

# ASHEN STARS

# ACCRETION DISK

# deckplans

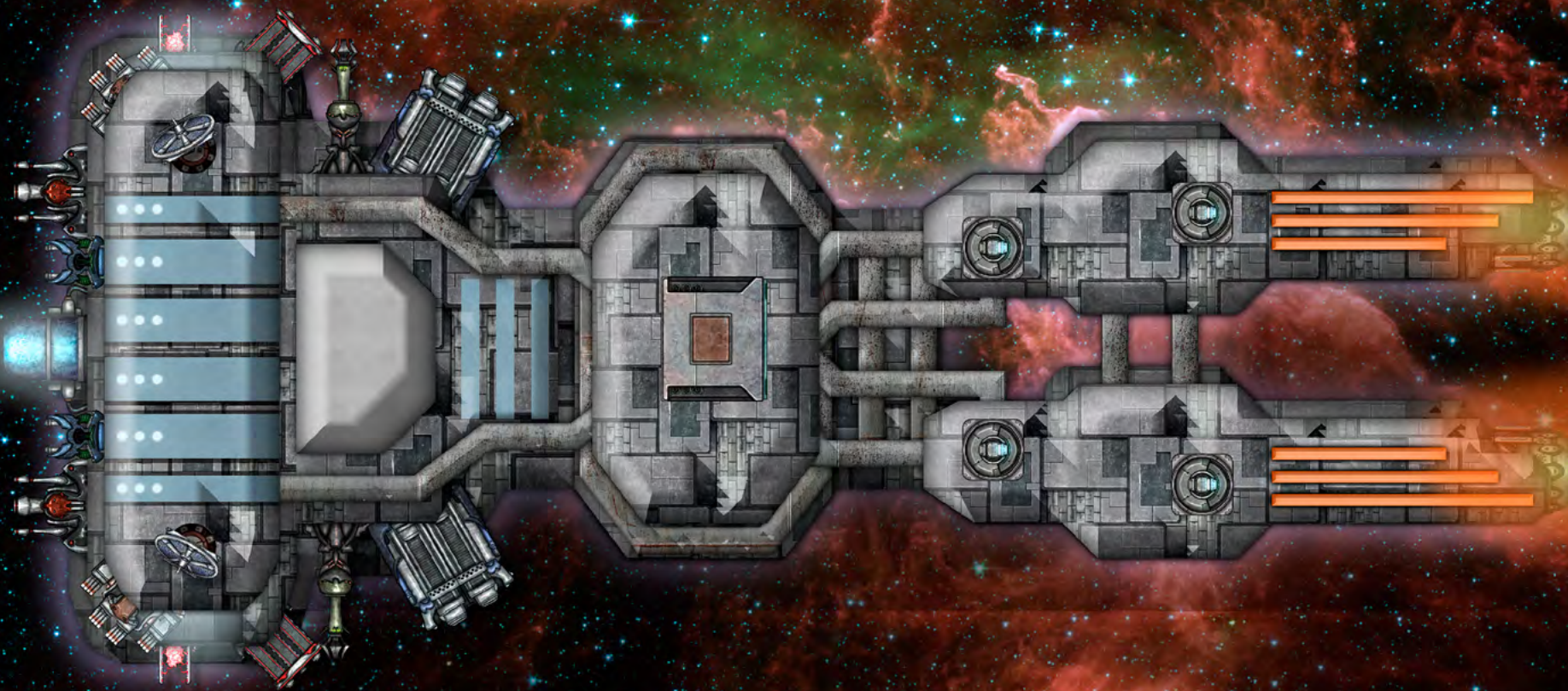
Hammer .....	2	Runner .....	18
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# HAMMER-CLASS LASER VESSEL

## 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.

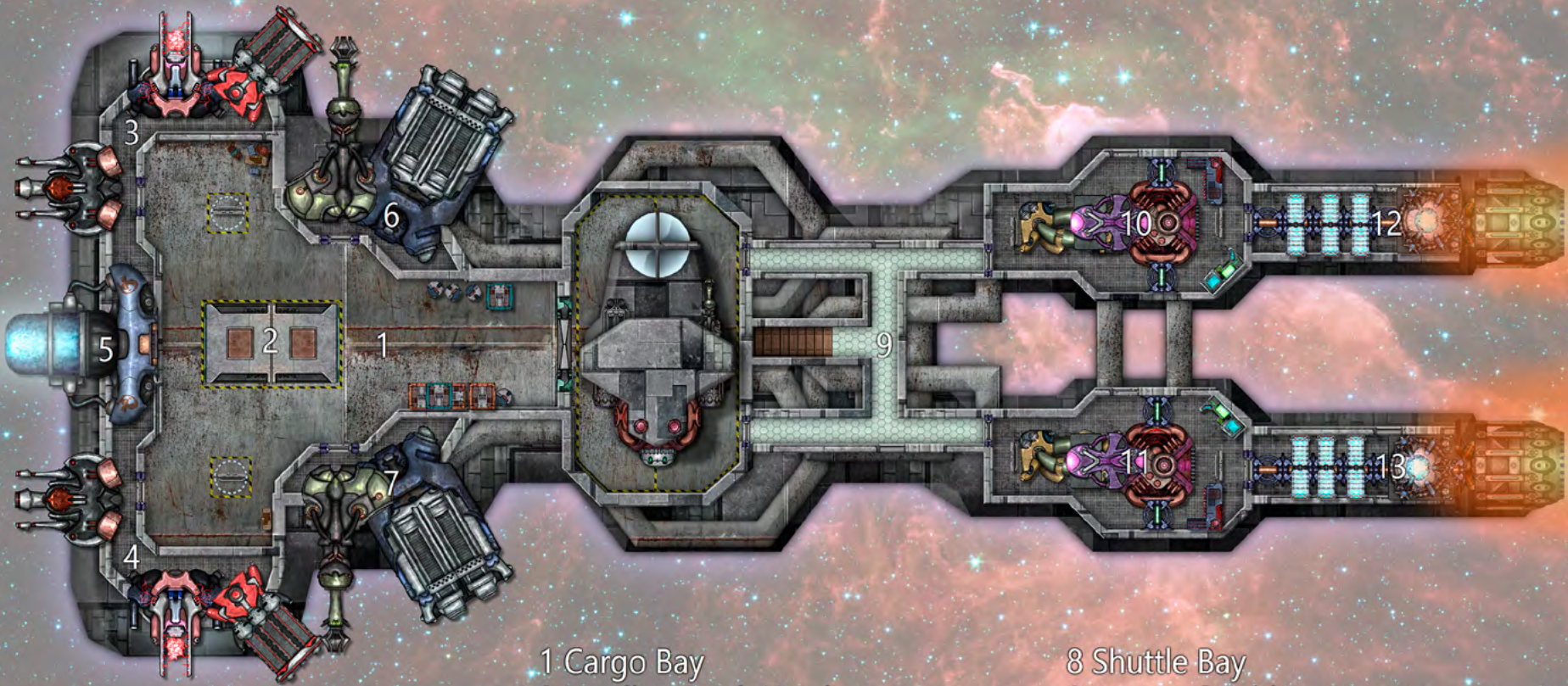




# HAMMER-CLASS LASER VESSEL

## 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

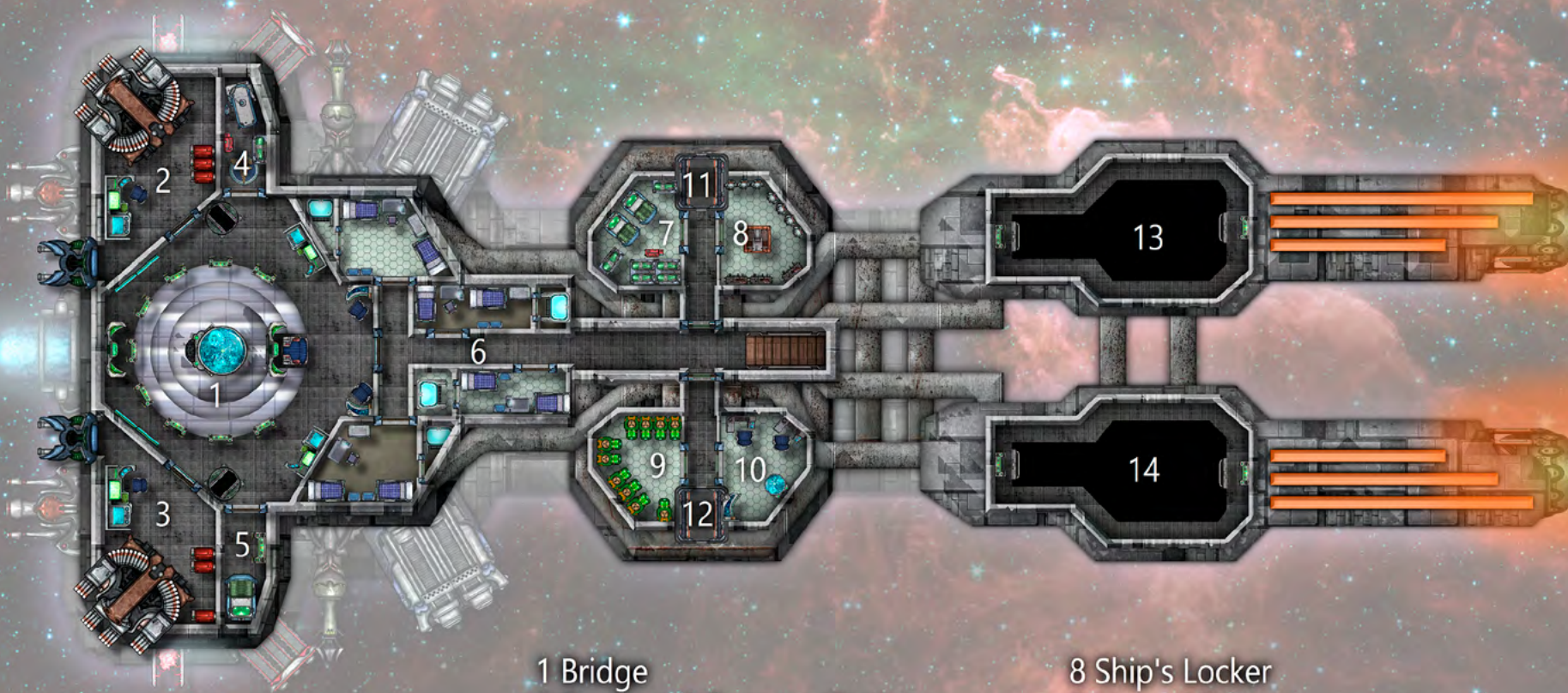
- 8 Shuttle Bay
- 9 Access Corridors
- 10 Starboard Engine (Translight)
- 11 Port Engine (Main Power)
- 12 Starboard Drive
- 13 Port Drive



# 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

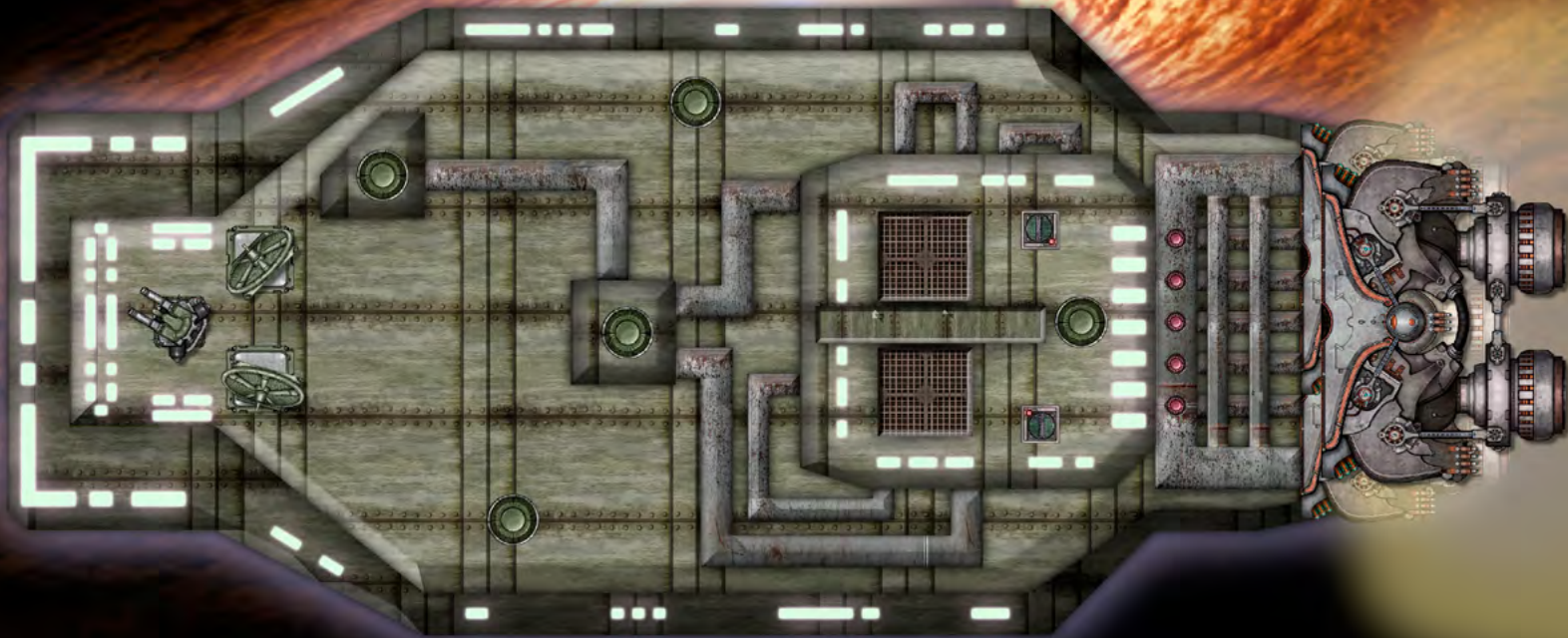
- 8 Ship's Locker
- 9 Hazard Storage
- 10 Laboratory
- 11 Starboard Airlock
- 12 Port Airlock
- 13 Starboard Engine Catwalk
- 14 Port Engine Catwalk



# 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.

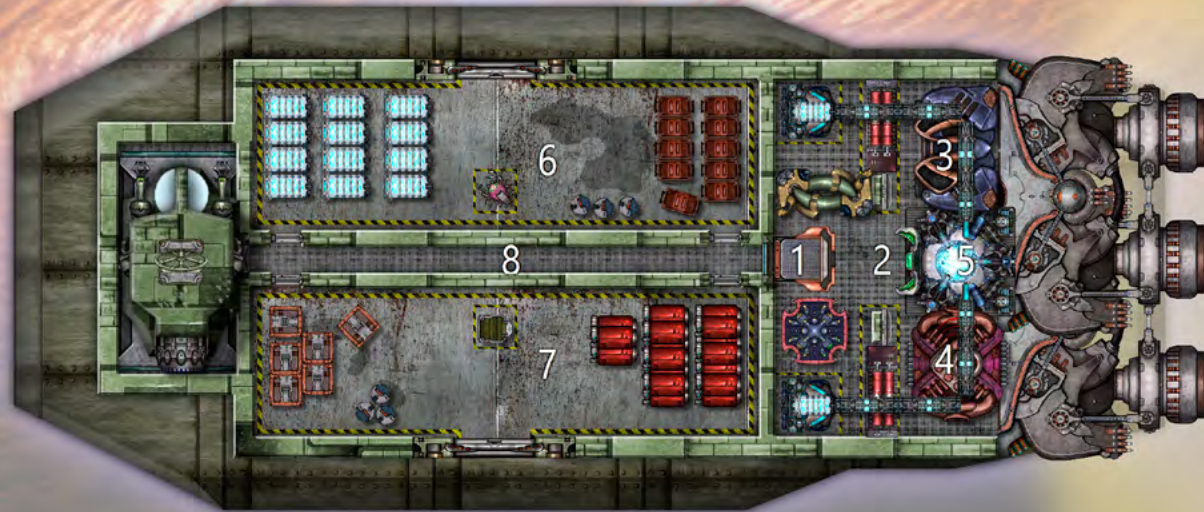




# HAULER-CLASS LASER VESSEL

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



# 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

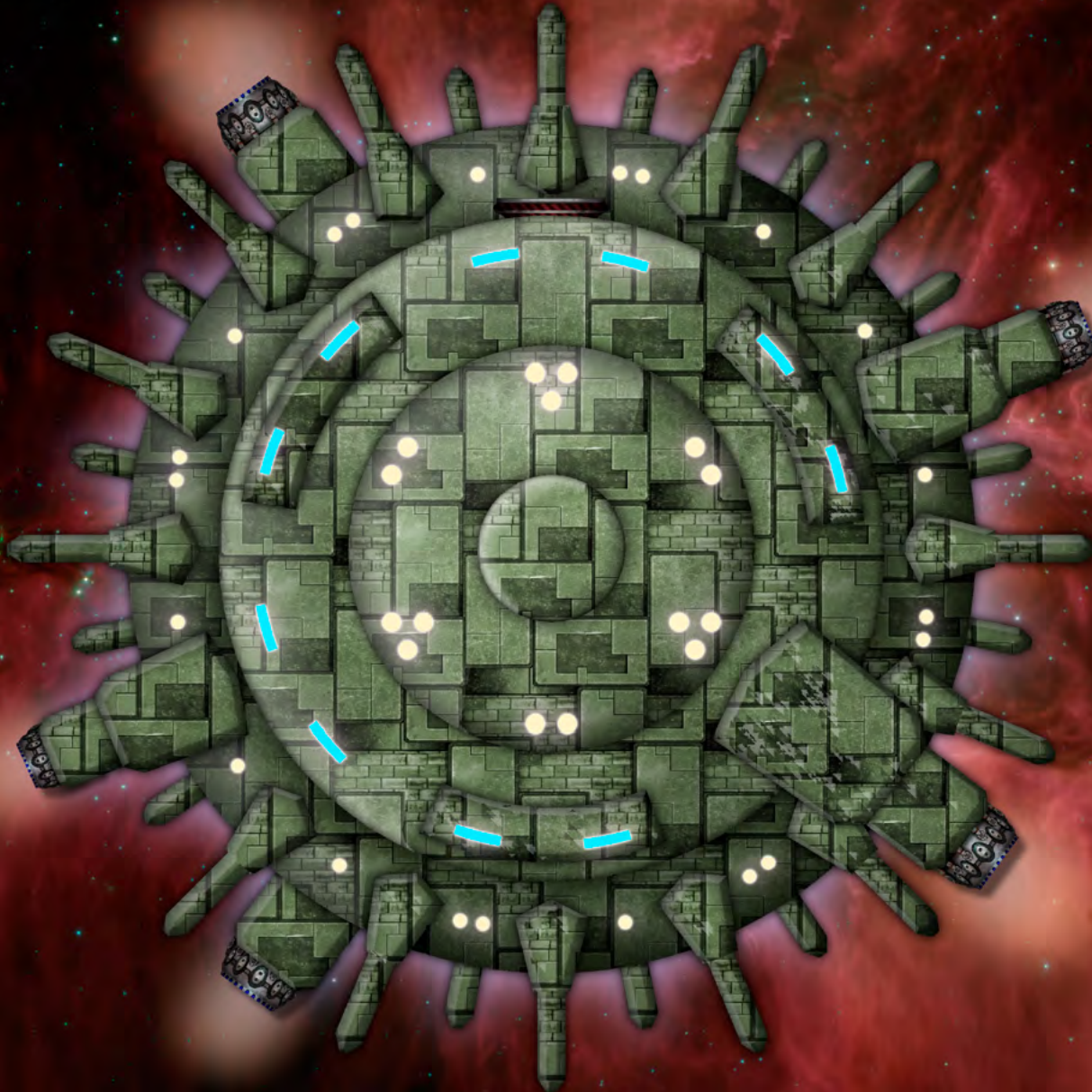
- 7 Sick Bay
- 8 Computer Core/Laboratory
- 9 Boardroom (Upper Level)
- 10 Starboard Airlock
- 11 Port Airlock



# 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.



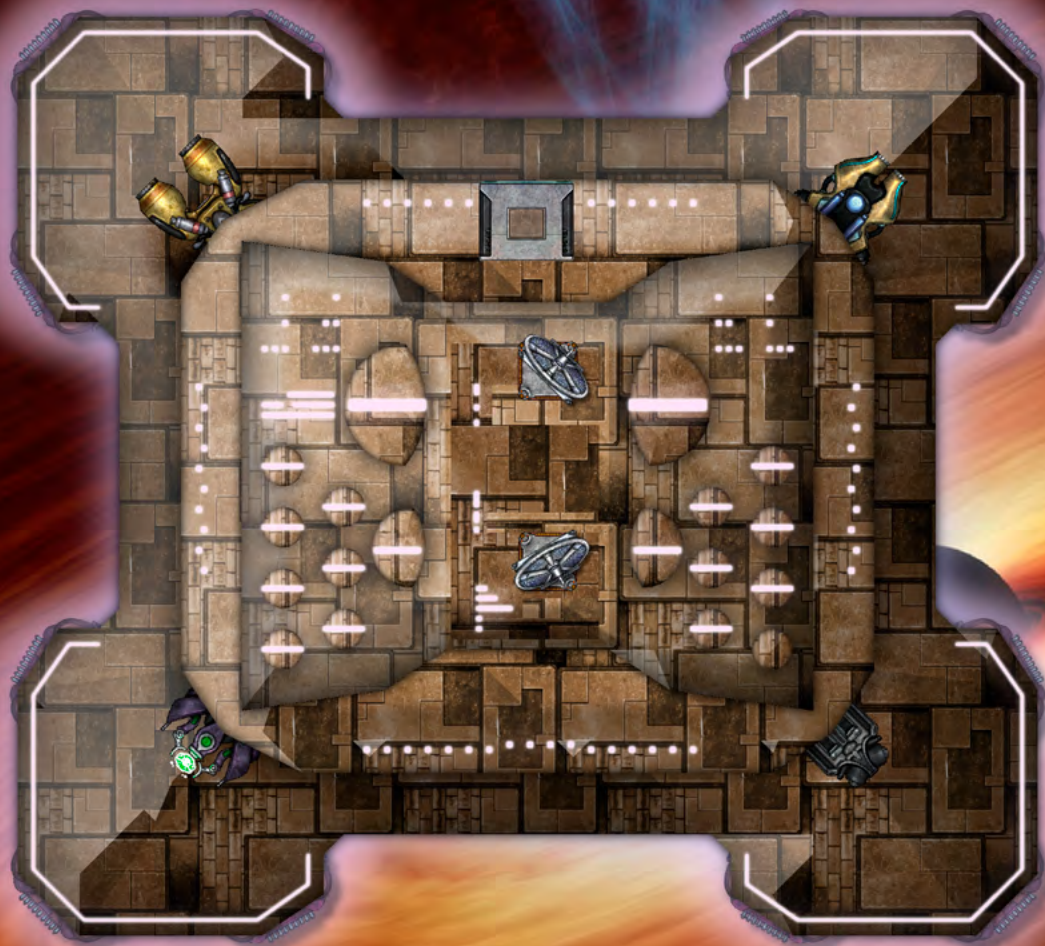
- 1 Bridge
- 2 Mess/Lounge
- 3 Sick Bay
- 4 Crew Quarters
- 5 Hull Access Corridor
- 6 Drive Extension



# 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.



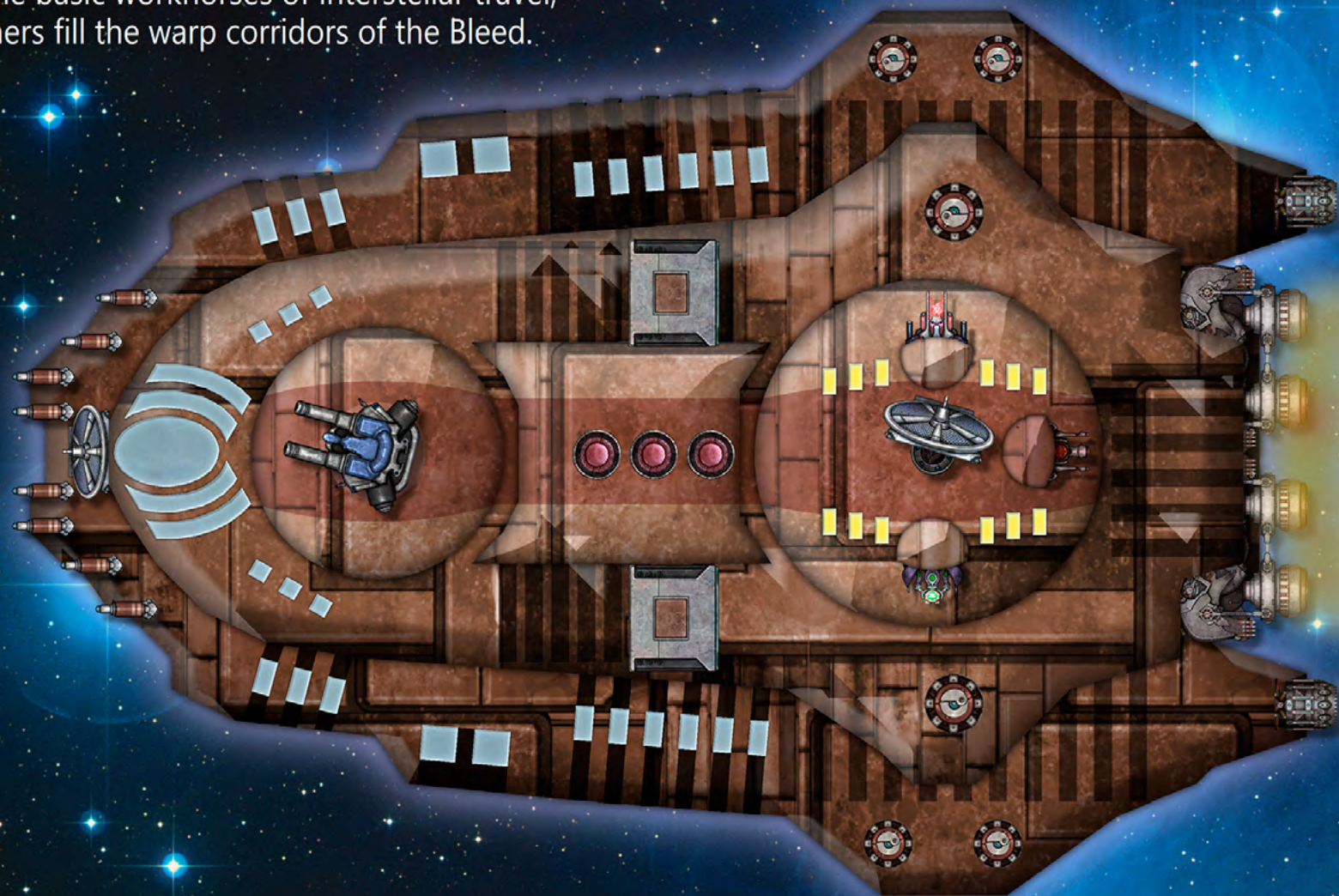
- 1 Bridge
- 2 Elevator
- 3 Sick Bay
- 4 Cryo Storage
- 5 Ship's Locker
- 6 Conference Room
- 7 Computer Core/Lab
- 8 Air Lock
- 9 Crew Lounge



# 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 Airlock/Aft 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

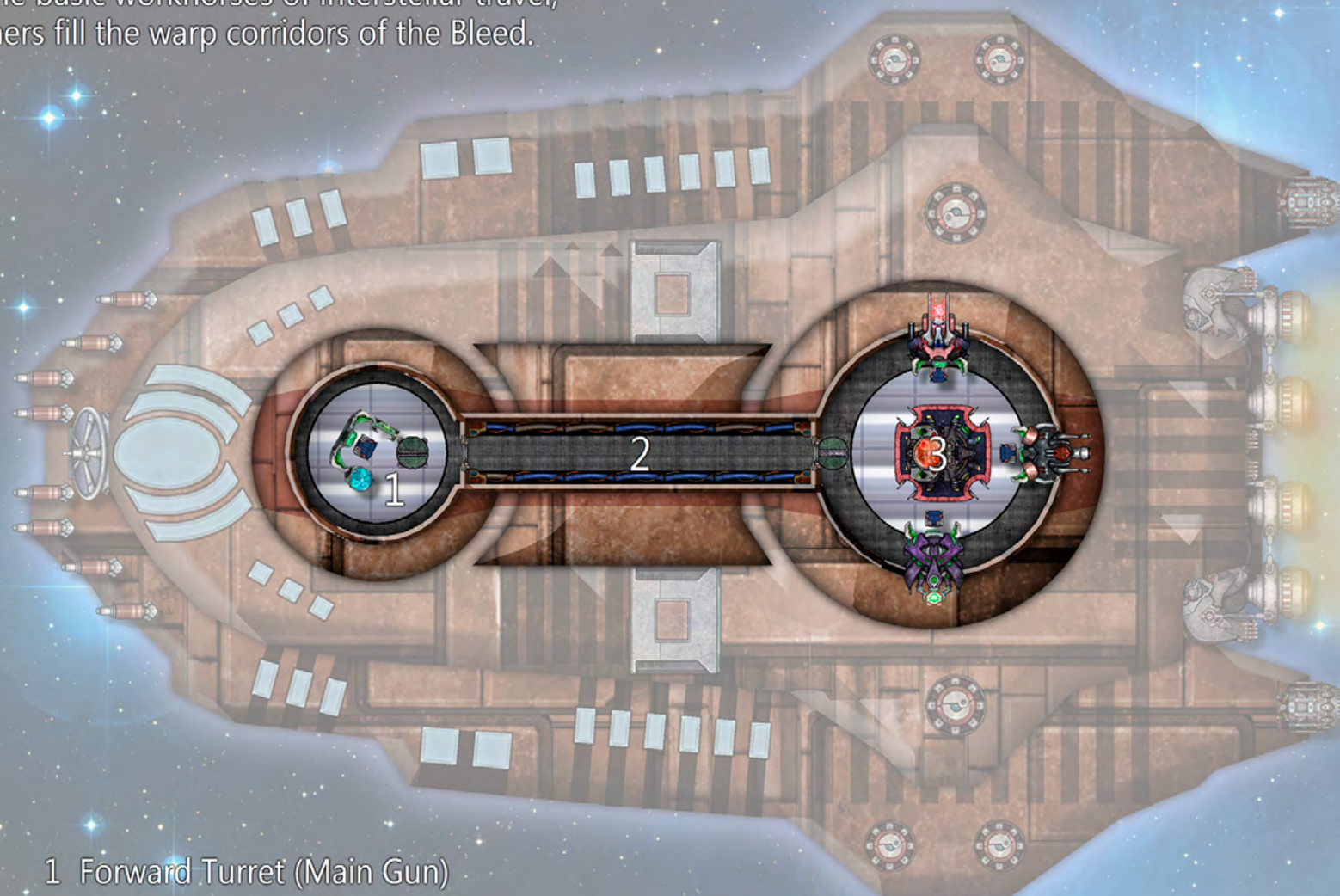
- 8 Laboratory
- 9 Cryo Storage
- 10 Lounge & Kitchen
- 11 Hazard Storage
- 12 Ships's Locker
- 13 Engineering



# 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

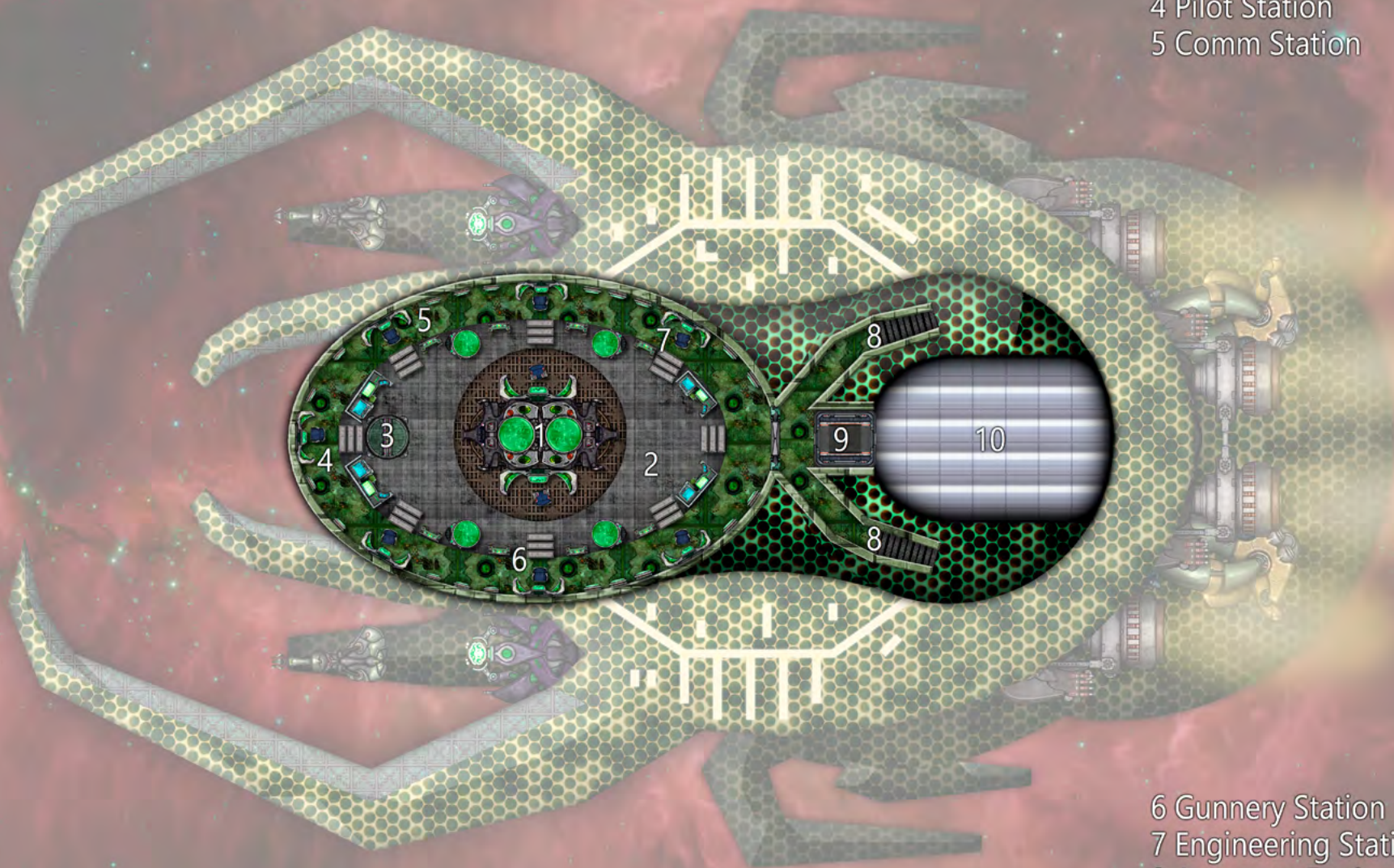


# MANDIBLE-CLASS LASER VESSEL

## 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



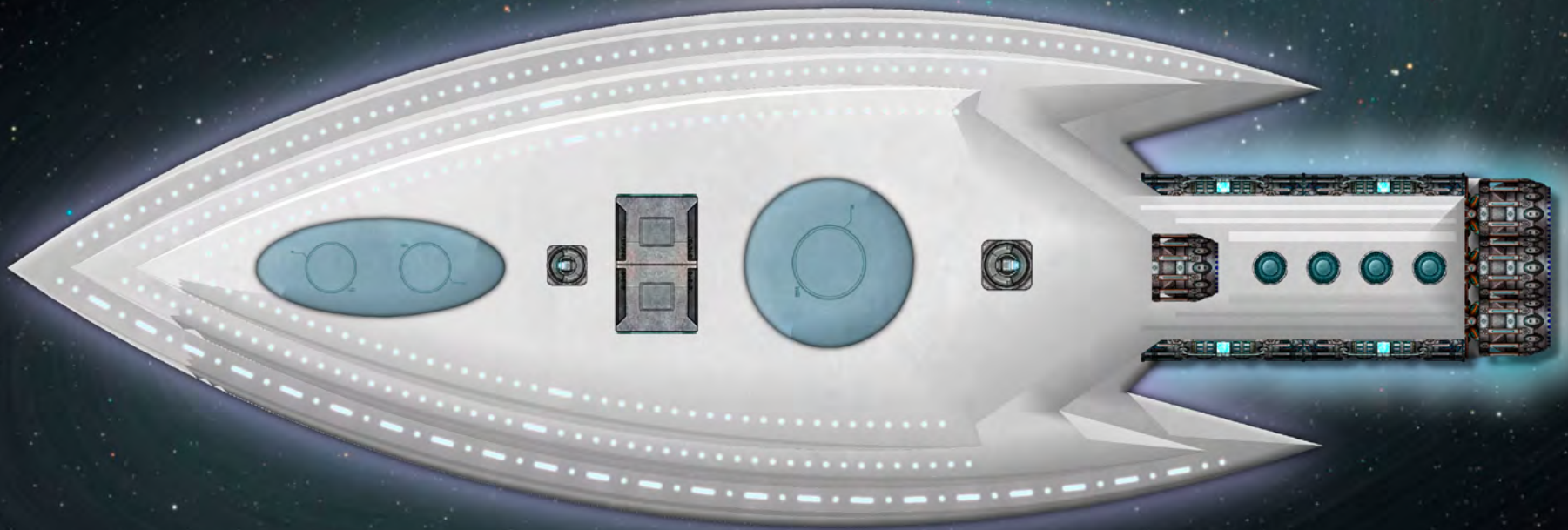
- 6 Gunnery Station
- 7 Engineering Station
- 8 Access to Engineering
- 9 Airlock
- 10 Docking Pad



# 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.

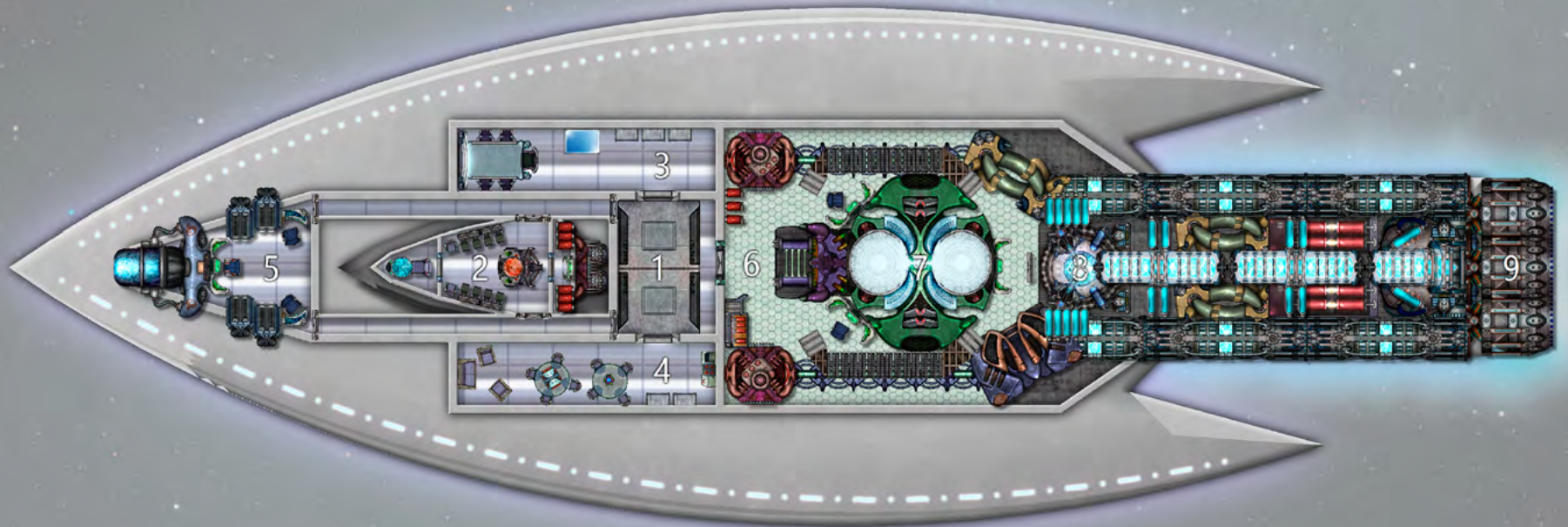




# SPEEDER-CLASS LASER VESSEL

## 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

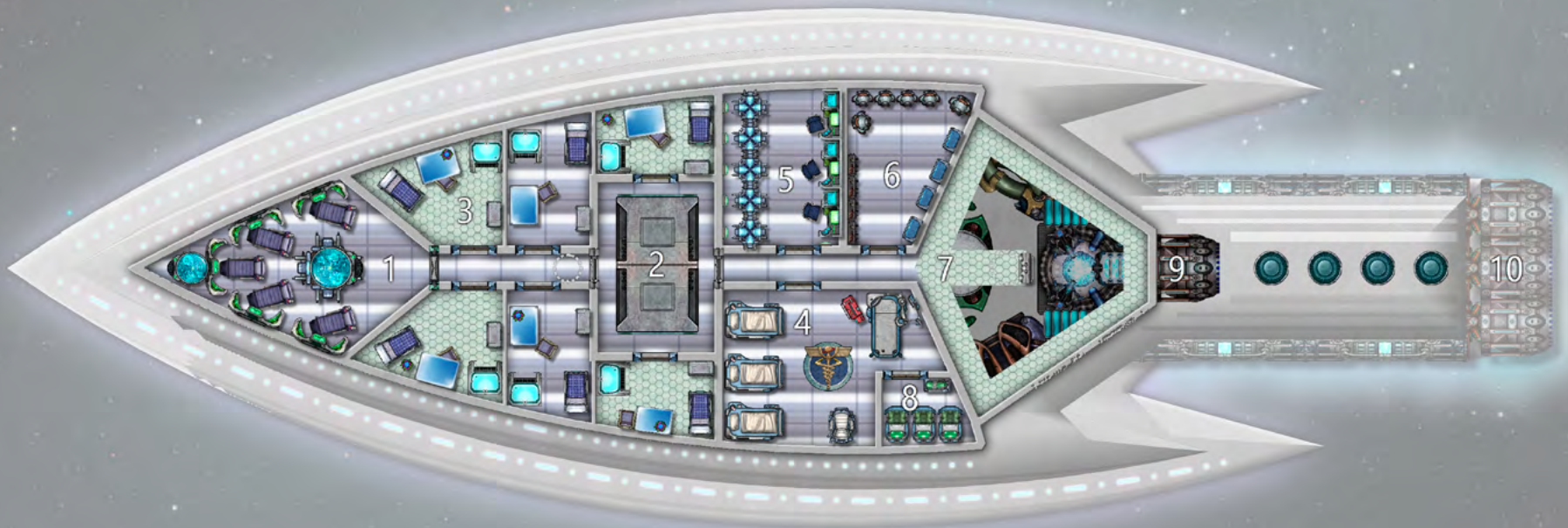
- 6 Engine Room (Lower Level)
- 7 Translight Drive
- 8 Power Core
- 9 Sublight Drive



# 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