

Vol.
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ADVANCED FLEET DESIGNS

Titan Class Scout



FAT DRAGON GAMES

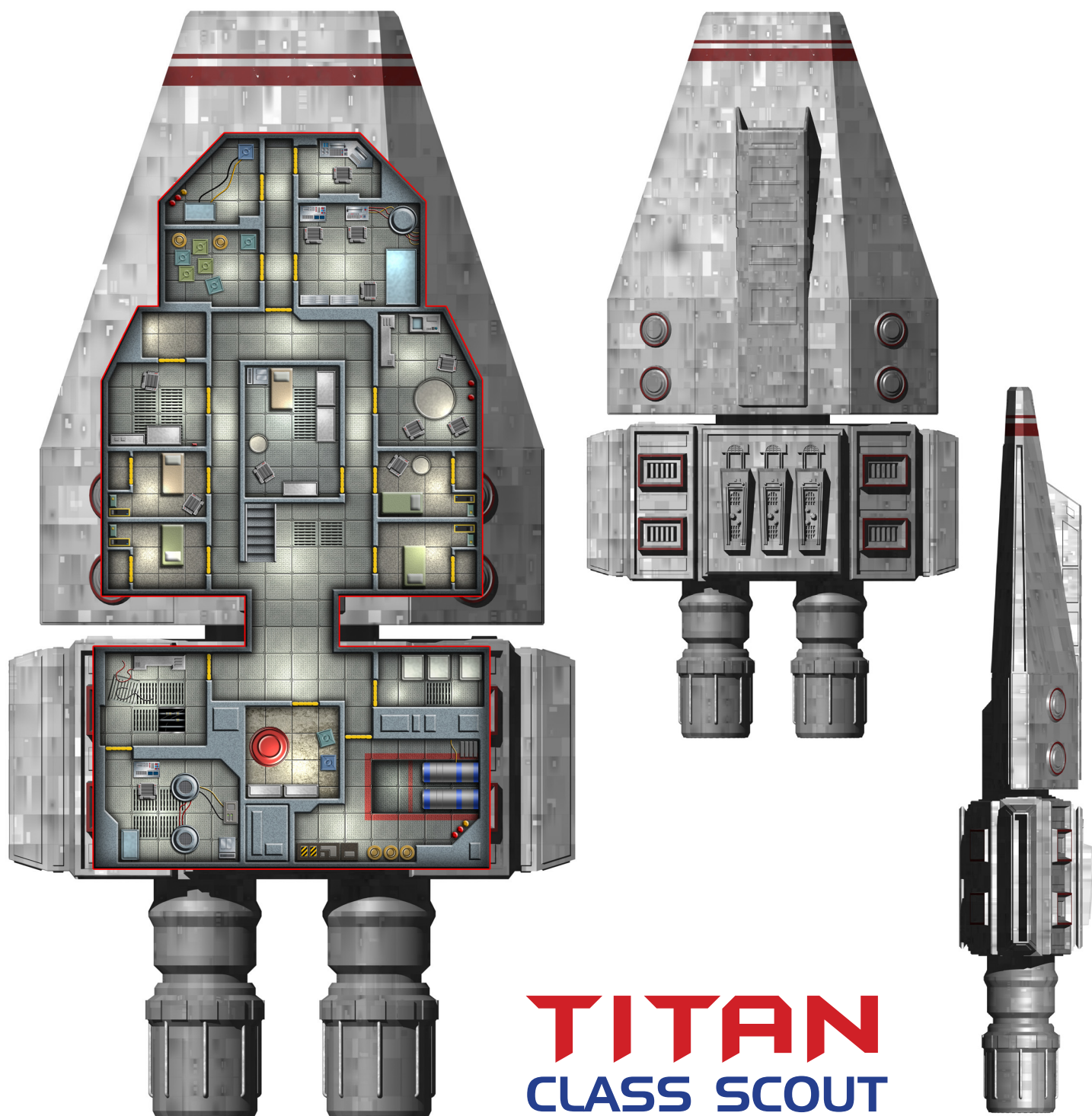
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Titan Class Scout

The Titan series scout ship is one of the longest production runs in Lockdyne Shipyards history. The model has continued to evolve over its thirty year production, with nearly every part of the ship being upgraded numerous times throughout that period. Early Titans can be found in civilian hands, having been modified for a variety of uses both legal and illegal including shipping, research, and smuggling. Many private firms utilize specially modified Titans as private research vessels which feature upgraded sensor packages and defensive armaments. The military has continued to renew Titan production contracts as the vessel has proven to be extremely reliable, easy to maintain and a nearly endless supply of spare parts are readily available from its 30 year service career. Smugglers favor the ship because it is such a common sight both to law enforcement and civilians it can be seen nearly anywhere without arousing suspicions. Even the most low tech ship repair yards find it extremely easy to modify major systems such as engines, sensors and weapons due to the modular construction design of the ship. Many members of Titan crews are actually younger than the ship they are serving on, a testament to the enduring quality of the series. Measuring over 220 feet in length, the Titan features two energy cannons mounted on the forward hull, a fully equipped sensor suite, defensive counter measures (both electronic and physical) and has the capability to have an offensive missile battery mounted in the forward hull.





TITAN
CLASS SCOUT



01: Storage

This room is used to store equipment and machinery.

02: Weapons Control Room

This room contains a monitoring station for the two heavy guns mounted in the forward fuselage.

03: Storage

Steel storage crates house small arms and other equipment including survival packs, environmental suits, food stores and medical supplies.

04: Environmental Control

All air and water/waste recycling is done through this room. Most maintenance of these units can be done via this area, but some repairs require access from the exterior of the ship.

05: Weapons Locker

This small room is designed for secure storage of weapons and explosives, but can be utilized as a makeshift prison cell.

06: Workshop

This room is used as a makeshift work area and contains a table and spare parts.

07: Crew Quarters

Each room contains a bed, storage closet and a wall mounted lavatory/wash unit that fold away when not in use.

08: Infirmary

This room contains a bed and storage cabinets with medical supplies and equipment.

09: Mess Hall/Galley

All food preparation is done here, with a small oven and refrigeration unit. Additional storage for food is located in the cargo room.

10: Cold Storage

Refrigeration units containing food and medicine are located in this room.

11: Airlock

The only airlock on the ship is located in the floor of this room. Extra cargo is usually stored here as well. This room usually contains lockers for storing environmental suits and other equipment for boarding parties.

12-14: Engineering

Engine access, maintenance, power distribution and shield modulation control is accomplished from these rooms.

15: Bridge

The bridge contains four separate stations, navigator, helm, science station/sensors and weapons. A single view screen is located in the forward wall.

16: Sensors/Communications

All accessible equipment for sensor and communication control is in this room. Modifications and reprogramming can only be done from this location as these functions are not able to be modified from the bridge.

17: Briefing Room

A table with holographic projector and a storage cabinate with emergency equipment is located here.

