STARSHIPS & SPACEMEN 2E

ZANGLO RAIDER

TECHNICAL MANUAL

LUMINOUS DESIGN

CONTENTS

CREDITS

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ARTWORK:

Introduction

This starship technical manual is a supplemental resource for use with Goblinoid Games' Starships & Spacemen 2nd Edition role playing game. Luminous Design's Starship Construction Manual (SCM) Volumes #1 and #2 are highly recommended for use with this product but are not required. This supplement can be used by both Space Masters and Players, but it is at the Space Master's discretion whether this ship design will be allowed into the game or available for a player to command. Some content in this manual has been left deliberately vague so you can interpret it to fit your own game style.

METRIC SYSTEM

The standard units of measurement in the S&S 2nd Edition rulebook are described using the English System of measurement. If you prefer to use the metric system, simply exchange or convert any measurements to the metric system to suit your personal preference.
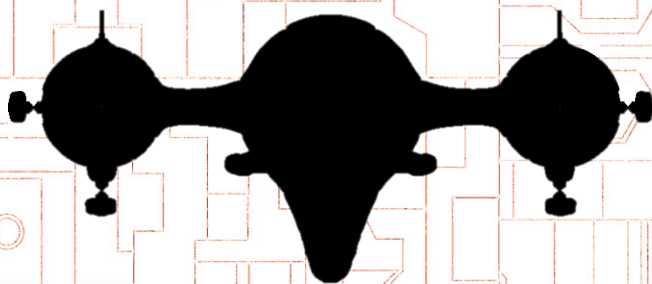
Background

The Zangid E-2 Raider Class (Mok-Va'roh) entered service in 2109 and was first encountered by a Tauran scientific expedition in 2112. The E-2 was observed by the Tauran expedition's starship orbiting the planet Bome in the Markar system of the Xoth Sector. The Tauran expedition had unknowingly trespassed too close to a hidden Zangid military base and was destroyed by an E-2 that was patrolling the system. The Tauran Archival Database contains many references to such encounters indicating that E-2's use within the Xoth Sector was prolific. Humanity first encountered the E-2 during the Zangid War of 2247. During the war, several reports were received of a small but capable Zangid warship conducting hit and run raids against Human supply lines. Earth's strategic defense command was the first to designate the ship as the Echo-Two, or E-2, and the name has stuck ever since.

The E-2 is an old design by Galactic Confederation standards but has served the Zangid Imperial Space Force for close to two hundred years. These ships are frequently updated with improved technologies, but little has changed in the overall design of the ship itself. Most of the existing E-2's in service today are Zangid clan relics past down from one family

generation to the next. Each clan family that operates an E-2 paints the ship with ornamental markings unique to that family's house. E-2's are not normally considered a prestigious assignment but the challenges of operating this small ship effectively in battle can win an ambitious commander both respect and renown among their peers. The ship's prolific use throughout the Empire almost guarantees that a Zangid warrior serving on an E-2 will have the opportunity to prove themselves in battle.

SHIP NAMES

E-2 Raiders are named after Zangid Folklore themes or famous warriors and are intended to evoke a sense of fear or dread. In Zangid military tradition, when an E-2 is retired from service, lost, or destroyed the name of the vessel is transferred to the next ship in the class currently under construction.
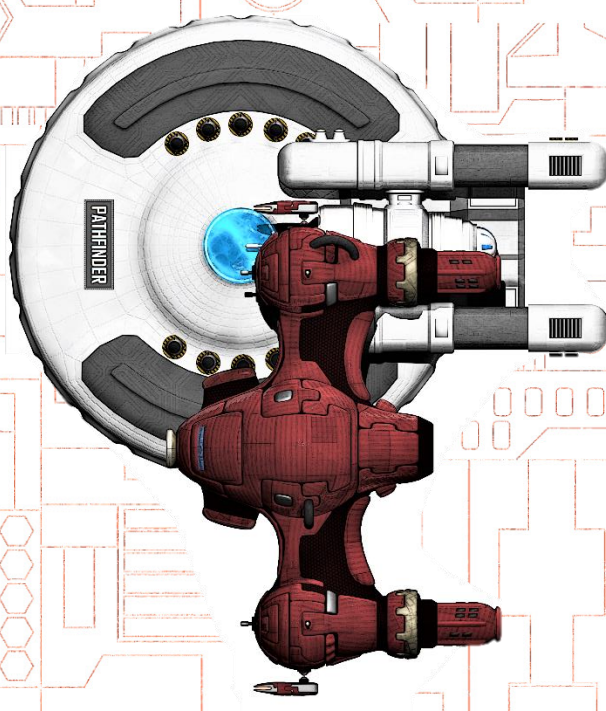
WARRIOR INSPIRED NAMES

Tos Teruch	Tal M'nok	Nom Devek
Rofrak Dar	Nor Kanas	Hek Plagh
Haru Mot	Kawa Kos	Bahk Tuvor
Wa'fa Tarak	Nex Hodath	Pal M'gan
Kaadek	Mor Cho'na	Go Shonat
Ma'naden	Vor Atcho	Ton Moktoh

Zangid E2 & Confed Pathfinder Size Comparison

CONCEPT

The Zangid E-2 Raider is larger than a Confederation Patrol Ship / Runabout but smaller than a Frigate. These starships are designed as warships and have extremely Spartan living conditions. Every inch of internal space is functional and serves a purpose. There are few view ports or windows and internal space within the compartments is very confined. The ship is

FOLKLORE INSPIRED NAMES
(CONFEDERATION TRANSLATIONS)

Reaper	Dark Talon	Hunter
Vengeful	Nemesis	Death Wind
Harbinger	Raptor	Cleaver
Ravage	Discord	Blood Oath
Vendetta	Death Knell	War Song
Predator	Blood Dagger	Black Omen
Dark Wind	Blood Star	Execrate
Scourge	Tormentor	Anathema
Wrath	Atonement	Vindicator

composed of an egg-shaped command module that is connected to twin nuclear drives laterally mounted on wing shaped support pylons. The ship's half size hyperdrive pod is integrated into the spaceframe of the command module. The aerodynamic shape of the hull permits limited atmospheric flight, but the ship is not designed for planetary surface landing or take-off. The Raider is too small for a shuttle bay but is equipped with a docking collar for auxiliary spacecraft. The proximity of the drive elements to the four habitable decks in the command module requires reinforced radiation shielding throughout the ship's hull. This shielding is considered mediocre at best and is notoriously prone to developing radiation leaks. There is a 25% chance of a leak occurring during normal activity and a 50% chance during combat or extreme conditions. Space Masters should conduct random checks during each game day to see if a radiation leak develops or if the crew, especially those who are not wearing radiation suits, are affected by exposure (S&S 2E: Page #8 and #16). Crew health issues from low-level radiation poisoning is believed to be the number one reason for the frequent incidents of mental instability, mutiny, and rogue unsanctioned missions commonly associated with these vessels.

ADJUSTING FOR AGE

The E-2 is an old but reliable design that has been in service for almost two centuries. There are few new ships in the class and those are considered rare when encountered. Like people, spacecraft begin to show their age over time. After the stresses of space travel, combat, or high-risk maneuvers vessels will begin to lose some of their youthful vigor. Energy distribution will become less efficient, computers will run slower, and equipment will demand more energy to operate than it once did. To determine the age of any given E-2 when it enters the game Roll 1d6 on the chart below and multiply the result by the ship's hull size (HS 1½). Round any fraction results up to the next whole number. For example, an E-2 (HS 1½) with an age roll result of 5 is considered obsolete at an age of 51 to 60 years old. This ship would subtract a total of 5 points (HS 1.5 x -3 = -4.5, rounded up to -5) from its overall PPB score due to age related power loss. If the same ship is in brand new condition, at 0 to 10 years old, you would add 8 points (HS 1.5 x 5 = 7.5, rounded up to 8) to its overall PPB score.

| ZANGID STARSHIP AGE TABLE			
ROLL	AGE	CONDITION	MODIFIER
01	00-10	Brand New	+5 PPB / HS
02	11-20	Current	+3 PPB / HS
03	31-40	Serviceable	+1 PPB / HS
04	41-50	Outdated	-1 PPB / HS
05	51-60	Obsolete	-3 PPB / HS
06	61+	Relic	-5 PPB / HS

COMMAND & REQ.

The minimum rank in the Zangid Imperial Space Force to command an E-2 Raider is Corporal (O'Dak) which is equivalent to the rank of Ensign in the Confederation Space Fleet. The minimum required rank to authorize the construction of an E-2 at a Zangid Shipyard is Commander (G'Dak) which is equivalent to the same rank in the Confederation Space Fleet. Each raider takes approximately two years to build and can be constructed at any class of Zangid Shipyard.

SHIP'S CREW

The Zangid E-2 Raider requires a minimum crew of five command officers and can support up to twenty-five crew members or passengers. The majority of the E-2 crew members are always Zangid warriors, but it is not unheard of to find Rigel mercenaries or unemancipated Dreipeds serving among them. All crew members aboard these ships carry beam pistol sidearms and a ceremonial dagger / sword that is typically coated with some variety of poison. E-2 crews are small tight-knit units that often serve long border patrol tours and sentry missions together for months at a time. It is common to find a pack of three to five Zangid Dogs (S&S 2E, Page #57) onboard E-2's serving as additional security for the
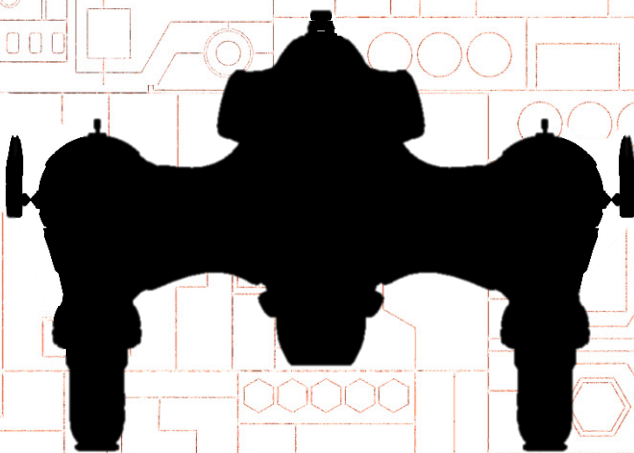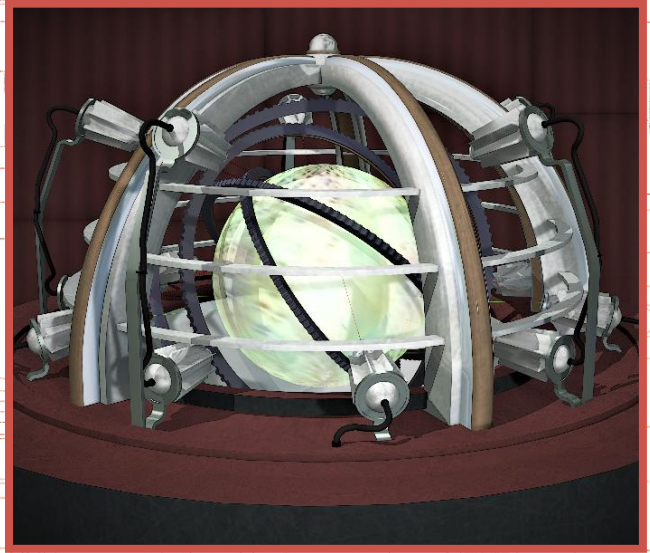
crew and to control the various vermin that accompany the ship's food stores. The long duty tours in conjunction with questionable environmental conditions have earned E-2 crews the reputation for being high strung, aggressive, and unstable. This reputation precedes the E-2 even outside Zangid territory bringing with it a sense of dread and uncertainty for all who encounter them.

Zangid Starship Hyperdrive Reactor Core

TECHNOLOGY

The Zangid have been a space-faring military power long before Humanity took to the Stars and the Galactic Confederation was formed. The Zangid are technologically equivalent, if not slightly more advanced in some areas, than Humans. However, despite their vast experience the Zangid are slow to change or embrace new ways unless motivated by the opportunity to join their enemy in glorious battle.

AUXILIARY POWER

Zangid E-2 Raiders are equipped with a back up battery storage system similar to the Confederation Battery Bank Type-II described in the Starship Construction Manual Vol #2. This battery system can store up to 10 EU's of surplus power for up to five days. The battery storage system is charged by surplus energy from the hyperdrive until it has reached its full capacity. Once full, the battery system will hold its charge for five days before depleting and requiring recharge. When needed, stored energy can be drawn from the battery to prevent an energy deficit. Battery power can also be charged at a starbase, shipyard or by another starship at a maximum rate of 25 EU's per day.

SHIP'S COMPUTER

Zangid starship computer cores are equivalent in function and operation to those used by the Confederation and Videni. One notable difference however is that Zangid computers only use visual monitoring screens to display data and information. They can receive spoken commands but are not designed to provide audio replies or feedback. This most likely was an intended design feature to reduce distractions from the already hectic activity on a warship's command bridge.

TELEPORTERS

Zangid teleporters are similar to those used by the Galactic Confederation with a few notable exceptions. Zangid teleportation technology is fast, stealthy, and considerably less reliable. Zangid teleporters have a 10% chance of mishap (S&S 2E, Page #43) under normal conditions and 20% chance during blind teleports. Zangid teleports are nearly silent and the beaming effect has much less noticeable visual energy flare. There is a -3 penalty for INT/PSI Checks to perceive the presence of a Zangid teleport and only a 50% chance it will be detected by a starship's computer sensors. However, the trade-off was higher possibility of mishap and radiation exposure from the bypassed safety protocols. Videni variants of the Raider use a different teleporter technology and receive neither the benefit nor the risk of the Zangid teleporters.

WEAPONS

The standard shipyard installed weapons loadout found on almost all E-2 Raiders is a single beam bank unit with omni-directional beam emitters. Each of the beam emitters are suspended separately on independent swivel mounts that are attached to the ship's nuclear drive engines. While this represents the most common configuration, it is not unusual to find E-2's sporting additional beam cannons or acquired Videni weapons from their short-lived alliance. Like all other Zangid warships, the E-2's primarily carry beam-based weaponry and do not have ion or plasma torpedoes. After the Zangid alliance with the Videni in the late 23rd Century, space-farers began encountering Zangid E-2's retrofitted with Videni weapons and shielding mechanisms. The Zangid have also been known to reverse engineer weapons technology from other space-farers that they find or capture.

ZANGID E-2 CLASS WEAPONS				
WEAPON TYPE	CP	EU	RNG	DMG
Beam Bank	2	5	400k	1d6x5
Beam Canon	2	3	400k	1d6x5
Zangid Fireball	4	8	250k	1d6x7
Meteor Gun	1	0	160k	1d6x2

BEAM BANKS

Zangid beam bank weapons are identical to those used by the Galactic Confederation and the Videni Stellar Empire. These weapons fire a high intensity directed energy beam as described in the Starships & Spacemen 2nd Edition Rulebook Page #42. Each beam bank can fire two shots at a time with a maximum range of 400,000 miles. They cost 5 EU to operate and cause 1d6x5 points of damage per hit.

Optional SCM Rule: Since Zangid starships do not carry torpedoes they may add one additional Beam Bank during construction without penalty or additional CP cost.

BEAM CANNONS

A beam cannon is a scaled down version of a beam bank that has a single beam emitter instead of two. Beam cannons have the same range as beam banks, cost 3 EU per shot, and deliver 1d6x5 points of damage per shot. A beam cannon can only fire one beam at a time at one individual target from its emitter. These weapons are useful for smaller vessel designs where space and energy are at a premium.

ATOMIC FIREBALL

Videni atomic fireball weapons are large energized plasma charges suspended in a containment field that dissipates upon impact and releases the plasma. Intelligence Reports have confirmed that the Zangid have acquired Videni fireball technology as part of their alliance in the late 23rd Century. Zangid ships in service prior to 2280 were not equipped with this technology until after the Second Zangid

War. Availability and deployment of these weapons was somewhat unpredictable among the fleet due to an unforeseen incompatibility with Zangid starship power distribution systems. The result was that the new weapons had shorter range, diminished damage capacity, and required almost twice as much power to operate when installed on Zangid ships. The Zangid Imperial Council suspected that problems with the Videni weapons may have been an intentional sabotage to control Zangid proliferation of these powerful weapons.

METEOR GUN

The Zangid Meteor Gun is a crude version of the Confederation's Patterson Cannon (SCM Vol. #1, Page #16) that fires pulverized chunks of meteor metal propelled by a reactive chemical charge. The meteor gun has a maximum effective range of 160,000 miles in space and produces 1d6x2 points of damage. Meteor guns are not effective for planetary bombardment or during atmospheric flight. This weapon does not require energy units to use but has a limited capacity of five shots per gun. Reloading a meteor gun is a labor-intensive process that requires one complete day of maintenance in which the weapon is out of service. Reload of a Meteor Gun is normally completed at a Zangid Starbase, Shipyard, or Space Station but can be conducted by the ship's engineering crew while at space

if necessary. Zangid crews can harvest and process more "ammunition" for the gun from any near by meteorites or planetary debris fields.

"MUTINY PACIFIER"

The E-2 is equipped with an omni-directional mutiny pacification electro-stun emitter inside the ship's bridge and engineering compartment. This device can only be activated by the Captain or First Officer and is equivalent to an electro-stun pistol (S&S 2E: Page #17). Once activated the emitter will attack everyone in the compartment stunning anyone who does not pass a saving roll versus stun.

DEFENSES

The E-2 Raider is equipped with a high-powered energy defense screen identical to those used by Galactic Confederation starships. In addition to screens, the E-2 also has a reinforced hull armor composed of a durable laboratory grown non-conductive, impact and heat resistant, synthetic material. The Raiders are rumored to carry improvised decoy devices that can be jettisoned from their cargo airlock to hinder pursuit.

HULL ARMOR

Zangid hull armor is composed of a composite plating similar to that found on Galactic Confederation spacecraft (SCM Vol. #1: Page #13) While not as effective as screens, Zangid hull armor absorbs 10 EU points of damage per hull size. Unlike screens, hull armor does not use energy, so it is a logical choice for small vessels with limited energy production capabilities. During combat the hull armor takes any damage points first until depleted. Once depleted hull armor plating has been destroyed and cannot be repaired or regenerated.

DECOY DEVICE

A Zangid decoy device is a modified space probe that contain a powerful broadband signal transmitter. The transmitter broadcasts a massive electronic signature that for all intents and purposes looks like a starship to an adversary's computer sensors. A common tactic for using a decoy device is to jettison it and run silent by shutting down all electronic emissions. The enemy ship's computer sensors will detect the transmission from the decoy device while the escaping ship fades into the "background noise" of the ambient celestial emissions. Zangid Engineering Officers or Enlisted Crew can make a technical skill check to modify the decoy device to emit other broadcasts such as an SOS message or the electronic signature of a specific kind of ship. Unlike Confederation decoys, the Zangid versions do not have a propulsion system for independent movement and either must be dropped or towed by their host ship. Once activated, a decoy device can continue to broadcast its signal for 1d10 days until it is deactivated, depletes its power supply, or is destroyed.

SHIELDING DEVICE

One benefit of the Videni alliance of 2281 was the Zangid Empire's acquisition of shielding technology. The function of these shielding devices is the same as that which is described in the 2nd Edition rulebook. The shielding device, sometimes referred to as a "cloaking device", is a projected energy field that bends light and various wavelengths of energy rendering a spacecraft invisible to most computer

sensors and visual detection. When observed this stealth technology appears as ambient celestial emissions or distortions and is often ignored by the observer. Installation of a Videni type shielding device must be completed at a Zangid shipyard or starbase and costs 4 CP per hull size. These devices cost the same EU expenditure as half-screens to operate. Raiders constructed prior to the Videni Alliance are not equipped with shielding devices unless they are retro fitted with the new technology.

If you are not using the SCM rules supplement, E-2 Raiders built prior to 2281 do not have access to shielding devices and ones built after do.

PACK HUNTING

While primarily a solitary predator, E-2 Raiders sometimes operate together in packs during patrol duties. The Raiders will split up to patrol different areas but will always remain in reasonable proximity to each other to provide aid if the need arises. Many starship Captains have met their untimely demise assuming a pesky Zangid Raider was operating alone. Only to take the bait and find three to five more ships descending like mad Tozar bees into the fray. Wise Officers will take the time to conduct a long-range scan to see if a Raider has any hidden buddies nearby before chasing this bird.

E-2 S&S SHIP STATS

OPERATIONAL DATA

Ship Type:		Raider
Commissioned:		50
Crew Compliment:		5
Minimum Command Rank:		Corporal
Power Pile Base: (½ H-Pod)		35
Teleporter Capacity:		2
Beam Banks:		1
Torpedoes:		N/A
Shuttle Ships:		N/A
Sick Bay Capacity:		2
Cryotubes:		2
Ship's Locker (Optional):	5	3

E-2 SCM SHIP STATS

OPERATIONAL DATA

Ship Type:		Raider
Commissioned:		50
Hull Size:		1½
Habitable Crew Decks:		4
Construction Cost:		35 CP
Crew Compliment:		5/25
Minimum Command Rank:		Corporal
Power Pile Base: (½ H-Pod)		35/45
Battery Banks:		1x Type II
Atmospheric Flight Capable:		Limited
Teleporter Capacity:		2
Beam Banks:		1
Beam Cannon:		1
Meteor Gun:		1
Torpedoes:		N/A
Hull Armor DMG Capacity:		10 EU
Shuttle Ships:		N/A
Escape Pods:		14
Sick Bay Capacity:		2
Cryotubes:		2
Ship's Locker (Optional):	5	3

OVERVIEW

1. Beam Bank Emitter
2. Communication Mast
3. Nuclear Pulse Drive
4. Power Distribution Node
5. Shielding Device Emitter
6. Primary Navigational Array
7. Reinforced Hull Armor
8. Defense Screen Grid
9. Hyperdrive Exhaust Bell
10. Escape Pods (14)
11. Fire Ball Weapon
12. Tractor / Pressor Beam Emitter
13. Engineering Module / H-Drive Pod
14. Docking Collar
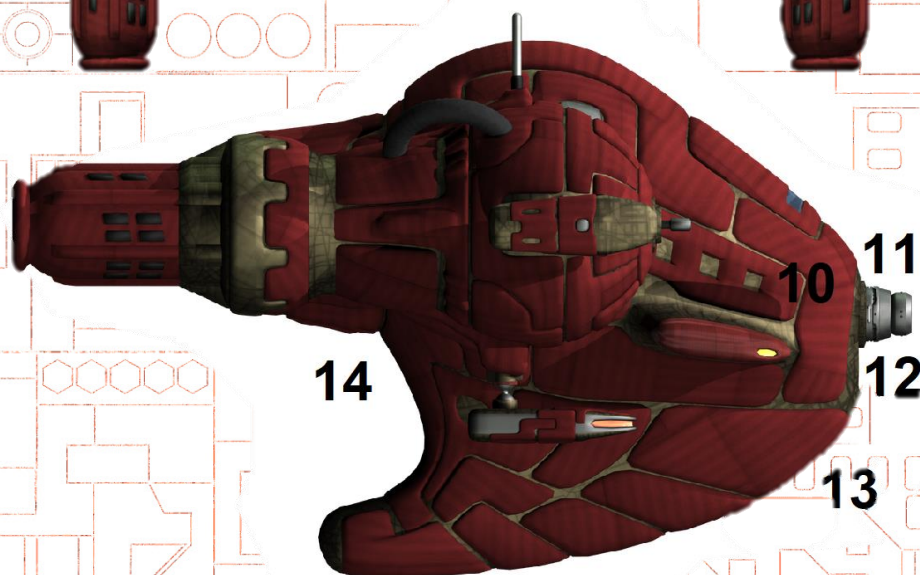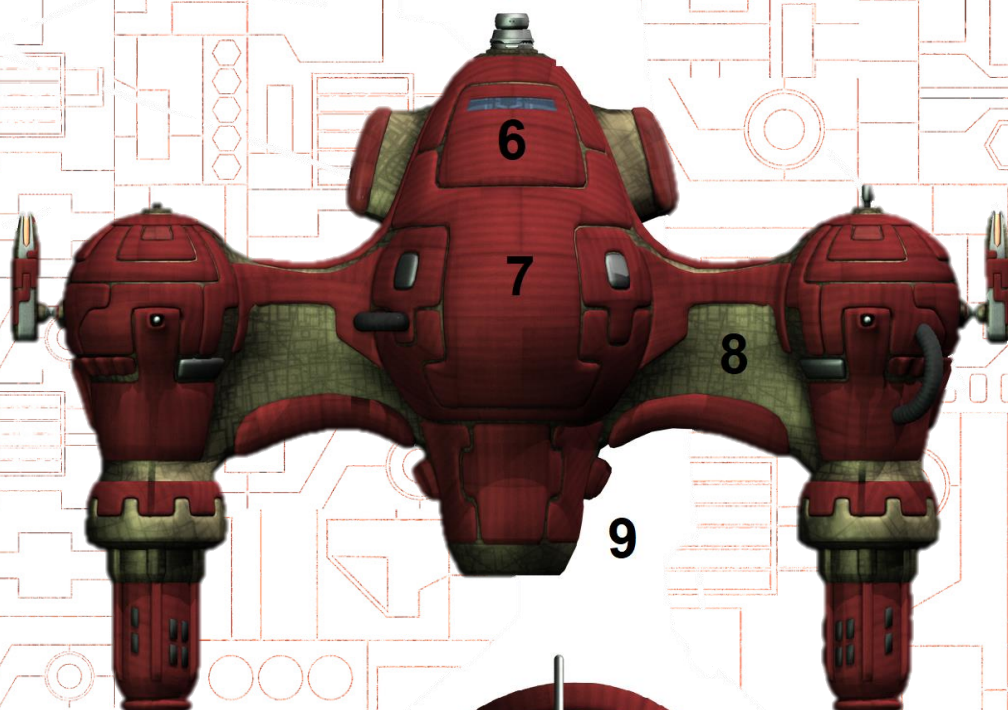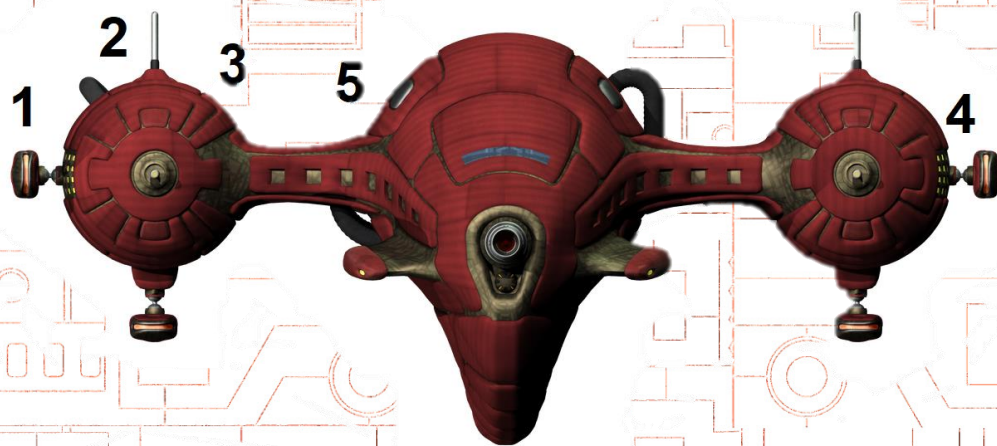
VIDENI VULTURE

As part of the technological exchange, the Videni received five E-2's from the Zangid Empire during their alliance. The Videni Stellar Empire classified these ships as Vulture Class Corvettes and reverse engineered their own version of the ship from these vessels. The new ships have been significantly modified with Videni system components to accommodate a fully functional Fireball weapons system. Unlike the Zangid retrofits, these ships do not suffer from the excessive power drain, diminished range, or reduced damage of the fireball weapons that were provided to the Zangids. The Videni ships are almost identical in appearance to the Zangid E-2's except for their hull markings and drive emissions. Videni Vultures are typically armed with a fireball weapon and one beam bank. In 2284 the Confederation's Space Fleet Intelligence Branch (SIB) first learned about this new E-2 variant from their Tauran agents inside the Videni government who observed the ships under construction at a secret base. Space Fleet Intelligence designated the new Videni ship as Victor-Two's or V-2 for short.

V-2 S&S SHIP STATS

OPERATIONAL DATA		
Ship Type:		Corvette
Commissioned:		20
Crew Compliment:		5
Minimum Command Rank:		Sentry
Power Pile Base: (½ H-Pod)		40
Teleporter Capacity:		2
Beam Banks:		1
Fireball Weapons:		1
Shuttle Ships:		N/A
Sick Bay Capacity:		2
Cryotubes:		2
Ship's Locker (Optional):	5	3

V-2 SCM SHIP STATS

OPERATIONAL DATA		
Ship Type:		Corvette
Commissioned:		20
Hull Size:		1½
Habitable Crew Decks:		4
Construction Cost:		40 CP
Crew Compliment:		5/25
Minimum Command Rank:		Sentry
Power Pile Base: (½ H-Pod)		40/50
Battery Banks:		1x Type II
Atmospheric Flight Capable:		Limited
Teleporter Capacity:		2
Beam Banks:		1
Fireball Weapon:		1
Hull Armor DMG Capacity:		10 EU
Shuttle Ships:		N/A
Sick Bay Capacity:		2
Escape Pods:		14
Cryotubes:		2
Ship's Locker (Optional):	5	3

RIGEL RAIDER

In 2180, during the early days of the Zangid subjugation of Rigel, three E-2 Raiders were assigned with the planetary regiment to protect the Empires' interests. The ships which were named the Sho'Rodak, Hemket, and Cho'ryn Na'ga, remained in orbit watching over the planet from above. While these E-2's were not able to land on the planet the crews made frequent visits to the surface via teleporter and eventually joined the mingled Zangid and Human colony. The once pure strain Zangid Warriors that crewed these vessels were eventually replaced by their Rigel progeny. In 2278, just prior to the Galactic Confederation's arrival, a young Rigel colony leader named Lohr Jobat encouraged the Rigel crews of these three Raiders to flee the star system when the Empires' forces began their return. These raider crews now prowl the frontier as mercenaries occasionally instigating trouble with local authorities and Zangid patrols.

O'Dak Vor Narat Commander Of The Z.S.F. Hemket

The Rigel Raiders are very old ships and fall into the Relic age category with a -10 EU deficit to their PPB score. They never received the Videni technology upgrades and are not equipped with shielding devices or fireball weapons. All three of these vessels are armed with one beam bank and two meteor guns. They are equipped with the standard Zangid defense systems consisting of hull armor and defense screens. In every other aspect these ships appear to be identical to their Zangid and Videni counterparts.

R/R S&S SHIP STATS

OPERATIONAL DATA	
Ship Type:	Raider
Commissioned:	3
Crew Compliment:	5
Minimum Command Rank:	Corporal
Power Pile Base: (½ H-Pod)	25
Teleporter Capacity:	2
Beam Banks:	1
Torpedoes:	N/A
Shuttle Ships:	N/A
Sick Bay Capacity:	2
Cryotubes:	2
Ship's Locker (Optional):	5 3

R/R SCM SHIP STATS

OPERATIONAL DATA	
Ship Type:	Raider
Commissioned:	3
Hull Size:	1½
Habitable Crew Decks:	4
Construction Cost:	35 CP
Crew Compliment:	5/25
Minimum Command Rank:	Corporal
Power Pile Base: (½ H-Pod)	25/35
Battery Banks:	1x Type II
Atmospheric Flight Capable:	Limited
Teleporter Capacity:	2
Beam Banks:	1
Meteor Gun:	2
Torpedoes:	N/A
Hull Armor DMG Capacity:	10 EU
Shuttle Ships:	N/A
Escape Pods:	14
Sick Bay Capacity:	2
Cryotubes:	2
Ship's Locker (Optional):	5 3
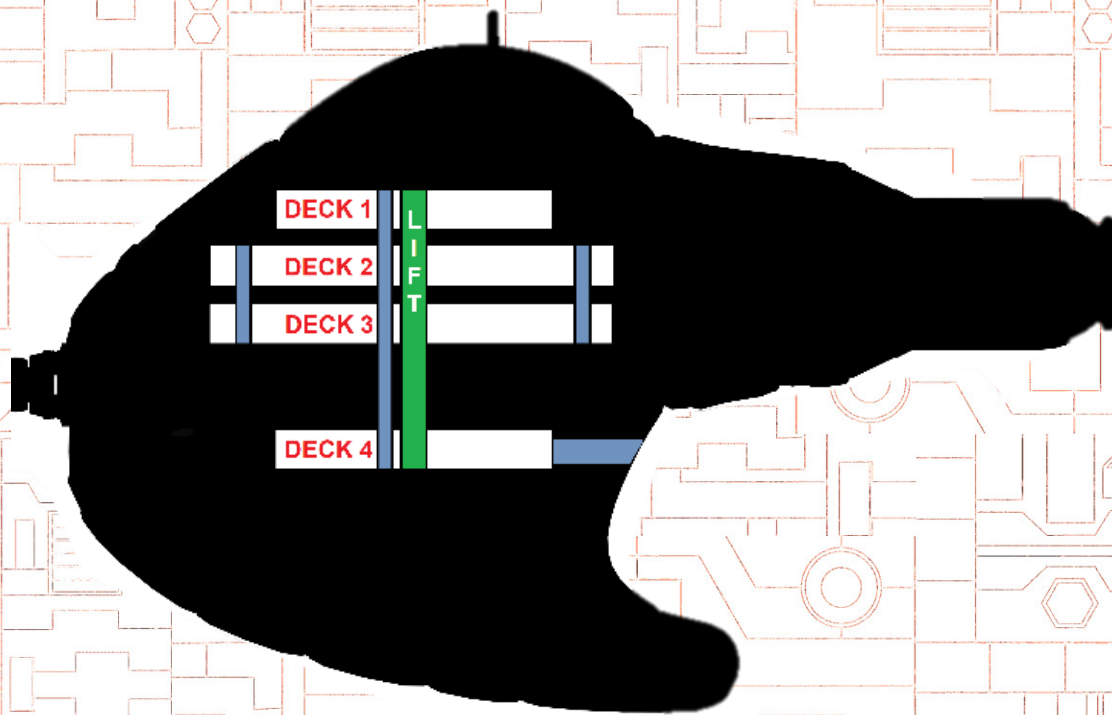
DECK LAYOUT

DECK #1: COMMAND DECK

#1: Command Bridge

- Command & Control Center
- Computer Interface Terminals
- Helm Operator's Console
- Navigation Operator's console
- Captain's Control Console
- Communications / S-Space Radio
- Damage Control Station
- Gunnery Control Console
- Tractor / Pressor Beam Console
- Stun Emitter (Mutiny Pacification)
- Reinforced Radiation Shelter

#2: Service Access Tube

- Maintenance Access
- Airlock Entrance Hatch

#3: Elevator Lift

- Elevator Lift Pod
- Reinforced Radiation Shelter

#4: Central Corridor

- Service Access Panels
- Computer Interface Terminals
- Self-Sealing Bulkheads

#5: General Access Lavatory

#6: Damage Control

- Computer Interface Terminals
- Radiation Suit Locker (2 Suits)

#7: Ship's Locker

- Secure Storage Area

#8: Teleporter Bay
- Teleporter Unit
- Operator Control Console
- Computer Interface Terminals

DECK #2: SHIP'S SERVICES

#1: Captain's War Room
- Restricted Access Doors
- Computer Interface Terminal
- Personal Item Storage

#2: Captain's Quarters
- Executive Accommodation
- Restricted Access Door
- Occupancy: 1-2 Adults
- State Room 1 Single Bed Unit
- Computer Interface Terminals
- Personal Item Storage
- Attached Private Lavatory

#3: Central Corridor
- Computer Interface Terminals
- Escape Pod Hatches
- Emergency Access Panels
- Space Suit Locker (5 Suits)
- Self-Sealing Bulkheads
- First Aid Stations (2)

#4: Officer's Quarters
- Executive Accommodation
- Occupancy: 3 Adults
- 3 Single Bed Units
- Computer Interface Terminal
- Personal Item Storage
- Attached Private Lavatory

#5: Damage Control
- Computer Interface Terminal
- Radiation Suit Locker (2 Suits)

#6: Service Access Tube
- Maintenance Access

#7: Elevator Lift
- Elevator Lift Pod
- Reinforced Radiation Shelter

#8: Environmental Control
- Computer Interface Terminal
- Life Support & Safety Systems

#9: Medical Bay
- Medical Examination Bay
- Medical Cryo-stasis Pod (2)
- Computer Interface Terminal
- Reinforced Radiation Shelter

#10: Crew Mess Hall / Kitchen
- Computer Interface Terminals
- Food Processing Station
- Kitchen Station
- Dining Area

#11: Crew Quarters
- Crew Accommodation
- Occupancy: 4 Adults
- 4 Single Bed Sleep Units
- Personal Item Storage
- Shared Lavatory

DECK #3: MISSION SUPPORT

#1: Environmental Control
- Computer Interface Terminal
- Life Support & Safety Systems

#2 Officer Quarters
- Crew Accommodation
- Occupancy: 8 Adults
- 4 Bunk Bed Sleep Units
- Personal Item Storage
- Shared Lavatory

#3: Central Corridor
- Service Access Panels
- Computer Interface Terminals
- Self-Sealing Bulkheads
- Escape Pod Access (14 Pods)

#4: Crew Quarters
- Crew Accommodation
- Occupancy: 8 Adults
- 4 Bunk Bed Sleep Units
- Personal Item Storage
- Shared Lavatory

#5: Fabrication Shop
- Molecular Fabricator Unit
- Operator Control Console
- Fabricator Supply Stores

#6: Service Access Tube
- Maintenance Access

#7: Elevator Lift
- Elevator Lift Pod
- Reinforced Radiation Shelter

#8: Battery Bank (Type II)

#9: Water Processing
- Water Treatment Systems
- Water Storage

#10 Cargo Bay
- Cargo Storage Area
- Airlock Entrance Hatch

#11: Ship's Computer
- Restricted Access Doors
- Zangid Computer Core

#12: Deuterium Storage

#13: Helium 3 Storage

DECK #4: ENGINEERING

#1: Main Engineering
- Restricted Access Doors
- Operator Control Consoles
- Main Engineering Control
- Auxiliary Bridge Control
- Stun Emitter (Mutiny Pacification)
- Life Support Control
- Damage Control Station
- Radiation Suit Locker (5 Suits)
- Computer Interface Terminals
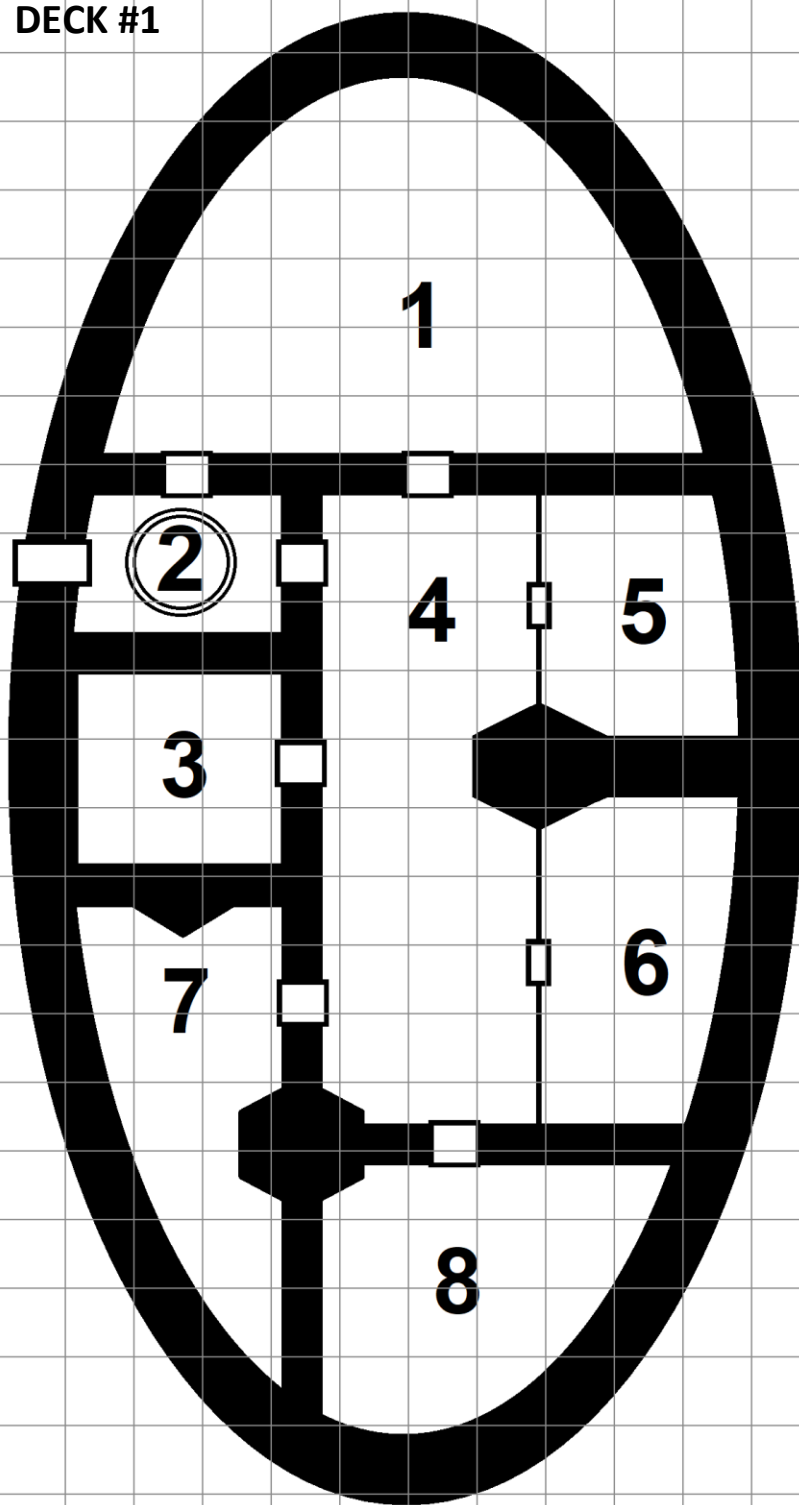- Ship's Transponder
- Airlock Hatch To Docking Collar

#2: Service Access Tube
- Restricted Access Doors
- Maintenance Access
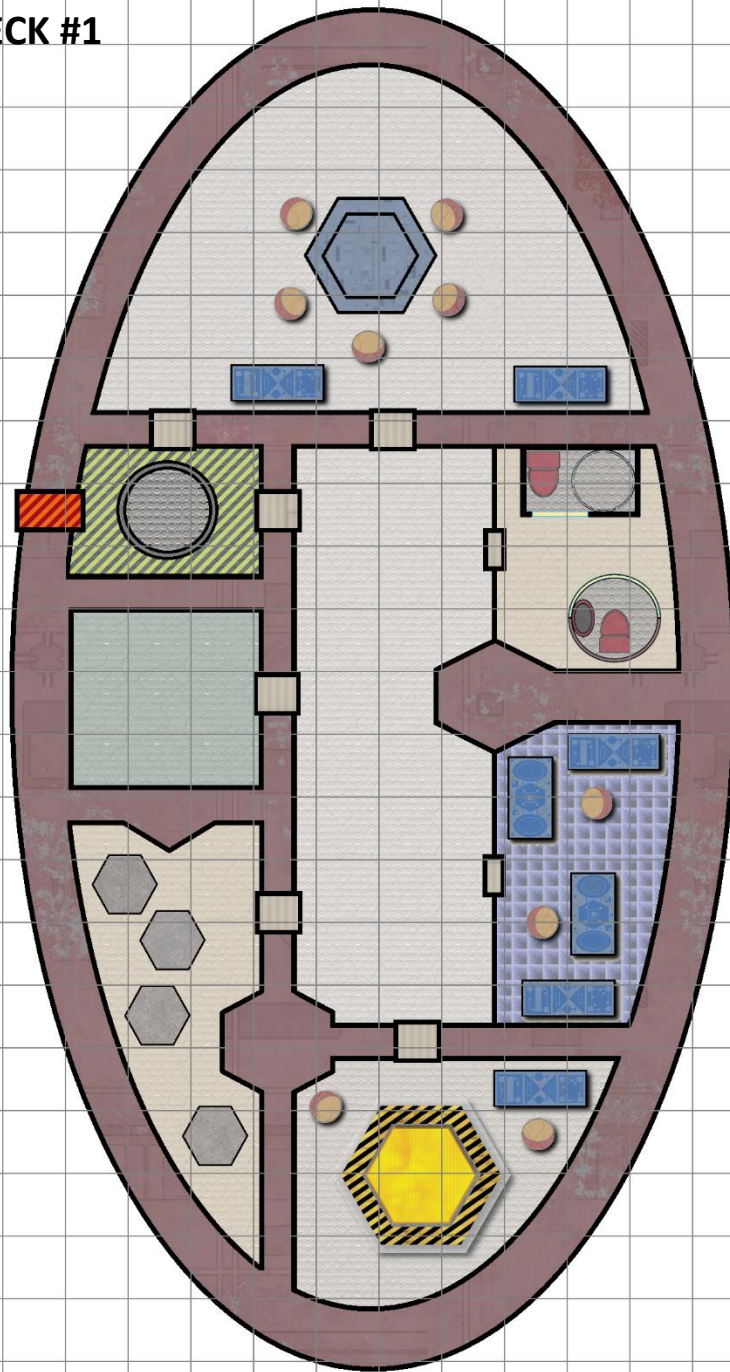- Airlock Entrance Hatch

#3: Elevator Lift
- Elevator Lift Pod
- Restricted Access Door
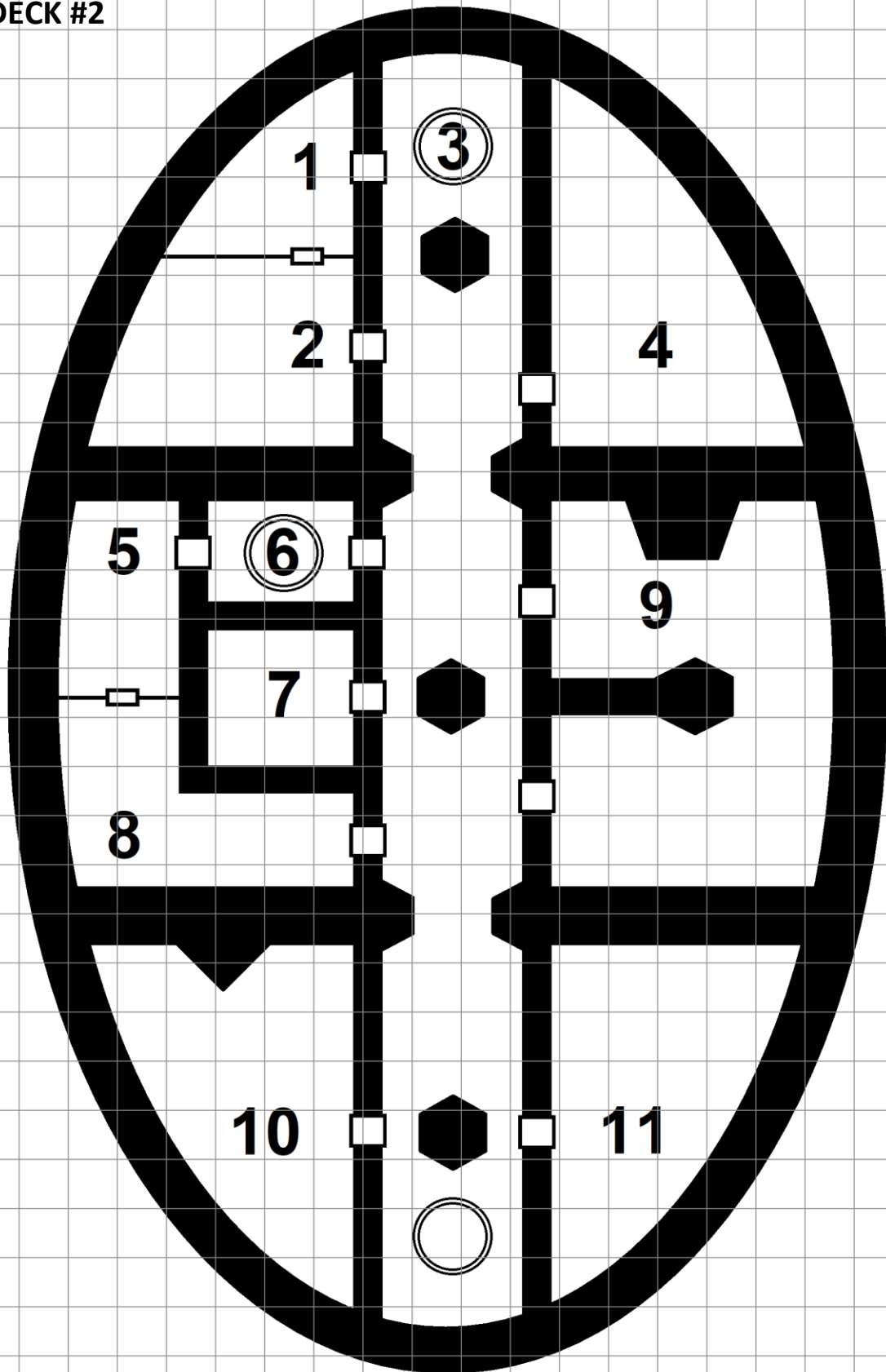- Reinforced Radiation Shelter

DECK #1

1

2

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7
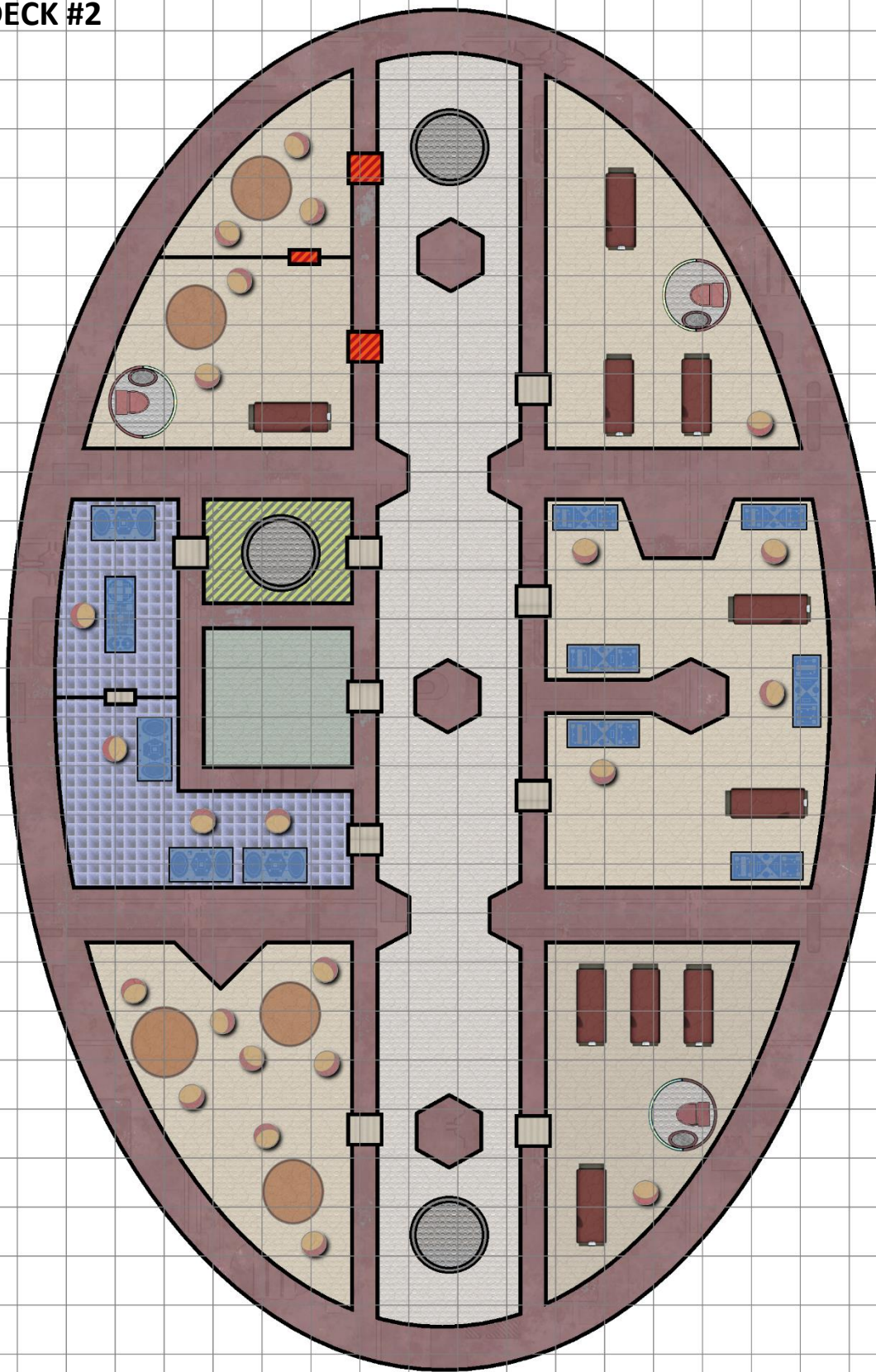
6

8

SCALE: 1 SQUARE = 5 FEET

20

SCALE: 1 SQUARE = 5 FEET

MAP KEY

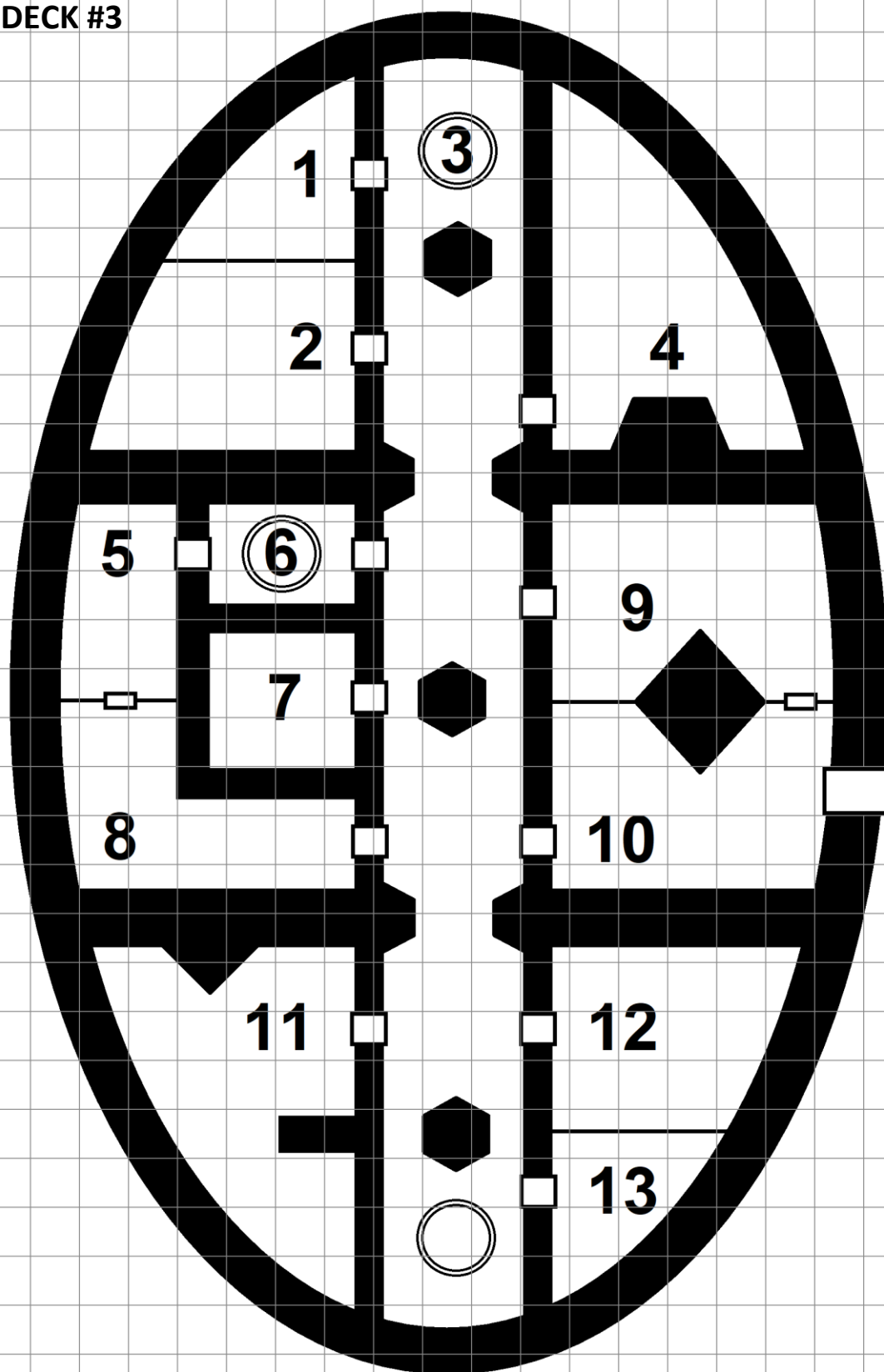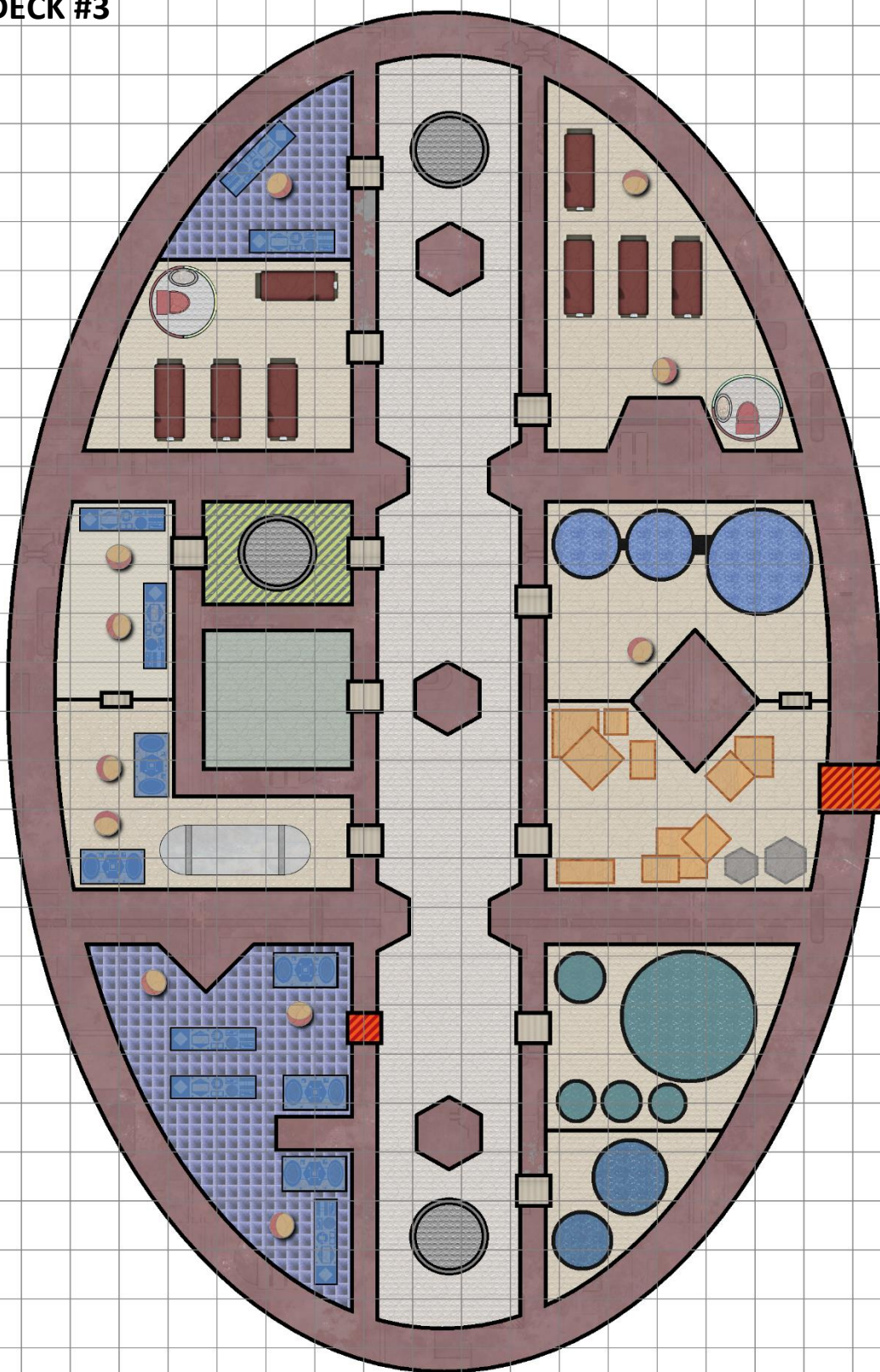|			
Reinforced Door		Large Lavatory Unit	
Reinforced Door / Restricted		Small Lavatory Unit	
Standard Door		Bed / Bunk Unit	
Standard Door / Restricted			
Technology / Machinery		Chair	
Crate / Cargo Container		Table	

DECK #2

SCALE: 1 SQUARE = 5 FEET
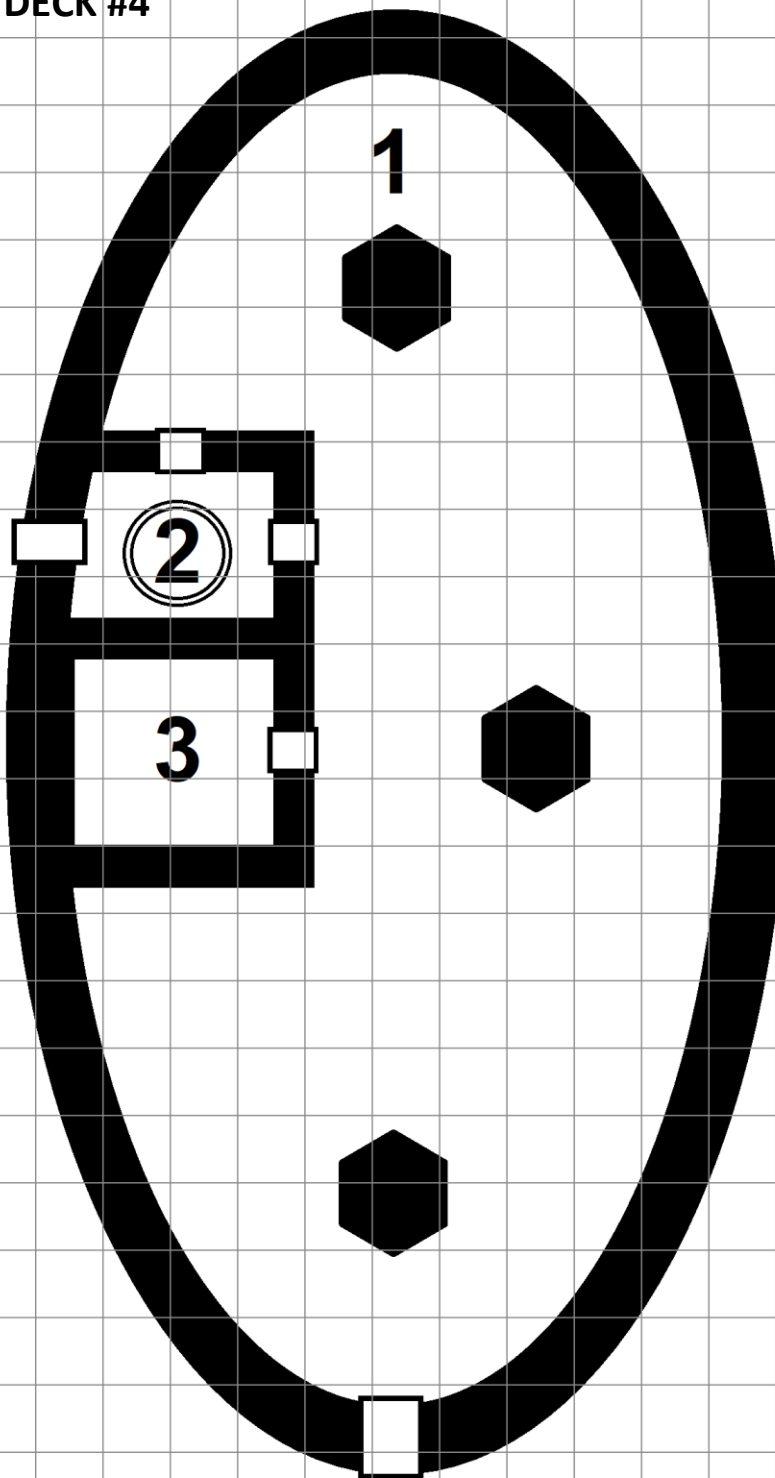
DECK #2

SCALE: 1 SQUARE = 5 FEET

DECK #3

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12

13

SCALE: 1 SQUARE = 5 FEET

DECK #3

SCALE: 1 SQUARE = 5 FEET

DECK #4

1

2

3

SCALE: 1 SQUARE = 5 FEET

DECK #4

SCALE: 1 SQUARE = 5 FEET