

# Traveller®

# DECK PLAN 2

# MODULAR CUTTER

Based on the award-winning  
**Traveller** science-fiction  
universe by

MARC MILLER

Edited by

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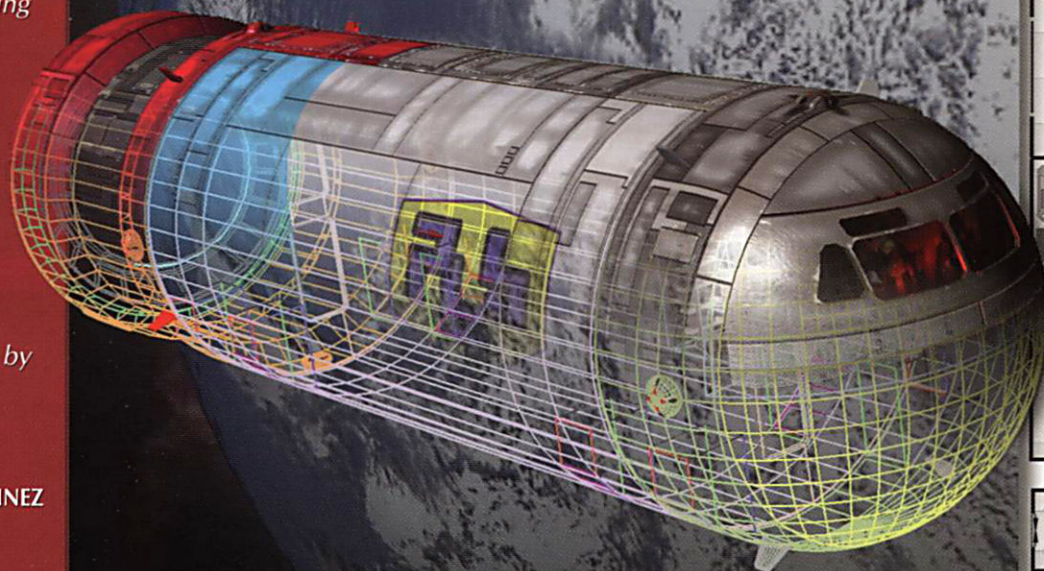
ALEX FERNANDEZ

AND MERCEDES MARTINEZ

Compatible with  
all forms of **Traveller**:  
Classic, MegaTraveller,  
T:NE, and  
**GURPS Traveller**.



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The Modular Cutter is truly the workhorse of the Imperium . . . and the subject of a new **GURPS Traveller** book, eloquently titled "Modular Cutter." This set includes 8 two-sided maps . . . the 50-ton modular cutter itself and seven different modules: Class I starport, expandable base, laboratory, medical, prison transport, safari, and survey.

Also included is a sheet of all-new **Traveller Cardboard Heroes** miniatures, created specifically for this set. Explorers, scientists, doctors, civilians . . . including a Virushi surgeon and a Bwap clerk!

Production Management by Russell Godwin

Production and Cover Design by Alex Fernandez ■ Print Buying by Paul Rickert

Art Direction by Philip Reed ■ Sales Management by Ross Jepson

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FIRST PRINTING  
PUBLISHED FEBRUARY 2001  
ISBN 1-55634-480-5



9 781556 344800

SJGO1695 6620

Printed in the  
USA




Deck plans shown  
1/6 actual size.



# DECK PLAN SYMBOLS

-  Sliding Door
-  Interior Partition
-  Airtight Partition
-  Airtight Bulkhead

-  Iris Valve
-  Iris Valve, Overhead

-  Iris Valve, Floor

-  Iris Valve, Floor & Overhead

-  Chair


-  Table

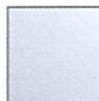
-  Acceleration Couch

-  Fresher

-  Low Berth

-  Bed

-  1 hex (1") = 1 yard






-  1 square (1.5") = 1.5 meters

## WE'RE ON THE WEB

### *Journal of the Travellers' Aid Society*

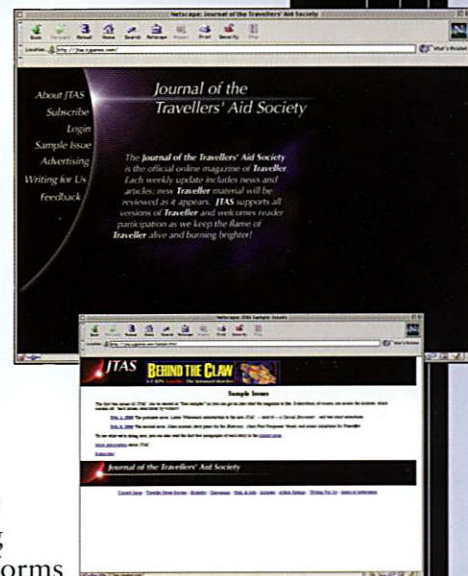
The *Journal of the Travellers' Aid Society* was first published in 1979 by GDW, Inc. to provide additional material (rules, variants, adventures, equipment, and background development) for *Traveller* and related products, and to keep *Traveller* fans informed on what was happening with the game. The hardcopy version of *JTAS* ceased publication in 1985, merged into GDW's magazine *Challenge*.

Now *JTAS* continues that same tradition on the web, providing support for *Traveller* in all its forms and incarnations. We cover *Classic Traveller*, *MegaTraveller*, *Traveller: the New Era*, *Traveller 4th edition*, and *GURPS Traveller*. We'll keep you informed on what's happening, what's come out, and what's coming up for the premiere science-fiction RPG. The online format also allows *JTAS* to offer an interactive forum for *Traveller* fans to discuss the game and keep it alive and growing. Updated weekly, *JTAS* features:

-  *Traveller* articles, news, and reviews, plus a weekly editorial by Loren Wiseman.
-  A searchable archive of back *Traveller* articles in both *JTAS* and *Pyramid*.
-  Discussion boards on an increasing variety of topics.
-  Live Chat sessions at Brubek's, the virtual bar.
-  The equivalent of approximately five full-sized *Traveller* books each year.

*JTAS* is edited by Loren Wiseman, an original partner in GDW and currently *GURPS Traveller* line editor for Steve Jackson Games. *Journal of the Travellers' Aid Society* and *Traveller* are trademarks of *Far Future Enterprises*.

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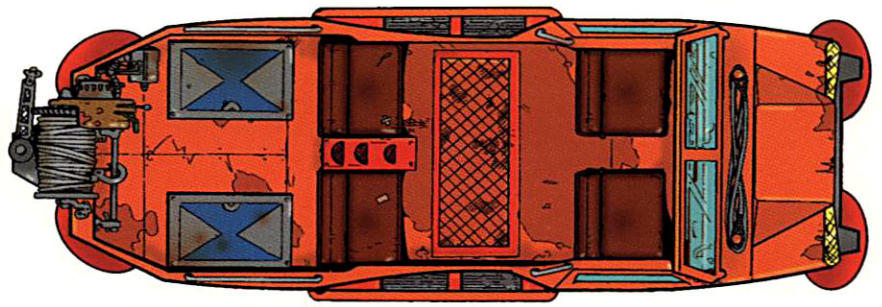
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Cut the figures along the dotted yellow lines.  
DO NOT cut on the solid lines – these are the fold lines.  
Use the back of a table knife to score along each fold line before folding.  
Interlock the tabs at the base, and the figure will stand up.



CARDBOARD HEROES  
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Medical Tech  
TDP2-13

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Bwap Clerk  
TDP2-14

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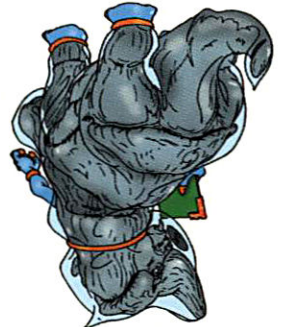
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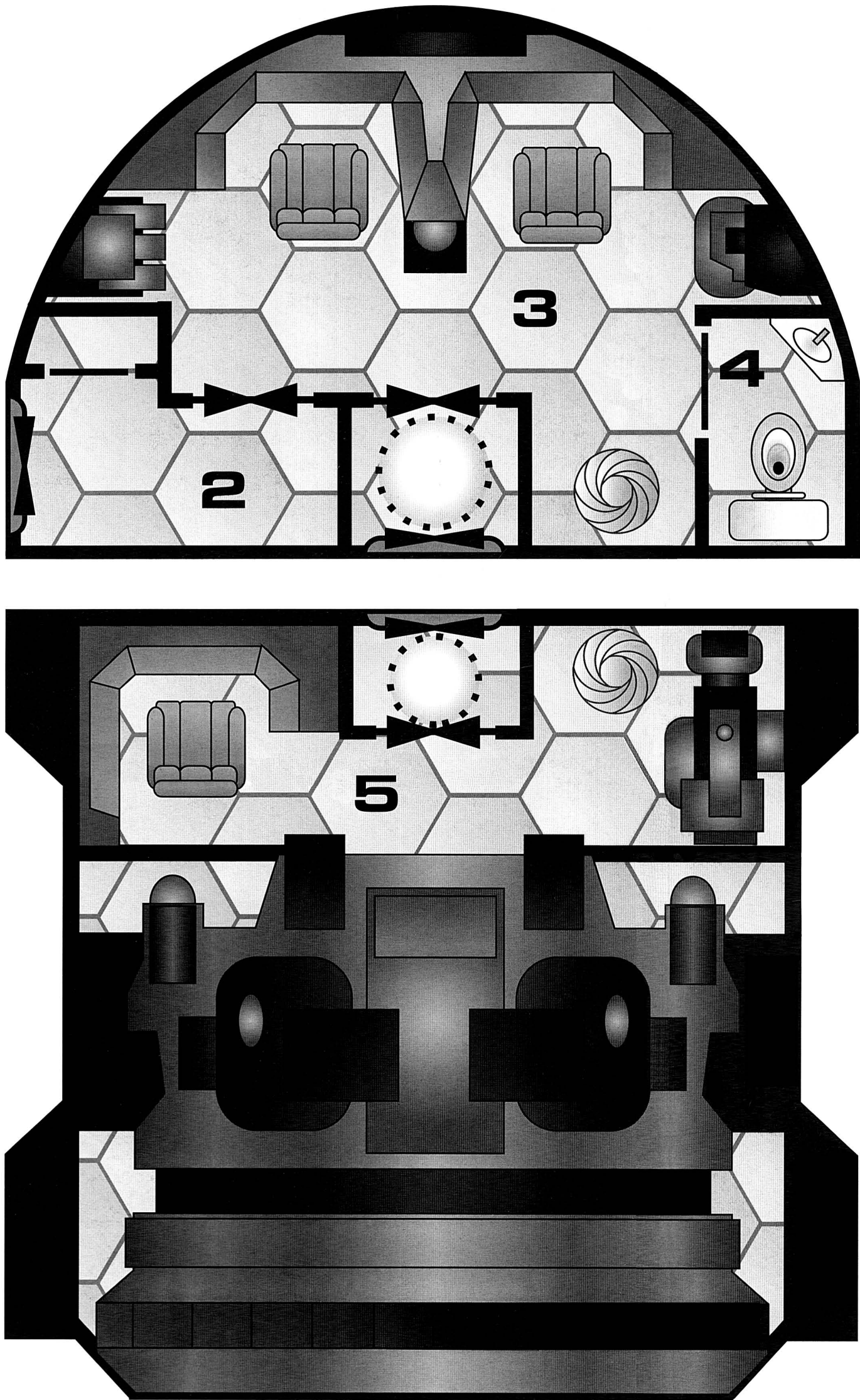
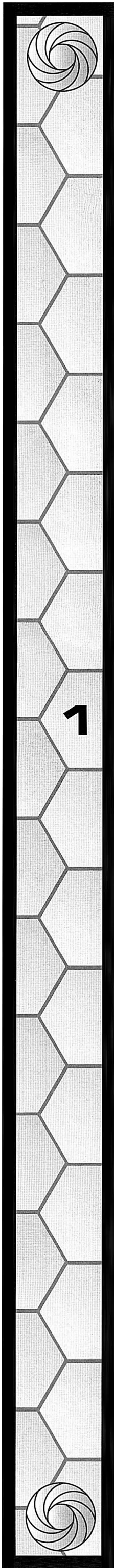


Surgeon  
TDP2-12



Traveller® DECK PLAN 2:  
MODULAR CUTTER

50-DTON CUTTER



**GURPS TRAVELLER 50-TON MODULAR CUTTER (TL10)**

**Subassemblies:** SL Hull.  
**Power & Propulsion:** 12 Maneuver.  
**Occupancy:** 5 RCS    **Cargo:** 0.5 dtons

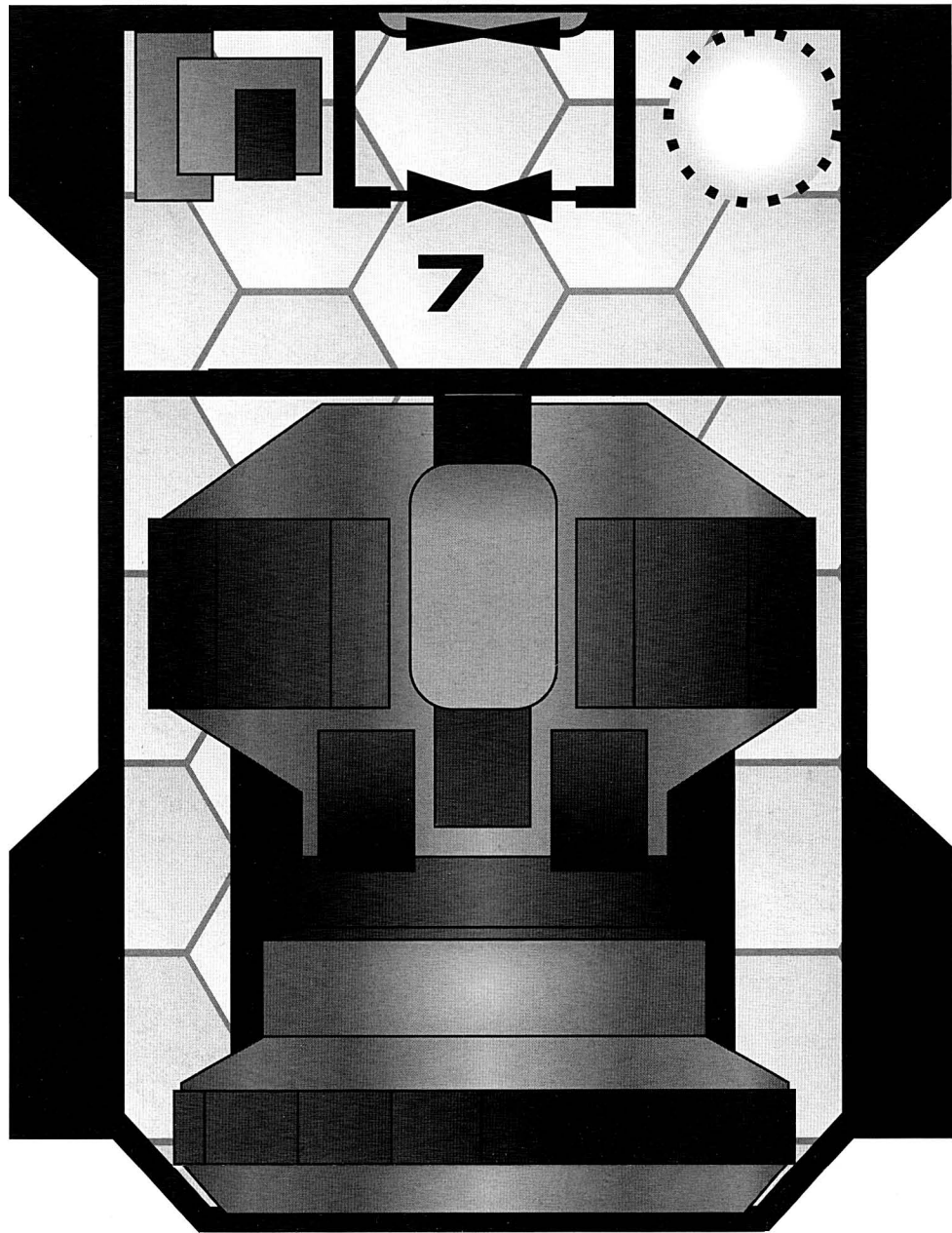
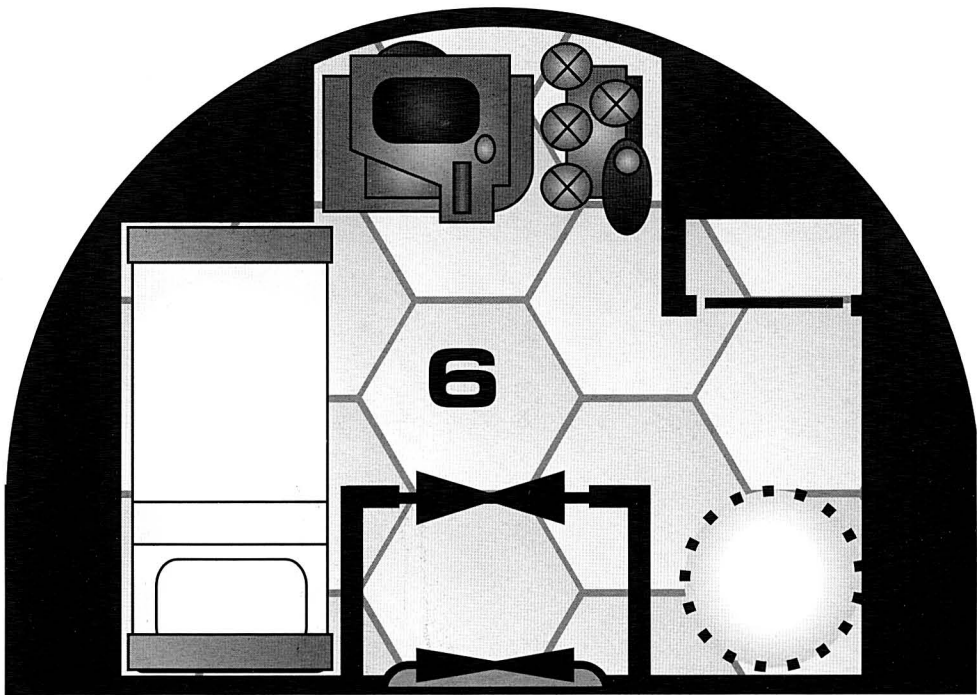
<b>Armor</b>	<b>F</b>	<b>RL</b>	<b>B</b>	<b>T</b>	<b>U</b>
Cutter:	4/100	4/100	4/100	4/100	4/100
Expandable Base:	4/500	4/500	4/500	4/500	4/500
All Other Modules:	4/100	4/100	4/100	4/100	4/100

**Equipment**  
Modules: Basic Bridge, Life Support, Small Craft Bridge Add-On.

**Statistics**  
Dim.: 21'x21'x72'    Payload: 2.5 tons    Lwt.: 75 tons  
Volume: 20/50 dtons    SizeMod: +6    Price: MCr7.7  
HP: 4,500

sAccel: 2 Gs (empty), 3.4 Gs (Class I starport), 2.5 Gs (expandable base), 2.8 Gs (laboratory), 3.1 Gs (medical), 2.8 Gs (prison transport), 3 Gs (safari), 3.6 Gs (survey). aSpeed: 1,200

The 50-ton modular cutter has a crew of pilot, co-pilot, and engineer. It features a sealed body and a single intrinsic coupling for a 30-dton module weighing up to 180 standard tons.



**BASIC DESIGN**

Ling Standard Products produced the original 50-ton modular cutter, which is now licensed to dozens of manufacturers. Though the technical specifications have undergone minor changes over the decades, the basic design remains unchanged:

**UPPER DECK**

- 1. Spine:** The spine is rather a tight fit, and can be traversed only at a crawl, but it provides the only “shirtsleeve” connection between the forward and aft sections of the 50-ton Modular Cutter when no pod is carried (or if the pod is not configured for traverse). Access is through panels in the ceiling rather than through a conventional hatch, and those unfamiliar with the cutter will not know of the existence of “the tunnel.”
- 2. Airlock:** This is the main entrance to the cutter. A small storage locker in the airlock contains emergency equipment and rescue supplies. Some crews store their vacc suits here for convenience; others place them in a small locker accessible from the bridge.
- 3. Bridge:** The controls at each bridge station are configurable and the vessel can be piloted equally well from either position. Vilani tradition places the senior pilot on the right (starboard) side; Imperial tradition places him on the left. Bridge workstations can be configured to enable a crewmember to perform the engineer’s duties if necessary, but this is not normal practice.
- 4. Fresher:** This is a conventional fresher, but lacks a shower, which makes the standard cutter unsuitable for long flights.
- 5. Upper Engineering:** This section contains the engineer’s workstation, which can be configured to act as either of the bridge workstations in an emergency.

**LOWER DECK**

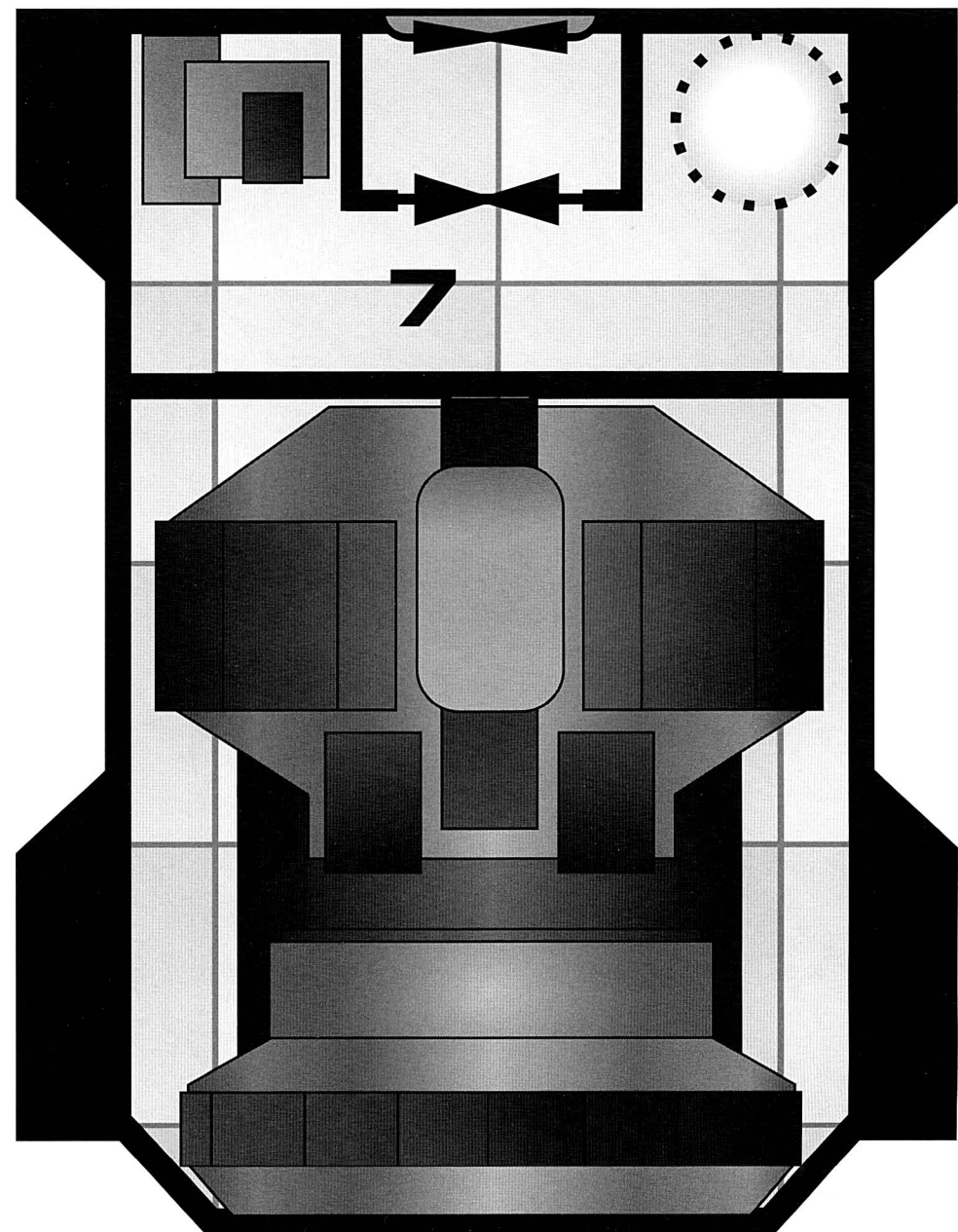
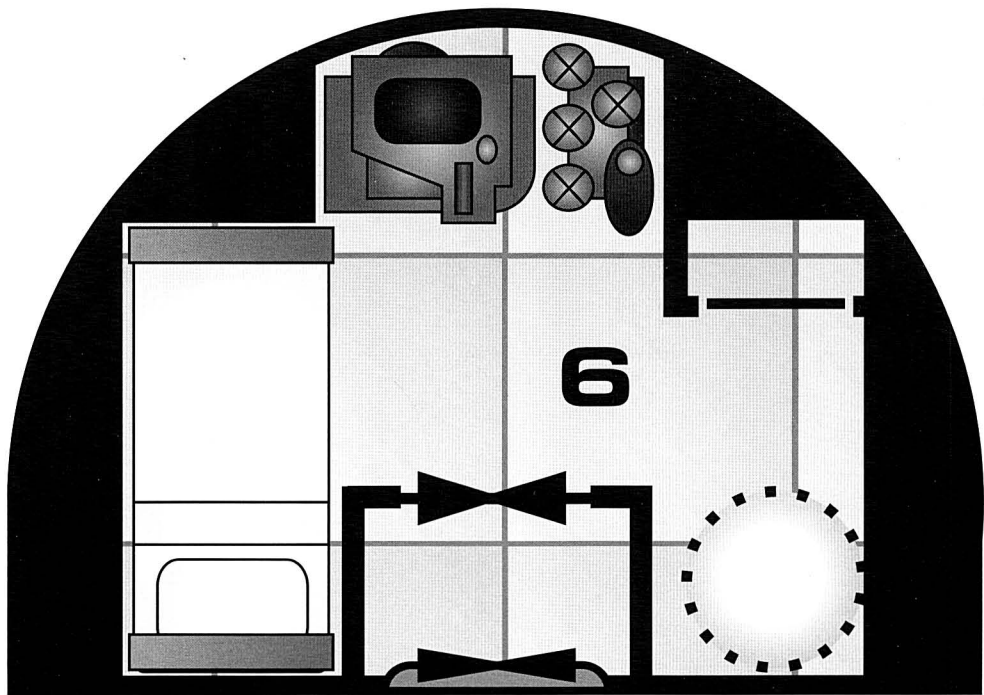
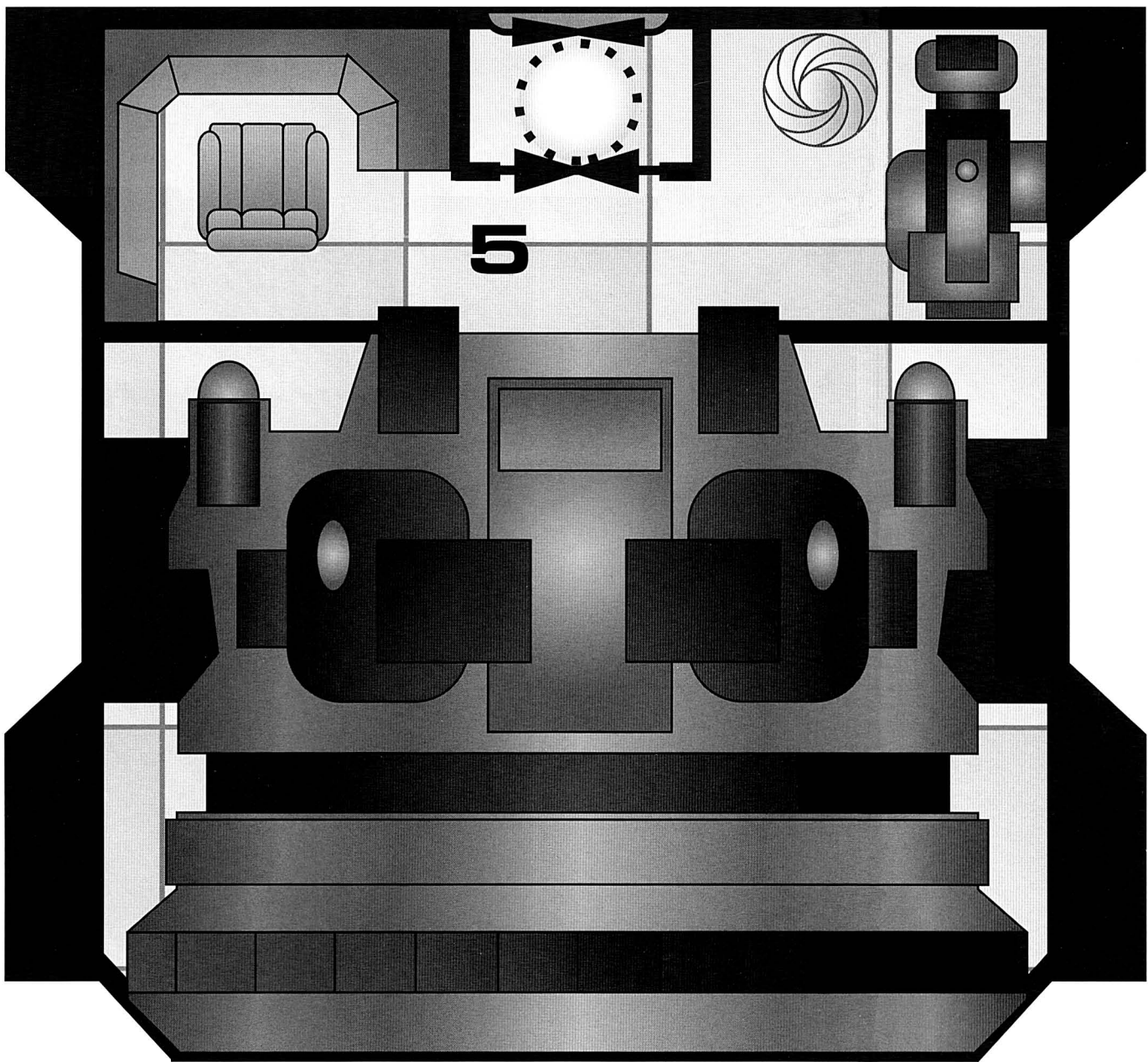
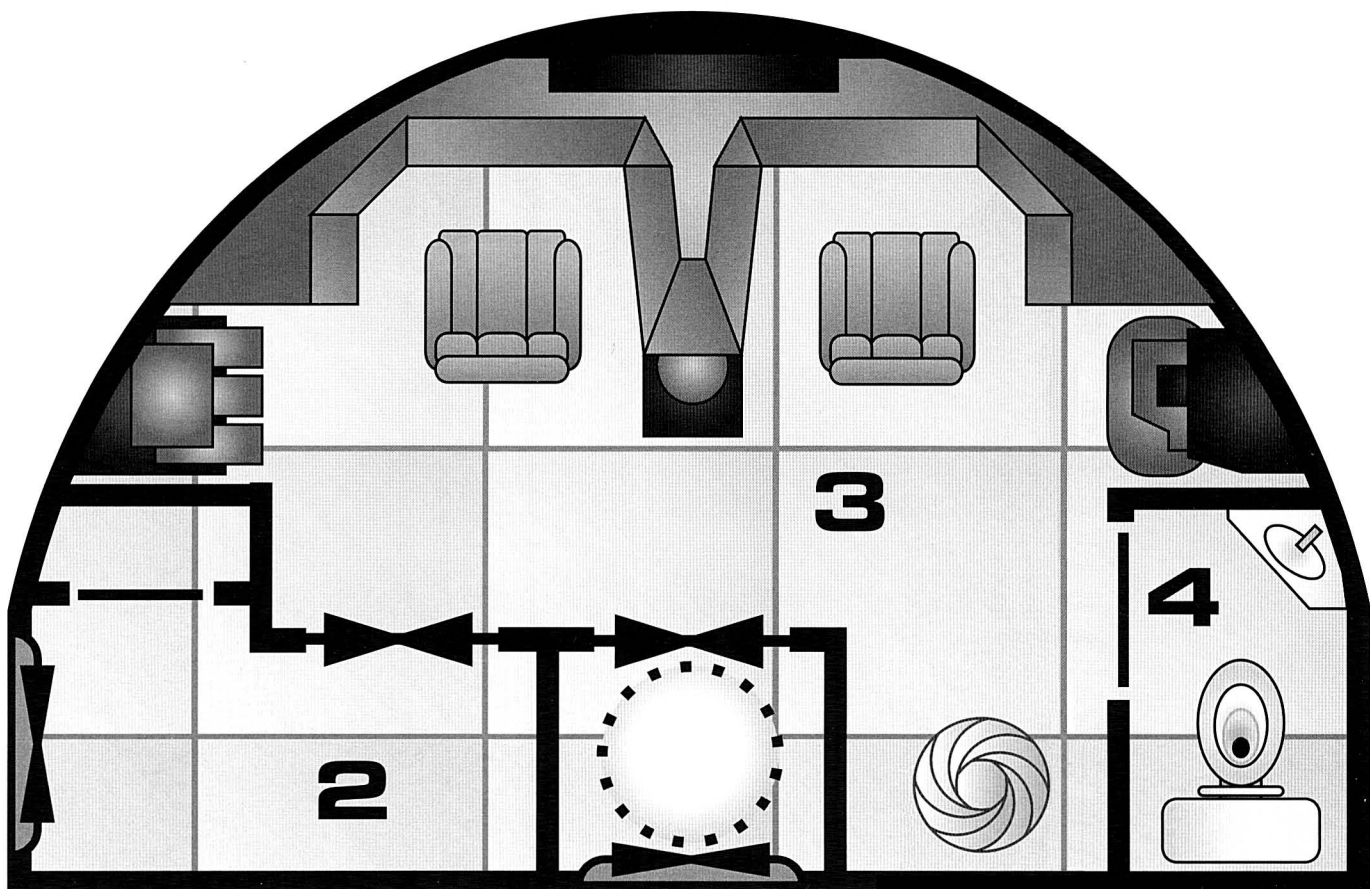
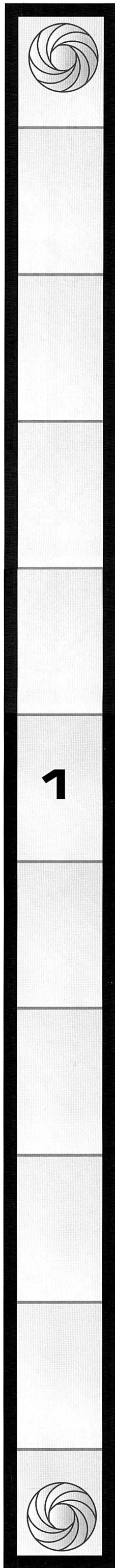
- 6. Bunks & Life Support:** The bunk is for the relief of crew members during long-duration flights; the closet is used to store food and other supplies. Some variant models include a small shower and water-recirculation system.
- 7. Lower Engineering:** This is primarily an inspection area to enable engineers to monitor the maneuver drive and power plant directly. It is seldom visited, and is sometimes used by the crew as a general storage area.





Traveller® DECK PLAN 2:  
MODULAR CUTTER

50-DTON CUTTER



BASIC DESIGN

Ling Standard Products produced the original 50-ton modular cutter, which is now licensed to dozens of manufacturers. Though the technical specifications have undergone minor changes over the decades, the basic design remains unchanged:

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LOWER DECK

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CLASSIC TRAVELLER (HIGH GUARD) STATISTICS

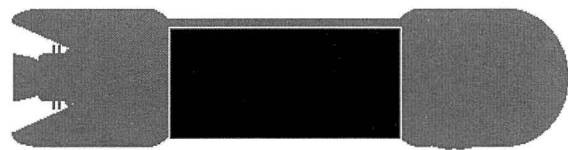
Cutter YY-0204411-000000-00001-0 MC30.75 50 tons  
Crew=2. Fuel=2. Bridge. EP=2. Agility=4. TL=12. Carries one 30-ton module.  
Cutter without module functions as a YY-0206611-000000-00001-0 (20 tons).

MEGA TRAVELLER STATISTICS

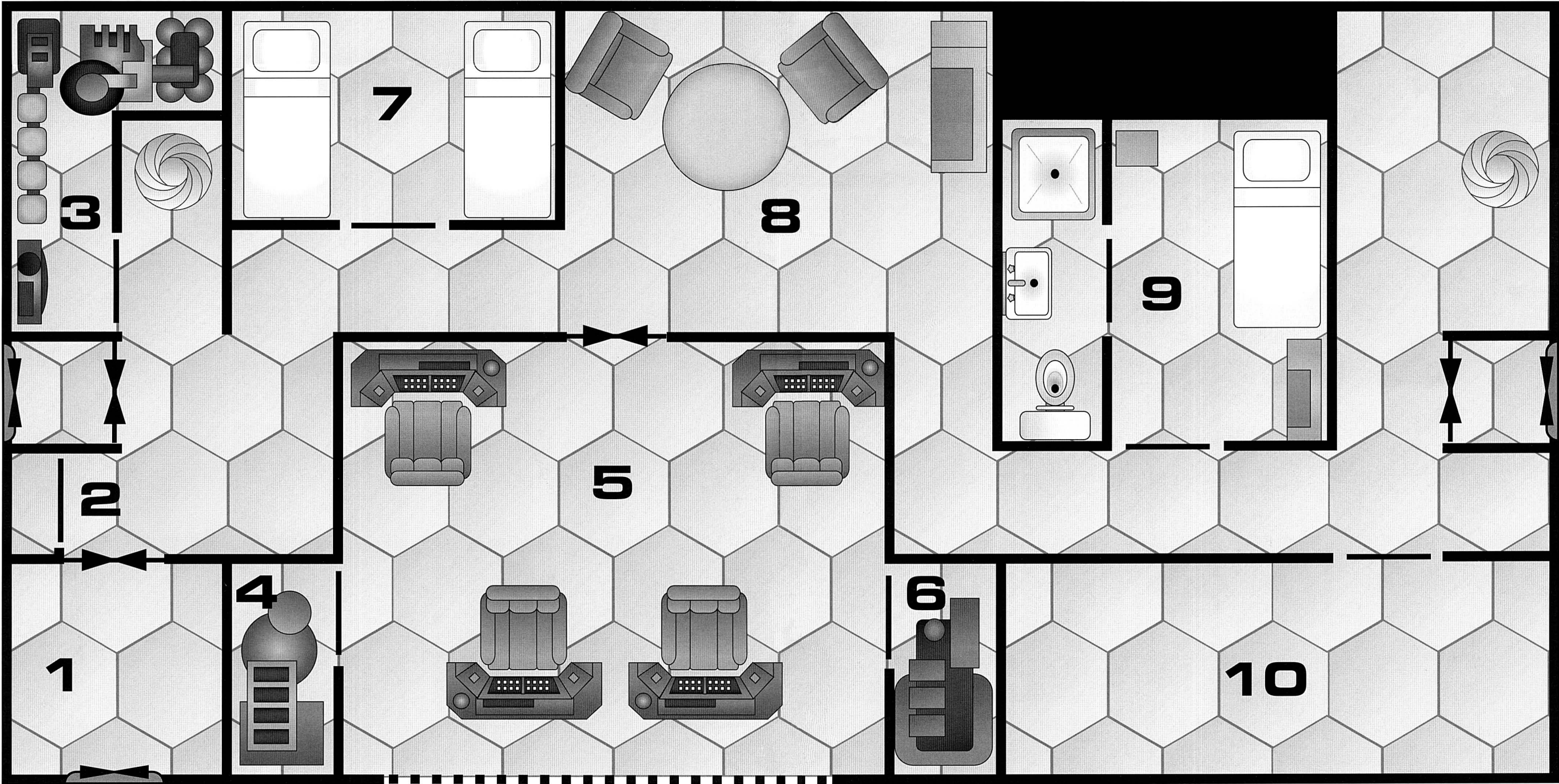
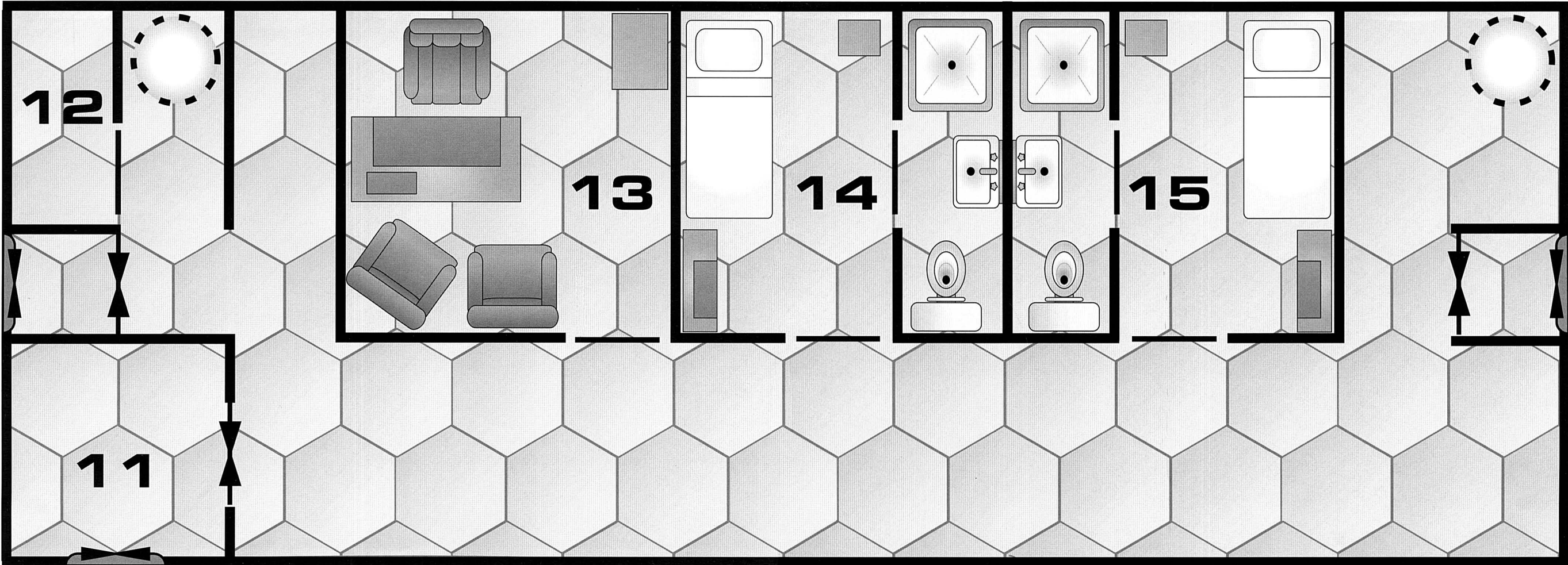
Craft ID: Modular Cutter, TL15, MCr17.06  
Hull: 45/113, Disp=50, Config=1SL, Armor=40G, Unloaded=430tons, loaded=850tons  
Power: 3/6, Fusion=700Mw, Duration=12/36  
Loco: 5/10, Maneuver=4, NOE=190kph, Cruise=600kph, Top=800kph, Agility=3  
Commo: Radio=System  
Sensors: PassiveEMS=Interplanetary, ActiveEMS=Planetary, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Rout  
Off/Def: Hardpoints=1, DefDM=+7  
Control: Computer=2x3, Panel=Holodynamic linkx76, Special=headsUp, Environ=basic env, basic ls, extend ls, grav plates, inertial comp  
Accom: Crew=2 (Bridge/Engineer=1, Commander=1), Seats=adequatex2  
Other: Cargo=405kliters, Fuel=100kliters, Scoops, ObjSize=small, EMLevel=faint







# CLASS I STARPORT MODULE



## MISSION PROFILE

This module performs all the functions of a Class I starport.

## UPPER DECK

**1. Upper Airlock:** When the module is set down on a world, an external staircase will be erected to enable direct access to the upper deck.

**2. Suit Locker:** Vacc suits are stored here.

**3. Engineering:** This room contains life-support machinery, and can also supply power to a limited number of other facilities as well.

**4. Communications:** After the station is established, this room is manned by at least one commo tech at all times (more during times of high traffic). It is also used for storage during the transit flight.

**5. Flight-Control Room:** After the station is established, this room is the central flight control for the starport – the heart of flight operations. It is used for storage during the transit flight.

**6. Computer:** This room contains the central computer for the starport. It is not powered during the transit flight.

**7. Sickbay:** Class I starports are often established on worlds where medical care may be hard

to come by initially. One or two medical technicians are assigned to this room.

**8. Break Area:** This area serves as a lounge and meeting room for starport personnel.

**9. Stateroom:** This serves as quarters for the station's crew during the transit flight and once the module has been established in operation. Sometimes occupancy is doubled up during transit and other quarters are provided after delivery.

**10. Cargo Bay:** This area contains food and other consumables during transit and serves as a ready-access storeroom after delivery. Additional storage space is needed for long-term occupancy.

## LOWER DECK

**11. Lower Airlock:** See entry #1.

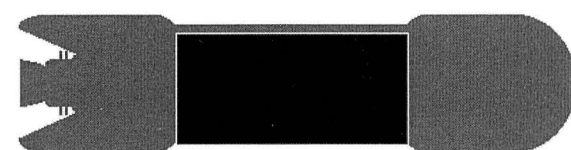
**12. Storage Closet:** This is used for storage of office supplies. Food and other consumables required for long-term operation are stored elsewhere (sometimes in cargo modules landed as part of the starport establishment).

**13. Office:** This room serves as the office of the port director when the module is operating as a starport. During transit, it serves as additional storage space.

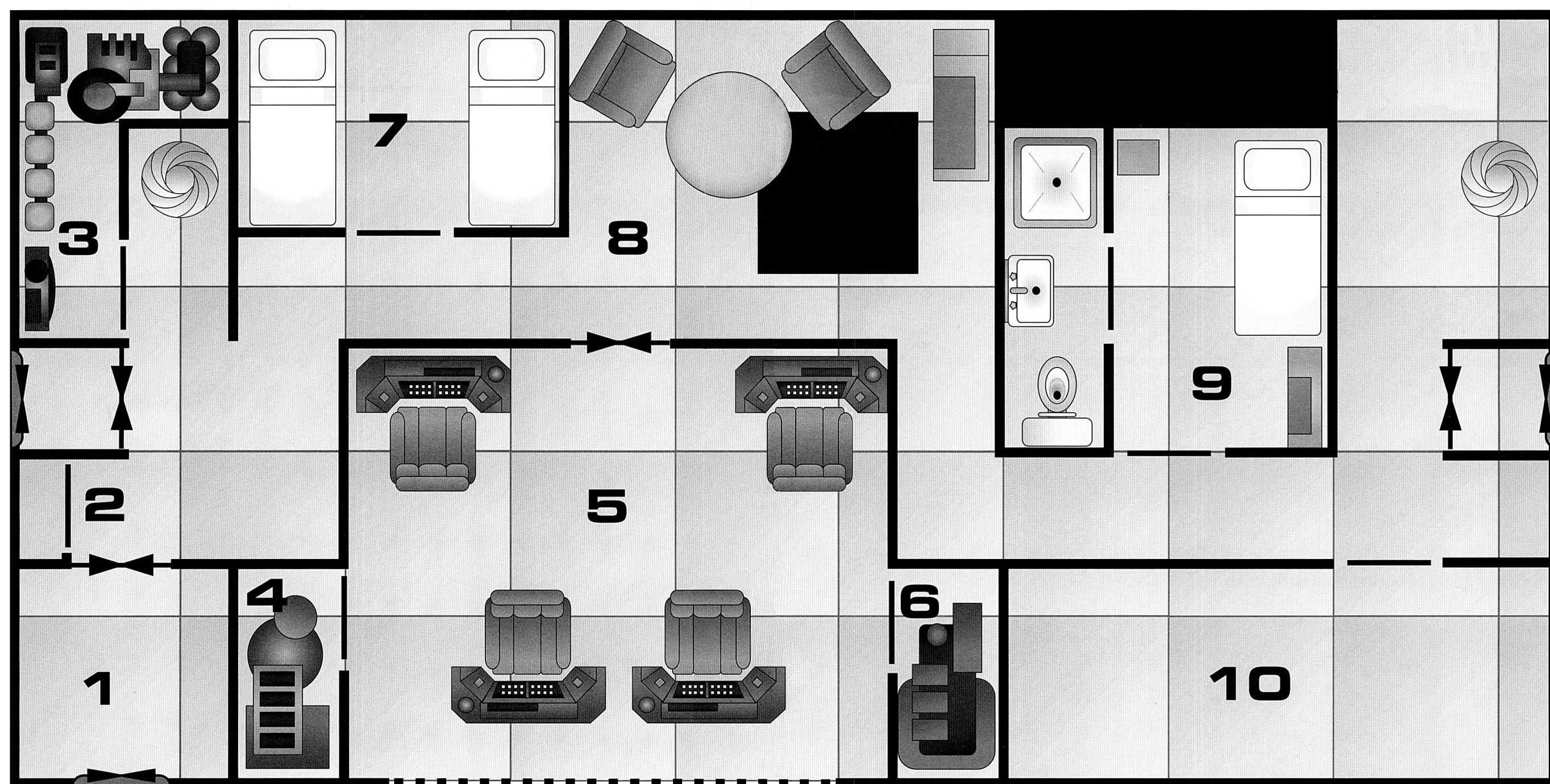
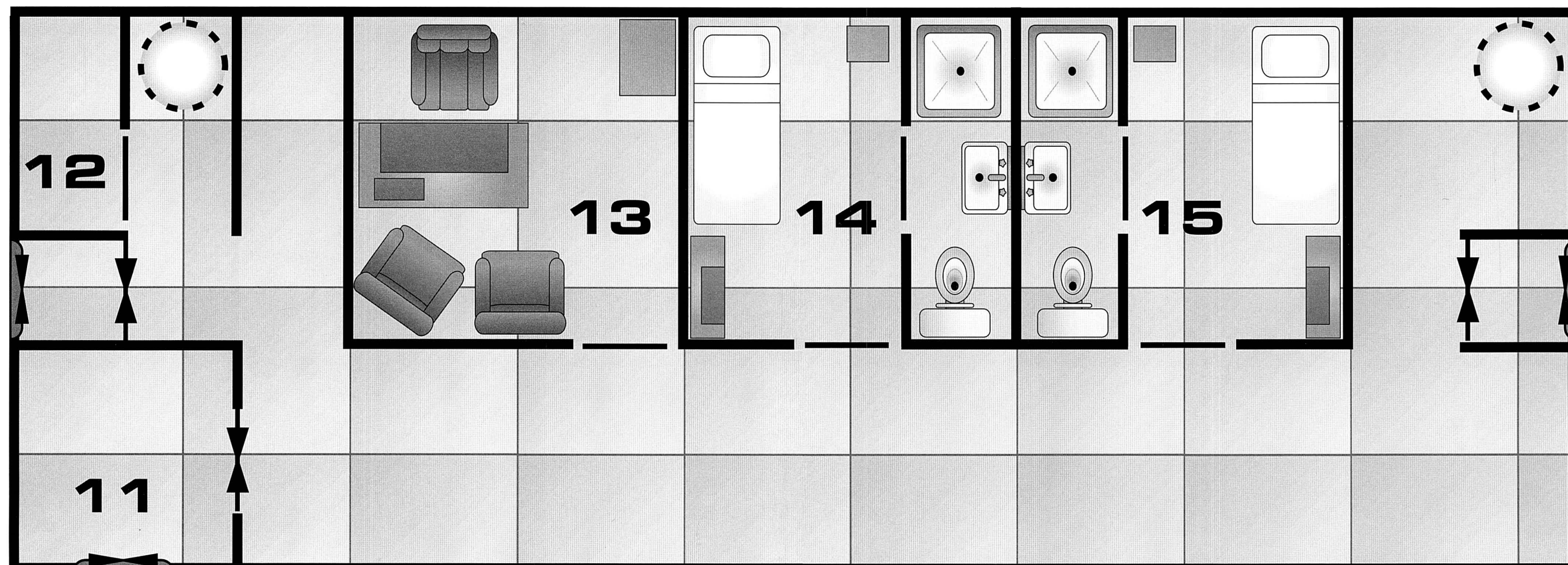
**14-15. Staterooms:** See entry #9.



# Traveller® DECK PLAN 2: MODULAR CUTTER



## CLASS I STARPORT MODULE



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This module performs all the functions of a Class I starport.

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### LOWER DECK

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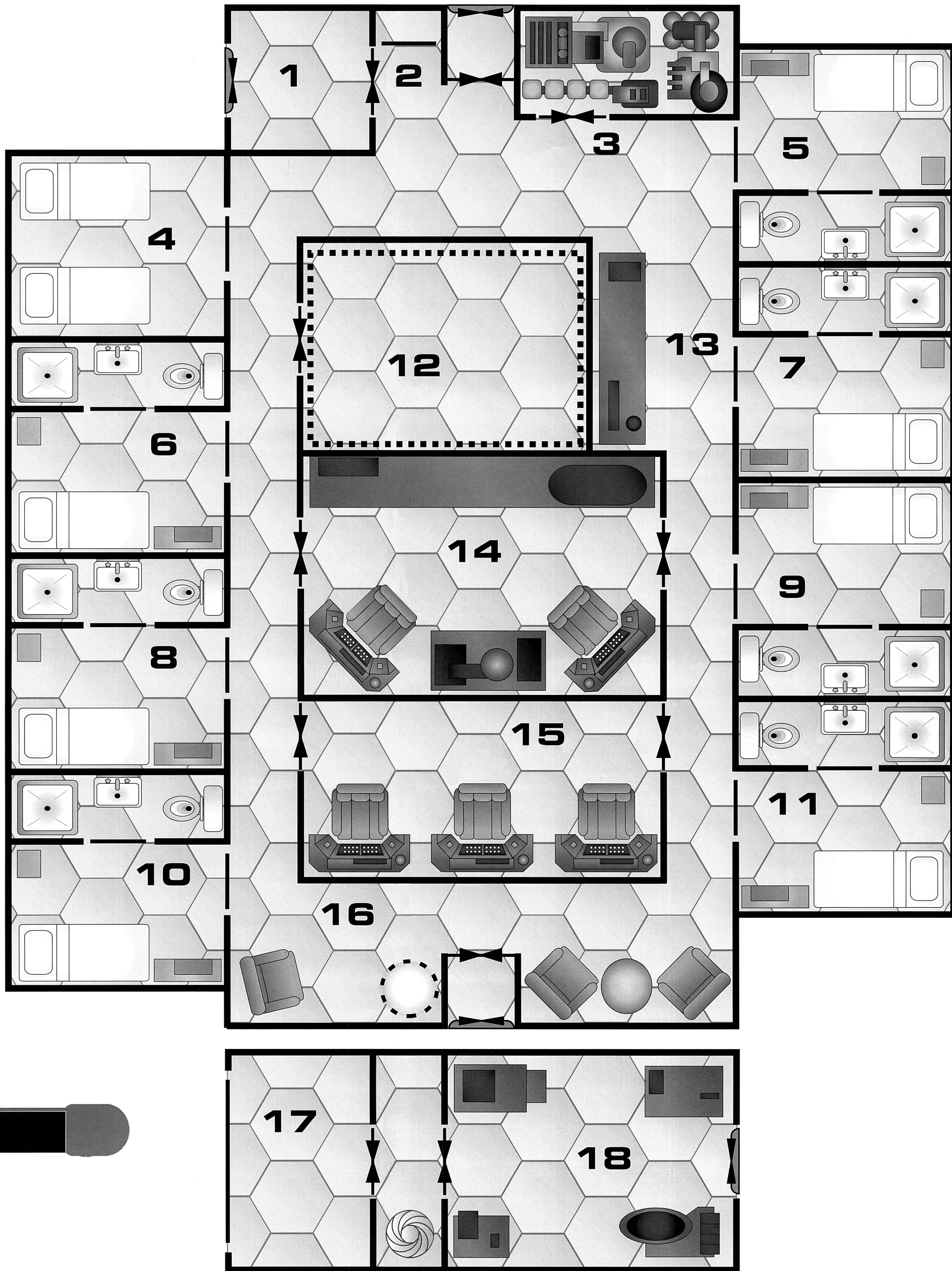
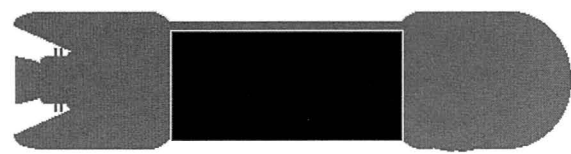
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14-15. **Staterooms:** See entry #9.



# EXPANDABLE BASE STATION MODULE



## MISSION PROFILE

This module can only be used on the ground; during transit, no cargo or crew may be carried. It unfolds into a base station twice its original size. This takes about 20 minutes; returning to its transportable state takes about an hour.

## UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Suit Locker:** Vacc suits are stored here.

**3. Engineering & Life Support:** Depending upon local conditions, additional support, storage, and power generation may be in other modules.

**4. Sickbay:** One or two medical technicians and a doctor are normally assigned to this room.

**5-11. Staterooms:** Each contains a private fresher equipped with a shower, but water may be rationed on some worlds.

**12. Air/Raft Bay:** The station's air/raft is berthed in this room, which has a roof hatch operable from

inside the station or by remote control from the air/raft (proper security authorization is required).

**13. Galley:** No cook is normally assigned – crew either prepare their own meals here, or rotate the duty.

**14. Laboratory:** The precise fittings and equipment of the lab vary with the mission of the station.

**15. Control Center:** This room serves as a research library and communications center.

**16. Common Area:** This room serves as a meeting area and a staff lounge.

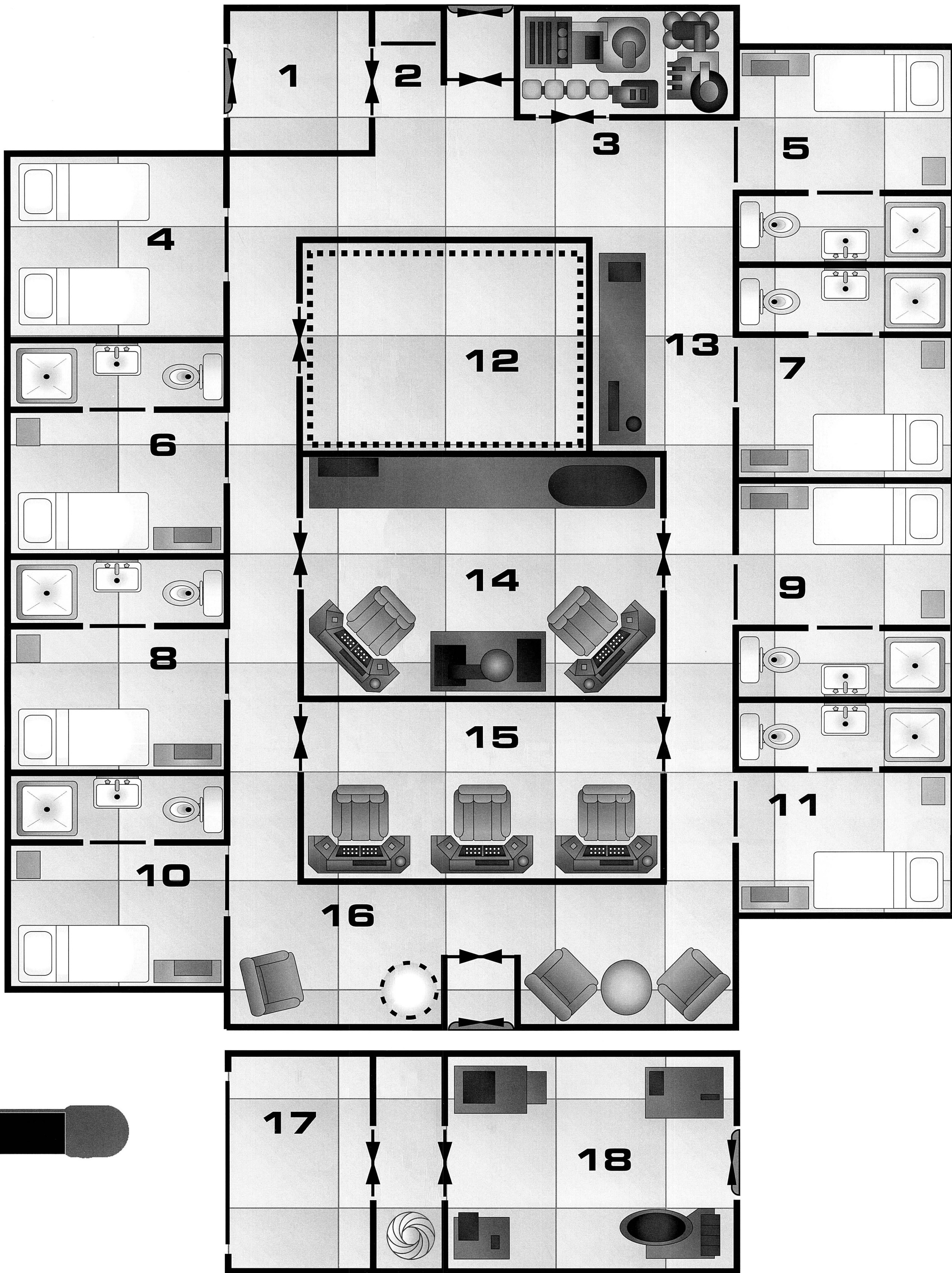
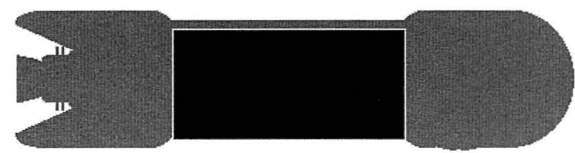
## LOWER DECK

**17. Cargo Hold:** The cargo hold has no external airlock, and must be exposed to external conditions to be accessed from the outside. Because it is elevated above ground level, a ramp may be erected to allow access. Alternatively, it may be serviced by the station's air/raft.

**18. Workshop:** Many scientific stations have special equipment requirements, and this workshop handles their fabrication.



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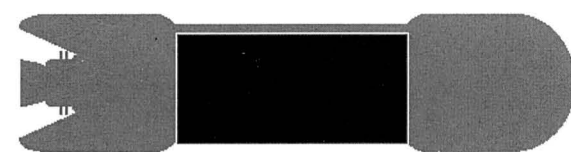
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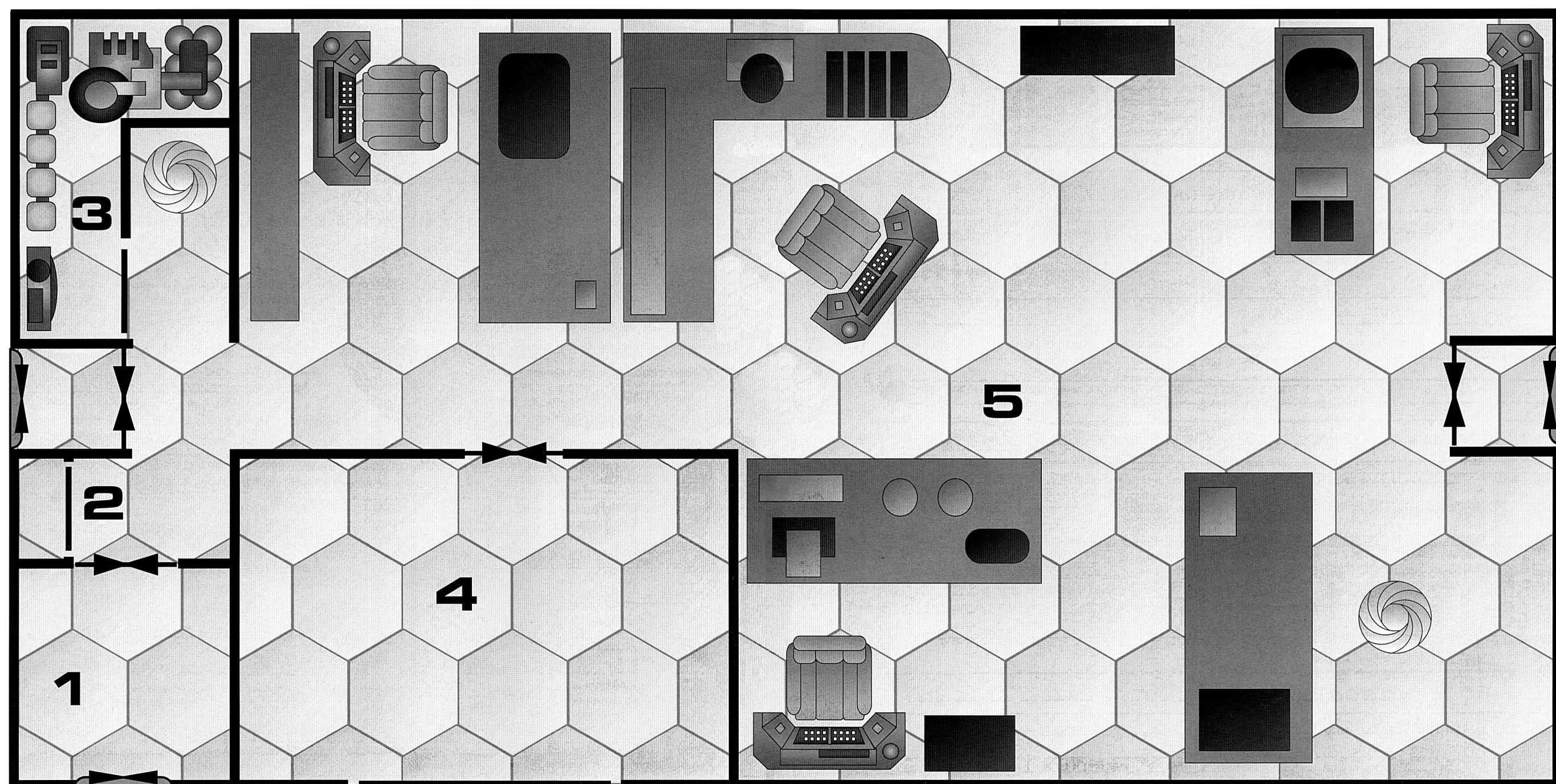
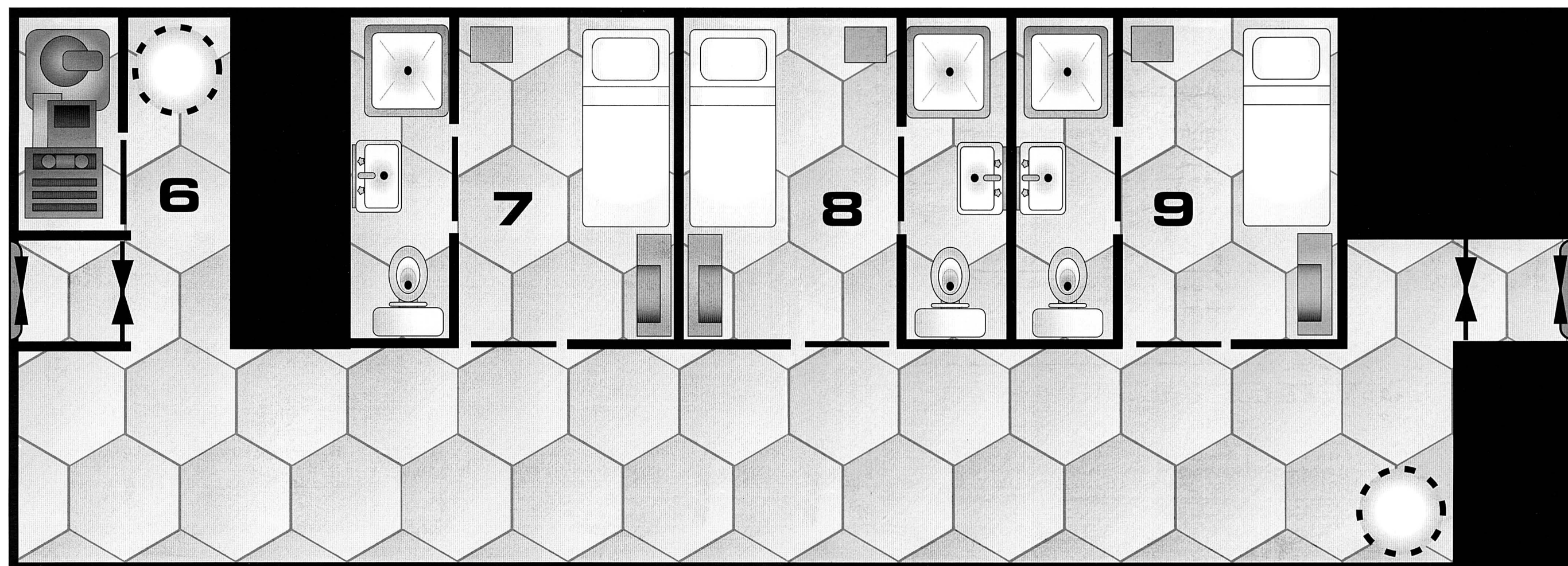
**18. Workshop:** Many scientific stations have special equipment requirements, and this workshop handles their fabrication.



# Traveller® DECK PLAN 2: MODULAR CUTTER



## LABORATORY MODULE



### MISSION PROFILE

This module provides lab facilities for a space station or research base. Many variants exist, customized toward a particular scientific discipline.

The standard laboratory module provides occupancy and work stations for three to six scientific personnel.

Depending upon local conditions, additional support, storage, and power generation may be located in other modules. If the lab requires special equipment (such as a radiotelescope), it is located in another module.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Suit Locker:** Vacc suits for the lab personnel are stored here.

**3. Engineering:** This equipment provides artificial gravity and acceleration shielding as needed.

**4. Cargo Bay:** While the laboratory module is in transit, this area contains supplies for the lab staff. While the bay has access to the outside through a large hangar-style door, the door has no airlock. Therefore, the contents of the cargo bay are

exposed to outside conditions whenever the door is opened.

**5. Laboratory:** A typical layout is shown, but the room is customized to fit the individual mission. Zoology labs, for example, will add CAT-scan equipment for internal examinations, cages for temporary housing of specimens, and so on. An astrochemical or geological lab will have different fittings. Likewise, crew requirements vary with the individual mission. Normally at least one data specialist will be present, along with an overseer who may also be a technician in a specific discipline.

### LOWER DECK

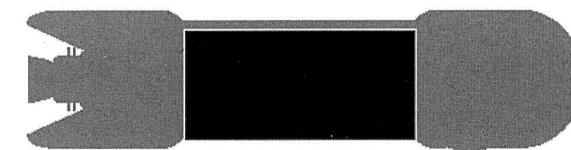
**6. Life Support:** Long-term occupancy requires additional supplies, but the internal life support of this module is sufficient for up to six passengers during transit.

**7-9. Staterooms:** The bunks allow double occupancy if necessary, though single occupancy is much more comfortable. Each stateroom has a fresher with shower.

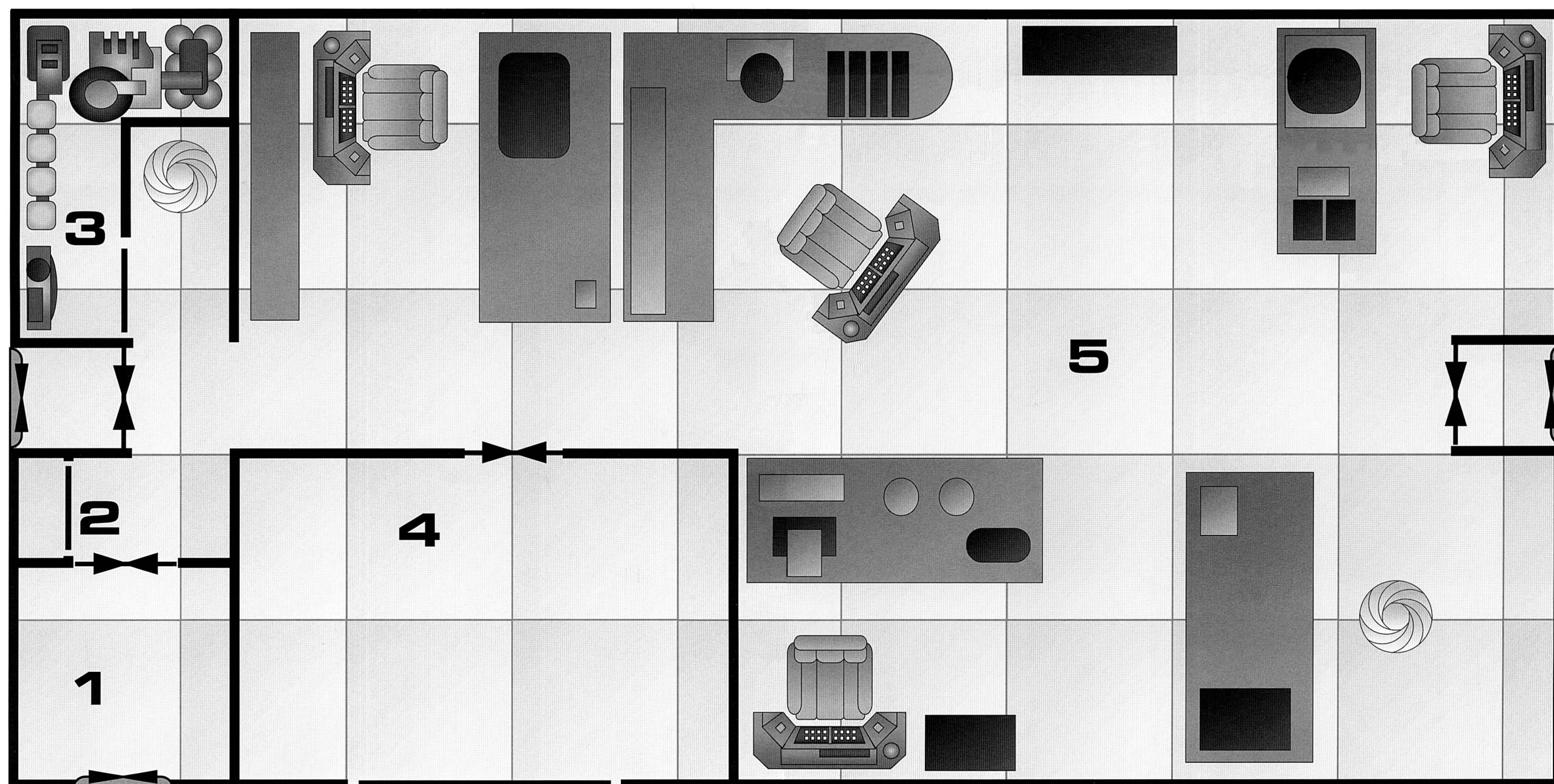
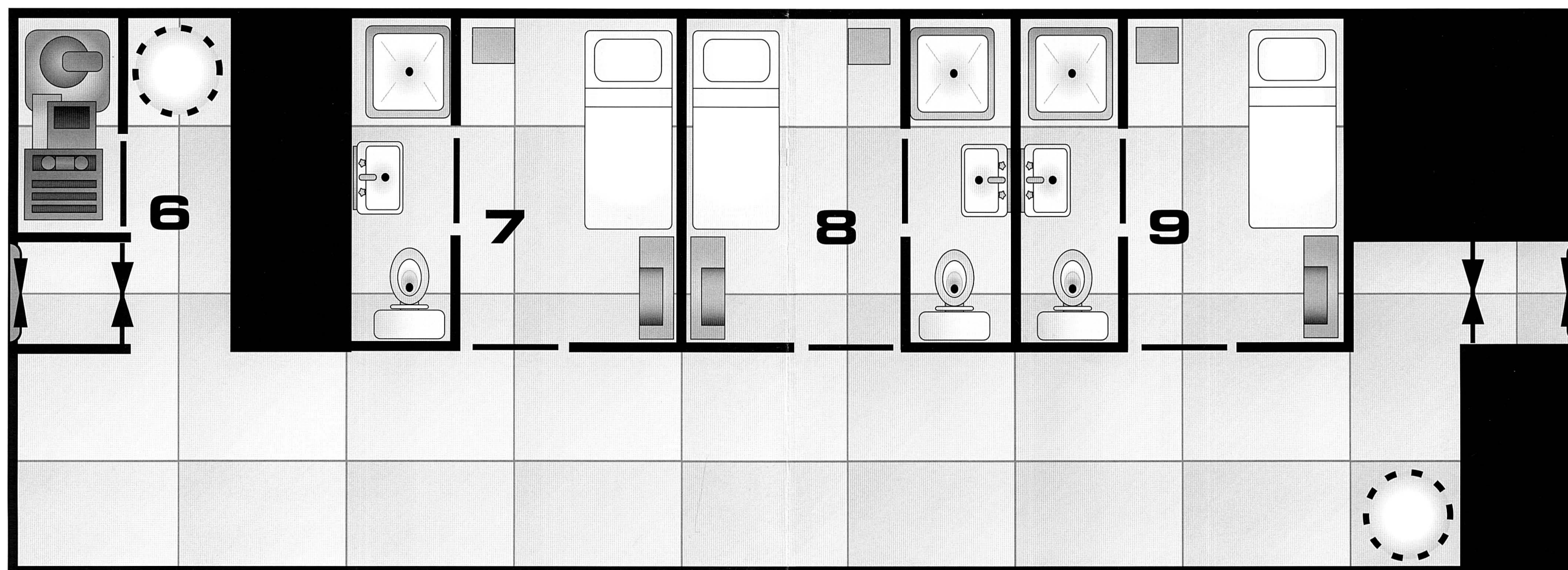
If the laboratory module requires more than six personnel, additional staterooms must be provided elsewhere.



# Traveller® DECK PLAN 2: MODULAR CUTTER



## LABORATORY MODULE



### MISSION PROFILE

This module provides lab facilities for a space station or research base. Many variants exist, customized toward a particular scientific discipline.

The standard laboratory module provides occupancy and work stations for three to six scientific personnel.

Depending upon local conditions, additional support, storage, and power generation may be located in other modules. If the lab requires special equipment (such as a radiotelescope), it is located in another module.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Suit Locker:** Vacc suits for the lab personnel are stored here.

**3. Engineering:** This equipment provides artificial gravity and acceleration shielding as needed.

**4. Cargo Bay:** While the laboratory module is in transit, this area contains supplies for the lab staff. While the bay has access to the outside through a large hangar-style door, the door has no airlock. Therefore, the contents of the cargo bay are

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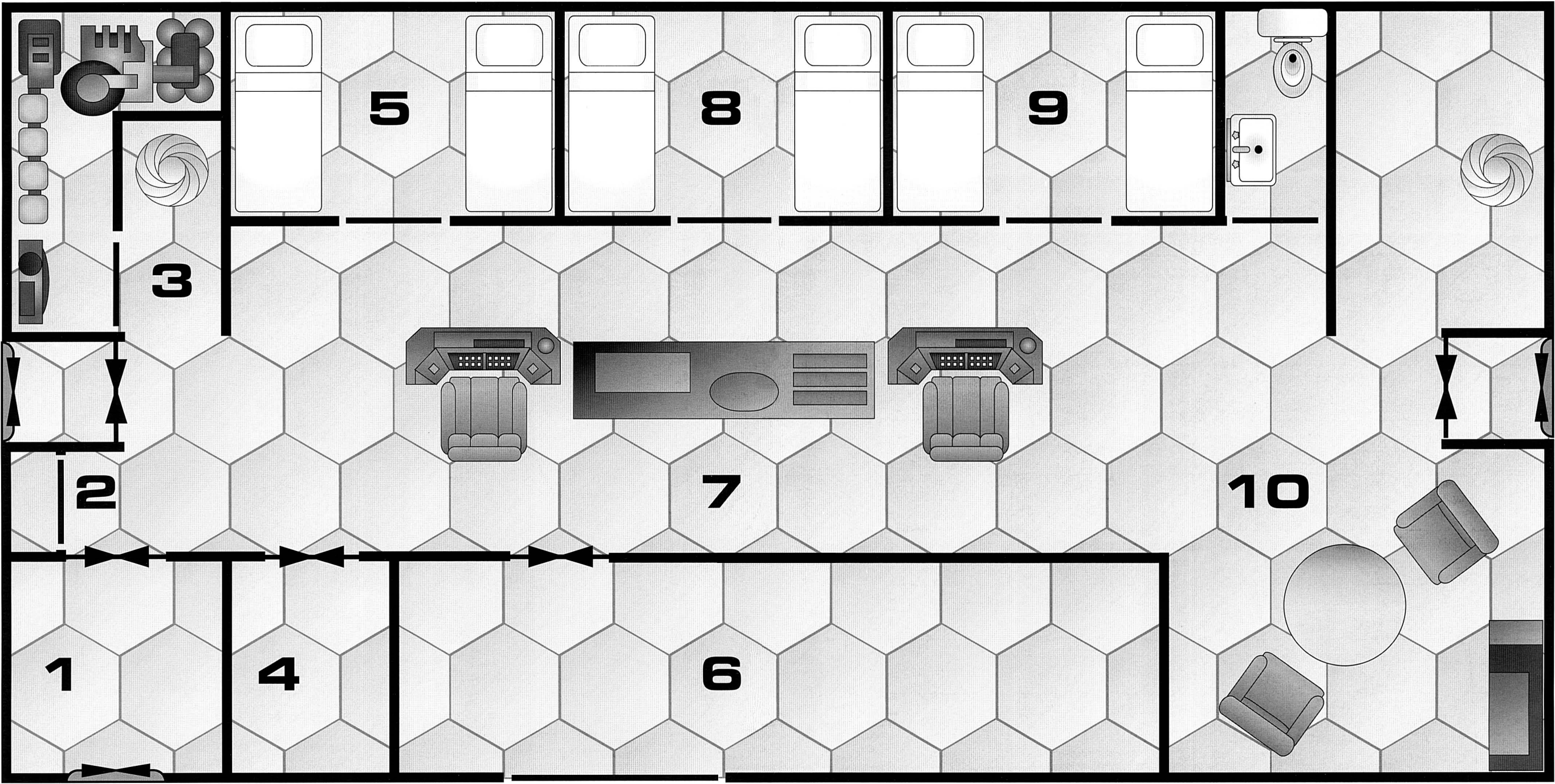
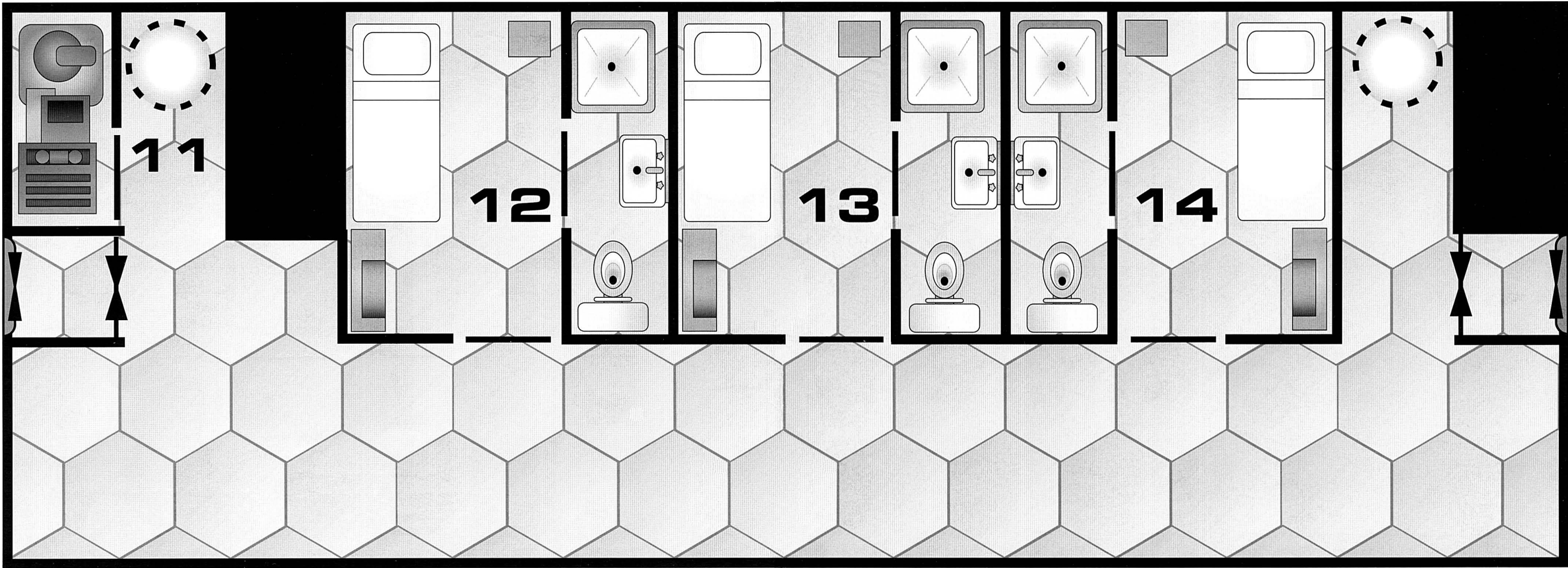
If the laboratory module requires more than six personnel, additional staterooms must be provided elsewhere.



Traveller® DECK PLAN 2:  
MODULAR CUTTER



MEDICAL MODULE



MISSION PROFILE

This module provides medical facilities for a station or base, or it can be used in disaster relief and rescue operations. Three medics staff it when deployed. Large stations may have several medical modules, adapting them for use as surgical theaters, recovery rooms, etc.

UPPER DECK

**1. Airlock:** The airlock can be fitted to filter contaminants, usually with particular attention paid to biohazards.

- 2. Suit Locker:** Vacc suits for the base personnel are stored here.
- 3. Engineering:** This equipment provides artificial gravity and acceleration shielding as needed.
- 4. Drug Closet:** This area, kept locked at all times, is where restricted medications and supplies are stored. Individual cabinets maintain optimal storage conditions for individual classes of supplies. Access is limited to doctors and the chief duty nurse. This room contains security features such as video monitors, IR and motion sensors, and so on.
- 5. Patient Room (Isolation):** This room is reserved for patients with special needs or conditions requiring quarantine (since it is located near the decontamination equipment in the airlock).

- 6. Cargo Bay:** During transit, this contains food for the staff. After arrival, non-restricted supplies (dressings, etc.) are stored here. Additional storage areas elsewhere may be necessary for long missions.
- 7. Nurses' Station:** This area contains the equipment to monitor the condition of each patient and to provide proper treatment of emergency conditions.
- 8-9. Patient Rooms:** Patients with ordinary conditions are housed in these rooms. If necessary, any or all of these rooms can be converted to use as a surgical theater.

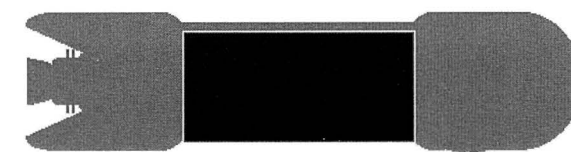
**10. Break Area:** Medical staff use this area as a lounge and conference area.

LOWER DECK

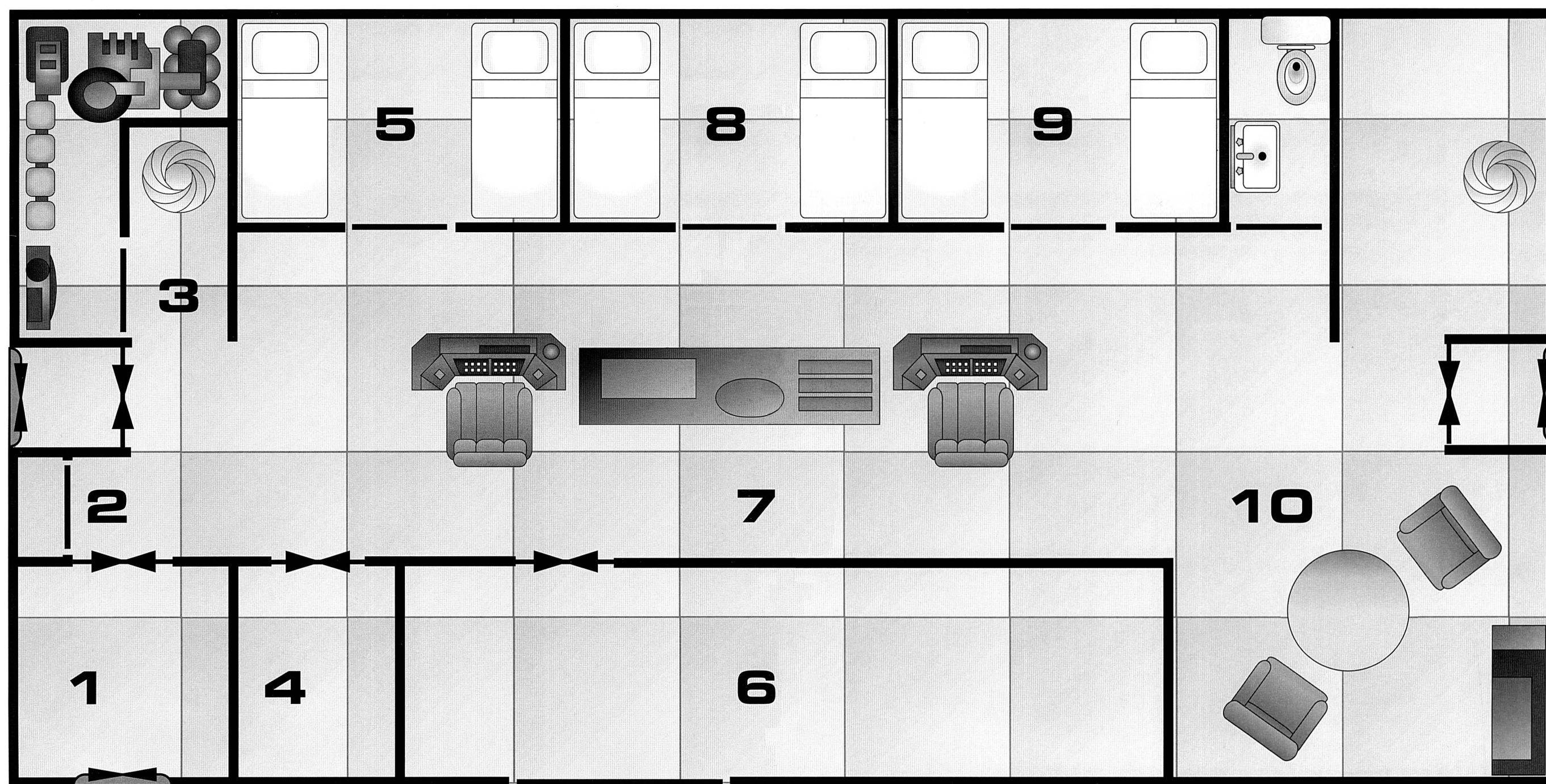
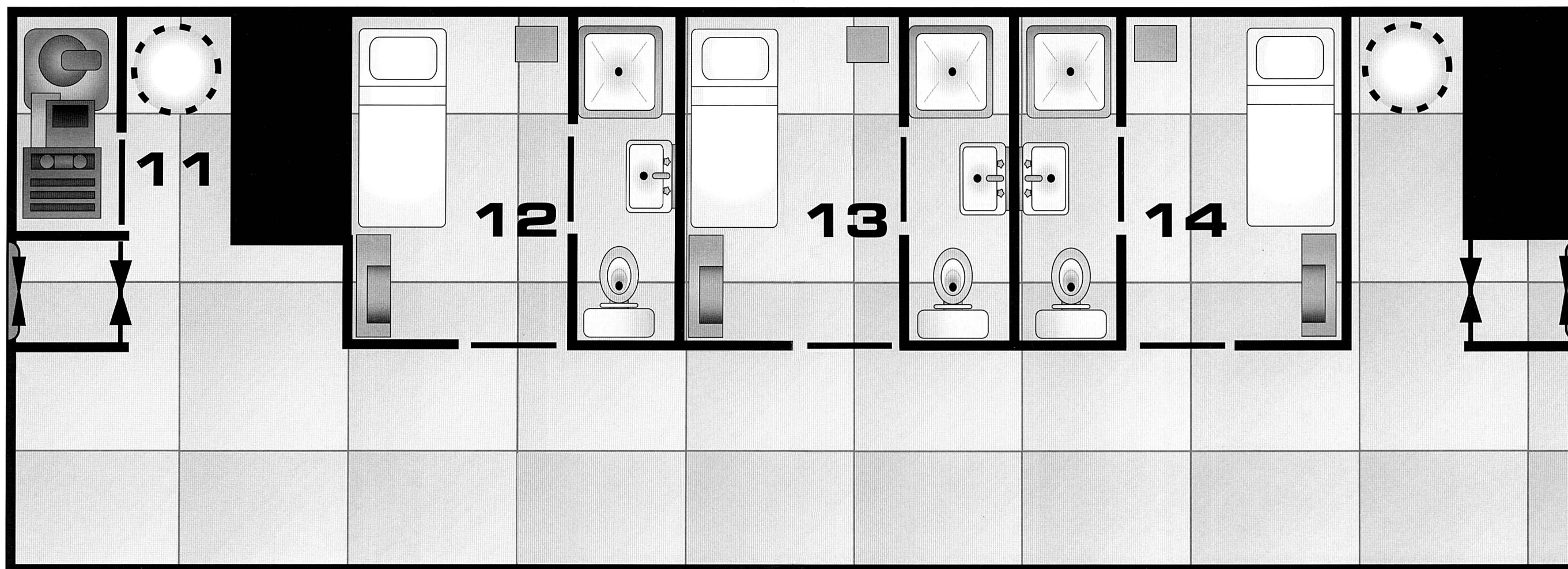
- 11. Life Support:** Long-term occupancy requires additional supplies, but the internal life support of this module is sufficient for up to 18 passengers during transit.
- 12-14. Staterooms:** These are reserved for senior medical staff, as it is often necessary that they be available around the clock. Technicians and maintenance staff may be quartered elsewhere.



# Traveller® DECK PLAN 2: MODULAR CUTTER



## MEDICAL MODULE



### MISSION PROFILE

This module provides medical facilities for a station or base, or it can be used in disaster relief and rescue operations. Three medics staff it when deployed. Large stations may have several medical modules, adapting them for use as surgical theaters, recovery rooms, etc.

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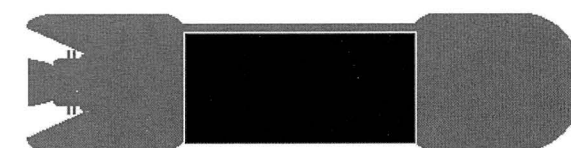
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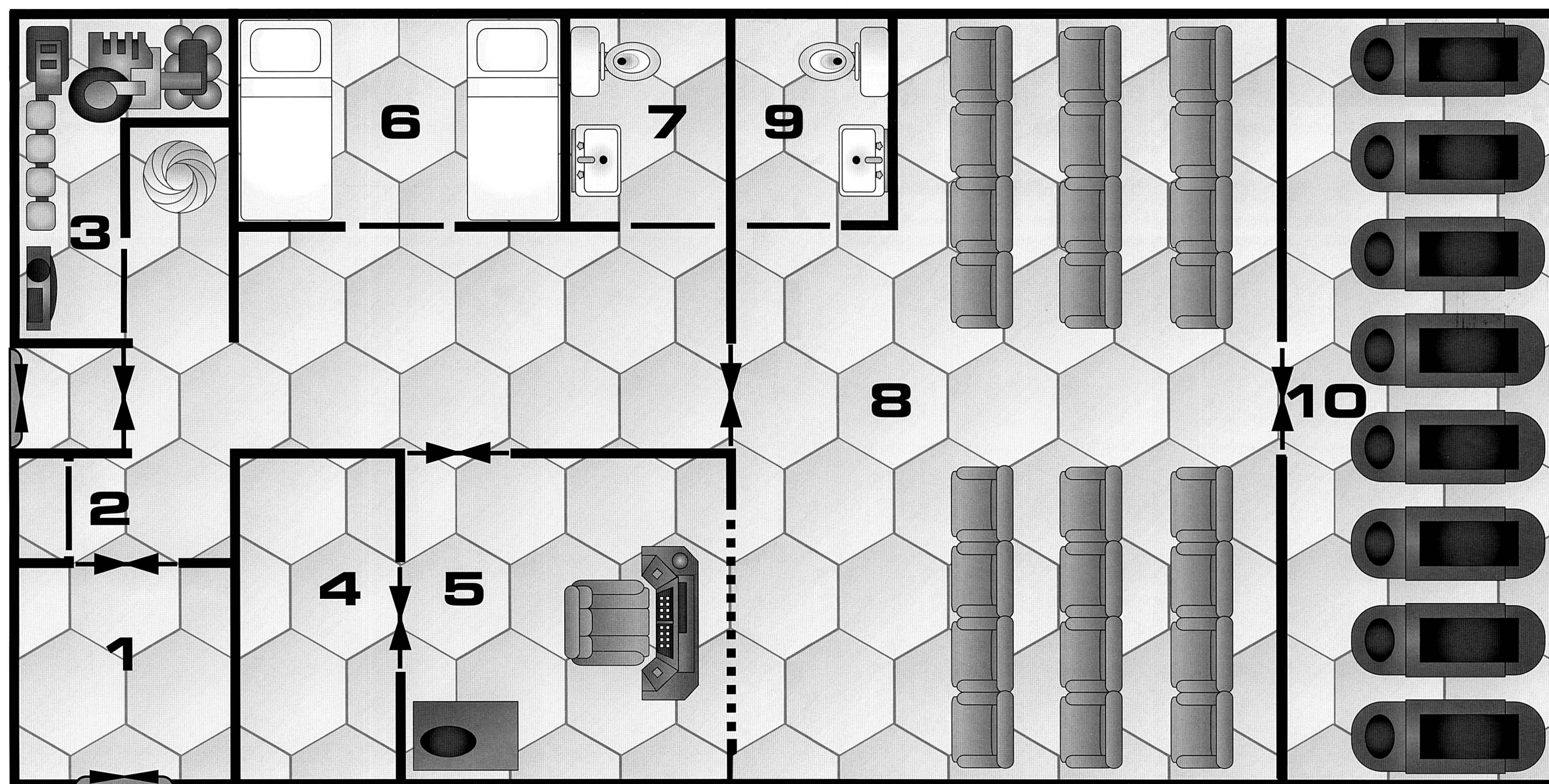
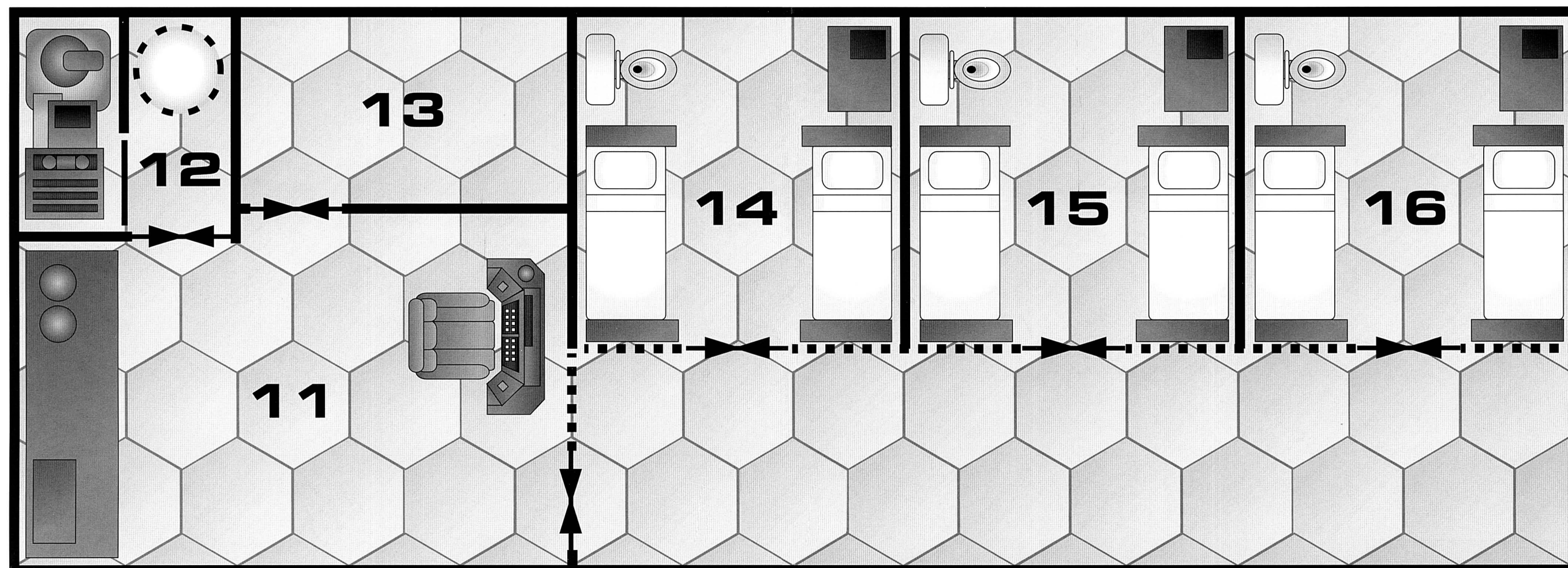
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# PRISON TRANSPORT MODULE



## MISSION PROFILE

This module provides three levels of security: seats with locking straps, brigs, and cryotubes.

The prisoner sections have separate life-support systems from those of the guards, and can be flooded with gas (usually sleep agents). The rescue balls have a gas dispenser that automatically activates two minutes after the ball is deployed.

## UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Suit Locker:** Vacc suits are stored here.

**3. Engineering:** Prisoner and guard sections are controlled separately. Some institutions use high gravity to control prisoners; Imperial transports do not because of the possible health effects.

**4. Security Locker:** This contains weapons (primarily non-lethal), food, and medical supplies.

**5. Security Station:** The prisoner sections of both decks can be observed from this station. Some operations (such as opening medium-security cell doors) require both security stations to cooperate.

**6. Sickbay:** This is equipped as a normal sickbay, but patients can be restrained if necessary.

**7. Guard Fresher:** Prisoners may not use this.

**8. Minimum Security Seating:** Restraints may be used, but normally this is only done when loading and unloading. Rescue balls are located in the ceiling above each seat, but they must be released from one of the security stations (5 or 11).

**9. Prisoner Fresher:** Prisoners are allowed use only under supervision. Moving parts are minimized to prevent chances to improvise a weapon.

**10. Maximum Security Low Berths:** Dangerous prisoners usually are brought in first, individually, and placed in cryosleep. Rescue balls are located in the ceiling of each cell, one per inhabitant.

## LOWER DECK

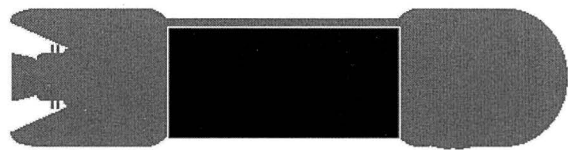
**11. Security Station:** See entry #5.

**12. Life Support:** Prisoner and guard sections of the module have separate life-support systems.

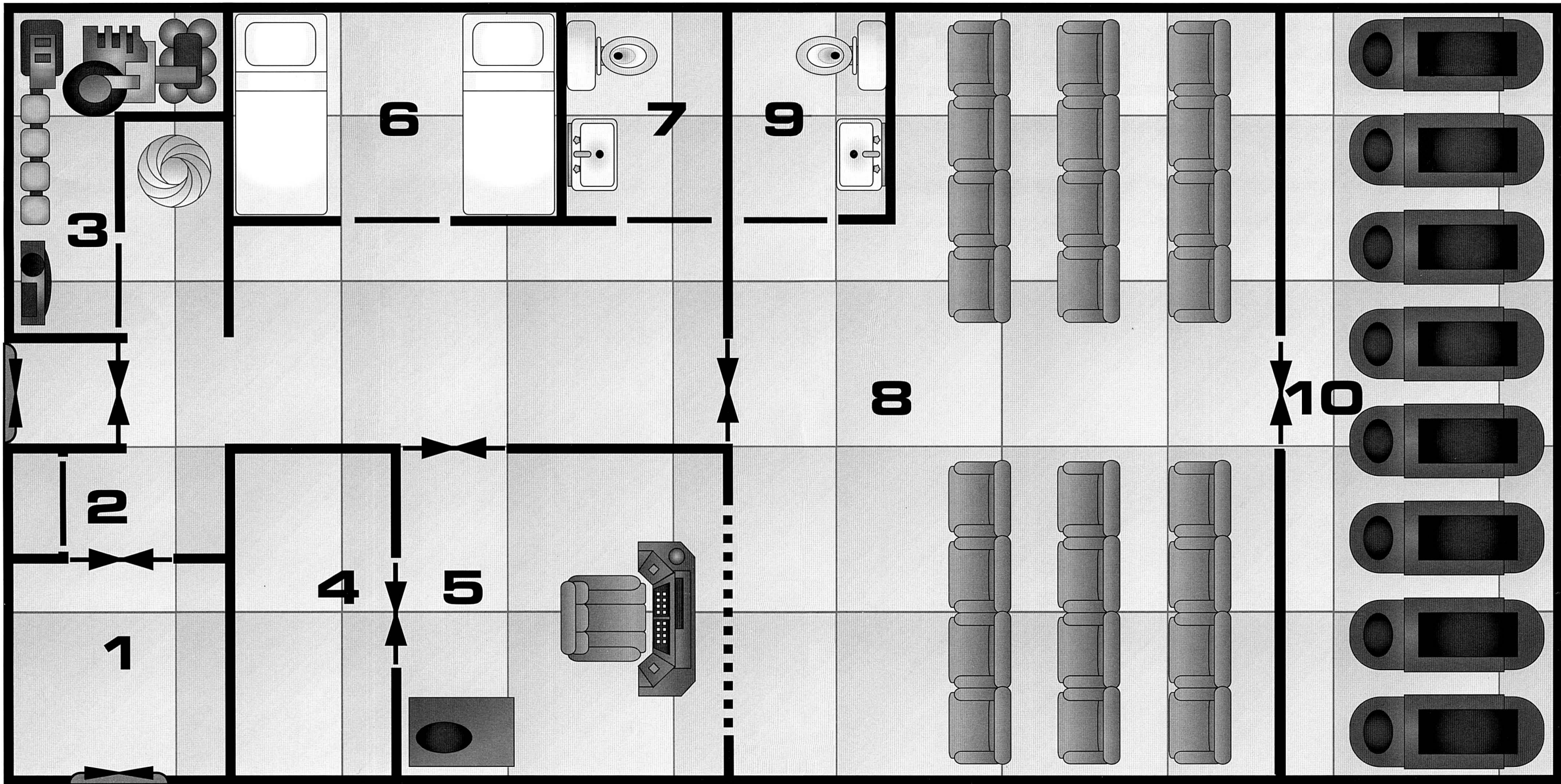
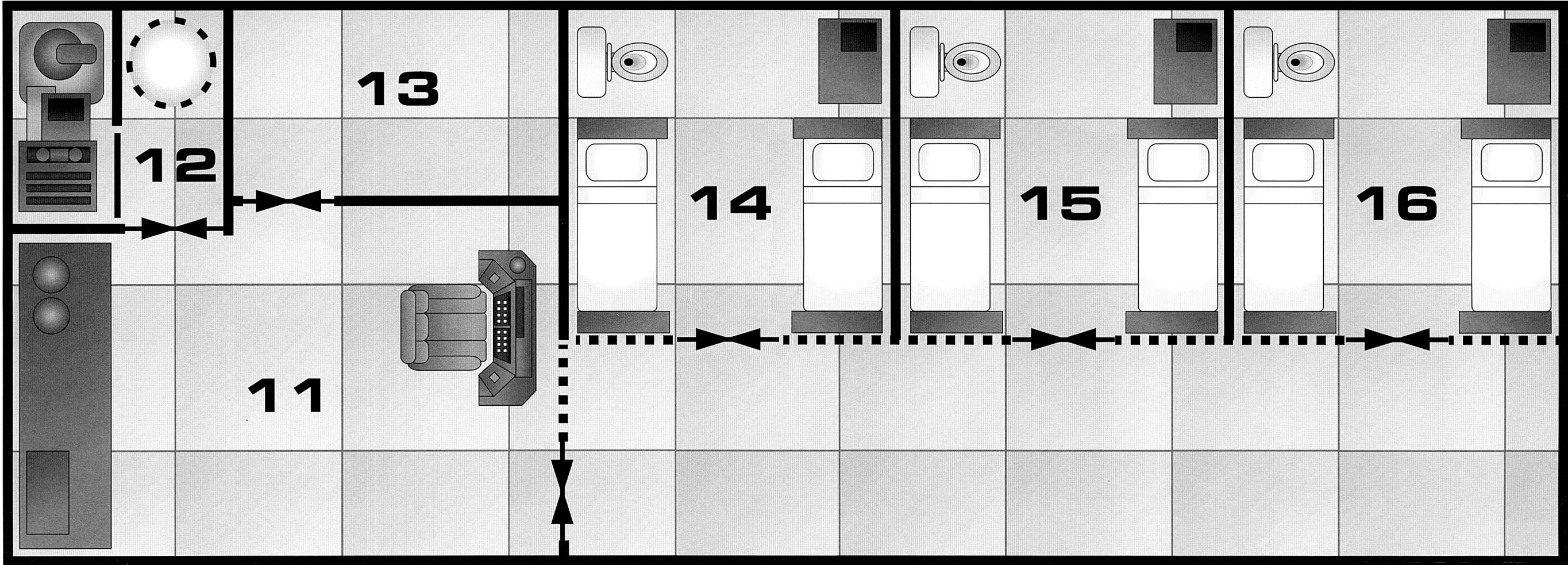
**13. Security Locker:** See entry #4.

**14-16. Medium Security Brigs:** Both security stations must be used to open the hatches to any of these. Prisoners are monitored by a variety of systems, and each cell can be flooded with gas individually or as a group. Moving parts are kept to a minimum (for instance, the bunks have no sheets, and the pillow is molded into the mattress).





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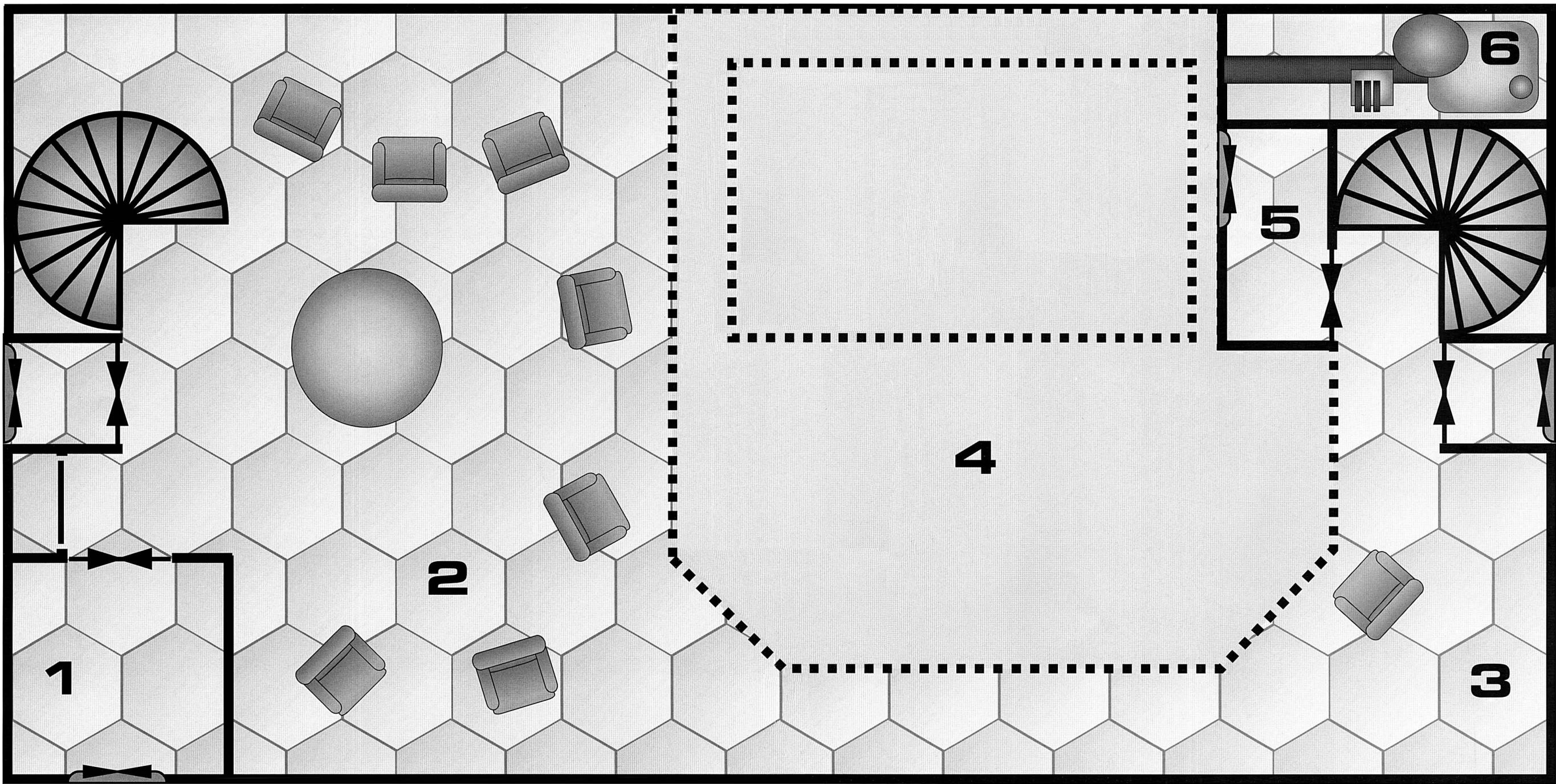
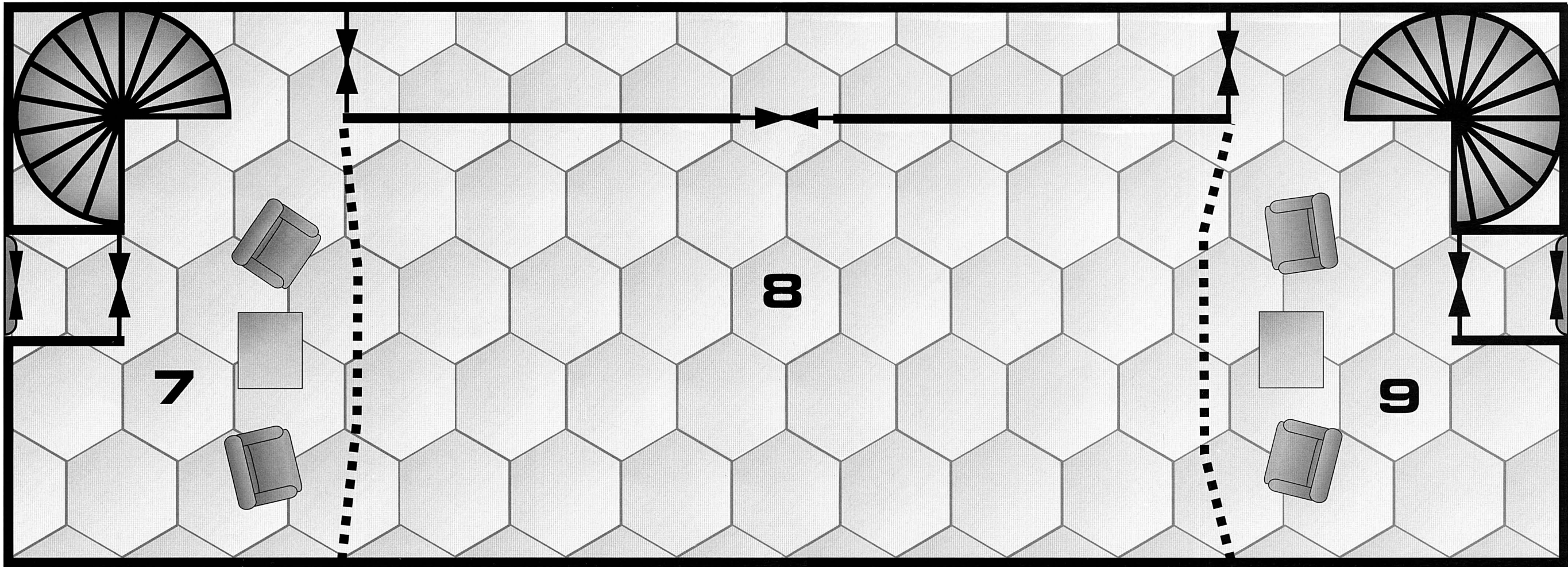
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Traveller® DECK PLAN 2:  
MODULAR CUTTER



SAFARI MODULE



MISSION PROFILE

Designed for safari trips, this module has no quarters of its own. It must be used in conjunction with a base camp or space vessel. Although this pod was designed primarily for observing animals at close range, it can also be used as an animal transport.

UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Observation Lounge:** Guests can observe the outside through transparent panels in the sides of the module, or can watch the antics of the creatures in the aquarium.

**3. Aquarium Lounge:** This area is specifically set up to observe the contents of the aquarium containment area.

**4. Aquarium:** This is a large, glassed-in area for display of captured marine life. The aquarium can be drained and used as a conventional (dry) display cage, if necessary. The walls of the cage are transparent when viewed from the lounge. However, the

aquarium occupants cannot see out; they are shown a suitable sea- or landscape image. A large access hatch in the hull allows animals to be loaded directly into the aquarium.

**5. Wetlock:** This allows personnel access to the aquarium from inside the safari module. It also contains decontamination equipment for use as necessary.

**6. Pump Machinery:** This machinery recirculates and re-oxygenates the water in the aquarium. A variety of pressures and gas mixtures can be maintained.

LOWER DECK

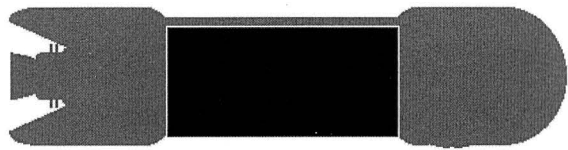
**7. Containment Lounge:** This lounge allows guests to observe the lower animal enclosure as for entry #3 on the upper deck.

**8. Animal Containment:** This area is primarily for dry display of animals, and (like the aquarium) is fitted with two-way screens allowing guests to see the animals without being seen. A variety of environmental conditions can be maintained inside for exotic specimens.

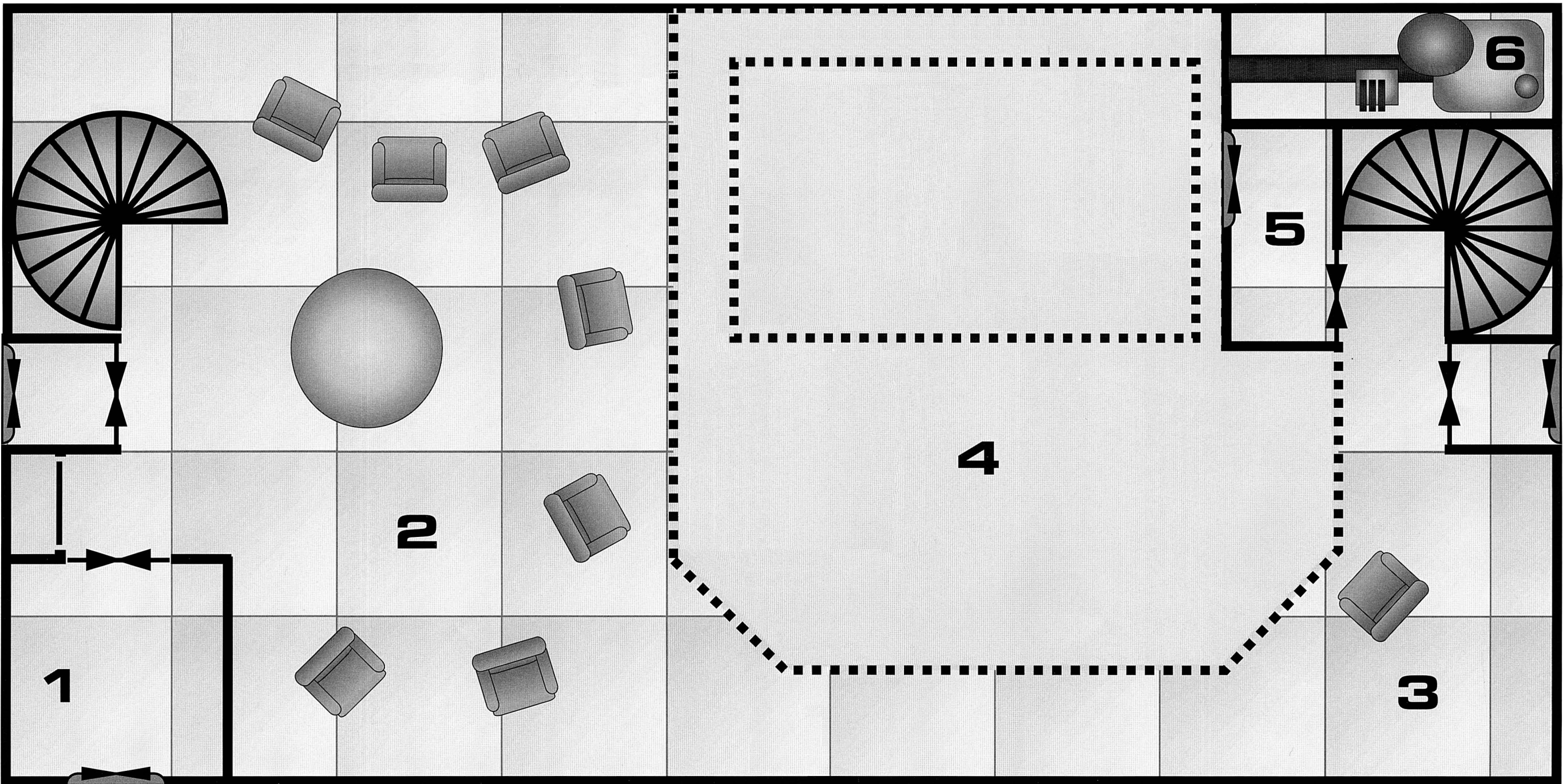
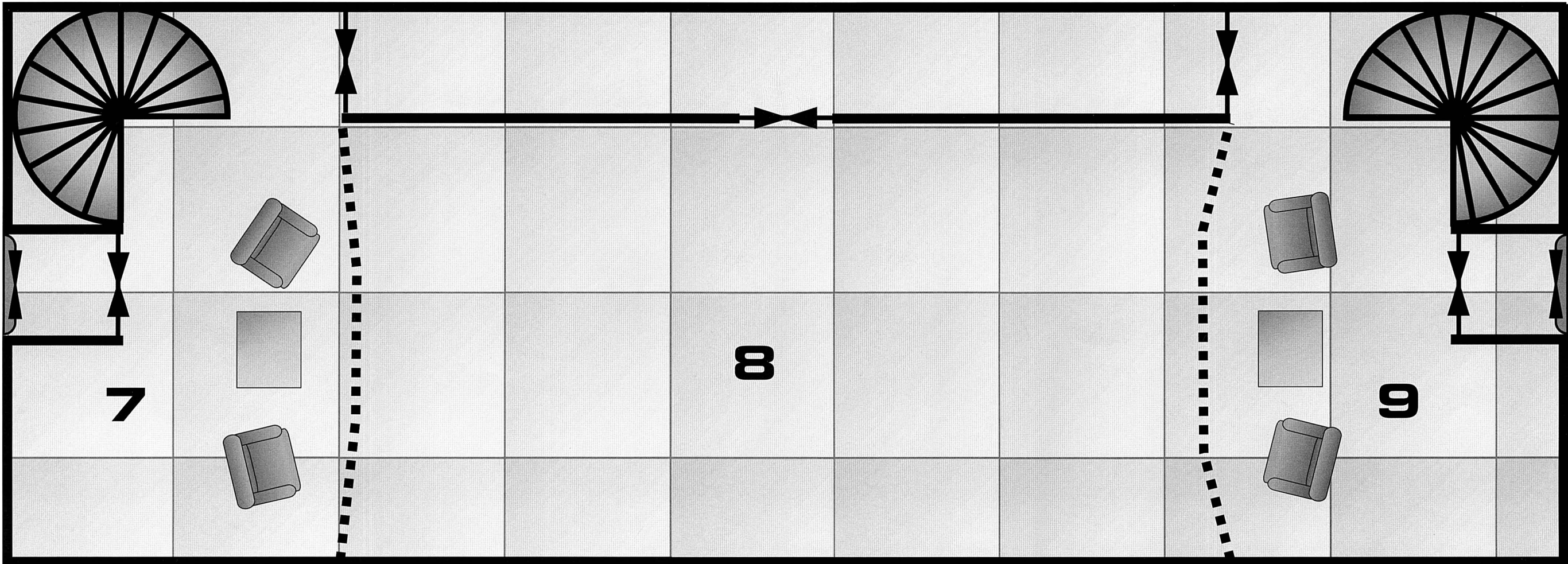
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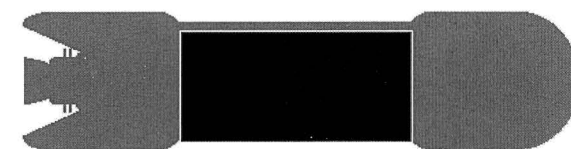
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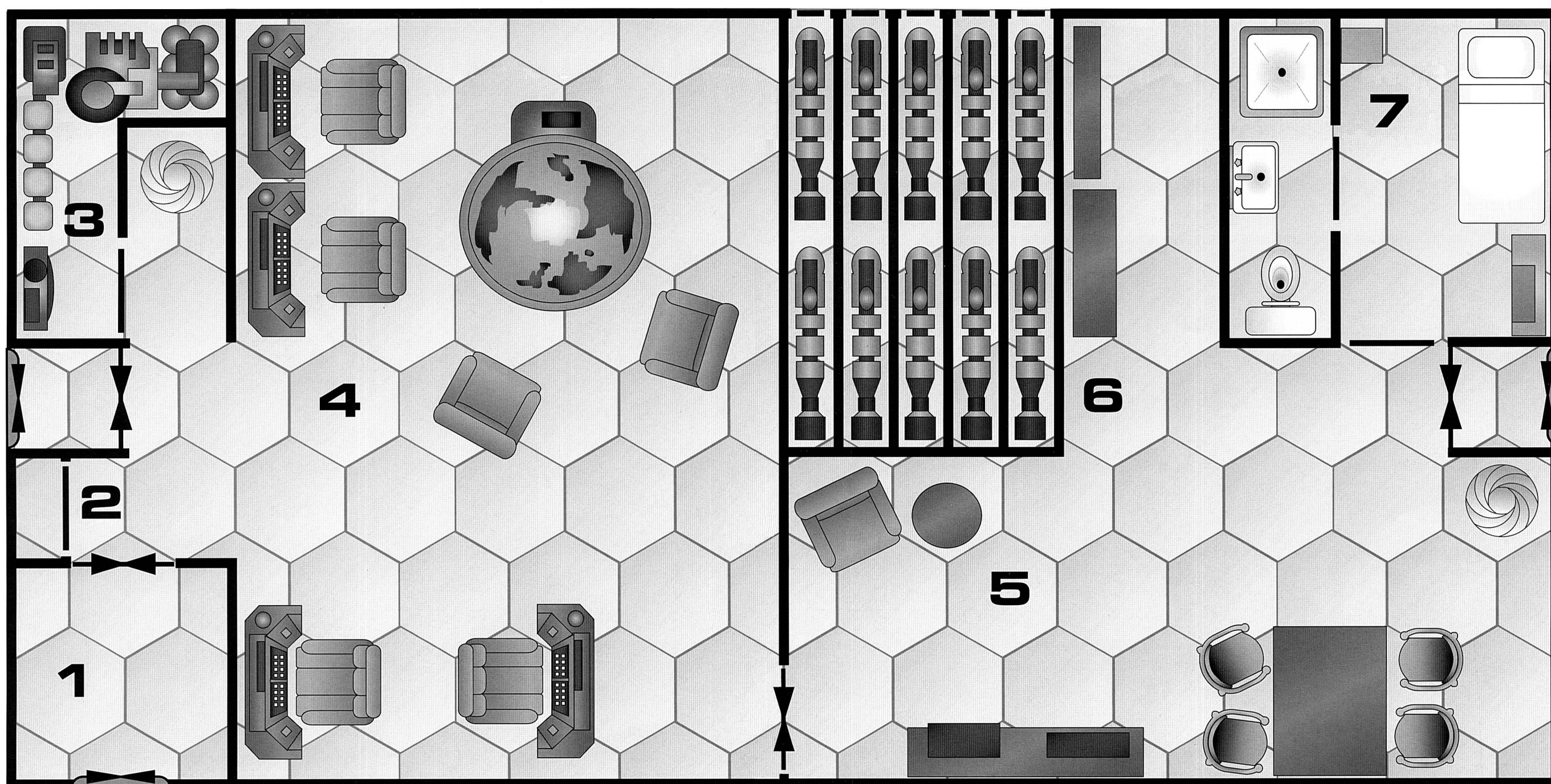
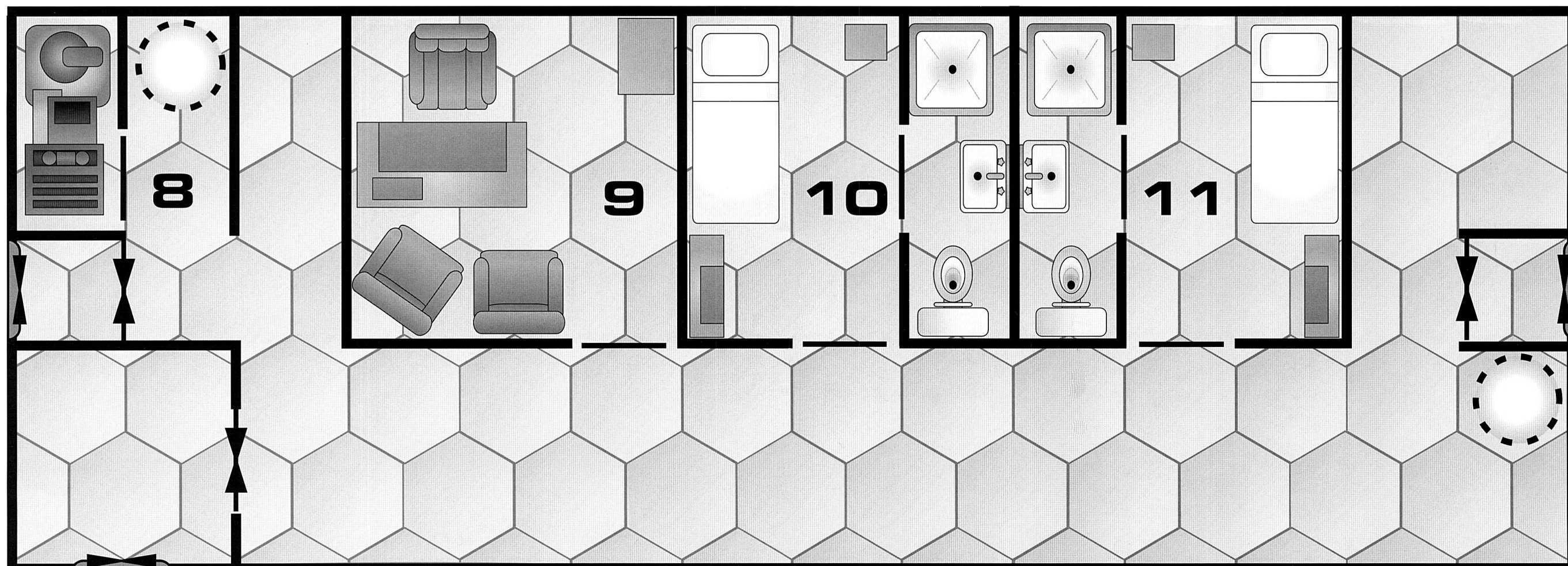
**9. Containment Lounge:** See entry #7.



# Traveller® DECK PLAN 2: MODULAR CUTTER



## SURVEY MODULE



### MISSION PROFILE

This module is designed to be placed in a world's orbit in order to map it. It can operate away from its base for a longer period than the sensor module, and is sometimes paired with one or two other modules to form a small orbital or deep-space survey station.

Given sufficient supplies, in its standard configuration it can operate almost indefinitely with its normal crew of three.

### UPPER DECK

**1. Airlock:** The airlock can be fitted with decontamination equipment.

**2. Suit Locker:** Vacc suits are stored here.

**3. Engineering:** This equipment provides artificial gravity and acceleration shielding as needed.

**4. Survey Center:** Data gathered by the probes is assembled and interpreted here. The room is dominated by a large holographic display terminal capable of projecting a globe 1.8 yards in diameter.

**5. Common Area:** The large common area of this module indicates that it was designed primarily for civilian use – militaries are seldom so generous with off-duty recreation space.

**6. Probe Access:** The mapping and geological survey probes are reusable if they can be recovered by a small craft based in another module of the station.

**7. Stateroom:** Staterooms incorporate bathing facilities, and (with sufficient supplies) can be occupied for long periods.

### LOWER DECK

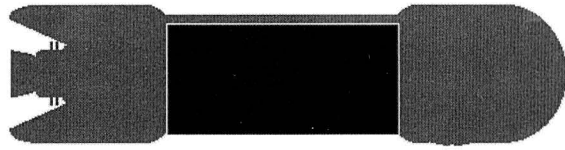
**8. Life Support:** Long-term occupancy requires additional supplies, but the internal life support of this module is sufficient for up to six passengers during transit.

**9. Office:** Another concession to the civilian nature of the module, this is a small office/meeting room.

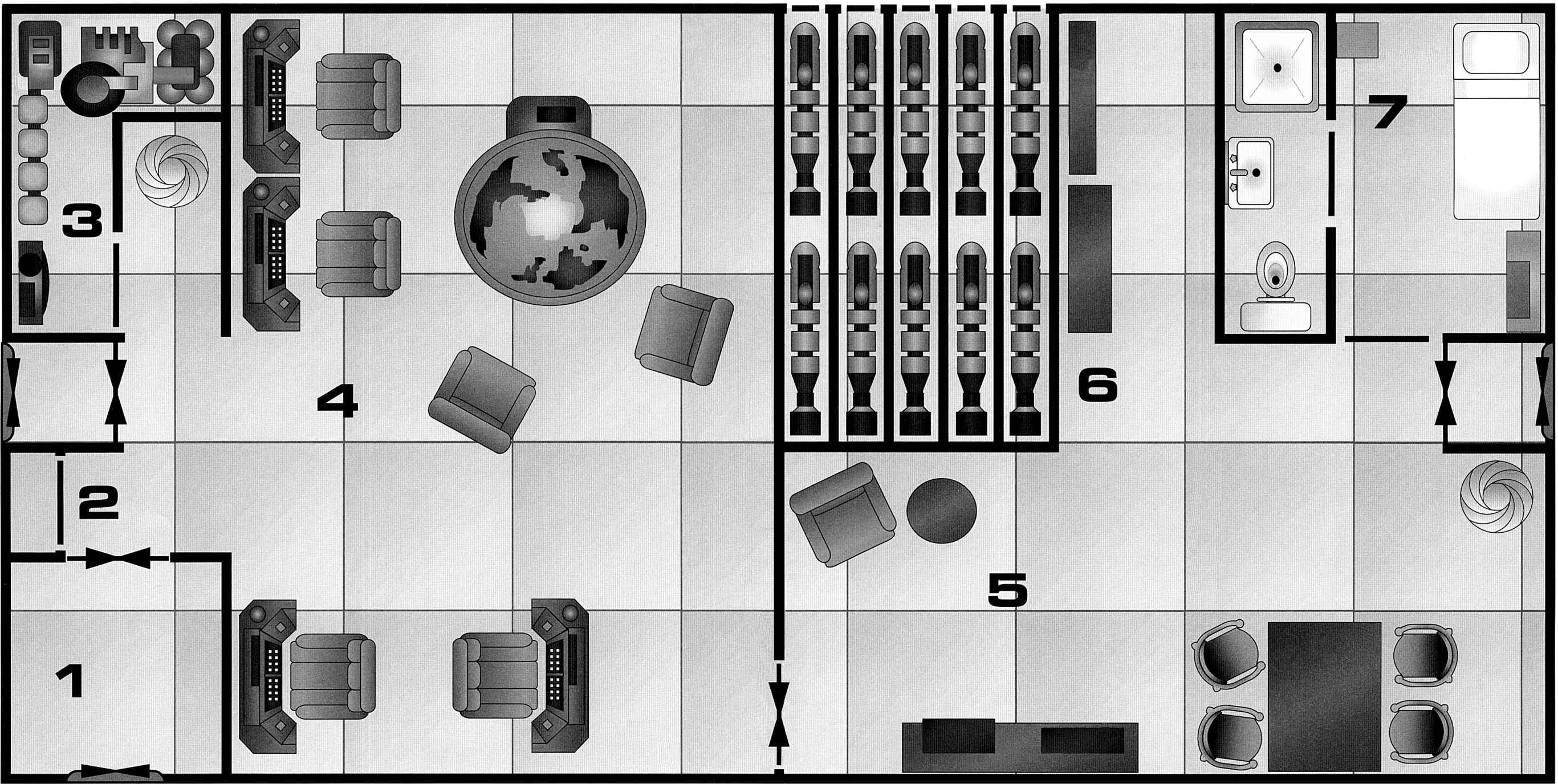
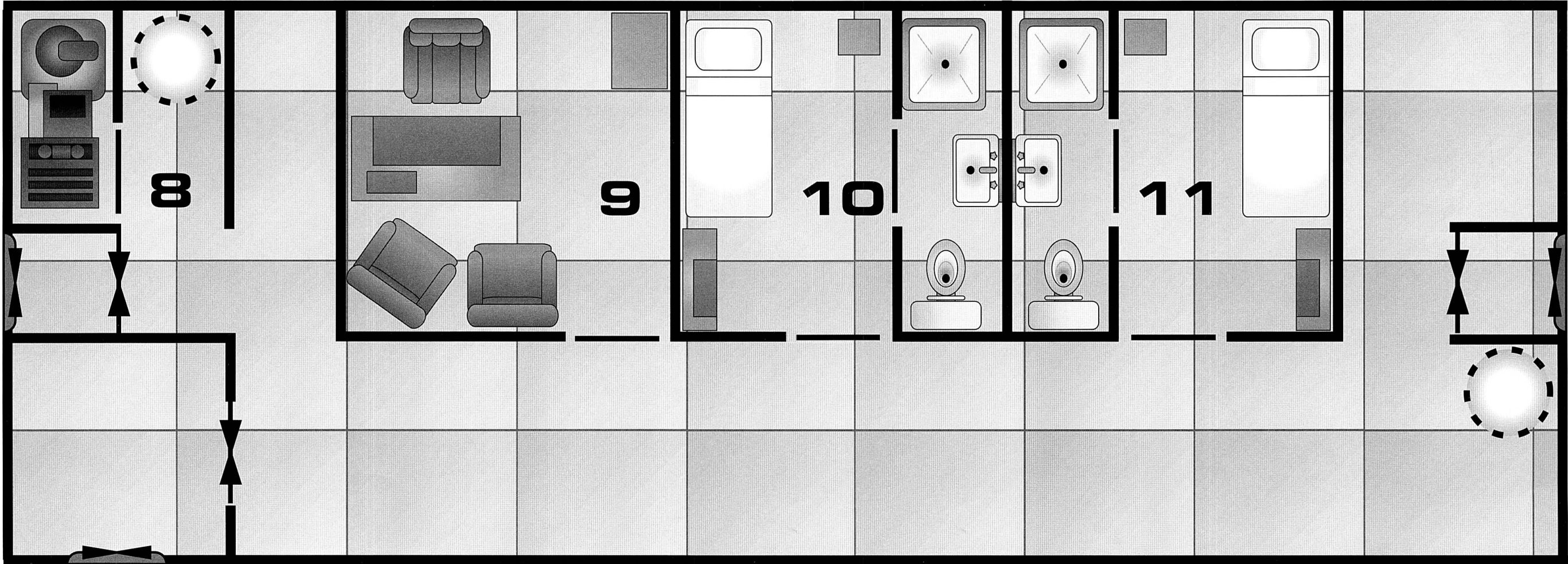
**10-11. Staterooms:** See entry #7.



Traveller® DECK PLAN 2:  
MODULAR CUTTER



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