

The training room aboard the Voidbreaker is, like so many other amenities within the cramped ship, a compact but efficient affair. The bare durasteel walls are a mismatched hodgepodge of old and new, easily discernible from the various scorch marks and shallow cuts that cover the older ones, testament to heavy usage. The ceiling is much the same, but with illumination strips lining the sides and allowing the entire room to be flooded with various spectra of light and darkness to provide further challenge to the trainees. Finally, the flooring is double-thick durasteel plating, with seamless panels for hiding various target dummies and training hazards.

For lightsaber dueling, there is an option to rayshield the walls and ceiling in order to prevent accidental puncturing of the ship's hull or causing undue damage. However, not many combatants seem to prefer this option as it both bathes the room in a reddish glow and fills it with a rather annoying hum, but also interferes with the fresh air flow. After any prolonged duel, trainees tend to report nausea and lack of air, which is in stark contrast with the typically cool climate that the room is kept in.

The layout is fairly simplistic, with the entire space taking on a rectangular shape. A square area immediately next to the point of ingress is uncovered and meant for combat training and sparring. Meanwhile, a smaller rectangular shape at the back is covered in a slightly cushioned beige matting to facilitate martial arts and meditation.

With the crew mostly training in their own weaponry, only a modest selection of weapons is kept within the training room, offering a number of captured enemy weapons dialed down to training settings for the crew to try out. The racks themselves are located immediately next to the port and starboard doorways for easy access.

A number of physical training equipment are also made available, cleverly hidden behind the wall paneling to save on space. In 'Gym' mode, these can be summoned forth and a modest selection of basic exercise machines for targeting specific muscle groups emerge from their hidden stowage configurations.

Similarly, training dummies for close quarters fighting can be made to appear either as static foes or as more dynamic 'pop-up' targets from beneath the floor plating. The various combat scenarios can be accessed remotely via the trainee's hololink or communicator, though the custodian droid D0-J0, can also be summoned to input or adjust the combat patterns to the user's liking.

Adding further immersion to the otherwise bare and plain hall are the environmental hazards which range from shock prods, mechanical arms and stun bolt projectors to dart shooters and low-temperature flamethrowers. Using these means is always done at the trainee's own peril, though the fatality rate has remained surprisingly low.

Lastly, there is an option to alter the temperature, humidity and even gravity within the room to simulate desert, jungle, tundra or low- or high-gravity environments, though these settings have not seen that much use, due to the sometimes inconsistent thermostats that have gone

overboard on the settings in the past. However, the team's Wookiee mechanic stated he was quite sure he had isolated the bug in the system.