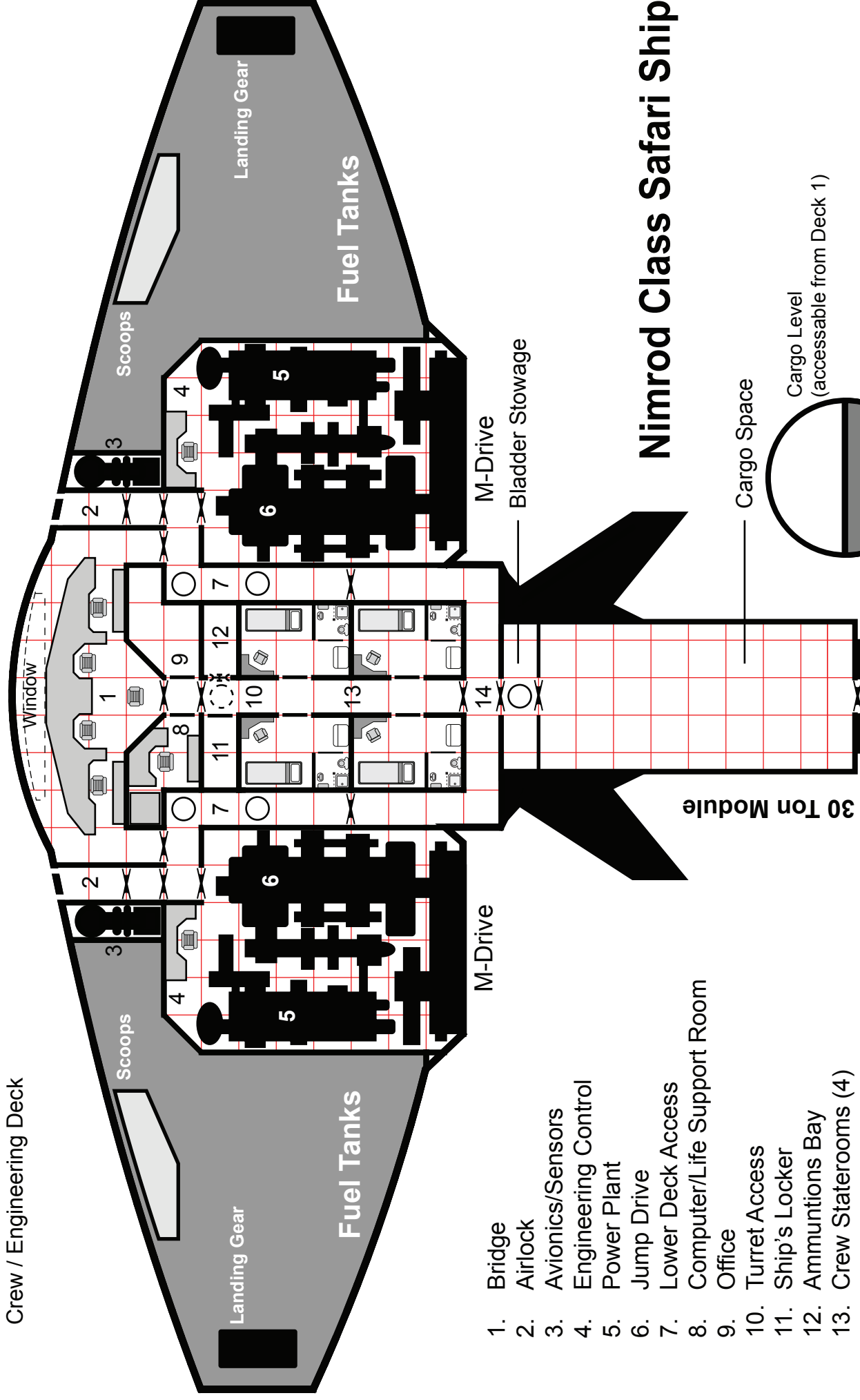


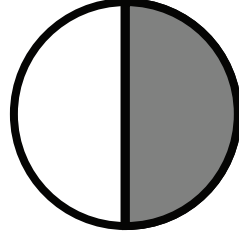
Deck 1 Crew / Engineering Deck



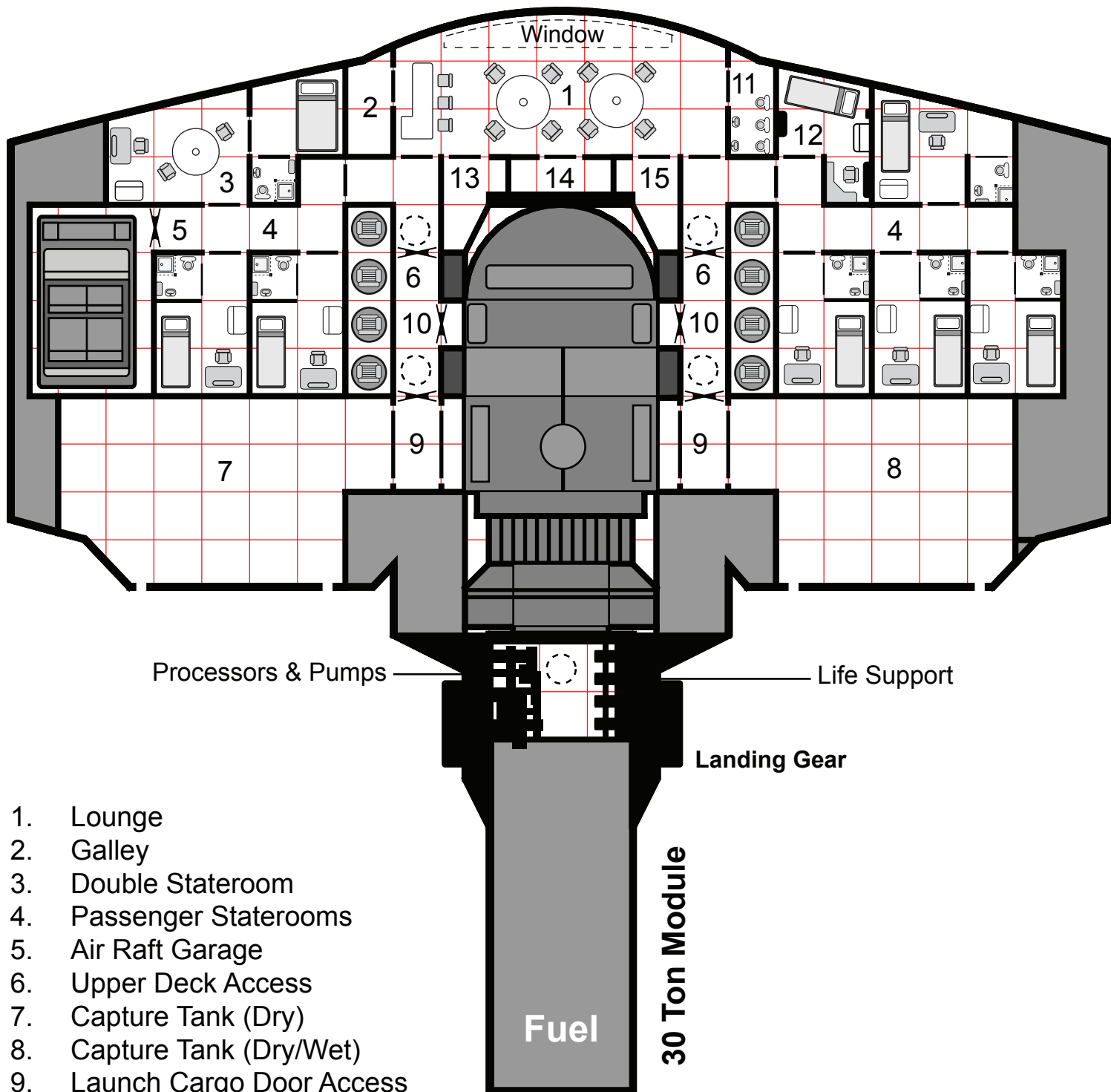
1. Bridge
2. Airlock
3. Avionics/Sensors
4. Engineering Control
5. Power Plant
6. Jump Drive
7. Lower Deck Access
8. Computer/Life Support Room
9. Office
10. Turret Access
11. Ship's Locker
12. Ammunitions Bay
13. Crew Staterooms (4)
14. Module access

Both Airlocks have ladders leading to ground level
when vessel has landed

Nimrod Class Safari Ship



Module Cross Section



1. Lounge
2. Galley
3. Double Stateroom
4. Passenger Staterooms
5. Air Raft Garage
6. Upper Deck Access
7. Capture Tank (Dry)
8. Capture Tank (Dry/Wet)
9. Launch Cargo Door Access
10. Launch Crew/Passenger Access
11. Fresher
12. Med Bay
13. Clothing Locker
14. Gun Locker
15. Equipment Locker

Deck 2
Passenger Deck

Both tanks have rear doors and ramps for access
when vessel is landed