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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Check out "Yet Another Traveller Blog" for more Traveller stuff!
(www.travellermpblog.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.travellermp.com/Coti/Discuss/)

Special Thanks
Marc Miller (www.farfuture.net)

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Table of Contents

Preface ................................................................. 2
Introduction .......................................................... 3
What is a Geomorph? ................................................ 3
Symbols & Abbreviations / Small Craft ......................... 4
Small Craft, Ship's Vehicles, and Starships .................. 5
Vertical Movement - Add-on Elevators and Ladders ....... 7
Geomorph Sample Layout / Cut-Outs ......................... 9
Fleshing Out The Ship ............................................ 11
Corridors .............................................................. 13
Other Uses ............................................................ 16

Section 1 - Standard Geomorphs ............................... 101-220
See Index for complete listing

Section 2 - Edge Geomorphs .................................... 301-460
See Index for complete listing

Section 3 - Corner Geomorphs ................................. 501-620
See Index for complete listing

Section 4 - Specialty Geomorphs .............................. 701-820
Tram/Train Geomorphs ........................................... TR1-TR8
Interstitial Geomorphs .......................................... IS1-IS4
Megamorphs ......................................................... M1-M6
Vertical Core Geomorphs ...................................... VC1-VC4

Section 5 - Blank Geomorphs .................................. B1-B7
Index ................................................................ B1-B7

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

Contents in this PDF are hyper-linked. Left clicking a selection will take you to that page. You can also return to the previous page by simultaneously hitting the ALT and Left Arrow keys.
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
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 due 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.
Small Craft & Ship's Vehicles

- WHEELED ATV
- MECH GRAV-FIGHTER
- 20 TON LAUNCH
- UTILITY SHUTTLE
- 10 TON GRAV CARRIER
- ESCAPE POD
- 20 TON SHUTTLE
- CUSTOMS GIG
- 50 TON SHUTTLE
- 20 TON GIG
- LIFEBOAT
- HUNTING LAUNCH
- CARGO SHUTTLE
- 10 TON RUNABOUT
- SHIP'S BOAT
- GRAV MINING VEHICLE
- 20 TON HUNTING LAUNCH
- 10 TON LAUNCH
- GRAV BIKE
- 20 TON CUSTOMS GIG
- VALKYRIE FIGHTER
- DRAGONFLY FIGHTER
- CUSTOMS GIG
- GUNBOAT
- "GRAV-HAULER" CARGO MOVER
- "GRAV-TANK"
- RAMPART FIGHTER
- "GRAV-TANK"
- HEAVY GRAV-TANK
- WHEELED ATV
- MECH
- GRAV-FIGHTER

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All starships shown are:
- 100 dtons
- Jump 2
- Maneuver 2
- Power Plant 2
**Vertical Movement - Add-on Elevators**

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.

**V01 Elevator**

**V02 Elevator**

**V03 Elevator**

**V04 Elevator**

**V05 Elevators**

**V06 Elevator/Stairs**

**V07 Cargo Elevator**

**V08 Elevator/Stairs**

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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.
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 for additional notes. Printing on a good, sturdy cardstock is recommended.
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.

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 scratching 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.
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 dampering 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

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 hobbies
- hobbies
- 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

Engineering:
- testing equipment
- machine tools
- electronic tools
- machine lubricants
- cleaning supplies
- data pad with machine specs or Owners' Manual
- fire extinguisher
- replacement parts

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
- um of cremated remains
- case of 10,000 sporks
- box of silver bullets
- obviously fake police uniform/costume
**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 shipboard 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 vac 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.
**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.
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.

The PC's ship is captured or they've gained access by some other means, disguised as a cargo supply ship, for example.

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.

If the PCs get in a pinch, the princess knows of an escape route from the prison level. Do you prefer incineration or compaction?

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.

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.

Sabotage or destroy the fortress' primary weapon or some other vital piece of equipment.
**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

**Main Building**

- **568** Level 3 - Offices / Landing Pad
- **400** Level 2 - Offices / Labs
- **400** Level 1 - Administration

**Underground Facility**

- **124** Sub-level 1 - Engineering
- **138** Sub-level 2 - Housing
- **137** Sub-level 3 - Arboretum
- **119** Sub-level 4 - Hydroponics
- **106** Sub-level 5 - Robotics Lab
- **400** Sub-level 6 - Bio-Research

Optional:
- Provide connection to underground tram system (not shown)

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Section 1

Standard Geomorphs
Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.

Cargo elevator is activated from the cargo office.

Notes:
• Special Cargo Areas have the ability to vary climates and gravity and can be used for live cargo.
• Cargo elevator is activated from within the cargo office.
Sensor Operation's main feature is the recessed floor and holographic display.

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

Notes:
- The mess hall doubles as a common area/lounge during non-serving times.
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.
Notes:
• Double height space (20' ceiling) with skydome.
• See geomorph 112 for upper level.

Notes:
• Double height space (20' ceiling) with skydome.
• See geomorph 111 for lower level.
**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.

---

**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.
Notes:

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

**Hydroponics Bay**

- 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.
The meeting room doubles as a lounge.
Sensor Operation's main feature is the recessed floor and holographic display workstation.
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 ships 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 ships 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.
**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.

---

125 Cargo Bay - Full

126 Cargo Bay - Empty

**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.
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.
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.
Notes:
1. 160 low berths
2. May be part of colony ship, medical facility, or a ship's Frozen Watch.
3. Secured chambers provided for criminals, nobles, diplomats, etc.
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.
**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.

**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.
**Arboretum**

- Double height space (20’ ceiling).

**Crew Quarters**

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

---

**Notes:**

- Life Support
- Purser's Office
- Medical
- Library/Training
- Stores
- Galley
- Mess Hall
- Lounge
- Freshers
- Lockers
- Double SR
- SR
- STO RES
- BUSHES AND TREES
- FOUNTAIN
- STONE PATH
- BOULDERS

---

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Construction Deck - Lower

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

Notes:

Construction Deck - Upper

- Optional hangar door(s) if used as edge geomorph

Notes:

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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.

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.
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
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.

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.
147 **Fighter Hangar / Engineering**

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

**Notes:**

148 **Fighter Hangar**

- 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.

**Notes:**

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Notes:
- See FASA’s Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter.

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

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.
Notes:
• See page 6 for the 30 ton cargo shuttle deck plan.
**Notes:**
- Staterooms could also be used for passengers.
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.
Sensor Operation's main feature is the recessed floor and holographic display workstation.
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.

Notes:
• Dropship for delivery of supplies, troops, or ground vehicles.
• See the Yet Another Traveller Blog for more information on the Nirvana Class Dropship.
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.
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.
Sports court can be changed a variety of layouts (basketball, martial 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.

Notes:  
WL = WEAPONS LOCKER  
CH = CHANGING AREA

This space is used for movies, lectures, training, diplomatic events, etc.
- Seating can be removed to make a large open space (ballroom, etc.).
Notes:

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

The ship's steward starts her day with a mug of scuf prior to preparing breakfast for the crew.
The staterooms on this deck could also be used for middle class passengers.
Notes:
- Double height space (20' ceiling).
Notes:
- Double height space (20' ceiling).
- Gig shown is a variant of that described in GDW's Supplement 7 - Traders and Gunboats.

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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.

Notes:

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

**Notes:**
- Grav bikes are stored two high in special racks.
- Racks hold 8 grav bikes.
- See GURPS Traveller Starships re: holoventure zones for more info.

Holodeck

**Notes:**
- Holodecks have a dedicated computer and power source.
- Double height ceiling.
**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.
Notes:
• Variable floor heights.
• Triple height space (30’ ceiling).
Notes:
• Typically used in large space stations, arcologies, etc.
Notes:
- Typically used in large space stations, arcologies, etc.

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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.
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.

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

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

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Notes:

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

- 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.
Notes:

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

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.
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.

Notes:
- Sensor Operation's main feature is the recessed floor and holographic display.
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.
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.
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.
Section 2

Edge Geomorphs
The bridge is the control center for the ship, and arguably the 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 tasks 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.
The briefing room doubles as a lounge.

- 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.
305 Weapons Bay

- Double Turret Fire Control
- Missile Launch Tube
- Sandcaster Turret

Notes:
- See GDW’s Supplement 7 - Traders and Gunboats for more information about the Runabout.

306 Cargo Bay - 10 Ton Runabouts

- Cargo Door
- Cargo Door

Notes:
- See Avenger Enterprise’s Golden Age Starships #3 for more information about the Runabout.
- Collapsible Wall

307 Cargo Bay - 20 Ton Launch

- Cargo Airlock
- Compartment
- Office
- Missile Storage

Notes:
- See GDW’s Supplement 7 - Traders and Gunboats for more information about the 20 Ton Launch.

308 Cargo Bay - 50 Ton Launch

- Cargo Door
- Cargo Door

Notes:
- See GDW’s Supplement 7 - Traders and Gunboats for more information about the 50 Ton Launch.

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

Notes:
- Provides catwalks above cargo bay floor.
- No direct access to the lower level.
**317 Security Checkpoint**

- 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)**

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

**Multi-Purpose (319)**

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

**Cloning Facility (320)**

- JANITORIAL ROBOT ALCOVE

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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.

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**325 Cargo Bay - Full**

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

**326 Cargo Bay - Empty**

- 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**

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

**328 Vehicle Hangar**

- 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.
**329 Missile Deck**

Missile Deck

Notes:

- MISSILE STORAGE
- MISSILE LAUNCH TUBE

**330 Missile Deck**

Missile Deck

Notes:

- MISSILE STORAGE
- MISSILE LAUNCH TUBE

**331 Flight Deck - Vertical**

Flight Deck - Vertical

Notes:

- Typically holds 6-8 fighters.

**332 Fighter Hangar**

Fighter Hangar

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

Notes:
- See “Small Craft” for deck plan of Grav-Carrier.

Notes:
- Double height space (20’ ceiling), with flight deck below and flight control room and perimeter catwalk above.
- See geomorph 336 for upper level.
  
Notes:
- See geomorph 335 for lower level.
**337 Water Storage**

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

**338 Scrap/Recycling**

- 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**

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

**340 Vehicle Hangar - Empty**

- Height as required for vehicles.
- Vehciles (if present) to be determined by referee.
### Passenger Deck (341)
- This area can be used for both mid and high passage passengers.

### Pool Deck (342)
- Notes:

### Arboretum (343)
- Notes:

### Arboretum (344)
- Notes:

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**349 Passenger Deck - Lower**

- Luxury high passage staterooms and lounge area.
- Lounge at lower level is a double height space (20' ceiling).
- See geomorph 349 for lower level.

**350 Passenger Deck - Upper**

- Luxury high passage staterooms and lounge area.
- See geomorph 350 for upper level.

**351 Engineering**

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

**352 20 Ton Launch Bay**

- Notes: EXTENDABLE AIRLOCK
- Notes: STAIRS w/ HANDRAILS

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Variable floor heights.

Triple height space (30' ceiling).

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

STAIRS DOWN w/ HANDRAILS
Variable floor heights.
Triple height space (30’ ceiling).
See geomorph 364 for upper level.

Variable floor heights.
See geomorph 363 for lower level.
**Gunship Hangar - Lower**

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

**Gunship Hangar - Upper**

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

**Multi-Purpose**

- 1 PERSON ESCAPE CAPSULE IN LAUNCH TUBE
- 1 PERSON ESCAPE CAPSULE IN LAUNCH TUBE

**Multi-Purpose**

- 20 TDN LAUNCH
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.
**Cargo Bay - Full**

- 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**

- 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.

**Grav-Tank Garage**

- Notes:

**Barracks**

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

- See FASA’s Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter.
### Robotics Lab

- 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.

### Tank Bay

### Multi-Purpose

#### Notes:
- EMERGENCY ESCAPE DROP CAPSULE
- POP-OUT TURRET

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See FASA's High Passage #4 for more information about the grav mining vehicle.

See "Small Craft" for grav mining vehicle deck plan.
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.

Elevator Core

• Typically used in large space stations, arcologies, etc.
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.
**401 Fighter Hangar**

- Height as required for vehicles.
- Catwalk provides access to mechs.
- See geomorph 403 for lower level.

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

**402 Multi-Purpose**

**403 Vehicle Bay - Lower**

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

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

**404 Vehicle Bay - Upper**

- Height as required for vehicles.
- Catwalk provides access to mechs.
- See geomorph 403 for lower level.

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

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Notes:

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

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

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

** Shooting Range / Dojo**

- 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.

**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.

**Holodeck**

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

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

**Cargo Bay - 50 Ton Launch**

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

Notes:

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

Notes:
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.
425 **Fighter Hangar**

- Double height ceiling (20').

**Notes:**

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

427 **Multi-Purpose**

**Notes:**

- Escape Pod
- Life Support

426 **Fighter Hangar / Crew Quarters**

**Notes:**

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

428 **Multi-Purpose**

**Notes:**

- Extendable Airlock
- Cargo Shuttle
- Janitorial Robot Alcove

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**429 Drop Capsule Deck**

- **Notes:**
  - BATTLEDRESS
  - SUITUP RACK
  - DROP CAPSULE

**430 Passenger Deck**

- **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.

**432 Passenger Gate / Concourse**

- **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.
**433 Fuel Deck**

FUEL INTAKE SCOOOPS

FUEL FUEL FUEL FUEL

FUEL FUEL FUEL FUEL

FUEL PROCESSOR FUEL SCOOP

**434 Fuel Deck**

FUEL SCOOP FUEL SCOOP

FUEL FUEL FUEL FUEL

**Notes:**

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

**435 Collapsible Fuel Tank - Full**

FUEL OPER FUEL OPER

RETRACTABLE BAY DOORS RETRACTABLE BAY DOORS

**Notes:**

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

**436 Collapsible Fuel Tank - Empty**

FUEL OPER FUEL OPER

RETRACTABLE BAY DOORS RETRACTABLE BAY DOORS

**Notes:**

- When the fuel bladder is fully collapsed, the space can be used as a 60 dton cargo bay, small craft hangar, etc.

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**Fuel Deck w/ Drop Tank**

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

**Fuel Deck - Detached Drop Tank**

- 50 TON L-HYD DROP TANK (DETACHED)

**Fuel Deck w/ Drop Tanks**

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

**Fuel Deck - Detached Drop Tanks**

- 20 TON L-HYD DROP TANK (DETACHED)
**Promenade - Food Court**

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

**Promenade - Bar**

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

**Promenade - Retail**

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

**Promenade - Casino**

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

---

**Notes:**

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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.
**449 50 Ton Bay Weapon**

- 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**

- 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**

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

**452 50 Ton Bay Weapon - Missiles**

- Referee to determine missile type and payload.

---

**Notes:**

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

---

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

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

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.

Referee to determine missile type and payload. High yield missile - for large ship combat or planetary bombardment.
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 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.
**Missile Deck - Lateral Barbettes**

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

**Weapons Deck - Lateral Barbettes**

- Referee to determine weapon type.

**Barbette Deck**

- Four lateral barbettes
- Three dorsal barbettes

**Dorsal / Ventral Barbettes**

- 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.

- 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
**Weapons Deck 525**

- Referee to determine weapon type.

**Missile Deck 526**

- Referee to determine weapon type.

**Sandcaster Deck 527**

- Two missile barbettes w/ 25 missiles each.
- Missile storage contains an additional 50 missiles.
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.
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.
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:
- See geomorph 538 for empty version.

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:
- See geomorph 541 for empty version.
Survey Deck 549

- 10 TON RECON DRONE IN LAUNCH TUBE
- HOLO ANALYSIS
- REPAIR ACCESS DOORS
- DRONE REPAIR
- PROBE LAUNCH

Agricultural Bay 550

- WATER TANK, PESTICIDES, AIR HANDLERS, ETC.
- FOOD CROPS
- FRUIT TREE

Hydroponics Bay 551

- WATER TANK, PESTICIDES, AIR HANDLERS, ETC.
- HYDROPONIC VEGETATION

Notes:
- See Mongoose Traveller’s Supplement 2 - Traders and Gunboats for more information on the Reconnaissance Drone.

Water Storage 552

- WATER PROCESSING

Solar/Battery Deck 553

- EXTENDABLE SOLAR PANELS

Air/Raft Bay 554

- REPAIR AREA
- AIR/RAFT
- VEHICLE GARAGE
Notes:

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

Notes:

- Vehicles to be determined by referee.
6 escape pods carry 9 people each (total of 54 evacuees).

8 escape pods carry 8 people each (total of 64 evacuees).
Scrap/Recycling 567

Offices 568

Executive Lounge 569

Barracks 570

Crew Areas 571

Stellar Cartography 572

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

Notes:

Notes:
Science Lab 573

Notes:
- Referee to determine type of labs.

Medical Research 574

Notes:
- RESTR INT BED/G URNEY
- STASIS TUBE
- CORPSE CABINET
- STASIS TUBE

Med Lab/Low Berths 575

Notes:
- LOW BERT
- BATTERIES

Robotics Lab 576

Notes:

Engineering 577

Notes:
- FUEL
- SHOP
- LOCKER

Engineering 578

Notes:
- AIR/RAFT
- STAIRS w/ HANDRAILS
• See FASA's Adventure Class Ships Vol. 1 for more information about the Dragonfly Fighter.

Notes:

• Referee to determine weapon type.

Notes:

• The briefing room doubles as a lounge.

Notes:
**Notes:**
- This area is primarily used only for space stations and the largest starships.
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.
### Notes:
- This area can be used for both mid and high passage passengers, as well as crew quarters.

### Passenger Quarters 609
- DBL SR
- MED
- GALLEY
- LOUNGE
- STEWARD
- ROBOT
- ALCOVE

### Passenger Quarters 610
- DBL SR
- SR
- GALLEY
- LOUNGE
- HOME KEEPING
- DINING

### Passenger Quarters 611
- DBL SR
- SR
- GALLEY
- LOUNGE
- HOUSE KEEPING
- DINING

### High Pass. Quarters 612
- DBL SR
- SR
- LOUNGE
- LUXURY SR
- LUXURY
- MED
- ESCAPE POD
- LOW
- BERTH

### Steerage 613
- DBL SR
- SR
- LOCKER
- STEERAGE
- STEERAGE
- STEERAGE
- STEERAGE

### Steerage and Low 614
- DBL SR
- SR
- LOCKER
- STEERAGE
- STEERAGE
- STEERAGE
- STEERAGE
- LIFE SUPPORT

---

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Notes:

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

Engineering-Lower 615

Notes:

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

Engineering-Upper 616

Notes:

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

Conference Room 617

Notes:

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

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
Section 4

Specialty Geomorphs
Trams and Trains

Moving around in huge ships
Some ships (or facilities) are so large that it 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.

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.

Trains
Trains are generally used only on the largest starships and space stations and run scheduled express trips connecting major hubs.
Tram Station - Empty

- 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 - Cargo Platform

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

Notes:
- Indicates typical, single direction of tram travel.
- Indicates bi-directional tram travel.

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**TR5 Tram Station**

- VENDING
- WAITING AREA

**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).

**TR6 Tram Tunnels - Basic**

- Double Lane Tram Tunnel

**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**

- TRAM TURNTABLE

**Notes:**

**TR8 Tram Repair Area**

- OPERATIONAL
- UNDER REPAIR
- REPAIR EQUIPMENT

**Notes:**
- Area primarily for tram repair. Also used for emergency pullovers.
- No access except by tram.
Interstital 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.
Add ceiling and floor access points as required to match geomorphs above and below.

Notes:

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

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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**Notes:**

- 100 dton Suleman 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.
Notes:
- Two 100 dton Suleman 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.
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).
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.
• 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.
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).
**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.

---

**Vertical Core - Multi-Purpose**

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

---

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VC3  Vertical Core - Troop Deck

- 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.

Notes:

VC4  Vertical Core - Passenger Area

Notes:

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Section 5
Blank Geomorphs
Notes:

- The core of this deck is for vertical access, allowing all designs created on this blank to allow for continuous vertical movement.
### Index - Corner Geomorphs and Specialty Geomorphs

<table>
<thead>
<tr>
<th>Corner Geomorphs</th>
<th>Specialty Geomorphs</th>
</tr>
</thead>
<tbody>
<tr>
<td>501 Fuel Deck</td>
<td>TR0 Trams and Trains - Symbols</td>
</tr>
<tr>
<td>502 Fuel Deck</td>
<td>TR1 Tram Station - Empty</td>
</tr>
<tr>
<td>503 Fuel Deck</td>
<td>TR2 Tram Station - Full</td>
</tr>
<tr>
<td>504 Fuel Refinery</td>
<td>TR3 Tram Station - Cargo Platform</td>
</tr>
<tr>
<td>505 Fuel Deck/Gunnery</td>
<td>TR4 Tram Station - Secured</td>
</tr>
<tr>
<td>506 Bridge/Crew Area</td>
<td>TR5 Tram Station</td>
</tr>
<tr>
<td>507 Bridge</td>
<td>TR6 Tram Tunnel - Basic</td>
</tr>
<tr>
<td>508 Bridge</td>
<td>TR7 Tram Tunnel Junction</td>
</tr>
<tr>
<td>509 Bridge</td>
<td>TR8 Tram Repair Area</td>
</tr>
<tr>
<td>510 Bridge</td>
<td>IS1 Interstitial Space</td>
</tr>
<tr>
<td>511 Bridge</td>
<td>IS2 Interstitial Space</td>
</tr>
<tr>
<td>512 Bridge/Engineering</td>
<td>IS3 Interstitial Space</td>
</tr>
<tr>
<td>513 Cargo Bay</td>
<td>IS4 Interstitial Space</td>
</tr>
<tr>
<td>514 Cargo Bay</td>
<td>M1 Megamorph - Starship Hangar/Repair Bay</td>
</tr>
<tr>
<td>515 Cargo Bay</td>
<td>M2 Megamorph - Starship Hangar/Repair Bay</td>
</tr>
<tr>
<td>516 Cargo Bay/Launch</td>
<td>M3 Megamorph - Open Landing Platform</td>
</tr>
<tr>
<td>517 Cargo Bay/Launch</td>
<td>M4 Megamorph - Flight Deck (lower level)</td>
</tr>
<tr>
<td>518 Cargo Bay/Launch</td>
<td>M5 Megamorph - Flight Deck (upper level)</td>
</tr>
<tr>
<td>519 Launch/Gunnery</td>
<td>M6 Megamorph - Flight Deck - Vertical</td>
</tr>
<tr>
<td>520 Engineering</td>
<td>M7 Megamorph - Cargo Deck</td>
</tr>
<tr>
<td>521 Engineering</td>
<td>VC1 Vertical Core - Multi-Purpose</td>
</tr>
<tr>
<td>522 Engineering/Sensors</td>
<td>VC2 Vertical Core - Multi-Purpose</td>
</tr>
<tr>
<td>523 Engineering</td>
<td>VC3 Vertical Core - Troop Deck</td>
</tr>
<tr>
<td>524 Weapons Deck</td>
<td>VC4 Vertical Core - Passenger Area</td>
</tr>
<tr>
<td>525 Missle Deck</td>
<td>A collection of blank geomorphs has also been included for your use.</td>
</tr>
<tr>
<td>526 Sandcaster Deck</td>
<td></td>
</tr>
<tr>
<td>527 Barbette Deck</td>
<td></td>
</tr>
<tr>
<td>528 Barbette Deck</td>
<td></td>
</tr>
<tr>
<td>529 Barbette Deck</td>
<td></td>
</tr>
<tr>
<td>530 Barbette Deck</td>
<td></td>
</tr>
<tr>
<td>531 Fighter Hangar</td>
<td></td>
</tr>
<tr>
<td>532 Fighter Hangar</td>
<td></td>
</tr>
<tr>
<td>533 Fighter Hangar</td>
<td></td>
</tr>
<tr>
<td>534 Fighter Hangar</td>
<td></td>
</tr>
<tr>
<td>535 Fighter Hangar (lower)</td>
<td></td>
</tr>
<tr>
<td>536 Fighter Hangar (upper)</td>
<td></td>
</tr>
<tr>
<td>537 Cargo Bay (full)</td>
<td></td>
</tr>
<tr>
<td>538 Cargo Bay (empty)</td>
<td></td>
</tr>
<tr>
<td>539 Cargo Bay</td>
<td></td>
</tr>
<tr>
<td>540 Cargo Bay (full)</td>
<td></td>
</tr>
</tbody>
</table>

**Corner Geomorph**

*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 Missle 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)*

**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*  
*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*  

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