A collection of blank geomorphs developed during the creation of the Adventure Class Starship Geomorphs book. Create your own custom geomorphs starships or give blank maps to players to map their discoveries as they play through one of your ship designs space stations, or futuristic buildings.

For fans of "tailsitter" designs, geomorph layouts can be viewed as starship or space station sections, and inspiration for your own unique deck plans.

Adventure Class Geomorph Blanks

> **TRAVELLER** Science-Fiction Adventure in the Far Future

not an official TRAVELLER product

#### Adventure Class Geomorph Blanks

Written and illustrated by Robert Pearce Copyright © 2024 Pearce Design Studio, LLC PDF version 1.0 - Released December 31, 2024 A free version of this book can be downloaded from Yet Another Traveller Blog (http://travellerrpgblog.blogspot.com/)

This book is a companion to **Adventure Class Starship Geomorphs** and is a compilation of blank geomorphs developed in the creation of that book.

#### Standards and Assumptions

Geomorphs are based on a 5' x 5' grid. Where mentioned, tonnage refers to displacement volume, not weight. One displacement ton (referred to as ton or dton) is equal to a volume 5' wide x 10' long x 10' high. Unless noted otherwise, the standard geomorph is one deck high.

If metric units are preferred, the standard 5' x 5' grid can be converted to 1.5 meters x 1.5 meters with negligible effects.



One grid square is 5' x 5', or 1/2 dton for a single height deck

<sup>10'</sup> One standard dton volume

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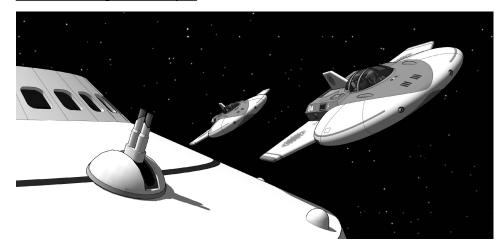


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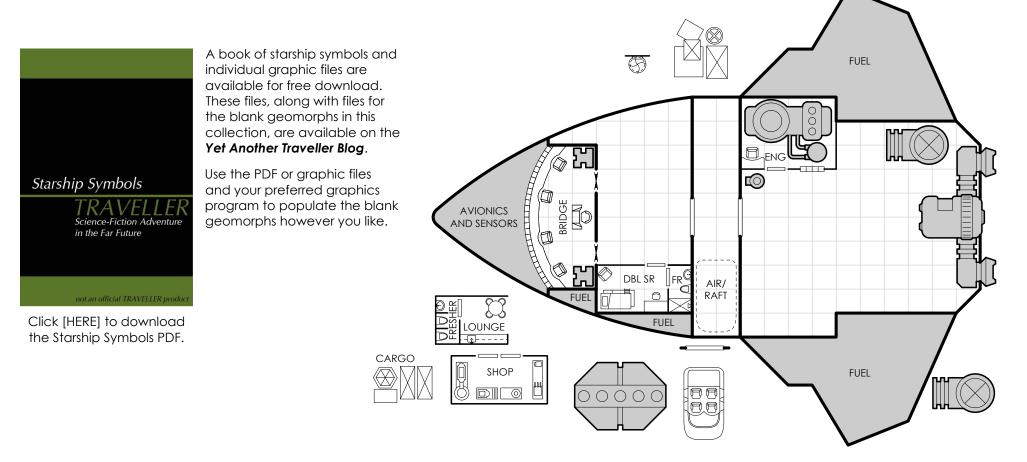


### Introduction

Welcome to this collection of Starship Geomorph Blanks. These deck plan templates, for the most part composed of a perimeter hull and empty grid, were developed side by side with the Adventure Class Starship Geomorphs. For those looking to create custom designs, these tiles can be an excellent starting point. There is no need to start with a blank slate - just a blank grid. Take your starship design to the next level and let your imagination fill in the blanks.

### Using Blanks 1 - Design your own geomorphs

Whether a single geomorph or a collection representing an entire ship, space station, or building, you can customize blank geomorphs to make your own unique designs. You can hand draw rooms and equipment over a printed blank layout for quick, on-the-fly creation. Use the starship symbols graphic files made freely available along with your favorite graphic editing software to create something more refined and professional looking. The stars are the limit!

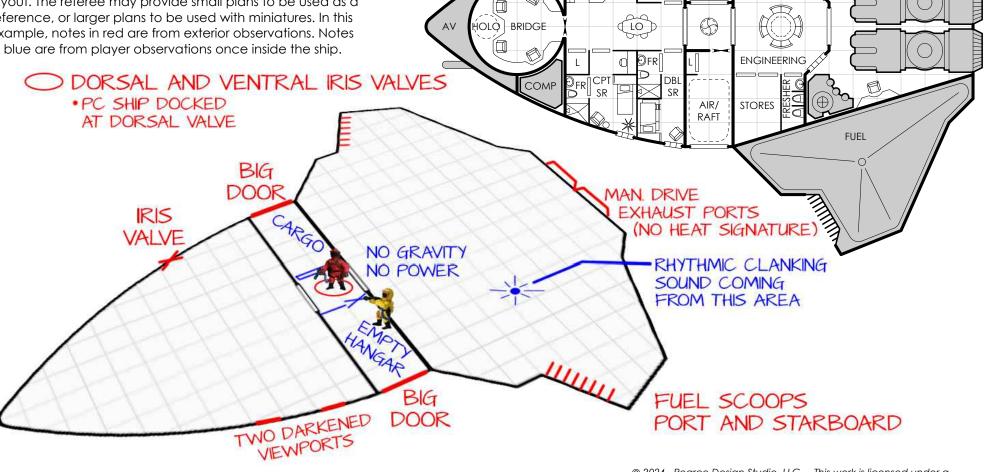


# Using Blanks 2 - Printing blanks for game play

In many Traveller adventures, starship deck plans provide an ideal setting for "dungeon crawl" scenarios, where PCs must explore a ship to achieve their objectives. Blank or partially completed maps add mystery and tension, encouraging players to uncover the ship's secrets while navigating tight corridors, solving problems, and facing unexpected dangers. This style of adventure brings classic exploration mechanics into a sci-fi setting, with unique challenges like zero-gravity hazards, failing systems, or hostile encounters.

#### Blank deck plan provided by referee

PCs can take various scans (e.g. densitometer, if available), make visual observations, and explore the ship to determine its internal layout. The referee may provide small plans to be used as a reference, or larger plans to be used with miniatures. In this example, notes in red are from exterior observations. Notes in blue are from player observations once inside the ship.



Referee's completed deck plan

CARGC

DBI

SR

⊙FR

(not to be seen by the players)

GALLEY

COMP

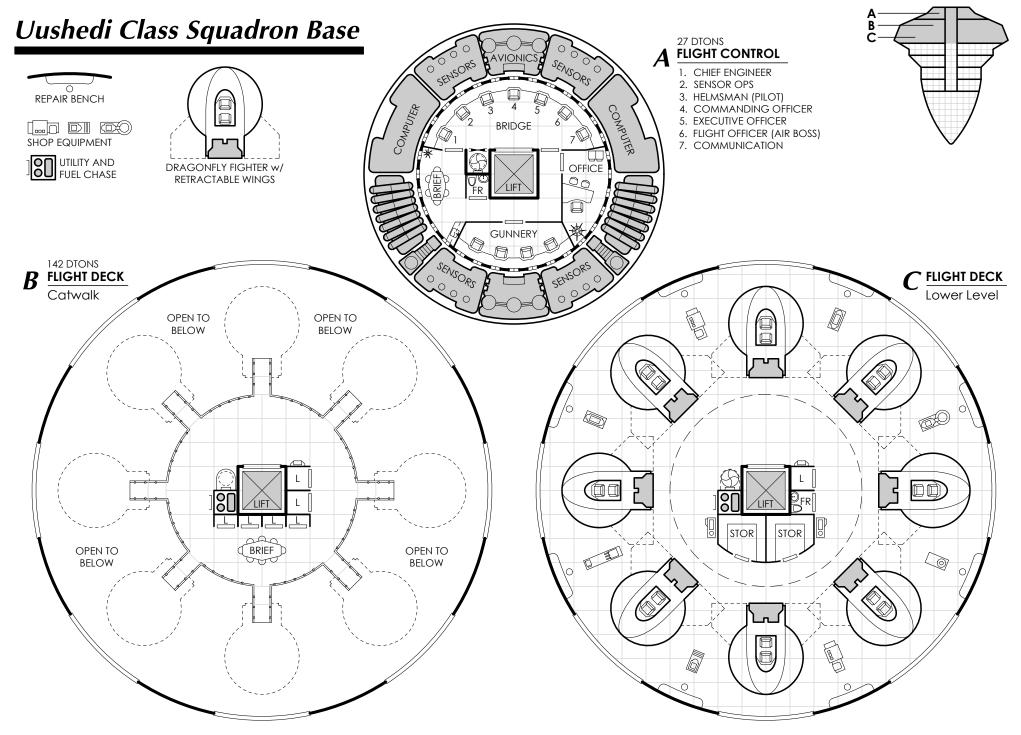
FUEL

## Using Blanks 3 - Consider another perspective

In addition to being used to inspire user-created deck plans, blank Taking the same three geomorphs geomorphs can be turned on their side and used as inspiration for from the previous example, we (*BL-171* "tailsitter" starships, small space stations, noble estates, fuel depots, mining can turn them on their side to platforms, building sections... pretty much anything you can imagine. create the section of a space BL-575 station. Let's make this a small base for starfighters. Add horizontal lines BRIDGE BL-069 A for floors and start labeling the decks. Add people for scale and other details to flesh out the station. FLIGHT DECK LIFT CATWALK If this is all you need you can stop here, or continue FLIGHT DECK to develop it into 2D deck plans, a 3D model or illustration, and even High Guard specifications. Create circular deck plans to bring the volume to life A simple way to start creating deck plan is to imagine the FLIGHT CREW DECK section being rotated around a central vertical axis. Each LIFT SHAFT level of the station would have a circular deck plan based **STATION CREW DECK** on the width of the station at that deck. Adding a central lift is an easy way to connect all the levels of the ship together. **SHIP DOCKING / STORES ENGINEERING DECK** К FUEL STORAGE = 5'x5' VERTICALLY Н For circular deck plans of standard height:  $dton = r^2 (0.068)$ when radius (r) is measured in feet. © 2024 Pearce Design Studio, LLC This work is licensed under a

ADVENTURE CLASS STARSHIP GEOMORPHS

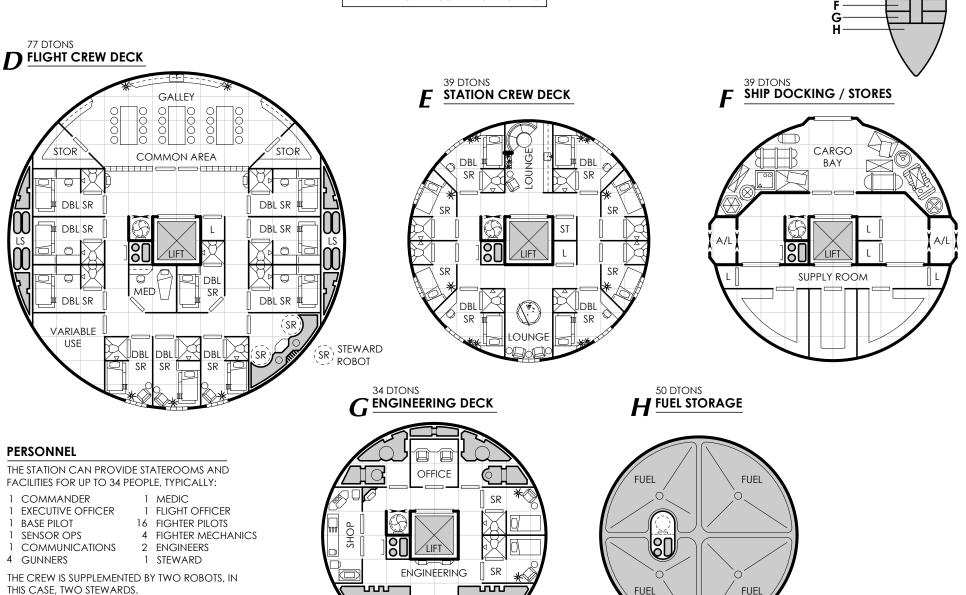
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## **Uushedi Class Squadron Base**

TONNAGE:	550 DTONS
CAPACITY:	8 DRAGONFLY FIGHTERS
CREW:	34
ARMAMENTS:	4 DOUBLE LASER TURRETS

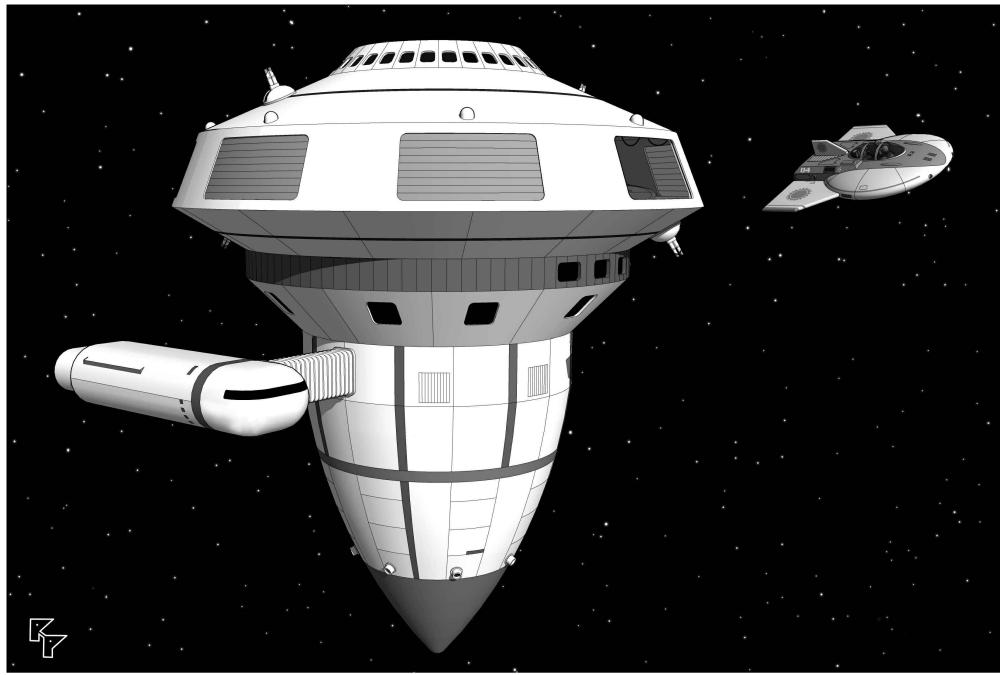


THIS CASE, TWO STEWARDS. THE VARIABLE USE SPACE IS SOMETIMES

CONVERTED TO AN ADDITIONAL STATEROOM.

D

# Uushedi Class Squadron Base



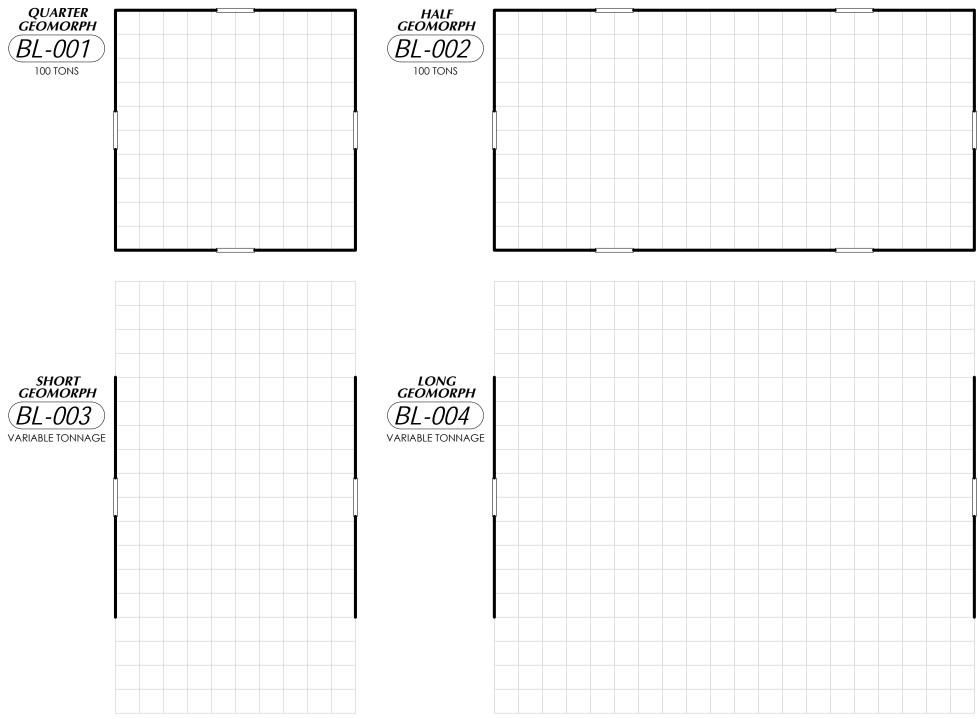
ADVENTURE CLASS STARSHIP GEOMORPHS

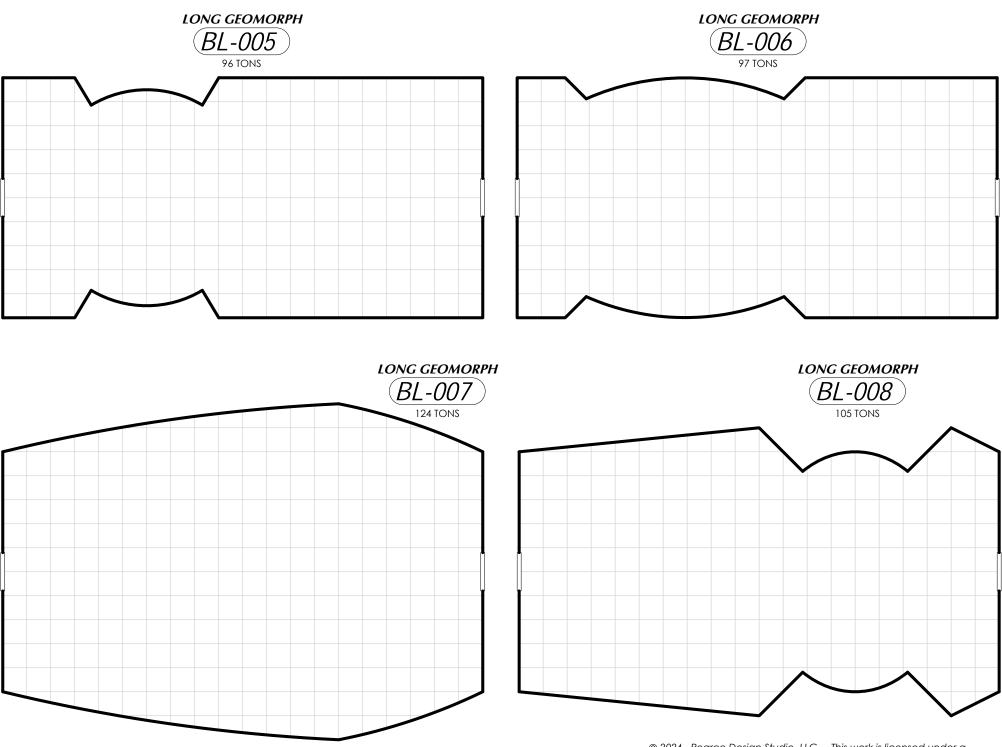
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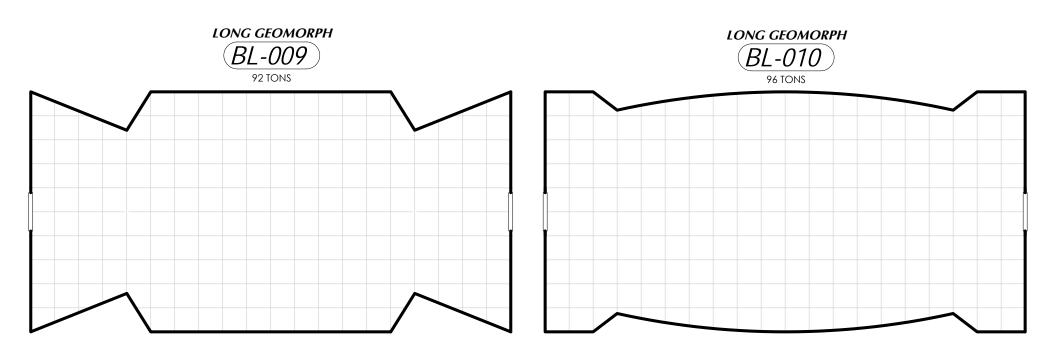
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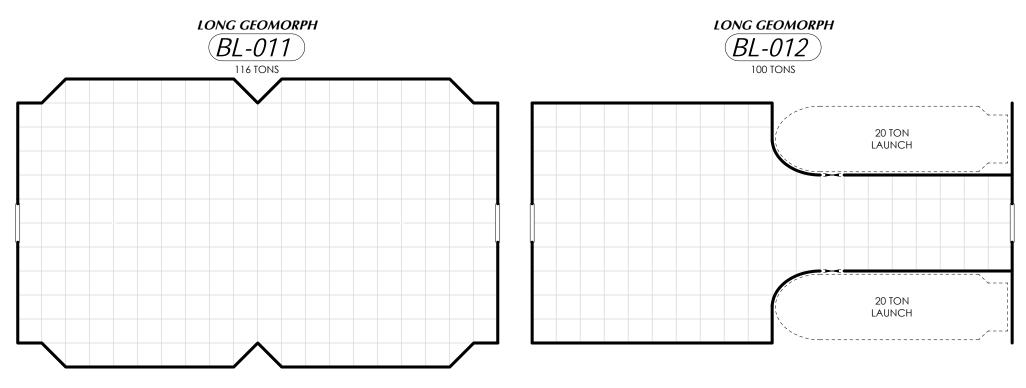
# Section 1 Basic Geomorphs

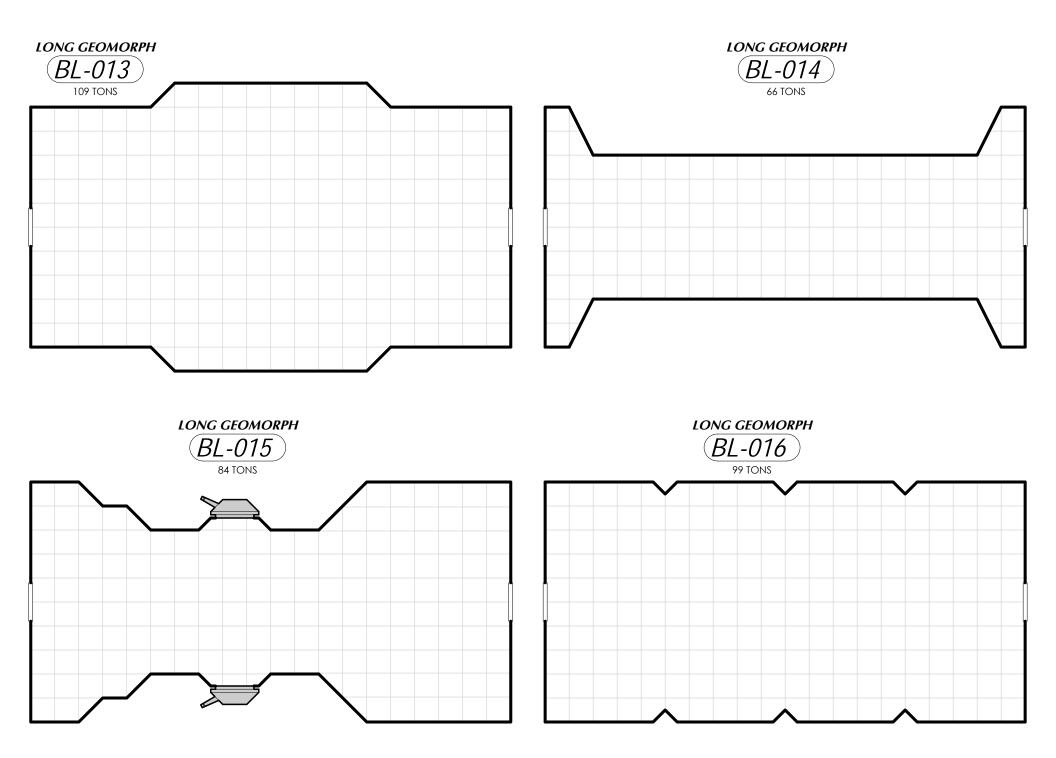
- Half Geomorphs
- Quarter Geomorphs
- Long Geomorphs
- Short Geomorphs

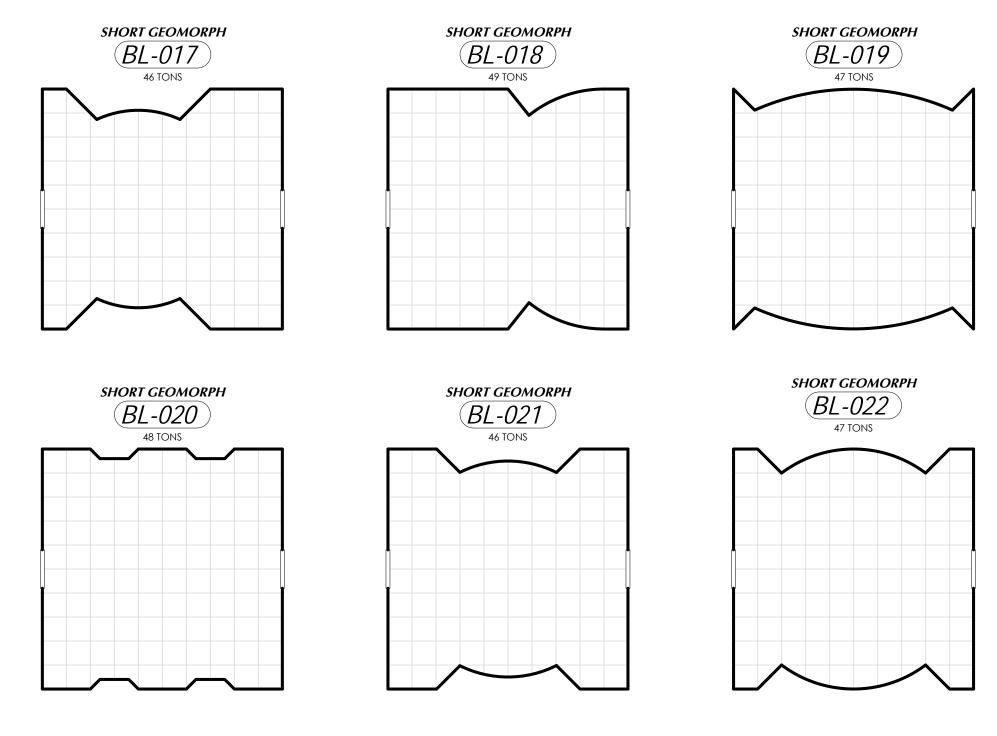


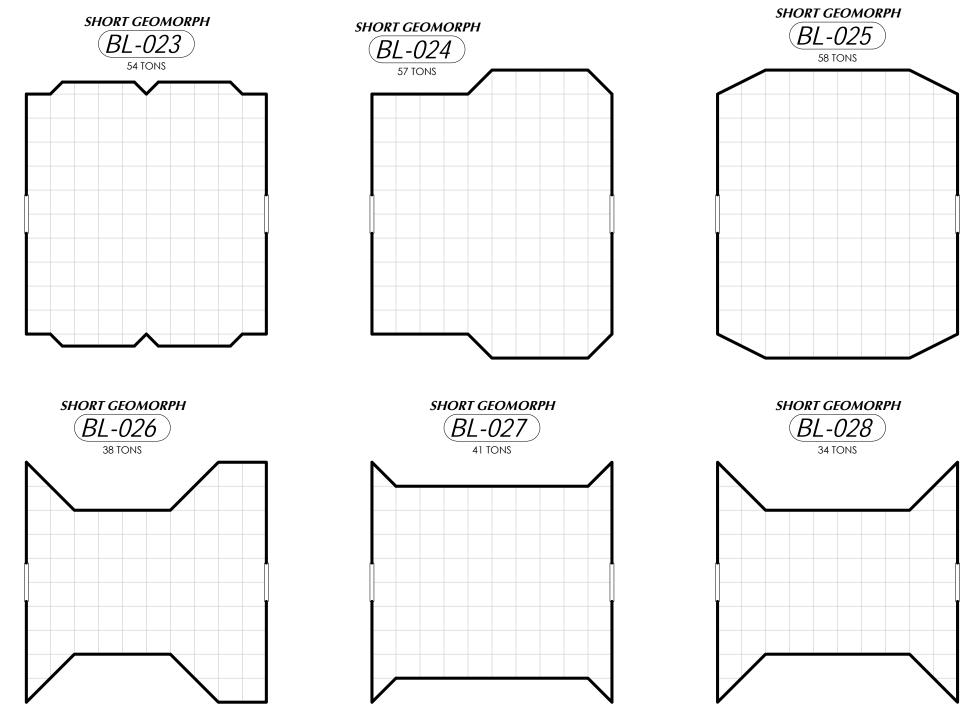


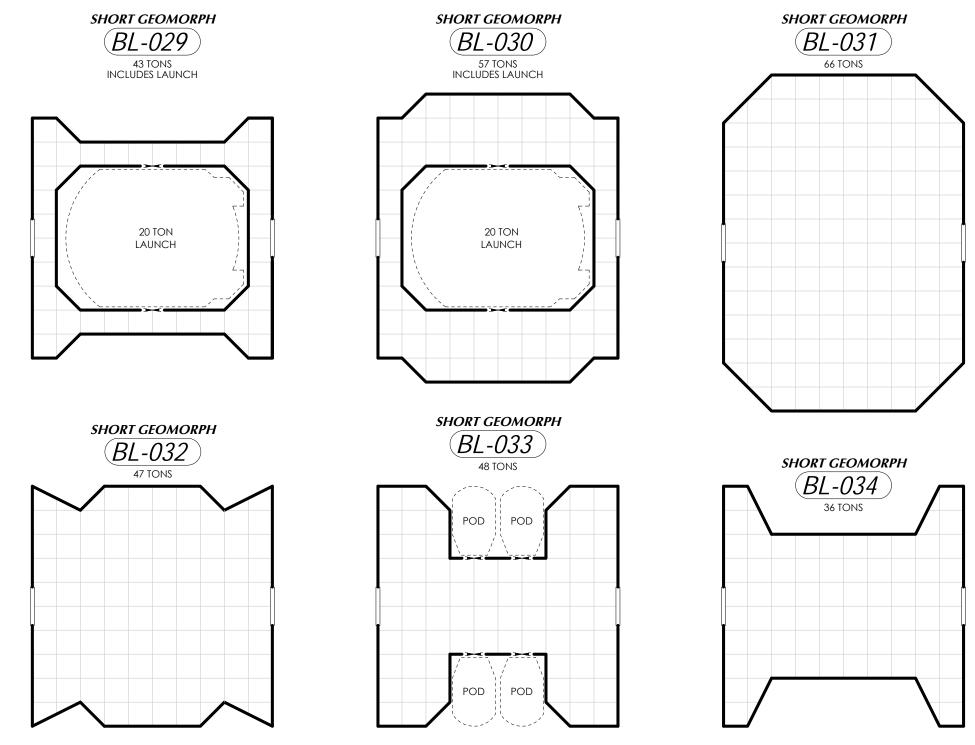








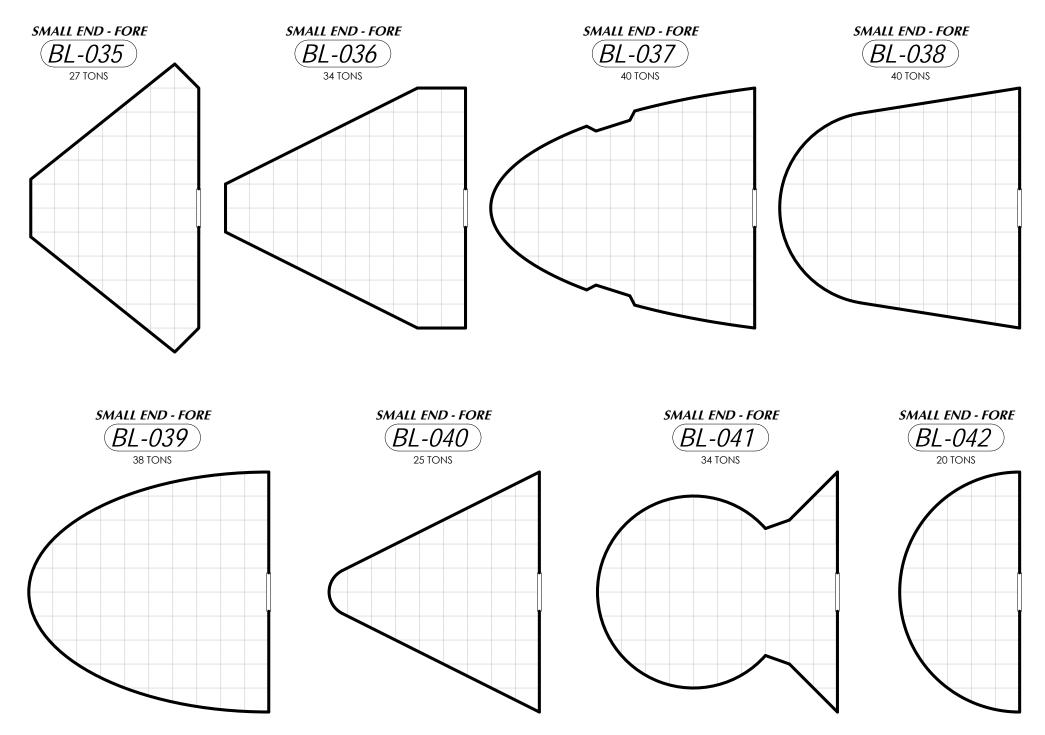


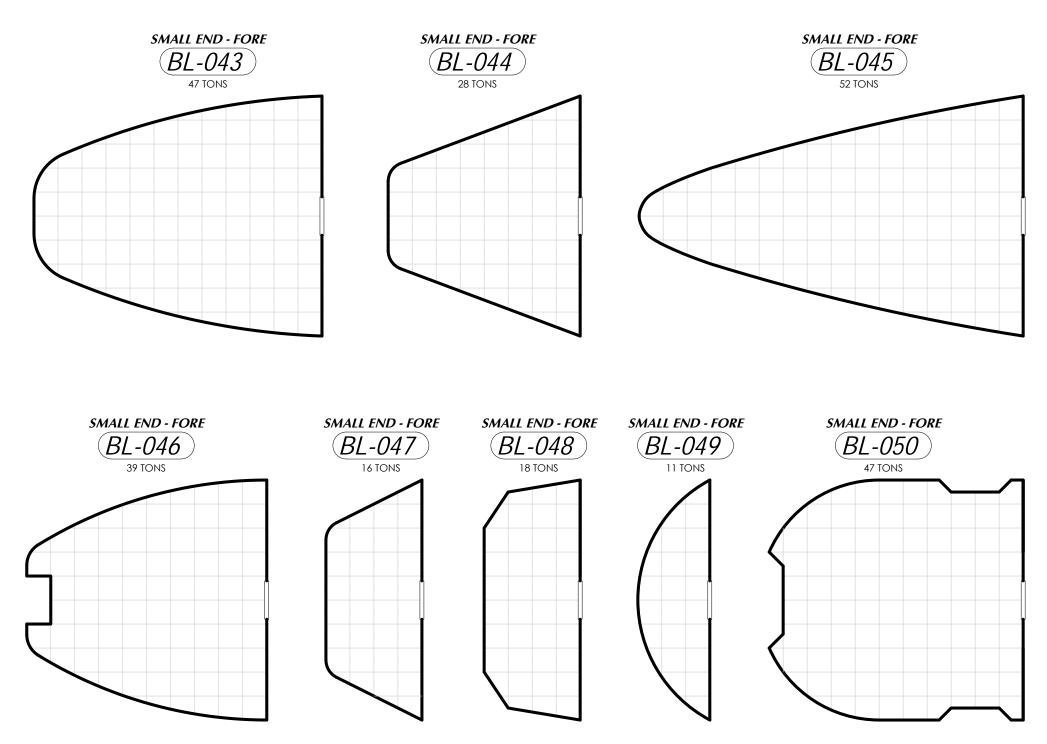


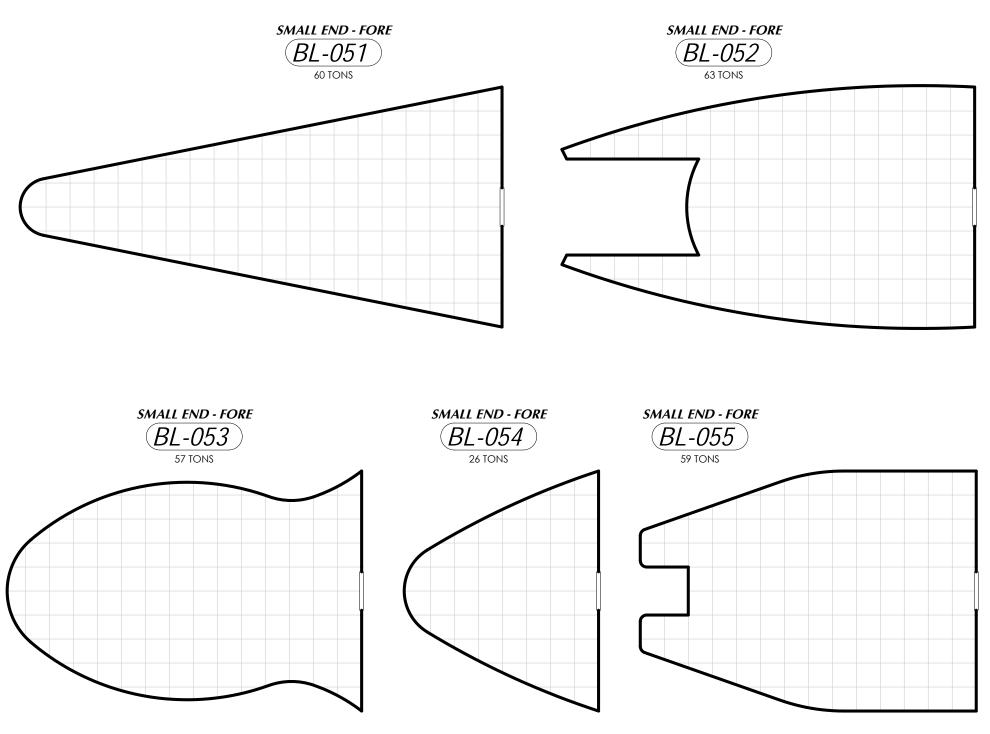
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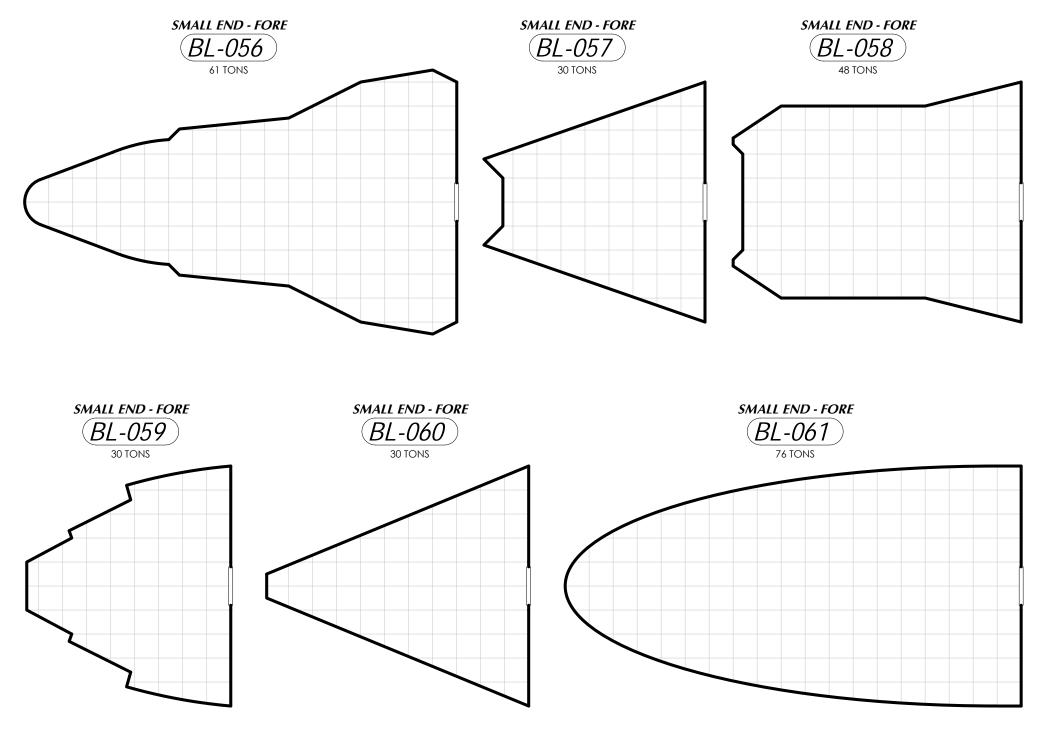
# Section 2 Small Ends - Fore

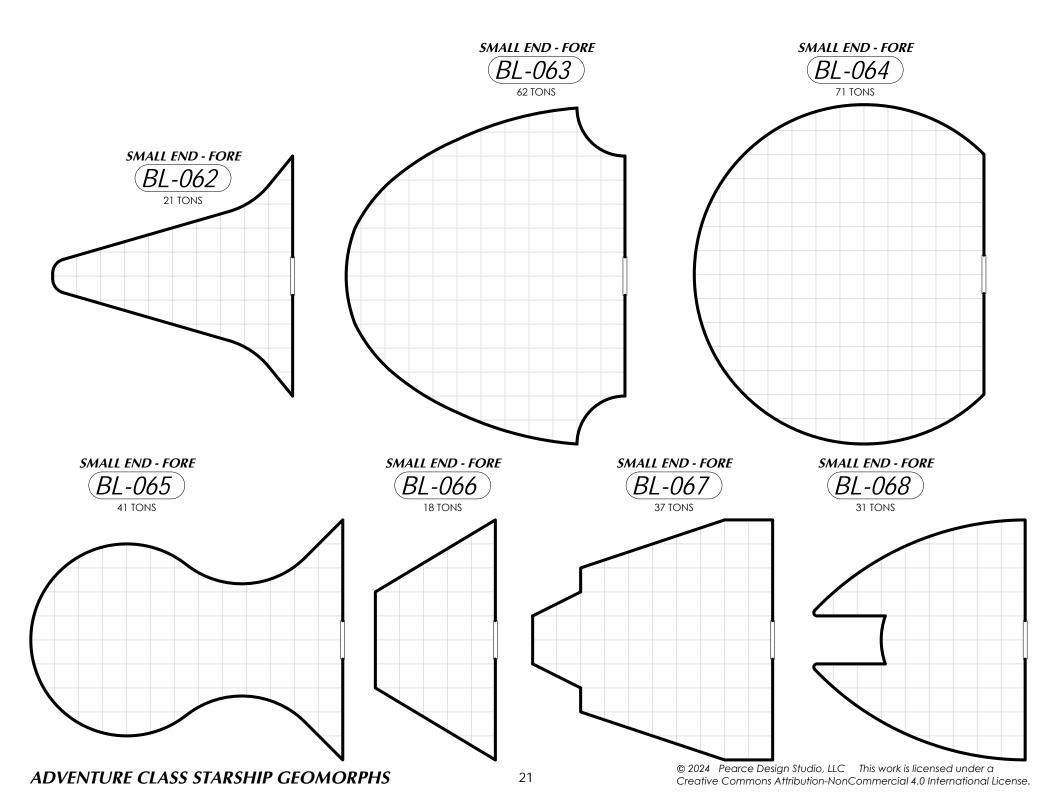
As blank geomorphs, the distinction between fore, aft, and even some side geomorphs is blurred even more. This allows for even more layout combinations. For the sake of consistency, blanks are still categorized by their original classification in the Adventure Class Starship Geomorphs book.

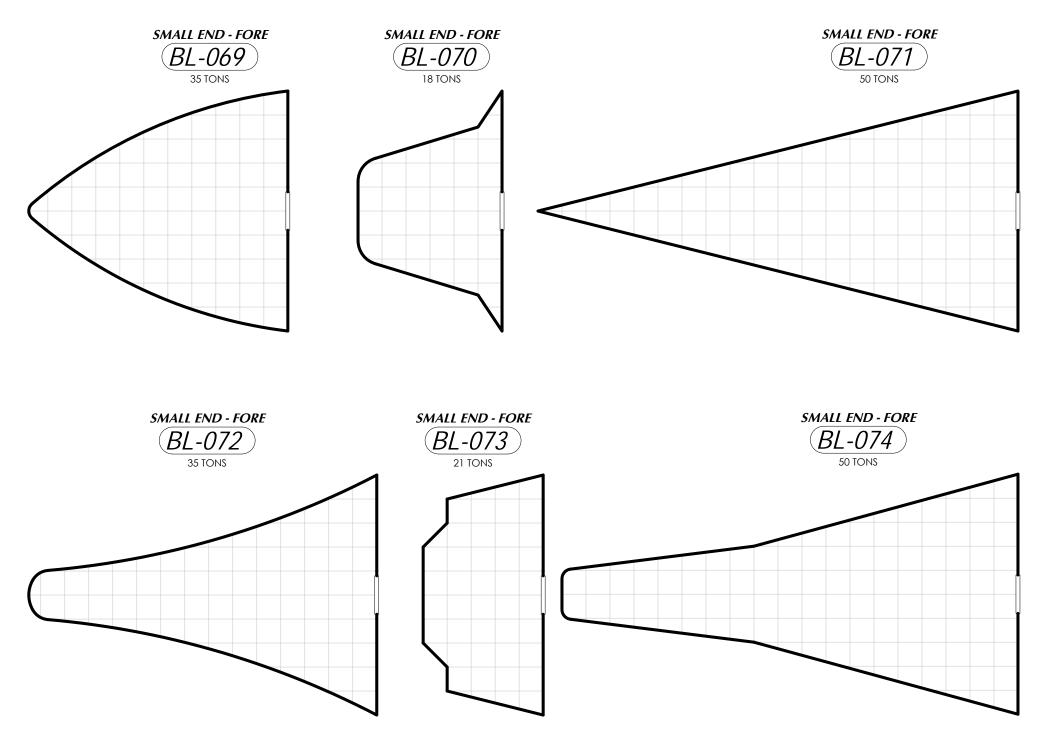


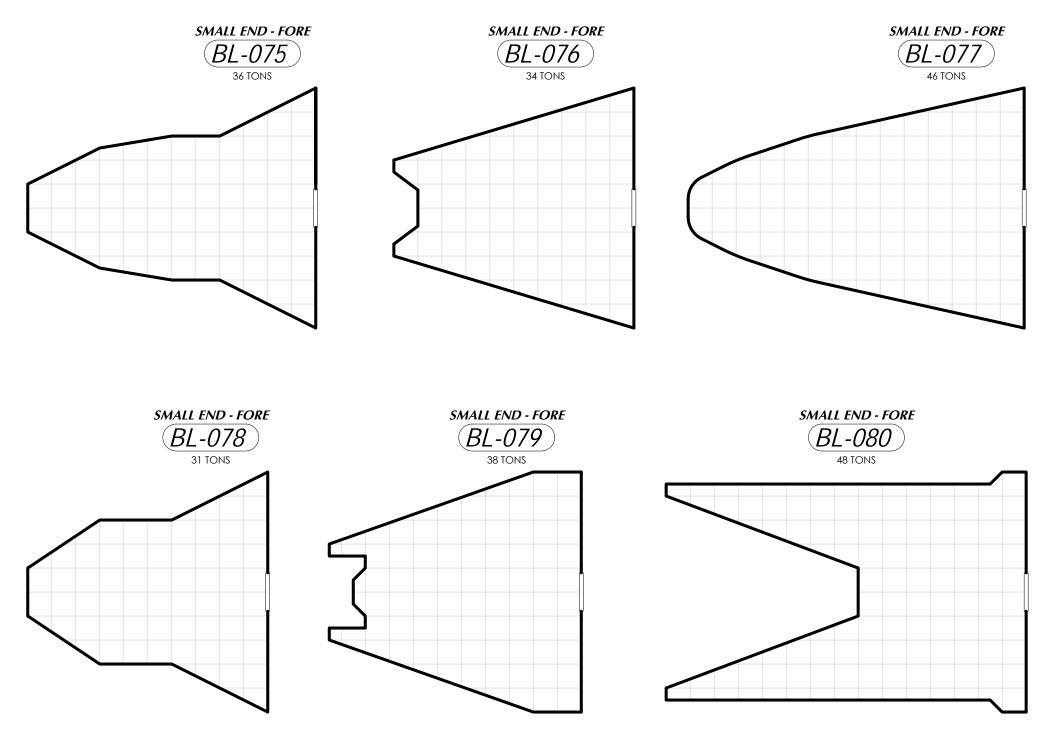




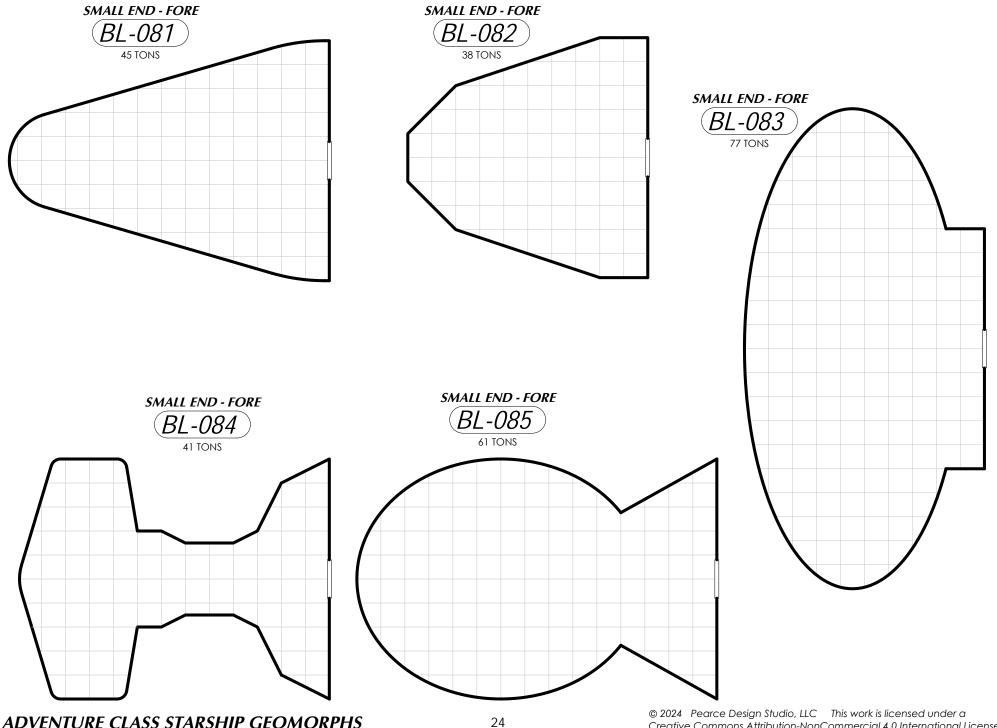




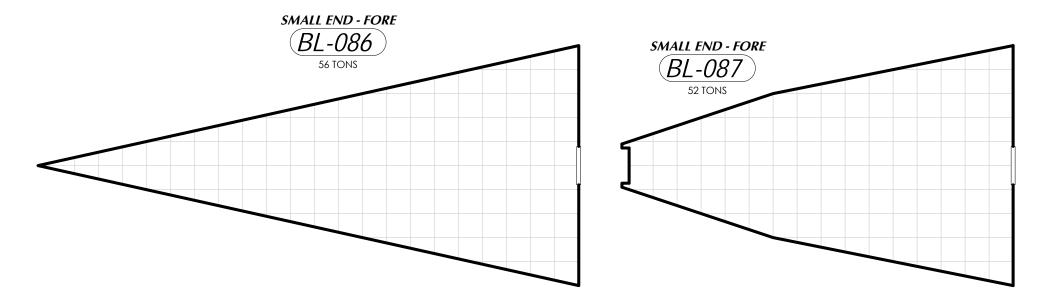


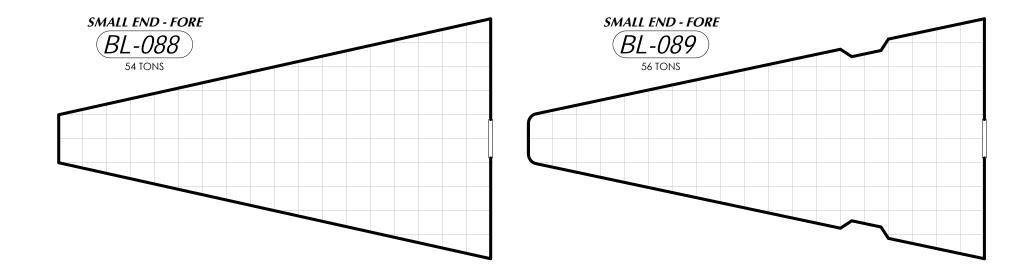


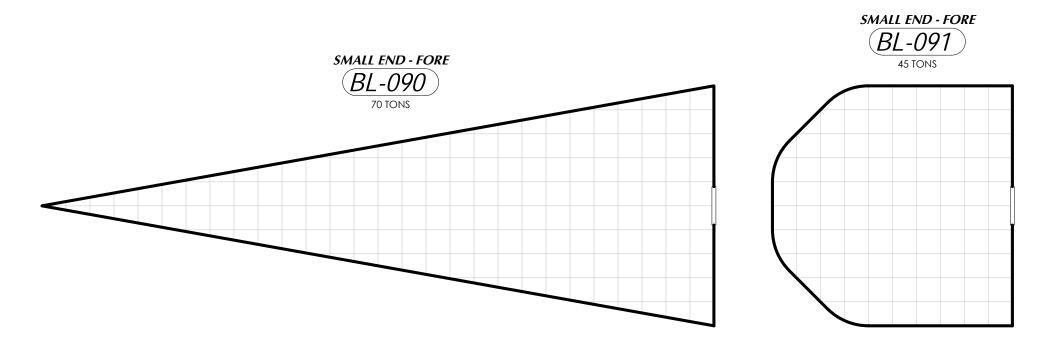
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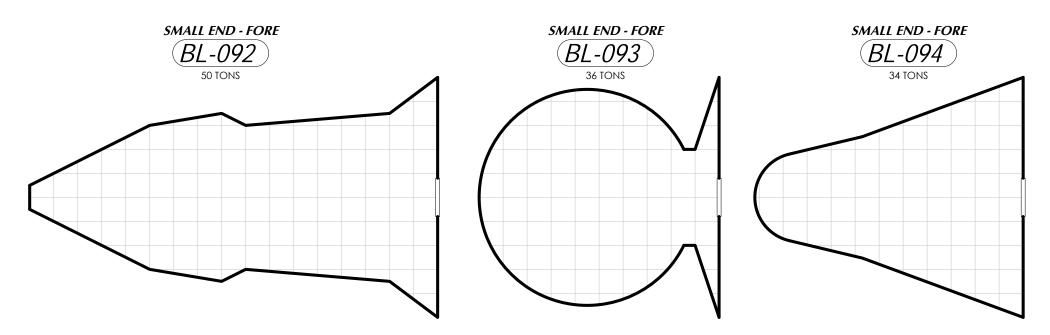


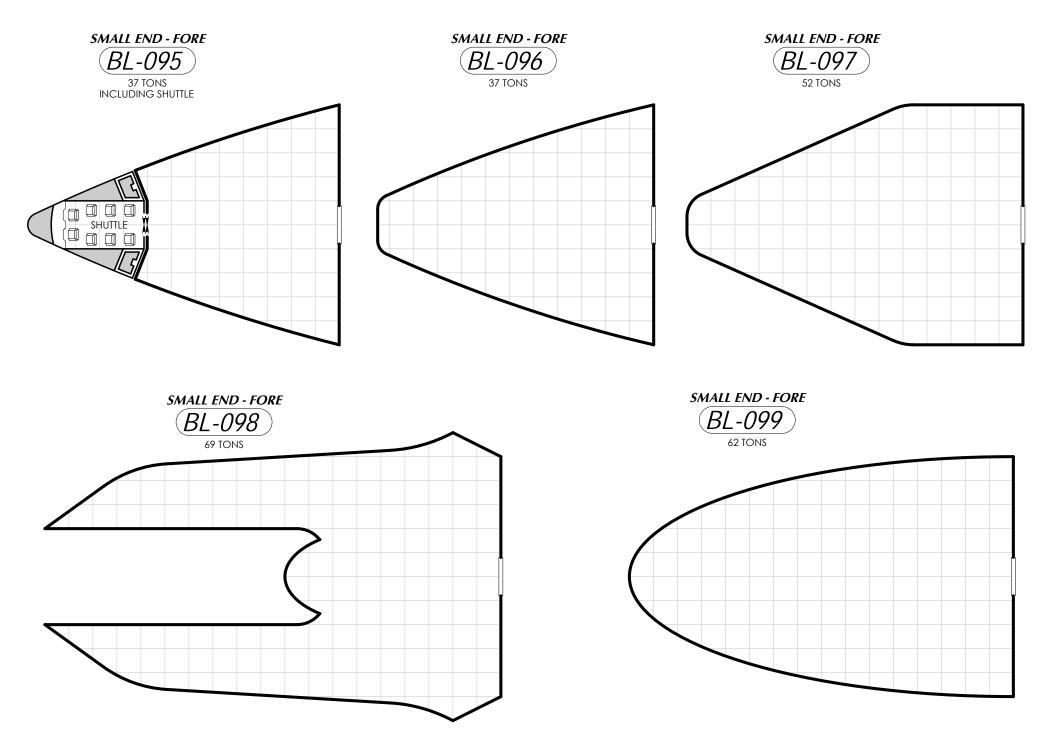
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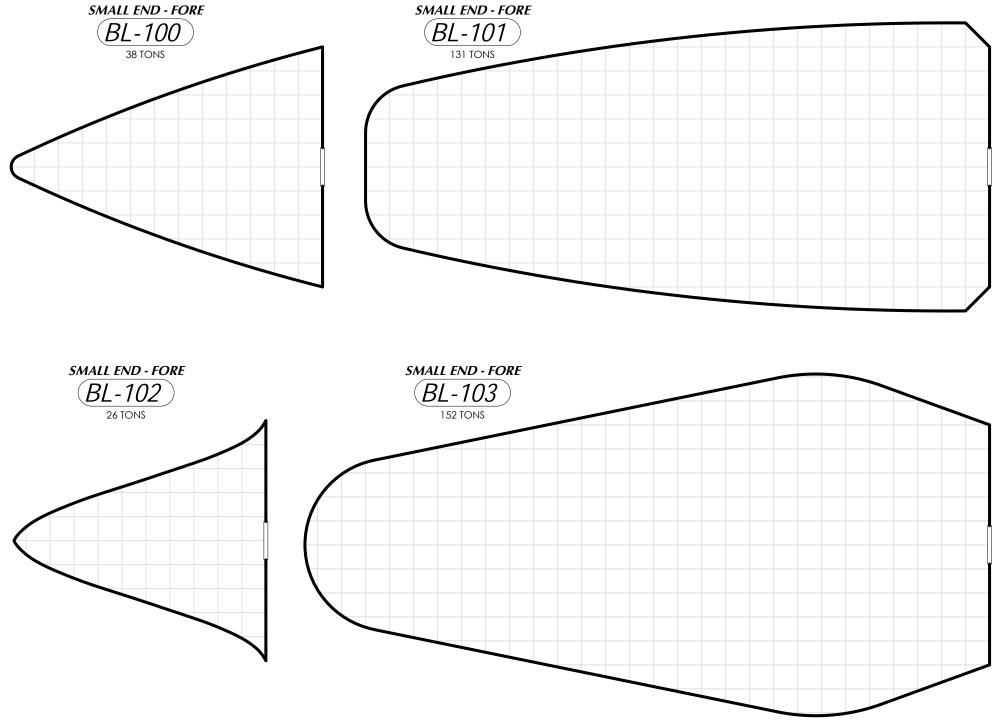


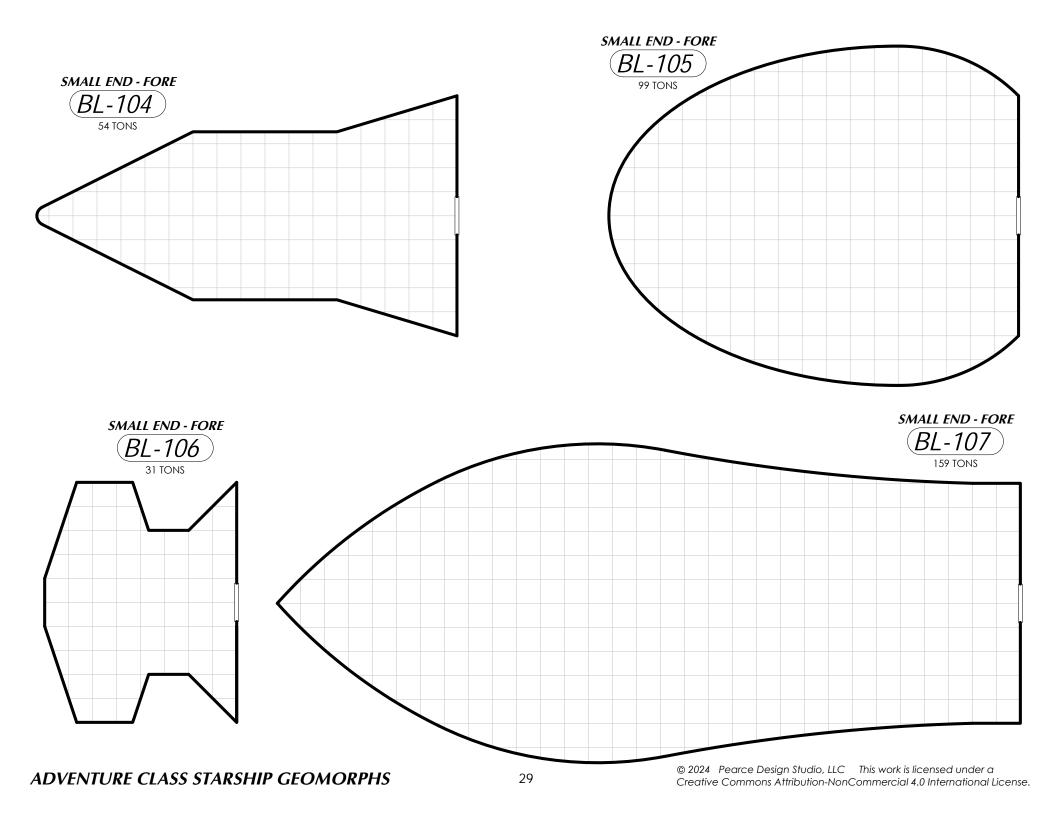


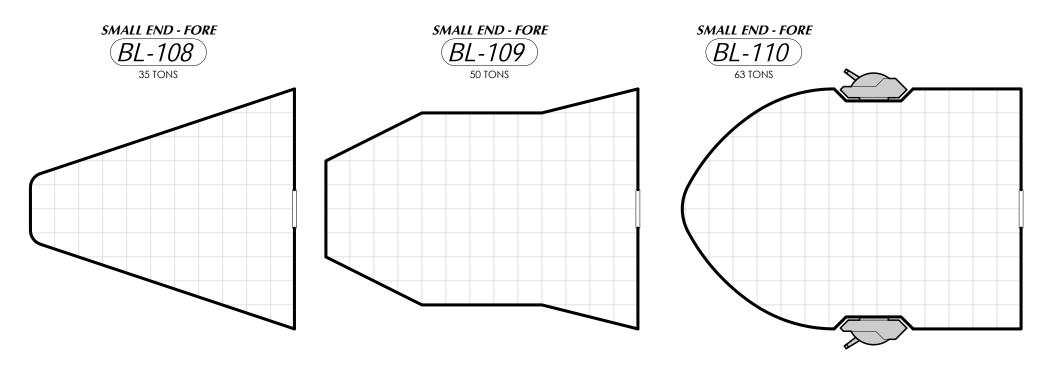


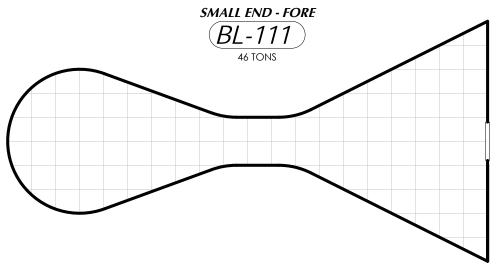


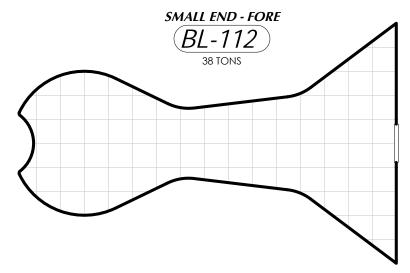




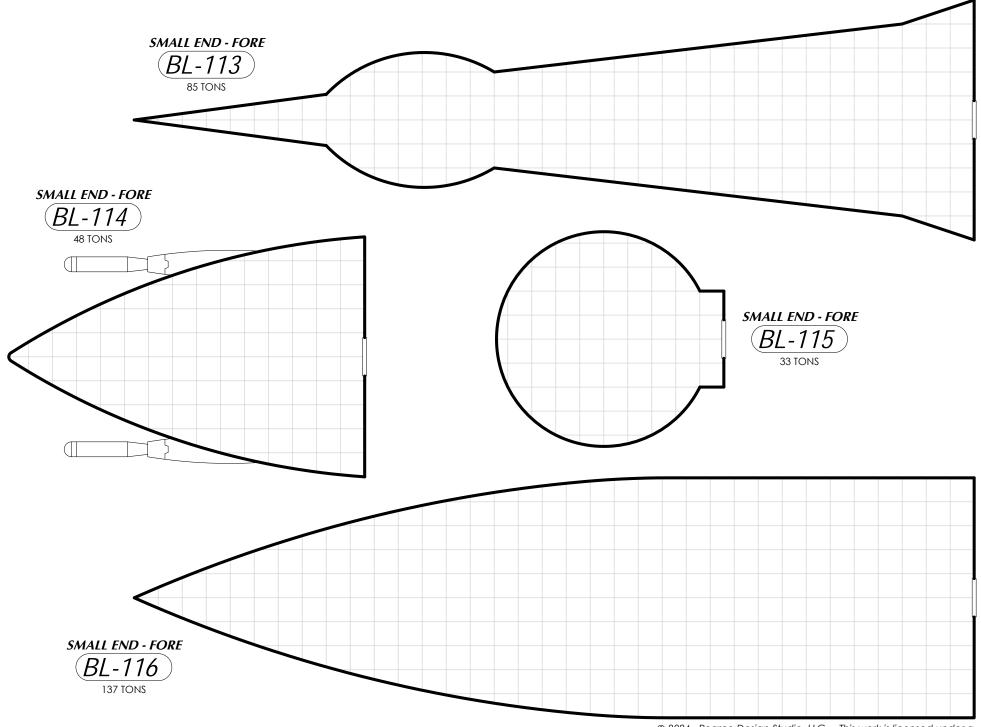


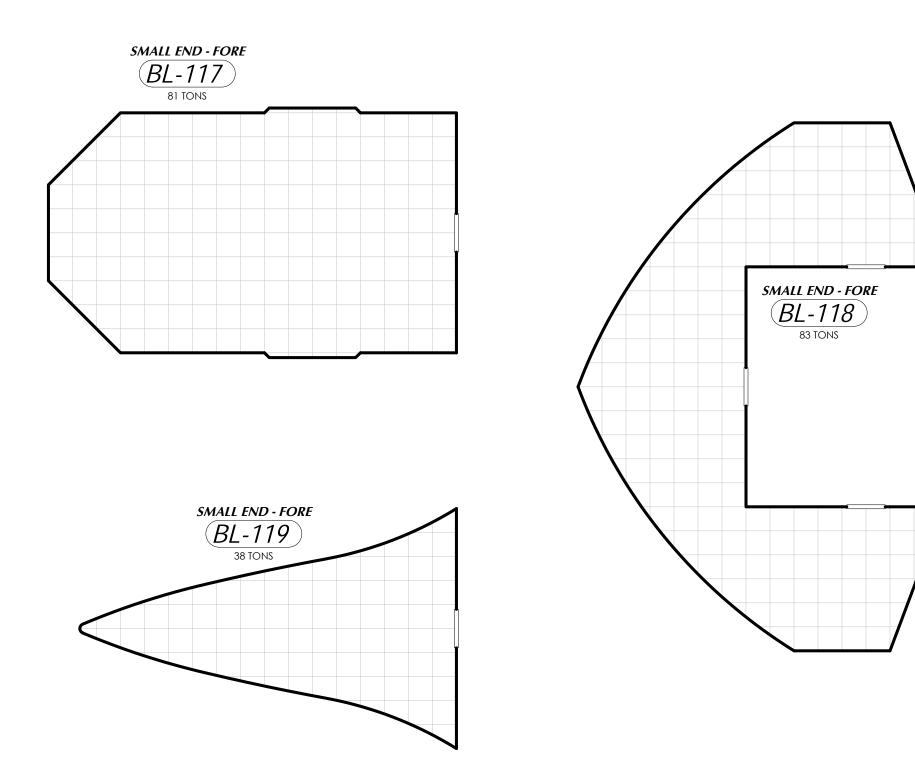


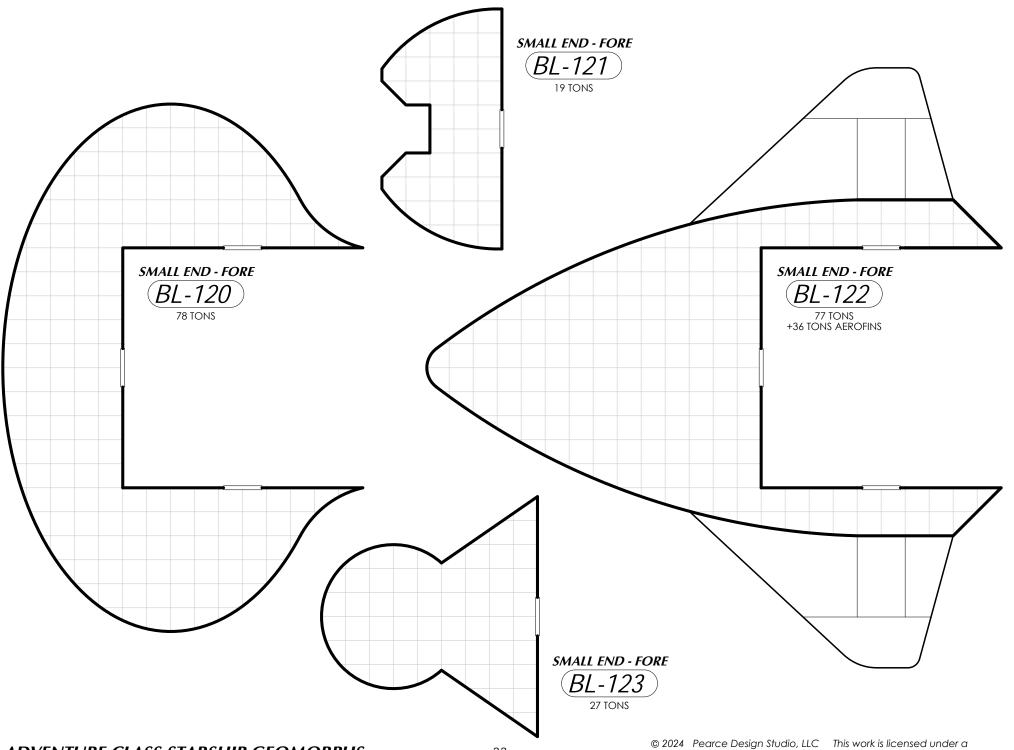




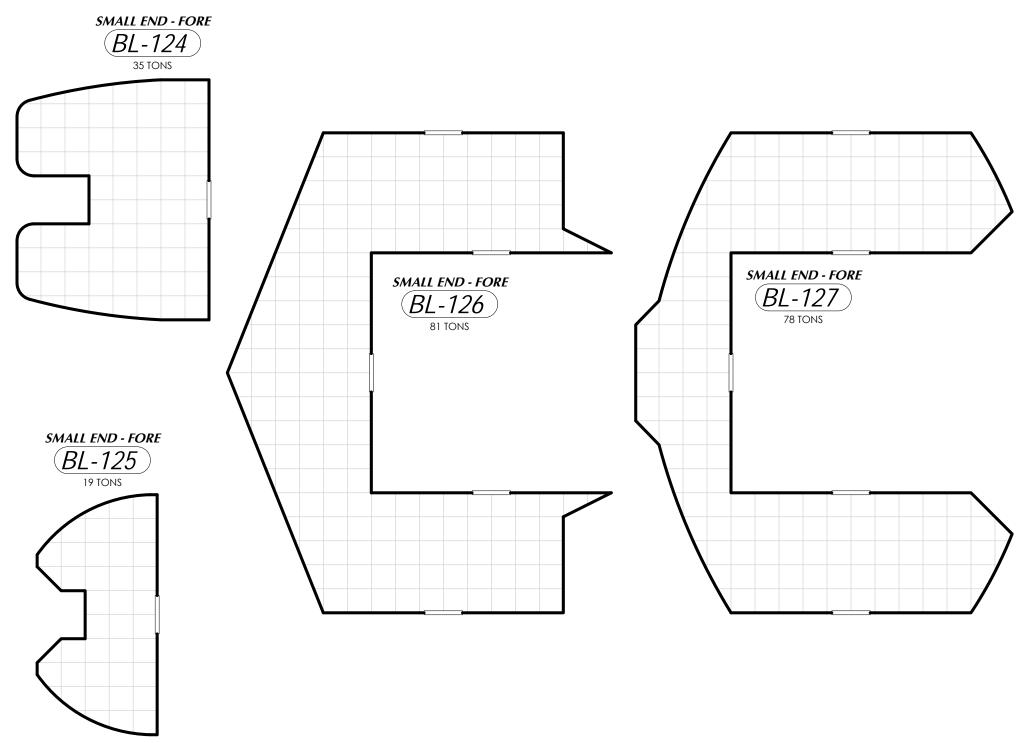
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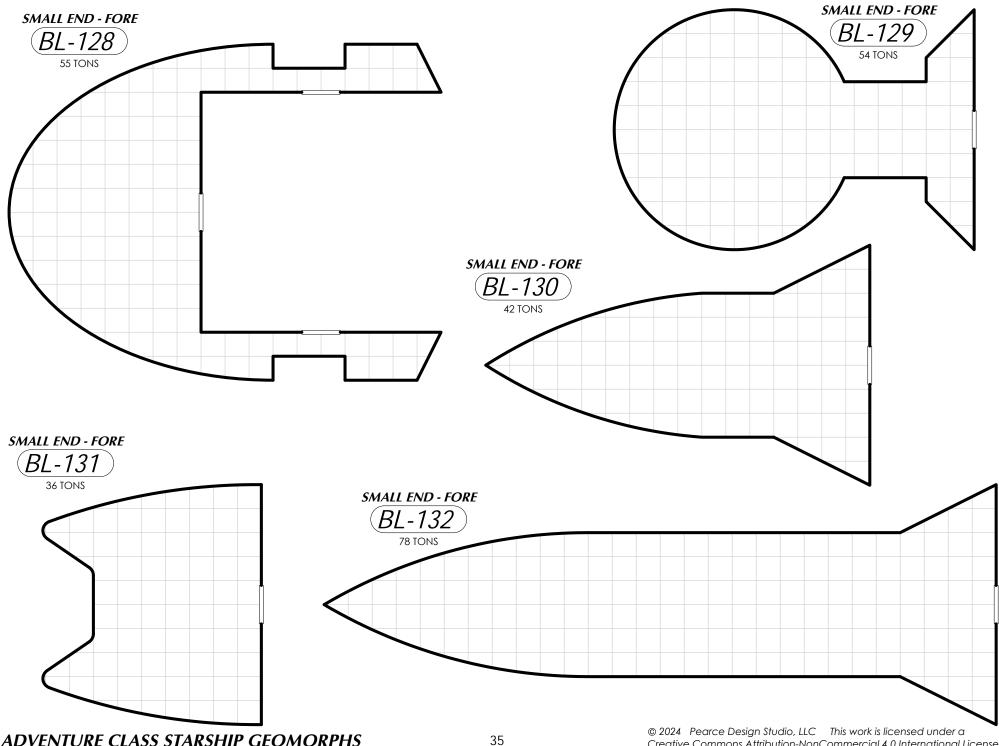




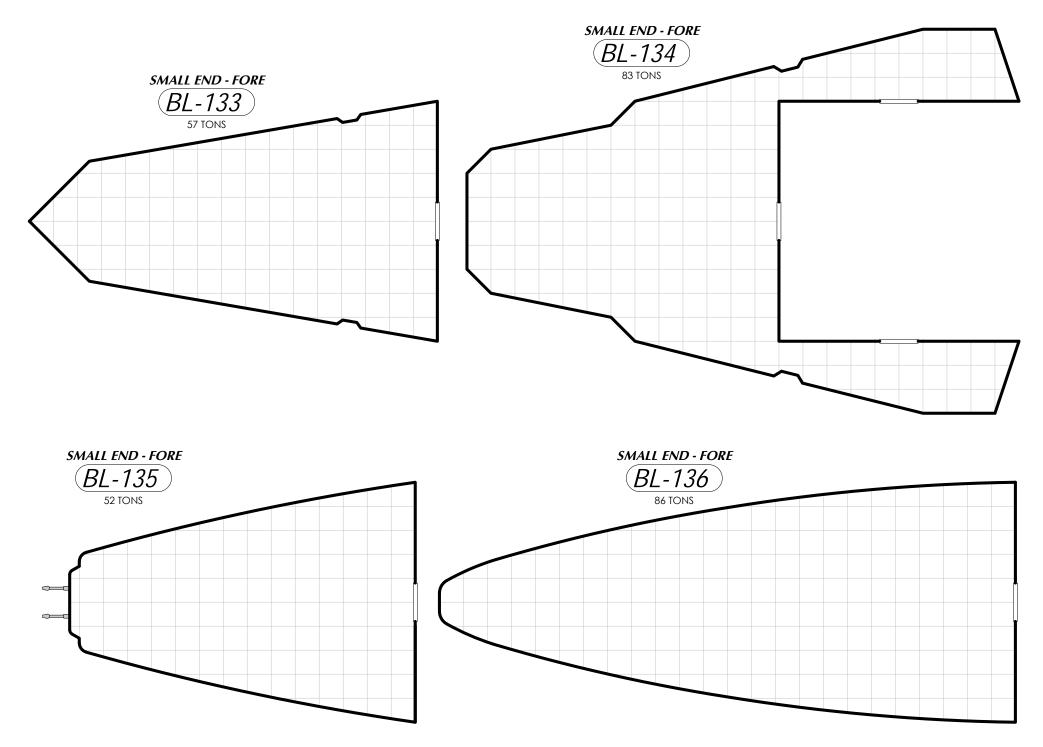


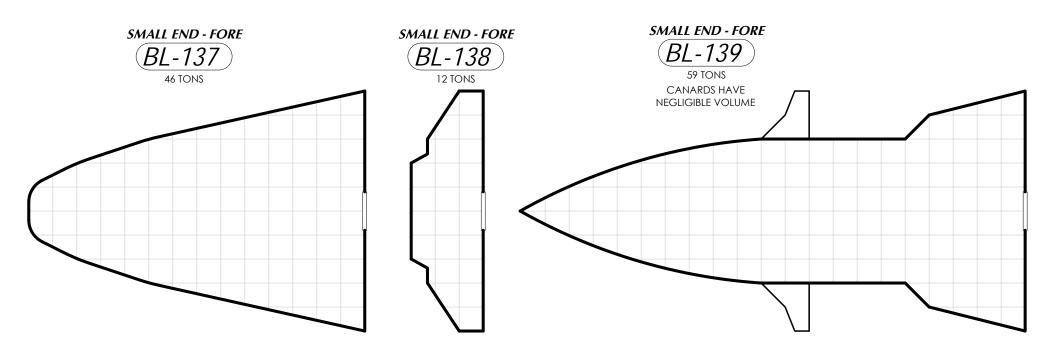
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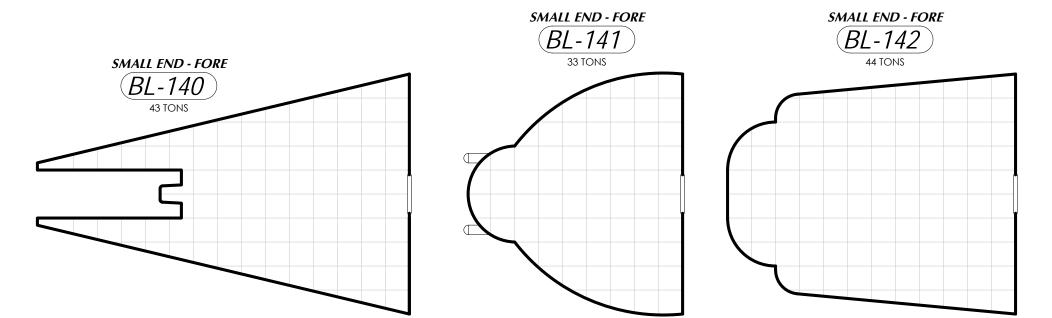


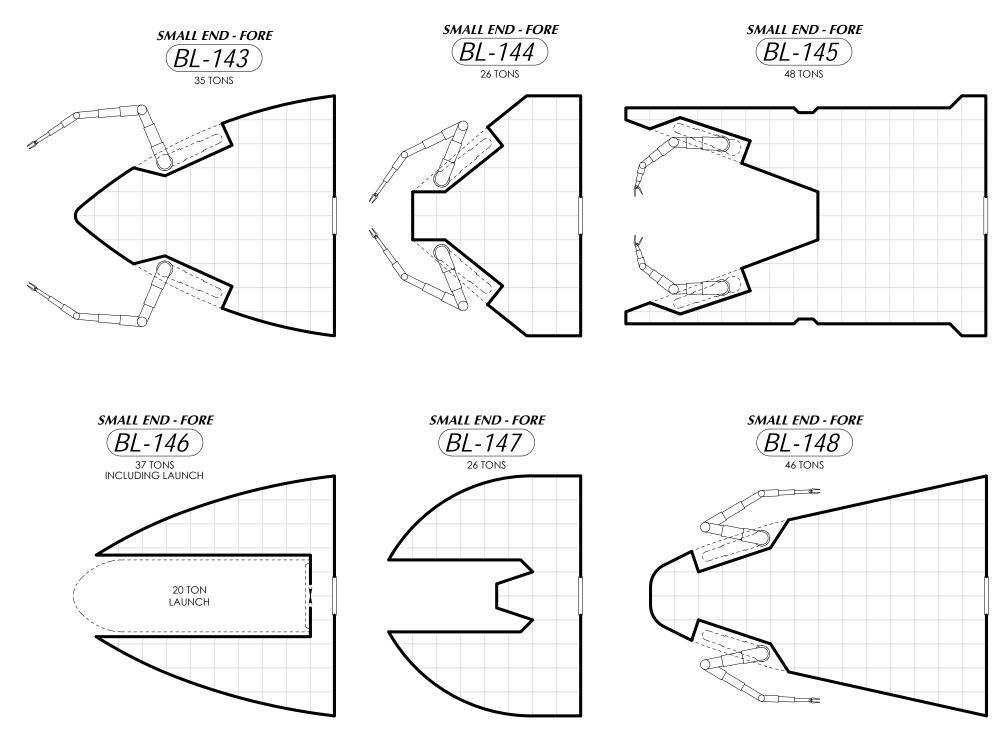


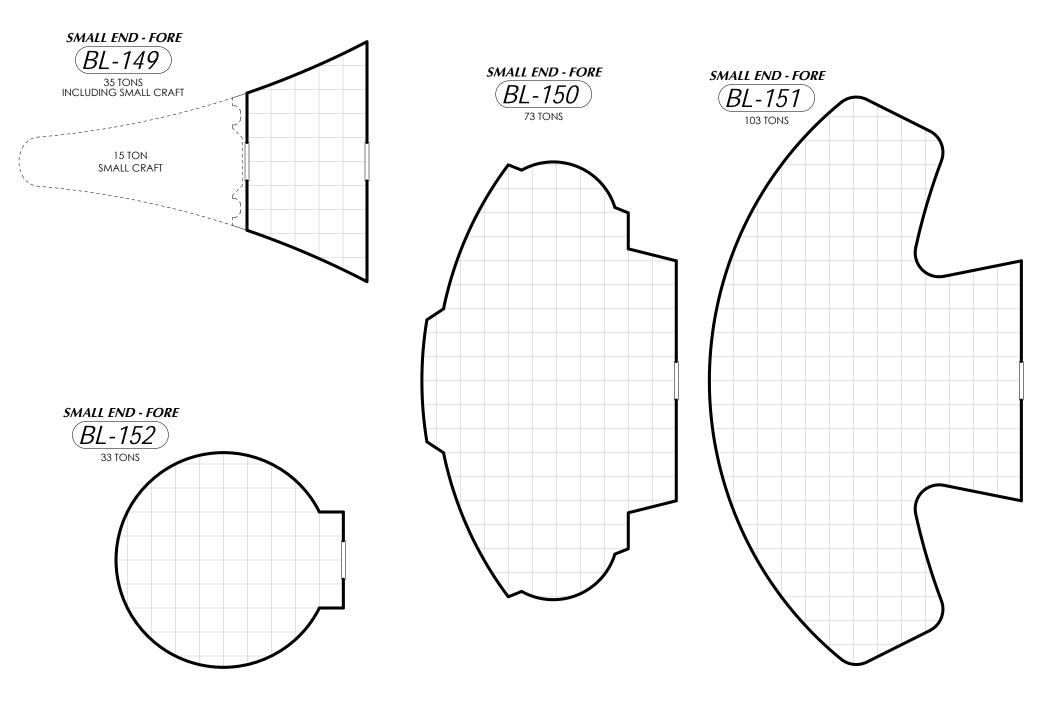
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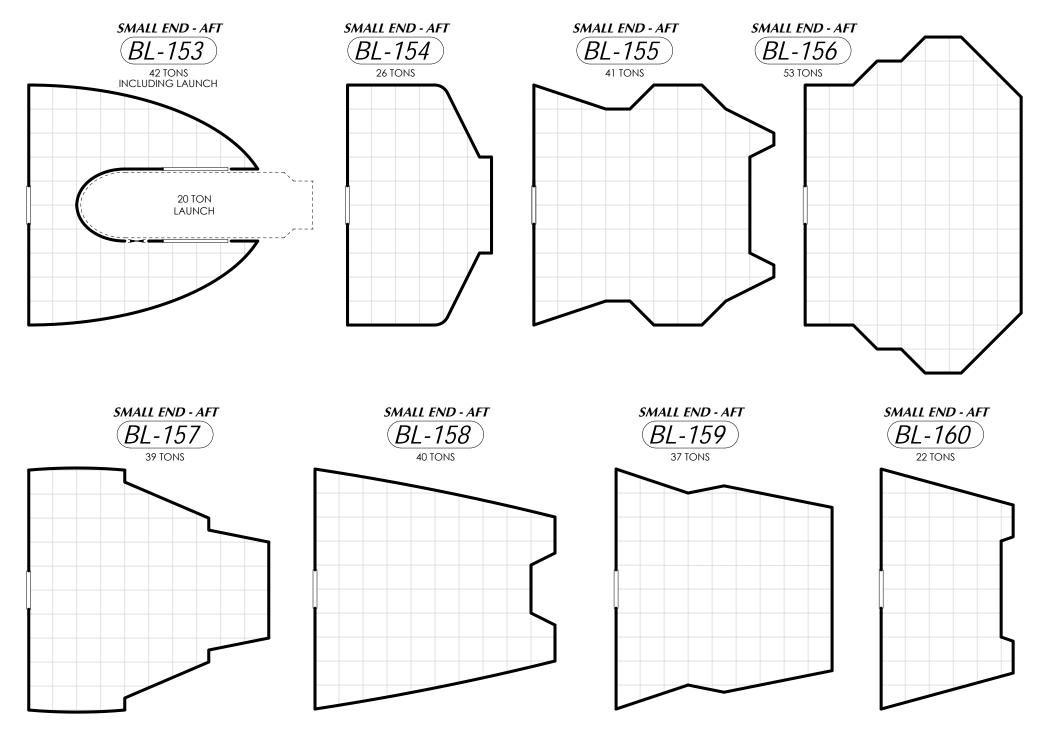


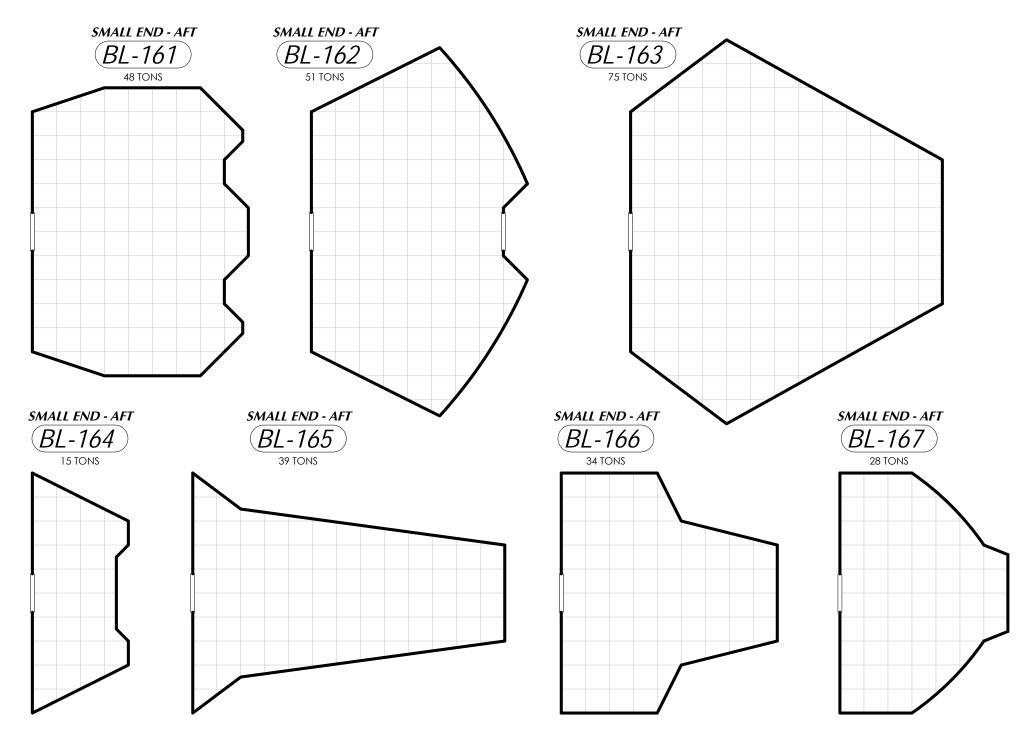


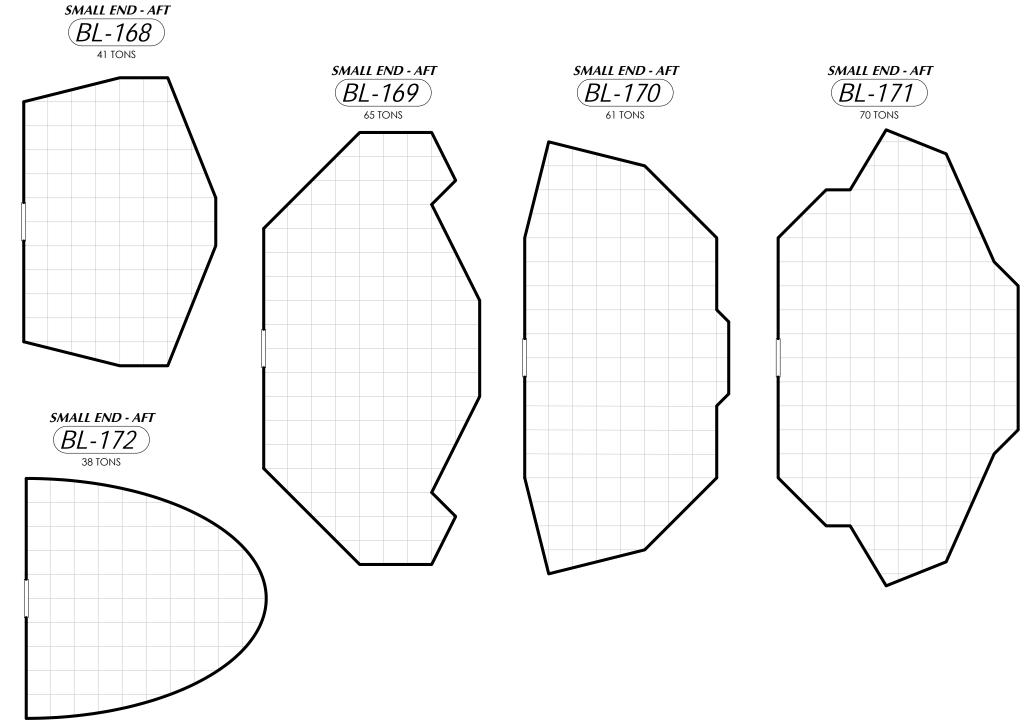


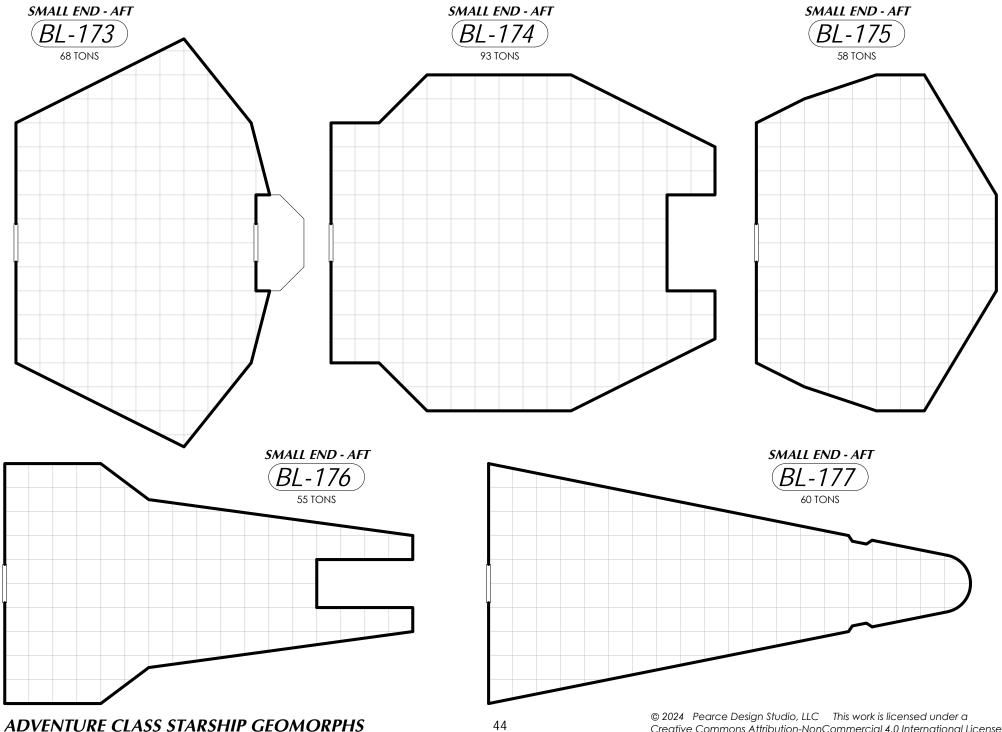


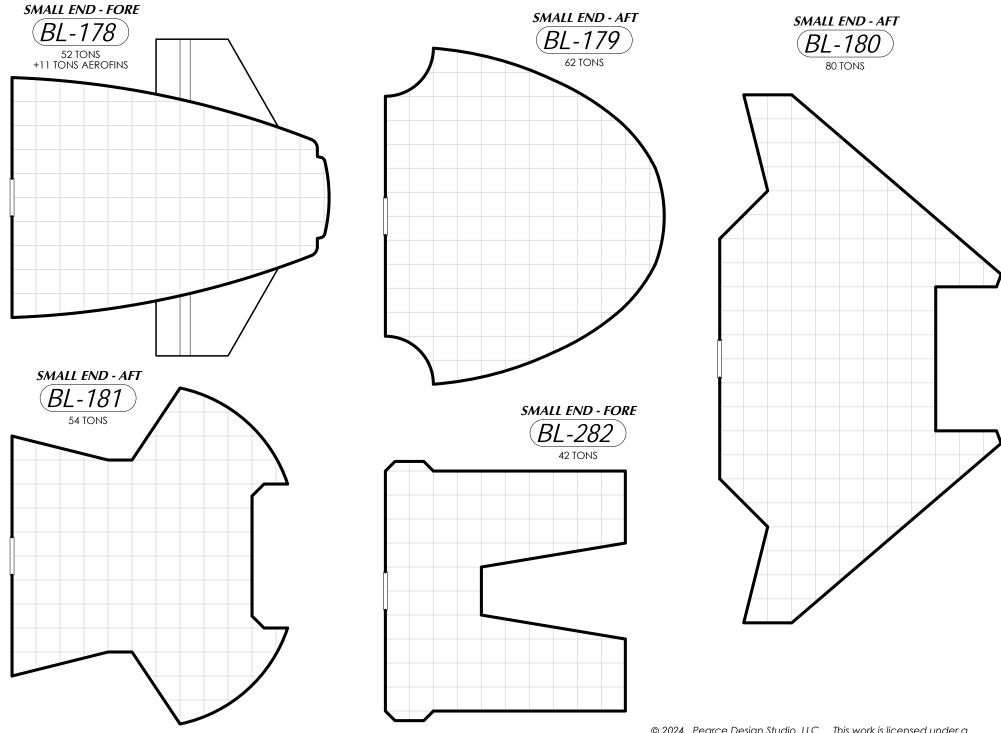
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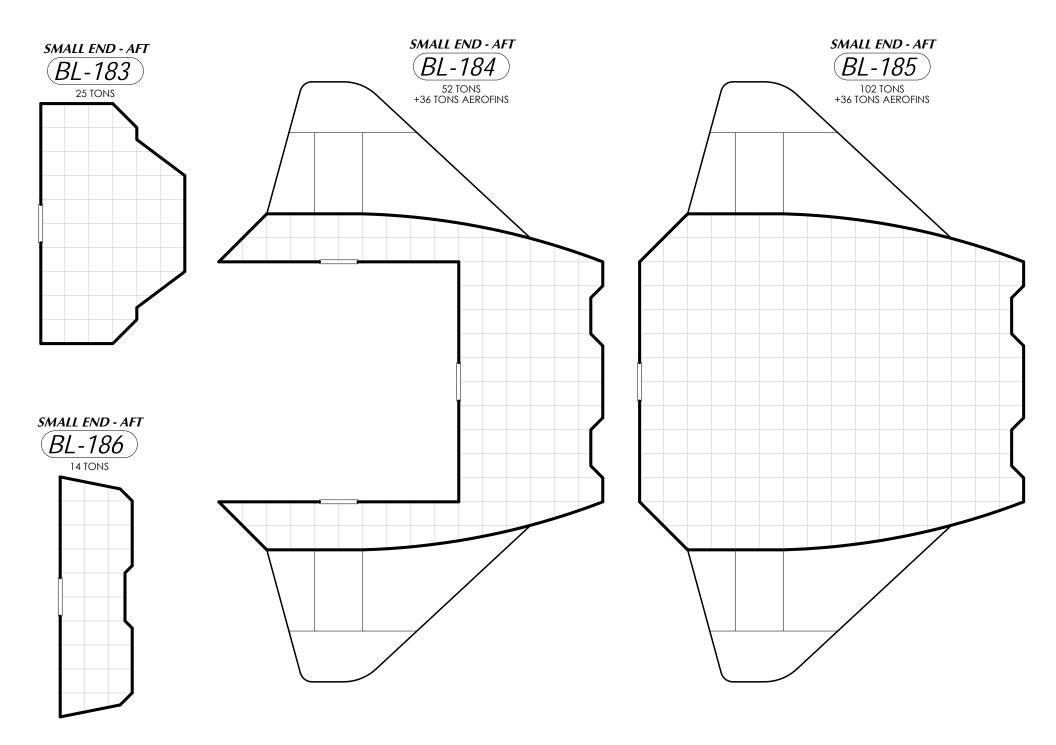


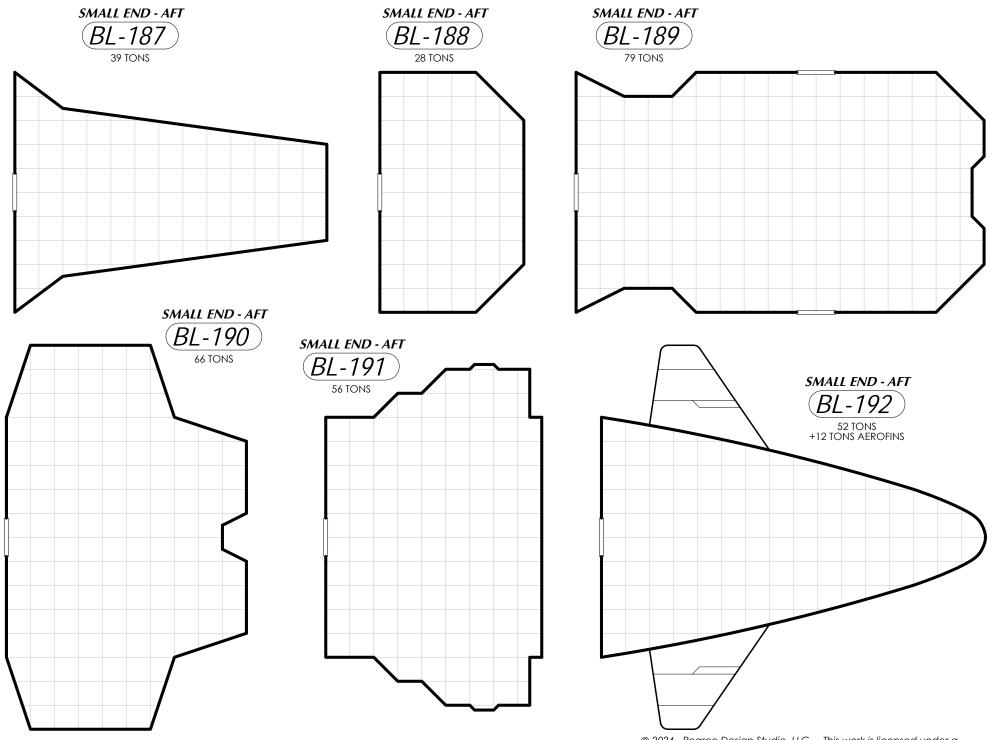


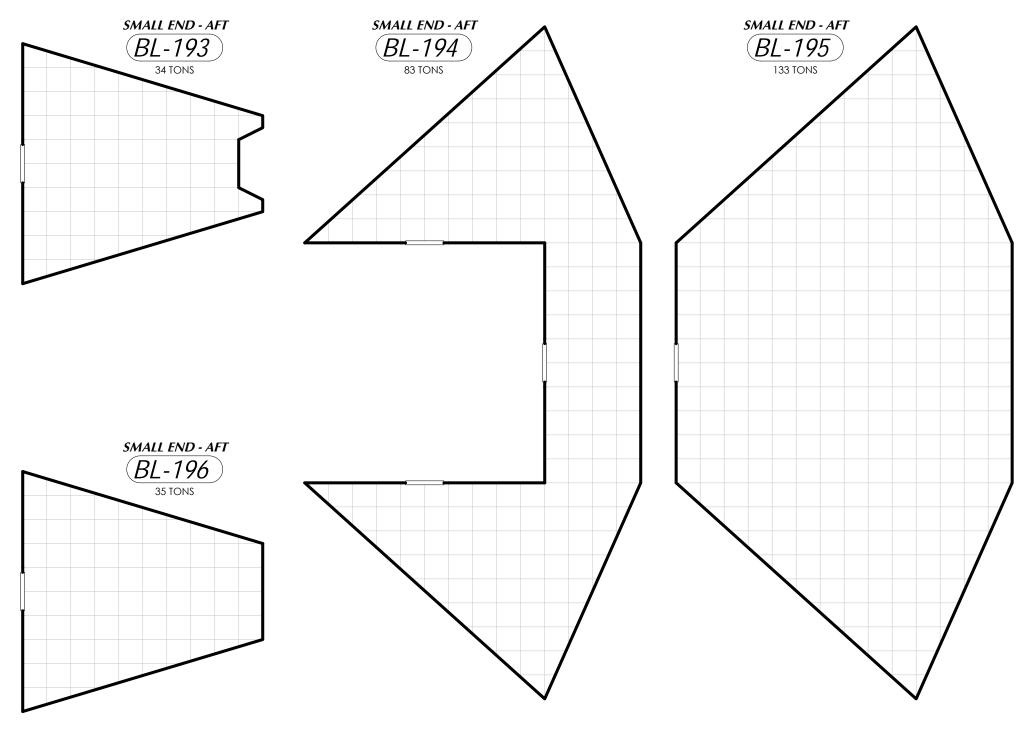


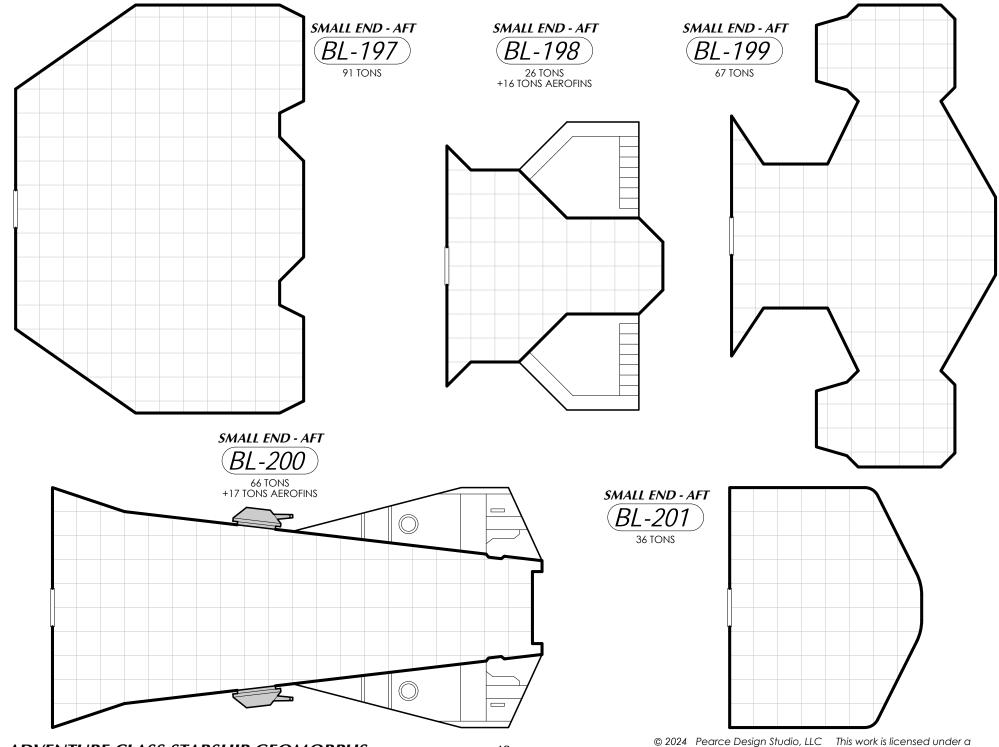


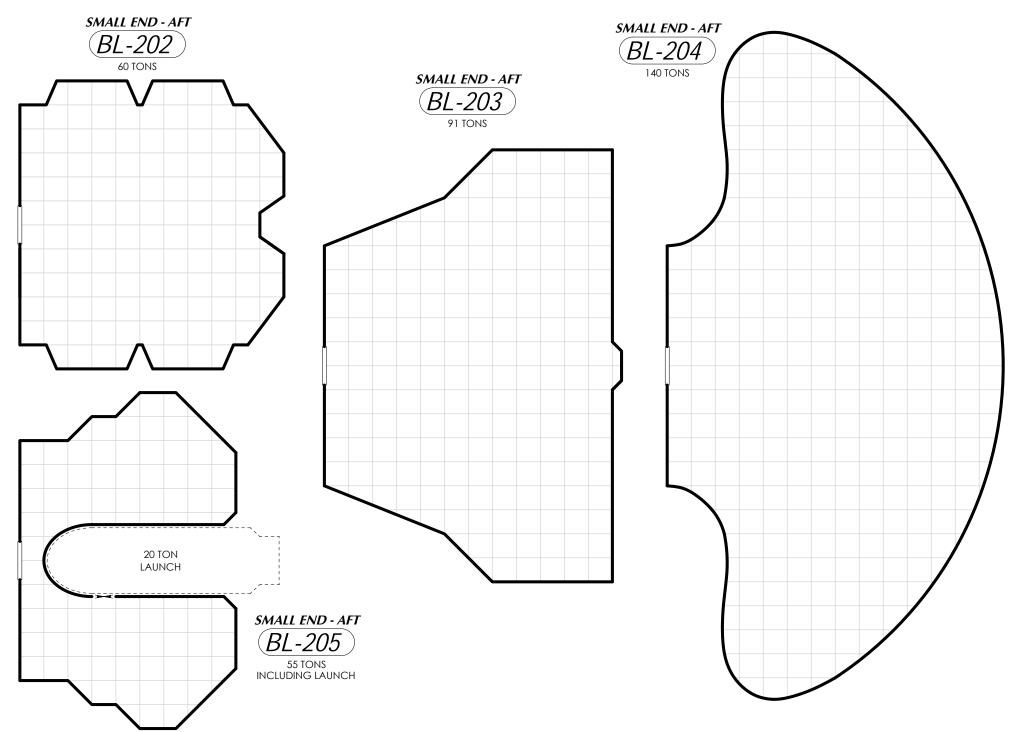


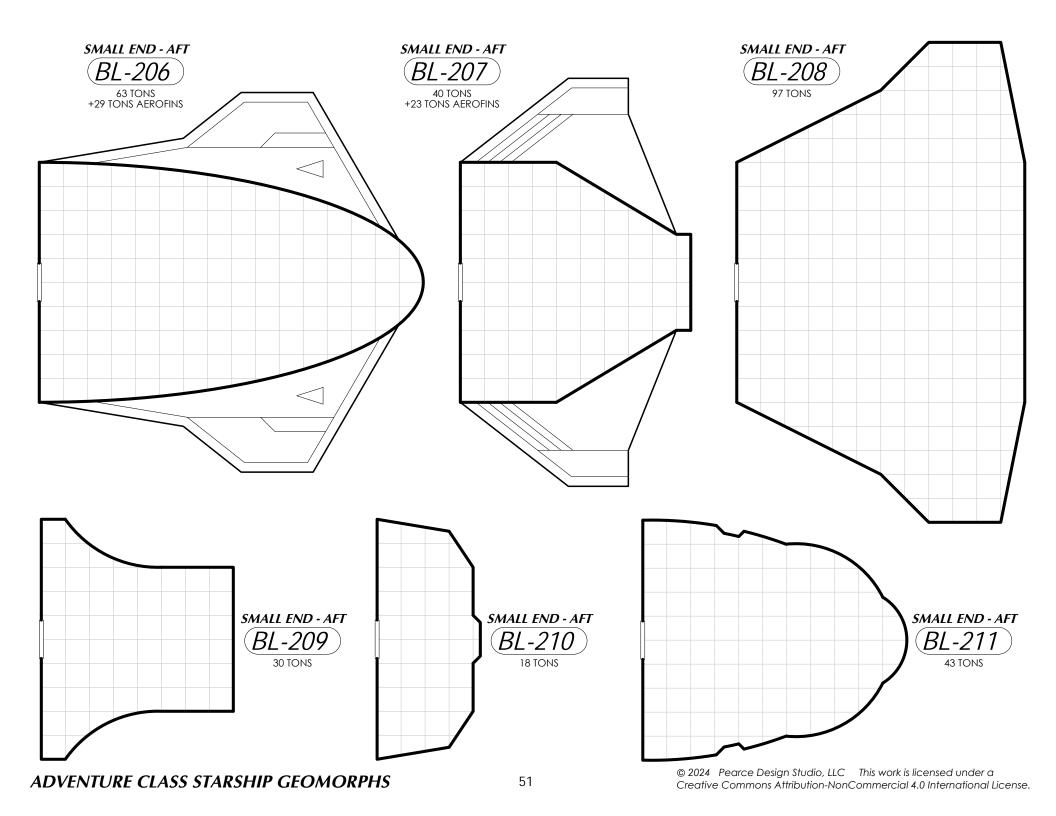


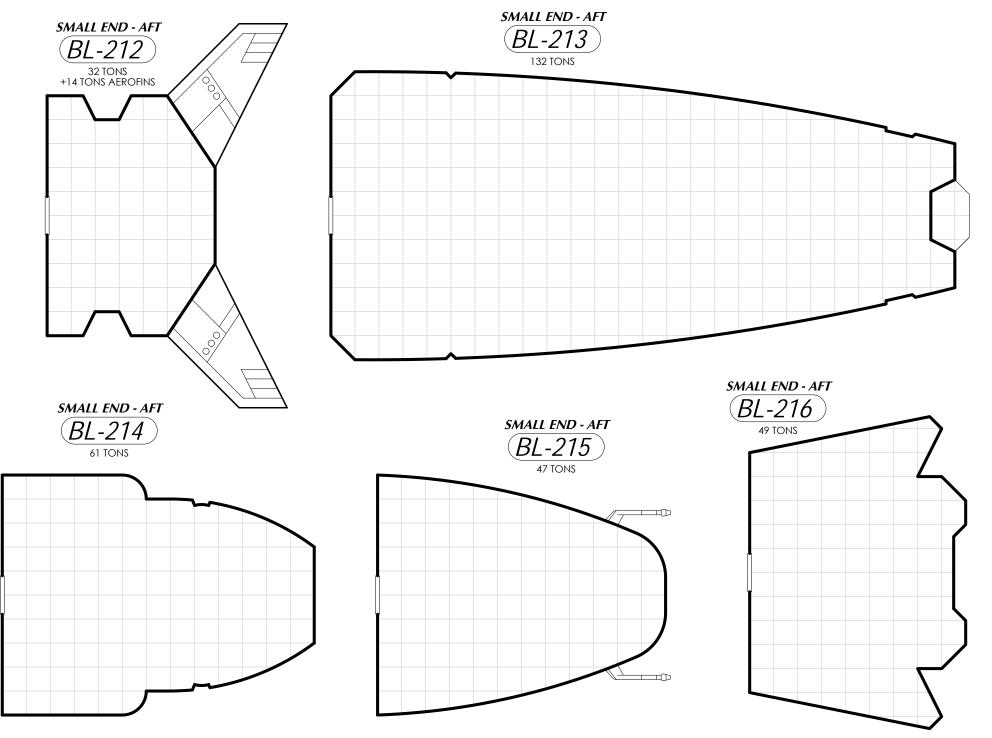


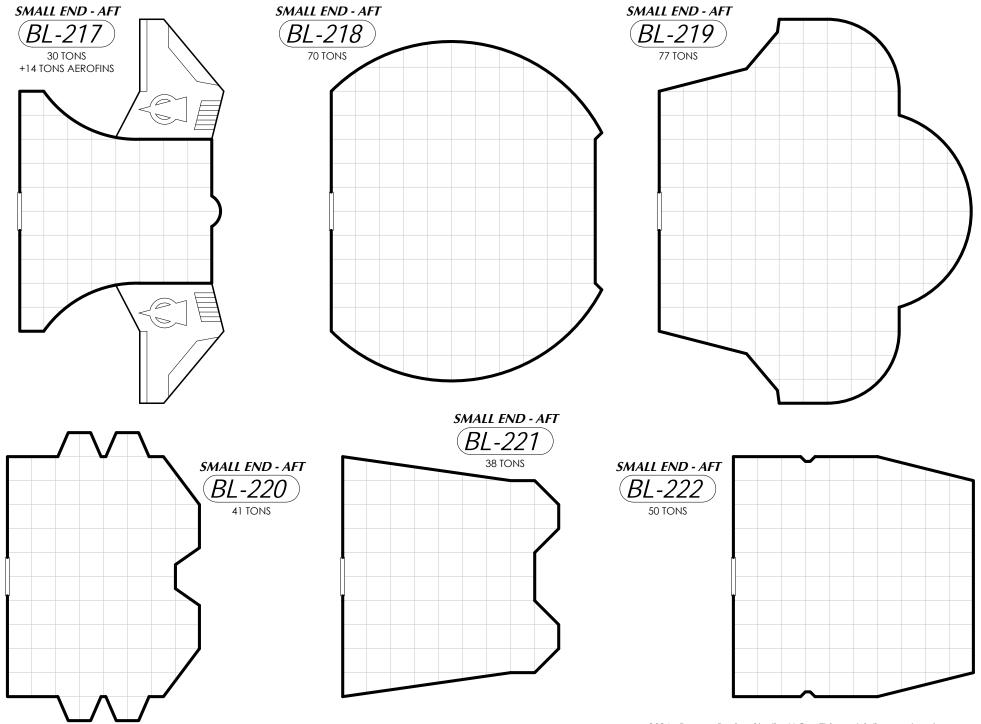


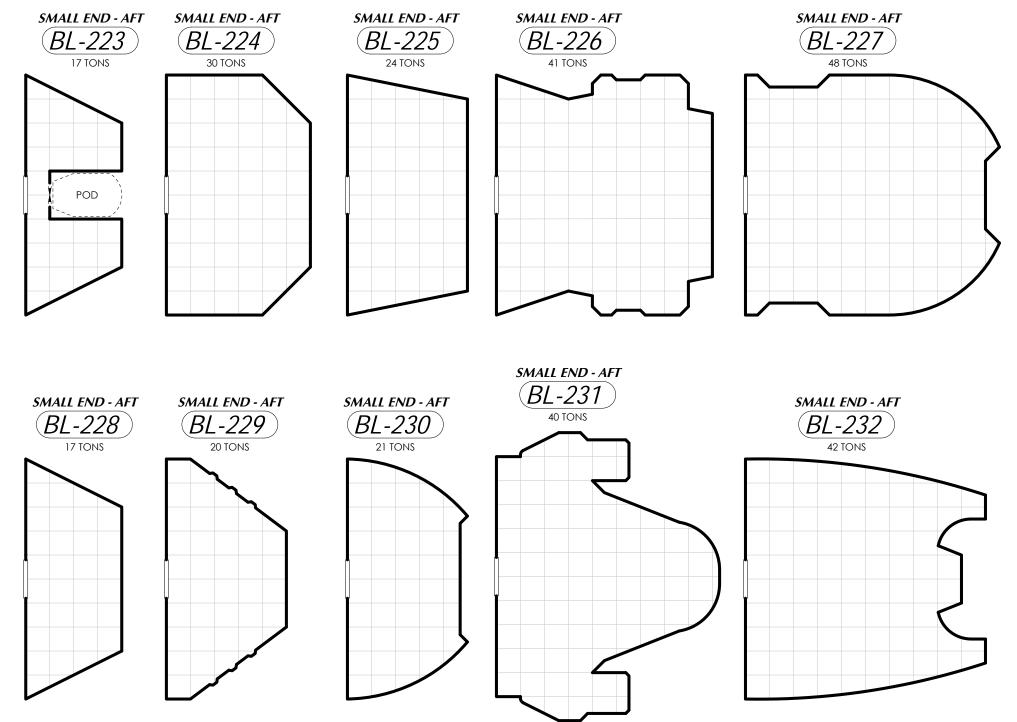


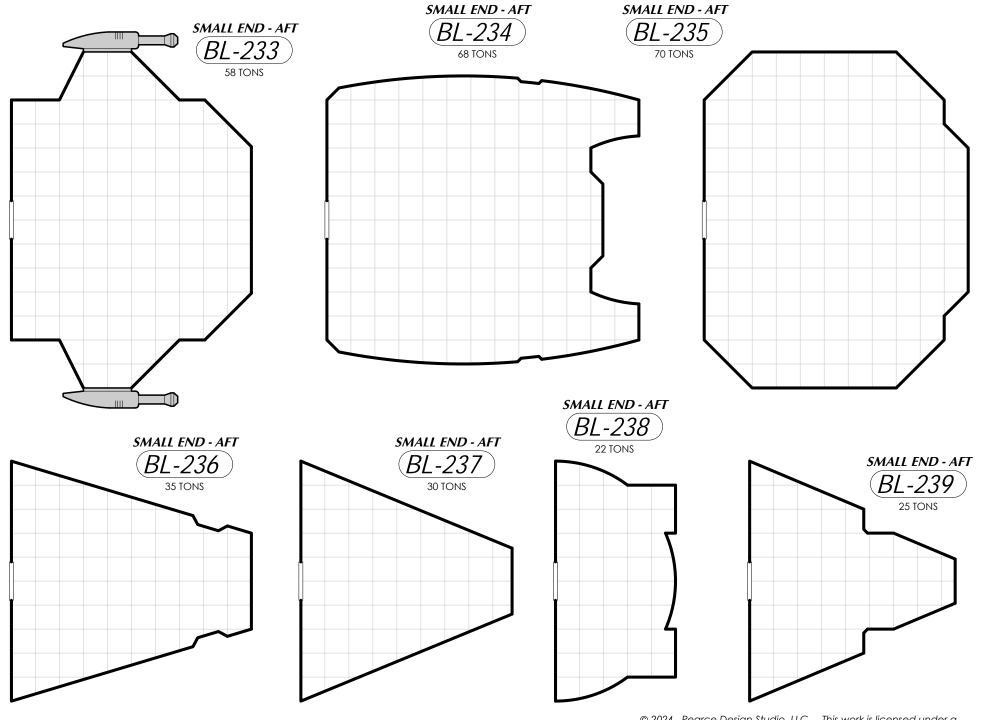


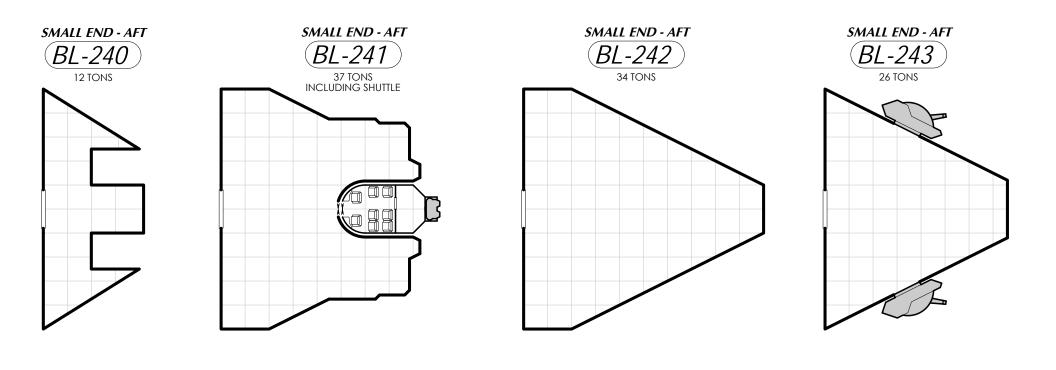


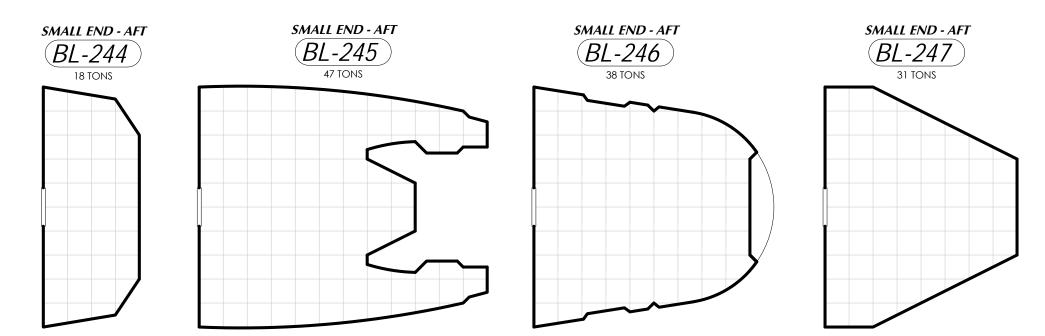


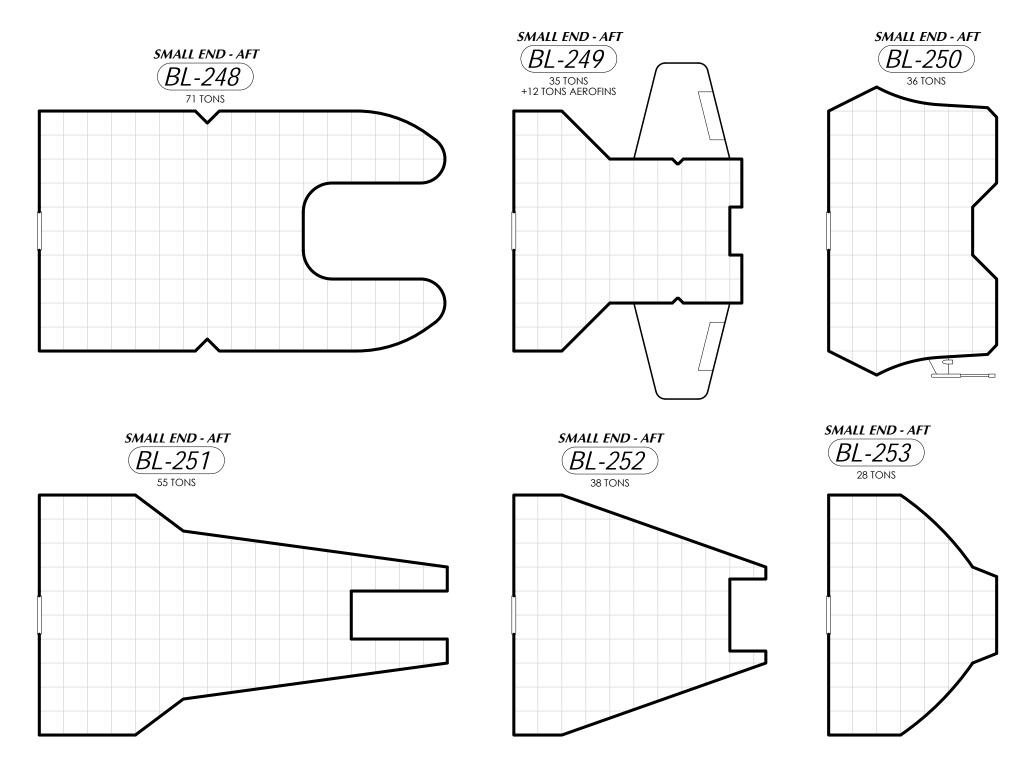


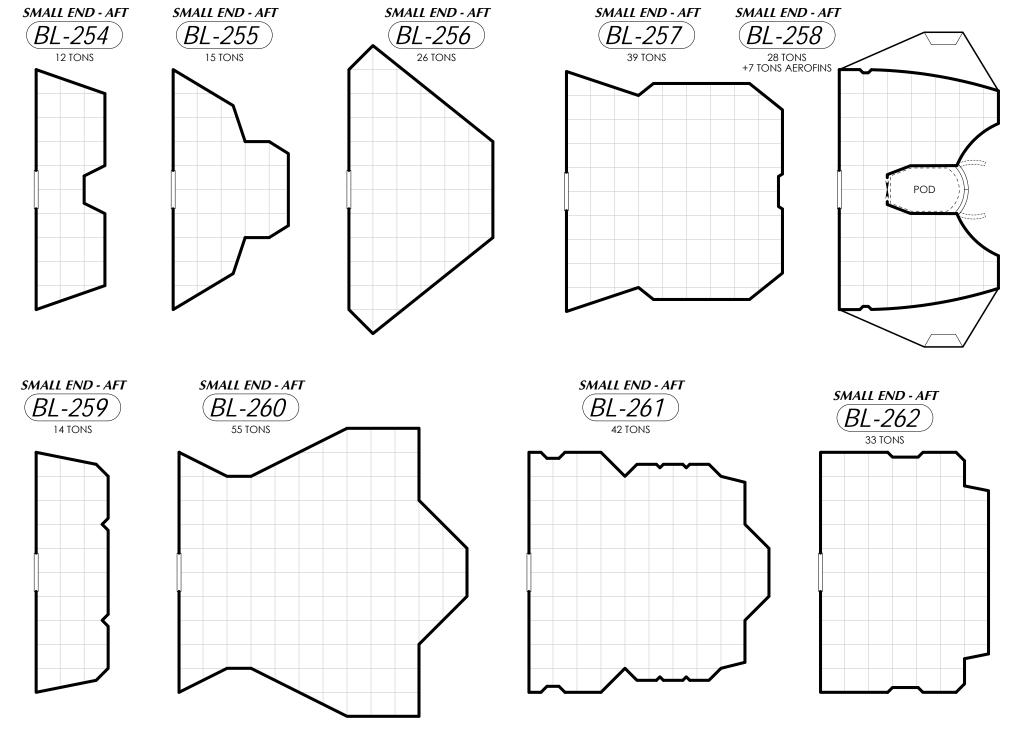


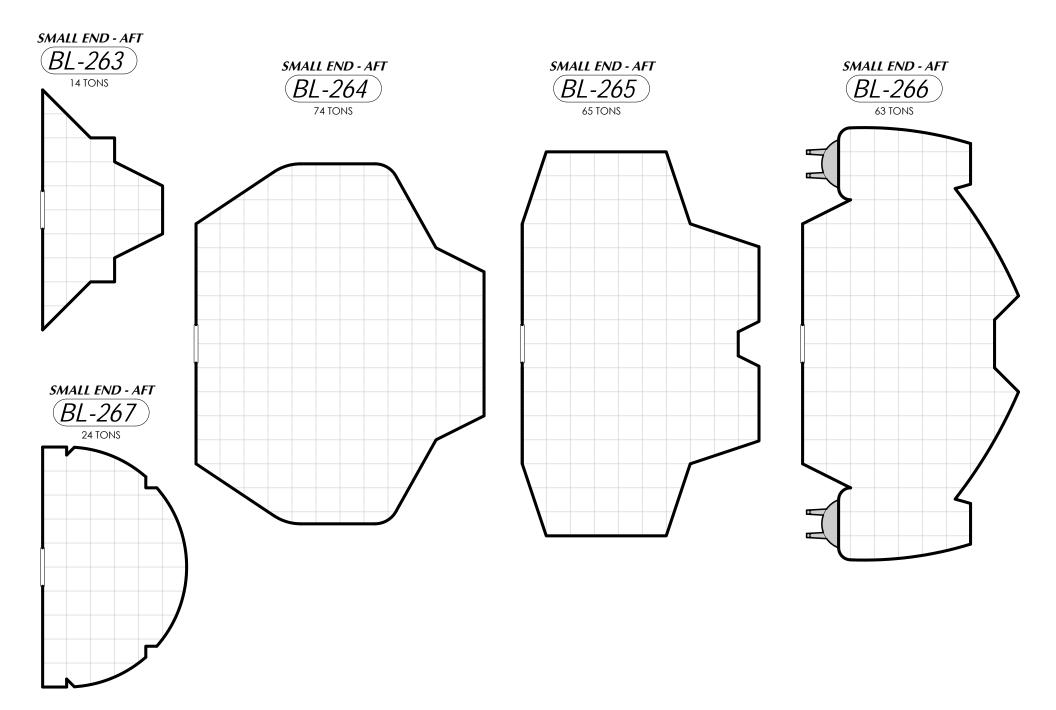


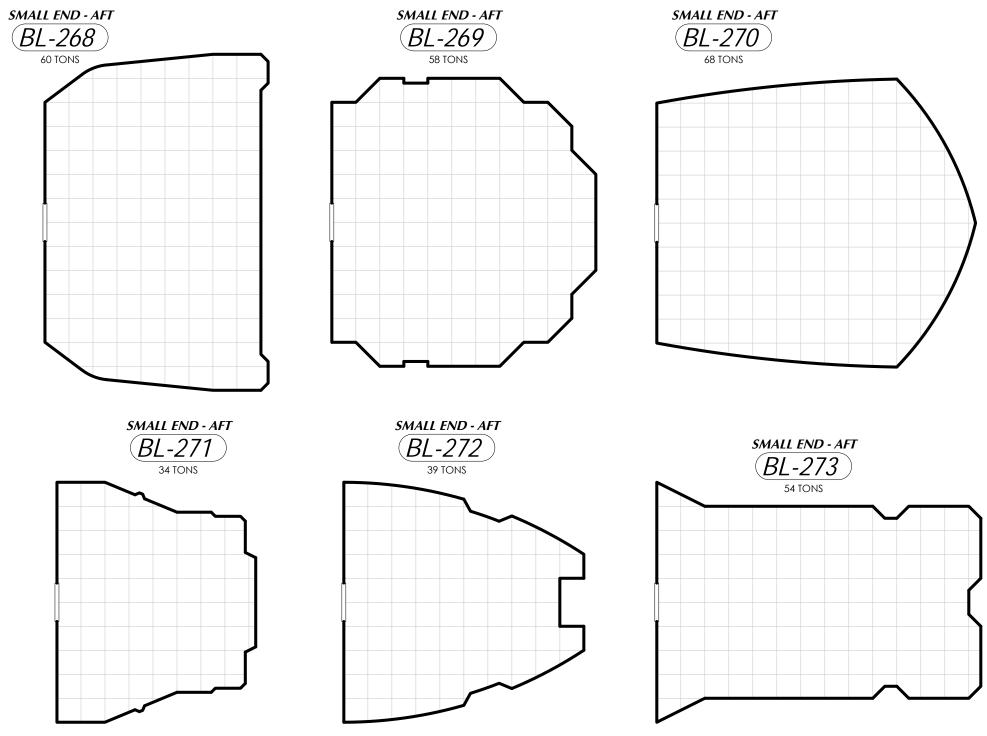


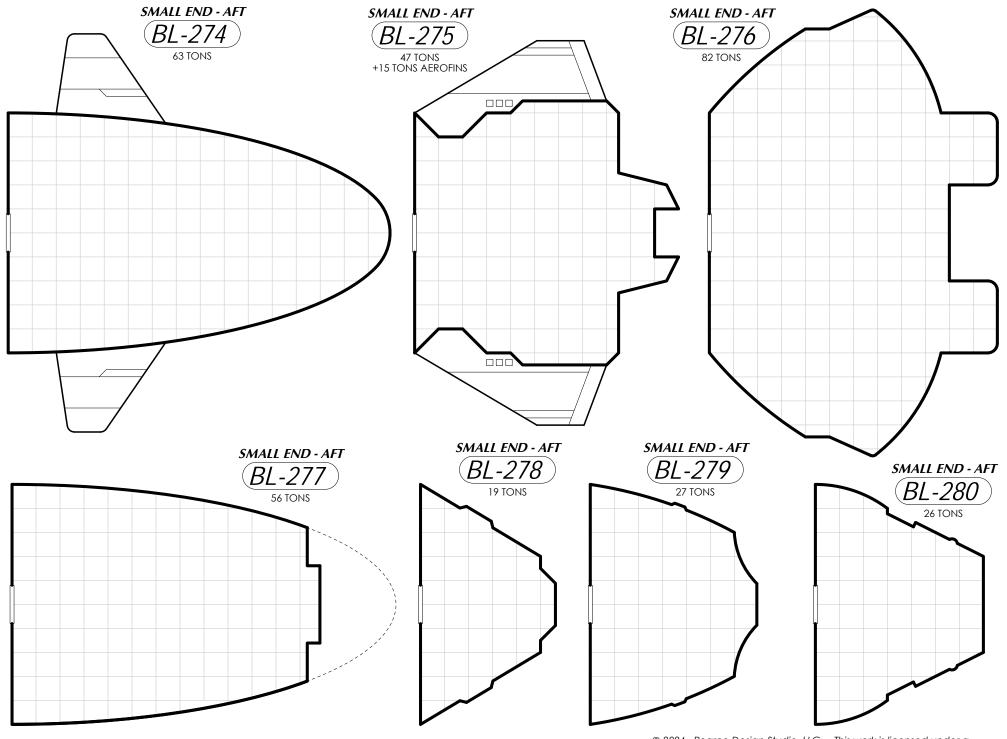


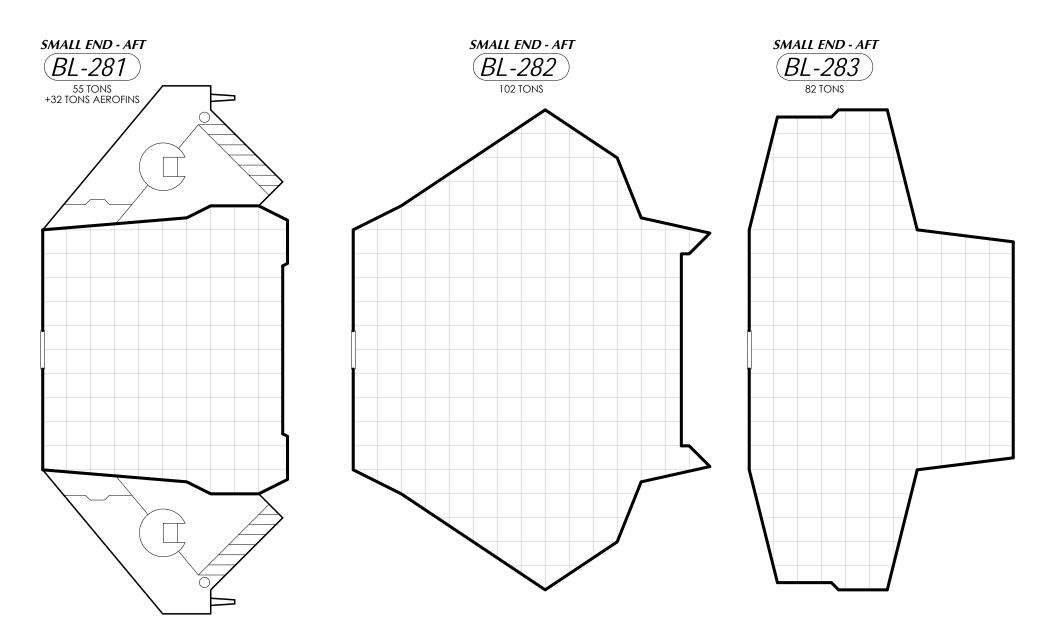


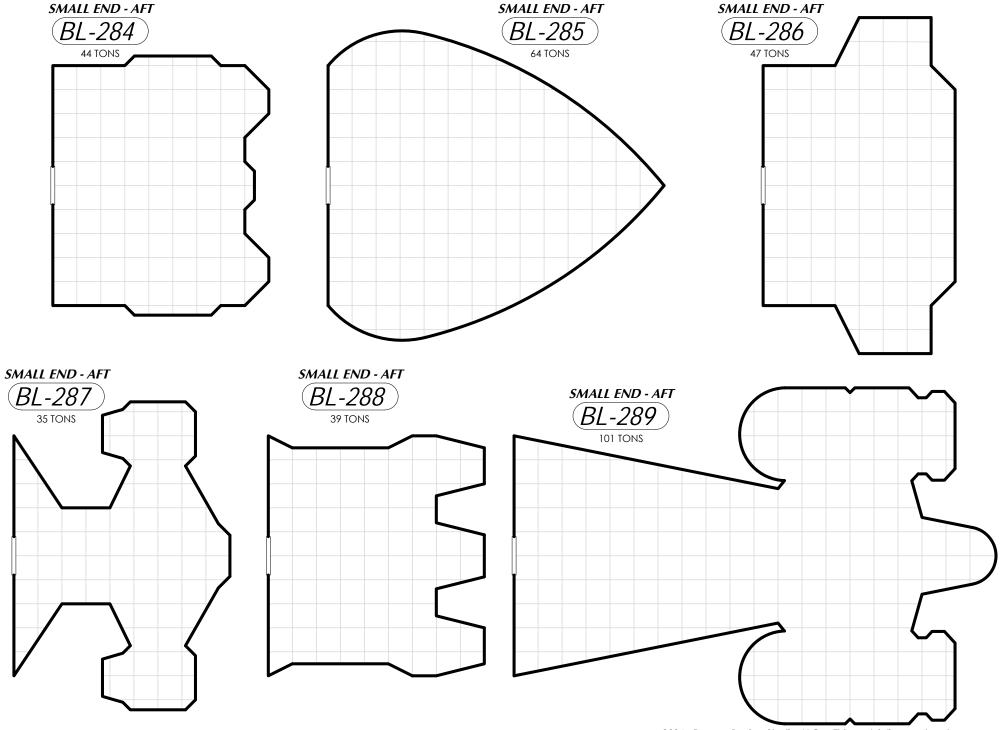


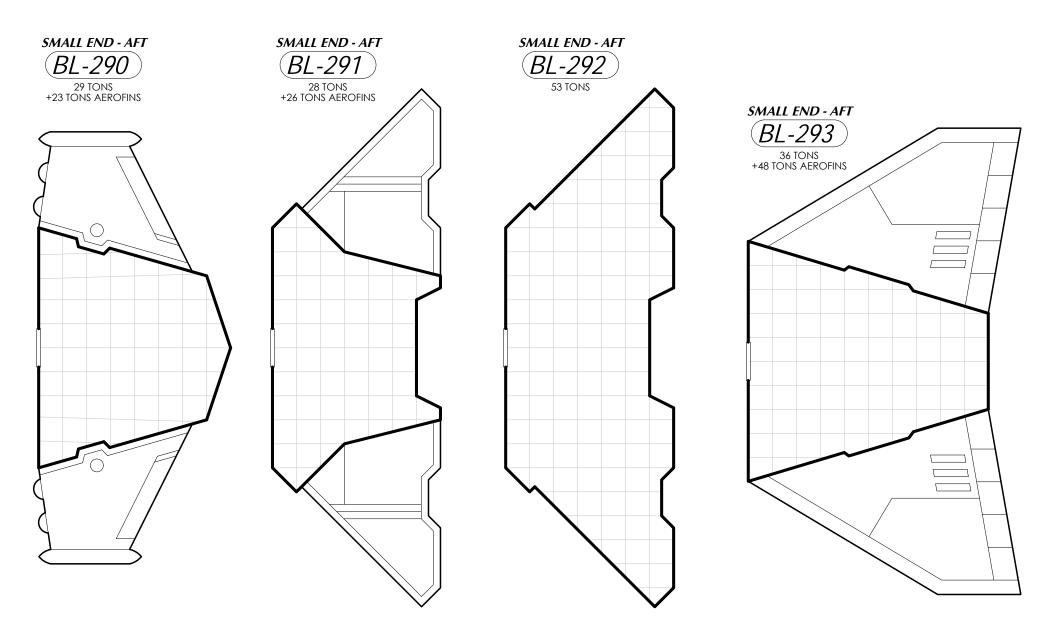


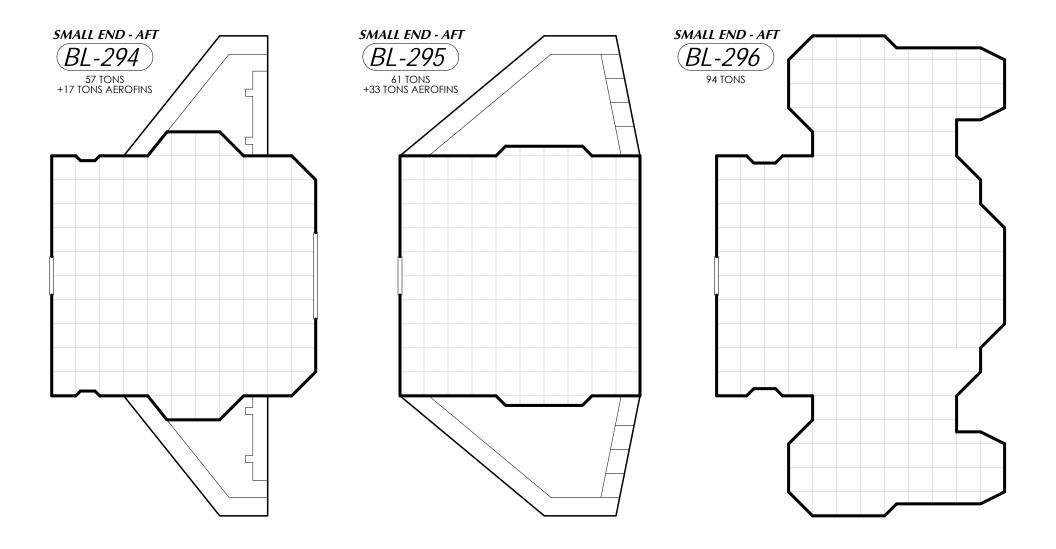


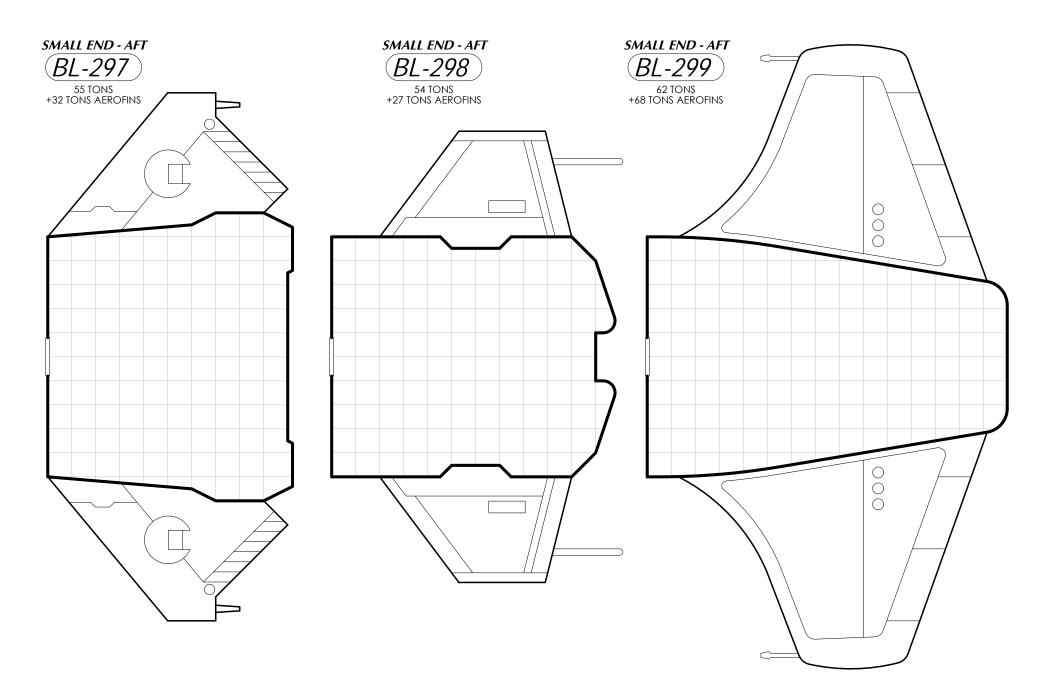


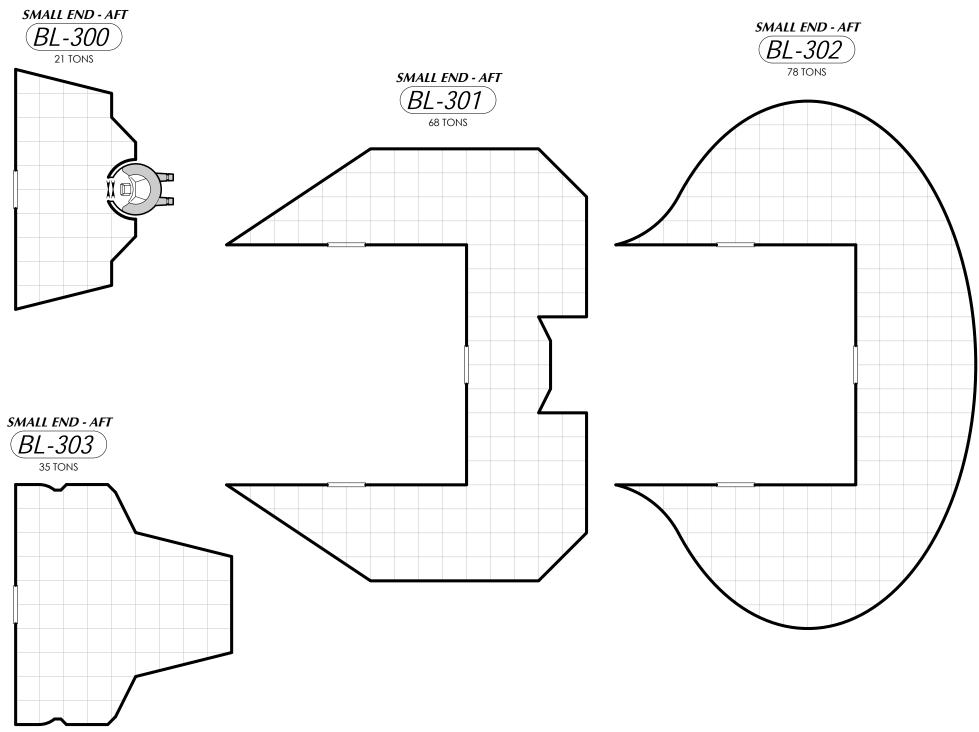


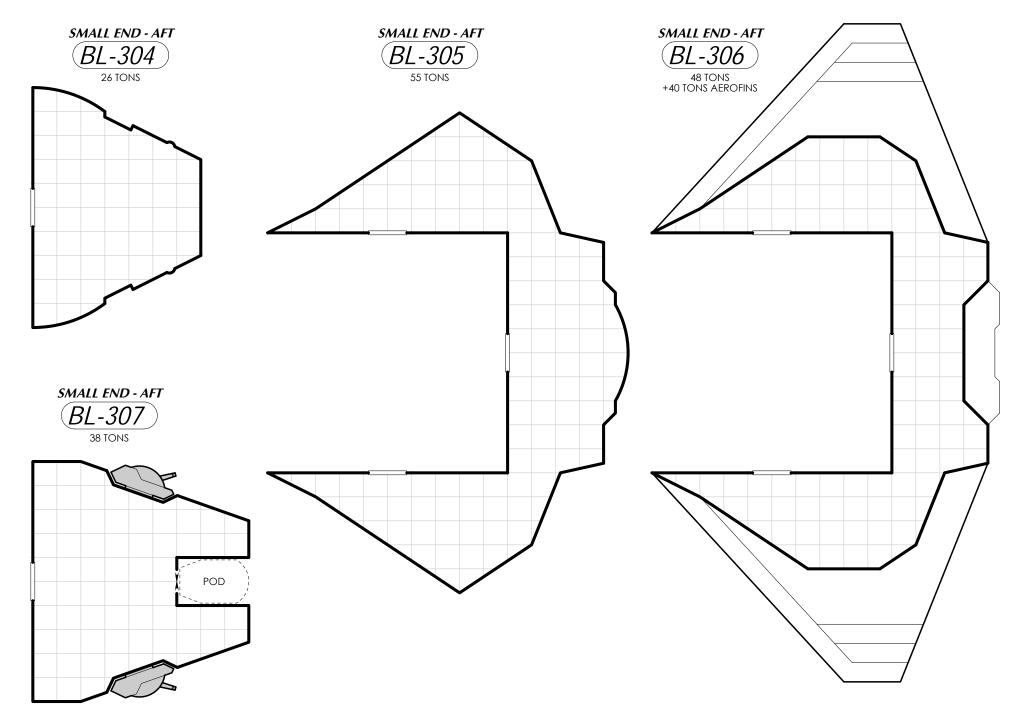


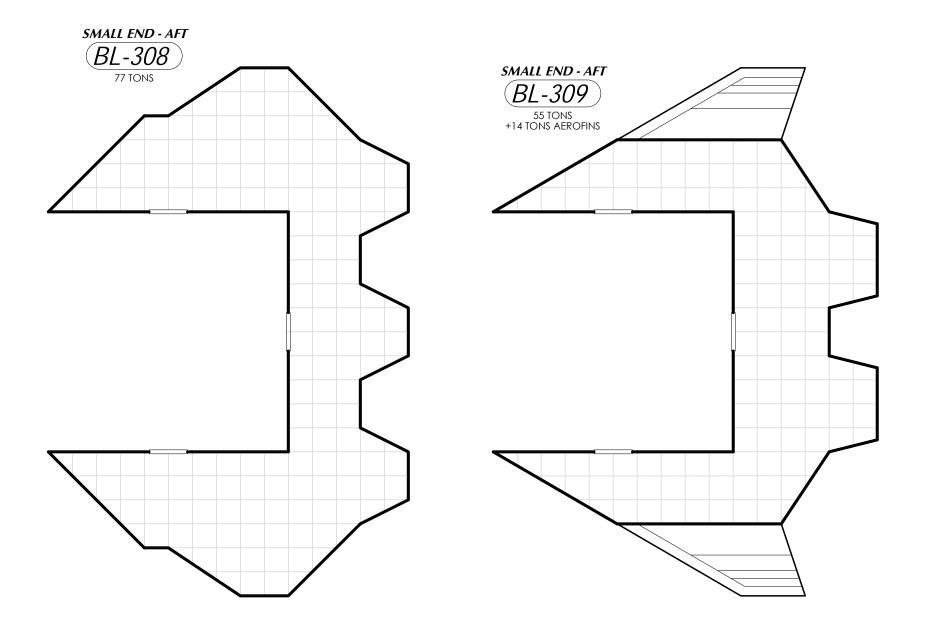


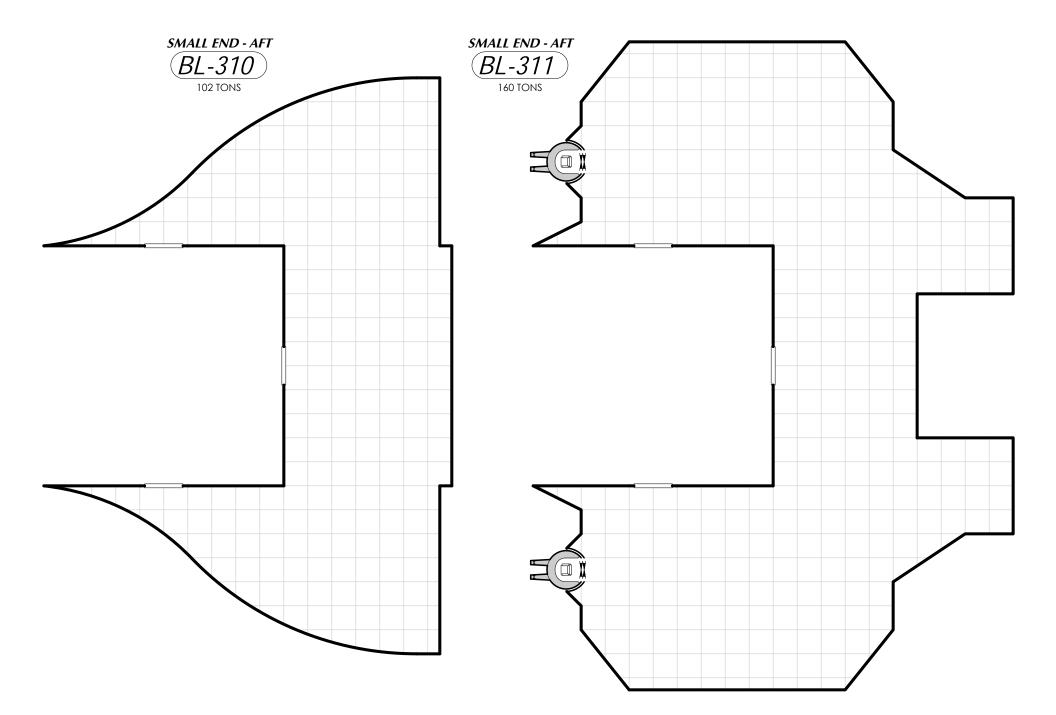


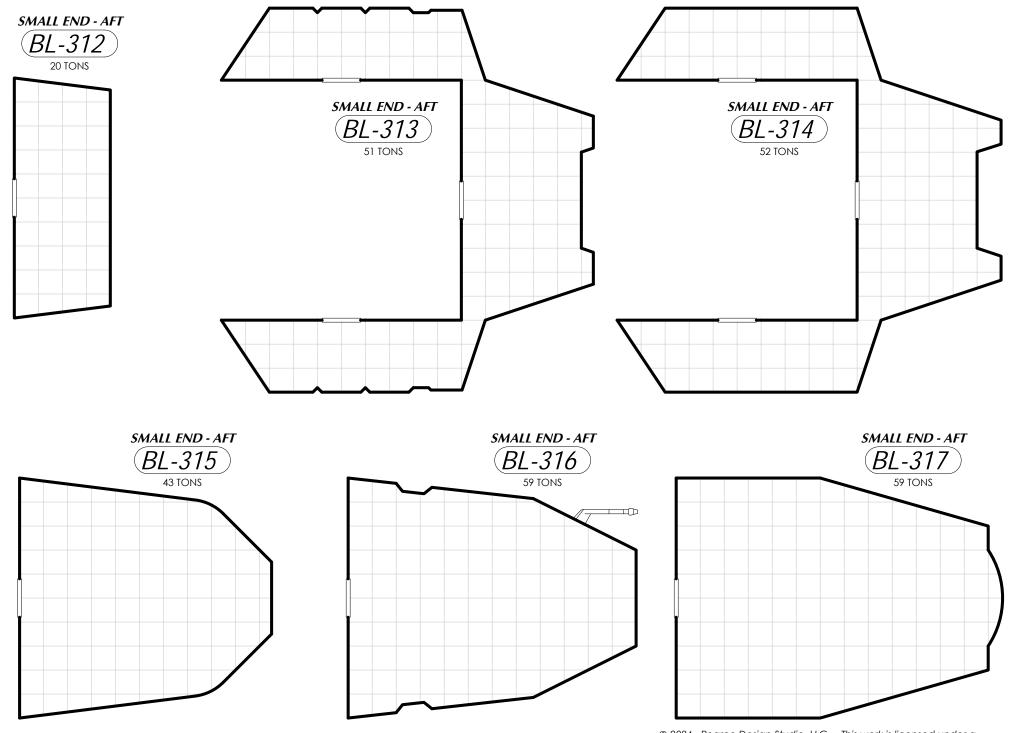


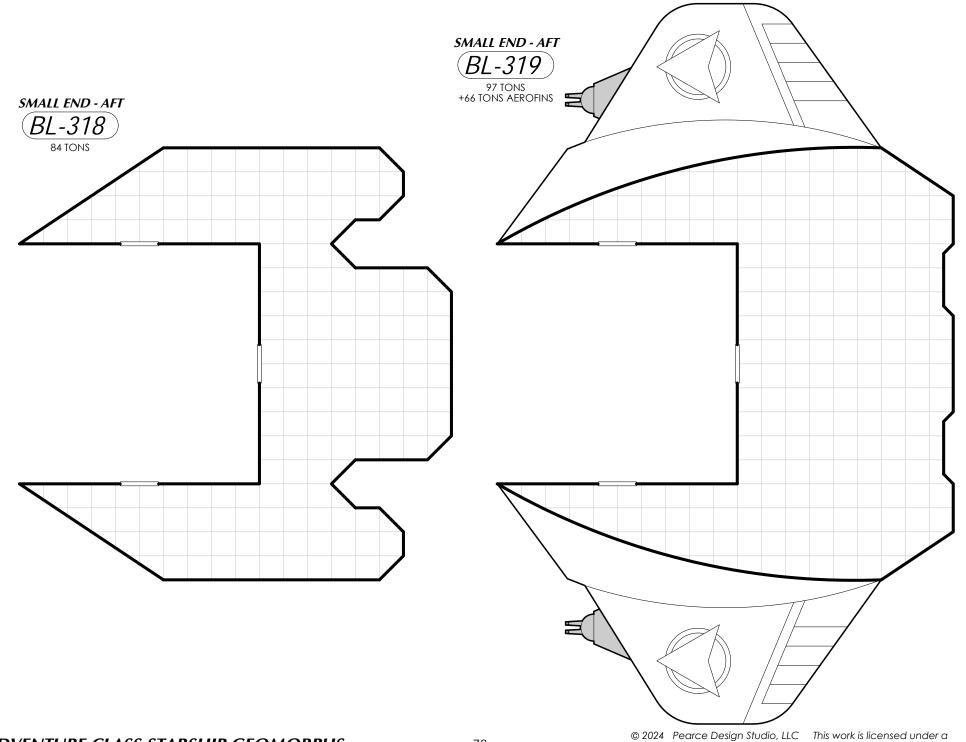


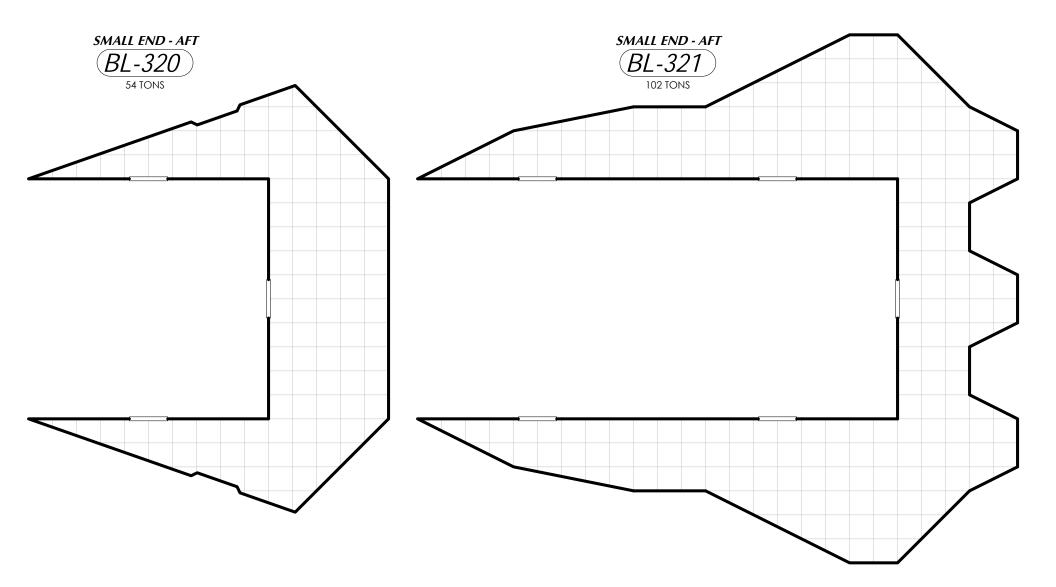


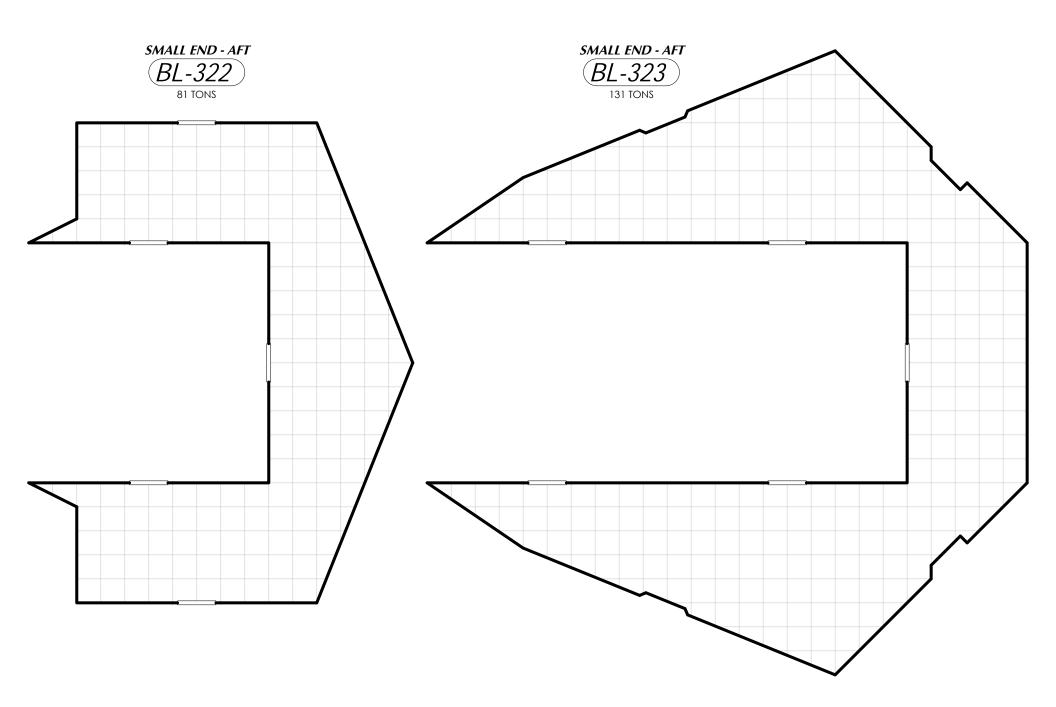


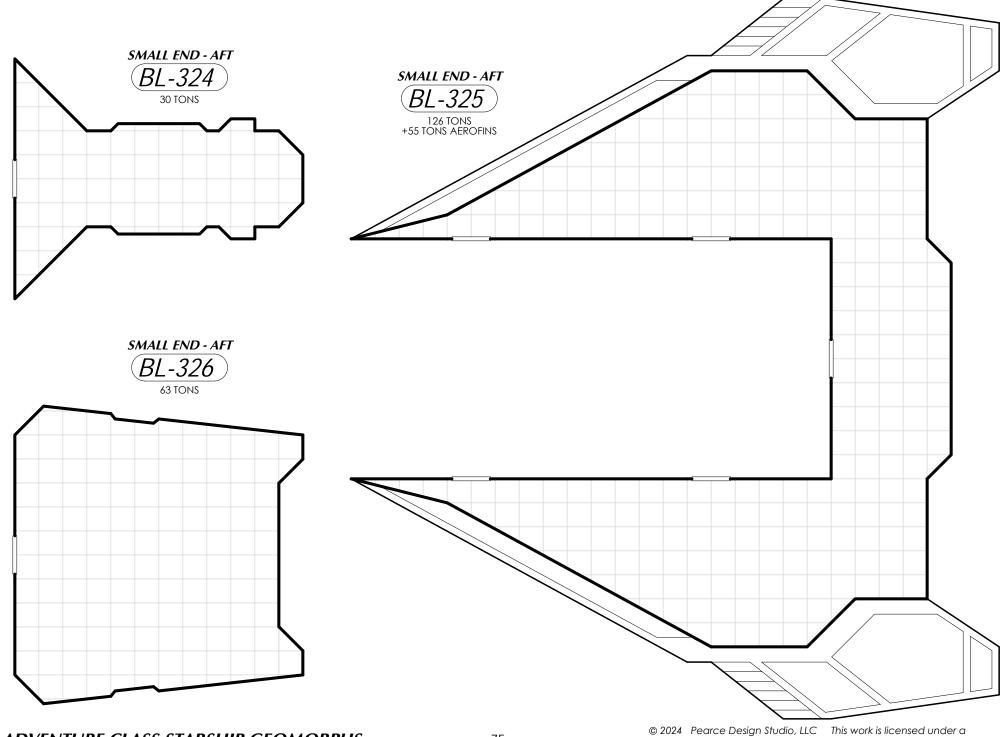


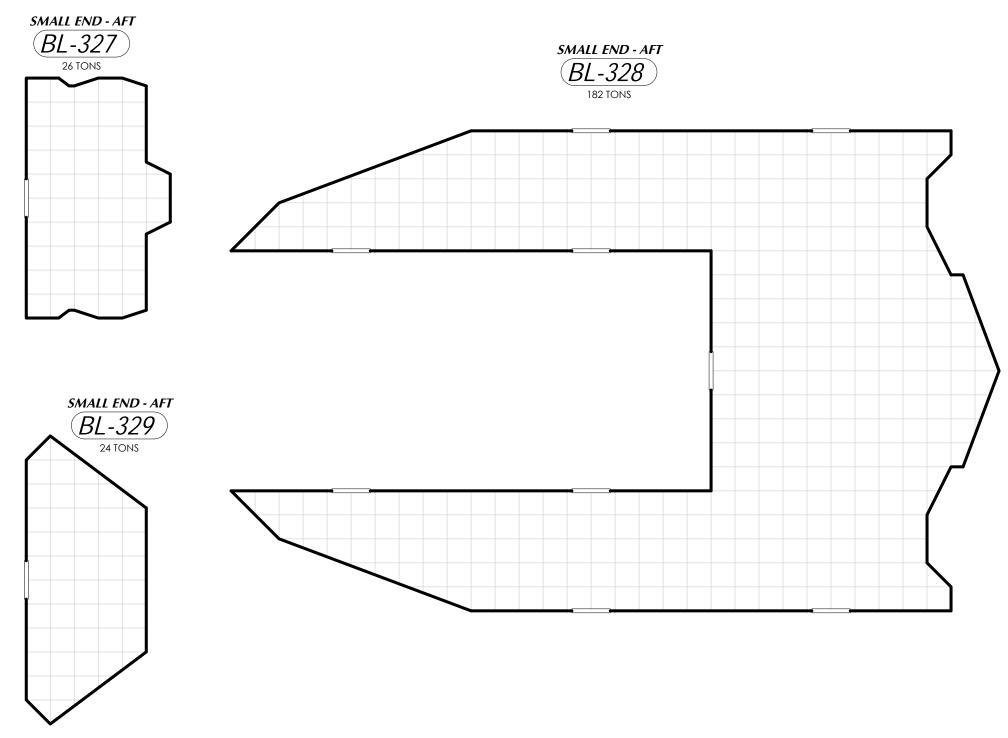


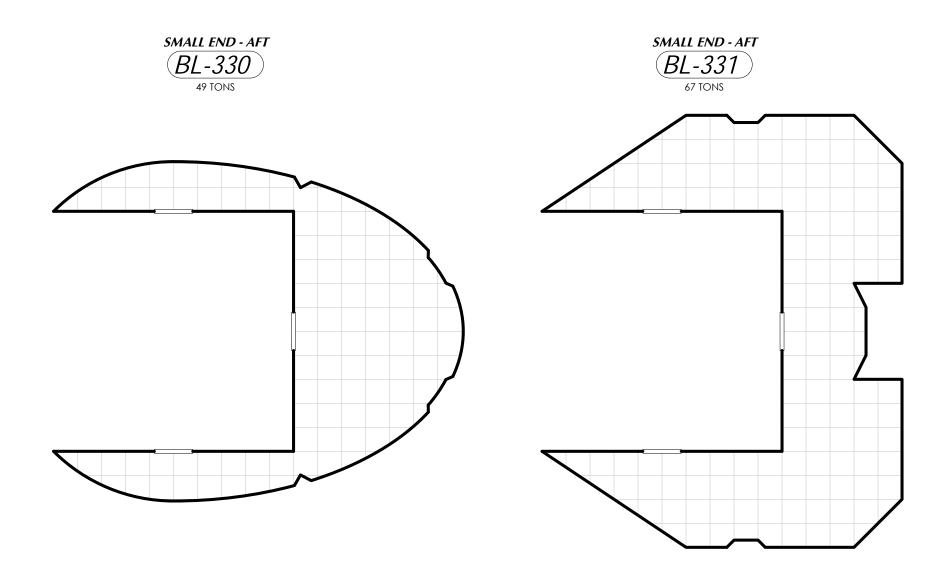


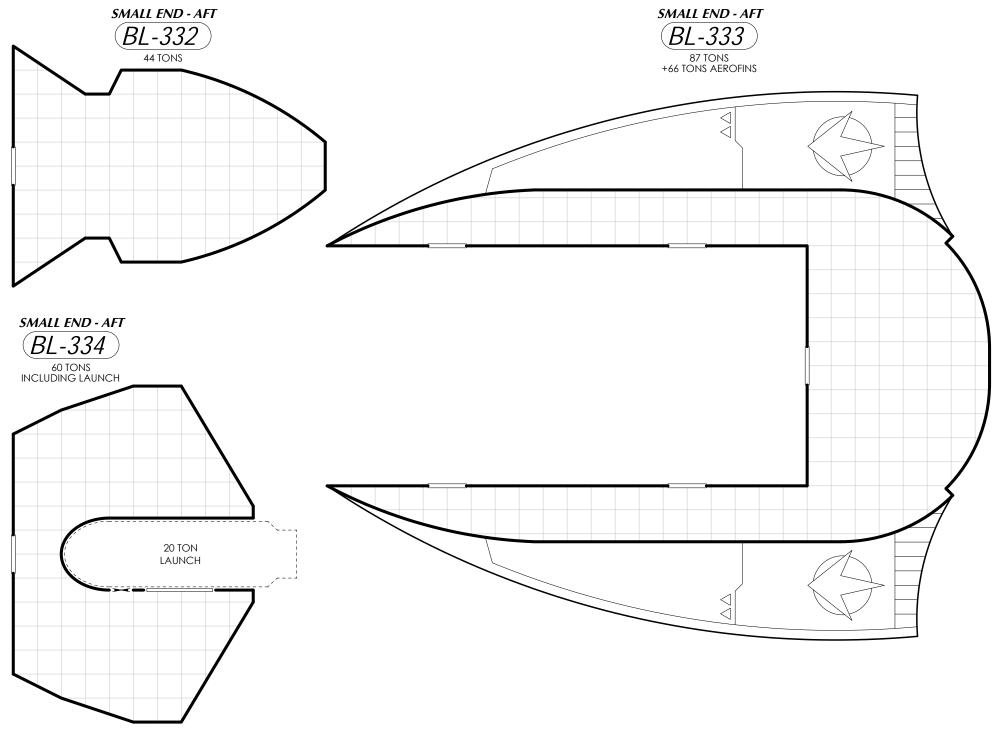


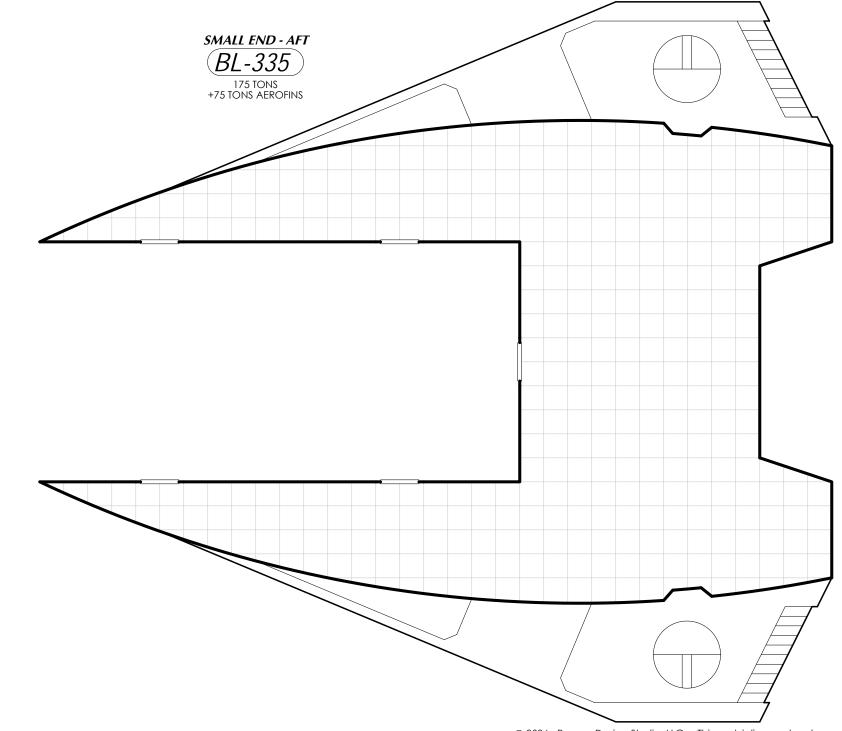






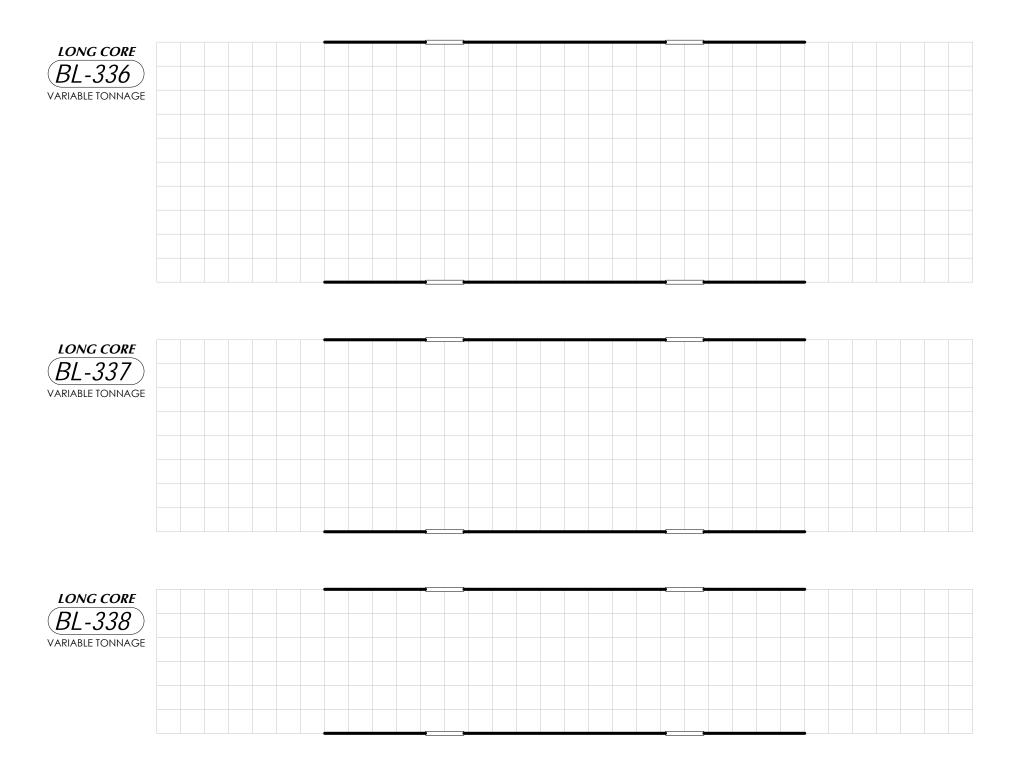


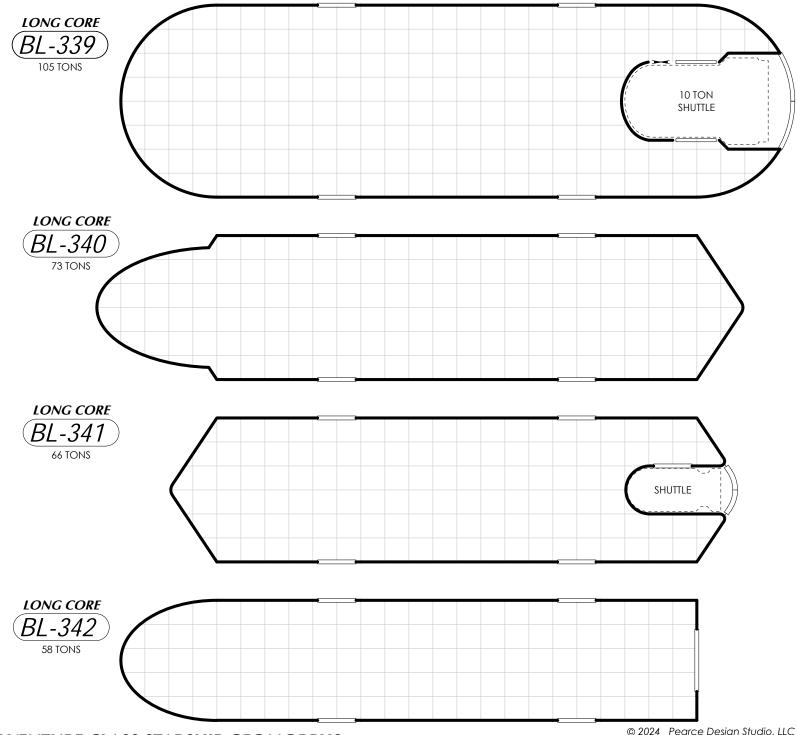




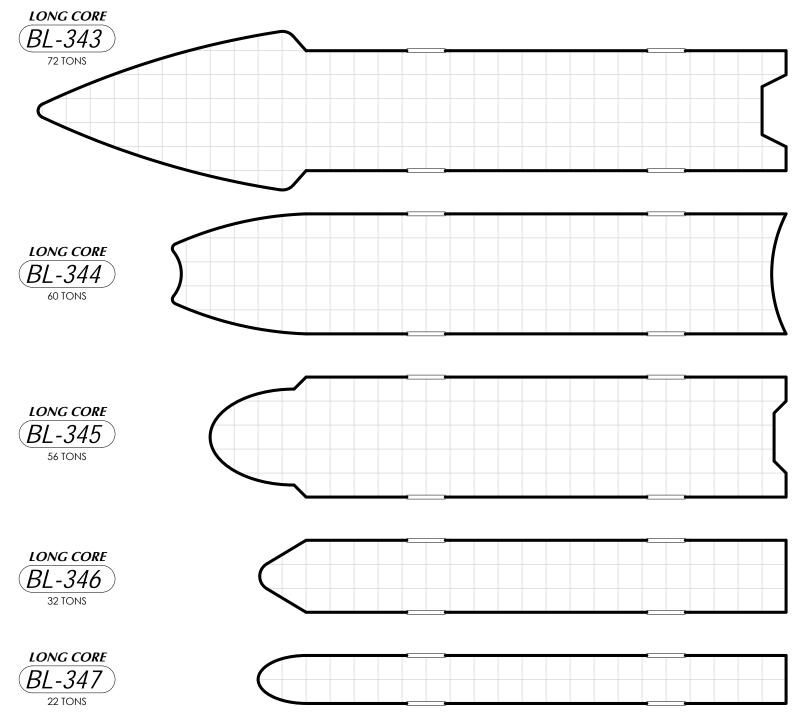
## Section 4 Core Geomorphs

- Long Cores
- Short Cores
- Half Cores

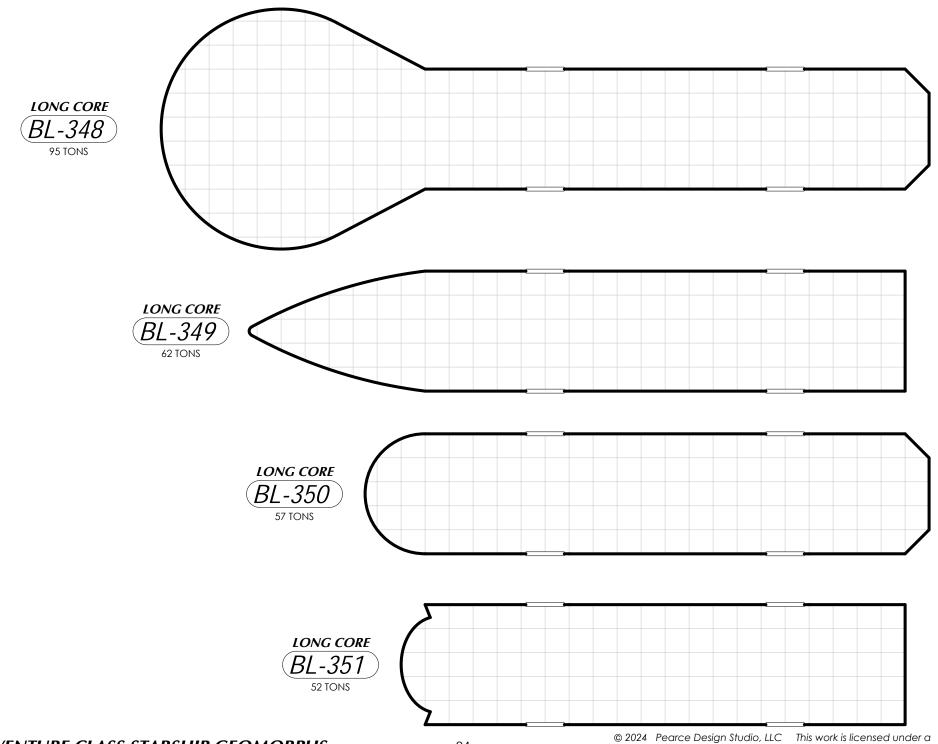




ADVENTURE CLASS STARSHIP GEOMORPHS

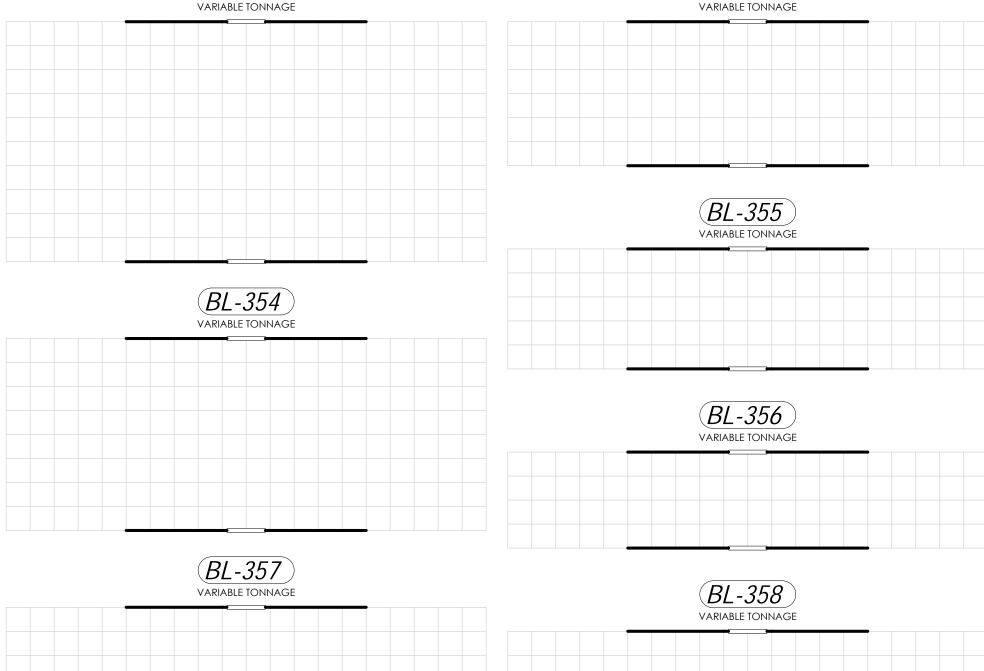


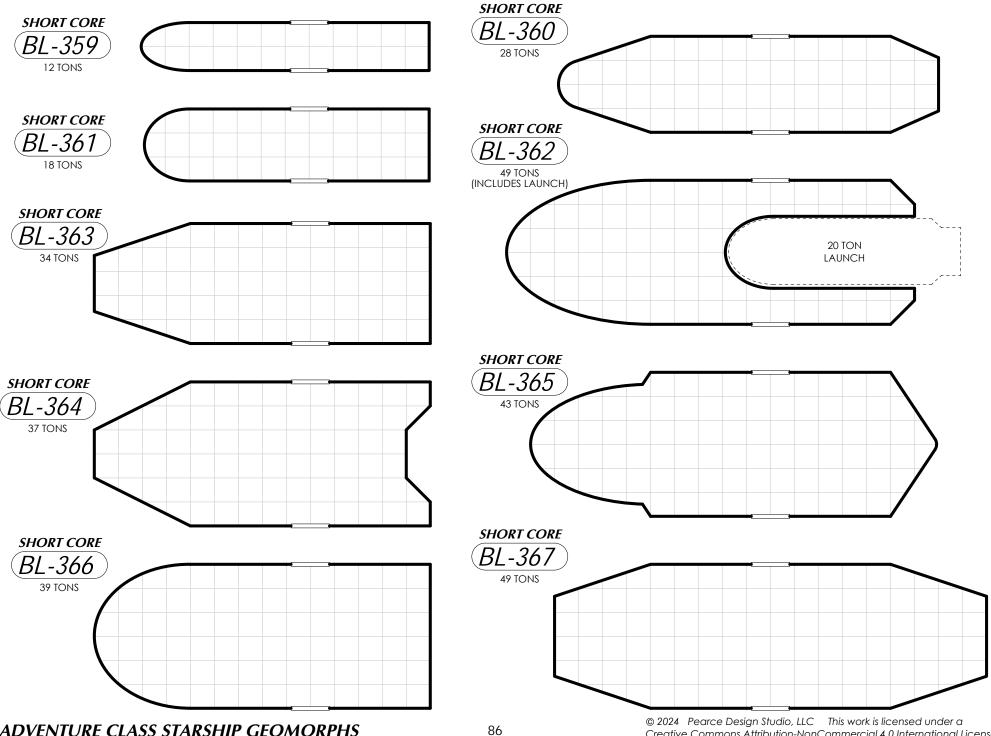
ADVENTURE CLASS STARSHIP GEOMORPHS



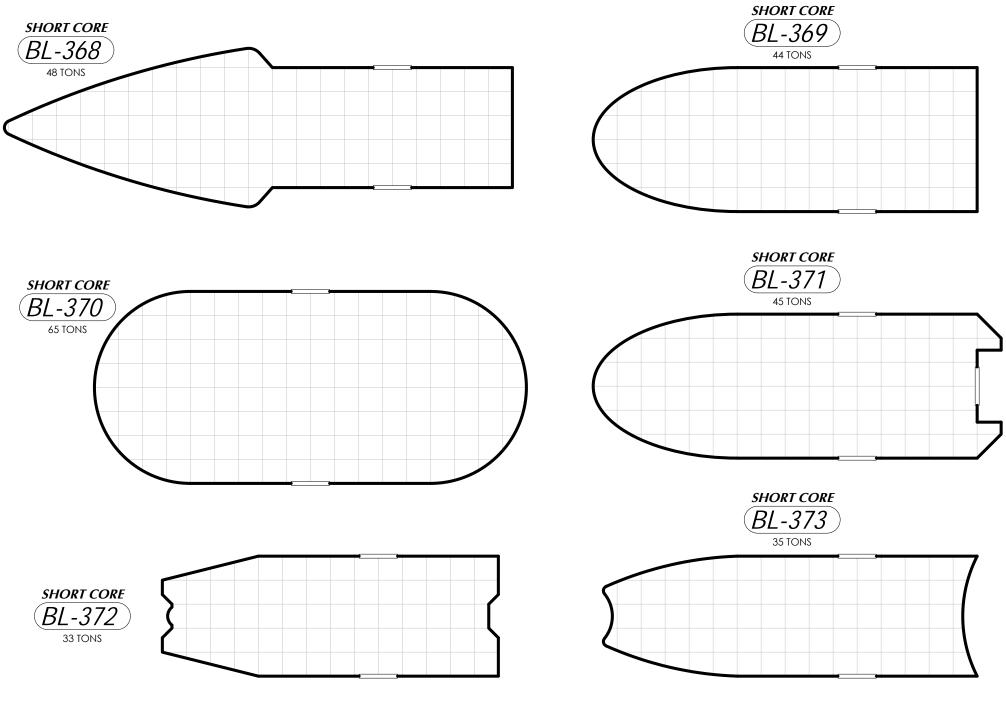


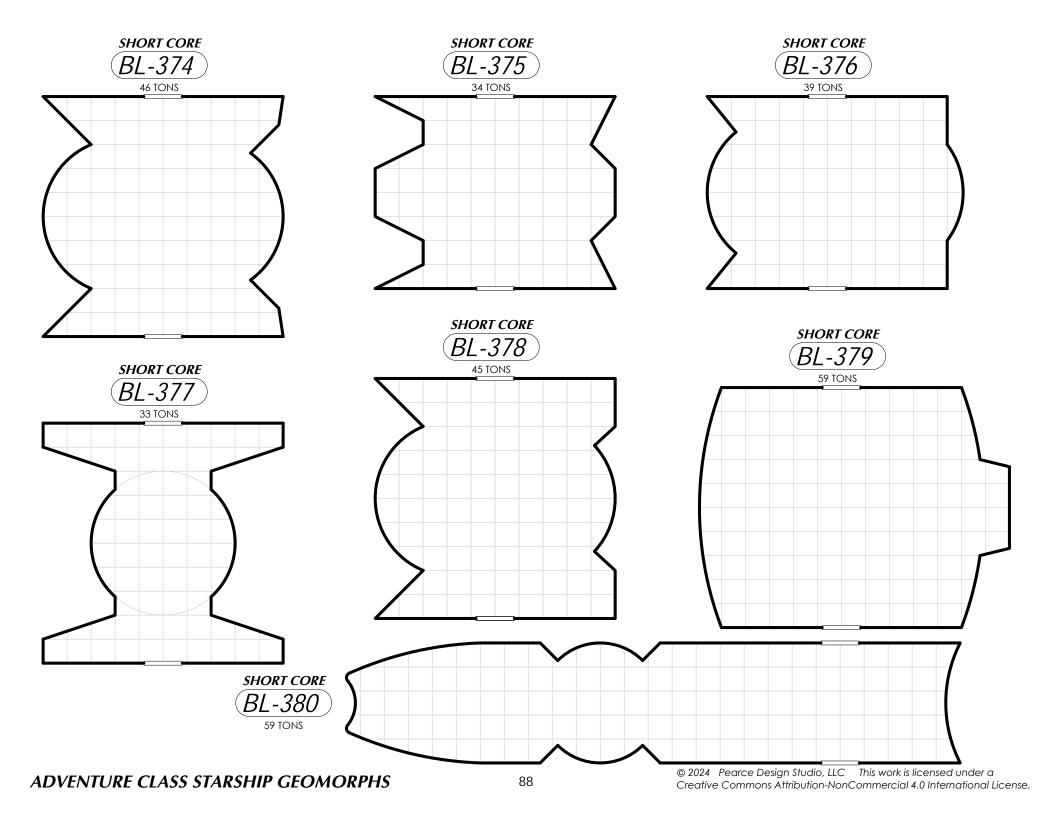


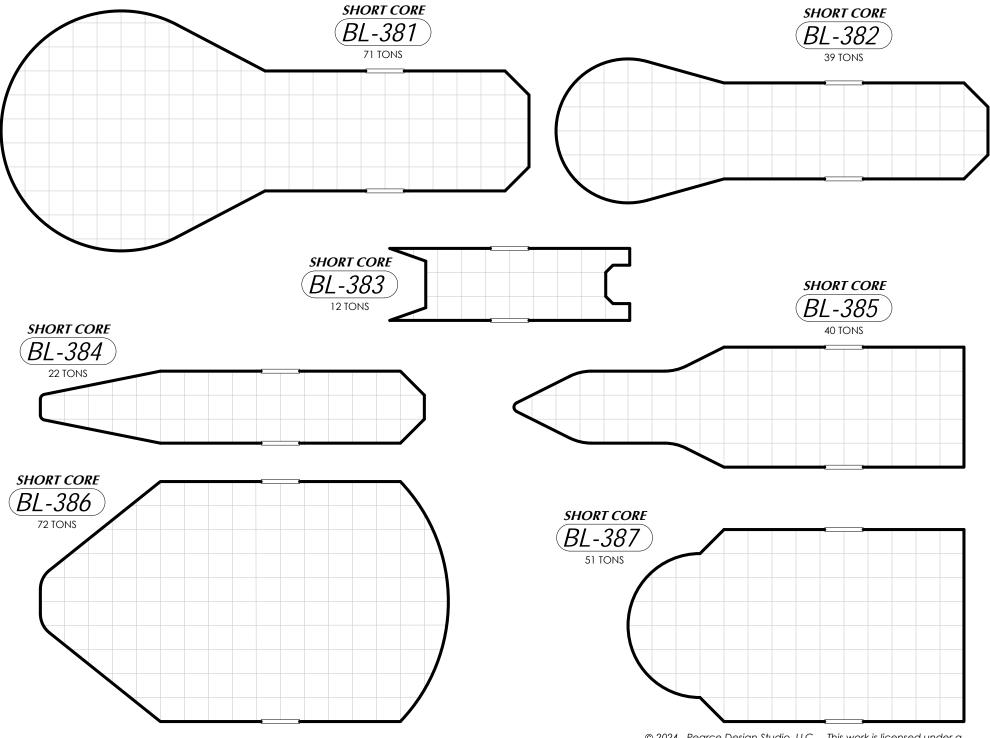




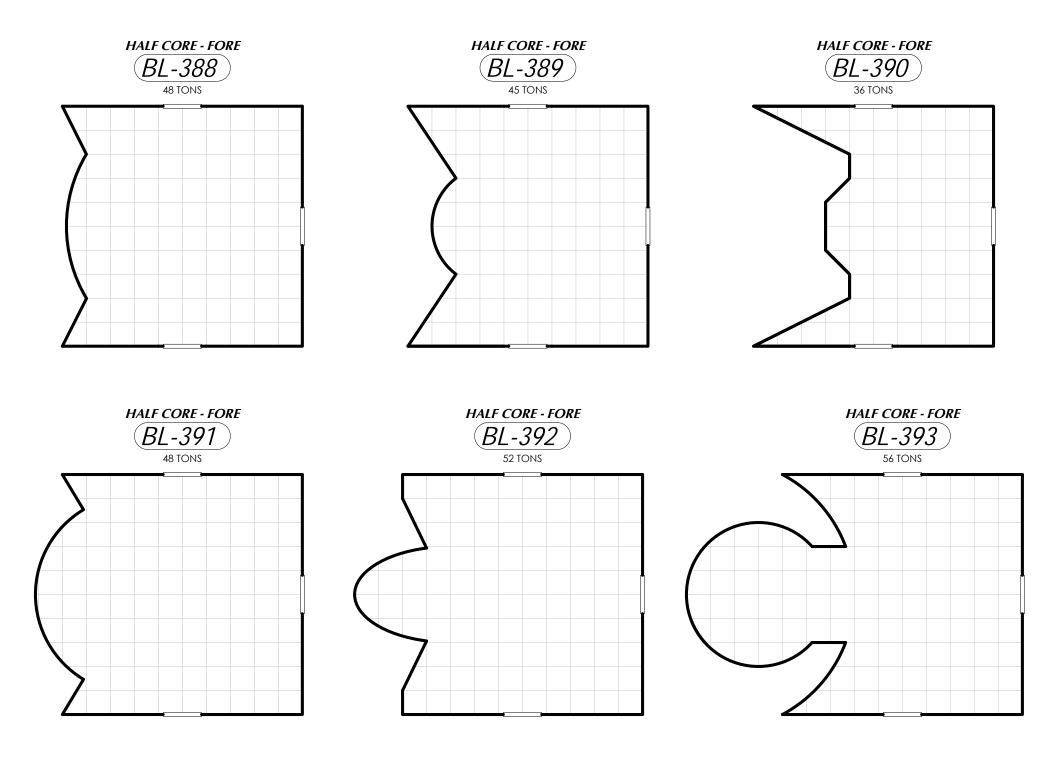
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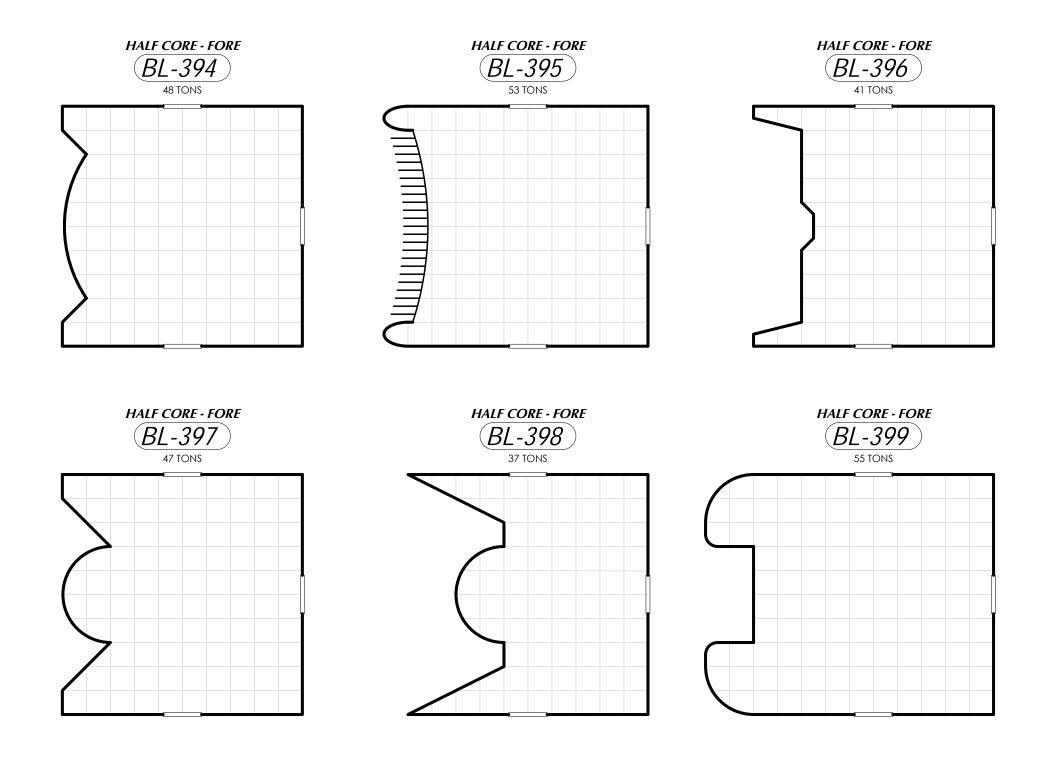


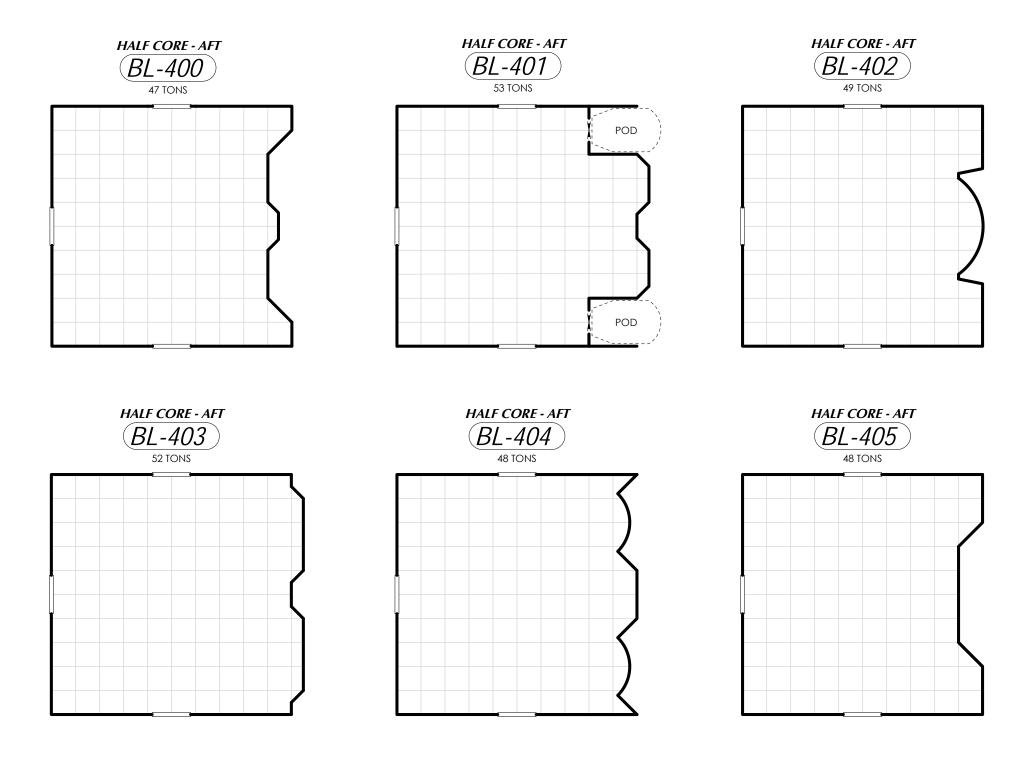


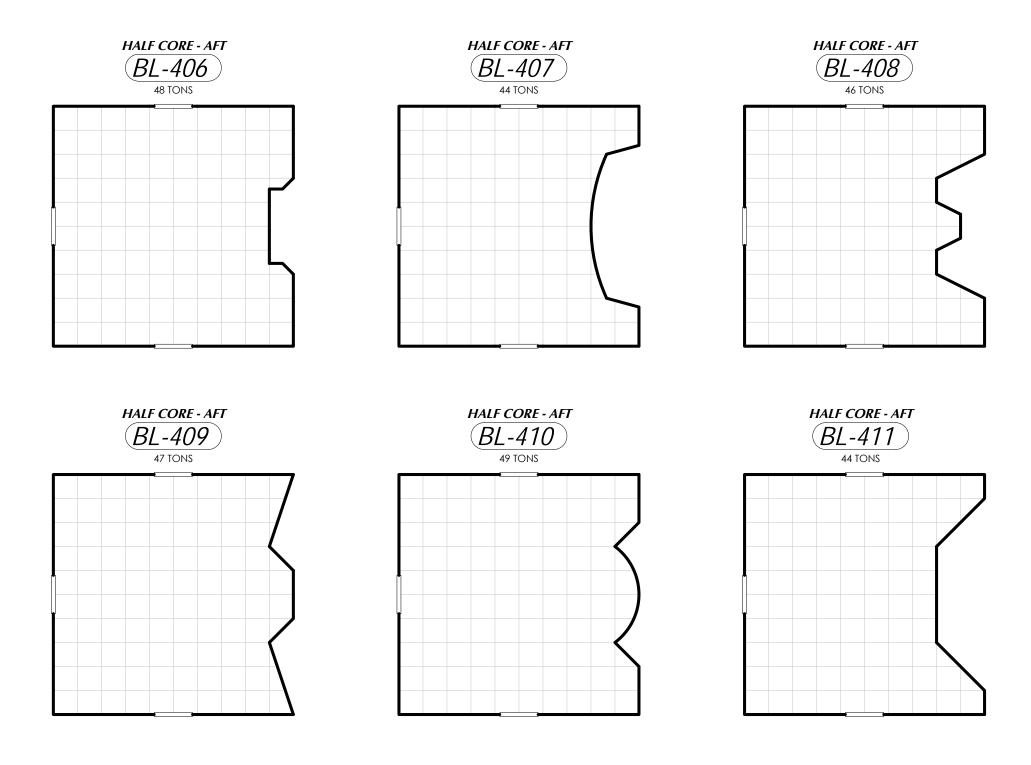


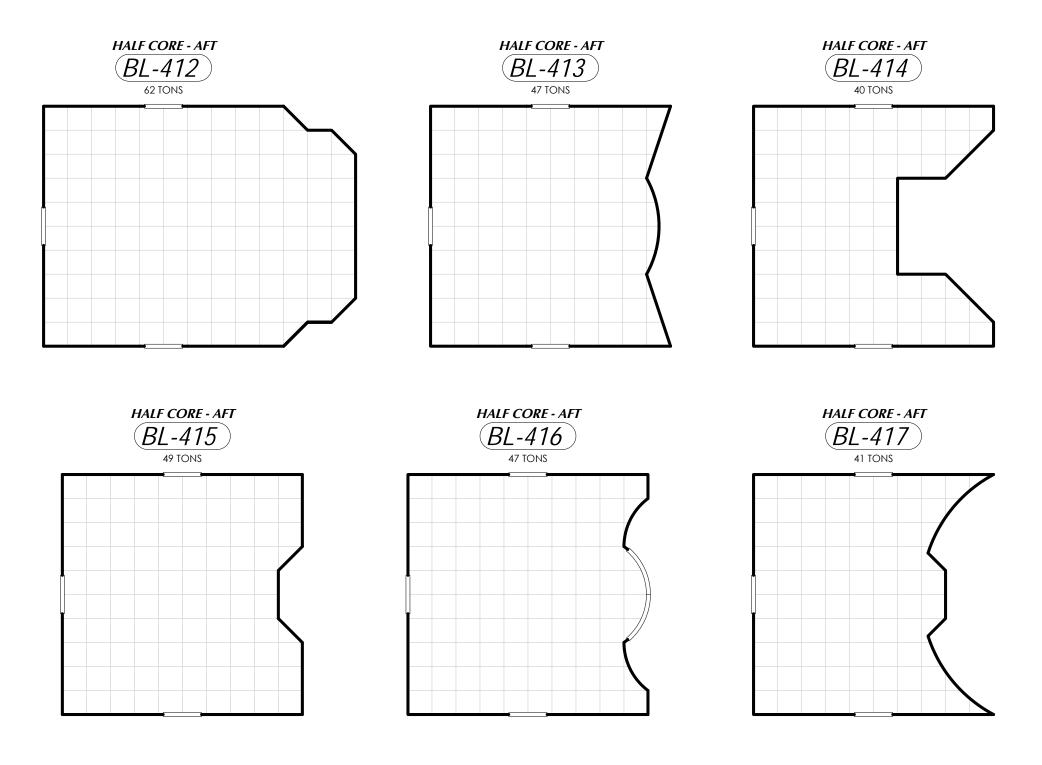
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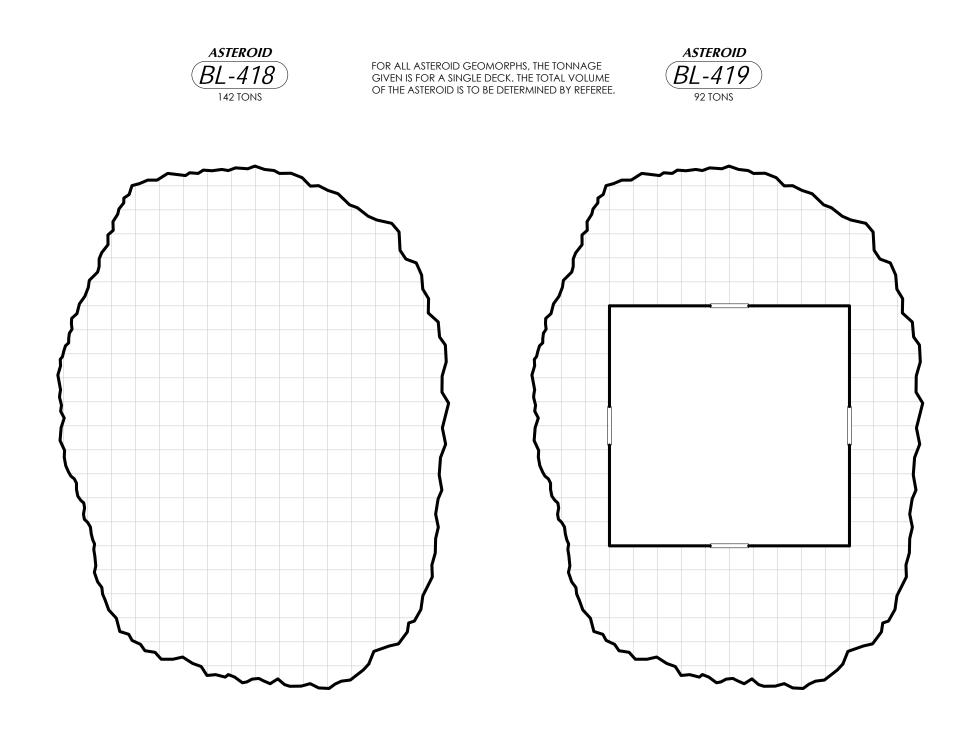


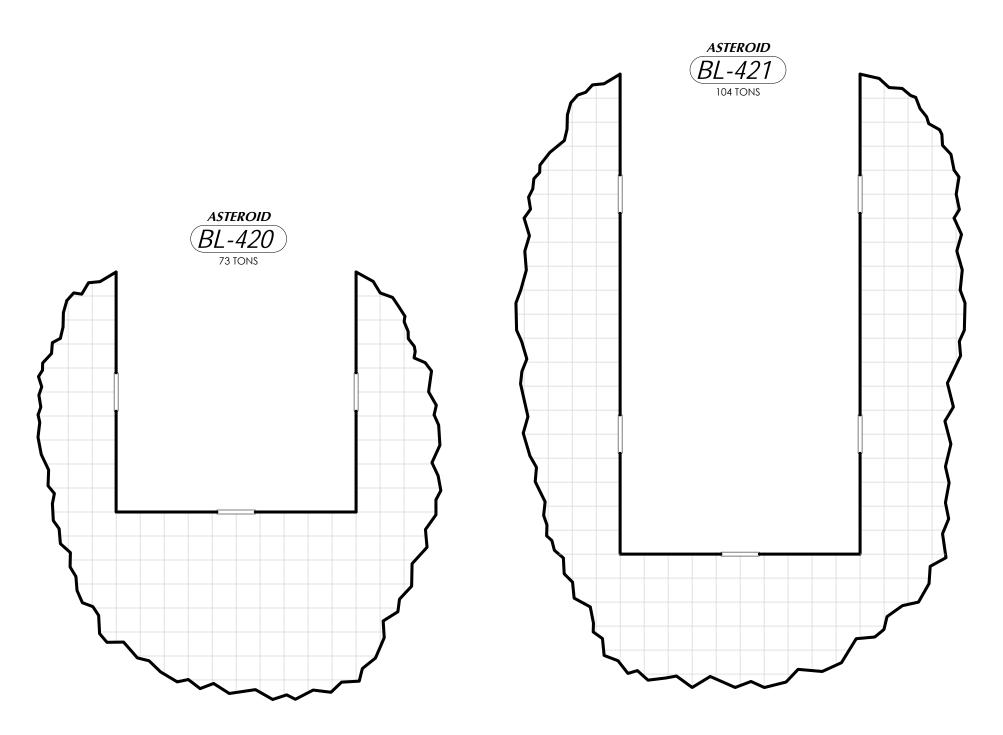


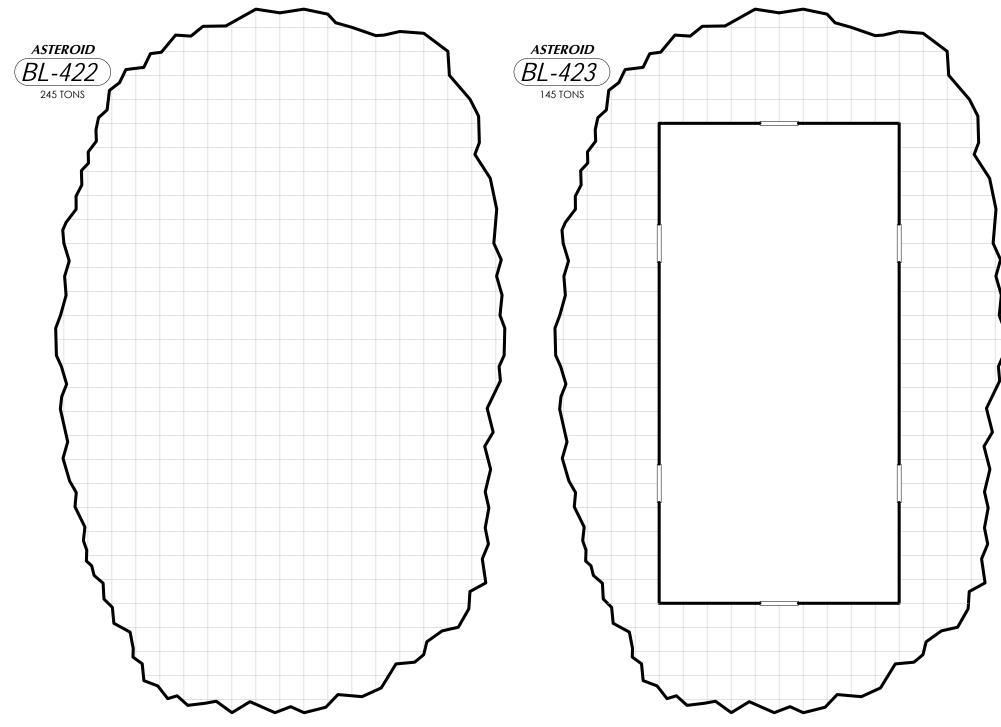


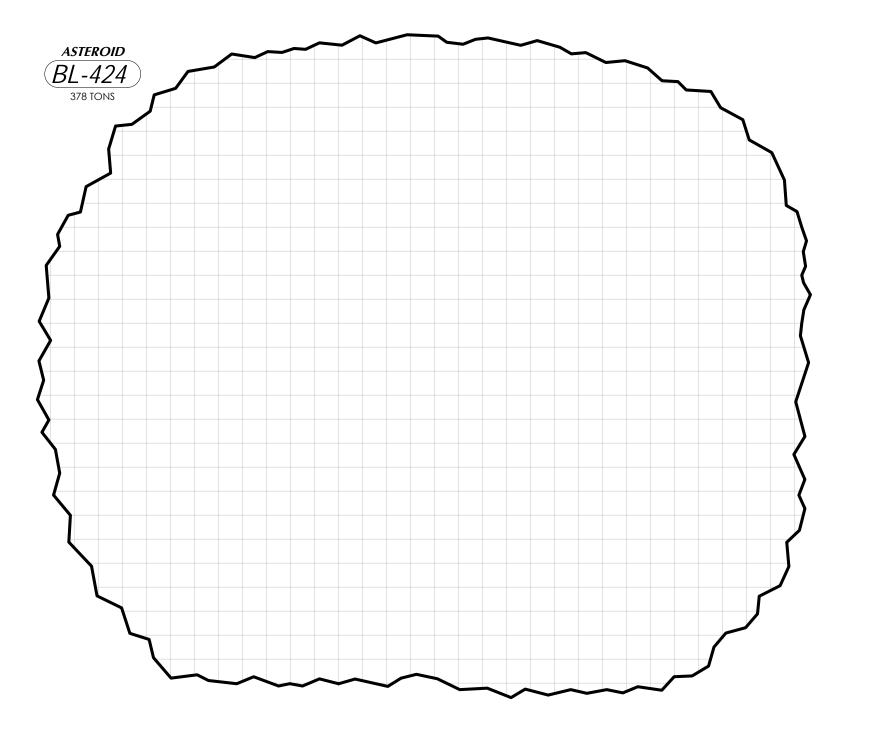
## Section 5 Unique Hull Geomorphs

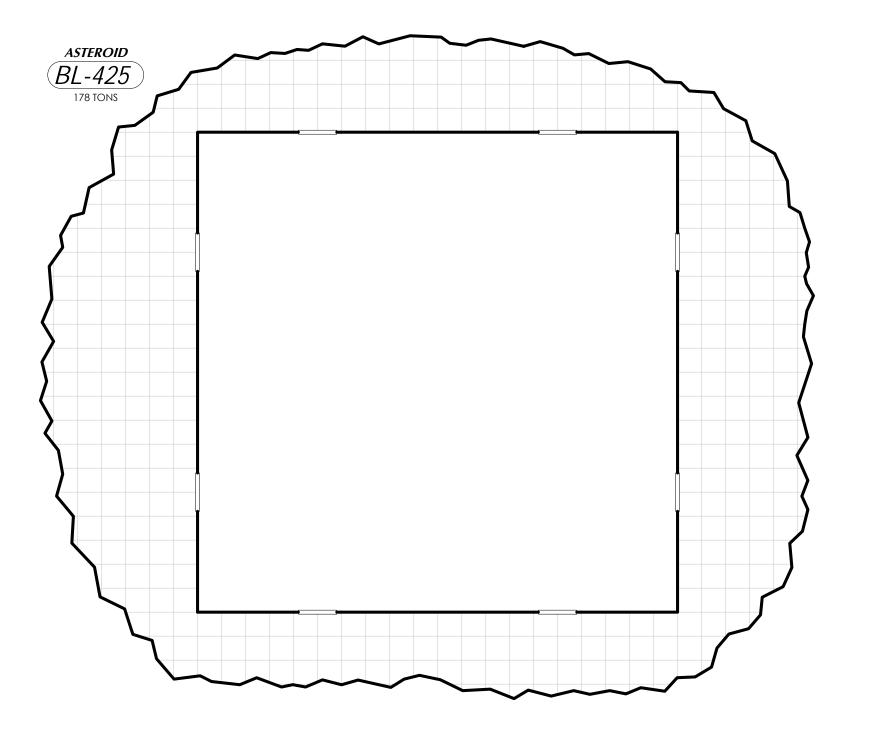
- Asteroid Hulls
  Saucer Hulls
- Ovoid Hulls Standard Hulls

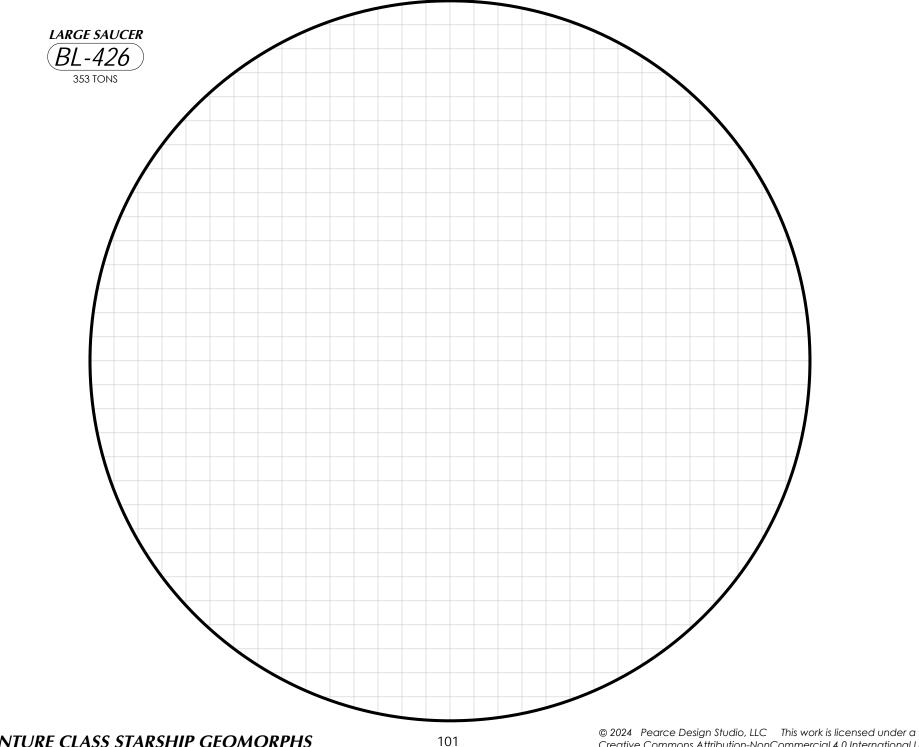


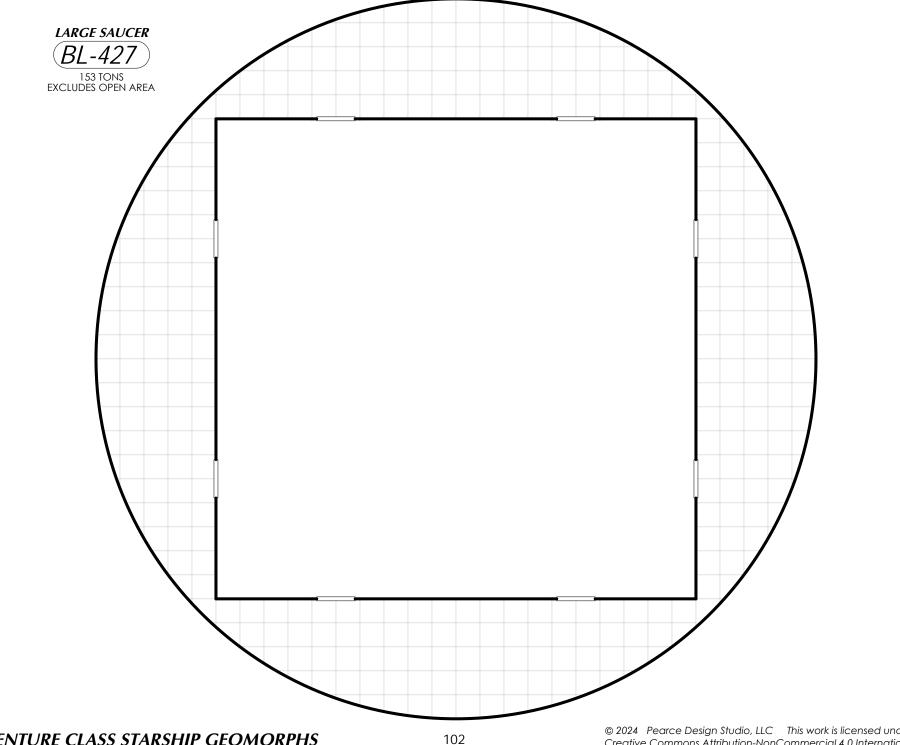


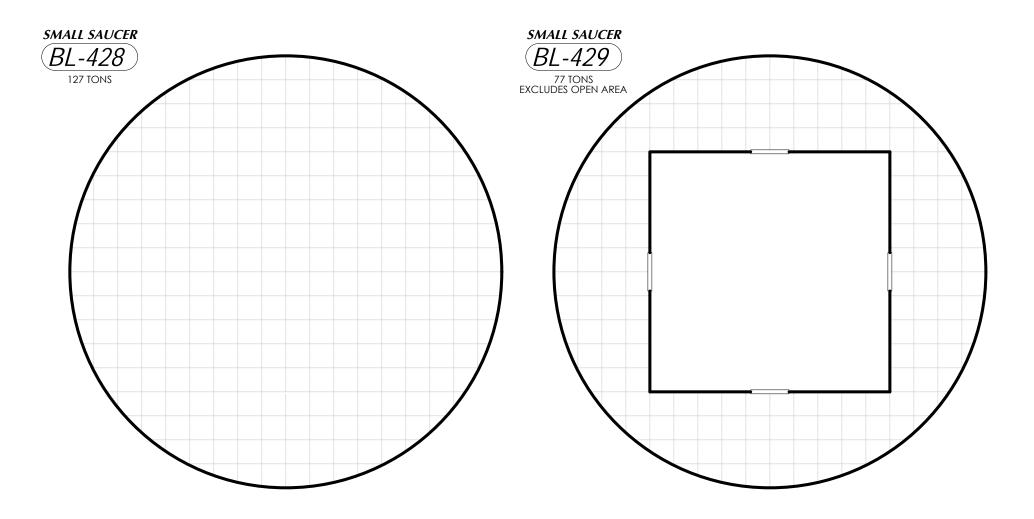


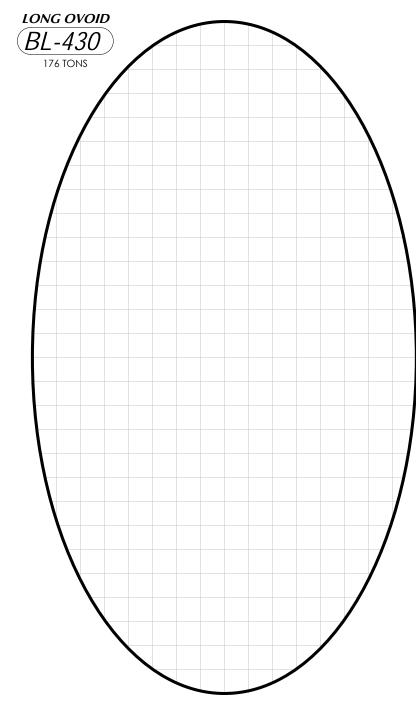


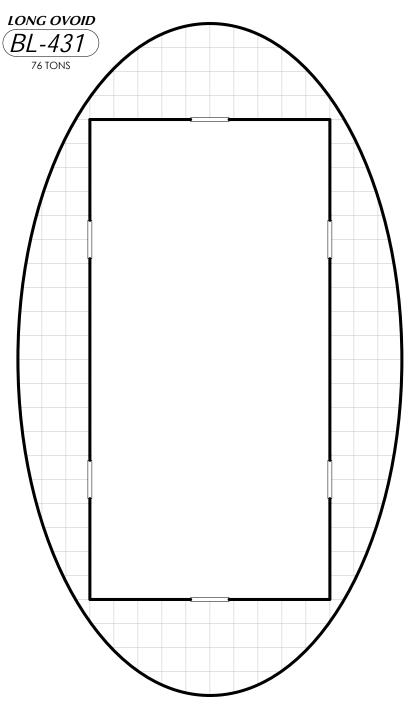


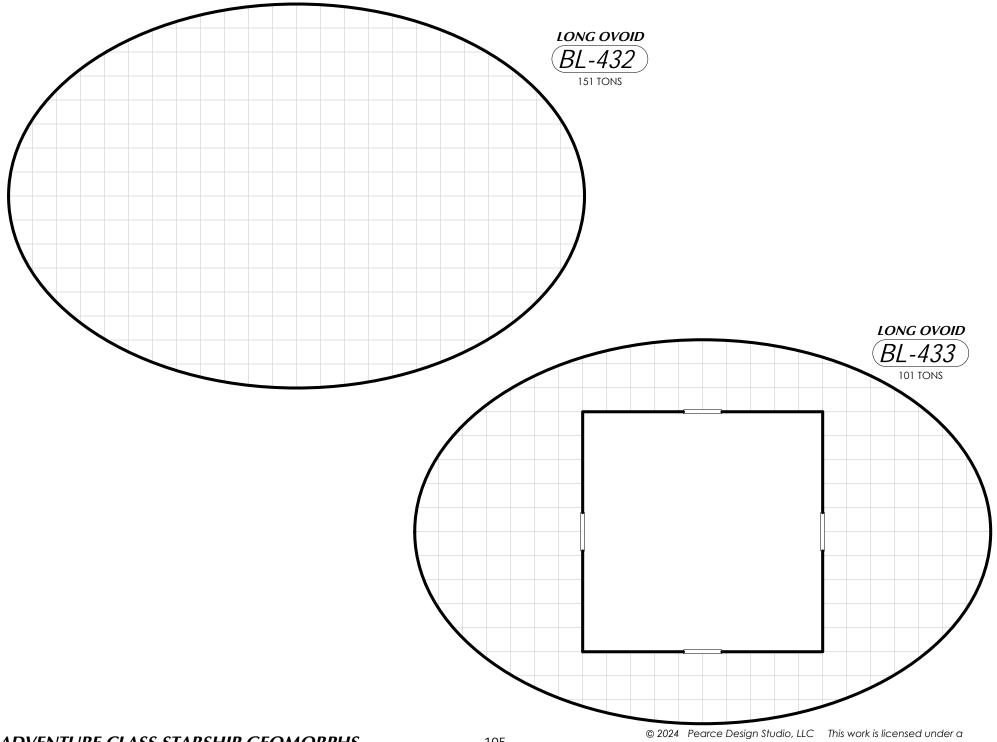




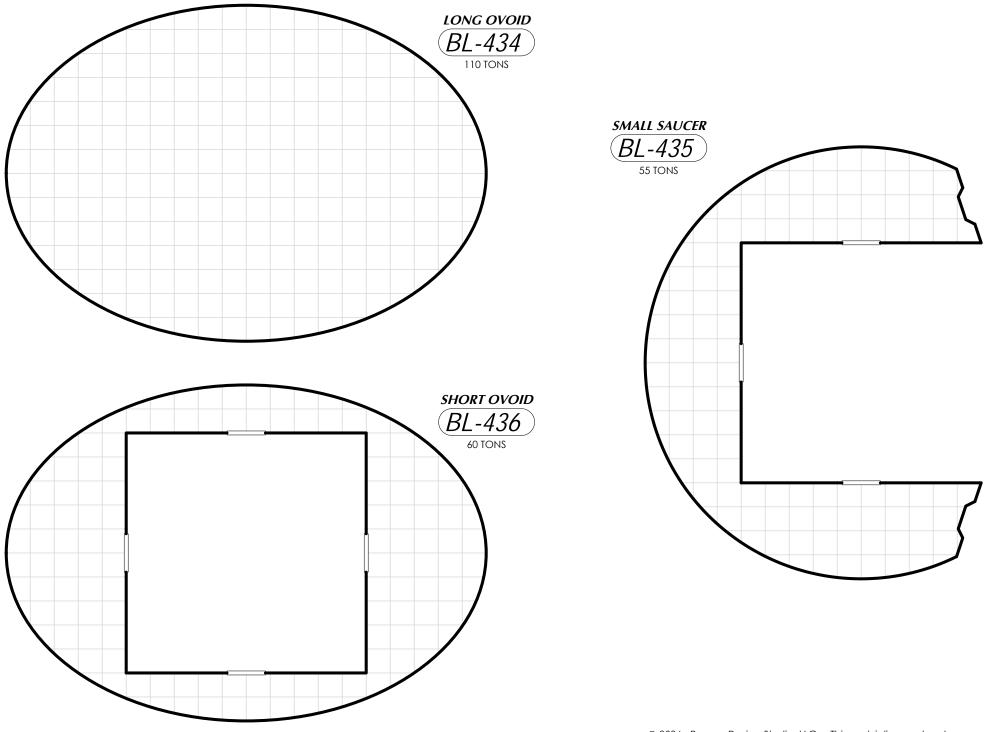


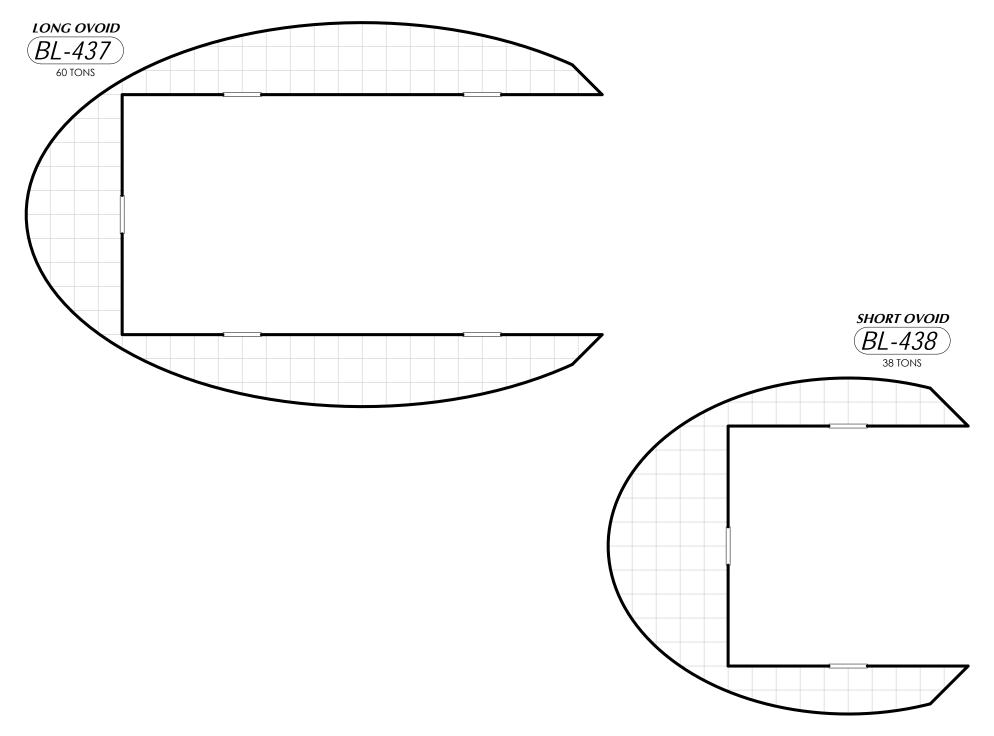


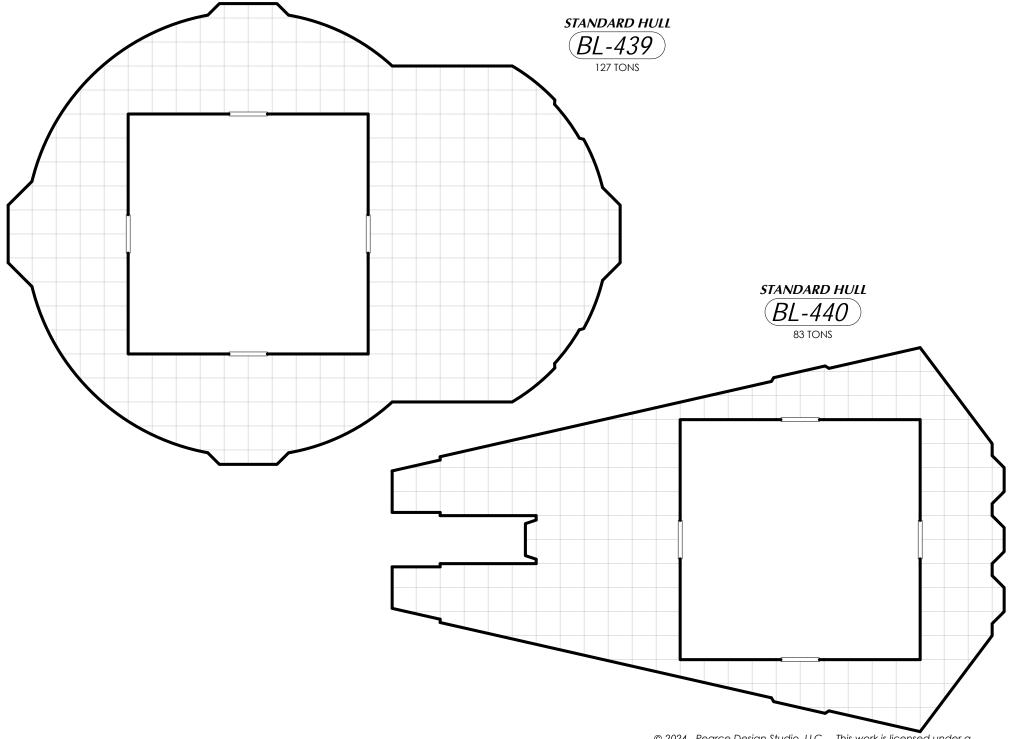


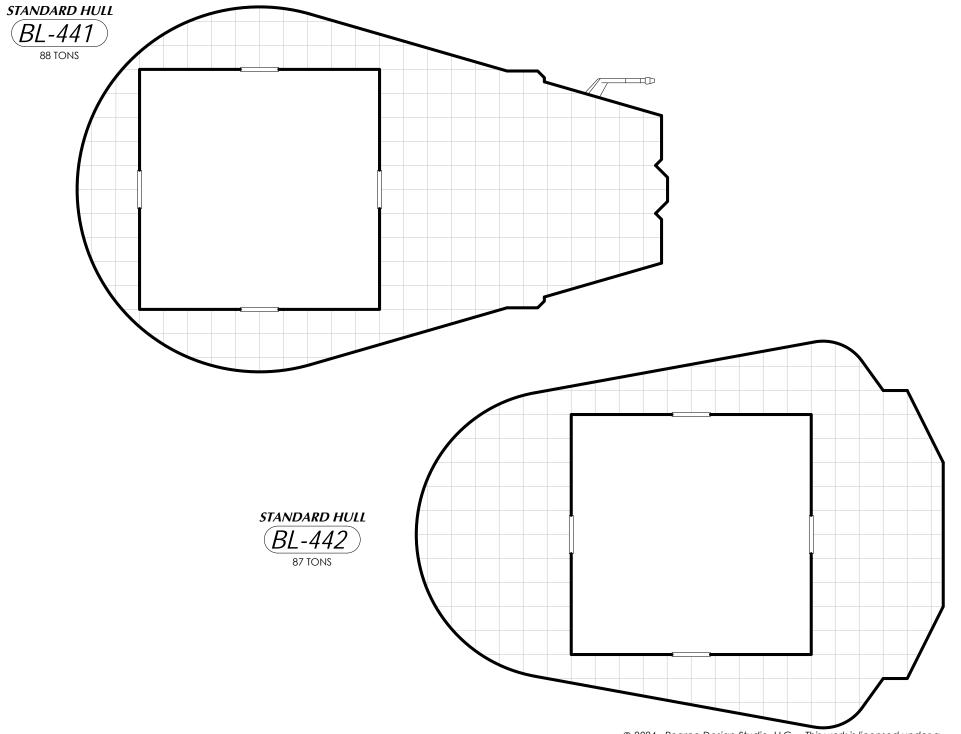


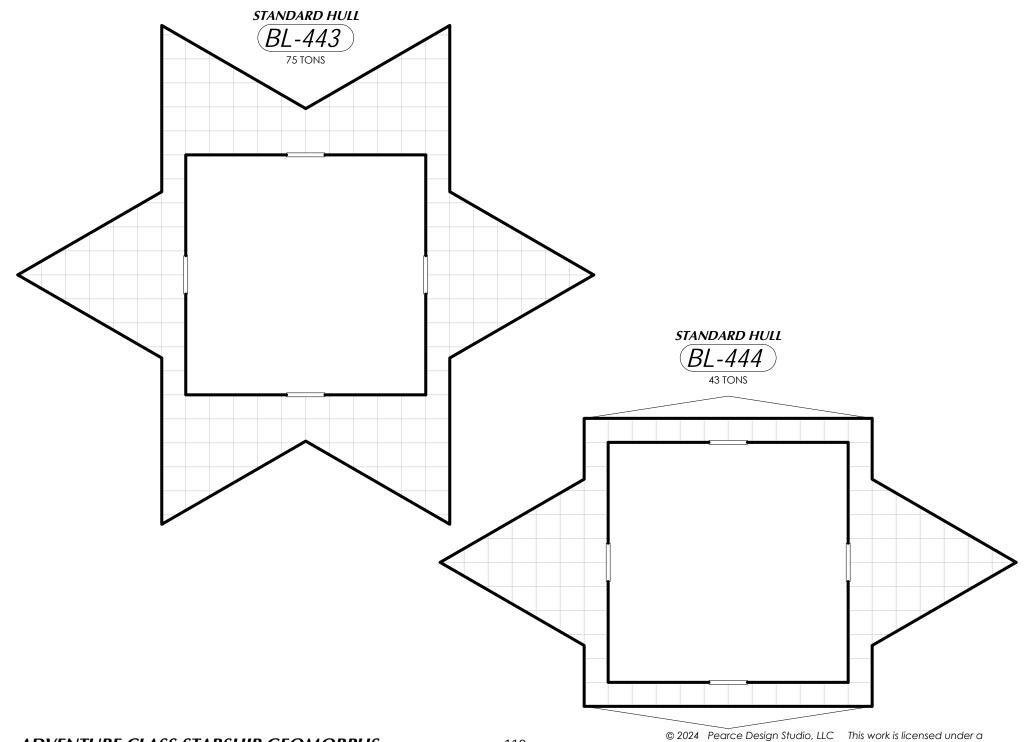
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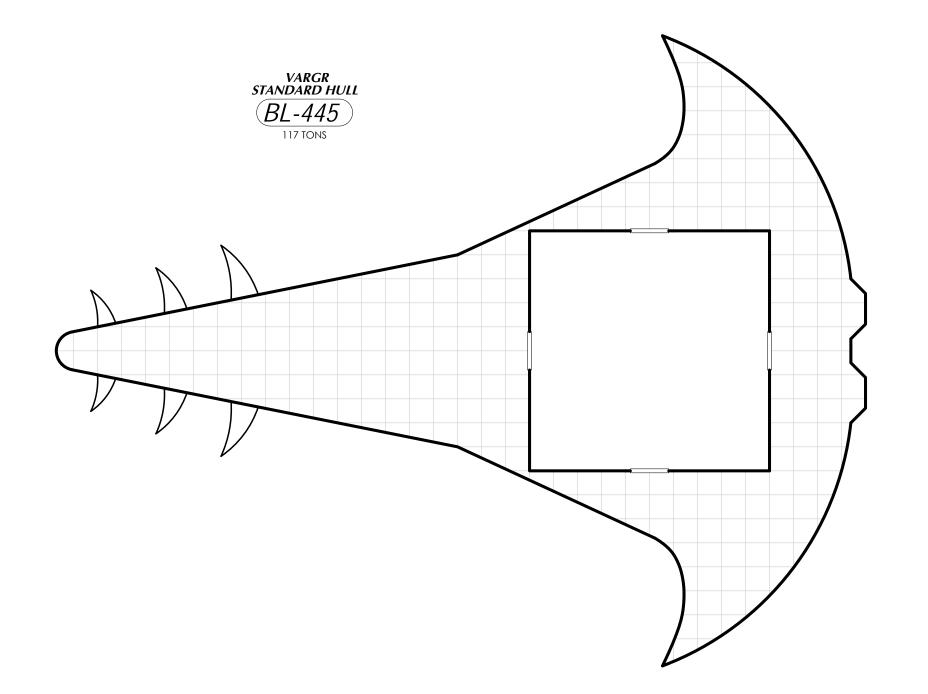


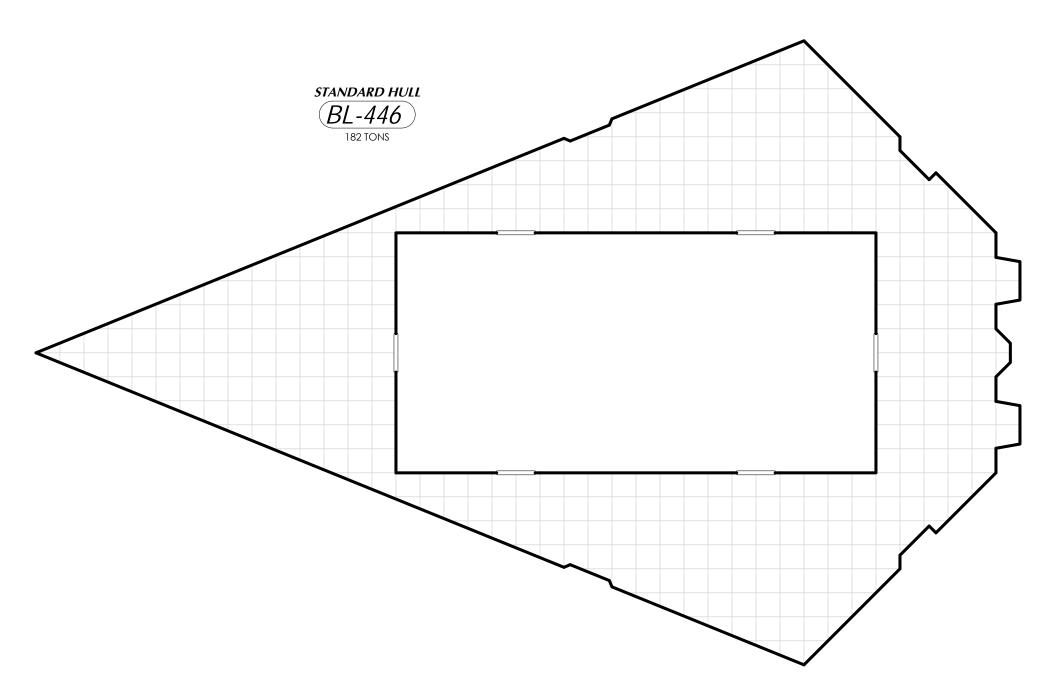


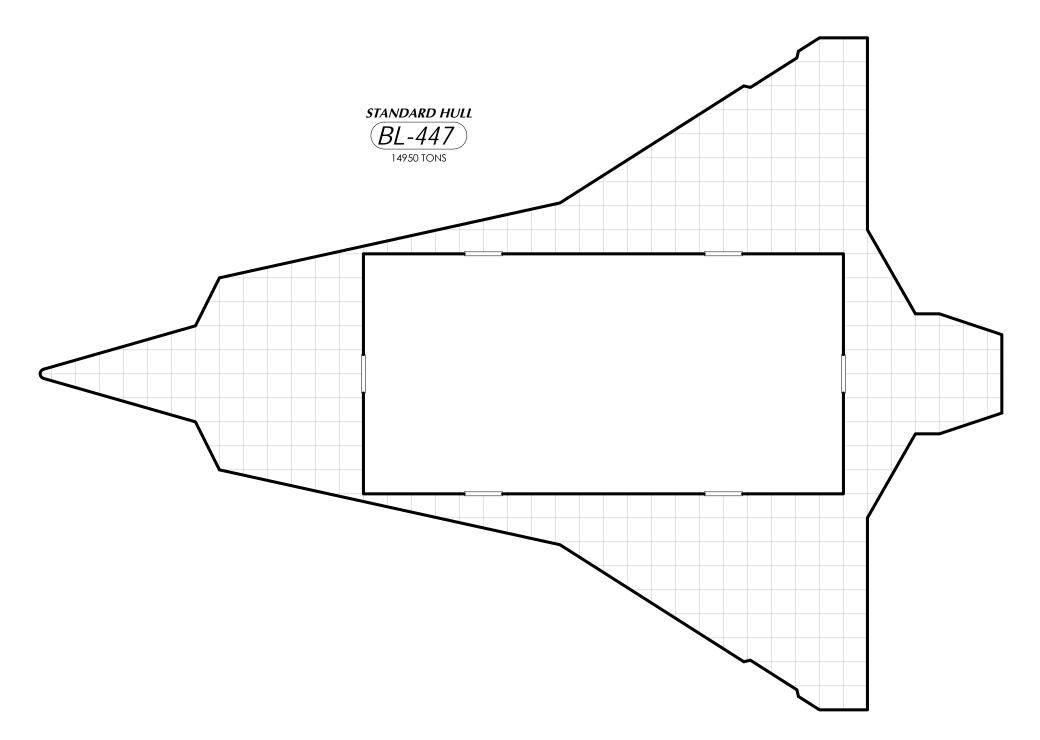


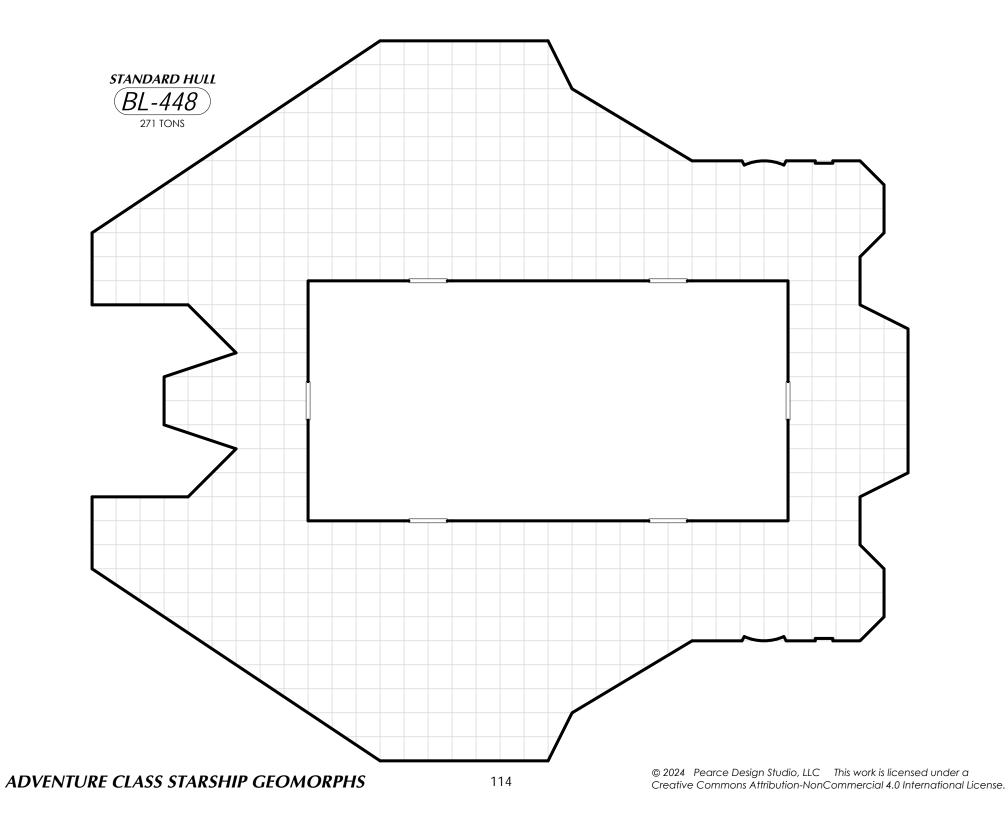


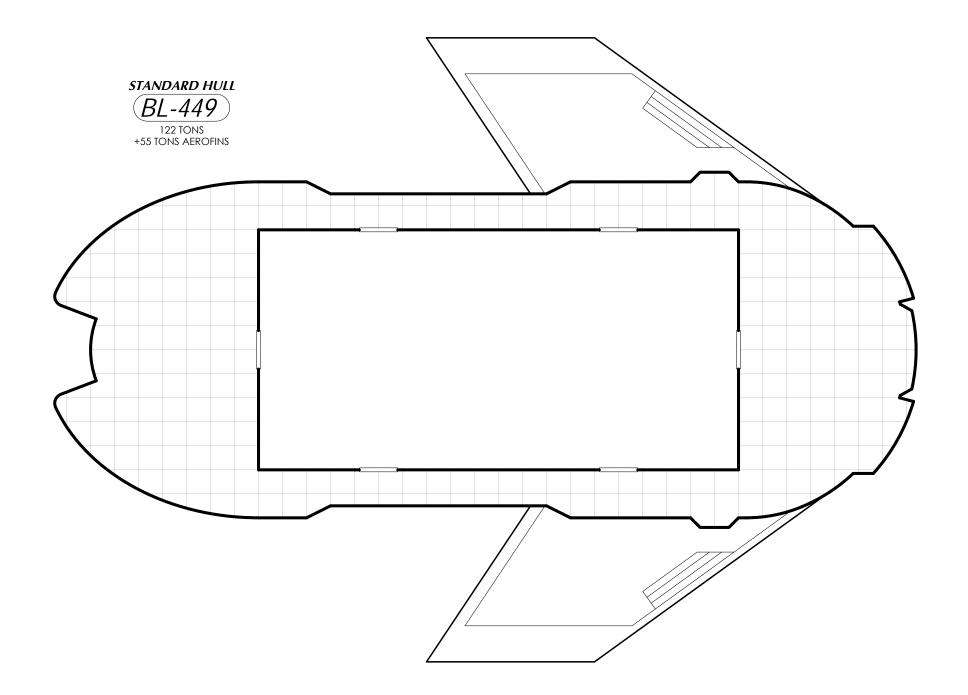


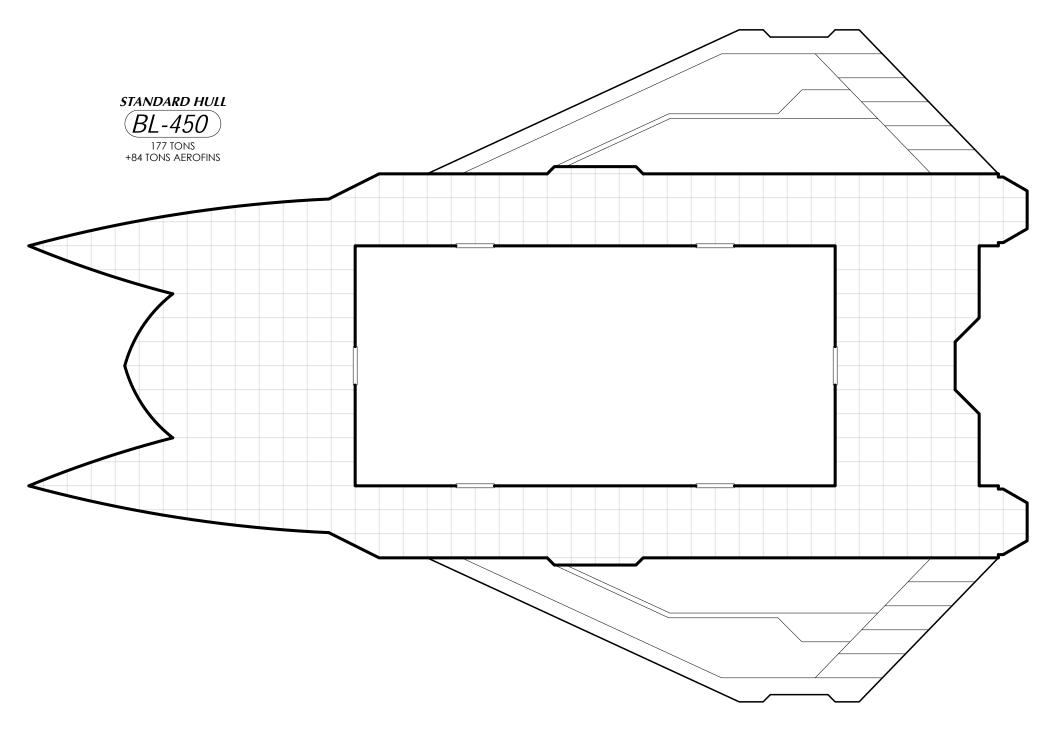






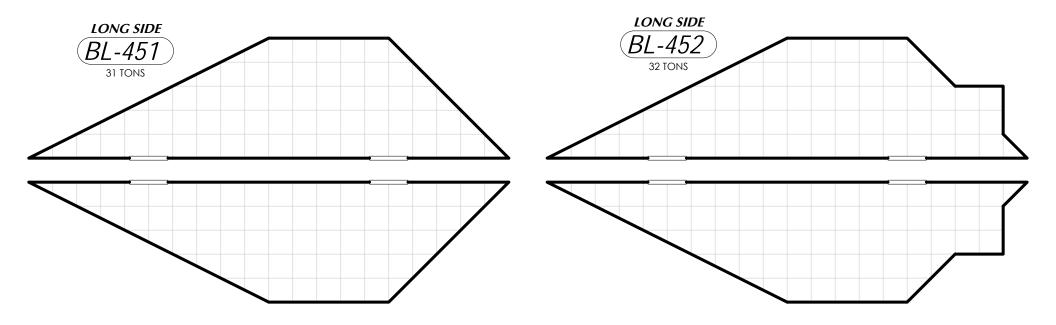


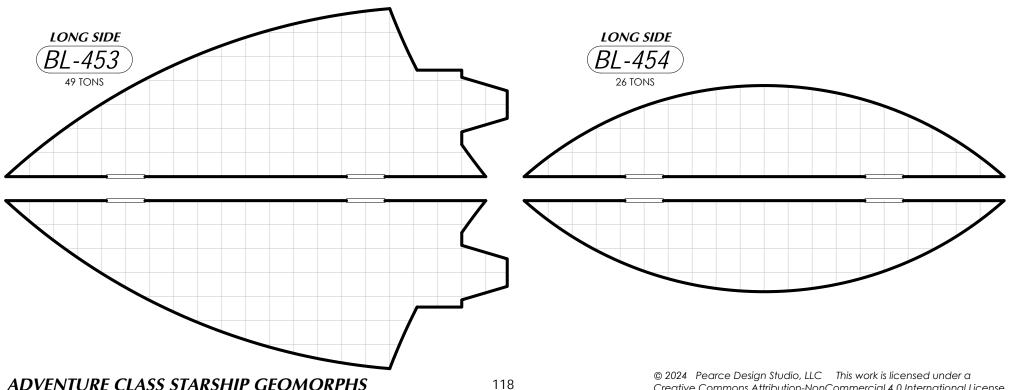


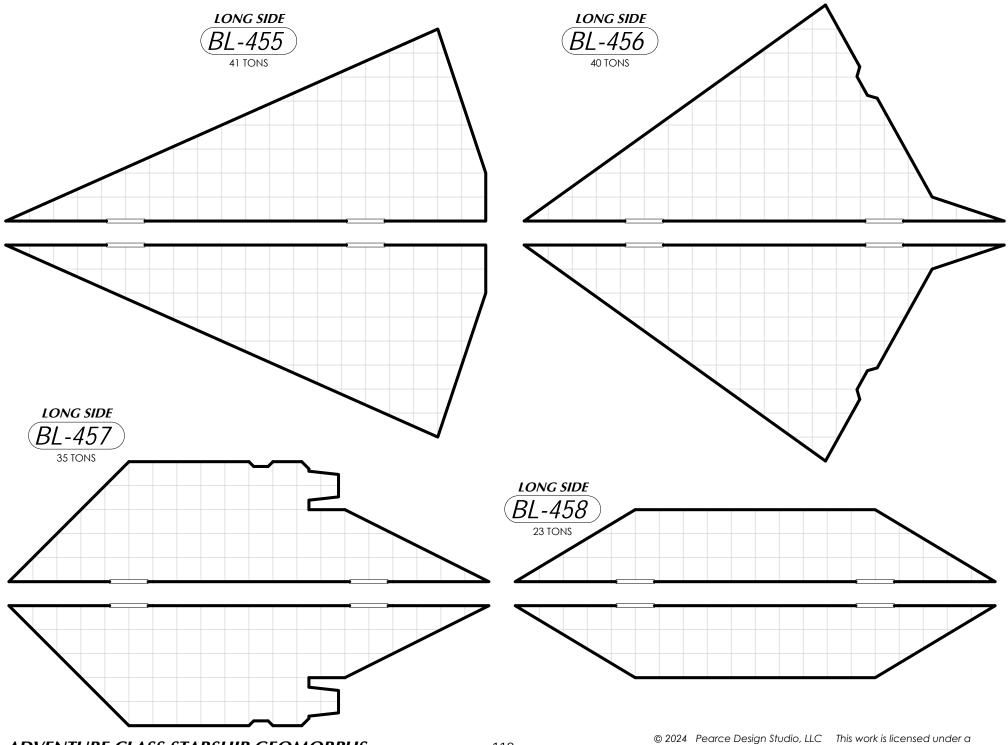


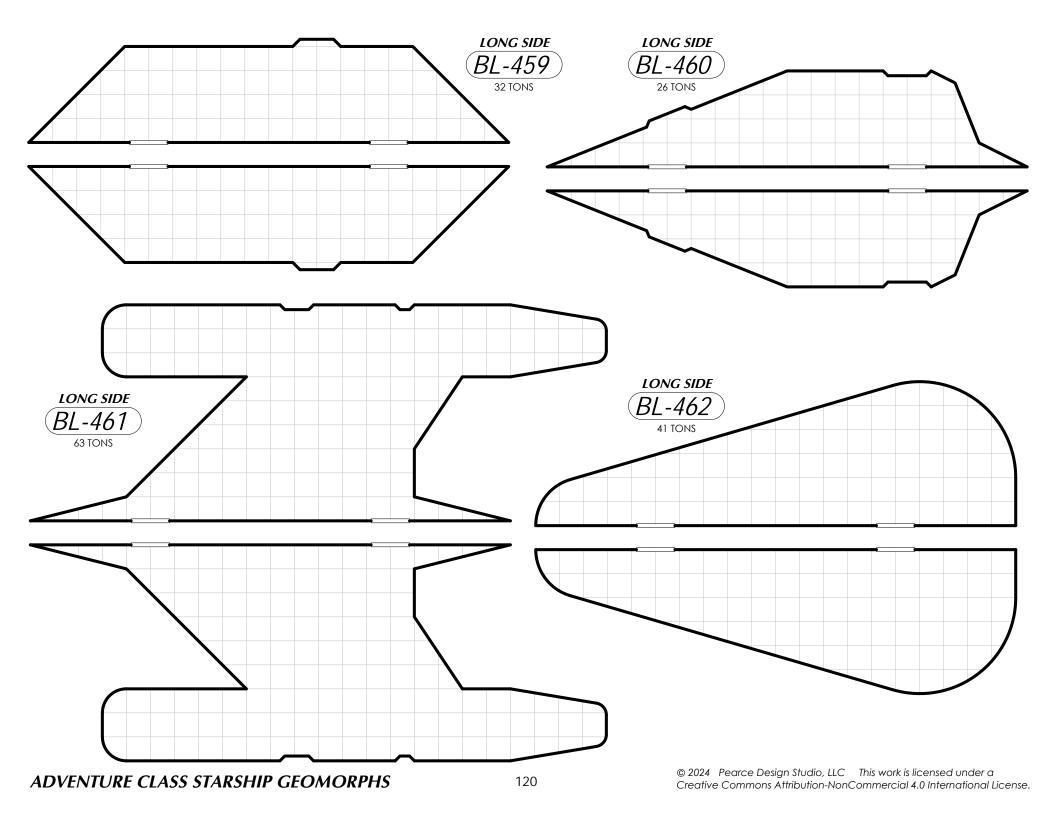
## Section 6 Side Geomorphs

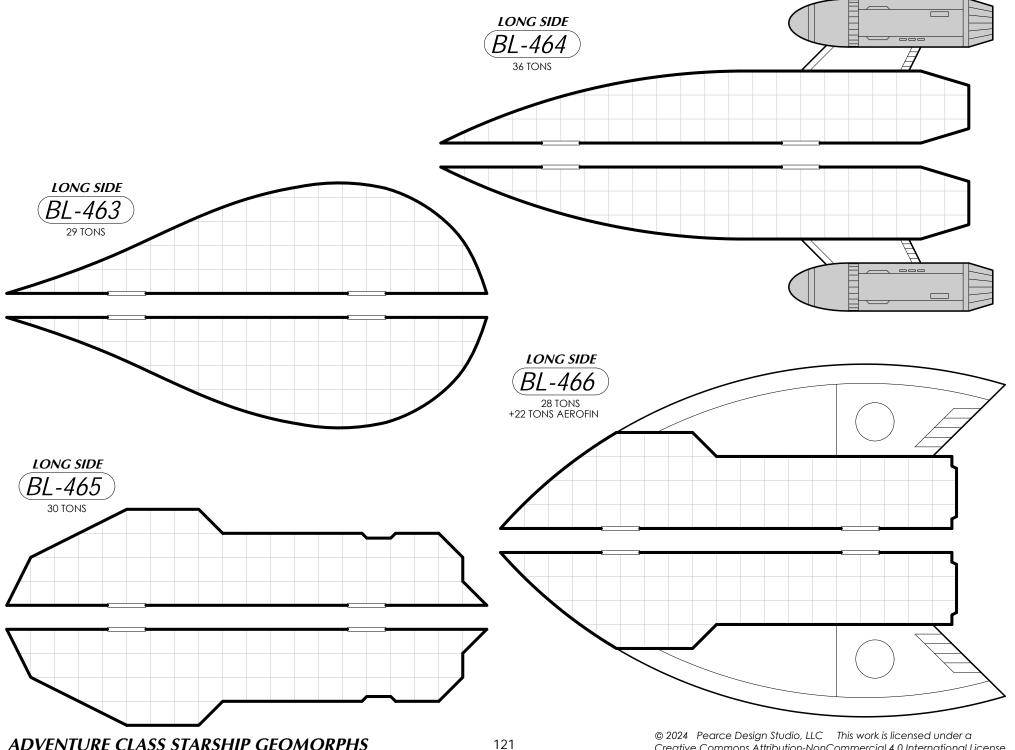
- Long Sides
- Short Sides

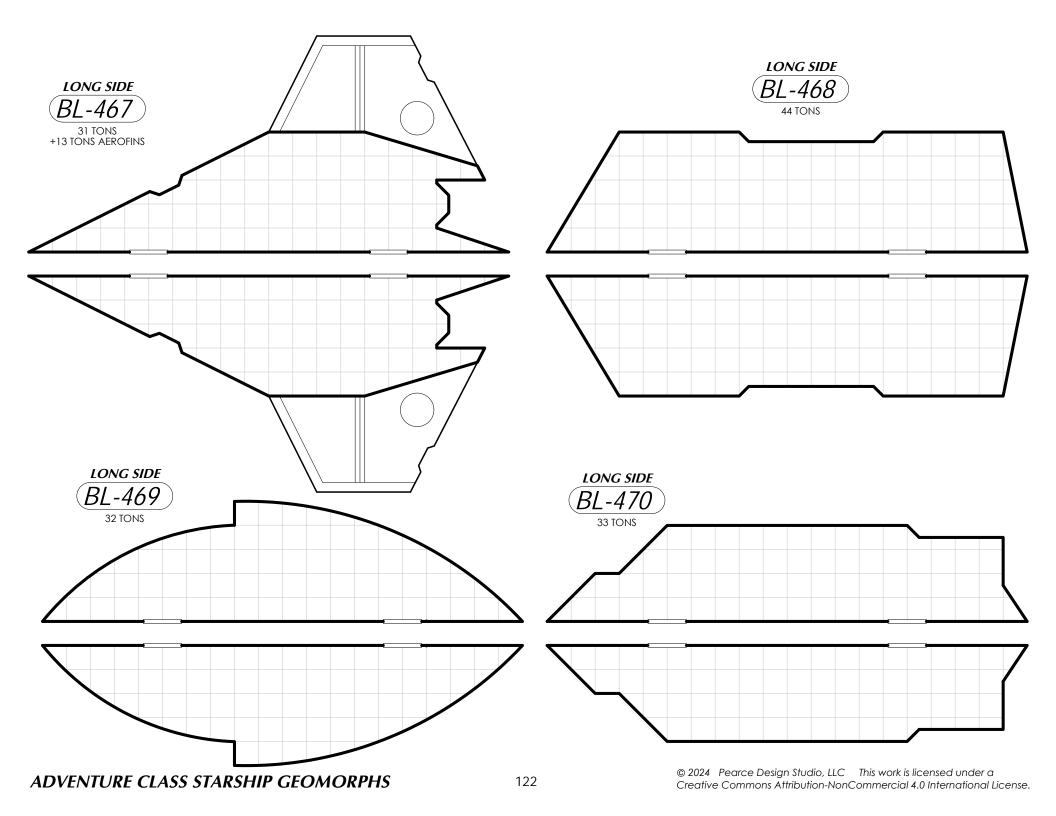


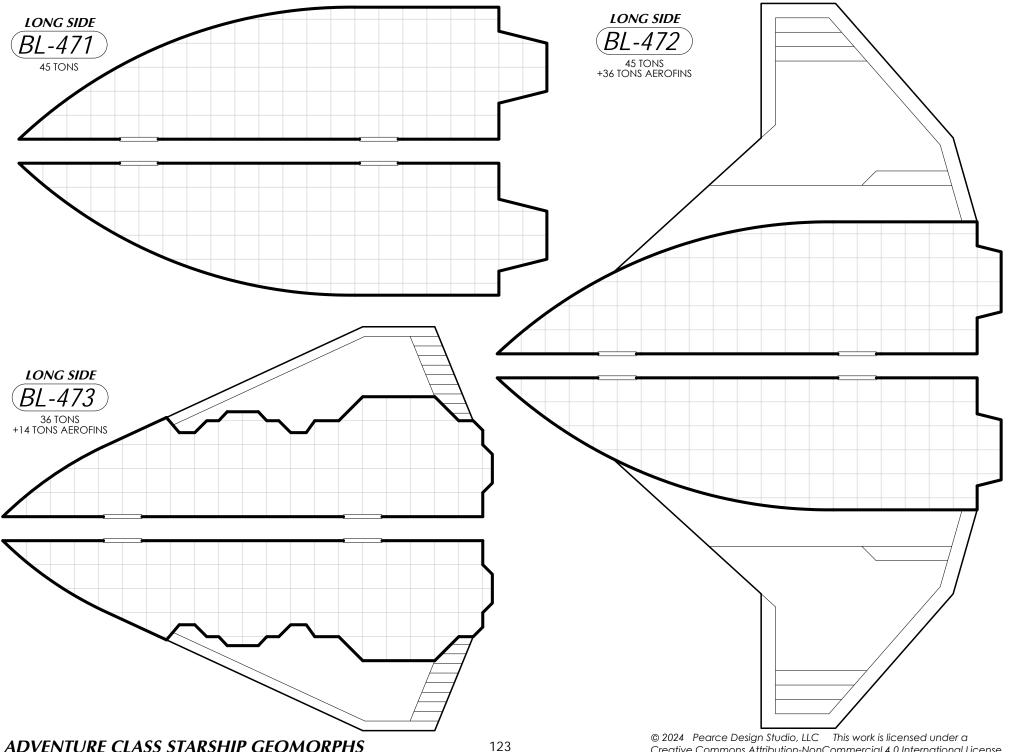


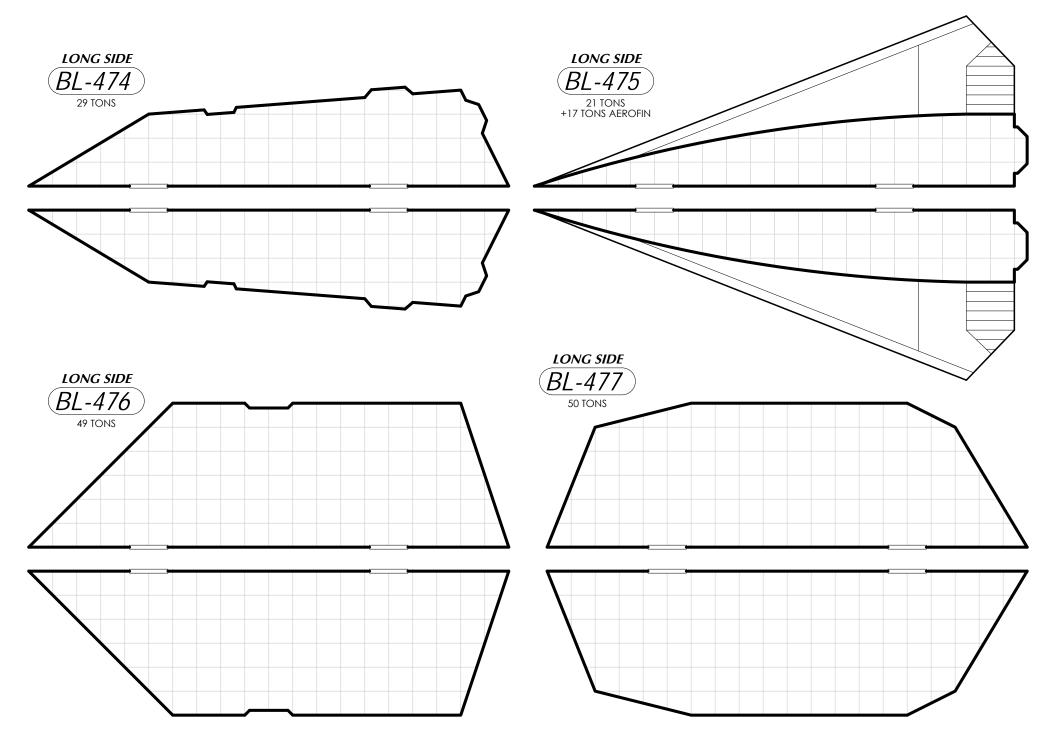


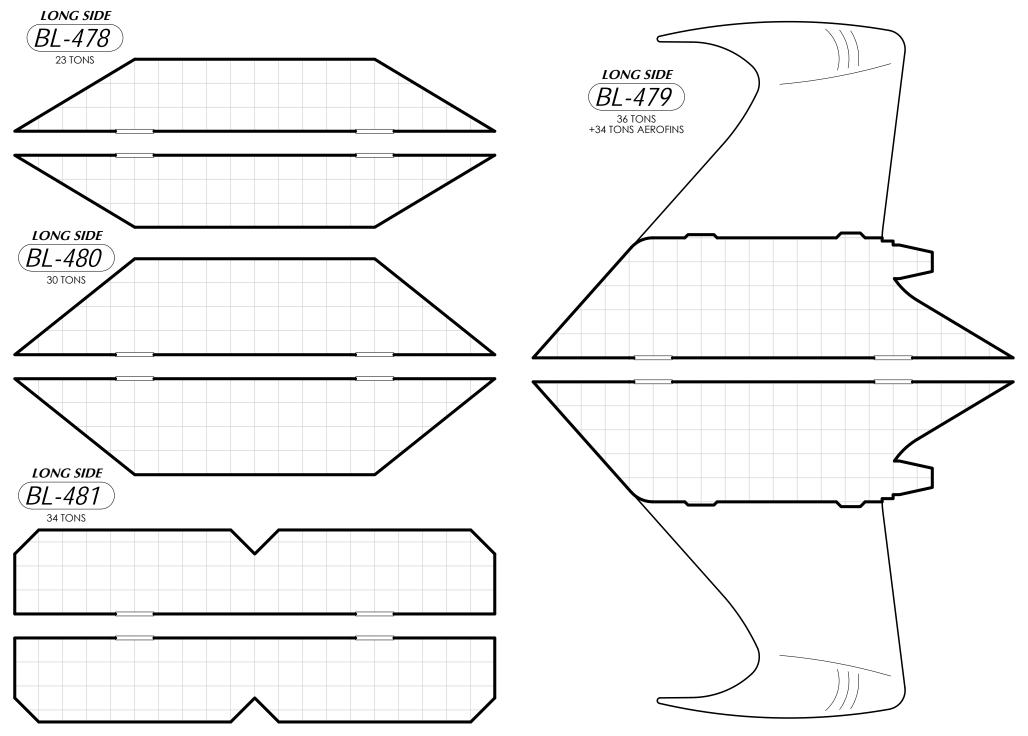


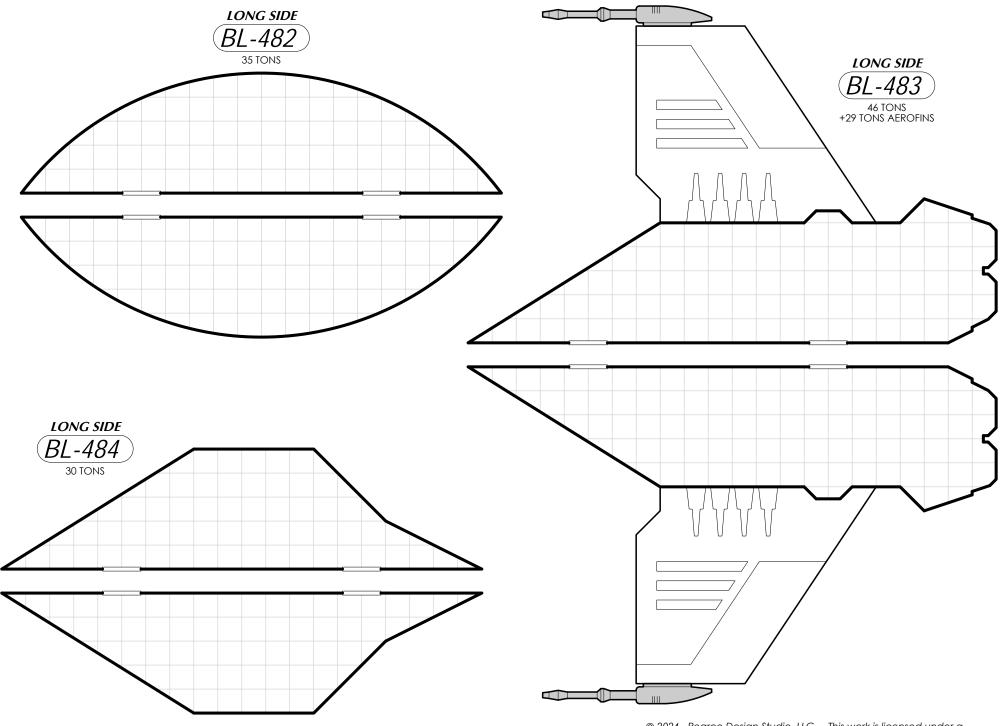


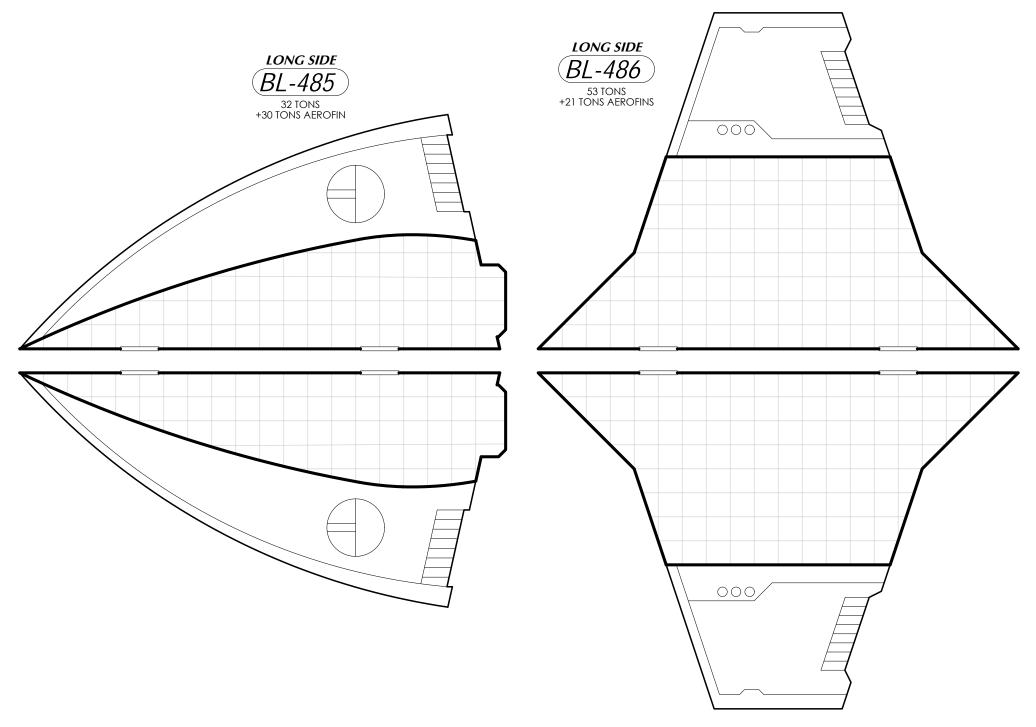


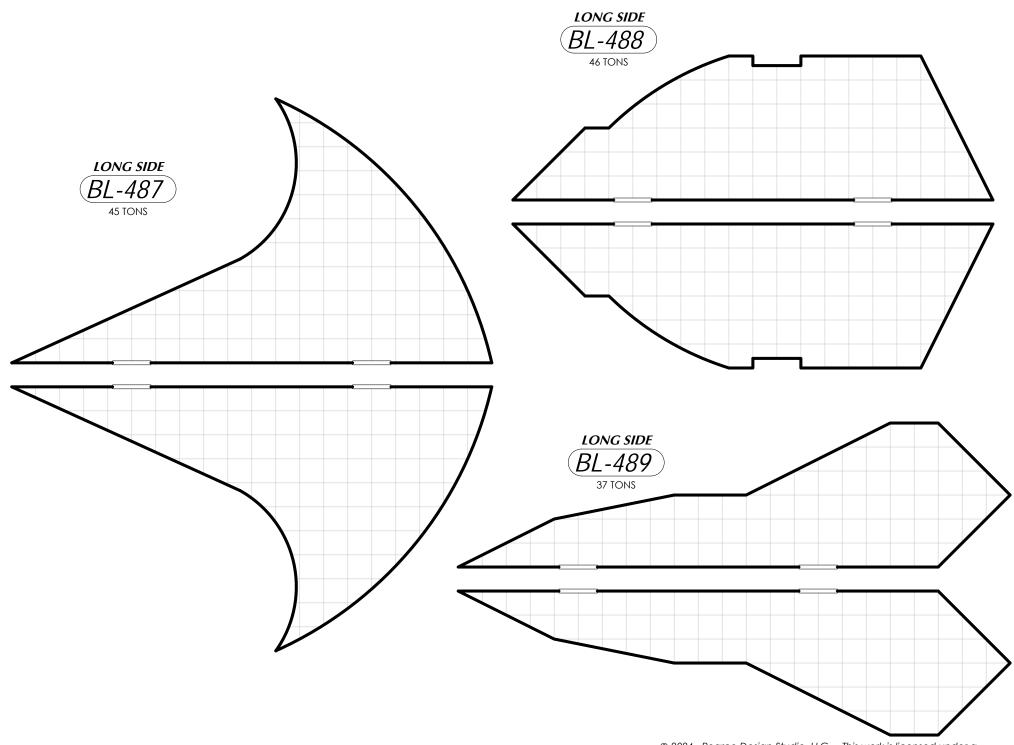


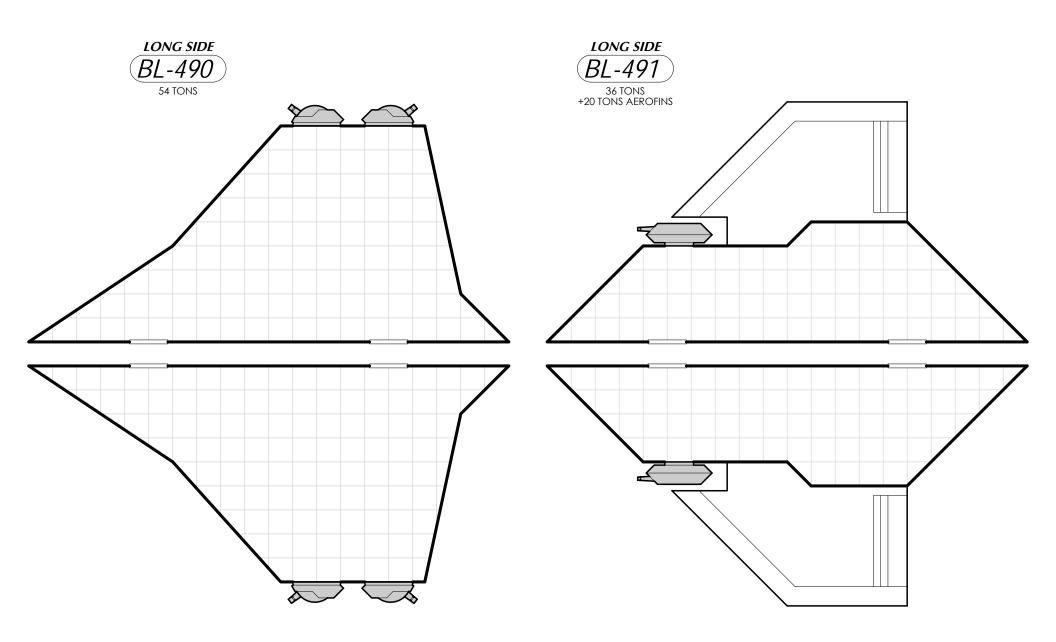


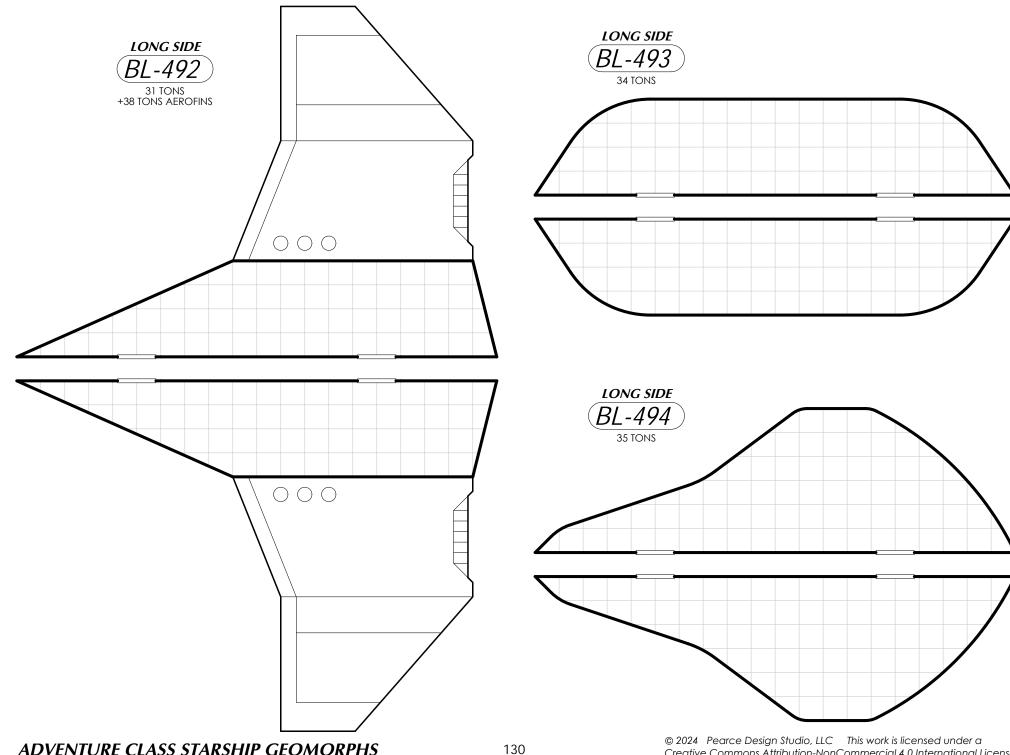


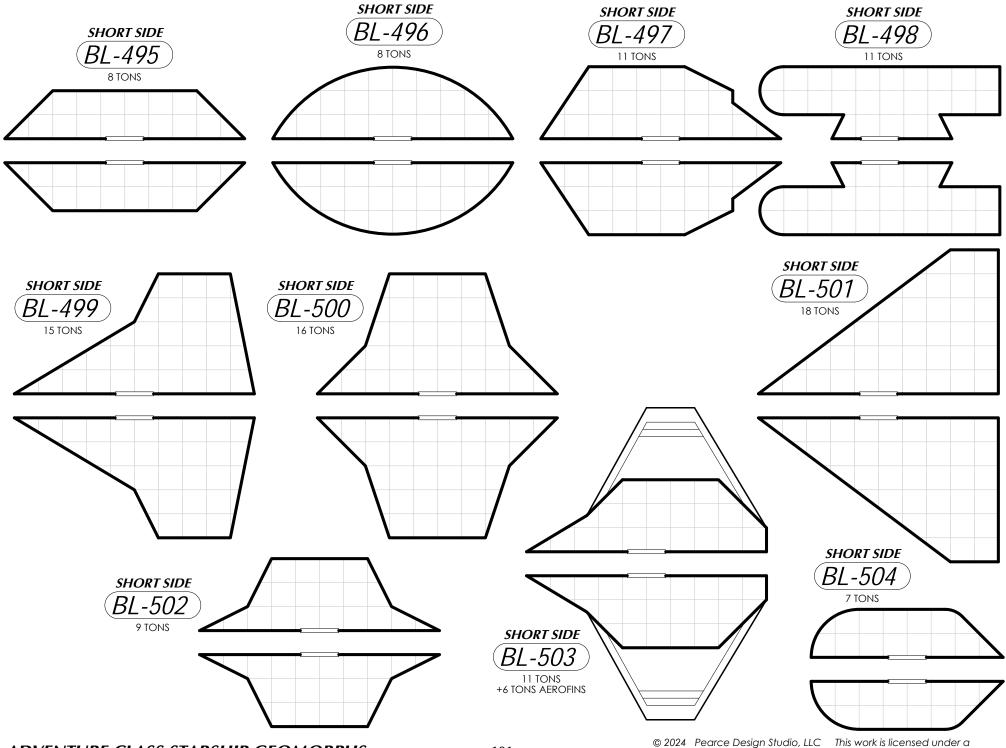


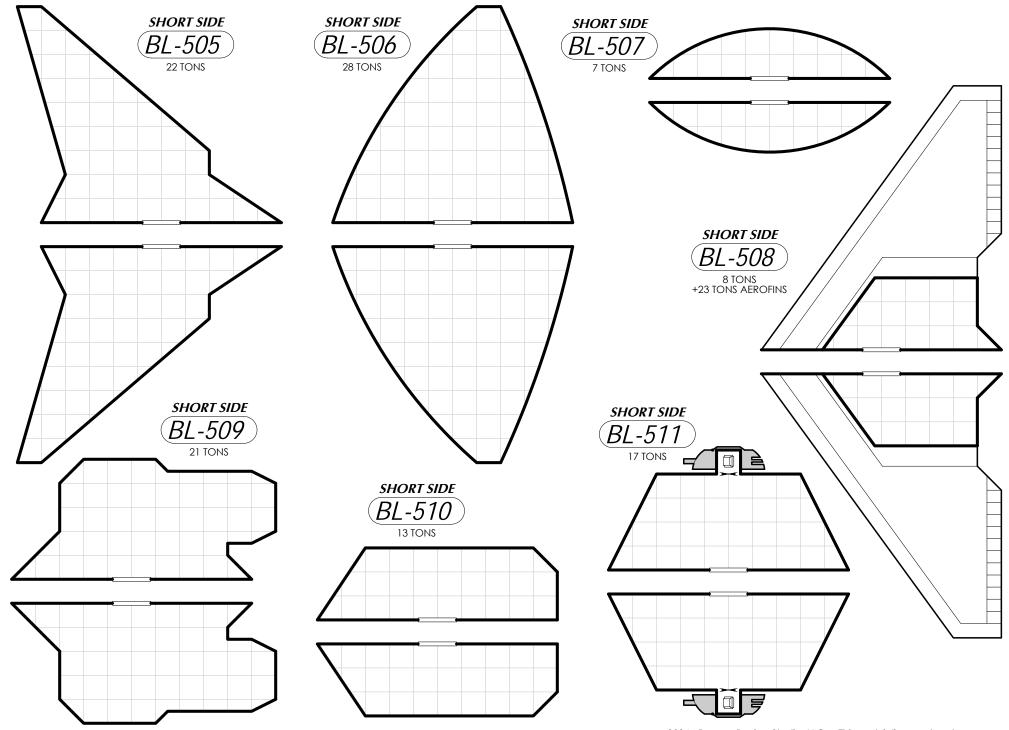


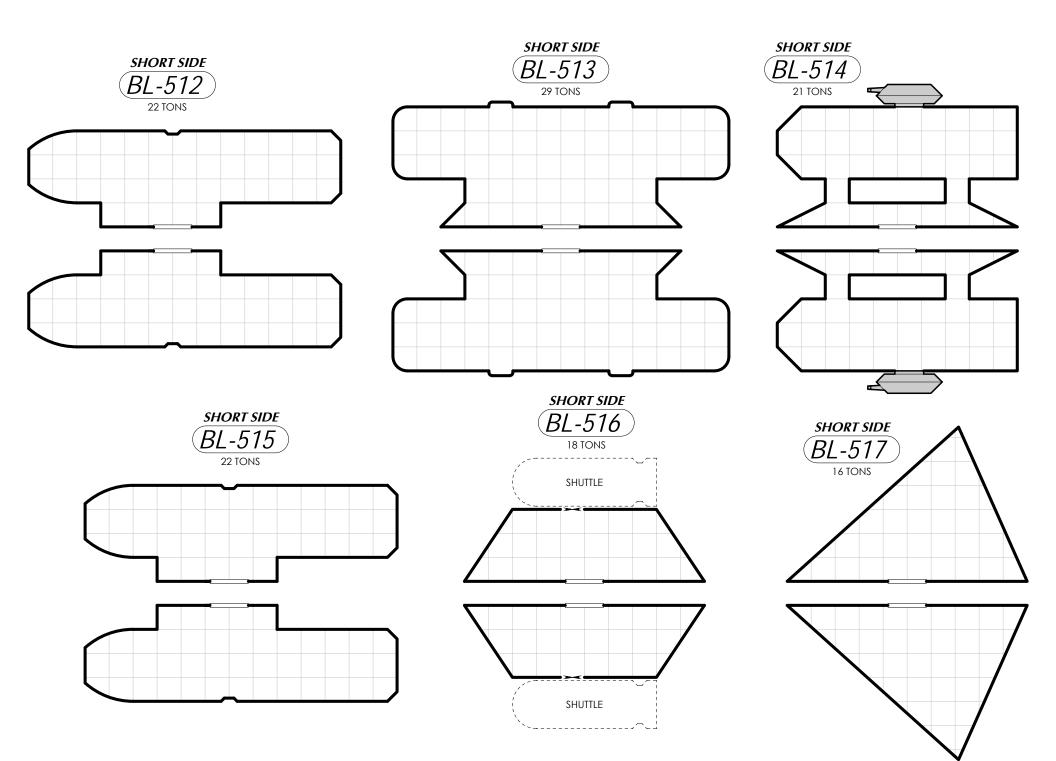


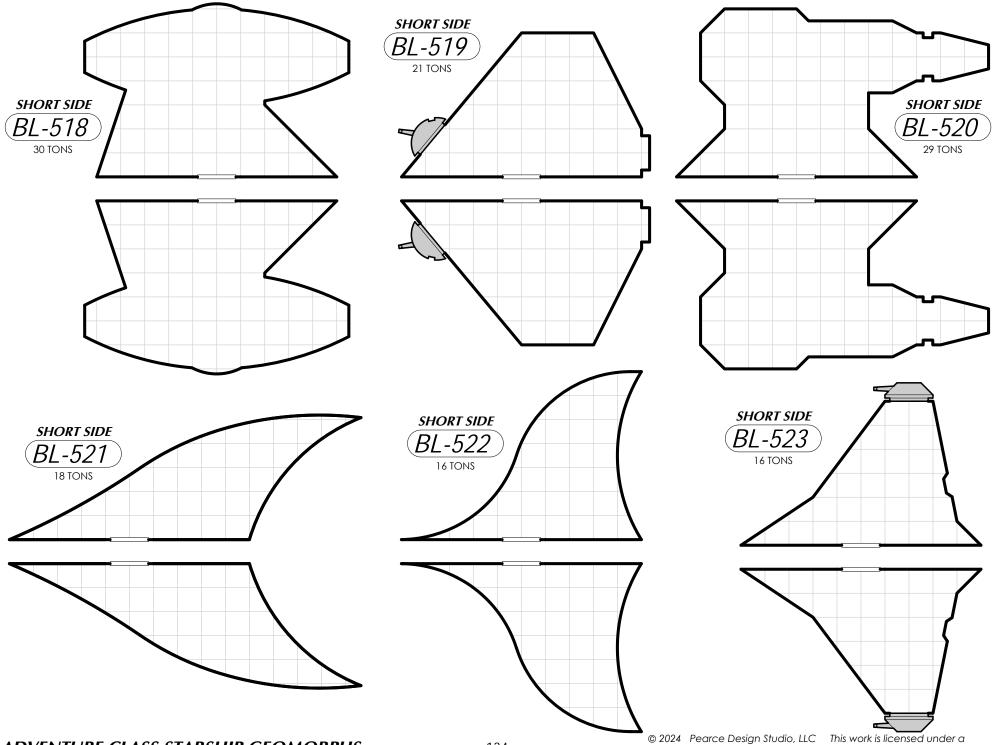


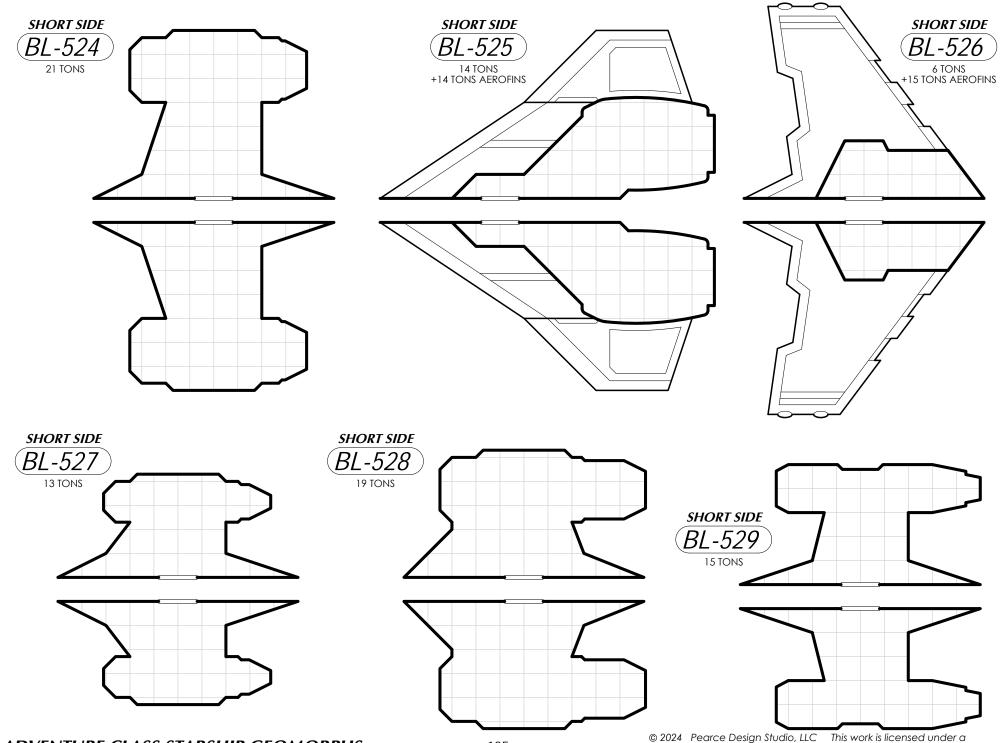


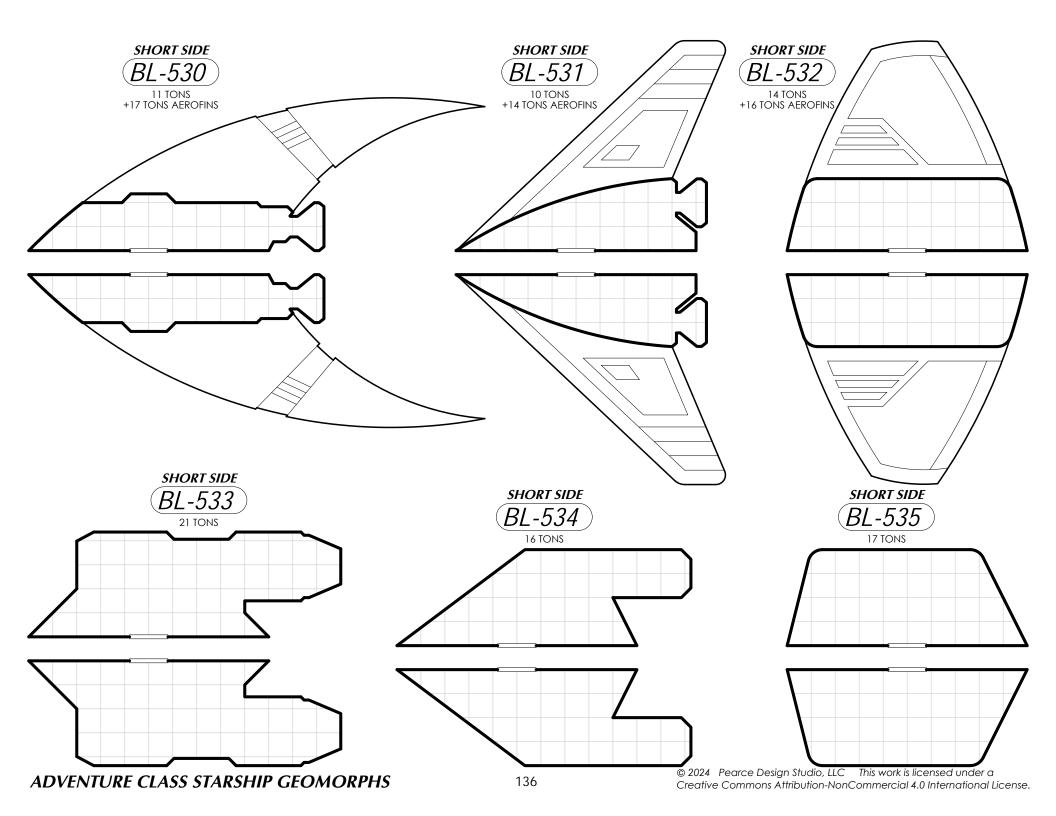


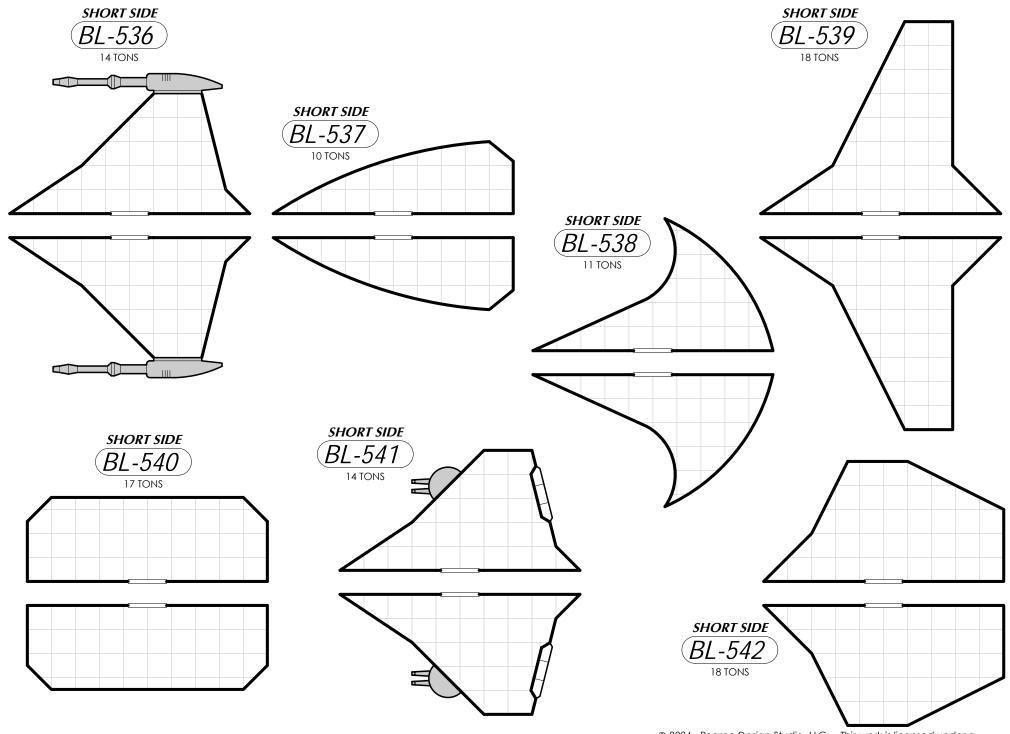


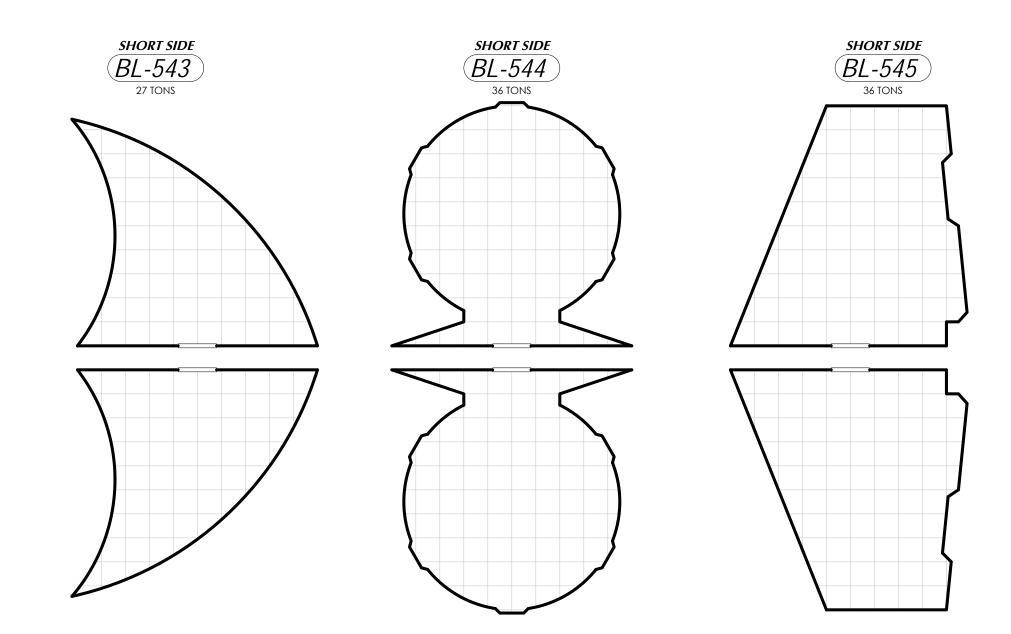


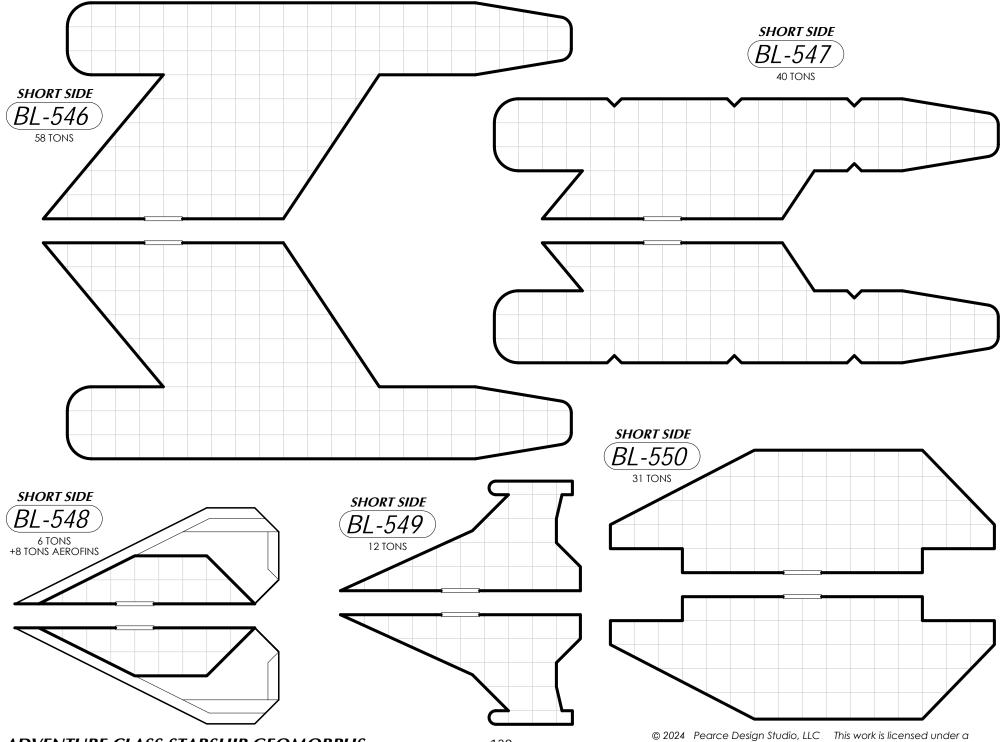


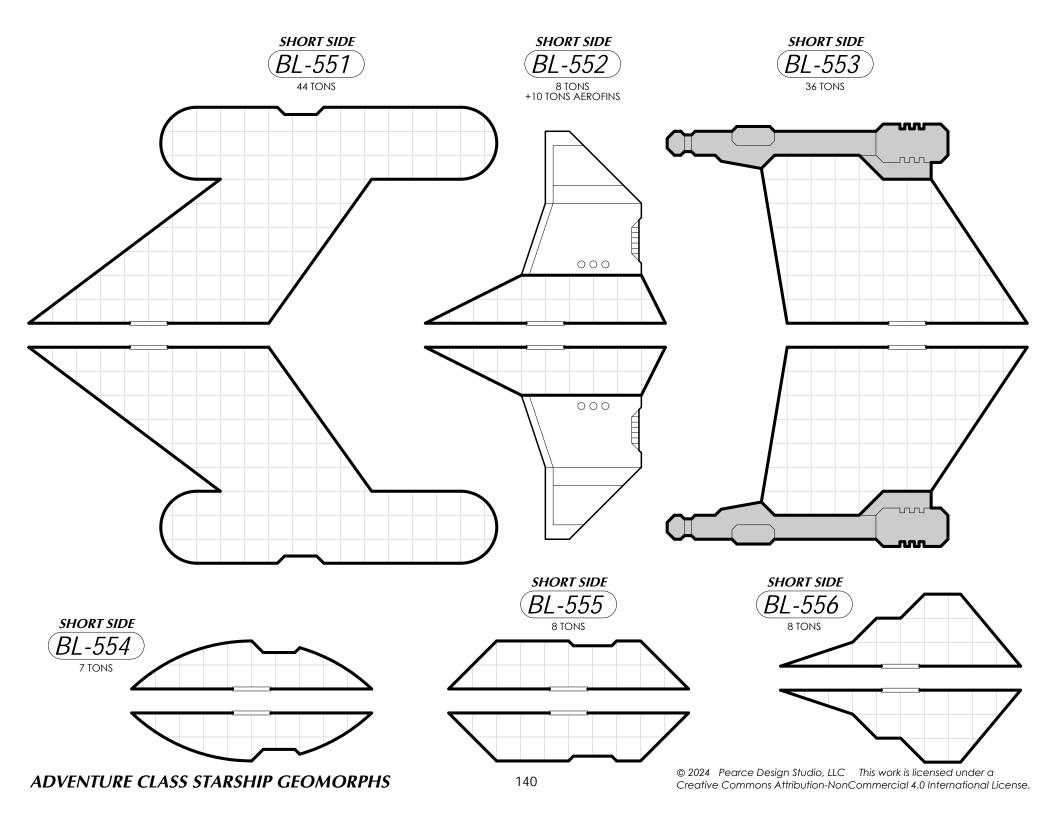


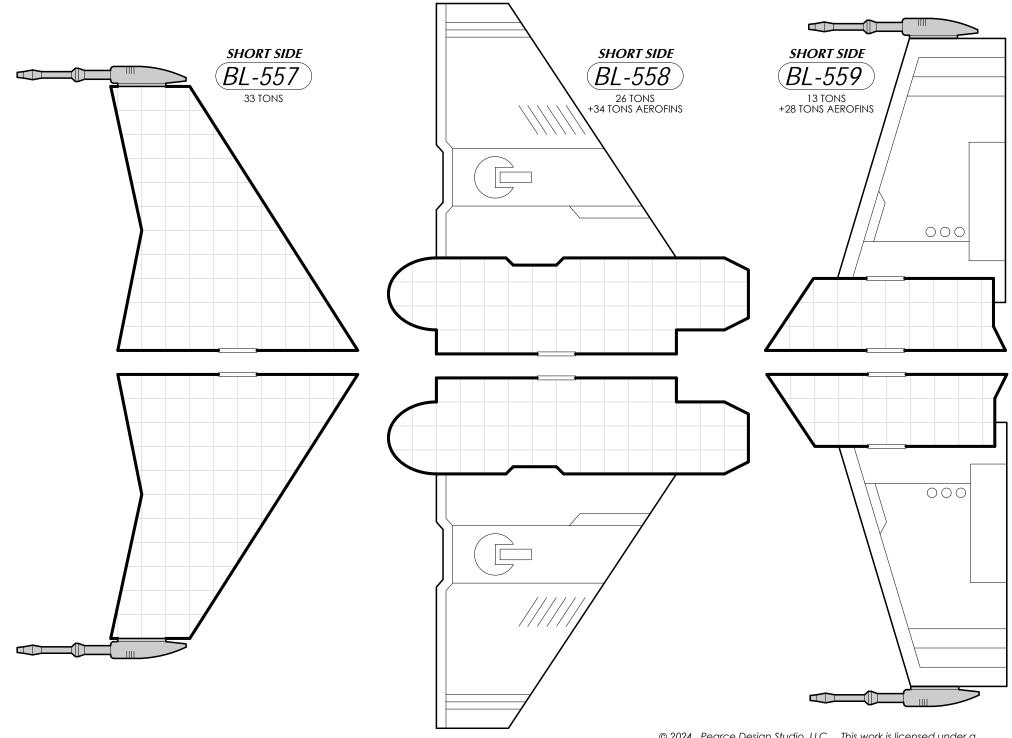


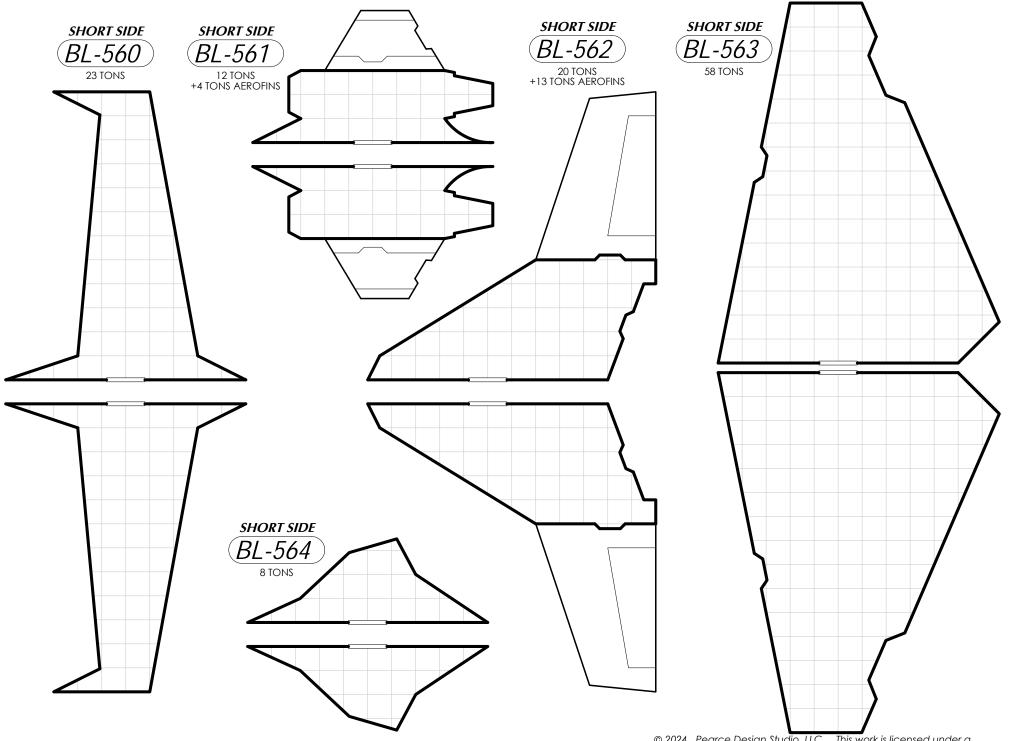


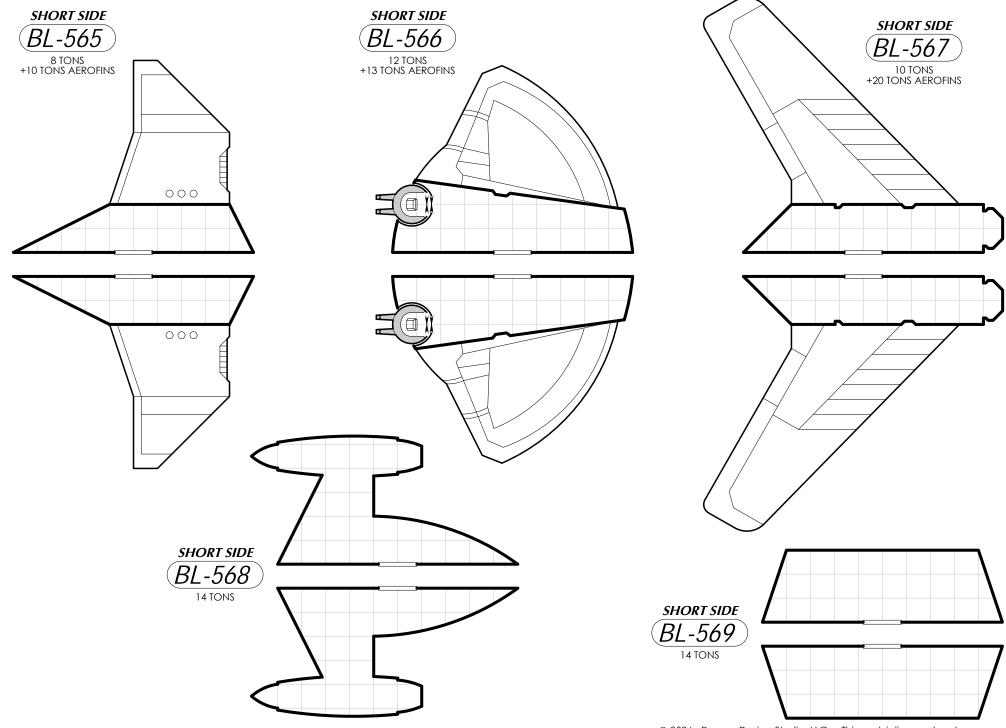


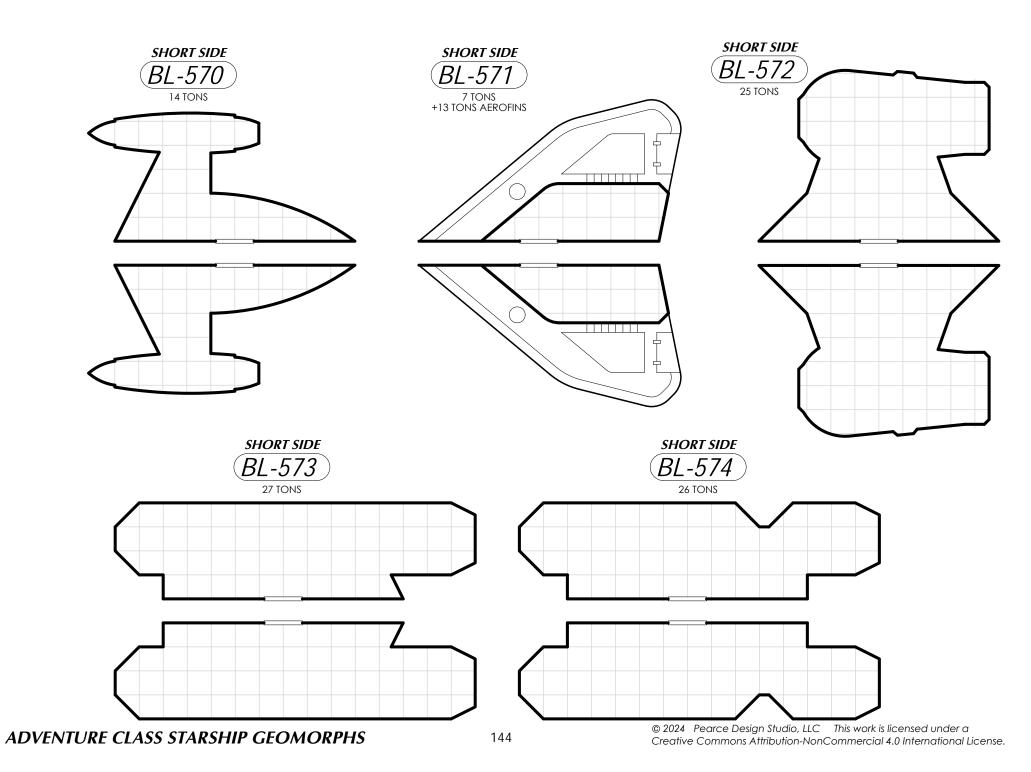






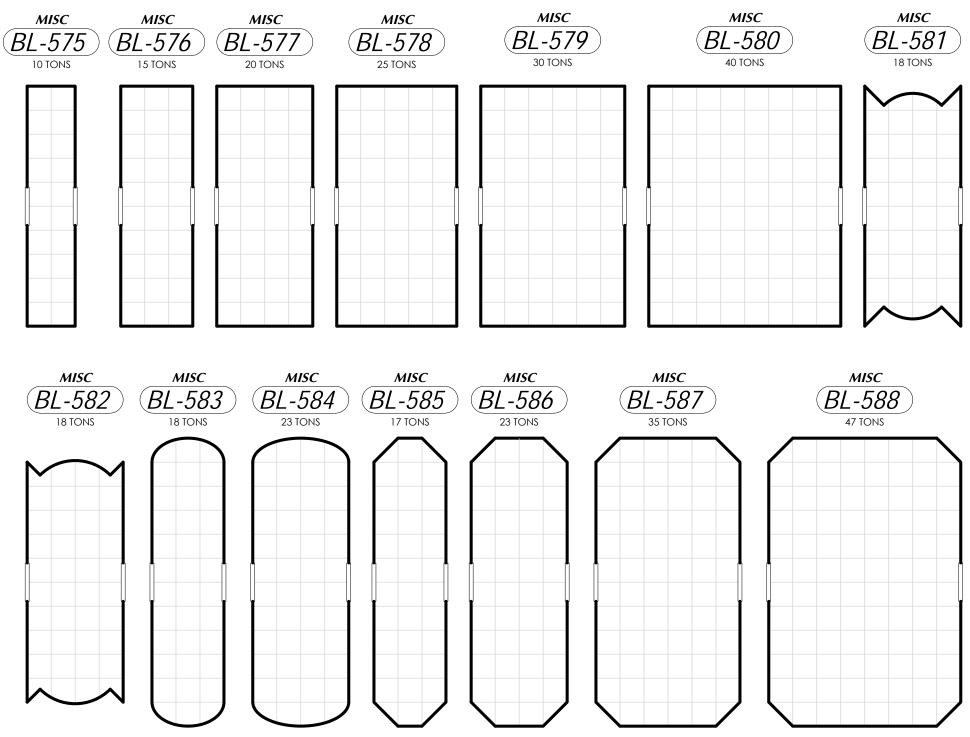






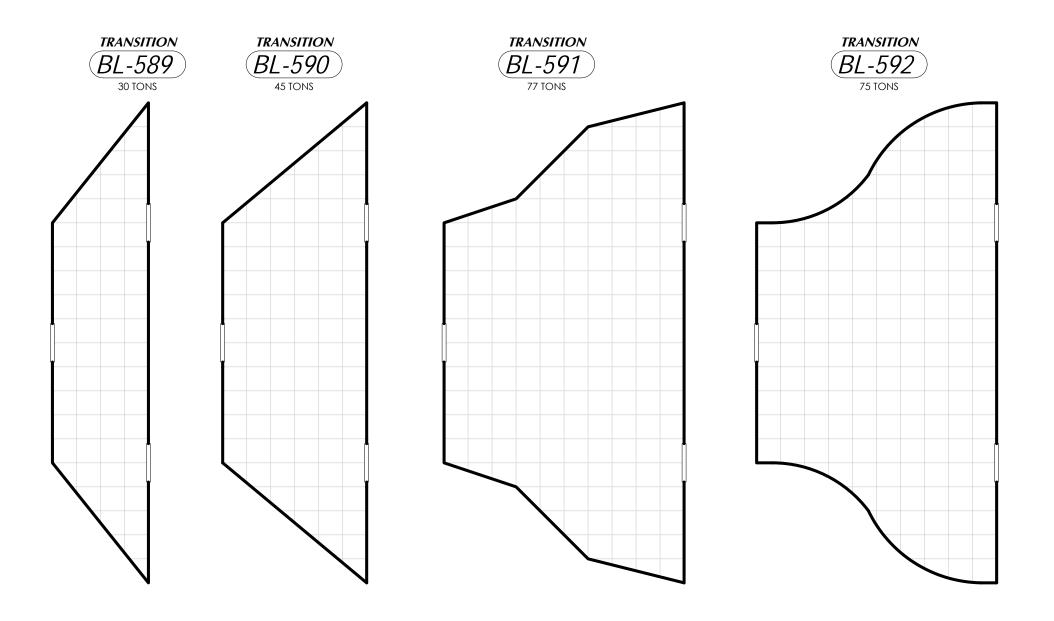
## Section 7 Miscellaneous

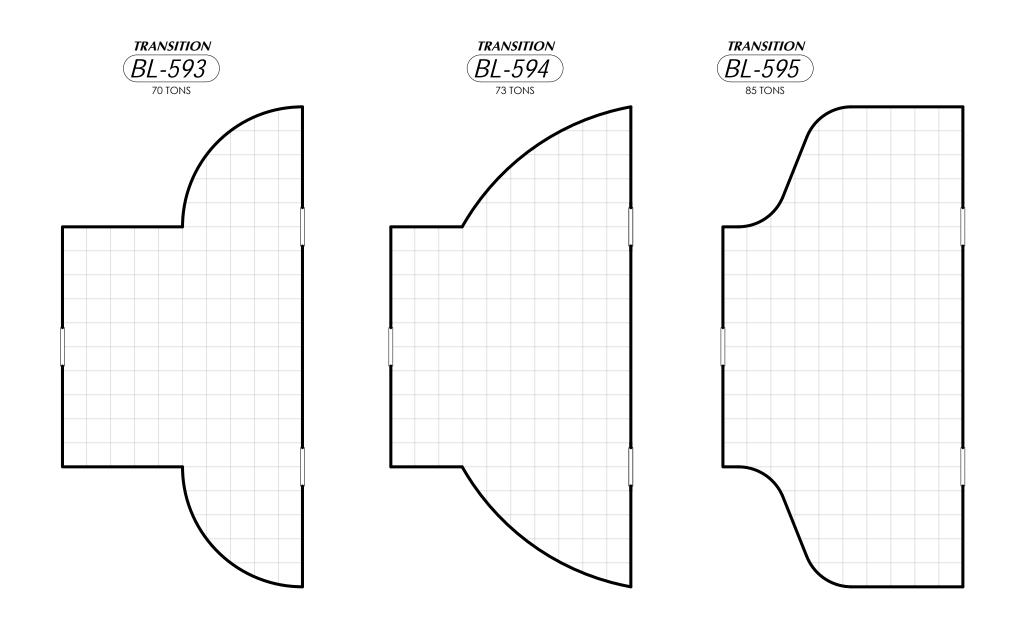
- Miscellaneous
- Transitions
- Dorsal / Ventral Add-Ons

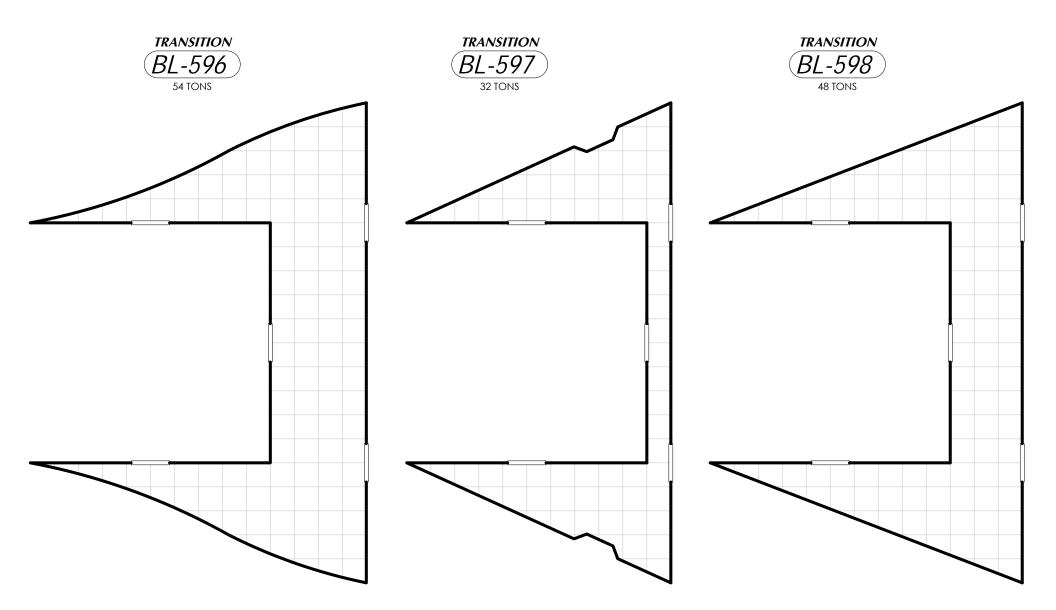


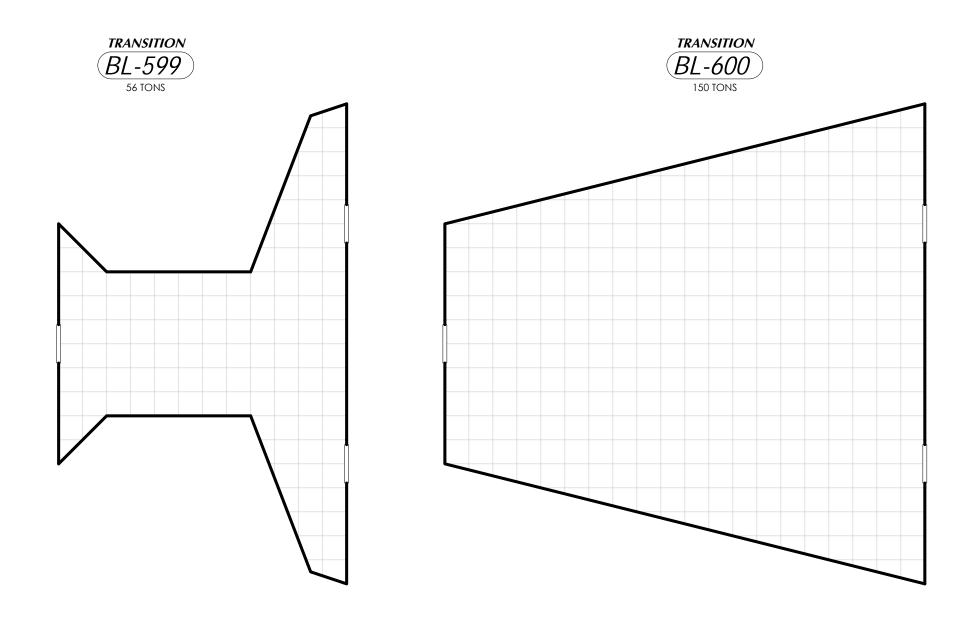
ADVENTURE CLASS STARSHIP GEOMORPHS

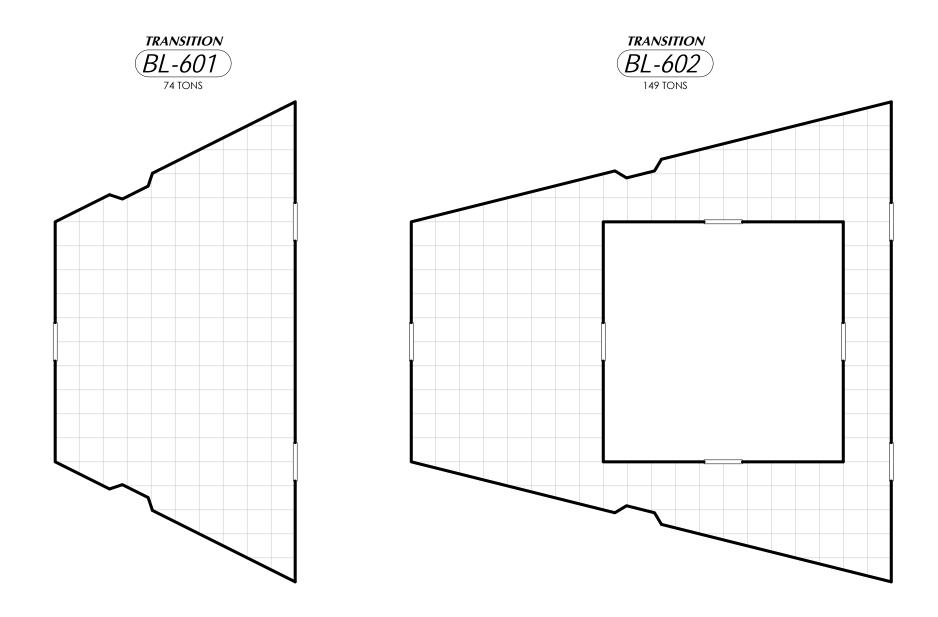
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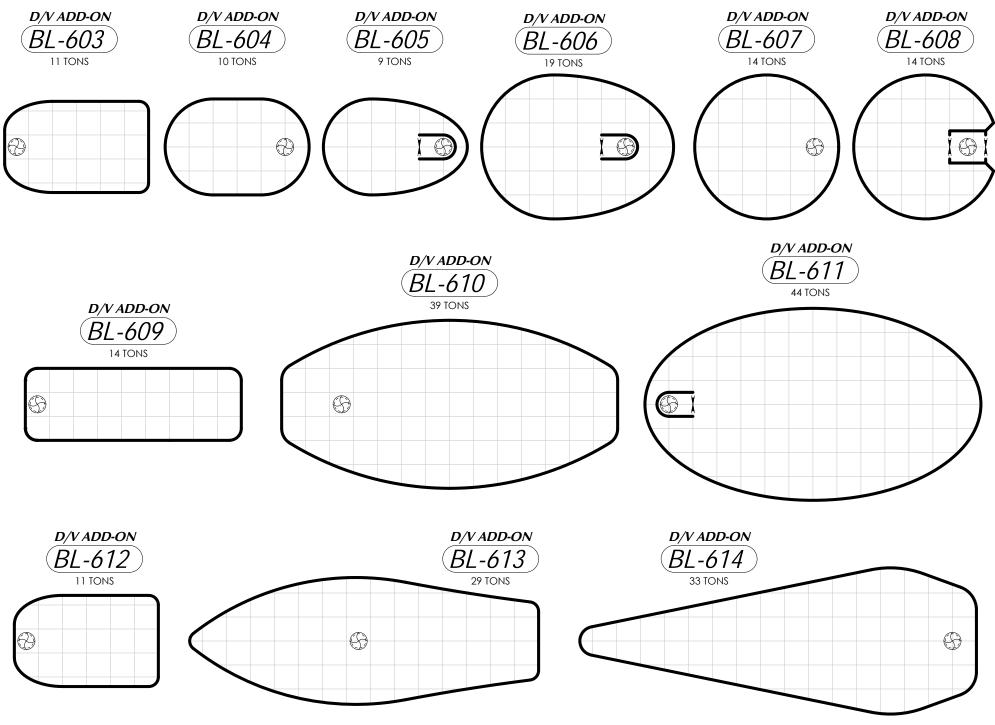




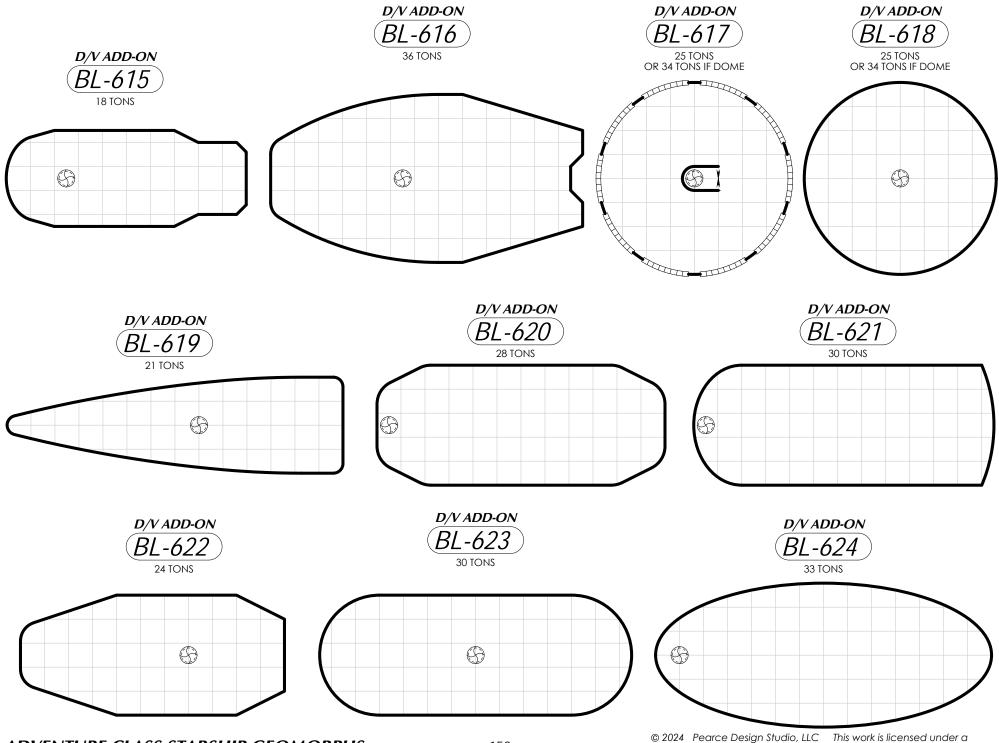








ADVENTURE CLASS STARSHIP GEOMORPHS



ADVENTURE CLASS STARSHIP GEOMORPHS

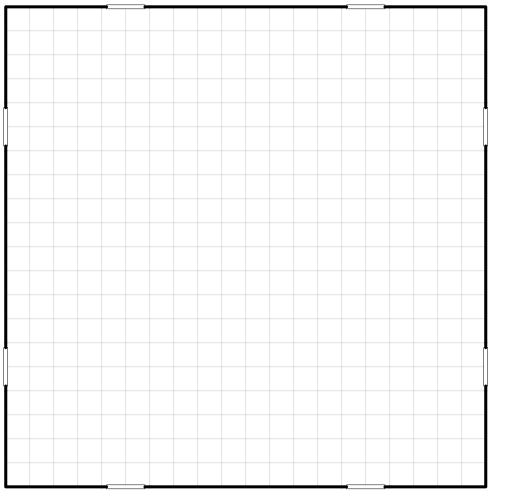
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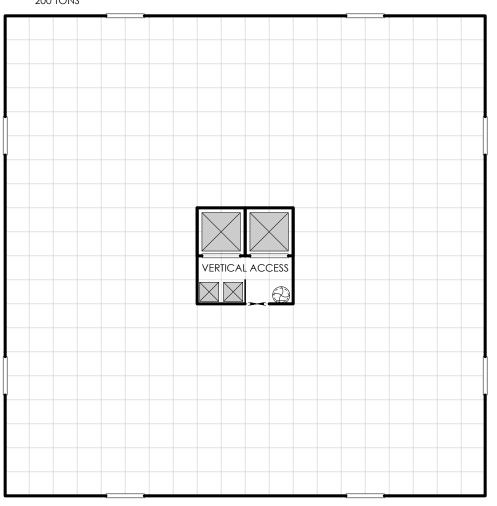
## Section 8 Large Geomorphs

The following blank geomorphs were originally included in the Starship Geomorphs 2.0 book and are included here for completeness.

STANDARD BL-625 200 TONS STANDARD - VERTICAL







• The core of this deck is for vertical access, allowing all designs created on this blank to allow continuous vertical movement.

