1. Bridge  
2. Office  
3. Stateroom  
4. Airlock  
5. Crew common area  
6. Fresher  
7. Avionics/sensors  
8. Cargo Crane  
9. Ship’s locker  
10. Cargo hold  
11. Power plant  
12. Manoeuvre drive  
13. Jump Drive  
14. Low berths  
15. Fuel Processors  
16. Passengers common area
1. Bridge
2. Office
3. Stateroom
4. Airlock
5. Crew common area
6. Fresher
7. Avionics/sensors
8. Cargo Crane
9. Ship’s locker
10. Cargo hold
11. Power plant
12. Manoeuvre drive
13. Jump Drive
14. Low berths
15. Fuel Processors
16. Passengers common area
1. Maneuver Drive
2. Jump drive
3. Power plant
4. Modular cutter docking space - port
5. Modular cutter docking space - starboard
6. Landing leg
7. Modular cutter docking space and bay
8. Armory
9. Fresher
10. Marshalling area
11. Secure vault
12. Storage area
13. Repair drones
14. Lift
15. Triple turret
16. Stateroom
17. Common area
18. Cargo hold
19. Aircraft
20. Aircraft berth
21. Ship's locker
22. Air lock
23. Entry area
24. Galley
25. Mess
26. Captain's office
27. Sensors
28. Control pit
29. Computers
30. Captain's suite
31. Sickbay
32. Owner's lounge
33. Owner's suite
34. Avionics
1. Avionics/Sensors
2. Bridge
3. Fence
4. Passenger
5. Common area
6. Cargo hold
7. Power plant
8. Power plant
9. Lift
10. Lift
11. Lift
12. Lift
13. Lift
14. Lift
15. Lift
16. Lift
17. Lift

Lower Deck

Upper Deck
1. Stateroom
2. Sensors
3. Manoeuvre Drive
4. Jump drive
5. Fresher
6. Power plant
7. Air/raft docking space
8. Double turret
9. Office
10. Common area
11. Ship's locker
12. Bridge
13. Multi-environment space
14. Launch docking space
15. Cargo hold
16. Trophy lounge
17. Fuel scoops and fuel processors
18. Airlock
1. Sensors/Avionics
2. Bridge
3. Office
4. Fresher
5. Air lock
6. Stateroom
7. Fuel scoops and fuel processors
8. Workshop
9. Probe drones
10. Ship's locker
11. Air/raft docking space
12. Power plant
13. Manoeuvre drive
14. Jump drive
15. Double turret
16. Cargo hold
1. Sensors/Avionics
2. Bridge
3. Office
4. Fresher
5. Air lock
6. Stateroom
7. Fuel scoops and fuel processors
8. Cargo hold
9. Mining drones
10. Ship’s locker
11. Power plant
12. Manoeuvre drive
13. Jump drive
14. Double turret
1. Passenger's lounge
2. Bar/Galley
3. Lift
4. Fireplace room
5. Stateroom
6. Avionics/monitors
7. Office
8. Ship's locker
9. Crew common area
10. Maneuver drive
11. Jump drive
12. Launch docking space
13. Cargo hold
14. Power plant
15. Fuel
16. Upper deck
17. Quarters deck
18. Cargo deck
19. Lower deck
1. Avionics / Sensors
2. Bridge
3. Office
4. Air lock
5. Air/raft docking space
6. ATV bay
7. Lift
8. Fresher
9. Ship's locker
10. Cargo bay
11. Ship's boat docking space
12. Ship's boat
13. Stateroom
14. Luxury room
15. Passengers Common area
   a. Theatre
   b. Dining room and kitchen
   c. Gym
   d. Salon
   e. Computer room
16. Crew common area
17. Power plant
18. Manoeuvre drive
19. Jump drive
Also called a life boat, due to one of its expected roles, this craft uses a 20-ton hull and can easily be flown by a single skilled individual. A launch can be configured to engage in a wide variety of roles, but ambitious schemes will find themselves limited by the small hull and weak power plant. However, for the price, the launch provides a means to very cheap space travel.

Consisting of little more than a power plant and pulse laser with a pilot strapped to the top, the light fighter is a small, fast and highly manoeuvrable craft designed to make high-speed runs on enemy ships and destroy other small craft. Designed to adhere to a strict budget, the light fighter allows even the poorest worlds a chance at self-defence.
The modular cutter is notable for having 30 tons dedicated to a detachable module; this allows the cutter to quickly and efficiently change roles during a voyage without needing extensive refits at a starport. While there are a great many customised modules available for the cutter, the three most common and routinely available for the cutter are listed below and detailed on Page XX.

ATV Module: The ATV module costs MCr1.8.
Fuel Module: The Fuel module costs MCr1.
Open Module: The Open module costs MCr2.

The pinnace is a popular choice as an auxiliary vessel for adventuring or exploratory ships, as it has the speed, range and cargo capacity to support extended missions. It combines a generous cargo hold with a speed that leaves most star ships trailing far behind, and can be configured for light combat operations with the addition of weaponry to its fixed mount.
The ship's boat is both fast and versatile, making it a popular choice for auxiliary craft. While most commonly seen hauling small cargo and passenger loads between ships and worlds, in smaller militaries the ship's boat is also used as a boarding craft by marine assault teams.

One of the most common craft seen in space, the shuttle is present throughout the galaxy and becomes a standard vessel for orbital operations as soon as a civilisation makes it first firm steps into space. It is designed to carry passengers and cargo from orbit to surface and back again, as well as act as an interplanetary transport.
The slow boat appears either as an early design of the ship’s boat, before power plants and manoeuvre drives become more efficient, or as an intentional throttling back of the ship’s boats performance. Either way, the slow boat is comparable to the ship’s boat but it trades speed for increased cargo space.

Like the slow boat, the slow pinnace trades speed and raw performance for increased cargo space, though this craft is based on the traditional pinnace. As a larger hull, it provides even more cargo carrying capacity than a slow boat, and many are customised to become troop or vehicle transports, or to serve as fuel skimmers for larger ships.