SHIP NAME

MAKE / MODEL / CLASS

SIZE & FRAME

SPEED | **MANEUVERABILITY**

RATING | **HYPERSPACE ENGINE**

PCU | **POWER CORE**

SHIELDS

SENSORS

PORT WEAPONS

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES | **COMPLEMENT**

MODIFIERS

TIER

TURRETS

FORWARD WEAPONS

FORWARD

PORT | STARBOARD

AFT

G M W 1
G M W 4
W M G 2
W M G 3

AFT WEAPONS

AC = 10 + PILOT + ARMOR + SIZE + MISC

TL = 10 + PILOT + COUNTER + SIZE + MISC

HULL | TOTAL | CURRENT

THRESHOLDS

DT | **CT**

STARBOARD WEAPONS

SYSTEMS

EXPANSION BAYS

CARGO & PASSENGERS

CRITICAL DAMAGE

Range				System
01 - 10	G	M	W	LIFE SUPPORT
11 - 30	G	M	W	SENSORS
31 - 60	G	M	W	WEAPONS
61 - 80	G	M	W	ENGINES
81 - 00	G	M	W	POWER CORE

WHEEL

BARRACKS (7)

SHUTTLE BAY (4)

PARK & RESTAURANT (8)

CABINS (15)

CLUB & CASINO (4)

OFF DUTY SECTOR (8)

REC CENTER (4)

SERVICE CORRIDOR (4)

ADMIN (5)

LUXURY SUITES (4)

AUXILIARY CONTROL (4)

RING SECTION (16)

LIFT

One of four habitat sections is shown above.

Note: the top deck of Habitat 1 is unique.

MEDICAL (1)

SPINE

8-WAY CONNECTION (4)

BARRACKS (3)

NAVIGATION (1)

AUXILIARY CONTROL (2)

ADMIN (2)

HUB (1)

BRIDGE (1)

COMPUTER NEXUS (2)

OFF DUTY SECTOR (2)

REC CENTER (1)

SHUTTLE BAY (4)

SERVICE CORRIDOR (2)

UTILITY CORRIDOR (1)

UPPER CARGO HOLD (1)

LOWER CARGO HOLD (1)

UPPER ENGINEERING (4)

LOWER ENGINEERING (4)

AUGUSTUS

From the "Augustus" issue of the 0-hr *Armada Codex* by Ryan Wolfe of **0-hr.com**.
Note that Augustus also uses maps from NERO and Trajan. See those projects for additional
deck plan sections as only the map parts unique to Augustus are included here.

RESTAURANT

PARK

1. Lift
2. Storage
3. Restroom
4. Closet
5. Fountain
6. Pond
7. Picnic Table
8. Host
9. Kitchen
10. Freezer
11. Pantry
12. Office
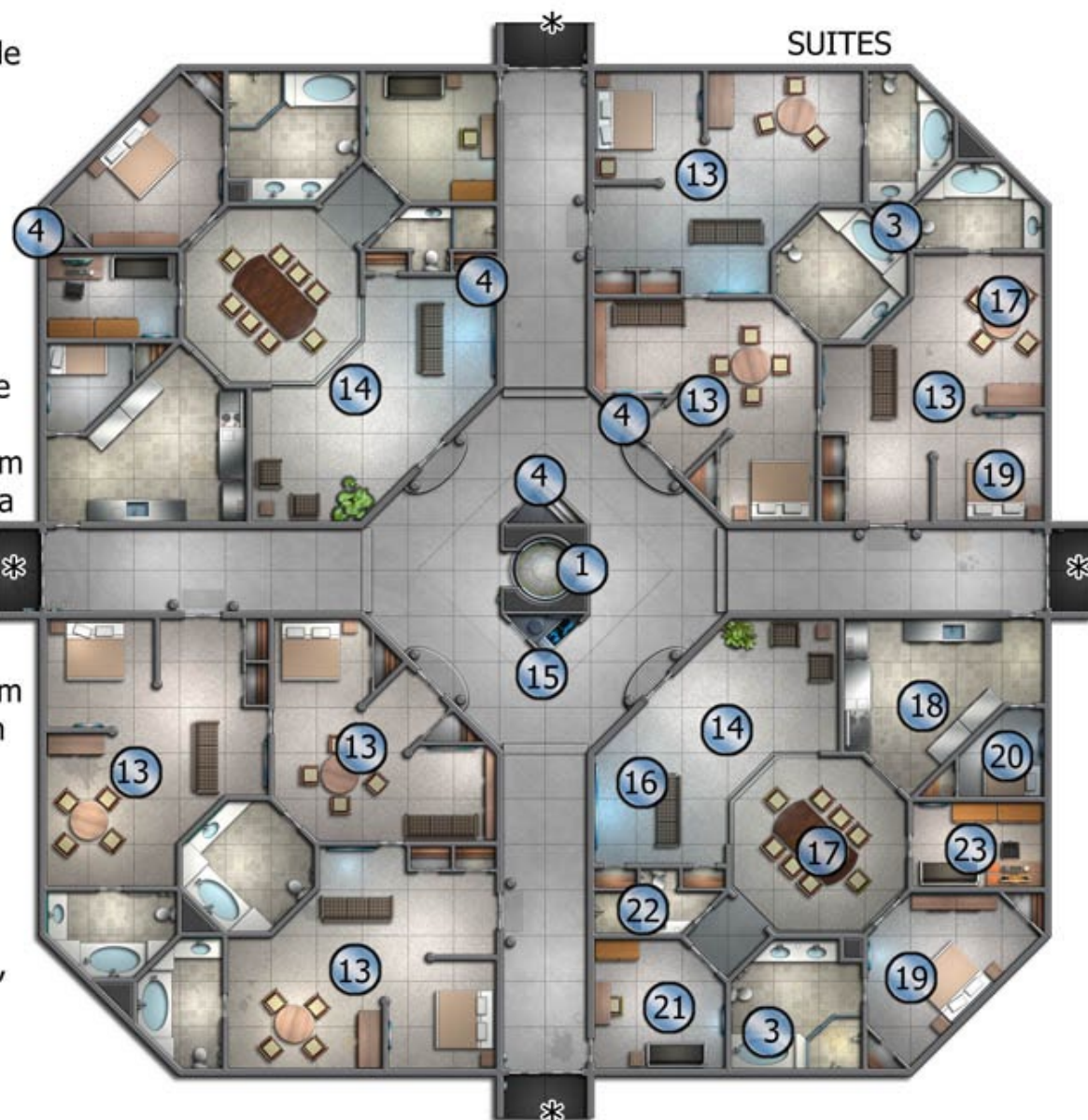
13. Suite
14. Delux Suite
15. Concierge
16. Living Room
17. Dining Area
18. Kitchen
19. Bedroom
20. Servant's
    Room
21. Guest Room
22. Guest Bath
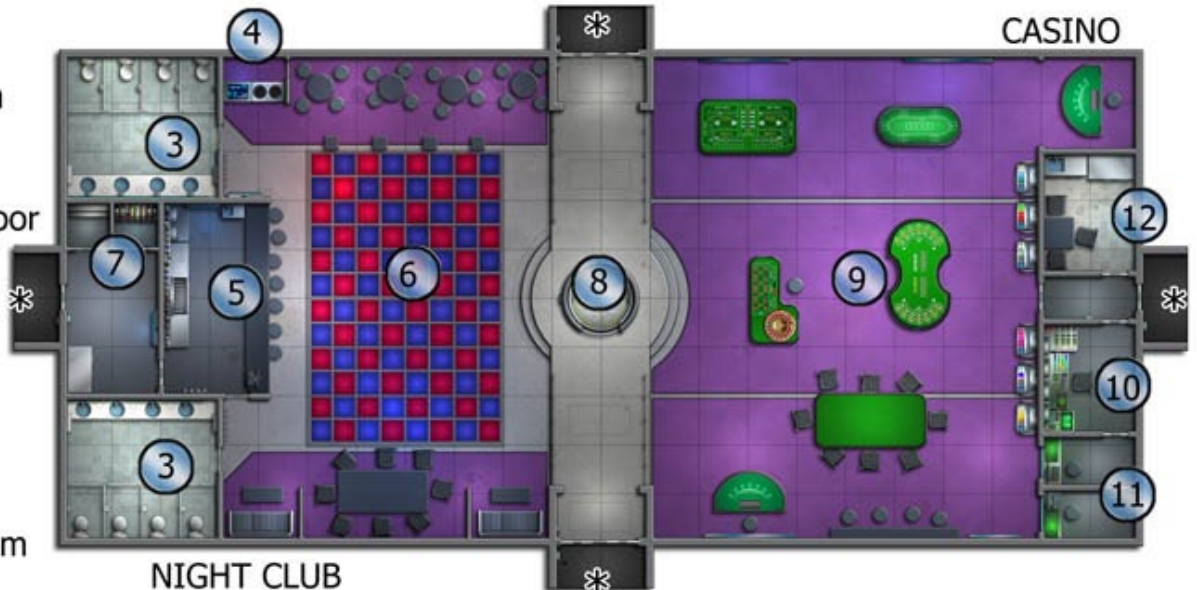23. Study

SUITES

* Connection,
  Air Lock,
  or Storage
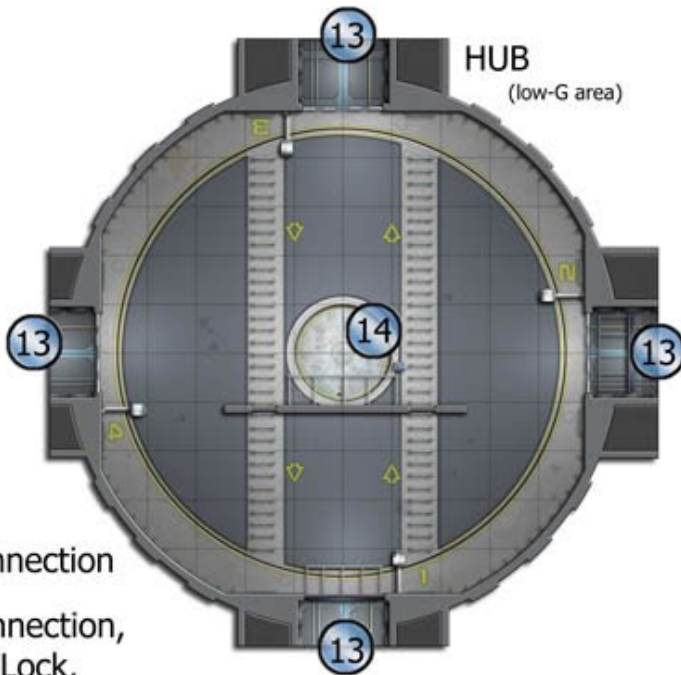
1. Cryo Pods
2. Control Station

RING SECTION

3. Restroom
4. DJ
5. Bar
6. Dance Floor
7. Storage
8. Lift

9. Gaming
   Tables
10. Security
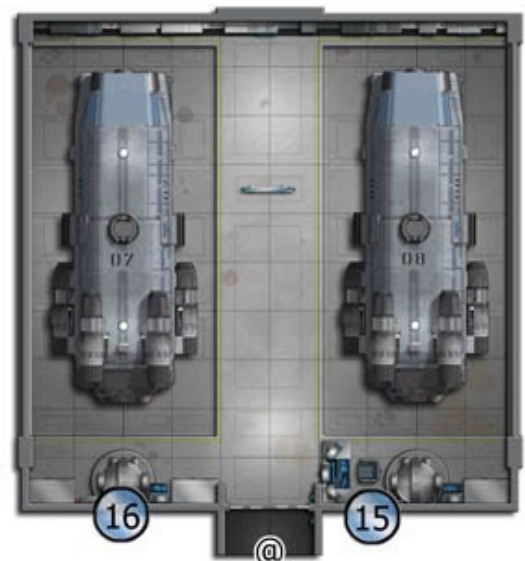11. Tellers
12. Staff Room

CASINO

NIGHT CLUB

HUB
(low-G area)

SHUTTLE BAY

@ Connection

* Connection,
  Air Lock,
  or Storage

13. Lift to Habitat
14. To Spine (fore or aft)

15. Passenger Assistance
16. Shuttle Maintenance