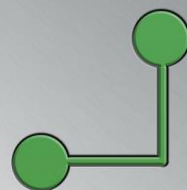
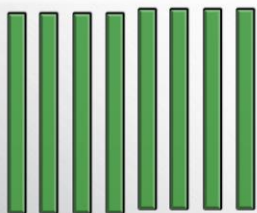


FUTURE
ARMADA



PORT JERICHO

SECTOR
MAPS



Port Jericho – Sector Maps

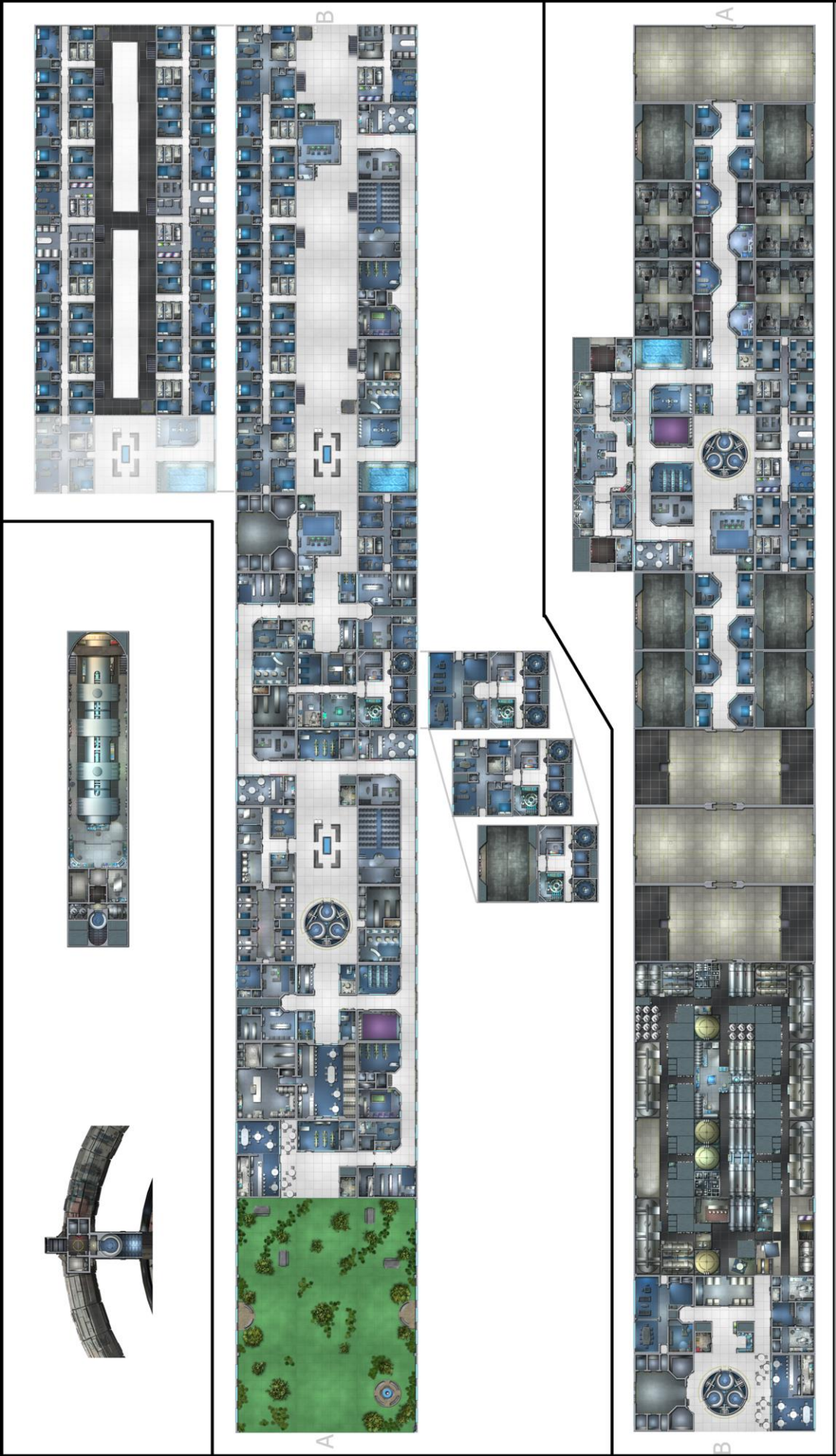
These maps show a whole subsector on a single page and point out places of interest. These are larger versions of the images that appear in the main document. They also show how to build the given subsector using the miniature-scale maps in the color and black-n-white map books. Above each map is a 3x6 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.

At the start of the document is a text-free overview of the habitable areas of the station. The next six map pages show the primary level of the Green, Blue, and Red Sectors in the 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 Blue 1) then these areas will be shown on pages of their own after the initial six 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>Port Jericho – Sector Maps</i>	<i>1</i>
Overview	2
Habitation Ring	3
Habitation Ring – Auxiliary Levels	10
Engine Area & Docking Rings	13

Overview



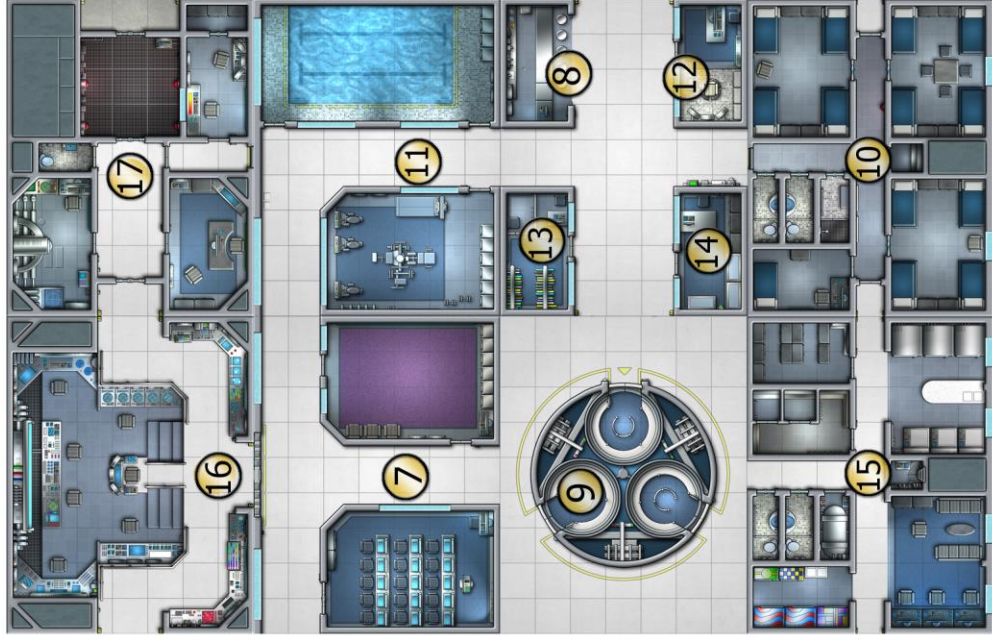
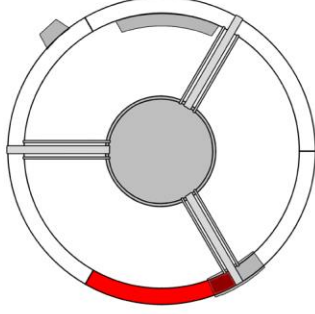
Habitation Ring

The next 6 pages contain the maps for the main level of Green, Blue, and Red Sectors

SECTOR RED 2

Z1	Z2	
Ad.00	Ad.01	
Co.22	Co.26	
Mi.01	Co.03	
Re.12	Ad.16	

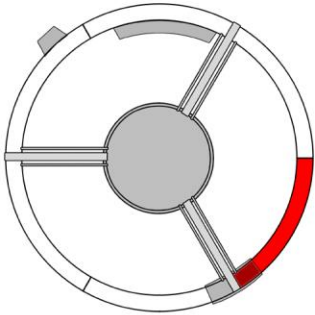
A1	A2	A3	A4	A5	A6
Co.22	Co.26	Do.11	Do.11	Do.12	Ca.10
B1	B2	B3	B4	B5	B6
Mi.01	Co.03	Do.00	Do.00	Re.00	Ca.00
C1	C2	C3	C4	C5	C6
Re.12	Ad.16	Do.11	Do.11	Do.12	Ca.13



1. Cargo Bay
2. Quad Bay
3. Storage Room
4. Lounge
5. Control Room
6. Air Lock

7. Training Room & Exercise Area
8. Snack Bar
9. Transportation Tube Stop
10. Squadron Barracks
11. Rec Room and Pool
12. Physician

13. Uniforms
14. Duty Officer
15. Utility Area
16. Bridge
17. Offices & Scanners
18. Civillian Bays & Guest Rooms



SECTOR
RED 1

Z6		Ad.02	
A1	A2	A3	A4
Ca.11	Ca.10	Ca.12	Do.12
A6			
Co.20		Do.12	
B1	B2	B3	B4
Ca.00	Ca.00	Ca.00	Re.00
B6			
Ad.06		Re.00	
C1	C2	C3	C4
Ca.11	Ca.10	Ca.12	Do.12
C6			
Ad.16		Do.12	



1. Cargo Bay

2. Civillian Bay

3. Guest Rooms

4. Conference Room & Communications
5. Mess Hall

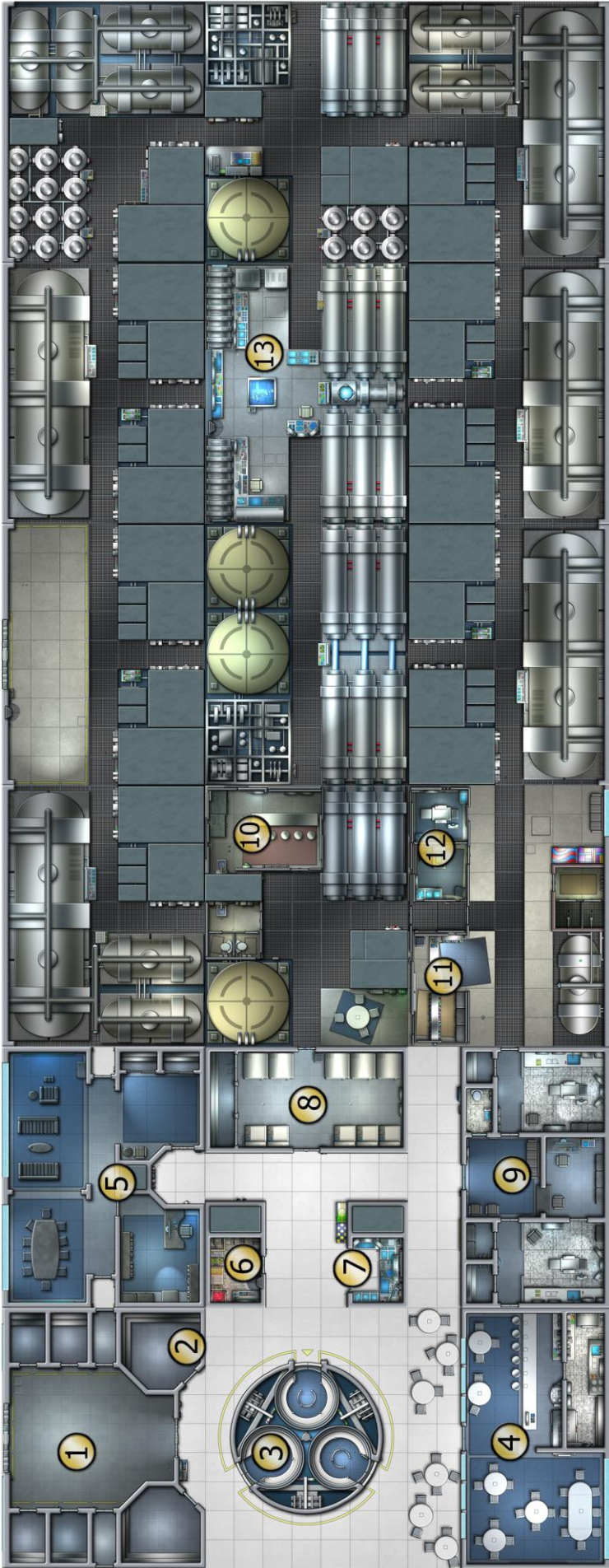
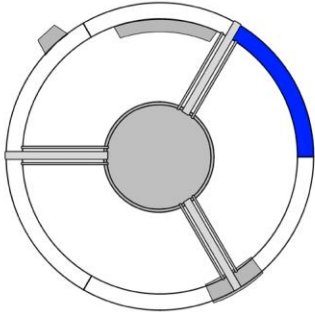
6. Reception

7. Administration

8. Barracks

SECTOR BLUE 2

A1	A2	A3	A4	A5	A6
Co.20	Co.26	En.11	En.10	En.12	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
Co.12	Ad.15	Wa.12	En.12	En.12	En.11

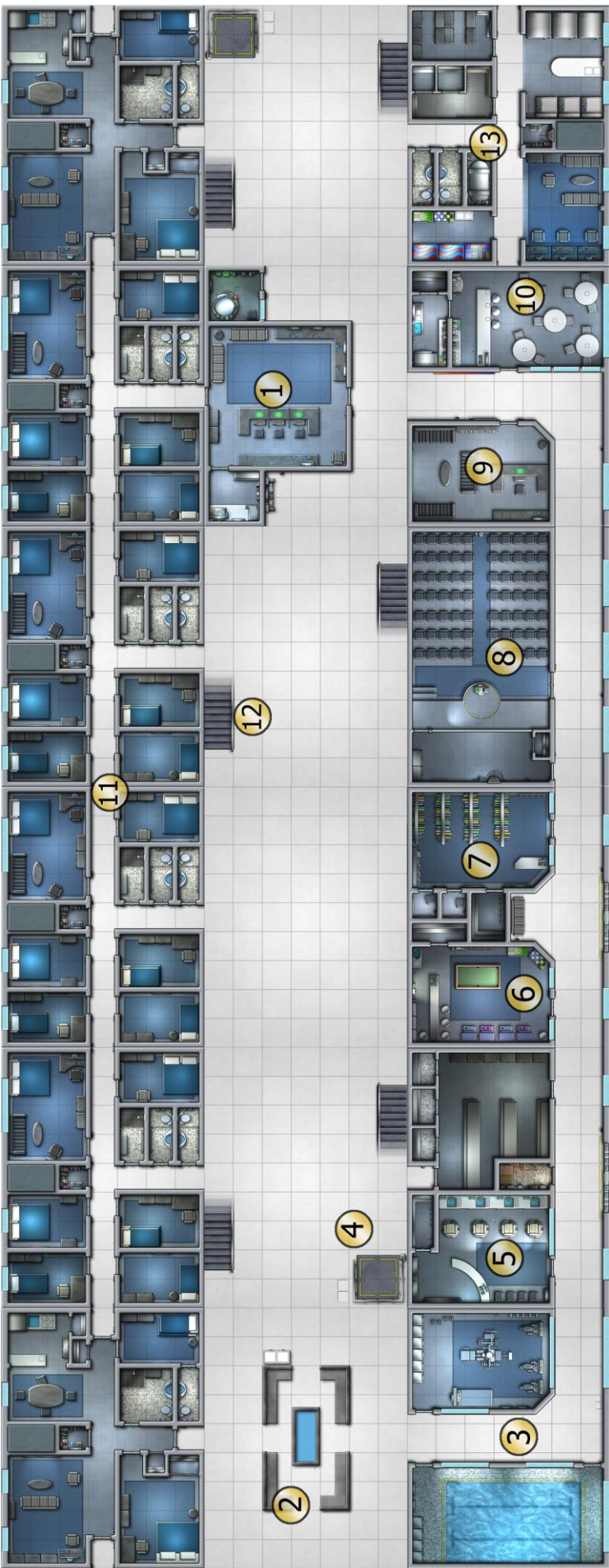
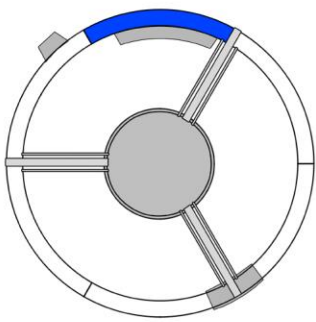


- 1. Private Bay
- 2. Secure Storage
- 3. Transportation Tube Stop
- 4. Lady Luck Casino
- 5. Council Chambers

- 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

SECTOR
BLUE 1

A1	A2	A3	A4	A5	A6
Re.11	Re.10	Re.10	Re.10	Re.10	Re.11
B1	B2	B3	B4	B5	B6
Mi.05	Mi.23	Mi.00	Mi.24	Ad.06	Mi.23
C1	C2	C3	C4	C5	C6
Co.26	Co.23	Co.24	Co.21	Co.20	Re.12



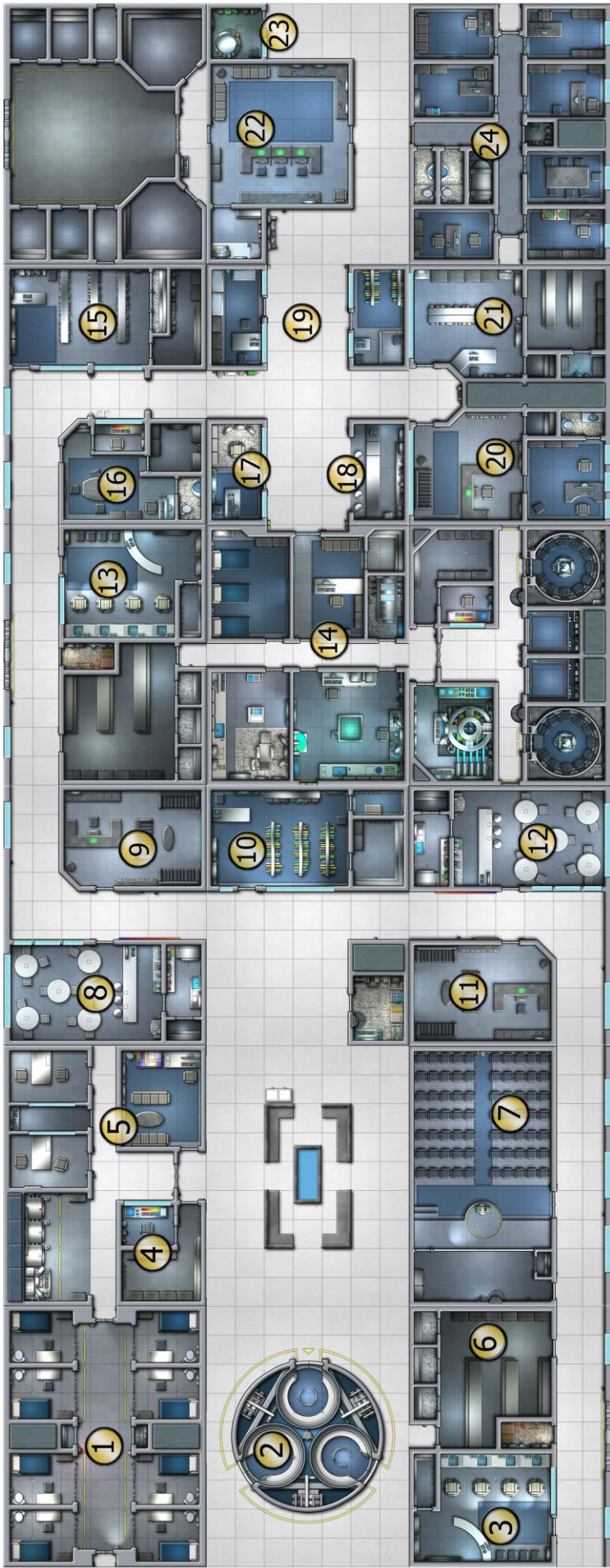
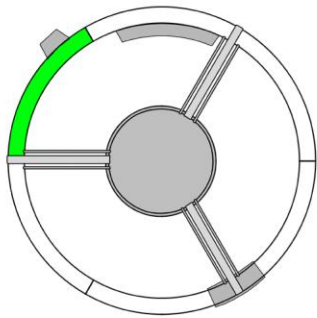
- 1. Delta Hotel Lobby
- 2. Fountain & Benches
- 3. Pool & Fitness Room
- 4. Lift
- 5. Orchid Blossom Salon

- 6. Delta Saloon
- 7. Sirius Dry Cleaning
- 8. The Vogue Theater
- 9. PanGalactic Travel
- 10. Aces & Eights Card House

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

SECTOR GREEN 2

A1	A2	A3	A4	A5	A6
Ad.13	Ad.08	Co.20	Co.23	Co.25	Ca.10
B1	B2	B3	B4	B5	B6
Mi.01	Mi.05	Co.02	Ad.03	Co.03	Ad.06
C1	C2	C3	C4	C5	C6
Co.23	Co.21	Co.20	Ad.10	Co.11	Ad.14



1. Holding Cells
2. Transportation Tube Stop
3. Argos III Dental Clinic
4. Security Checkpoint
5. Detention Center
6. General Storage
7. G2 Auditorium

8. In-Person Game Cafe
9. Sinclair's
10. Securitywear
11. Public Library
12. Golden Ki Rin Sushi
13. Nu-U
14. Comstock Cybernetics

Comstock Tower
under here
15. 1-Stop Omni Shop
16. Security
17. Tattoos
18. Quick Shot Sake'

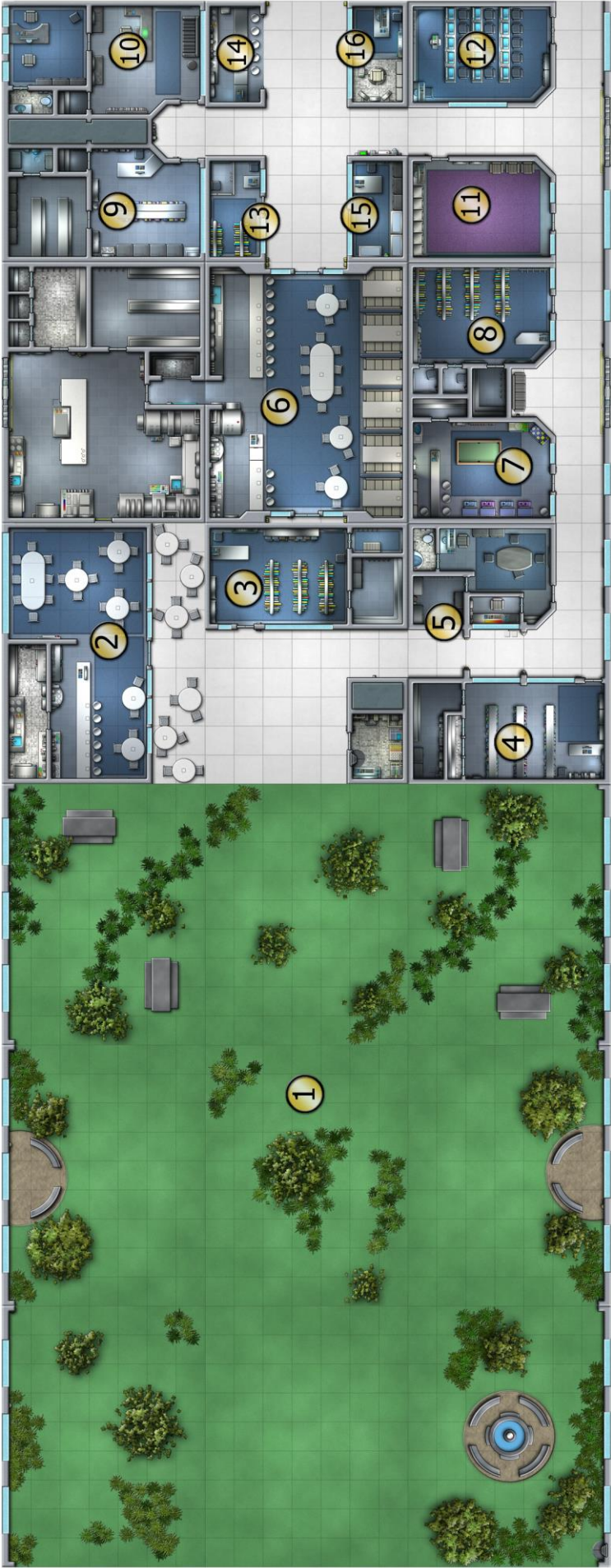
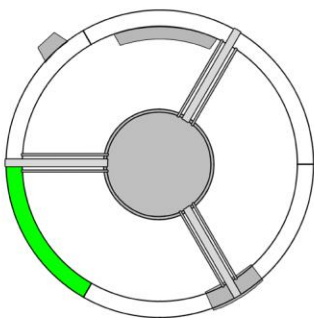
19. Omar's Arms & Armor
20. Comstock Office
21. Gadget Shack
22. Knox Storage Solutions
23. Re-Juve
24. misc. offices

← SECTOR GREEN 1

SECTOR BLUE 1 →

SECTOR
GREEN 1

A1	A2	A3	A4	A5	A6
Pa.14	Pa.12	Pa.13	Co.12	Co.10	Co.11
B1	B2	B3	B4	B5	B6
Pa.00	Pa.02	Pa.01	Co.02	Co.00	Co.03
C1	C2	C3	C4	C5	C6
Pa.11	Pa.12	Pa.13	Co.25	Co.24	Co.22



1. Jericho Park

2. Parkside Bistro

3. Marathon Sportz

4. 1-Stop Omni Shop
5. Security Checkpoint

6. Kwaliti Kafeteria

7. Hiro's Bar

8. Hamelin's
9. XXX-Ray's

10. Office

11. Kinderhause Fight Club

12. Fortune 5 Betting Parlor
13. Radwear

14. Pheonix Phast Food

15. Software Joe's

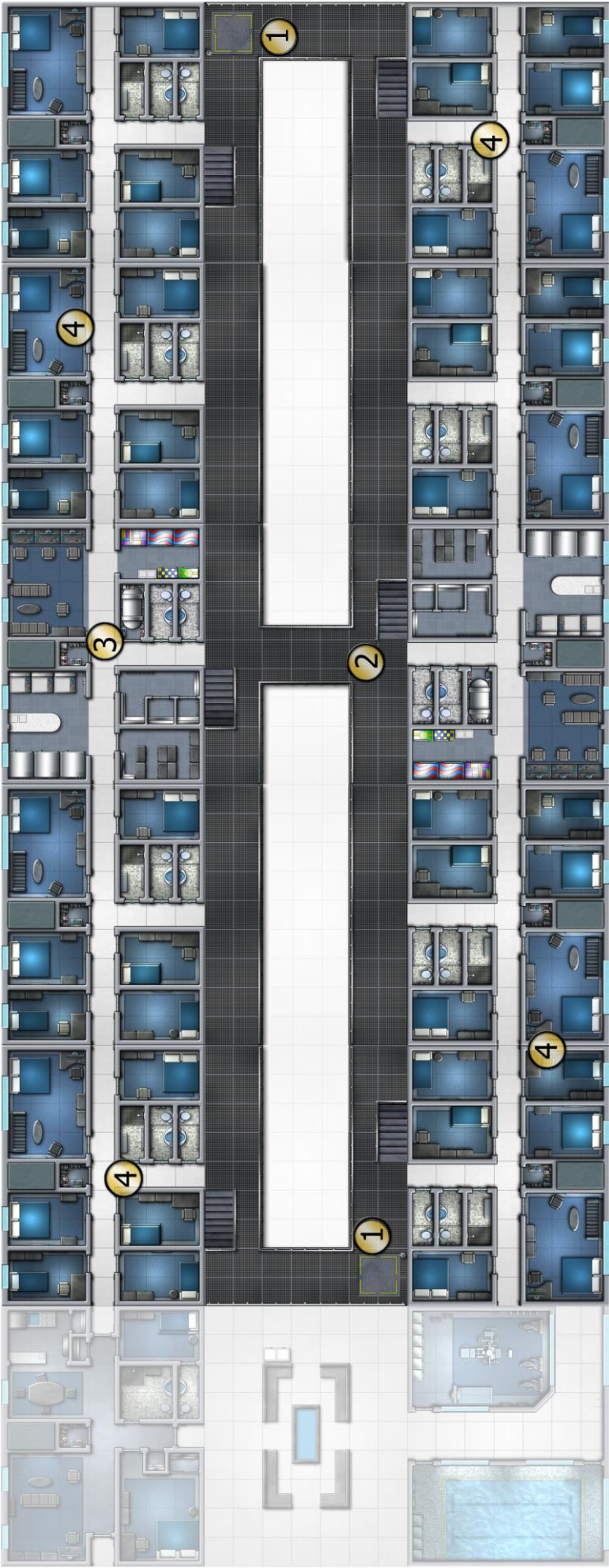
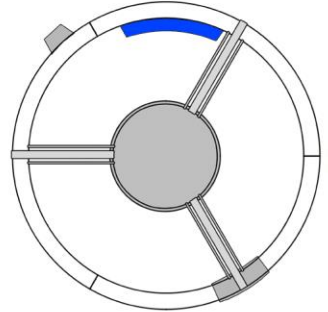
16. Enhanced Learning

Habitation Ring – Auxiliary Levels

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

OVER
SECTOR
BLUE 1

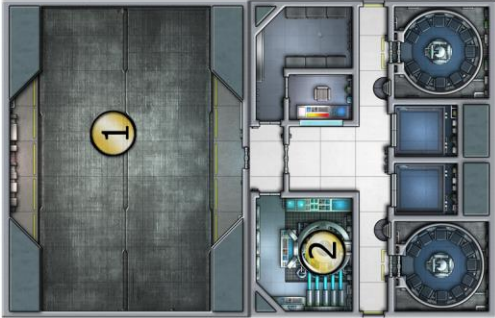
	A2	Re.10	A3	Re.10	A4	Re.12	A5	Re.10	A6	Re.10
	B2	Mi.22	B3	Mi.20	B4	Mi.21	B5	Mi.20	B6	Mi.22
	C2	Re.10	C3	Re.10	C4	Re.12	C5	Re.10	C6	Re.10



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

B4	Do.13
C4	Ad.10

Level 1



1. Shuttle Bay
2. Computer Core

B4	Co.11
C4	Ad.10

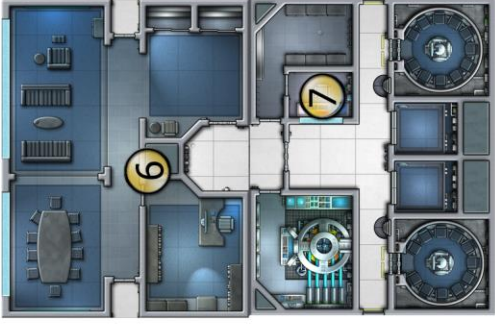
Level 2



3. Governor's Residence
4. Life Boats
5. Elevators

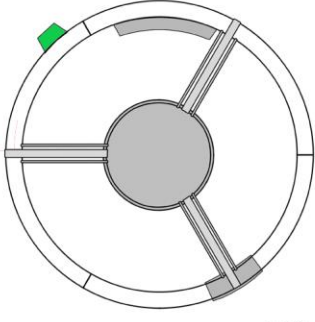
B4	Ad.14
C4	Ad.10

Level 3



6. Governor's Office
7. Security

COMSTOCK TOWER



Engine Area & Docking Rings

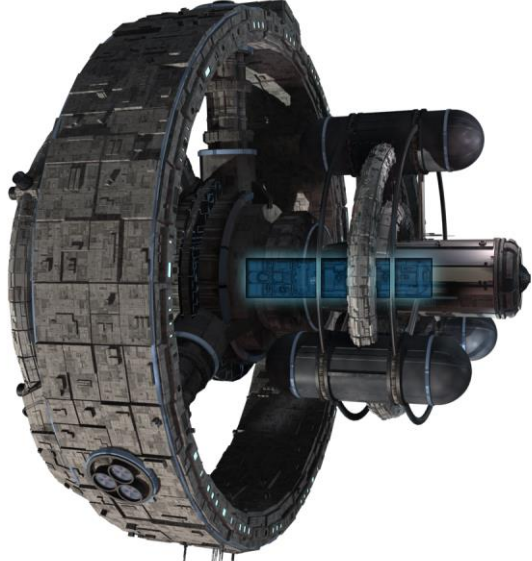
The next page contains maps for the engine/reactor room and docking ring areas.

ENGINE ROOM

Mi.06	En.31	En.32	En.33
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- 1. Tranist Tube Stop
- 2. Air Lock
- 3. Meeting Room
- 4. Storage
- 5. Control Center
- 6. Gravitic Core



DOCKING RING

(Do.03)

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

Repeats six times to form complete ring.

