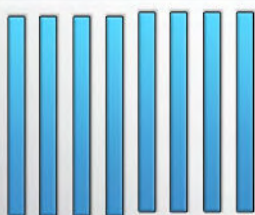


FUTURE
ARMADA



ORION

MAPS



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Orion – Overview

The map pages for the strike carrier Orion are laid out deck by deck, starting at the top and working front to back through each deck. The deck plans are broken into sections for easier reference. All decks are a single section except for the Main Deck, which is broken into several different areas. Refer to the diagrams in the main book and the “Section Maps” book for an overview of the decks and sections. The Section Maps, in particular, will help to illustrate how the various areas are laid out relative to one another.

Each section has additional notes specific to that part of the map, as well as a small composite map of the section showing the pages used. On these composites, number in parenthesis (or missing altogether) indicate pages reused from another location.

Each map page has a code printed at the top to help identify where in the ship that page is used. The first part of the code denotes the section where that page is used.

Com = Command Deck
 Sup = Support Deck
 Qtr = Quarter Deck(s)
 FLn = Forward Lounge/Observation

FXD = Forward Cross Deck
 MXD = Mid Cross Deck
 AXD = Aft Cross Deck

M-F = Main Deck - Forward
 M-M = Main Deck - Midship

Spn = Spine (corridor and lifeboats)
 Eng = Engine Rooms
 MpR = Multipurpose Rooms

Car-P = Cargo/Flight Deck, Port Side
 Car-S = Cargo/Flight Deck, Starboard Side
 Prp-P = Prep Deck, Port Side
 Prp-S = Prep Deck, Starboard Side

The second part of the code is where within the section the specific page shows up. The pages are numbered starting with 01 in the forward, port (left) side map page. These codes are in the top part of the page that overlaps with other pages. They can be trimmed off without losing any coverage, or they can be left on an covered up with the bottom edge of another page when used.

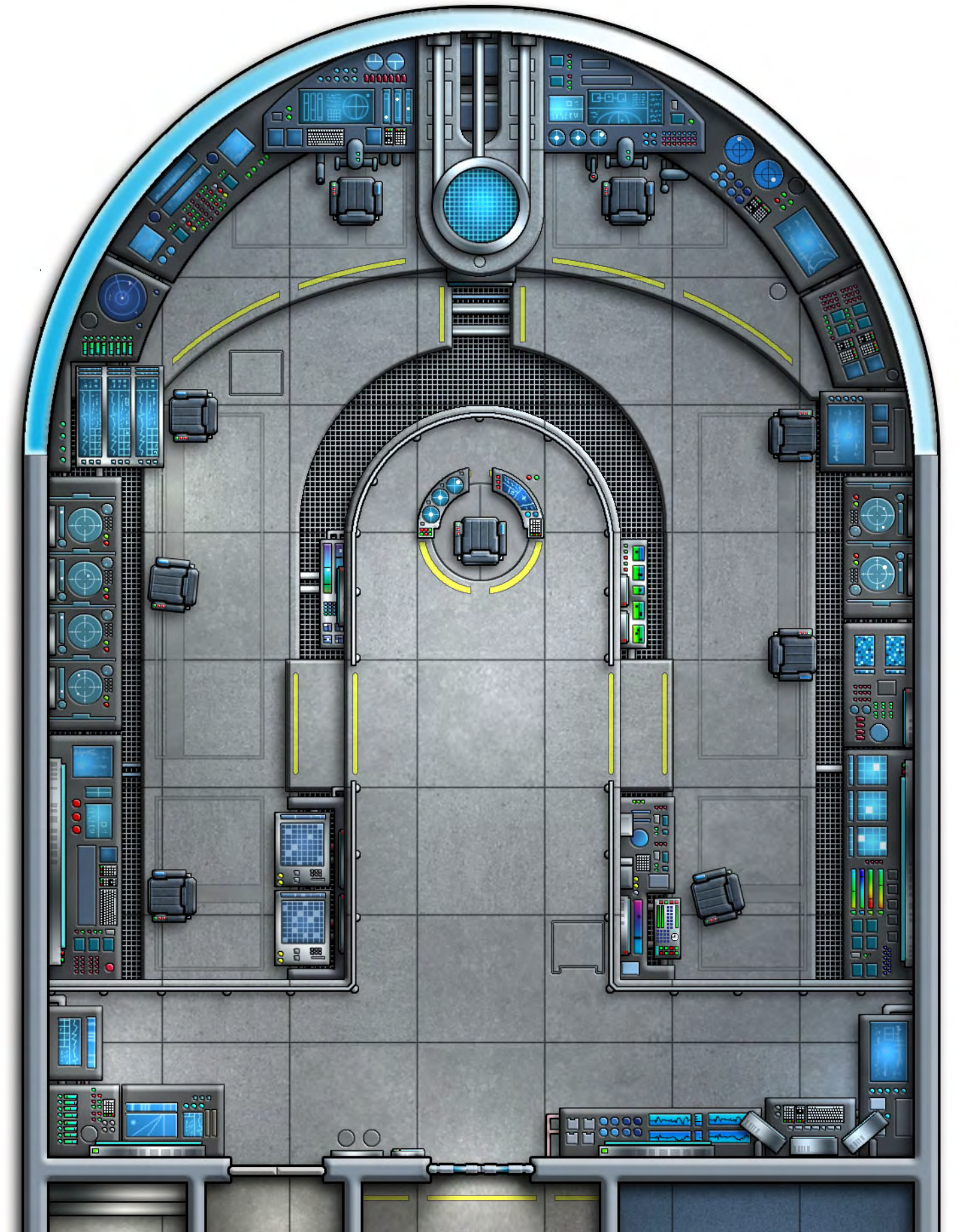
This document was created in its entirety by Ryan Wolfe,
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 personal, non-profit, use.

Command Deck

The following pages contain the pages used for the Command Deck, which is the highest deck in the ship. Here is the bridge, captain's office, and a conference room.

The third page is just an extension of the second. It has been rotated 90 degrees in order to avoid cutting off the elevators and stairs on either side. Place this page over (or under) the second page in order to show the aft end of the Command Deck all the way out to the side walls.





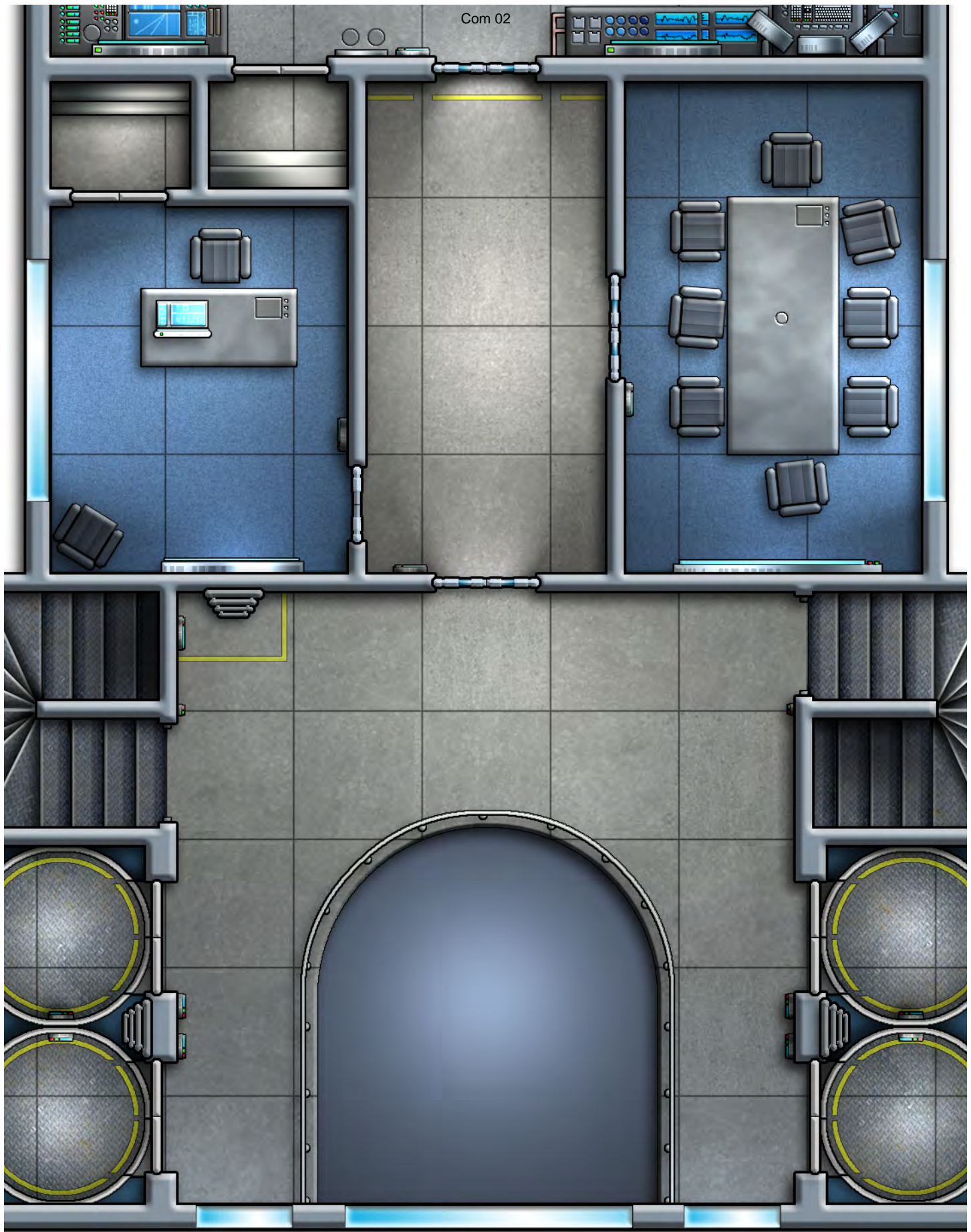
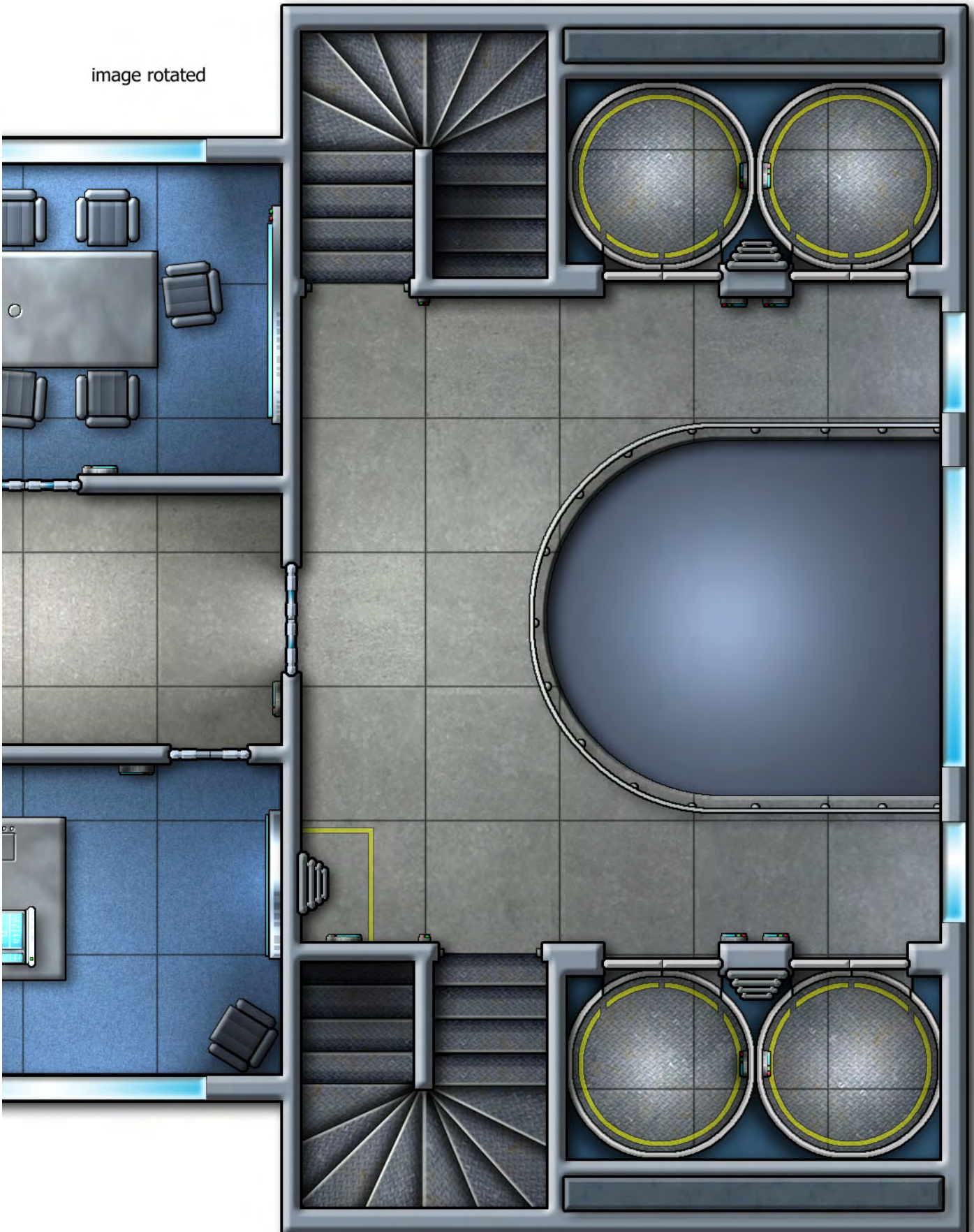


image rotated

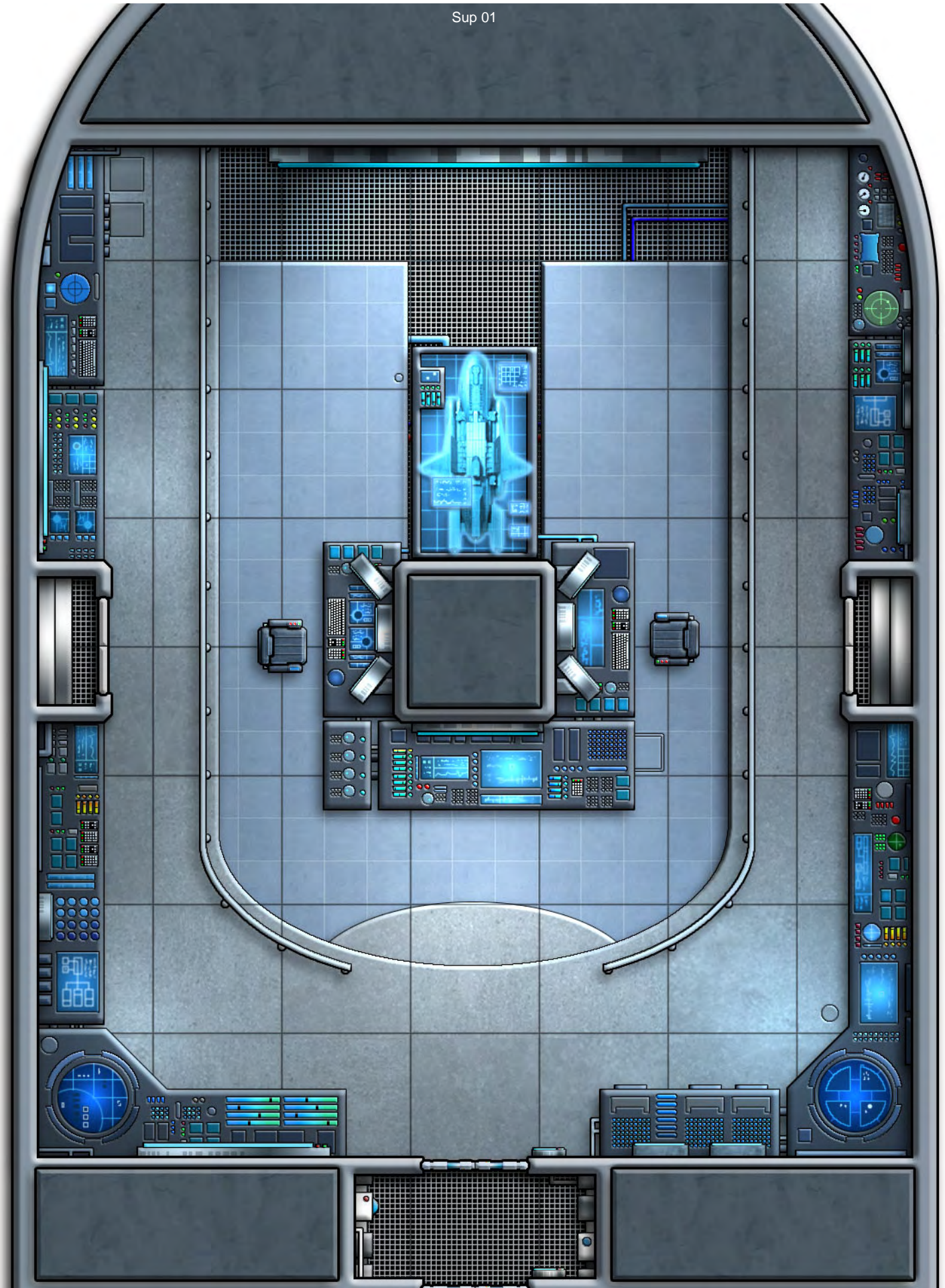


Support Deck

The following pages contain the pages used for the Support Deck, which lies immediately beneath the Command Deck.

As with the command deck, the third page in this section is a rotated extension which can be placed underneath the second page in order to show the full extent of the stairs and elevators on either side of the map.





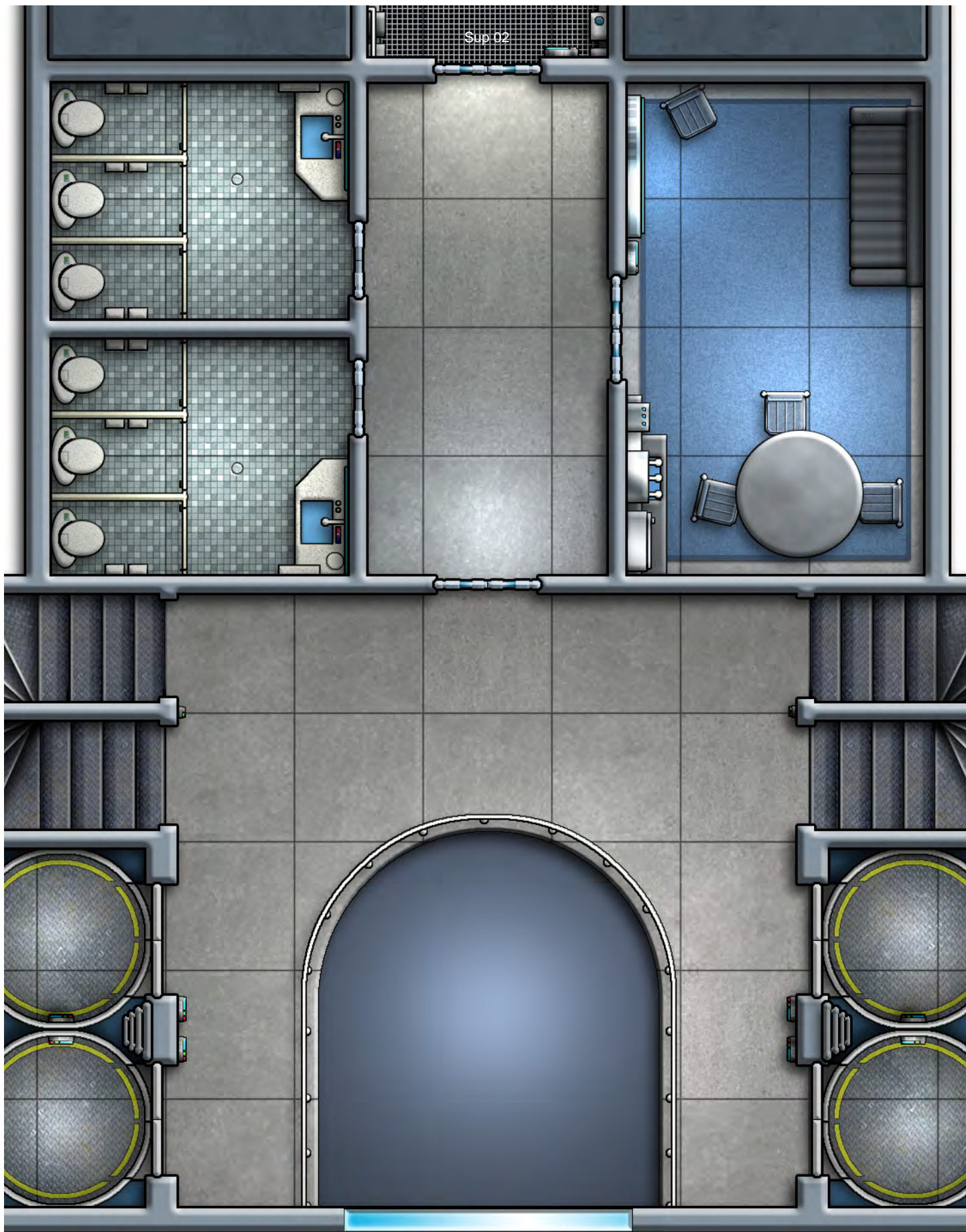
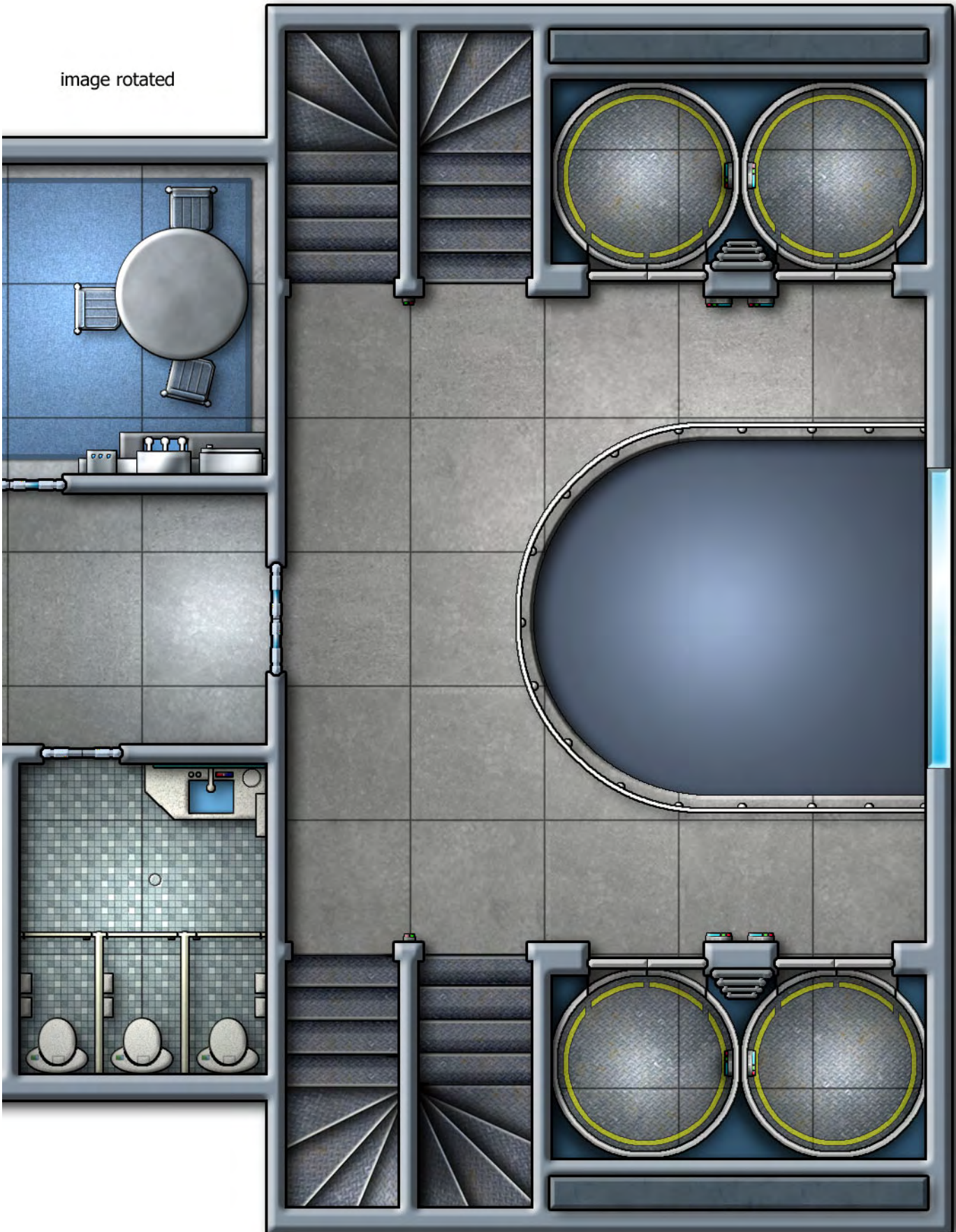


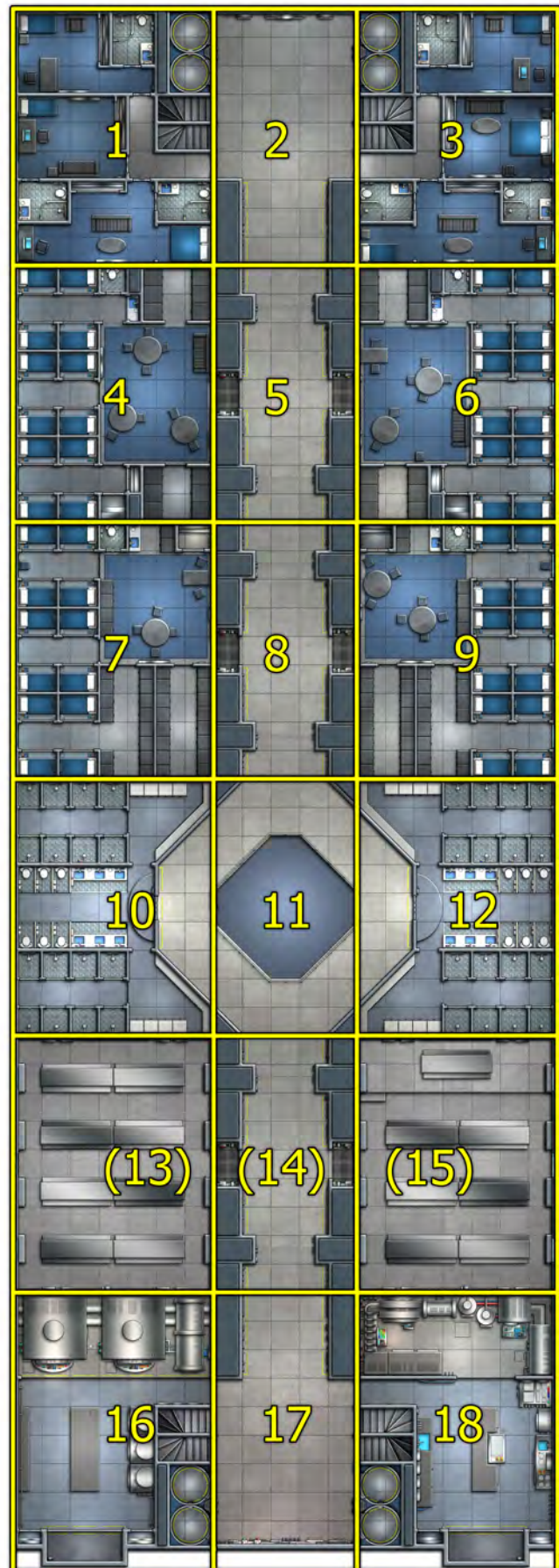
image rotated



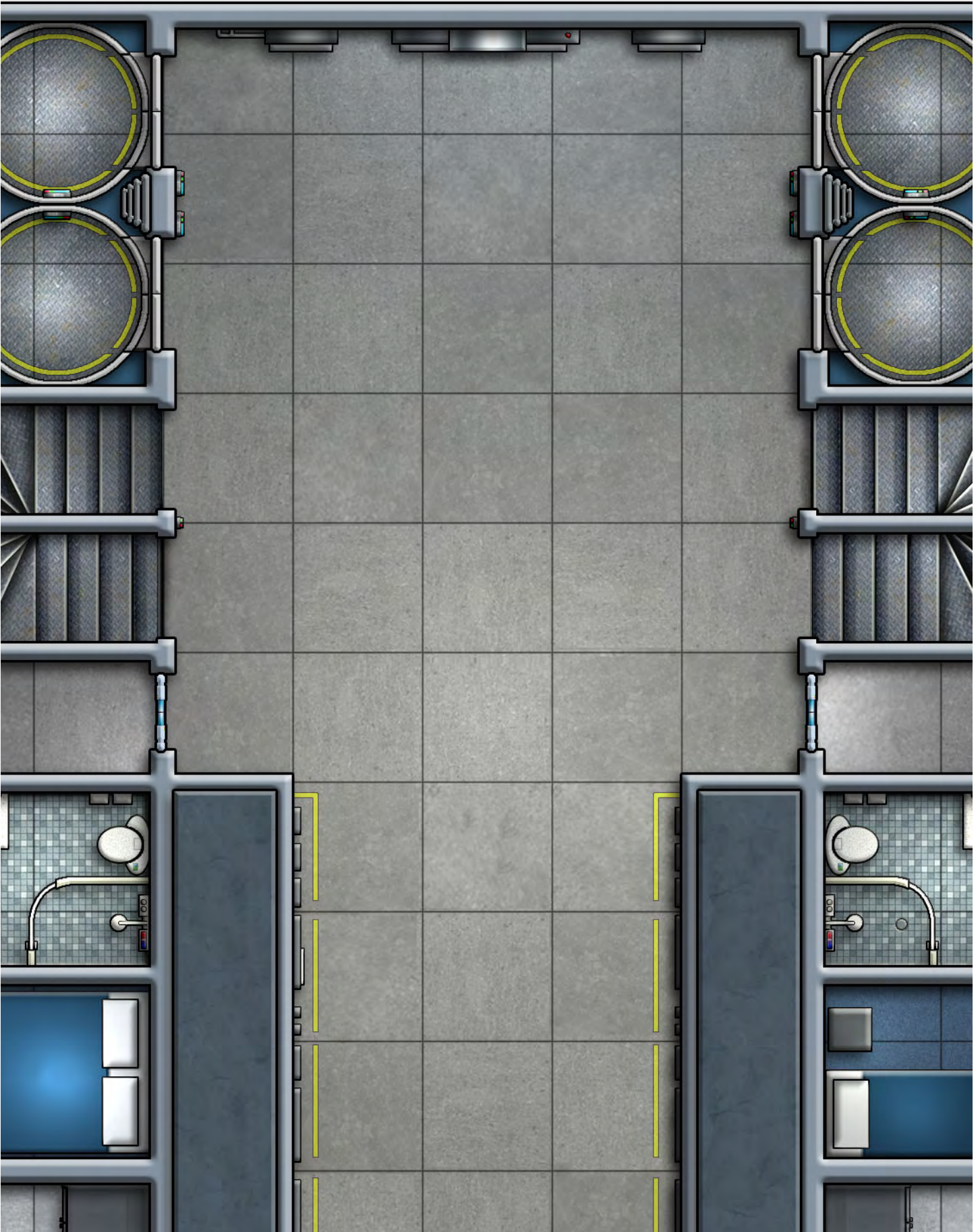
Quarter Decks

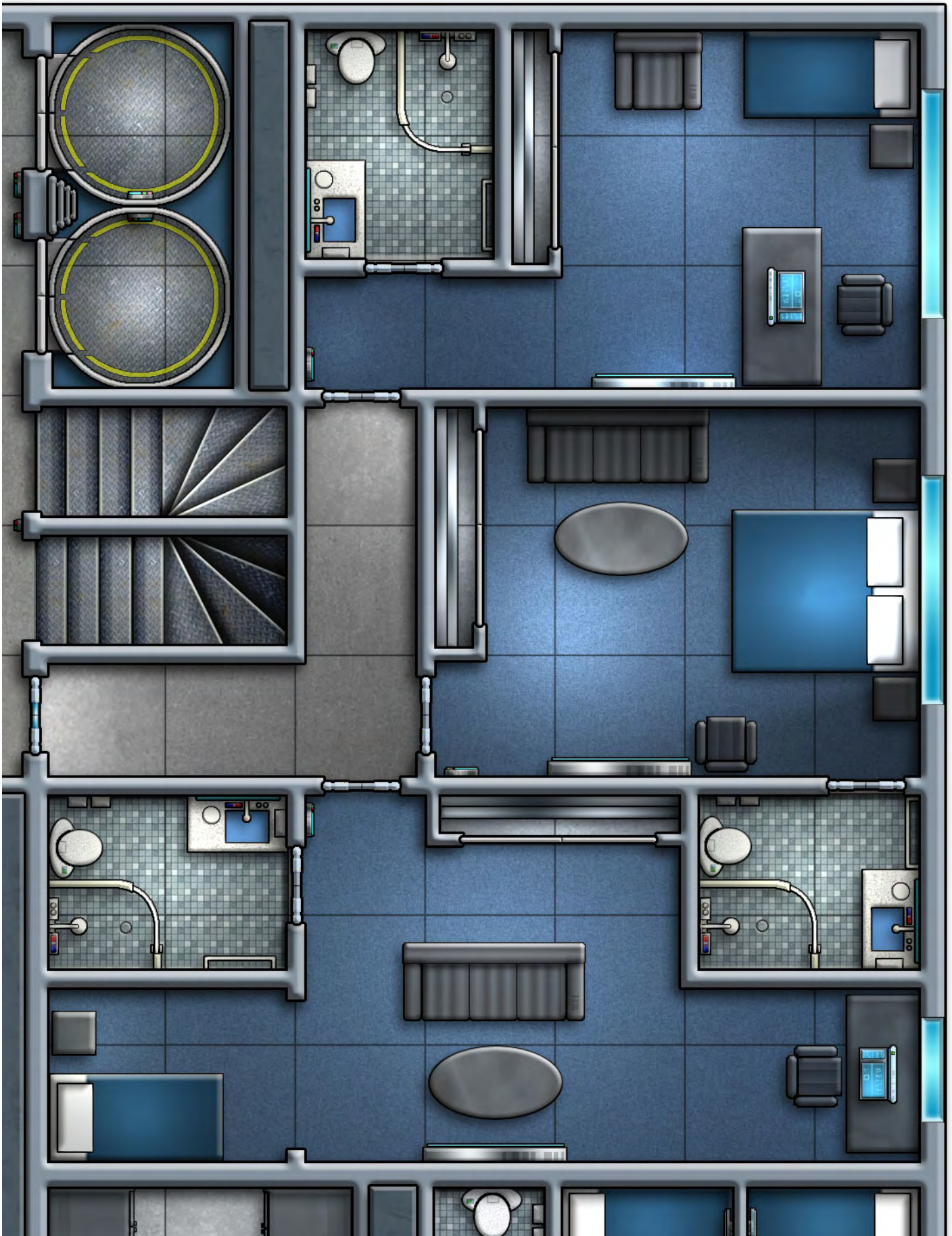
The following pages contain the pages used for the both the High and Low Quarter Decks. Both decks have the exact same maps except that on the High Quarter Deck the stairways do not go up any further. Consider them ending at maintenance hatches which lead into the ceiling ductwork, but not to the exterior of the ship.

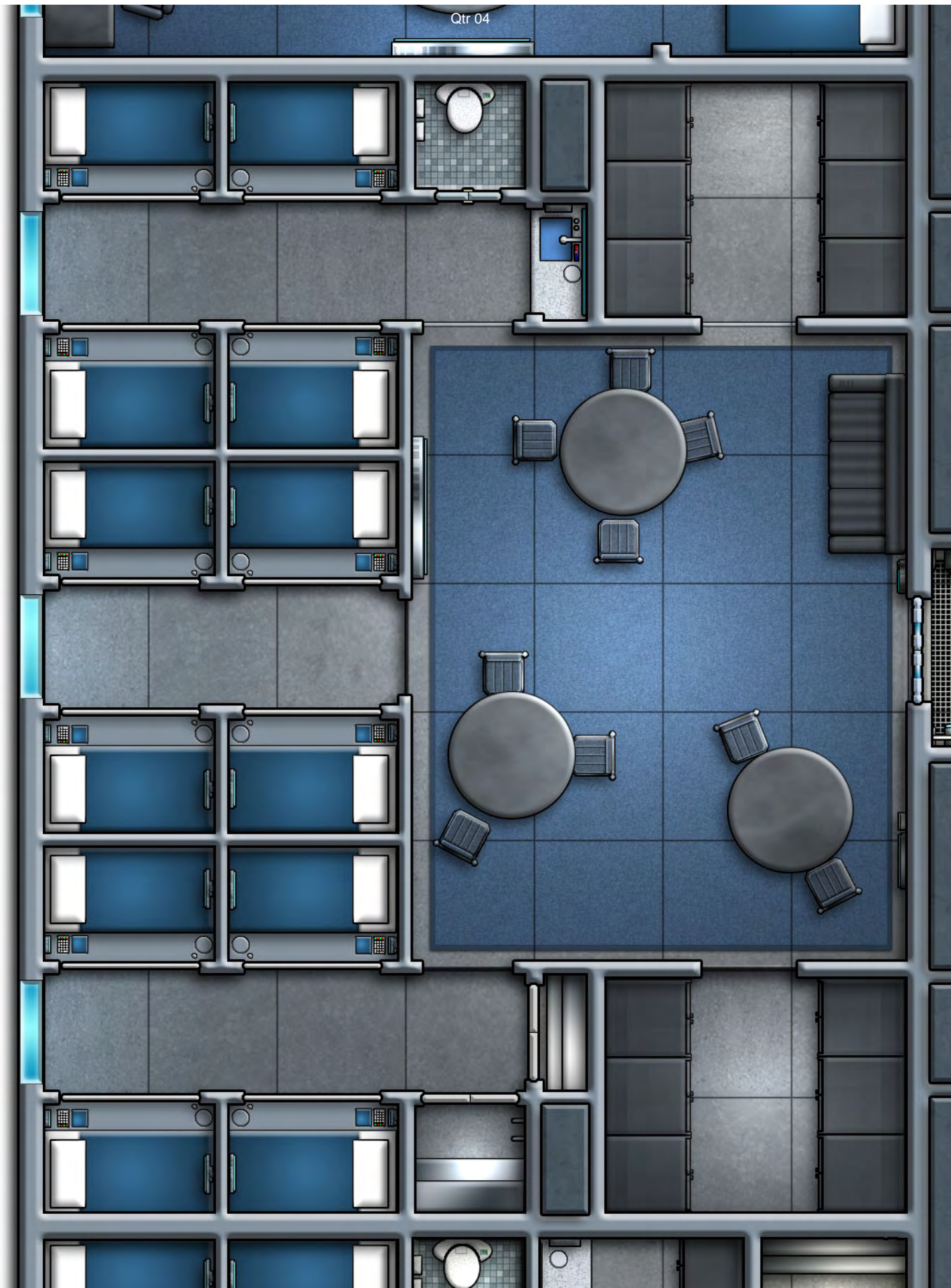
The following fifteen pages map out this deck, starting with the upper left map page and proceeding row by row down to the lower right map page. Note that pages 13, 14 and 15 use the Multi-Purpose Room pages with the default hallway (Qtr 05 or Qtr 08) between. Though the cafeteria rooms are shown, they may be quickly reconfigured into any of the Multipurpose Room maps.

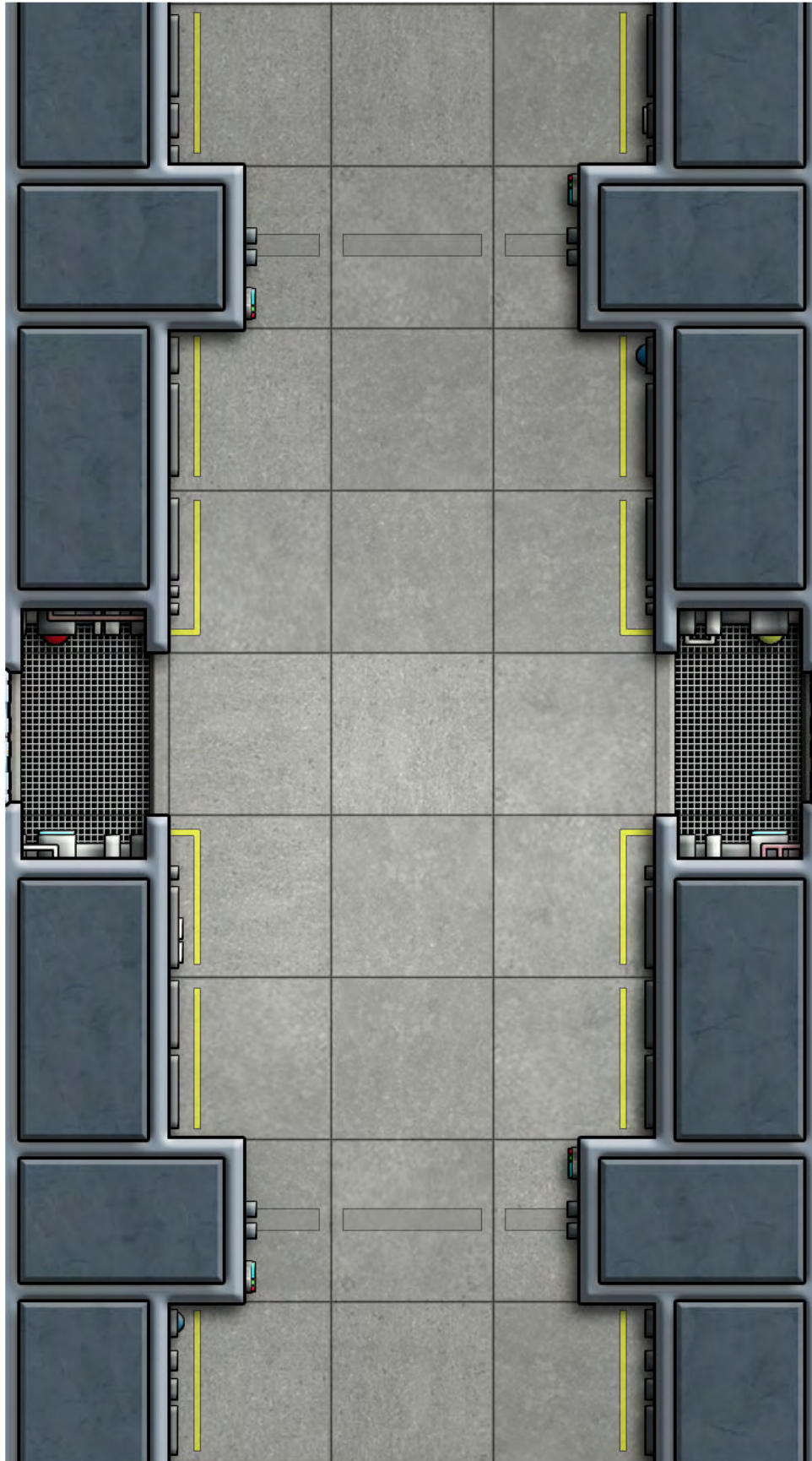


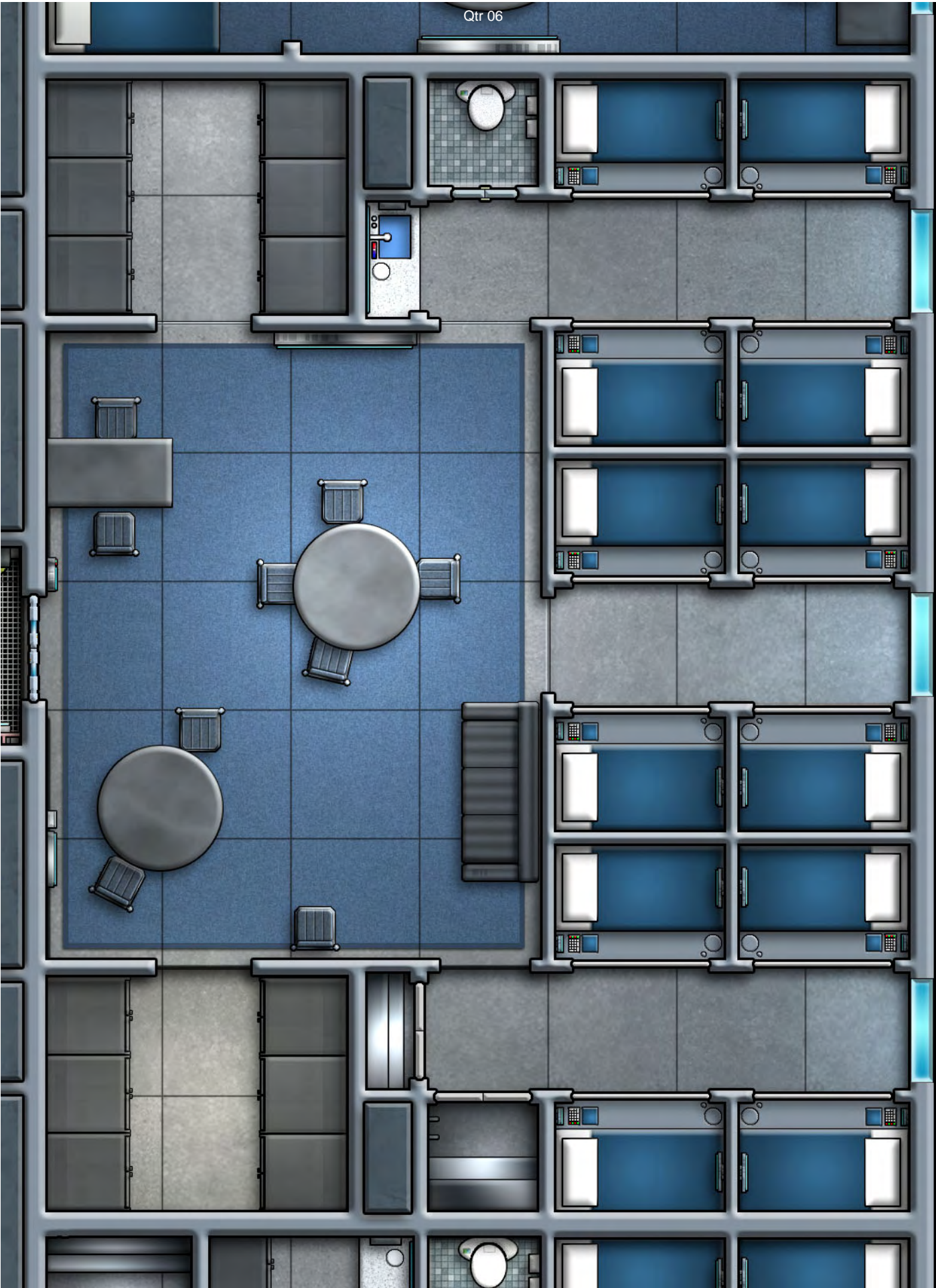


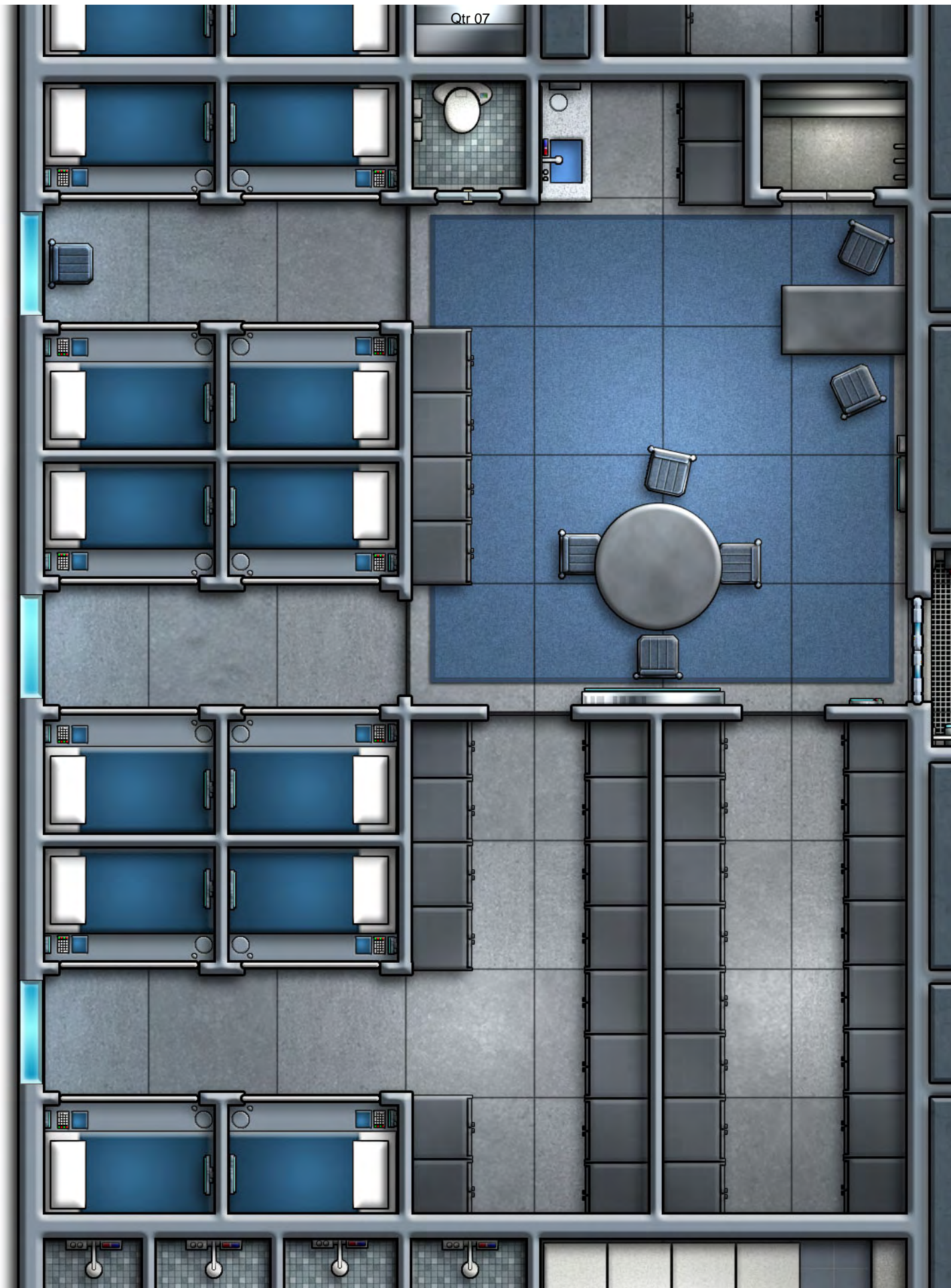


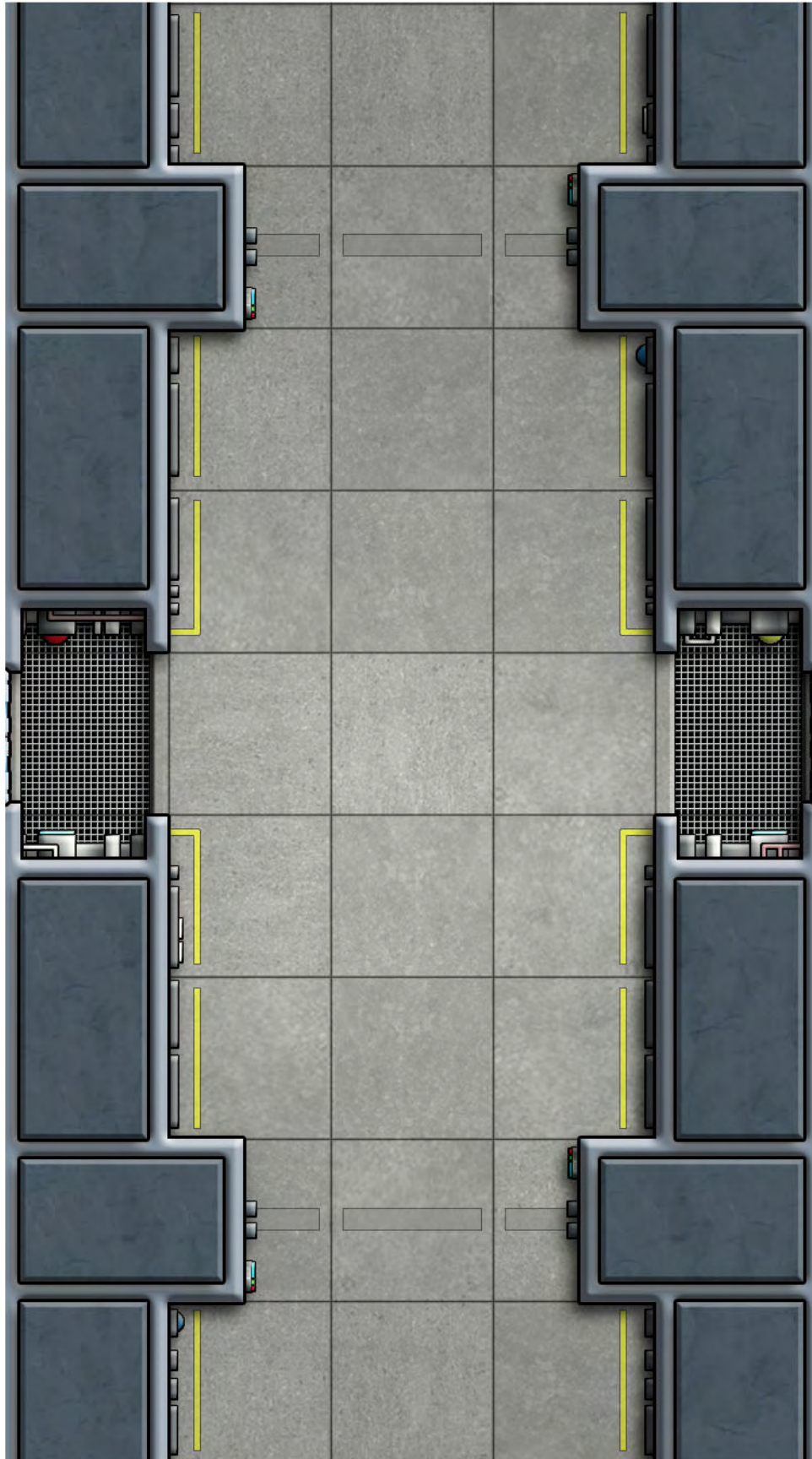


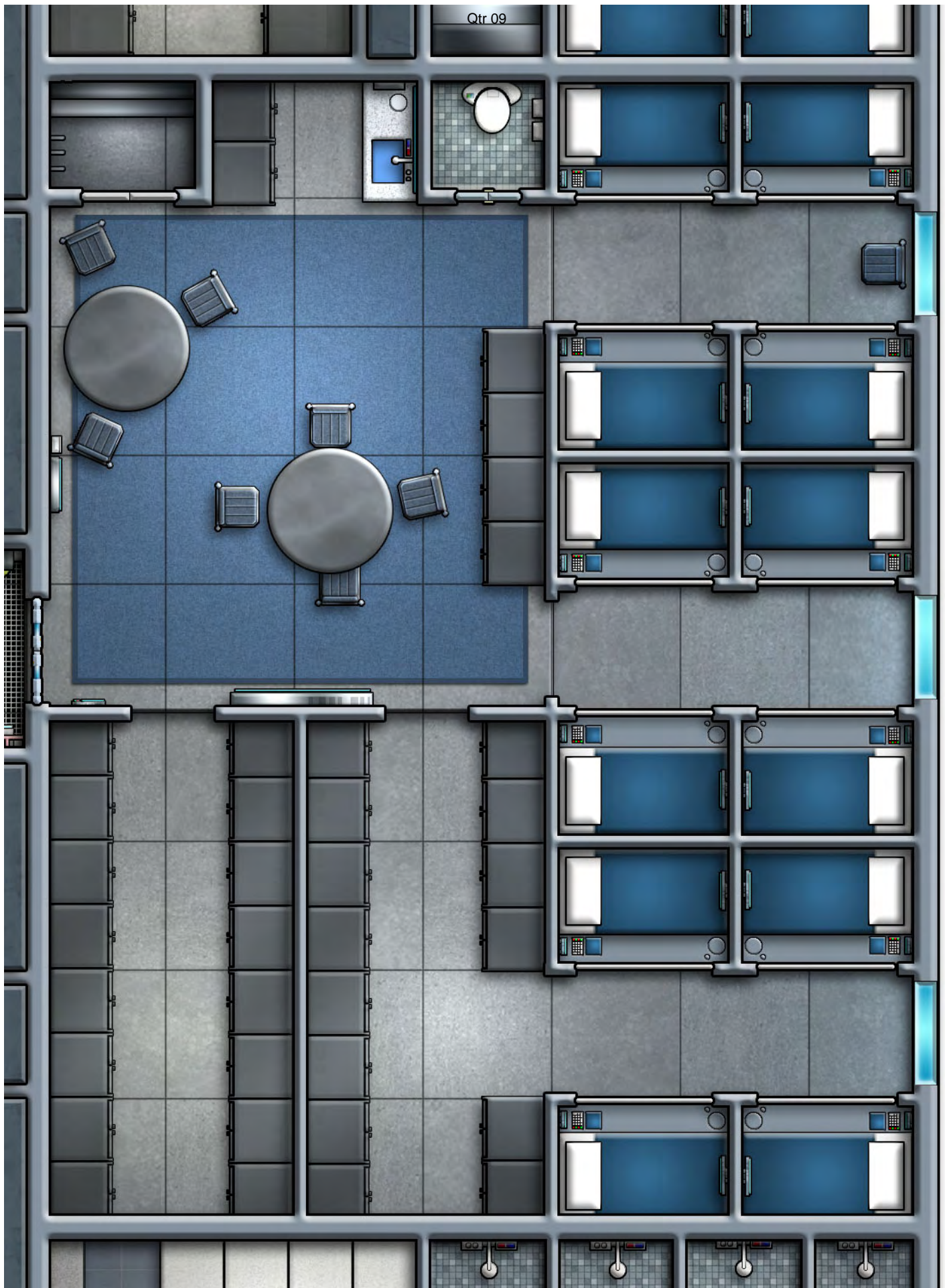


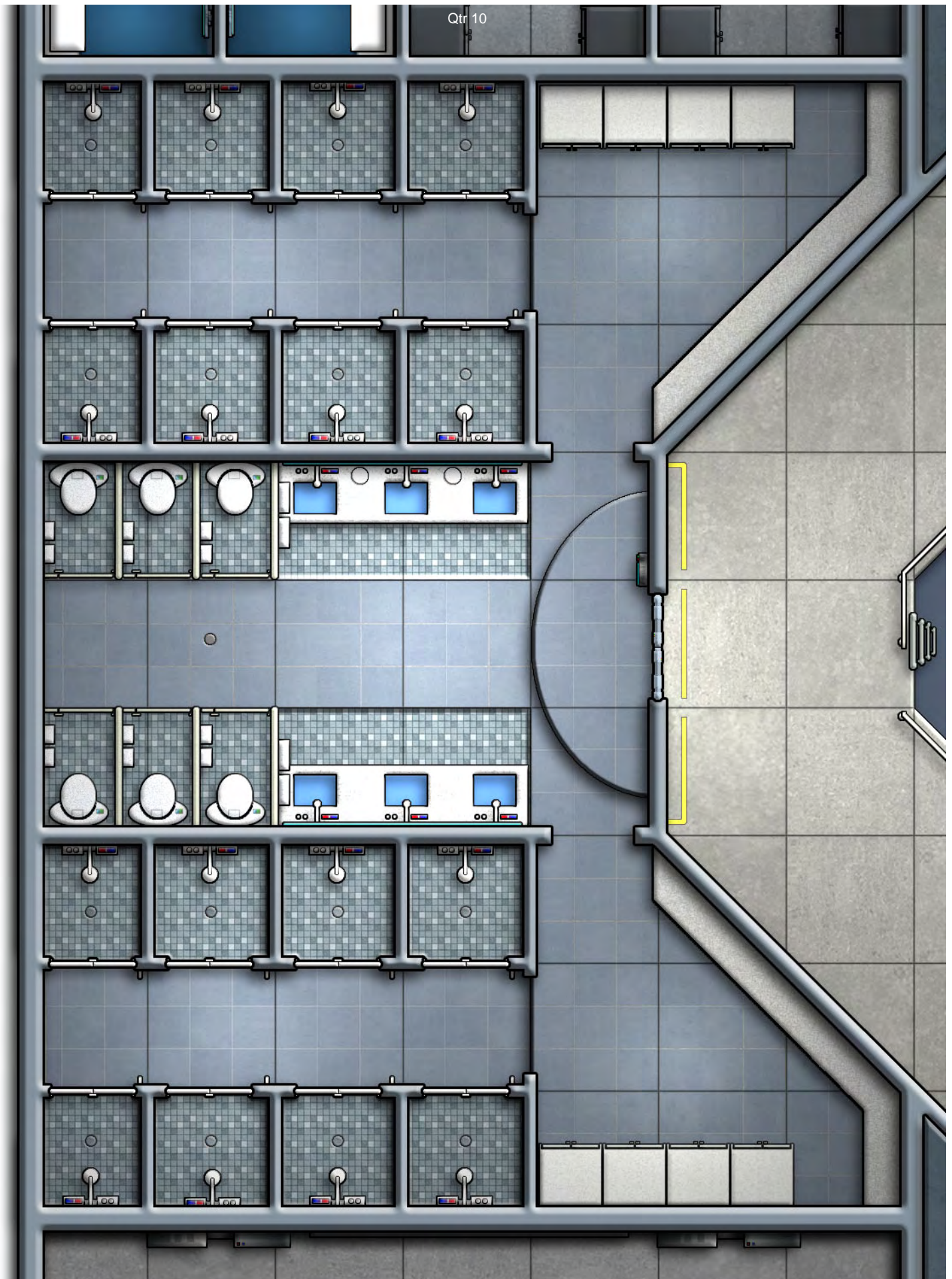




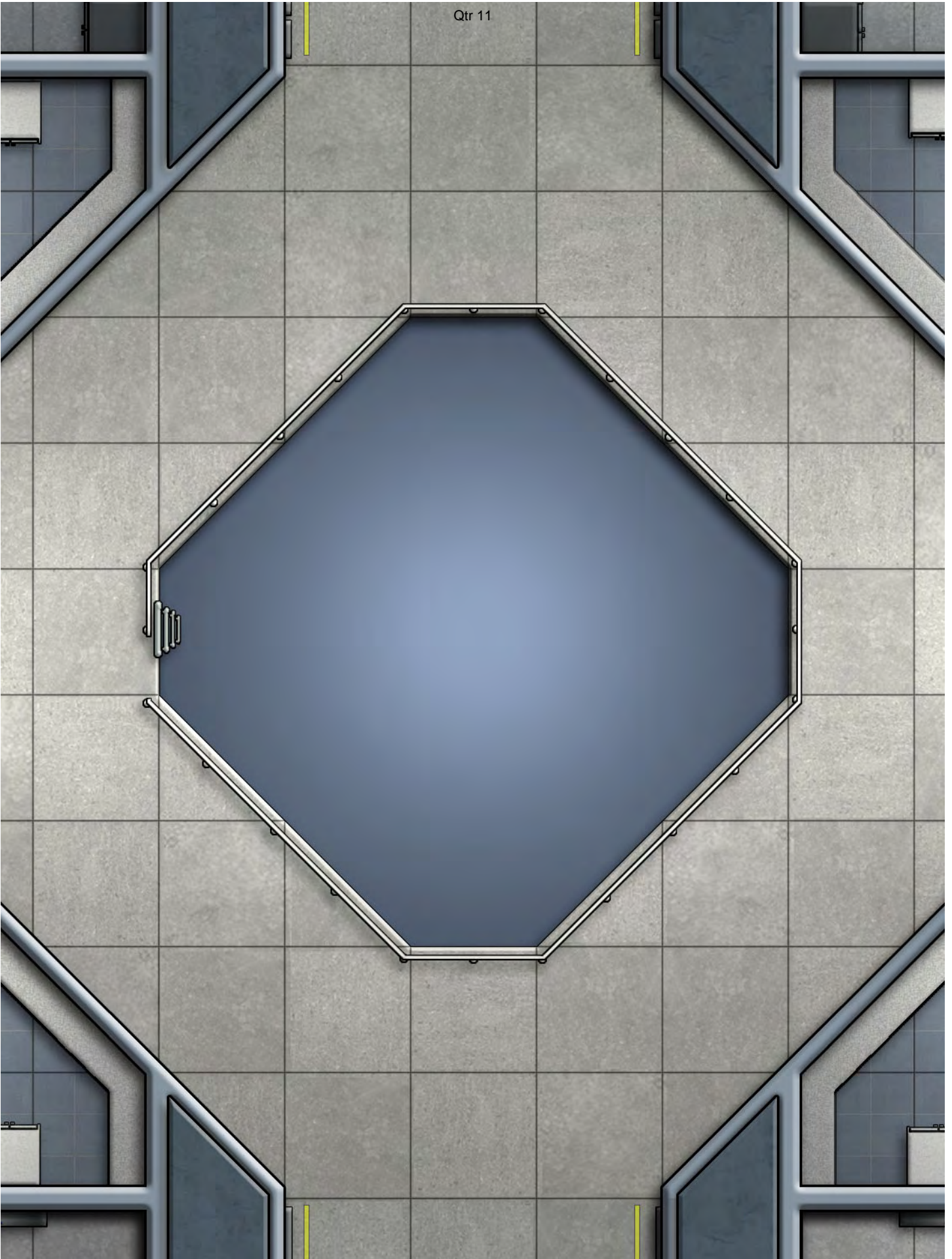


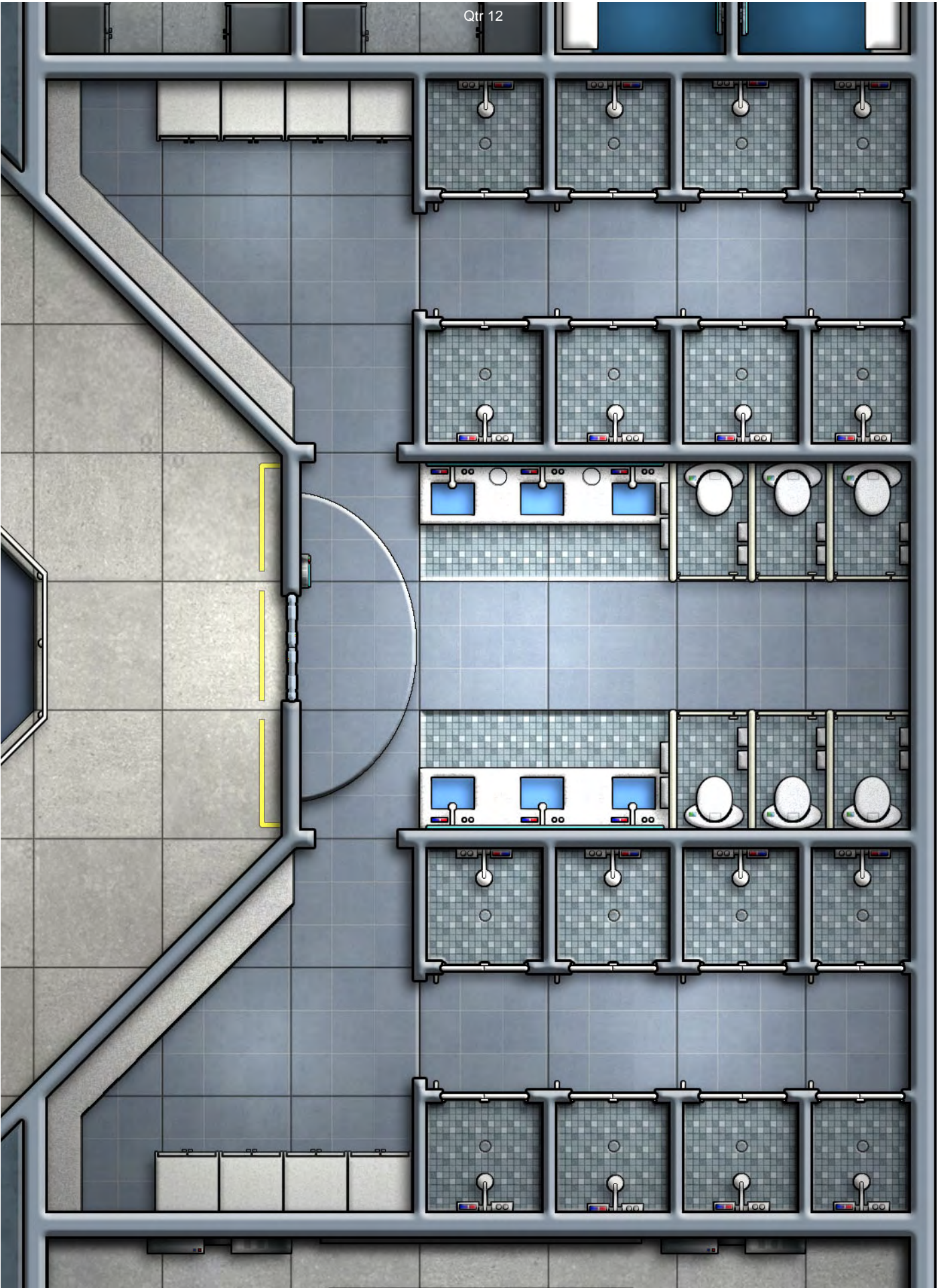


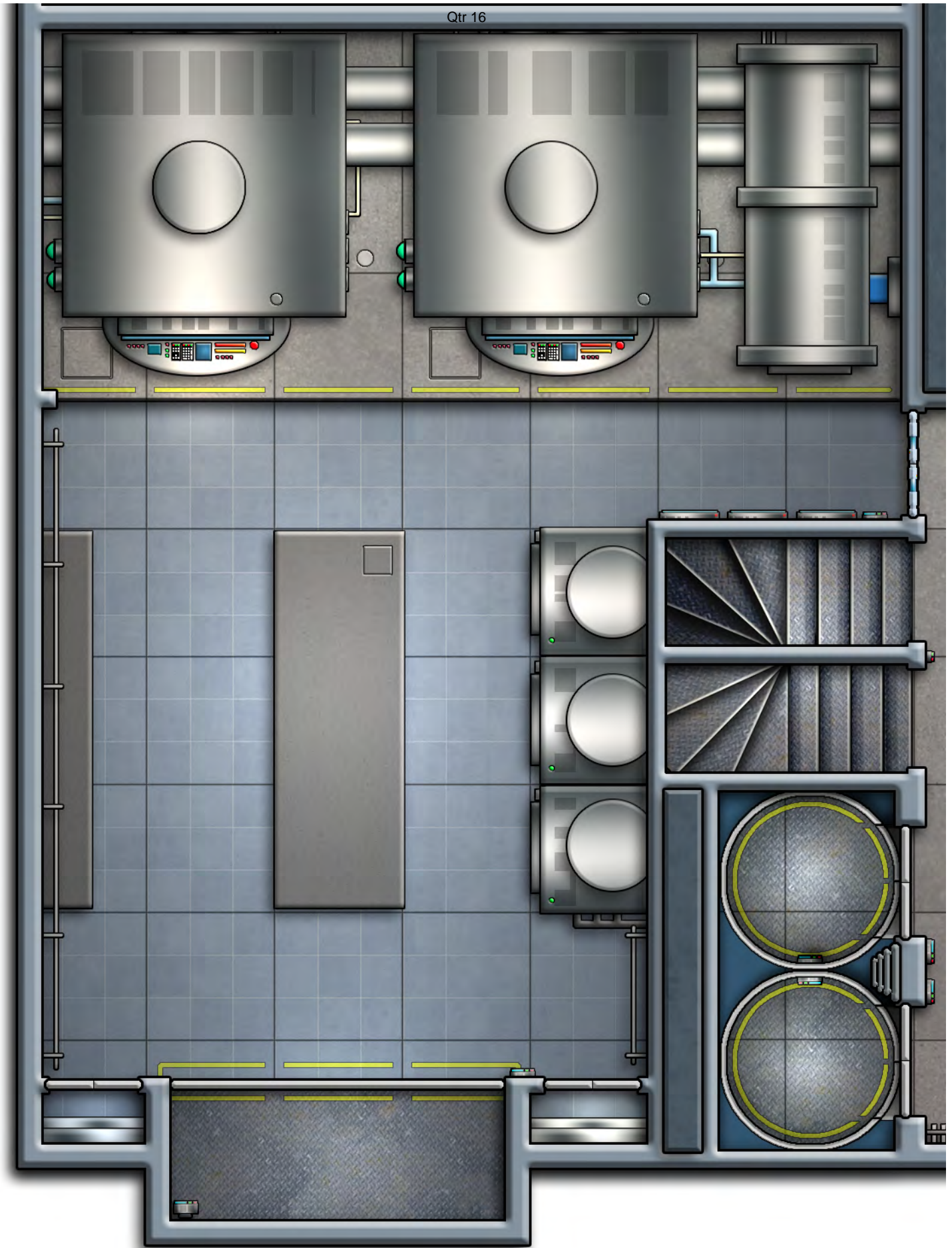




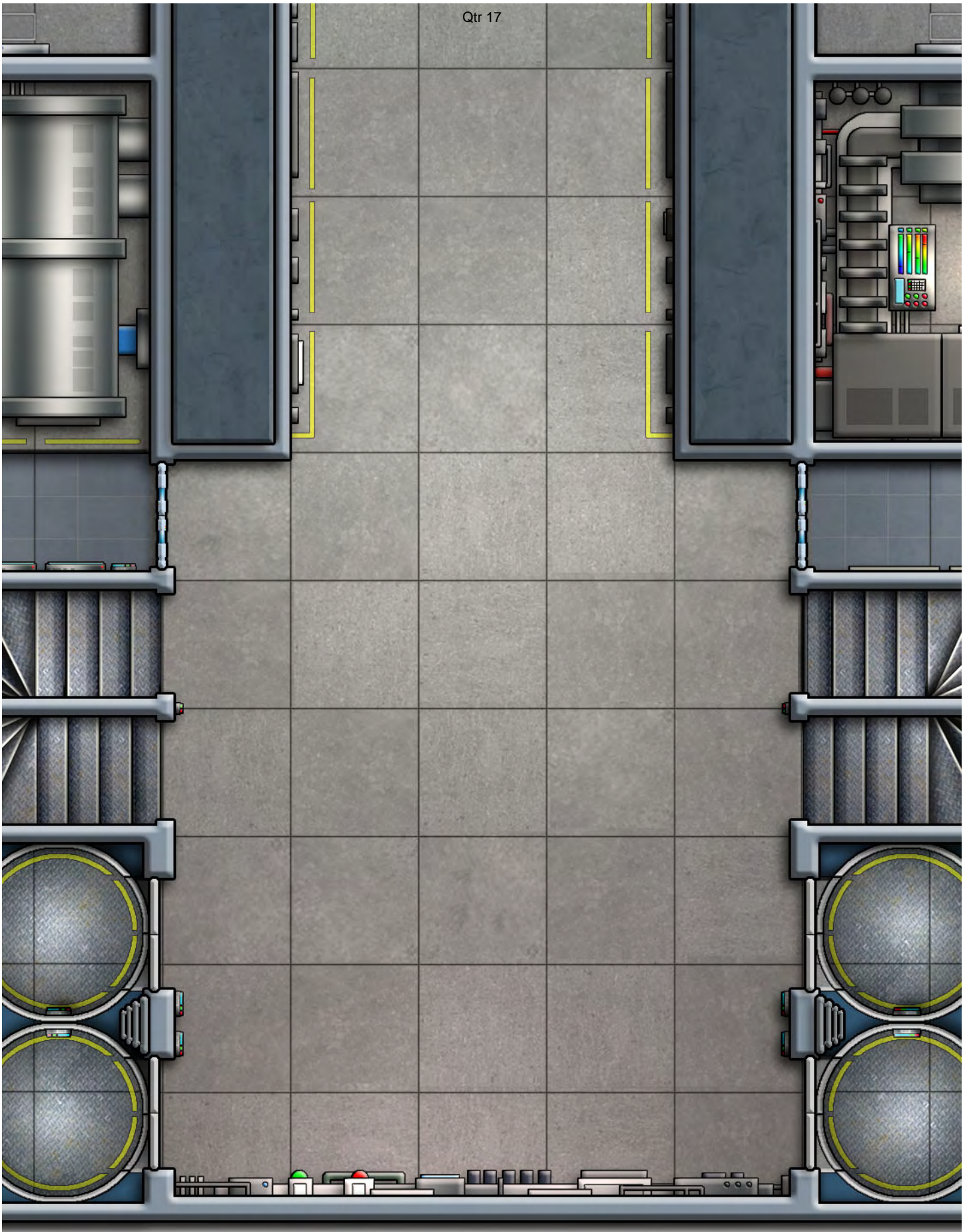
Qtr 11







Qtr 17

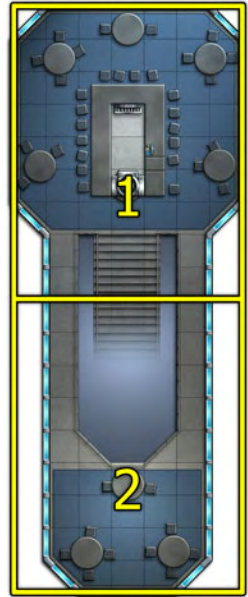


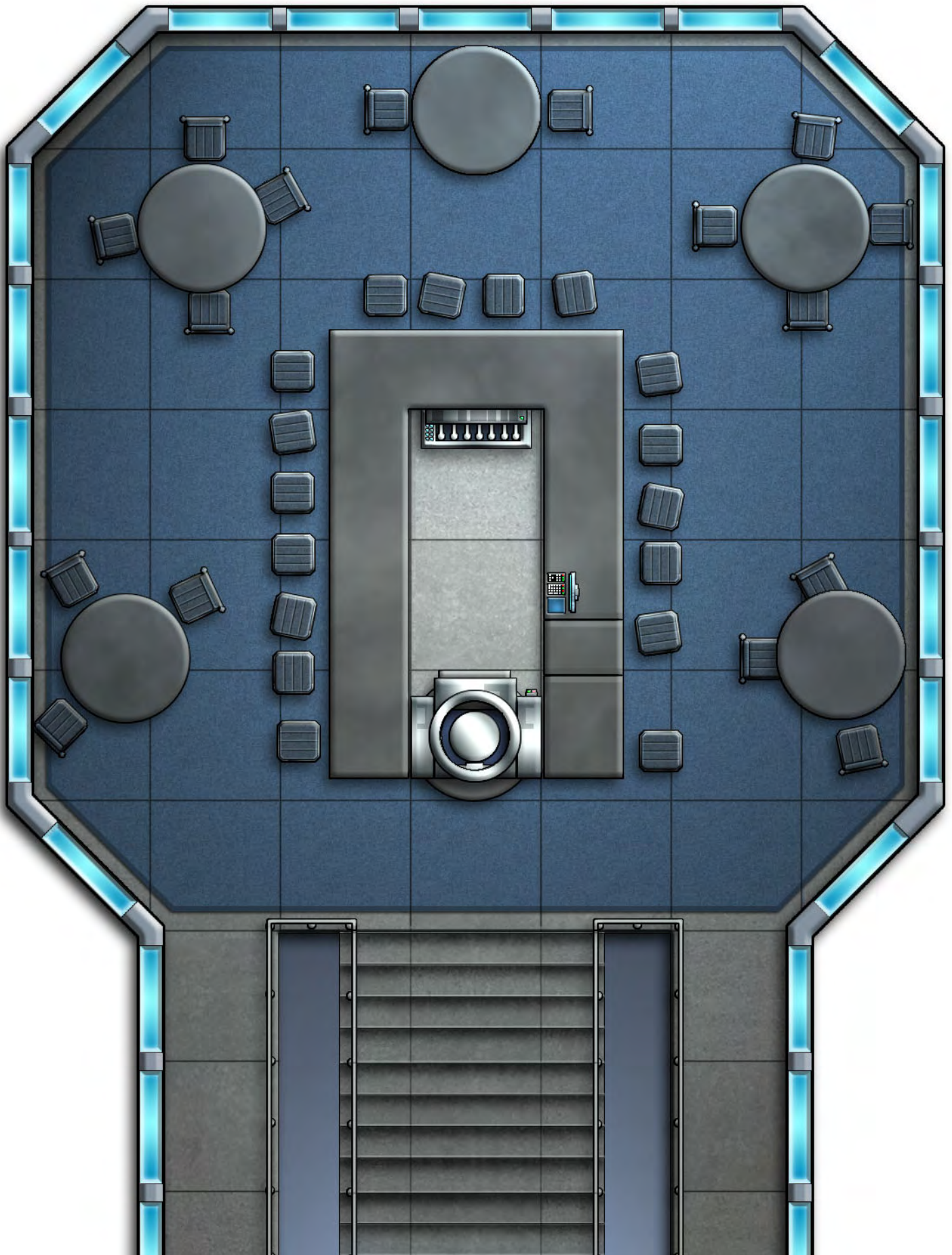
Qtr 18



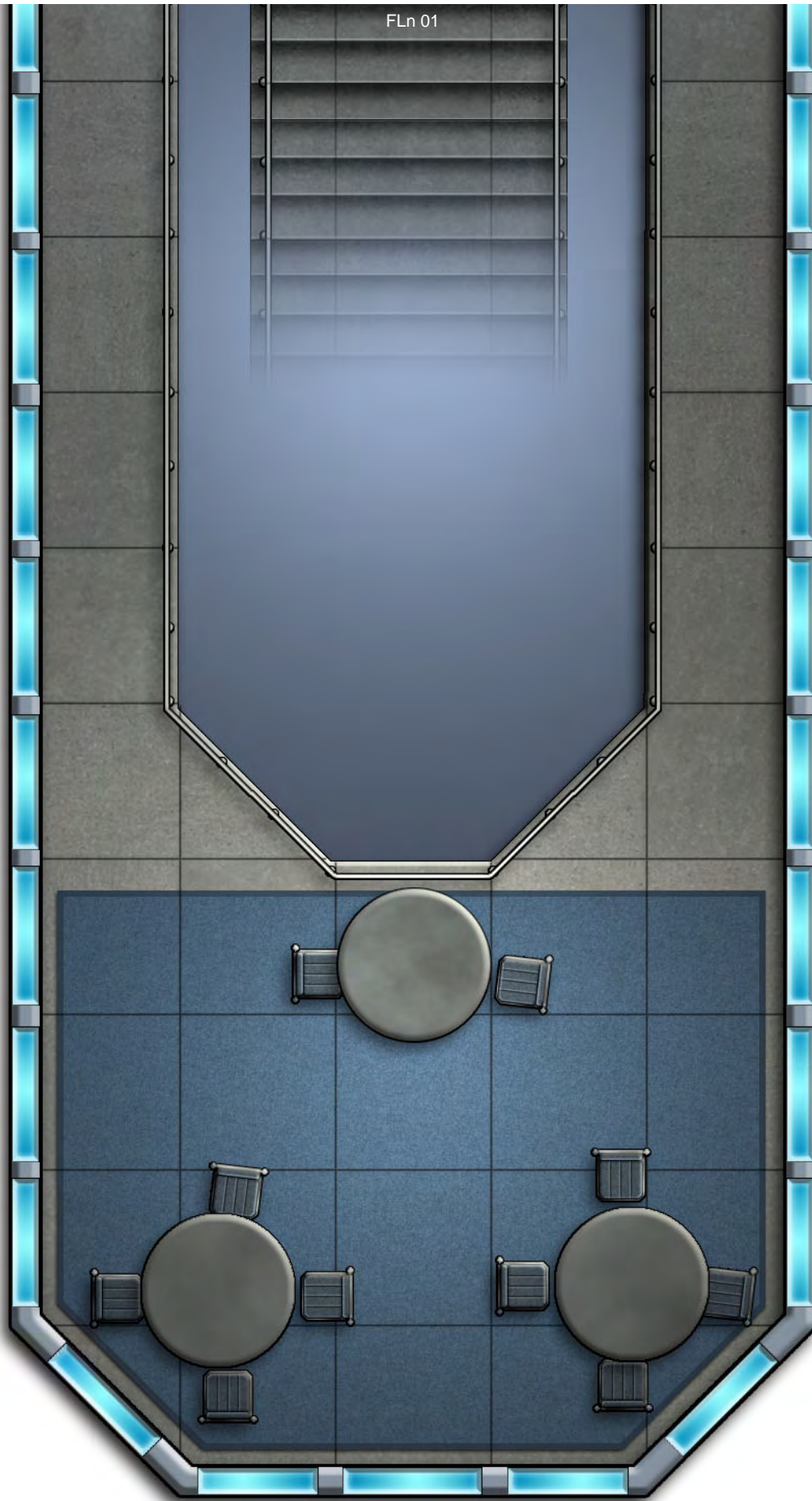
Forward Lounge

Also known as the Forward Observation Deck or "Jilly's", this area is represented by only two pages.



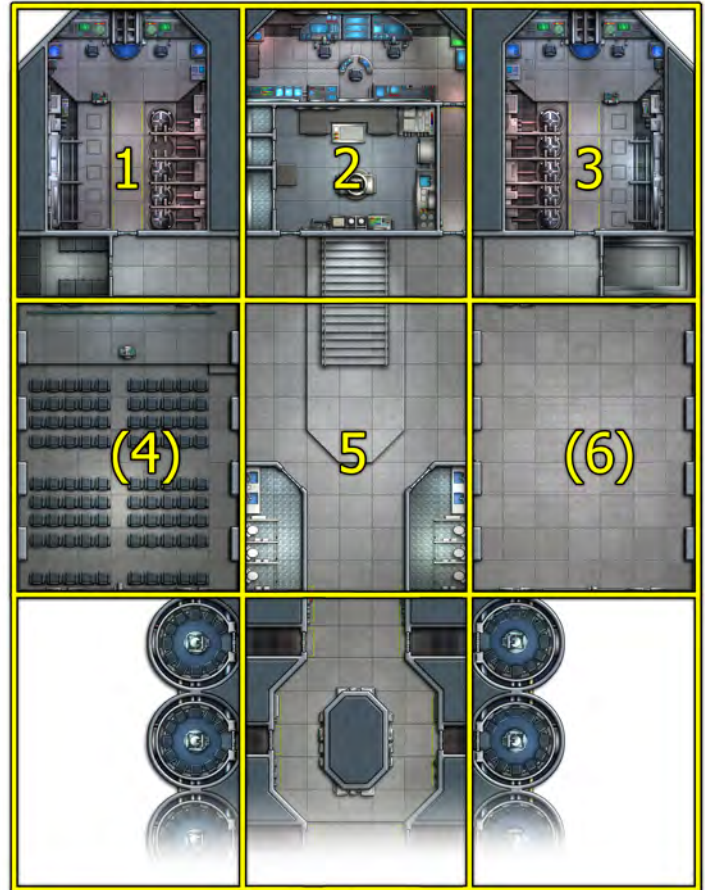


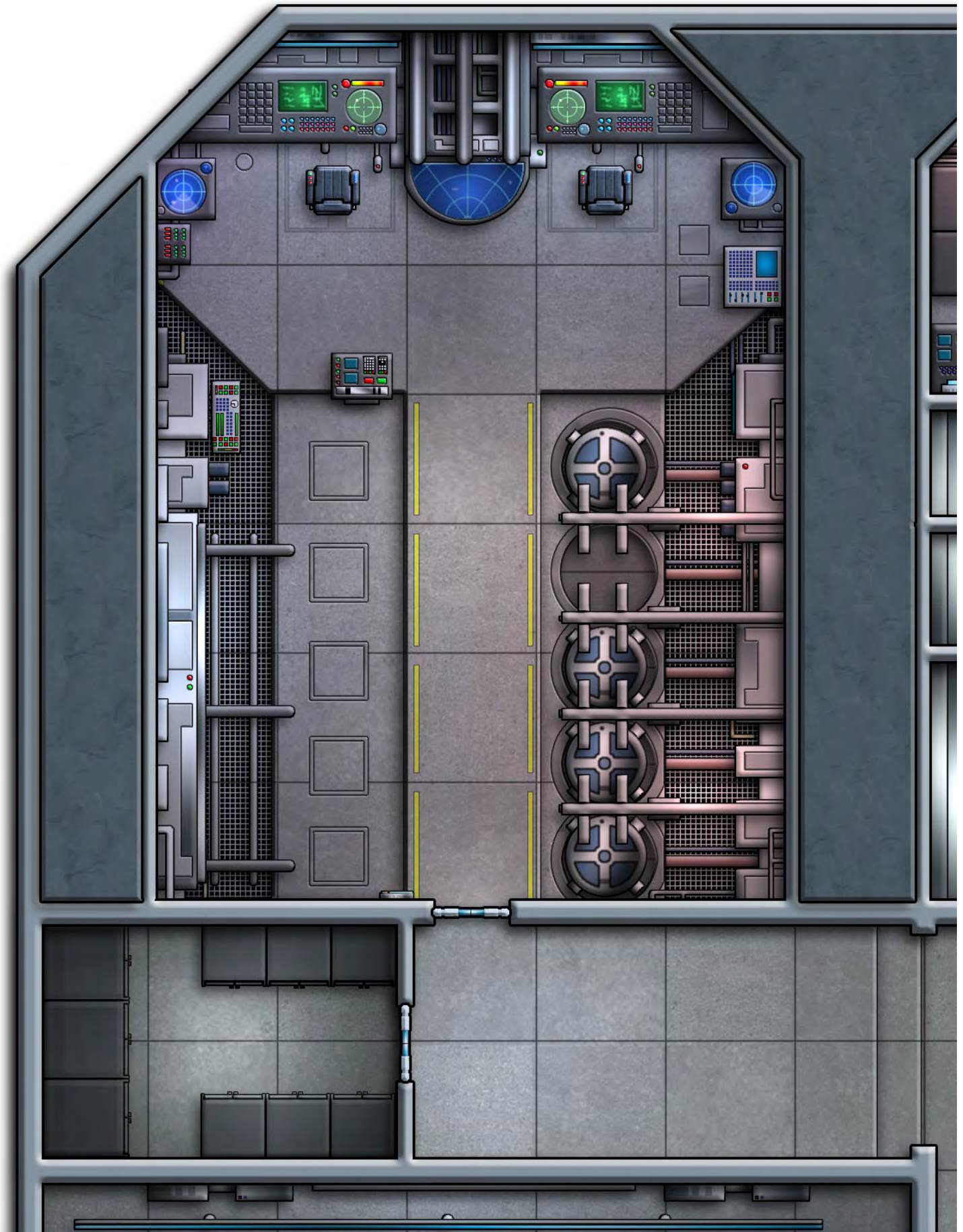
FLn 01

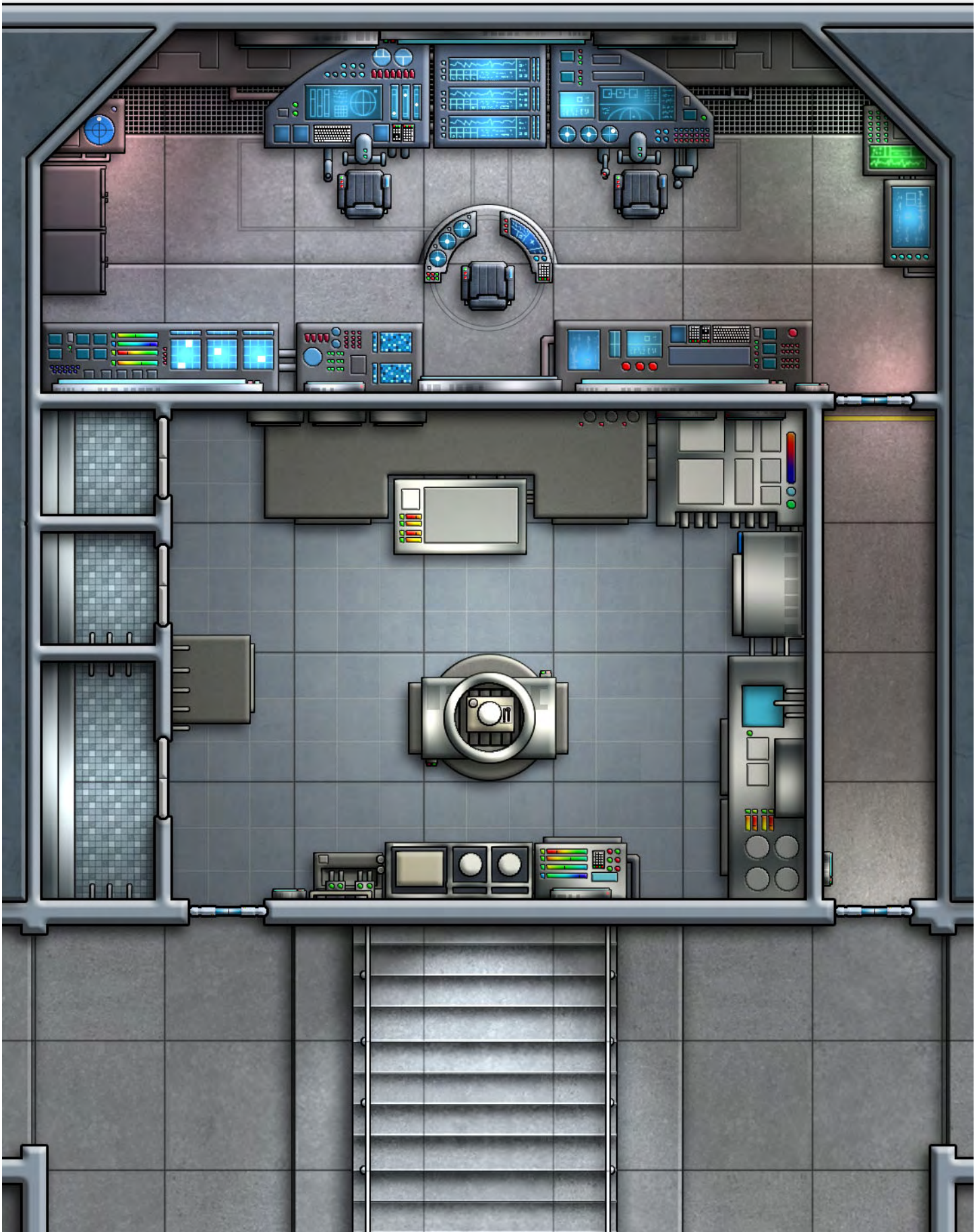


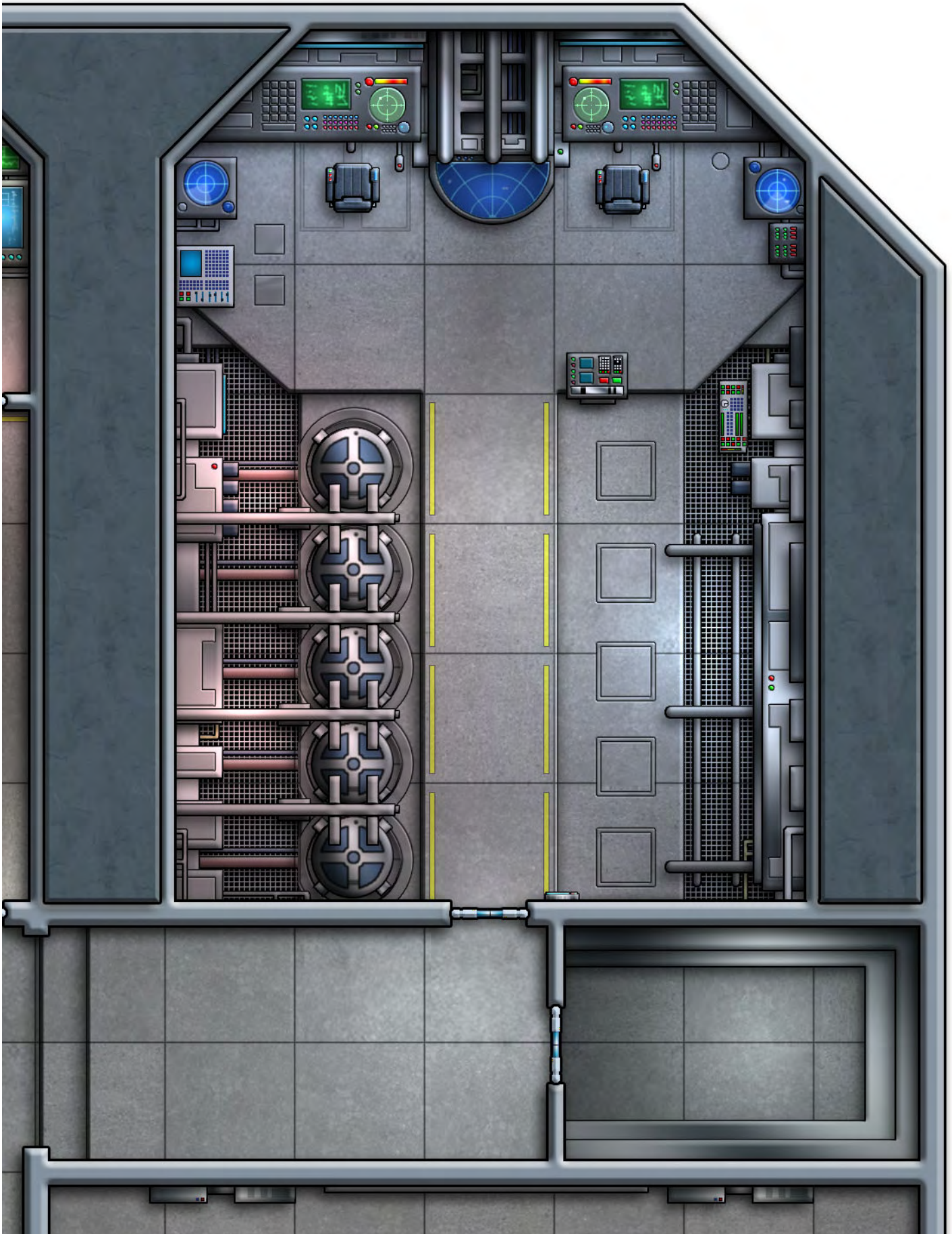
Main Deck - Forward

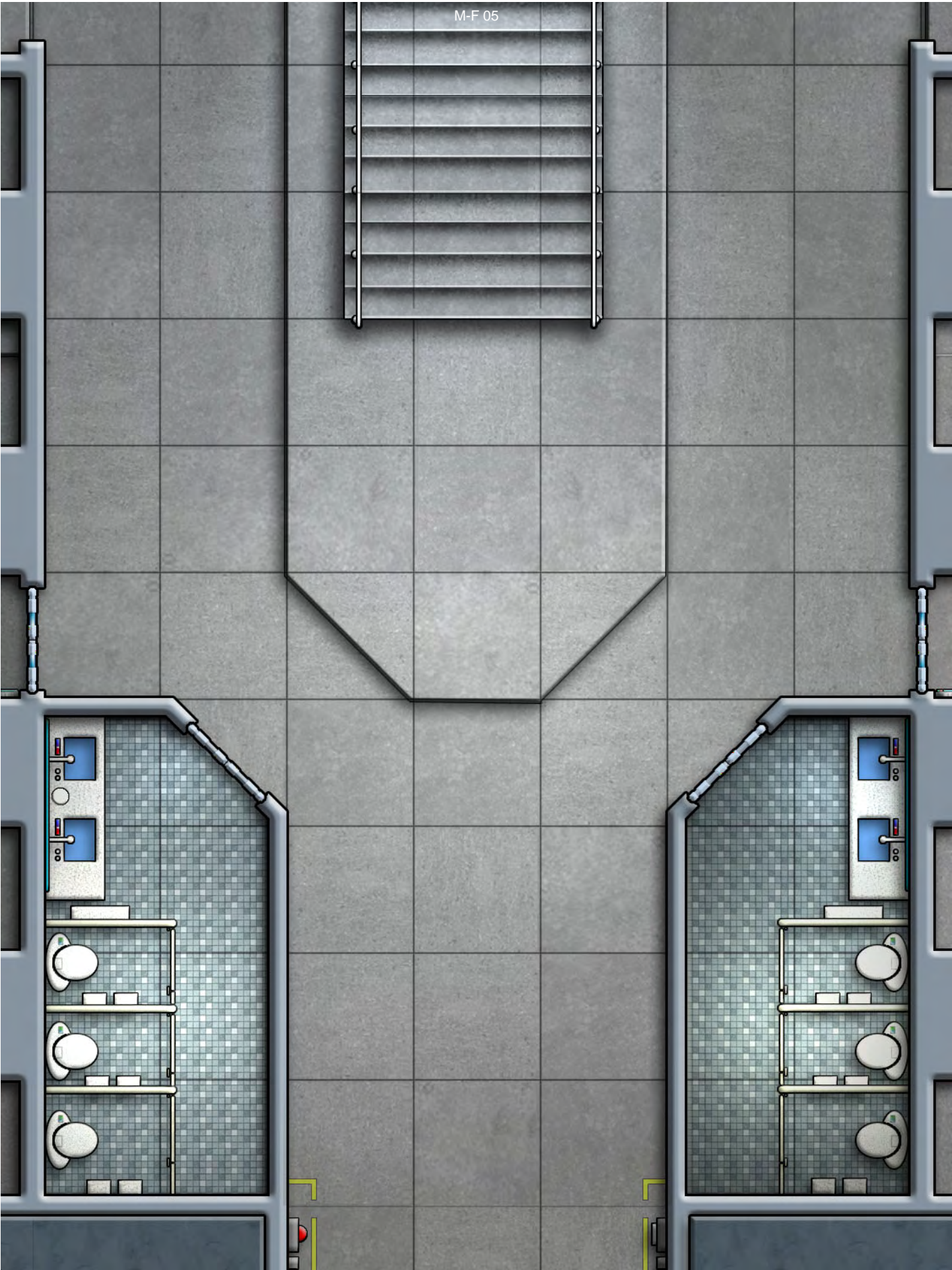
This is the area at the bow of the ship, directly beneath the Forward Lounge depicted in the previous section. Here are found the auxiliary bridge and weapon control rooms. Pages 4 and 6 are Multipurpose Rooms and so can be swapped out with any of those layouts. The lowest row of pages is the forward Spine area – included in the next section.









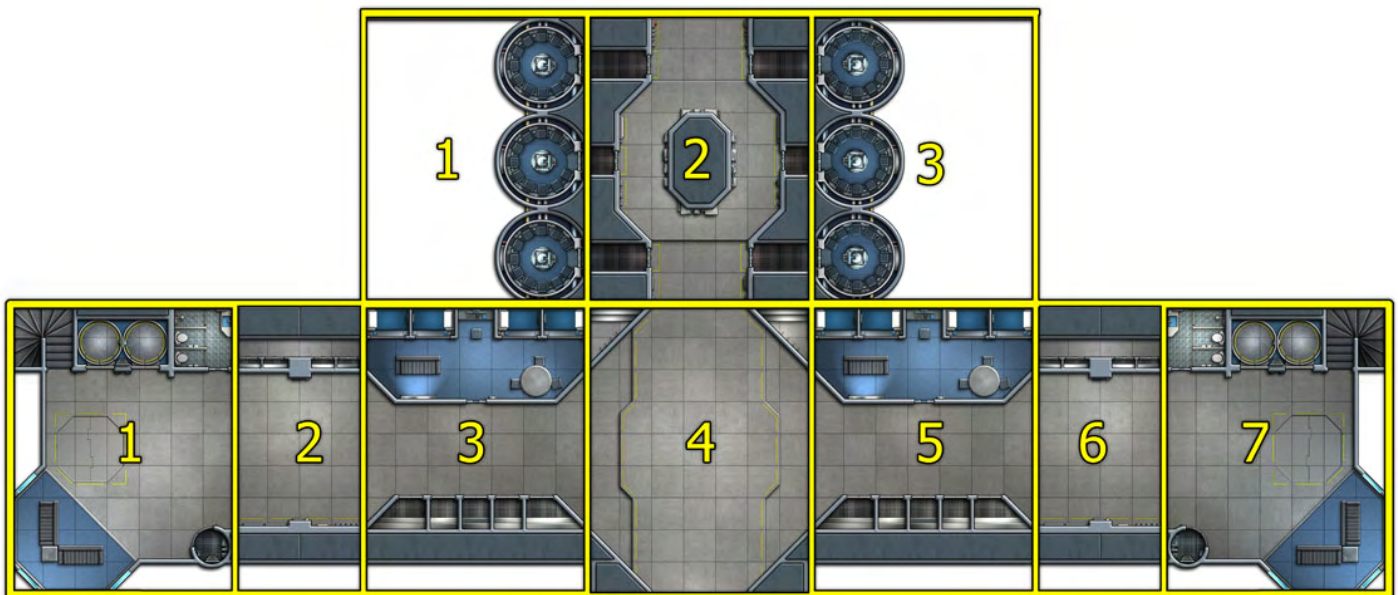


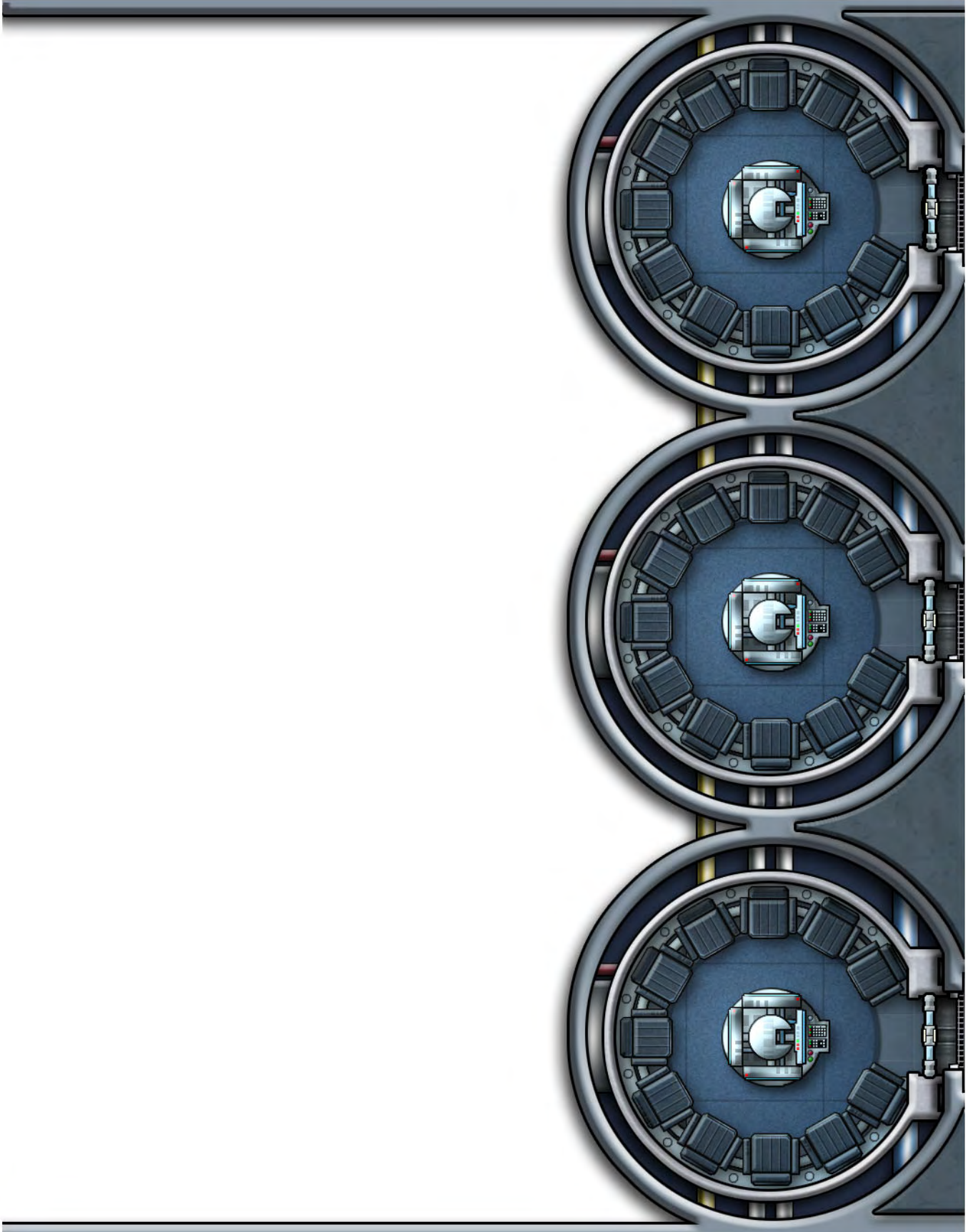
Spine & Forward Cross-Deck

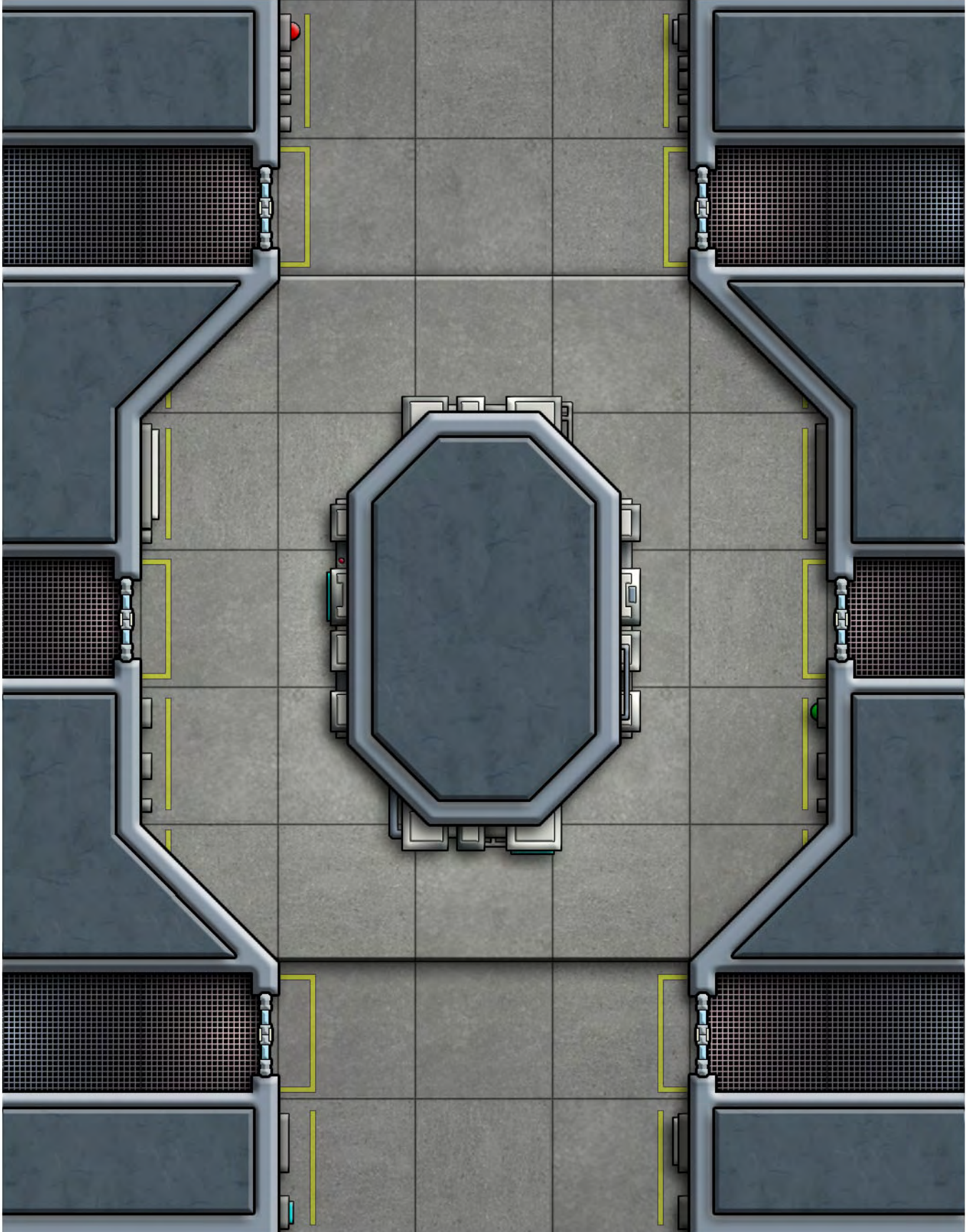
The first row of this map is the forward spine. Between the Forward Cross-Deck and the bow area, this row of spine pages repeats three times. There are three lifeboats on either side of the spine in each row of pages, meaning that there are a total of 18 lifeboats along the forward spine as a whole (and even more along the aft spine).

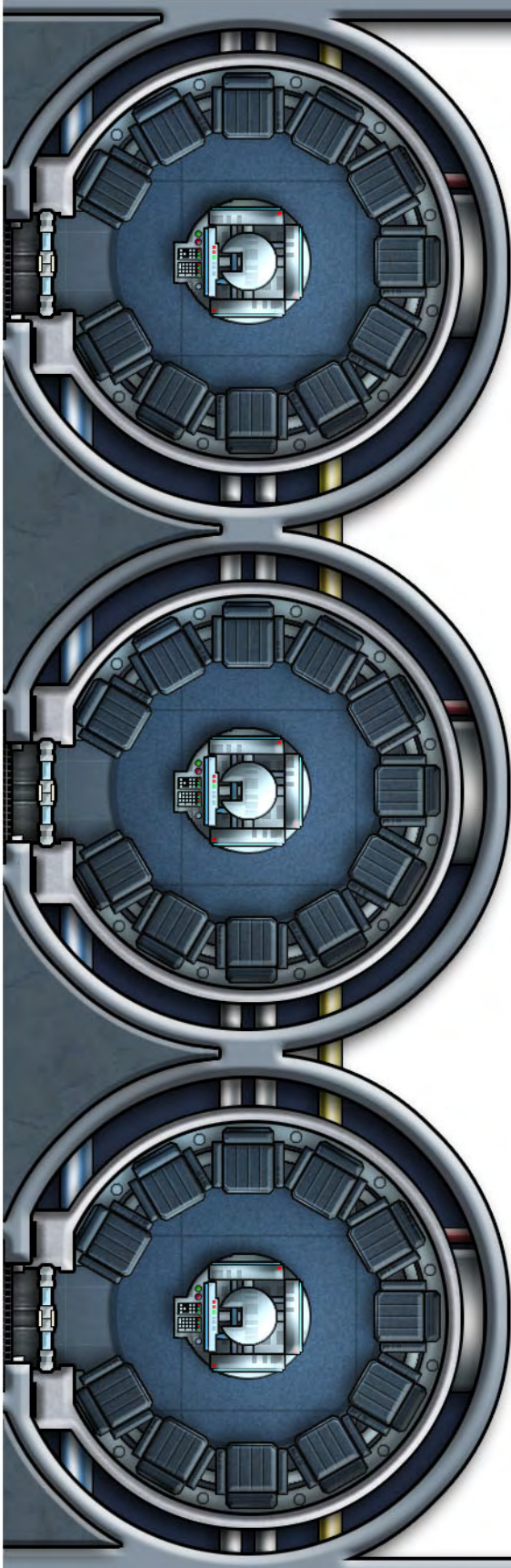
To print out a complete map of Orion would require seven copies of each of the three spine pages. Three of these copies would build the forward spine and four would build the aft spine.

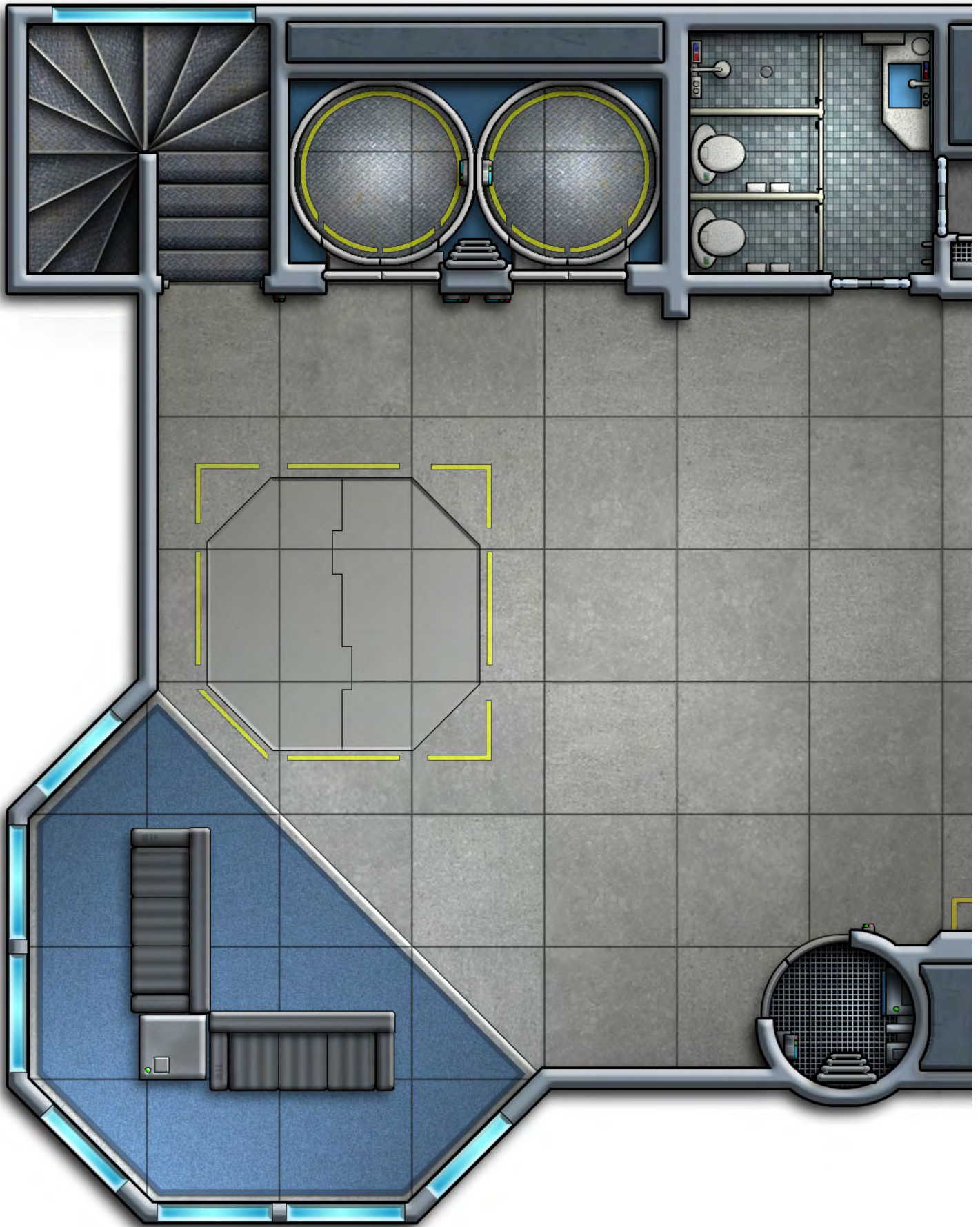
The lower row of the map is the Forward Cross-Deck, which houses a couple of team rooms and observations lounges as well as access down to the Cargo/Flight Deck and Prep Decks.

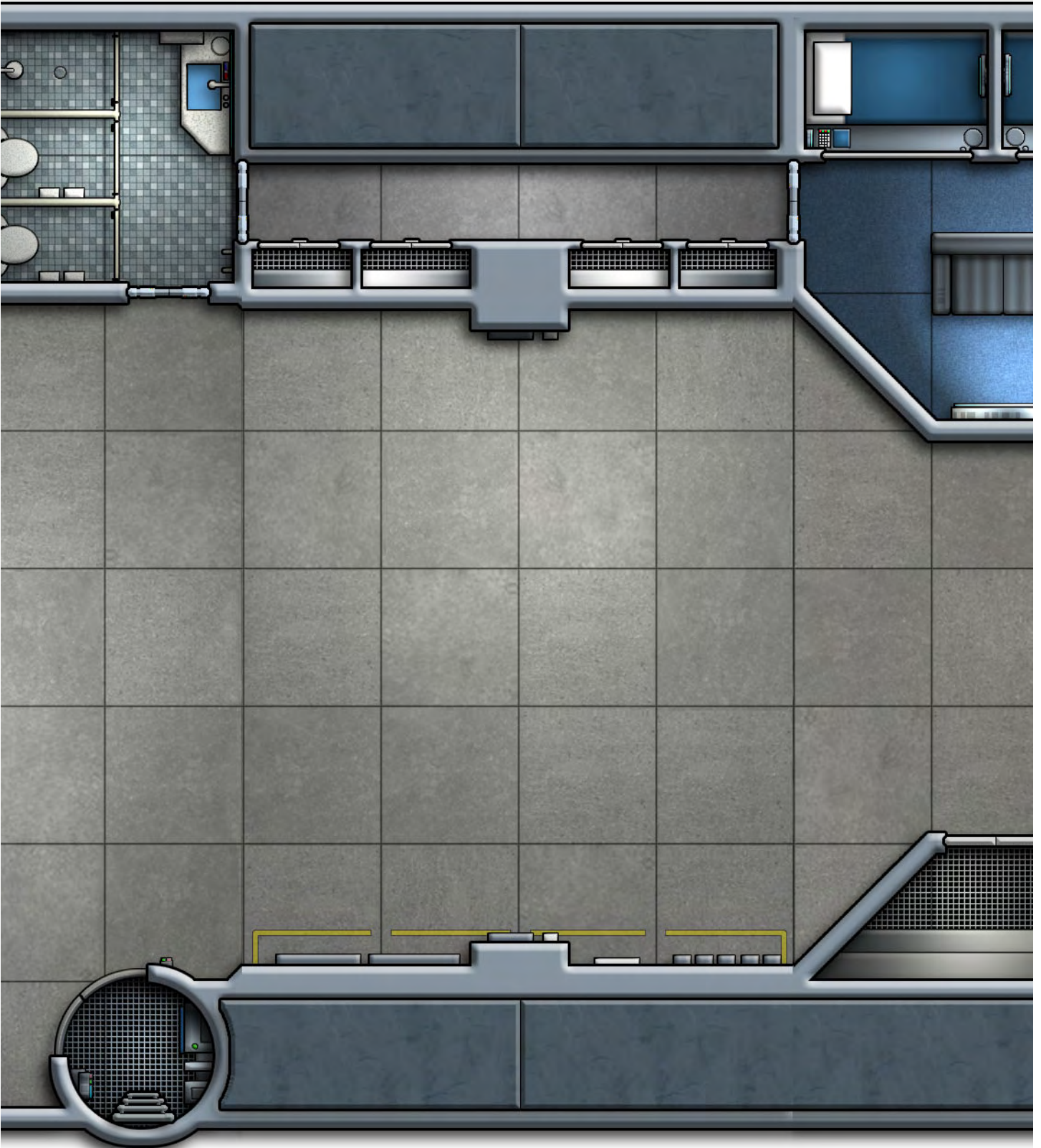


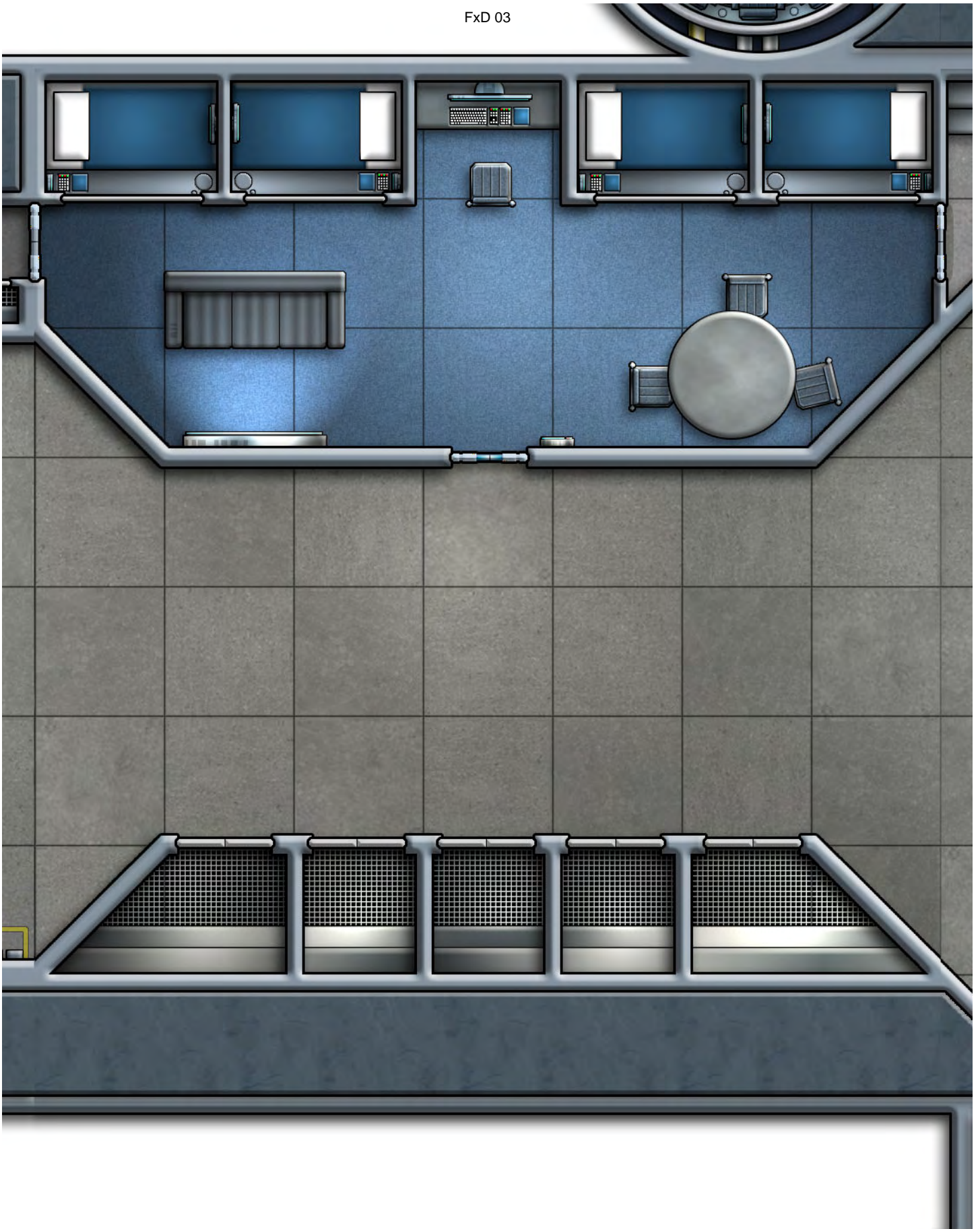




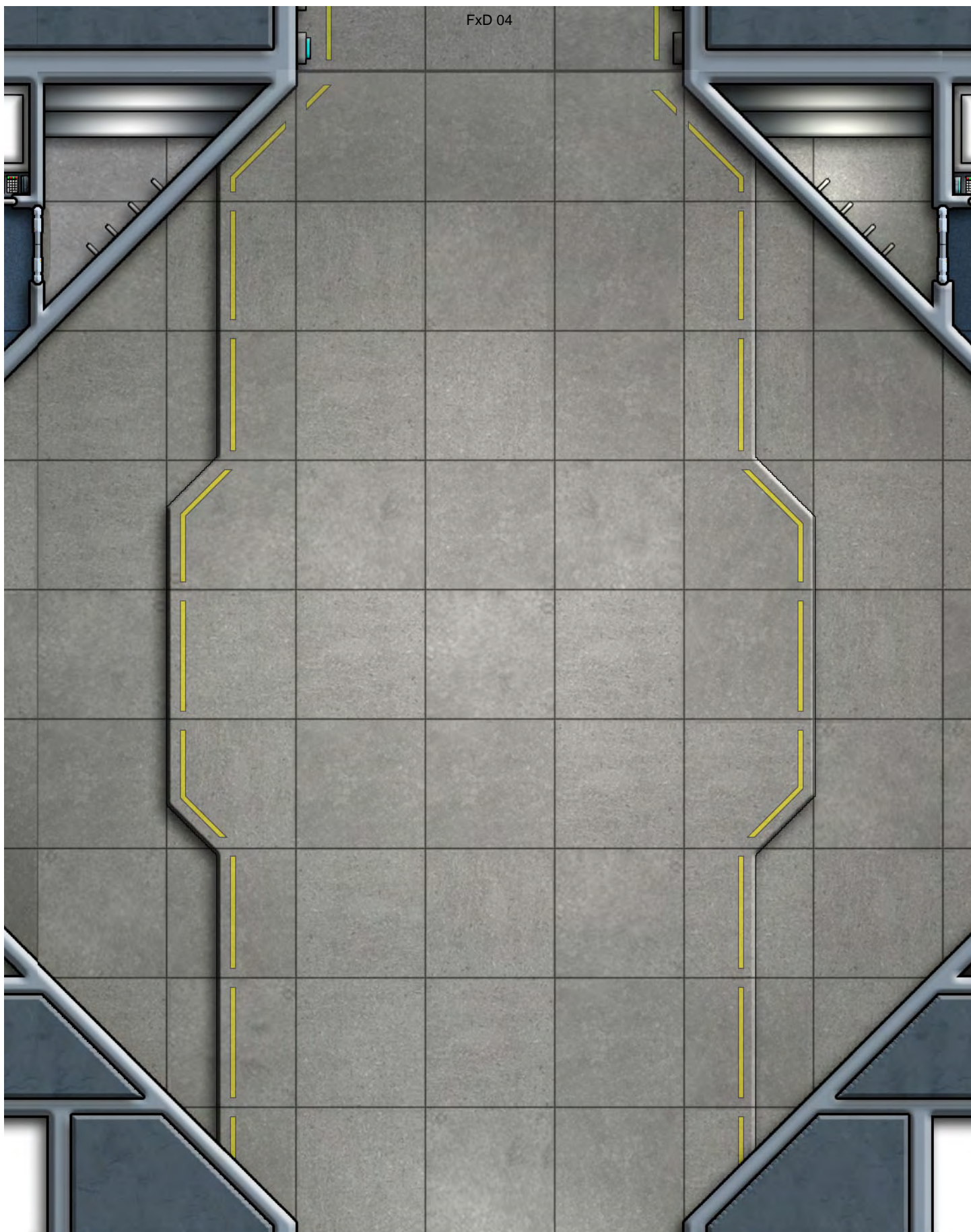




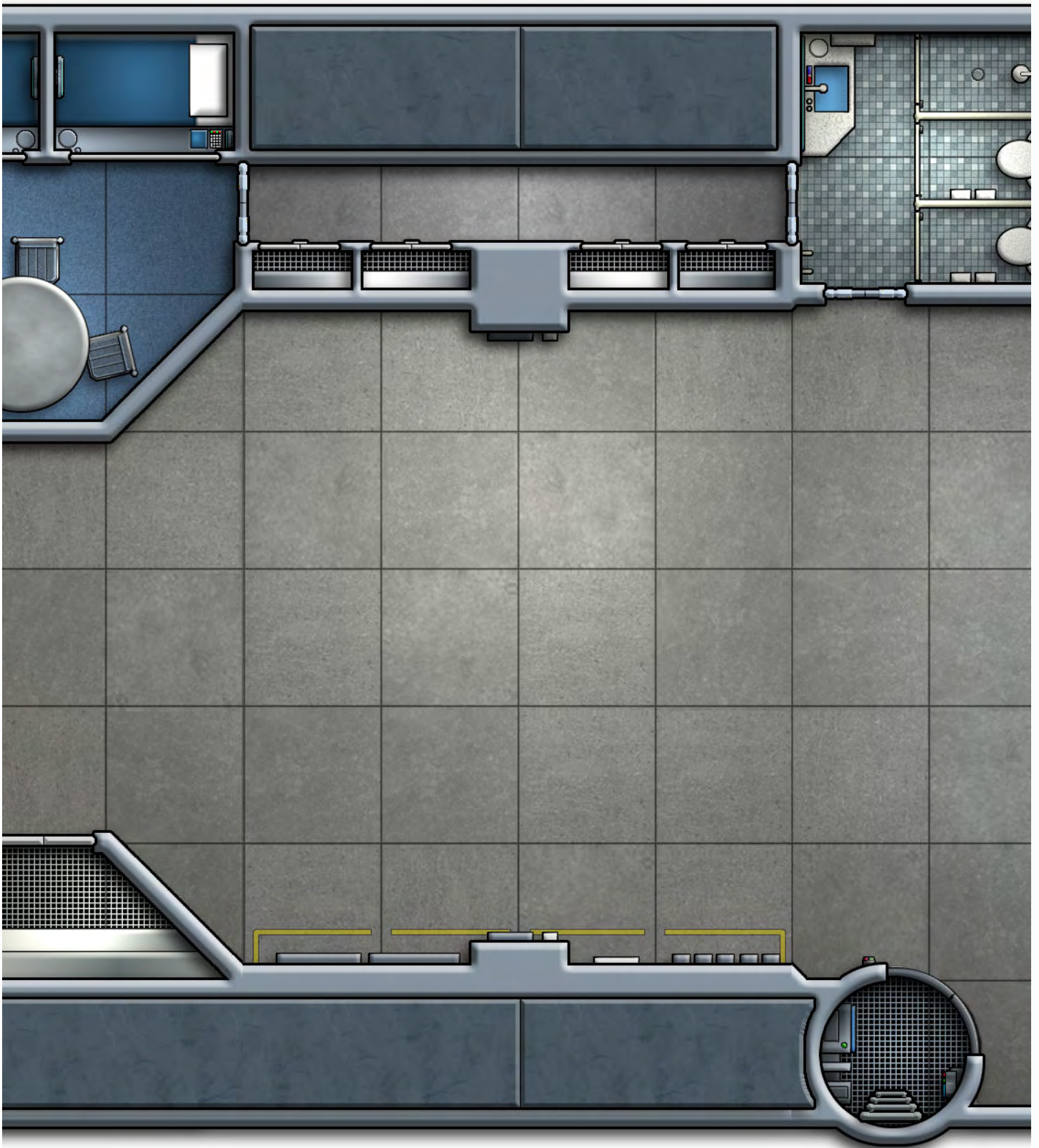


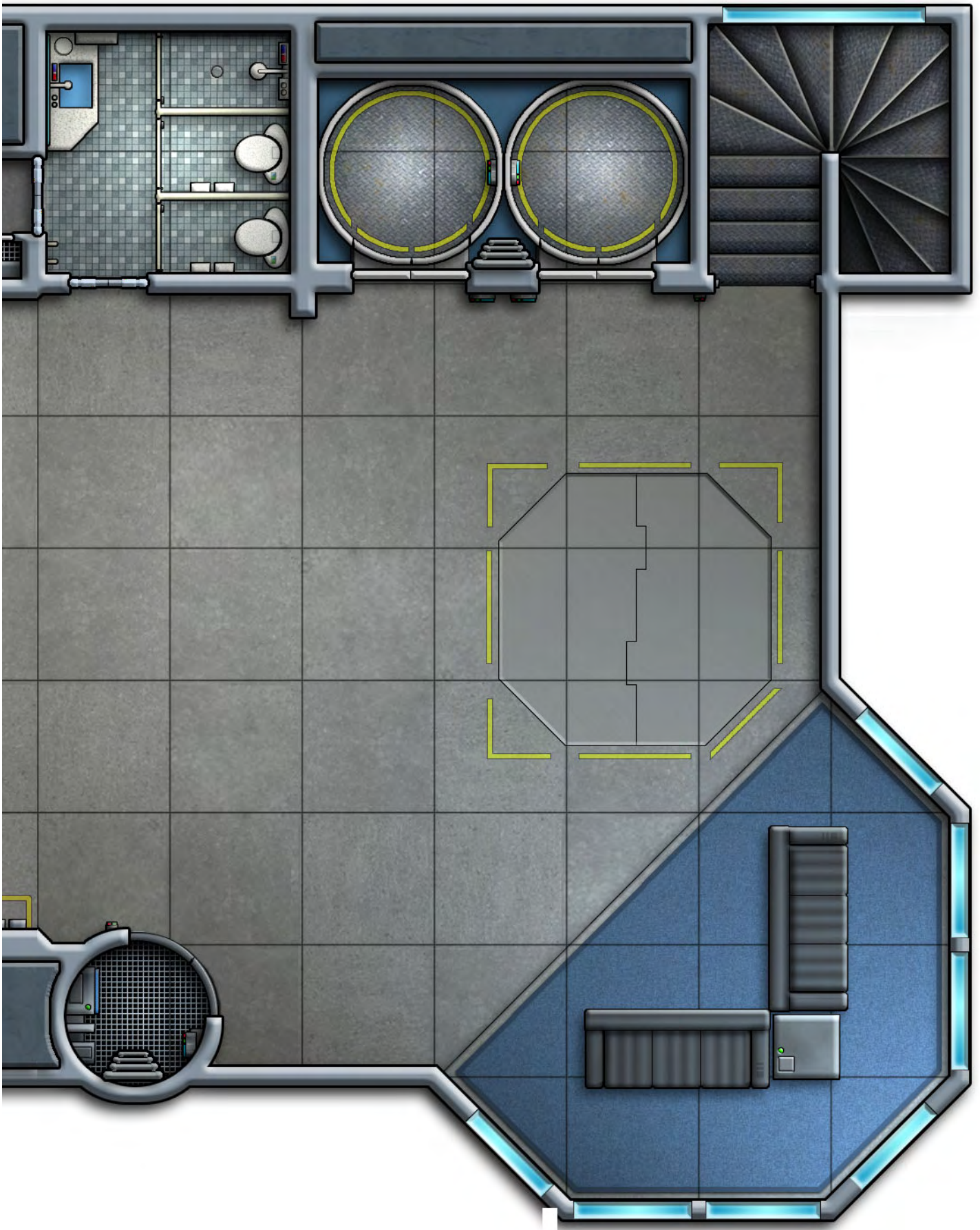


FxD 04



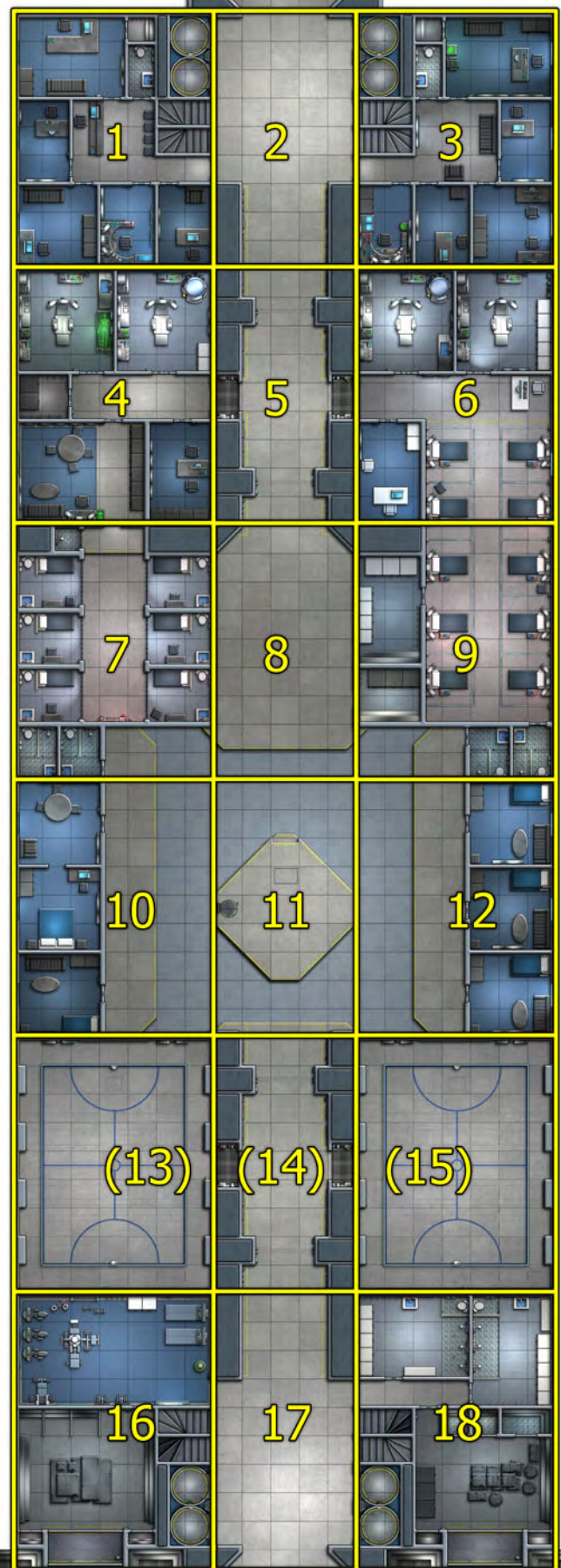


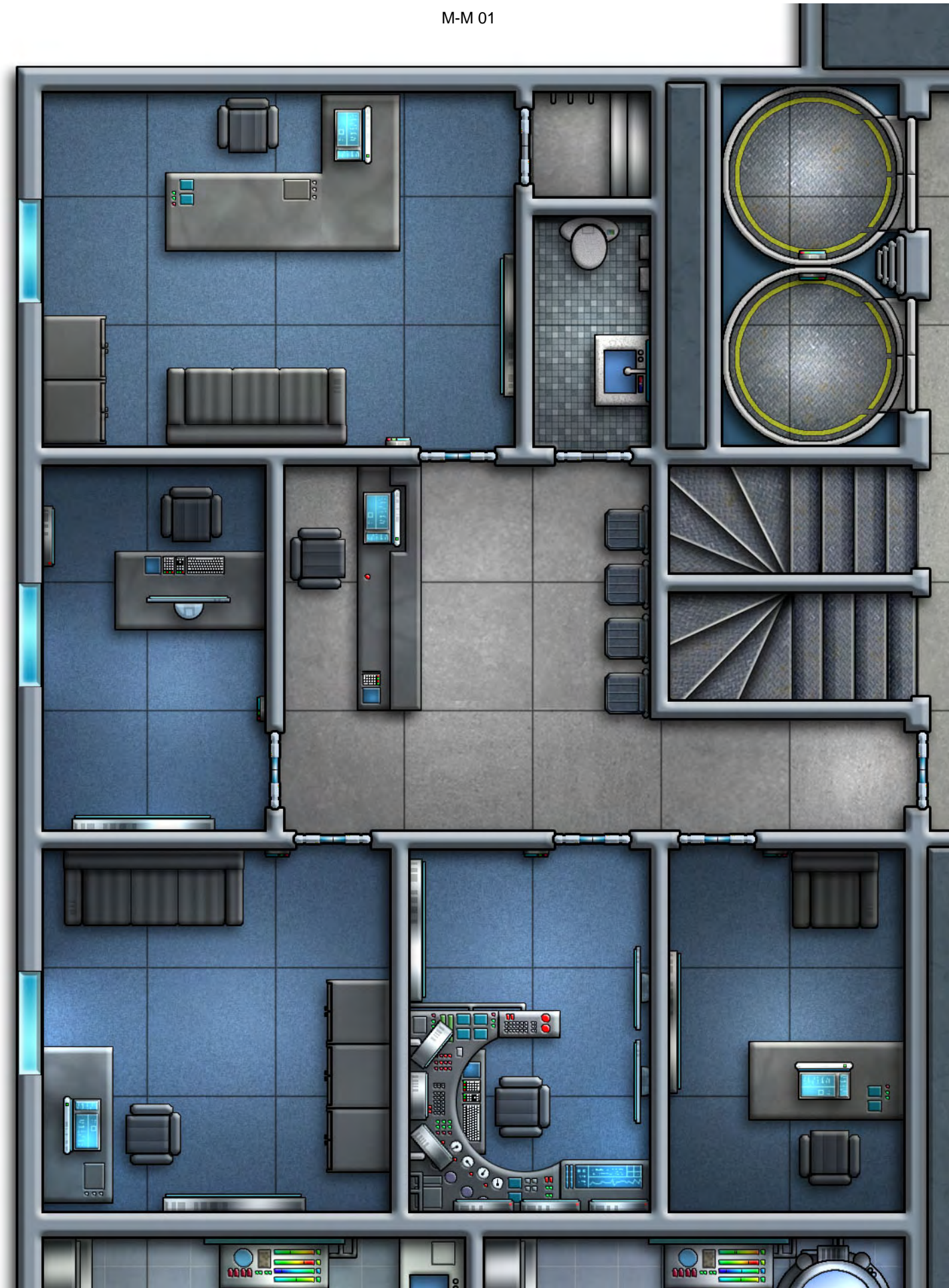


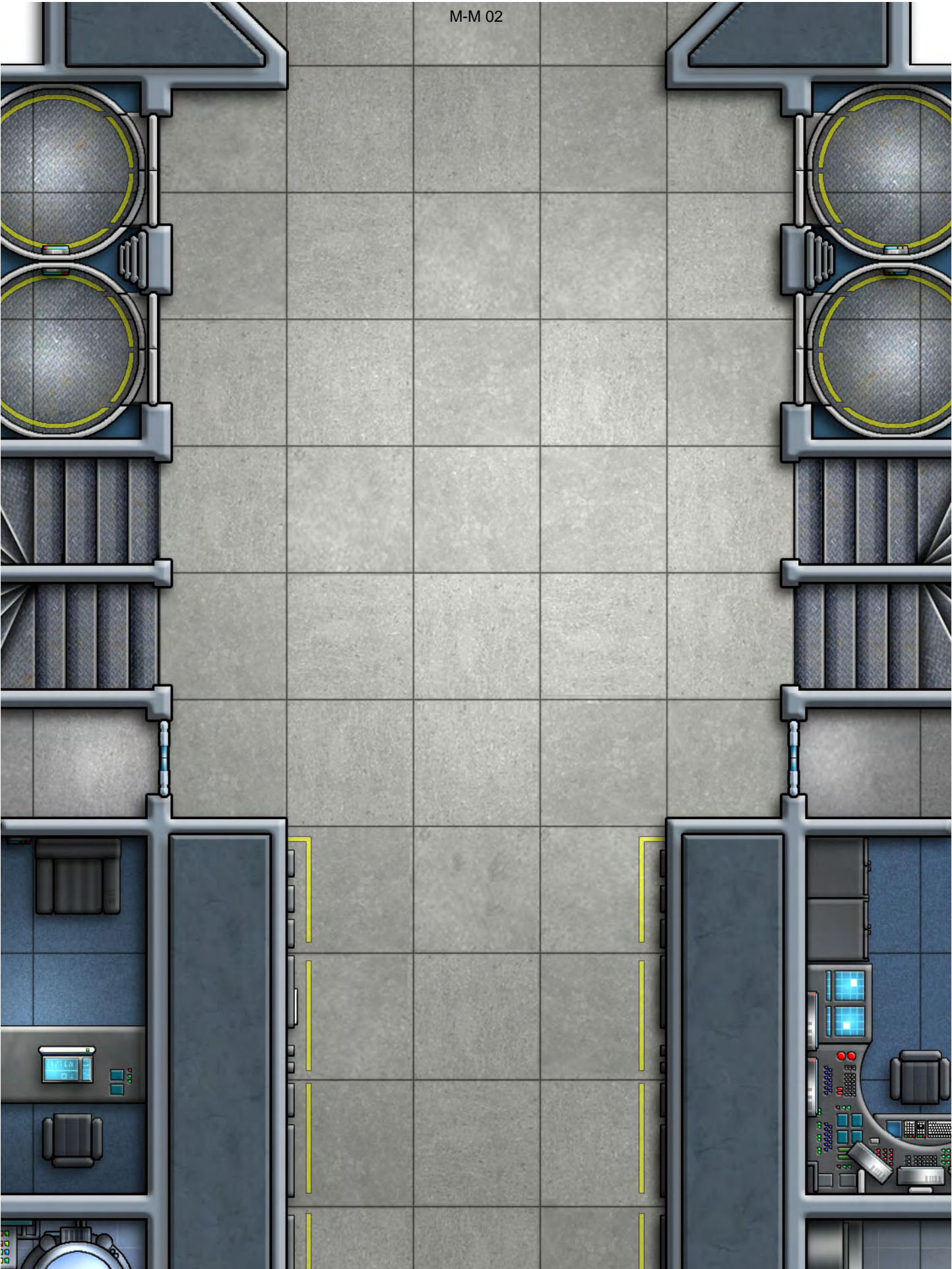


Main Deck - Midship

This is the middle of the main deck. In front of this area is the Forward Cross-Deck. Further back is the Mid Cross-Deck. Pages 13 and 15 can use any of the Multipurpose Room layouts. Page 14 is the same as page 5 (which is also the same hall section used on the Quarter Decks).

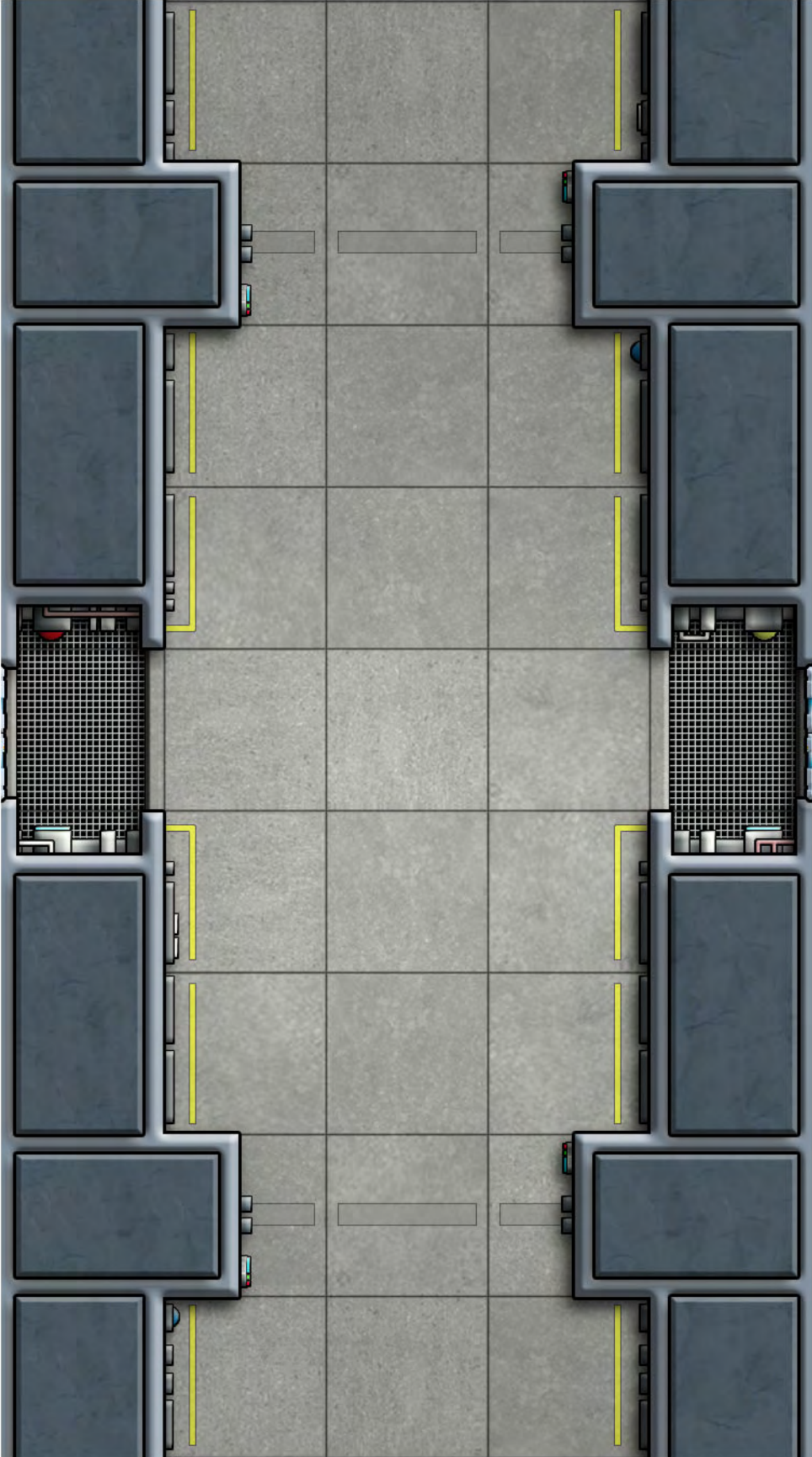


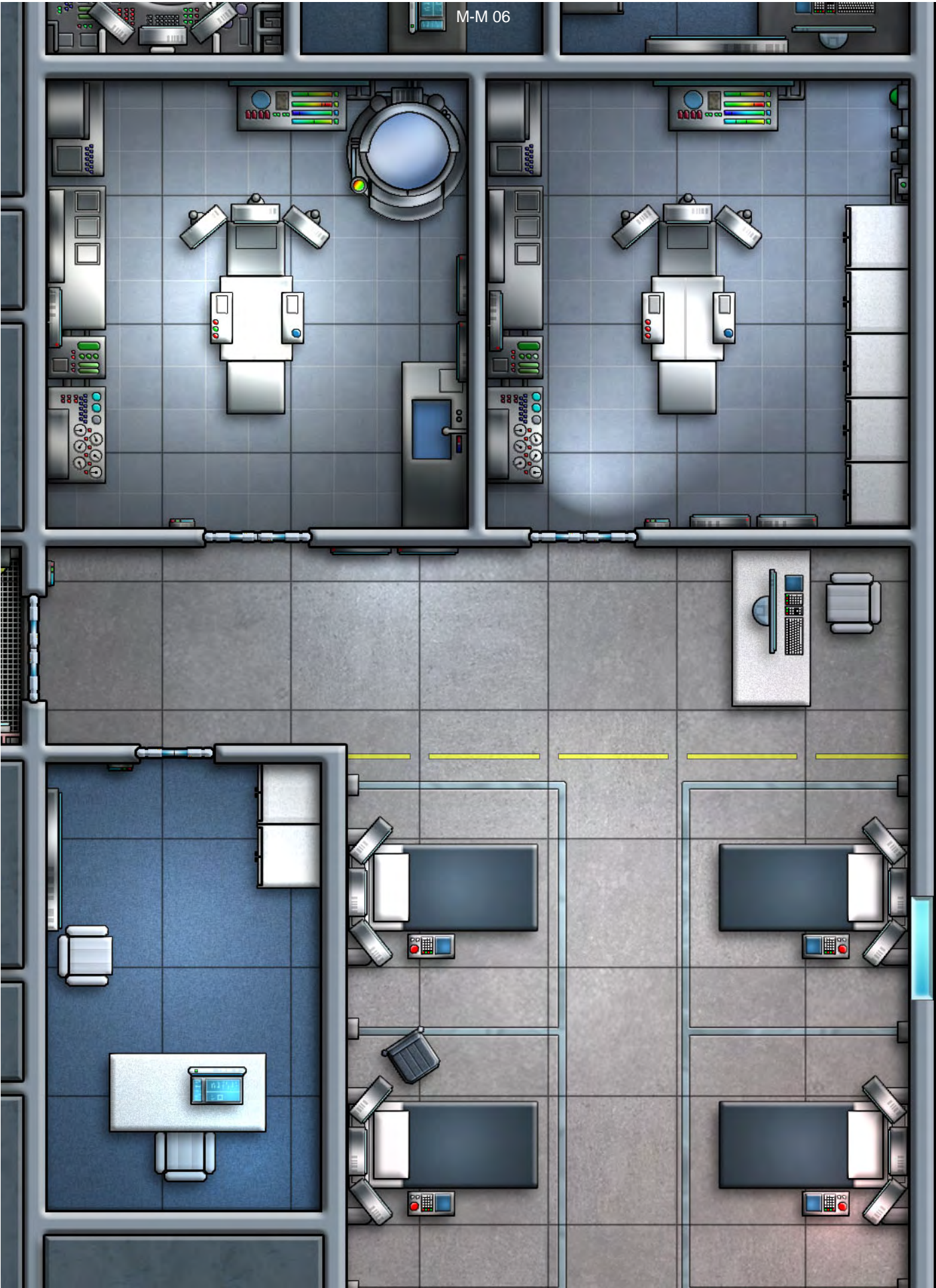


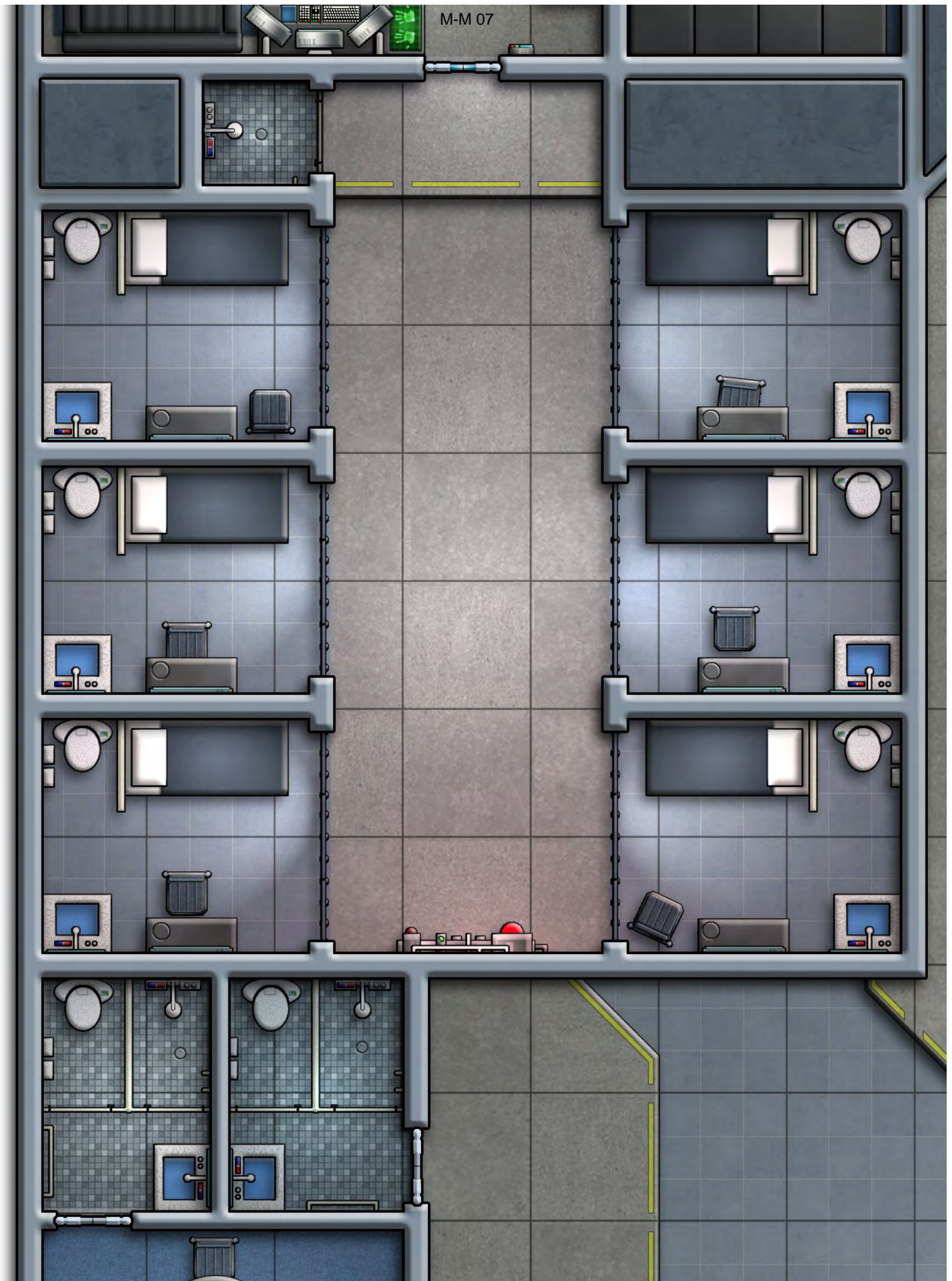




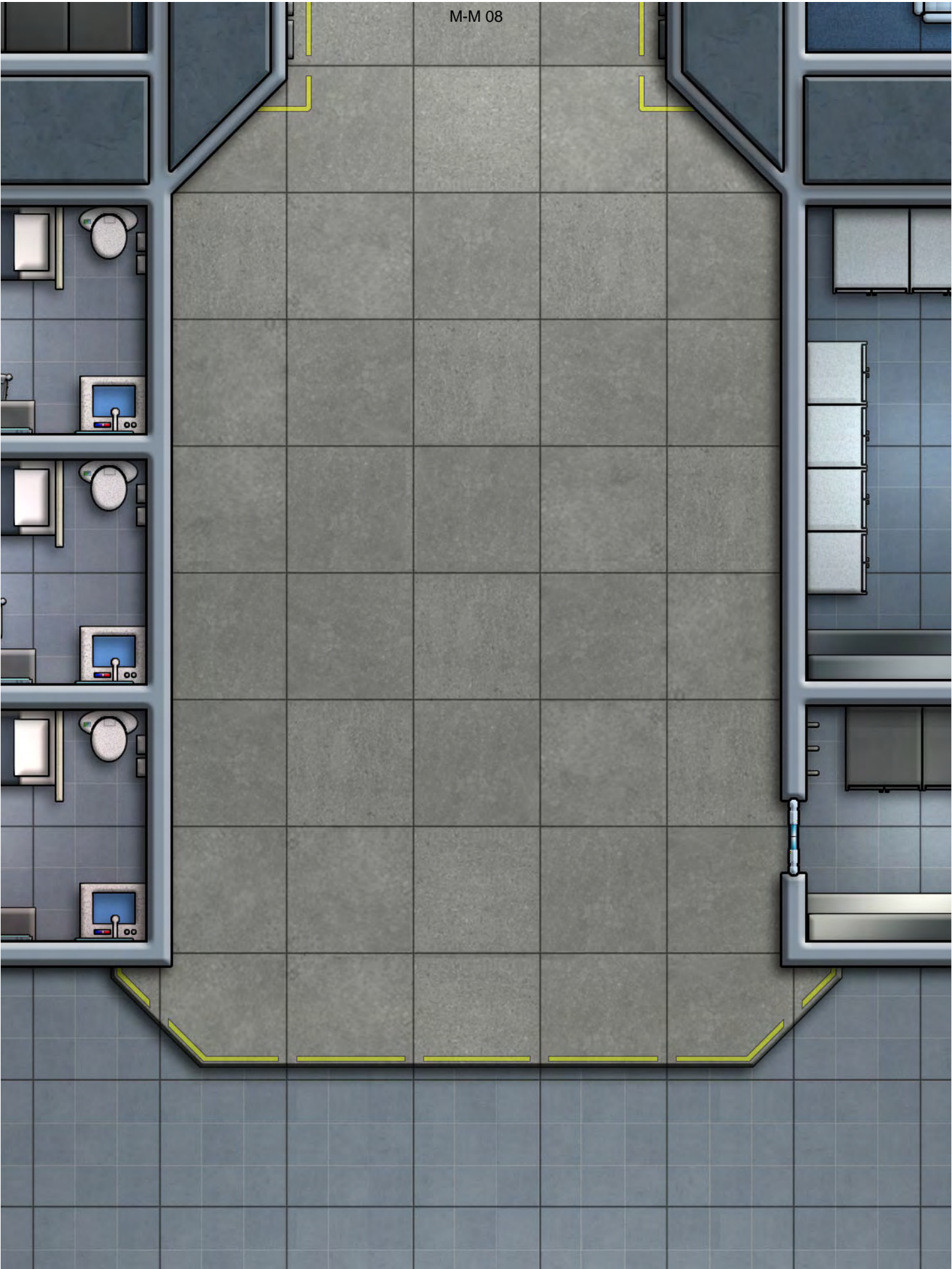


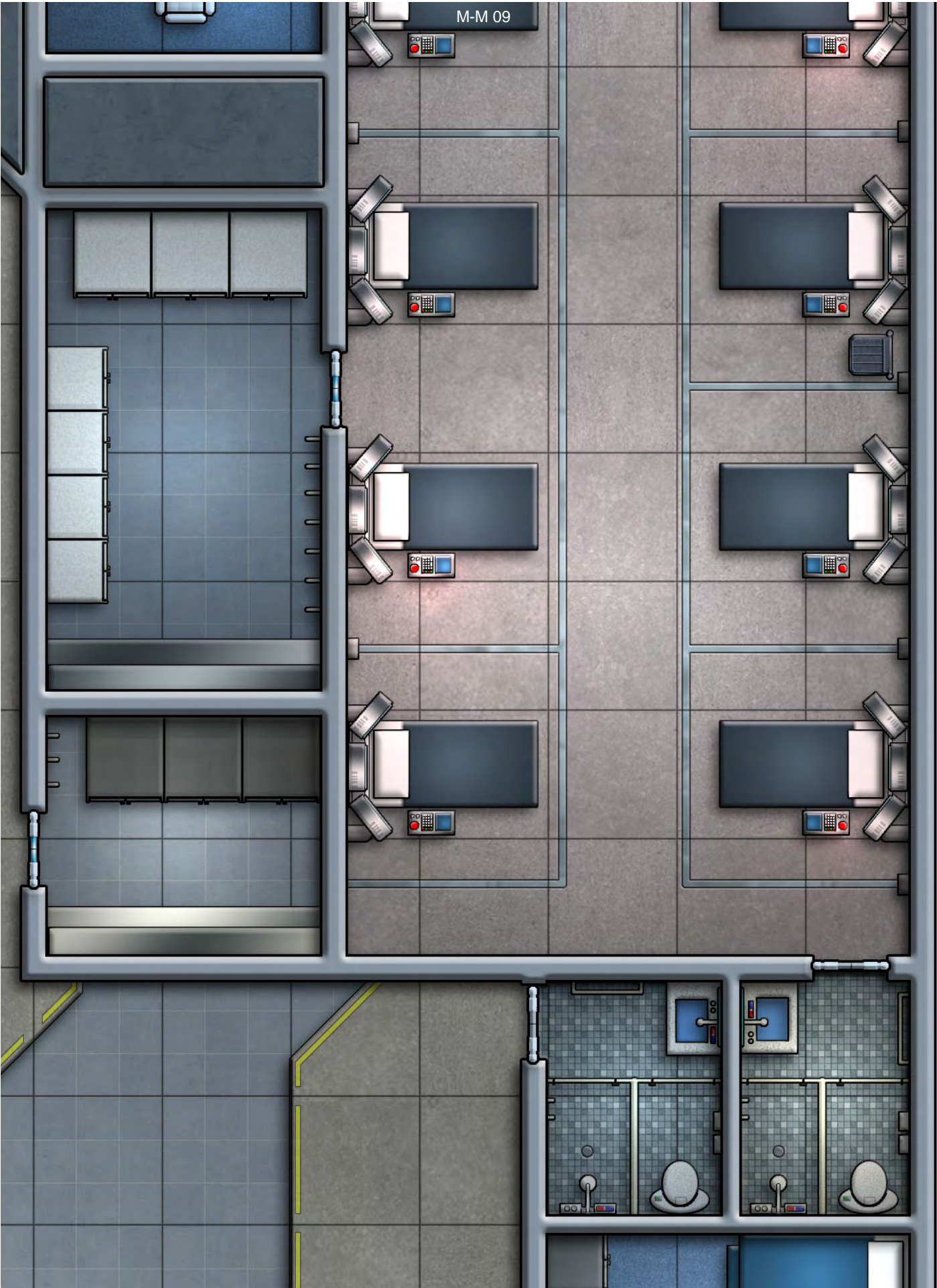






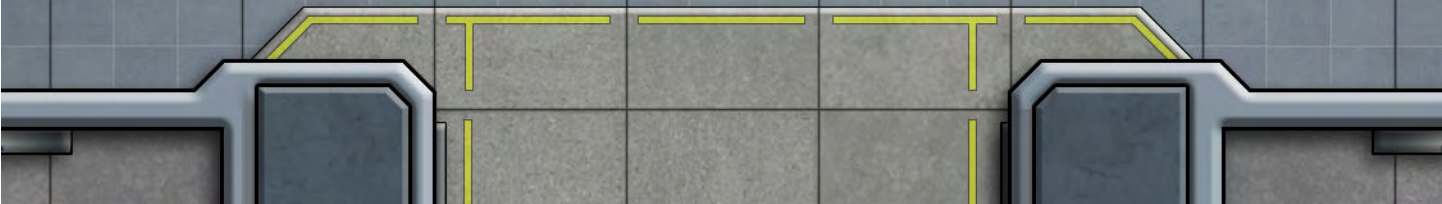
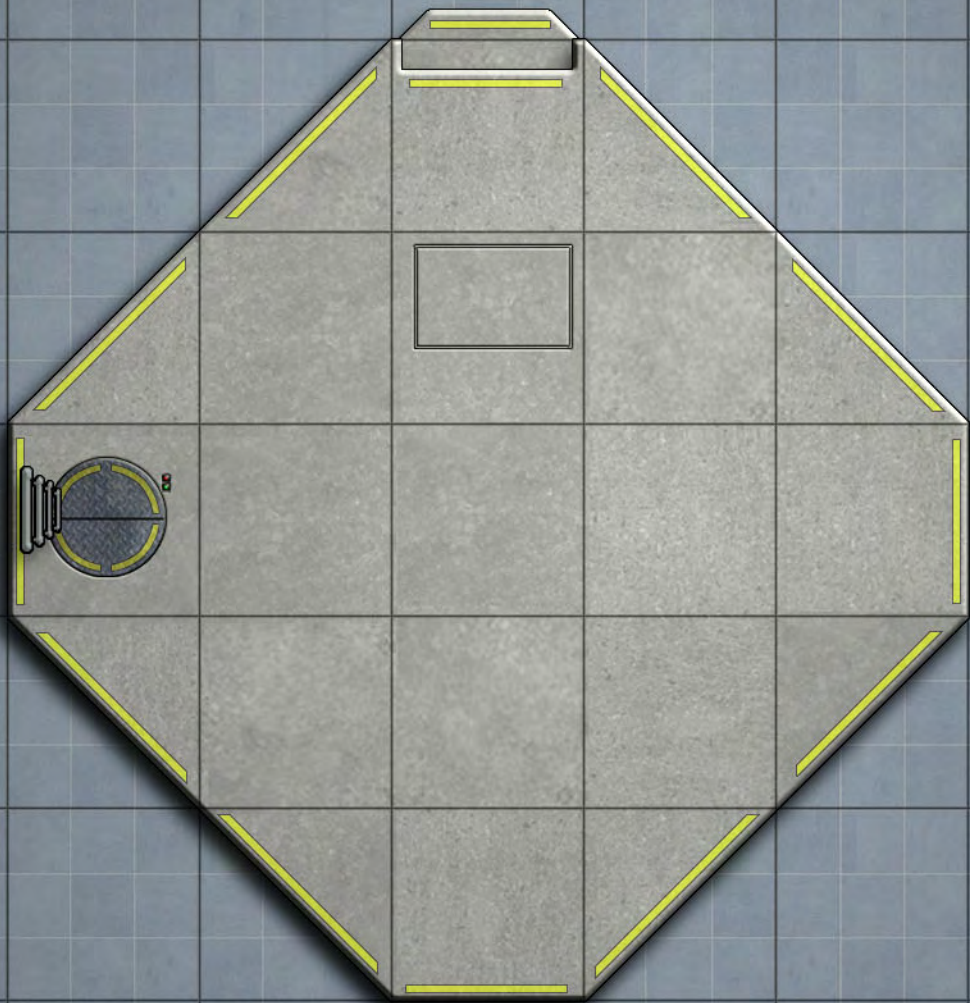
M-M 08





M-M 10

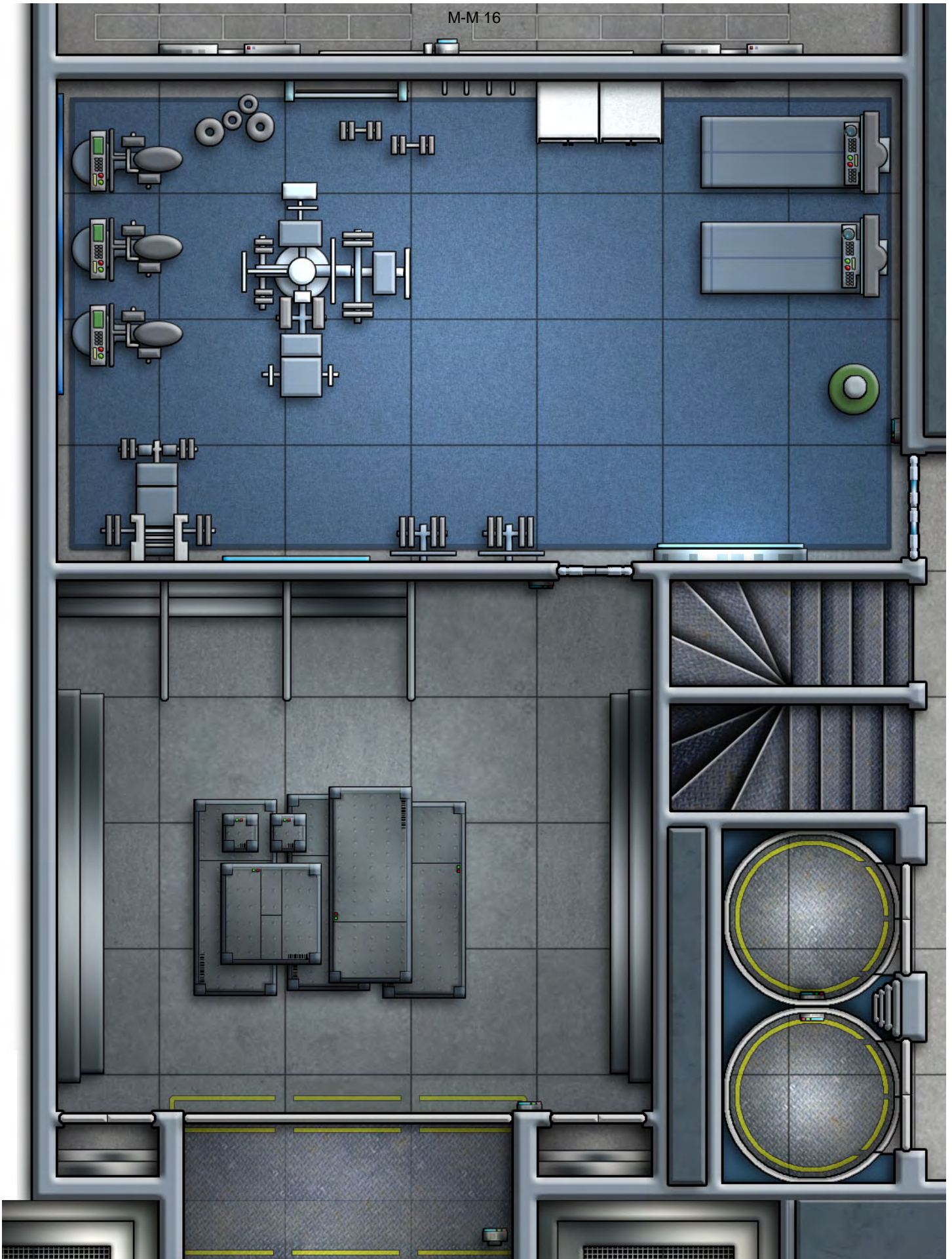


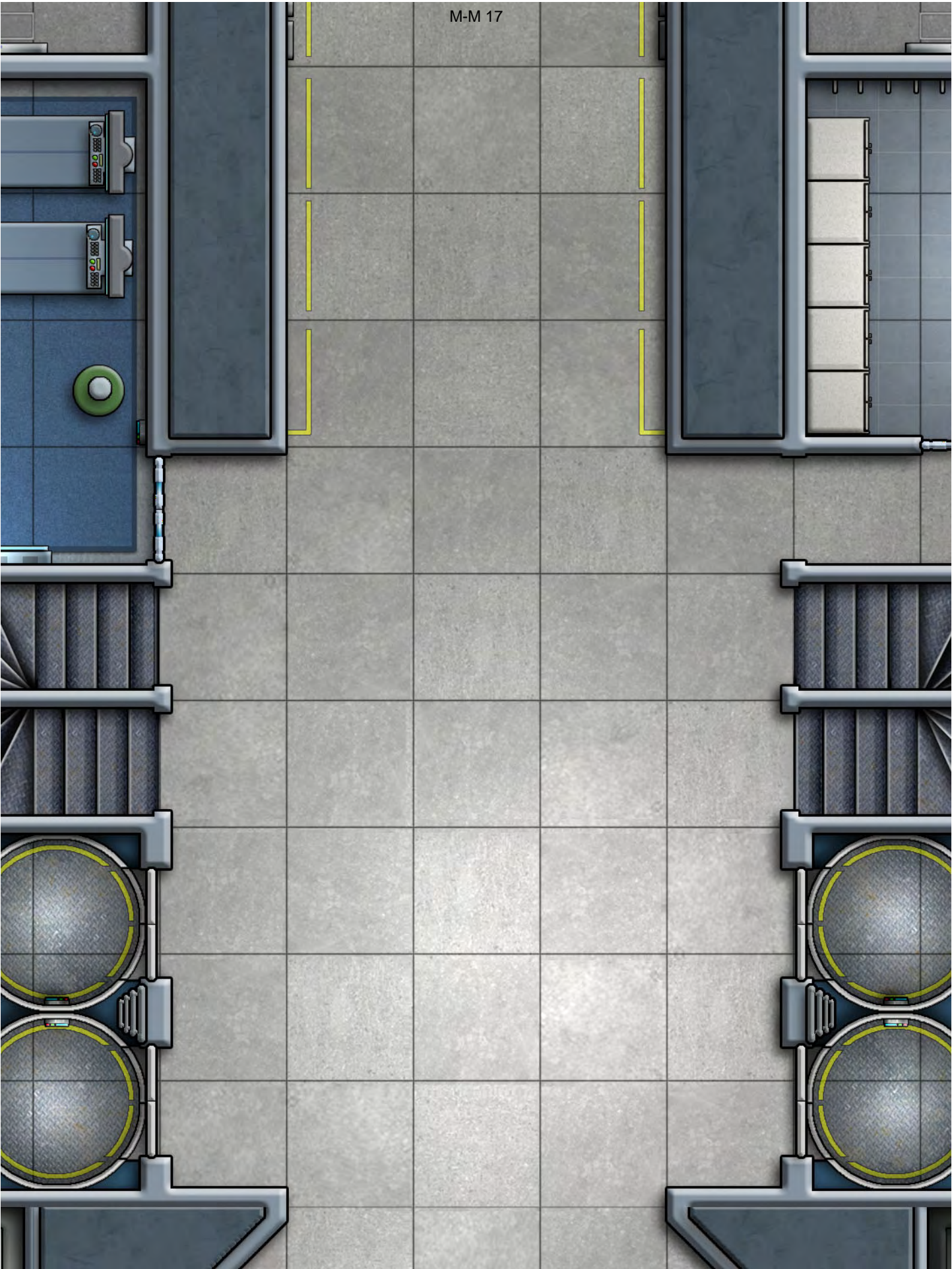


M-M 12

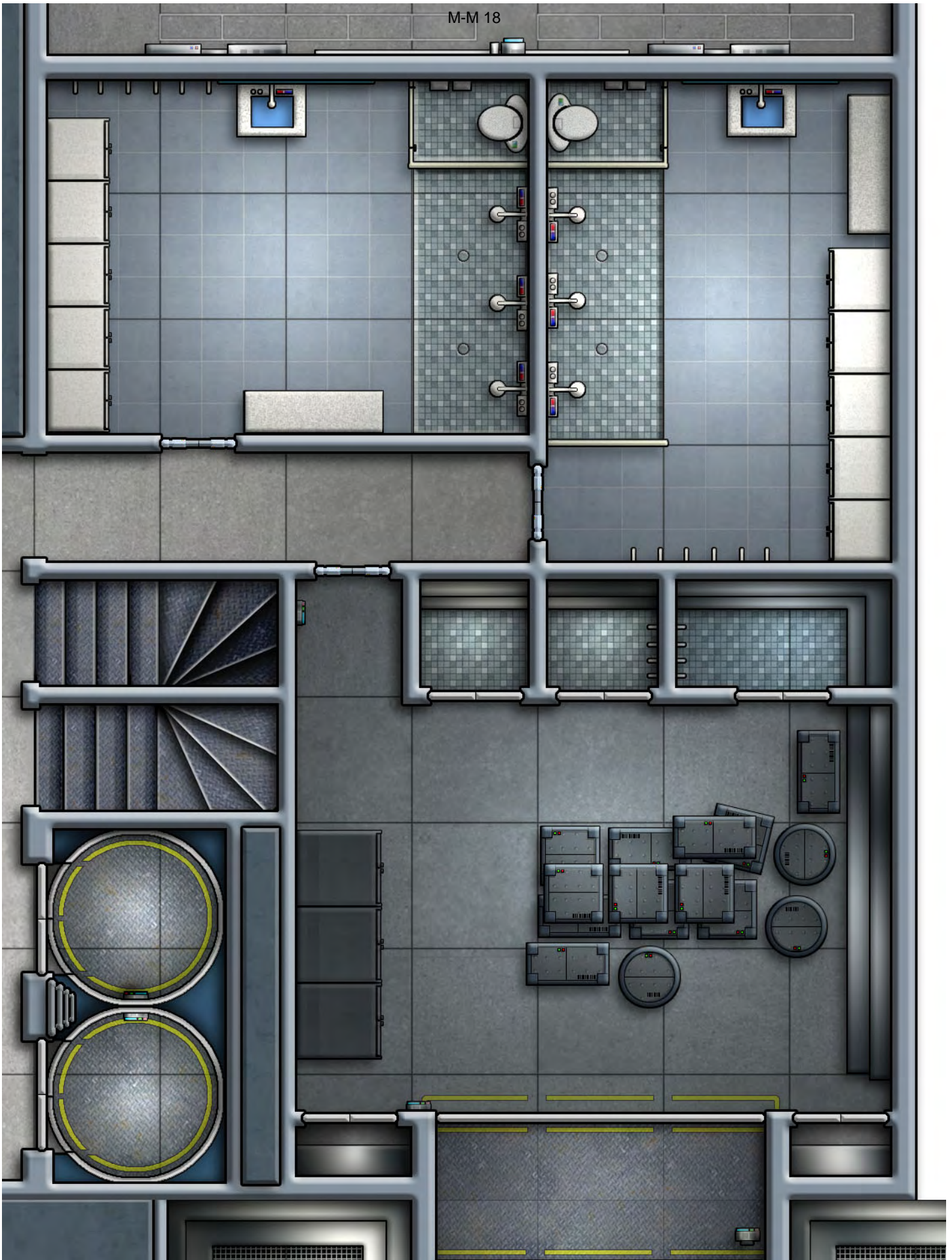


M-M 16



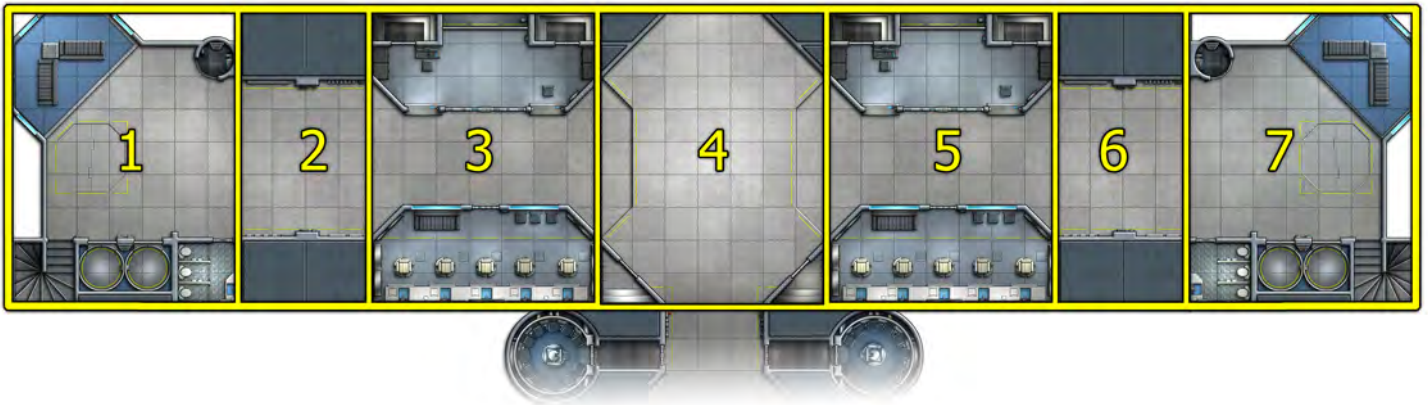


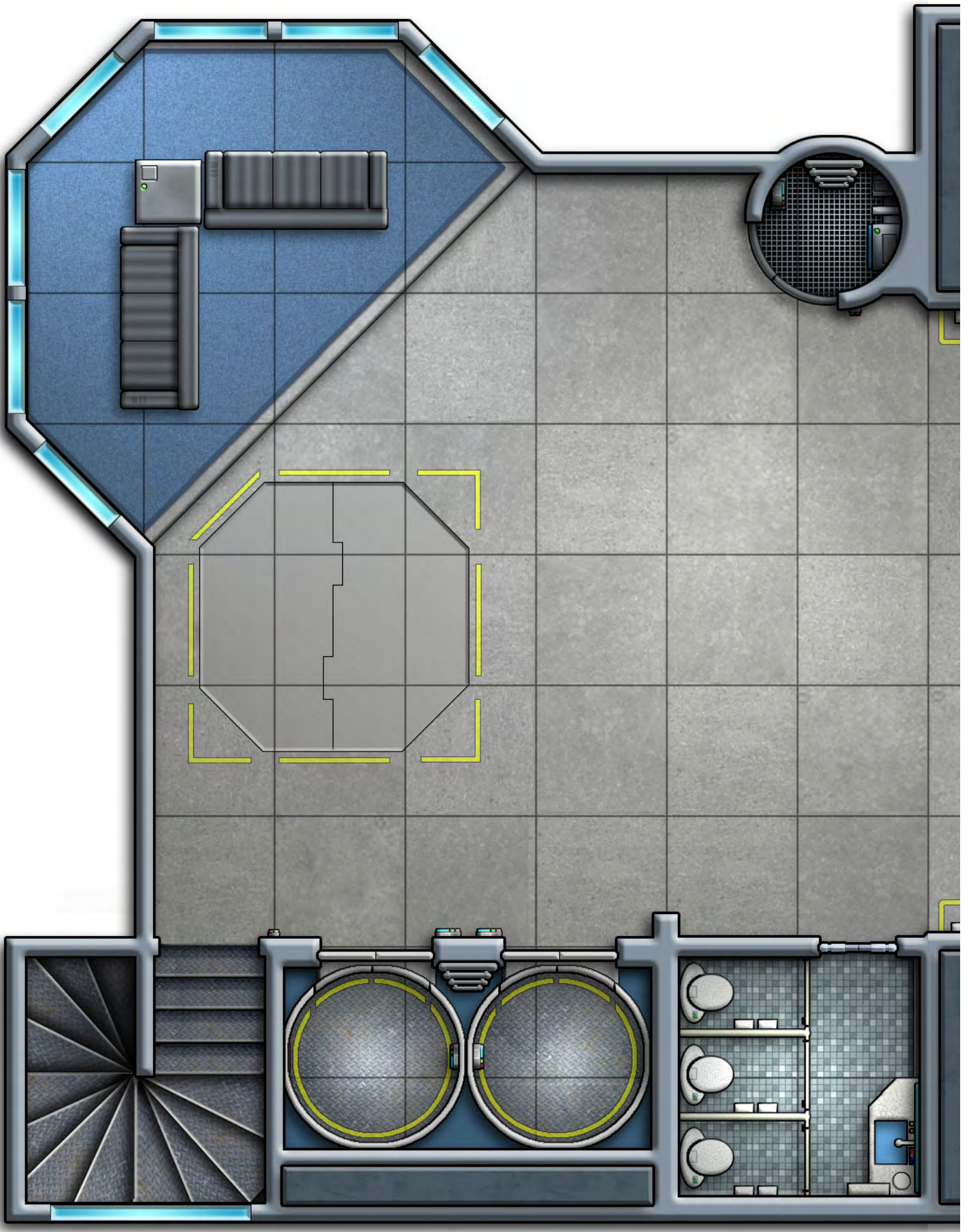
M-M 18

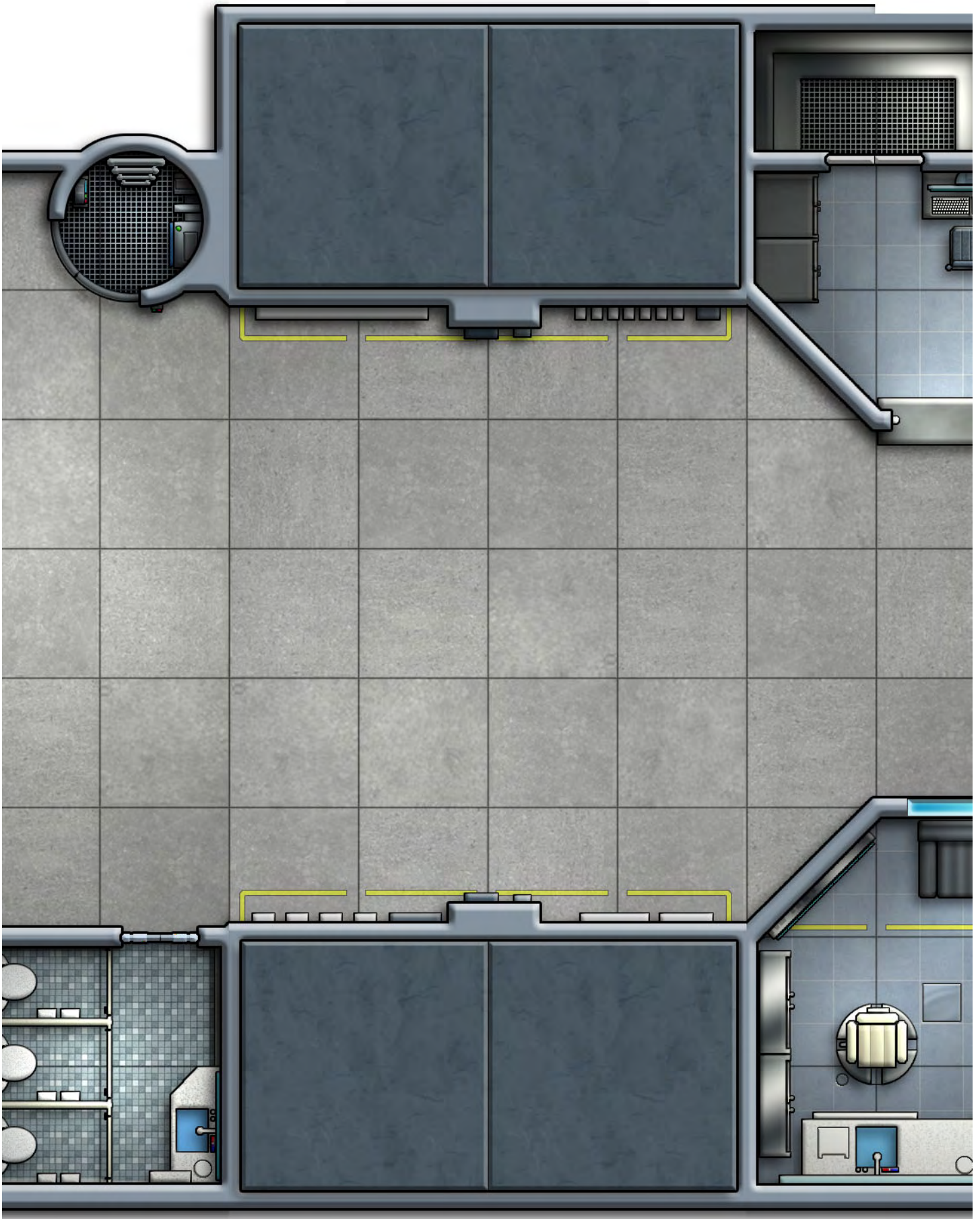


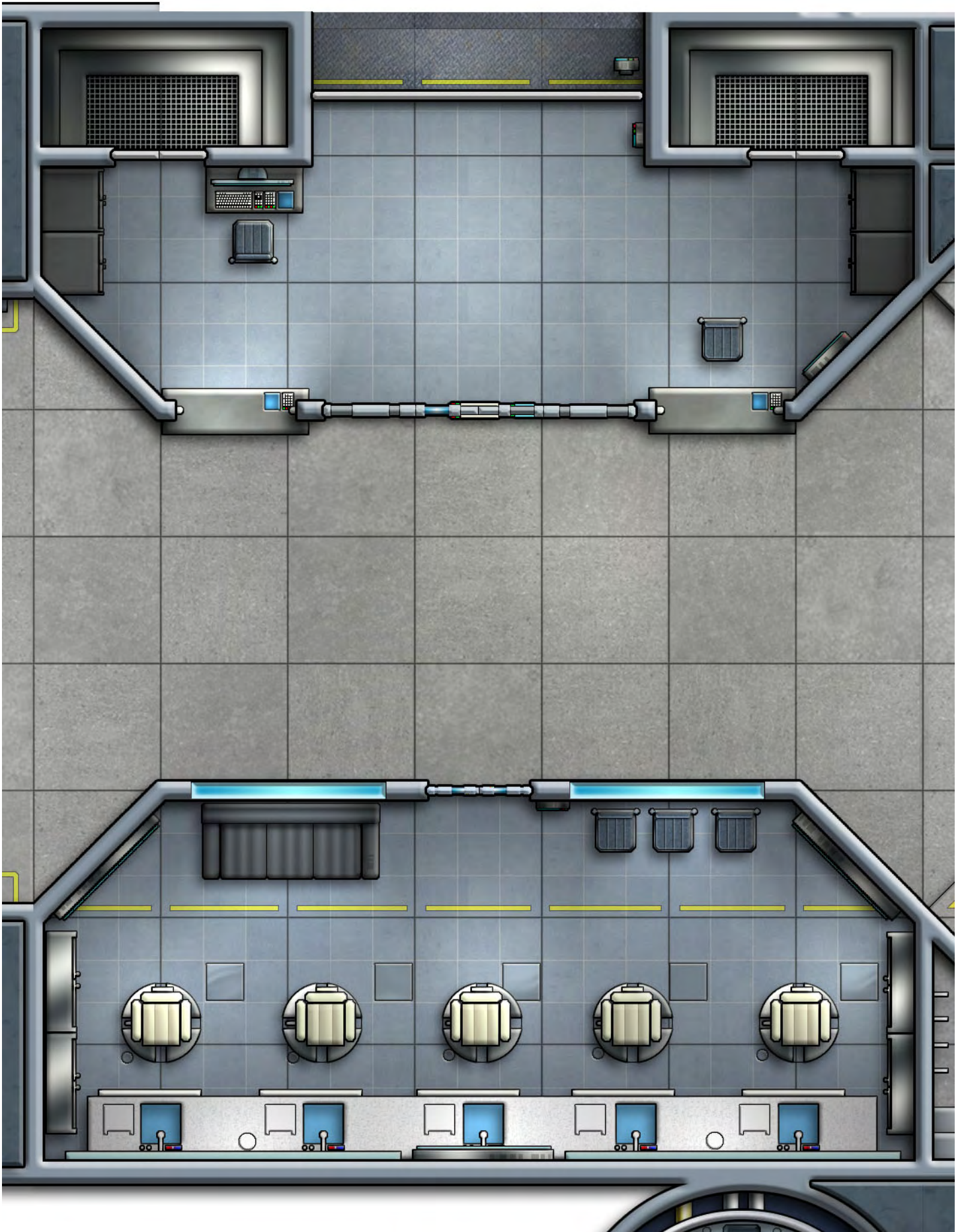
Mid Cross-Deck

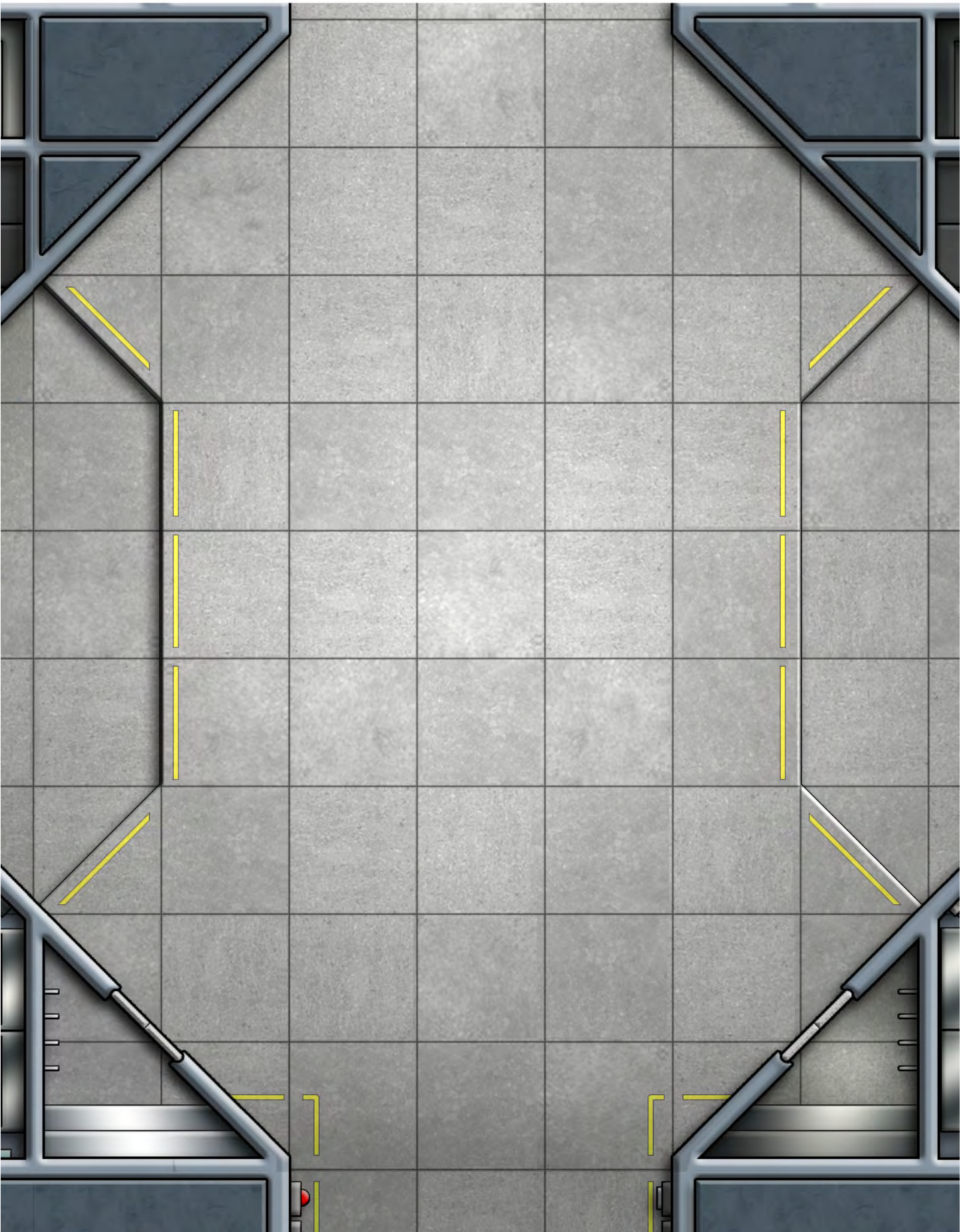
Between the Midship section and the aft spine lies the Mid Cross-Deck. It is fully represented by the following seven pages. Note that (like on the Forward Cross-Deck) pages 2 and 6 are initially rather narrow, resulting in a lot of overlap on either side when shown on a full-width page.

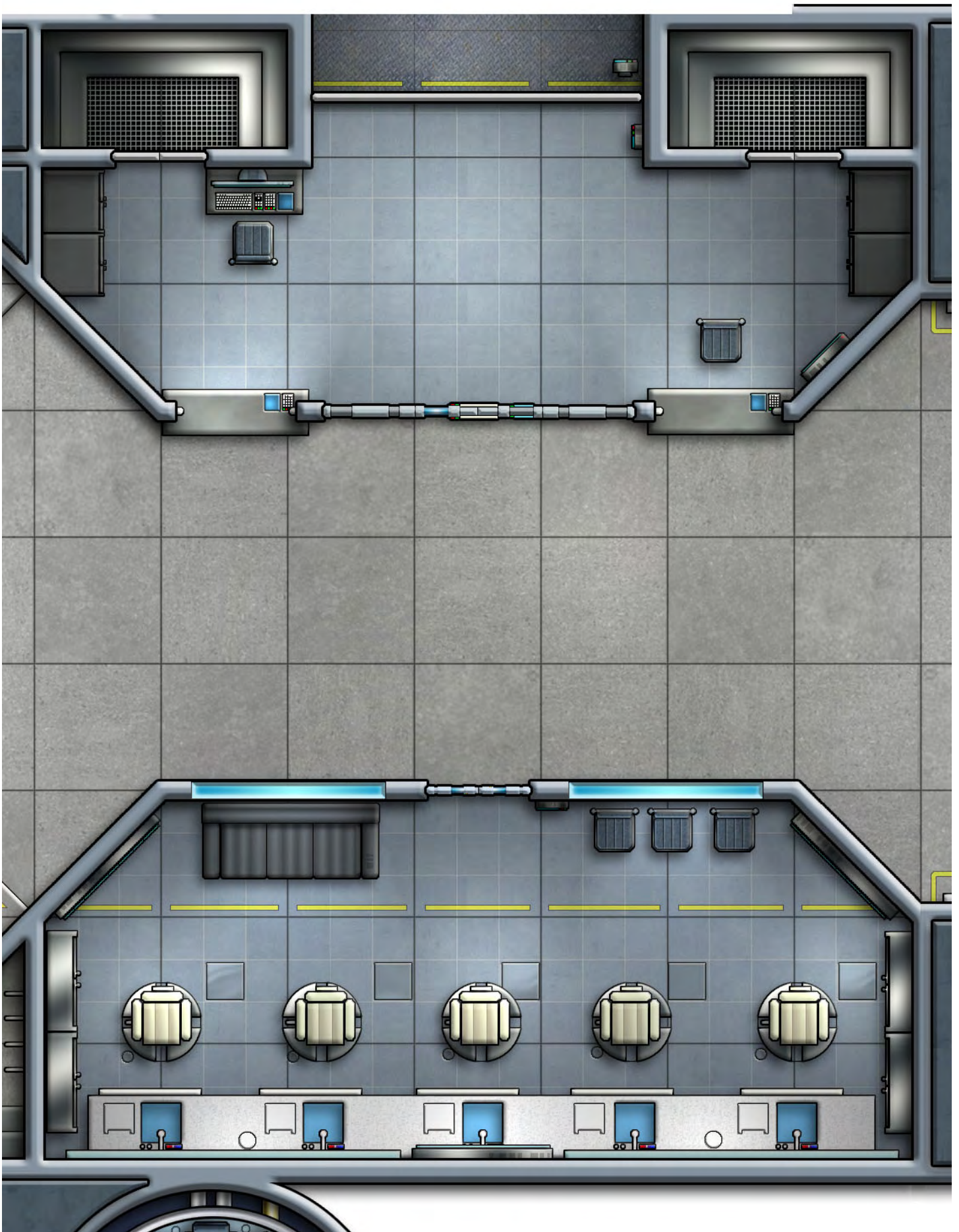


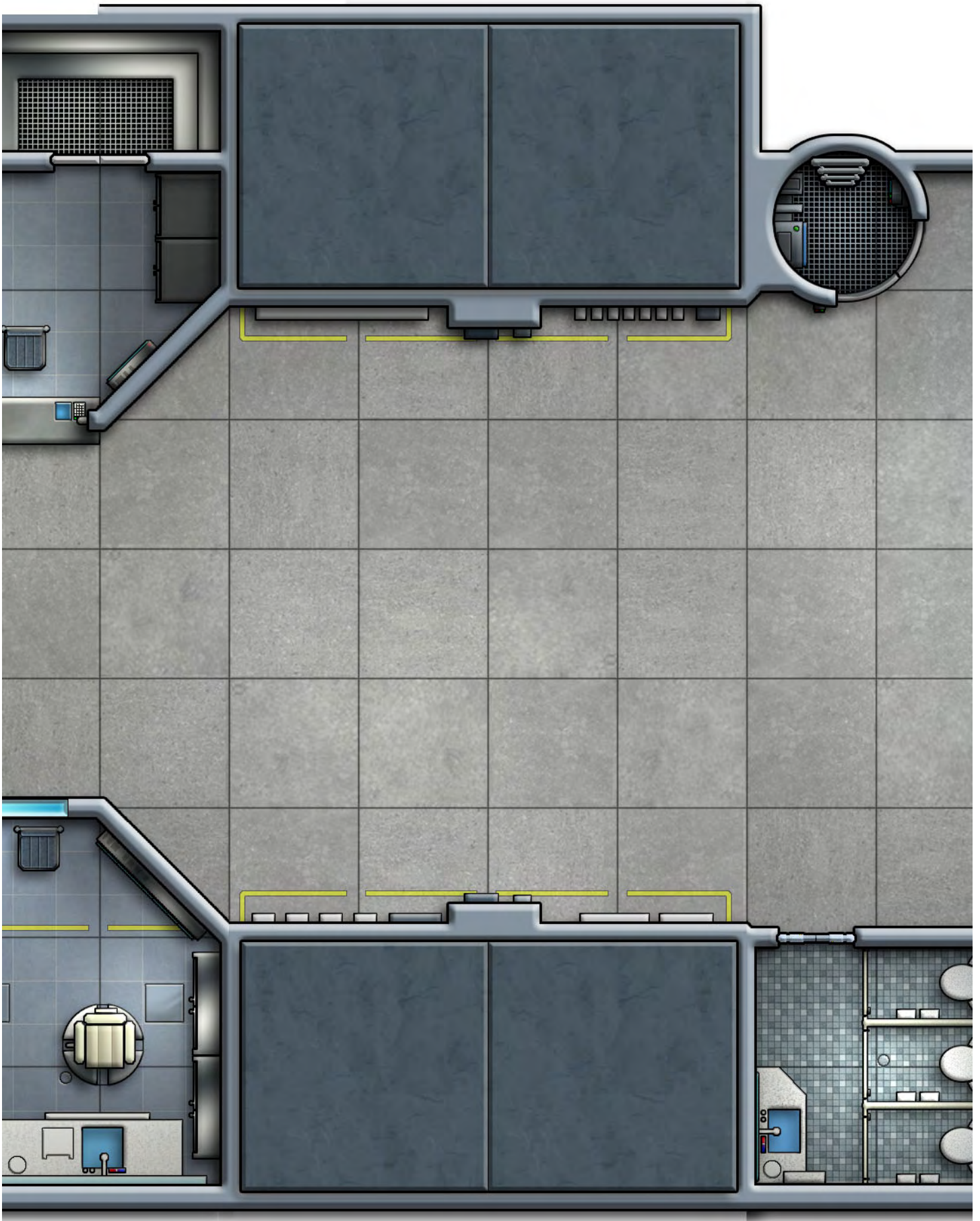


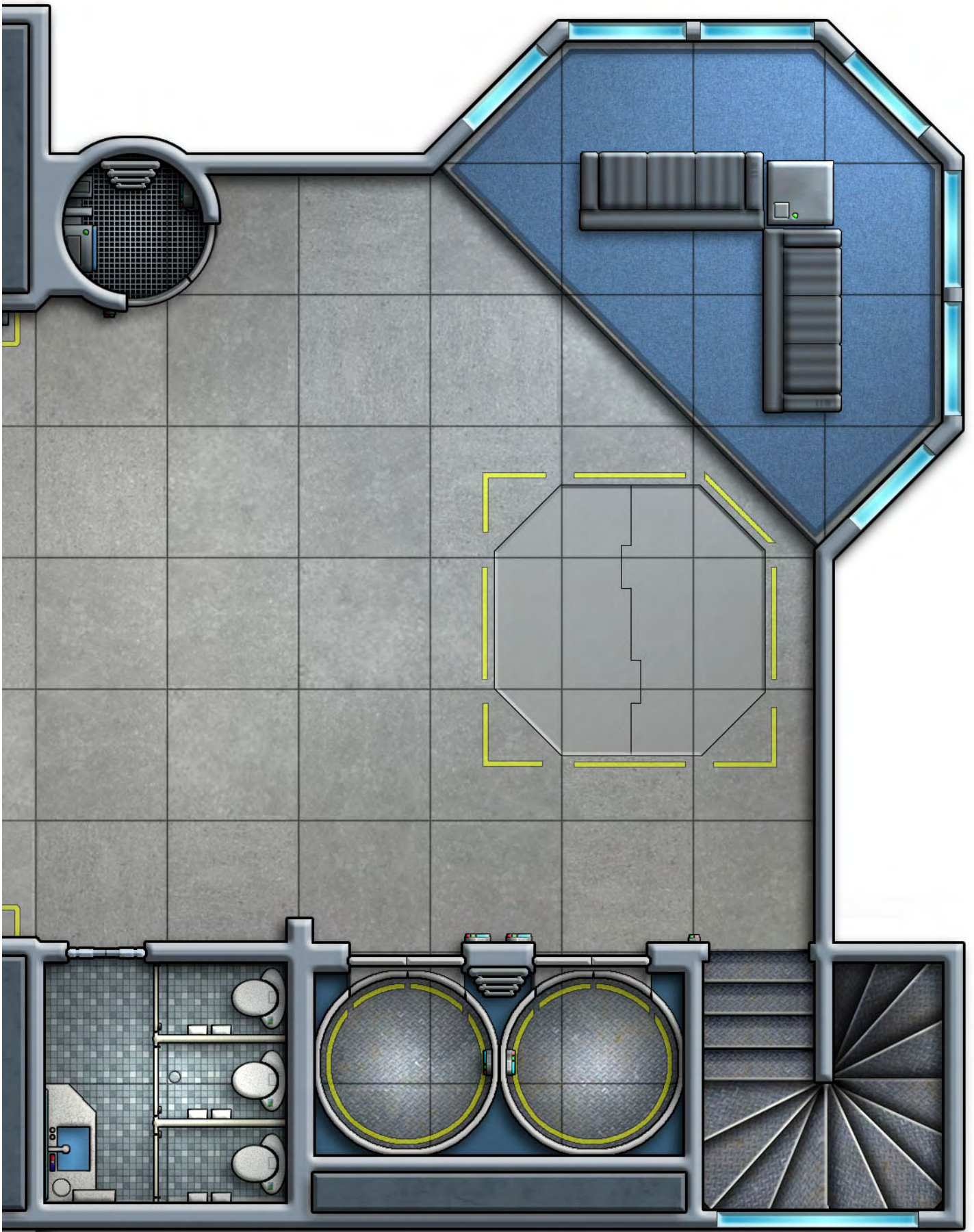








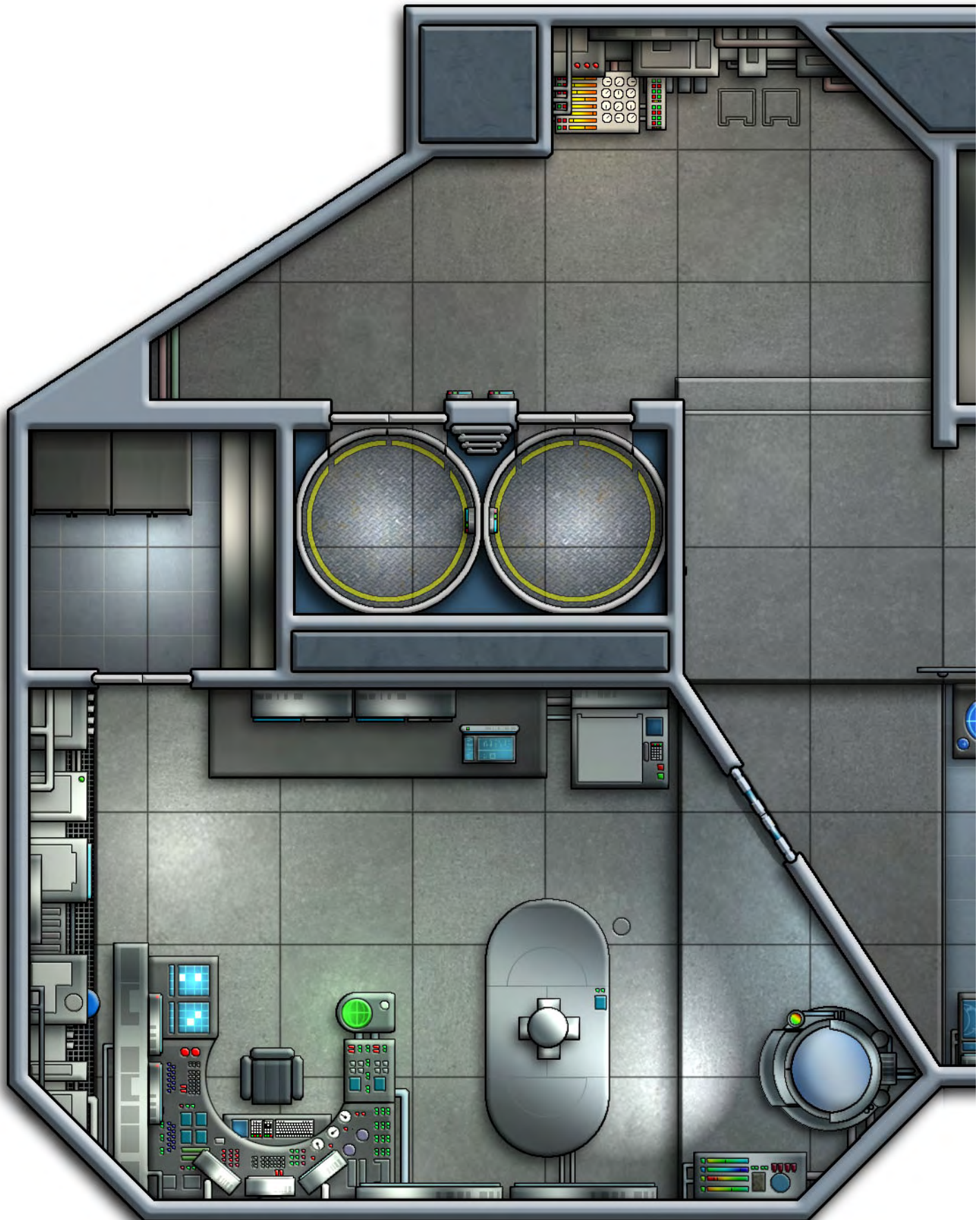


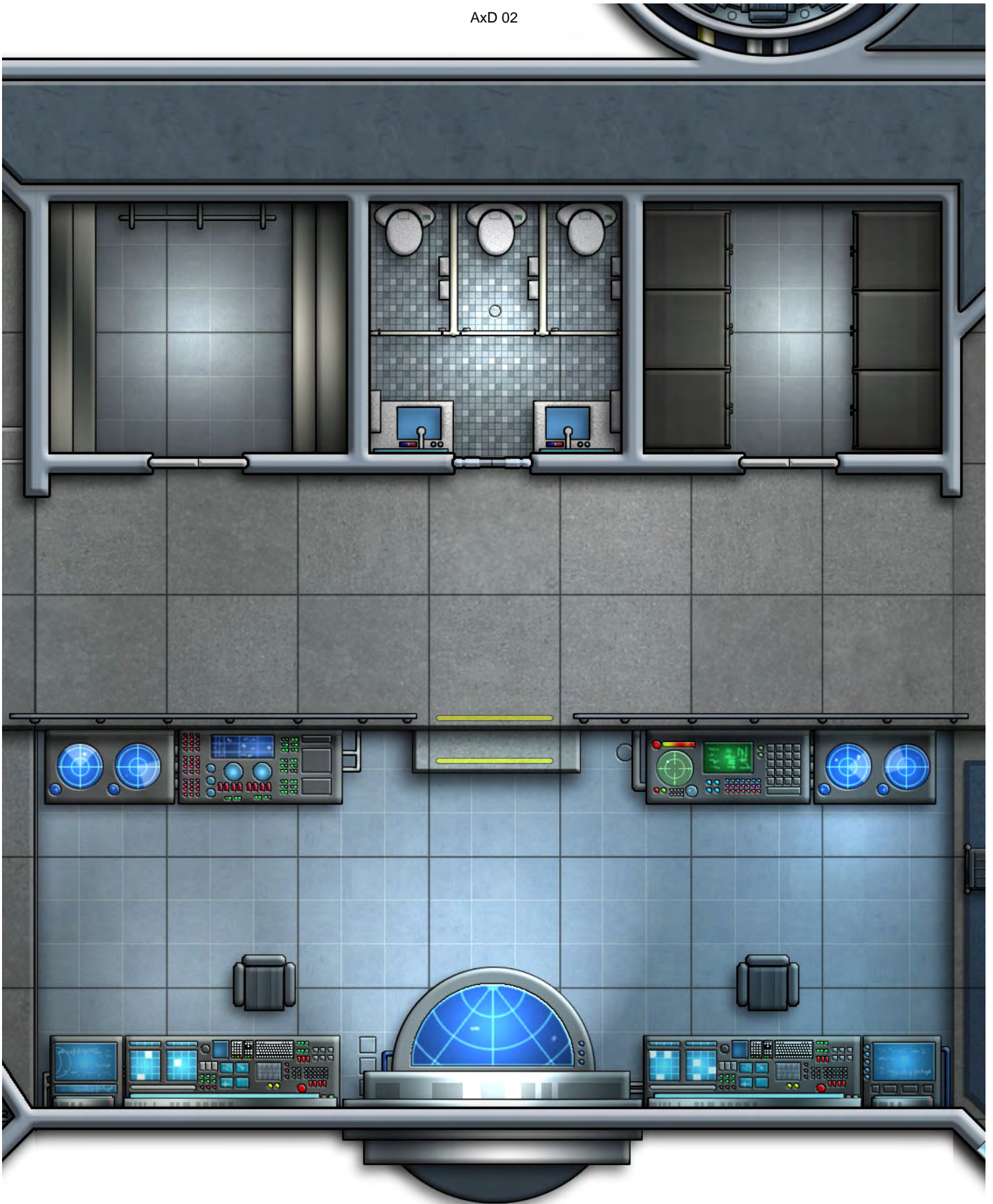


Aft Cross-Deck

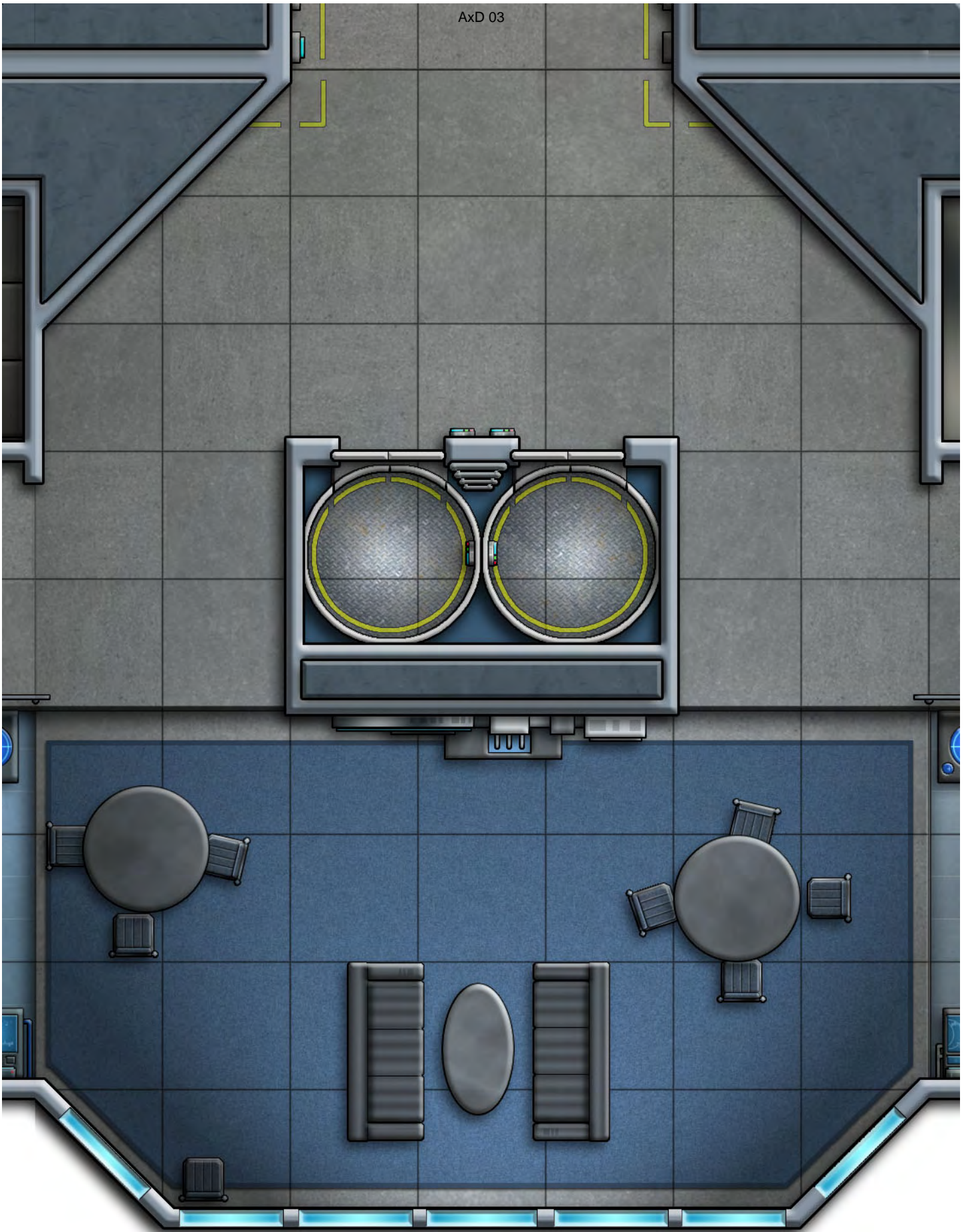
There are four rows of spine (with three pages per row) between the Mid Cross-Deck and the Aft-Cross Deck. These pages are exactly the same as those found in the forward spine. The Aft-Cross Deck contains the Aft Observation Area, a couple of flight control areas, and a pair of workshops. There are also three sets of elevators – one leading up to the central engine room and the other two leading down to identical rooms in the side engines.

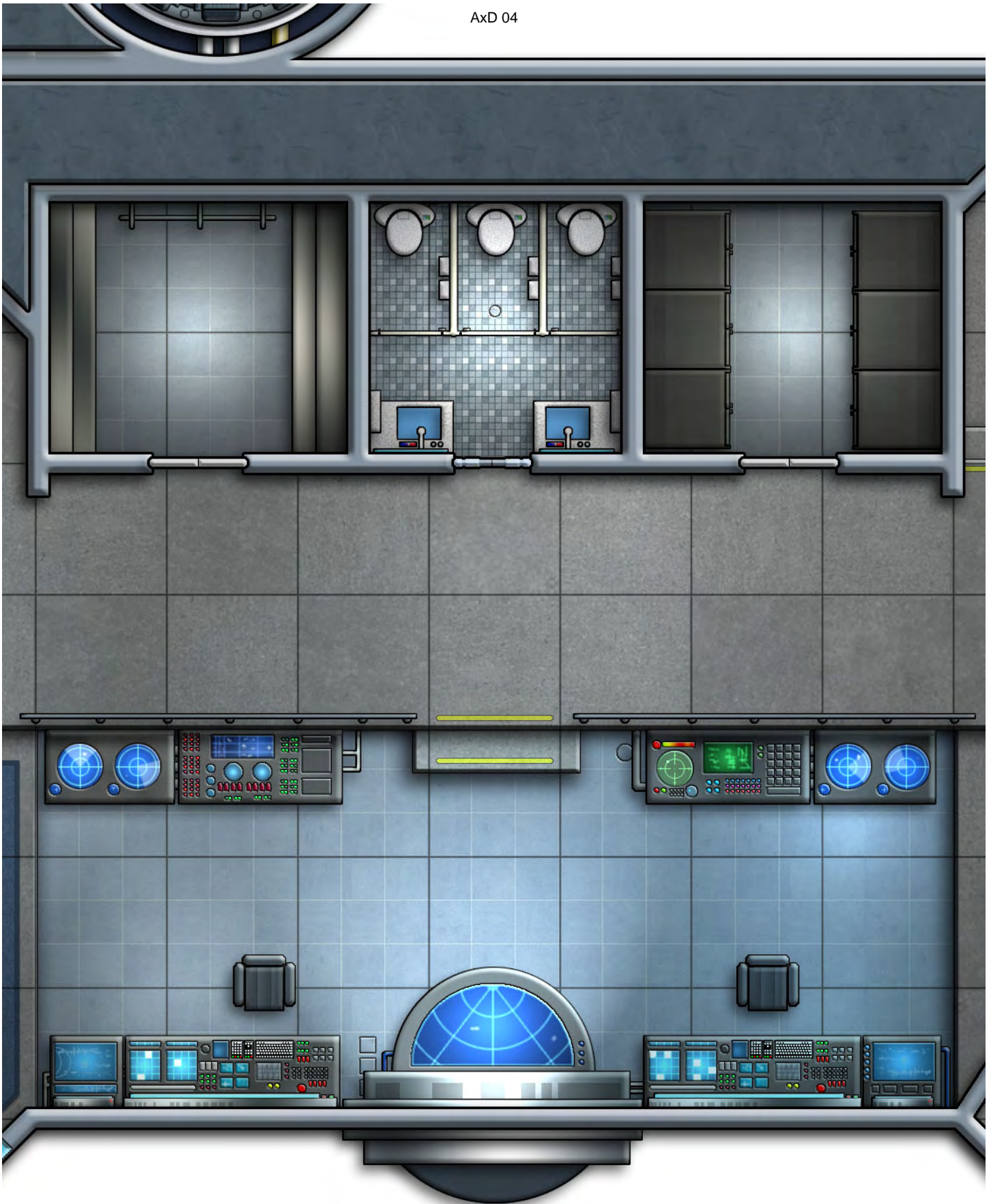


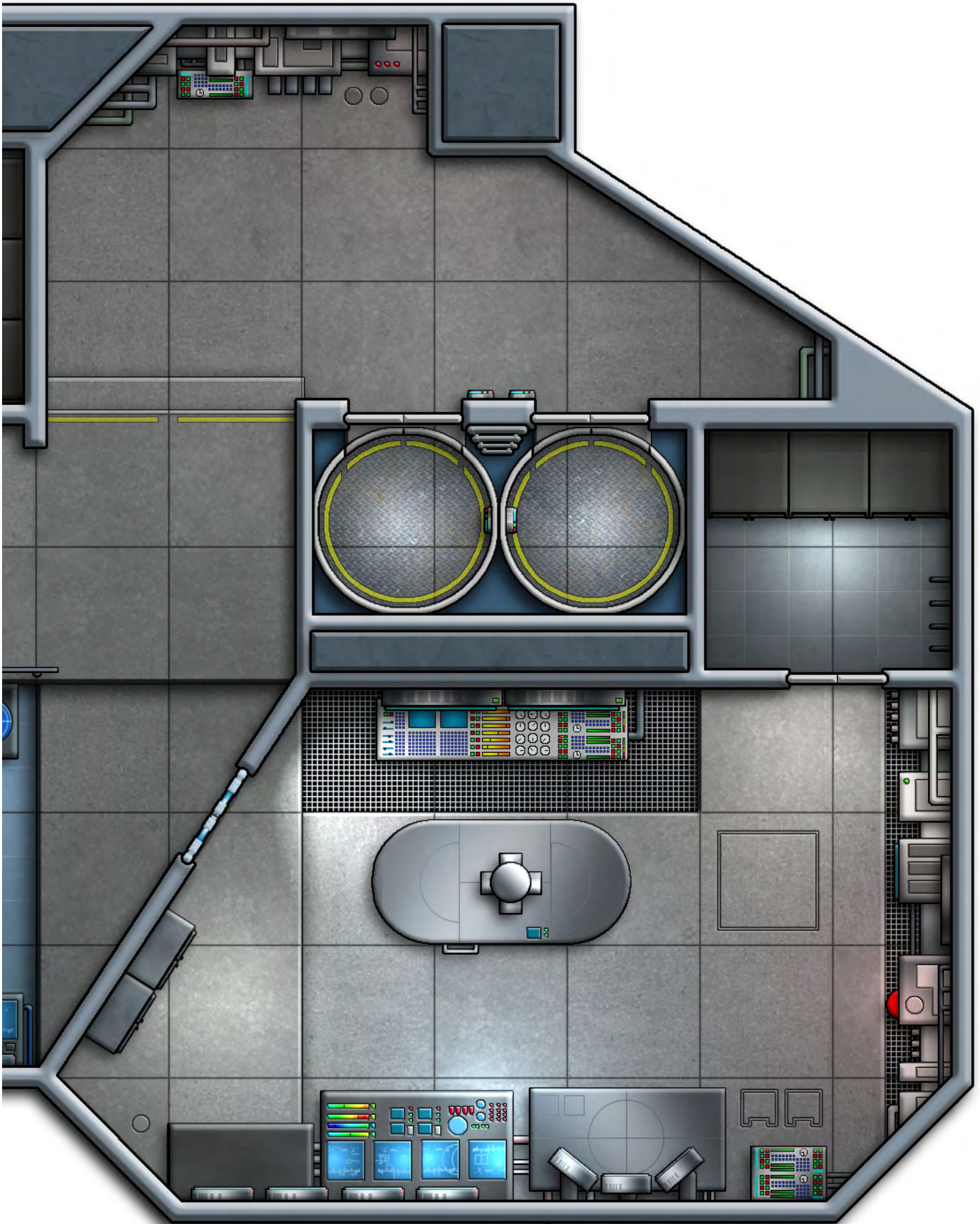




AxD 03

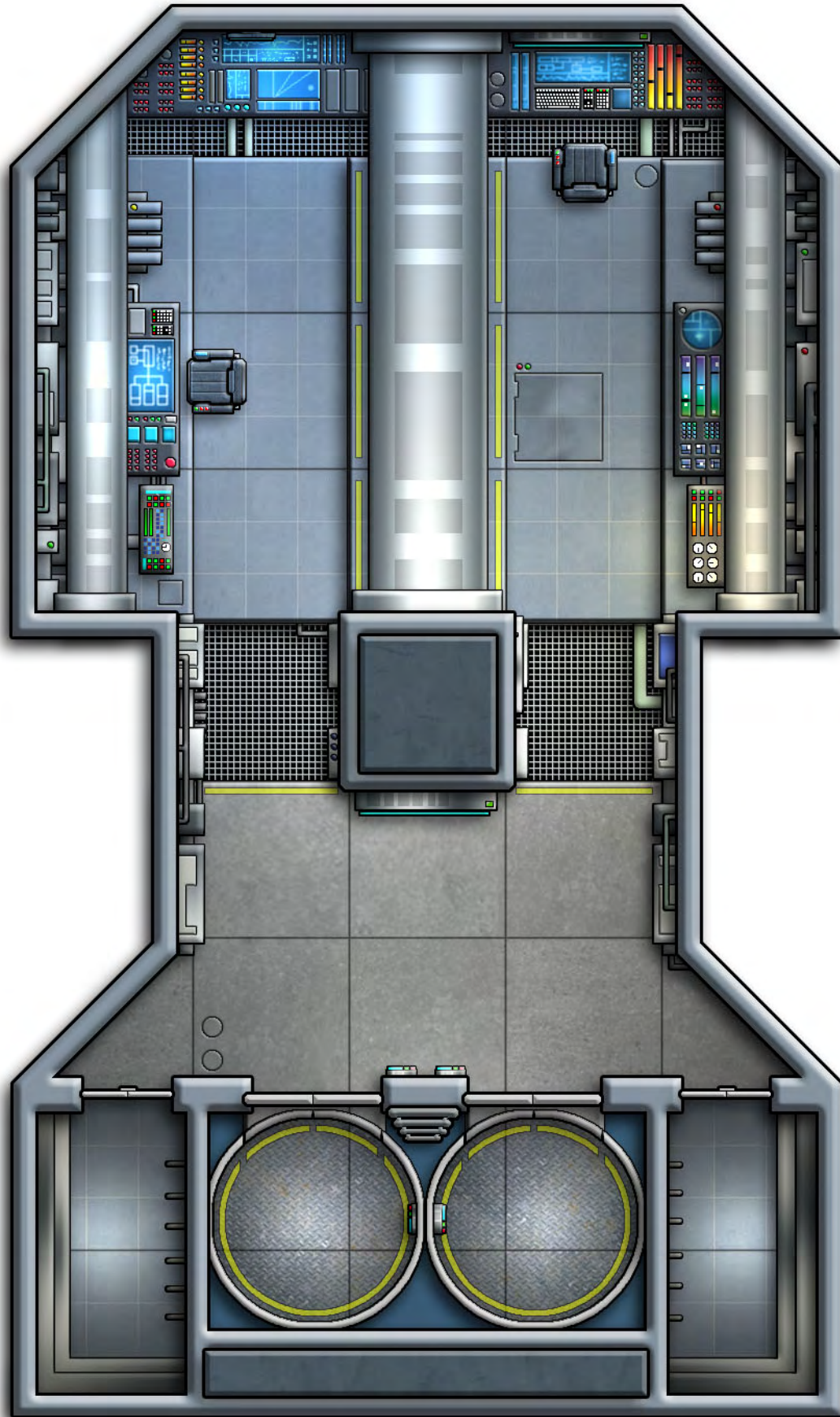






Engineering Rooms

There are three of these rooms in Orion – one nestled up against each of the main engines. They are accessed through the elevators in the Aft Cross-Deck. The Section Maps book shows how these pages sit in relation to the others.



Cargo/Flight Deck – Port Side

This area has cargo bays along one side, a central hallway, and then the left edge of the hangar area. Here fighter craft are lifted from below so that they can then launch from the front of Orion. The area shown is three pages wide by eight pages long, though there is more space not shown off to the right.

The left column of pages is the same all the way down. It uses page 1 eight times. The central column of pages has unique rooms at the top and bottom, but the six rows between reuse the same hallway (Prp-S 05) over and over.

Any page in the right column can be one of three maps:

- 03a: bay doors closed (no lift)
- 03b: lift with Vulture
- 03c: empty lift

To print out this deck in its entirety, print out page 2 and 23, plus six copies of page 5. Then print out eight copies of page 1 and any eight versions of page 3.

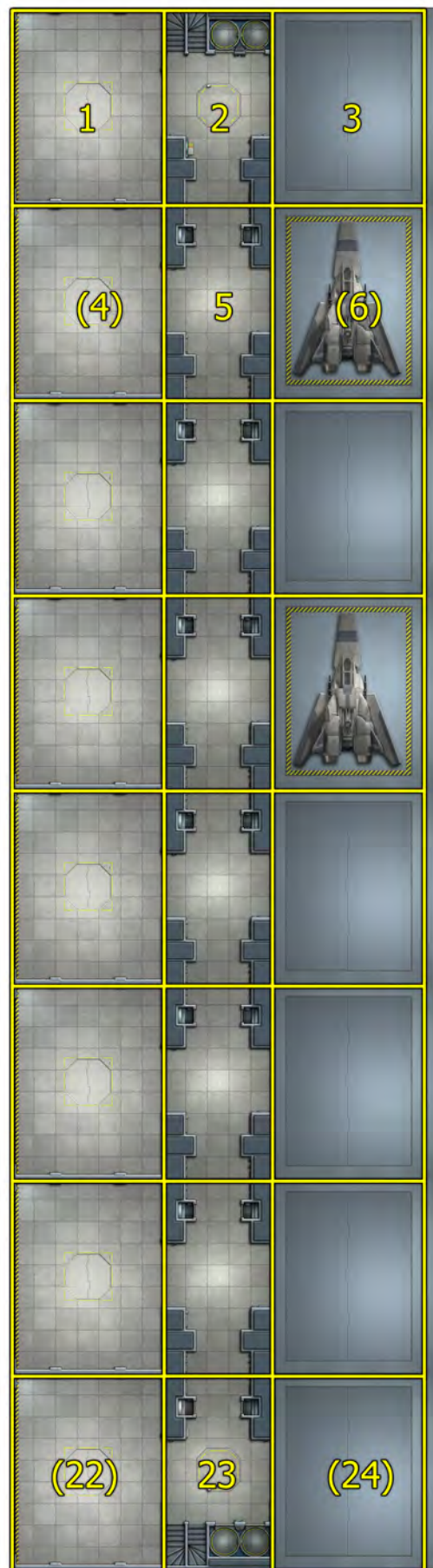
By default, page Car-P 03a would be the most common configuration as that keeps the Flight Deck clear and the lift down in the prep room. Vultures would only be up here when launching or landing, or when the entire hangar area is being used for service.

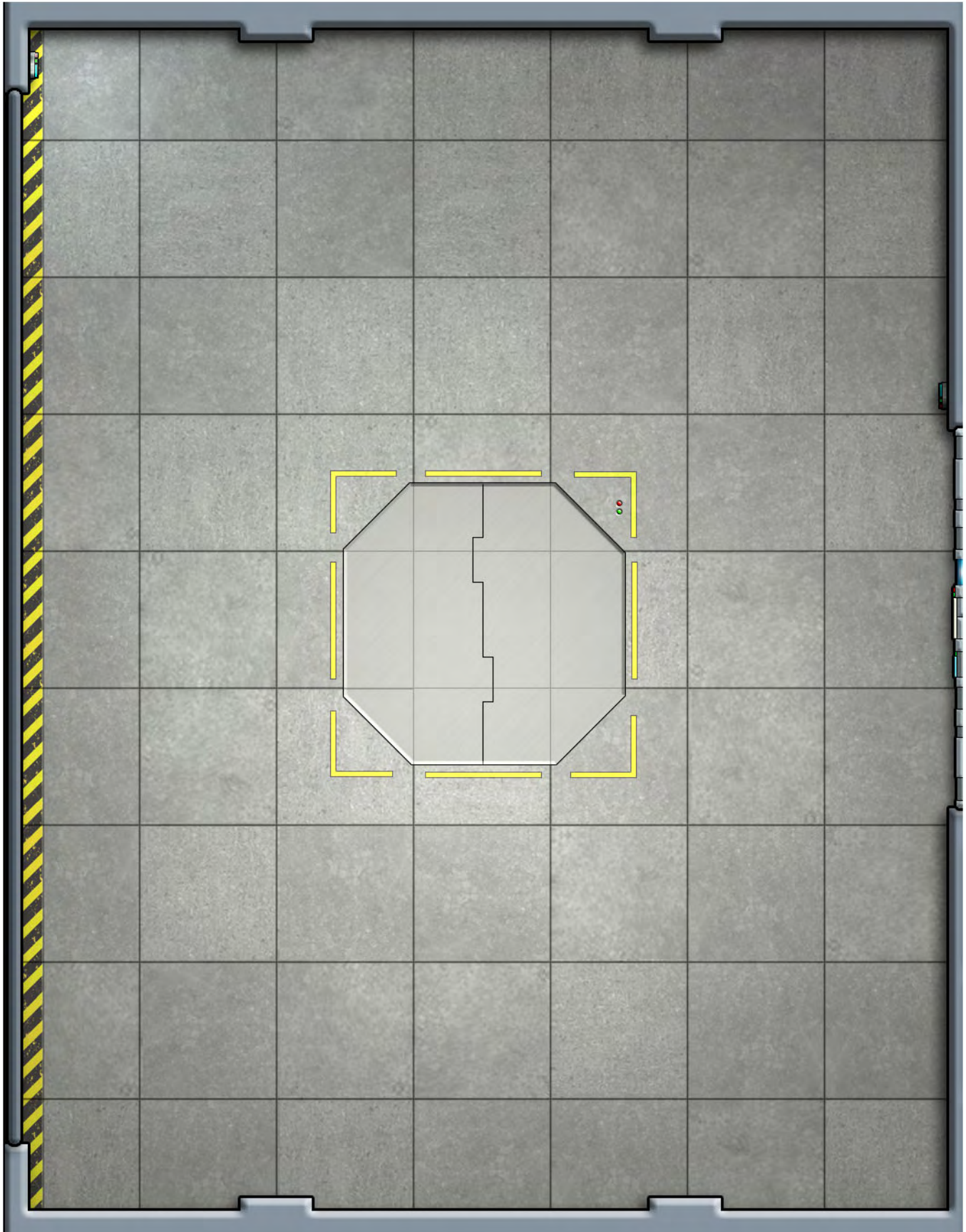
Note that the map extends off to the right from what is shown. The right column of pages is the left edge of the Flight Deck (and specifically, the “Hangar” area of the Flight Deck). Beyond this column of lifts is the central runway and then the row of lifts seen on the starboard side map of the Cargo/Flight Deck.

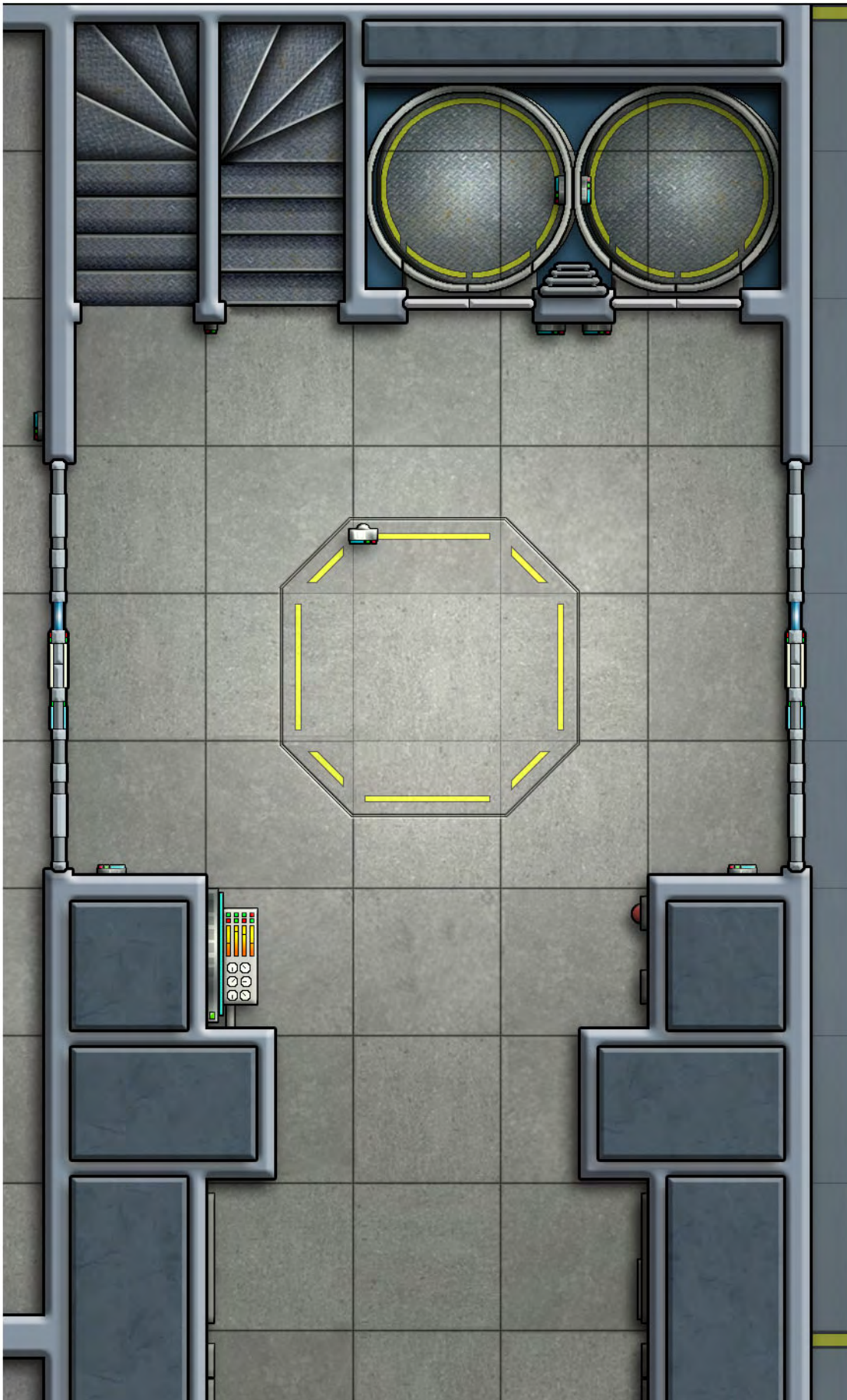
At the end of this section is a blank “Runway” map page. This could be used to fully map out the middle part of the hangar and the runways going fore and aft. The central runway area is 21 squares (105 ft) across between the pages with the lifts. To map this would use three of the Runway pages side by side.

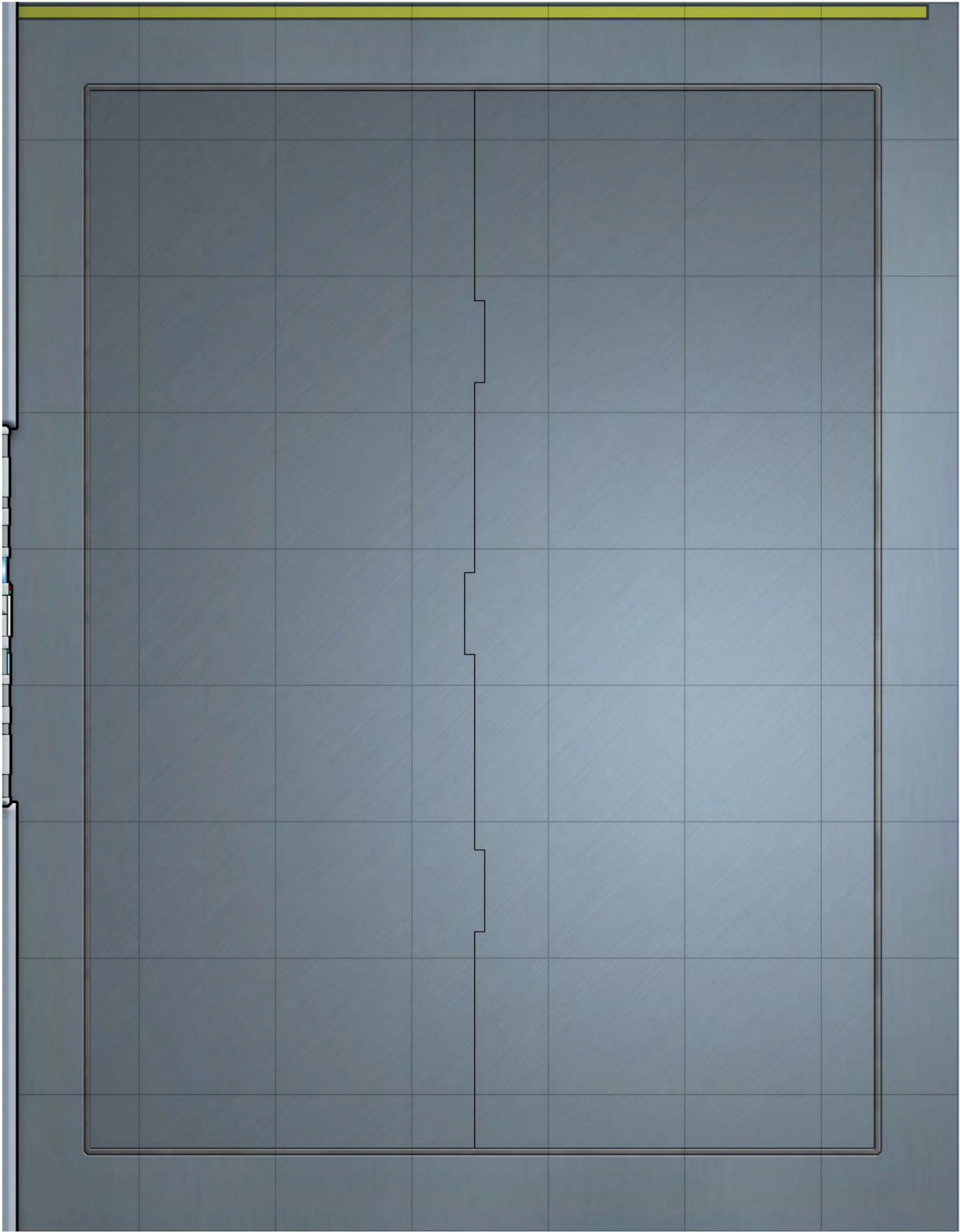
The runway is eight pages long in the hangar area and then extends four pages out the front and five pages out the back. This would require 51 copies of the Runway page to fully map out (which is not recommended). Note that the runways beyond the hangar area are only 17 squares wide and so the pages on the sides would have to be trimmed accordingly for these areas.

Though they are covered up by the yellow page divider lines, there are pressure doors leading from the hangar area to the central hallway. There are also doors leading from the hall into the cargo bays, and then large doors leading from there to the exterior of the ship. If all of these doors were open, one could look straight through the ship from side to side.

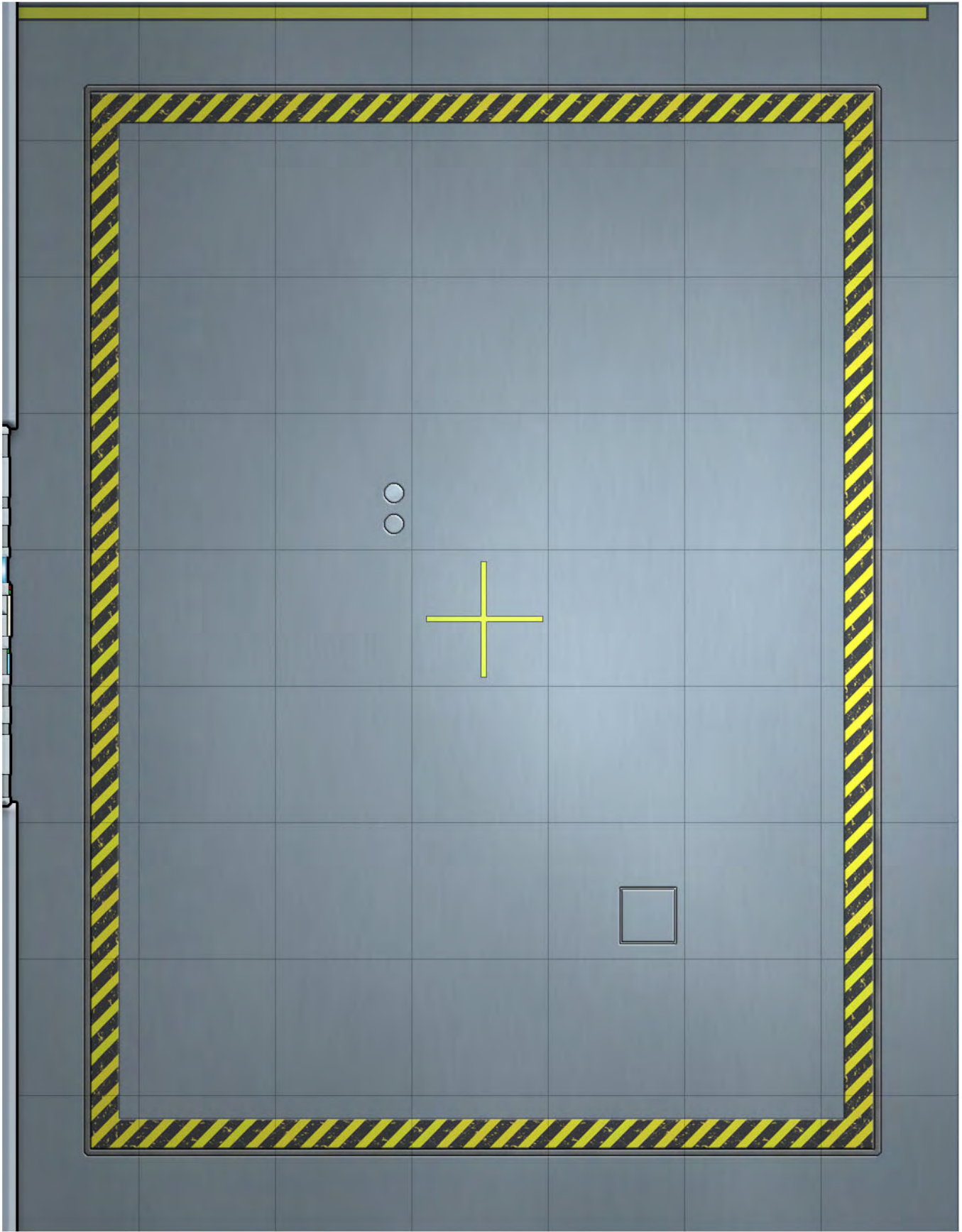




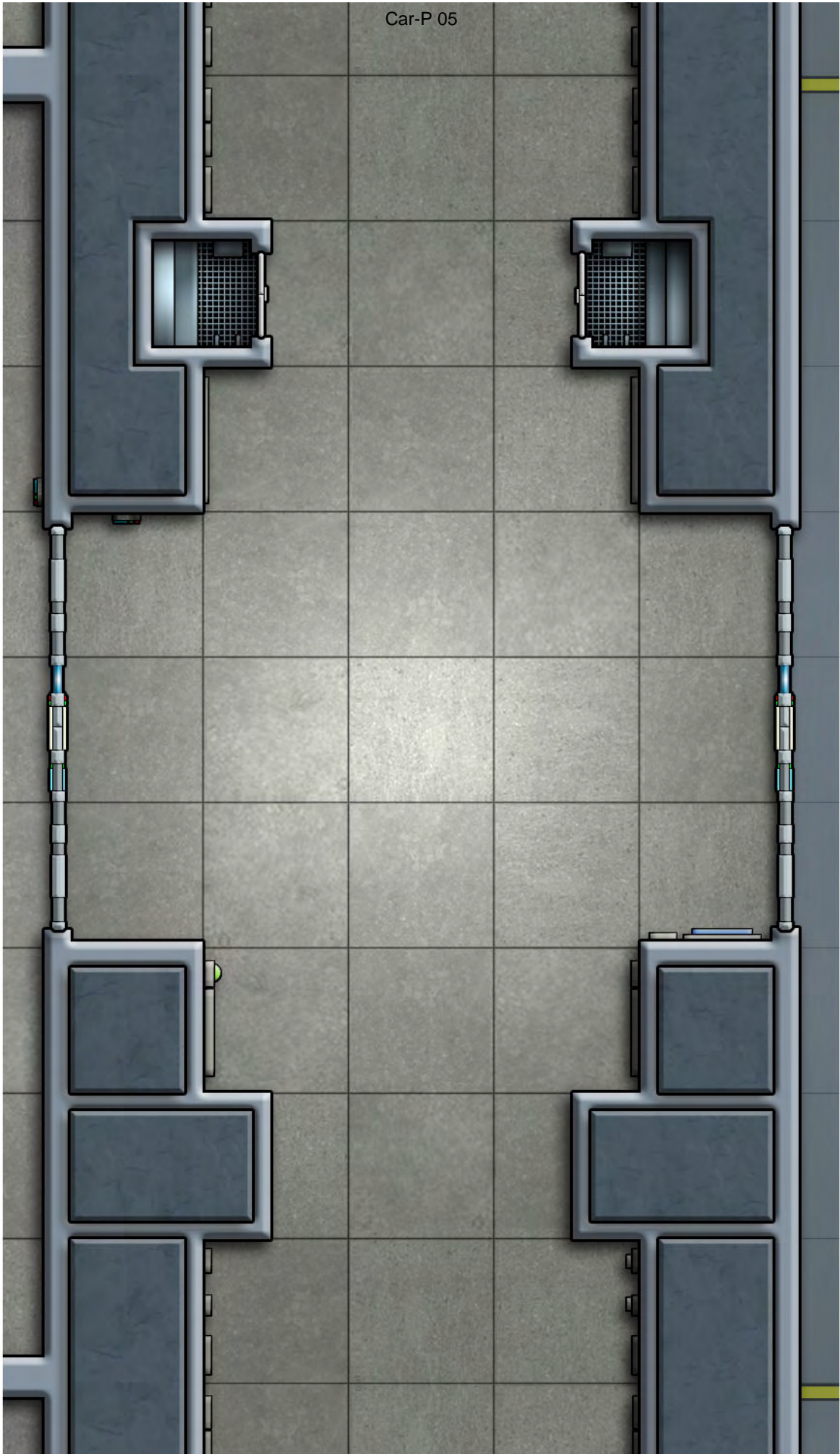




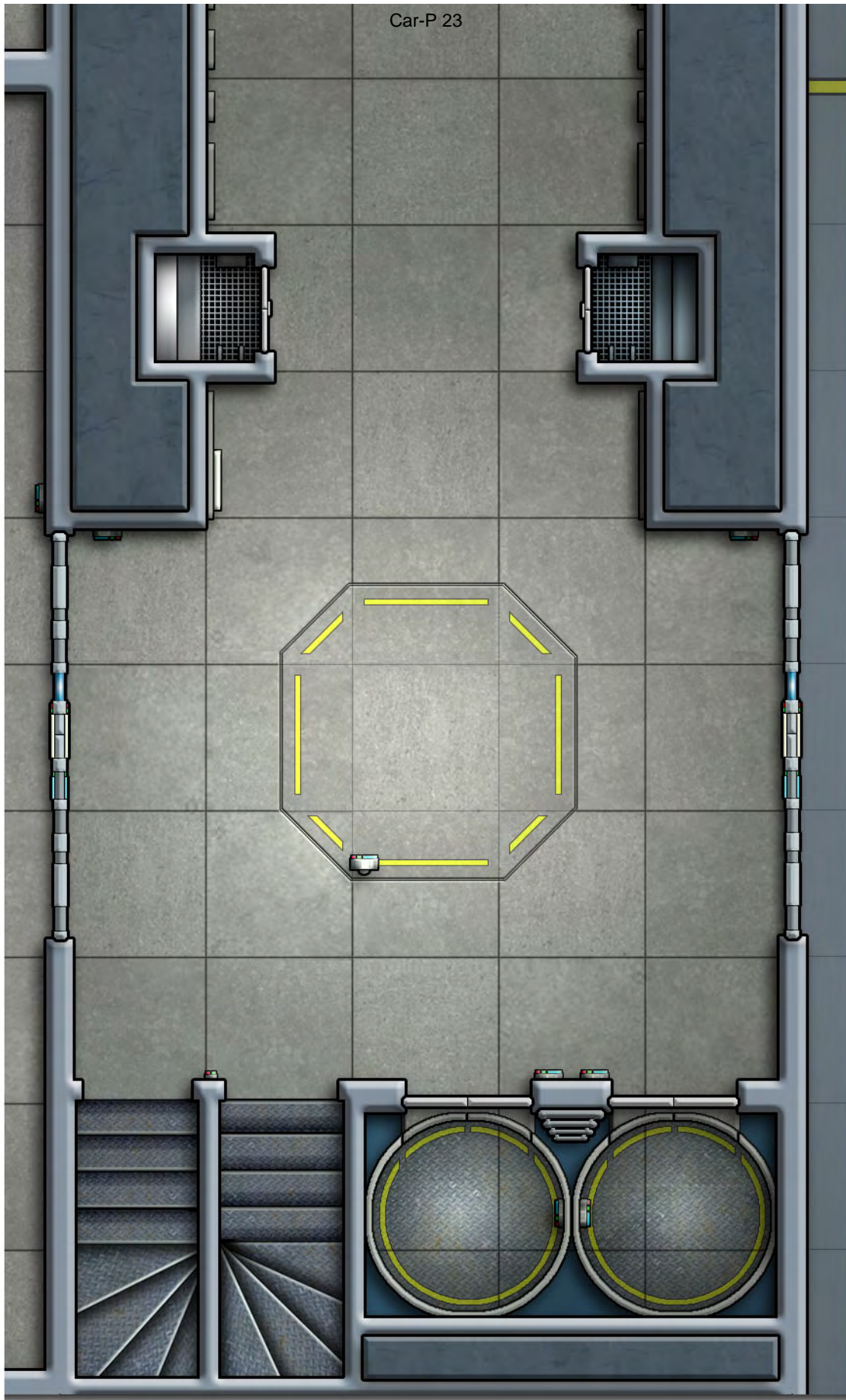




Car-P 05



Car-P 23

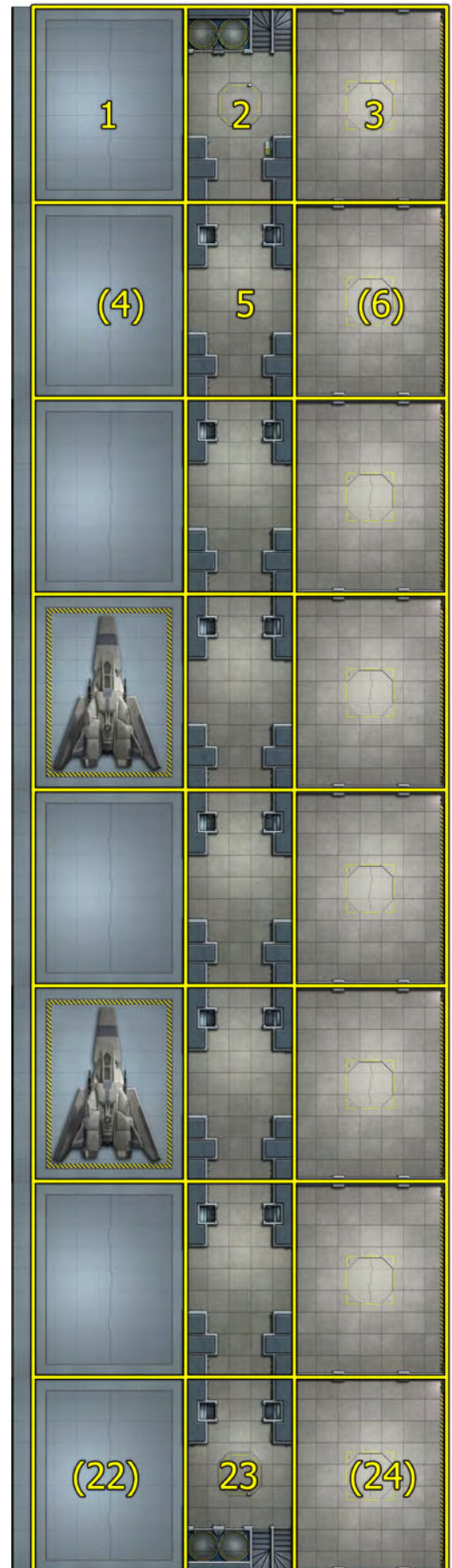


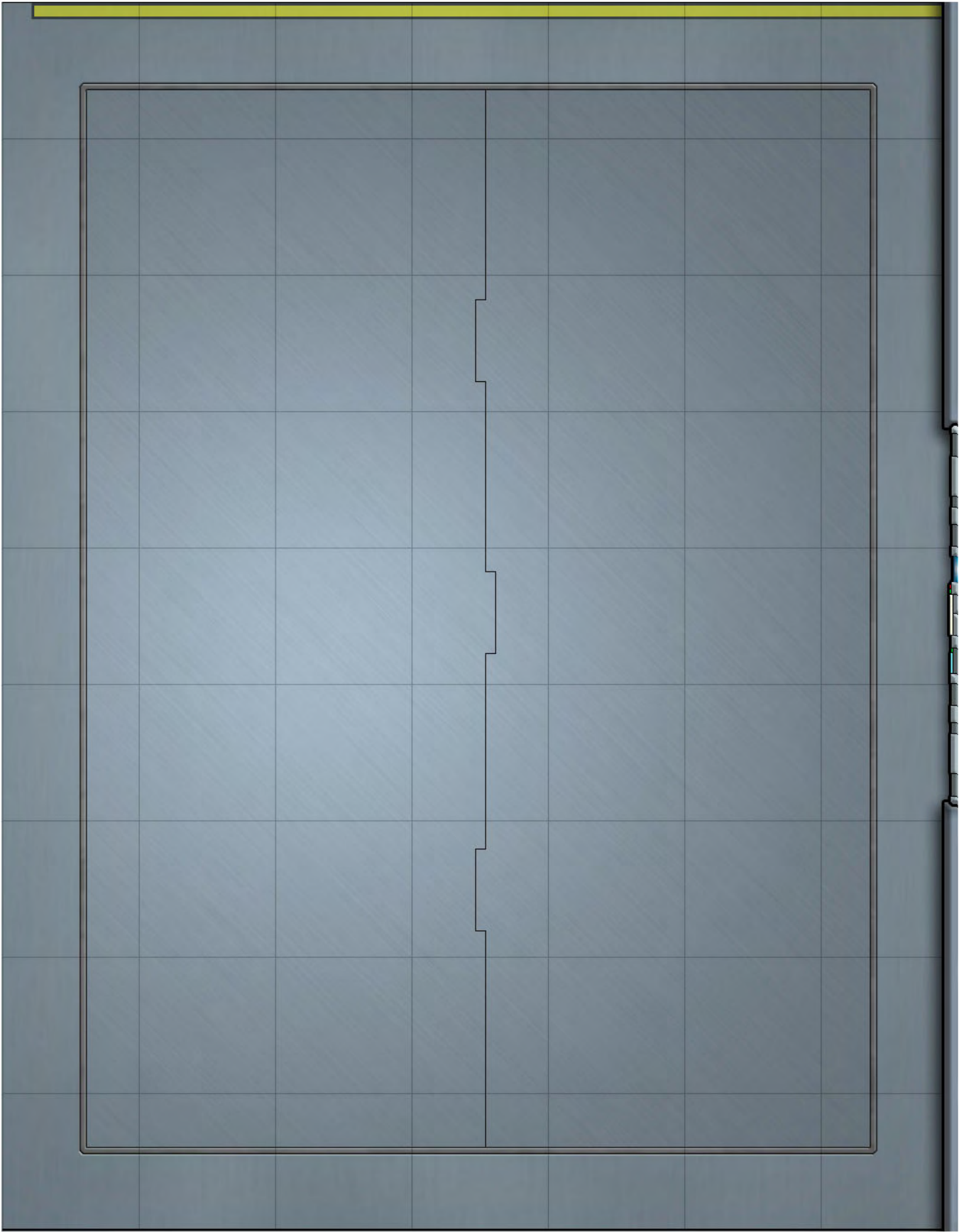
Runway



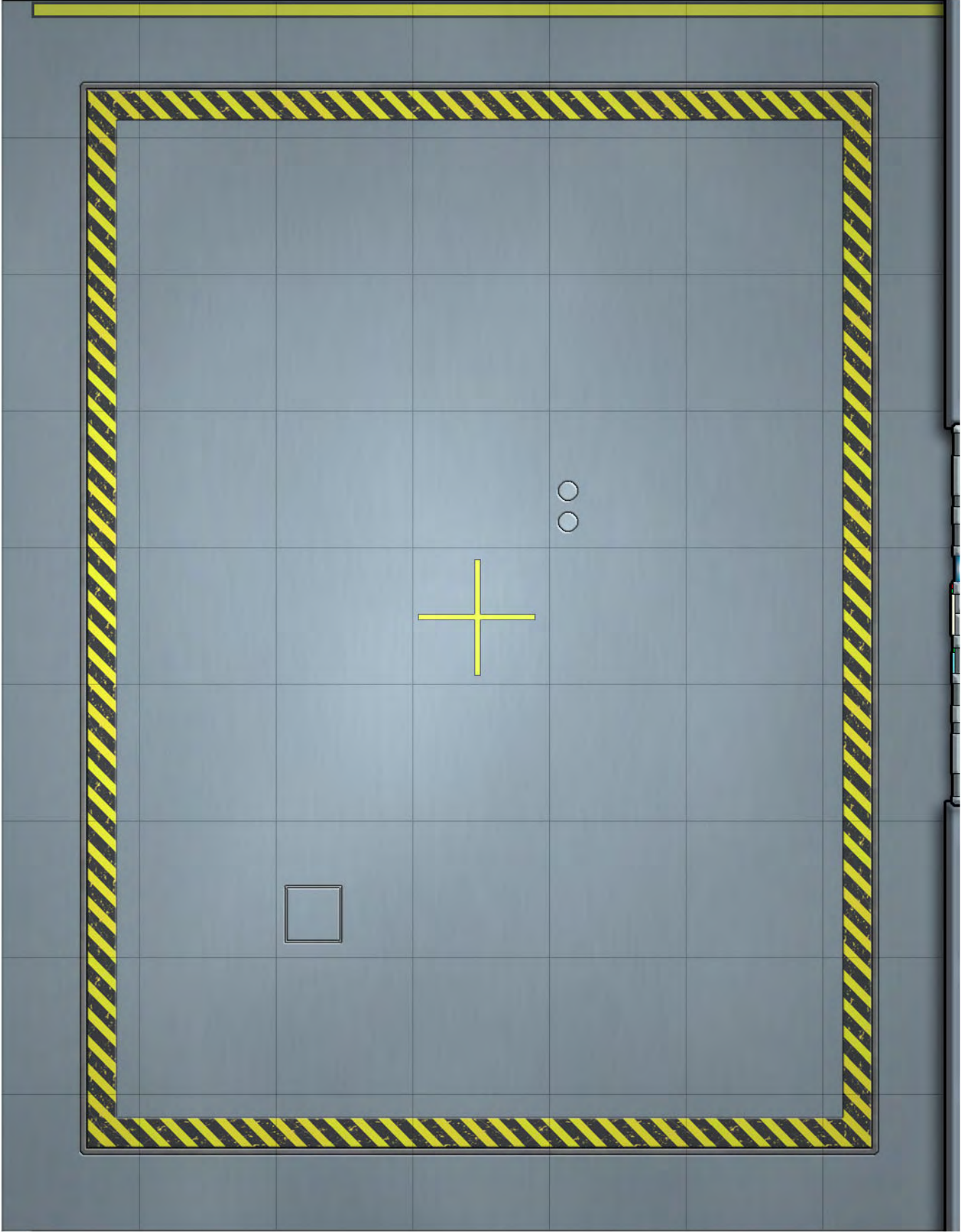
Cargo/Flight Deck – Starboard Side

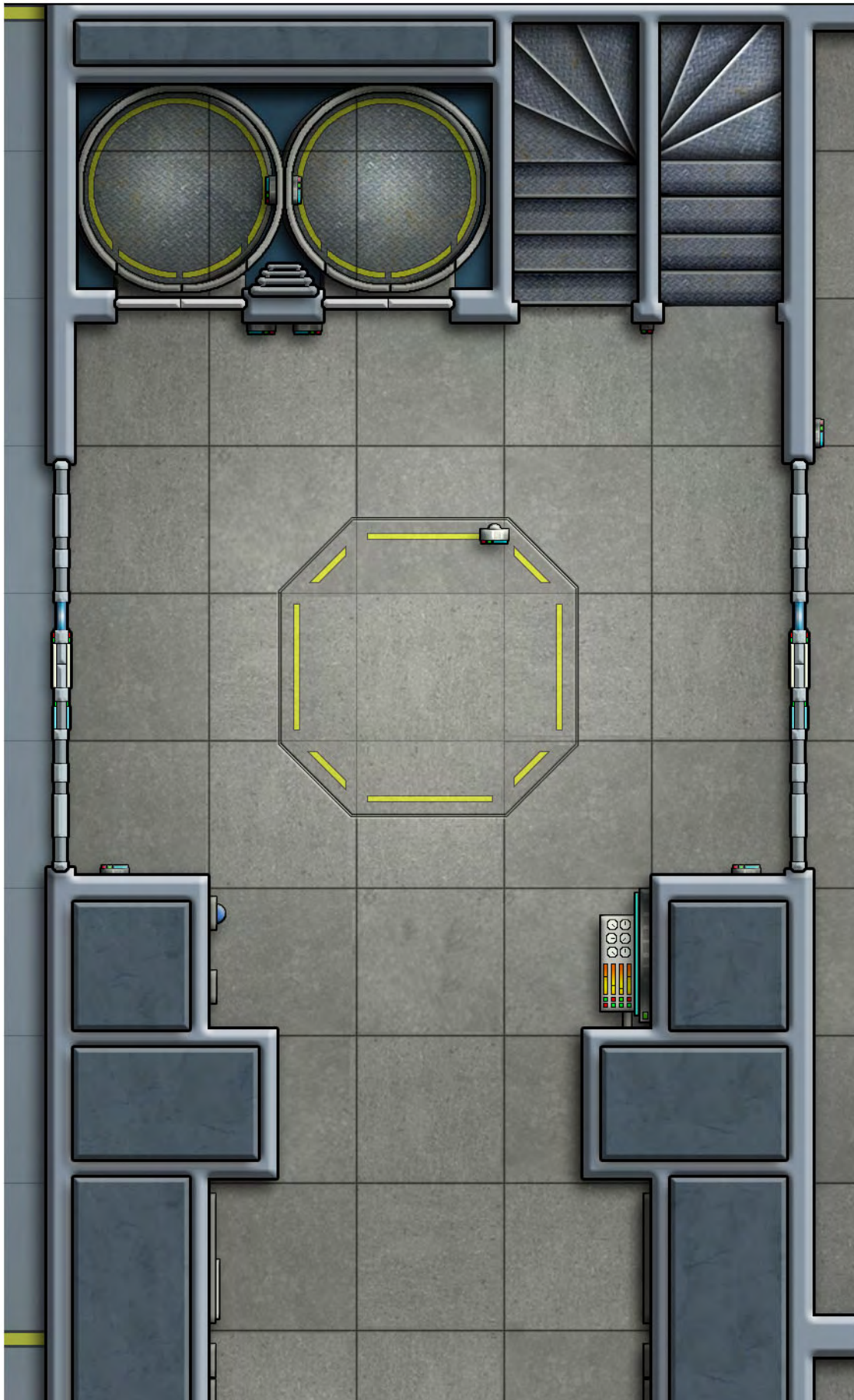
This deck is the mirror image of the port side deck. One can actually walk across from one side to the other by crossing the runway in the hangar area.

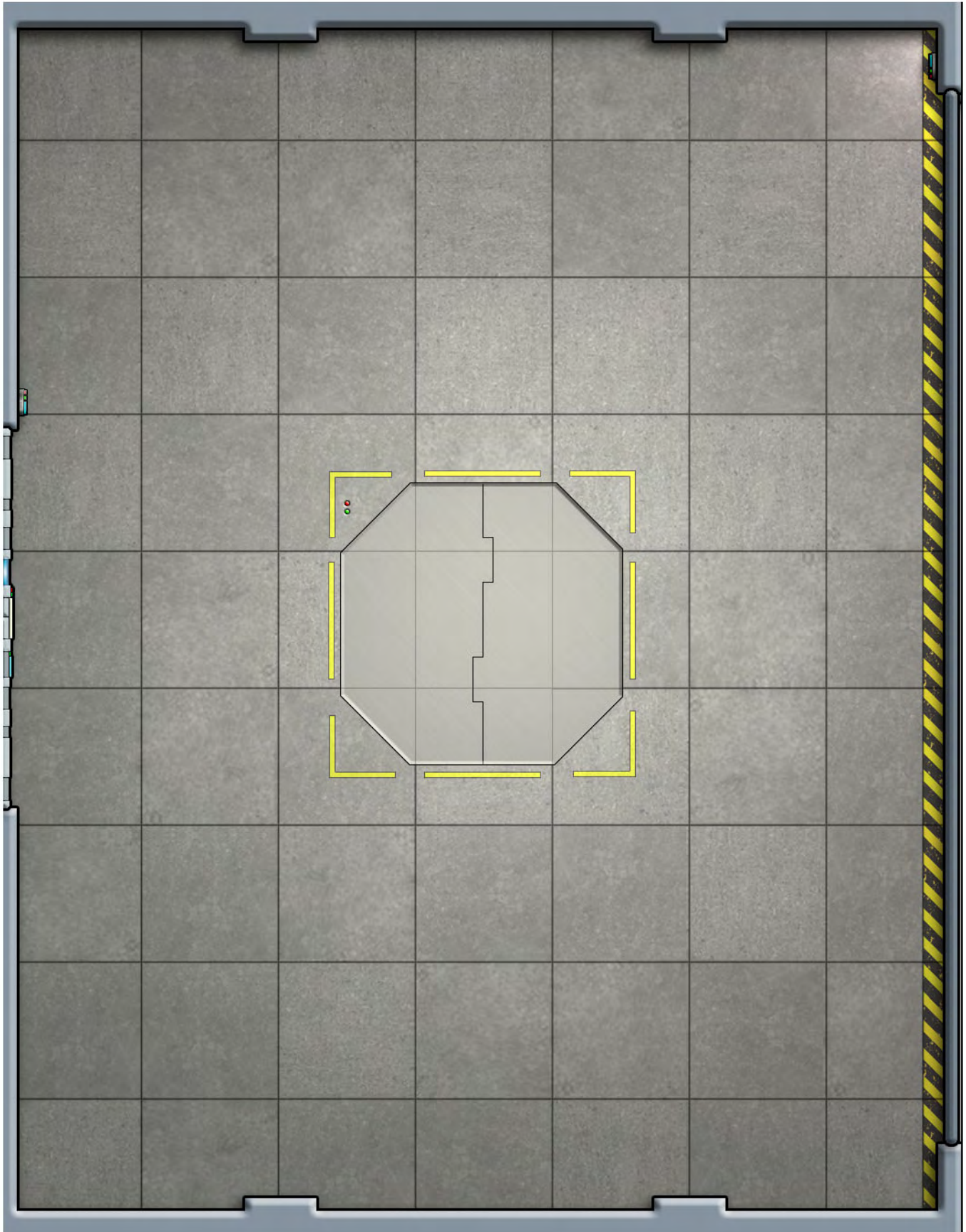








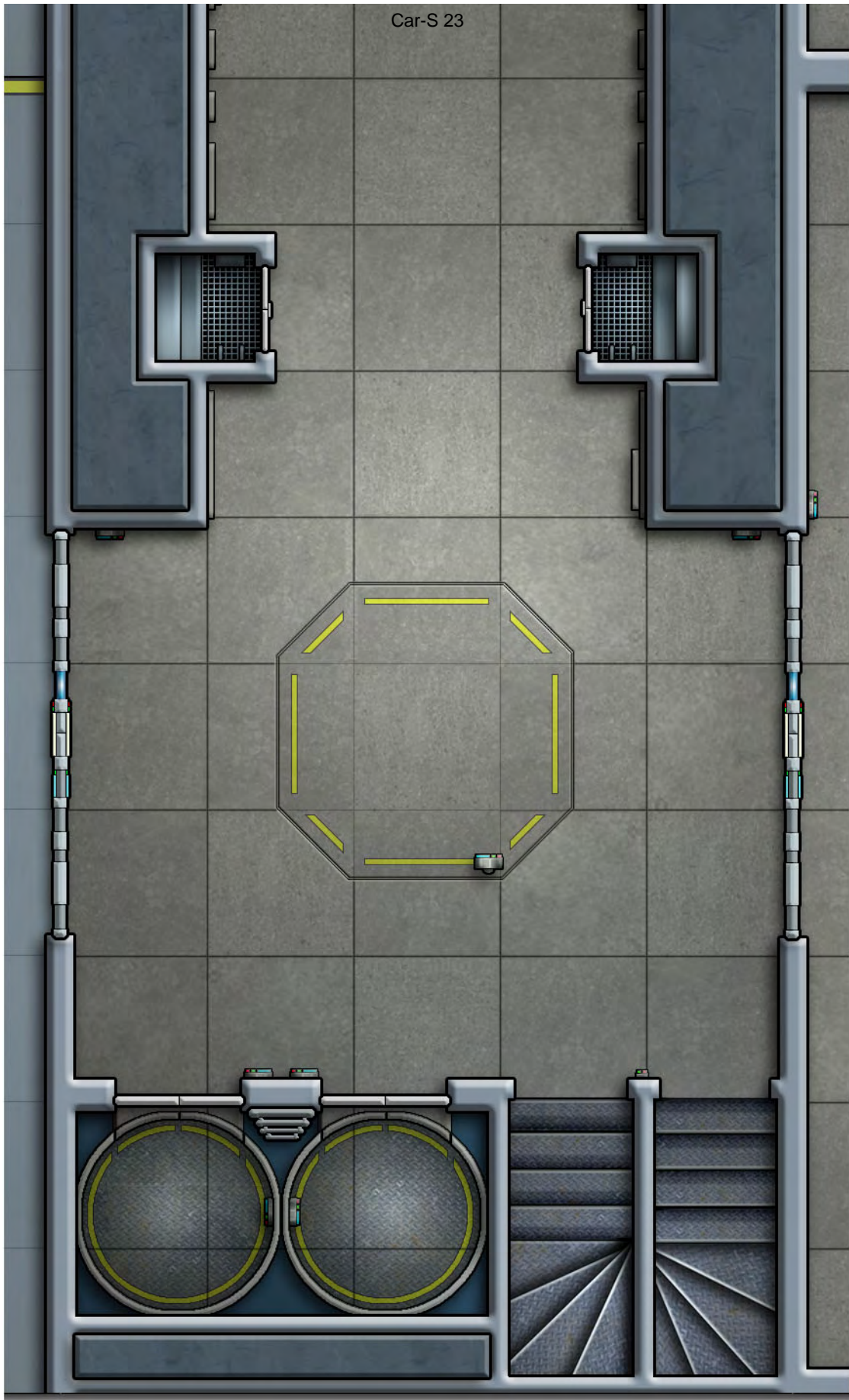




Car-S 05



Car-S 23



Prep Deck – Port Side

The Vehicle Preparation Deck, or Prep Deck, is three pages wide by eight pages long.

Any page in the left column can be one of three map pages:

- 01a: an empty room
- 01b: room with an Aries
- 01c: room with a Taurus

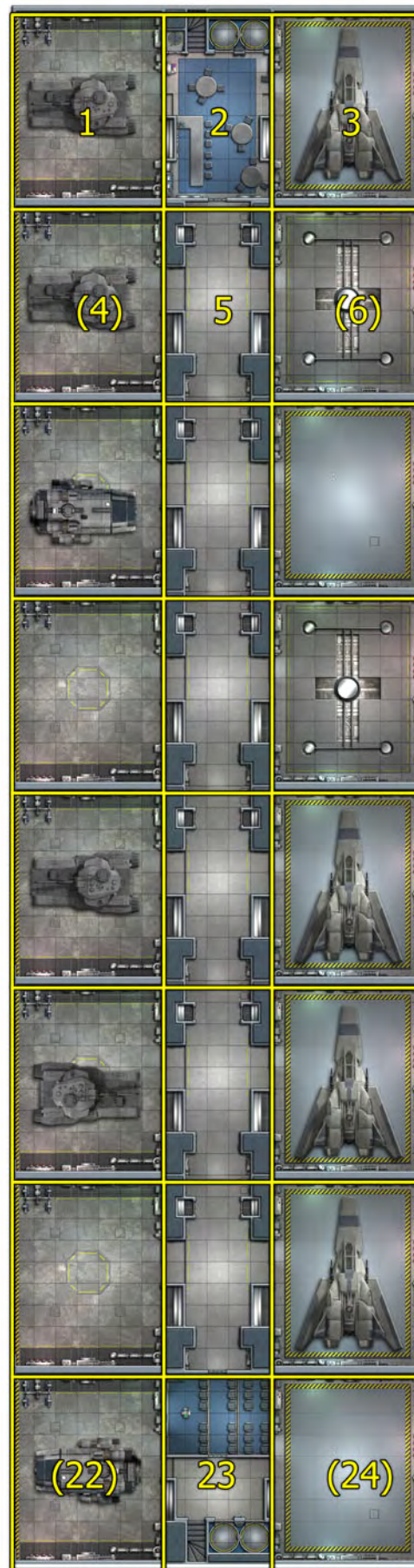
The central column of pages has unique rooms at the top and bottom, but the six rows between reuse the same hallway (Prp-S 05) over and over.

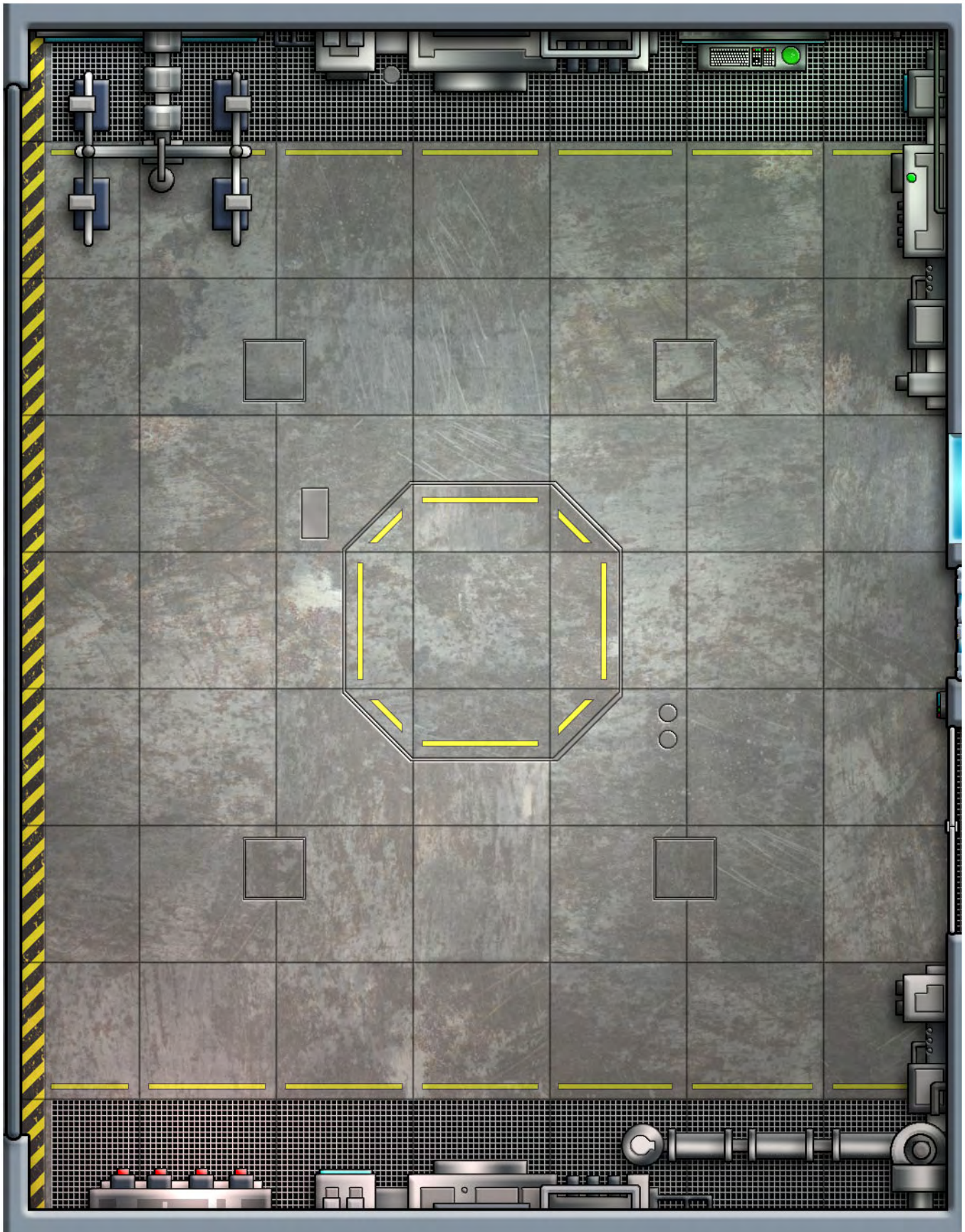
Any page in the right column can be one of three map pages:

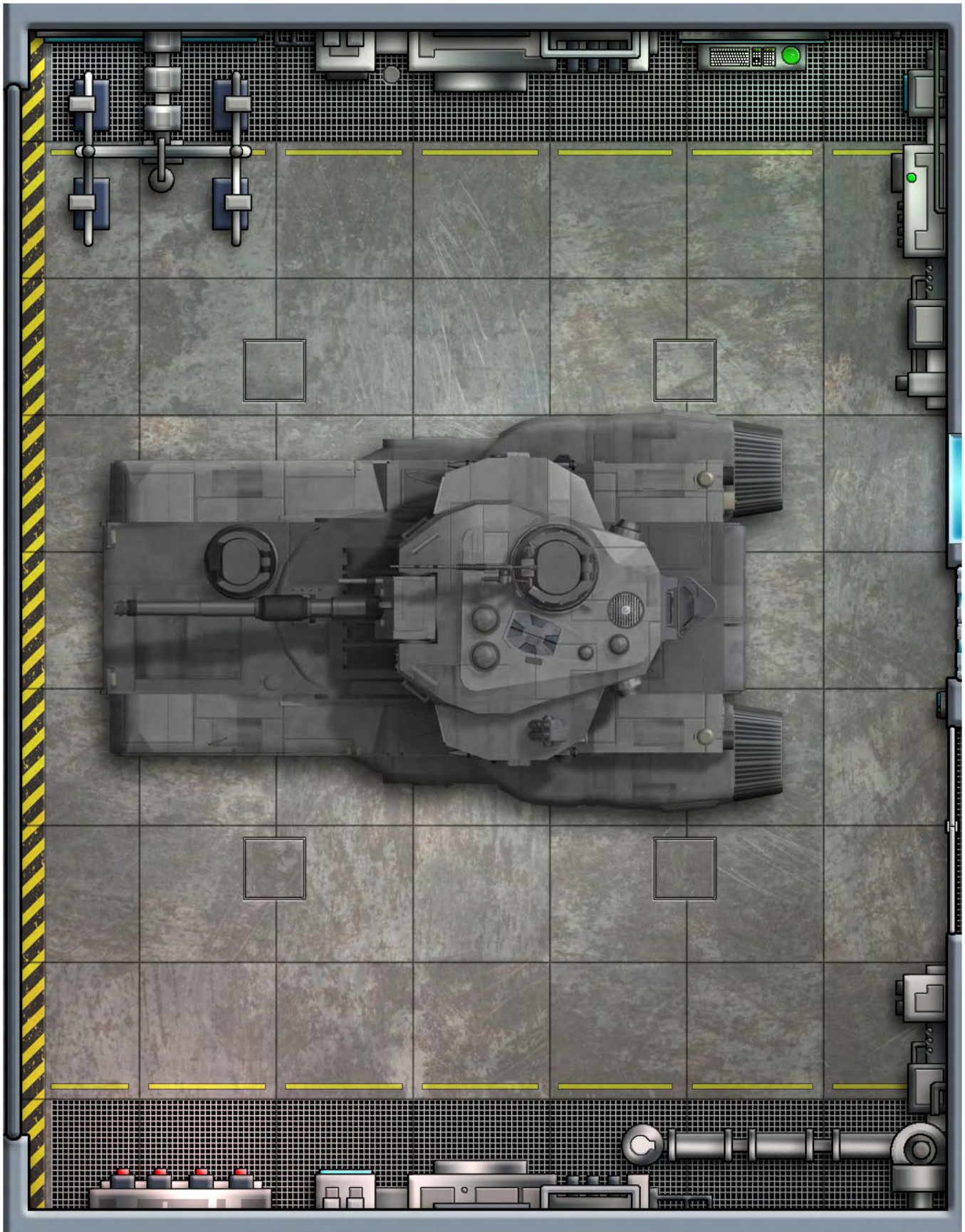
- 03a: an empty room with the lift down
- 03b: room with a Vulture
- 03c: an empty room with the lift raised

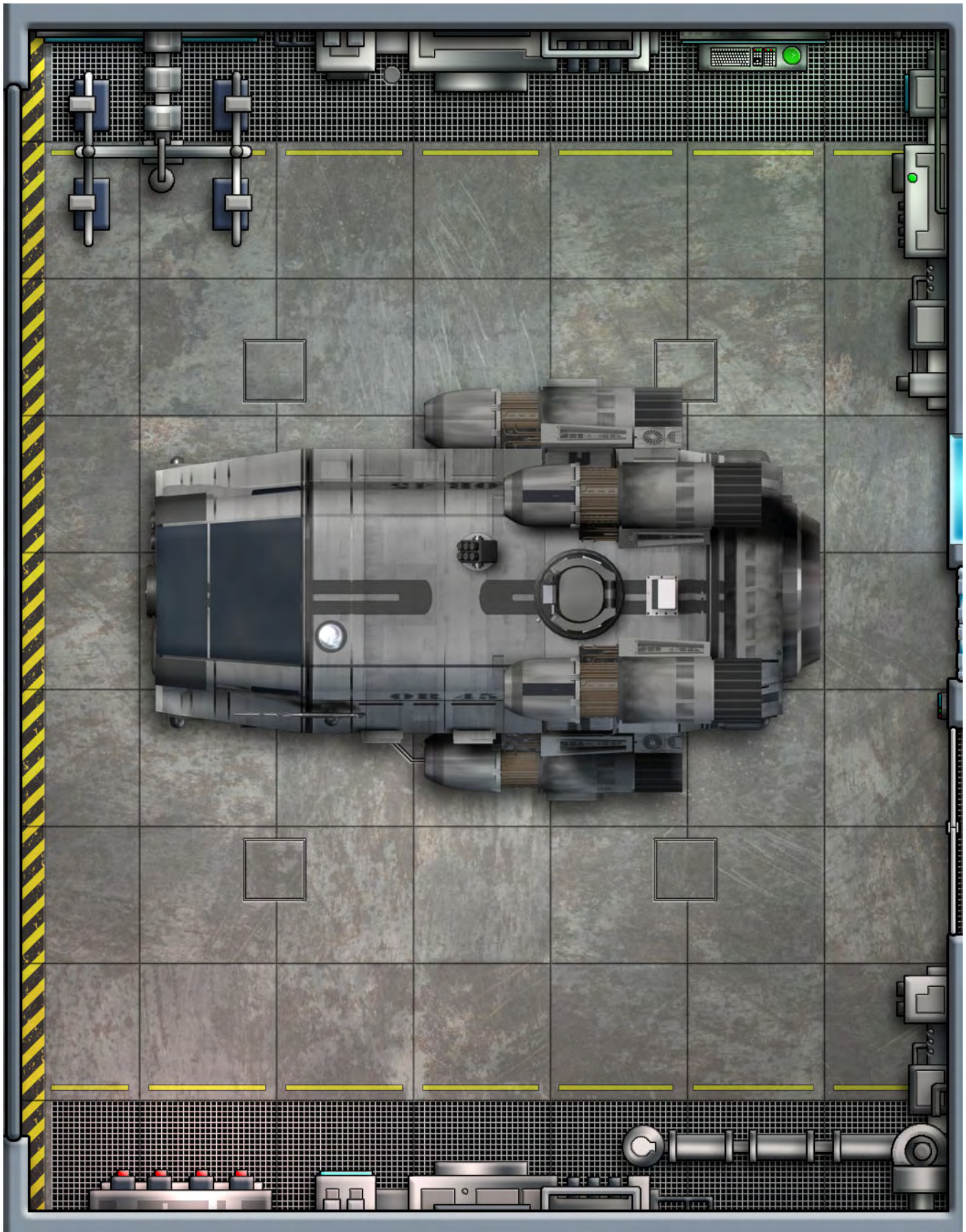
To print out this deck in its entirety, print out page 2 and 23, plus six copies of page 5. Then print out any eight version of room 1 and any eight versions of room 3.

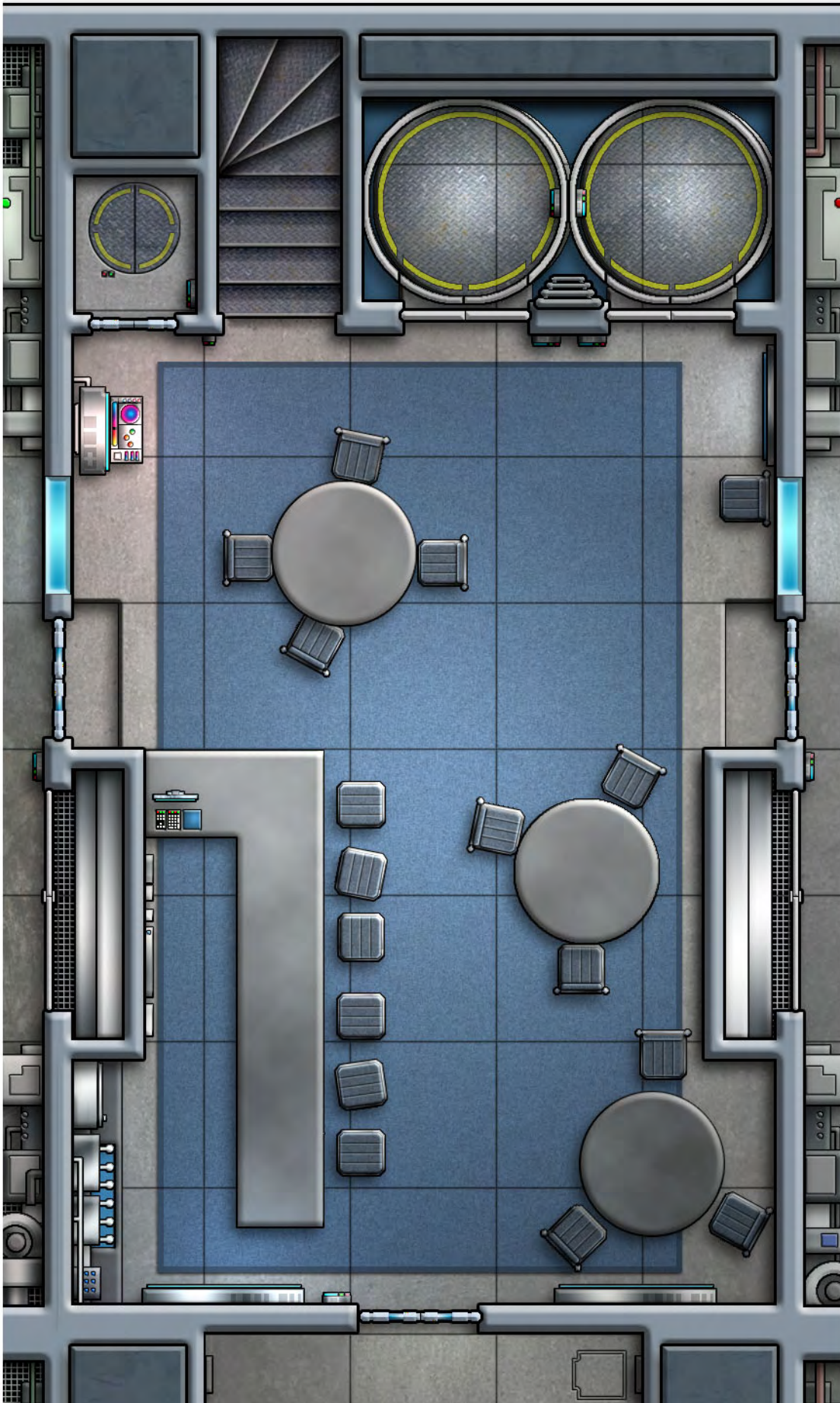
The default full-load would have six Aries, two Taurus, and eight Vultures on this deck.

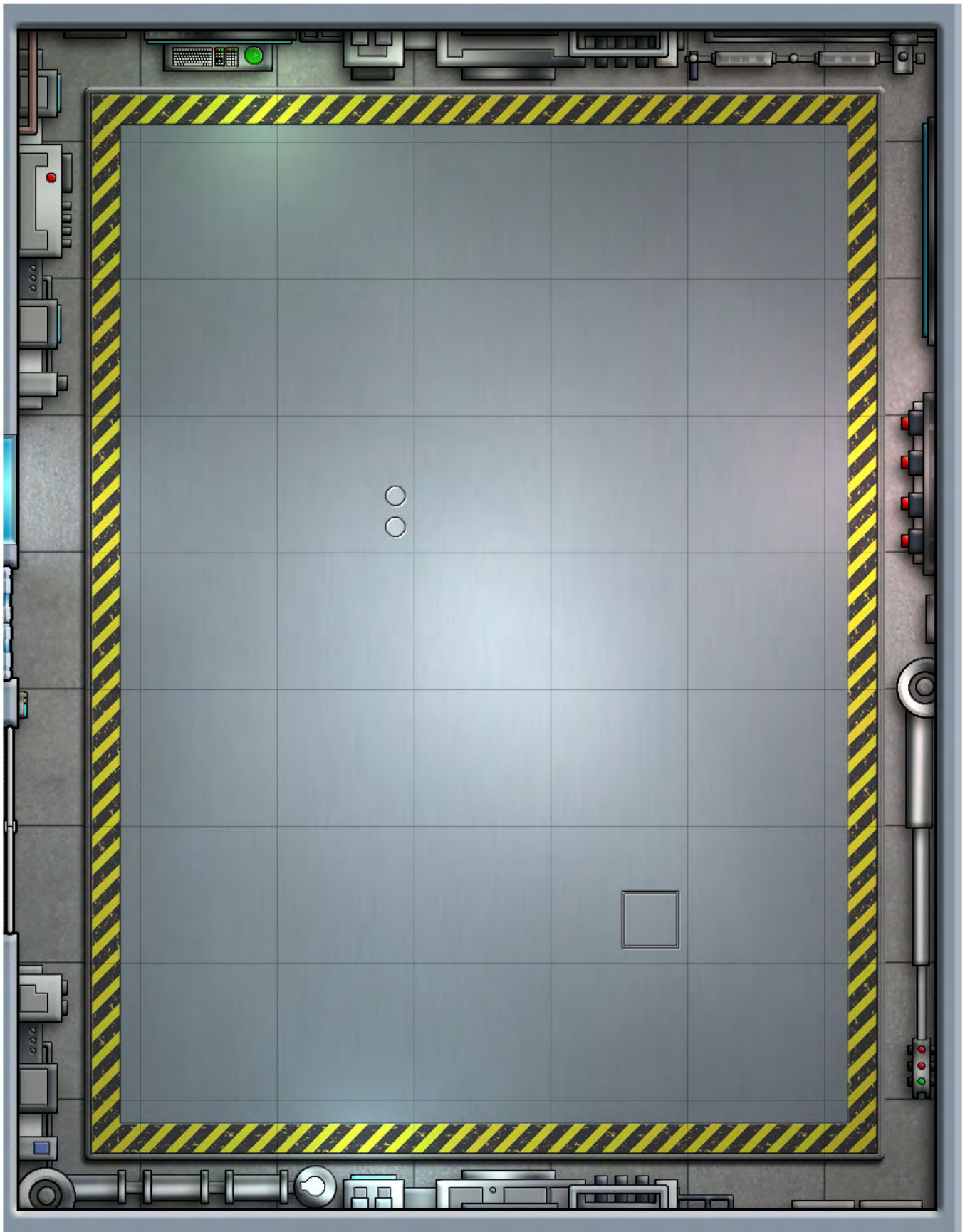




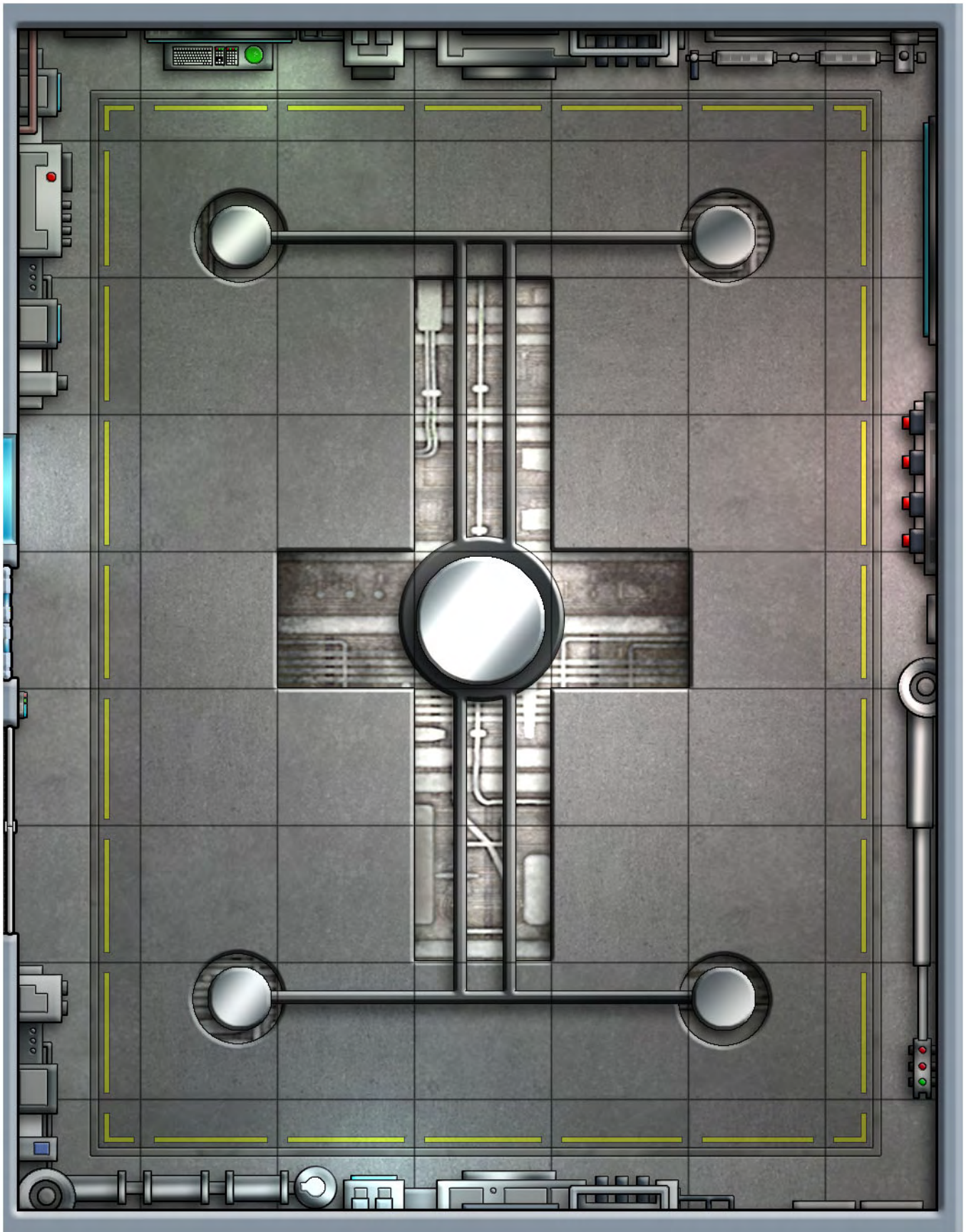




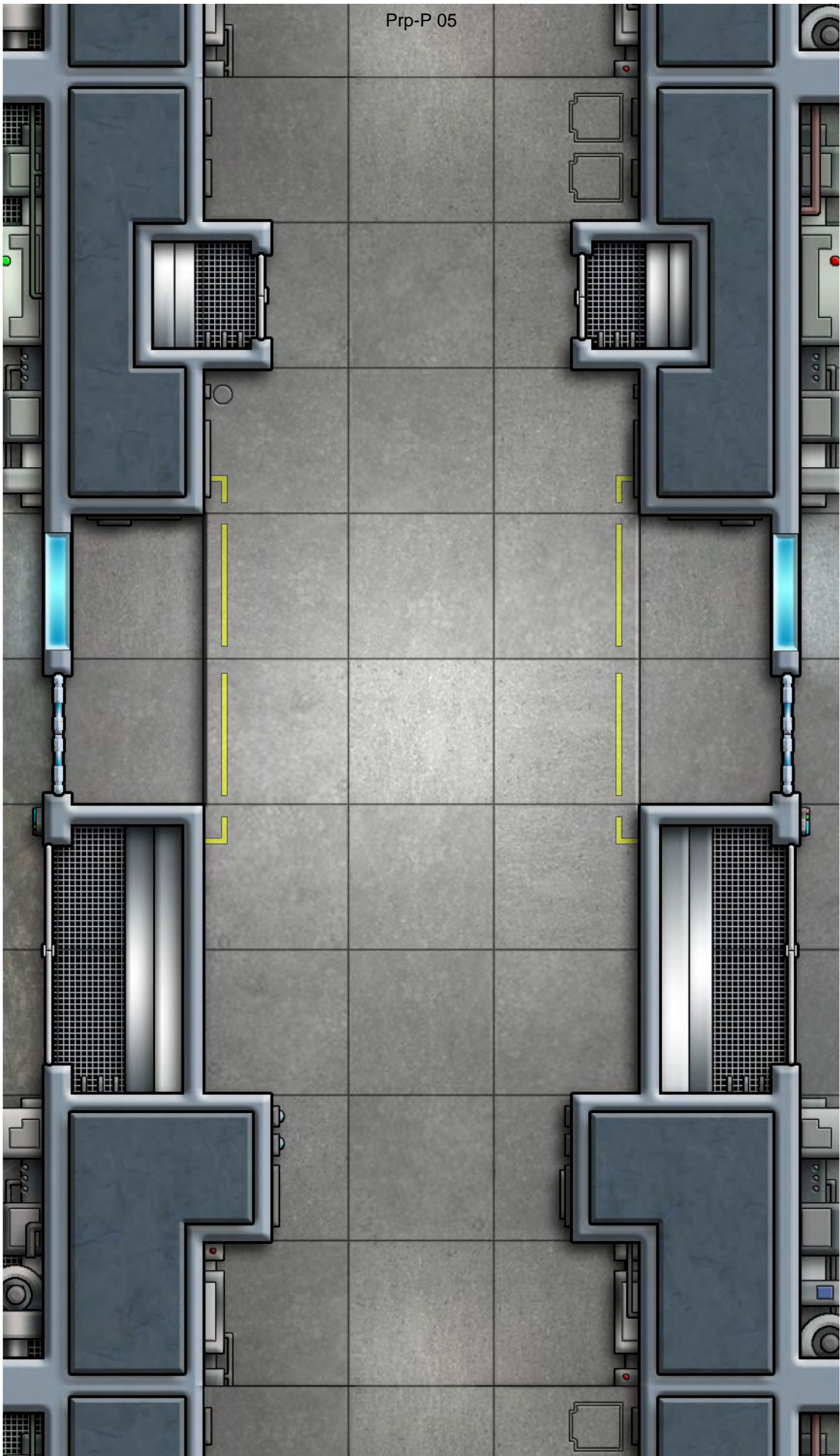


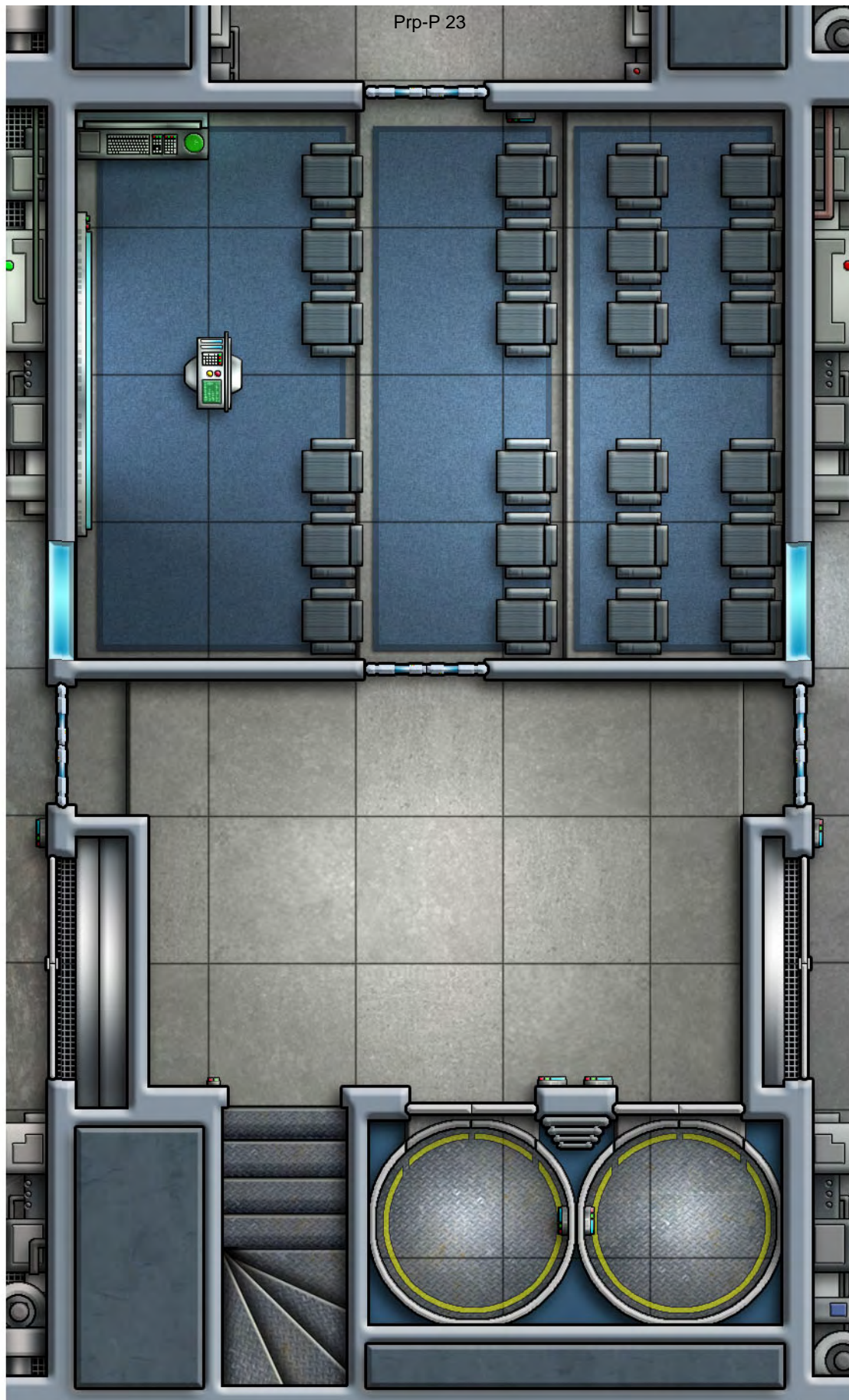






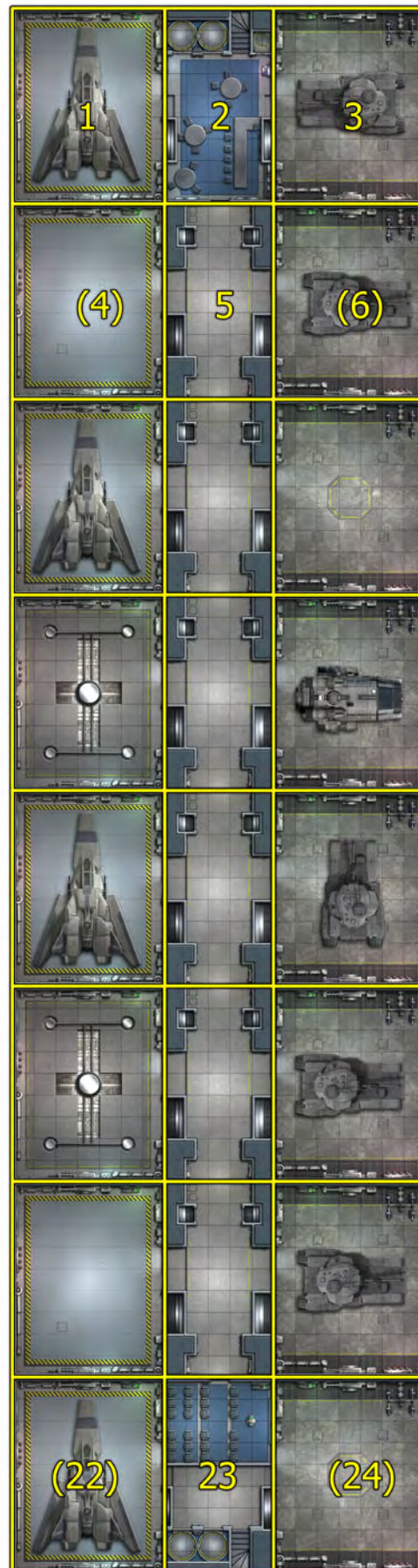
Prp-P 05

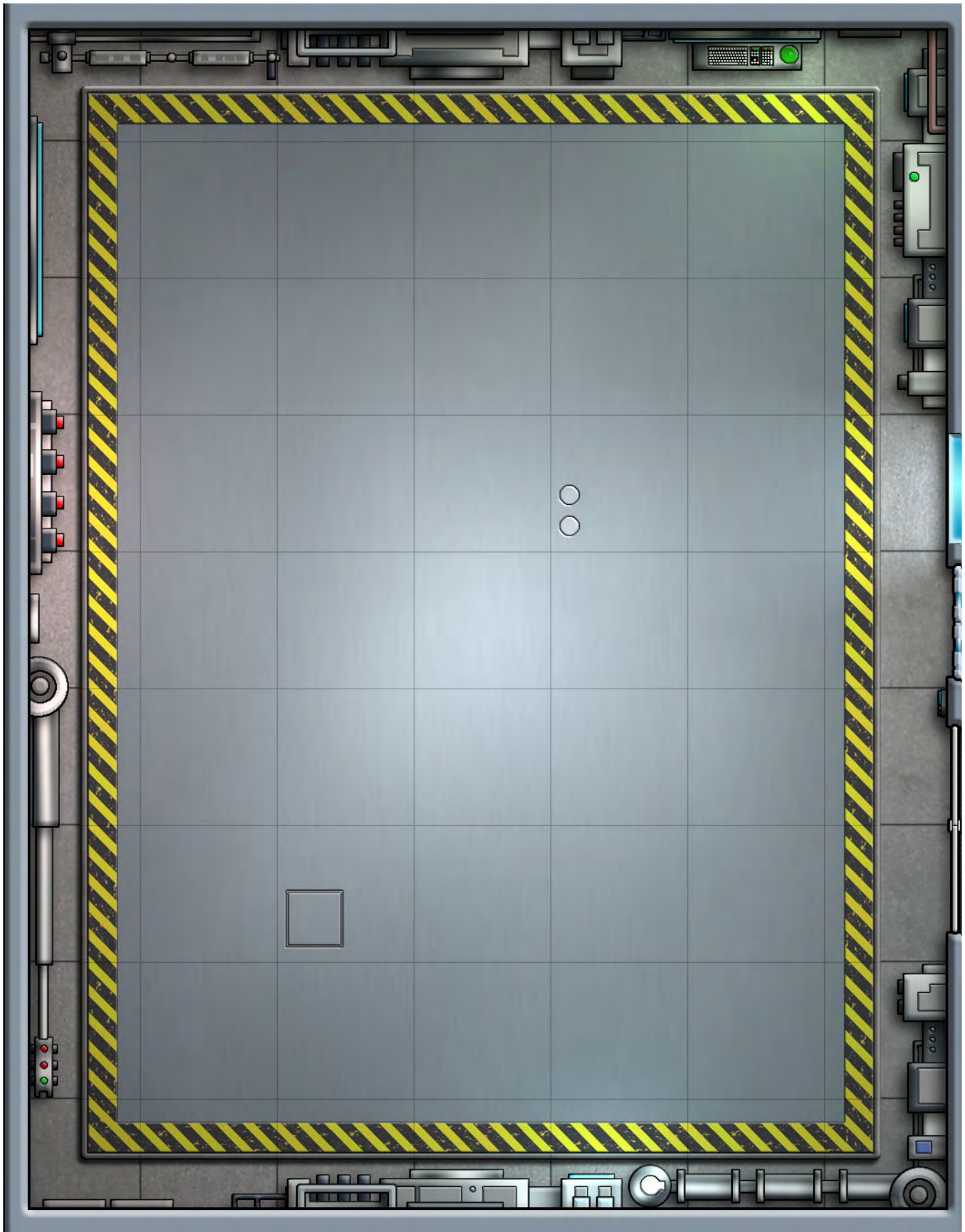




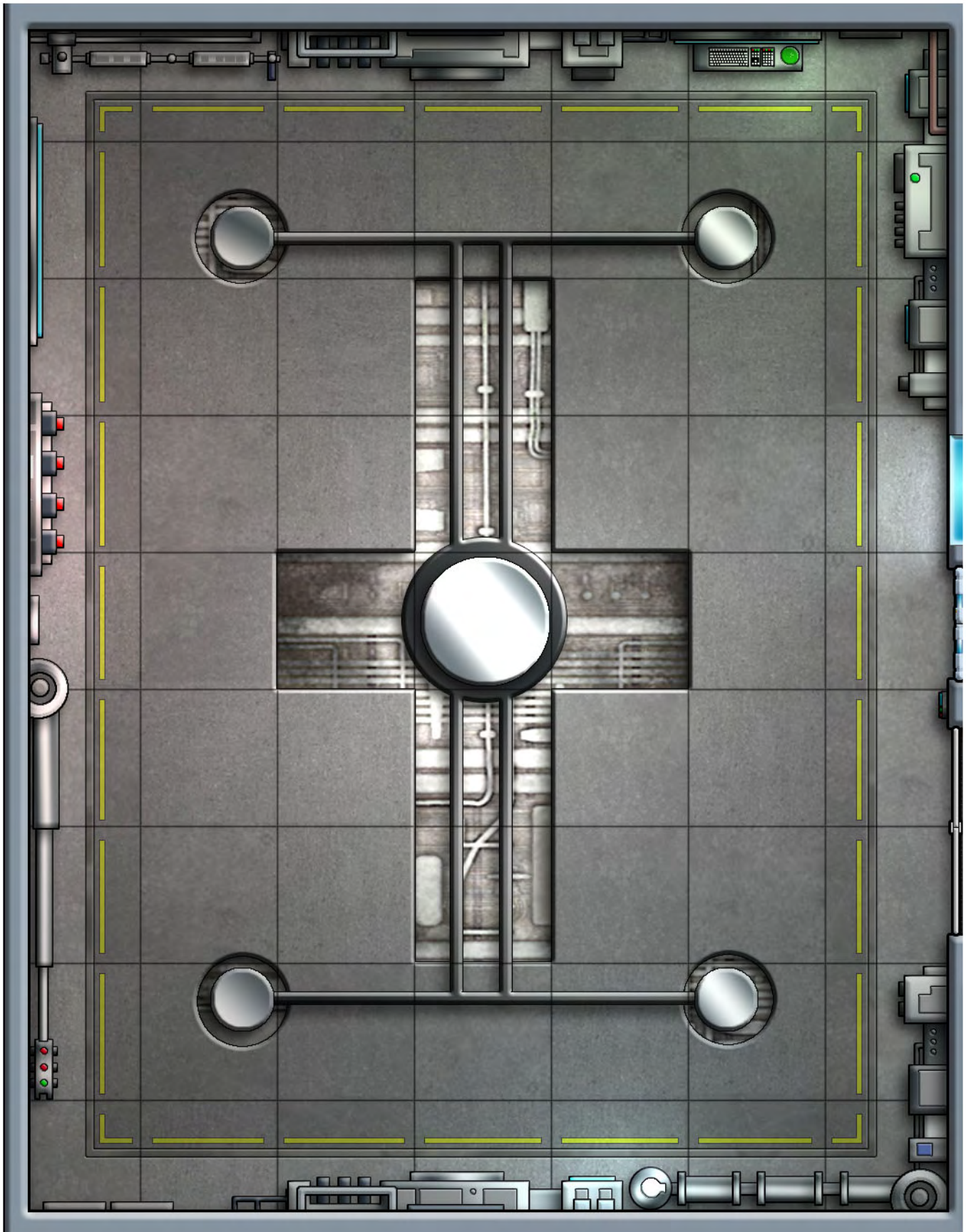
Prep Deck – Starboard Side

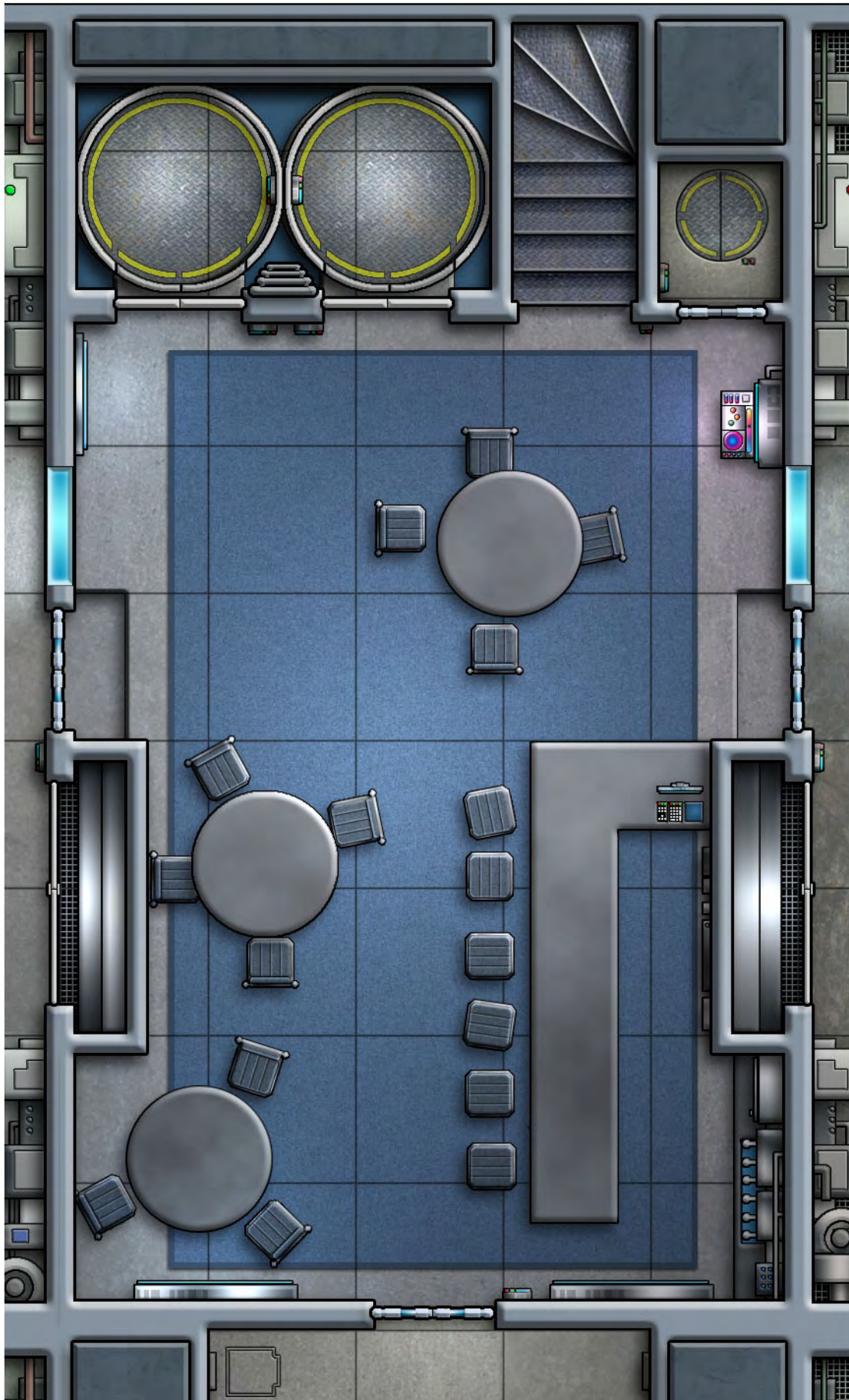
This area is the same as the port side, just flipped horizontally.

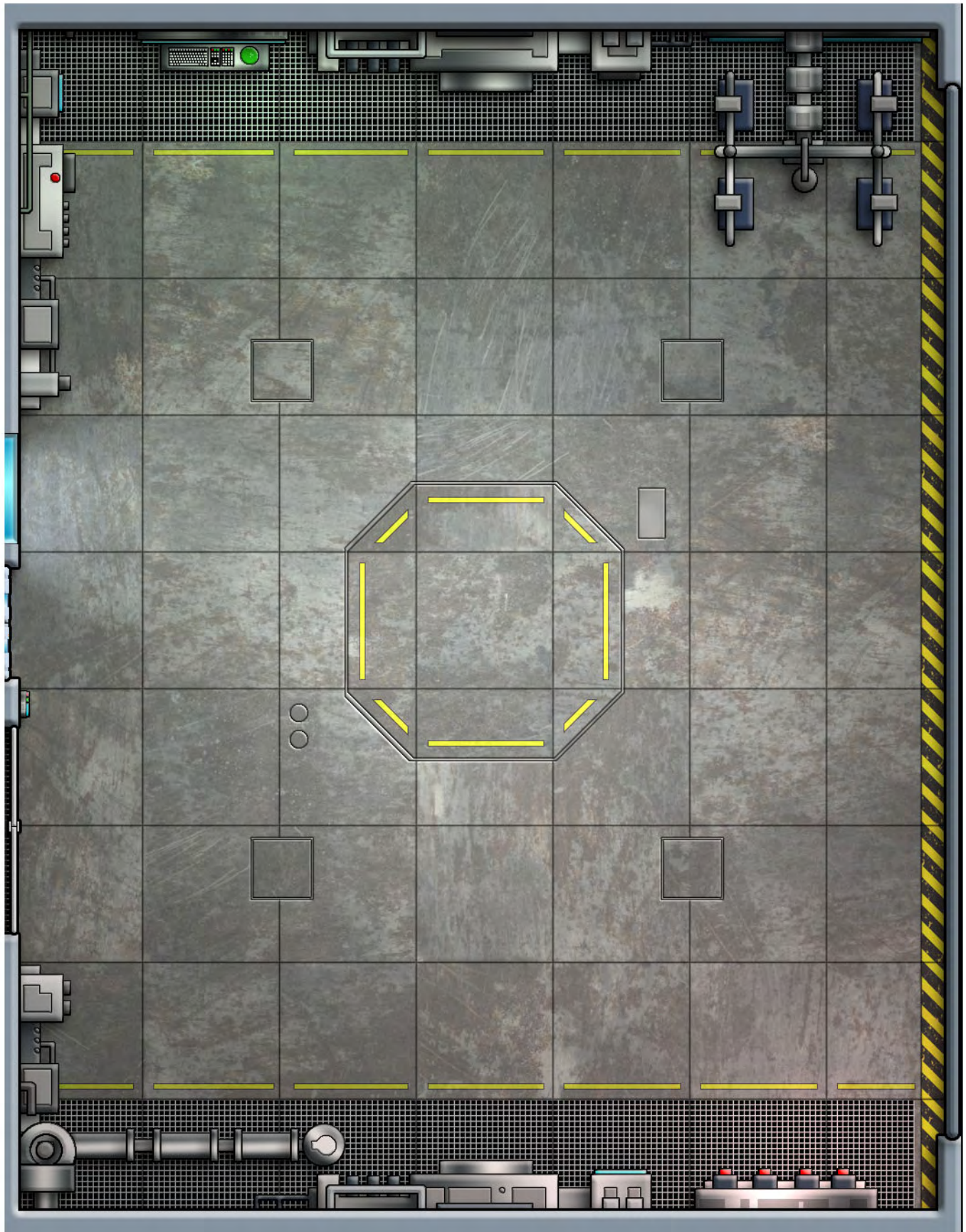


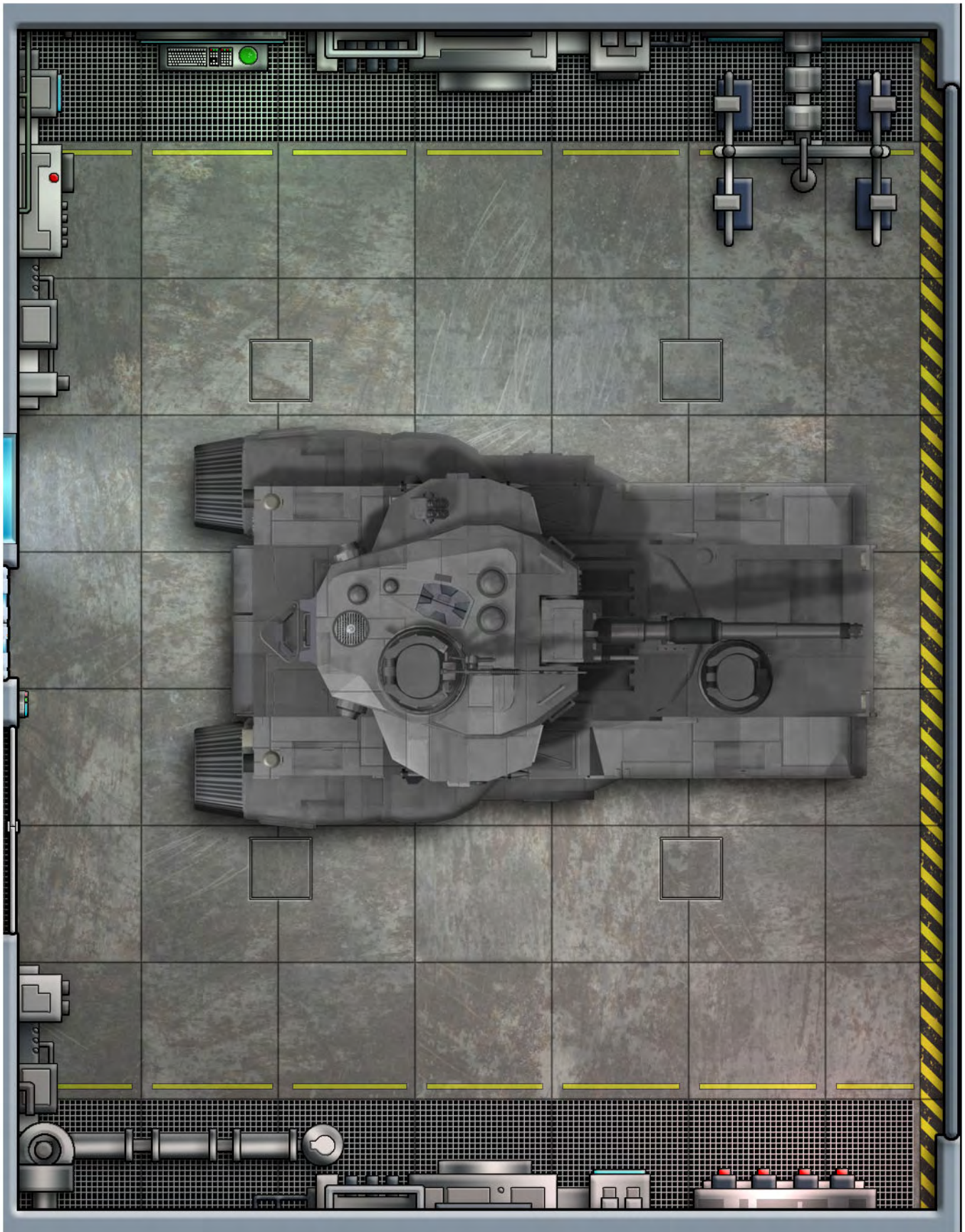


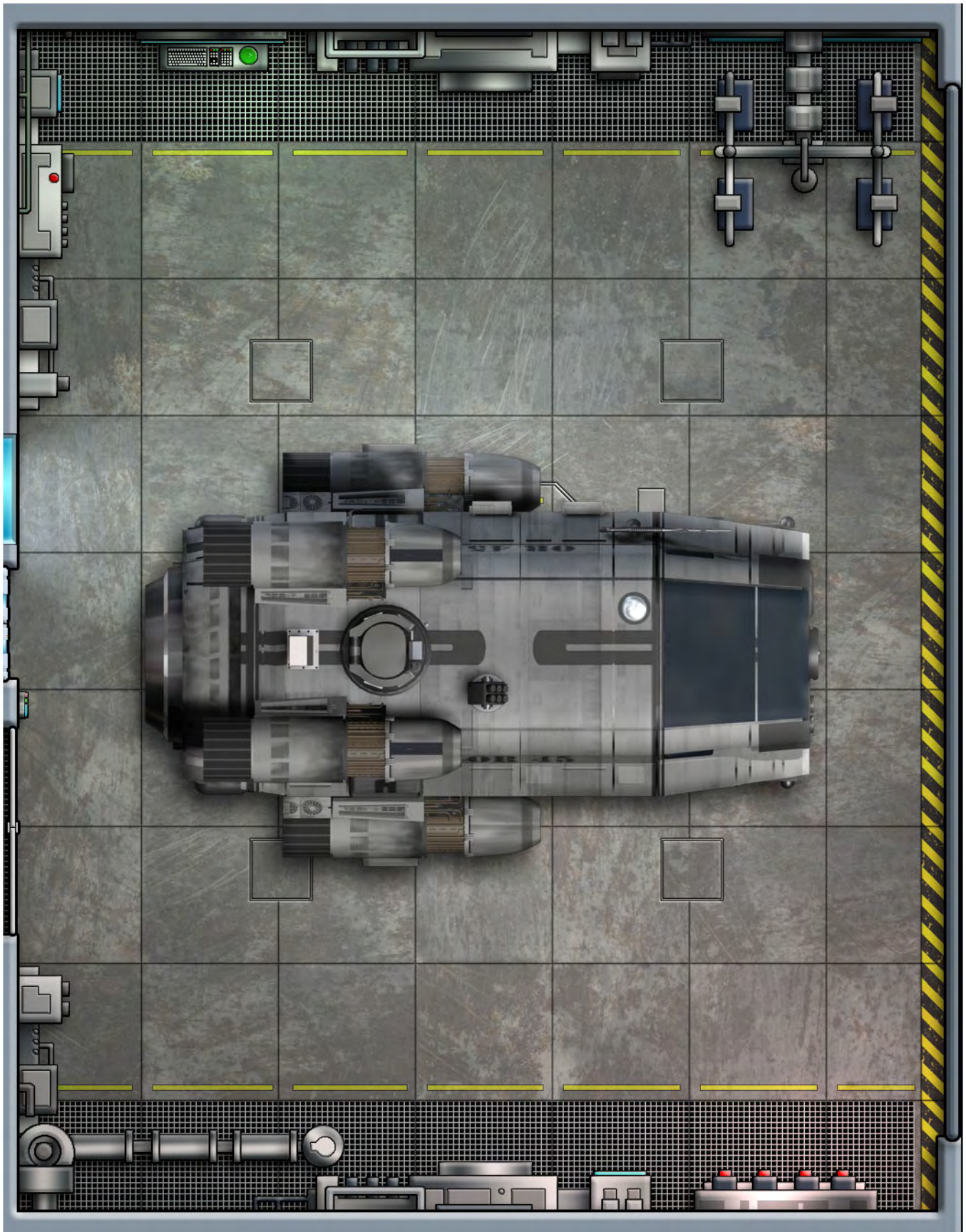




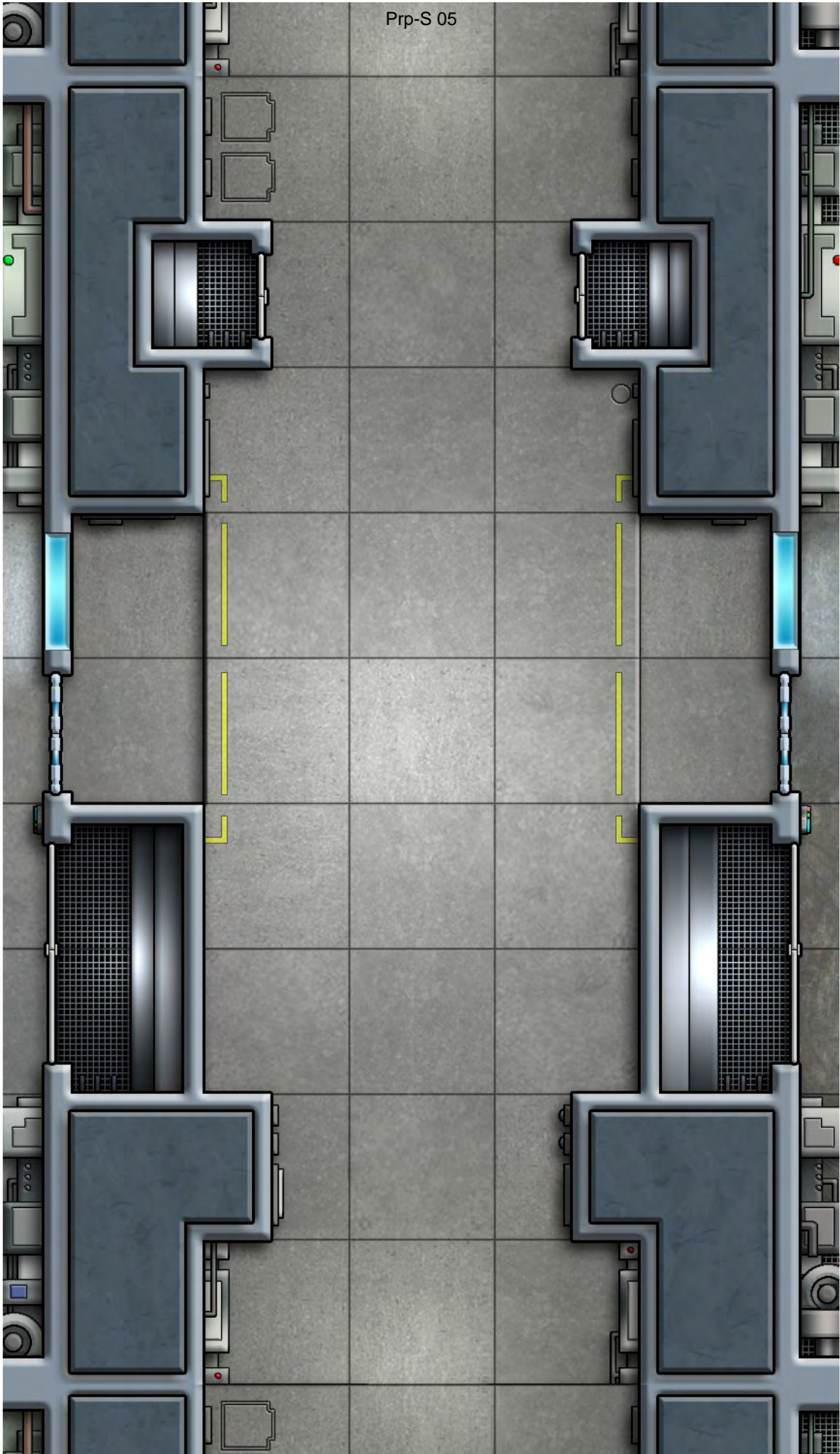


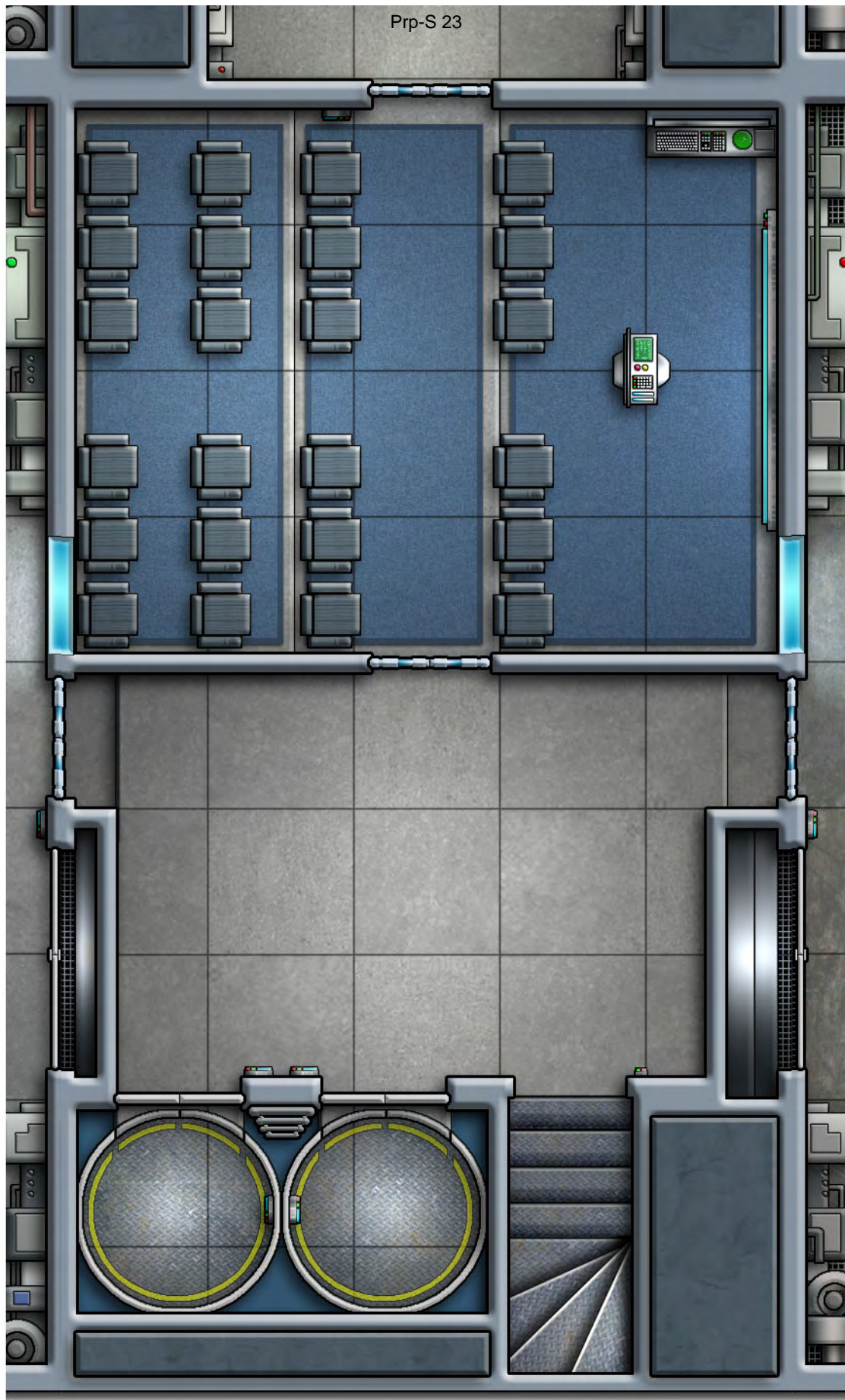






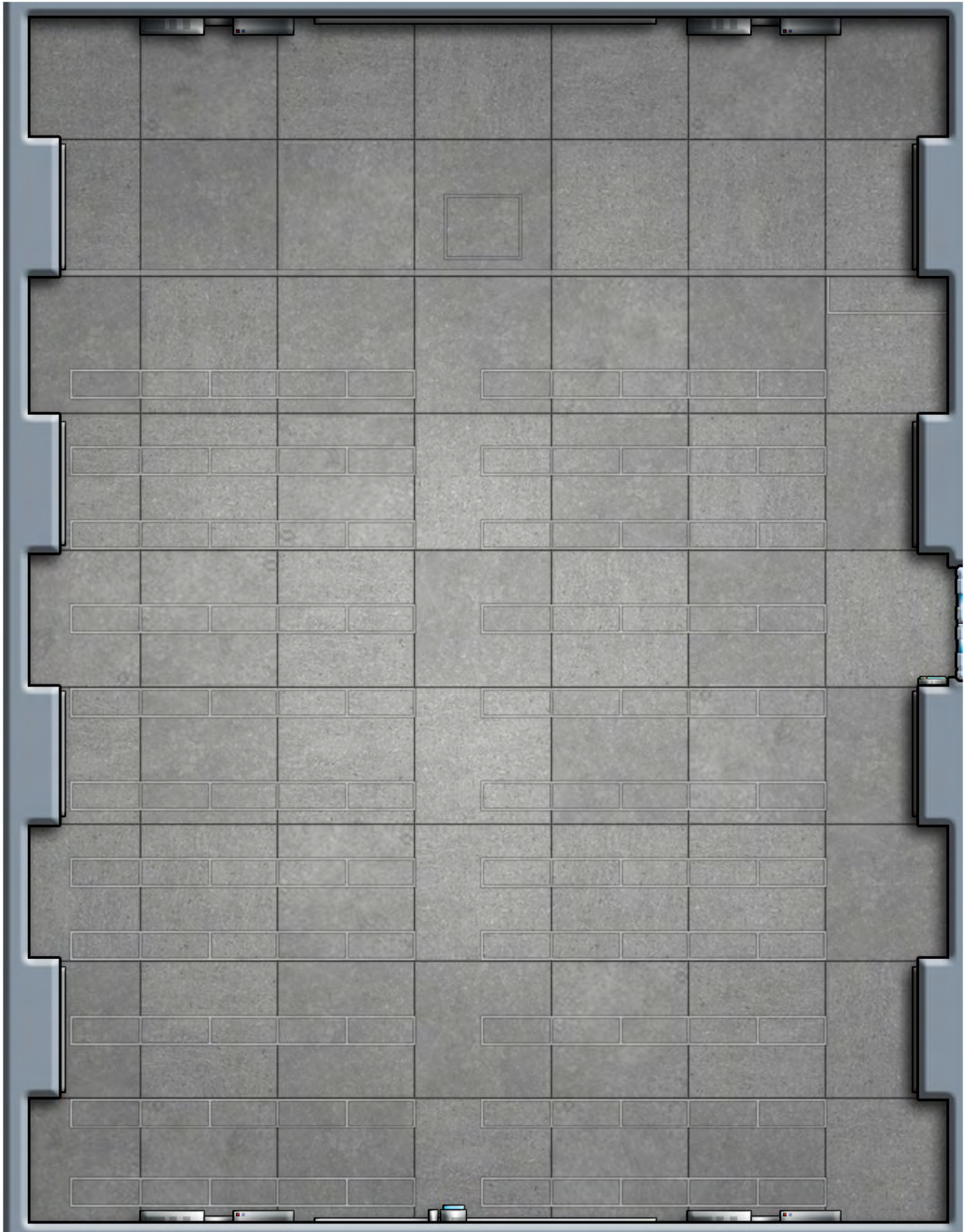
Prp-S 05

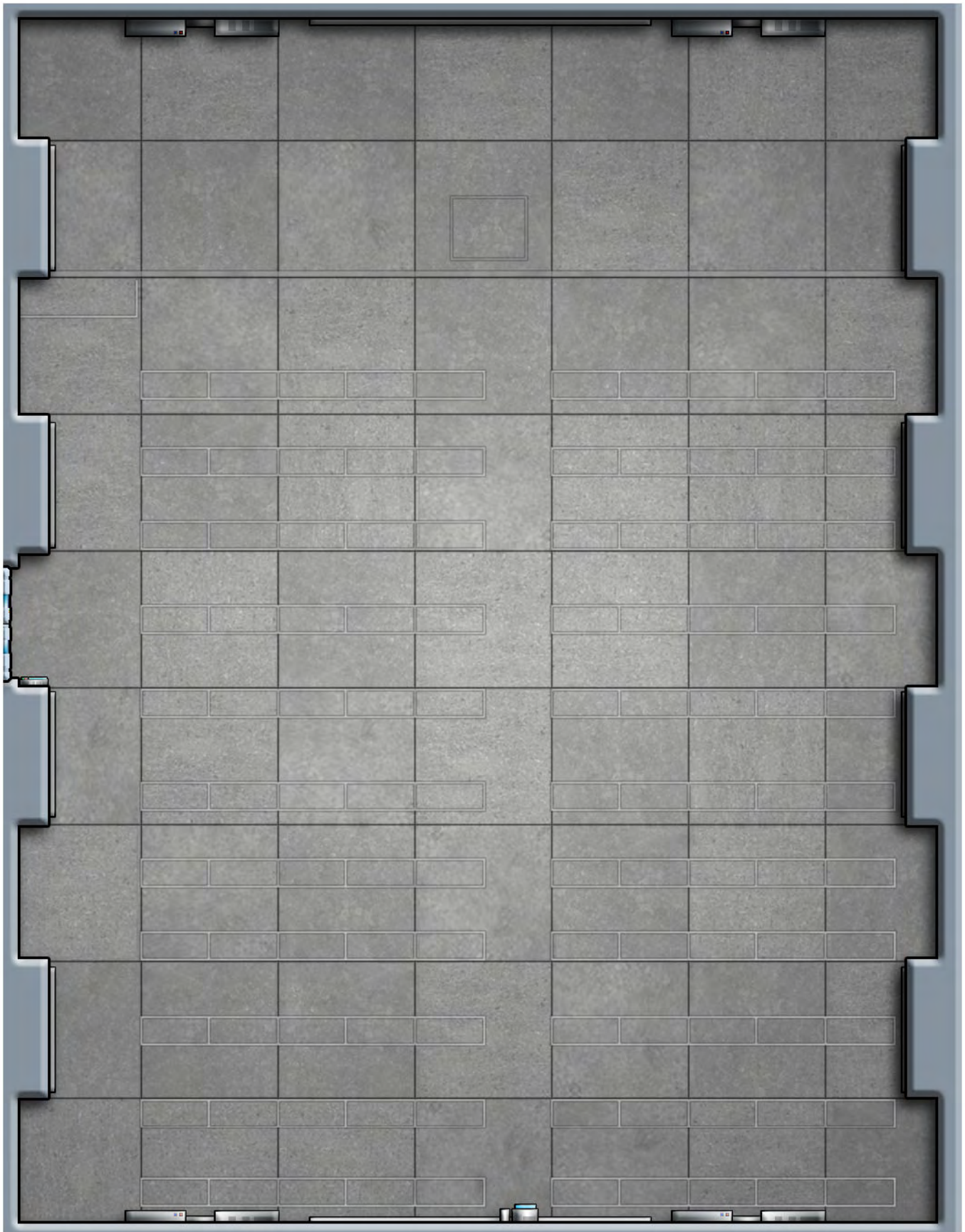


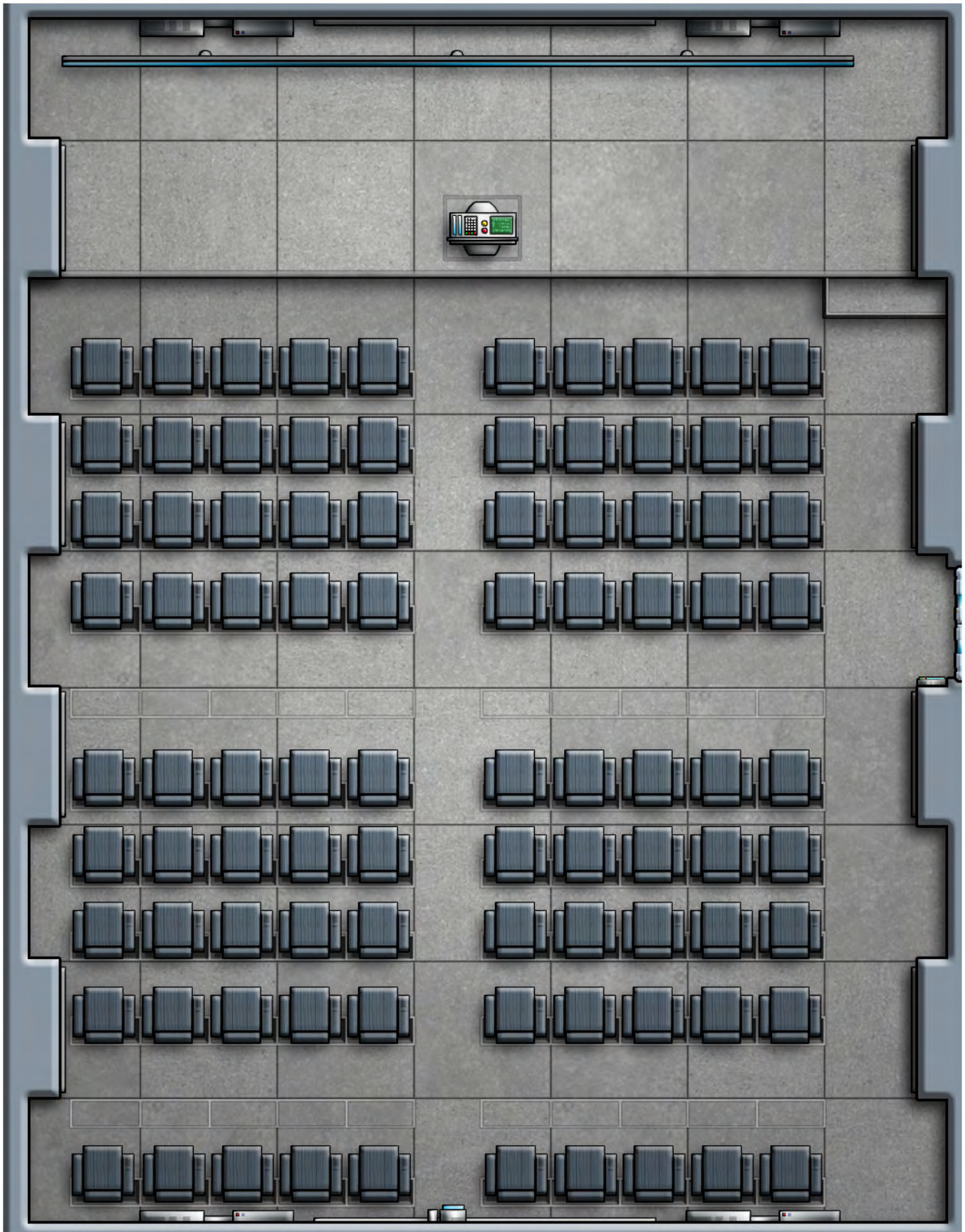


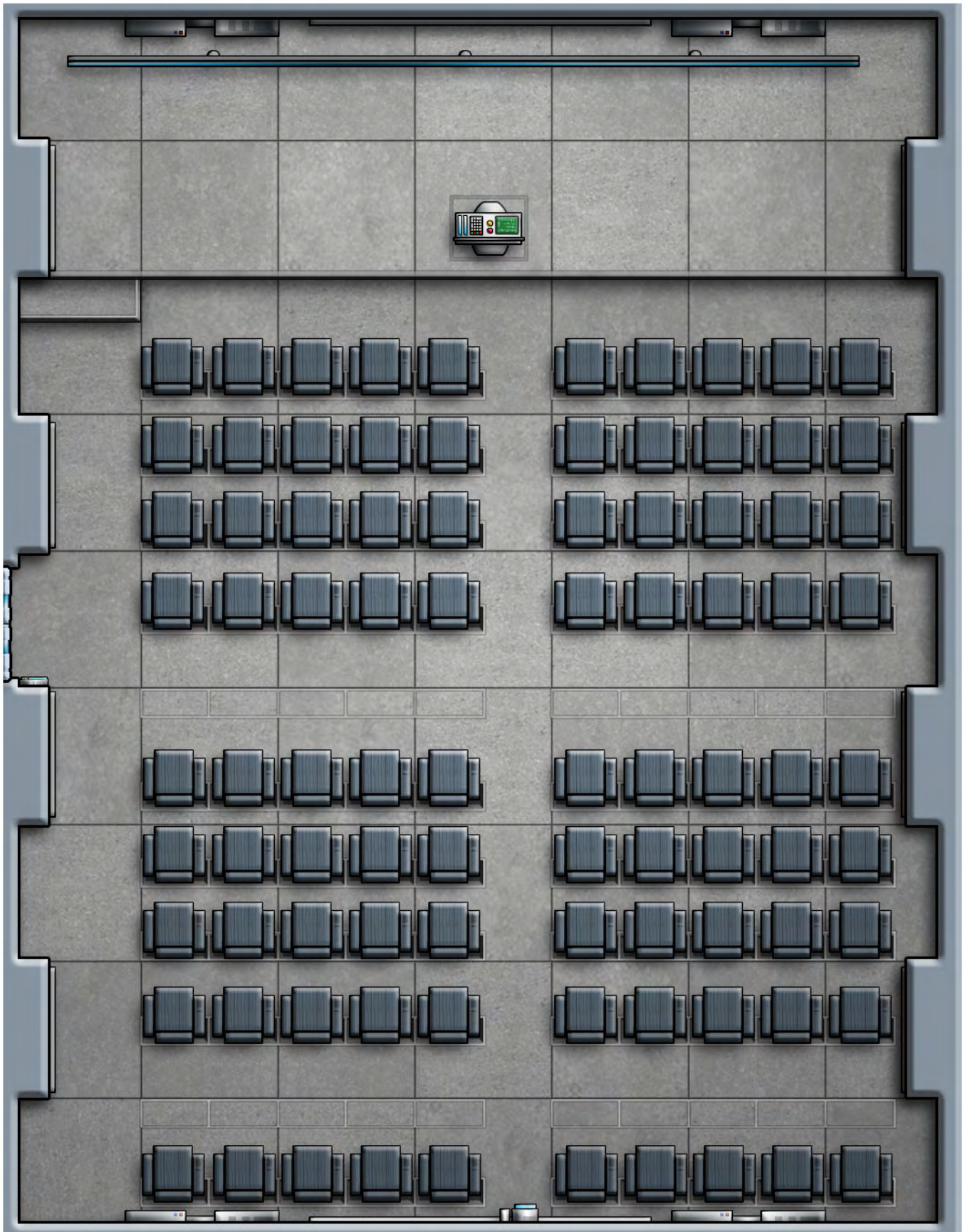
Multipurpose Rooms

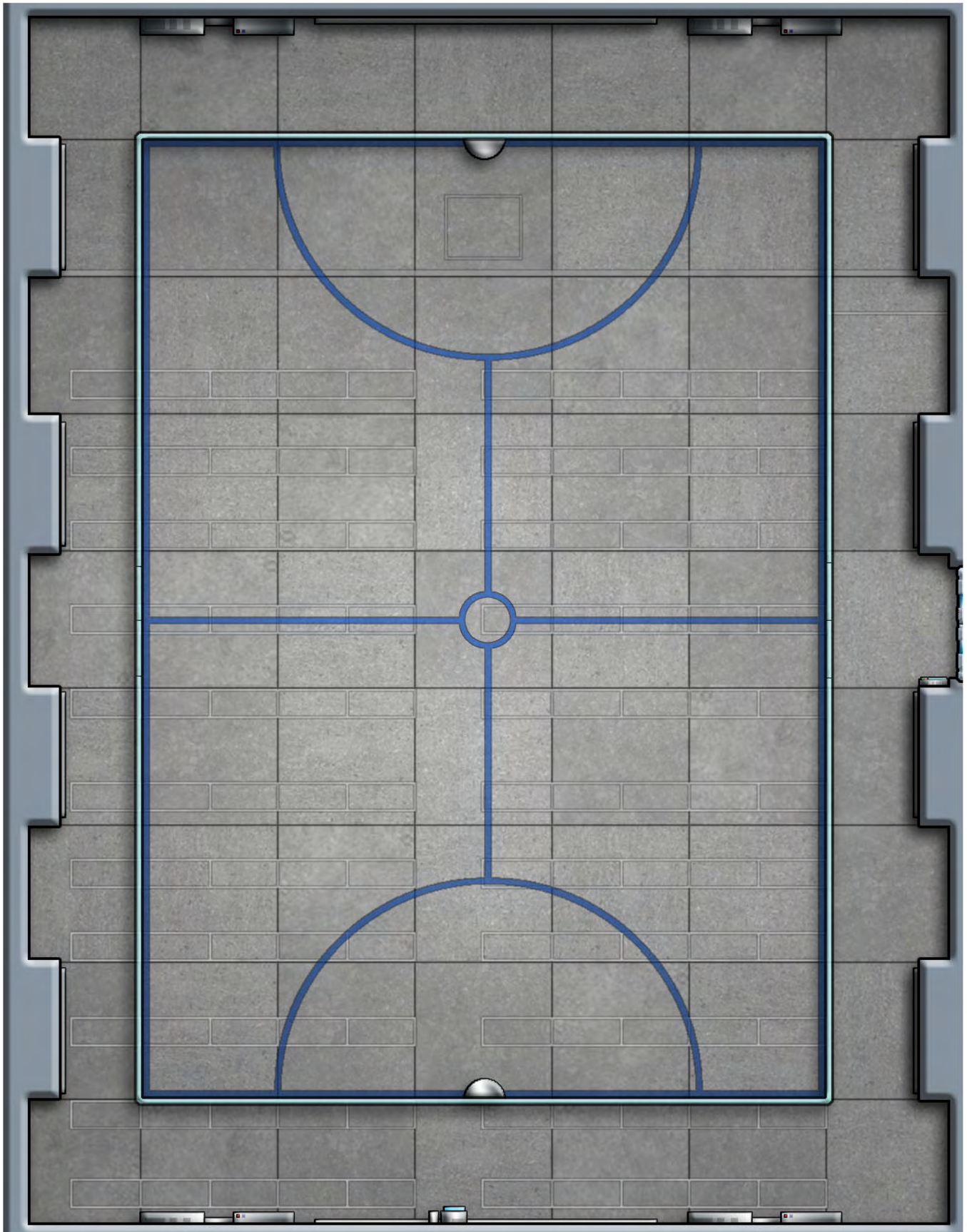
The four types of Multipurpose Room pages are interchangeable. Since they are designed for re-use, they do not have any overlap around the edges. For each type of page there are two versions. The “a” page goes on the port (left) side of the ship and the “b” page is designed for the starboard (right) side.

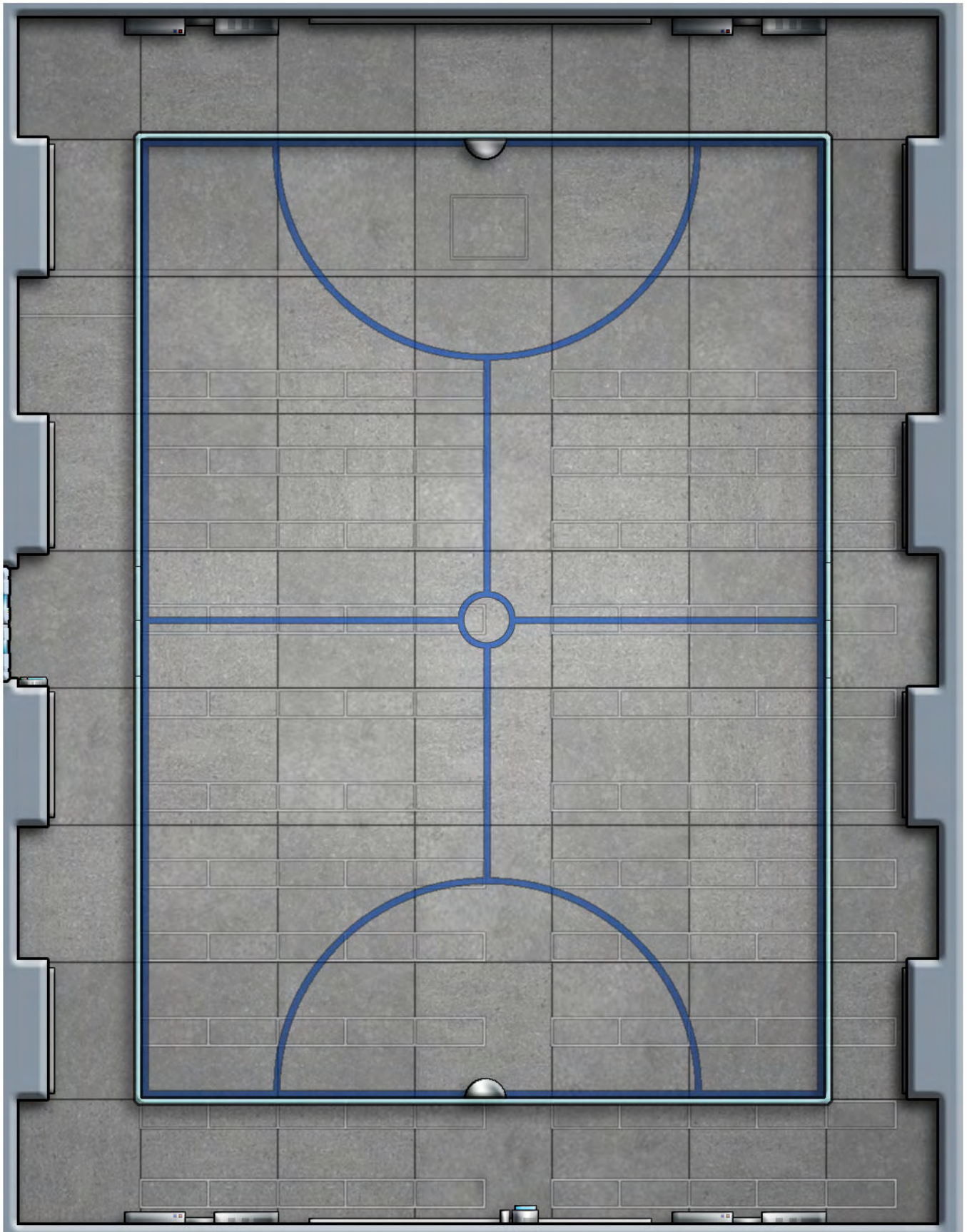


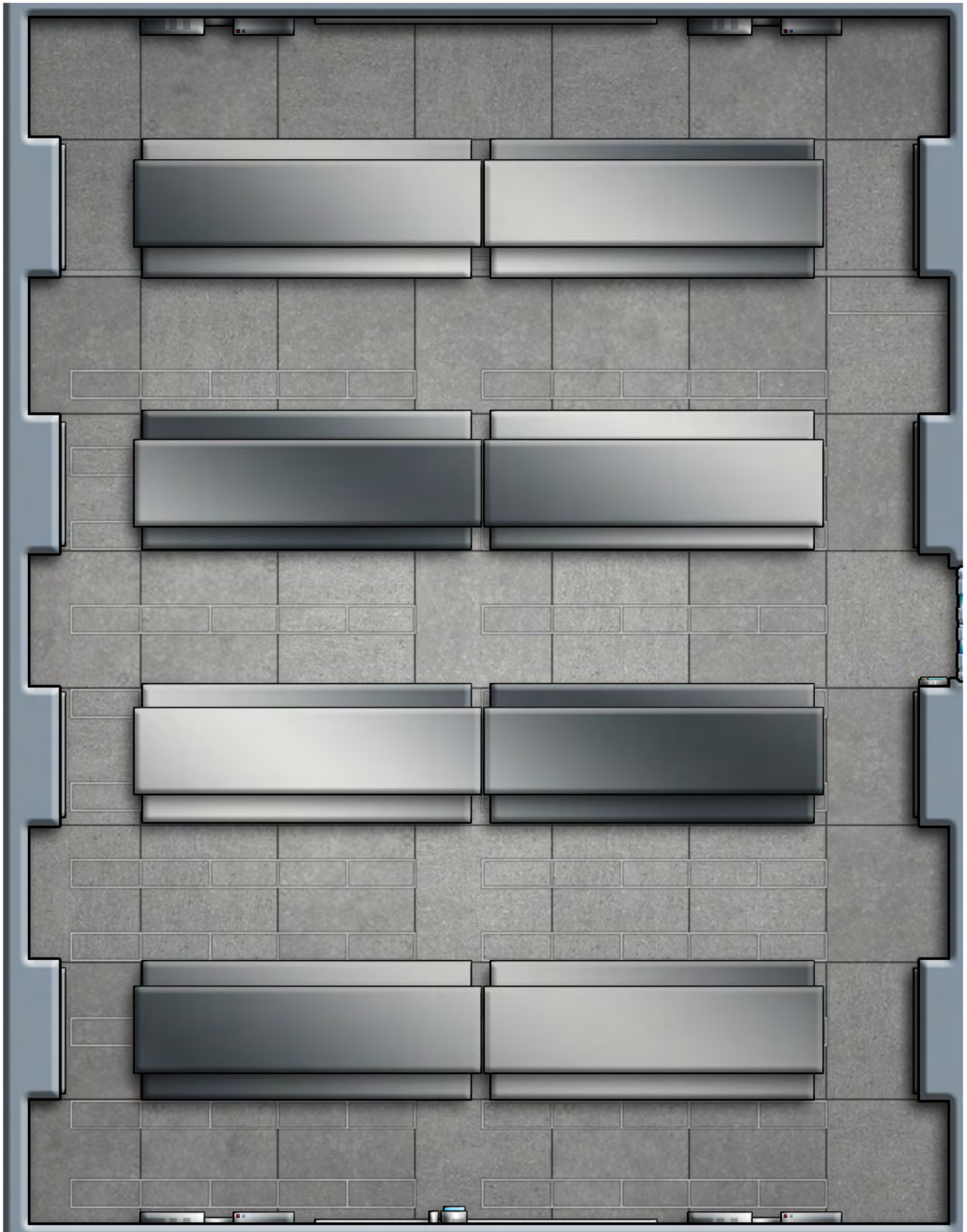


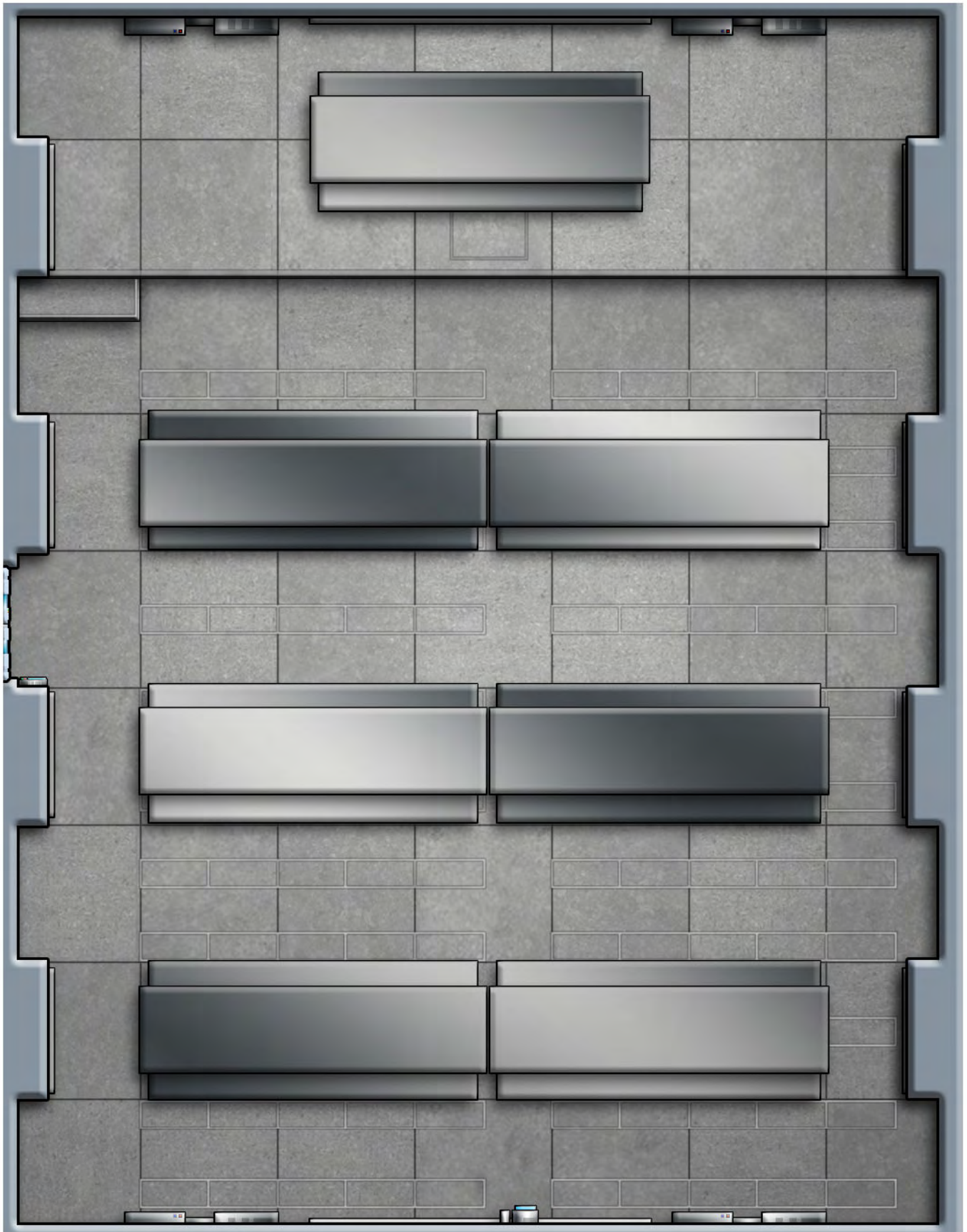












Taurus & Blank Pages

