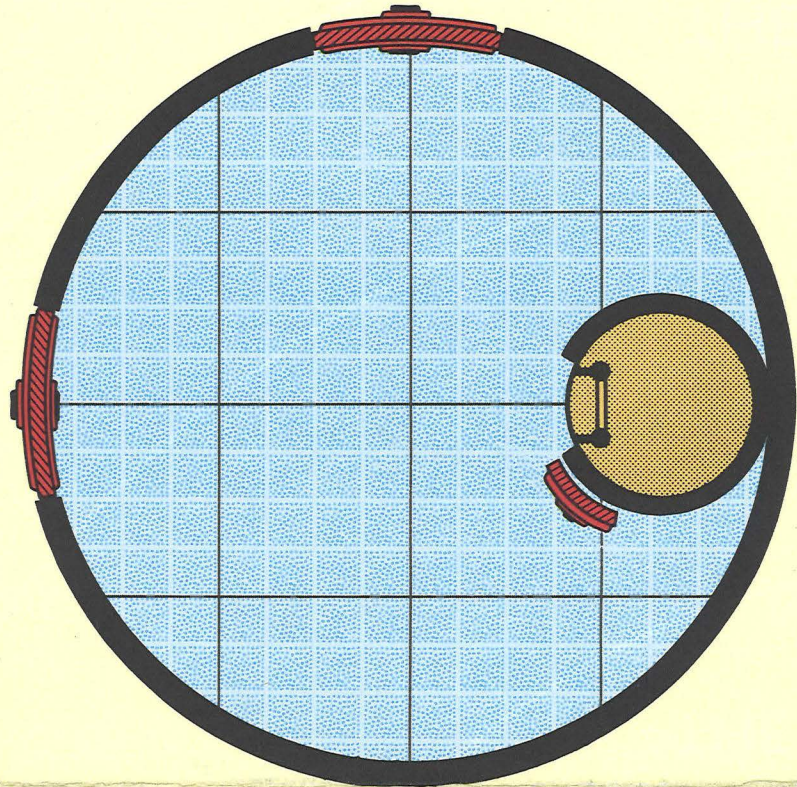
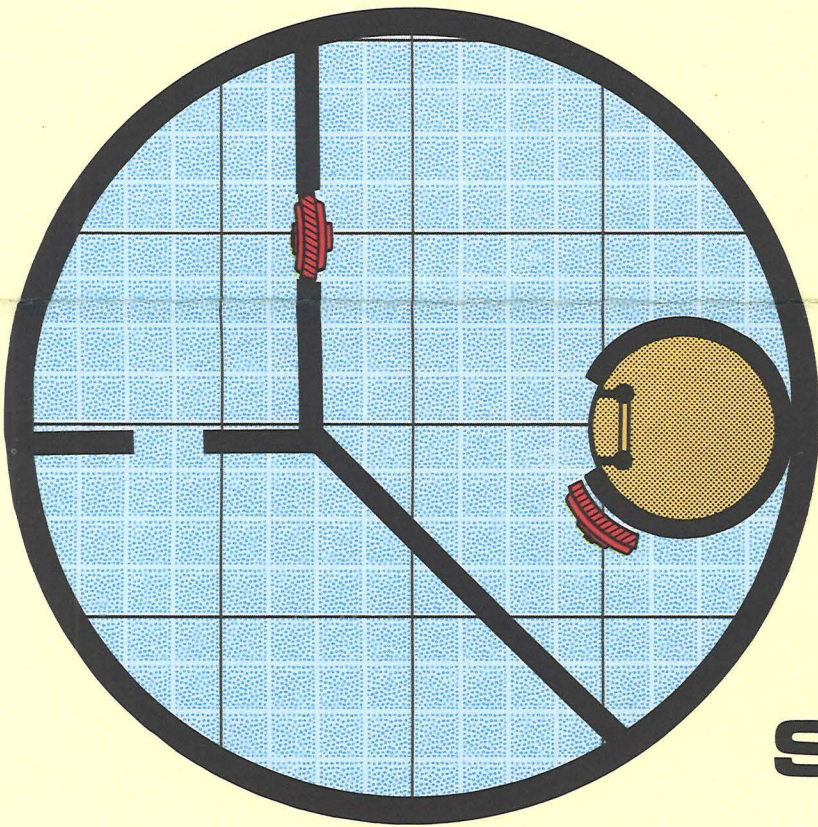


**Airlock Deck**

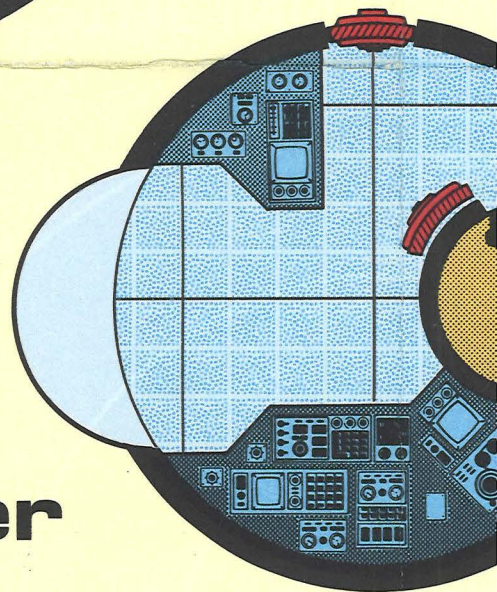


**Cargo Deck**

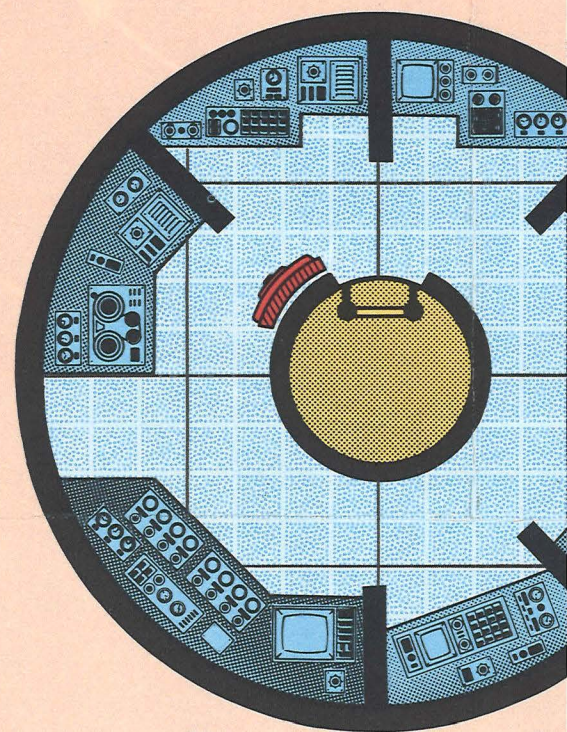
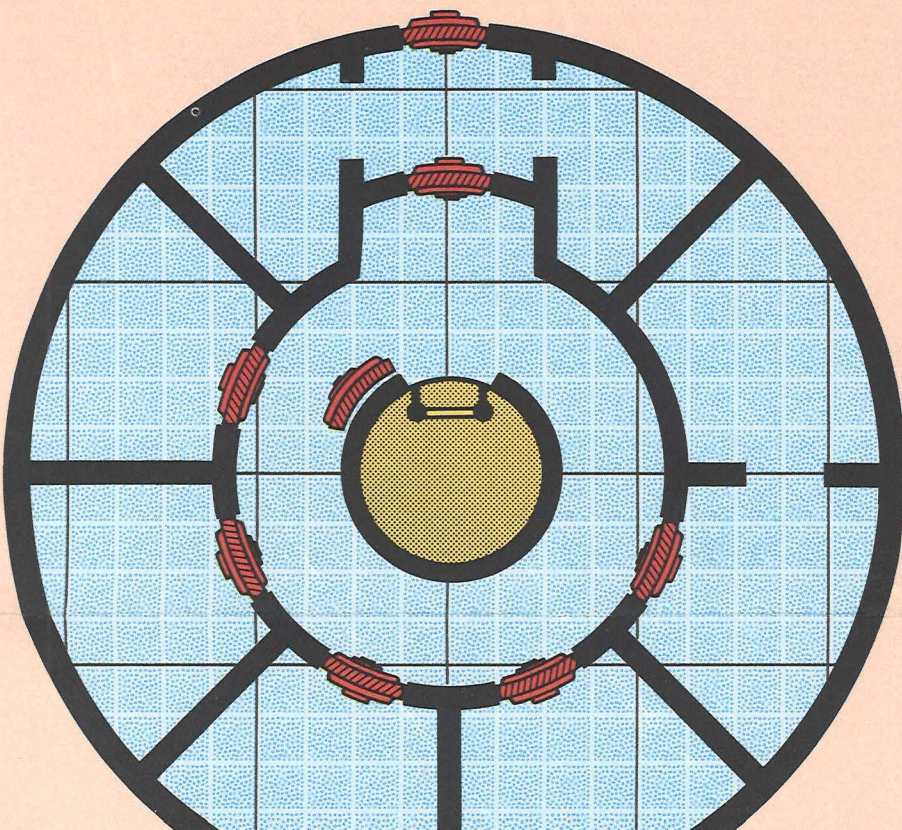


**Lounge/Captain's Cabin**

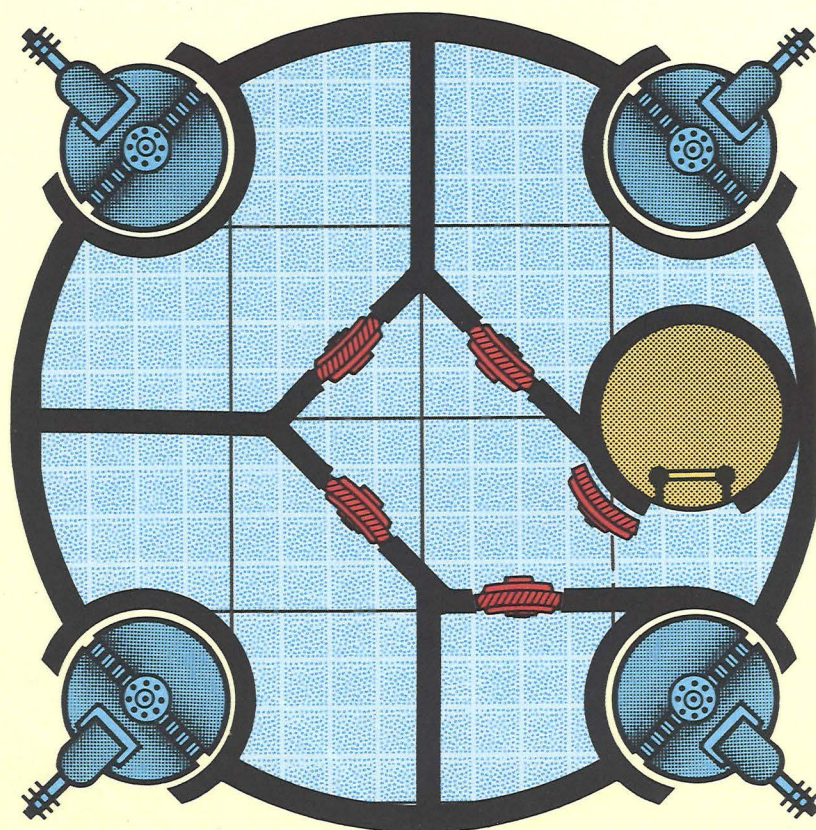
## **Small Cruiser [20-200 tons]**



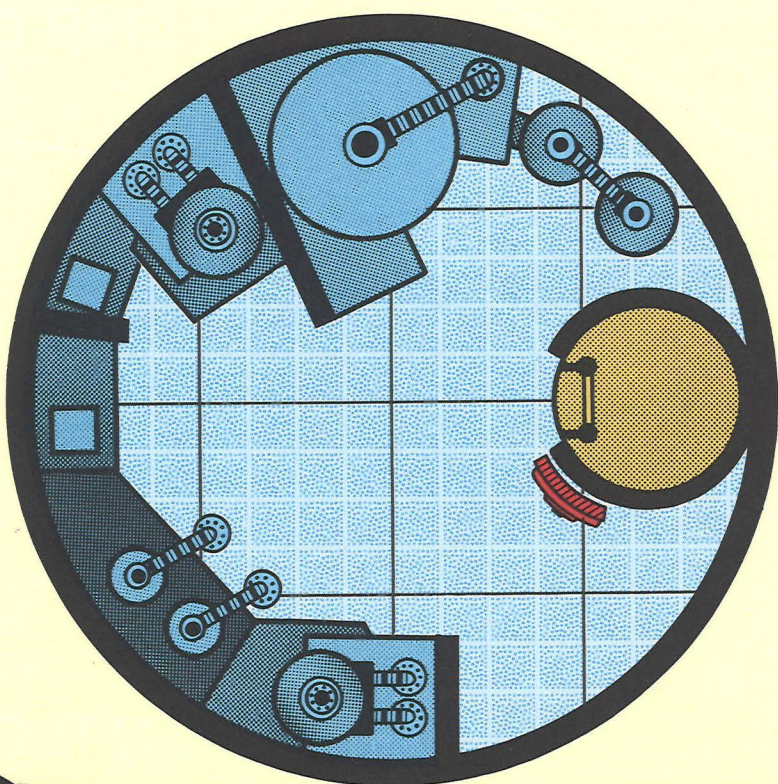
**Control Deck**



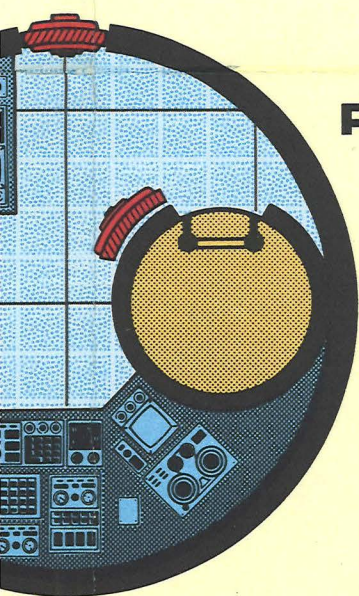




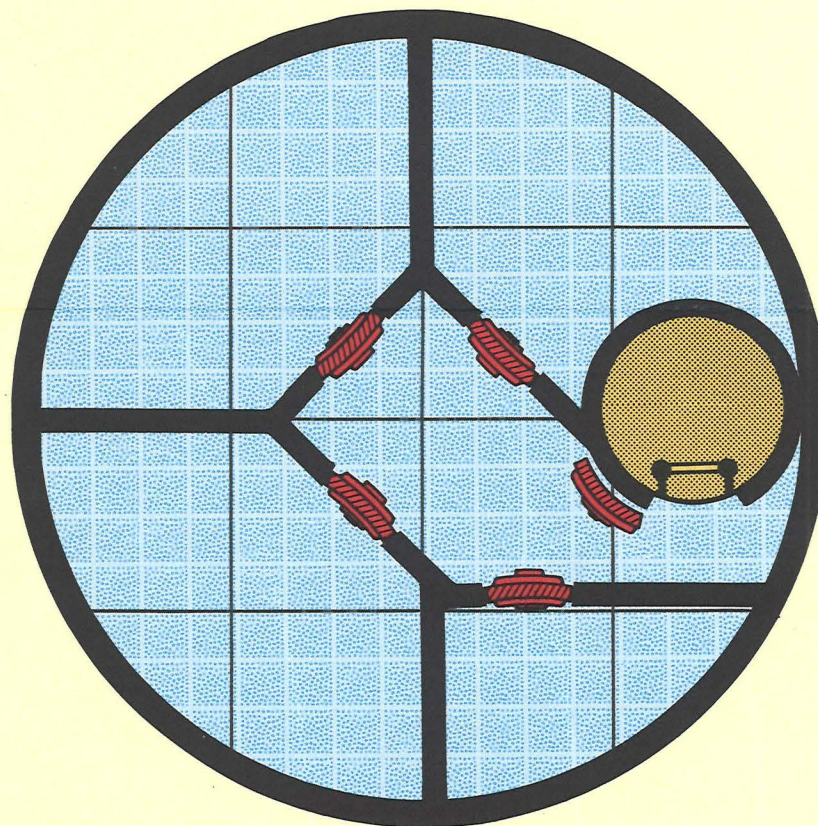
**Weapon Turrets**



**Power Deck/Reactor**



**Control Deck**



**Crew Cabins**

Scale: 1 square [1 inch] = 10 feet

## How to Use These Maps

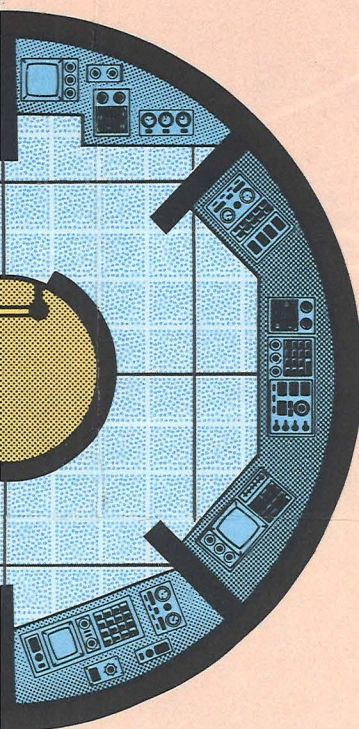
Every type of spaceship in the XXVc™ game universe has a different function and a different exterior appearance from the other kinds, but beneath their skins, all ships have a lot in common. Shown here are cross-section maps of the compartments of two typical cruisers, but these same cross sections can be used to design any other ship type.

For instance, a big space liner would have all of the compartments that are found on a heavy cruiser, but it would contain several decks devoted to passenger and crew cabins, certainly more than one cargo deck, and possibly more than one airlock (so that passengers could get on and off in more than one place. Not being as heavily armed as a warship, a liner might have a weapon deck with only a few turrets (similar to that of a medium cruiser) instead of a deck bristling with guns.

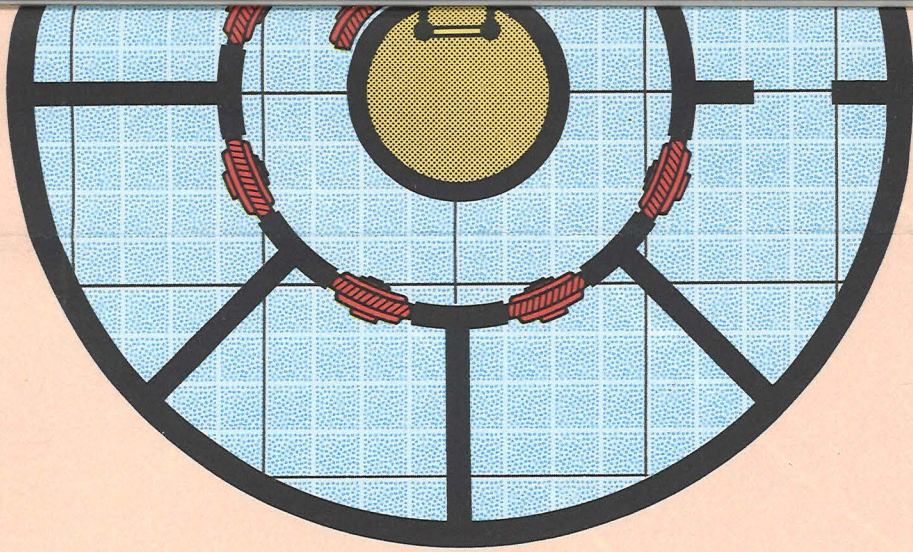
At the other extreme, a fighter needs to make the best use of its limited space. Using the light cruiser deck plans as a basis, you could consolidate the airlock deck and the cargo deck into one area, and you could eliminate the lounge/main cabin deck. The result is a small ship with only five distinct compartments—the only decks that a fighter needs.

To some degree, you have freedom in how you can arrange the decks within a ship. The control deck is almost always at the front, and the power deck at the back, but in between there can be a lot of variety. If your ship has more than one weapons deck, it might be a good idea to locate them at opposite ends of the ship instead of putting them adjacent to one another—but if you have a reason for stacking all of your weapons in one area, go right ahead.

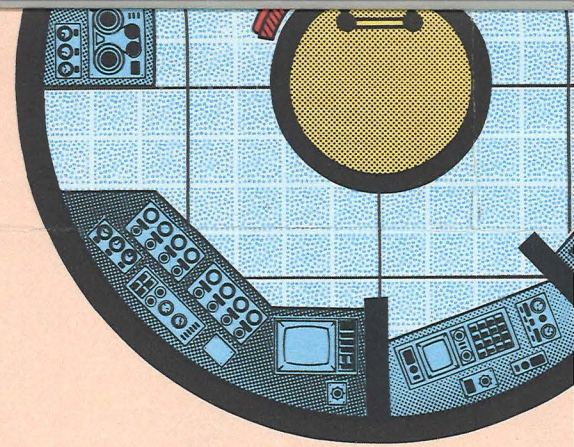
The grid on these maps is scaled at 1 square = 10 feet, making these cross-section maps usable with 25mm miniature figures. If you don't have miniature figures, you can use any kind of small markers to represent characters in their locations around the ship.



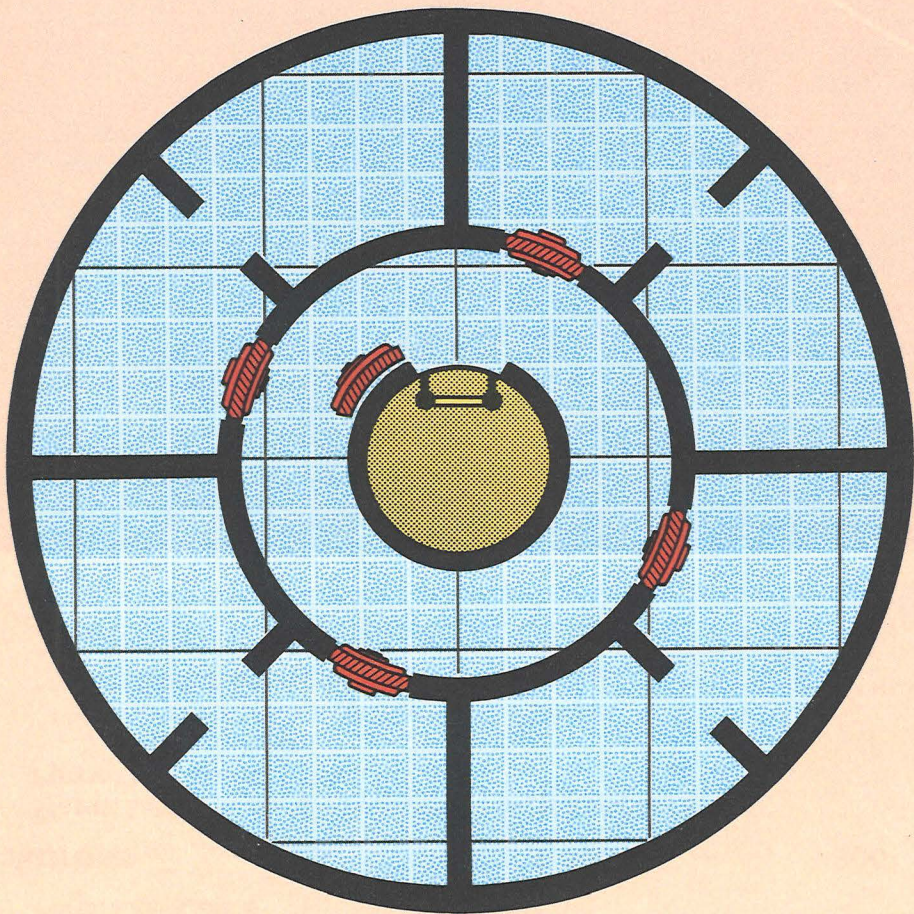




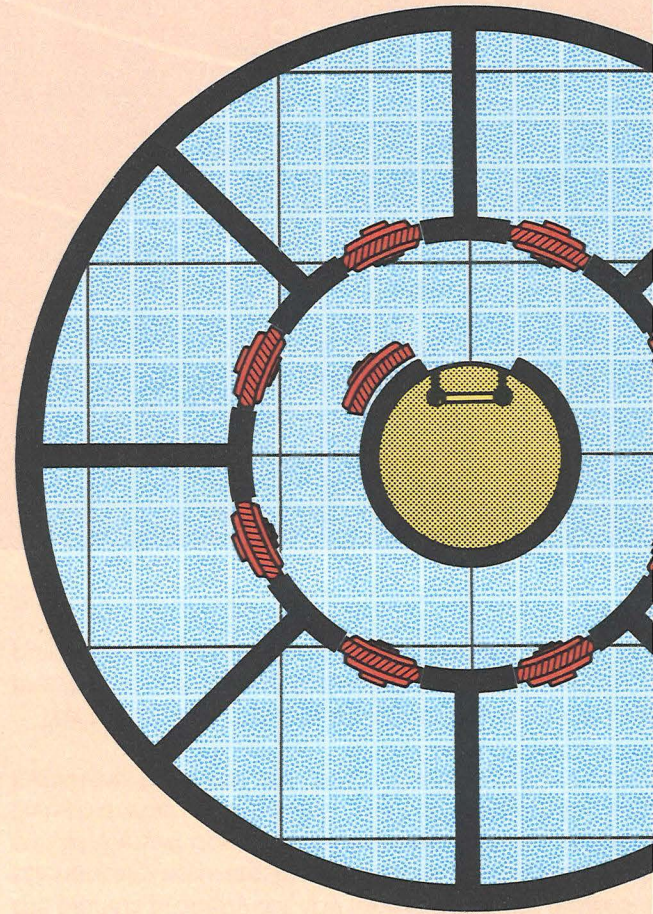
**Airlock / Gantryway**



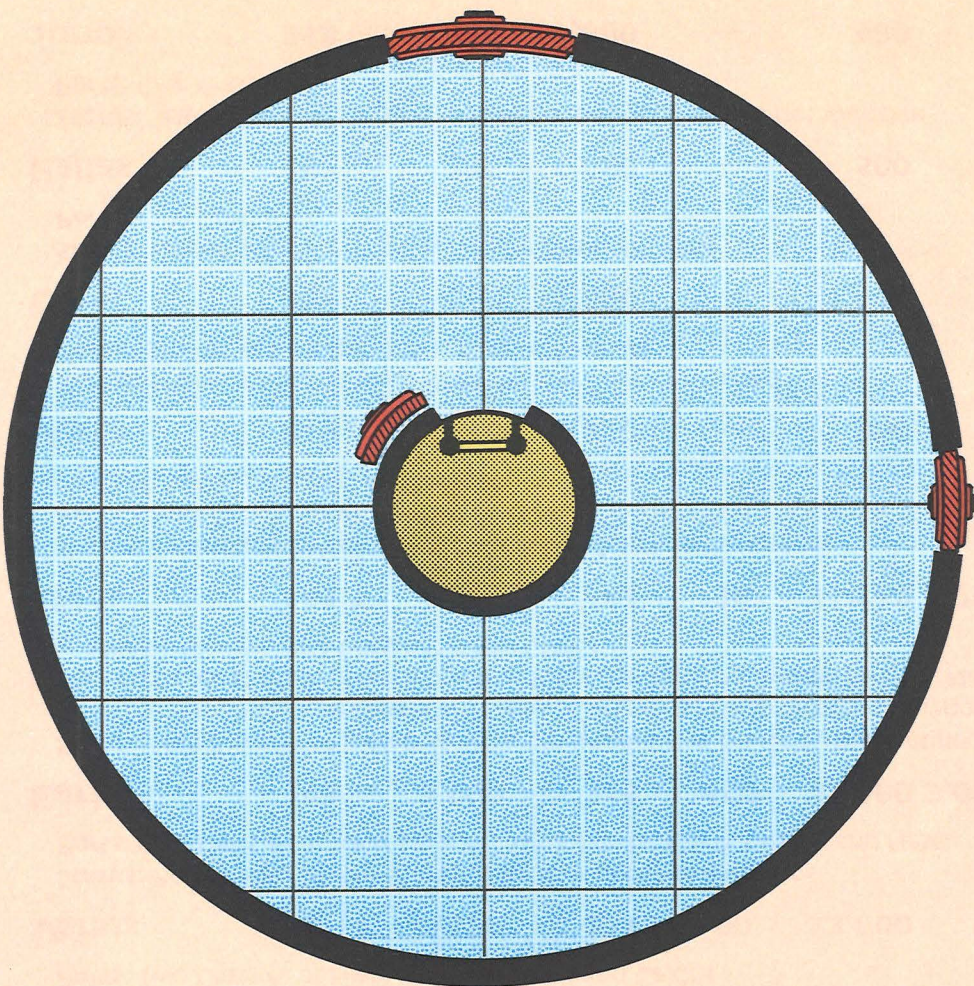
**Control Deck**



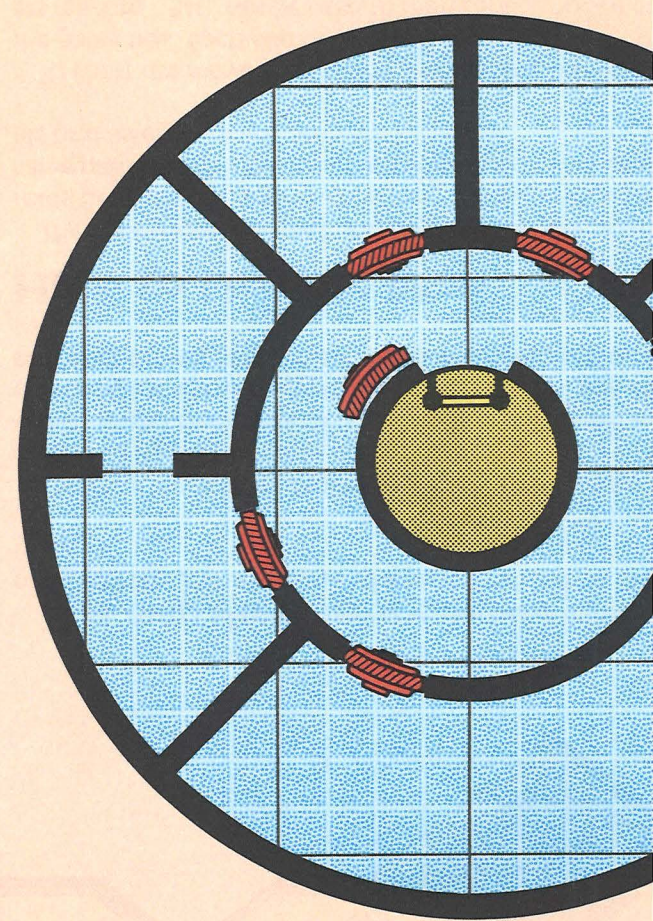
**Luxury Suites**



**Passenger / Crew**

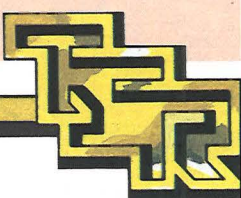


**Cargo Deck**

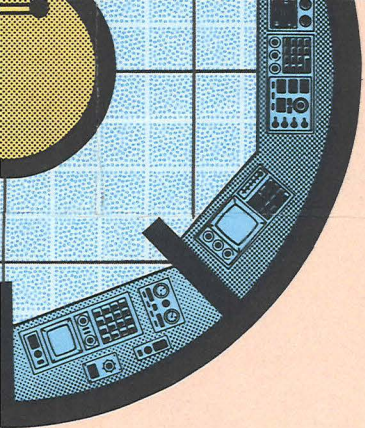


**Captain's Cabin, Si  
Purser's Office, Arm**

# **Medium Cruiser** (200-500 tons)



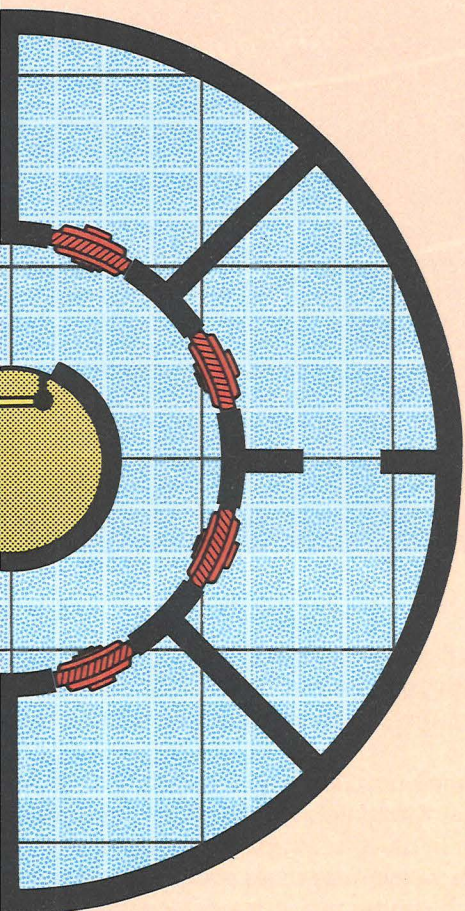




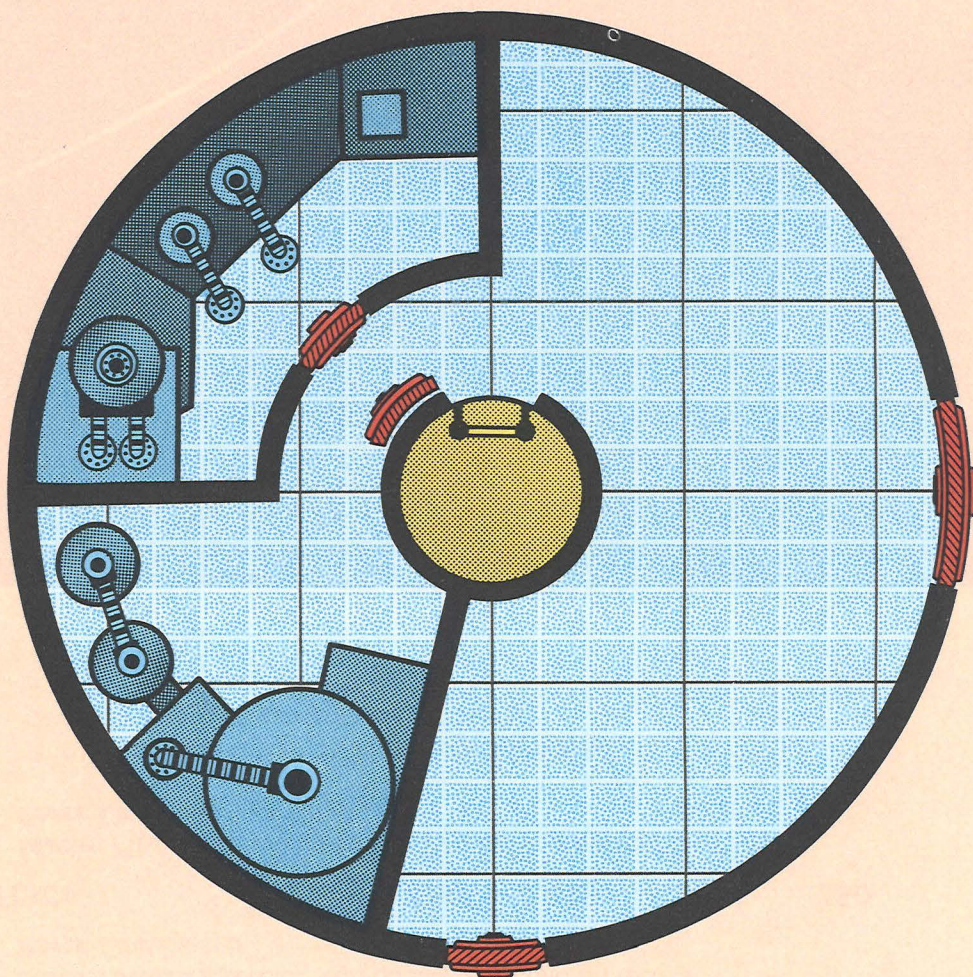
**Control Deck**

At the other extreme, a fighter needs to make the best use of its limited space. Using the light cruiser deck plans as a basis, you could consolidate the airlock deck and the cargo deck into one area, and you could eliminate the lounge/main cabin deck. The result is a small ship with only five distinct compartments—the only decks that a fighter needs. To some degree, you have freedom in how you can arrange the decks within a ship. The control deck is almost always at the front, and the power deck at the back, but in between there can be a lot of variety. If your ship has more than one weapons deck, it might be a good idea to locate them at opposite ends of the ship instead of putting them adjacent to one another—but if you have a reason for stacking all of your weapons in one area, go right ahead.

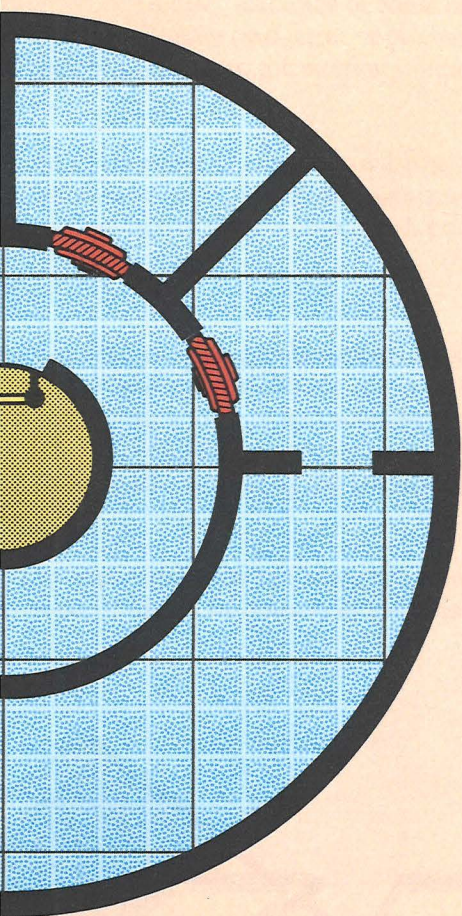
The grid on these maps is scaled at 1 square = 10 feet, making these cross-section maps usable with 25mm miniature figures. If you don't have miniature figures, you can use any kind of small markers to represent characters in their locations around the ship.



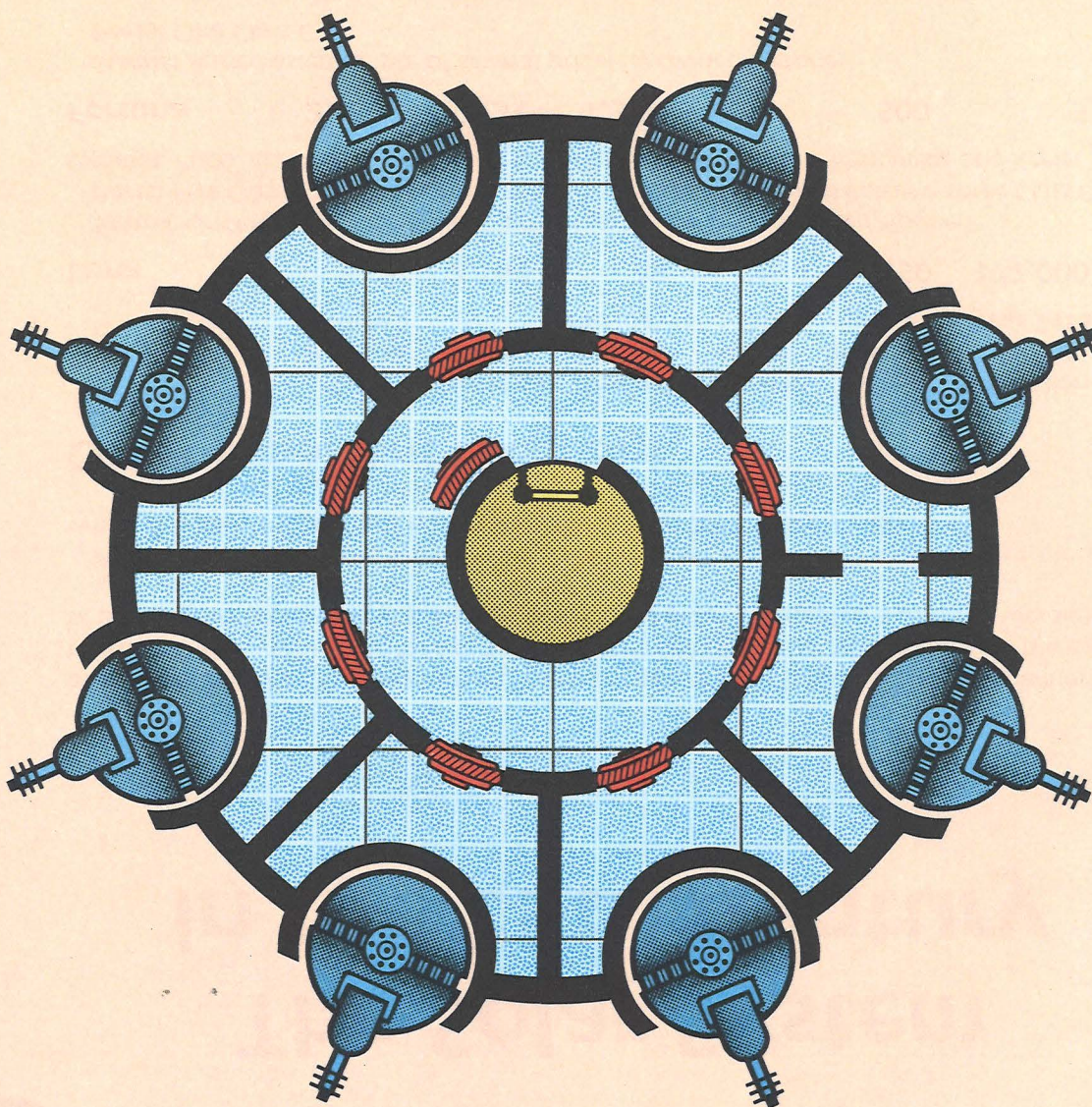
**Crew Cabins**



**Power Deck/Reactor**



**Cabin, Sick Bay,  
Ice, Arms Locker**



**Weapon Turrets**

Scale: 1 square [1 inch] = 10 feet

