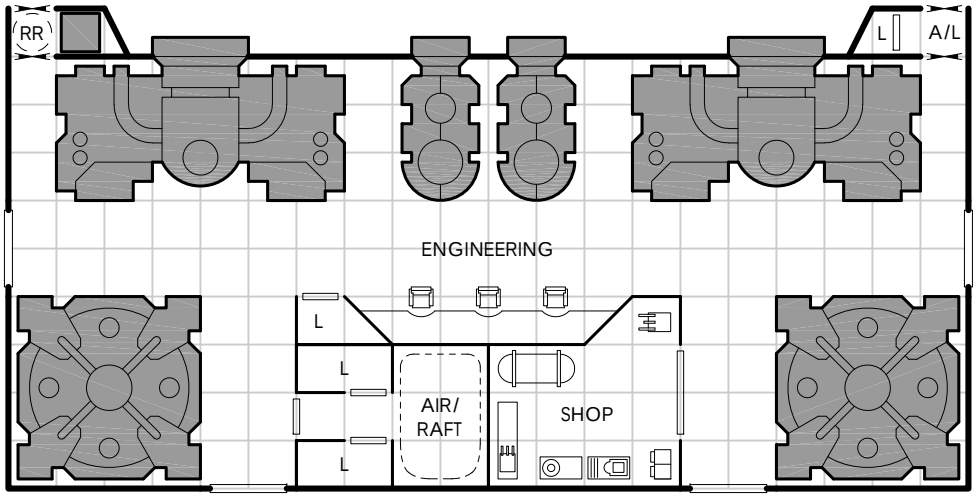
417 Engineering

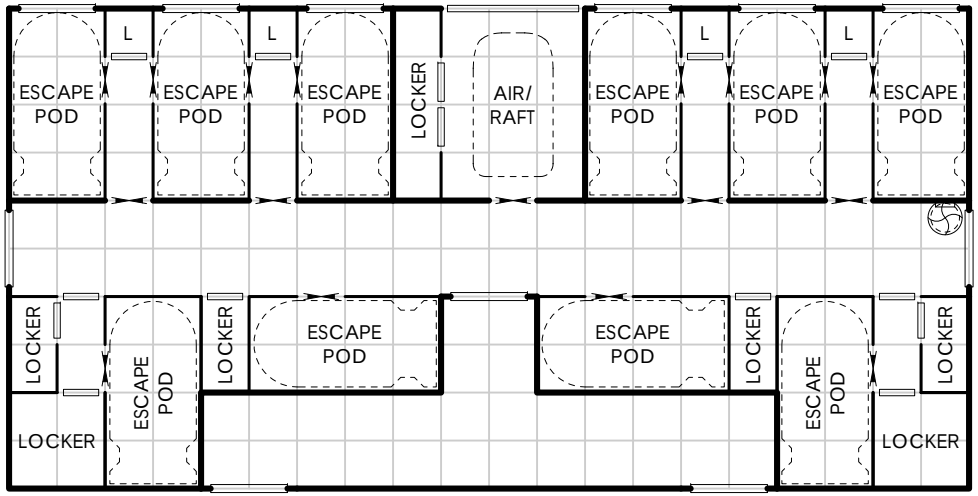


Notes:

SMALL CARGO AIR/RAFT

REPAIR ROBOT ALCOVE

Escape Pod Deck 418



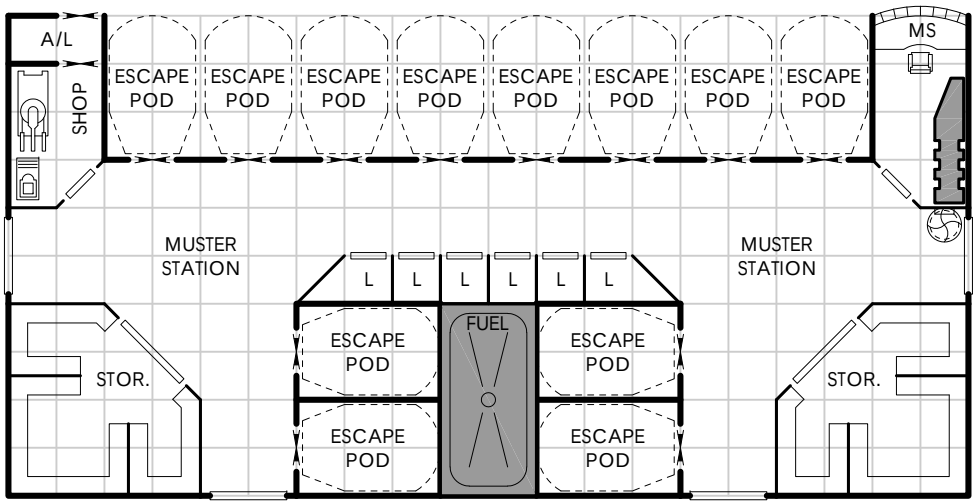
Notes:

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

AIR/RAFT

ESCAPE POD

419 Escape Pod Deck

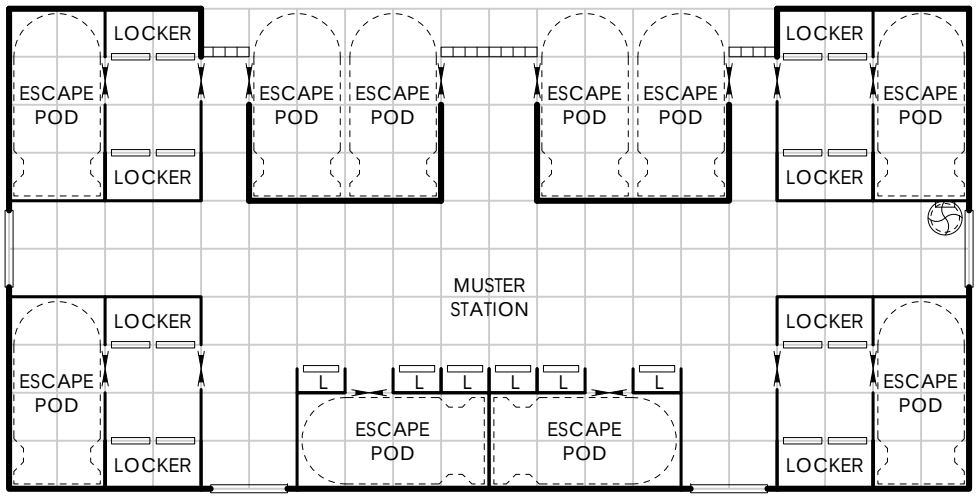


Notes:

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

ESCAPE POD

Escape Pod Deck 420



Notes:

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

ESCAPE POD

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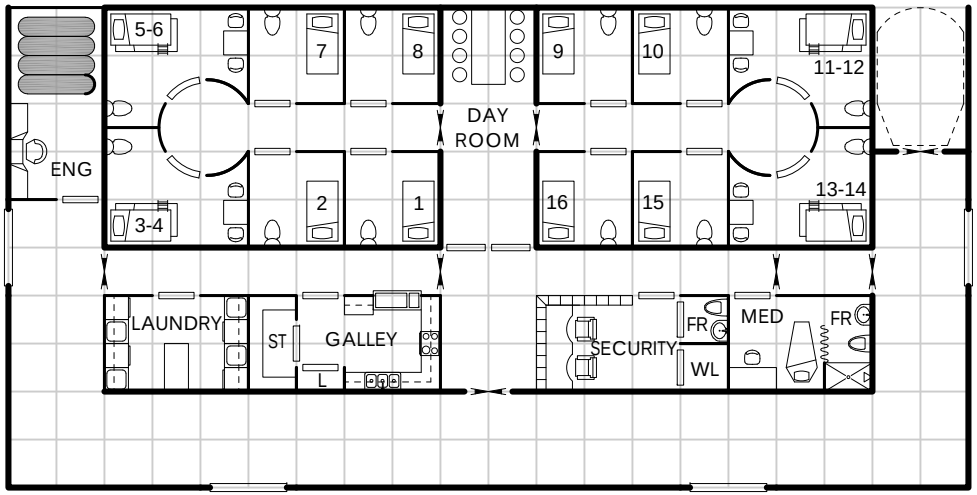
421 Brig / Prison

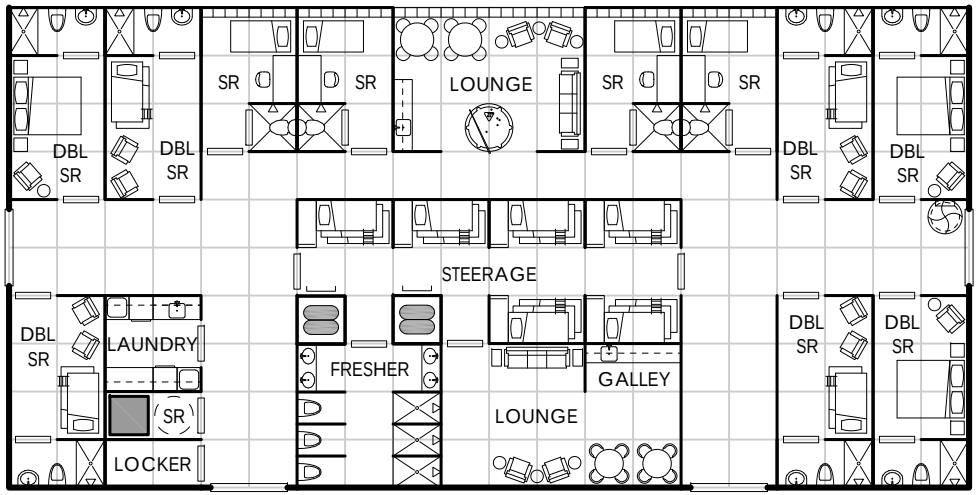


Notes:

LIFE SUPPORT

PRISONER TRANSPORT

Passenger Deck 422



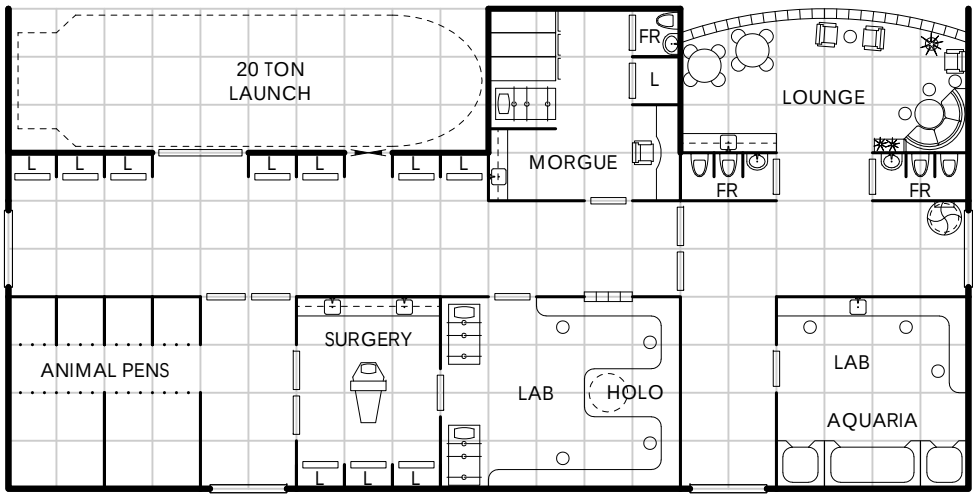
Notes:

STEERAGE TRIPLE BUNKS

LIFE SUPPORT

SR STEWARD ROBOT ALCOVE

423 Medical Research



Notes:

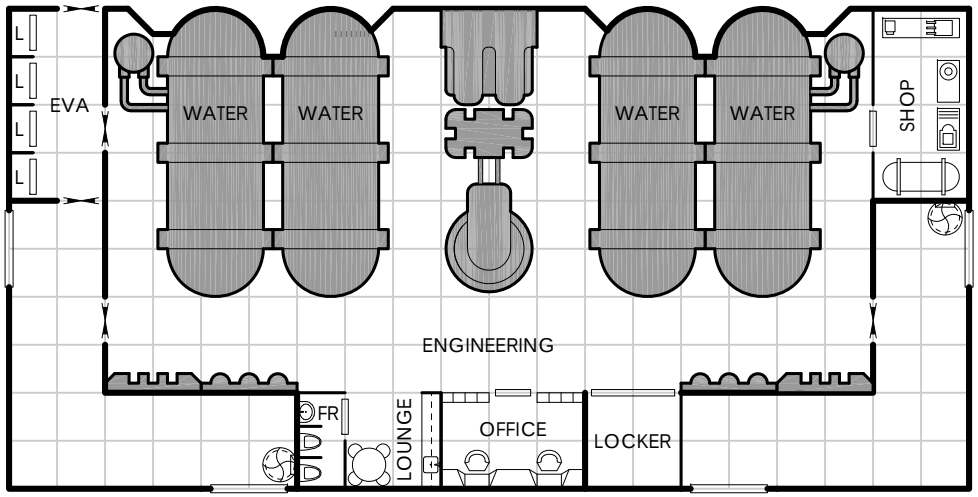
ANIMAL PENS

RESTRAINT BED/GURNEY

CORPSE CABINET

AQUARIUM

Water Storage 424



Notes:

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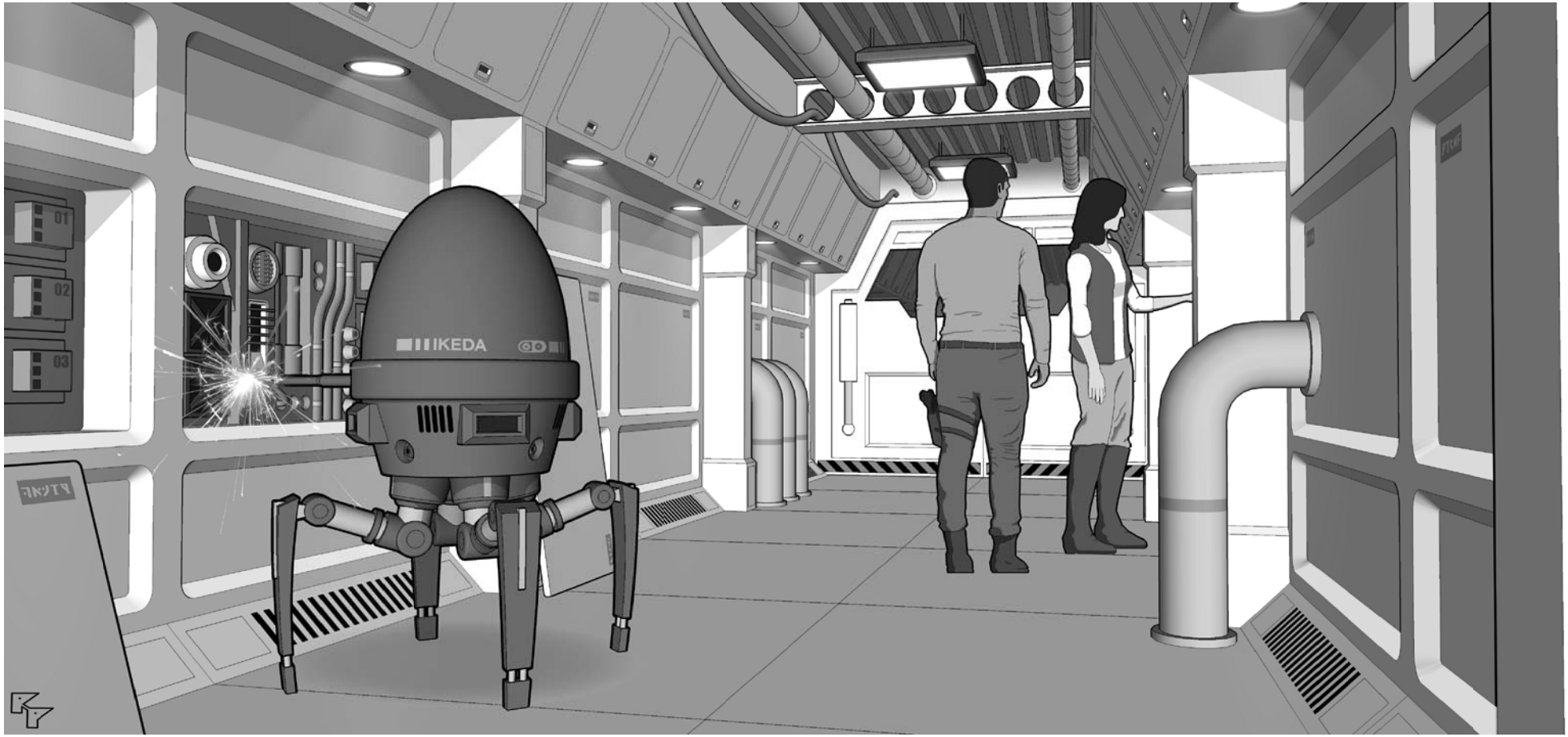
Corridor Maintenance

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 are 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*.

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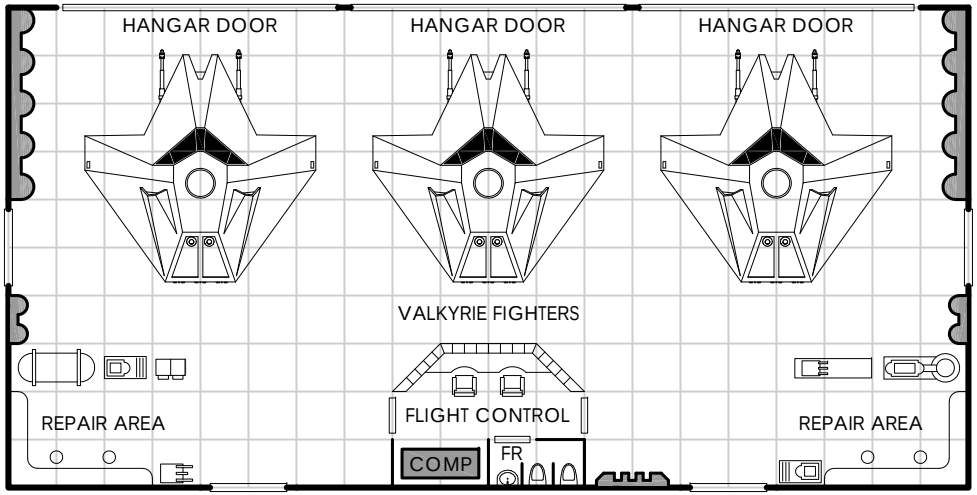
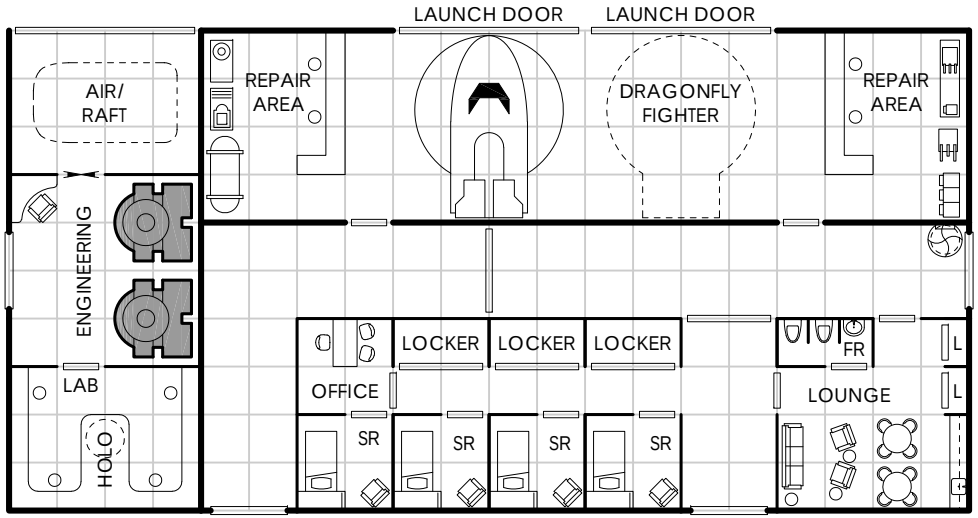
425 Fighter Hangar



Notes:

- Double height ceiling (20').

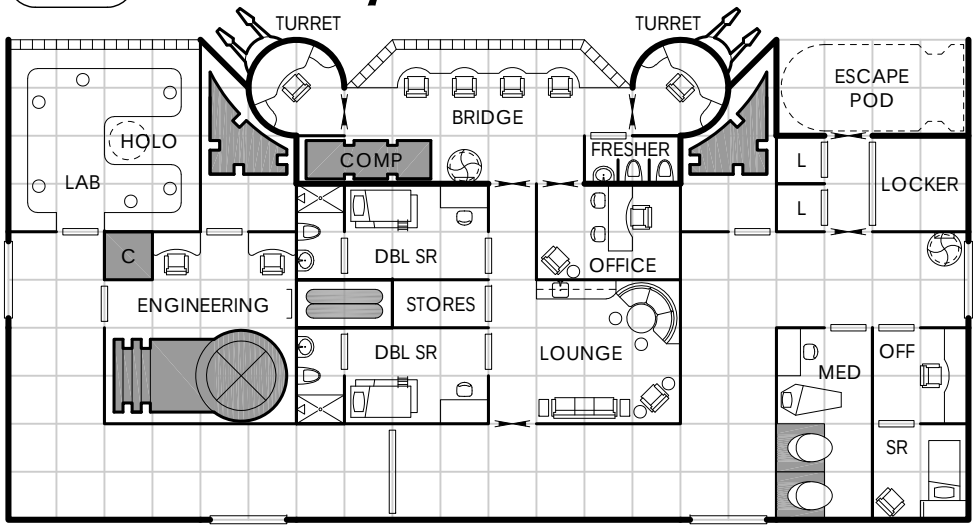
Fighter Hangar / Crew Quarters 426



Notes:

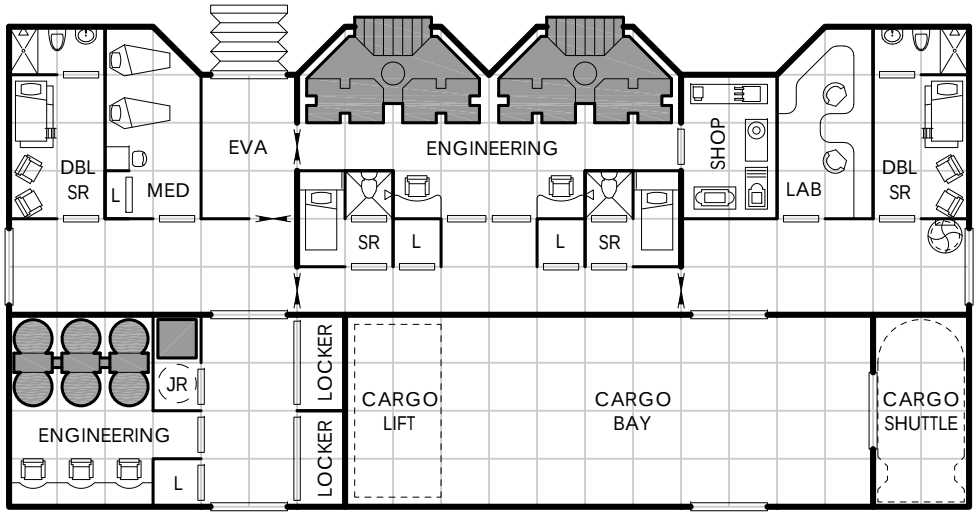
- See FASA's *Adventure Class Ships Vol. 1* for more information about the Dragonfly Fighter.

427 Multi-Purpose

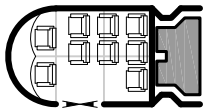


Notes:

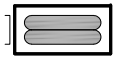
Multi-Purpose 428



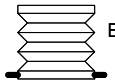
Notes:



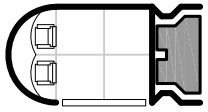
ESCAPE POD



LIFE SUPPORT



EXTENDABLE AIRLOCK



CARGO SHUTTLE

JANITORIAL ROBOT ALCOVE

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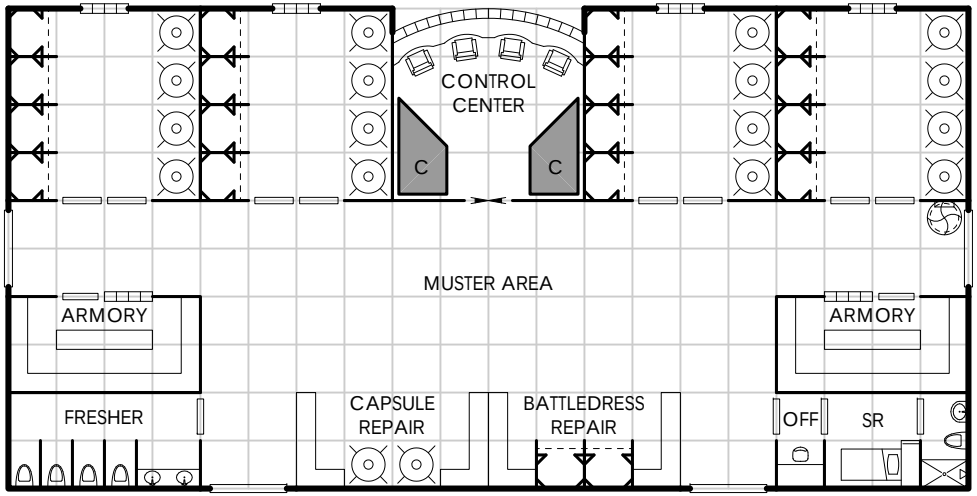
429 Drop Capsule Deck

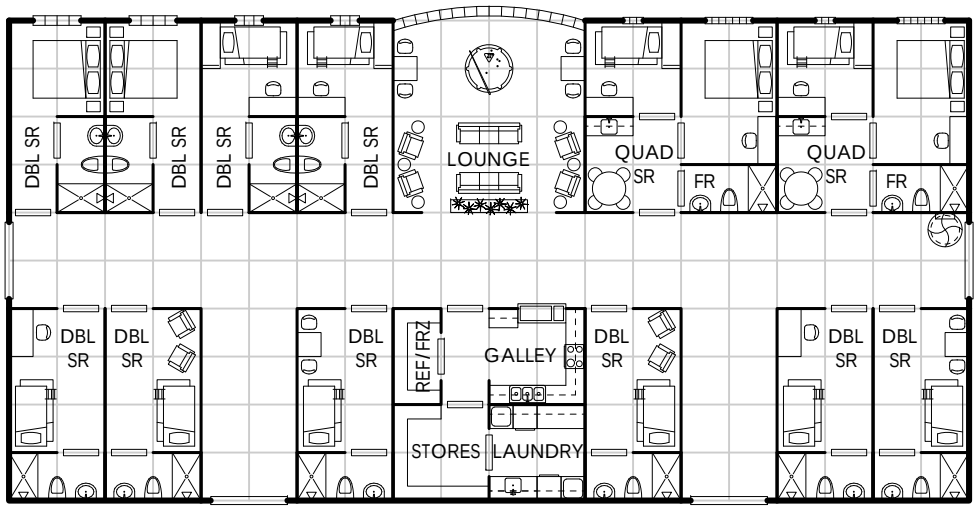


Notes:

BATTLEDRESS SUIT UP RACK

DROP CAPSULE

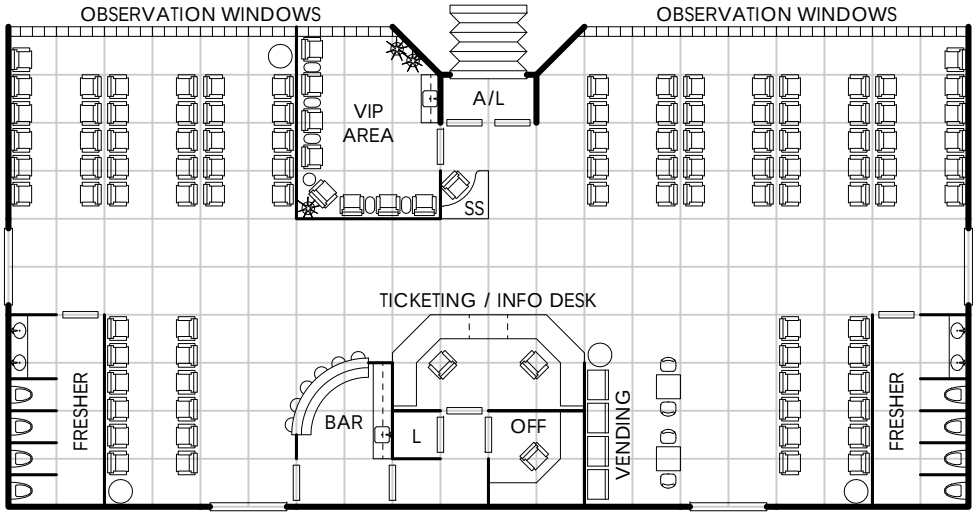
Passenger Deck 430



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.

431 Passenger Gate / Concourse

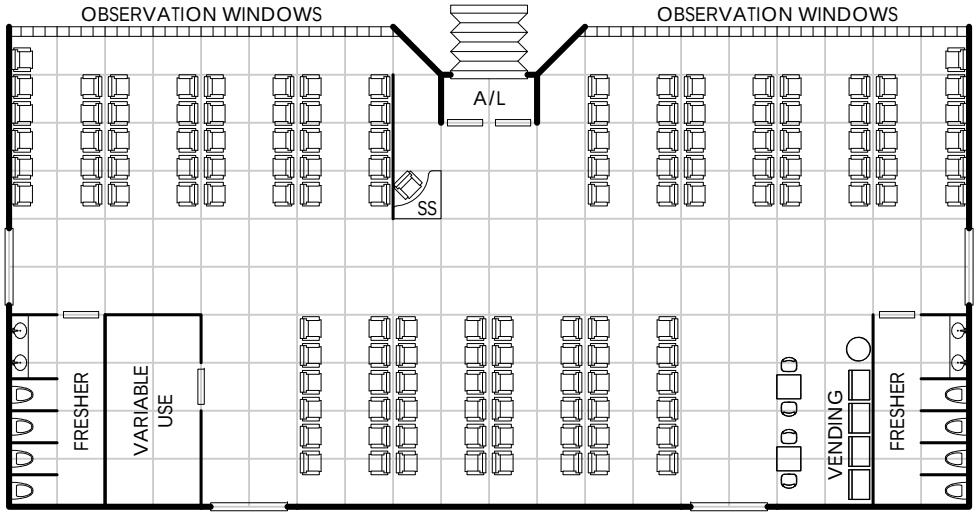


Notes:

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

EXTENDABLE AIRLOCK

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.

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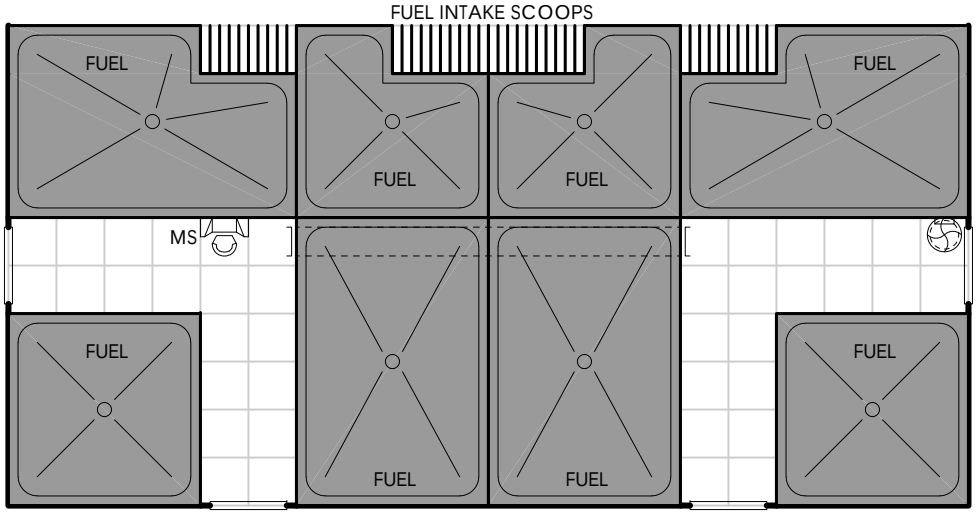
433 Fuel Deck

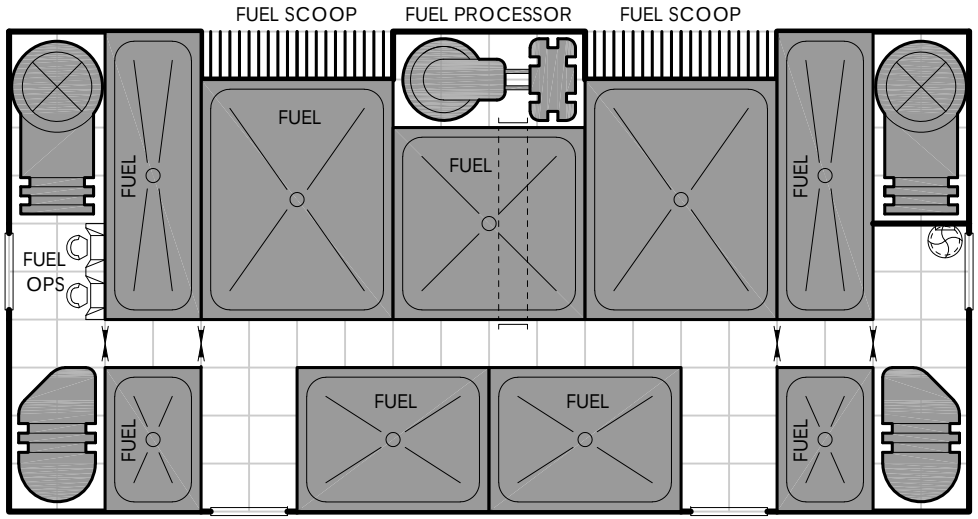


Notes:

MS MONITORING STATION

ACCESS CRAWLWAY

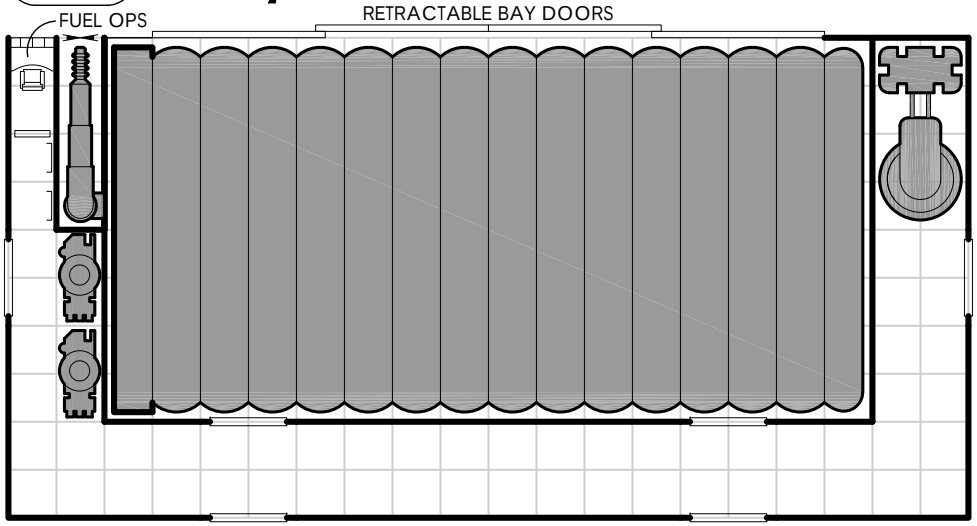
Fuel Deck 434



Notes:

ACCESS CRAWLWAY

435 Collapsible Fuel Tank - Full



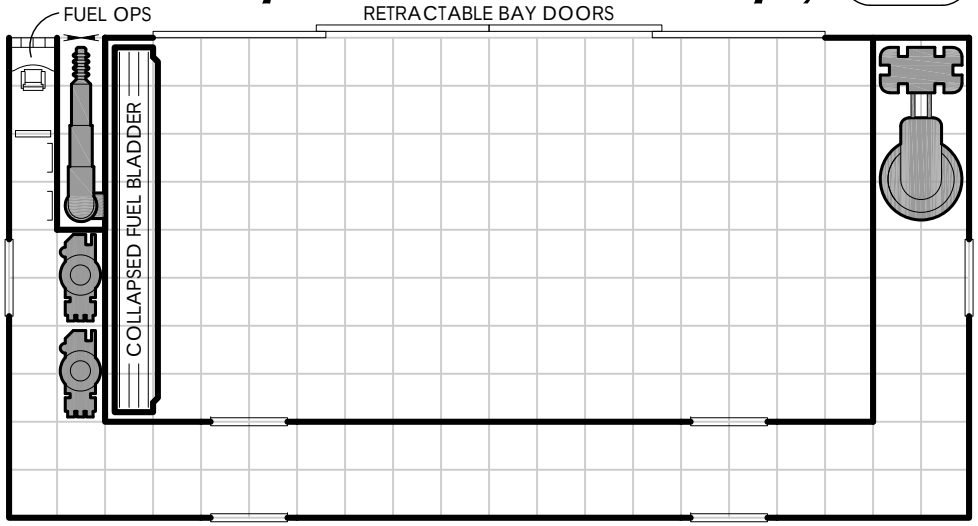
Notes:

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

RETRACTABLE FUEL TRANSFER ARM

FUEL PUMP

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.

RETRACTABLE FUEL TRANSFER ARM

FUEL PUMP

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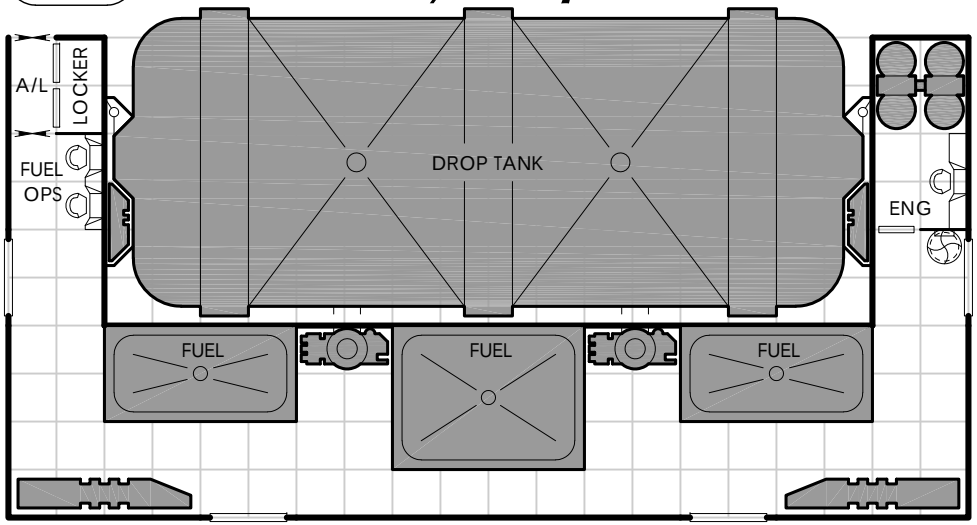
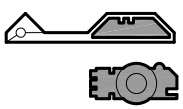
437 Fuel Deck w/ Drop Tank

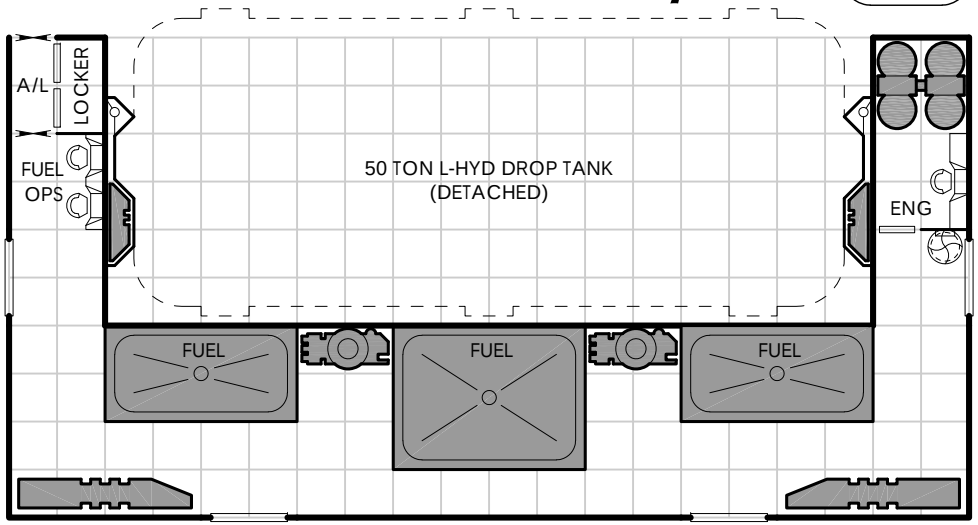


Notes:

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

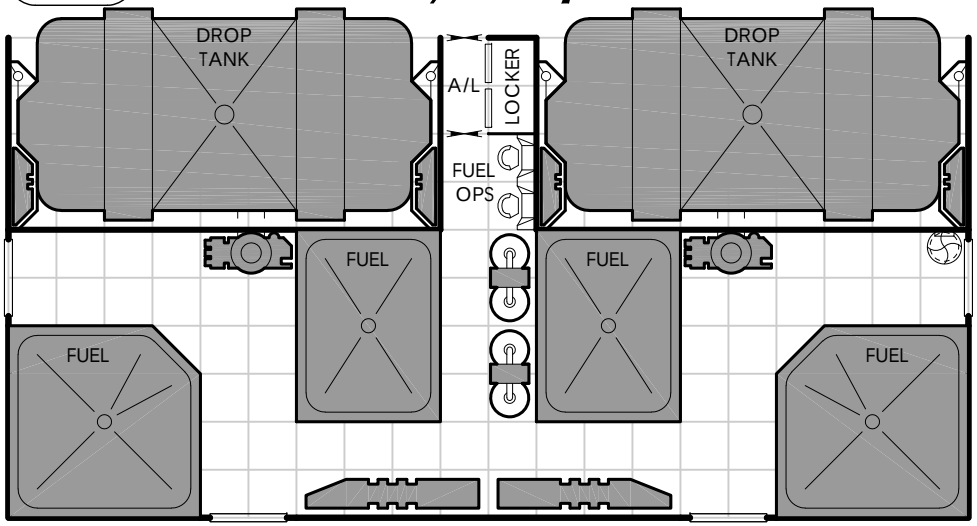


Fuel Deck - Detached Drop Tank 438



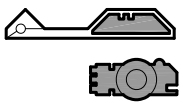
Notes:

439 Fuel Deck w/ Drop Tanks

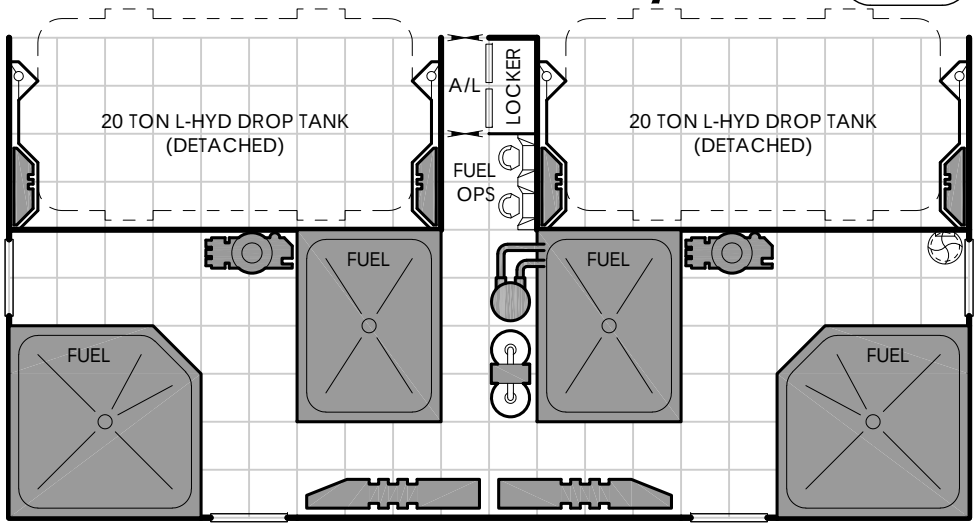


Notes:

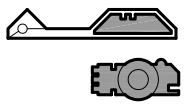
- Two 20 dton detachable drop tanks shown.
- Tanks can be detached from Fuel Ops or the bridge.



Fuel Deck - Detached Drop Tanks 440



Notes:



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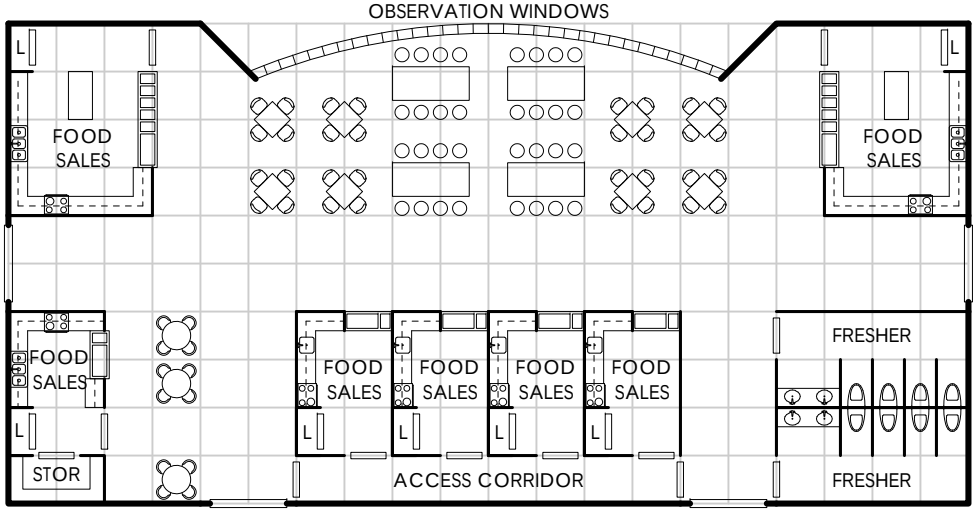
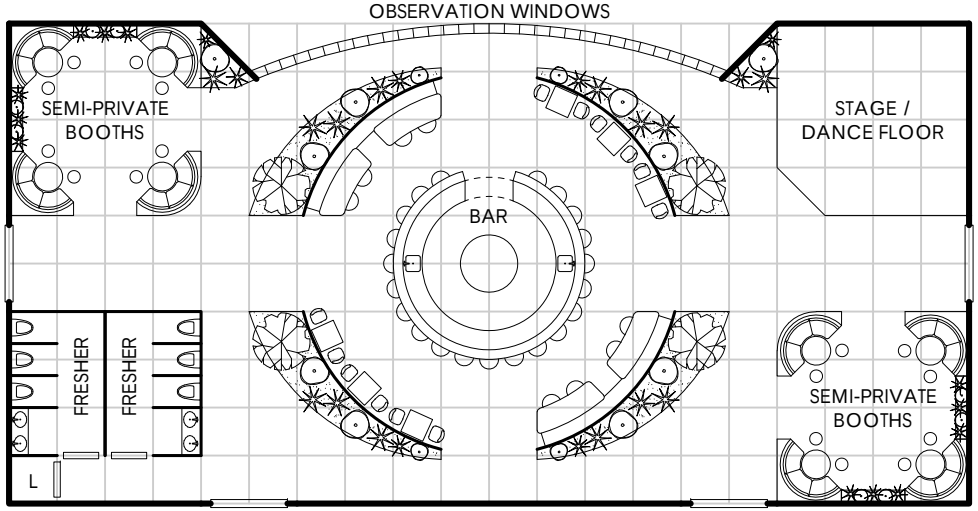
441 Promenade - Food Court



Notes:

- Promenade areas are primarily used only for space stations and the largest starships.

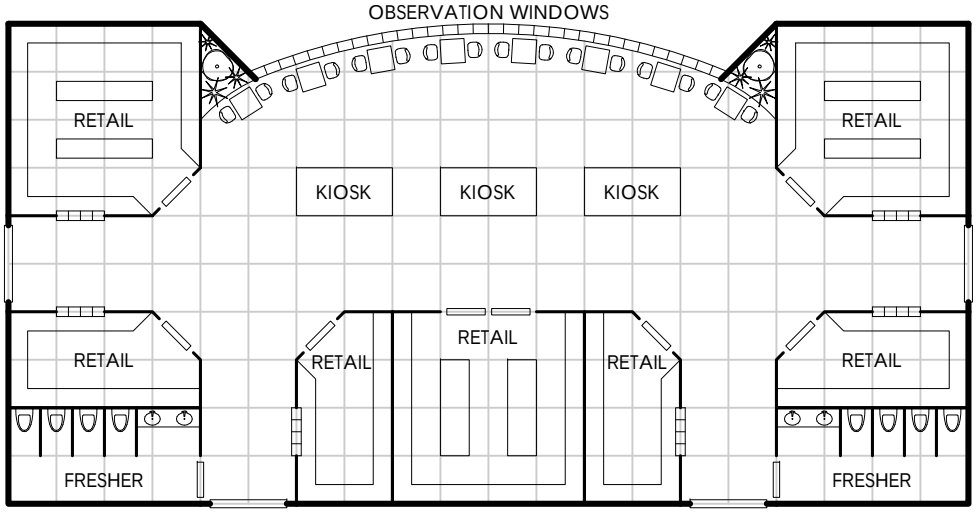
Promenade - Bar 442



Notes:

- Promenade areas are primarily used only for space stations and the largest starships.

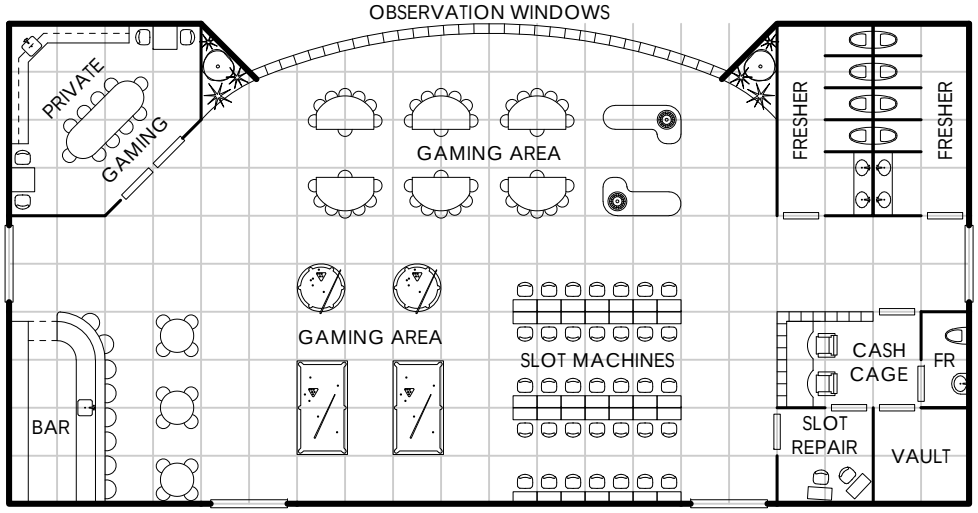
443 Promenade - Retail



Notes:

- Promenade areas are primarily used only for space stations and the largest starships.

Promenade - Casino 444



Notes:

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

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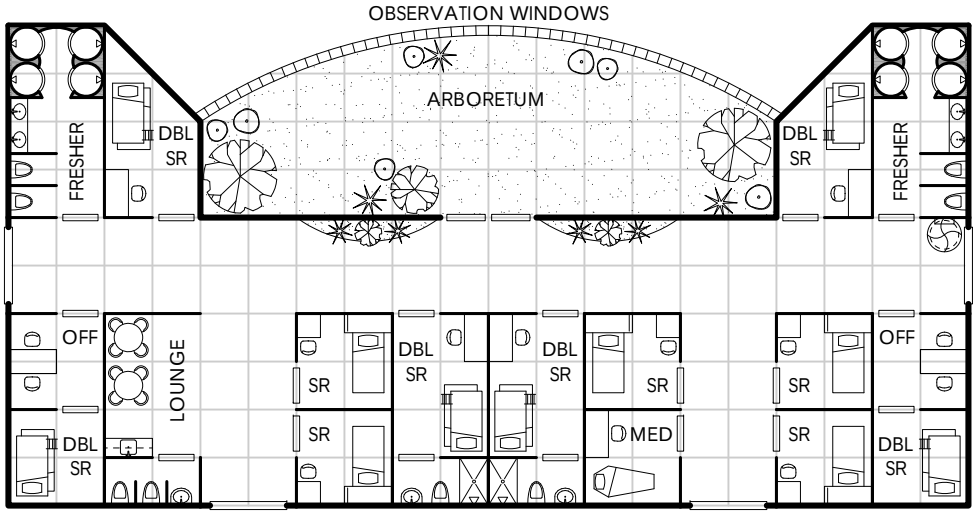
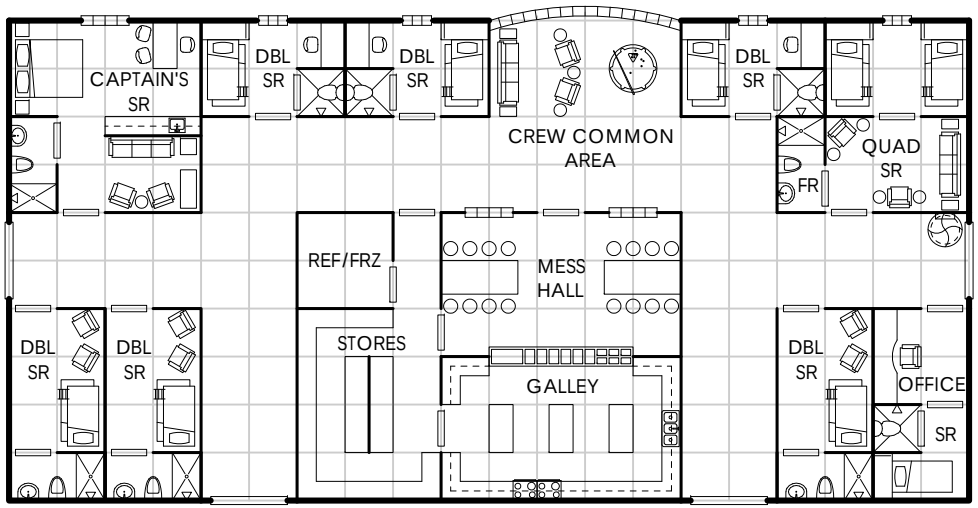
445 Crew Quarters / Arboretum



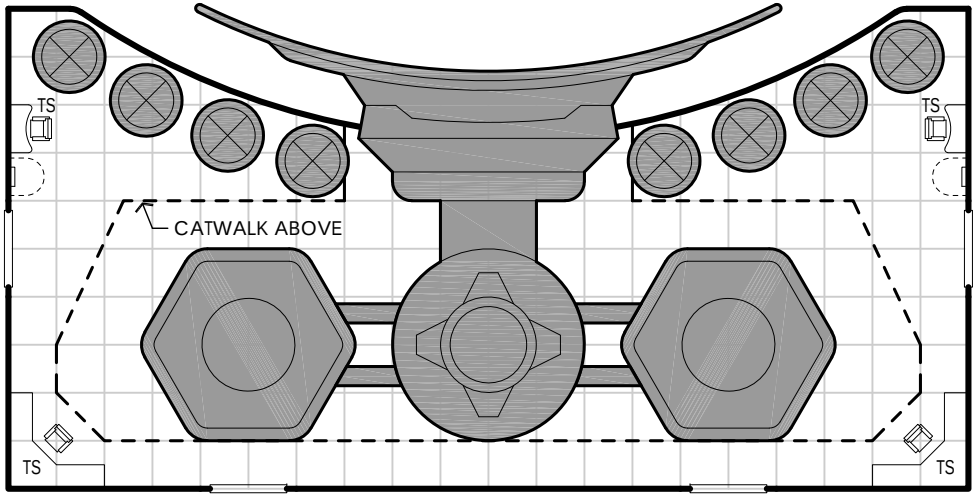
Notes:

Crew Quarters/Mess Hall 446



Notes:

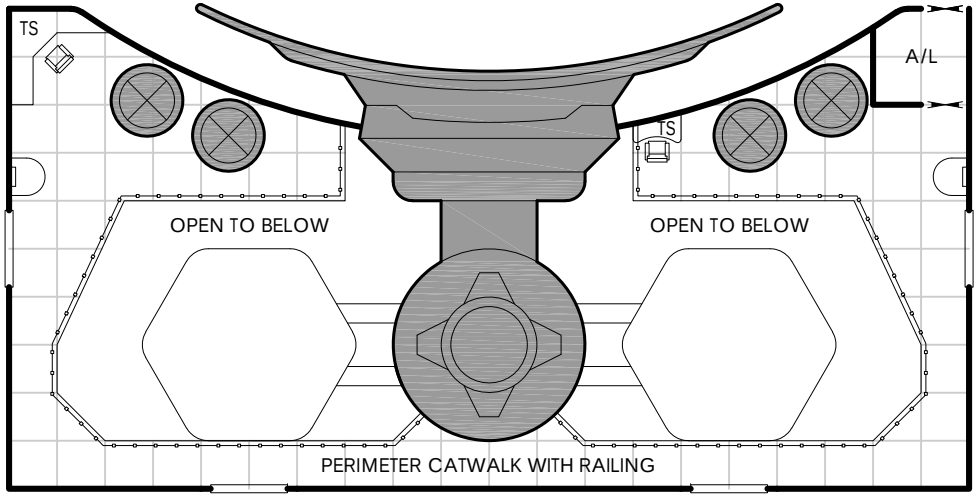
447 Communications Dish - Lower



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.

TS TECHNICAL STATION

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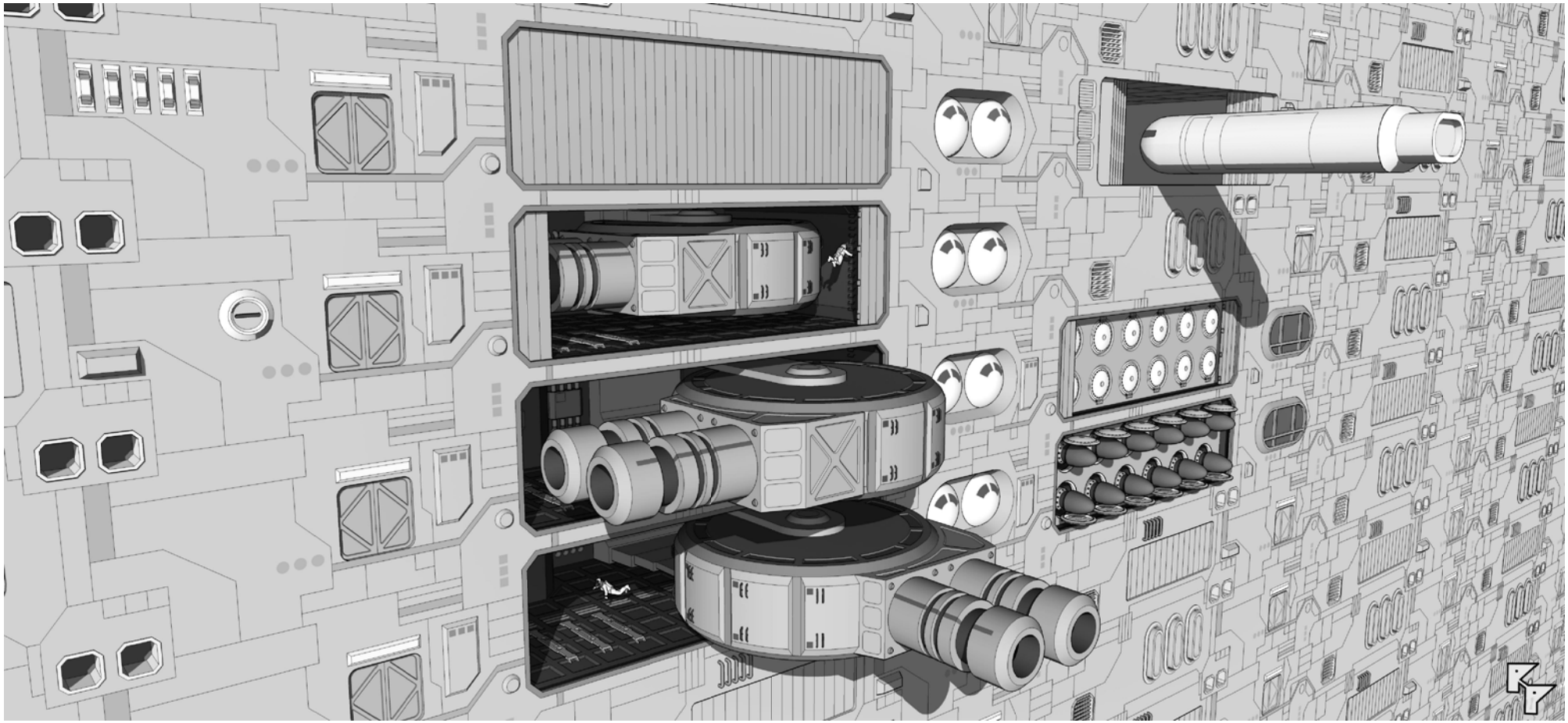
Bay Weapons

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, so 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.

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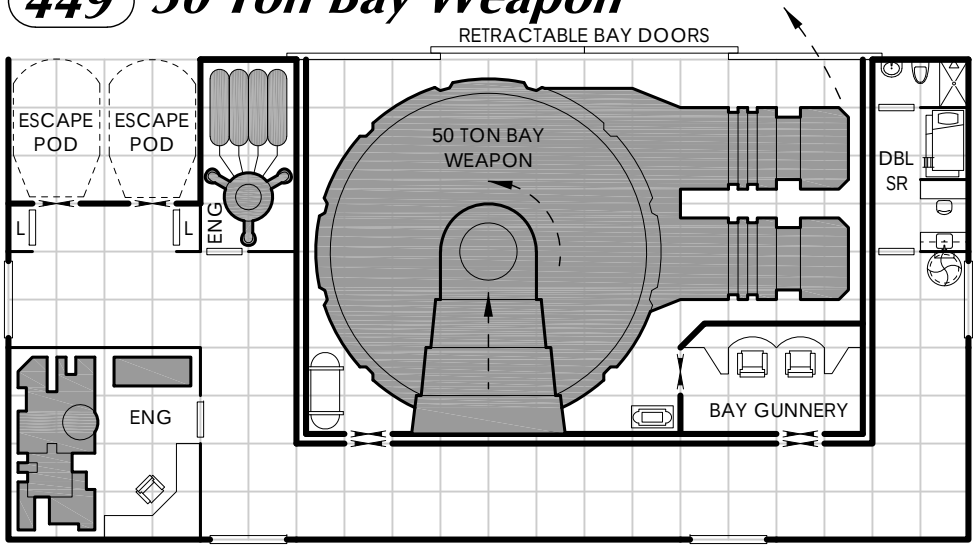
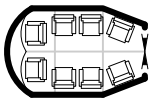
449 50 Ton Bay Weapon

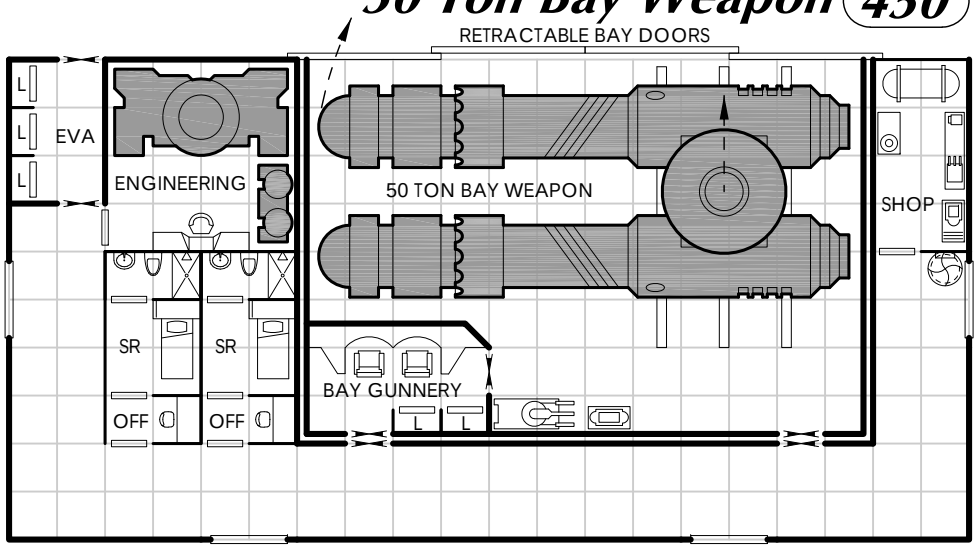


Notes:

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



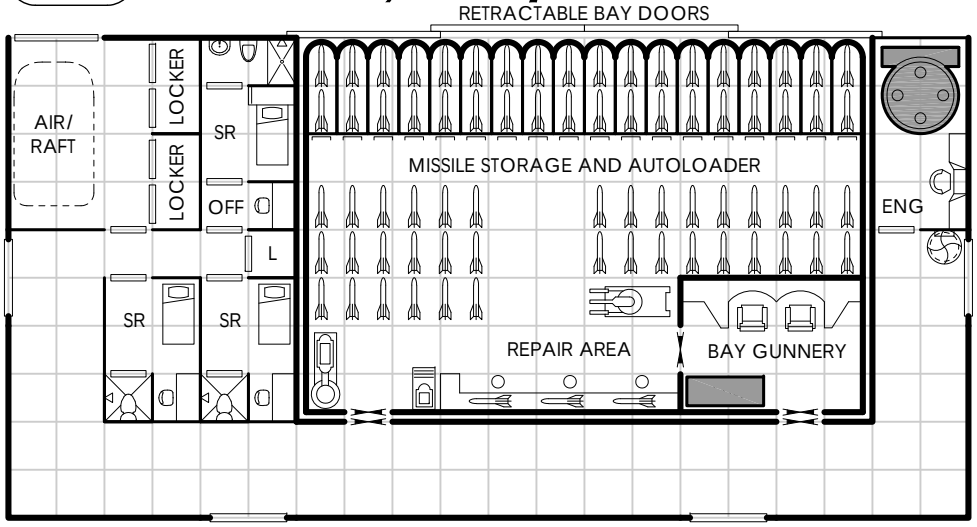
450 50 Ton Bay Weapon



Notes:

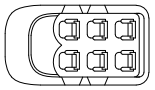
- Referee to determine weapon type.
- After bay doors retract, the weapon extends beyond the hull and rotates into firing position.

451 50 Ton Bay Weapon-Missiles

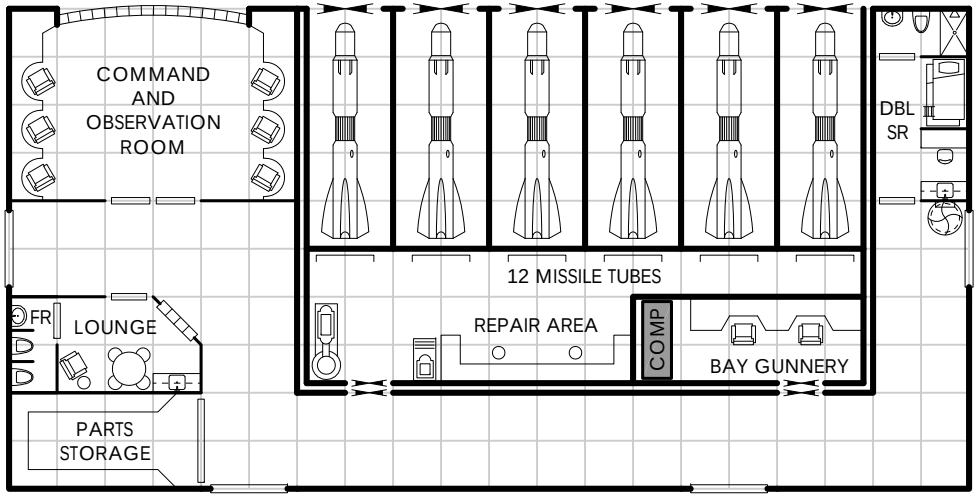


Notes:

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

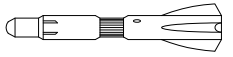


452 50 Ton Bay Weapon - Missiles



Notes:

- Referee to determine missile type and payload



HIGH YIELD MISSILE - FOR LARGE SHIP COMBAT OR PLANETARY BOMBARDMENT

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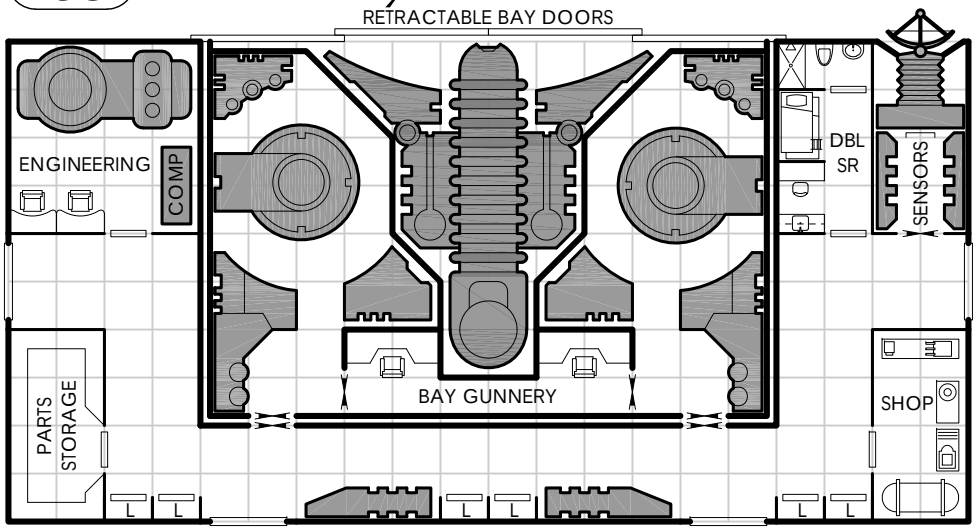
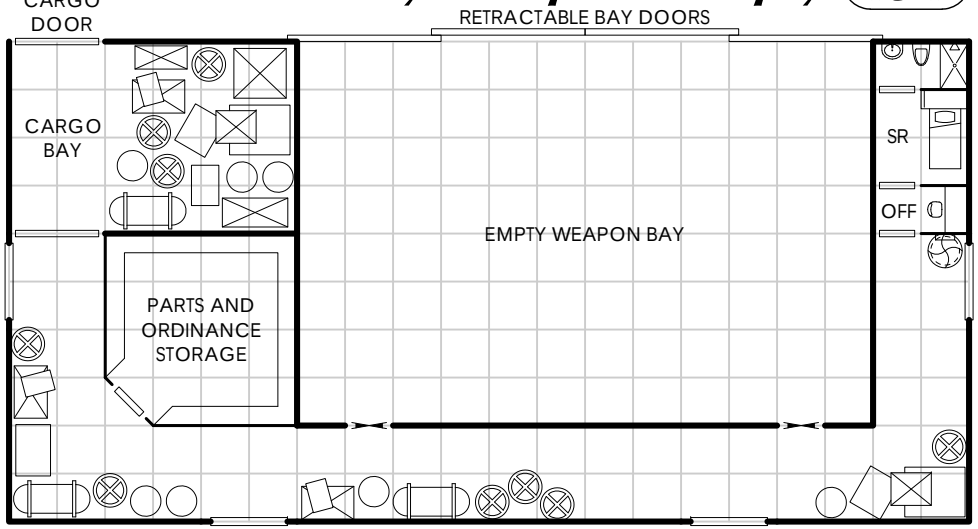
453 50 Ton Bay - Particle Accelerator



Notes:

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

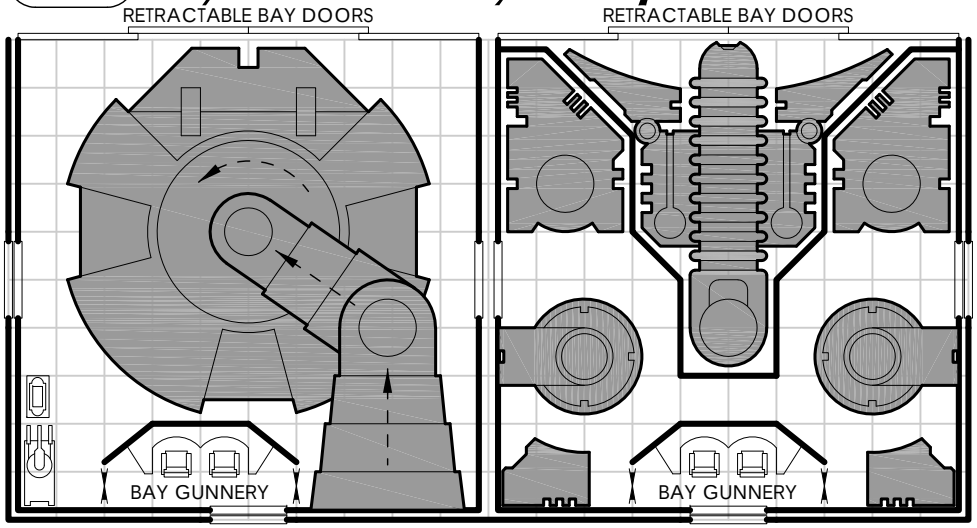
454 50 Ton Bay Weapon - Empty



Notes:

- Empty weapons bays may be put to a variety of uses, such as holding small craft or storing cargo.

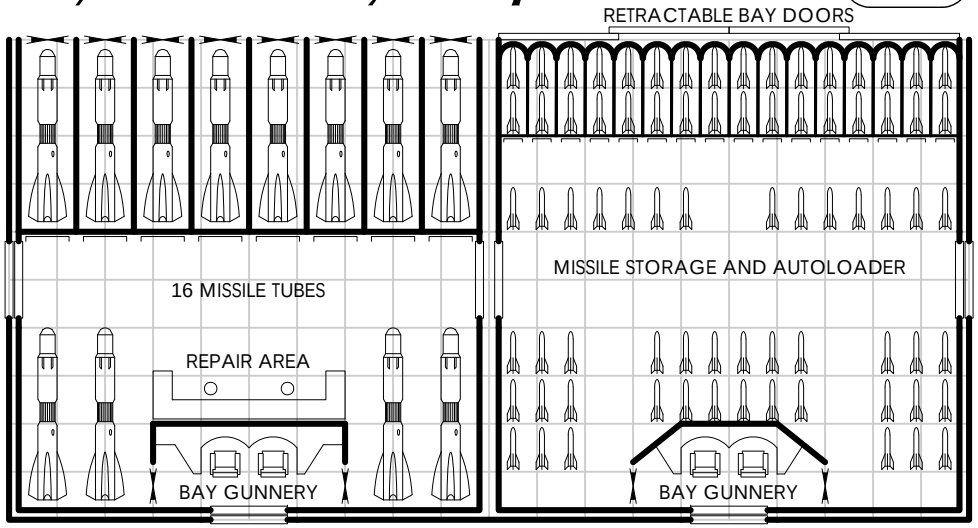
455 50/100 Ton Bay Weapons



Notes:

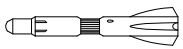
- This layout allows for two 50 ton single height bay weapons or two double height 100 ton bay weapons.
- Referee to determine weapon type and tonnage.

456 50/100 Ton Bay Weapon - Missiles



Notes:

- Referee to determine missile type and payload



HIGH YIELD MISSILE - FOR LARGE SHIP COMBAT OR PLANETARY BOMBARDMENT

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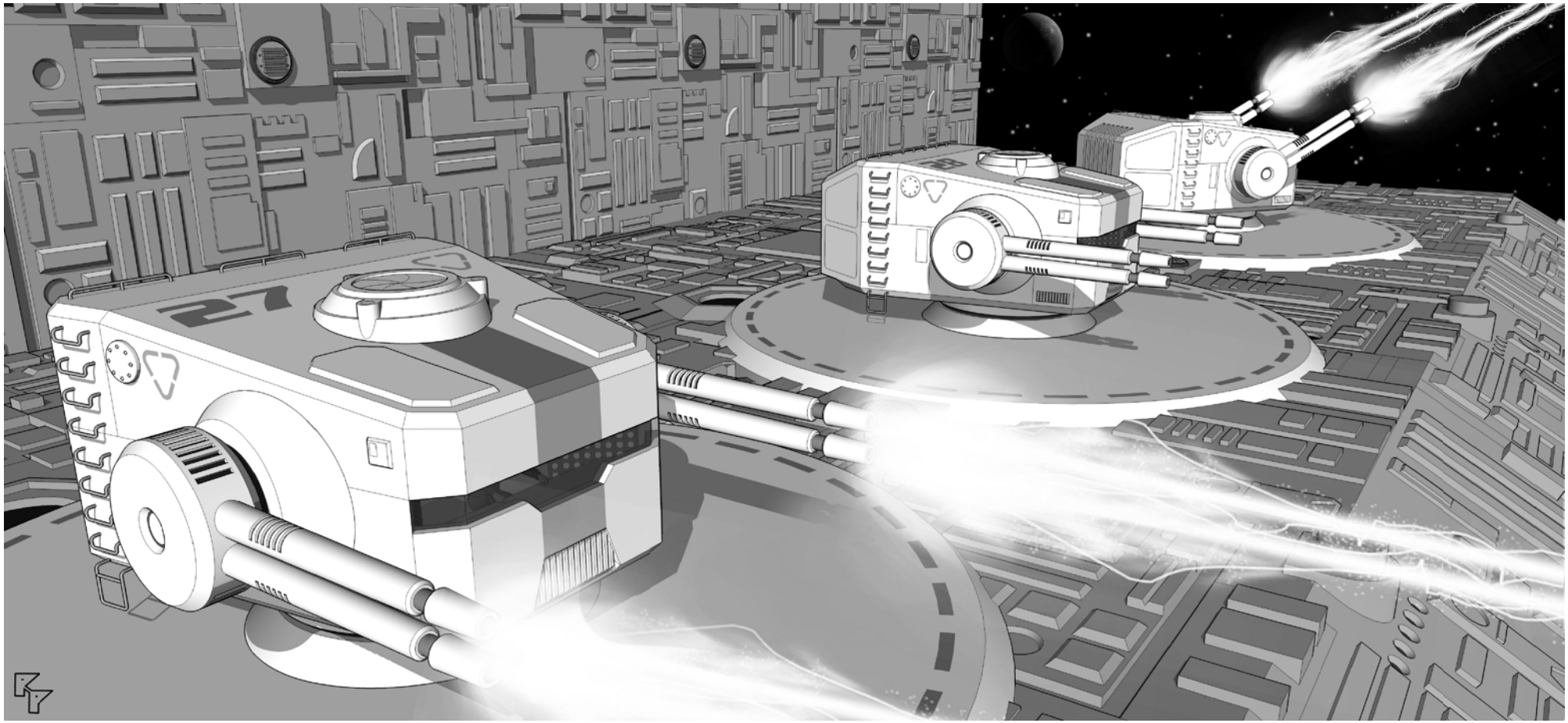
Barbette Turret

Typically found only on capital ships and large installations, the barbette turret 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 access hatch to be used in case of emergency.

Weaponry installed in these turrets can the run the spectrum of offensive and defensive options, so consult your preferred game rule book or referee.



A trio of quad fusion barbettes unleashes fiery white-hot hell on attacking forces.

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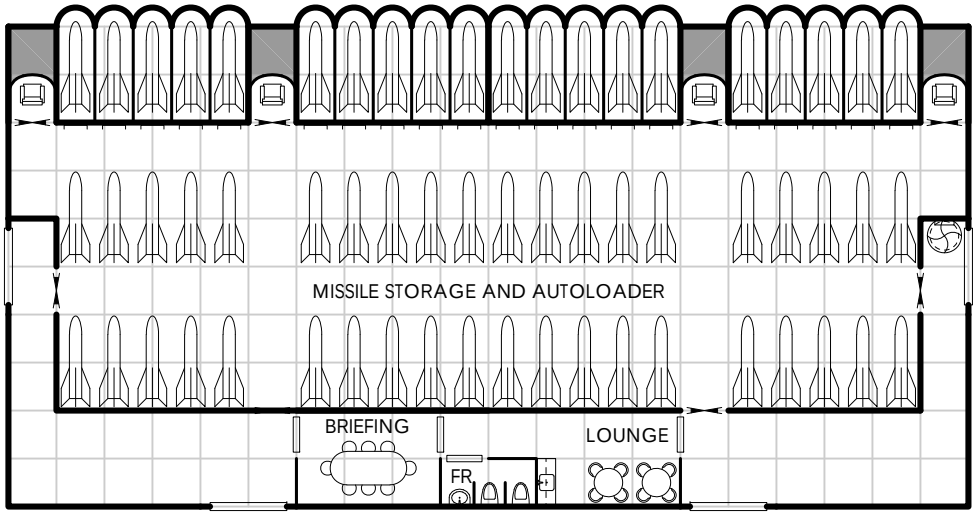
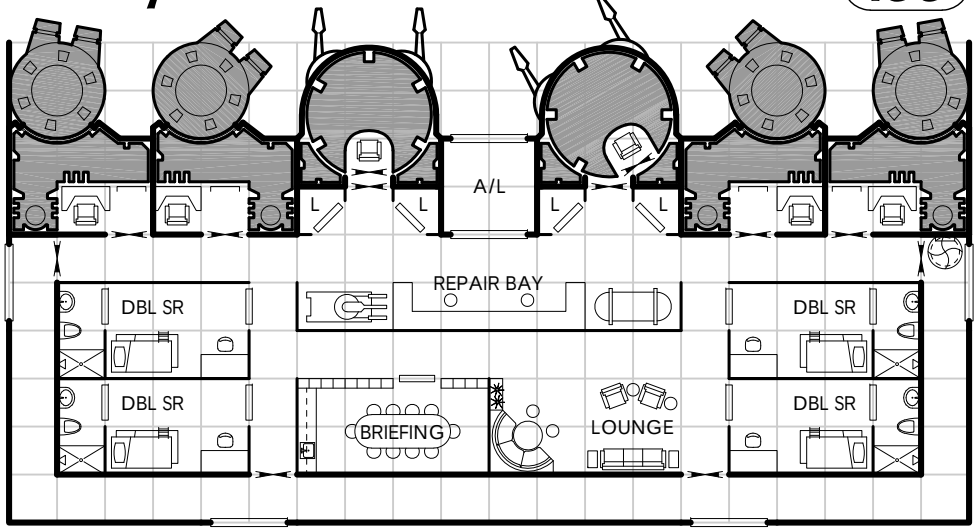
457 Missile Deck - Lateral Barbettes



Notes:

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

Weapons Deck - Lateral Barbettes 458

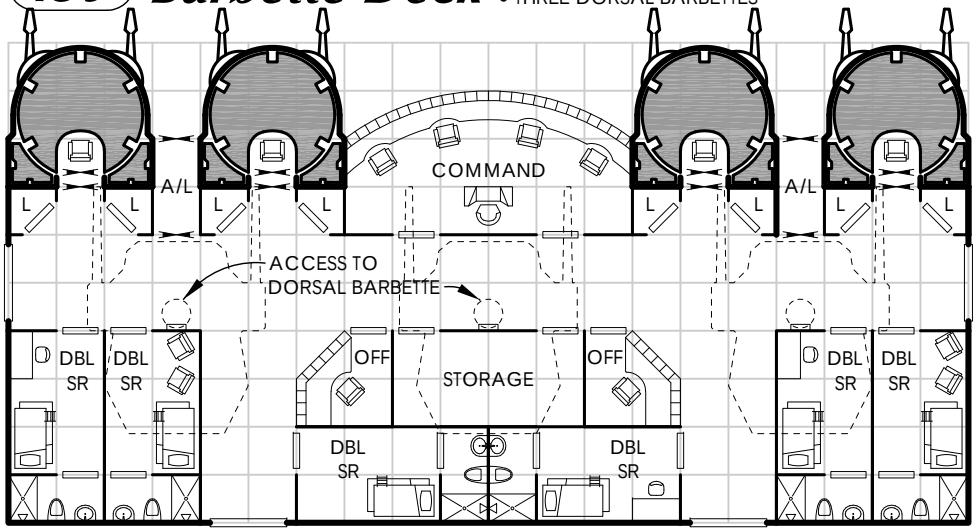


Notes:

- Referee to determine weapon type.

459 Barbette Deck :

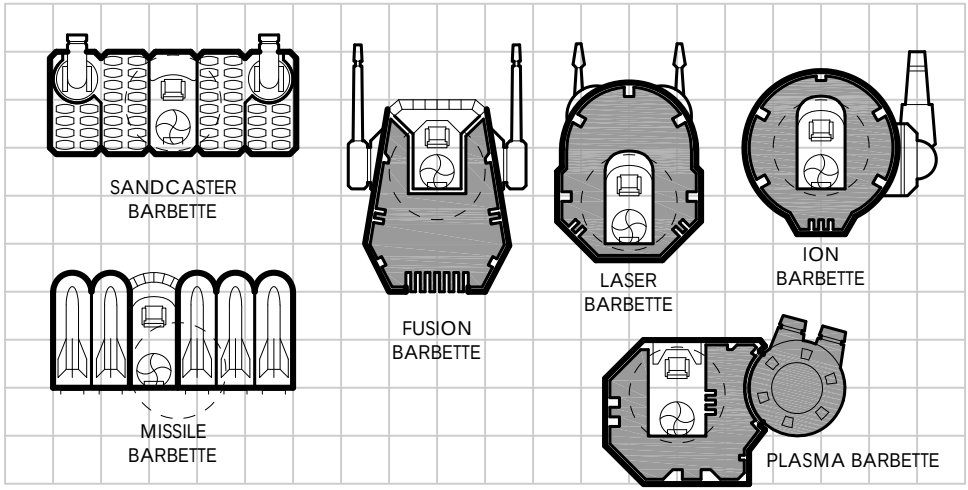
- FOUR LATERAL BARBETTES
- THREE DORSAL BARBETTES



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 460



Notes:

- These are not really true geomorphs. See note on adjacent page.
- Gunner occupied barbettes are shown here. Barbettes do not have to be occupied. They can be operated remotely from a gunner's station.

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Section 3
Corner Geomorphs

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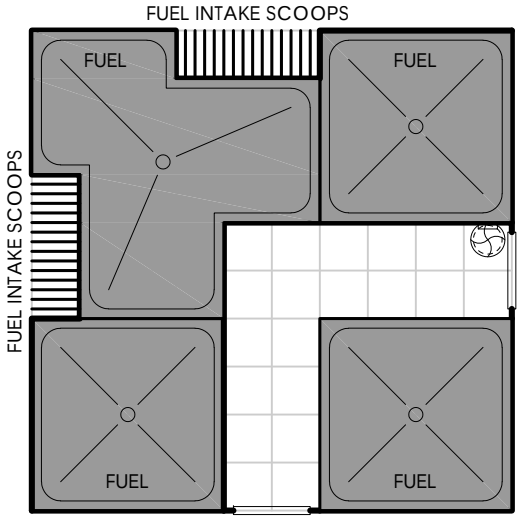
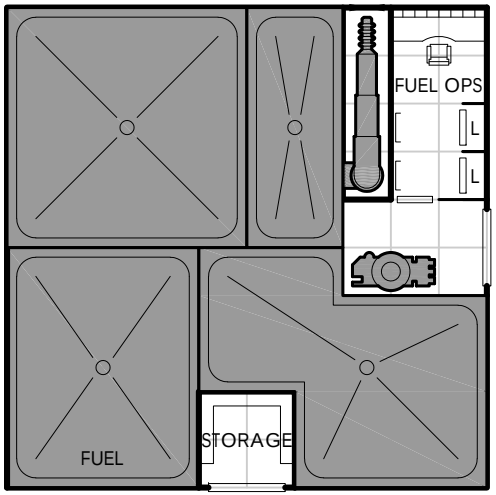
Fuel Deck 501



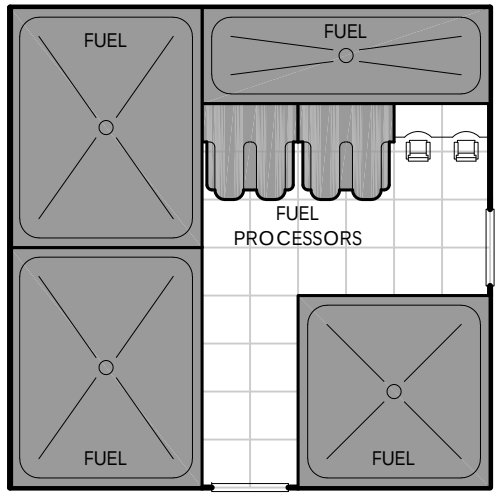
Notes:

Fuel Deck 502



Notes:

Fuel Deck 503

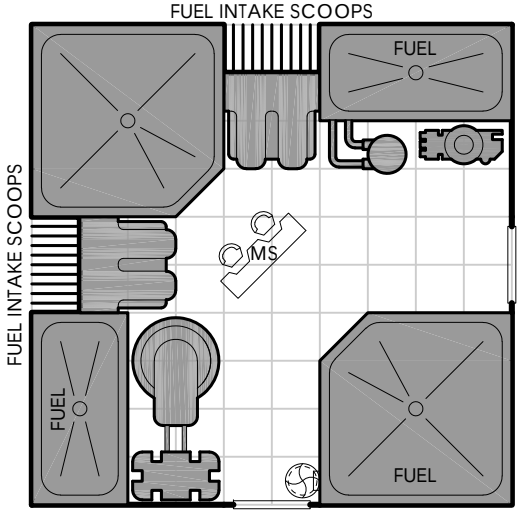


Notes:

RETRACTABLE FUEL TRANSFER ARM

FUEL PUMP

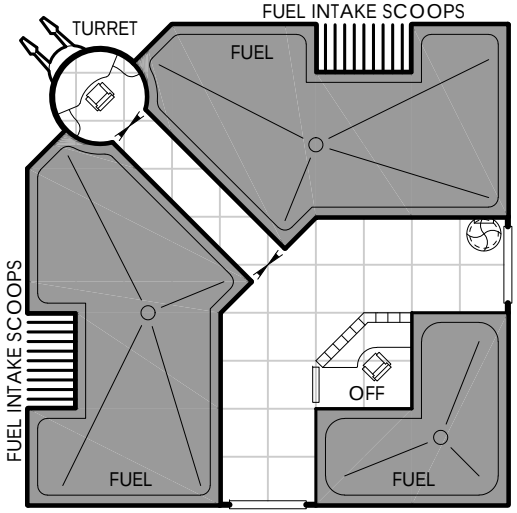
Fuel Refinery 504



Notes:

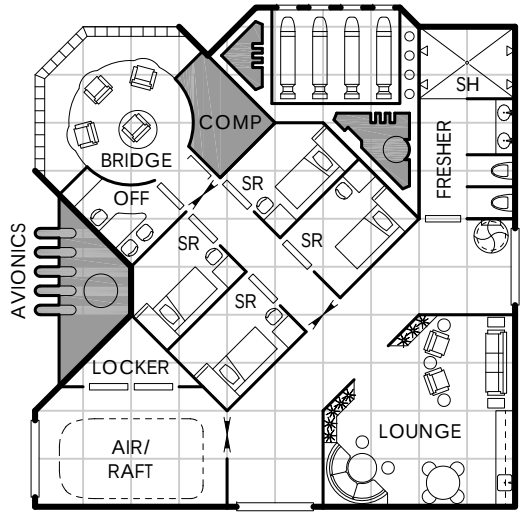
MONITOR STATION

Fuel Deck/Gunnery 505

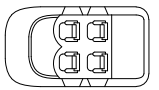


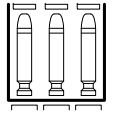
Notes:

Bridge/Crew Area 506



Notes:


AIR/RAFT


SENSOR PROBE LAUNCH TUBES

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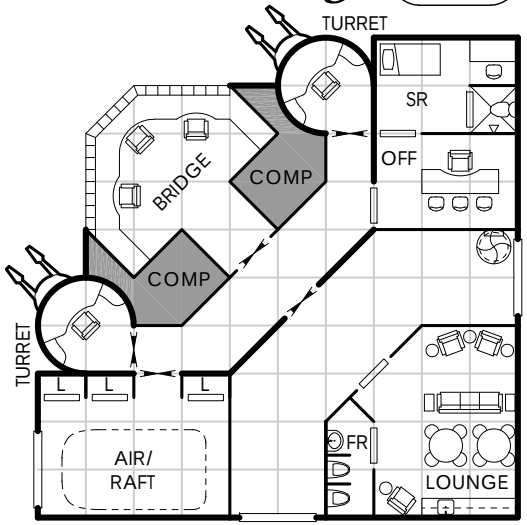
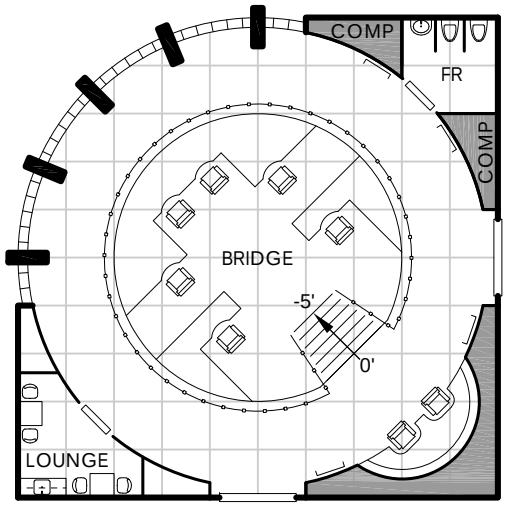
Bridge 507



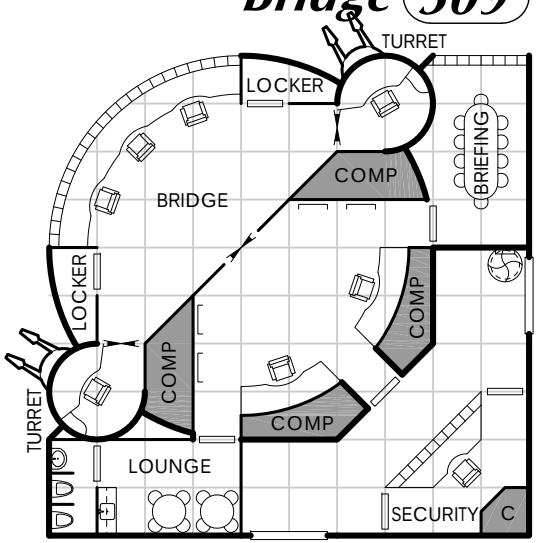
Notes:

Bridge 508

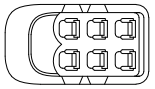


Notes:

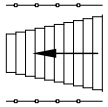
Bridge 509



Notes:

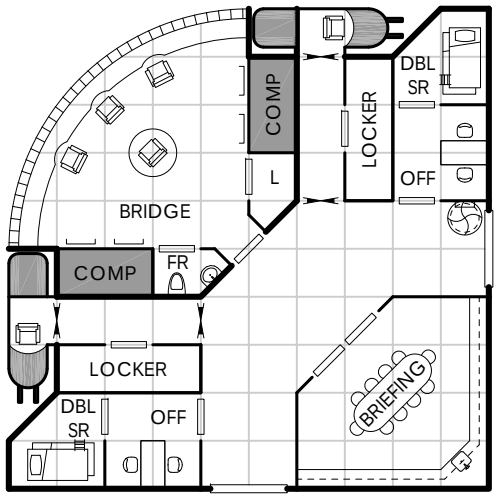


AIR/RAFT



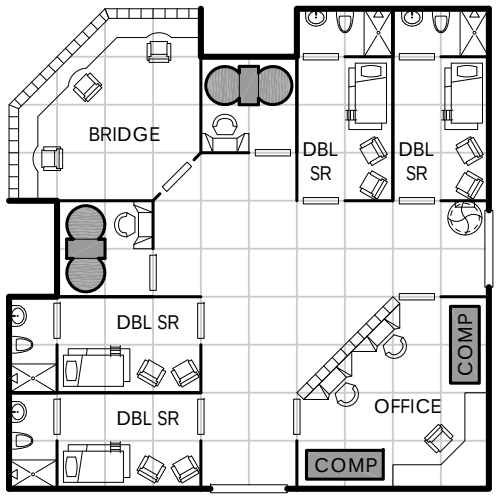
DOWN STAIRS w/ HANDRAILS

Bridge 510



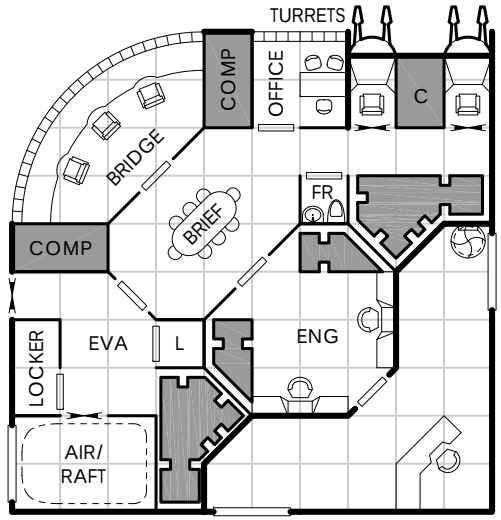
Notes:

Bridge 511



Notes:

Bridge / Engineering 512



Notes:

POP-OUT TURRET

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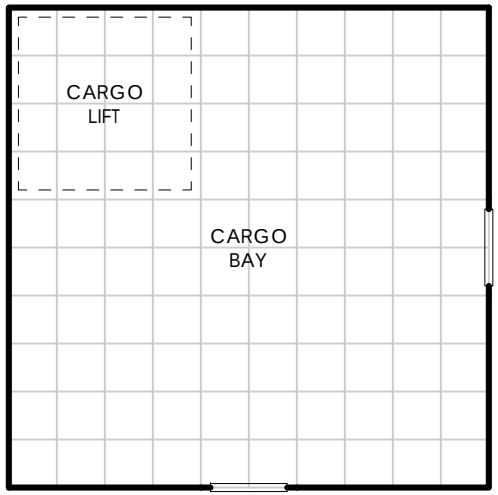
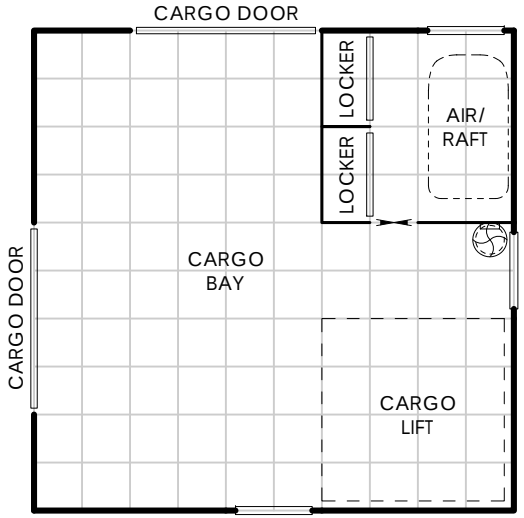
Cargo Bay 513



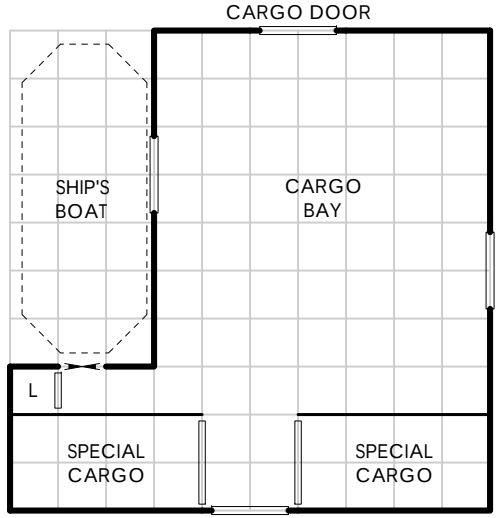
Notes:

Cargo Bay 514

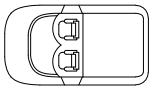


Notes:

Cargo Bay 515

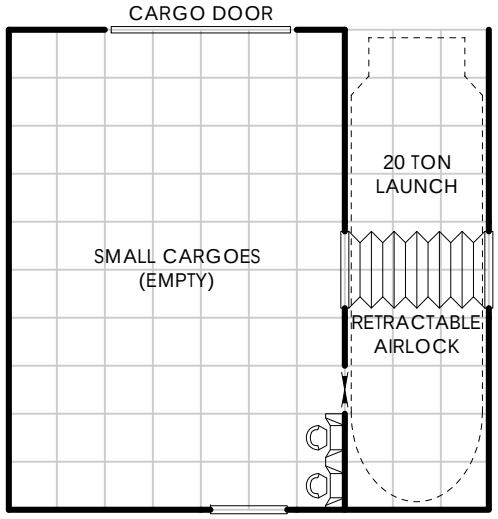


Notes:



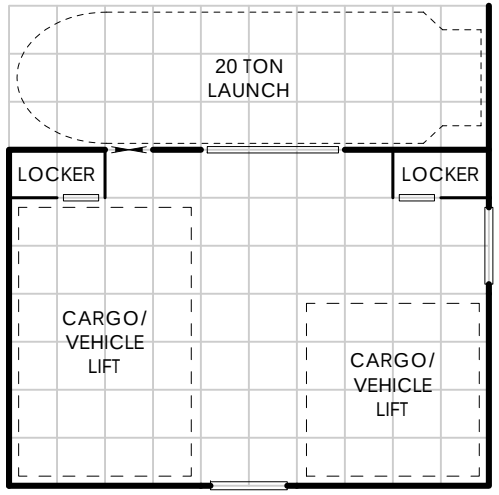
SMALL
CARGO
AIR/RAFT

Cargo Bay/Launch 516



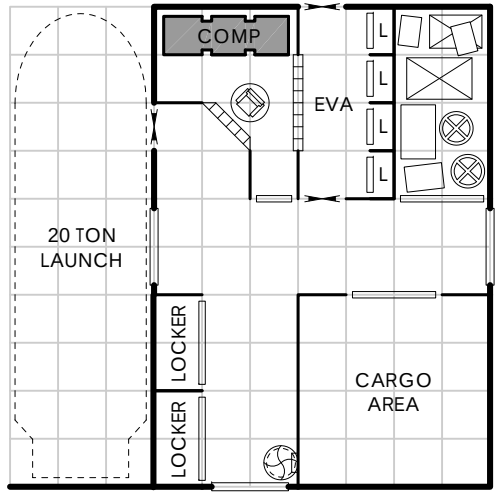
Notes:

Cargo Bay / Launch 517



Notes:

Cargo Bay/Launch 518



Notes:

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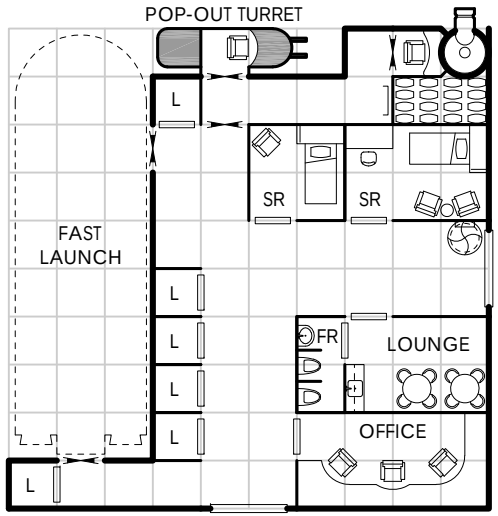
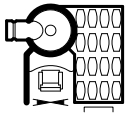
Launch/Gunnery 519

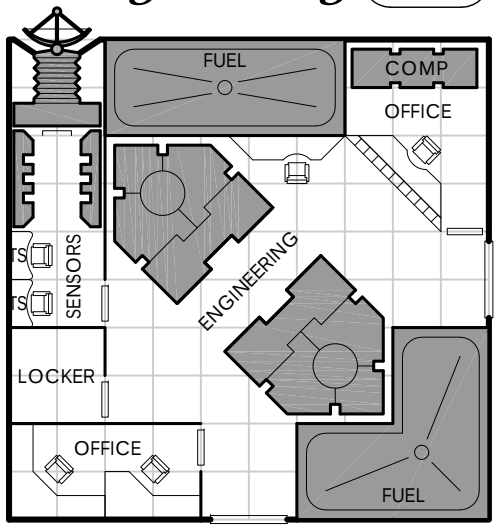


Notes:

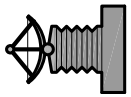


SANDCASTER
TURRET

Engineering 520

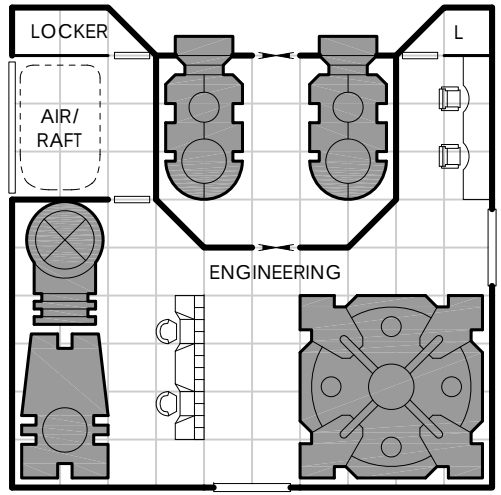


Notes:

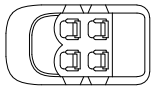


RETRACTABLE
SENSORS

Engineering 521

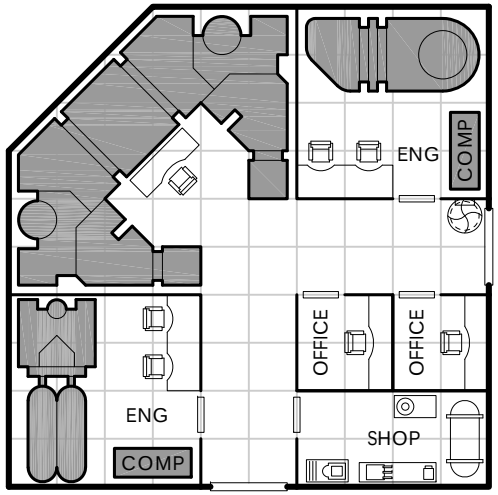


Notes:



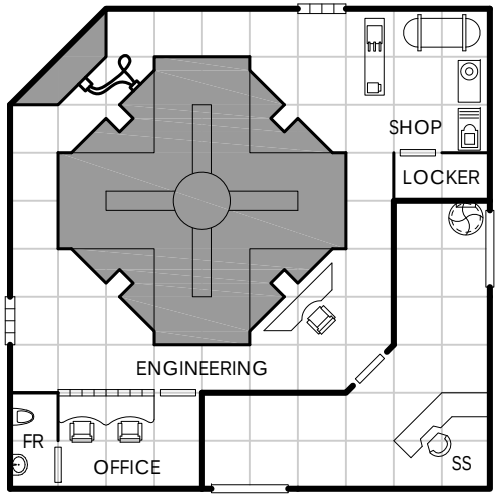
AIR/RAFT

Engineering 522



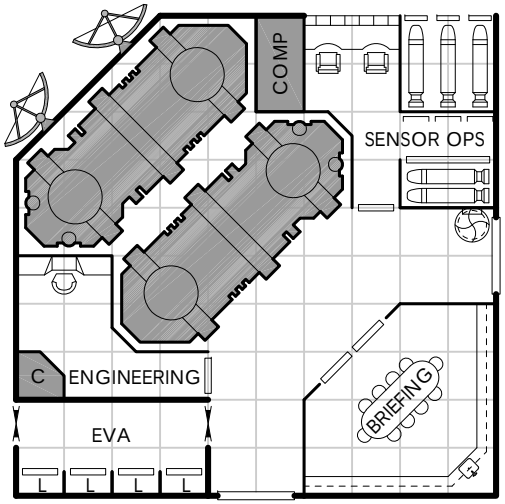
Notes:

Engineering 523

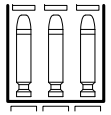


Notes:

Engineering-Sensors 524



Notes:



SENSOR
PROBE
LAUNCH
TUBES

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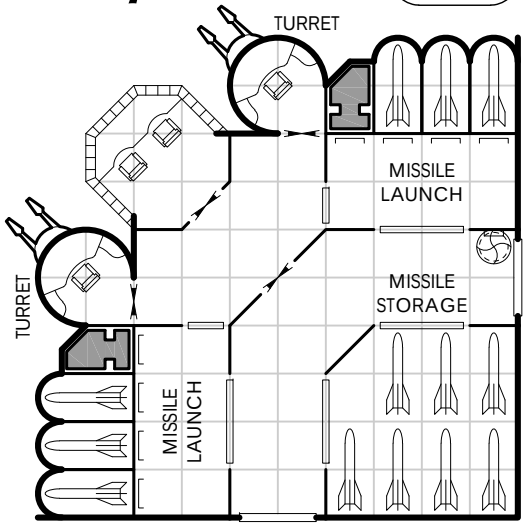
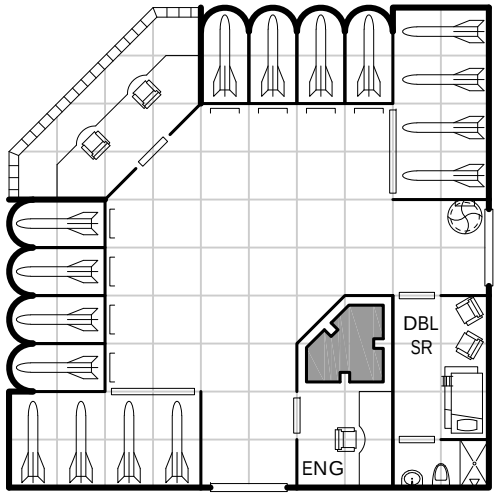
Weapons Deck 525



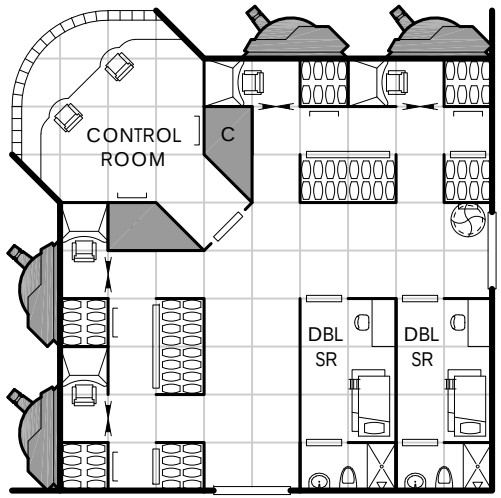
Notes:

Missile Deck 526

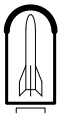


Notes:

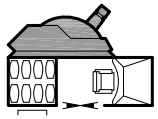
Sandcaster Deck 527



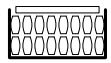
Notes:



MISSLE LAUNCH TUBE

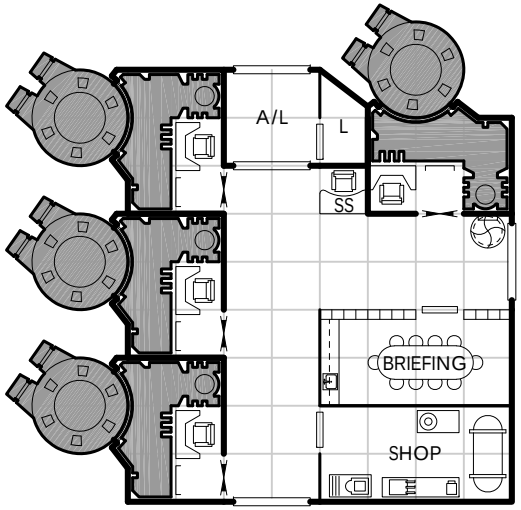


DOUBLE TURRET w/ LASER AND SANDCASTER



SANDCASTER CANISTER LOCKER

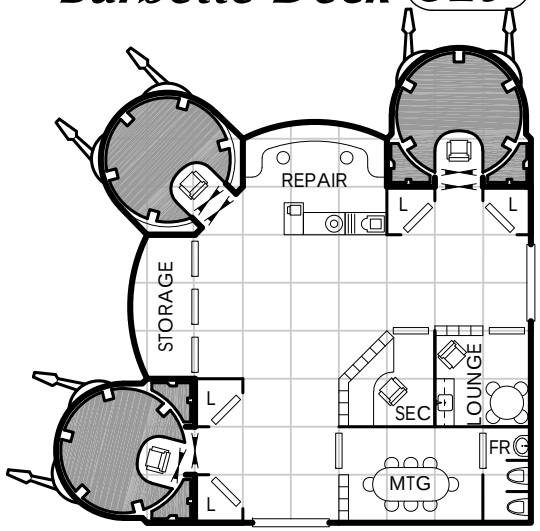
Barbette Deck 528



Notes:

- Referee to determine weapon type.

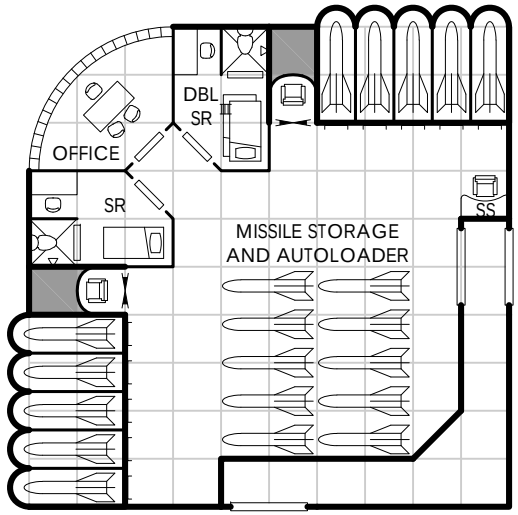
Barbette Deck 529



Notes:

- Referee to determine weapon type.

Barbette Deck 530



Notes:

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

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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 in 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 sub-sectors 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.

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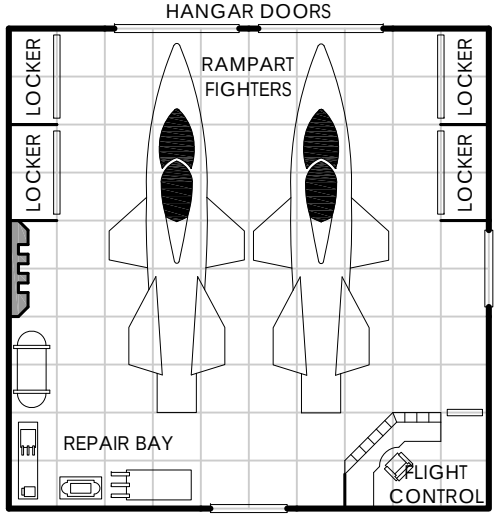
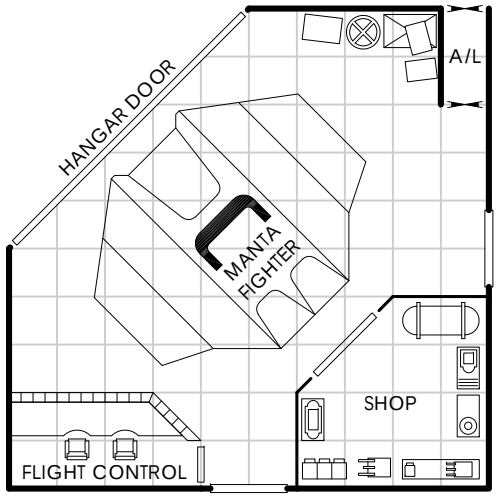
Fighter Hangar 531



Notes:

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

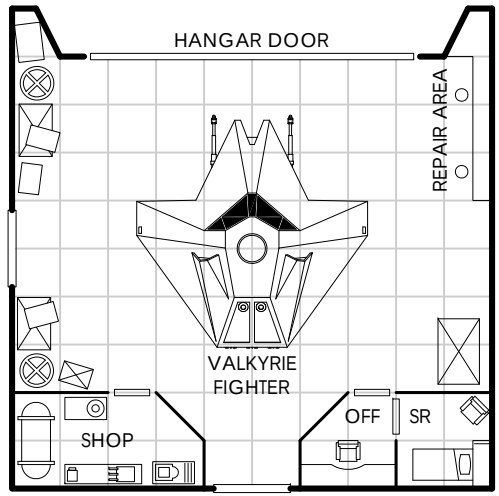
Fighter Hangar 532



Notes:

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

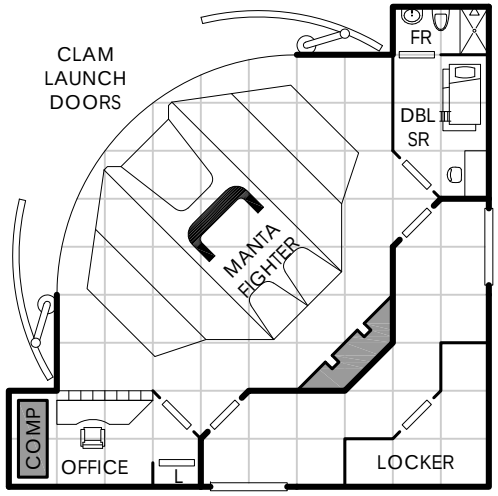
Fighter Hangar 533



Notes:

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

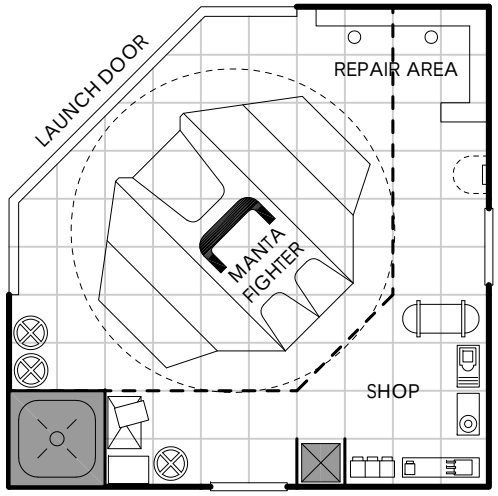
Fighter Hangar 534



Notes:

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

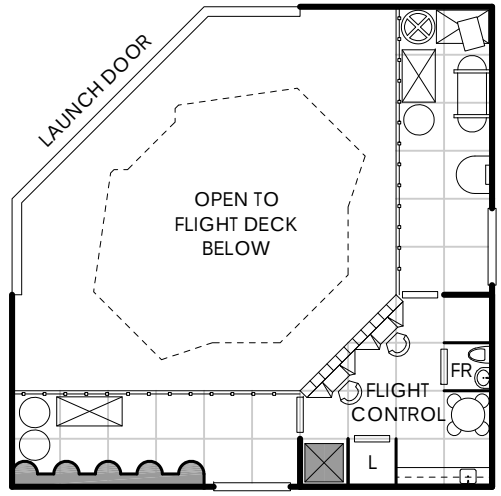
Fighter Bay-Lower 535



Notes:

- Double height space (20' ceiling).
- See geomorph 536 for upper level.

Fighter Bay-Upper 536



Notes:

- Double height space (20' ceiling).
- See geomorph 535 for lower level.

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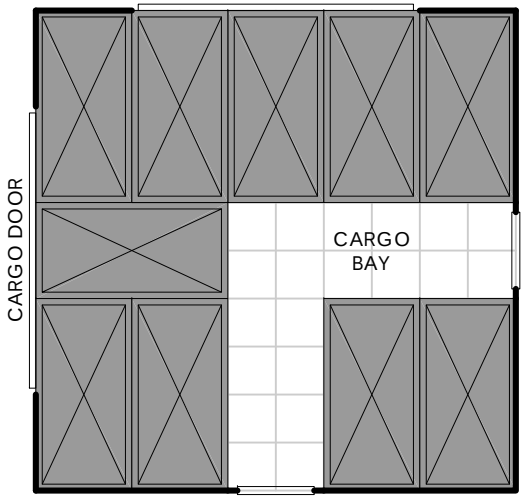
Cargo Bay - Full 537



Notes:

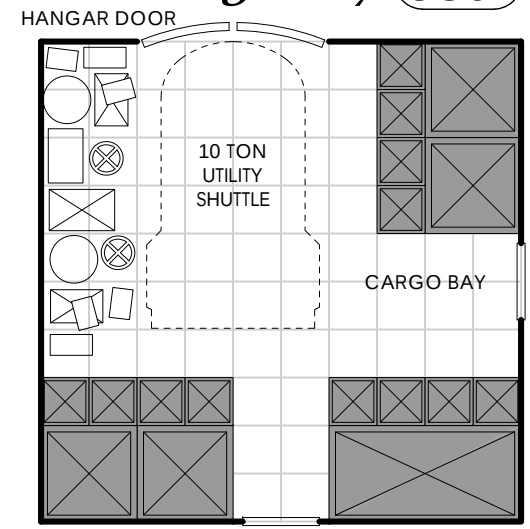
- See geomorph 538 for empty version.

Cargo Bay - Empty 538

Notes:

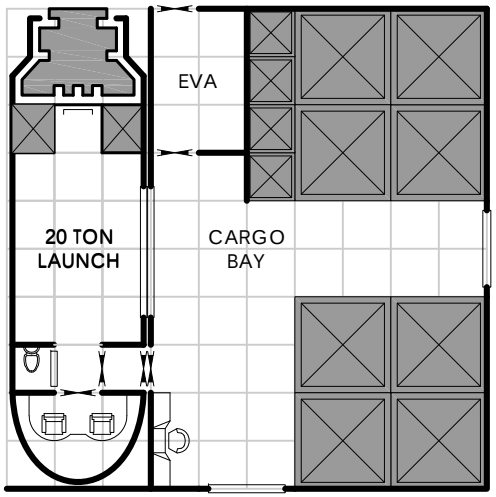
- See geomorph 537 for full version.

Cargo Bay 539



Notes:

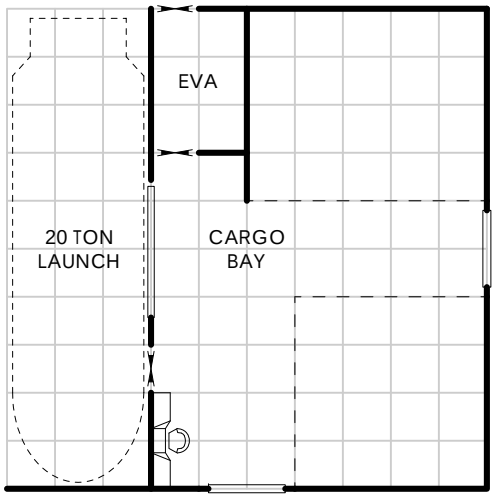
Cargo Bay - Full 540



Notes:

- See geomorph 541 for empty version.

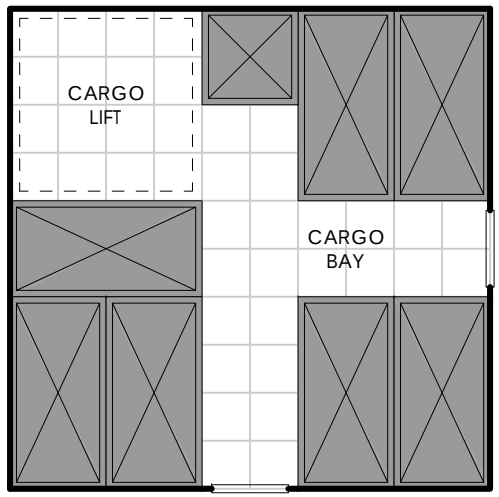
Cargo Bay - Empty 541



Notes:

- See geomorph 540 for full version.

Cargo Bay 542



Notes:

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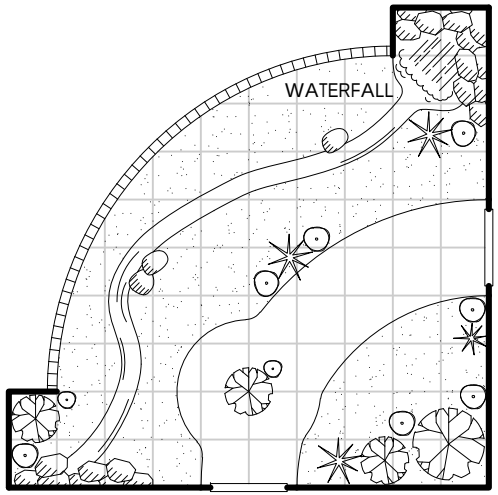
Arboretum 543

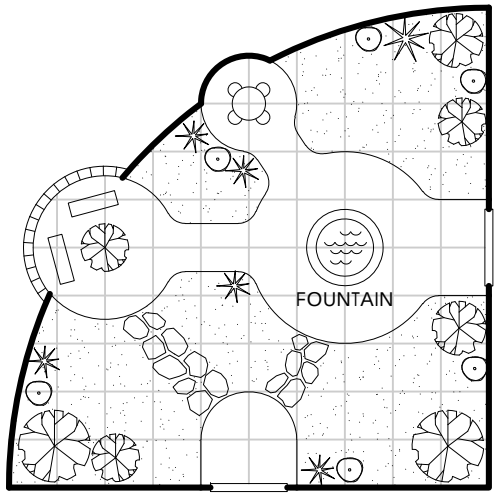


Notes:

BUSHES AND TREES

BOULDERS

Arboretum 544



Notes:

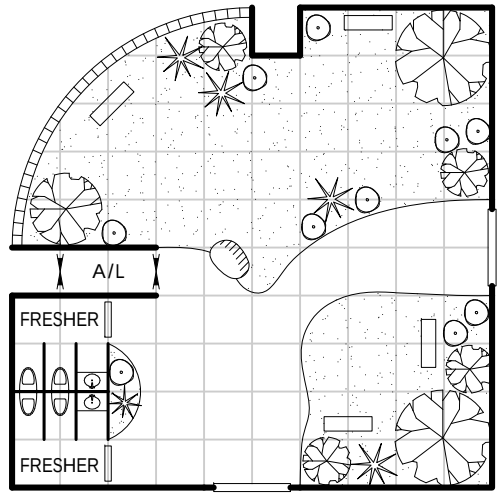
BUSHES AND TREES

BOULDERS

BENCH

STONE PATH

Arboretum 545



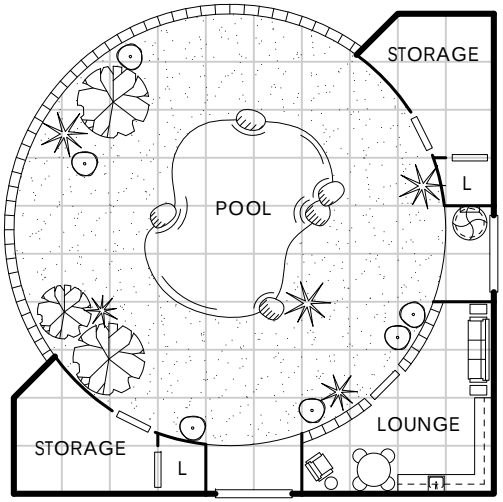
Notes:

BUSHES AND TREES

BOULDERS

BENCH

Arboretum 546

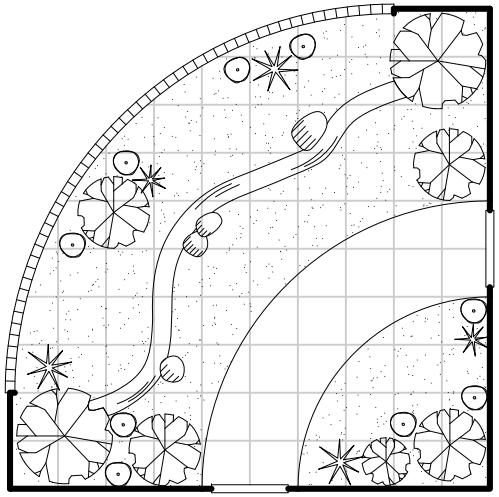


Notes:

BUSHES AND TREES

BOULDERS

Arboretum 547

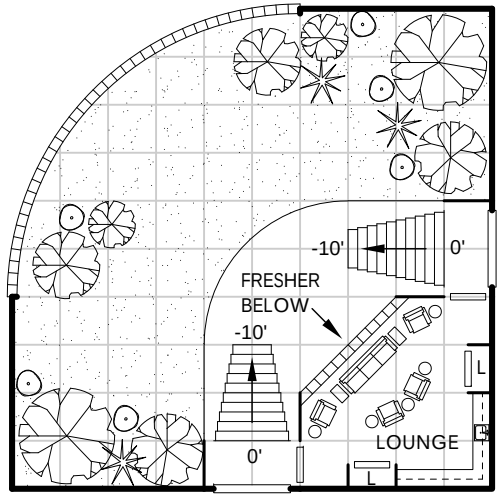


Notes:

BUSHES AND TREES

BOULDERS

Arboretum 548



Notes:

BUSHES AND TREES

DOWN

STAIRS w/ HANDRAILS

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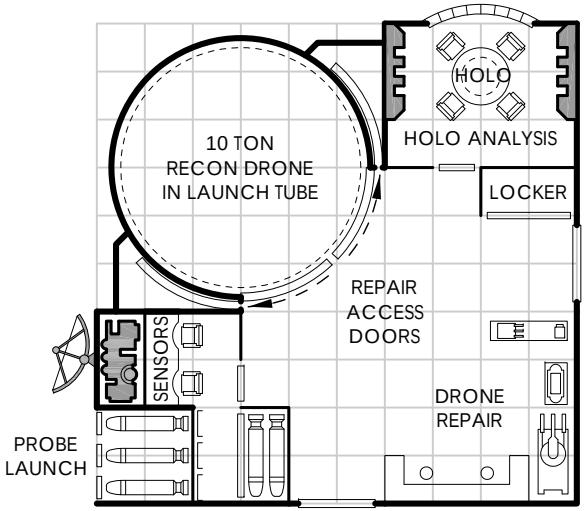
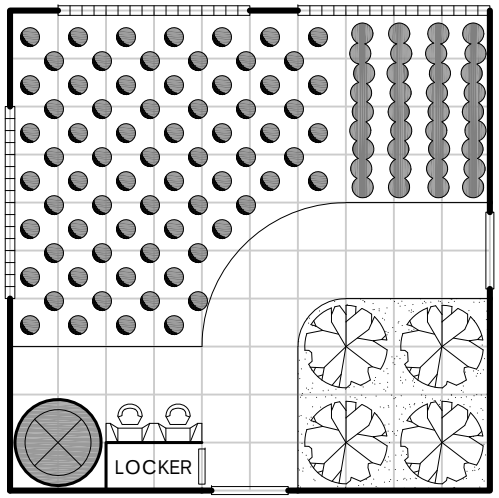
Survey Deck 549



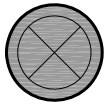
Notes:

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

Agricultural Bay 550



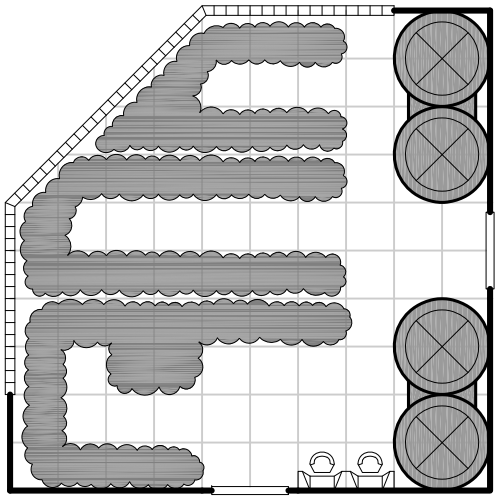
Notes:


WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

FOOD CROPS

FRUIT TREE

Hydroponics Bay 551

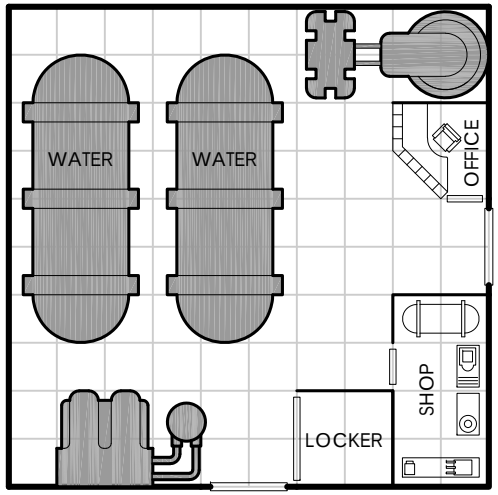


Notes:

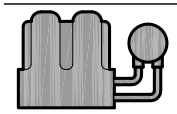
WATER TANK, PESTICIDES, AIR HANDLERS, ETC.

HYDROPONIC VEGETATION

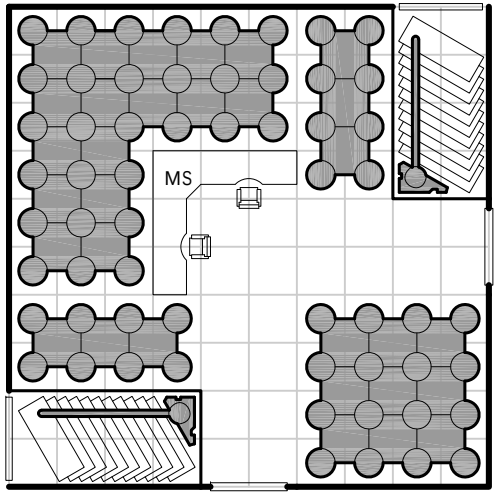
Water Storage 552



Notes:

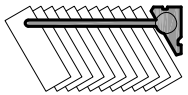

WATER PROCESSING

Solar/Battery Deck 553

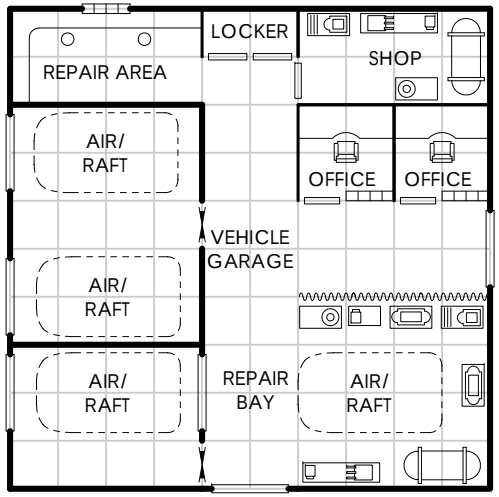


Notes:

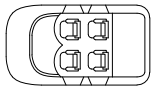
BATTERIES


EXTENDABLE SOLAR PANELS

Air/Raft Bay 554



Notes:


AIR/RAFT

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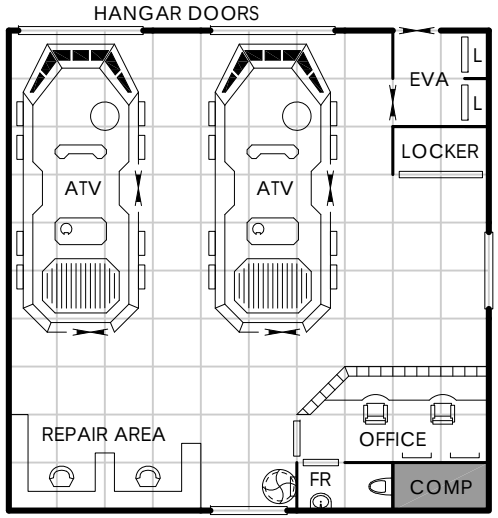
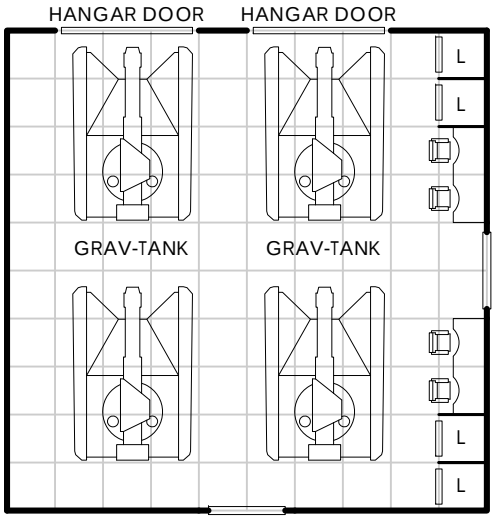
ATV Bay 555



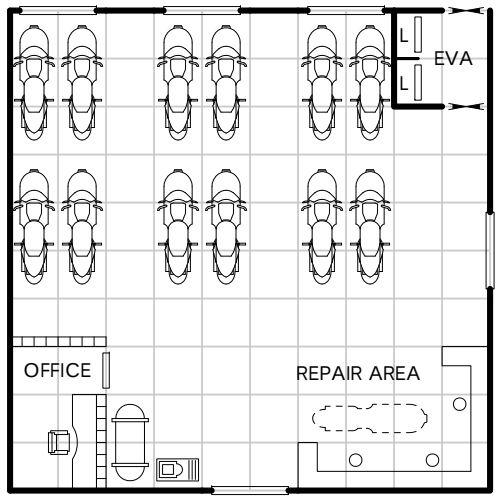
Notes:

Grav-Tank Bay 556

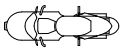


Notes:

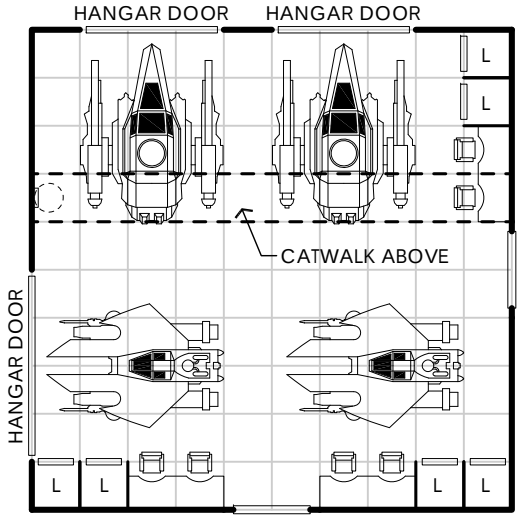
Grav-Bike Bay 557



Notes:



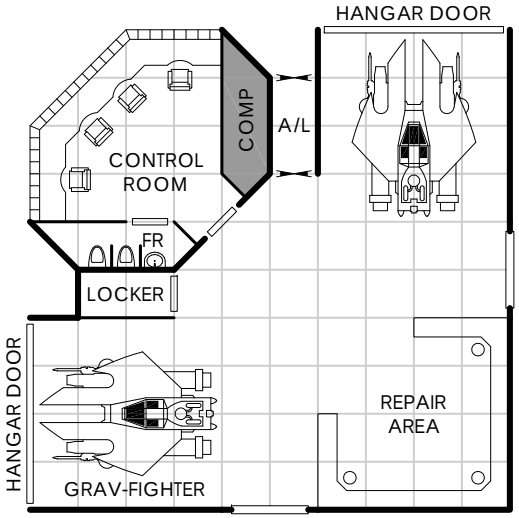
Vehicle Bay 558



Notes:

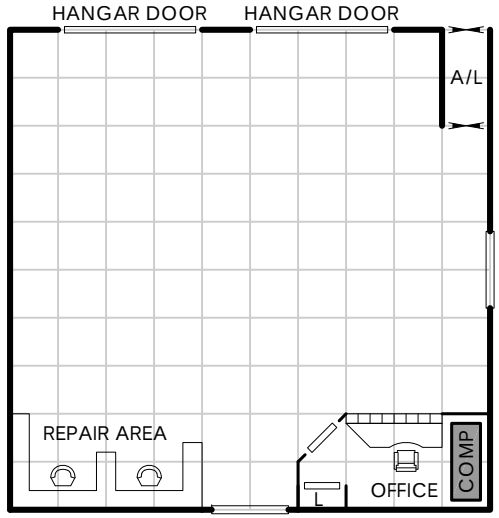
- Height as required for vehicles.
- Catwalk provides access to mechs.

Vehicle Bay 559



Notes:

Vehicle Bay 560



Notes:

- Vehicles to be determined by referee.

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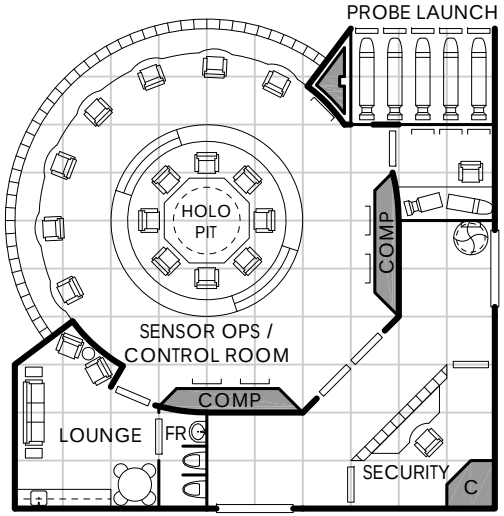
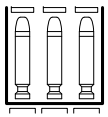
Sensor Ops 561

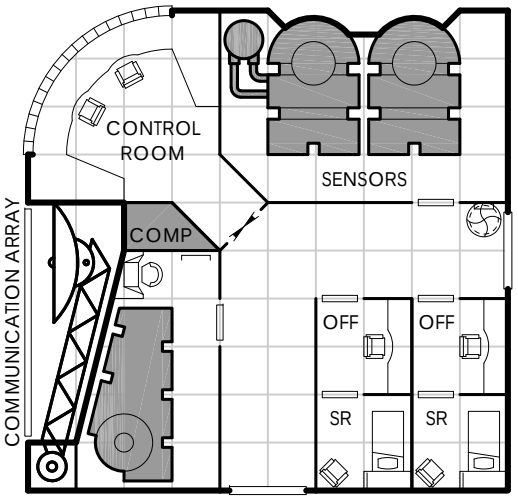


Notes:



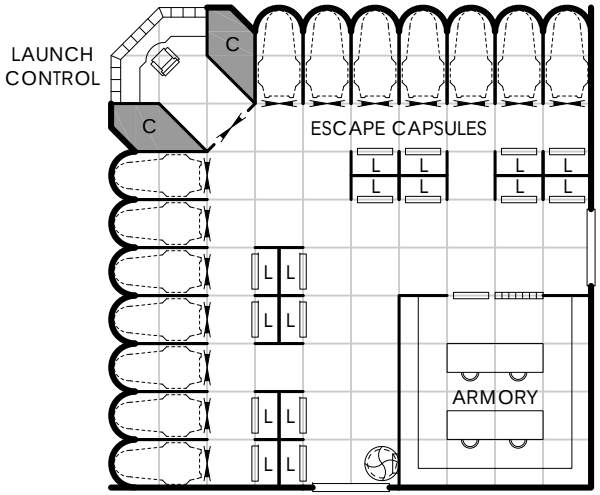
SENSOR PROBE LAUNCH TUBES

Sensor/Comm. Bay 562

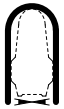


Notes:

Drop Capsules 563

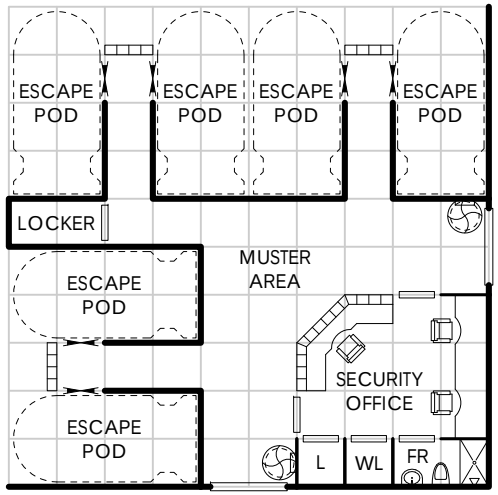


Notes:



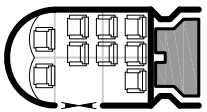
1 PERSON ESCAPE CAPSULE IN LAUNCH TUBE

Escape Pods 564



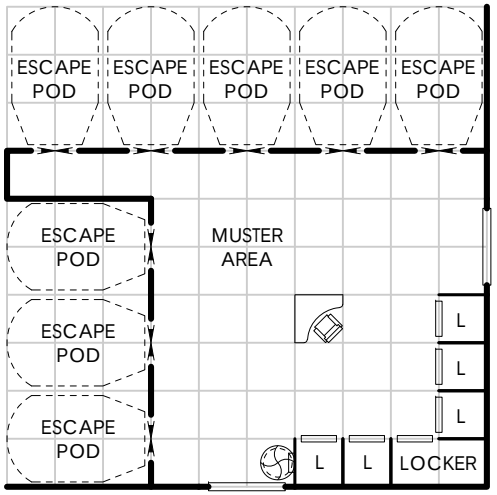
Notes:

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



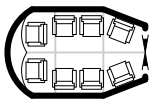
ESCAPE POD

Escape Pods 565



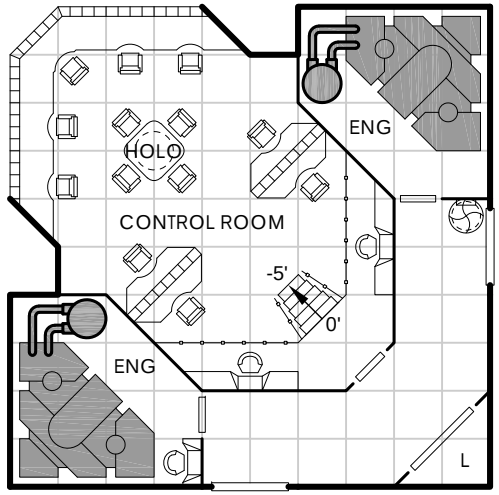
Notes:

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



ESCAPE POD

Control Room 566



Notes:

STAIRS DOWN

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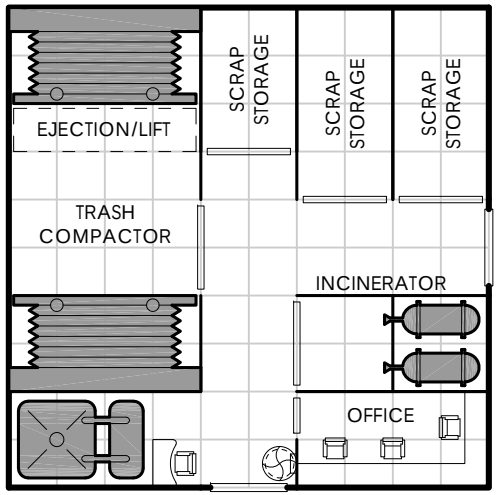
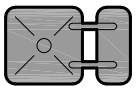
Scrap/Recycling 567

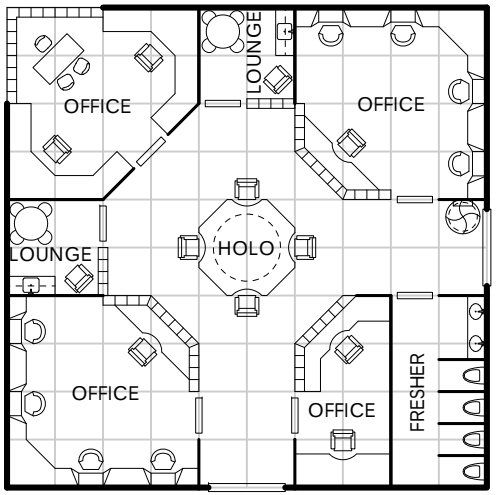


Notes:



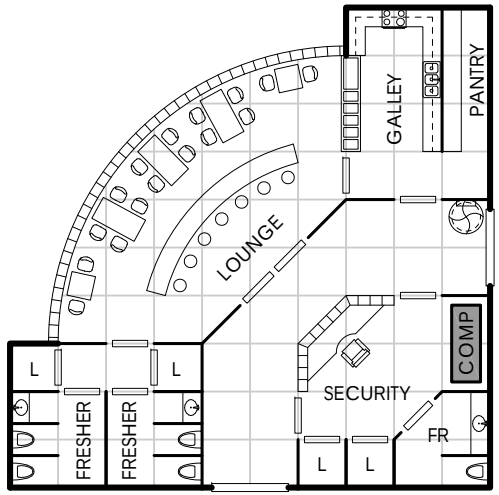
WATER RECOVERY SYSTEM

Offices 568



Notes:

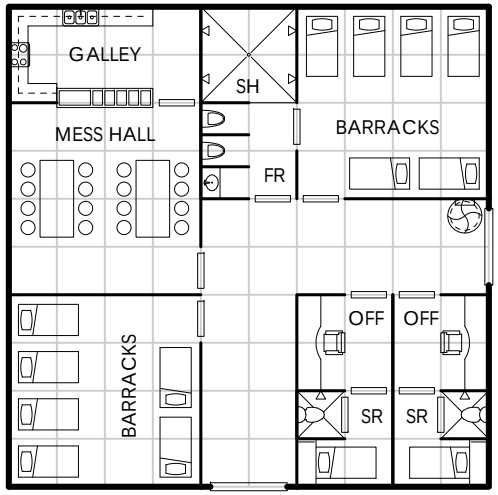
Executive Lounge 569



Notes:

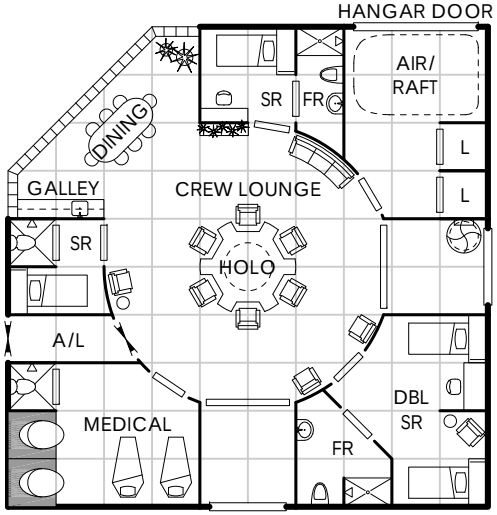
- For exclusive use by high passengers, VIPs, or officers (if a military ship).

Barracks 570

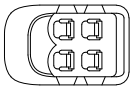


Notes:

Crew Areas 571

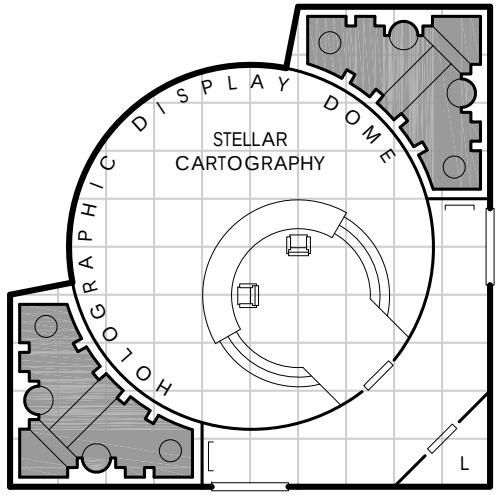


Notes:



AIR/RAFT

Stellar Cartography 572



Notes:

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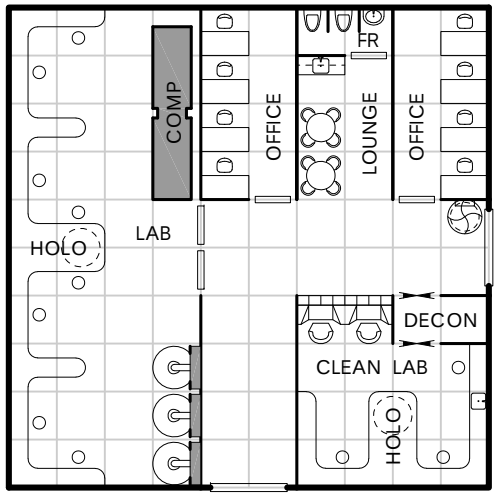
Science Lab 573

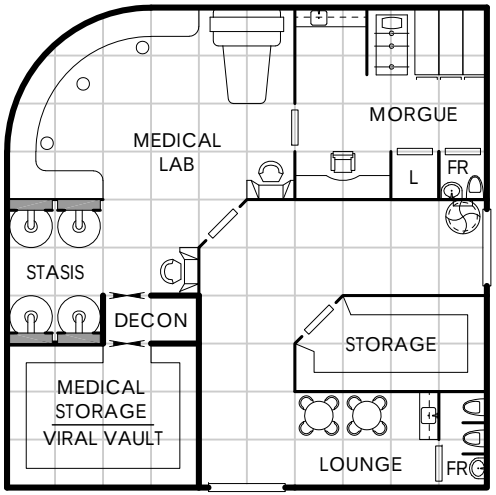


Notes:

- Referee to determine type of labs.

STASIS TUBE

Medical Research 574



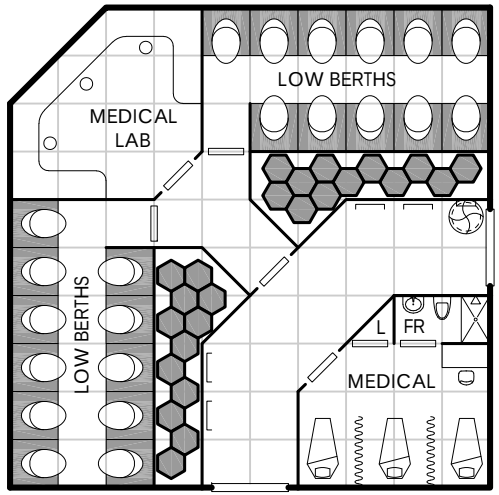
Notes:

RESTRAINT BED/GURNEY

CORPSE CABINET

STASIS TUBE

Med Lab/Low Berths 575

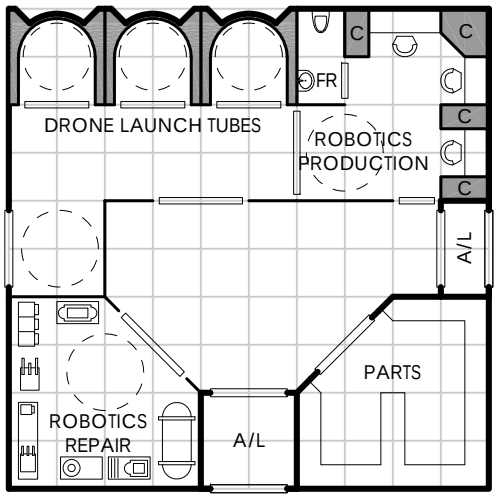


Notes:

LOW BERTH

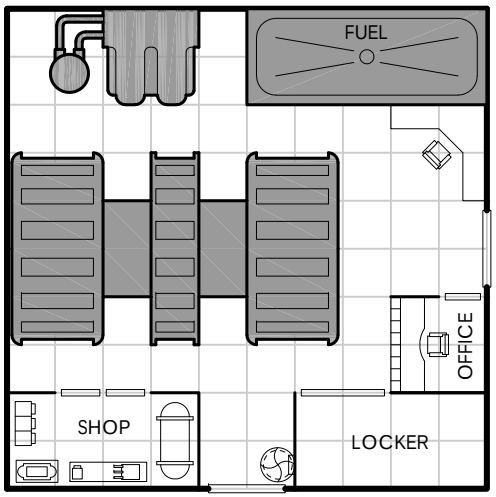
BATTERIES

Robotics Lab 576



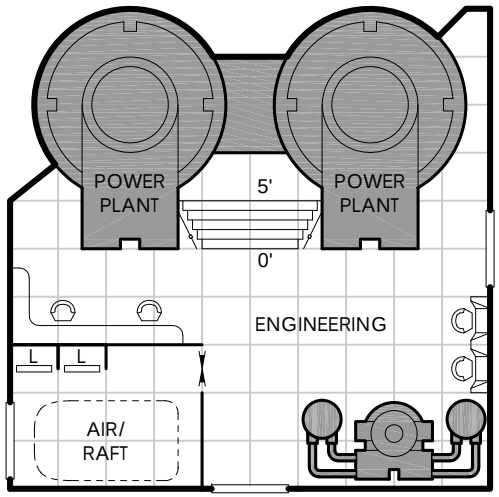
Notes:

Engineering 577



Notes:

Engineering 578



Notes:

AIR/RAFT

STAIRS w/ HANDRAILS

UP

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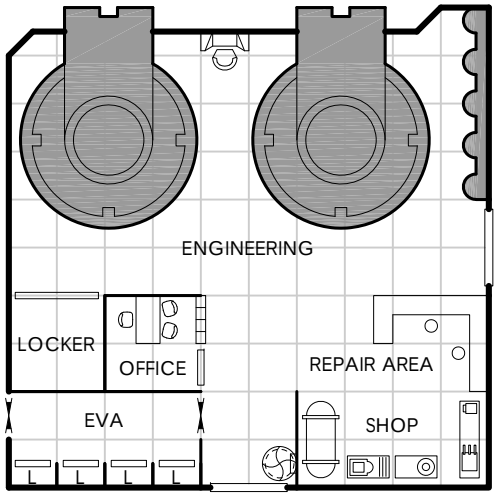
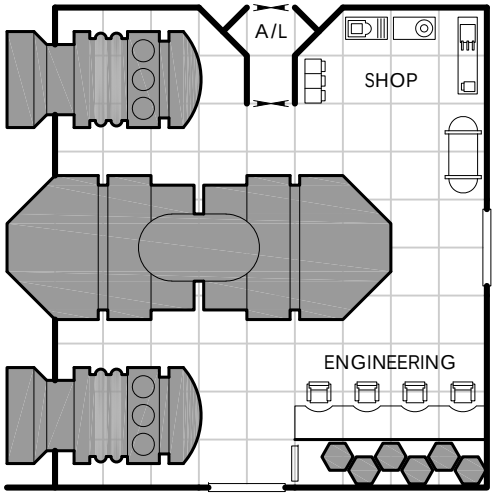
Engineering 579



Notes:

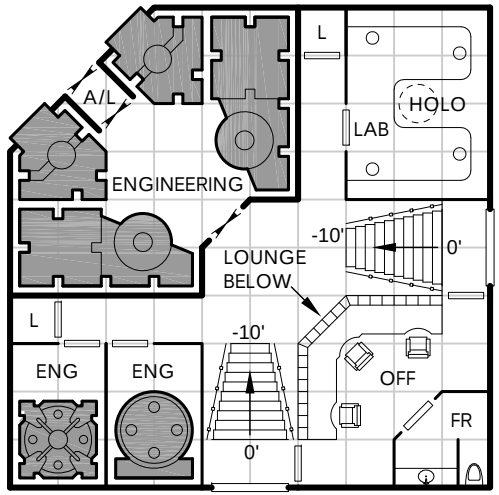
Engineering 580



Notes:

BATTERIES

Engineering 581

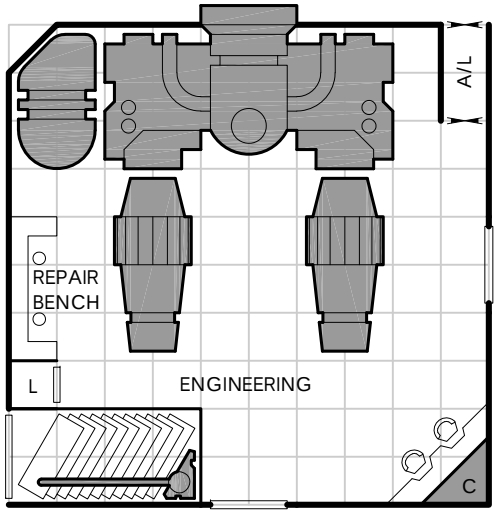


Notes:

- Double height space (20' ceiling)

STAIRS DOWN

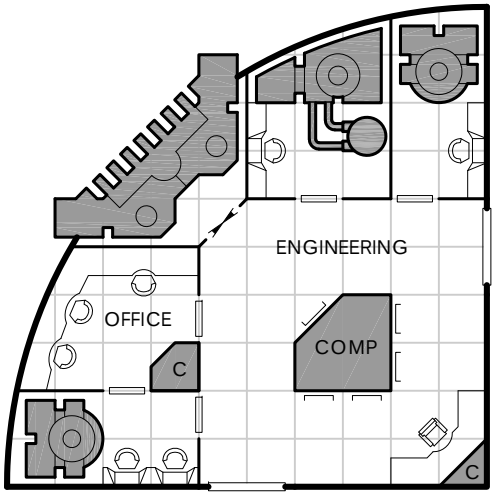
Engineering 582



Notes:

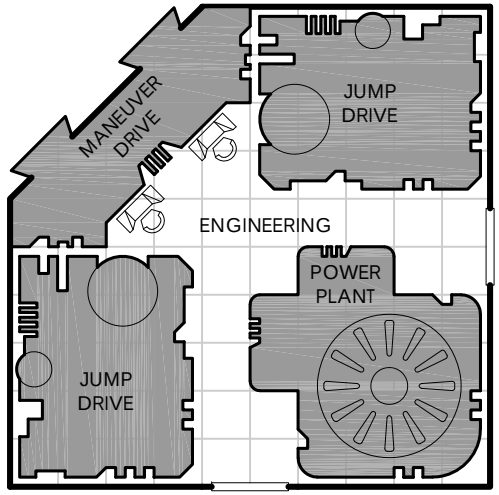
EXTENDABLE SOLAR PANELS

Engineering 583



Notes:

Engineering 584



Notes:

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

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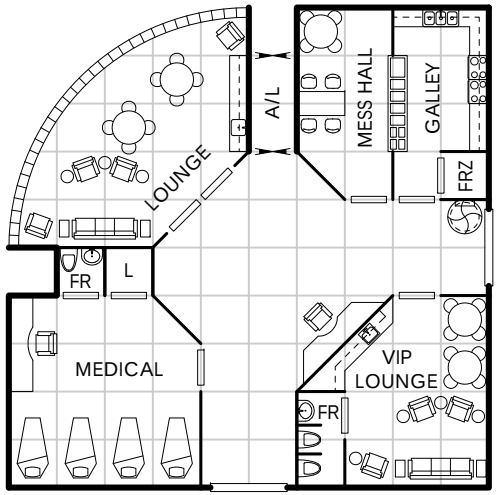
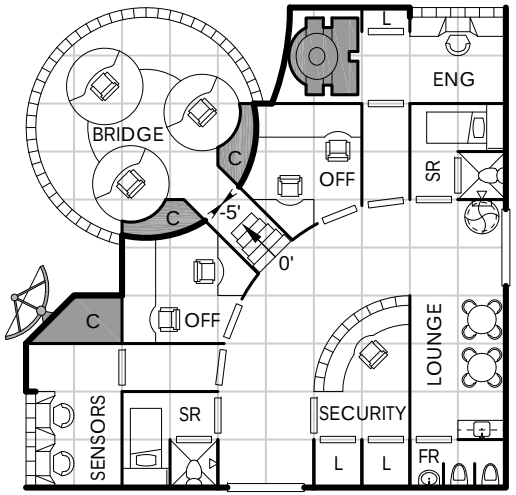
Multi-Purpose 585



Notes:

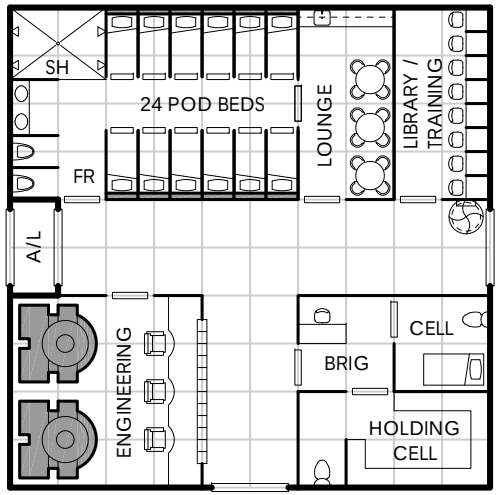
Multi-Purpose 586



Notes:

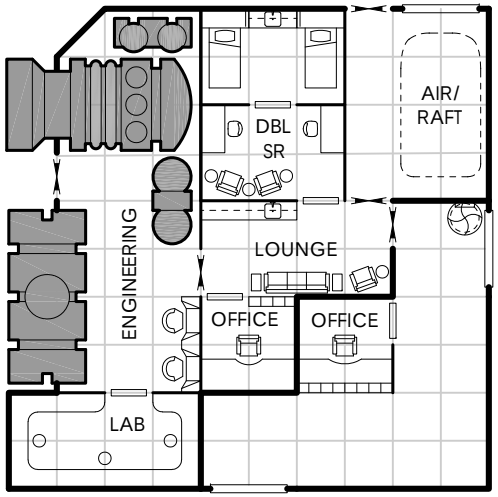
STAIRS DOWN

Multi-Purpose 587



Notes:

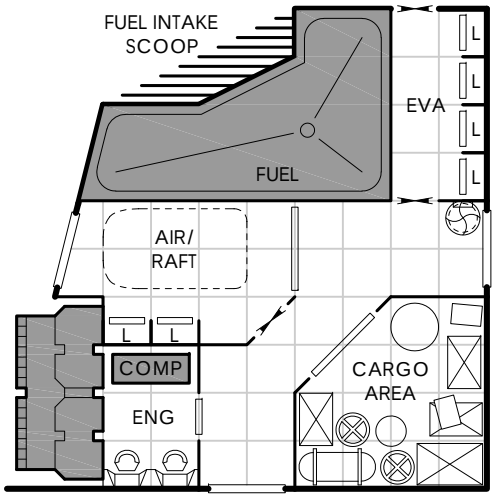
Multi-Purpose 588



Notes:

AIR/RAFT

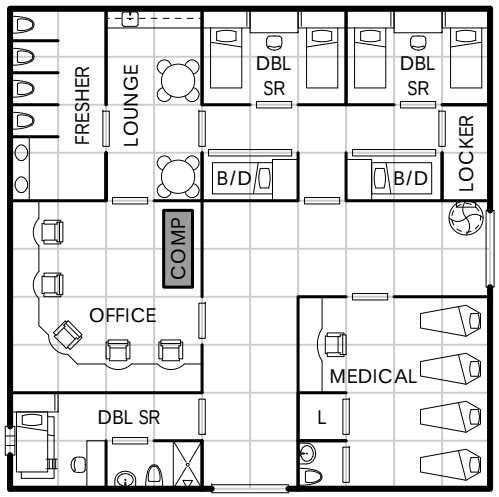
Multi-Purpose 589



Notes:

SMALL CARGO AIR/RAFT

Multi-Purpose 590



Notes:

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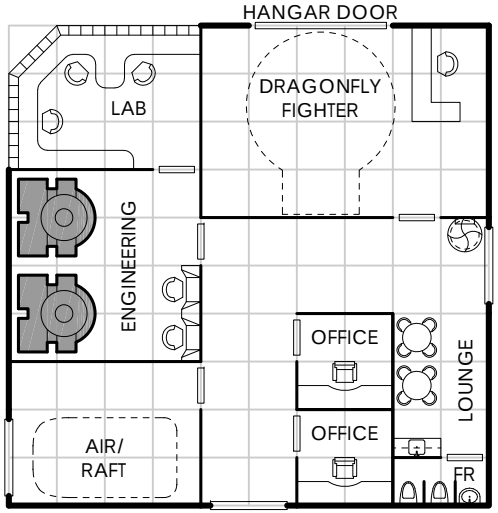
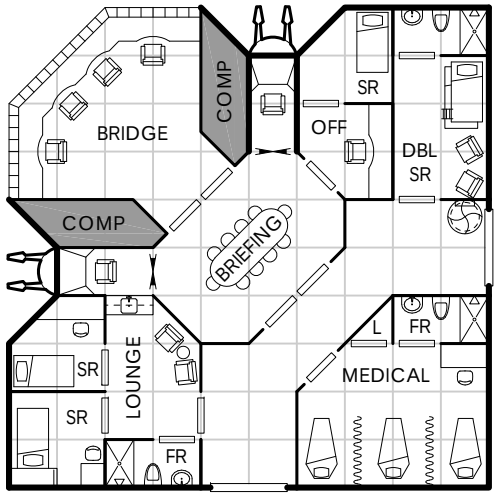
Multi-Purpose 591



Notes:

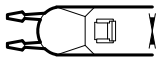
- See FASA's *Adventure Class Ships Vol. 1* for more information about the Dragonfly Fighter.

Multi-Purpose 592

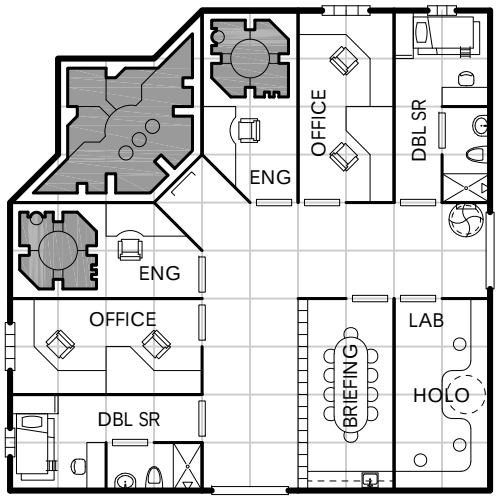


Notes:

- Referee to determine weapon type.



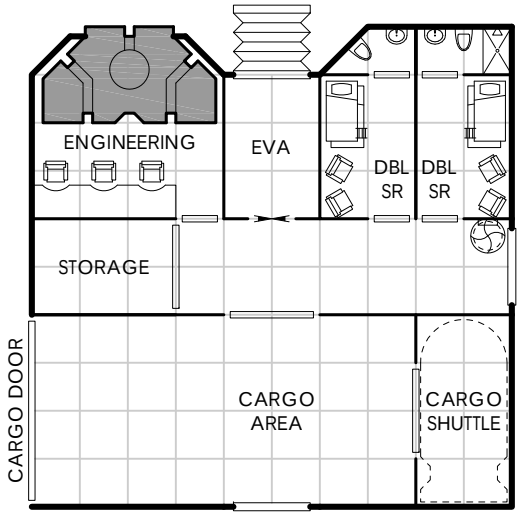
Multi-Purpose 593



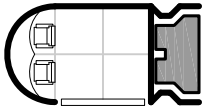
Notes:

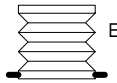
- The briefing room doubles as a lounge.

Multi-Purpose 594

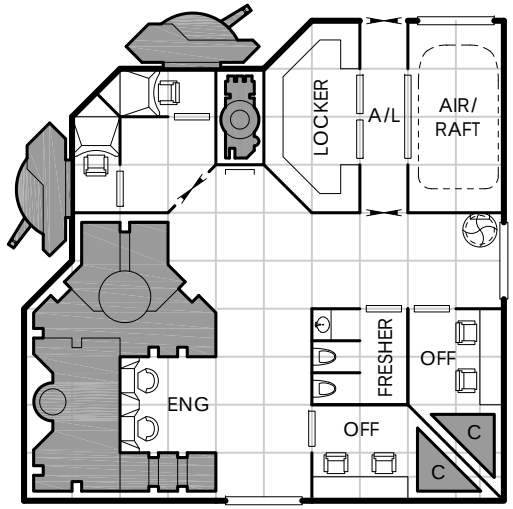


Notes:

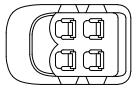




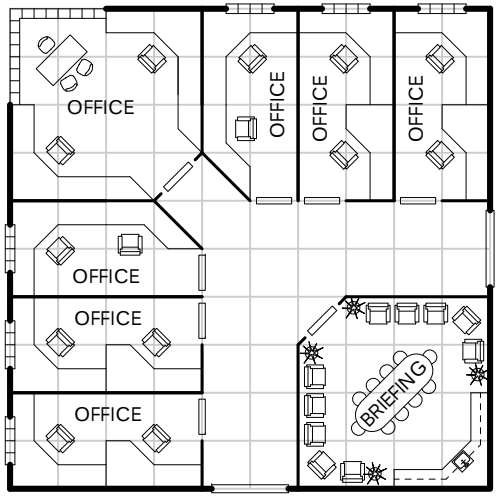
Multi-Purpose 595



Notes:



Offices 596



Notes:

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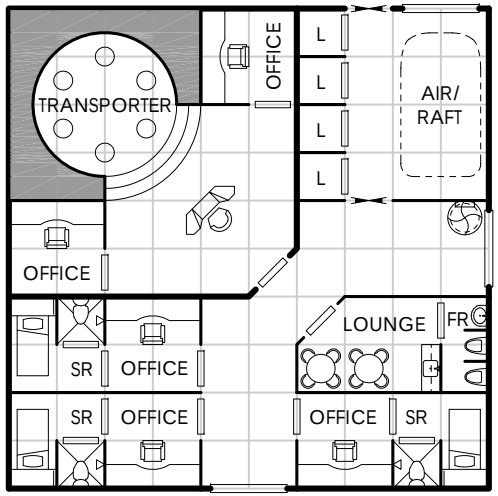
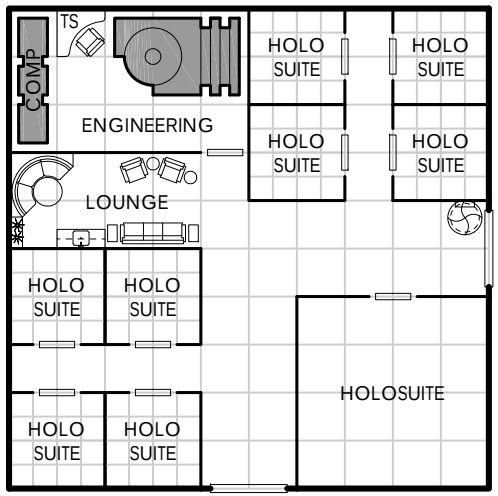
Transporter 597



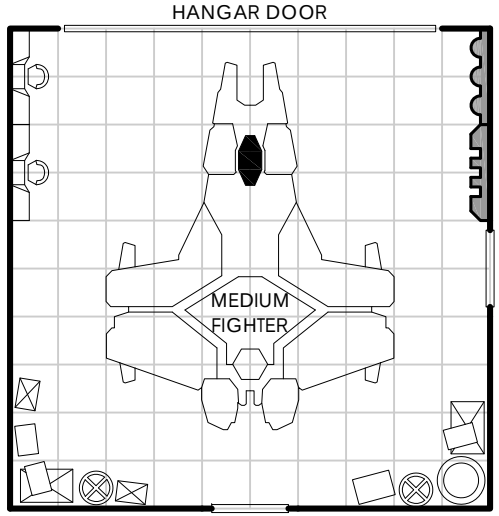
Notes:

Holo Suites 598



Notes:

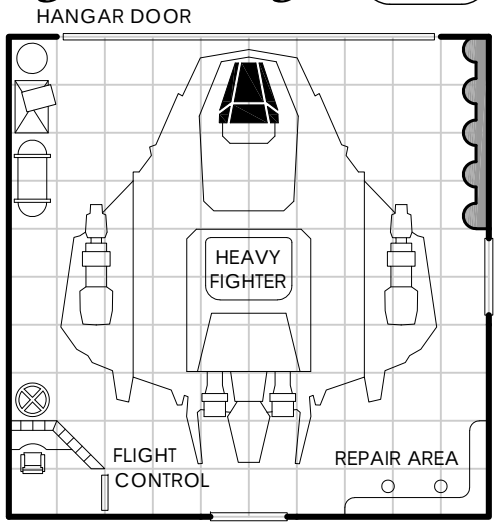
Fighter Hangar 599



Notes:

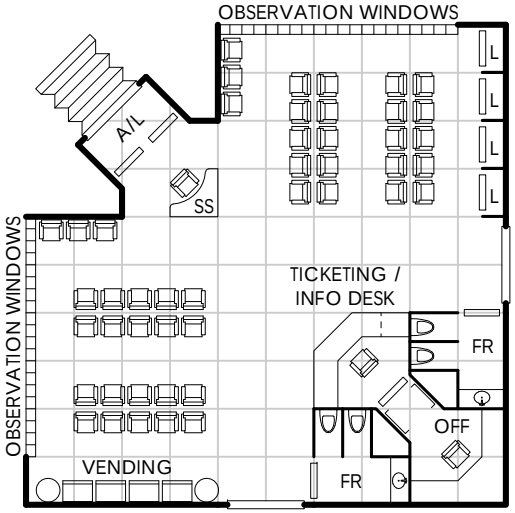
AIR/RAFT

Fighter Hangar 600



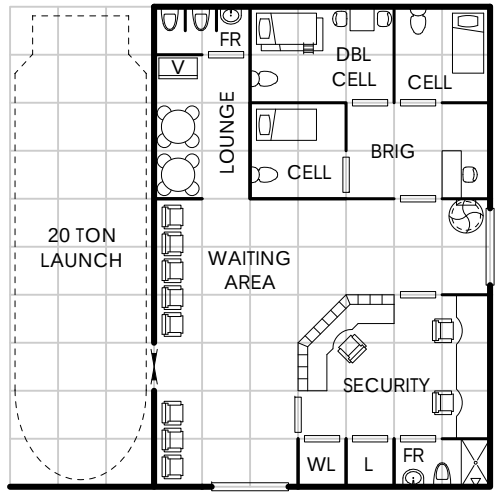
Notes:

Passenger Gate 601



Notes:

Security Checkpoint 602



Notes:

EXTENDABLE AIRLOCK

SS SECURITY STATION

V VENDING

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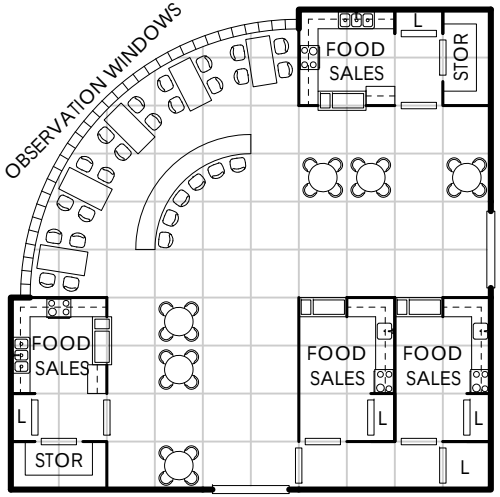
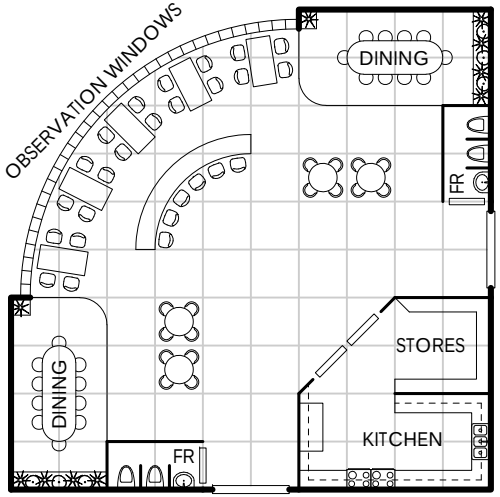
Food Court 603



Notes:

- This area is primarily used only for space stations and the largest starships.

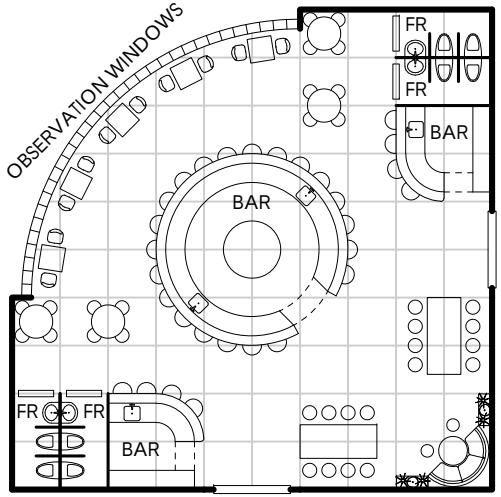
Restaurant 604



Notes:

- This area is primarily used only for space stations and the largest starships.

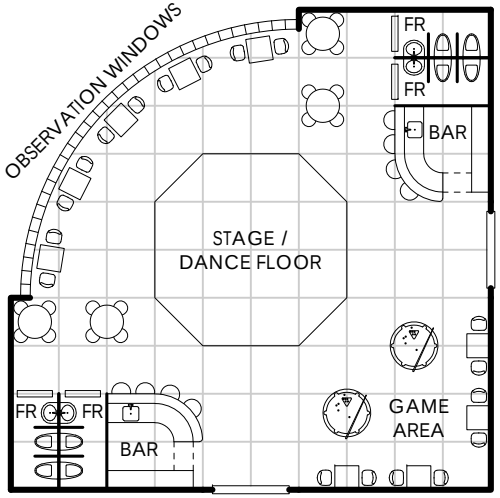
Bar 605



Notes:

- This area is primarily used only for space stations and the largest starships.

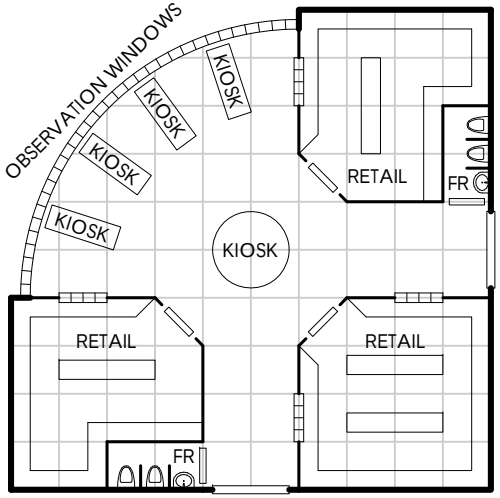
Bar 606



Notes:

- This area is primarily used only for space stations and the largest starships.

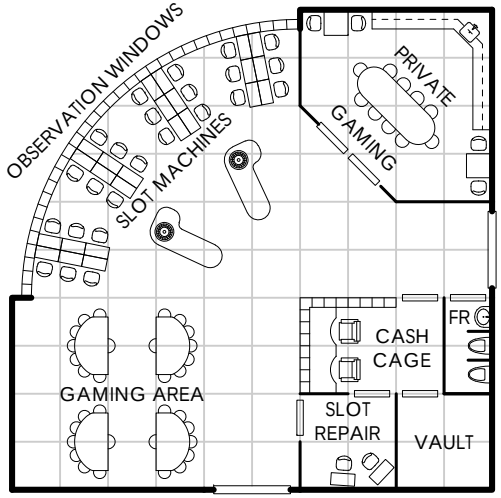
Retail 607



Notes:

- This area is primarily used only for space stations and the largest starships.

Casino 608



Notes:

- This area is primarily used only for space stations and the largest starships.

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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.

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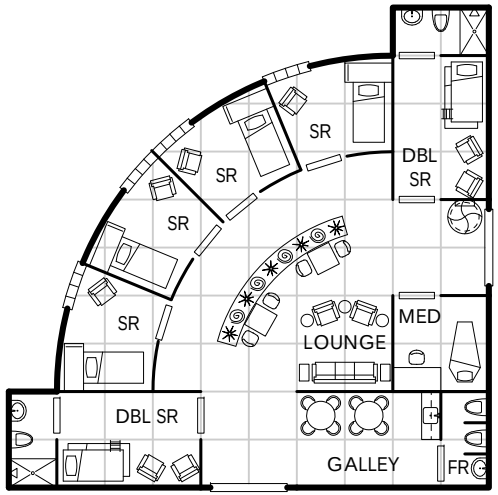
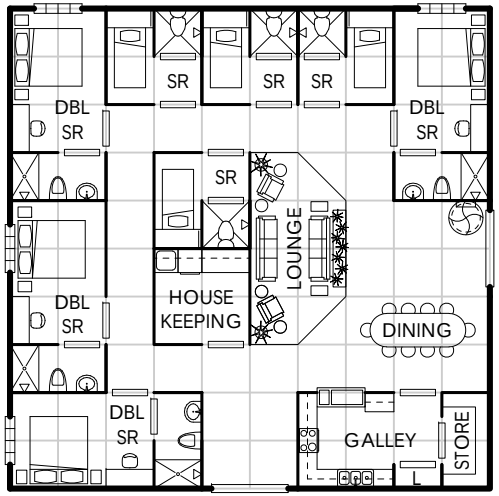
Passenger Quarters 609



Notes:

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

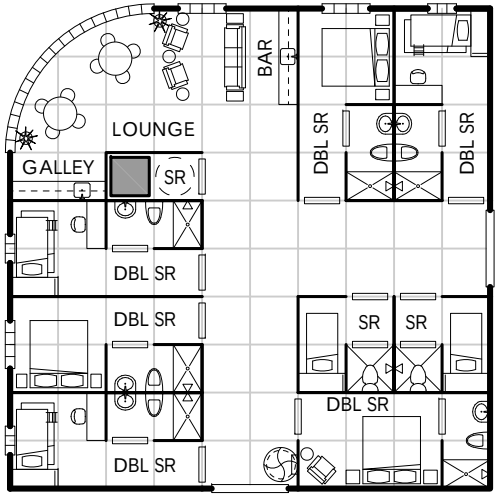
Passenger Quarters 610



Notes:

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

Passenger Quarters 611

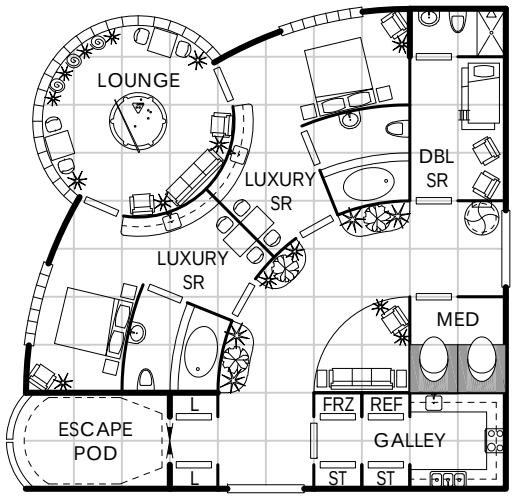


Notes:

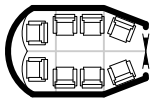
- This area can be used for both mid and high passage passengers.

STEWARD ROBOT ALCOVE

High Pass. Quarters 612



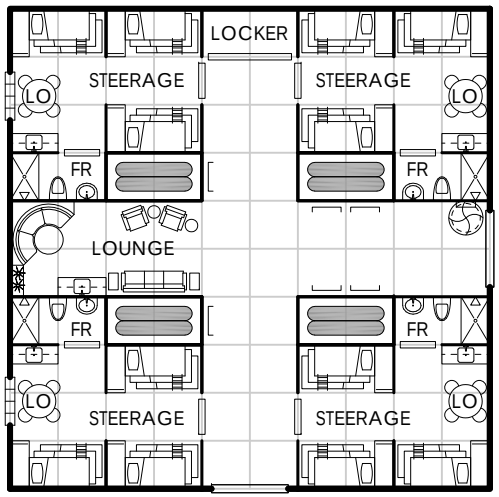
Notes:



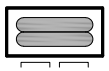
ESCAPE POD

LOW BERTH

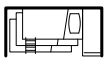
Steerage 613



Notes:

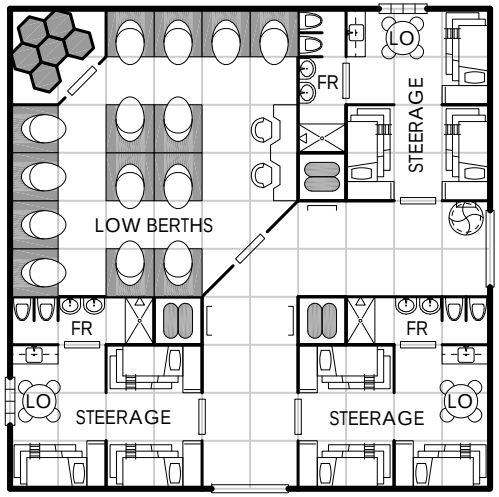


LIFE SUPPORT



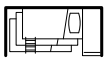
STEERAGE TRIPLE BUNKS

Steerage and Low 614



Notes:

LOW BERTH



STEERAGE TRIPLE BUNKS

LIFE SUPPORT

BATTERIES

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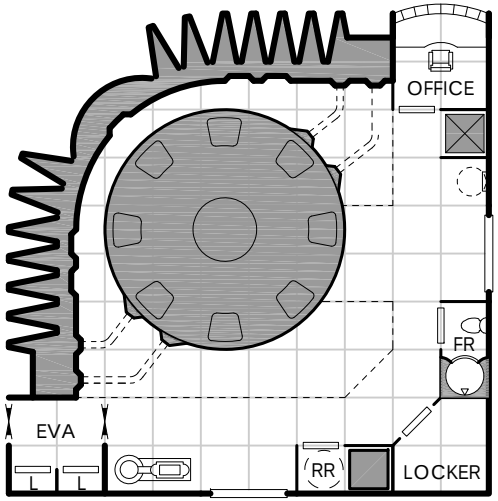
Engineering-Lower 615

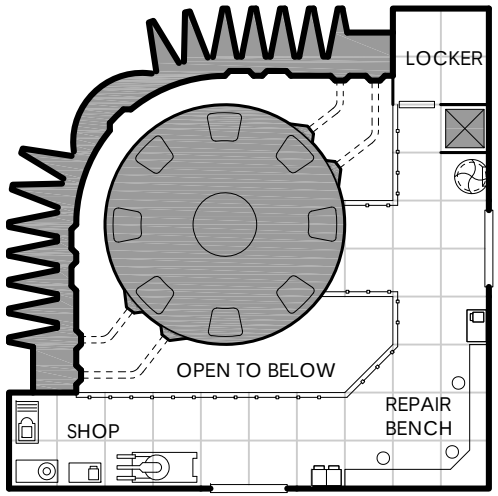


Notes:

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

REPAIR ROBOT ALCOVE

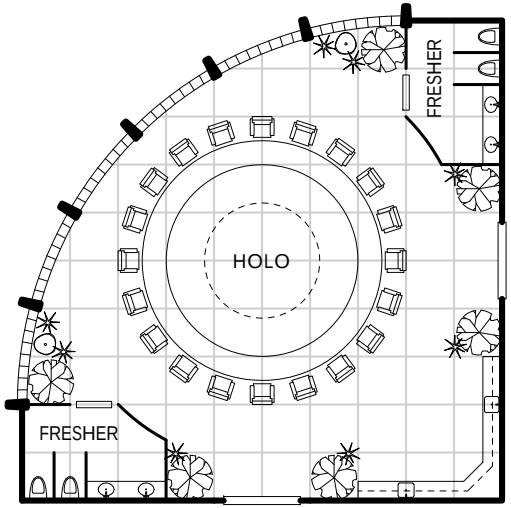
Engineering-Upper 616



Notes:

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

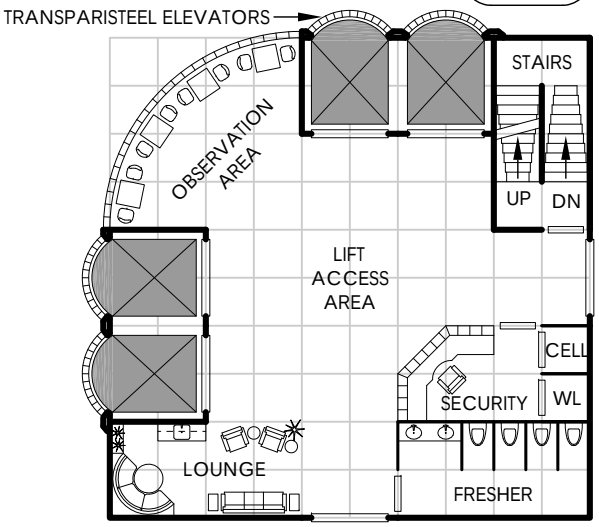
Conference Room 617



Notes:

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

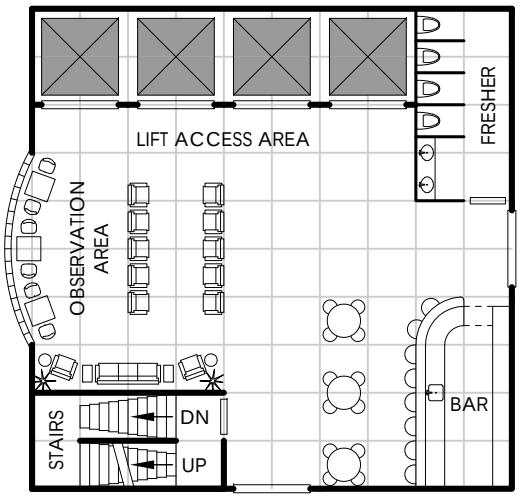
Elevator Core 618



Notes:

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

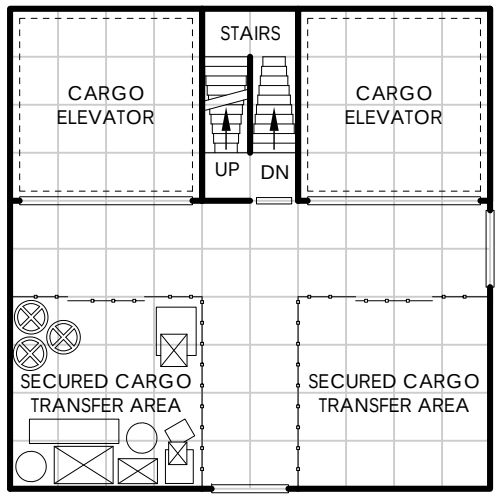
Elevator Core 619



Notes:

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

Cargo Elevator Core 620



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Section 4
Specialty Geomorphs

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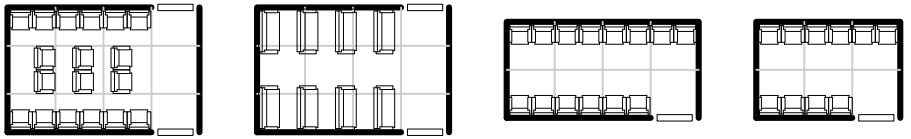
Trams and Trains

Moving around in huge ships

Some ships (or facilities) are so large that 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.



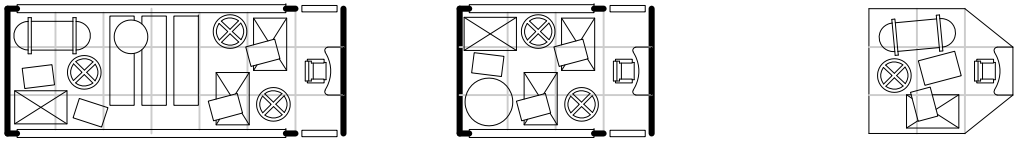
AUTOMATED 18 PERSON EXPRESS TRAM

AUTOMATED 16 PERSON EXPRESS TRAM

AUTOMATED 20 PERSON TRAM

AUTOMATED 16 PERSON TRAM

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.



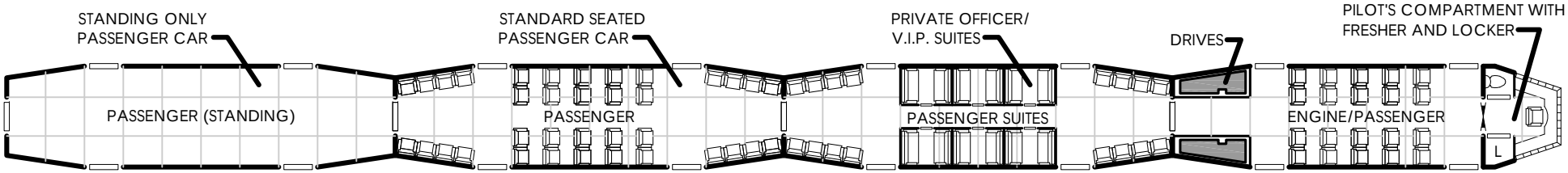
LARGE PILOTED CARGO TRAM (9 DTONS OF CARGO)

STANDARD PILOTED CARGO TRAM (4.5 DTONS OF CARGO)

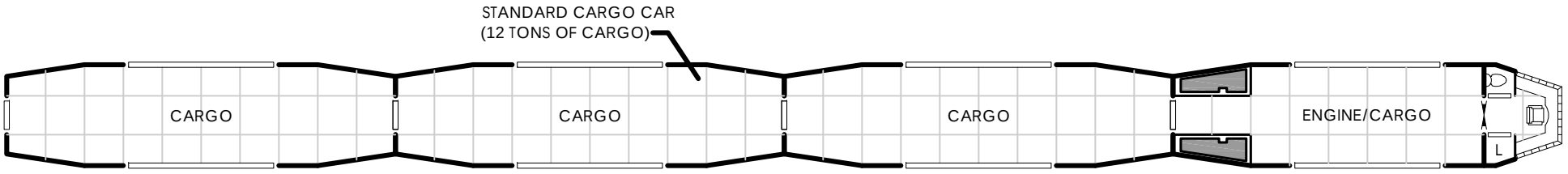
UNENCLOSED MAINTENANCE / SMALL CARGO TRAM (3 DTONS OF CARGO)

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

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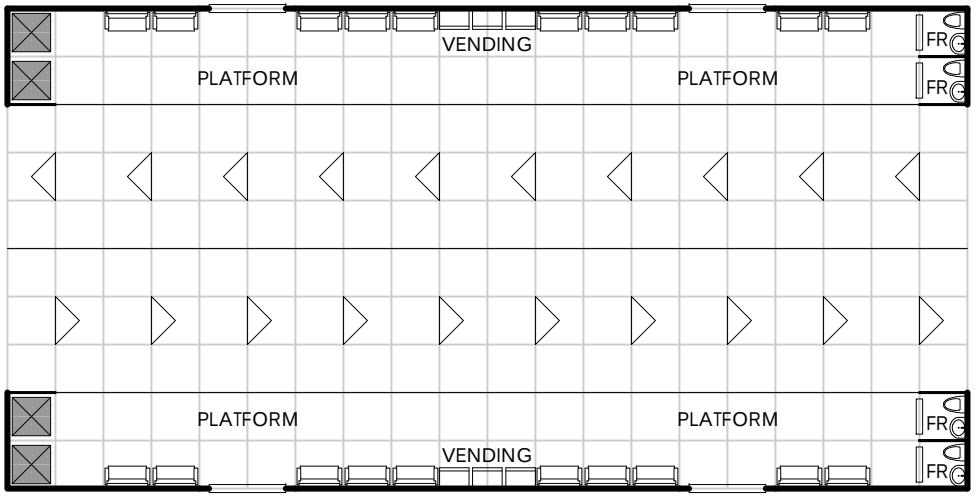
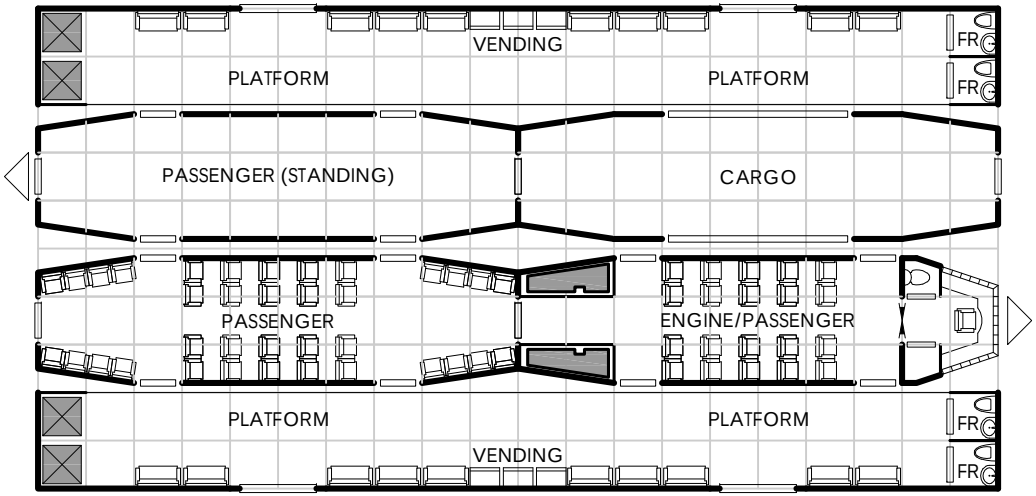
TR1 Tram Station - Empty



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).

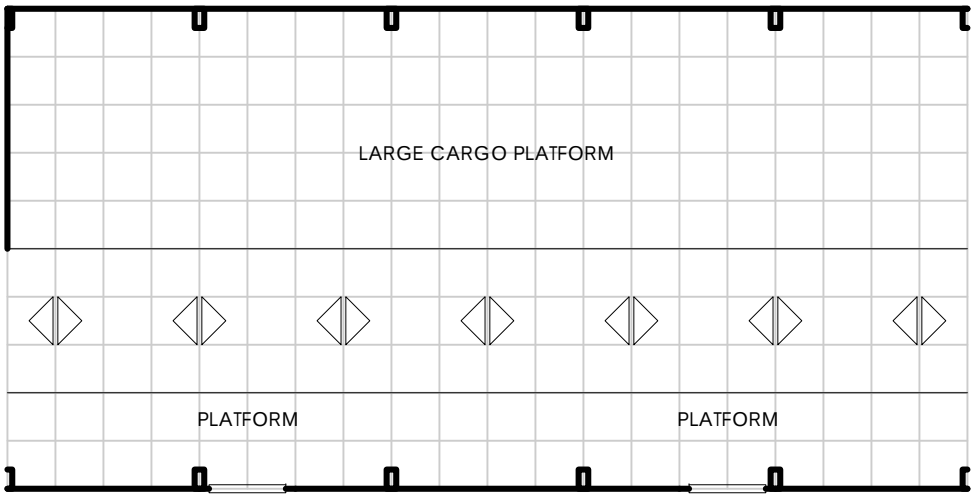
Tram Station - Full TR2



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.

TR3 Tram Station - Cargo Platform

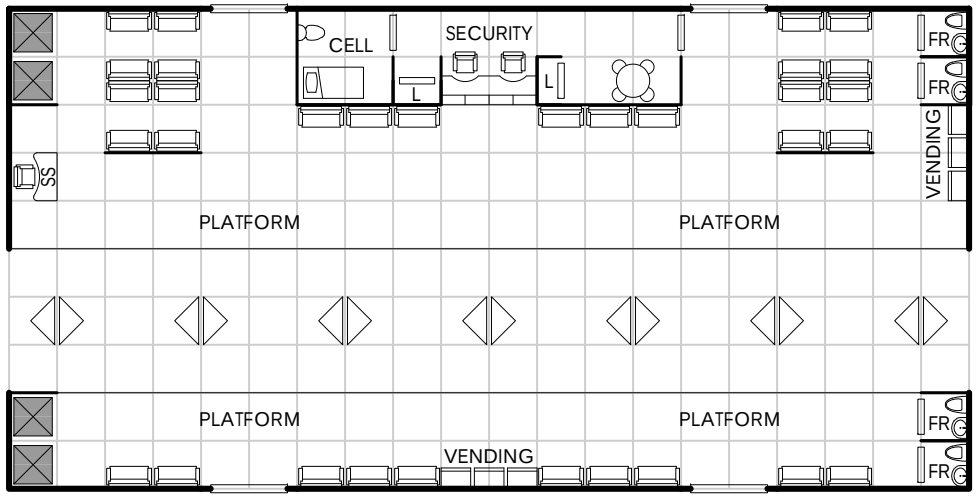


Notes:

INDICATES TYPICAL, SINGLE DIRECTION OF TRAM TRAVEL

INDICATES BI-DIRECTIONAL TRAM TRAVEL

Tram Station - Secured TR4



Notes:

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

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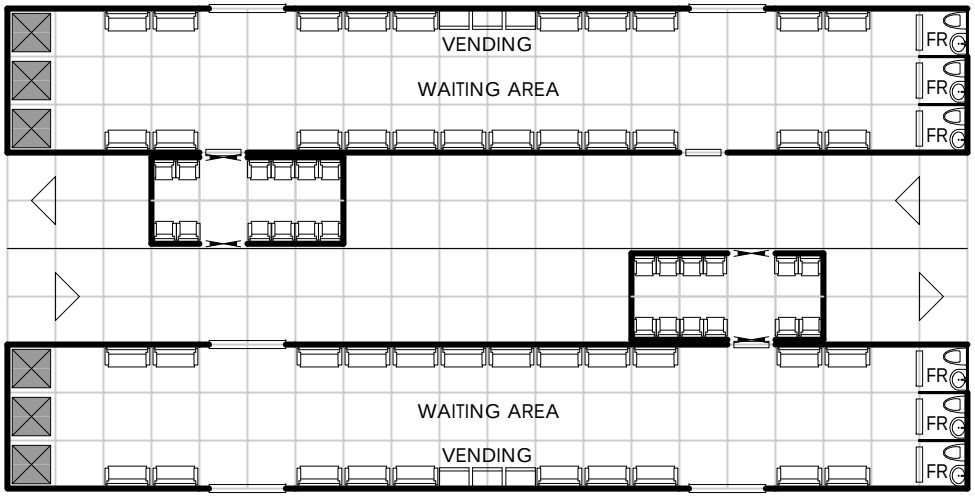
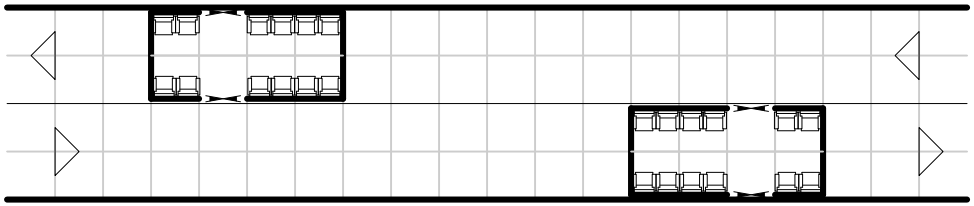
TR5 Tram Station



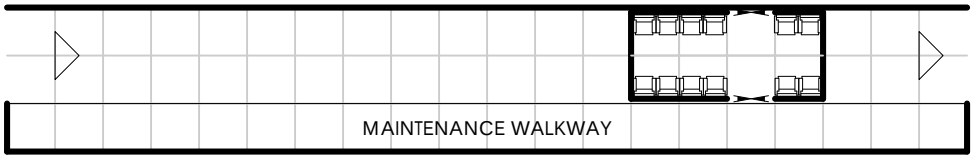
Notes:

- 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).

Tram Tunnels - Basic TR6



Double Lane Tram Tunnel

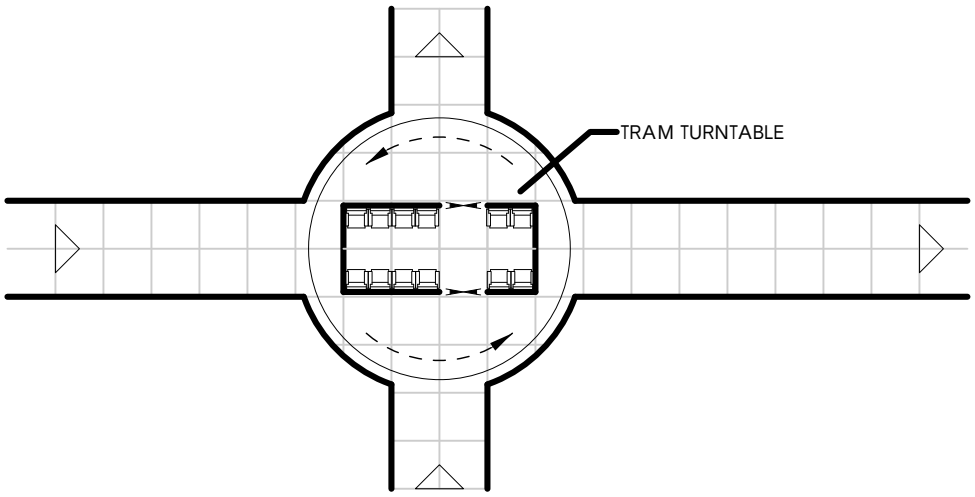


Single Lane Tram Tunnel with Maintenance Walkway

Notes:

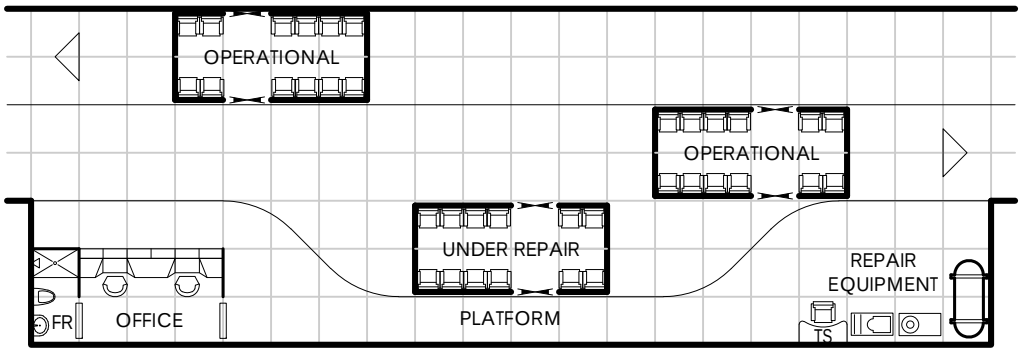
- Trams typically stay in their assigned lane, but some trams can switch lanes to pass slower moving or stopped trams. Some areas allow vertical tram movement (single cars only).

TR7 Tram Tunnel Junction



Notes:

Tram Repair Area TR8



Notes:

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

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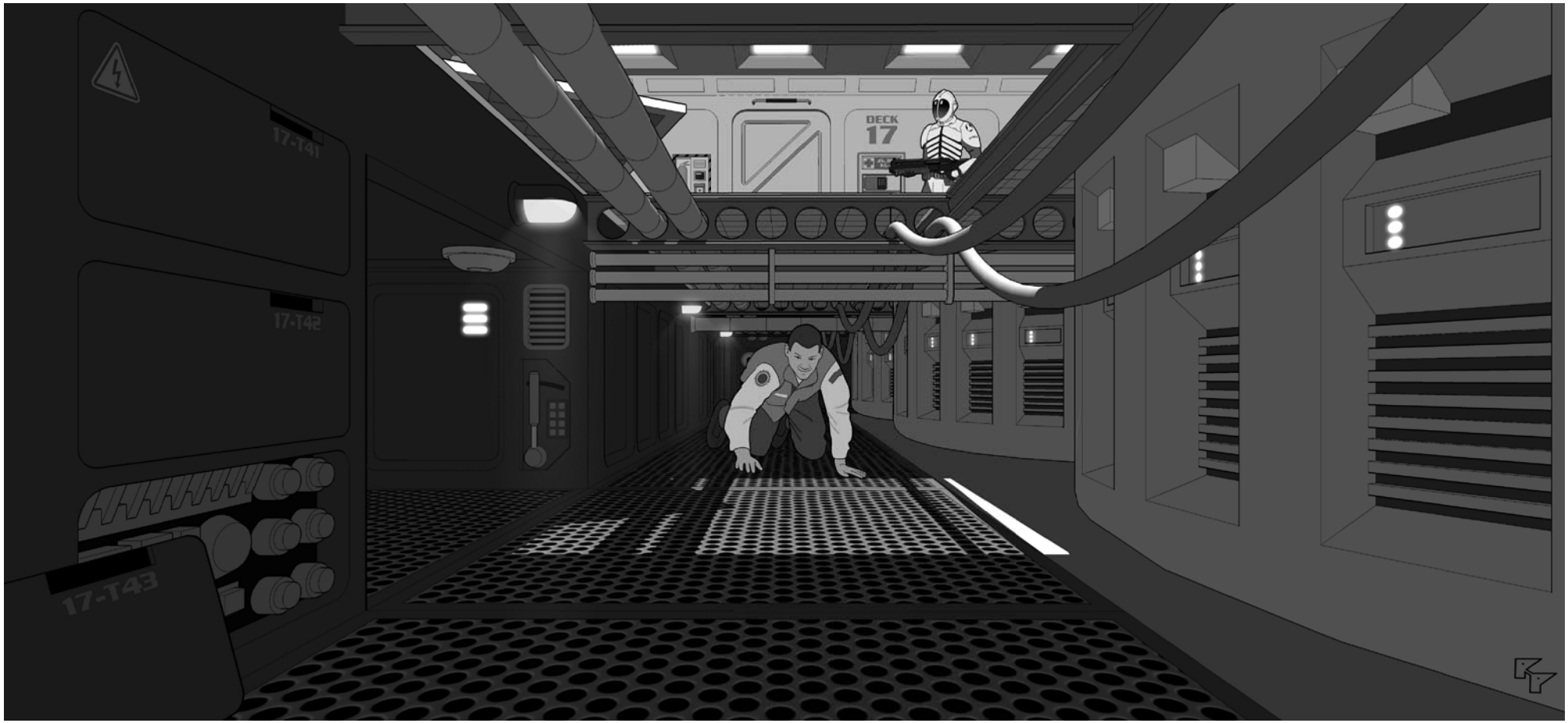
Interstitial Space

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 strictly an optional choice for referees and deck plan designers.

In reality, it is just an excuse to let the players crawl around in the mazelike bowels of a ship. 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 space between decks for over three weeks, until he was able to get a signal to the Imperial Naval Command.

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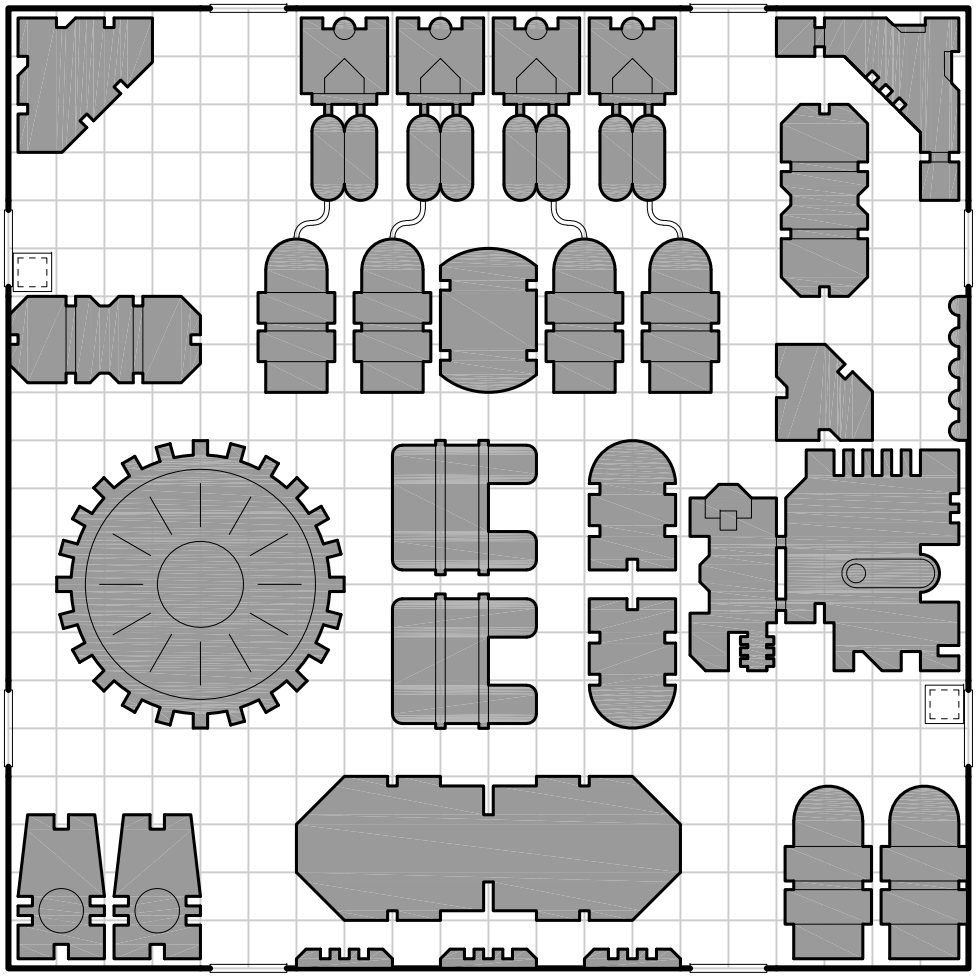
IS1 Interstitial Space



Notes:

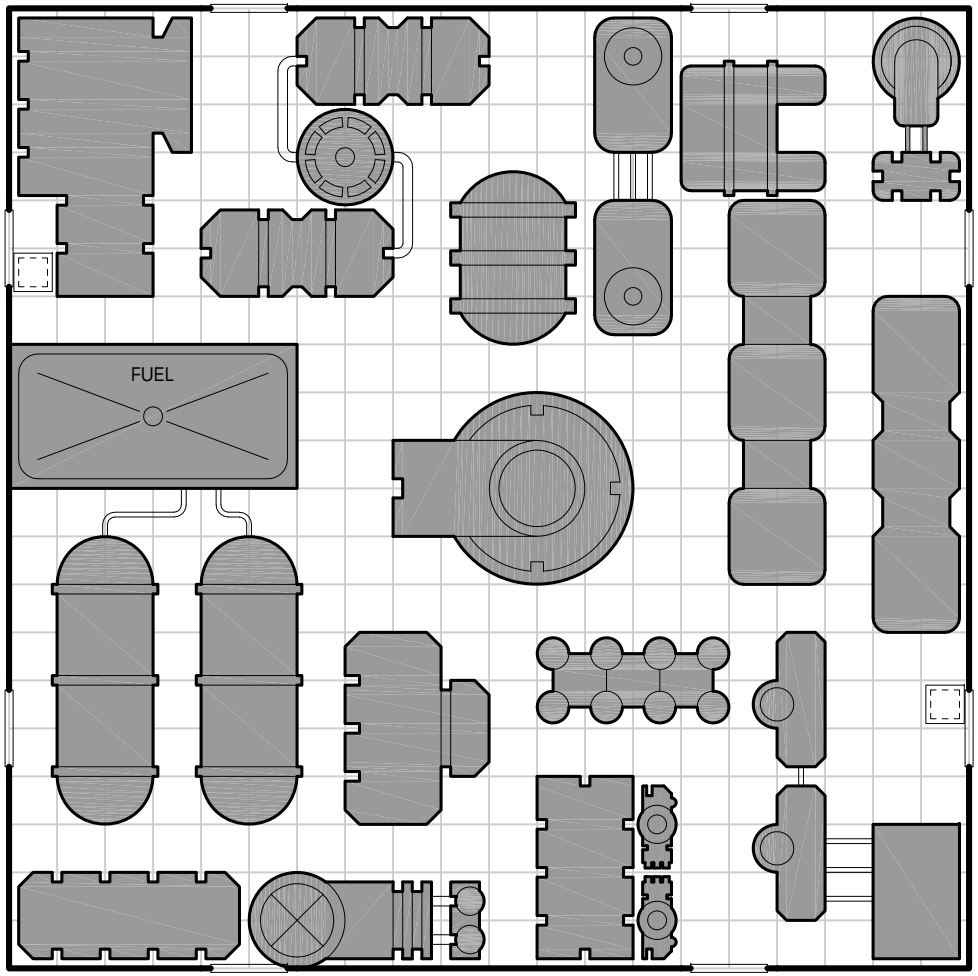
- Add ceiling and floor access points as required to match geomorphs above and below.

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

Interstitial Space IS2



Notes:

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

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

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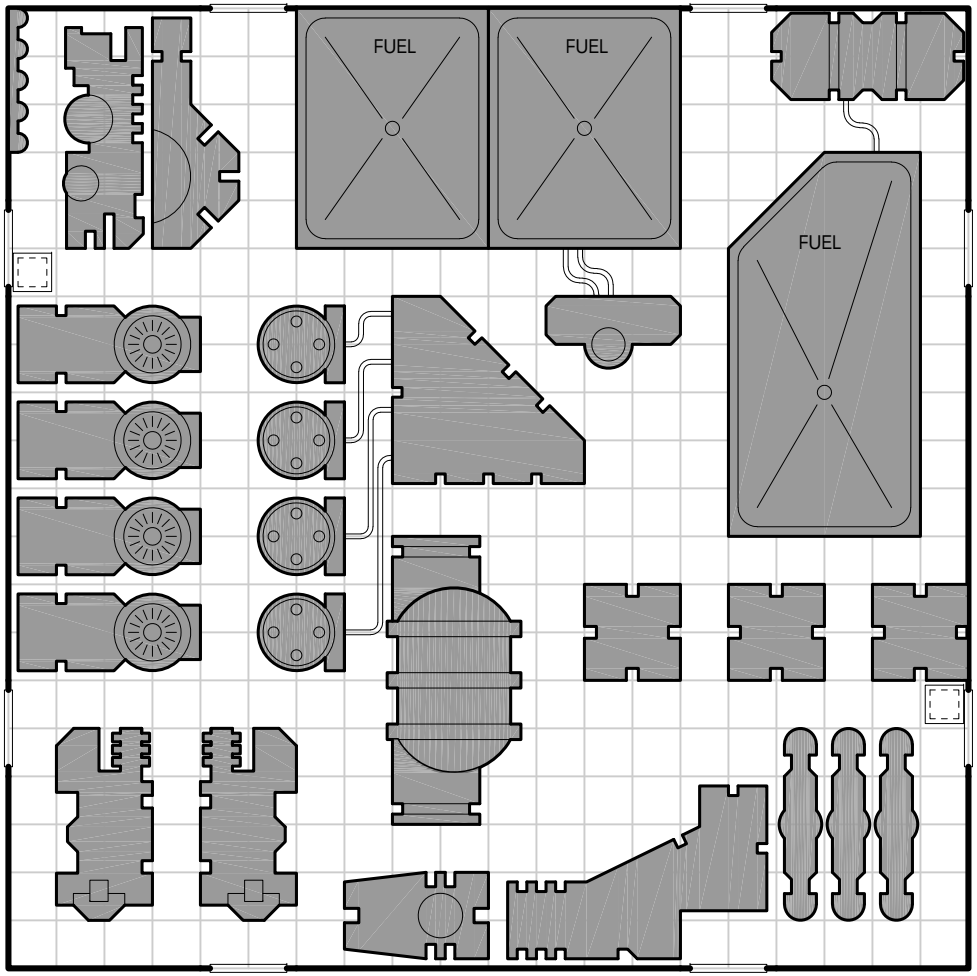
IS3 Interstitial Space



Notes:

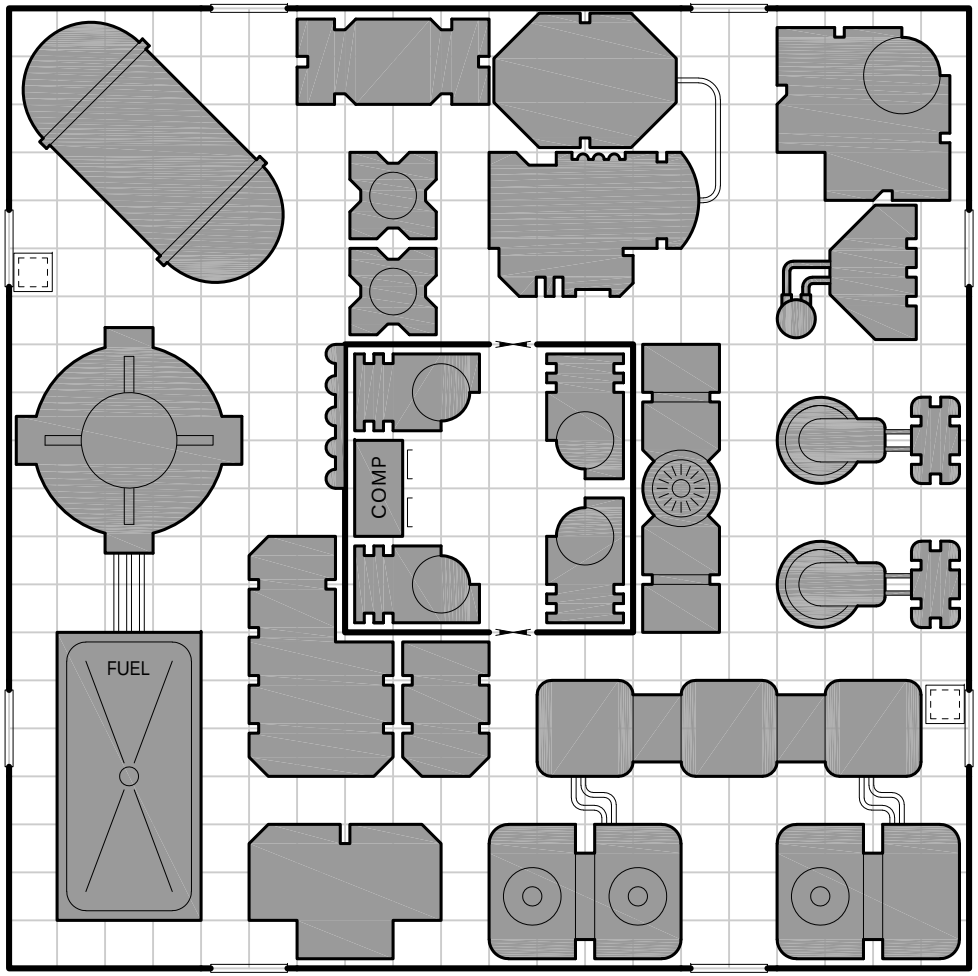
- Add ceiling and floor access points as required to match geomorphs above and below.

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

Interstitial Space IS4



Notes:

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

FLOOR ACCESS (TO CEILING BELOW)

CEILING ACCESS (TO FLOOR ABOVE)

FLOOR AND CEILING ACCESS

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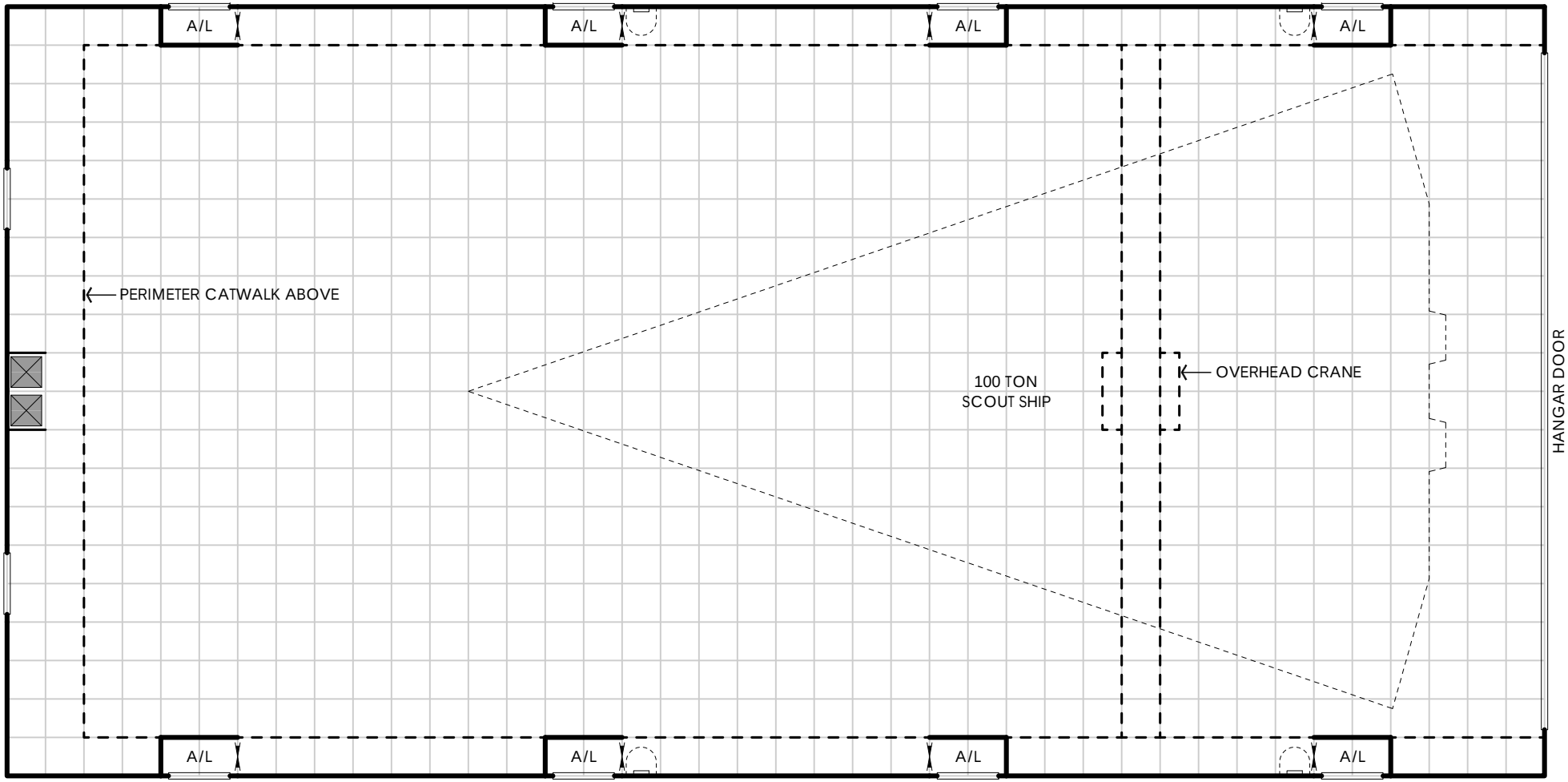
M-1 Megamorph - Starship Hangar / Repair Bay - End Access



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 anti-grav support vehicles capable of carrying heavy loads.

PERSONNEL LIFT

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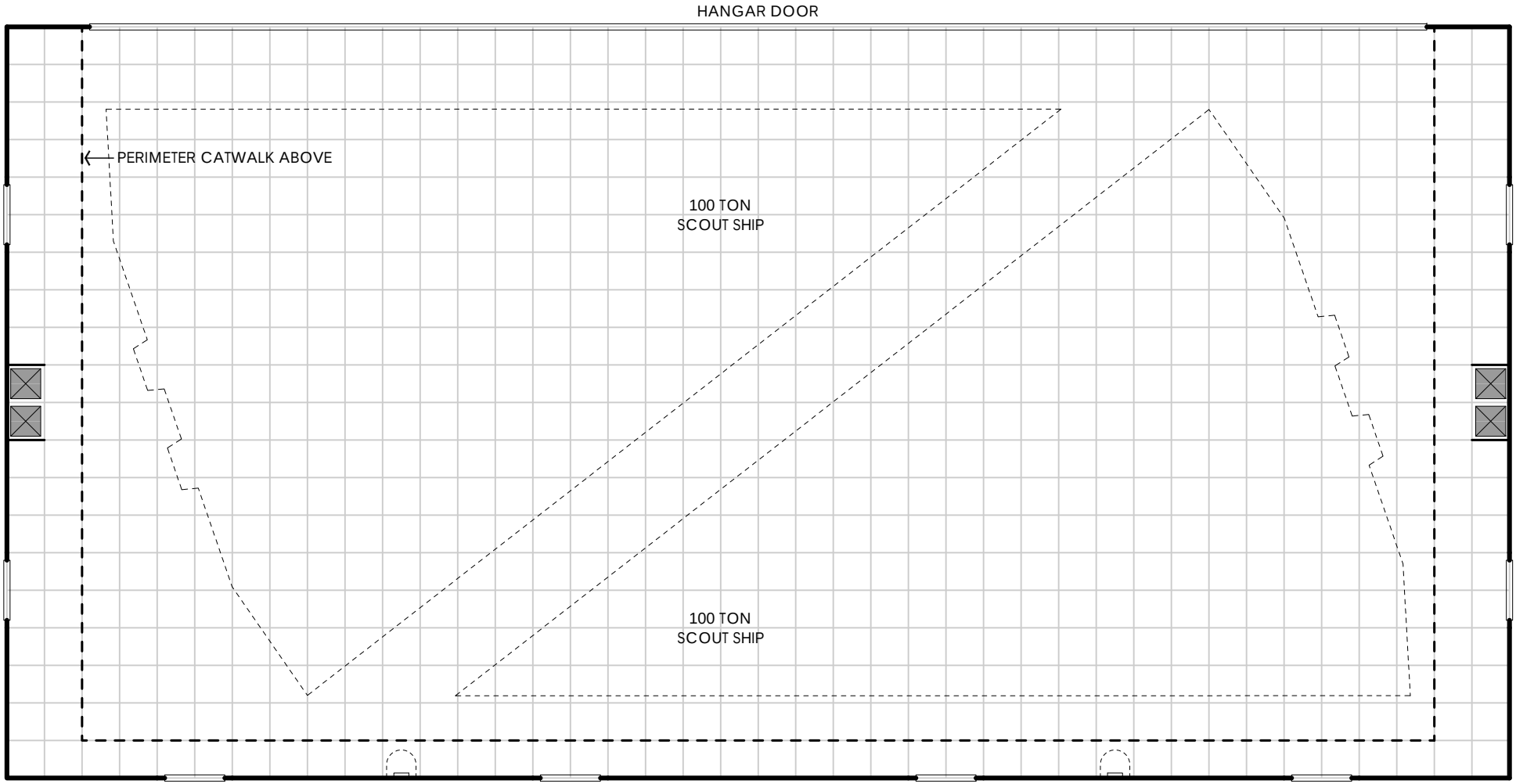
M-2 Megamorph - Starship Hangar / Repair Bay - Side Access



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 anti-grav support vehicles capable of carrying heavy loads.

PERSONNEL LIFT

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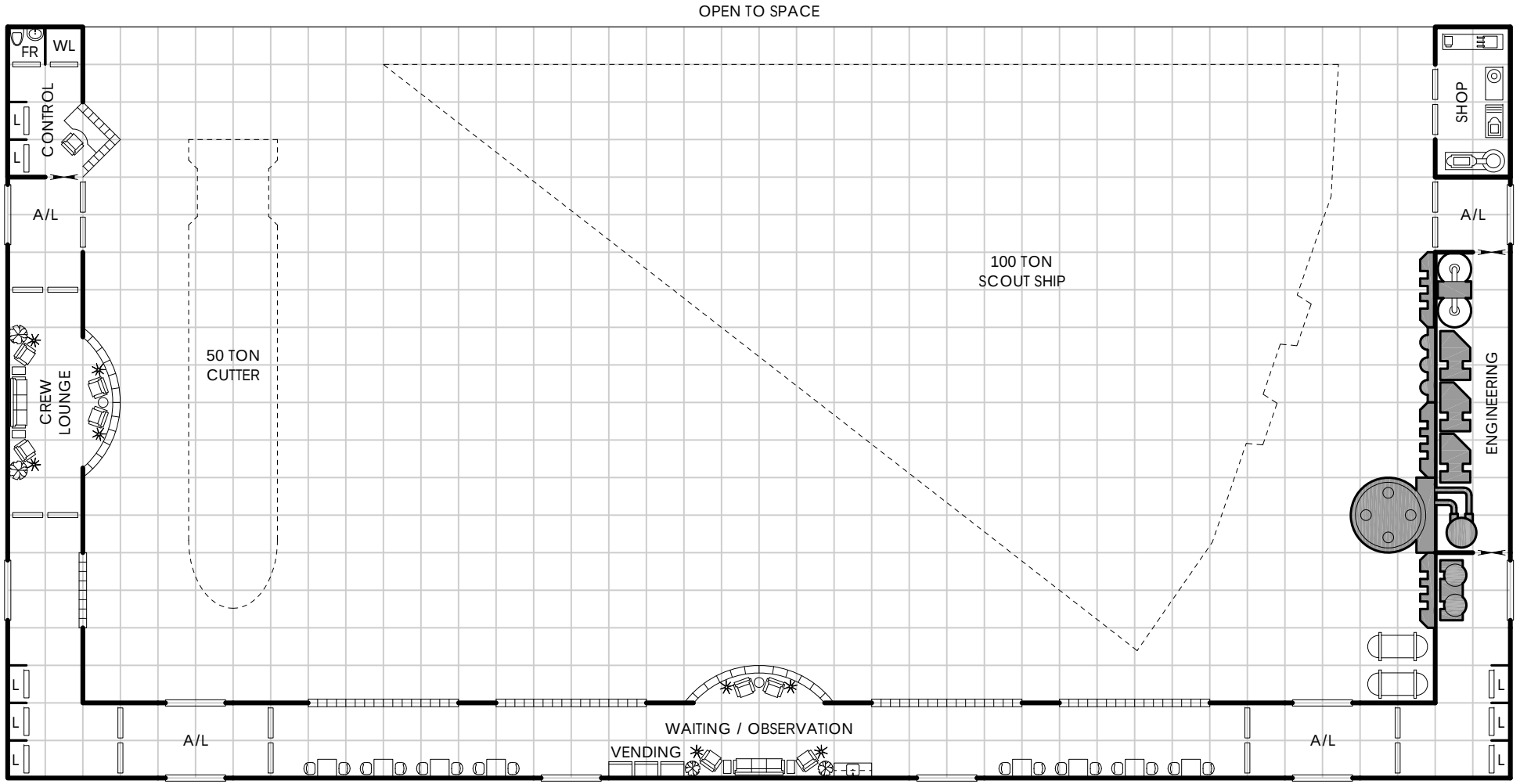
M-3 Megamorph - Open Landing Platform



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).

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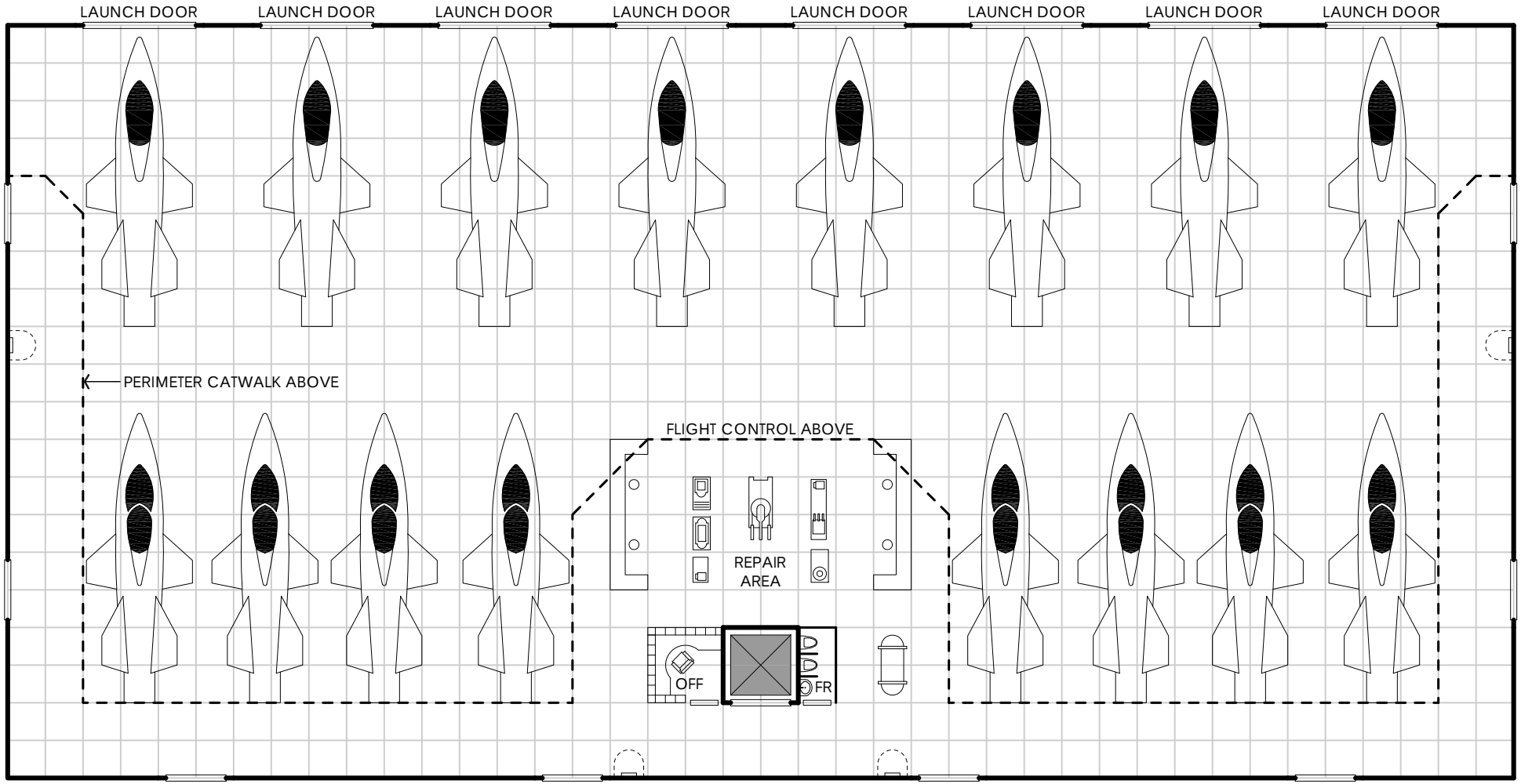
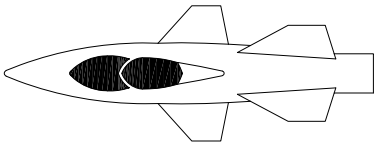
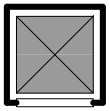
M-4 Megamorph - Flight Deck - Lower Level

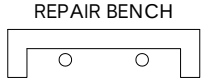


Notes:

- 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.







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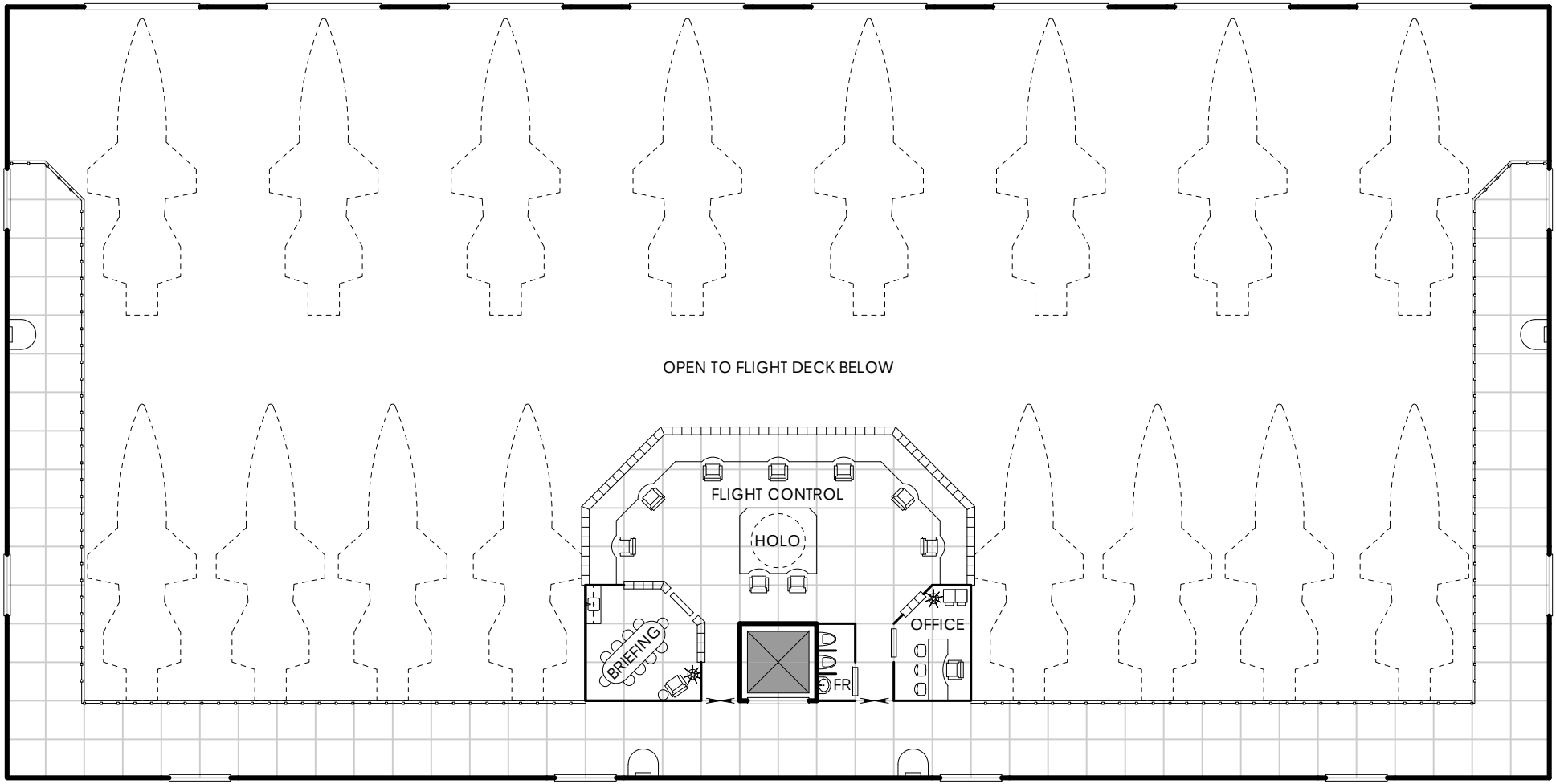
M-5 Megamorph - Flight Deck - Upper Level



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.

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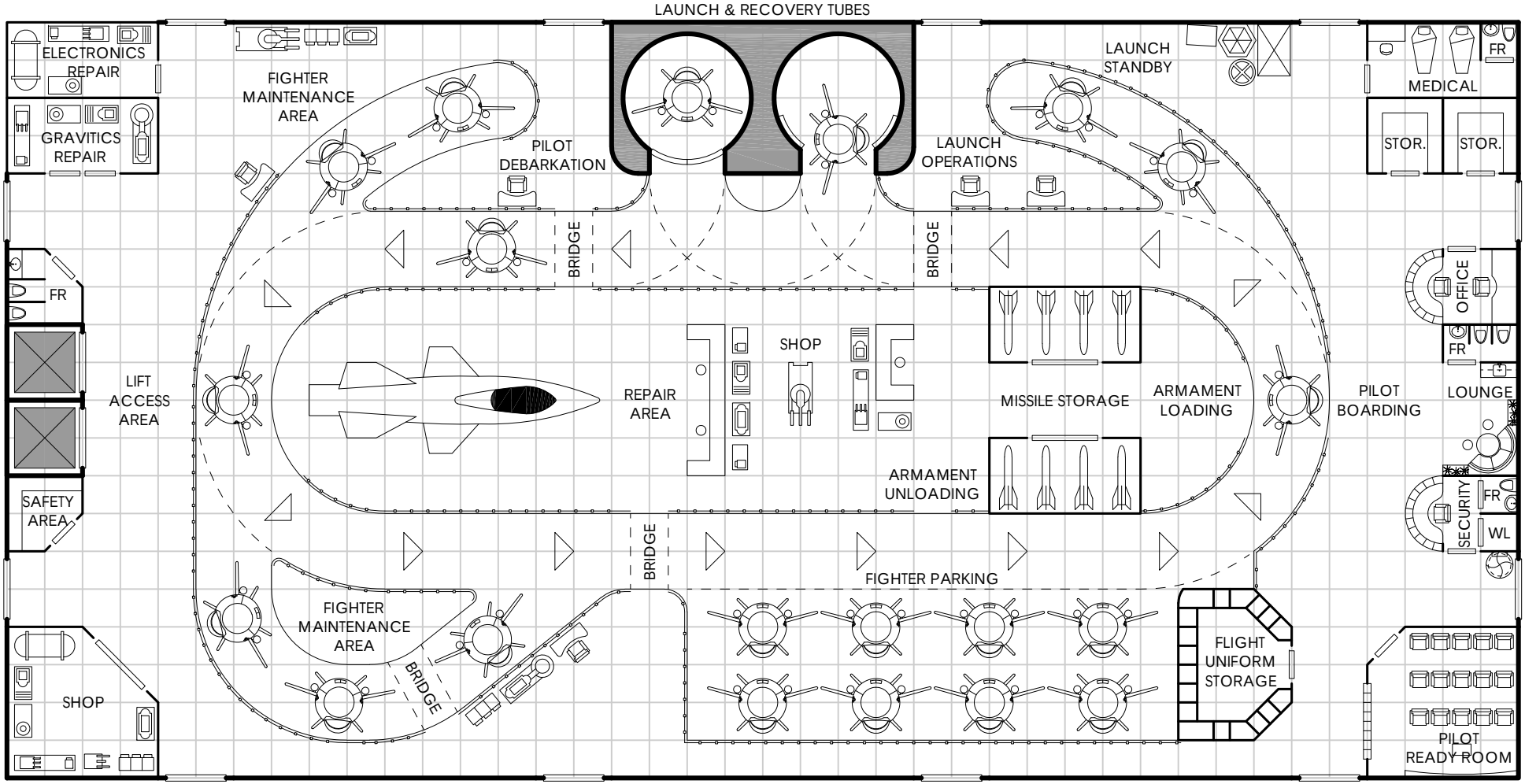
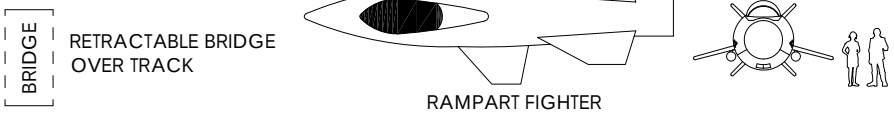
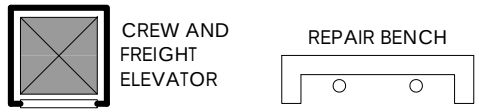
M-6 Megamorph - Flight Deck - Vertical



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).





STARSHIP GEOMORPHS *© 2018 Pearce Design Studio, LLC*

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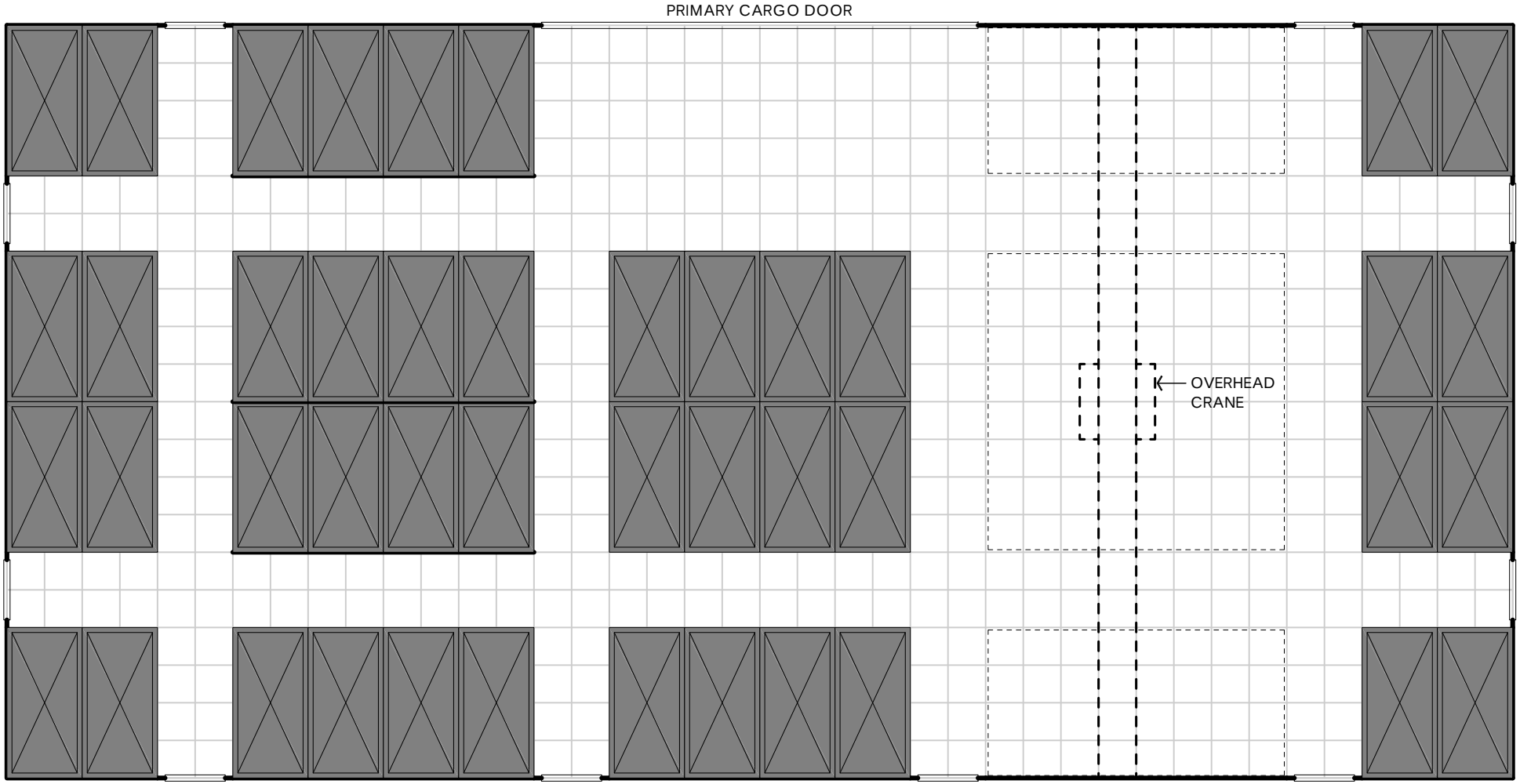
M-7 Megamorph - Cargo Deck



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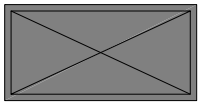

10'x20' CARGO CONTAINER

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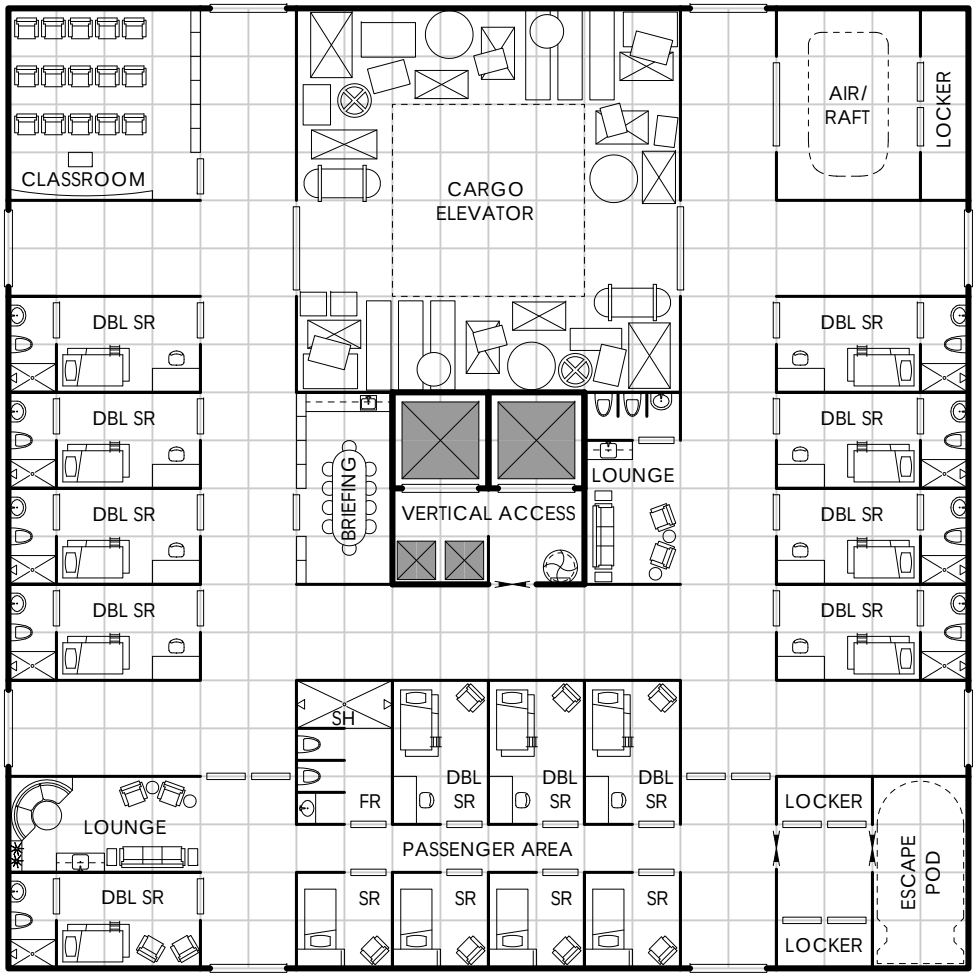
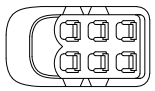
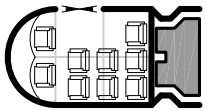
VC1 Vertical Core - Multi-Purpose



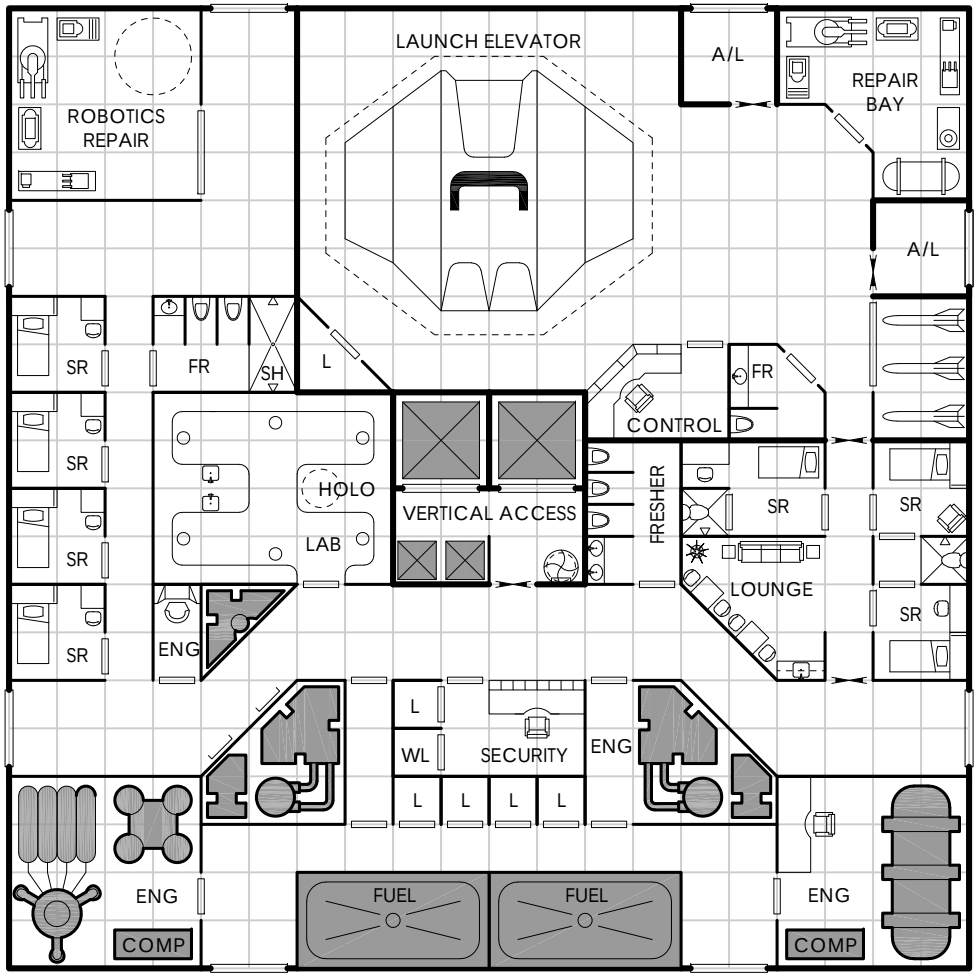
Notes:

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


AIR/RAFT

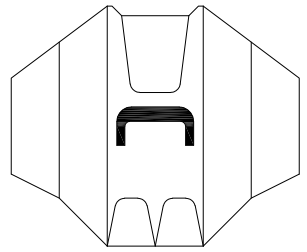

ESCAPE POD

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

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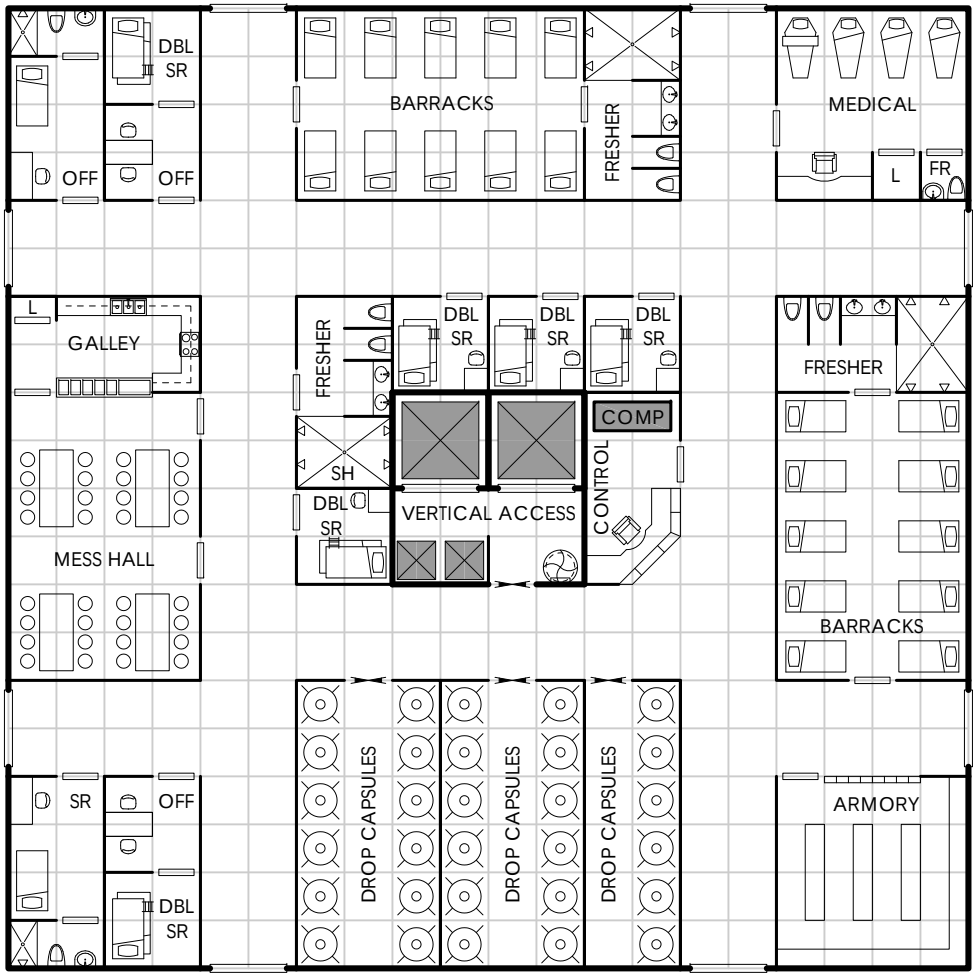
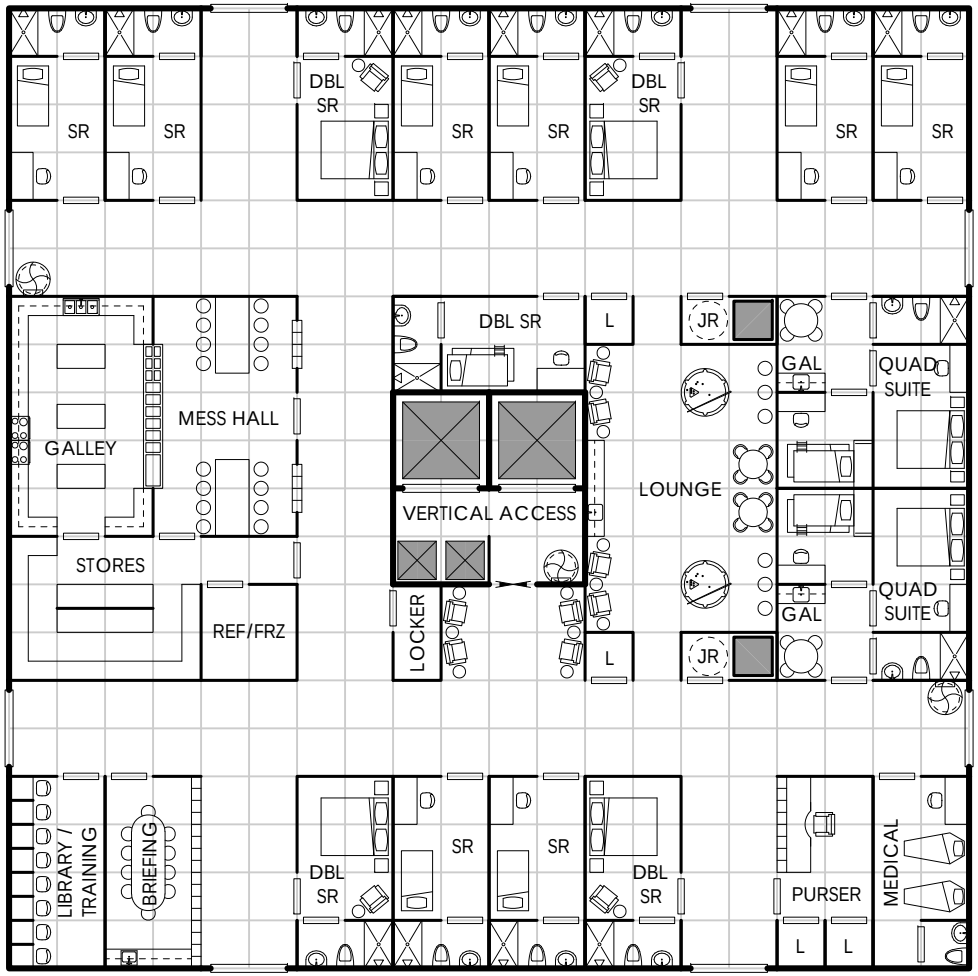
VC3 Vertical Core - Troop Deck



Notes:

DROP CAPSULE

Vertical Core - Passenger Area VC4



Notes:

- The core of this deck is for vertical access, allowing all designs created on this blank to allow for continuous vertical movement.
- This deck could also be used as crew staterooms.

JR JANITOR ROBOT ALCOVE

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Section 5
Blank Geomorphs

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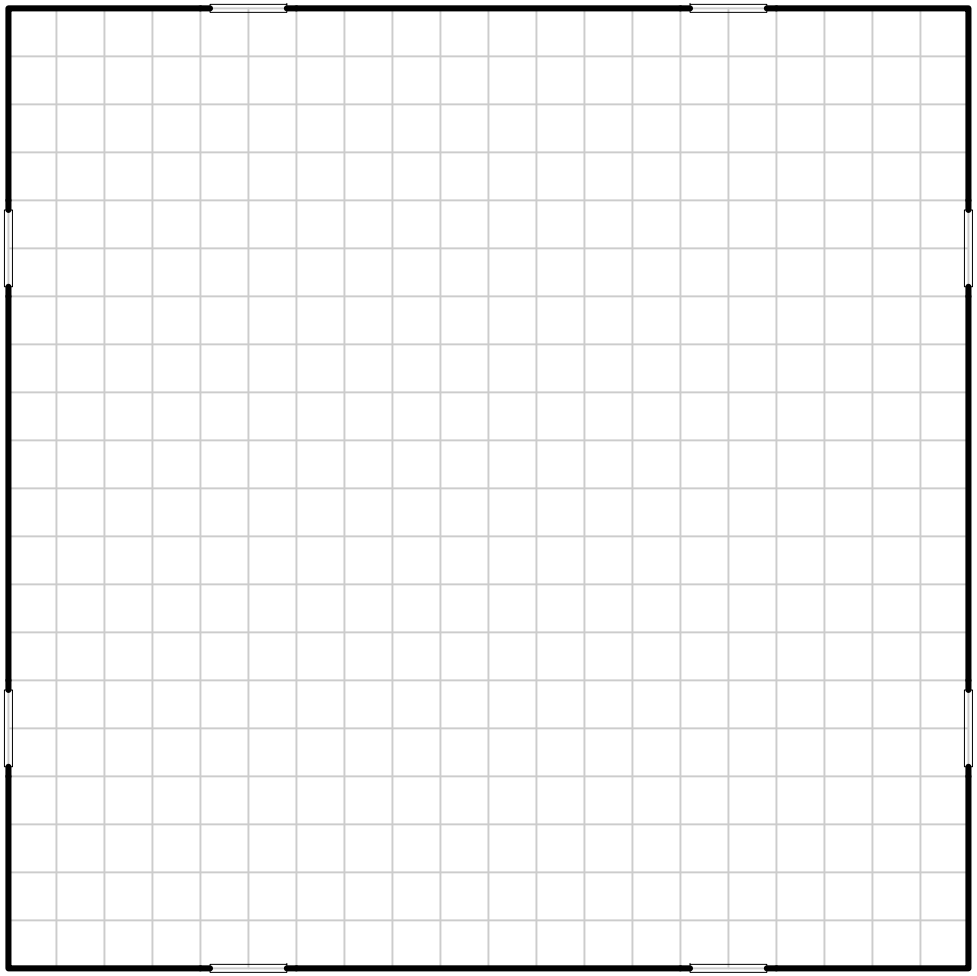

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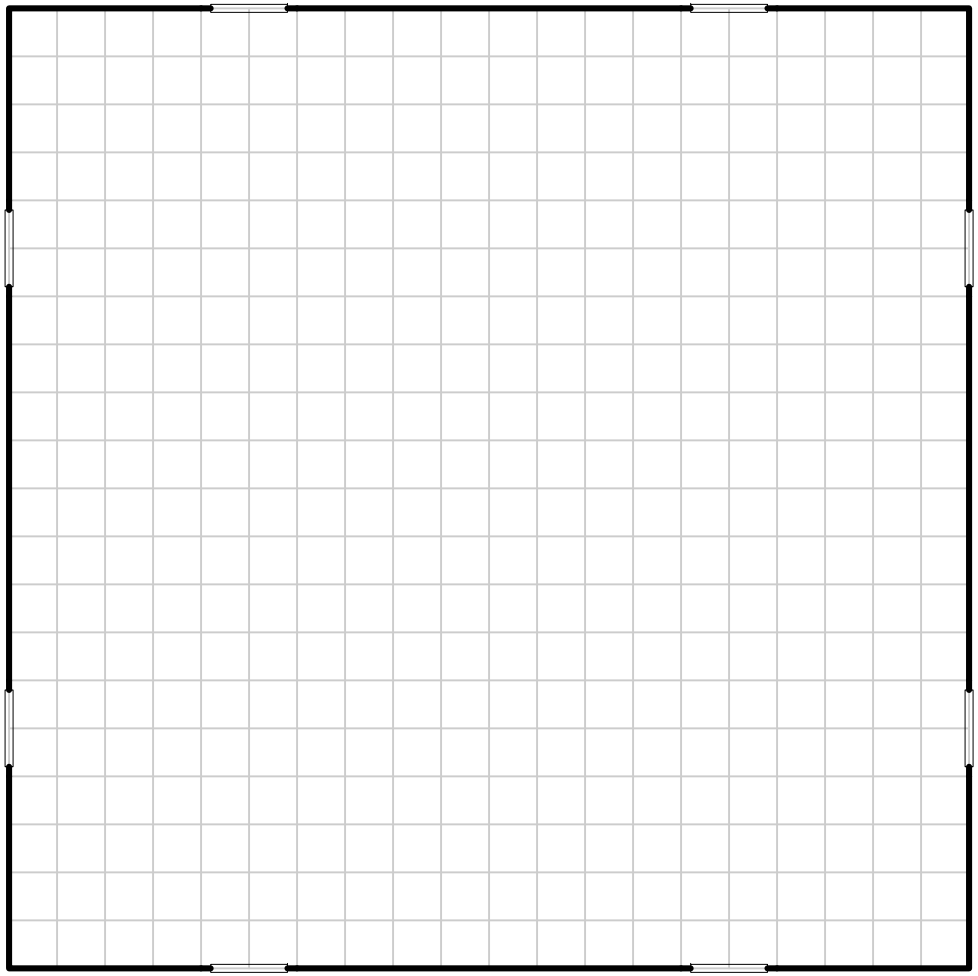

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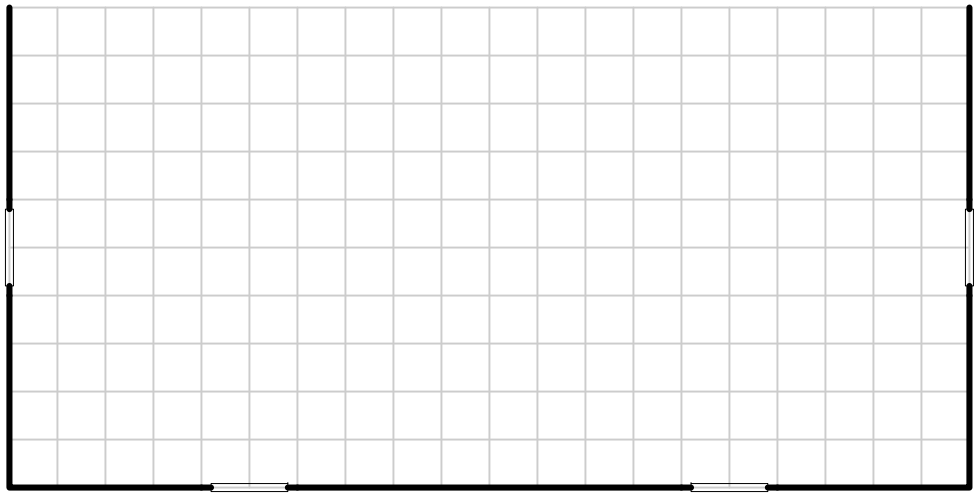

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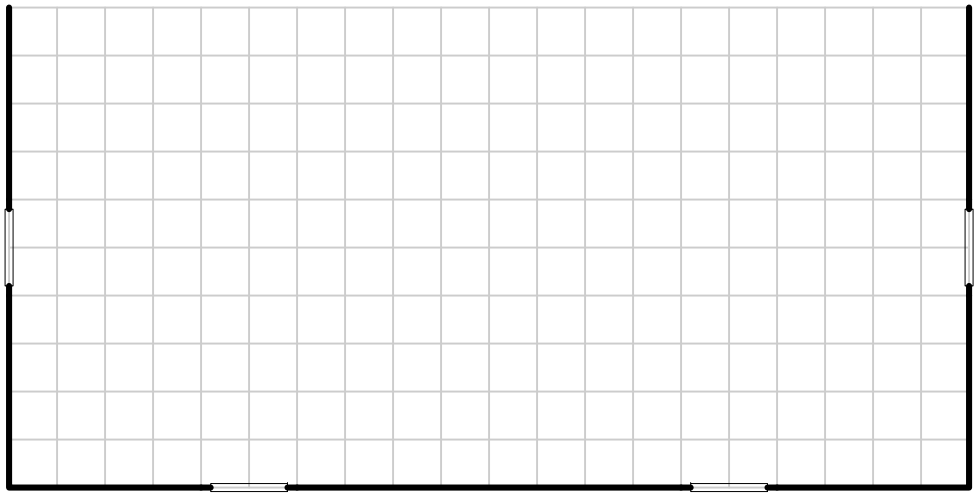

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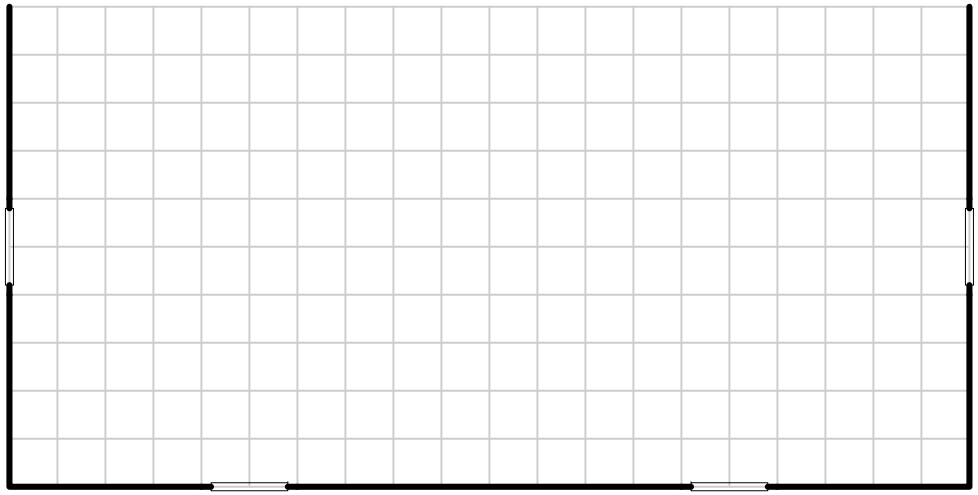

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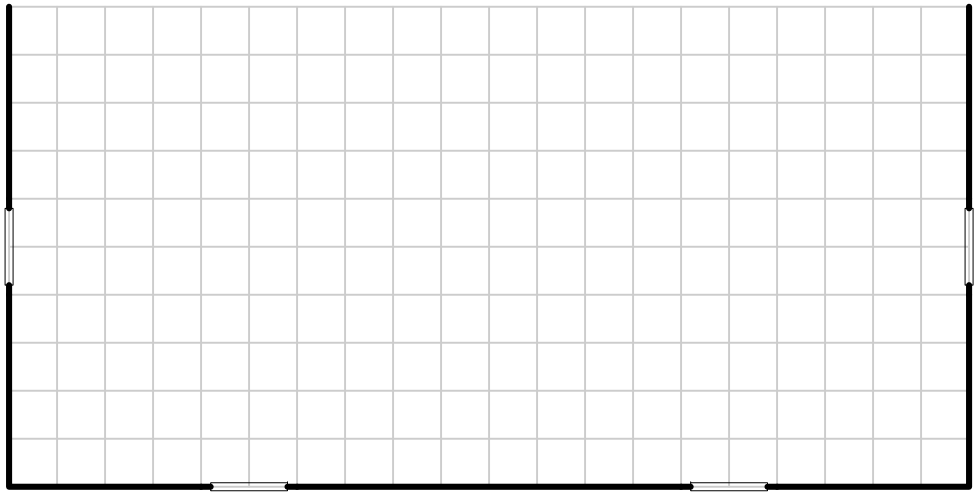

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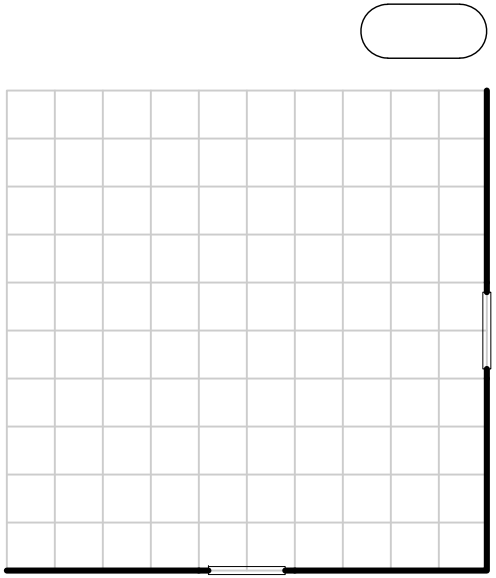

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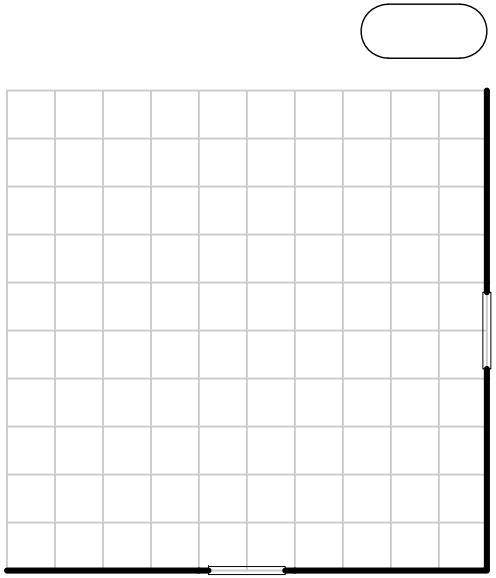

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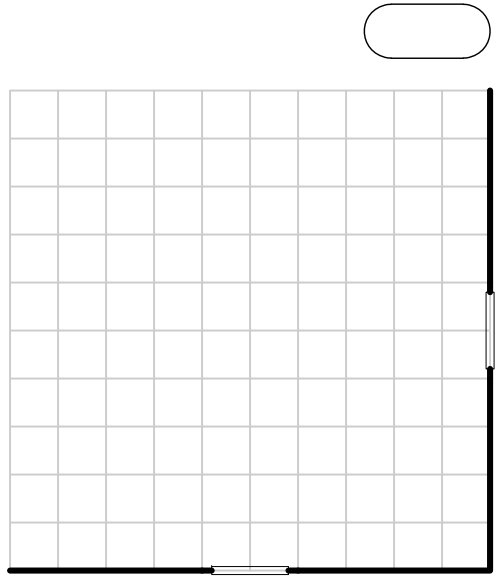

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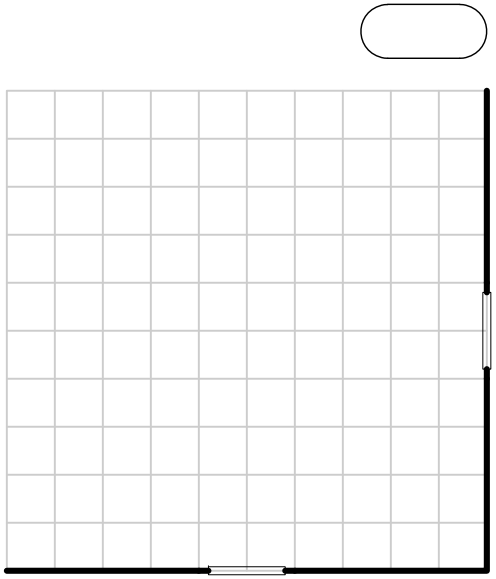

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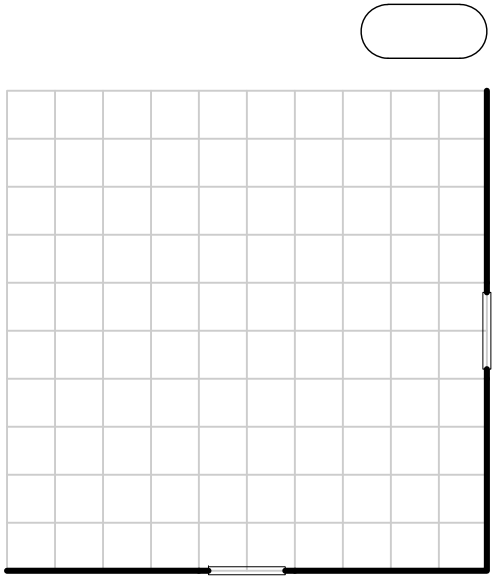

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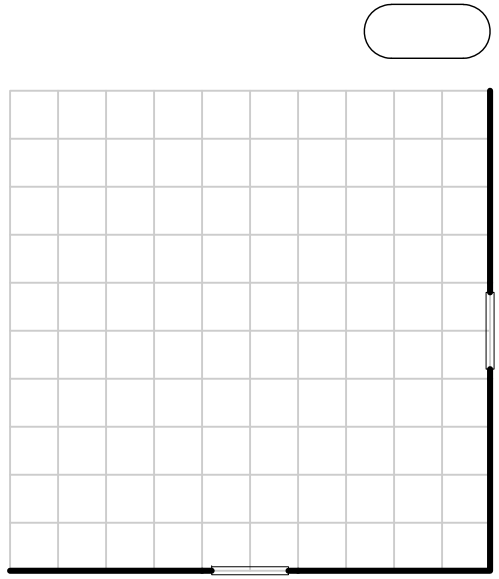

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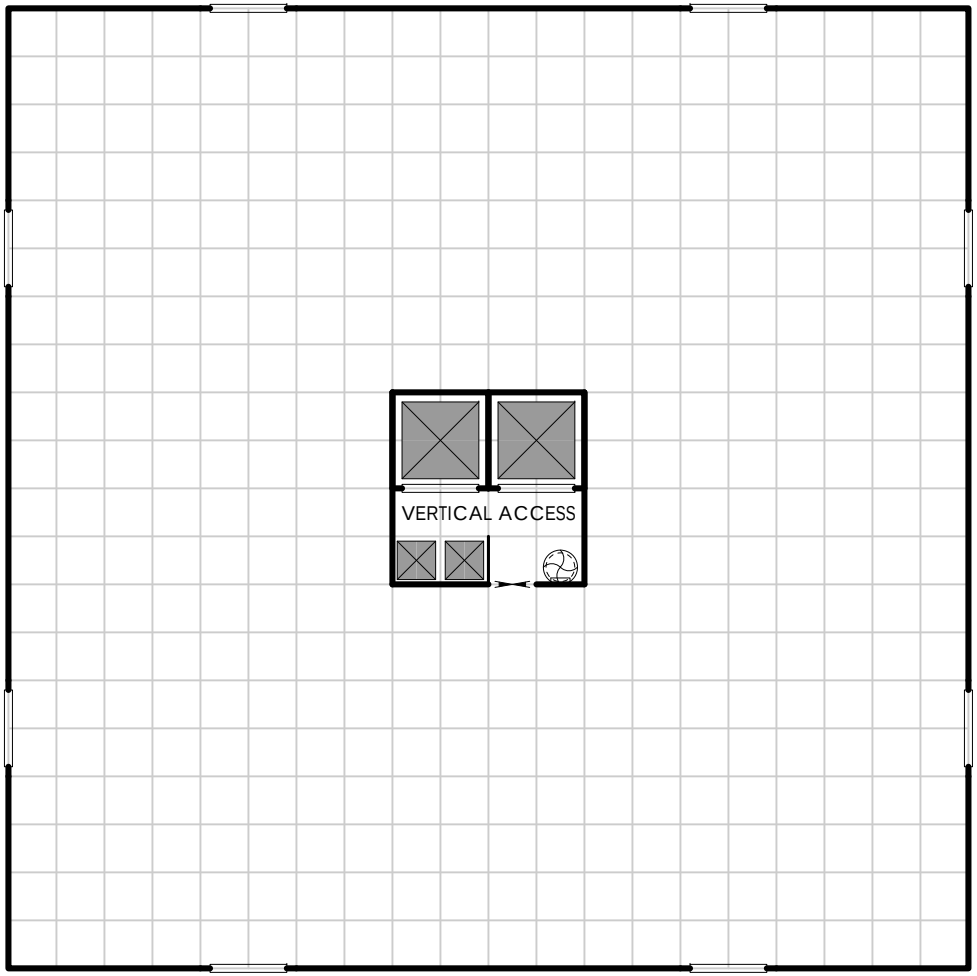
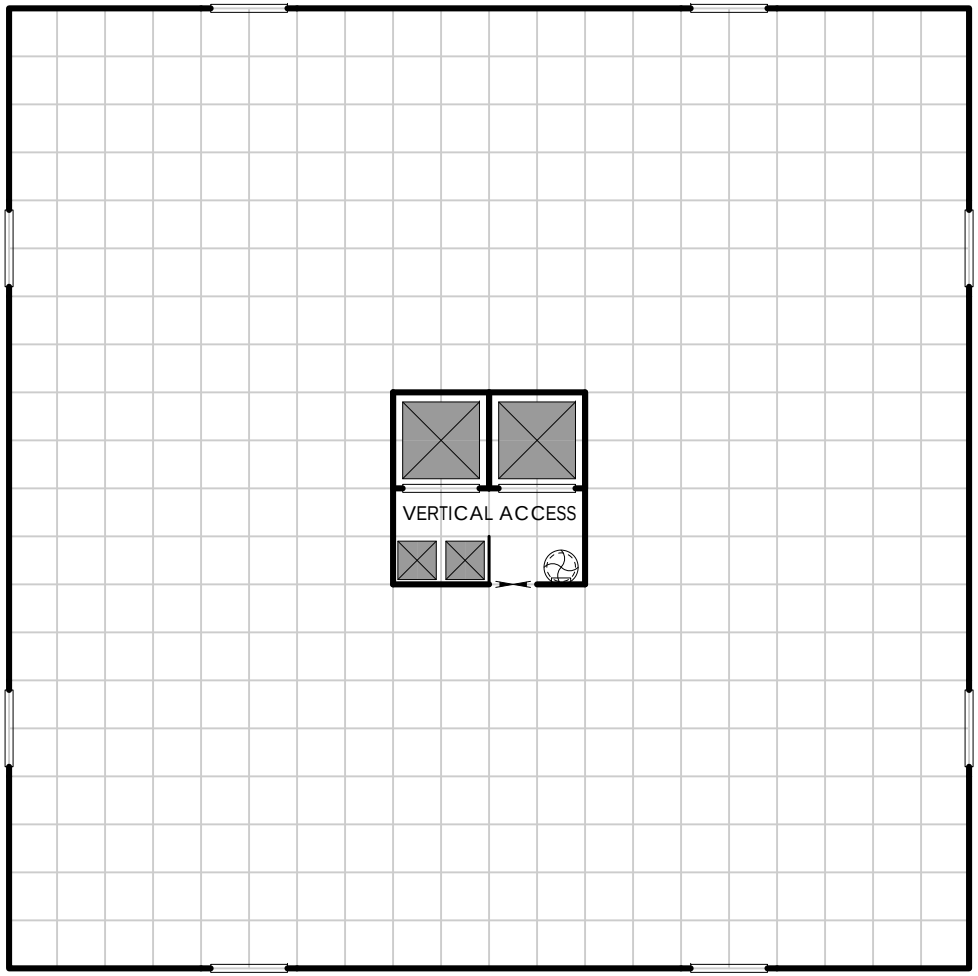


Notes:

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



Notes:

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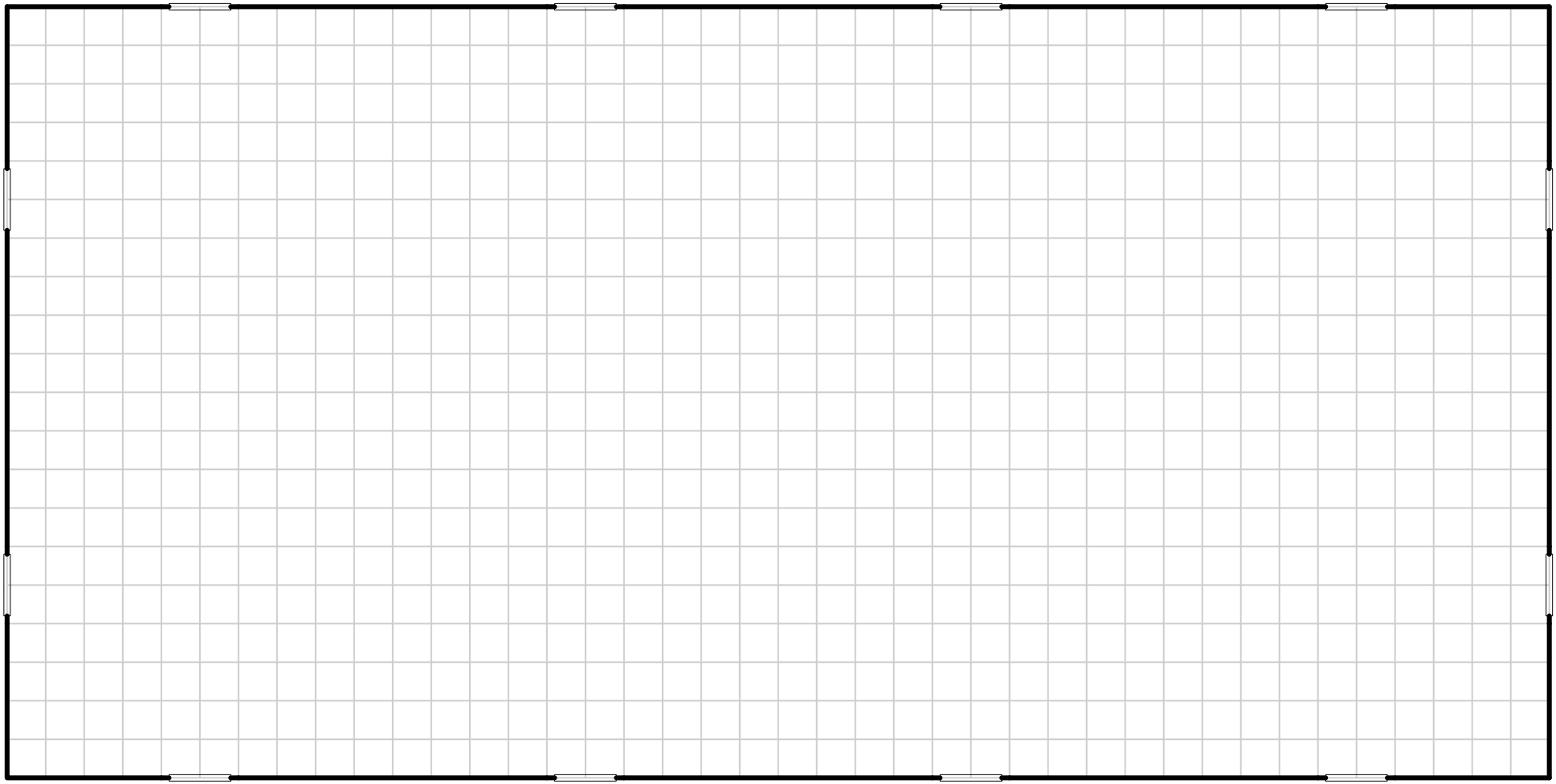

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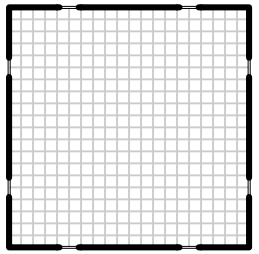
Index - Standard Geomorphs

Standard Geomorphs

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



Standard Geomorph

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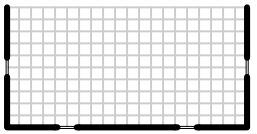
Index - Edge Geomorphs

Edge Geomorphs

301 Bridge
302 Xboat Repair Bay
303 Passenger Deck
304 Communications
305 Weapons Bay
306 Cargo Bay/Runabout
307 Cargo Bay/Launch
308 Cargo Bay/Launch
309 Cargo Bay (full)
310 Cargo Bay (empty)
311 Cargo Bay (upper)
312 Cargo Bay (upper)
313 Arboretum
314 Restaurant / Bar
315 Engineering
316 40 Ton Launch Bay
317 Security Checkpoint
318 Waste Processing
319 Multi-Purpose
320 Cloning Facility
321 Fuel Deck
322 Fuel Deck
323 Low Berth Deck
324 Multi-Purpose
325 Cargo Bay (full)
326 Cargo Bay (empty)
327 Vehicle Hangar
328 Vehicle Hangar
329 Missile Deck
330 Missile Deck
331 Flight Deck - Vertical
332 Fighter Hangar
333 Gig Cradle
334 Grav Vehicle Garage
335 Fighter Hangar (lower)
336 Fighter Hangar (upper)
337 Water Storage
338 Scrap/Recycling
339 Vehicle Hangar - Full
340 Vehicle Hangar - Empty
341 Passenger Deck
342 Pool Deck
343 Arboretum
344 Arboretum
345 Scout Deck
346 Gunnery/Barracks
347 Sandcaster Deck
348 Bridge
349 Passenger Deck (lower)
350 Passenger Deck (upper)
351 Engineering
352 20 Ton Launch Bay
353 Research Lab
354 Hydroponics Bay
355 Carniculture Lab / Cargo Bay
356 Agricultural Bay
357 Cargo Bay
358 Weapons Bay
359 Engineering
360 Multi-Purpose
361 Engineering
362 Engineering
363 Tech Lab (lower)
364 Tech Lab (upper)
365 Gunship Hangar (lower)
366 Fighter Hangar (upper)
367 Multi-Purpose
368 Multi-Purpose
369 Cargo Bay (full)
370 Cargo Bay (empty)
371 Grav-Tank Garage
372 Barracks
373 Cargo Bay/Launch
374 Cargo Bay
375 Cargo Bay/Launch
376 Fighter Hangar
377 Multi-Purpose
378 Fuel Refinery
379 Weapons Bay
380 Barracks/Training
381 Robotics Lab
382 Multi-Purpose
383 Tank Bay
384 Multi-Purpose
385 Cargo Bay
386 Cargo Bay
387 Engineering
388 Mining Bay
389 Multi-Purpose
390 Multi-Purpose
391 Multi-Purpose
392 Cargo Bay
393 Engineering (lower)
394 Engineering (upper)
395 Elevator Core
396 Elevator Core
397 Cargo Bay - Launch
398 Vehicle Bay
399 Cargo Bay - Ship's Boat
400 Labs - Offices
401 Fighter Hangar
402 Multi-Purpose
403 Vehicle Bay (lower)
404 Vehicle Bay (upper)
405 Engineering
406 Multi-Purpose
407 Mission Control
408 Medical Bay
409 Gymnasium
410 Holodeck
411 Shooting Range/Dojo
412 Cargo Bay - Launch
413 Multi-Purpose
414 Multi-Purpose
415 Scout / Survey Deck
416 Scout / Survey Deck
417 Engineering
418 Engineering
419 Escape Pod Deck
420 Escape Pod Deck
421 Brig/Prison
422 Passenger Deck
423 Medical Research
424 Water Storage
425 Fighter Hangar
426 Fighter Hangar / Crew Quarters
427 Multi-Purpose
428 Multi-Purpose
429 Drop Capsule Deck
430 Passenger Deck
431 Passenger Gate / Concourse
432 Passenger Gate / Concourse
433 Fuel Deck
434 Fuel Deck
435 Collapsible Fuel Tank - Full
436 Collapsible Fuel Tank - Empty
437 Fuel Deck w/ Drop Tank
438 Fuel Deck - Detached Drop Tank
439 Fuel Deck w/ Drop Tanks
440 Fuel Deck - Detached Drop Tanks
441 Promenade - Food Court
442 Promenade - Bar
443 Promenade - Retail
444 Promenade - Casino
445 Crew Quarters/Arboretum
446 Crew Quarters/Mess Hall
447 Communications Dish (lower)
448 Communications Dish (upper)
449 50 Ton Weapon Bay
450 50 Ton Weapons Bay
451 50 Ton Weapons Bay - Missiles
452 50 Ton Weapons Bay - Missiles
453 50 Ton Weapons Bay - Particle Accelerator
454 50 Ton Weapons Bay - Empty
455 50/100 Ton Weapons Bay
456 50/100 Ton Weapons Bay - Missiles
457 Missile Deck - Lateral Barbettes
458 Missile Deck - Lateral Barbettes
459 Barbette Deck
460 Dorsal/Ventral Barbettes



Edge Geomorph

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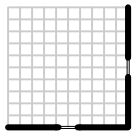
Index - Corner Geomorphs and Specialty Geomorphs

Corner Geomorphs

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

Specialty Geomorphs

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



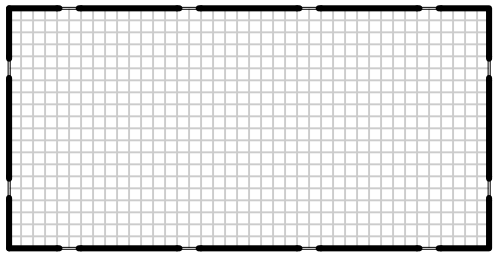
Corner Geomorph

IS1 Interstitial Space
IS2 Interstitial Space
IS3 Interstitial Space
IS4 Interstitial Space

M1 Megamorph - Starship Hangar/Repair Bay
M2 Megamorph - Starship Hangar/Repair Bay
M3 Megamorph - Open Landing Platform
M4 Megamorph - Flight Deck (lower level)
M5 Megamorph - Flight Deck (upper level)
M6 Megamorph - Flight Deck - Vertical
M7 Megamorph - Cargo Deck

VC1 Vertical Core - Multi-Purpose
VC2 Vertical Core - Multi-Purpose
VC3 Vertical Core - Troop Deck
VC4 Vertical Core - Passenger Area

A collection of blank geomorphs has also been included for your use.



Megamorph

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