

Traveller®

DECK PLAN 5

SULIEMAN-CLASS SCOUT/COURIER

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

MARC MILLER

Edited by

LOREN WISEMAN

Cover Art by

JESSE DEGRAFF

Deck Plans by

KIEREN YANNER

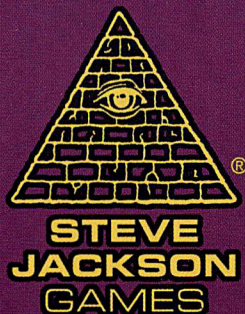
Cardboard Heroes drawn by

TOM BIONDOLILLO

Colored by

ALEX FERNANDEZ

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



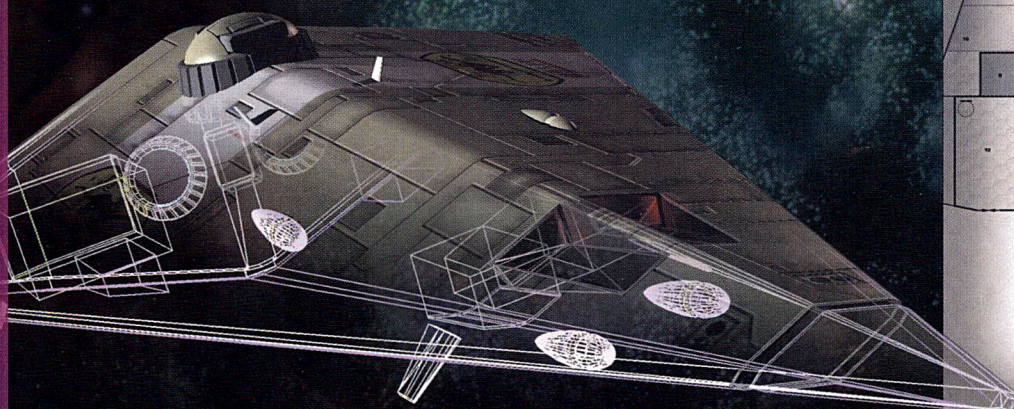
FIRST PRINTING
PUBLISHED JULY 2001
ISBN 1-55634-515-1



9 781556 345159

SJG01695 7505

Printed in the
USA



The 100-ton *Sulieman* is one of the most commonly encountered vessels in Imperial space and on its borders. The Scout Service uses thousands of *Suliemans* for recon, survey, courier/VIP transport, and liaison duties; the *Sulieman II* seeker is the standard mineral survey craft. Retired Scouts are sometimes granted the long-term use of a *Sulieman* for private prospecting or trade.

Because this vessel is so easily available to PCs, this deck plan will be of interest to players as well as GMs. It comprises 8 double-sided sheets (hexes on one side, squares on the other), and includes a set of *Cardboard Heroes* figures to crew the ship and provide encounters.

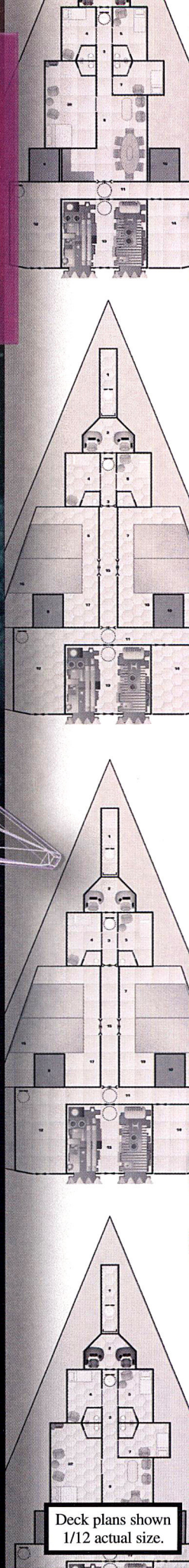
Production Management by Gene Seabolt

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

Art Direction by Philip Reed ■ Sales Management by Ross Jepson

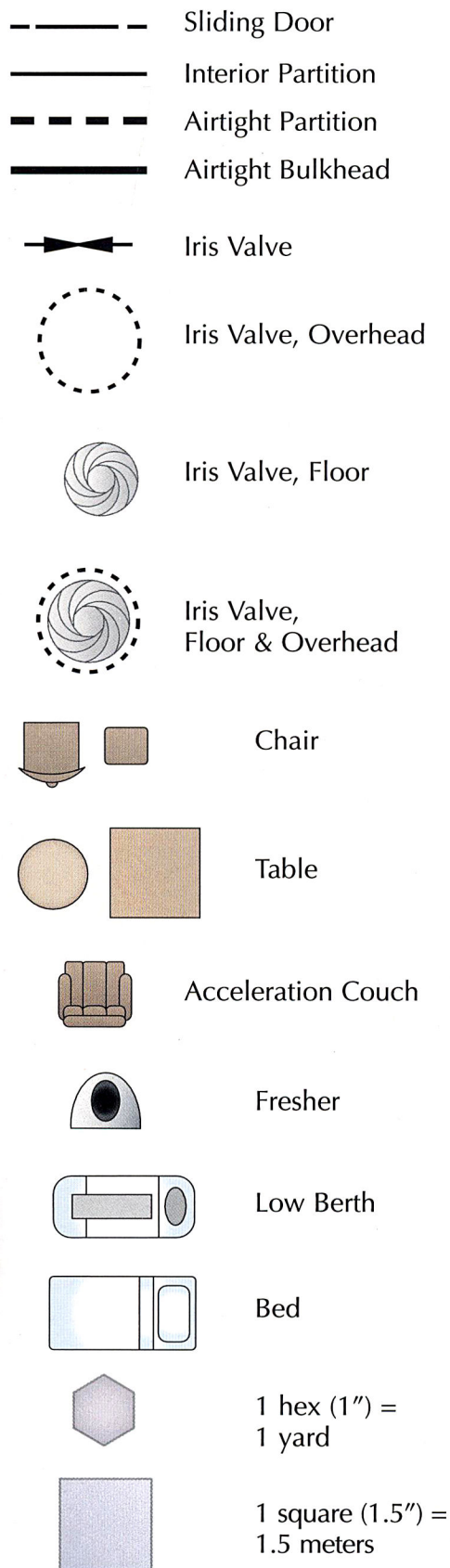
GURPS, *Warehouse 23*, *Cardboard Heroes*, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Traveller Deck Plan 5: Sulieman-class Scout/Courier* and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

Traveller Deck Plan 5: Sulieman-class Scout/Courier is copyright © 2001 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA. *Traveller* is a registered trademark of Far Future Enterprises, and is used under license.



Deck plans shown
1/12 actual size.

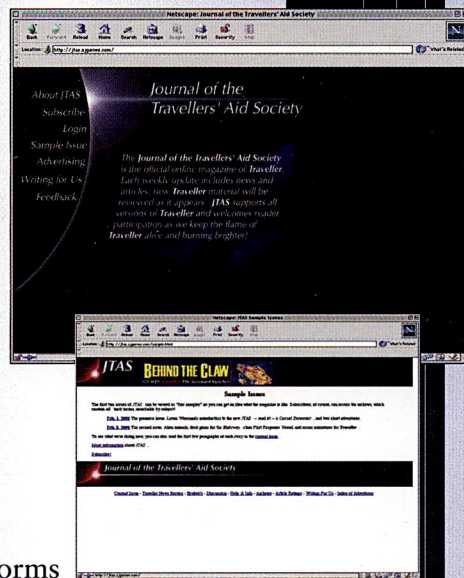
DECK PLAN SYMBOLS



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*.



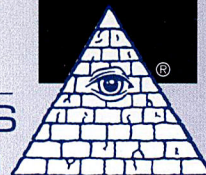
Now *JTAS* continues that same tradition on the web, providing support for *Traveller* in all its forms and incarnations. We cover *Classic Traveller*, *MegaTraveller*, *Traveller: the New Era*, *Traveller 4th edition*, and *GURPS Traveller*. We'll keep you informed on what's happening, what's come out, 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.

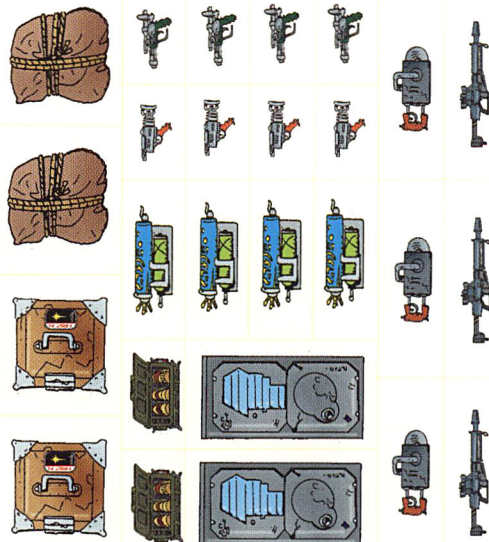
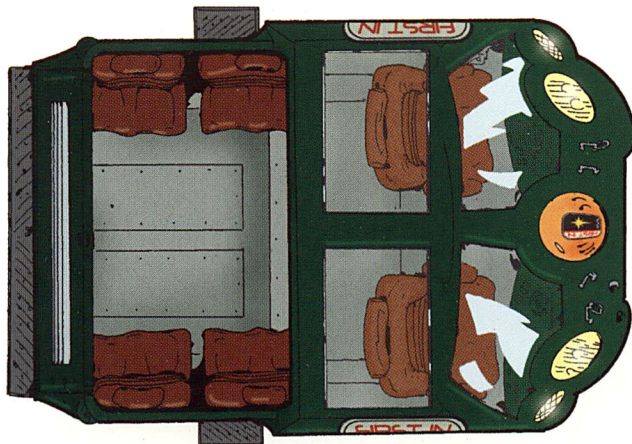
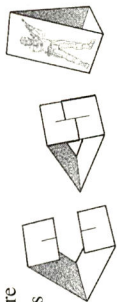
Updated Weekly!
Only \$15 per Year!
Exclusive to the Web!

























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*.

STEVE JACKSON GAMES
jtas.sjgames.com

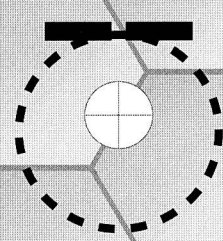


Cut the figures along the dotted yellow lines.
DO NOT cut on the solid lines – these are the fold lines. Use the back of a table knife to score along each fold line before folding. Interlock the tabs at the base, and the figure will stand up.



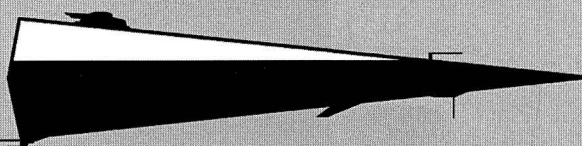
 Pilot Shipboard TDP5-13	 Pilot Startown TDP5-14	 Pilot Wilderness TDP5-15	 Engineer Shipboard TDP5-16	 Engineer Startown TDP5-17	 Engineer Wilderness TDP5-18	 Pilot Shipboard TDP5-19	 Pilot Startown TDP5-20	 Pilot Wilderness TDP5-21	 Vargr Shipboard TDP5-22	 Vargr Startown TDP5-23	 Vargr Wilderness TDP5-24
 Navigator Shipboard TDP5-1	 Navigator Startown TDP5-2	 Navigator Wilderness TDP5-3	 Navigator Shipboard TDP5-4	 Navigator Startown TDP5-5	 Navigator Wilderness TDP5-6	 Engineer Shipboard TDP5-7	 Engineer Startown TDP5-8	 Engineer Wilderness TDP5-9	 Tech Shipboard TDP5-10	 Tech Startown TDP5-11	 Tech Wilderness TDP5-12

Seeker
Upper
Galley



SULIEMAN 1A

SIDE VIEW



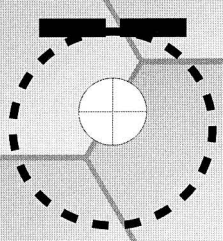
LEGEND
DECK 1

1. **Forward Sensor Position:** The equipment in this station varies with the specific mission requirements and is designed to be easily “swapped out” during pre-mission maintenance. This area is manned only during survey missions, and is normally shut down during flight.

2. **Storage Area:** At the start of a lengthy voyage, this area will be packed full of supplies. Some crews take advantage of the fact that the area is accessible from both ends to pack the compartment as tightly as possible.

3. **Gunner’s Station:** In vessels fitted with weaponry, this is the gunner’s station (and equipped with a remote control console for the turret). In unarmed *Suliemans*, as depicted by this plan, this area is used for additional supplies.

Standard
Upper
Galley



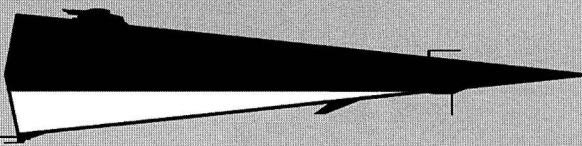
SULIEMAN 1A

1

Forward
Cargo
Bay

SULIEMAN 3A

SIDE VIEW

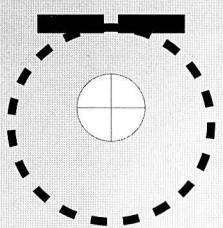


LEGEND
DECK 3

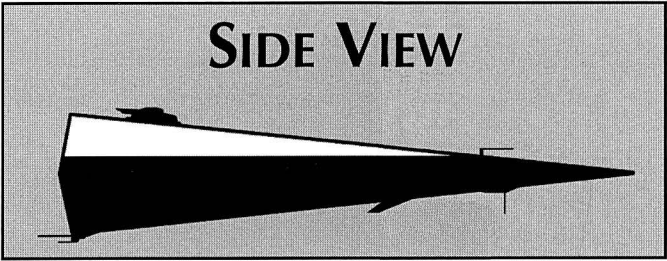
1. **Forward Cargo Bay:** IISS *Suliemans* use this area for supplies, but detached-duty scouts often carry high-value/low-bulk cargoes here.

3

Seeker
Upper
Galley



SULIEMAN 1A



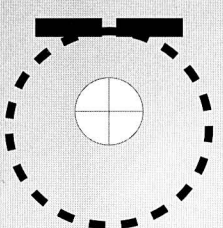
LEGEND
DECK 1

1. **Forward Sensor Position:** The equipment in this station varies with the specific mission requirements and is designed to be easily “swapped out” during pre-mission maintenance. This area is manned only during survey missions, and is normally shut down during flight.

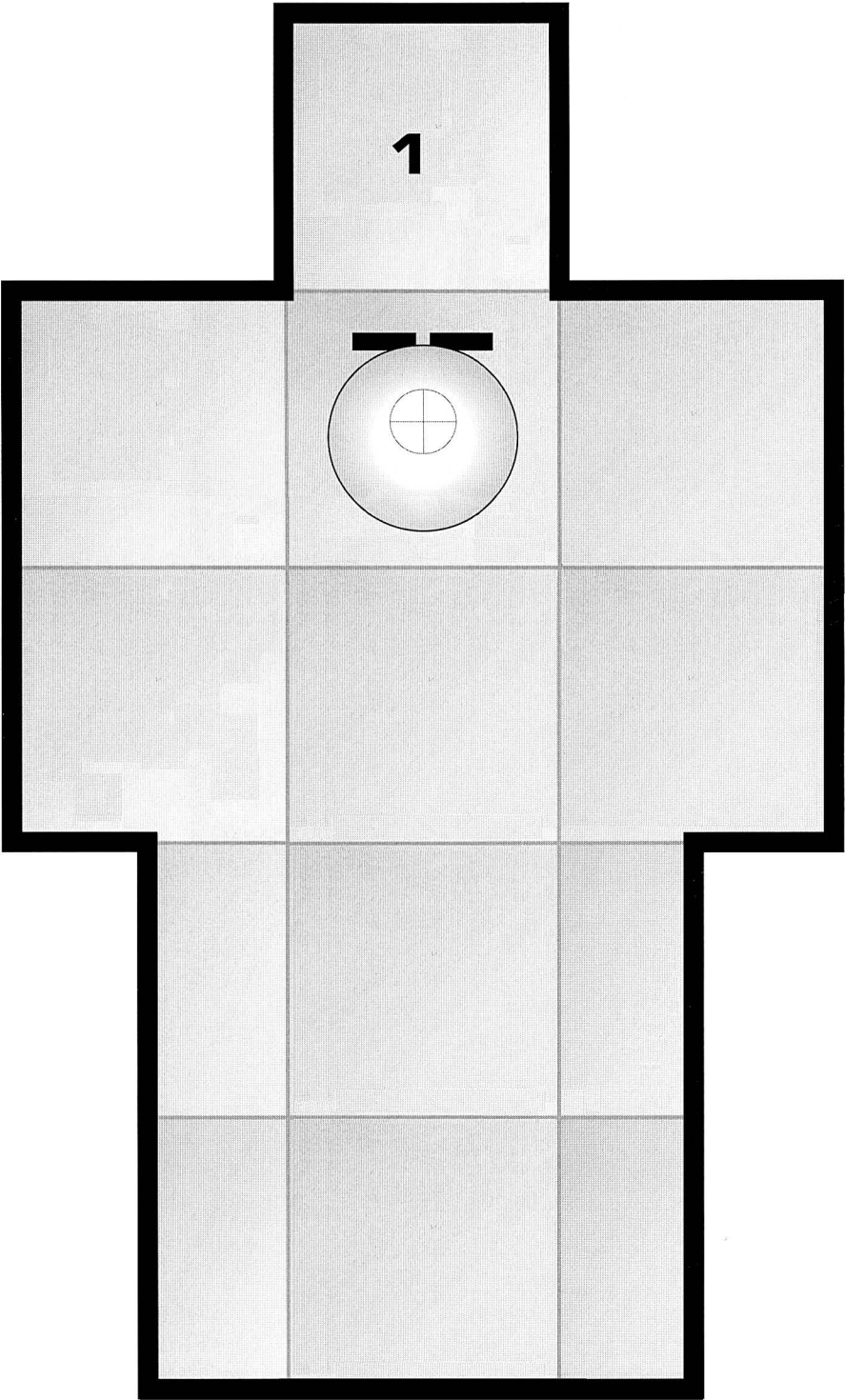
2. **Storage Area:** At the start of a lengthy voyage, this area will be packed full of supplies. Some crews take advantage of the fact that the area is accessible from both ends to pack the compartment as tightly as possible.

3. **Gunner’s Station:** In vessels fitted with weaponry, this is the gunner’s station (and equipped with a remote control console for the turret). In unarmed *Suliemans*, as depicted by this plan, this area is used for additional supplies.

Standard
Upper
Galley

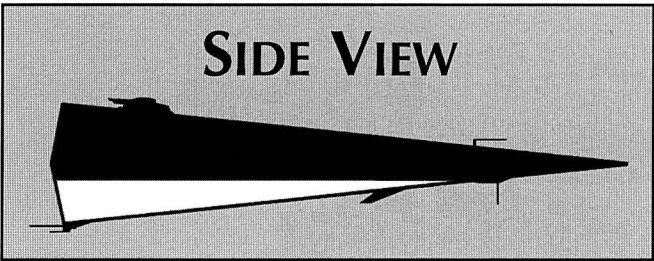


SULIEMAN 1A



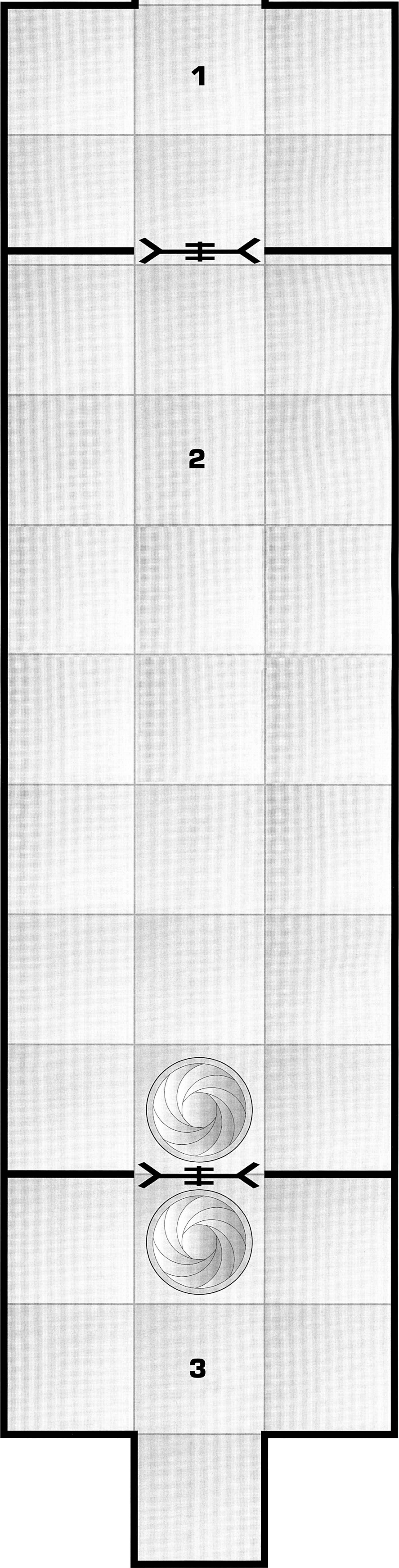
Forward
Cargo
Bay

SULIEMAN 3A



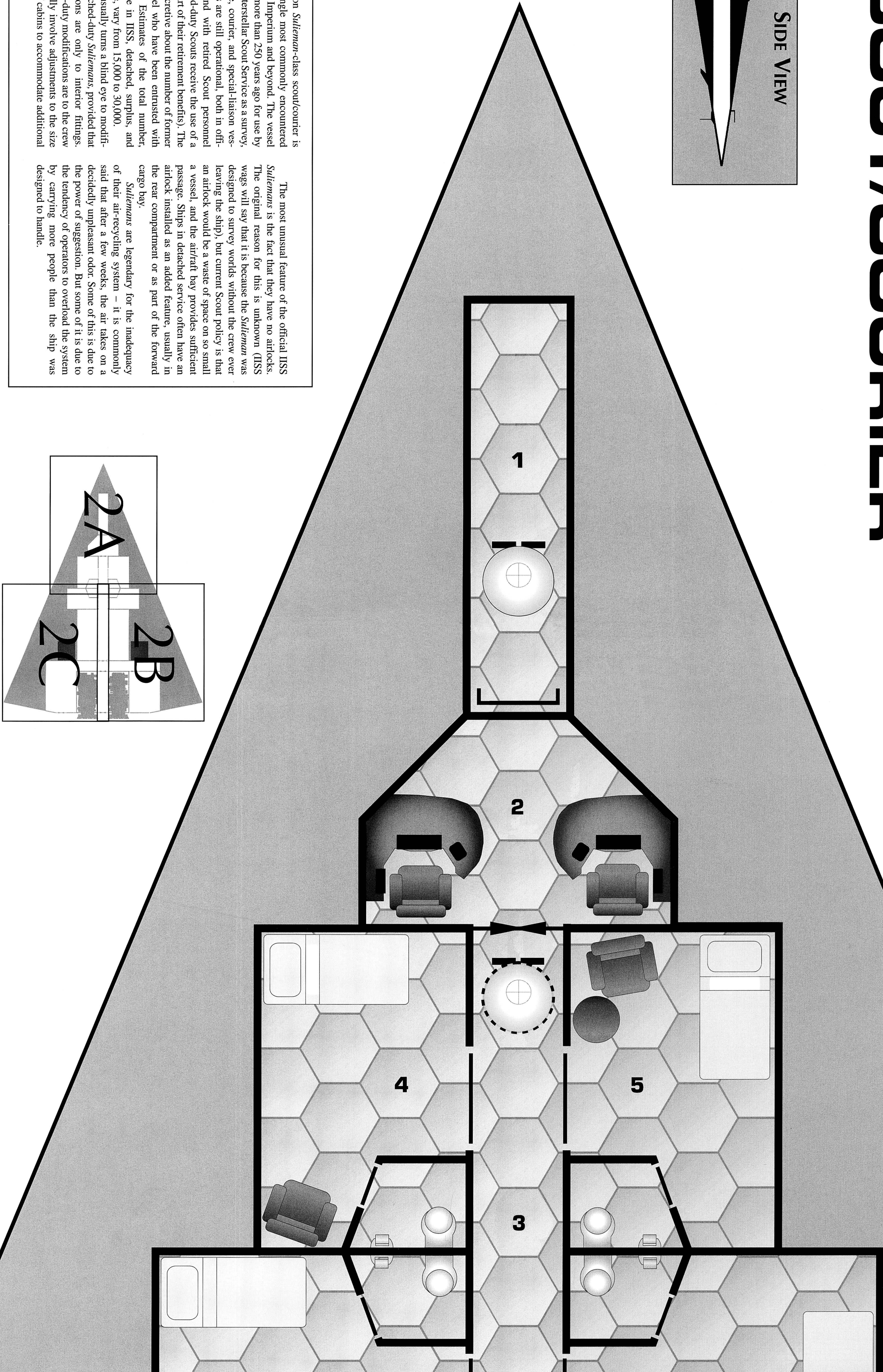
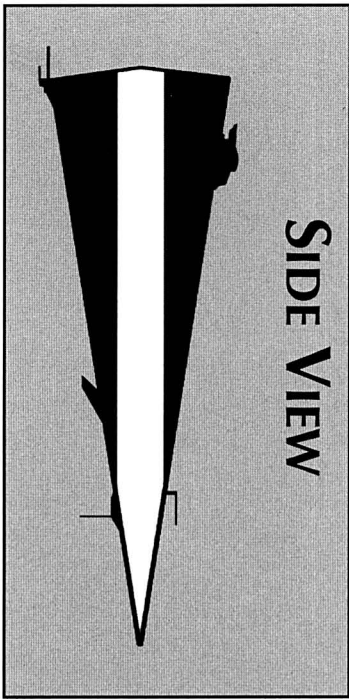
LEGEND
DECK 3

1. **Forward Cargo Bay:** IISS *Suliemans* use this area for supplies, but detached-duty scouts often carry high-value/low-bulk cargoes here.



Traveller[®] DECK PLAN 5 SULIEMAN-CLASS SCOUT/COURIER

SULIEMAN 2A

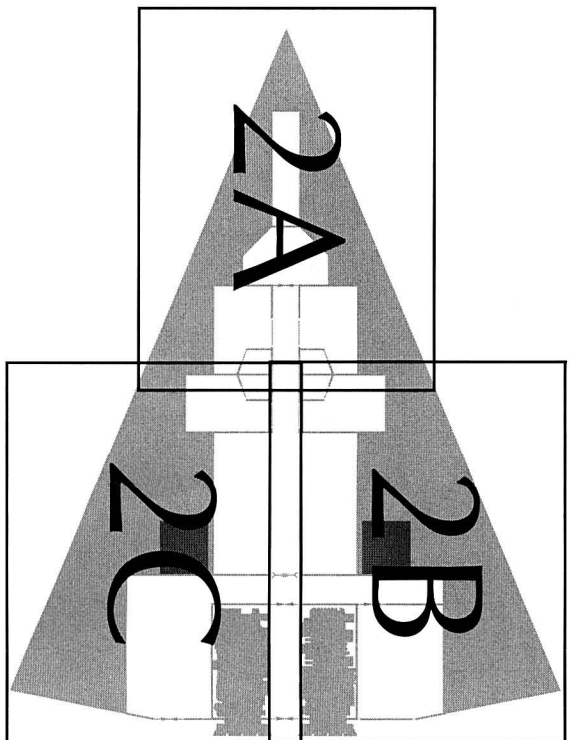


The 100-ton *Suliemman*-class scout/courier is perhaps the single most commonly encountered starship in the Imperium and beyond. The vessel was designed more than 250 years ago for use by the Imperial Interstellar Scout Service as a survey, reconnaissance, courier, and special-liaison vessel. Thousands are still operational, both in official service and with retired Scout personnel (many detached-duty Scouts receive the use of a *Suliemman* as part of their retirement benefits). The IIS is very secretive about the number of former Scout personnel who have been entrusted with these vessels. Estimates of the total number, including those in IIS, detached, surplus, and foreign service, vary from 15,000 to 30,000.

The IIS usually turns a blind eye to modifications of detached-duty *Suliemmans*, provided that the modifications are only to interior fittings. Most detached-duty modifications are to the crew area, and usually involve adjustments to the size and number of cabins to accommodate additional personnel.

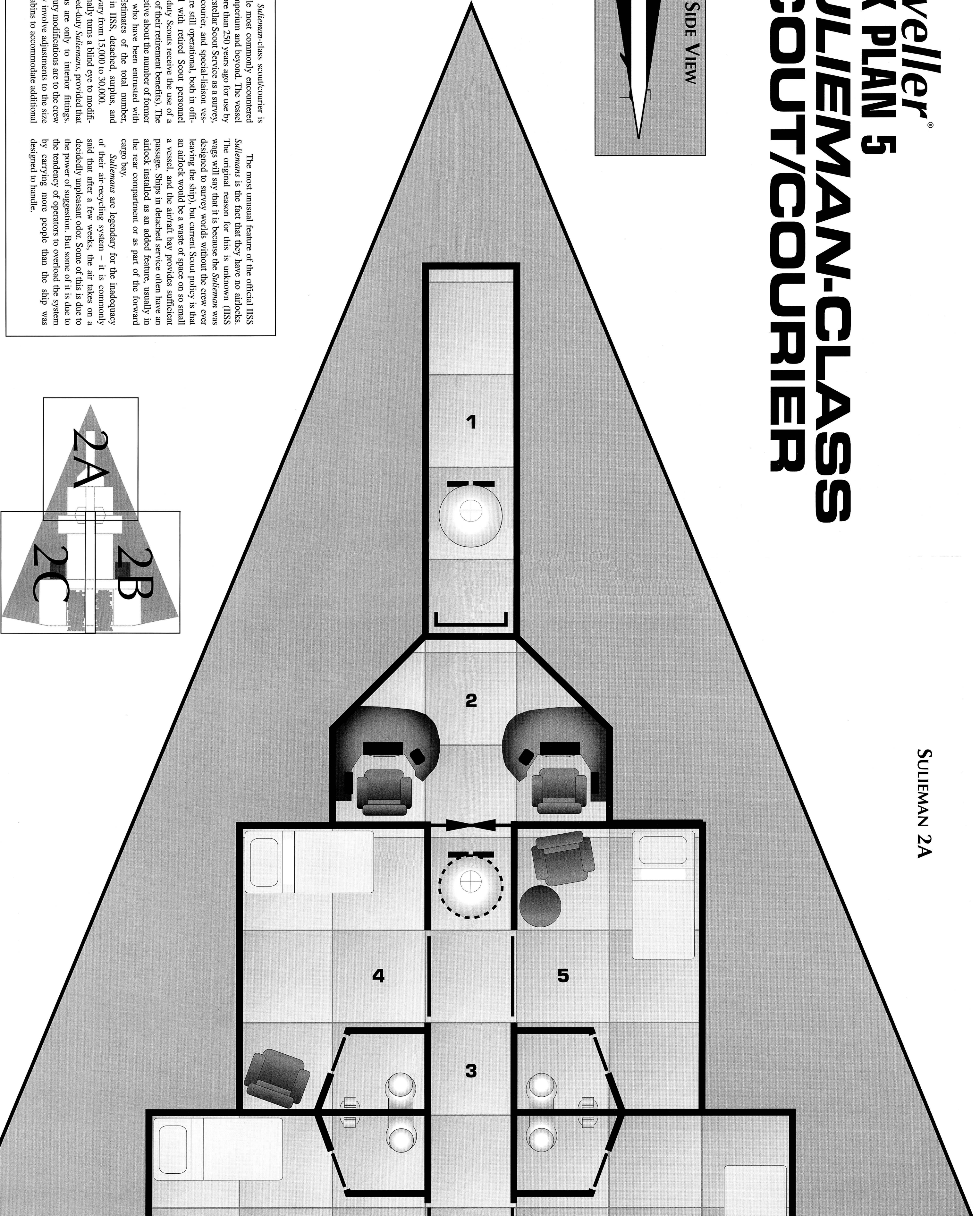
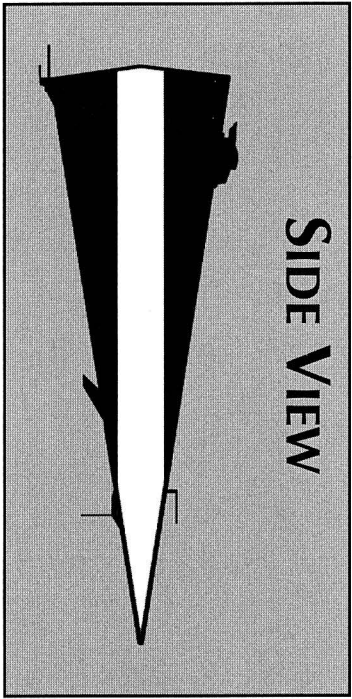
The most unusual feature of the official IIS *Suliemans* is the fact that they have no airlocks. The original reason for this is unknown (IIS wags will say that it is because the *Suliemman* was designed to survey worlds without the crew ever leaving the ship), but current Scout policy is that an airlock would be a waste of space on so small a vessel, and the air/raft bay provides sufficient passage. Ships in detached service often have an airlock installed as an added feature, usually in the rear compartment or as part of the forward cargo bay.

Suliemans are legendary for the inadequacy of their air-recycling system – it is commonly said that after a few weeks, the air takes on a decidedly unpleasant odor. Some of this is due to the power of suggestion. But some of it is due to the tendency of operators to overload the system by carrying more people than the ship was designed to handle.



Traveller[®] DECK PLAN 5 SULIEMAN-CLASS SCOUT/COURIER

SULIEMAN 2A

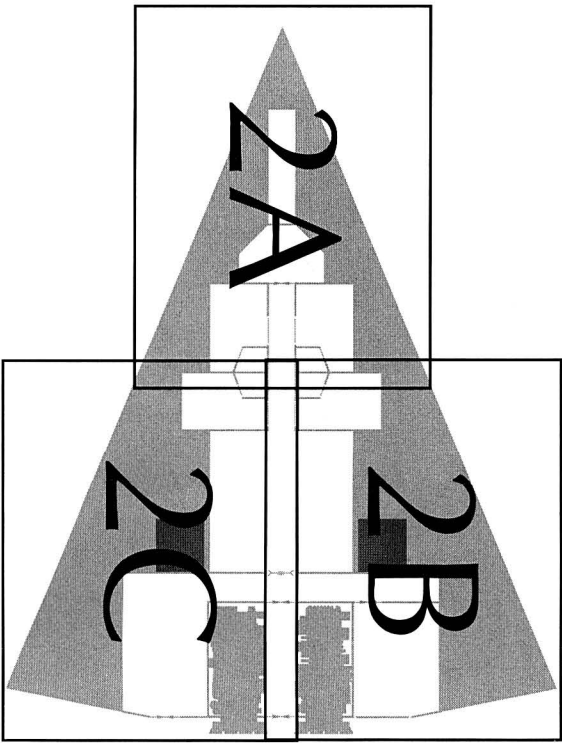


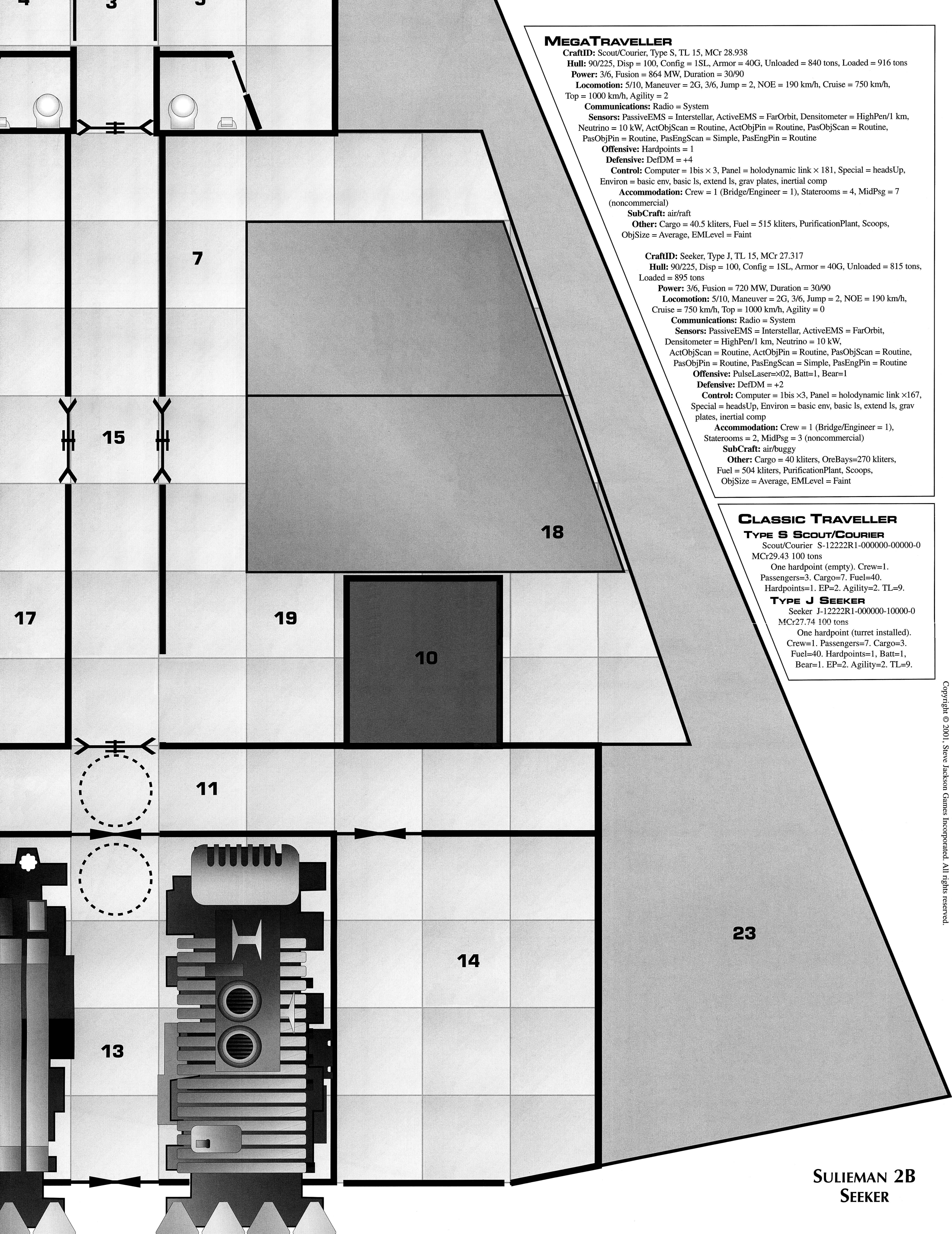
The 100-ton *Suliemman*-class scout/courier is perhaps the single most commonly encountered starship in the Imperium and beyond. The vessel was designed more than 250 years ago for use by the Imperial Interstellar Scout Service as a survey, reconnaissance, courier, and special-liaison vessel. Thousands are still operational, both in official service and with retired Scout personnel (many detached-duty Scouts receive the use of a *Suliemman* as part of their retirement benefits). The IIS is very secretive about the number of former Scout personnel who have been entrusted with these vessels. Estimates of the total number, including those in IIS, detached, surplus, and foreign service, vary from 15,000 to 30,000.

The IIS usually turns a blind eye to modifications of detached-duty *Suliemans*, provided that the modifications are only to interior fittings. Most detached-duty modifications are to the crew area, and usually involve adjustments to the size and number of cabins to accommodate additional personnel.

The most unusual feature of the official IIS *Suliemans* is the fact that they have no airlocks. The original reason for this is unknown (IIS wags will say that it is because the *Suliemman* was designed to survey worlds without the crew ever leaving the ship), but current Scout policy is that an airlock would be a waste of space on so small a vessel, and the aircraft bay provides sufficient passage. Ships in detached service often have an airlock installed as an added feature, usually in the rear compartment or as part of the forward cargo bay.

Suliemans are legendary for the inadequacy of their air-recycling system – it is commonly said that after a few weeks, the air takes on a decidedly unpleasant odor. Some of this is due to the power of suggestion. But some of it is due to the tendency of operators to overload the system by carrying more people than the ship was designed to handle.





MEGATRAVELLER

CraftID: Scout/Courier, Type S, TL 15, MCr 28.938
Hull: 90/225, Disp = 100, Config = 1SL, Armor = 40G, Unloaded = 840 tons, Loaded = 916 tons
Power: 3/6, Fusion = 864 MW, Duration = 30/90
Locomotion: 5/10, Maneuver = 2G, 3/6, Jump = 2, NOE = 190 km/h, Cruise = 750 km/h, Top = 1000 km/h, Agility = 2
Communications: Radio = System
Sensors: PassiveEMS = Interstellar, ActiveEMS = FarOrbit, Densitometer = HighPen/1 km, Neutrino = 10 kW, ActObjScan = Routine, ActObjPin = Routine, PasObjScan = Routine, PasObjPin = Routine, PasEngScan = Simple, PasEngPin = Routine
Offensive: Hardpoints = 1
Defensive: DefDM = +4
Control: Computer = 1bis x 3, Panel = holodynamic link x 181, Special = headsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accommodation: Crew = 1 (Bridge/Engineer = 1), Staterooms = 4, MidPsg = 7 (noncommercial)
SubCraft: air/raft
Other: Cargo = 40.5 kliters, Fuel = 515 kliters, PurificationPlant, Scoops, ObjSize = Average, EMLLevel = Faint

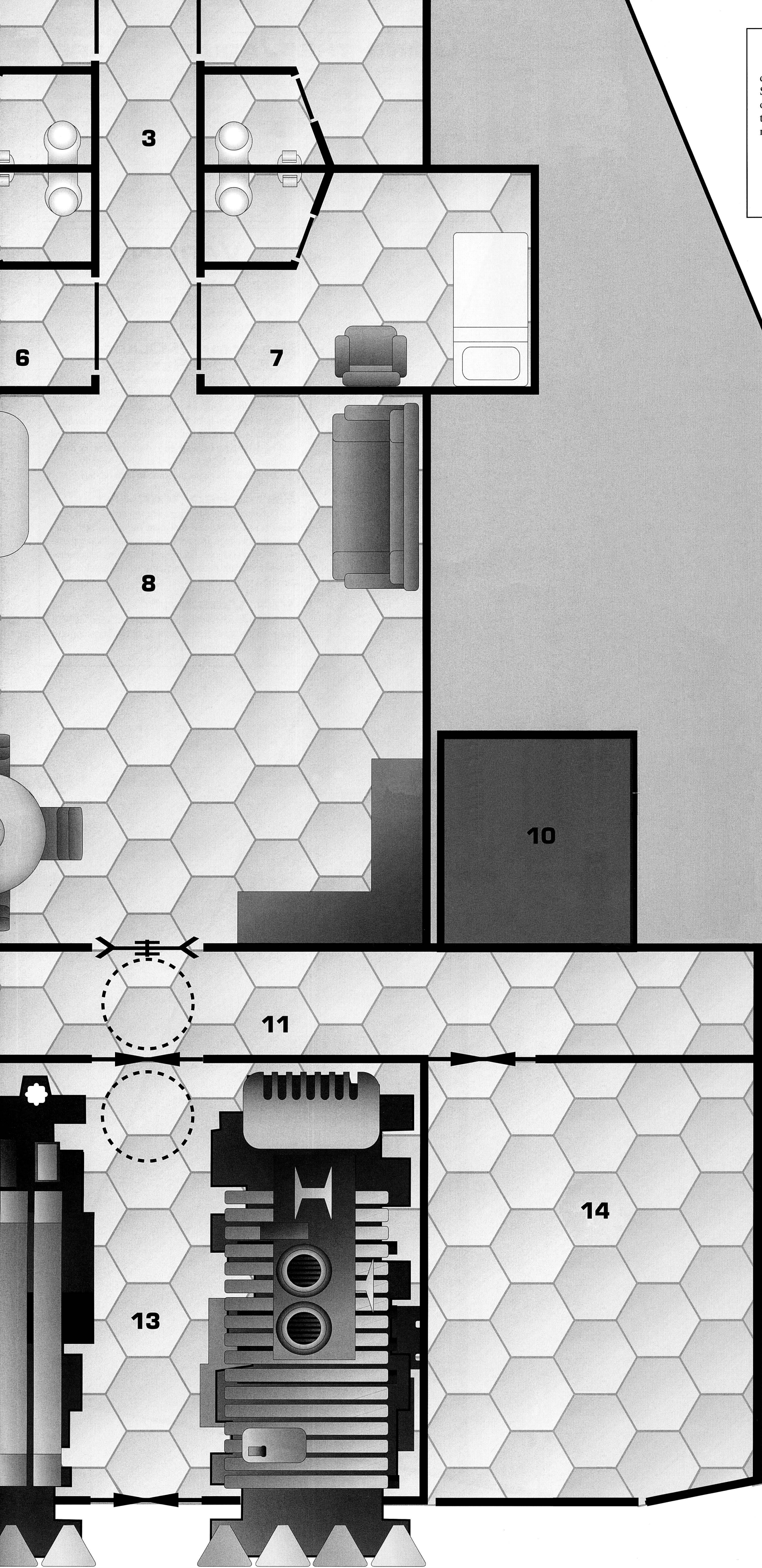
CraftID: Seeker, Type J, TL 15, MCr 27.317
Hull: 90/225, Disp = 100, Config = 1SL, Armor = 40G, Unloaded = 815 tons, Loaded = 895 tons
Power: 3/6, Fusion = 720 MW, Duration = 30/90
Locomotion: 5/10, Maneuver = 2G, 3/6, Jump = 2, NOE = 190 km/h, Cruise = 750 km/h, Top = 1000 km/h, Agility = 0
Communications: Radio = System
Sensors: PassiveEMS = Interstellar, ActiveEMS = FarOrbit, Densitometer = HighPen/1 km, Neutrino = 10 kW, ActObjScan = Routine, ActObjPin = Routine, PasObjScan = Routine, PasObjPin = Routine, PasEngScan = Simple, PasEngPin = Routine
Offensive: PulseLaser=x02, Batt=1, Bear=1
Defensive: DefDM = +2
Control: Computer = 1bis x3, Panel = holodynamic link x167, Special = headsUp, Environ = basic env, basic ls, extend ls, grav plates, inertial comp
Accommodation: Crew = 1 (Bridge/Engineer = 1), Staterooms = 2, MidPsg = 3 (noncommercial)
SubCraft: air/buggy
Other: Cargo = 40 kliters, OreBays=270 kliters, Fuel = 504 kliters, PurificationPlant, Scoops, ObjSize = Average, EMLLevel = Faint

CLASSIC TRAVELLER

TYPE S SCOUT/COURIER
Scout/Courier S-12222R1-000000-00000-0
MCr29.43 100 tons
One hardpoint (empty). Crew=1.
Passengers=3. Cargo=7. Fuel=40.
Hardpoints=1. EP=2. Agility=2. TL=9.

TYPE J SEEKER
Seeker J-12222R1-000000-10000-0
MCr27.74 100 tons
One hardpoint (turret installed).
Crew=1. Passengers=7. Cargo=3.
Fuel=40. Hardpoints=1, Batt=1, Bear=1. EP=2. Agility=2. TL=9.

**SULIEMAN 2B
SEEKER**



USING THE VARIANT MAPS

Four extra map sheets have been included to represent the variant *Suliemans*. These are designed to be laid over the main plan sheets (or to replace two of them, in the case of the Seeker), so you can have several variants of the vessel in one set. Be careful, when putting the overlay in place, not to disturb the relative positions of the maps underneath – you might want to secure the maps with weights, drafting tape, poster putty, or some other nondamaging method.

The single sheet showing map 2A is the same in all versions.

For the Standard version, use maps 2A, 2B *Standard*, and 2C *Standard*.

For the Seeker version, use maps 2A, 2B *Seeker*, and 2C *Seeker*.

For the Detached variant, use the Detached map and lay it over the *Standard* maps.

For the VIP variant, use the VIP map and lay it over the *Standard* maps.

VARIANTS

The *Suliemans*-class 100-ton scout/courier is the official IISS model. The *Suliemans II*-class 100-ton Seeker is a standard IISS variant. Vessels in detached service are often highly modified, and two common variants are discussed here.

SULIEMAN II-CLASS 100-TON SEEKER

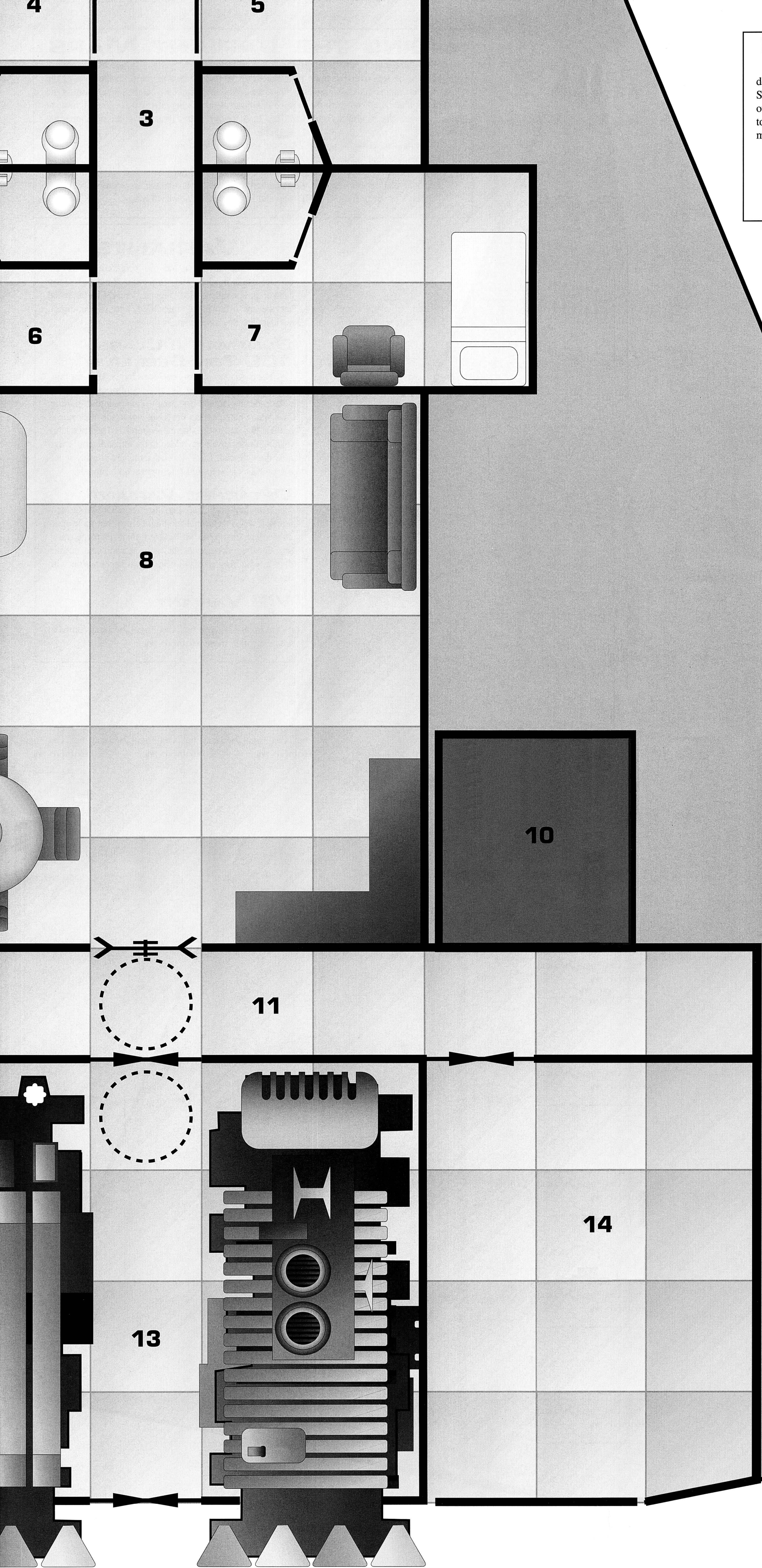
The *Suliemans II* was developed by the IISS for mineralogical surveys, but is also commonly used by detached-duty scouts for small-scale asteroid mining. The main changes from the *Suliemans* to the *Suliemans II* are that two staterooms have been removed and two large loading doors have been added to the expanded ore cargo area thus created. Deck 1's fuel tanks are slightly redistributed; Deck 3 remains the same in both models.

DETACHED VARIANT

Detached-duty *Suliemans* are too small to be economical as conventional merchant ships, but their operators often engage in specialized small-package transport or other odd jobs. Additional staterooms accommodate adventuring parties operating in conjunction with the ship's owner.

VIP VARIANT

Some detached-duty *Suliemans* are used as VIP transports for short jumps, combining two staterooms to create a single more luxurious one.



USING THE VARIANT MAPS

Four extra map sheets have been included to represent the variant *Suliemans*. These are designed to be laid over the main plan sheets (or to replace two of them, in the case of the Seeker), so you can have several variants of the vessel in one set. Be careful, when putting the overlay in place, not to disturb the relative positions of the maps underneath – you might want to secure the maps with weights, drafting tape, poster putty, or some other nondamaging method.

The single sheet showing map 2A is the same in all versions.

For the Standard version, use maps 2A, 2B *Standard*, and 2C *Standard*.

For the Seeker version, use maps 2A, 2B *Seeker*, and 2C *Seeker*.

For the Detached variant, use the Detached map and lay it over the *Standard* maps.

For the VIP variant, use the VIP map and lay it over the *Standard* maps.

VARIANTS

The *Sulieman*-class 100-ton scout/courier is the official IISS model. The *Sulieman II*-class 100-ton Seeker is a standard IISS variant. Vessels in detached service are often highly modified, and two common variants are discussed here.

SULIEMAN II-CLASS 100-TON SEEKER

The *Sulieman II* was developed by the IISS for mineralogical surveys, but is also commonly used by detached-duty scouts for small-scale asteroid mining. The main changes from the *Sulieman* to the *Sulieman II* are that two staterooms have been removed and two large loading doors have been added to the expanded ore cargo area thus created. Deck 1's fuel tanks are slightly redistributed; Deck 3 remains the same in both models.

DETACHED VARIANT

Detached-duty *Suliemans* are too small to be economical as conventional merchant ships, but their operators often engage in specialized small-package transport or other odd jobs. Additional staterooms accommodate adventuring parties operating in conjunction with the ship's owner.

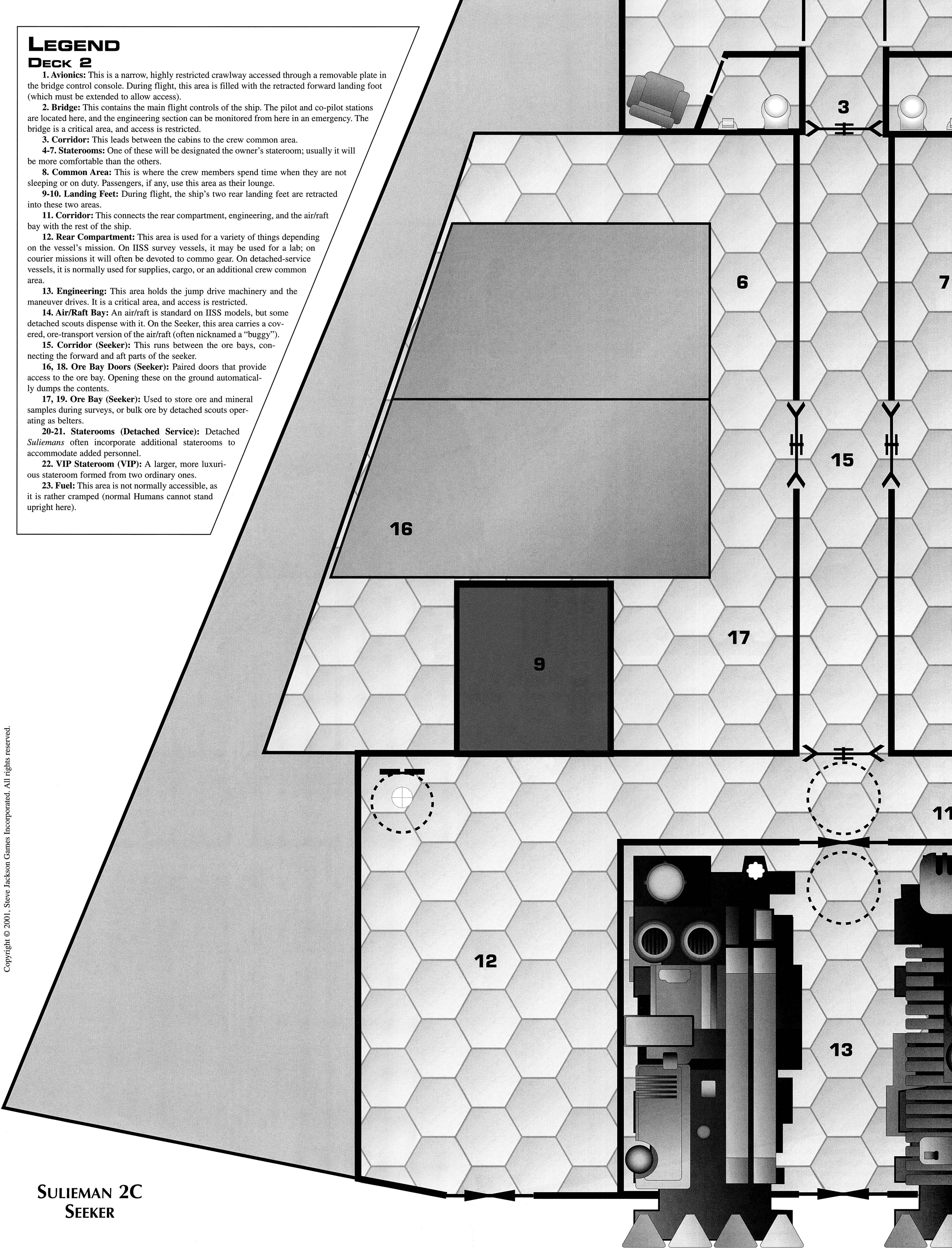
VIP VARIANT

Some detached-duty *Suliemans* are used as VIP transports for short jumps, combining two staterooms to create a single more luxurious one.

SULIEMAN 2B
STANDARD

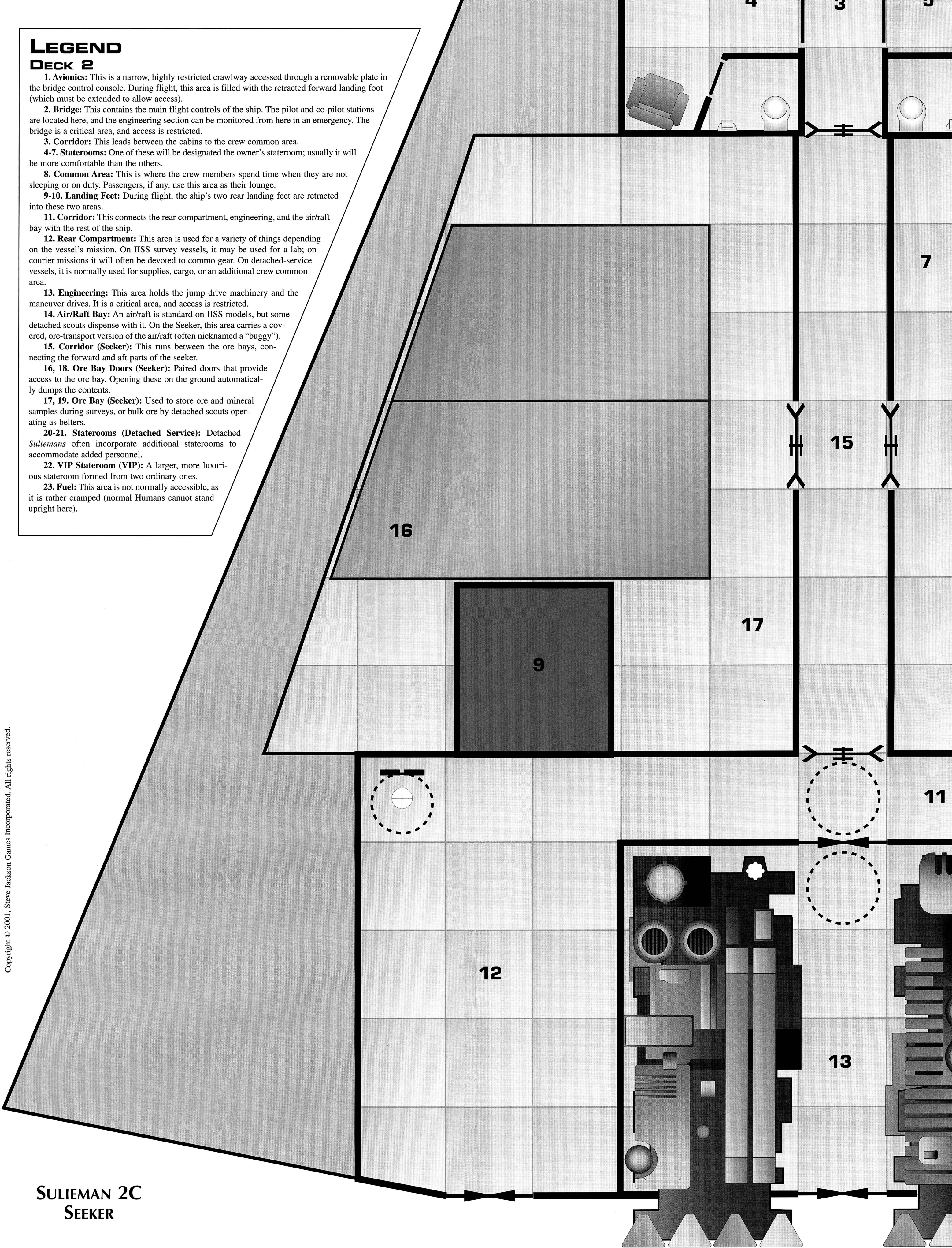
LEGEND
DECK 2

- 1. **Avionics:** This is a narrow, highly restricted crawlway accessed through a removable plate in the bridge control console. During flight, this area is filled with the retracted forward landing foot (which must be extended to allow access).
- 2. **Bridge:** This contains the main flight controls of the ship. The pilot and co-pilot stations are located here, and the engineering section can be monitored from here in an emergency. The bridge is a critical area, and access is restricted.
- 3. **Corridor:** This leads between the cabins to the crew common area.
- 4-7. **Staterooms:** One of these will be designated the owner's stateroom; usually it will be more comfortable than the others.
- 8. **Common Area:** This is where the crew members spend time when they are not sleeping or on duty. Passengers, if any, use this area as their lounge.
- 9-10. **Landing Feet:** During flight, the ship's two rear landing feet are retracted into these two areas.
- 11. **Corridor:** This connects the rear compartment, engineering, and the air/raft bay with the rest of the ship.
- 12. **Rear Compartment:** This area is used for a variety of things depending on the vessel's mission. On IISS survey vessels, it may be used for a lab; on courier missions it will often be devoted to commo gear. On detached-service vessels, it is normally used for supplies, cargo, or an additional crew common area.
- 13. **Engineering:** This area holds the jump drive machinery and the maneuver drives. It is a critical area, and access is restricted.
- 14. **Air/Raft Bay:** An air/raft is standard on IISS models, but some detached scouts dispense with it. On the Seeker, this area carries a covered, ore-transport version of the air/raft (often nicknamed a "buggy").
- 15. **Corridor (Seeker):** This runs between the ore bays, connecting the forward and aft parts of the seeker.
- 16, 18. **Ore Bay Doors (Seeker):** Paired doors that provide access to the ore bay. Opening these on the ground automatically dumps the contents.
- 17, 19. **Ore Bay (Seeker):** Used to store ore and mineral samples during surveys, or bulk ore by detached scouts operating as belters.
- 20-21. **Staterooms (Detached Service):** Detached *Suliemans* often incorporate additional staterooms to accommodate added personnel.
- 22. **VIP Stateroom (VIP):** A larger, more luxurious stateroom formed from two ordinary ones.
- 23. **Fuel:** This area is not normally accessible, as it is rather cramped (normal Humans cannot stand upright here).



LEGEND
DECK 2

- 1. **Avionics:** This is a narrow, highly restricted crawlway accessed through a removable plate in the bridge control console. During flight, this area is filled with the retracted forward landing foot (which must be extended to allow access).
- 2. **Bridge:** This contains the main flight controls of the ship. The pilot and co-pilot stations are located here, and the engineering section can be monitored from here in an emergency. The bridge is a critical area, and access is restricted.
- 3. **Corridor:** This leads between the cabins to the crew common area.
- 4-7. **Staterooms:** One of these will be designated the owner's stateroom; usually it will be more comfortable than the others.
- 8. **Common Area:** This is where the crew members spend time when they are not sleeping or on duty. Passengers, if any, use this area as their lounge.
- 9-10. **Landing Feet:** During flight, the ship's two rear landing feet are retracted into these two areas.
- 11. **Corridor:** This connects the rear compartment, engineering, and the air/raft bay with the rest of the ship.
- 12. **Rear Compartment:** This area is used for a variety of things depending on the vessel's mission. On IISS survey vessels, it may be used for a lab; on courier missions it will often be devoted to commo gear. On detached-service vessels, it is normally used for supplies, cargo, or an additional crew common area.
- 13. **Engineering:** This area holds the jump drive machinery and the maneuver drives. It is a critical area, and access is restricted.
- 14. **Air/Raft Bay:** An air/raft is standard on IISS models, but some detached scouts dispense with it. On the Seeker, this area carries a covered, ore-transport version of the air/raft (often nicknamed a "buggy").
- 15. **Corridor (Seeker):** This runs between the ore bays, connecting the forward and aft parts of the seeker.
- 16, 18. **Ore Bay Doors (Seeker):** Paired doors that provide access to the ore bay. Opening these on the ground automatically dumps the contents.
- 17, 19. **Ore Bay (Seeker):** Used to store ore and mineral samples during surveys, or bulk ore by detached scouts operating as belters.
- 20-21. **Staterooms (Detached Service):** Detached *Suliemans* often incorporate additional staterooms to accommodate added personnel.
- 22. **VIP Stateroom (VIP):** A larger, more luxurious stateroom formed from two ordinary ones.
- 23. **Fuel:** This area is not normally accessible, as it is rather cramped (normal Humans cannot stand upright here).



SULIE 2C
SEEKER

LIFE ABOARD

Retired IISS personnel seldom lead quiet lives, and *Sulimans*-class vessels are often involved in adventurous escapades. Normal shipboard procedures and practices often do not apply.

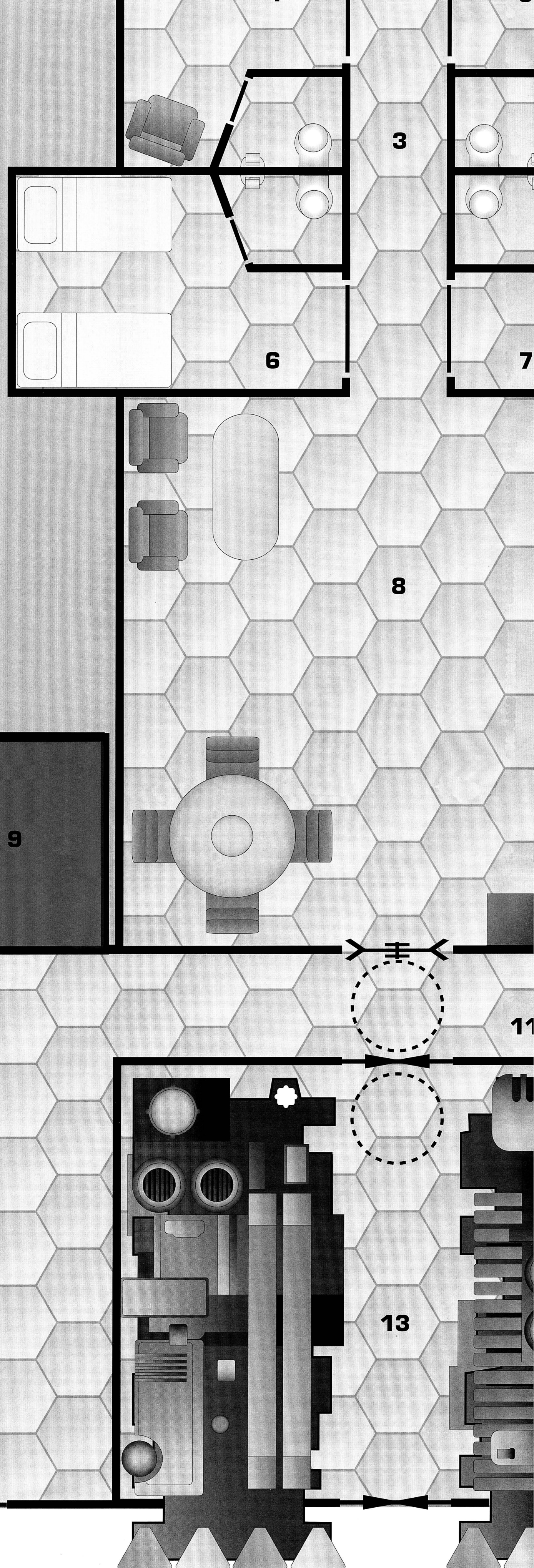
Crew: The ship was originally designed to be operated by a crew of four: captain/pilot, navigator/co-pilot, sensor/commo operator, and an engineer. Most vessels in IISS service “double up” navigation, sensor, and commo chores to the co-pilot, so the de facto crew level is three. In detached service, it is not uncommon to see crews of as few as one or two, or as many as six, depending on what duties the ship fulfills.

Crew quarters are spartan but adequate. Specific furnishings vary with each individual ship; however, each room usually has a computer terminal that doubles as an intercom, and some sort of shelves, cabinets, or racks for storing personal possessions.

Crews make use of very compact fresher facilities. Sinks fold into the walls. The shower is combined with the toilet and usually consists of a drain on the floor and a nozzle in the ceiling.

Detached-duty *Sulimans* are often refitted with more luxurious crew cabins, depending upon the taste and finances of the operator – and the profitability of his enterprises.

Passengers: Detached variants fitted for VIP passenger service have a single large stateroom created by combining two conventional staterooms.



LIFE ABOARD

Retired IISS personnel seldom lead quiet lives, and *Suliemans*-class vessels are often involved in adventurous escapades. Normal shipboard procedures and practices often do not apply.

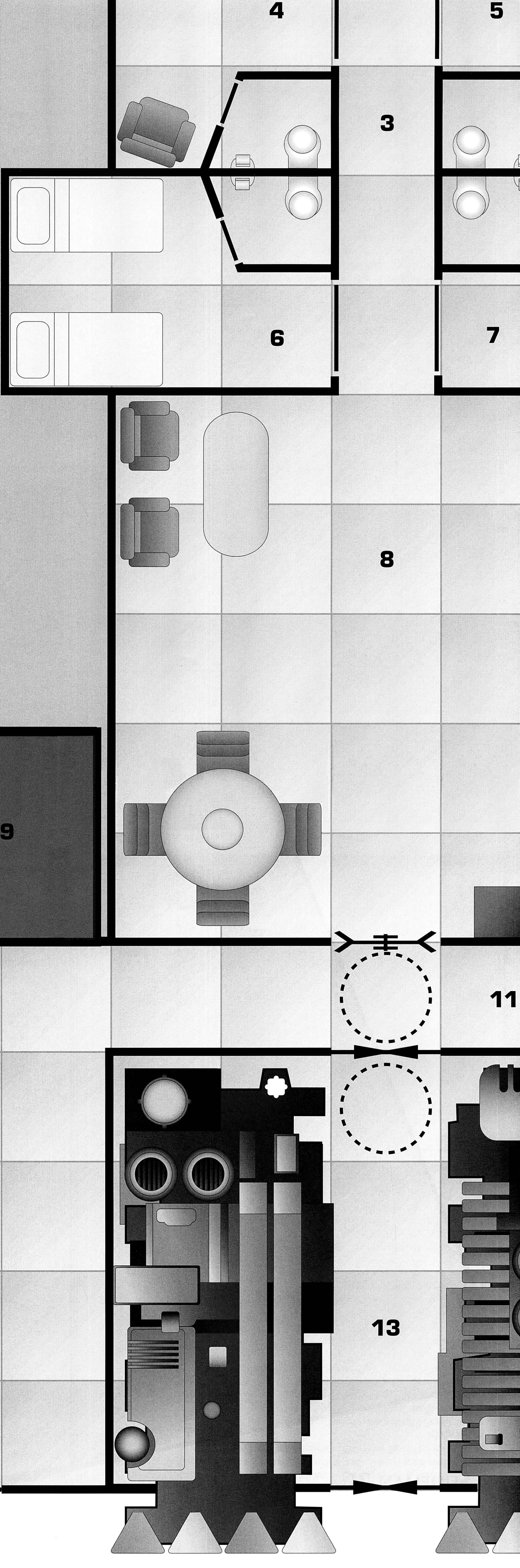
Crew: The ship was originally designed to be operated by a crew of four: captain/pilot, navigator/co-pilot, sensor/commo operator, and an engineer. Most vessels in IISS service “double up” navigation, sensor, and commo chores to the co-pilot, so the de facto crew level is three. In detached service, it is not uncommon to see crews of as few as one or two, or as many as six, depending on what duties the ship fulfills.

Crew quarters are spartan but adequate. Specific furnishings vary with each individual ship; however, each room usually has a computer terminal that doubles as an intercom, and some sort of shelves, cabinets, or racks for storing personal possessions.

Crews make use of very compact fresher facilities. Sinks fold into the walls. The shower is combined with the toilet and usually consists of a drain on the floor and a nozzle in the ceiling.

Detached-duty *Suliemans* are often refitted with more luxurious crew cabins, depending upon the taste and finances of the operator – and the profitability of his enterprises.

Passengers: Detached variants fitted for VIP passenger service have a single large stateroom created by combining two conventional staterooms.



SULIEMAN 2C
STANDARD

