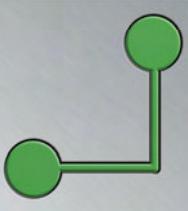
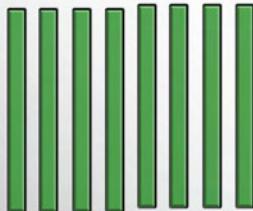


FUTURE  
**ARMADA**

 **ARGOS** **iii**

**SUBSECTOR**  
**MAPS**



## Argos III – Subsector Maps

These maps show a whole subsector on a single page and point out places of interest. They also show how to build the given subsector using the miniature-scale maps in the color and black-n-white map books. Above each map is a 3x6 grid of blocks; one block for each page in the map. The code in the block is the ID code for that map pages. See the map book for more details.

The first twelve map pages show the primary level of subsectors 1 through 12 in the main habitation ring. They are listed in reverse order so that the edges will line up correctly as one scrolls vertically through the document. In order to allow for the largest possible map image, only the main floor is shown in these maps. If a subsector has mapped areas above or below the main floor (for example, the residential areas and balconies above subsector f5) then these areas will be shown on pages of their own after the initial twelve map pages. Areas outside of the main habitation ring are listed in the later part of the document.

To reduce label clutter, identical areas are usually only marked once. For example, there are two Air Locks on the bridge level (one on the far right, one on the far left). Only one is specifically called out on the map and it is left to the reader to recognize the one on the other side as an identical structure. The full document with the text descriptions of each area tries to make it clear what all is what. But when just looking at the subsector maps, if you don't see a label on a specific area, look for a similar area and assume both have the same functionality.

<i>Argos III – Subsector Maps.....</i>	<i>1</i>
<b>Main Habitation Ring – Main Level.....</b>	<b>2</b>
<b>Main Habitation Ring – Auxiliary Levels .....</b>	<b>15</b>
<b>Hangar, Cargo, &amp; Docking Rings.....</b>	<b>21</b>

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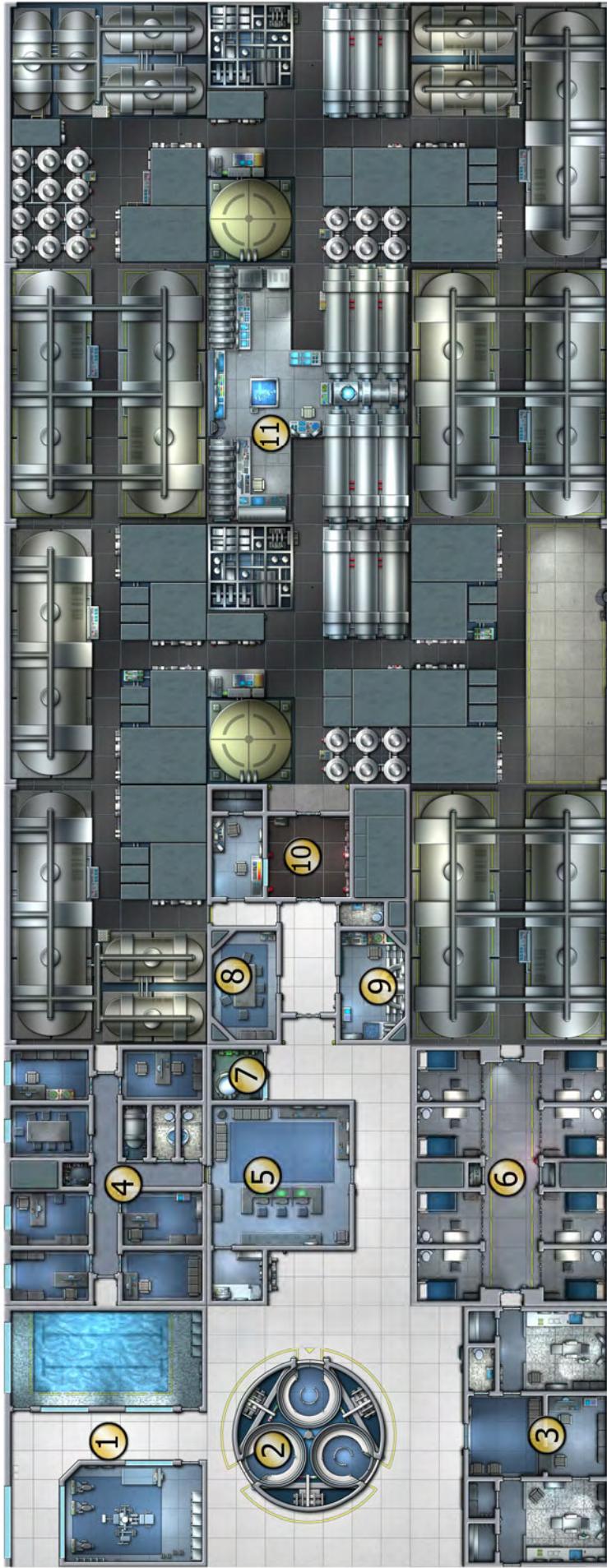
## Main Habitation Ring – Main Level

The next 12 pages contain the maps for the main levels of subsectors 1 through 12.

# ARGOS III

## HABITATION RING

A1	Co.26	A2	Ad.14	A3	En.11	A4	En.12	A5	En.14	A6	En.13
B1	Mi.01	B2	Ad.06	B3	Ad.02	B4	En.01	B5	En.00	B6	En.01
C1	Ad.15	C2	Ad.13	C3	En.14	C4	En.10	C5	En.14	C6	En.11



1. Prisoner Exercise Area
2. Transportation Tube Stop
3. Detention Center Clinic
4. Legal Officers & Administration
5. Processing Center
6. Cellblock 2
7. Interrogation Chamber
8. Visitation Room
9. Scanning Room
10. Security Checkpoint
11. Primary Engineering

← SUBSECTOR 1 →

SUBSECTOR 1 →

# ARGOS III

## HABITATION RING

A1	Wa.11	A2	Wa.10	A3	En.10	A4	Wa.10	A5	Wa.11	A6	Co.20
B1	Ad.01	B2	Wa.01	B3	En.01	B4	Wa.01	B5	En.01	B6	Co.02
C1	Wa.12	C2	Wa.10	C3	En.10	C4	Wa.11	C5	Wa.12	C6	Ad.16



1. Security Checkpoint
2. Doc Gruber's Clinic
3. Pharmacy
4. Hacker's Haven
5. O'Mally's
6. Convenience Store
7. Gruber's Cyber Clinic
8. Cell Block 1
9. Detention Center Cafeteria
10. Parole & Counseling Office
11. Inmate & Guard Uniforms
12. Maintenance Room

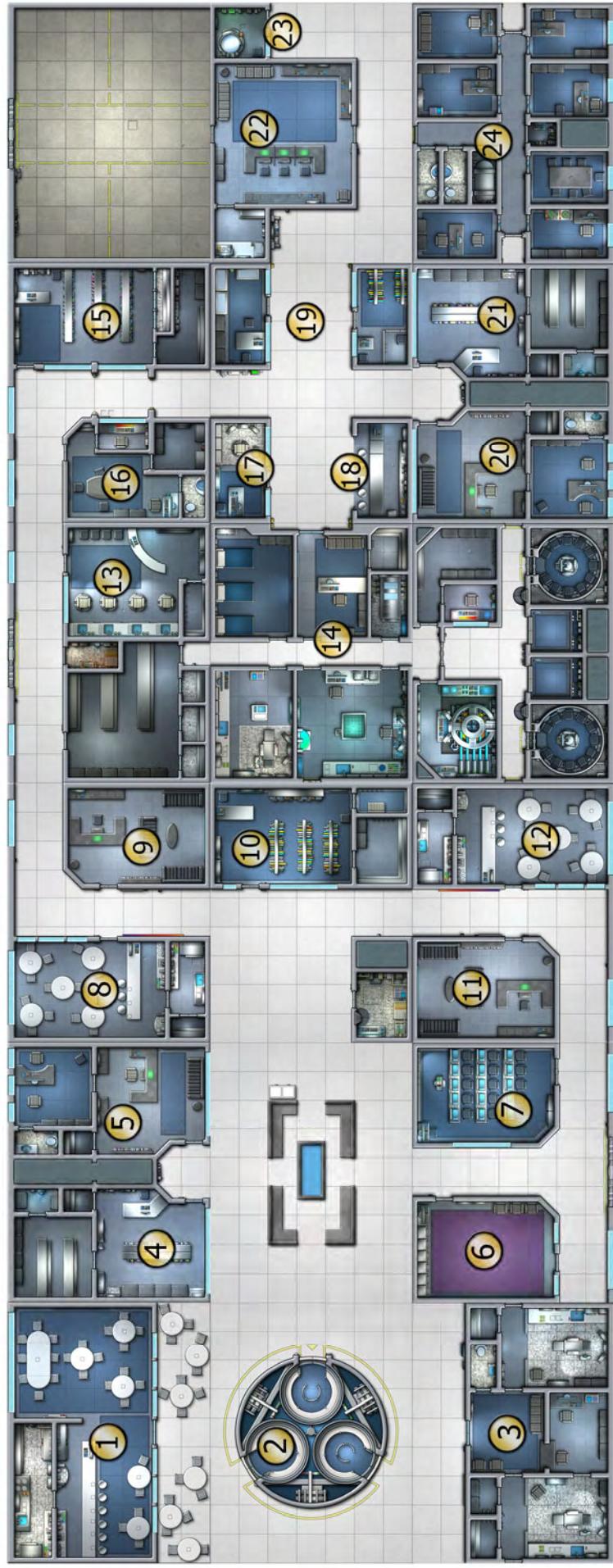
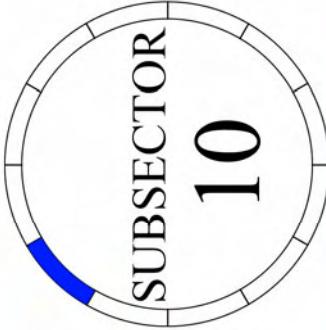
← SUBSECTOR 10

SUBSECTOR 12 →

# ARGOS III

## HABITATION RING

Co.12	Co.11	Co.20	Co.23	Co.25	Ca.10
Mi.01	Mi.05	Co.02	Ad.03	Co.03	Ad.06
Ad.15	Co.22	Co.20	Ad.10	Co.11	Ad.14



1. Phenix Phast Food
2. Transportation Tube Stop
3. Argos III Dental Clinic
4. X5 Collectibles
5. Argos Employment
6. Dojo 7
7. Smart-U Training Center
8. In-Person Game Cafe
9. Sinclair's
10. Casualwear
11. Public Library
12. Golden Ki Rin Sushi
13. Nu-U
14. Sendai Corporation
15. 1-Stop Omni Shop
16. Security
17. Tattoos
18. Quick Shot Sake'
19. Omar's Arms & Armor
20. New Ronin
21. Gadget Shack
22. Knox Storage Solutions
23. Re-Juve
24. misc. offices

→ SUBSECTOR 9

↑ SUBSECTOR 11

# ARGOS III

## HABITATION RING

A1	Re.11	A2	A3	A4	A5	A6
B1	Co.01	B2	B3	B4	B5	B6
C1	Co.26	C2	C3	C4	C5	C6
	Re.10	Re.10	Re.10	Re.10	Re.10	Re.11
	Co.00	Co.23	Co.24	Co.21	Co.20	Re.12
						Mi.05



1. Yosoko Hotel Lobby
2. Hotel Laundry
3. Pool & Fitness Room
4. Autumn Moon Casino
5. Orchid Blossom Salon

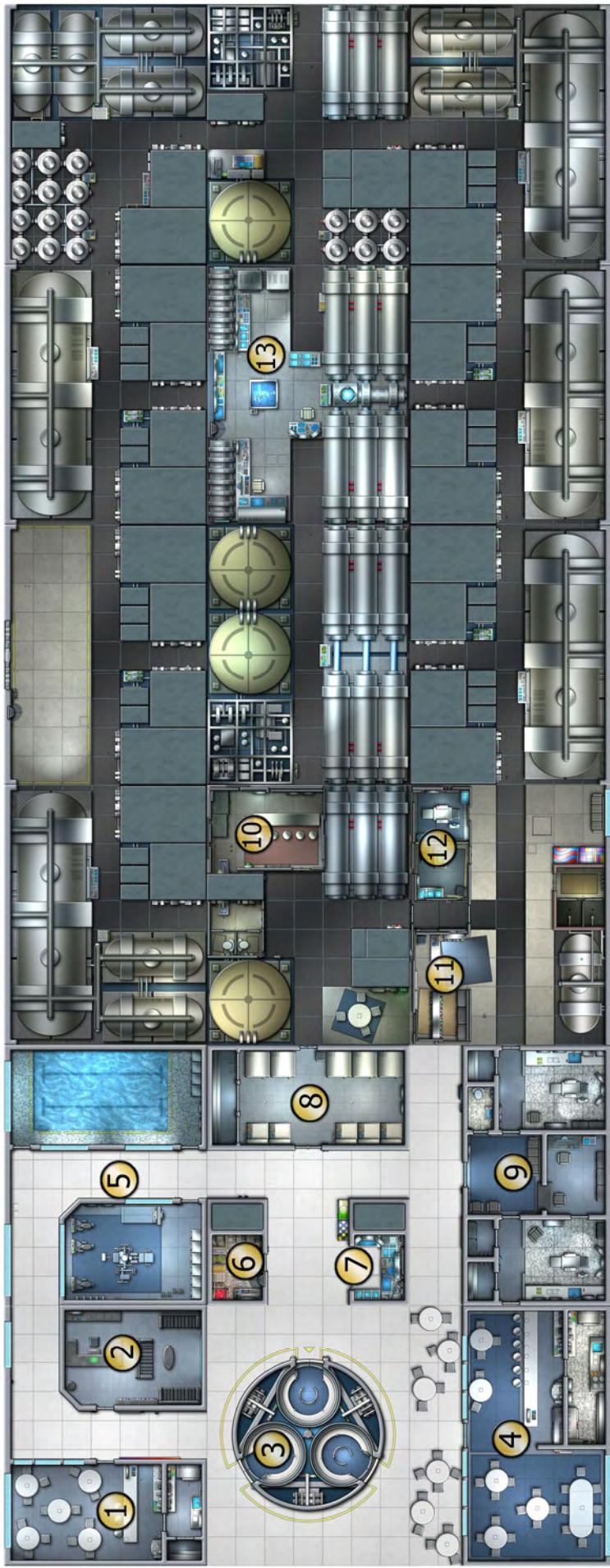
6. Yosoko Lounge
7. Sami's Boutique
8. The Vogue Theater
9. PanGalactic Travel
10. Bento Cafe

11. Hotel Rooms
12. Stairs Up To Balcony
13. Public Utilities

# ARGOS III

## HABITATION RING

A1	Co.20	Co.26	A3	En.11	A4	En.10	A5	En.12	A6	En.13
B1	B2	B3	B4	B5	B6					
Mi.01	Co.01	En.01	En.01	En.00	En.01					
C1	C2	C3	C4	C5	C6	En.12	En.11	En.12	En.11	En.13



1. Xeno'c Smart Bar
2. Infinity Spa Office
3. Transportation Tube Stop
4. Elan
5. Weight Room & Pool
6. Maintenance Room
7. Communications Node
8. Laundry
9. Infinity Clinic
10. Black Dog Tavern
11. Dirty Dan's
12. Icarus Implants
13. Auxiliary Engineering

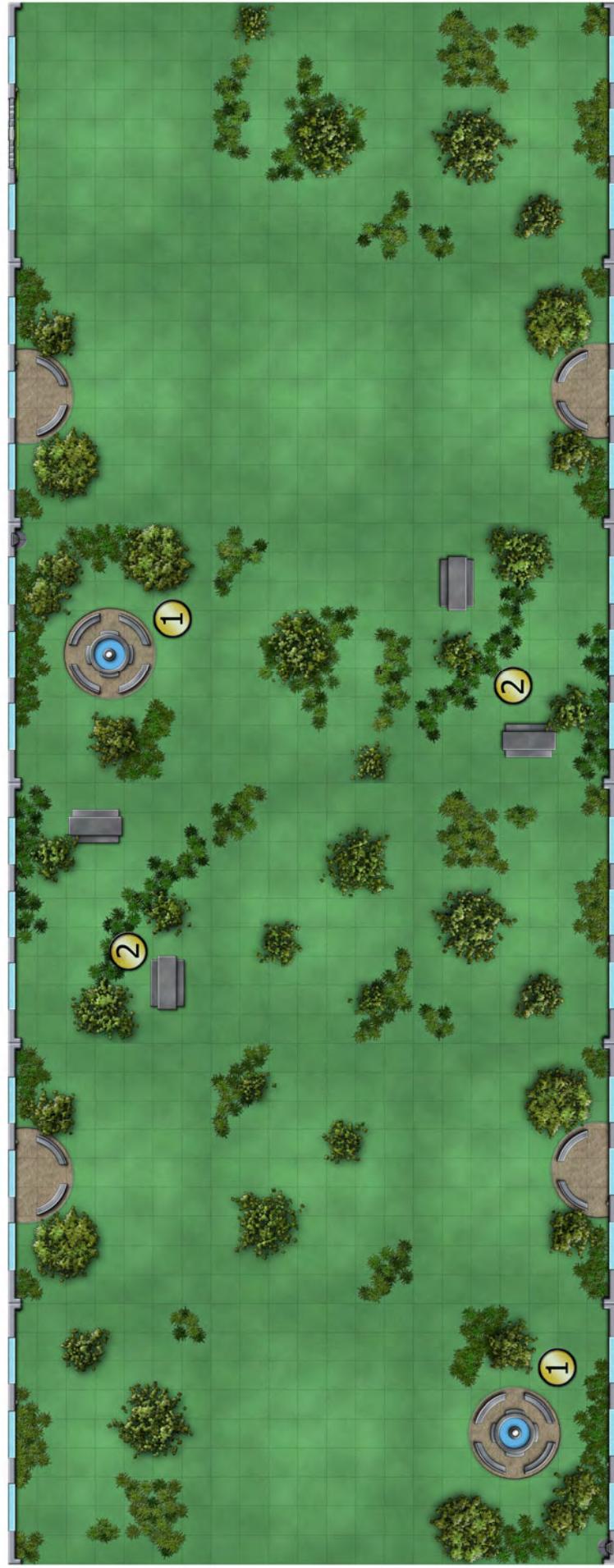
← SUBSECTOR 7 →

↑ SUBSECTOR 9 →

# ARGOS III

## HABITATION RING

Pa.14	Pa.12	Pa.13	Pa.11	Pa.12	Pa.10
Pa.00	Pa.01	Pa.01	Pa.02	Pa.00	Pa.02
Pa.11	Pa.12	Pa.14	Pa.13	Pa.12	Pa.14



1. Fountain
2. Picnic Tables

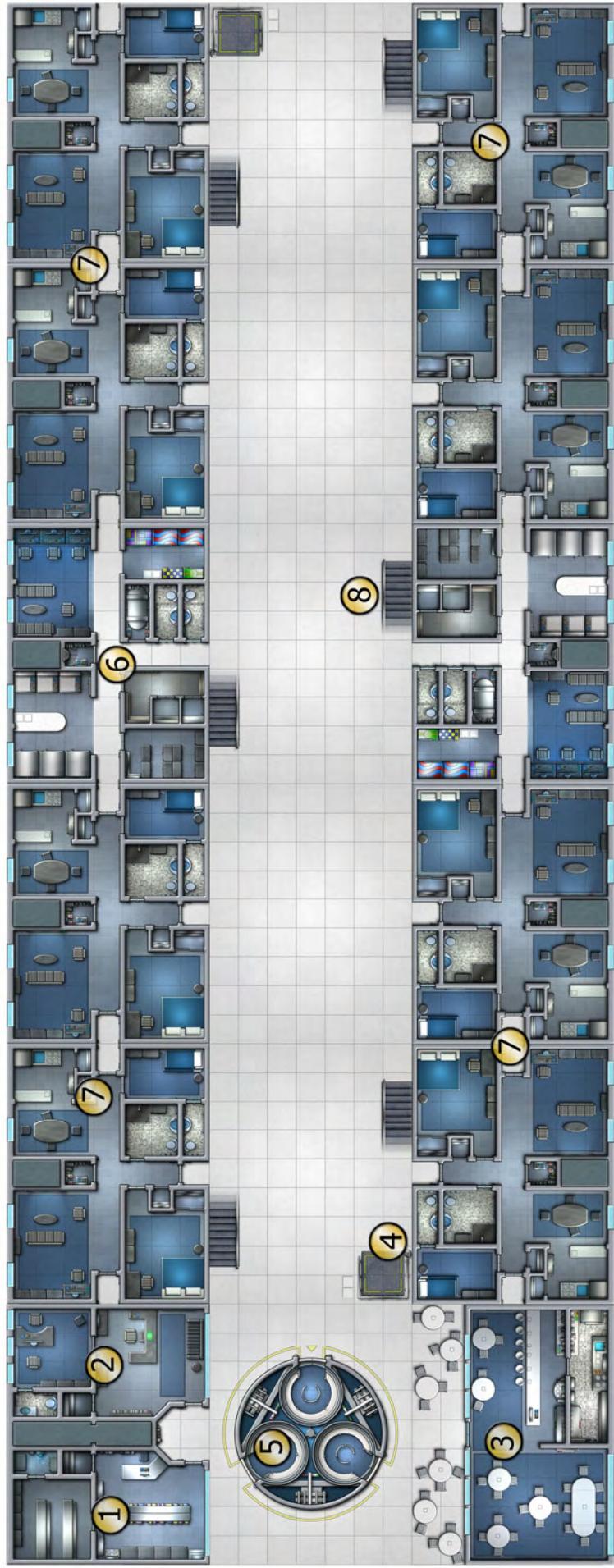
← SUBSECTOR 6 →

SUBSECTOR 8 ↑

# ARGOS III

## HABITATION RING

A1	Co.11	A2	Re.11	A3	Re.11	A4	Re.12	A5	Re.11	A6	Re.11
B1	Mi.01	B2	Mi.23	B3	Mi.00	B4	Mi.24	B5	Mi.00	B6	Mi.23
C1	Co.12	C2	Re.11	C3	Re.11	C4	Re.12	C5	Re.11	C6	Re.11



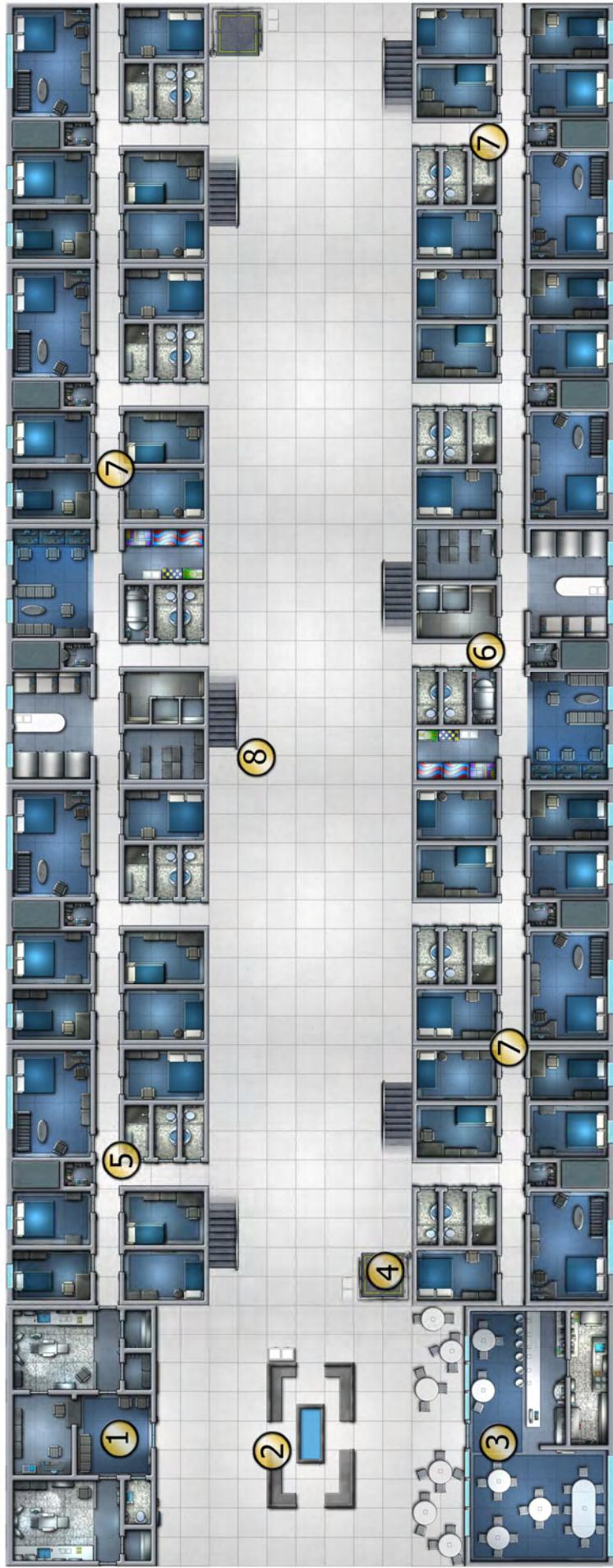
1. 1-Stop Omni Shop
2. Security & Tribunal
3. Hong Kong Cafe
4. Lift
5. Transportation Tube Stop
6. Utility Area
7. Common Residential Blocks
8. Stairs Up To Balcony

← SUBSECTOR 5

SUBSECTOR 7 →

# ARGOS III HABITATION RING

A1	Ad.15	A2 Re.10	A3 Re.10	A4 Re.12	A5 Re.10	A6 Re.10
B1	Mi.05	B2 Mi.23	B3 Mi.00	B4 Mi.24	B5 Mi.00	B6 Mi.34
C1	Co.12	C2 Re.10	C3 Re.10	C4 Re.12	C5 Re.10	C6 Re.10

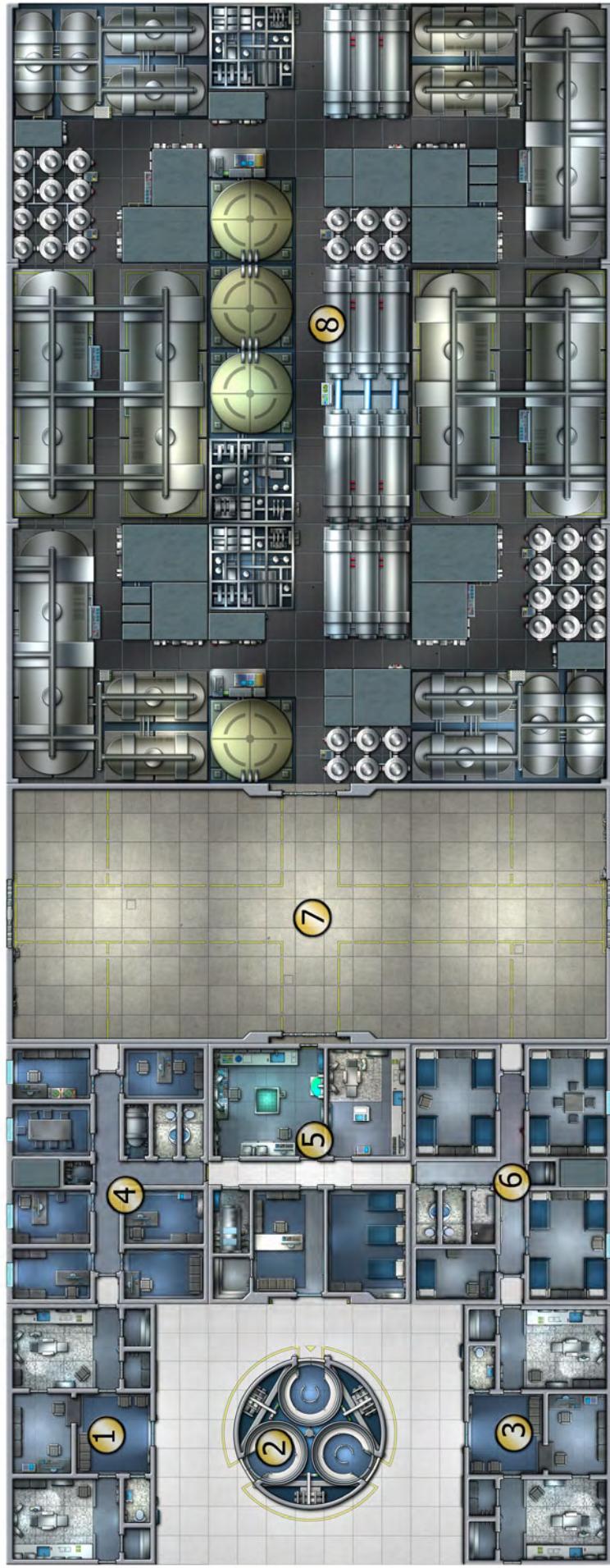
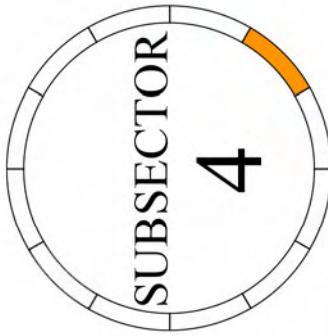


1. Urgent Care Clinic
2. Fountain & Benches
3. Mac Doonan's
4. Lift
5. The Red Lantern
6. Utility Area
7. Common Residential Blocks
8. Stairs Up To Balcony

# ARGOS III

## HABITATION RING

Ad.15	Ad.14	Ca.10	En.11	En.14	En.13
Mi.01	Ad.03	Ca.00	En.01	En.02	En.01
Ad.15	Ad.16	Ca.13	En.13	En.14	En.11



1. Outpatient & Exams
2. Transportation Tube Stop
3. Surgery
4. Offices
5. Labs
6. Patient Wards
7. Cargo Bay
8. General Engineering

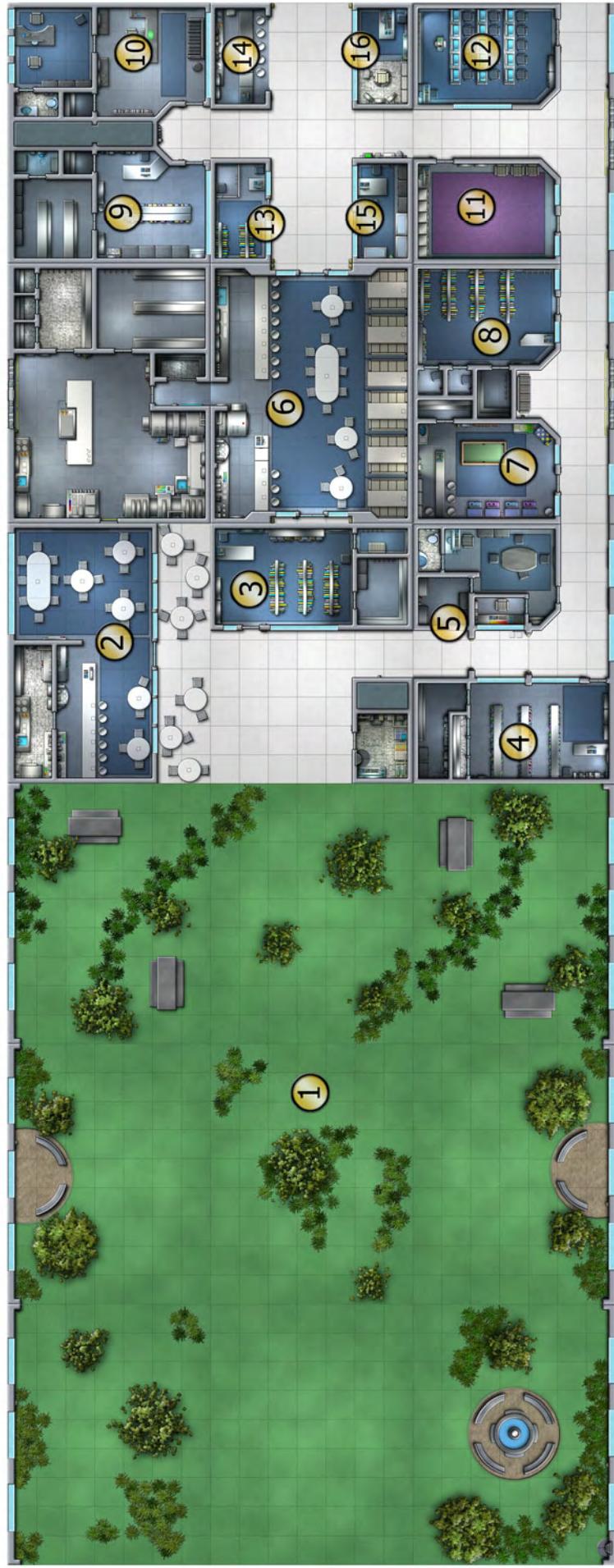
← SUBSECTOR 3 →

SUBSECTOR 5 ↑

# ARGOS III

## HABITATION RING

Pa.14	Pa.12	Pa.13	Co.12	Co.10	Co.11
Pa.00	Pa.02	Pa.01	Co.02	Co.00	Co.03
Pa.11	Pa.12	Pa.13	Co.25	Co.24	Co.22



1. Orange Park
2. Parkside Bistro
3. Marathon Sportz
4. 1-Stop Omni Shop
5. Security Checkpoint
6. Kquality Kafeteria
7. Hiro's Game Room
8. Hamelin's
9. Kid Stuff
10. Education Administrator
11. Kinderhouse Daycare
12. Public Classroom
13. Radwear
14. Pheonix Phast Food
15. Software Joe's
16. Enhanced Learning

← SUBSECTOR 2 →

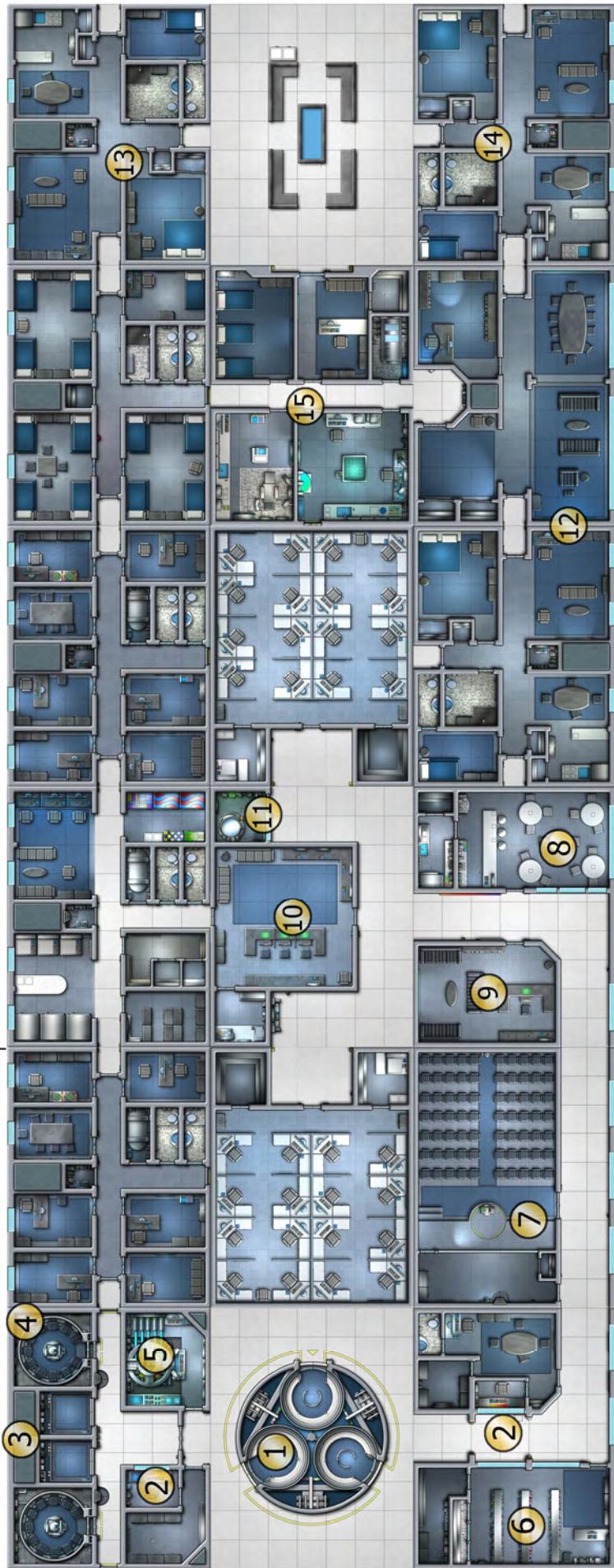
SUBSECTOR 4 →

# ARGOS III

## HABITATION RING

A1	Ad.10	A2	Ad.14	A3	Re.12	A4	Ad.14	A5	Ad.16	A6	Re.11
B1	Mi.01	B2	Ad.05	B3	Ad.06	B4	Ad.05	B5	Ad.03	B6	Mi.05
C1	Co.25	C2	Co.21	C3	Co.12	C4	Re.11	C5	Re.13	C6	Re.11

Bridge under here



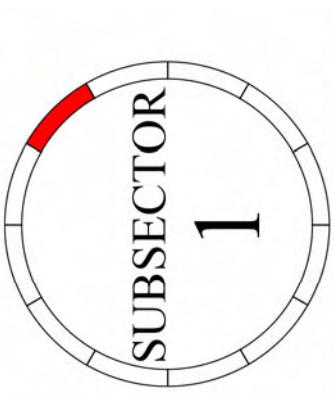
1. Transportation Tube Stop
2. Security Checkpoint
3. Elevators to Bridge
4. Lifeboats
5. Computer Core
6. 1-Stop Omni Shop
7. Auditorium
8. Patriot Cafe
9. V.I.P. Reception
10. Main Administration Annex
11. Immunization Chamber
12. Station Commander's Residence
13. Chief Engineer's Residence
14. Chief Administrator's Residence
15. Forensics Lab

← SUBSECTOR 1

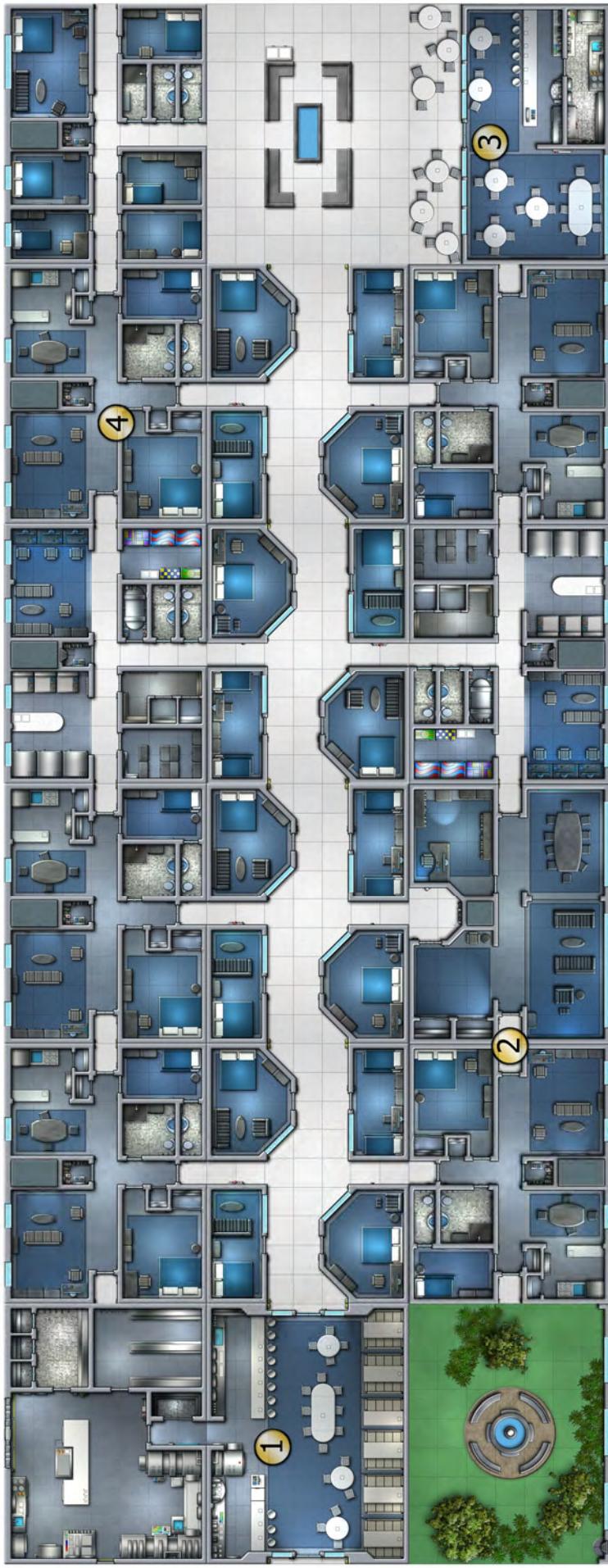
SUBSECTOR 3 →

# ARGOS III

## HABITATION RING



A1	A2	A3	A4	A5	A6
Co.10	Re.11	Re.11	Re.12	Re.11	Re.10
B1	B2	B3	B4	B5	B6
Co.00	Re.00	Re.00	Re.00	Re.00	Mi.05
C1	C2	C3	C4	C5	C6
Pa.11	Re.11	Re.13	Re.12	Re.11	Co.12



1. The Blue Lotus
2. Mitsuru Suyama Estate
3. The Epicurean Cafe
4. VonMerrick Residence

← SUBSECTOR 12

SUBSECTOR 2 →

## Main Habitation Ring – Auxiliary Levels

The next set of pages contains areas above and below the main level of the main habitation ring.

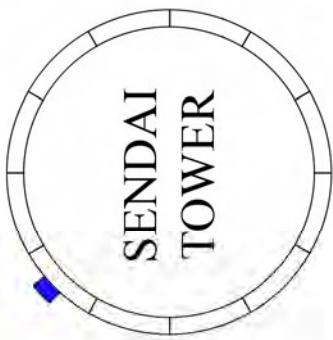
# ARGOS III

HABITATION RING

B4	Do.13
C4	Ad.10



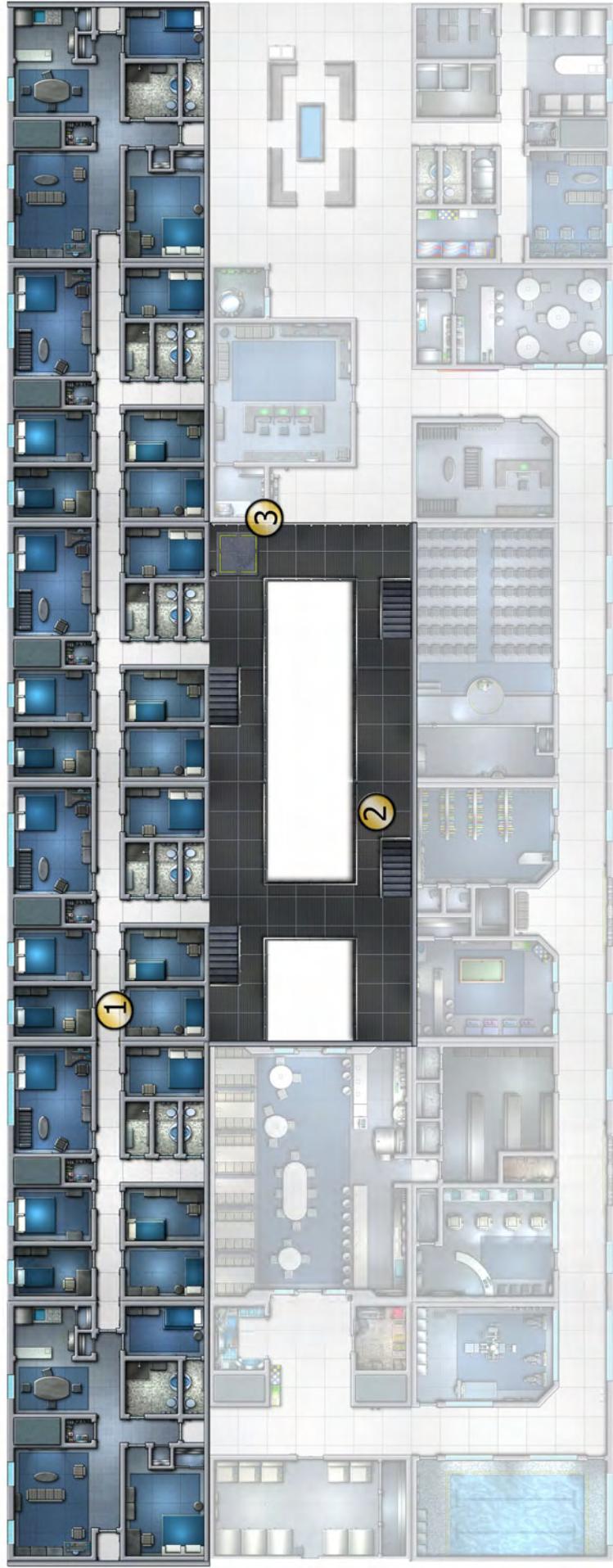
1. Shuttle Bay
2. Lifeboats
3. Elevators
4. Store Room



# ARGOS III

## HABITATION RING

A1	A2	A3	A4	A5	A6
Re.11	Re.10	Re.10	Re.10	Re.10	Re.11
		B3	B4	Mi.21	Mi.22



1. Hotel Rooms
2. Stairs down to main level
3. Lift

# ARGOS III

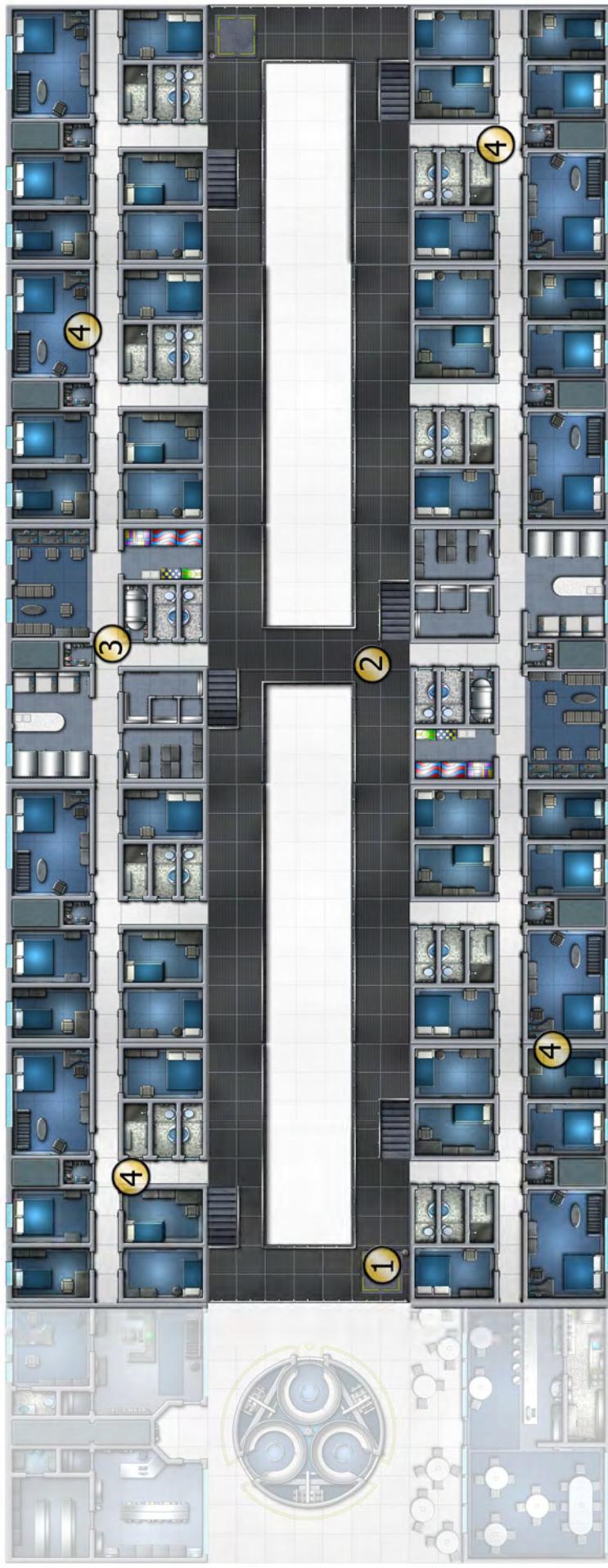
## HABITATION RING

A2	Re.10	A3	A4	A5	A6
B2	Re.10	B3	B4	B5	B6
Mi.22	Mi.20	Mi.21	Mi.20	Mi.22	
C2	C3	C4	C5	C6	Re.10

A2	Re.10	A3	A4	A5	A6
B2	Re.10	B3	B4	B5	B6
Mi.22	Mi.20	Mi.21	Mi.20	Mi.22	
C2	C3	C4	C5	C6	Re.10

A2	Re.10	A3	A4	A5	A6
B2	Re.10	B3	B4	B5	B6
Mi.22	Mi.20	Mi.21	Mi.20	Mi.22	
C2	C3	C4	C5	C6	Re.10

A2	Re.10	A3	A4	A5	A6
B2	Re.10	B3	B4	B5	B6
Mi.22	Mi.20	Mi.21	Mi.20	Mi.22	
C2	C3	C4	C5	C6	Re.10

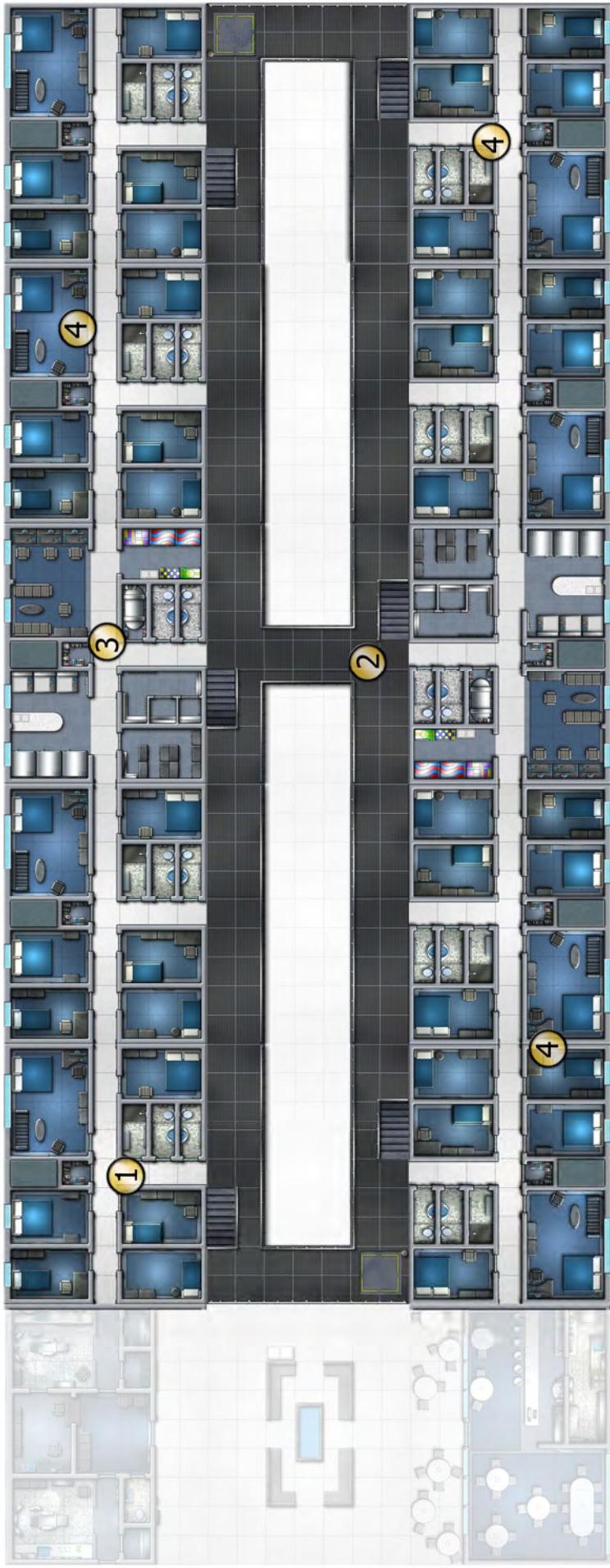


1. Lift Down
2. Balcony & Stairs Down
3. Utility Area
4. Common Residential Blocks

# ARGOS III

## HABITATION RING

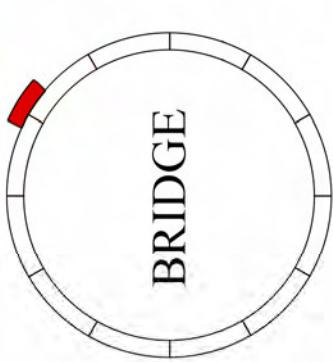
A2	Re.10	A3	Re.10	A4	Re.12	A5	Re.10	A6
B2	Re.10	B3	Re.10	B4	Re.12	B5	Re.10	B6
Mi.22	Mi.20	Mi.21	Mi.20	Mi.21	Mi.20	Mi.22	Mi.21	Mi.22
C2	C3	C4	C5	C6	C7	C8	C9	C10



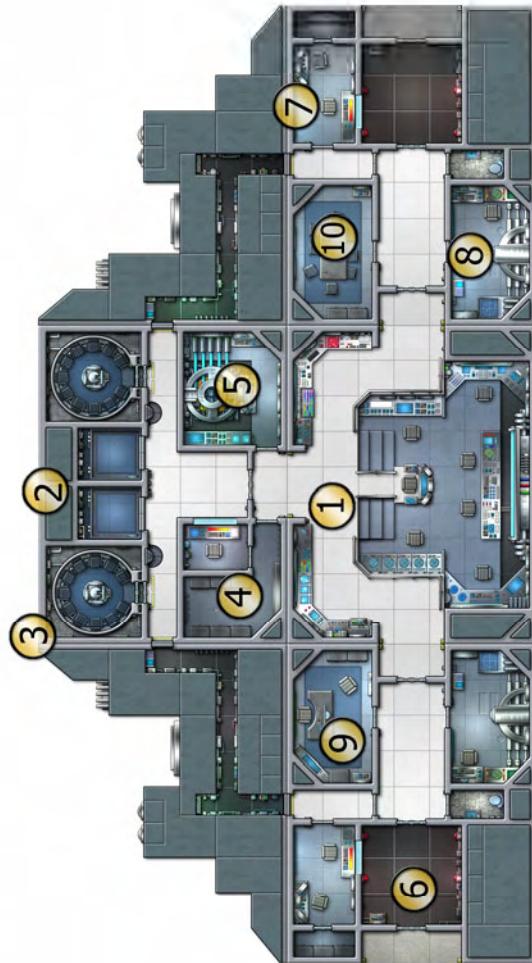
1. The Red Lantern
2. Balcony & Stairs Down
3. Utility Area
4. Common Residential Blocks

# ARGOS III

HABITATION RING



A6	Ad.11	A1	Ad.10	A2	Ad.12
B6	Ad. 01	B1	Ad.00	B2	Ad.02



1. Bridge
2. Elevators
3. Lifeboats
4. Armory
5. Computer Core
6. Air Lock
7. Security
8. Sensors & Communications
9. Commander's Office
10. Conference Room

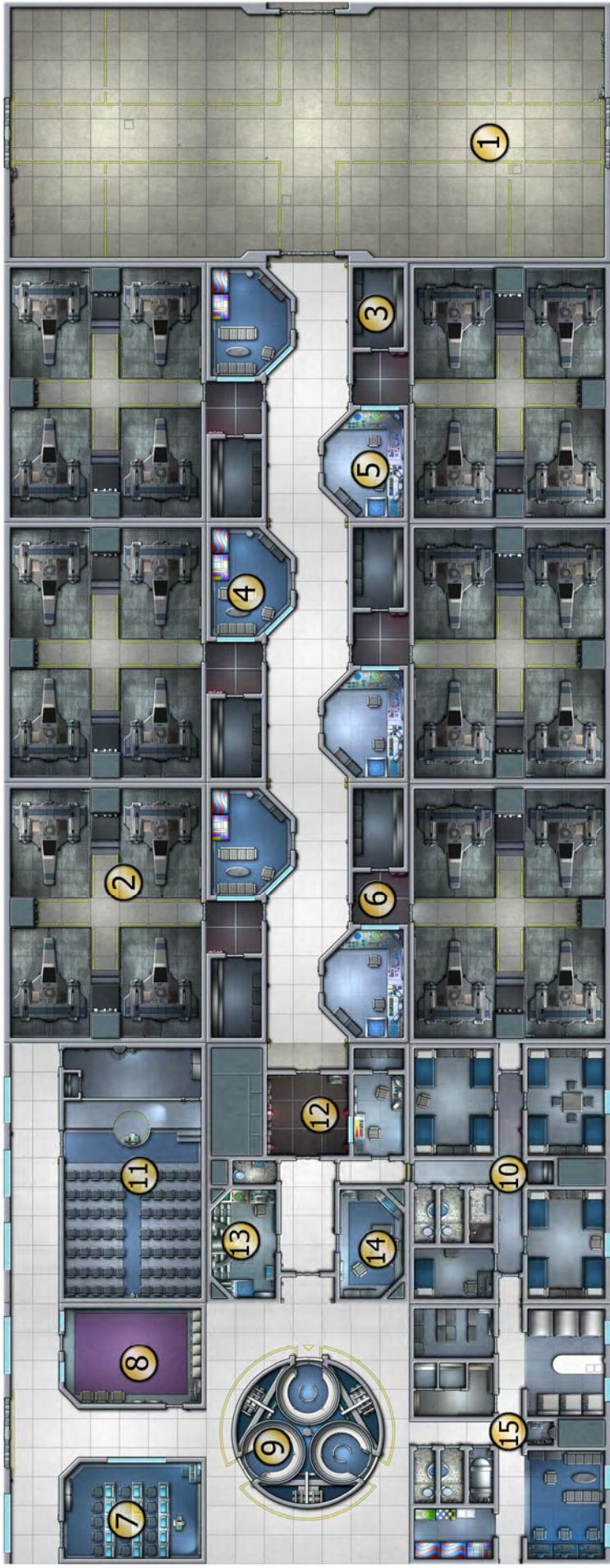
## Hangar, Cargo, & Docking Rings

The next set of pages contains maps for the hangar, cargo, and docking ring areas.

# ARGOS III

## HANGAR RING

A1	Co.22	Co.21	A3	Do.11	A4	Do.11	A5	Do.11	A6	Ca.10
B1	B2	B3	B4	B5	B6	B6	B6	B6	B6	Ca.00
Mi.01	Ad.01	Do.00	Ca.00							
C1	C2	C3	C4	C5	C6	C6	C6	C6	C6	Ca.13



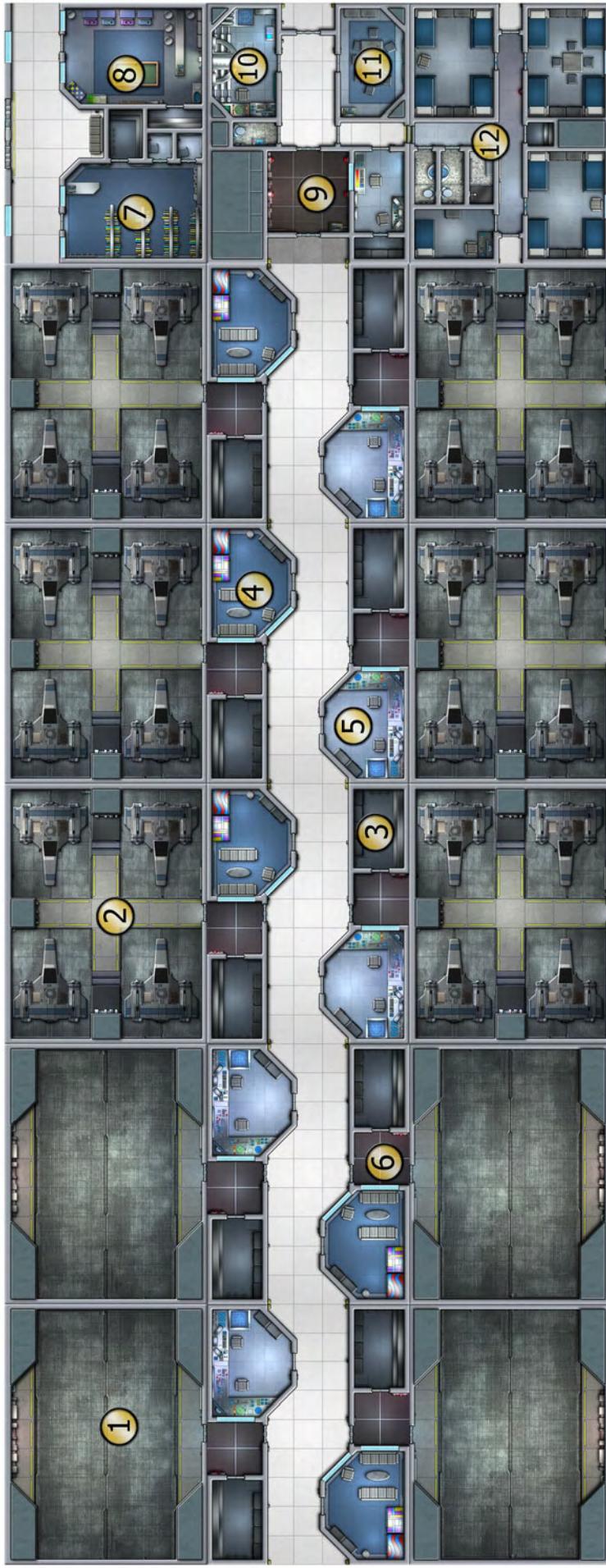
1. Cargo Bay
2. Quad Bay
3. Storage Room
4. Lounge
5. Control Room
6. Air Lock
7. Training Room
8. Exercise Area
9. Transportation Tube Stop
10. Squadron Barracks
11. Auditorium
12. Security Checkpoint
13. Launch Scanners
14. Squadron Commander's Office
15. Utility Area



# ARGOS III

## HANGAR RING

A1	Do.12	A2	Do.12	A3	Do.11	A4	Do.11	A5	Do.11	A6	Co.24
B1	Do.00	B2	Do.00	B3	Do.00	B4	Do.00	B5	Do.00	B6	Ad.02
C1	Do.12	C2	Do.12	C3	Do.11	C4	Do.11	C5	Do.11	C6	Ad.16



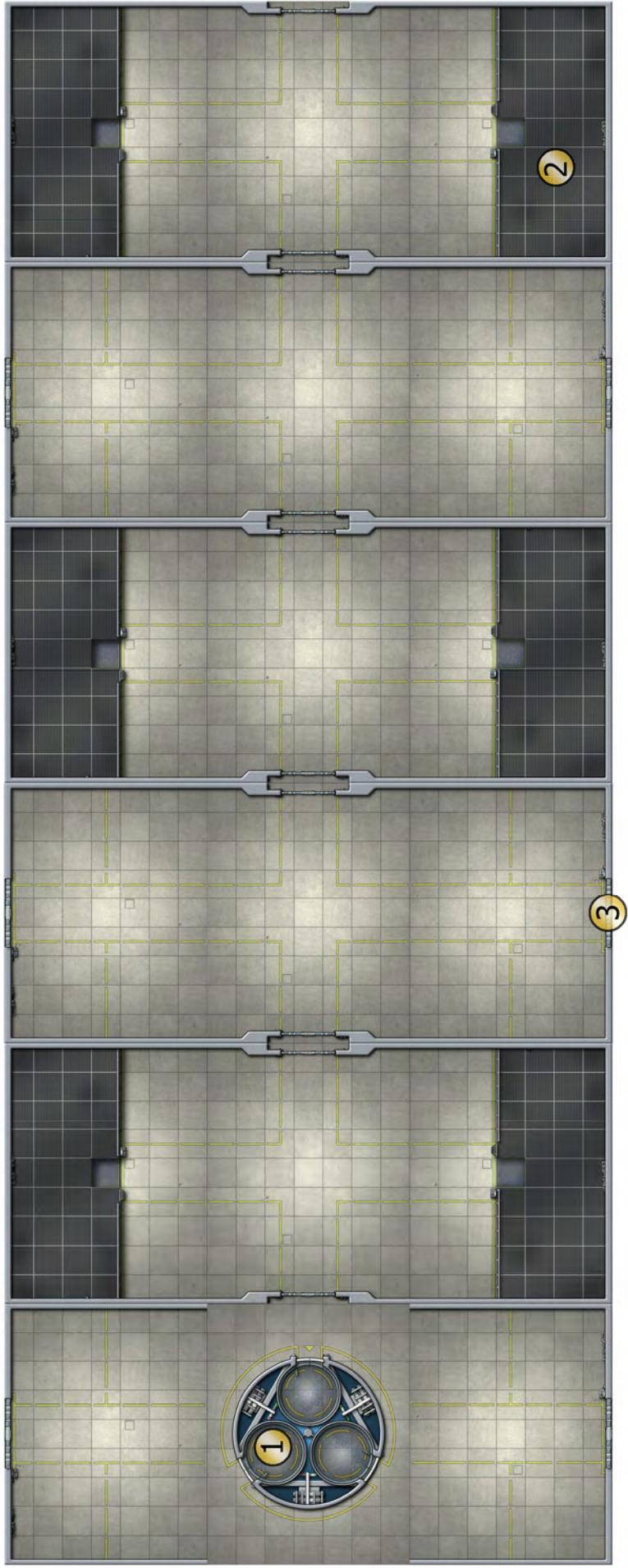
1. Single Ship Bay
2. Quad Bay
3. Storage Room
4. Lounge
5. Control Room
6. Air Lock
7. Uniforms
8. Squadron Lounge
9. Security Checkpoint
10. Launch Scanners
11. Conference Room
12. Squadron Barracks



# ARGOS III

## CARGO RING

A1	Ca.10	A2	Ca.11	A3	Ca.10	A4	Ca.11	A5	Ca.10	A6	Ca.11
B1	Mi.02	B2	Ca.00	B3	Ca.00	B4	Ca.00	B5	Ca.00	B6	Ca.00
C1	Ca.13	C2	Ca.12	C3	Ca.13	C4	Ca.12	C5	Ca.13	C6	Ca.12

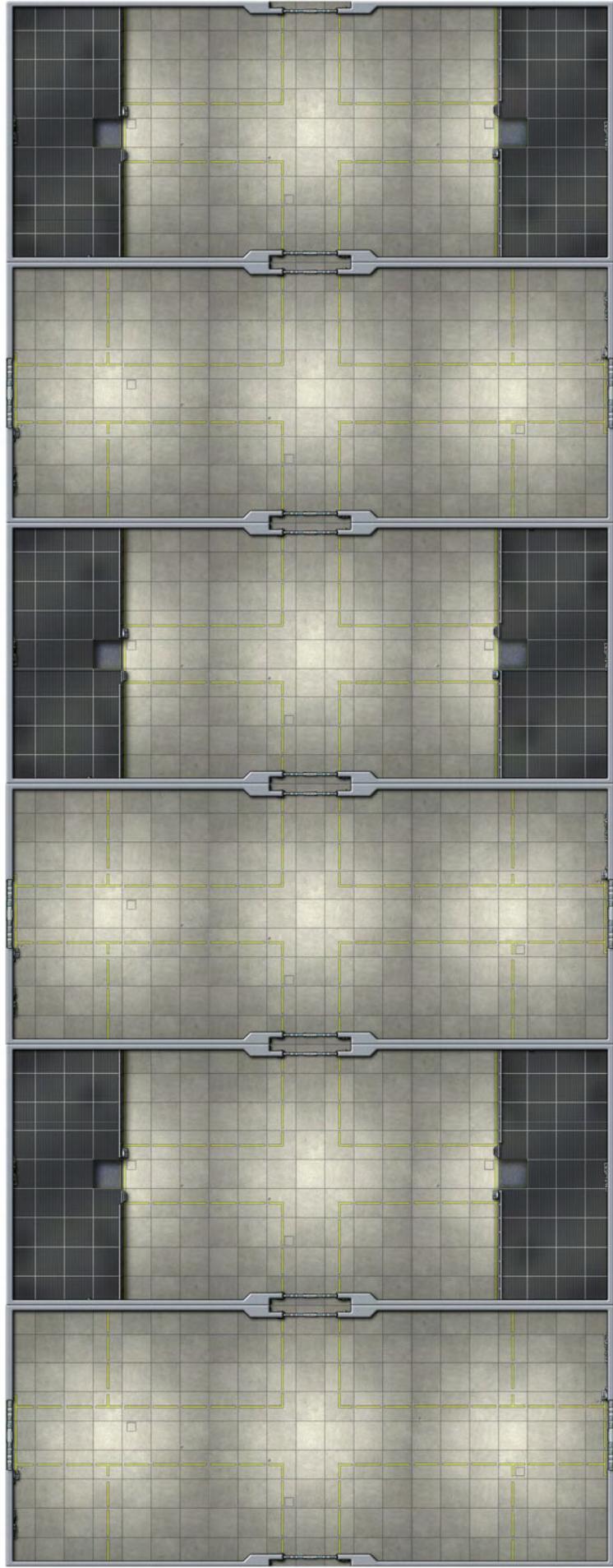


1. Transportation Tube Stop
2. Cargo Balcony
3. Bay Doors (to exterior of station)

# ARGOS III

## CARGO RING

A1	Ca.10	A2	Ca.11	A3	Ca.10	A4	Ca.11	A5	Ca.10	A6	Ca.11
B1	Ca.00	B2	Ca.00	B3	Ca.00	B4	Ca.00	B5	Ca.00	B6	Ca.00
C1	Ca.13	C2	Ca.12	C3	Ca.13	C4	Ca.12	C5	Ca.13	C6	Ca.12

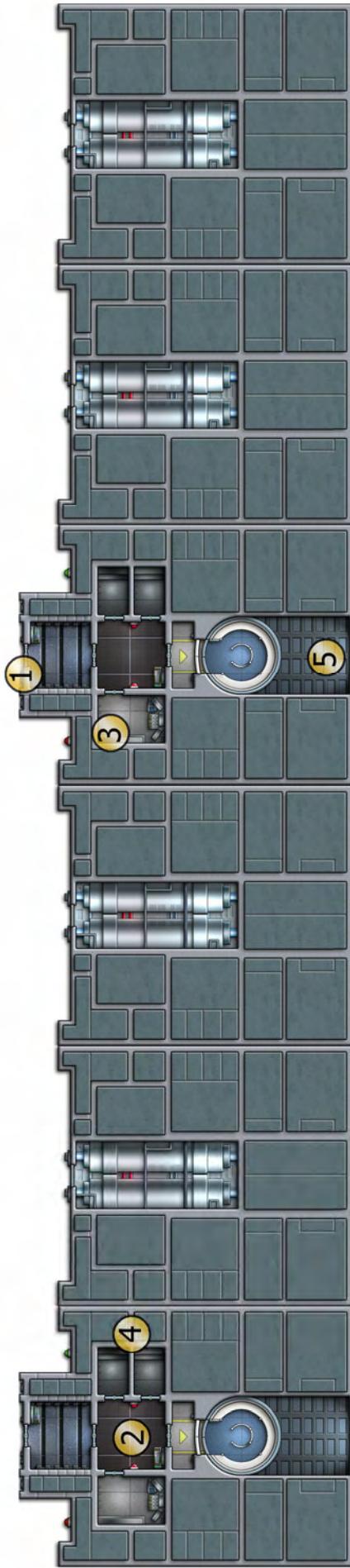


# ARGOS III

## DOCKING RING

DOCKING  
RING

Do.02	Do.01	Do.01	Do.02	Do.01	Do.01
-------	-------	-------	-------	-------	-------



1. Extendable Corridor
2. Air Lock
3. Maintenance
4. Storage
5. Transit Tube

Repeats three times to form complete ring.