

ASHEN STARS

ACCRETION disk

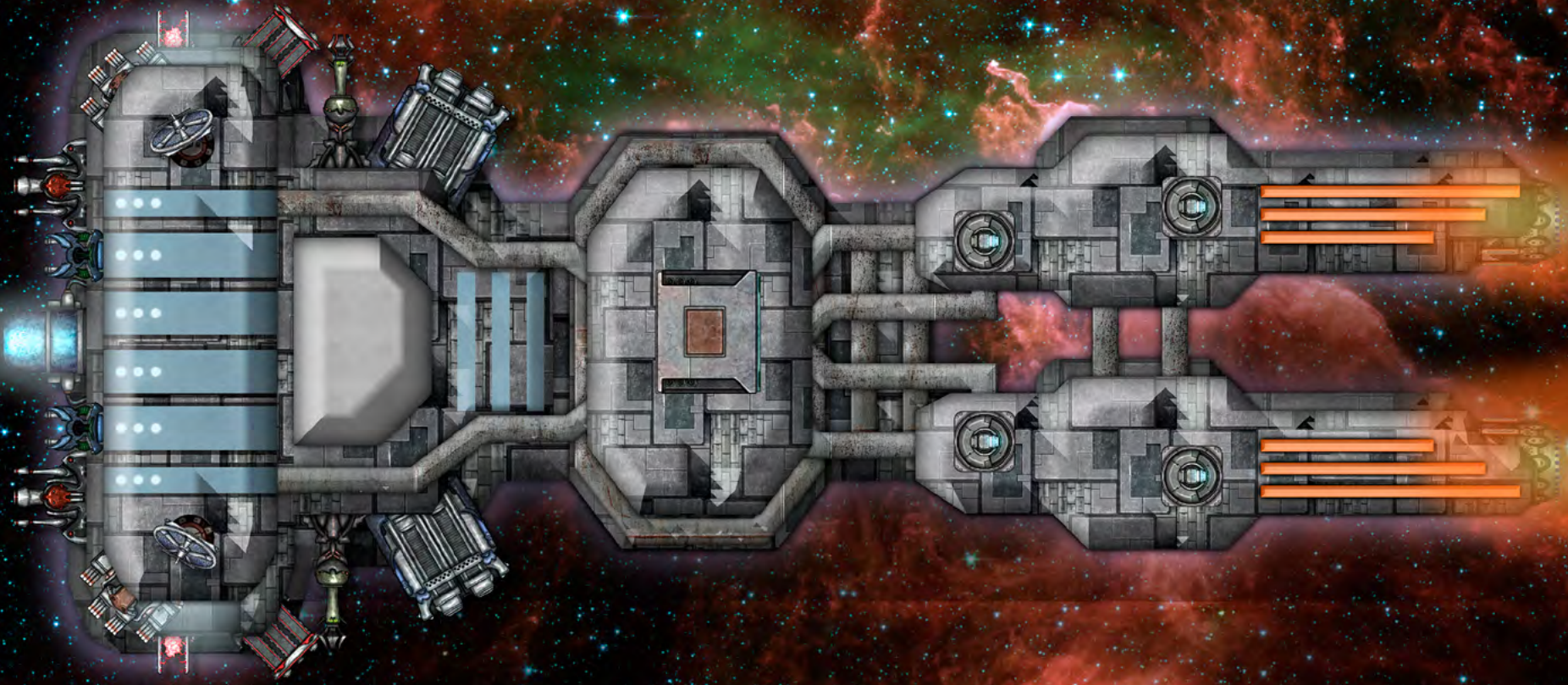
deckplans

Hammer	2	Runner	18
Hauler	5	Mandible	22
Porcupine	9	Speeder	26
Rampart	14		

hammer-class LASER VESSEL

HULL VIEW

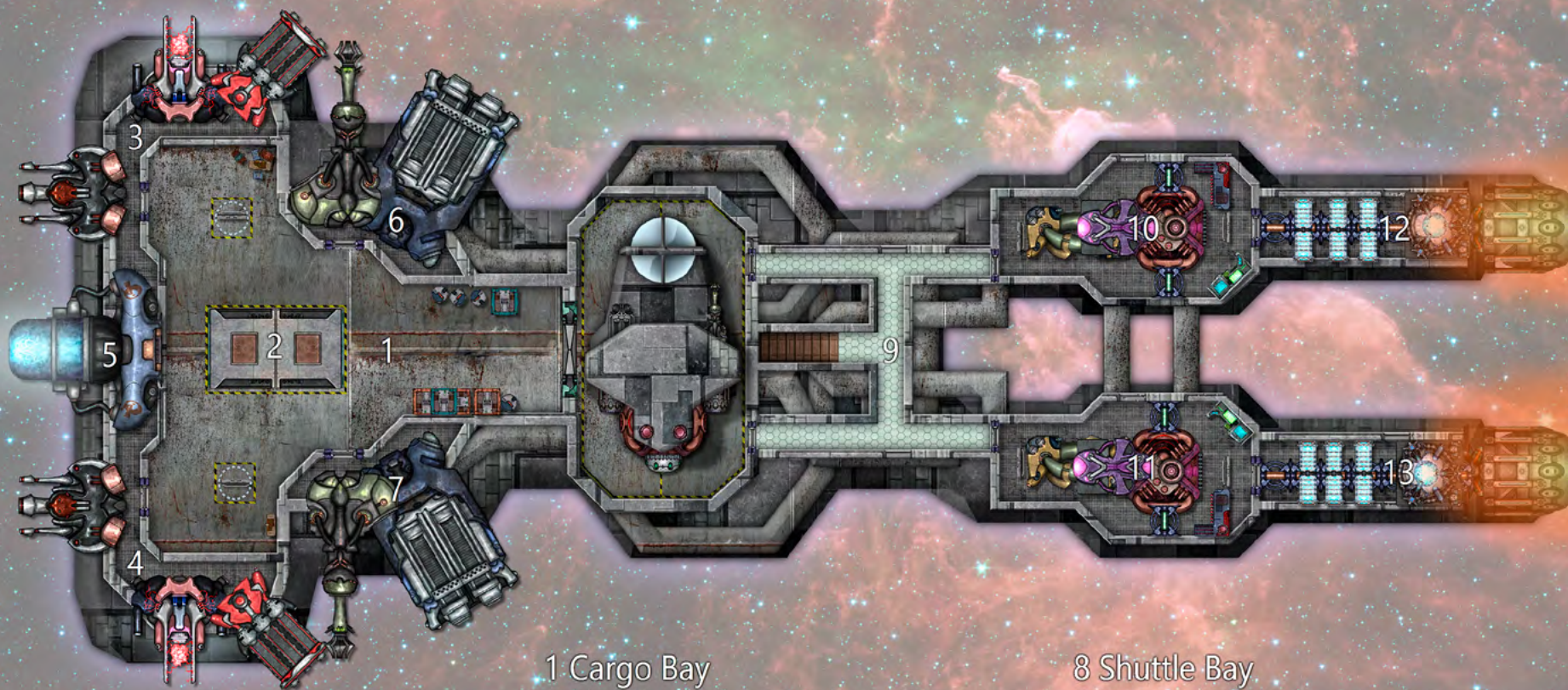
The top-heavy hammer, with its bristling assault turret, places a premium on accurate offense. Its front-loaded design calls to mind a flying club.



hammer-class LASER VESSEL

lower deck

The top-heavy hammer, with its bristling assault turret, places a premium on accurate offense. Its front-loaded design calls to mind a flying club.



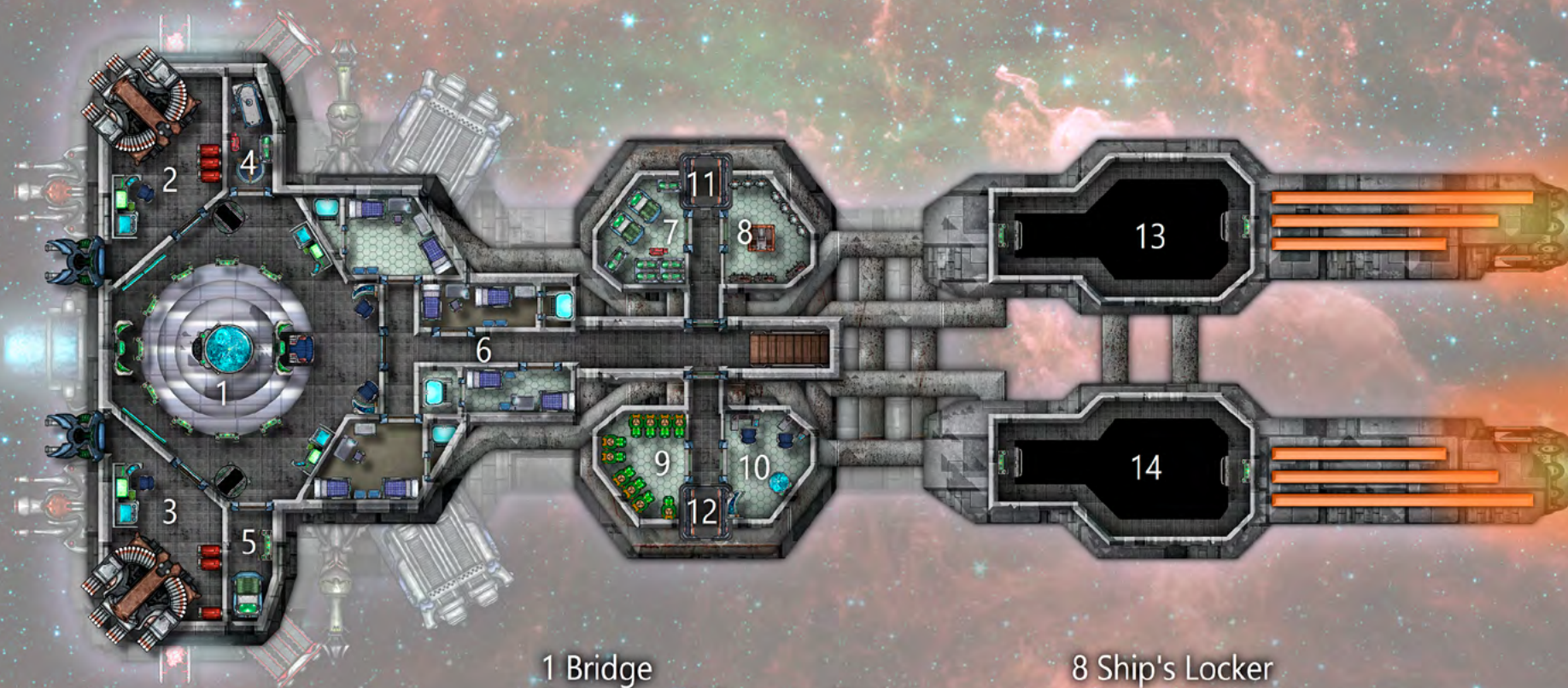
- 1 Cargo Bay
- 2 Loading Dock Hatch
- 3 Starboard Battery
- 4 Port Battery
- 5 Main Gun
- 6 Starboard Defense Hardpoint
- 7 Port Defense Hardpoint

- 8 Shuttle Bay
- 9 Access Corridors
- 10 Starboard Engine (Translight)
- 11 Port Engine (Main Power)
- 12 Starboard Drive
- 13 Port Drive

hammer-class LASER VESSEL

main deck

The top-heavy hammer, with its bristling assault turret, places a premium on accurate offense. Its front-loaded design calls to mind a flying club.



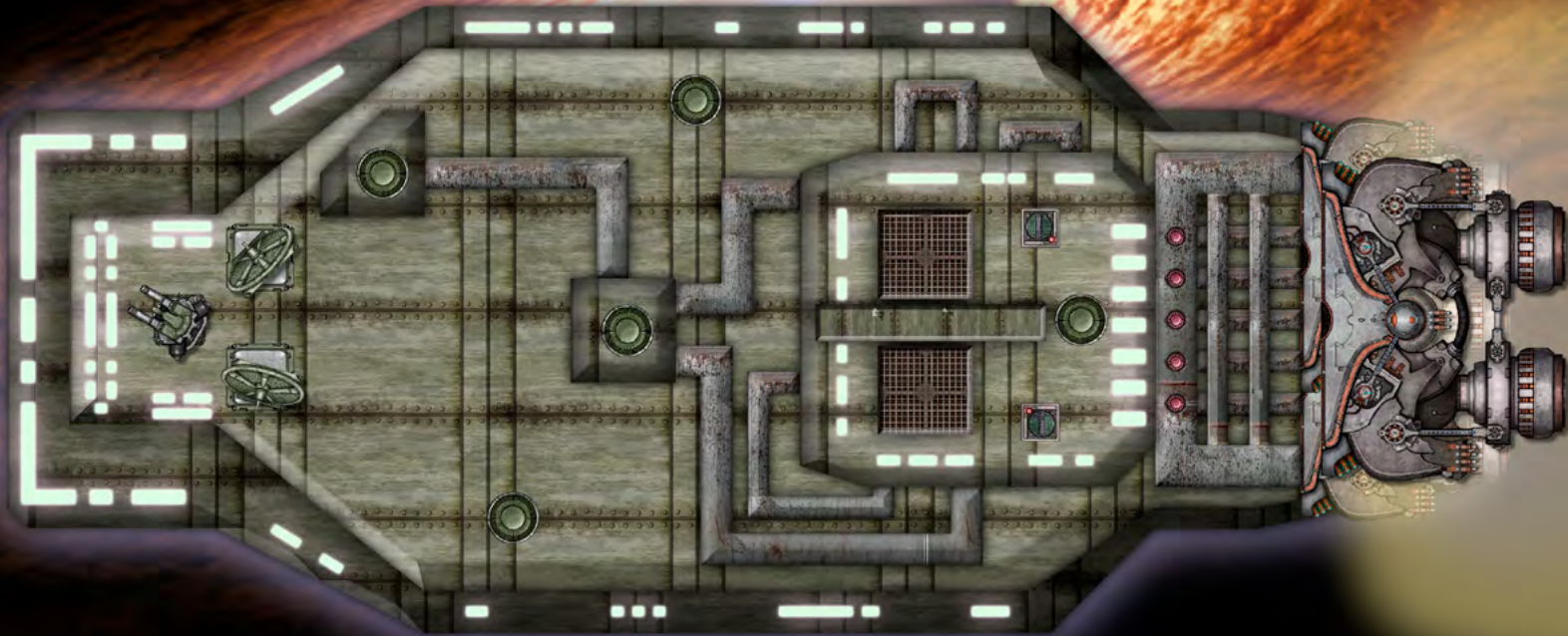
- 1 Bridge
- 2 Starboard Gunnery Station
- 3 Port Gunnery Station
- 4 Sick Bay
- 5 Emergency Cryo Station
- 6 Staterooms
- 7 Cryogenic Storage

- 8 Ship's Locker
- 9 Hazard Storage
- 10 Laboratory
- 11 Starboard Airlock
- 12 Port Airlock
- 13 Starboard Engine Catwalk
- 14 Port Engine Catwalk

HAULER-CLASS LASER VESSEL

HULL VIEW

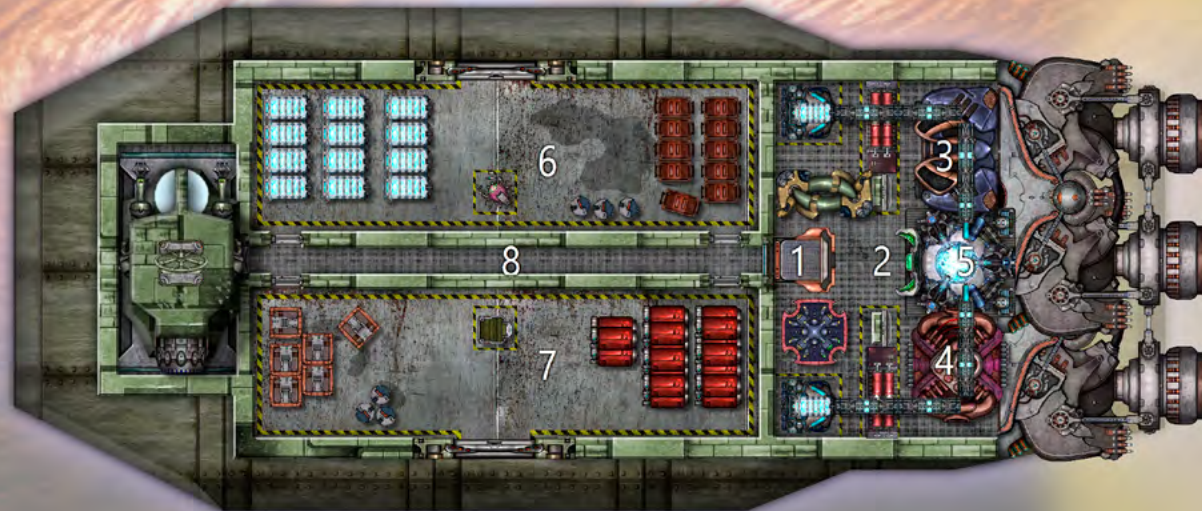
The default choice of traders and smugglers, haulers are used by Lasers of an entrepreneurial bent. Blocky, rugged, and visually inelegant, the hauler brings to mind a flying warehouse.



HAULER-CLASS LASER VESSEL

LOWER DECK

The default choice of traders and smugglers, haulers are used by Lasers of an entrepreneurial bent. Blocky, rugged, and visually inelegant, the hauler brings to mind a flying warehouse.



- | | |
|-----------------------------|-------------------|
| 1 Elevator | 6 Cargo Bay 7 |
| 2 Engine Room (Lower Level) | 7 Cargo Bay 8 |
| 3 Translight Drive | 8 Access Corridor |
| 4 Sublight Drive | 9 Shuttle |
| 5 Power Core | |

HAULER-CLASS LASER VESSEL

main deck

The default choice of traders and smugglers, haulers are used by Lasers of an entrepreneurial bent. Blocky, rugged, and visually inelegant, the hauler brings to mind a flying warehouse.



- 1 Boardroom
- 2 To Upper Deck
- 3 Access Corridor
- 4 Cargo Bay 1
- 5 Cargo Bay 2
- 6 Cargo Bay 3
- 7 Cargo Bay 4

- 8 Cargo Bay 5
- 9 Cargo Bay 6
- 10 Elevator
- 11 Maintenance
- 12 Spare Storage
- 13 Engine Room (Upper Level)

HAULER-CLASS LASER VESSEL

UPPER DECK

The default choice of traders and smugglers, haulers are used by Lasers of an entrepreneurial bent. Blocky, rugged, and visually inelegant, the hauler brings to mind a flying warehouse.



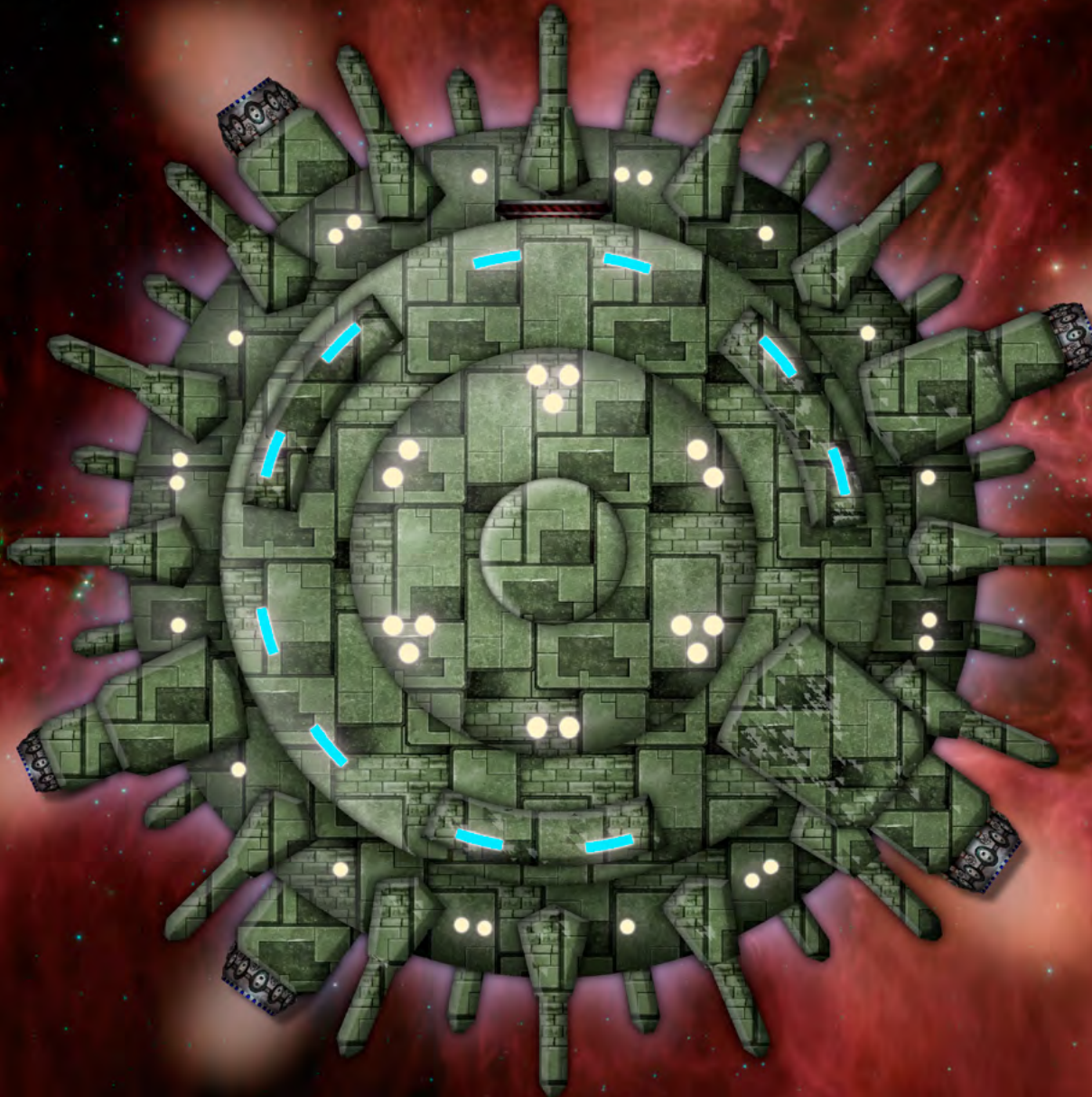
- 1 Bridge
- 2 Elevator
- 3 Ship's Locker
- 4 Secure Vault
- 5 Mess
- 6 Crew Quarters

- 7 Sick Bay
- 8 Computer Core/Laboratory
- 9 Boardroom (Upper Level)
- 10 Starboard Airlock
- 11 Port Airlock

PORCUPINE-CLASS LASER VESSEL

HULL VIEW

Looking for defensive versatility? The porcupine class may be the ship for you, with its complement of five armour arrays. This tavak-inspired design resembles a ball bristling with metal projections.



PORCUPINE-CLASS LASER VESSEL

UPPER ENGINEERING DECK

Looking for defensive versatility? The porcupine class may be the ship for you, with its complement of five armor arrays. This tavak-inspired design resembles a ball bristling with metal projections.



- 1 Shuttle
- 2 Engine Room
- 3 Power Core
- 4 Translight Drive
- 5 Sublight Drive
- 6 Hull Access Corridor
- 7 Drive Extension

PORCUPINE-CLASS LASER VESSEL

main deck

Looking for defensive versatility? The porcupine class may be the ship for you, with its complement of five armor arrays. This tavak-inspired design resembles a ball bristling with metal projections.



- 1 Access Shaft
- 2 Computer Core/Data Center
- 3 Ship's Locker
- 4 Sensor Suite/Weapons Control
- 5 Cryo Storage
- 6 Hazardous Storage
- 7 Cargo Bay
- 8 Hull Access Corridor
- 9 Main Docking Hatch
- 10 Drive Extension

PORCUPINE-CLASS LASER VESSEL

UPPER ENGINEERING DECK

Looking for defensive versatility? The porcupine class may be the ship for you, with its complement of five armor arrays. This tavak-inspired design resembles a ball bristling with metal projections.



- 1 Access Shaft
- 2 Engine Room Walkway
- 3 Engine Main Control
- 4 Hull Access Corridor
- 5 Auxiliary Docking Hatch
- 6 Drive Extension

PORCUPINE-CLASS LASER VESSEL

upper deck

Looking for defensive versatility? The porcupine class may be the ship for you, with its complement of five armor arrays. This tavak-inspired design resembles a ball bristling with metal projections.



- 1 Bridge
- 2 Mess/Lounge
- 3 Sick Bay
- 4 Crew Quarters
- 5 Hull Access Corridor
- 6 Drive Extension

RAMPART-CLASS LASER VESSEL

HULL VIEW

Resembling a flying castle, the defense-heavy rampart offers shelter to crews who would rather withstand a hit than dish one out.



RAMPART-CLASS LASER VESSEL

LOWER DECK

Resembling a flying castle, the defense-heavy rampart offers shelter to crews who would rather withstand a hit than dish one out.



- 1 Sublight Drive
- 2 Translight Drive
- 3 Power Core
- 4 Defense Matrix Core
- 5 Main Cargo Hold
- 6 Hazardous Cargo Hold
- 7 Secure Cargo Hold
- 8 Main Engineering Control
- 9 Cryo Holding Cell
- 10 High Security Holding Cell
- 11 Access to Main Deck

RAMPART-CLASS LASER VESSEL

main deck

Resembling a flying castle, the defense-heavy rampart offers shelter to crews who would rather withstand a hit than dish one out.



- 1 Shuttle Bay
- 2 Elevator
- 3 Shuttles
- 4 Crew Quarters
- 5 Starboard Battery Control
- 6 Port Battery Control
- 7 Main Airlock
- 8 Shuttle Access Corridor
- 9 Engineering Access
- 10 Weapon Hardpoints

RAMPART-CLASS LASER VESSEL

upper deck

Resembling a flying castle, the defense-heavy rampart offers shelter to crews who would rather withstand a hit than dish one out.

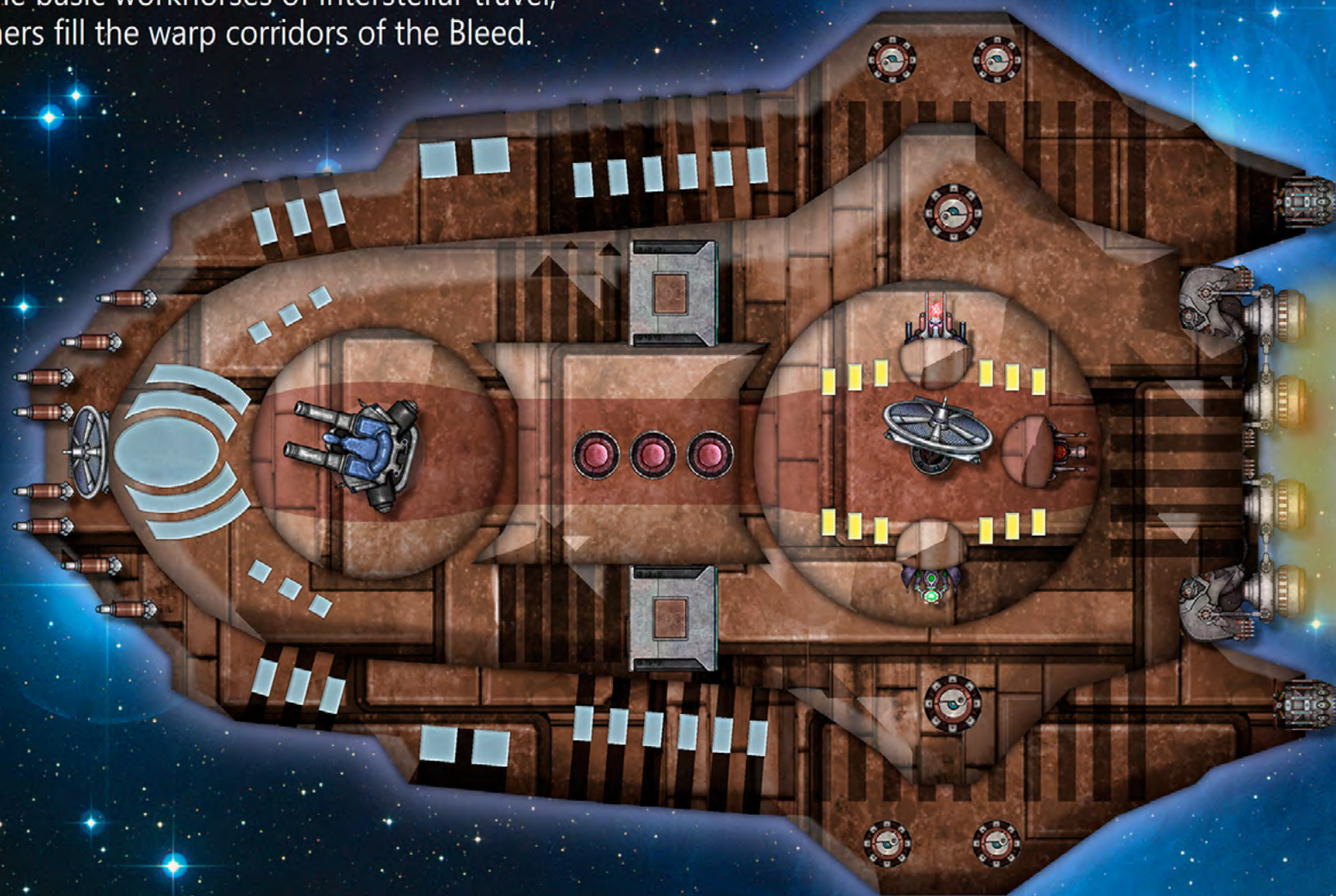


- 1 Bridge
- 2 Elevator
- 3 Sick Bay
- 4 Cryo Storage
- 5 Ship's Locker
- 6 Conference Room
- 7 Computer Core/Lab
- 8 Air Lock
- 9 Crew Lounge

RUNNER-CLASS LASER VESSEL

HULL VIEW

As the basic workhorses of interstellar travel, runners fill the warp corridors of the Bleed.



RUNNER-CLASS LASER VESSEL

LOWER DECK

As the basic workhorses of interstellar travel, runners fill the warp corridors of the Bleed.



- | | |
|---------------------------------|------------------------|
| 1 Bridge | 8 Main Power Plant |
| 2 High Security Storage | 9 Fuel Converter |
| 3 Ordnance Storage | 10 Translight Engine |
| 4 Forward Corridor | 11 Translight Manifold |
| 5 Shuttle Bay | 12 Helium-3 Storage |
| 6 Cargo Hold | 13 Sublight Drives |
| 7 Starboard AirlockAft Corridor | |

RUNNER-CLASS LASER VESSEL

main deck

As the basic workhorses of interstellar travel, runners fill the warp corridors of the Bleed.



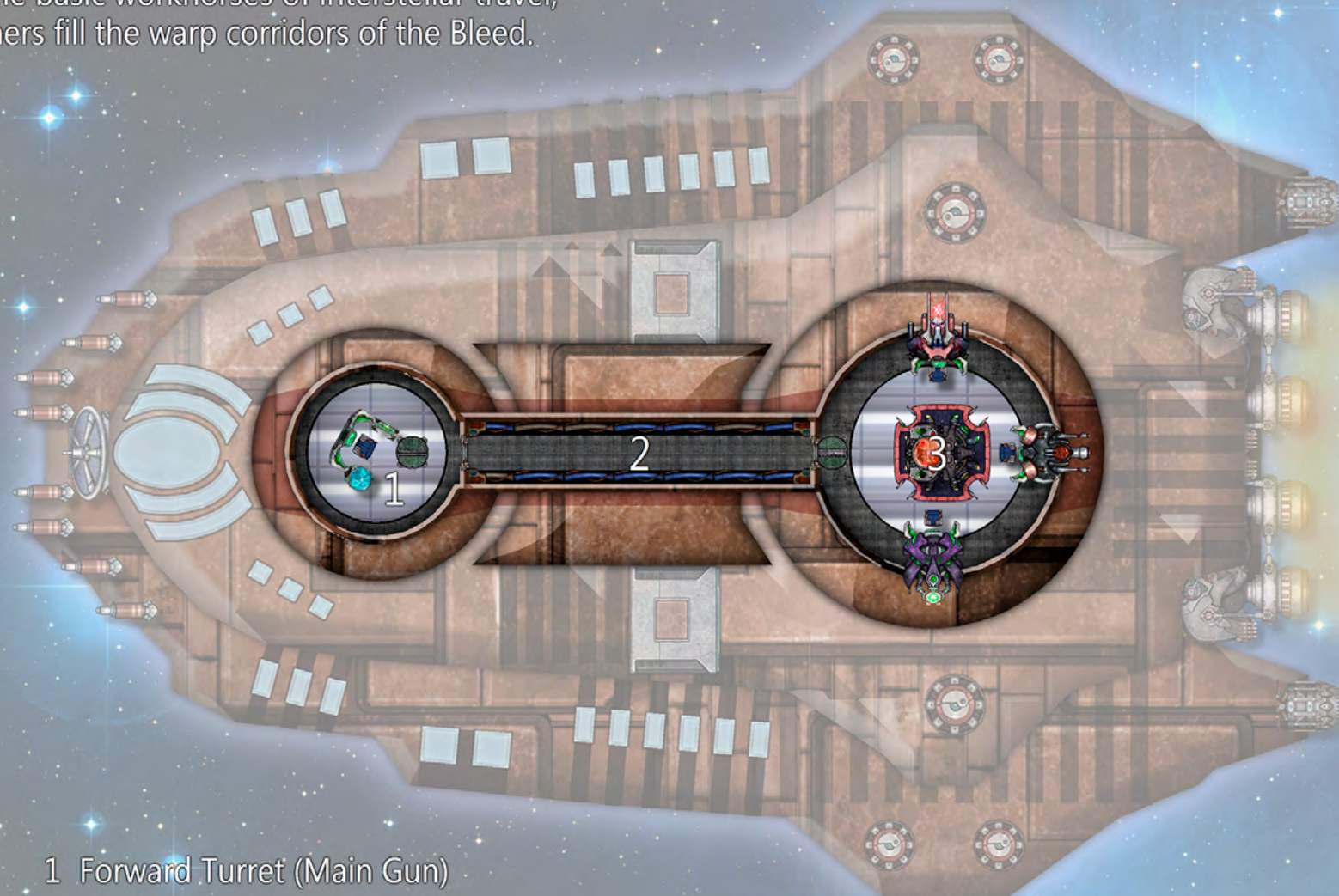
- 1 Bridge
- 2 Briefing Room
- 3 Computer Core
- 4 Staterooms
- 5 Sick Bay
- 6 Port Airlock
- 7 Starboard Airlock

- 8 Laboratory
- 9 Cryo Storage
- 10 Lounge & Kitchen
- 11 Hazard Storage
- 12 Ship's Locker
- 13 Engineering

RUNNER-CLASS LASER VESSEL

Upper Deck

As the basic workhorses of interstellar travel, runners fill the warp corridors of the Bleed.



- 1 Forward Turret (Main Gun)
- 2 Crawl Space
- 3 Aft Turret (Fire Control and Secondary Weapons)

mandible-class LASER VESSEL

HULL VIEW

The name for this kch-thk designed vehicle derives from the double, curved projections rising from behind its bridge. These contain its versatile array of attack technologies.



mandible-class LASER VESSEL

LOWER DECK

The name for this kch-thk designed vehicle derives from the double, curved projections rising from behind its bridge. These contain its versatile array of attack technologies.

- 1 Shuttle Bay
- 2 Port Cargo Hold
- 3 Starboard Cargo Hold
- 4 Hazardous Storage
- 5 Secure Storage
- 6 Access to Main Deck
- 7 Translight Drive
- 8 Power Core
- 9 Computer Core



mandible-class LASER VESSEL

main deck

The name for this kch-thk designed vehicle derives from the double, curved projections rising from behind its bridge. These contain its versatile array of attack technologies.

- 1 Crew Quarters
- 2 Lounge
- 3 Sleeping Pods
- 4 Sick Bay
- 5 Facilities
- 6 Access to Bridge
- 7 Sensor Station
- 8 Sensor Array Access



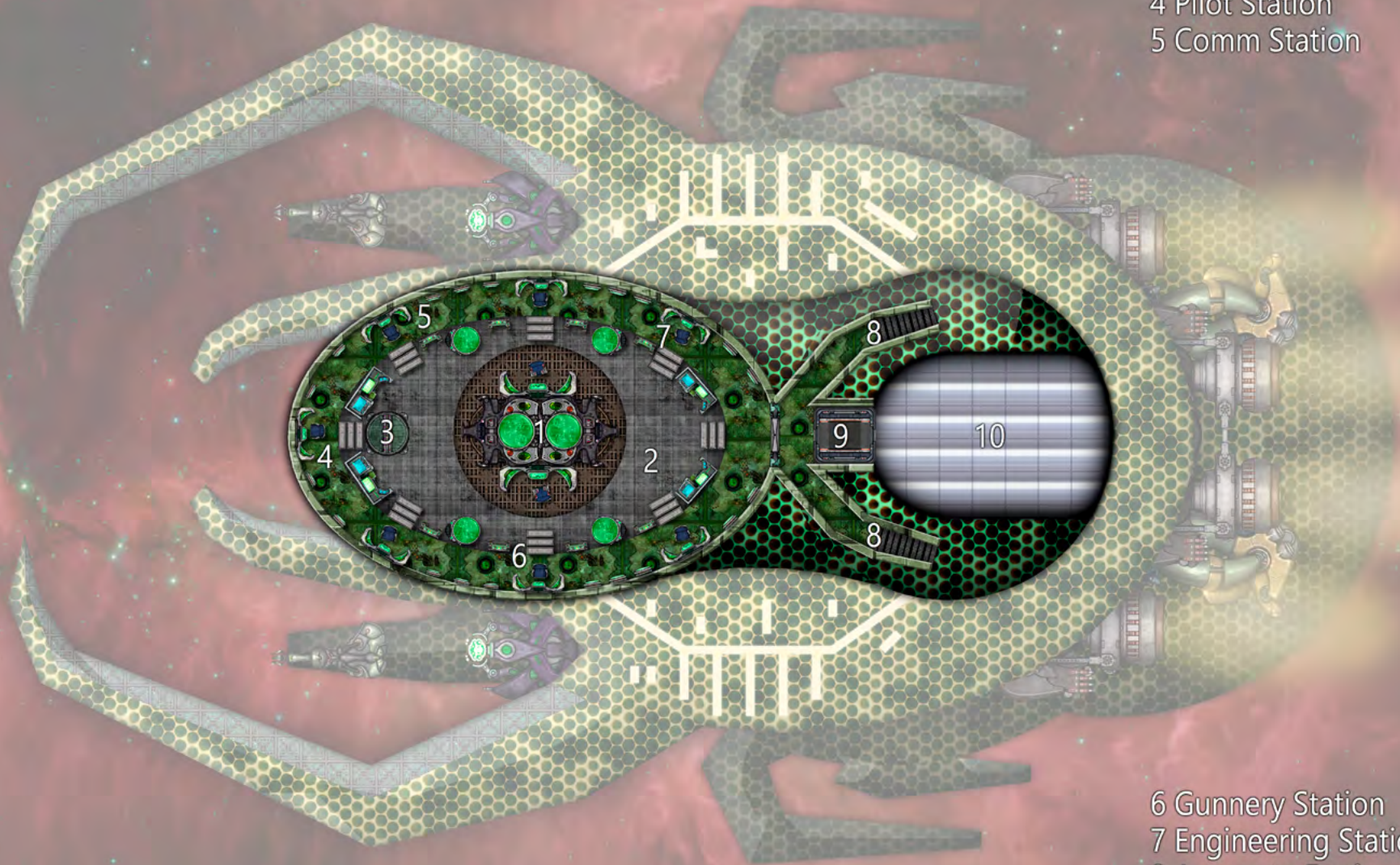
- 9 Weapons Station
- 10 Main Weapon Access
- 11 Sublight Engines
- 12 Drives
- 13 Engineering Control
- 14 Auxiliary Monitoring Station
- 15 Access to Upper Deck

mandible-class LASER VESSEL

upper deck

The name for this kch-thk designed vehicle derives from the double, curved projections rising from behind its bridge. These contain its versatile array of attack technologies.

- 1 Bridge
- 2 Tactical Station
- 3 Access to Main Deck
- 4 Pilot Station
- 5 Comm Station

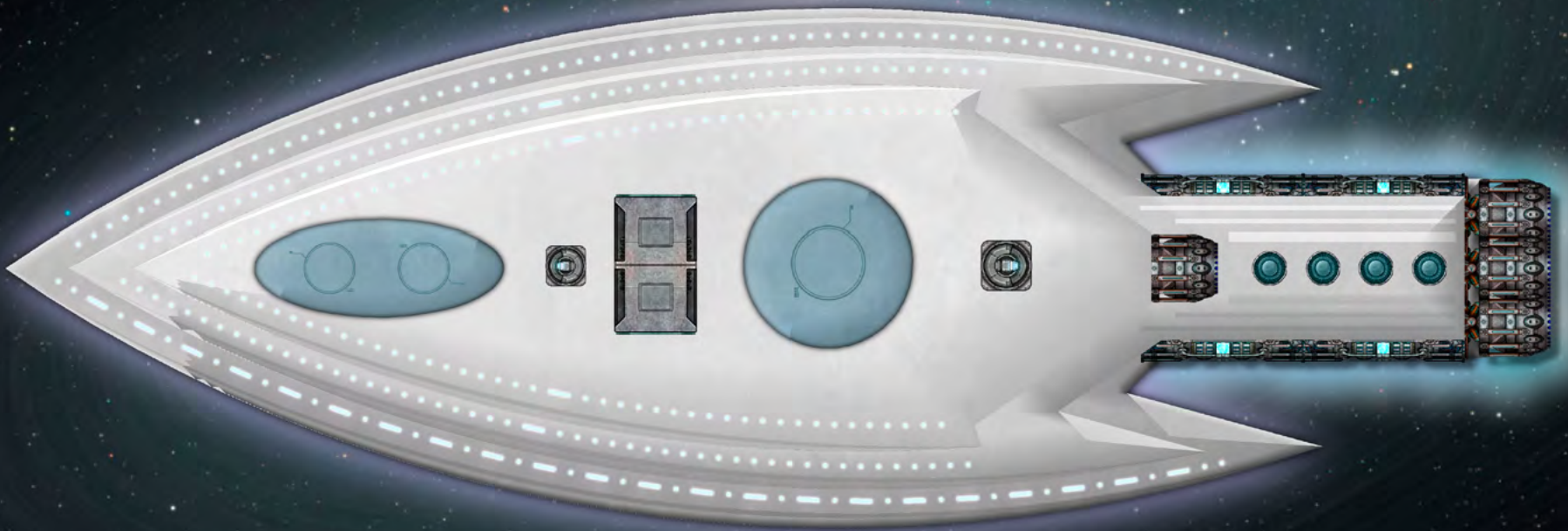


- 6 Gunnery Station
- 7 Engineering Station
- 8 Access to Engineering
- 9 Airlock
- 10 Docking Pad

SPEEDER-CLASS LASER VESSEL

HULL VIEW

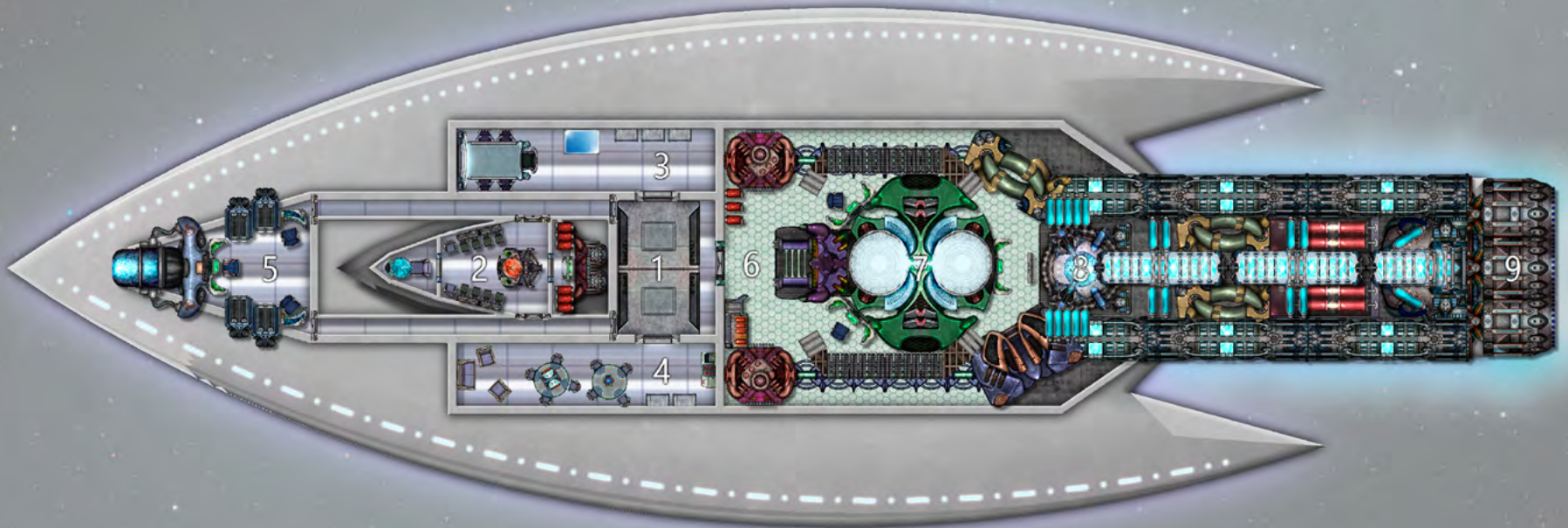
The sleek, streamlined speeder places a premium on engine power and maneuverability. The beauty of its slender, arrow-like and gleaming outer surface reveal the balla roots of its designers.



SPEEDER-CLASS LASER VESSEL

LOWER DECK

The sleek, streamlined speeder places a premium on engine power and maneuverability. The beauty of its slender, arrow-like and gleaming outer surface reveal the balla roots of its designers.



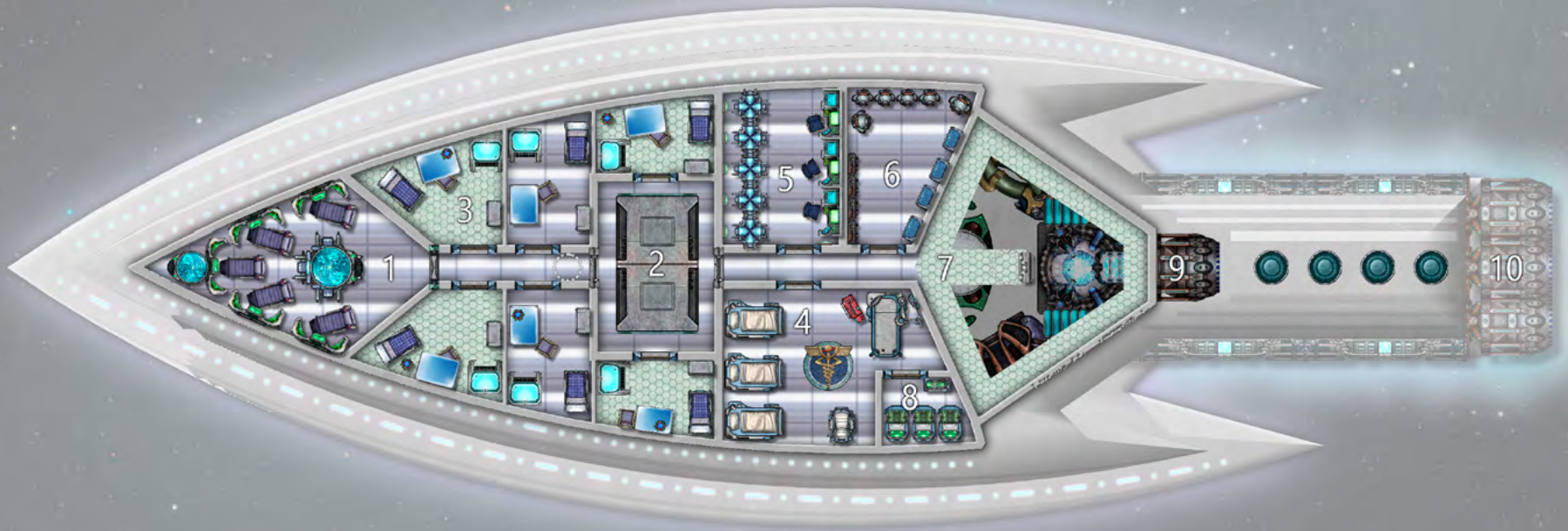
- 1 Elevator
- 2 Shuttle/Laboratory
- 3 Conference Room
- 4 Crew Lounge
- 5 Weapons Station

- 6 Engine Room (Lower Level)
- 7 Translight Drive
- 8 Power Core
- 9 Sublight Drive

SPEEDER-CLASS LASER VESSEL

upper deck

The sleek, streamlined speeder places a premium on engine power and maneuverability. The beauty of its slender, arrow-like and gleaming outer surface reveal the balla roots of its designers.



- 1 Bridge
- 2 Airlock/Elevator
- 3 Crew Quarters
- 4 Sick Bay
- 5 Computer Core/Data Systems

- 6 Ship's Locker
- 7 Engine Room (Upper Level)
- 8 Cryo Storage
- 9 Booster Drive
- 10 Main Drive