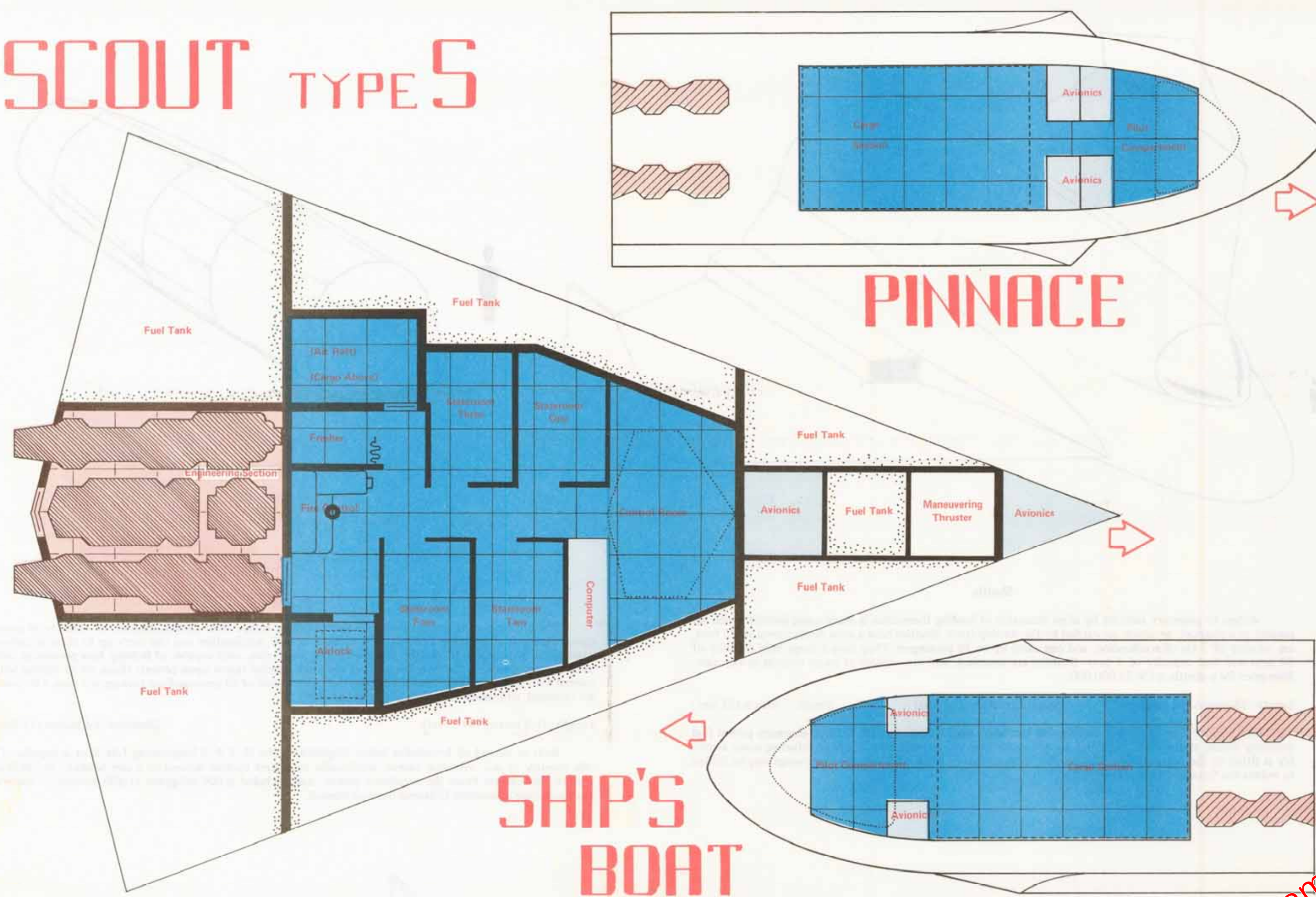
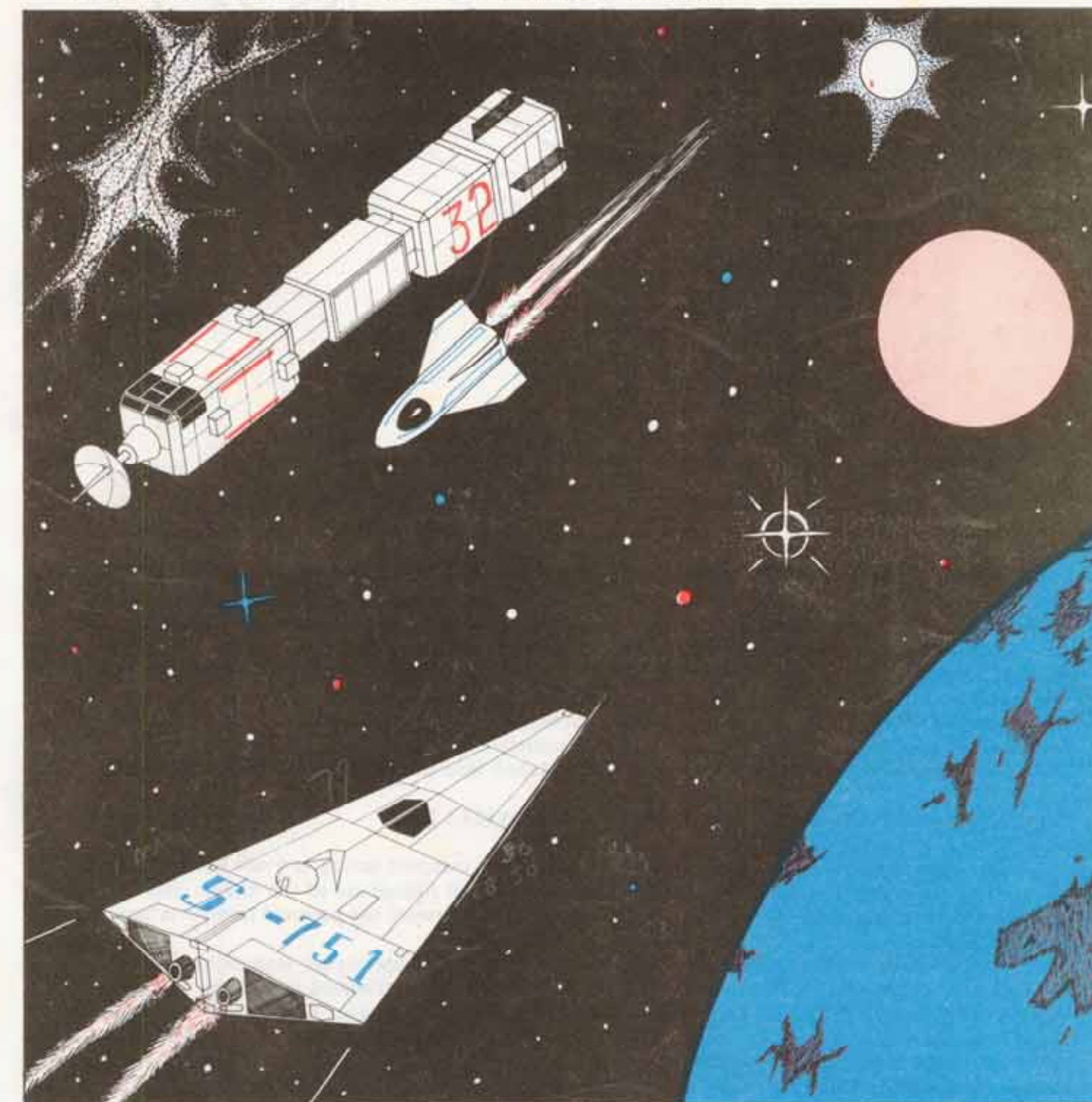


# SCOUT TYPE S



## STARSHIPS And SPACECRAFT

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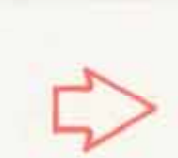
Engineering Section  
Power Plant, Jump Drive,  
Maneuver Drive



Main Hull Section  
Pressurized Areas  
Accessible to Crew



Electronics Equipment  
Computer, Avionics,  
Basic Ship Controls



Forward Direction



Transparent Canopy



Hardpoint Access  
Left  
Up  
Right  
Down



Bulkhead Opening or Hatch  
Normally Closed



Bulkhead Opening or Hatch  
Normally Open

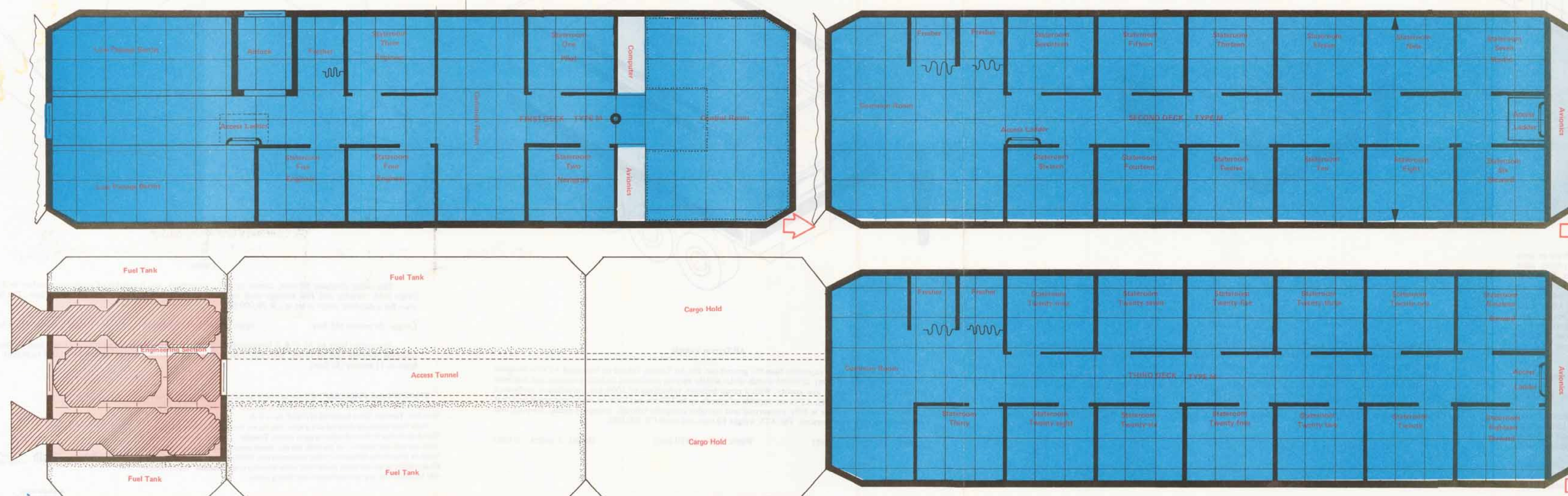


Deck Opening or Hatch  
Normally Closed



Deck Opening or Hatch  
Normally Open

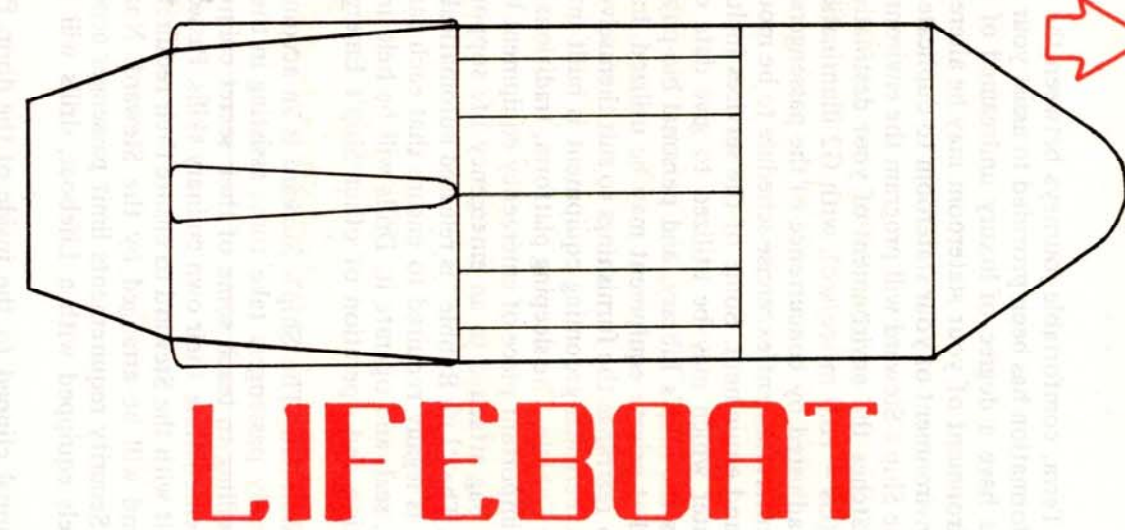
# SUBSIDISED MERCHANT TYPE M



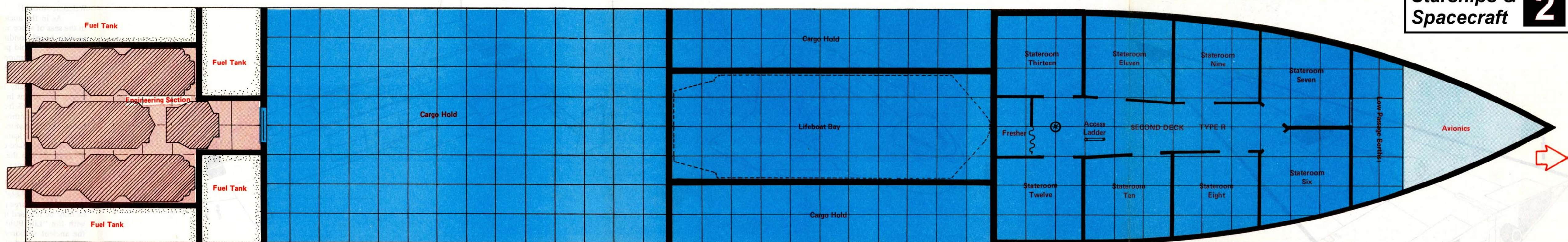
# FREE TRADER

Starships & Spacecraft **1**

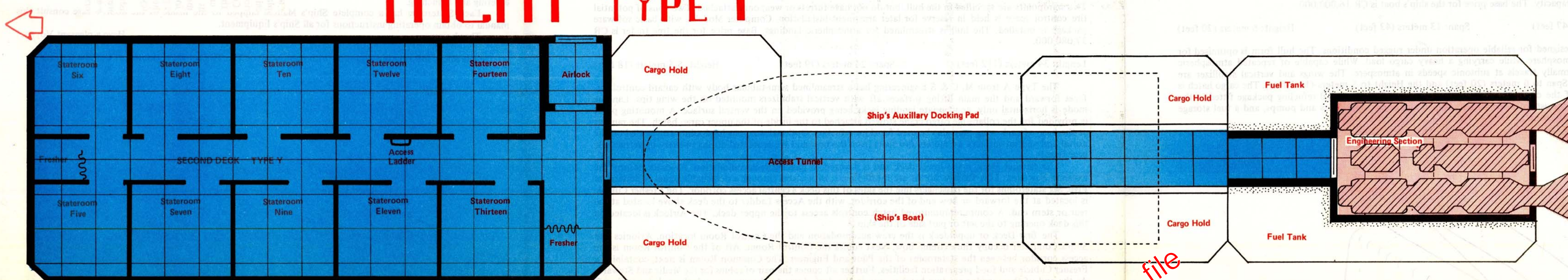




LIFEBOAT

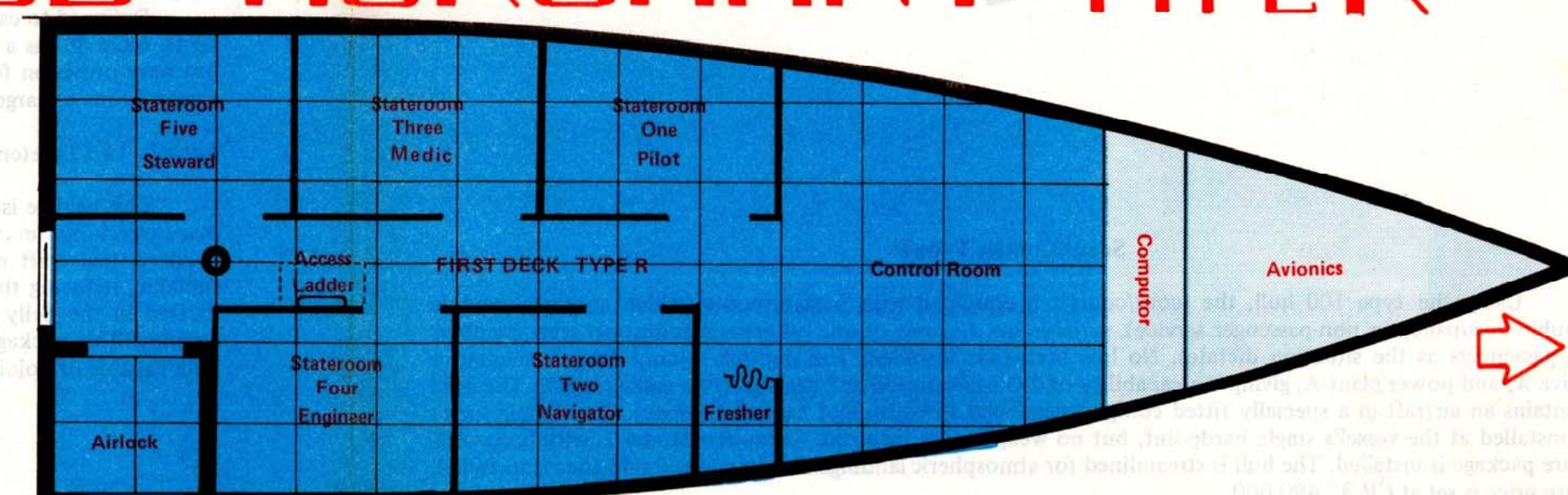


SUBSIDISED MERCHANT TYPE R

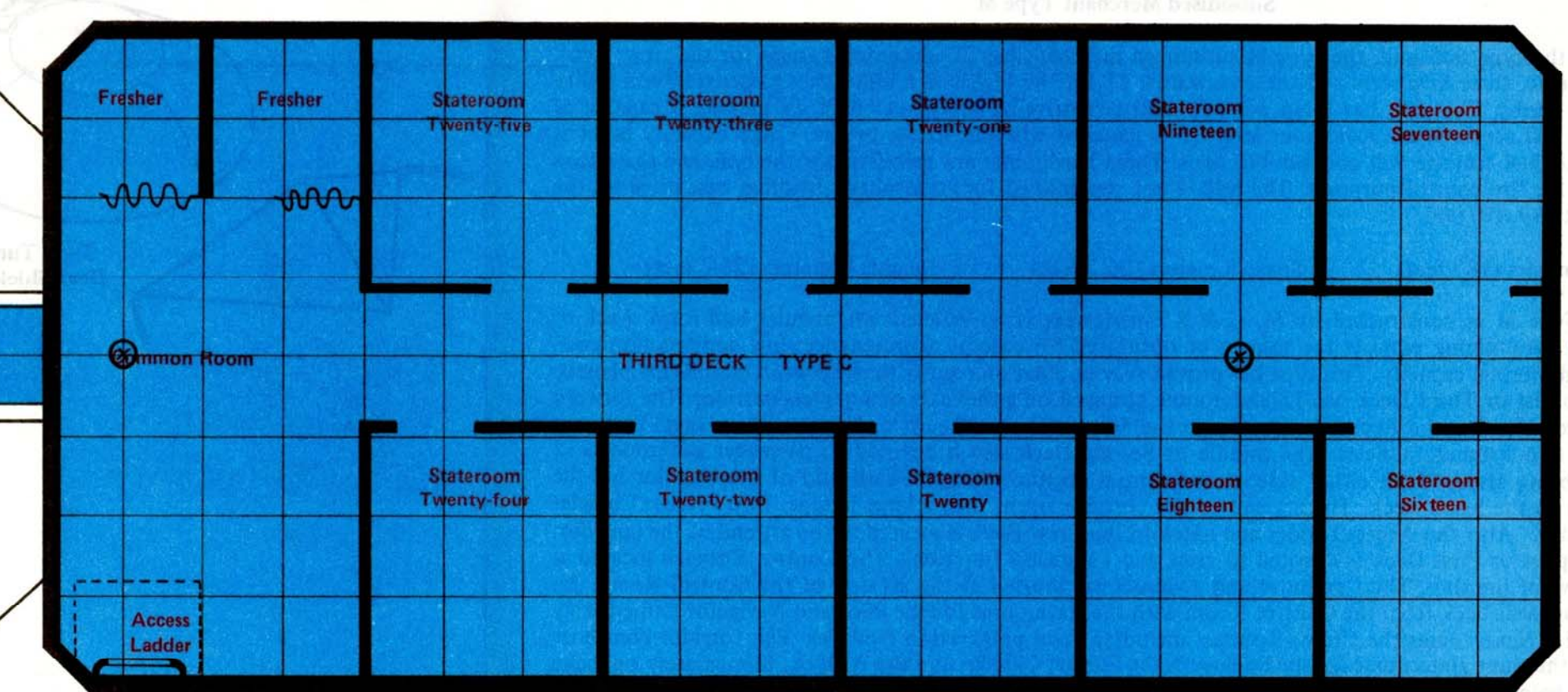
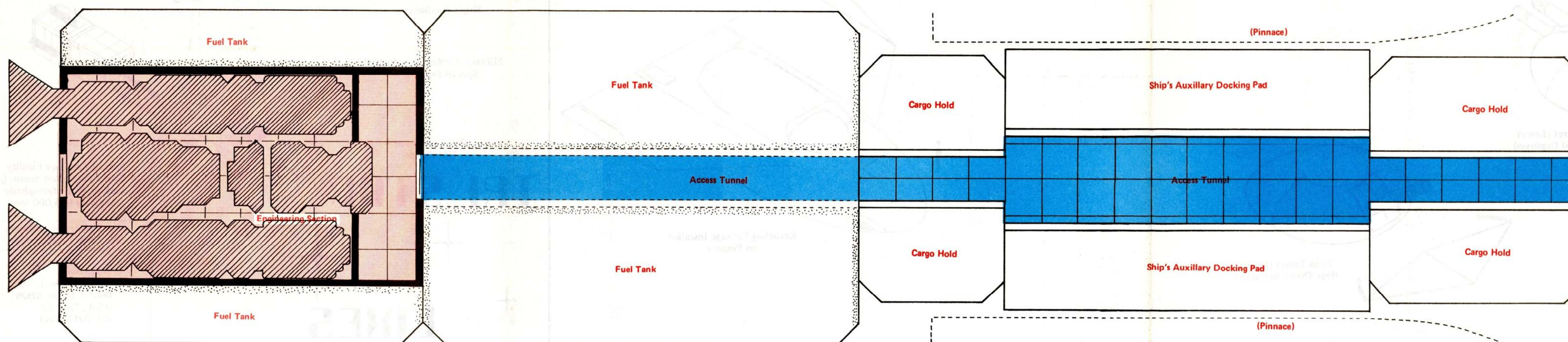
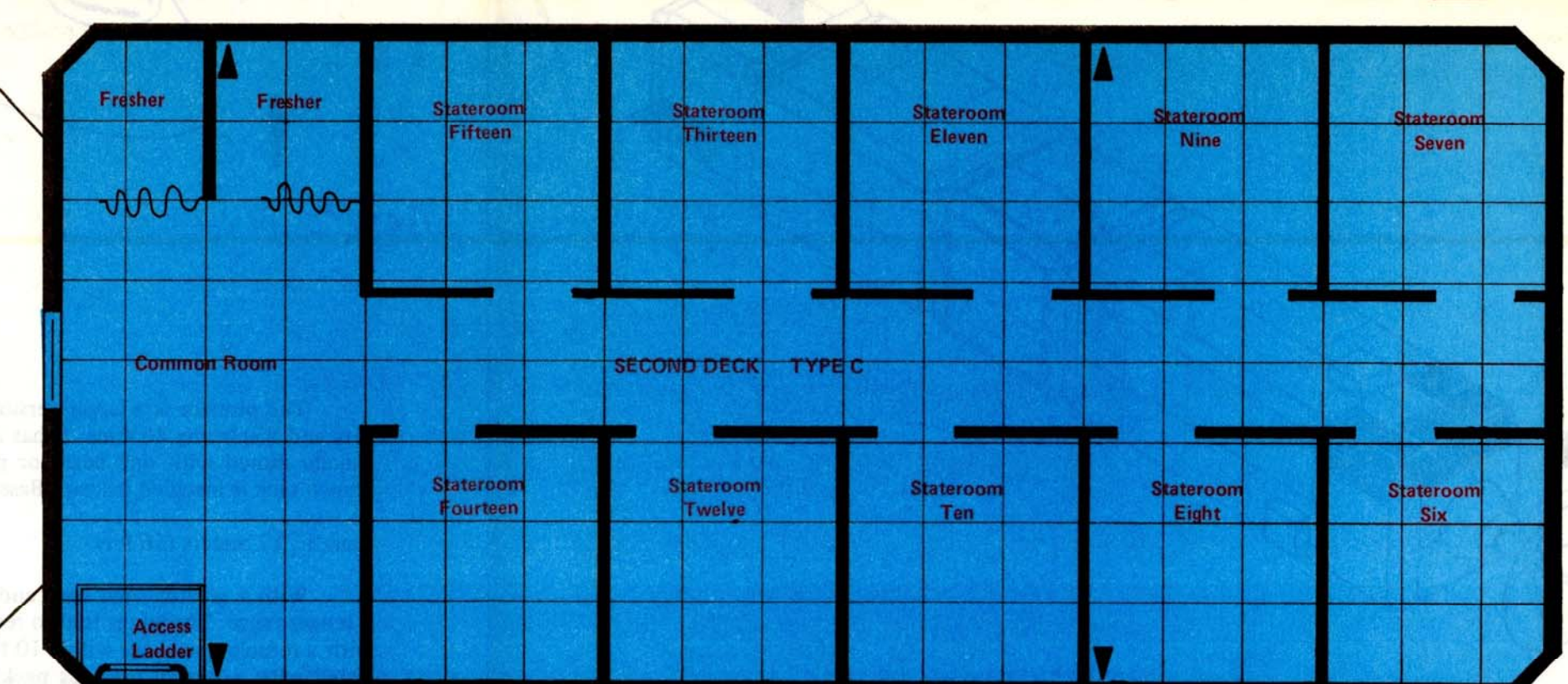
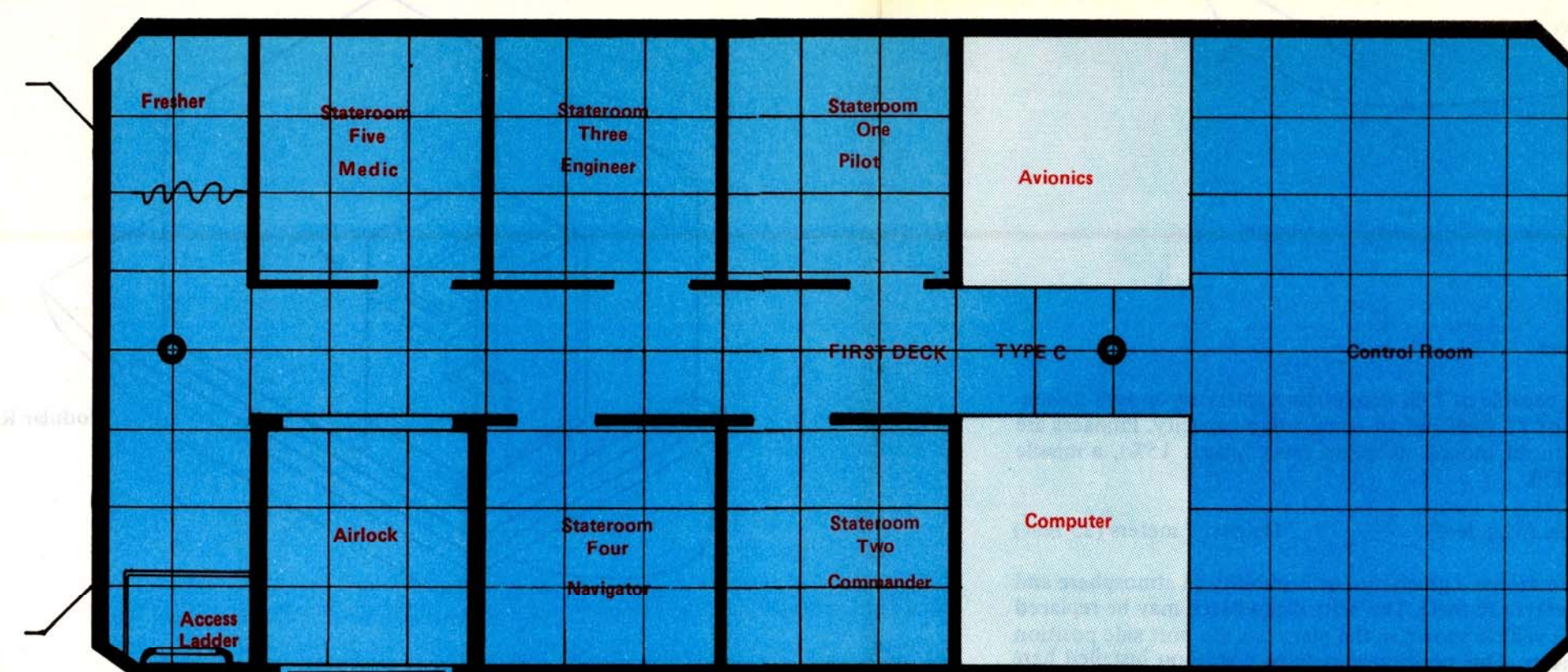
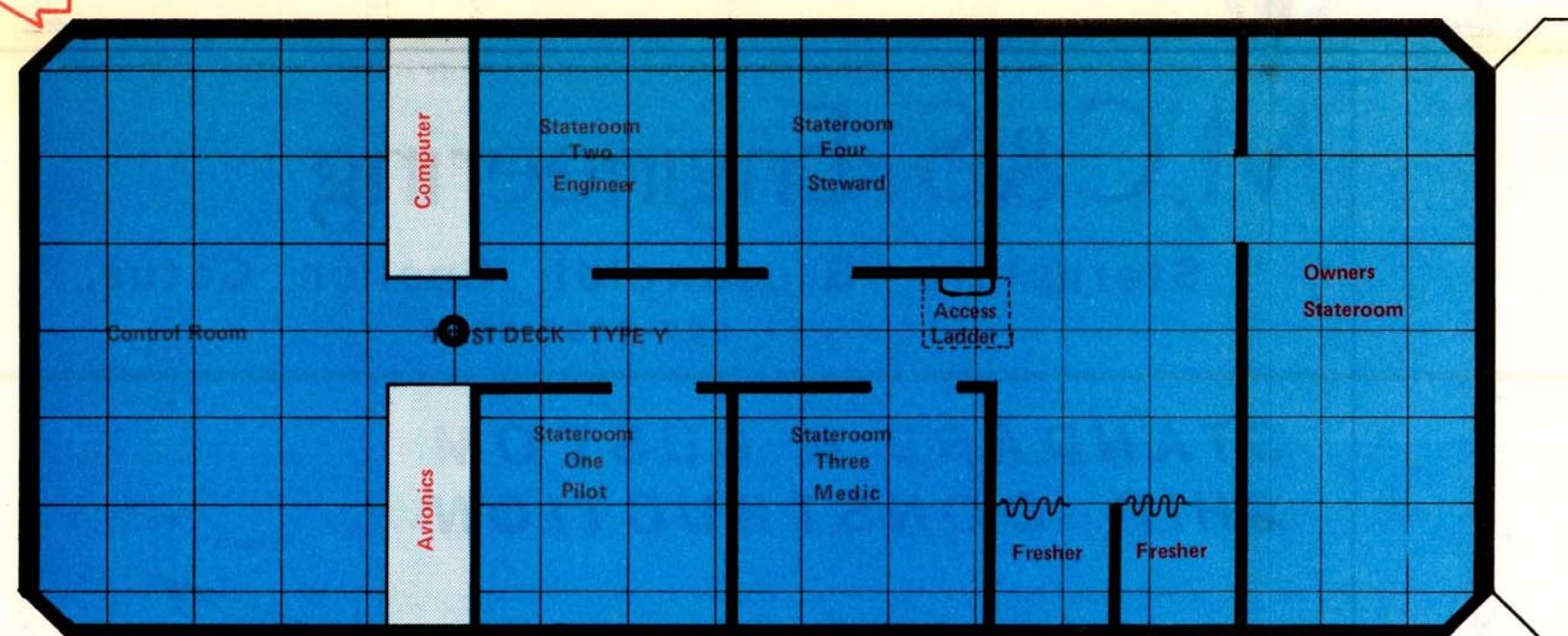


YACHT TYPE Y

Sample file

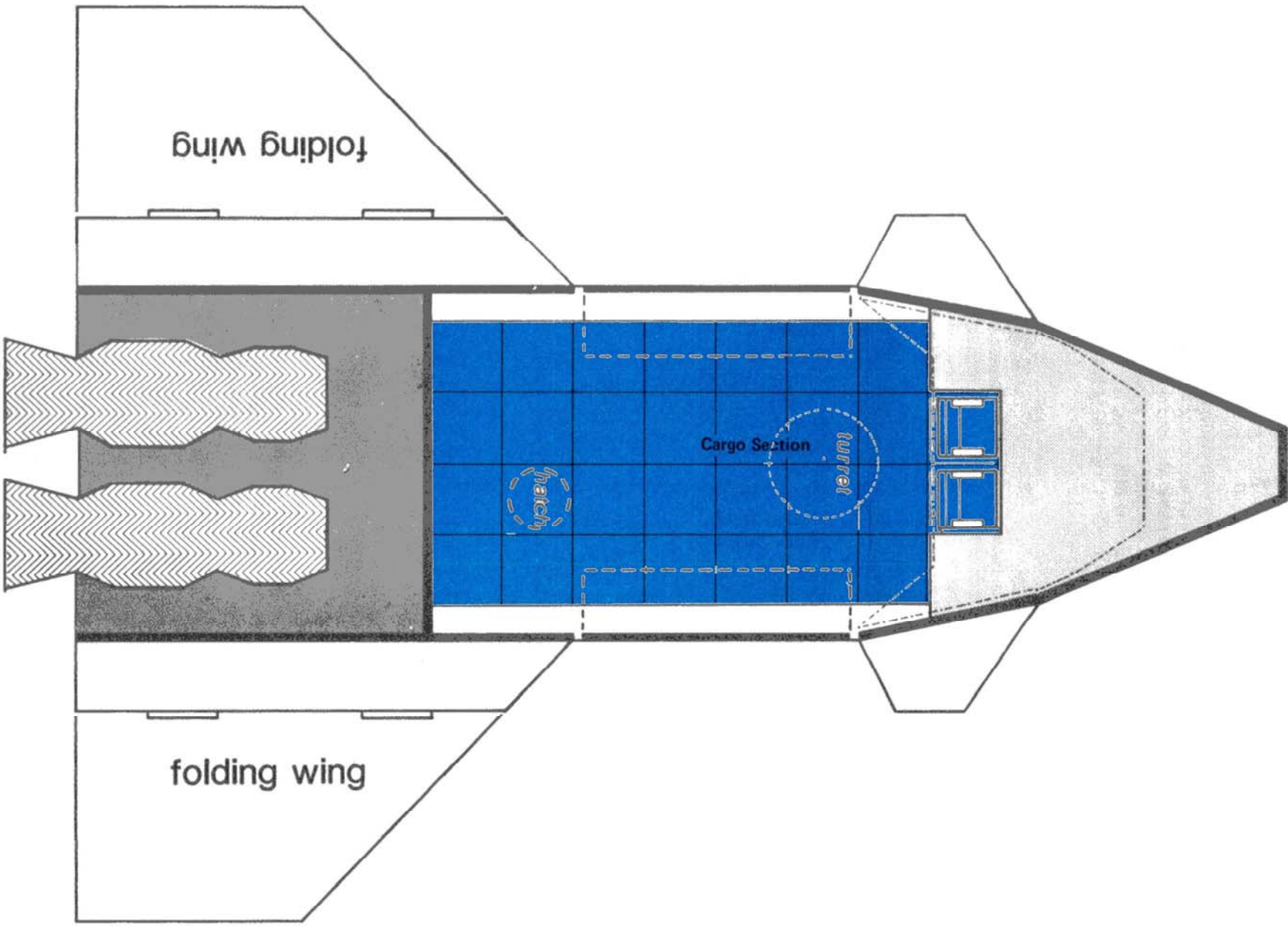


CRUISER TYPE C

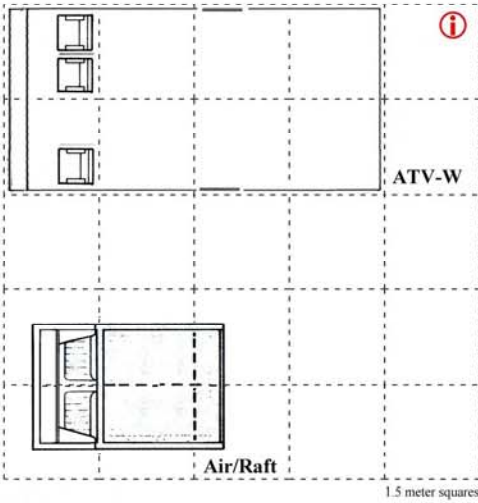




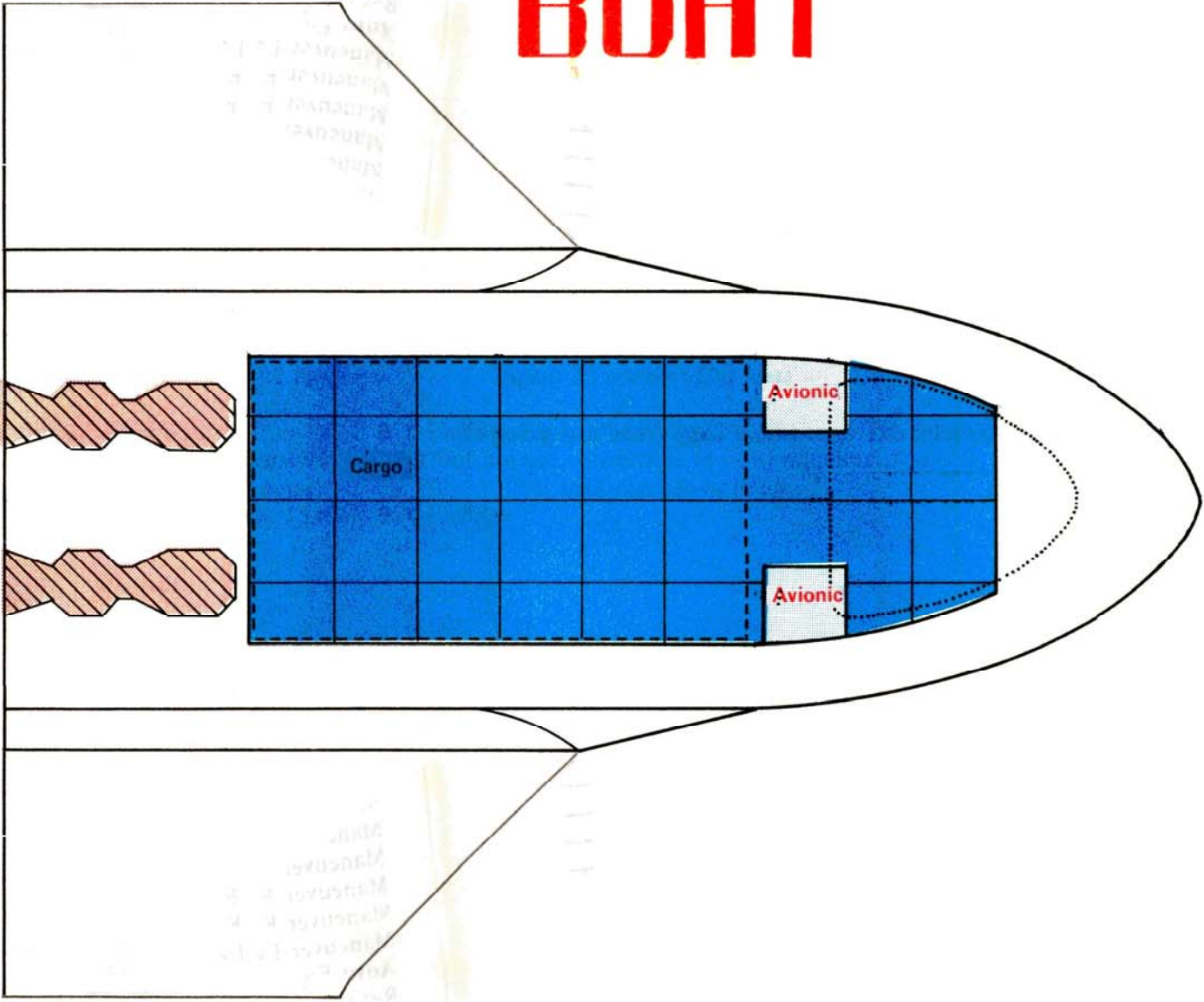
ASSAULT SHUTTLE



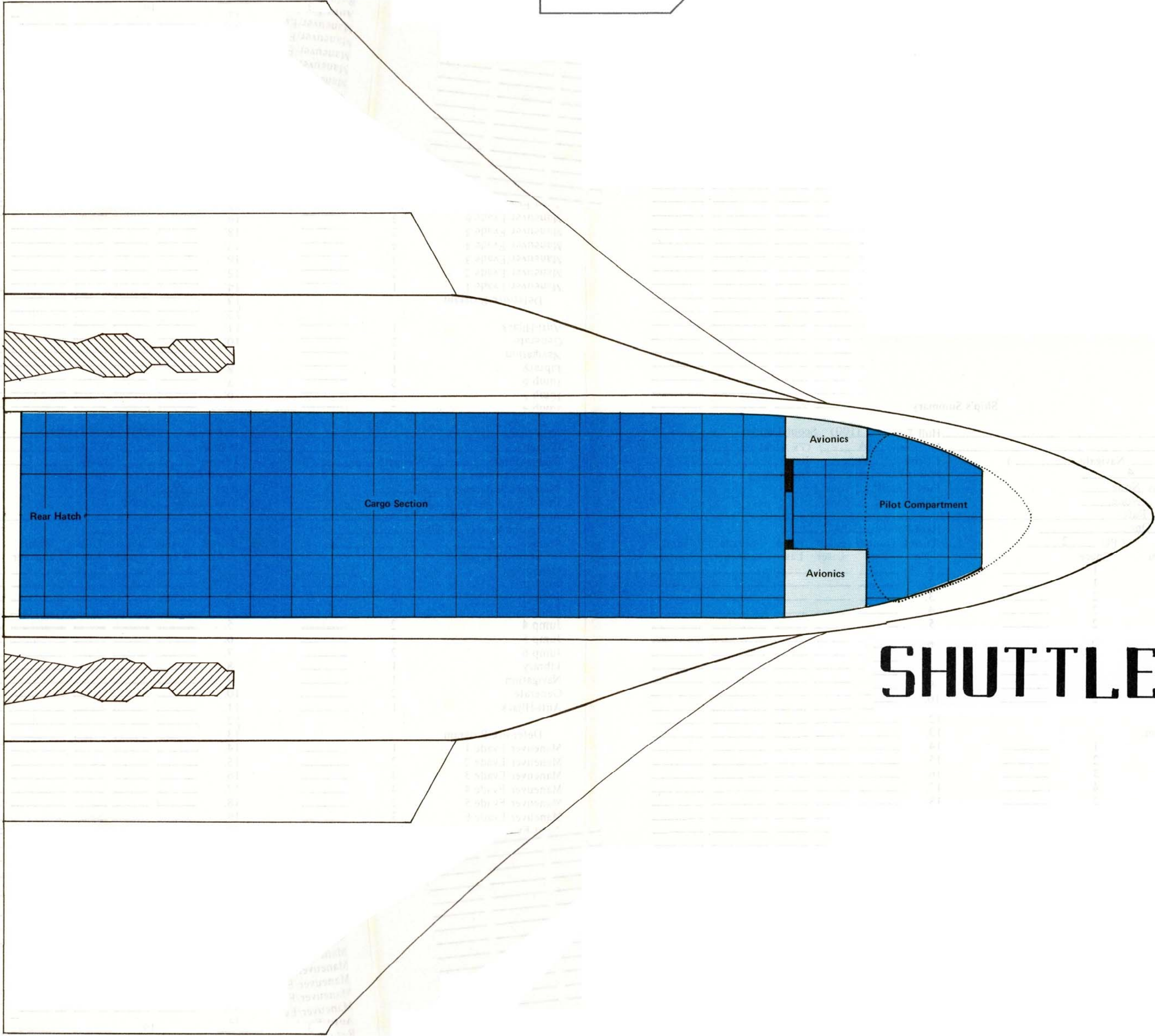
ATV



SHIP'S BOAT



SHUTTLE



Sample file

CUTTER

