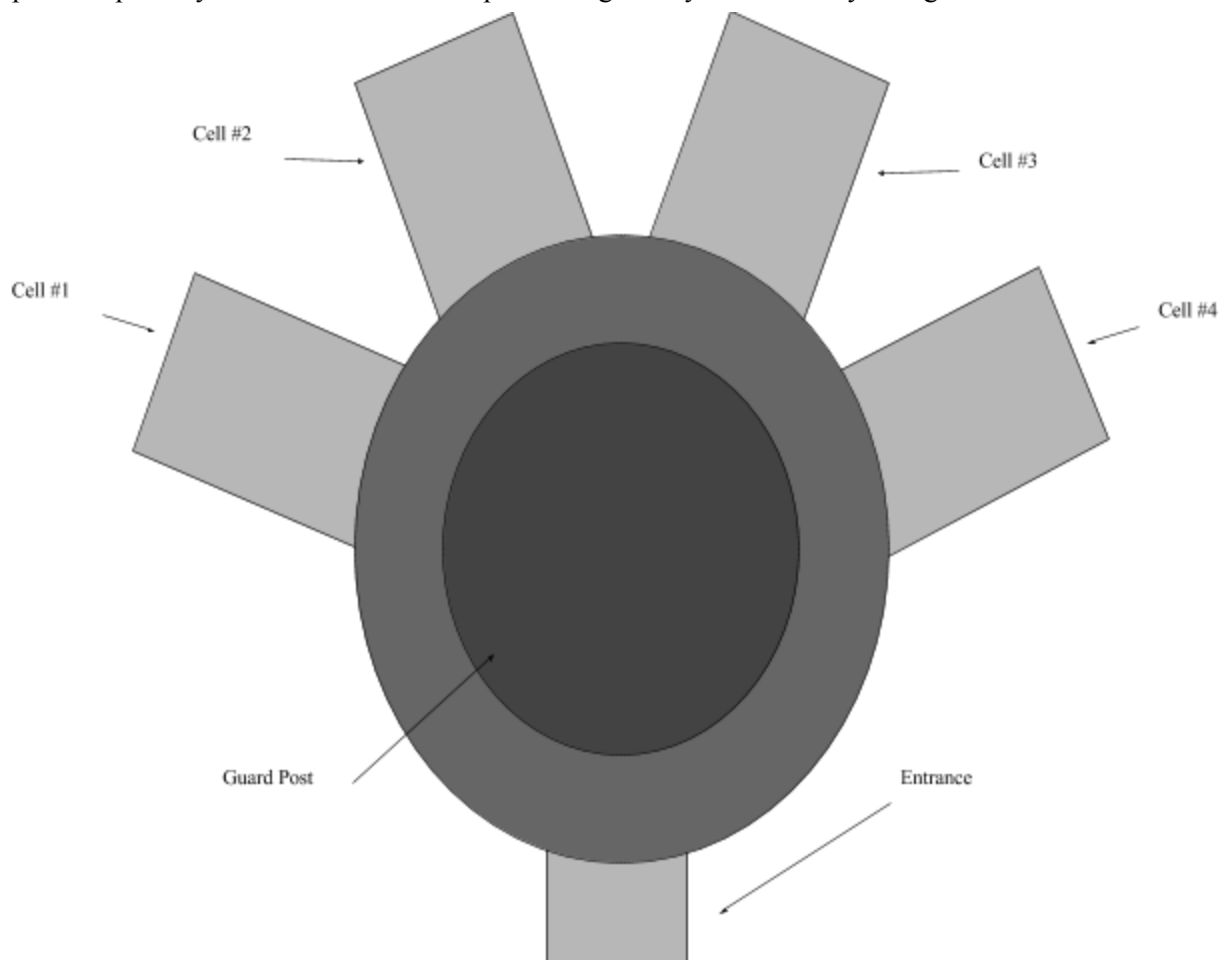


Brig

In the course of Voidbreaker's operations, it is sadly common that someone will have to be detained. For this reason, a brig has been constructed to house enemies, spies, or criminals for interrogation or transport. On rare occasions, the brig will also be used to detain a member of Voidbreaker due to the highly individualistic nature of Arcona's members.

As such, the *Voidbreaker's* brig is a masterpiece of modern incarceration technology, capable of detaining both Force users and more mundane prisoners. It consists of four cells, arranged radially around a central guard station. Each cell is a self-contained unit designed to house a single prisoner and is outfitted with basic amenities to accommodate them. The cells are enclosed by an externally mounted deflector field and equipped with a five-minute emergency battery in case of ship-wide power failure. There are no ventilation shafts leading directly into the cells and the brig's plumbing and waste disposal systems operate separately from the rest of the ship. The brig is only accessible by a single entrance.



Three guards are on duty at any one time, though the station is designed to accommodate six if the brig is at max occupancy. These guards are specially selected by the Battleteam leader from Arcona's active

military, at which time they undergo special psychological screening and resistance training. They are competent and intelligent combatants and have been well educated about common Force techniques.

Each cell can only be opened by two-person verification requiring one guard to be present at the cell itself(usually a team of two) and another to be stationed back at the guard post. The interior of each cell is directly visible from the central guard-station and recorded by CCTV cameras.

Each cell is outfitted with a sound suppression system capable of physically debilitating most species, but this is not their primary purpose. These suppression systems are primarily intended to deal with Force users. When active at a low-level setting the system produces a constant, variable, and directed high-pitched noise which, while not loud enough to be immediately harmful, disrupts sleep and makes concentration difficult.

In a worst-case scenario, the Brig can be completely sealed off from the rest of the ship. This is accomplished through a series of durasteel blast doors which seal off both the ventilation shafts leading into the brig and at the primary entrance. Once sealed, other countermeasures can be deployed or reinforcements brought up to regain control of the brig.

Captain's Ready Room

Located directly below the bridge in the *Voidbreaker's* salon pod, the ready room is designed so that the captain can be a moment away from the bridge at all times. A direct turbolift leads up to the bridge, or in emergencies, a ladder through one of the maintenance hatches. It's location in the salon pod also makes it perfect for clandestine meetings and briefings, as the area of the ship is heavily armored and proofed against enemy surveillance.

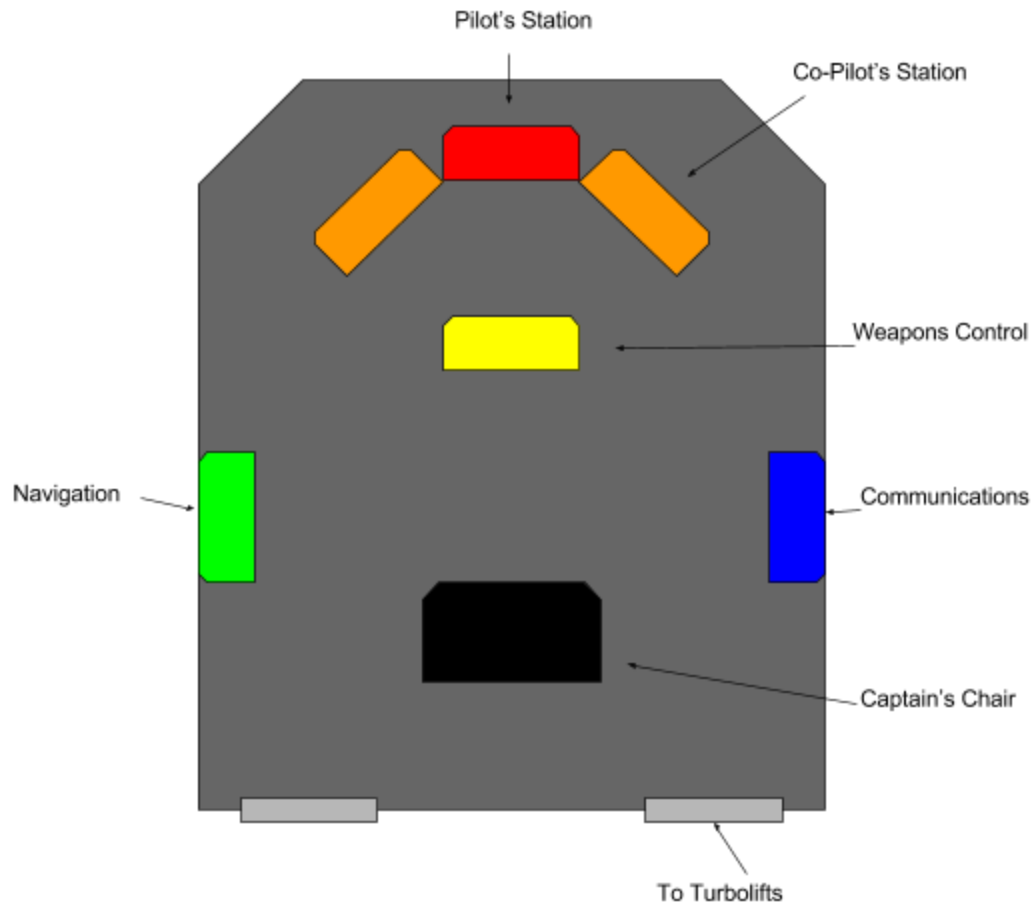
The accommodations in the ready room are both luxurious and practical. Antique furniture, knick-knacks, and decorations litter the room, each one a remnant of one of the *Voidbreaker's* previous captains. The space is dominated by a large desk, equipped with a holoivid projector and computer terminal. Adjacent to the ready room is a larger meeting room/dining room, sleeping quarters, and a private study. The salon pod is fully detachable from the ship and contains several weeks of food, water, and other supplies. Over long years the *Voidbreaker's* captains have accumulated a significant supply of alcohol as well.

Bridge

The Bridge on the *Voidbreaker* has been heavily modified from that of a more typical Consular-class cruiser, resembling more of a warship than a diplomatic ship. The bridge is sparsely decorated and kept free of an extraneous furniture to keep the ship running as efficiently as possible. There are six stations, as well as the captain's command chair. The three piloting stations are worked by the pilot and the two

co-pilots, whose jobs are to maintain the ship's course and speed. Behind them sits the tactical station, where the *Voidbreaker's* weapons are wired and controlled. To either side sits the navigations and communications stations, and in the very center the captain's chair.

Calling it a chair is rather inaccurate, more precisely the captain's command station resembles a throne. Made from solid durasteel and overlaid with thick, dark wood the chair is as old as the ship itself. This antique bears the marks of every previous captain of the *Voidbreaker*, some of them more literally than others. In many places there are etchings and carvings into the wood, crude drawings and initials left by crew and captain alike.



Hanger/Garage

Many of *Voidbreaker's* members have personal starfighters or ground transports which require hauling from place to place. To accommodate this, one of the *Voidbreaker's* main cargo holds has been transformed into a hanger and garage to house them. Starfighters sit alongside speeder backs in the wide

open hold, with ad-hoc maintenance equipment pulled up alongside them and temporary dividers placed in between.

The cargo ramp has also been outfitted with a containment field, allowing Voidbreaker to deploy starfighters while in flight. This system, however, is a poor substitute for a purpose-built hanger. Starfighters need to be manually hauled into place for launch to avoid damaging the other vehicles, and can only launch one at a time as space is too confined to launch multiple ships. Furthermore, the cargo ramp can take several minutes to fully lower, meaning that deployment in combat is relatively unfeasible.

Training Room

It's necessary the Voidbreaker maintain its members in top physical condition, so accommodations have been made for a training room in one of the cargo holds. Large spaces have been cleared out for a number of training mats, dummies, exercise equipment, and even a shooting range. Most forms of training weapons are available upon request, though the *Voidbreaker's* technicians have requested the crew refrain from using explosives.