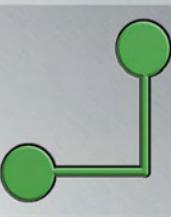
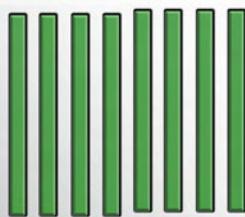


FUTURE
ARMADA
MISFORTUNE

**SECTION
MAPS**



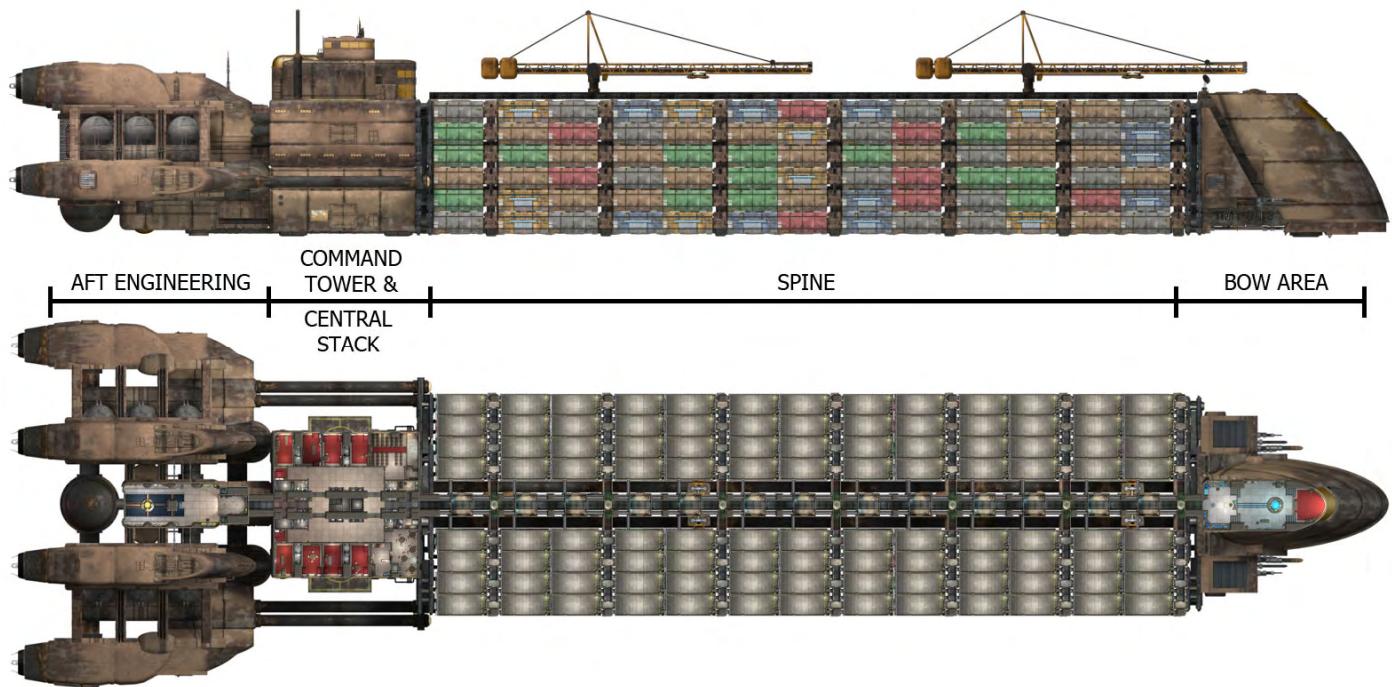
MisFortune – Section Maps

This document contains composite maps of the habitable areas of MisFortune. These are meant both to provide an overview of the areas and to help guide the assemblage of the individual pages.

The sections are laid out in the following order:

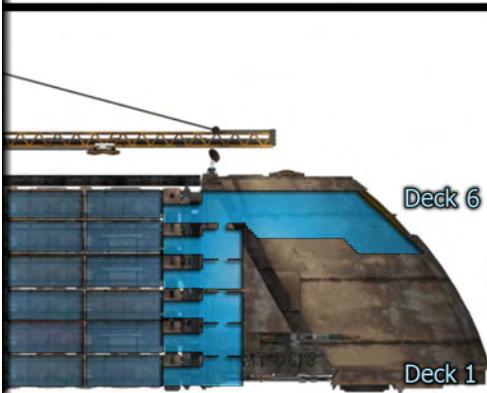
- Bow Area
- Aft Engineering
- Spine Area
- Command Tower
- Central Stack

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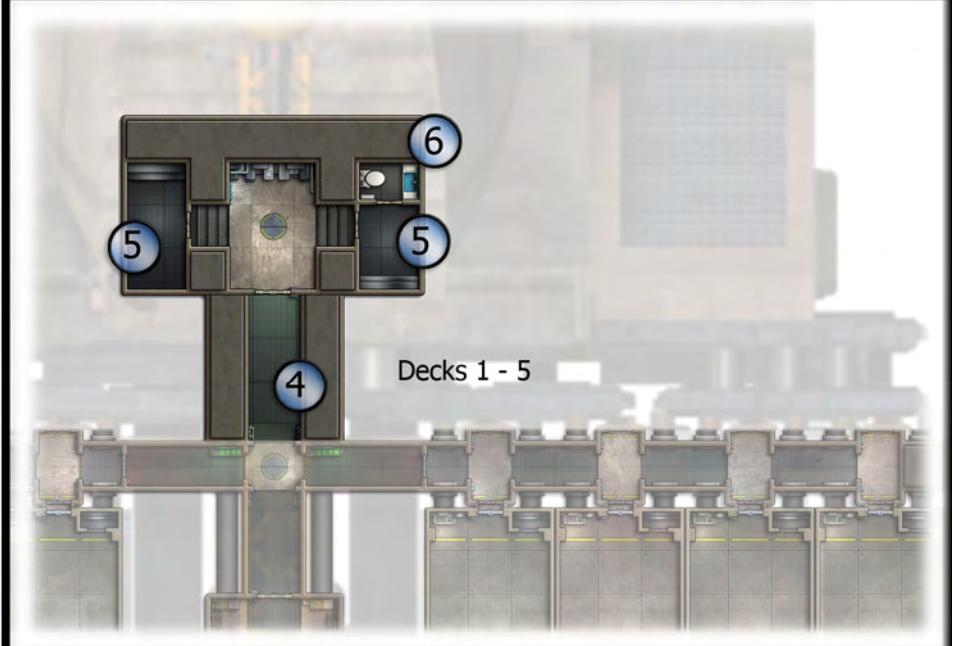
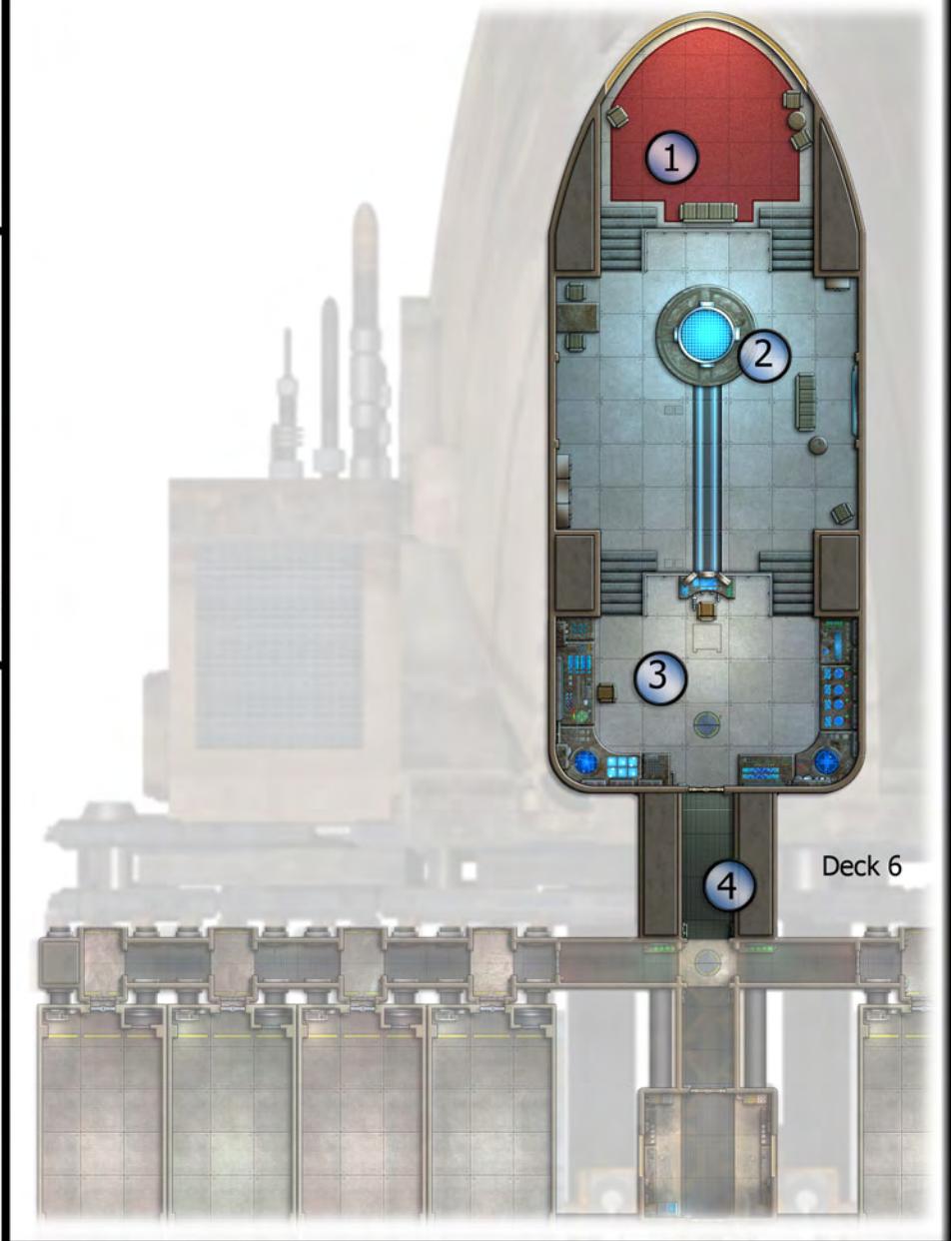


BOW AREA

Decks 1 - 6



1. Forward Lounge
2. Holographic Projector
3. Sensors & Navigation
4. Connection to Spine
5. Storage
6. Restroom

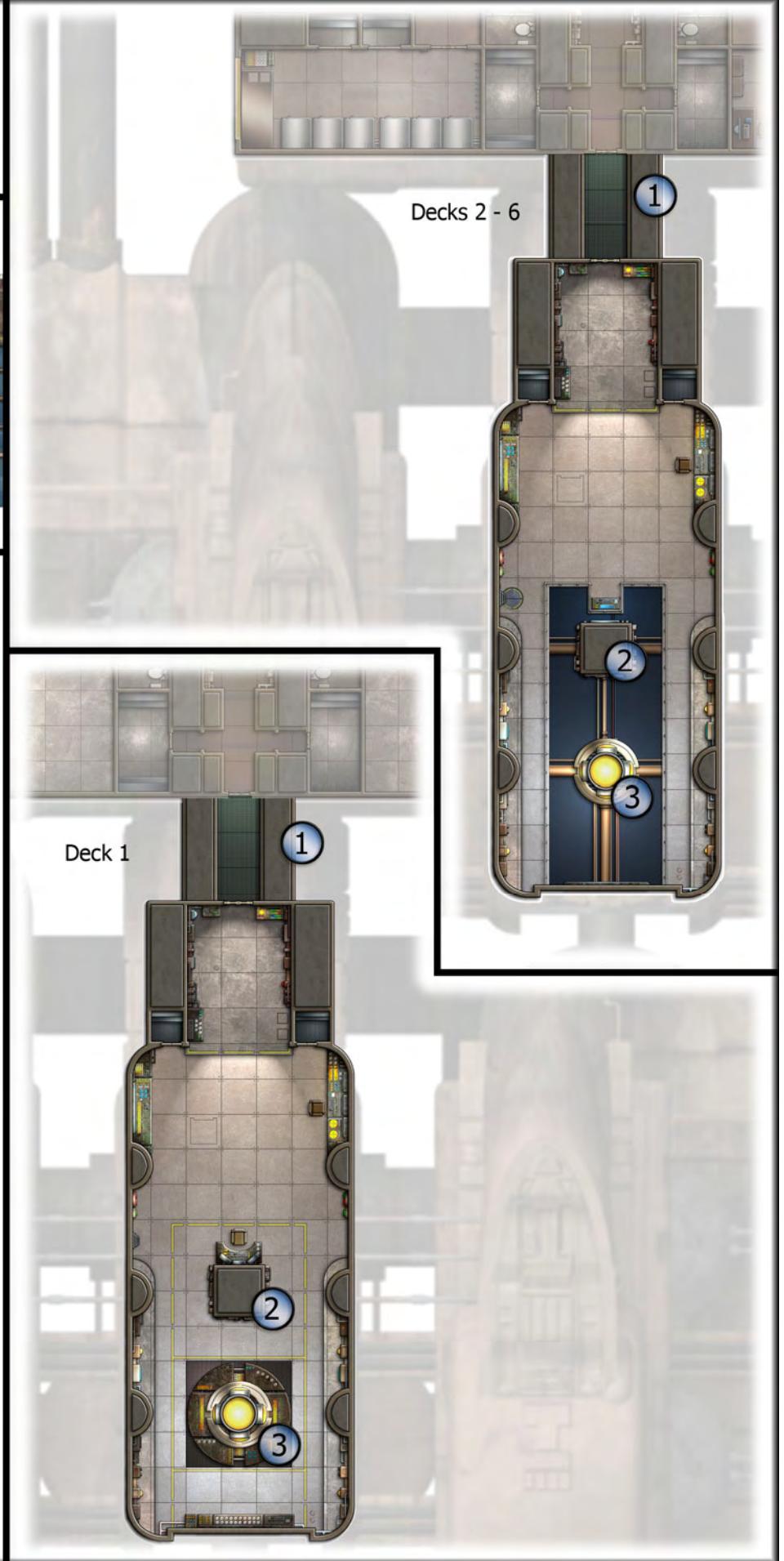


AFT ENGINEERING

Decks 1 - 6

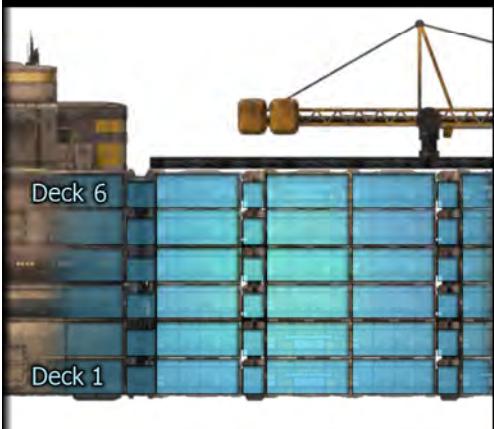


1. Connection to Stack
2. Control Column
3. Power Core



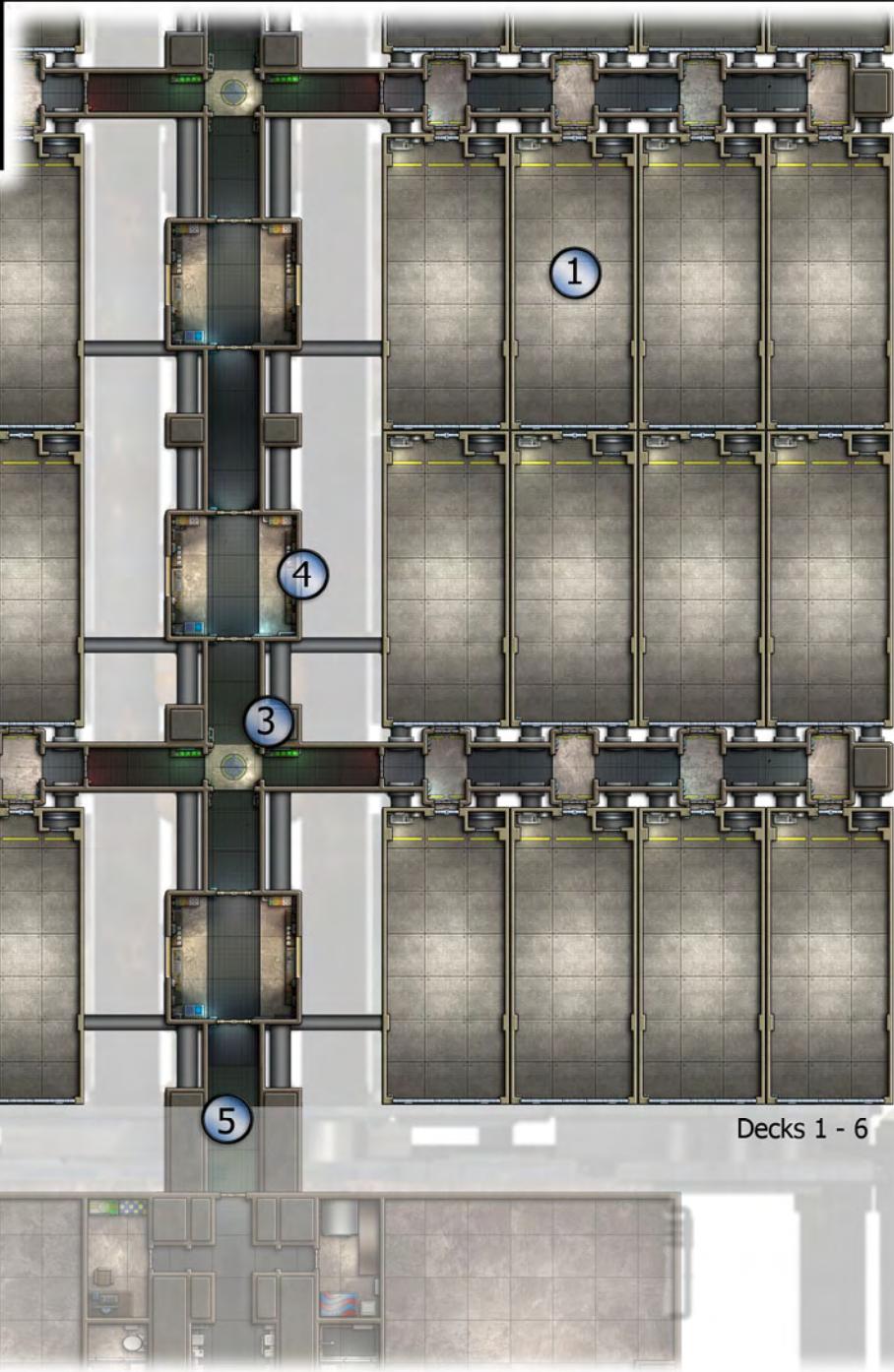
SPINE

Decks 1 - 6



1. Cargo Container
2. Individual Container Access
3. Hatch to Higher & Lower Levels
4. Maintenance & Control Node
5. Connection to Central Stack Area

Note that there are a total of 13 rows of cargo containers. Three such rows are shown below.



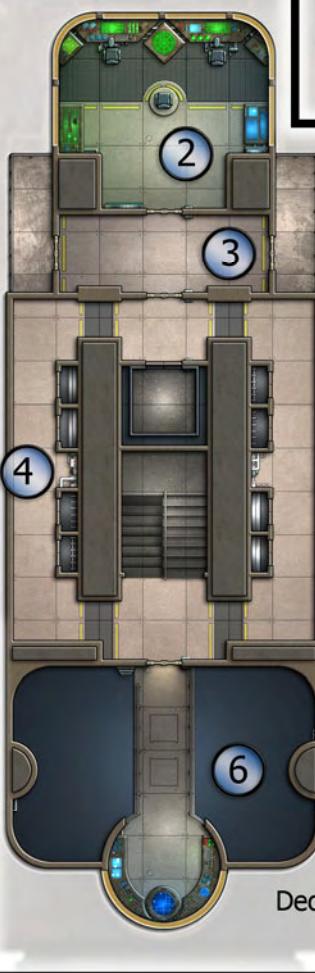
COMMAND TOWER

Decks 7 - 9



Deck 9

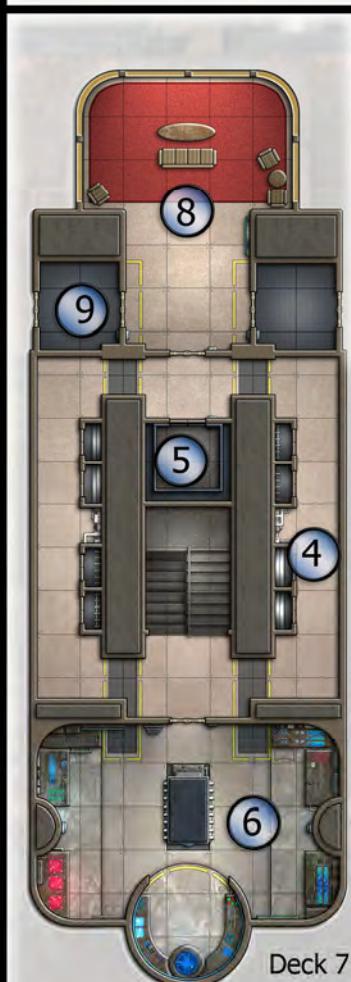
1. Crane Control & Overseer Station



Deck 9

Deck 8

2. Helm
3. Balcony Access
4. Storage Lockers
5. Elevator
6. Computer Room



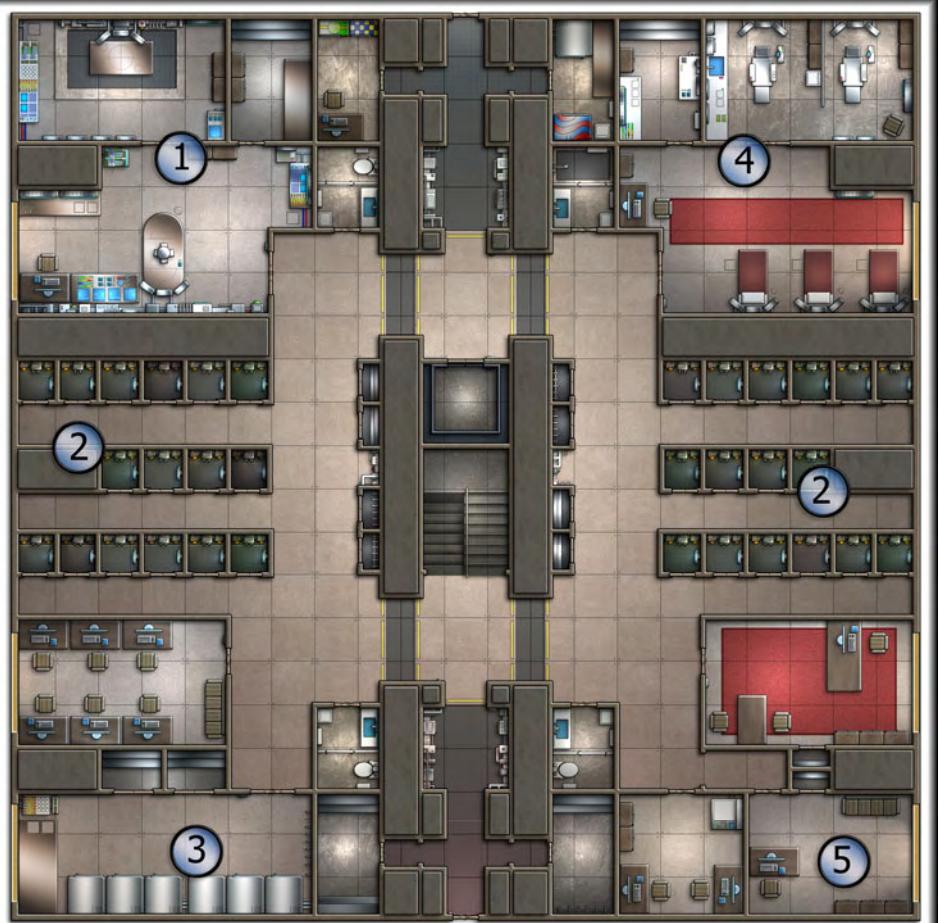
Deck 8

Deck 7

8. Observation Lounge
9. Landing Pad Air Lock

Deck 7

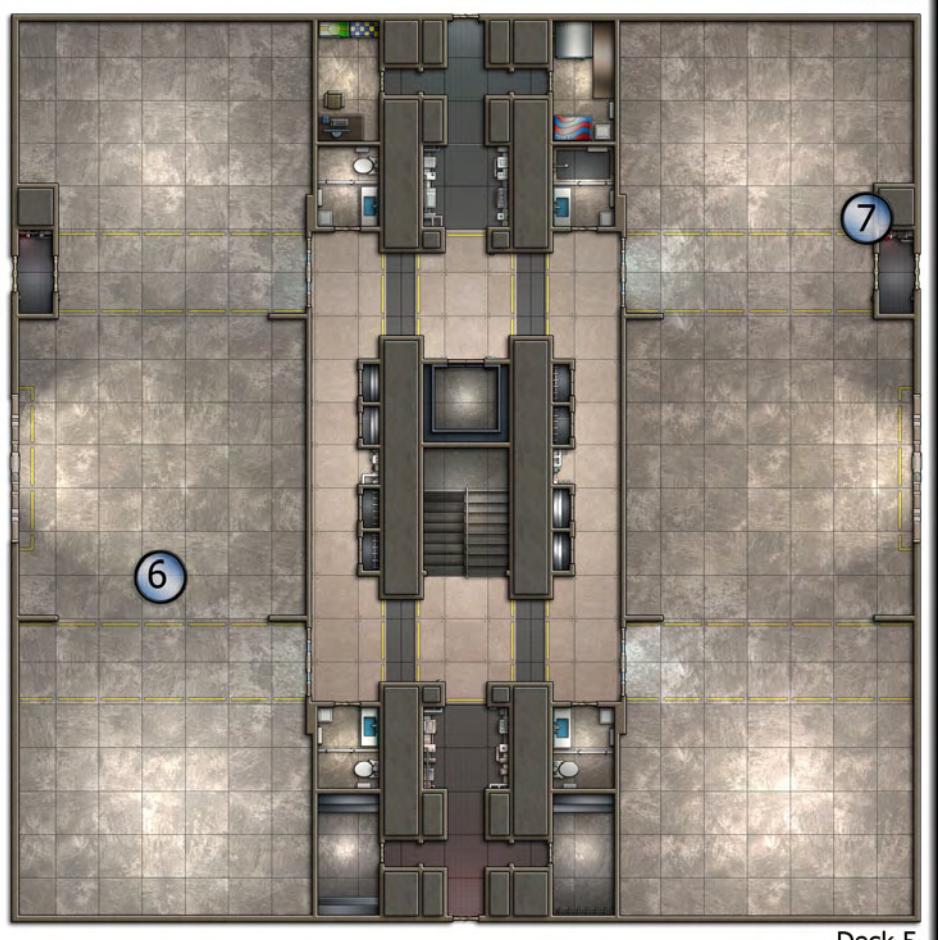
CENTRAL STACK Decks 5 & 6



Deck 6

1. Bot Repair Bay
2. Bot Storage Niches
3. Laundry
4. Medical Bay
5. Office

Deck 6



Deck 5

6. Cargo Hold
7. Air Lock

Deck 5

CENTRAL STACK Decks 3 & 4



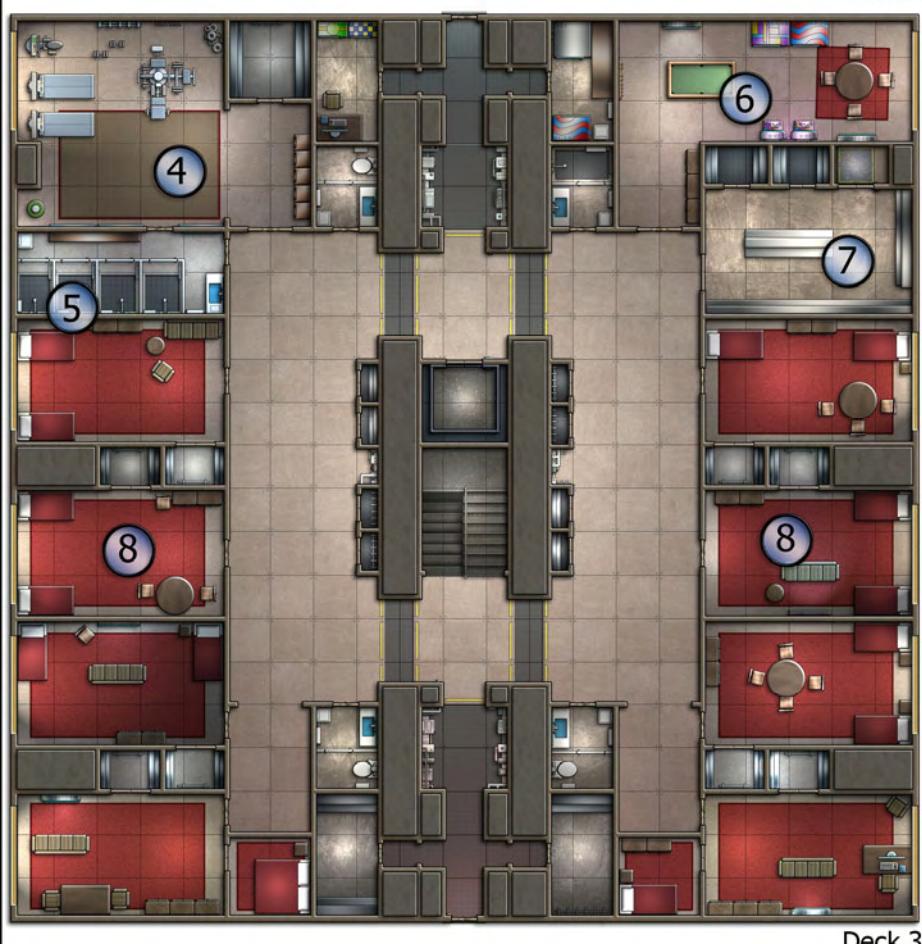
Deck 4

1. Auditorium
2. Dining Area
3. Kitchen



Deck 3

4. Rec Room
5. Showers
6. Lounge
7. Food Storage
8. Crew Quarters



CENTRAL STACK Decks 1 & 2



Deck 2

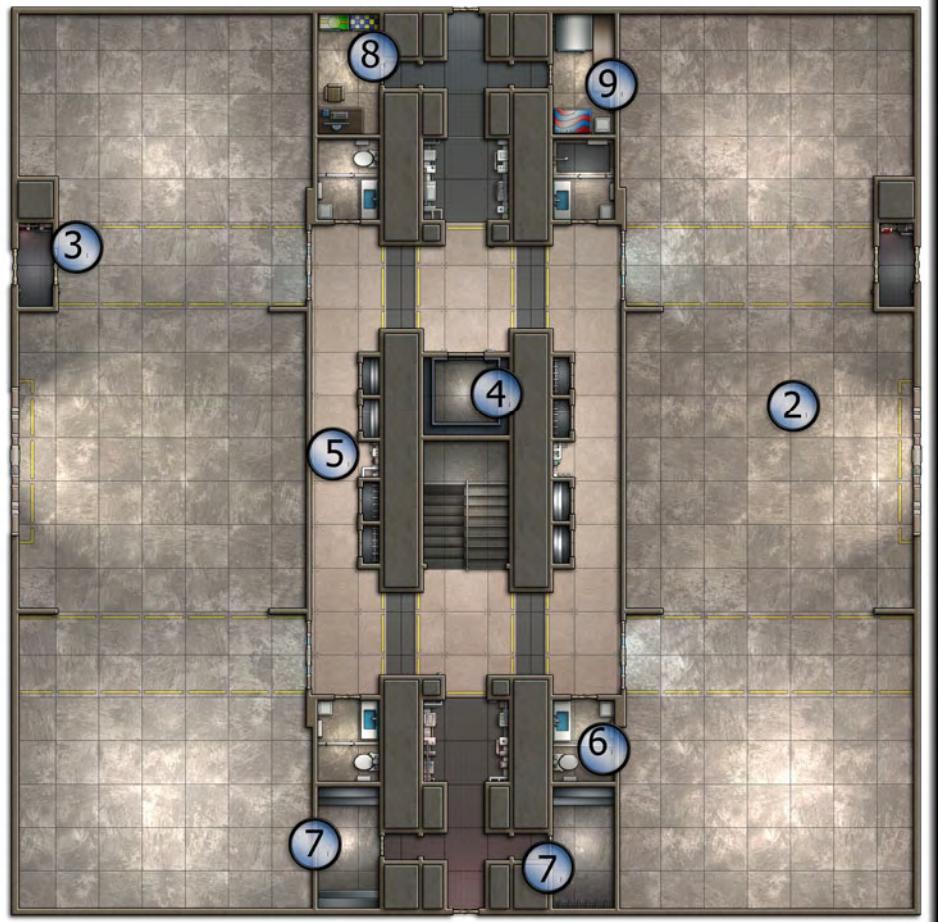
1. Empty Space Over Cargo Hold



Deck 2

Deck 1

2. Cargo Hold
3. Air Lock
4. Elevator
5. Storage Lockers
6. Rest Room
7. General Storage
8. Break Room
9. Vending



Deck 1

The middle column of pages for each deck in the central stack are the same as those shown here for deck 1.