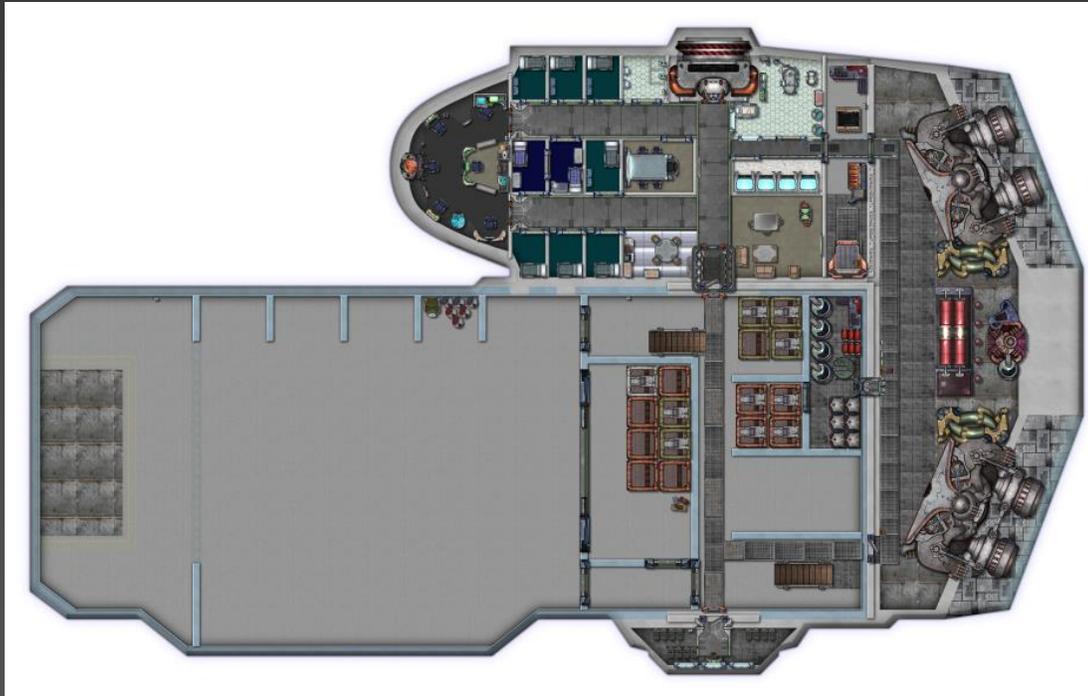


# DECK PLANS



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## WAYFARER-CLASS MEDIUM FREIGHTER

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**MAPS AND SUPPLEMENTAL DATA FOR THE  
STAR WARS ROLEPLAYING SYSTEMS FROM  
FANTASY FLIGHT GAMES**

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# INTRODUCTION

This document is intended to complement the high resolution deck plans of the Wayfarer Class Medium Transport. These plans were inspired by the article and artwork in *Polyhedron 157* by Christopher West, JD Wiker, and Jeff Carlisle.

## Why Battle Maps?

The Star Wars Roleplaying system focuses on abstract narrative play, and can be played—and indeed is arguably *best* played—without tactical battle maps. So, why create one?

Though it can be used for that purpose, this isn't my main intent. When I ran the Edge of the Empire Beginner Game for my friends and family, I really liked the map of the *Krayt Fang* that was included. Even if you don't count out movement and range in squares or hexes, it helps to keep track of who and what is where. It also added to the immersion. It enhanced the feeling that the player characters were yelling down the passageways, or scrambling to get to stations as they came out of the atmosphere and prepared to jump to Hyperspace. Having a full color, high res map can create a sense of ownership among the Players, or enhance the feeling of exploring a massive spacecraft for the first time—even if you never place a single token on it.

I have provided a few different views of the deck plan, such as a “stripped” version that you can customize with whatever you like. You should resize these images to fit your needs.

## Why the Wayfarer?

The main reason is that it's an available option for starting characters in the EotE core rulebook. Other than that, the vessel isn't one of those iconic ships guaranteed to set people's hair alight when they discover that you moved the instrument panel forward seven centimeters.

It also has that “space trucker” feel to it. The detachable cargo module has a lot of potential story hooks with it:

- Trying to dock with a wayward container while hurtling through deep space.

- Stashing valuable goods on an asteroid.

- Hitching up to a client's container, which is supposed to contain crates of deactivated battle droids, and hearing clanging and whirring coming from the cargo container. ...Only *after* you're underway.

It also seems a bit more livable as a base of operations when compared to a light freighter or gunboat. It gives players a little more than a place to scheme, sleep, and eat. It allows them to haul the larger equipment they've invested in around with them, and additional cargo modules are both a way to keep their credits lean and a sound investment.

## CHANGES IN THE WAYFARER FROM THE D20 VERSION

There are some minor differences between the Wayfarer-class medium *transport* in the D20 system, and the Wayfarer-class medium *freighter* in the EotE core rulebook. The laser cannon has been removed, and the continuity has been altered so that the freighter came stock with a bulk cargo module, instead of the hangar bay module. This is no doubt to allow the incorporation of EotE's “*Retrofitted Hangar Bay*” modification option.

## MODIFICATIONS TO THE ORIGINAL LAYOUT

Though the initial layout of the hull of the vessel in *Polyhedron 157* was generally “to scale”, much of the components (doors, beds, cargo) were not. This probably has less to do with any error on the part of the map's creator than it does with the fact that they were publishing a fully furnished and gridded map space on the pages of a standard sized magazine. Nevertheless; doors, gangways, and the like are a bit larger than would be expected. The speeder bikes in the cargo module, for example, are shown on the

original drawing as being about 6 meters (20 feet) in length.

With the rescaling of the vessel (or rather the contents thereof), there came a few changes to the layout, as it would make no sense to have the space gained by the scaling go unused. Some liberty was taken with what seemed to make more sense from a logical standpoint. There were also some adjustments to bring to floor plan more in line with the illustrations –both in *Polyhedron 157*, and on page 264 of the *Edge of the Empire Core Rulebook*.

Here is a list of the changes from the Polyhedron deck plan:

- The crew quarters has been expanded to allow for berths for the listed number of crew and passengers without “hot-sheeting”. The head or refresher areas have been expanded to full crew capacity as well, and some of the office areas have been traded in for a sick bay.
- The cargo module has been moved forward slightly and hull space has been created in the gap to represent the illustrations and to make the vessel more structurally stable on the port side. The main gangway which runs abeam from port to starboard has also been moved slightly forward for fidelity with the illustrations.
- The seating in the armature escape pod or “gunnery station” has been expanded to be more in line with the actual size of the compartment, and the crew allotment of the vessel. I also refer to it as the “tender”, as that seems to be the role it plays (as there are/were only forward arc weapons on the vessel).
- A catwalk has been added inside the cargo module, because the main gangway seems to intersect the cargo module at its center rather than at its deck.
- An engineering space has been added to the cargo module. It contains an umbilical coupling to the main hull and banks of

capacitors and batteries, and short term life support. This is to facilitate a short term disconnect from the umbilical and backup power for transponder beacons, navigational lights, and other features that would enable recovery of the cargo module in space. The smuggling compartment has been moved from its previous rather conspicuous location to this space. The basic idea is that the crew could stow illicit cargo here and may be able to free up additional space by removing some of the battery banks.

- An additional airlock has been added to the port side, where the cargo module couples to the hull. This makes sense for a vessel which would conduct freight operations in deep space, picking up modular cargo containers of unknown condition and origin.
- The Dejarik table has been removed from the main gangway. The galley and rec areas have been rearranged to either side of the main gangway.
- The engineering space has been expanded. Sub decks have been added for maintenance and access to the top hatch.
- After the shifting of the cargo module, the overall length changed slightly and the vessel was widened to keep the same approximate aspect ratio. The vessel is about eight meters longer and six meters wider than the original, but actually gains very little internal volume due to the enlarging of the propulsion equipment in the aft of the hull.

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# HOUSE RULES

## Sensor Range

The EotE core rulebook does not list a sensor range for the Wayfarer. **Medium** range is in line with other vessels of this Silhouette and function.

## Purchasing Additional Containers

As a product, the Wayfarer was an utter failure. It forced Kuat Systems Engineering to close its doors, so additional cargo modules for the Wayfarer are no longer available from the manufacturer. Having a cargo container custom built costs 25,000 credits. This will get you the base Bulk Cargo module with the features as listed. If construction plans are not available, it will cost an additional 5,000 credits, and the fab yard will need an original to reference and at least 7 days to knock out plans from scratch. Fortunately, plans are default Rarity 3, and cost about 100 credits.

Used modules for sale are rare, but can be found for around 15,000 credits and are Rarity 7. Most freight companies that are committed to the vessel acquire containers whenever possible and refurbish them in-house. So when you can actually manage to find containers for sale, the seller is usually selling the vessel and module as a package deal, and must often be convinced to part with the module separately. Finding a module for sale is not unheard of, though.

## Dealing With Hardpoints

Under normal circumstances, vehicles in FFG's Star Wars Roleplaying have a set number of Hardpoints for Attachments. This can present a difficulty with the wayfarer and its detachable cargo module, specifically with the **Retrofitted Hangar Bay Attachment**, which would logically be part of the module itself and not the mother vessel. Here are a few suggestions on how to handle this, should it arise:

Rule that all Wayfarers split the Hardpoints 3/2 between the vessel itself and the module. This is the most limiting option.

Rule that there is a maximum of 5 Hardpoints of usable attachments per vessel. A Wayfarer with 5 HP of weapons and hull upgrades that docks with a modular cargo bay with the **Retrofitted Hangar Bay Attachment** will have to choose 2HP worth of Attachments on the mother vessel to disable, or ignore the module's hangar ability. This should require spending some time in port to refit.

Rule that the Hangar module can be used without losing the vessels Attachments if the player characters pay a cost of three times the cost of the hangar bay (75,000 to 100,000 credits, depending on Mods) in order to outfit the ship with the necessary hardware to support the 2 additional hardpoints.

Whatever you decide, track whether Attachments and Mods are being installed on the module or the ship itself.

## Vehicles as Cargo

Vehicles as cargo factor into a ship's encumbrance capacity, and have the following base values:

Silhouette	Encumbrance Value
1	10
2	20
3	200
4	2,000

Additional encumbrance must be reserved for any special support equipment, fuel, etc. at the GM's discretion. Vehicles can be stored on vessels without the **Retrofitted Hangar Bay Attachment**, but they cannot be readily deployed, and must still be no larger than the carrying vehicles Silhouette -2.

## Limited Visibility

If the ships sensors are rendered inoperable, passive perception checks and piloting checks to land or dock the vessel suffer ■■ when the cargo module

is attached (in addition to the normal handling penalty).

### Docking/Berthing the Cargo Module in Space

When in stored on a planet or other body, or in a spaceport, docking with the module is a simple task. While aloft, it can be an extremely dangerous process. It involves careful planning and good coordination and reflexes on the part of the crew.

#### Locating the Module

Cargo modules come equipped with visual signal lights and transponder beacons to assist in the location of the module. Any cargo module within extreme range can be located with these systems; however, captains engaging in clandestine activities typically disable these systems. Vehicles or other equipment successfully employing active sensors may pick up a weak energy signal or metal structure, dependent on background noise. Nav points are a common means of storing and transmitting module locations discretely.

#### Docking Operation

If the module is stationary or traveling in a stable attitude (without pitch, yaw, or roll), it is an easy **Piloting** check to dock with the module. If not, the pilot must first make a **hard** [◆◆◆] **Piloting** check to position the spacecraft. Then, berthing tethers must be fired at the module (**easy** [◆] **Gunnery** check). The gunnery check is upgraded one step for every residual [◆] generated on the piloting check. The module is then hauled in with the winch and locked into place with the transverse armature.

Success indicates the module has been docked with the vessel, with [◆] indicating that the ship suffered hull trauma or system strain in the process. [◆] may indicate the vessel took critical damage or the vessel and container are hurtling out of control, and further piloting checks are necessary to stabilize the craft and haul in the module.

Ships equipped with a tractor beam can stabilize and dock with the module as a simple action no matter the disposition of the module.

#### Entering the Module

The module contains life support and artificial gravity systems, but these systems must be powered externally through the ship's main umbilical. Once the umbilical is engaged, power is restored to the module and the crew can purge its atmosphere and engage the artificial gravity system. It is strongly advisable to conduct a thorough inspection of the cargo area before restoring gravity. Cargo module systems can be powered by alternate means, such as a generator or shore power.

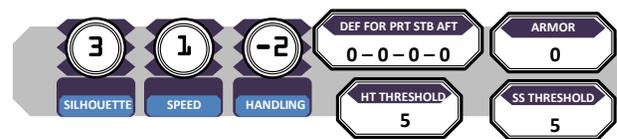
To facilitate the entry process, the vessel has a port side airlock with seats and racks for space suits.

#### Jettisoning a Module

Disconnecting the module is a simple action in space or at port. In atmospheric flight, the pilot must make an average [◆◆] **Piloting** check to avoid losing control of the vessel.

#### Detachable Tender

When detached from the vessel, the port side tender has the following stats:



**Hull Type/Class:** Wayfarer Tender

**Manufacturer:** Kuat Systems Engineering

**Hyperdrive:** None

**Navicomputer:** No

**Sensor Range:** Close

**Ship's Compliment:** 1 Pilot

**Encumbrance Capacity:** 30

**Passenger Capacity:** 4

**Consumables:** One Week

**Cost/Rarity:** 10,000/-

**Customization Hard Points:** 0

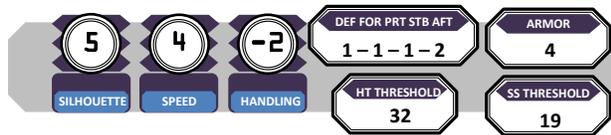
**Weapons:** None

The tender is incapable of sustained atmospheric flight. It can, however, be used as an escape pod; falling to the planet's surface without incident.

# NOTABLE WAYFARERS OF THE GALAXY

## THE ABANO

*The Abano* is a Wayfarer captained by the Human smuggler Jascu Tabur. Rigged for speed and elusiveness, this freighter shuffles what Tabur refers to as “suppressed commodities” across the galaxy. He and his small crew utilize a fleet of modules scattered in strategic locations as dead drops for regular customers. In recent months, “Jack”, as he’s commonly known, has used his accumulated wealth to invest in those commodities himself; warehousing goods in remote asteroid fields until the markets shift favorably.



**Hull Type/Class:** Freighter/Wayfarer  
**Manufacturer:** Kuat Systems Engineering  
**Hyperdrive:** Primary: Class 0.5, Backup: Class 14  
**Navicomputer:** Yes  
**Sensor Range:** Medium  
**Ship's Complement:** 4 Crew  
**Encumbrance Capacity:** 775 (+75)  
**Passenger Capacity:** 12  
**Consumables:** Three months  
**Cost/Rarity:** Unique  
**Customization Hard Points:** 5/5 Used

### ELECTRONIC COUNTERMEASURES SUITE

**MOD:** 1 Increase difficulty by one when making subsequent attacks due to the guided quality Mod.

### HIGH OUTPUT ION TURBINE

### WEAPON

**Add Tractor Beam (Light)**

### HYPERDRIVE GENERATOR

**MOD:** 1 Reduce hyperspace class by 1, to a minimum of .5 Mod.

### SMUGGLING COMPARTMENTS

**MOD:** 2 Additional storage (25 Encumbrance) Mods

**Weapons:** Quad Laser, Light Tractor Beam

**Jascu Tabur**  
 Human Smuggler – Nemesis

Jascu Tabur is the captain of *The Abano*. He’s a crafty smuggler who is on his way out of the game. Nowadays, Tabur tends to make relatively “safe” investments and hauls cargo only for himself and his most trusted partners.



**Skills:** Piloting—Space 4, Gunnery 2, Vigilance 3, Cool 2, Ranged—Light 3, Negotiation 2, Coercion 1, Charm 1, Deceit 2, Mechanics 2, Astrogation 3

**Talents:** Full Throttle, Skilled Jockey, Improved Full Throttle, Grit, Supreme Full Throttle, Black Market Contacts 2, Quick Draw

**Abilities:** None

**Gear:** Modified Geonosian Heavy Blaster Pistol (Ranged—Light; Damage 12; Critical 2; Range Medium; Superior, Stun Setting, Inaccurate)

*...Here's another great thing about the Wayfarer: it cuts down on the pirate factor. If you're getting bounced, drop the can. **Most** pirates will go for the can **most** of the time, even if they suspect that you've done what you've really done—which is loaded the **real** merch into the main hull and dropped a load of scrap. Hey, if they were bright, they wouldn't be pirates. Besides, piracy is a game of averages. Odds are they're bouncing a legit freighter and not a runner, so if they can score sixty percent of the time by going for the can, they will, and that will usually shake enough of them off to buy you a window out.*

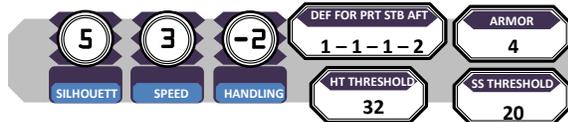
Dumping modules can get expensive, though -more so these days. Even if you make the delivery, you'll probably come up short after replacing the can. What's important here is that you'll be able keep your agreement, and—by extension—your hide.

Some people might tell you that it's good to have the module because you can dump the merch when you have "official" guests. That's a load of crap. It used to have some merit, but in most cases it's a bad play. It worked back in the Republic days, but our new administration tends to want the **conveyors** as badly as what's being conveyed. If the game is up and you gotta dump, do it discreetly out of the starboard airlock. Launching a 75 meter long can into the void isn't gonna fool anyone.

—Jascu Tabur

## WA'ANATE

*Wa'Anate* is a pirate hunter used for short range patrols around the Rodia system. It houses and supports three snub fighters and their crews, and is equipped with a number of offensive systems. It can carry up to 9 silhouette worth of vehicles; usually snub fighters of one kind or another, and the remaining stores are ammunition, spare parts, and fuel.



**Hull Type/Class:** Freighter/Wayfarer

**Manufacturer:** Kuat Systems Engineering

**Hyperdrive:** Primary: Class 2, Backup: Class 14

**Navicomputer:** Yes

**Sensor Range:** Medium

**Ship's Compliment:** 16 Crew

**Encumbrance Capacity:** 850

**Passenger Capacity:** 80

**Consumables:** Three months

**Cost/Rarity:** Unique

**Customization Hard Points:** 5/5 Used

**RETROFITTED HANGAR BAY (2HP)**

**MOD:** 4 additional maximum silhouette capacity Mods.

**WEAPONS (2HP)**

**Remove Quad Laser**

**Add Medium Ion Cannon**

**Add Light Turbolaser**

**Add Concussion Missile Launcher**

**ADVANCED TARGETING ARRAY (1HP)**

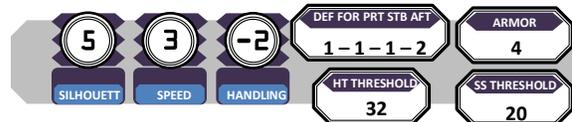
**MOD:** 1 Additional upgrade Mod.

**MOD:** 1 Innate Talent (True Aim) Mod.

**Weapons:** Medium Ion Cannon, Light Turbolaser, Concussion Missile Launcher.

## SILSEA

*Silsea* is a freighter that has been converted into a gambling boat and pleasure yacht, mostly serving the Outer Rim and Hutt Space. She's not much to look at from the outside—or even the inside for that matter, but patrons come to *Silsea* for the atmosphere, the legendary entertainment, and the potential contacts. The rec area of this Wayfarer has been removed and replaced with an expanded galley, and the cargo module converted into passenger quarters and a nightclub. The port hull of the module is made almost entirely of transparisteel, providing a breathtaking view of the stars. Passengers board *Silsea* either through the docking collar or aboard the tender, which has also been refitted for comfort.



**Hull Type/Class:** Freighter/Wayfarer

**Manufacturer:** Kuat Systems Engineering

**Hyperdrive:** Primary: Class 2, Backup: Class 14

**Navicomputer:** Yes

**Sensor Range:** Medium

**Ship's Compliment:** 16 Crew

**Encumbrance Capacity:** 850

**Passenger Capacity:** 80

**Consumables:** Three months

**Cost/Rarity:** Unique

**Customization Hard Points:** 2/5 Used

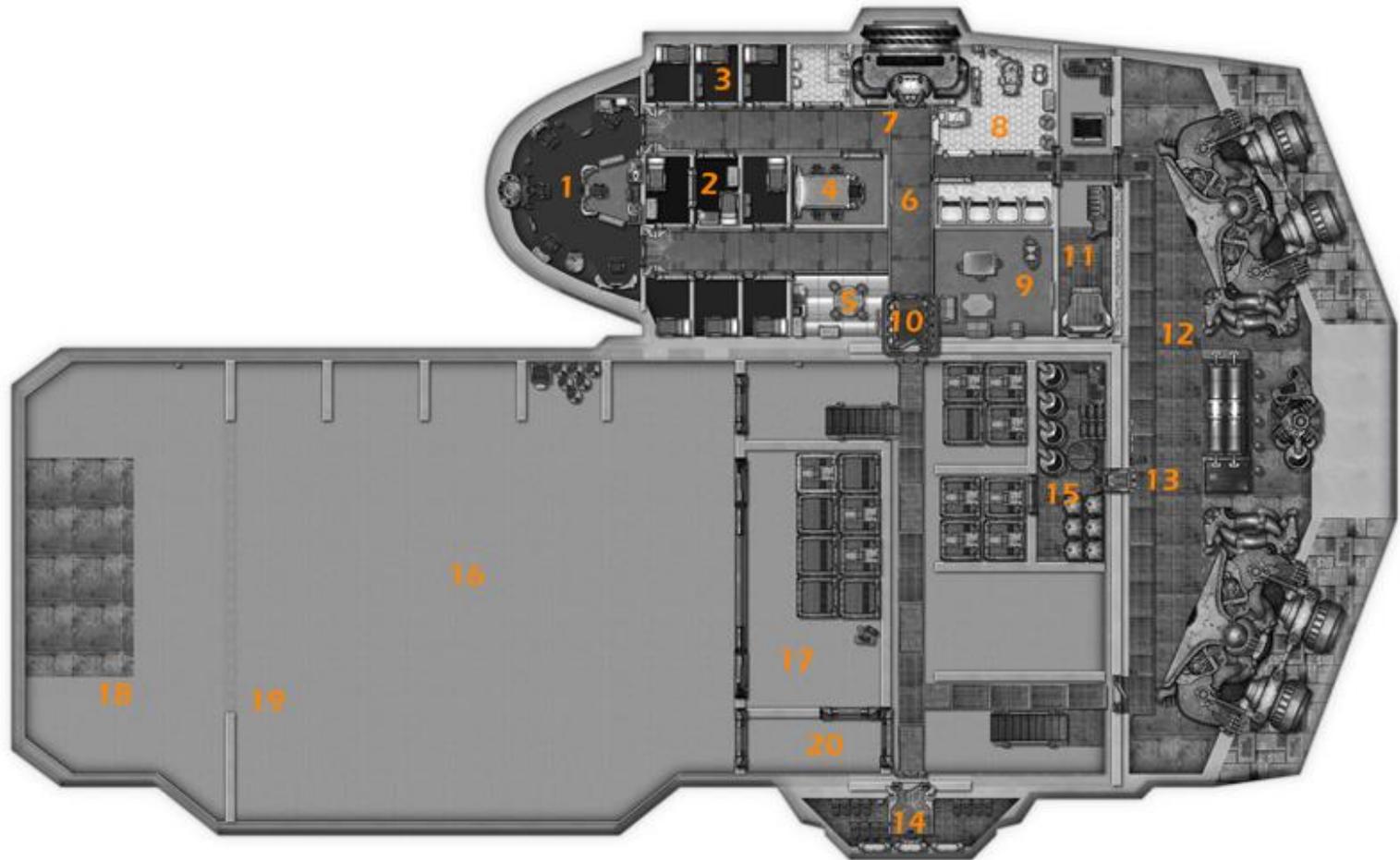
**PARTY BARGE CONVERSION (2HP)**

**Weapons:** Quad Laser

# DECK PLANS

## MAIN DECK

- 1 Bridge
- 2 Officer's Quarters
- 3 Crew Quarters
- 4 Conference Room
- 5 Galley
- 6 Main Gangway
- 7 Docking Collar/Airlock
- 8 Sick Bay
- 9 Rec Area
- 10 Port Side Airlock
- 11 Engineering Bay
- 12 Propulsion Room
- 13 Caro Master's Station
- 14 Detachable Tender
- 15 Module Systems
- 16 Main Cargo Area
- 17 Segregated Cargo Bay
- 18 Cargo Lift
- 19 Airlock
- 20 Port Access Way



WAYFARER MAIN DECK

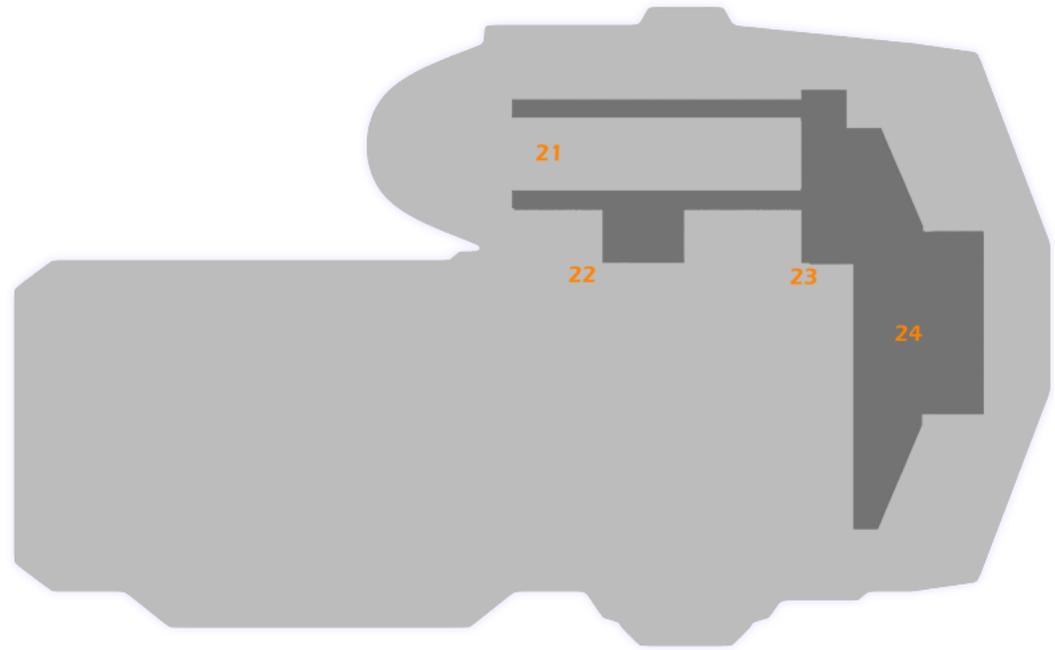
## SUB DECKS

### Sub Deck A (Below)

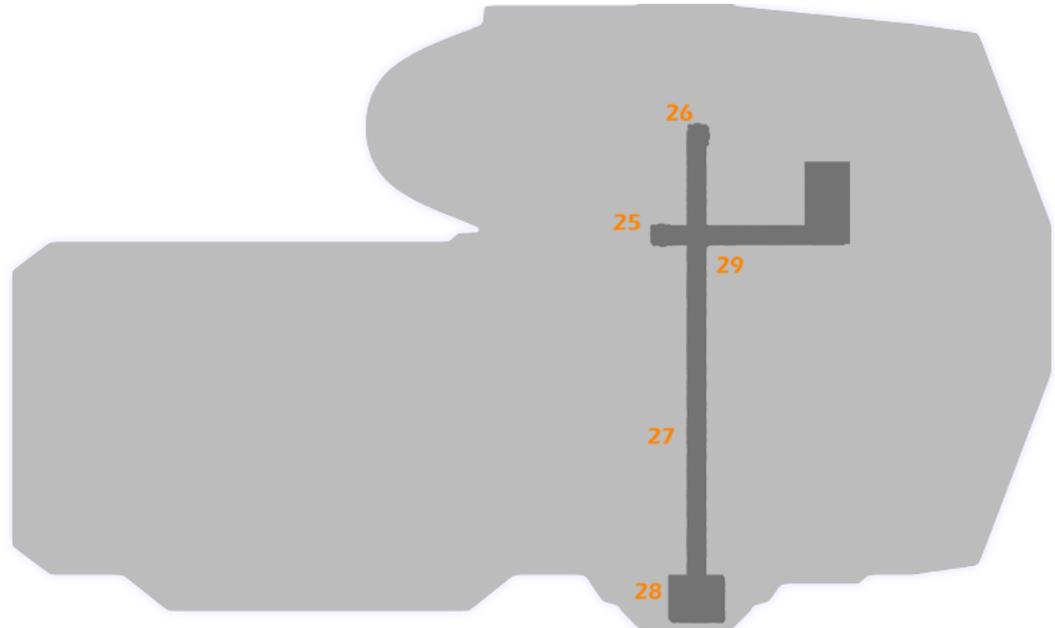
- 21 Maintenance Access
- 22 Galley Stores
- 23 Maintenance Lift
- 24 Propulsion Sub Deck

### Sub Deck B (Above)

- 25 Galley Ladder
- 26 Quarters Ladder
- 27 Armature Access
- 28 Tender Lift
- 29 Top Hatch



WAYFARER SUB DECK A



WAYFARER SUB DECK B

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# DESCRIPTIONS

## 1. BRIDGE

The bridge has six stations: The Con, The Helm, Navigation, Sensors, Weapons, and the Tech Station. With the exception of the Tech Station, each station has one or more secondary functions. This gives the stations enough redundancy to allow operation of the vessel with as little as a single crew member.

## 2. OFFICER'S QUARTERS

The two quarters located amidships aft the bridge are single berths, and are separated by a removable partition, allowing the Captain of a smaller crew additional space.

## 3. CREW QUARTERS

The remainder of the quarters are double berths, though one of them may be folded into the bulkhead for additional space. Most crew members occupying these spaces alone either stow gear in the top bunk, or fold up the bottom one and put in a desk.

## 4. CONFERENCE ROOM

## 5. GALLEY

This area is used by the crew to cook and eat meals. A ladder here provides access the armature access way.

## 6. MAIN GANGWAY

This is the primary access way for the entire vessel. When the cargo module is attached, the port side airlock is usually left open, and the gangway extends into the module.

## 7. DOCKING COLLAR

The docking collar and starboard airlock is a universal or adaptable coupling that allows for

boarding and disembarking the vessel while aloft. It's also used when in port by way of an extendable ramp.

## 8. SICK BAY

The sick bay does not come fully stocked, and only contains basic medical equipment and a gurney (functions as a medpac). There's plenty of room to install a surgical table and batca tanks, however.

## 9. REC AREA

With installed vid screens, couches and gaming tables; this area gives the crew something to occupy their time while aloft or waiting for paperwork.

## 10. PORT AIRLOCK

The port airlock facilitates the entry into the cargo module when the module's hull has been breached, it contains a hazardous atmosphere, or otherwise cannot support survivable conditions. It protects the main cabin from exposure. When no cargo module is attached, crew often use this airlock as the exit for extravehicular activities, as the hull provides some protection from particles and debris.

## 11. ENGINEERING BAY

This cramped area contains the main cabin power, communications, and life support access panels, and the maintenance lift. It is also used to store tools and spare parts.

## 12. PROPULSION ROOM

This area houses the sub-light engines, the hyperdrive, and the reactor.

## 13. CARGO MASTER'S STATION

From this terminal, the cargo master can engage the primary umbilical, connecting power to the cargo module, and control the life support functions of the module.

## 14. DETACHABLE TENDER

This small area on the port side of the vessel can be detached from the main hull and used to maneuver in local space. It also serves as an escape pod, holding eight passengers.

## 15. MODULE SYSTEMS

This maintenance area of the module can usually only be accessed from the outside, and is tightly packed with capacitor and battery banks, providing the cargo module with short duration power when disconnected from the vessel.

Smugglers often remove some of the battery banks and use this area as a smuggling compartment.

## 16. MAIN CARGO AREA

The main cargo area is where the loading and handling of the cargo takes place. For stability, cargo is typically stored in the aft starboard area of the module first, then working forward and port.

## 17. SEGREGATED CARGO HOLD

This small area is used to store cargo that for one reason or another must be separated from the rest. Livestock, high value goods, and anything you don't want the cargo hands to have unrestricted access to can be stored here.

## 18. CARGO LIFT

Cargo is loaded into the module through this heavy lift.

## 19. MODULE AIRLOCK

This energy field seals the main cargo area off from the lift, and allows the lift to be opened while aloft.

## 20. PORT ACCESS WAY

This secluded passage connects the aft bay to the main cargo area.

## 21. PORT AND STARBOARD MAINTENANCE PASSAGES

## 22. GALLEY STORES

The galley deck is made up of removable panels that provide access to this area, which is where foodstuffs and other consumables are kept.

## 23. MAINTENANCE LIFT

Crew can access the upper and lower sub decks via the maintenance lift. It is also used to assist injured crew members into the armature access way during an emergency, which is the only route to the detachable tender when a module is not docked with the vessel.

## 24. PROPULSION SUB DECK

This area houses the massive capacitor banks of the vessel, and provides access to the bottom of the ion propulsion systems.

## 25. GALLEY LADDER

To access the armature access way, crew ascend the galley ladder, climbing over the port airlock.

## 26. QUARTERS LADDER

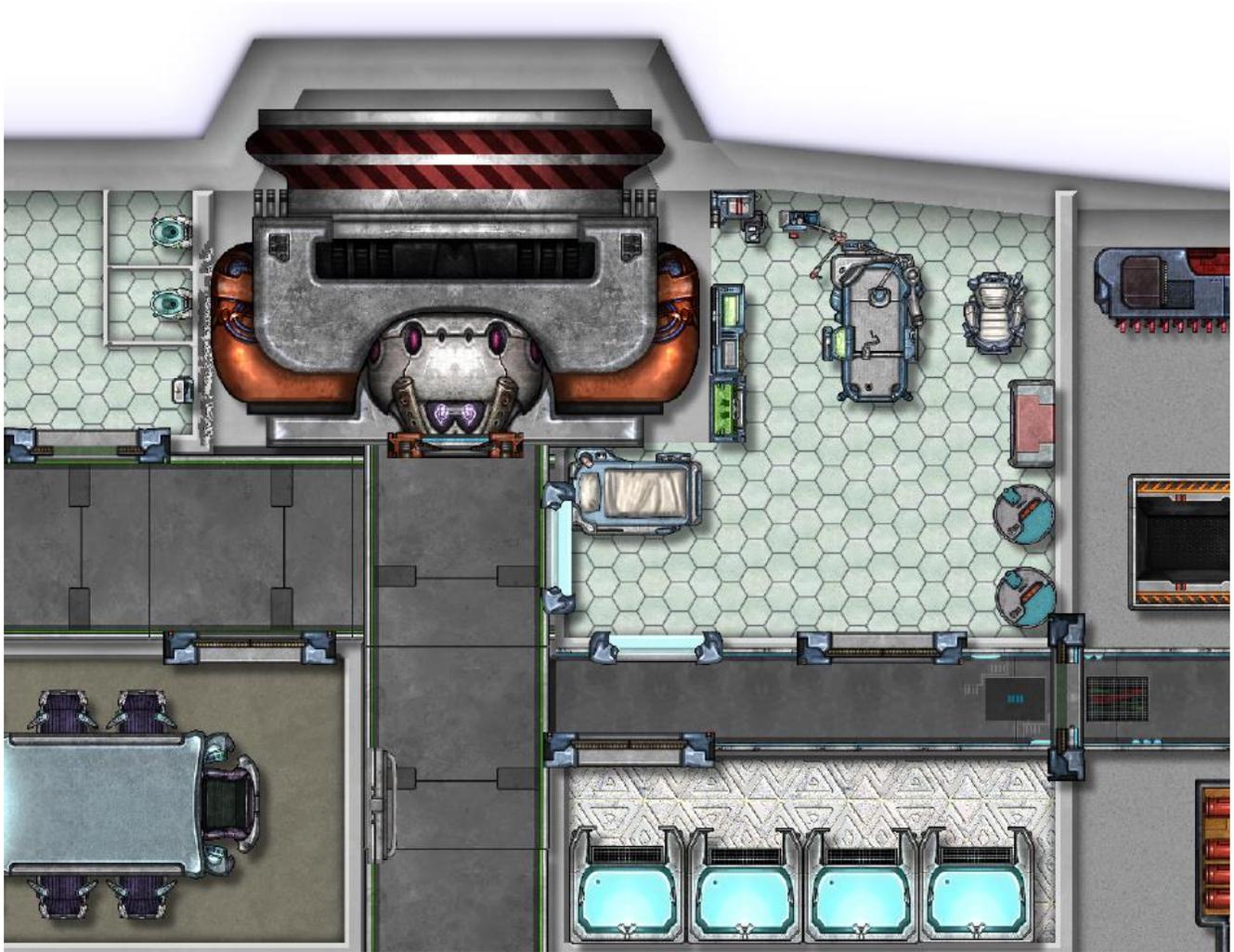
## 27. ARMATURE ACCESS WAY

This passage runs along the transverse armature (above the cargo module), and grants access to the tender when not connected to a module.

## 28. TENDER LIFT

This very small lift connects the tender with the armature access way.

## 29. TOP HATCH



If you enjoyed this Please check out the accompanying high-res deck plans made with Cosmographer 3 at [digitaldysfunction.blogspot.com](http://digitaldysfunction.blogspot.com)