

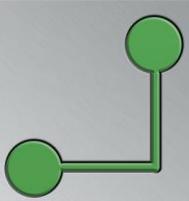
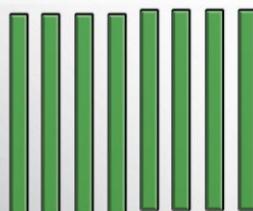
FUTURE

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.

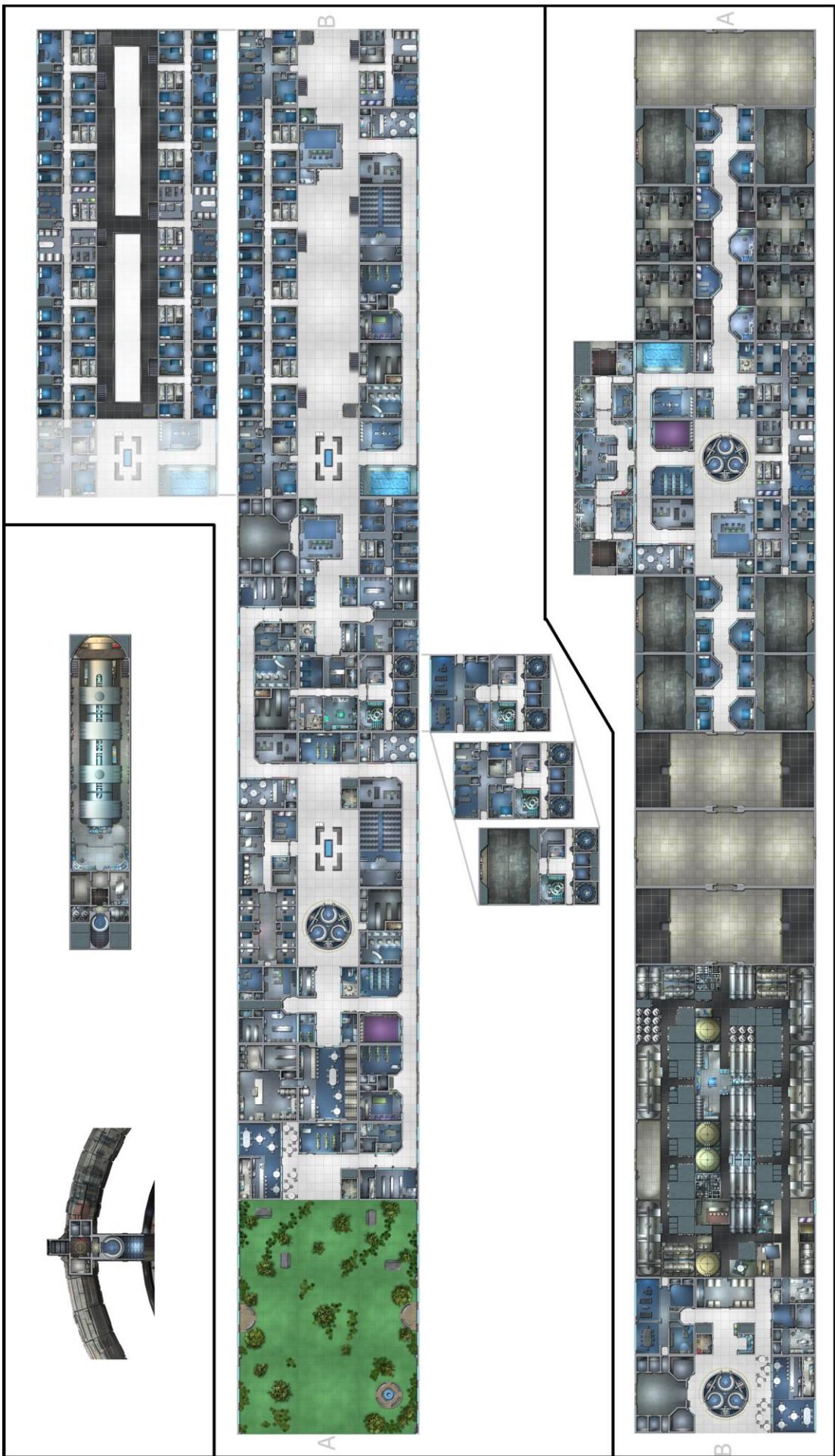
At the start of the document is a text-free overview of the habitable areas of the station. The next six map pages show the primary level of the Green, Blue, and Red Sectors in the habitation ring. They are listed in reverse order so that the edges will line up correctly as one scrolls vertically through 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.

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## Overview

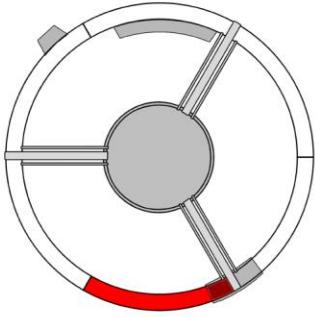
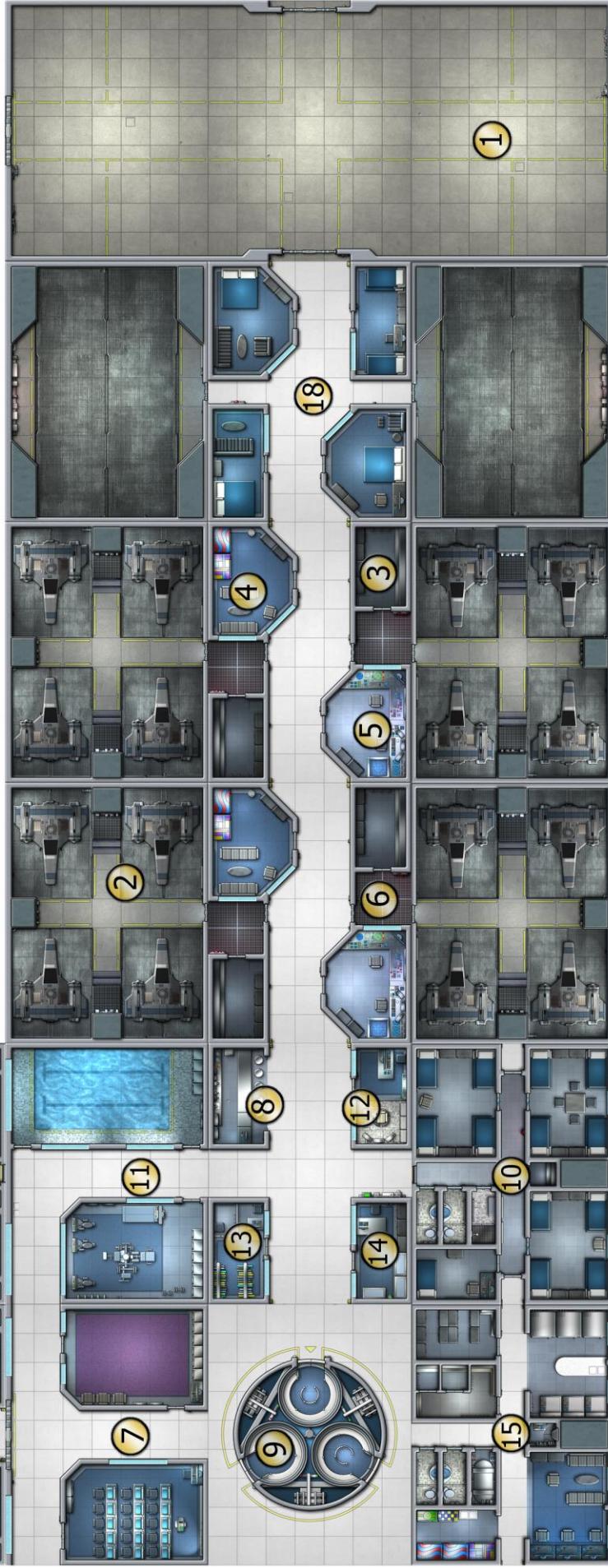


## Habitation Ring

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

## SECTOR RED 2

Z1	Z2	Ad.01	Ad.01	A3	A4	A5	A6
Ad.00	Ad.00	Co.26	Co.26	Do.11	Do.11	Do.12	Ca.10
A1	A2	B2	B2	B3	B4	B5	B6
Co.22	Co.03	Co.03	Co.03	Do.00	Do.00	Re.00	Ca.00
B1	C1	C2	C2	C3	C4	C5	C6
Mi.01	Re.12	Ad.16	Ad.16	Do.11	Do.11	Do.12	Ca.13



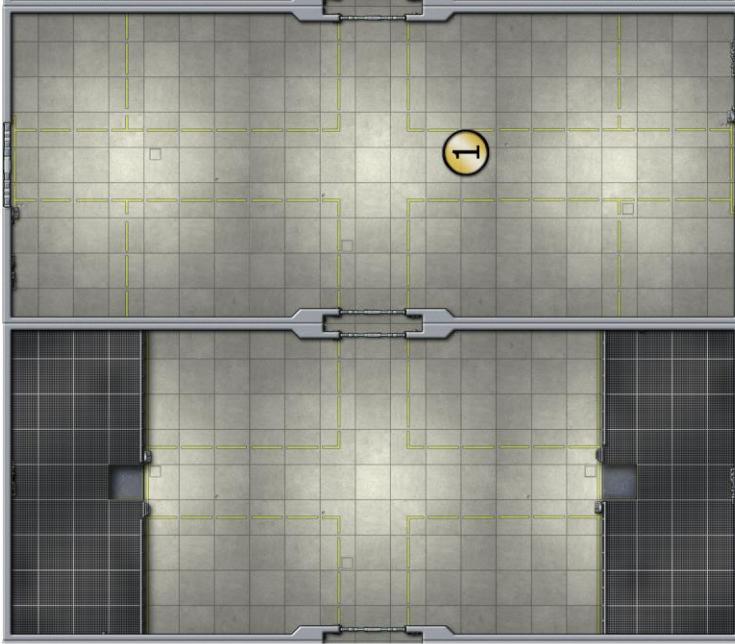
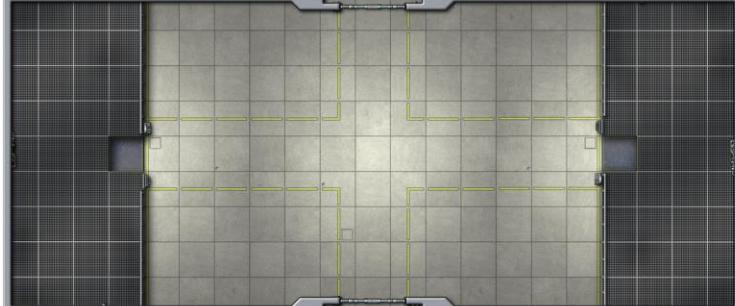
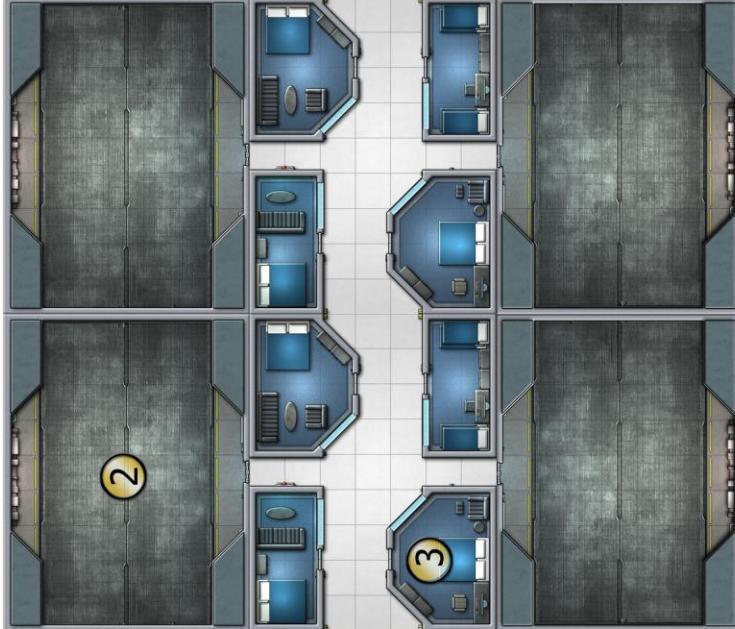
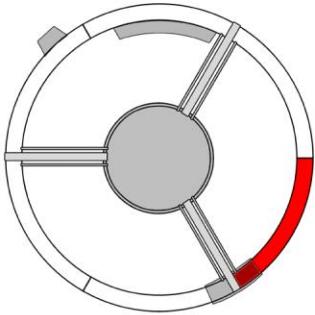
1. Cargo Bay
2. Quad Bay
3. Storage Room
4. Lounge
5. Control Room
6. Air Lock
7. Training Room & Exercise Area
8. Snack Bar
9. Transportation Tube Stop
10. Squadron Barracks
11. Rec Room and Pool
12. Physician
13. Uniforms
14. Duty Officer
15. Utility Area
16. Bridge
17. Offices & Scanners
18. Civilian Bays & Guest Rooms

← SECTOR RED 1

SECTOR GREEN 1 →

# SECTOR RED 1

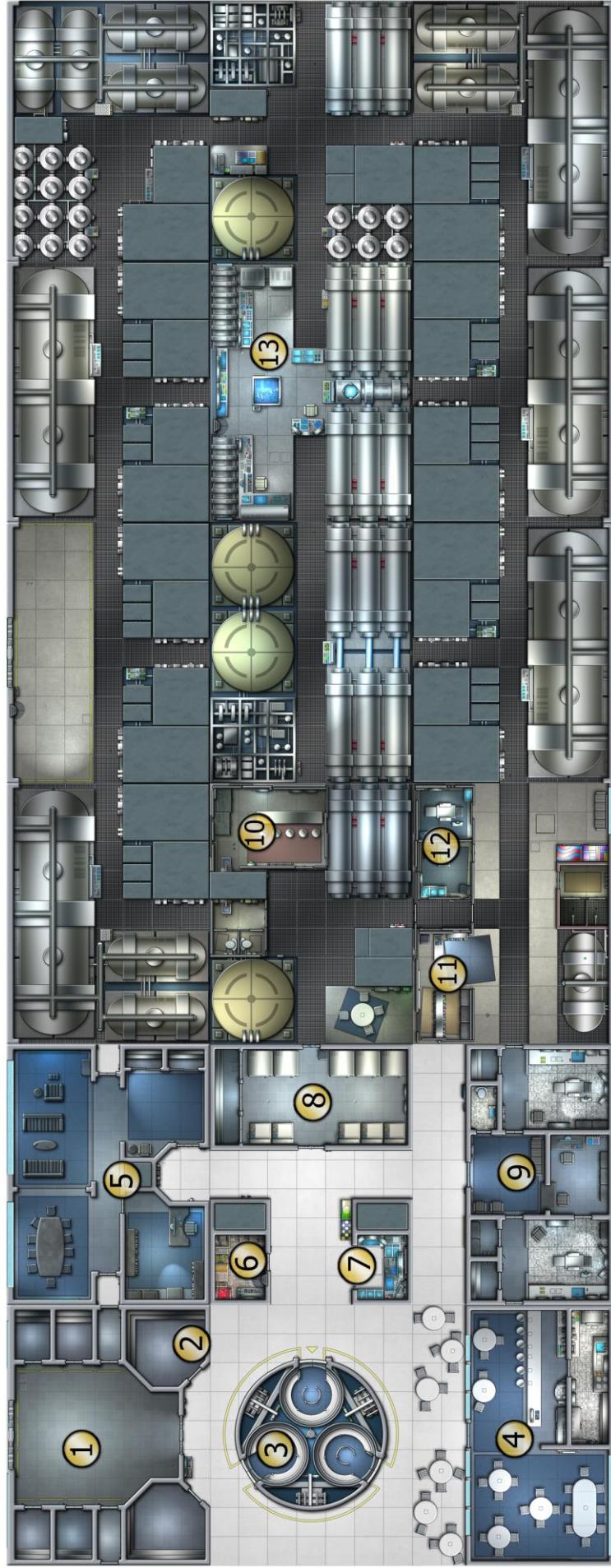
							Z6	Ad.02
A1	Ca.11	Ca.10	A3	A4	A5	Do.12	Do.12	Co.20
B1	B2	B3	B4	Re.00	B5	Re.00	B6	Ad.06
C1	C2	C3	C4	C5	C6	Do.12	Do.12	Ad.16



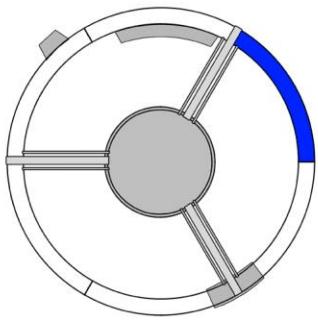
1. Cargo Bay
2. Civilian Bay
3. Guest Rooms
4. Conference Room & Communications
5. Mess Hall
6. Reception
7. Administration
8. Barracks

## SECTOR BLUE 2

A1	Co.20	A2	Co.26	A3	En.11	A4	En.10	A5	En.12	A6	En.13
B1	Mi.01	B2	Co.01	B3	En.01	B4	En.01	B5	En.00	B6	En.01
C1	Co.12	C2	Ad.15	C3	Wa.12	C4	En.12	C5	En.12	C6	En.11

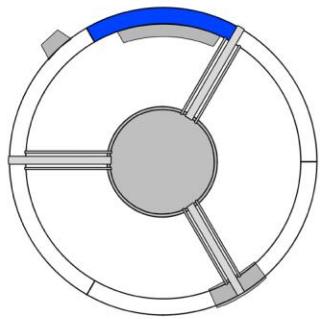


1. Private Bay
2. Secure Storage
3. Transportation Tube Stop
4. Lady Luck Casino
5. Council Chambers
6. Maintenance Room
7. Communications Node
8. Laundry
9. Infinity Clinic
10. Black Dog Tavern
11. Dirty Dan's
12. Icarus Implants
13. Auxiliary Engineering



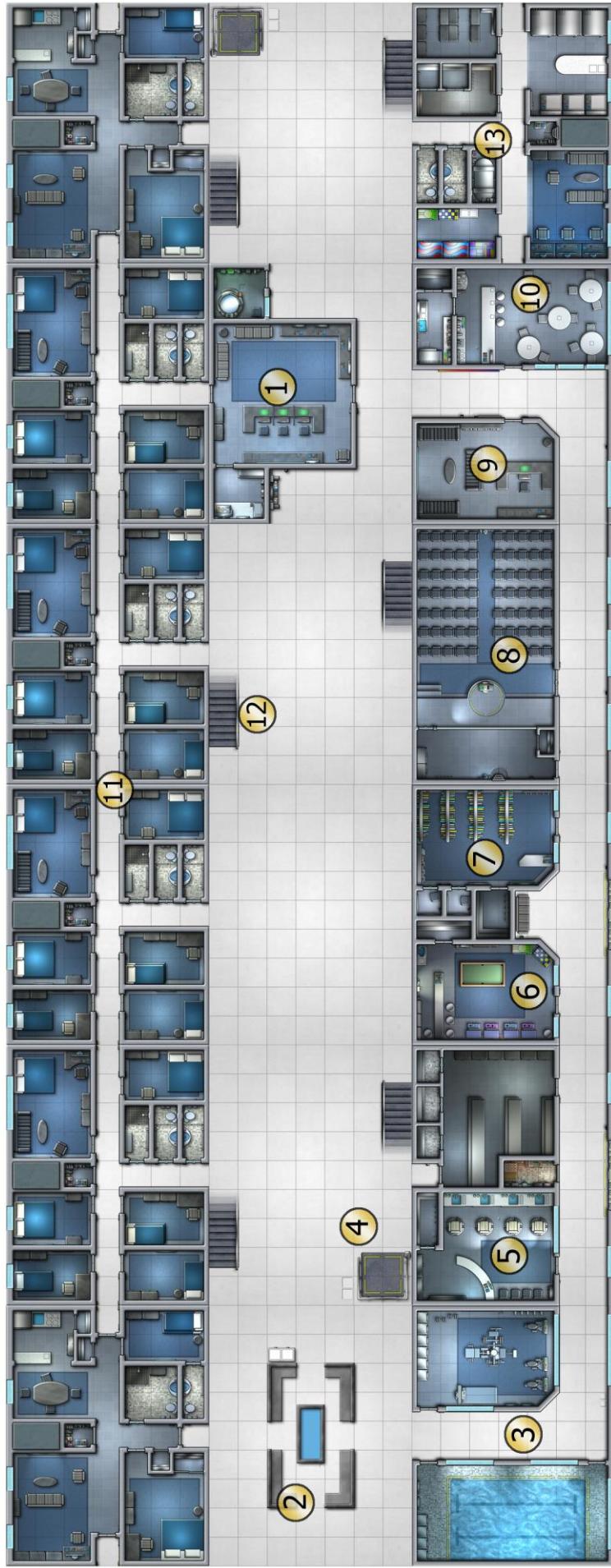
← SECTOR BLUE 1

SECTOR RED 1 →



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

## SECTOR BLUE 1



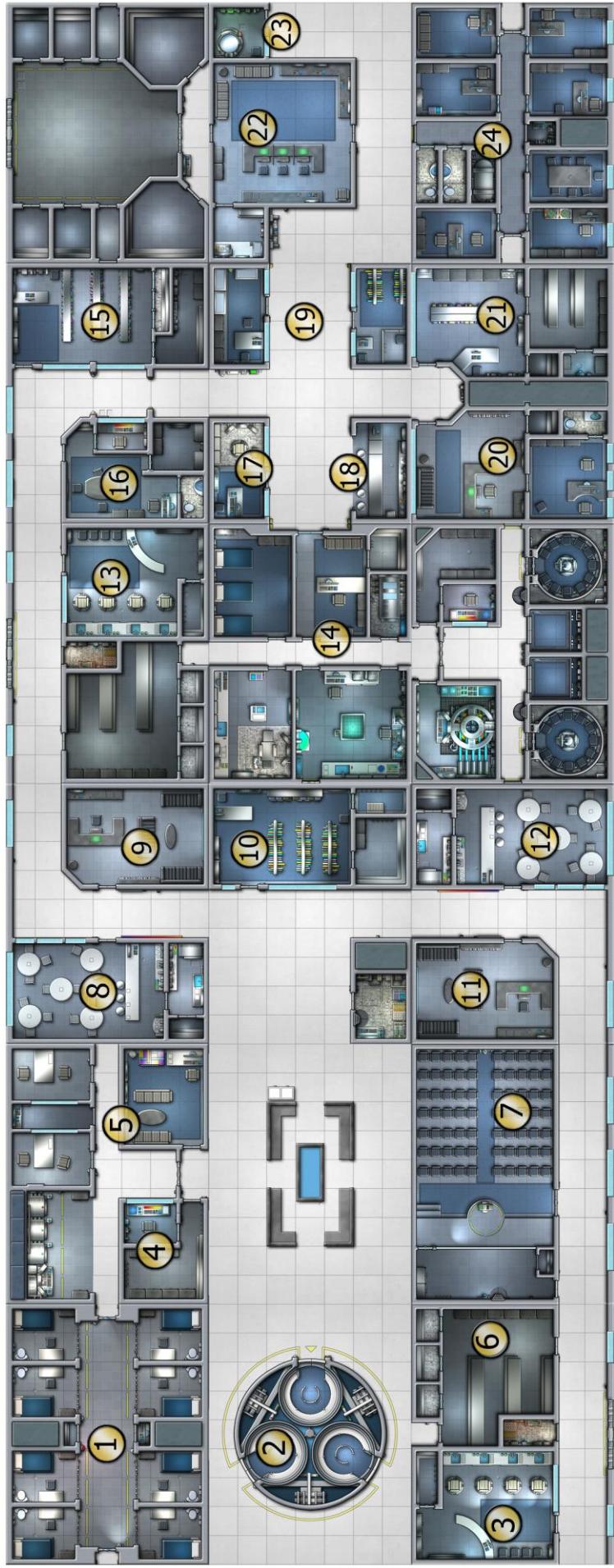
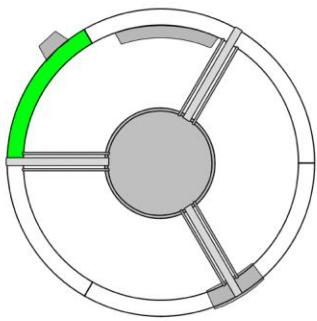
1. Delta Hotel Lobby
2. Fountain & Benches
3. Pool & Fitness Room
4. Lift
5. Orchid Blossom Salon
6. Delta Saloon
7. Sirius Dry Cleaning
8. The Vogue Theater
9. PanGalactic Travel
10. Aces & Eights Card House
11. Hotel Rooms
12. Stairs Up To Balcony
13. Public Utilities

SECTOR GREEN 2

SECTOR BLUE 2

## SECTOR GREEN 2

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

19. Omar's Arms & Armor

20. Comstock Office

21. Gadget Shack

22. Knox Storage Solutions

23. Re-Juve

24. misc. offices

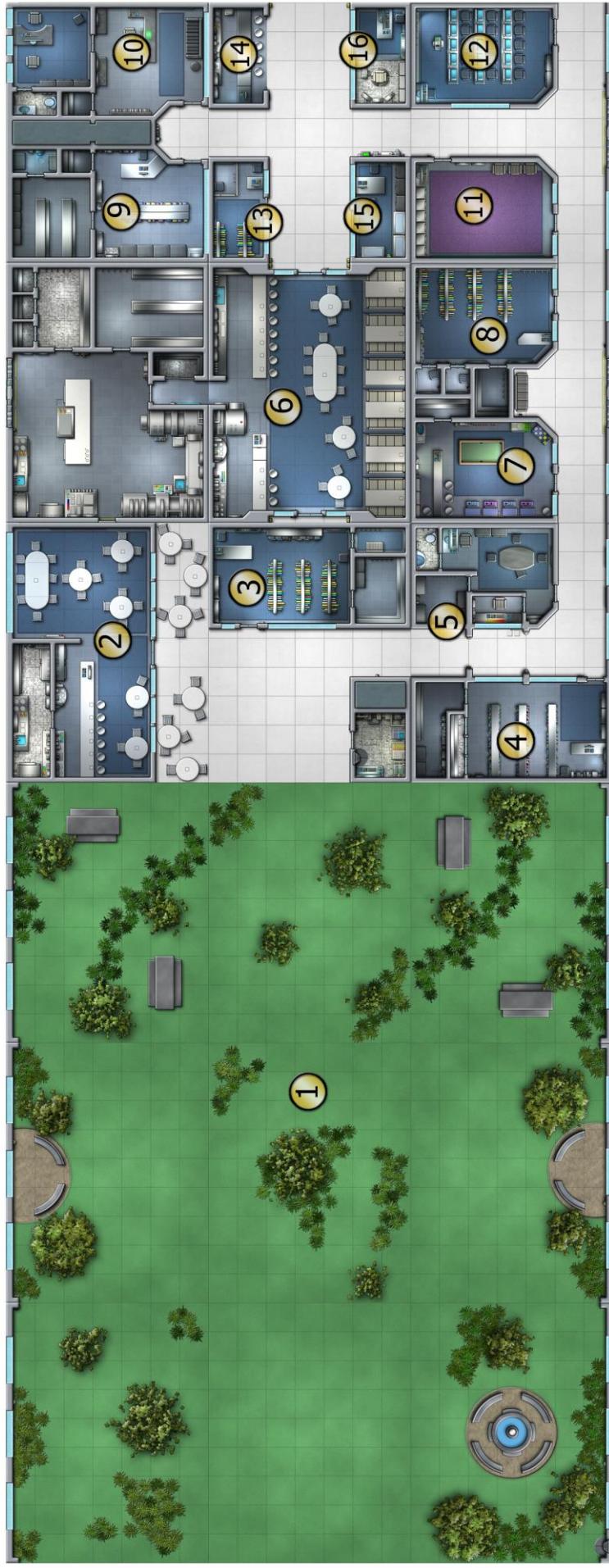
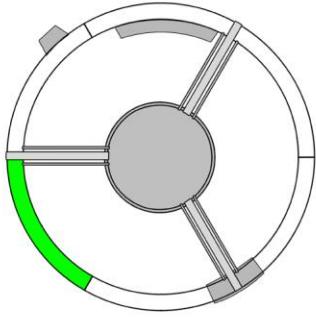
18. Quick Shot Sake'

SECTOR GREEN 1

SECTOR BLUE 1

## SECTOR GREEN 1

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



1. Jericho Park
2. Parkside Bistro
3. Marathon Sportz
4. 1-Stop Omni Shop
5. Security Checkpoint
6. Kwality Kafeteria
7. Hiro's Bar
8. Hamelin's
9. XXX-Ray's
10. Office
11. Kinderhouse Fight Club
12. Fortune 5 Betting Parlor
13. Radwear
14. Pheonix Phast Food
15. Software Joe's
16. Enhanced Learning

← SECTOR RED 2

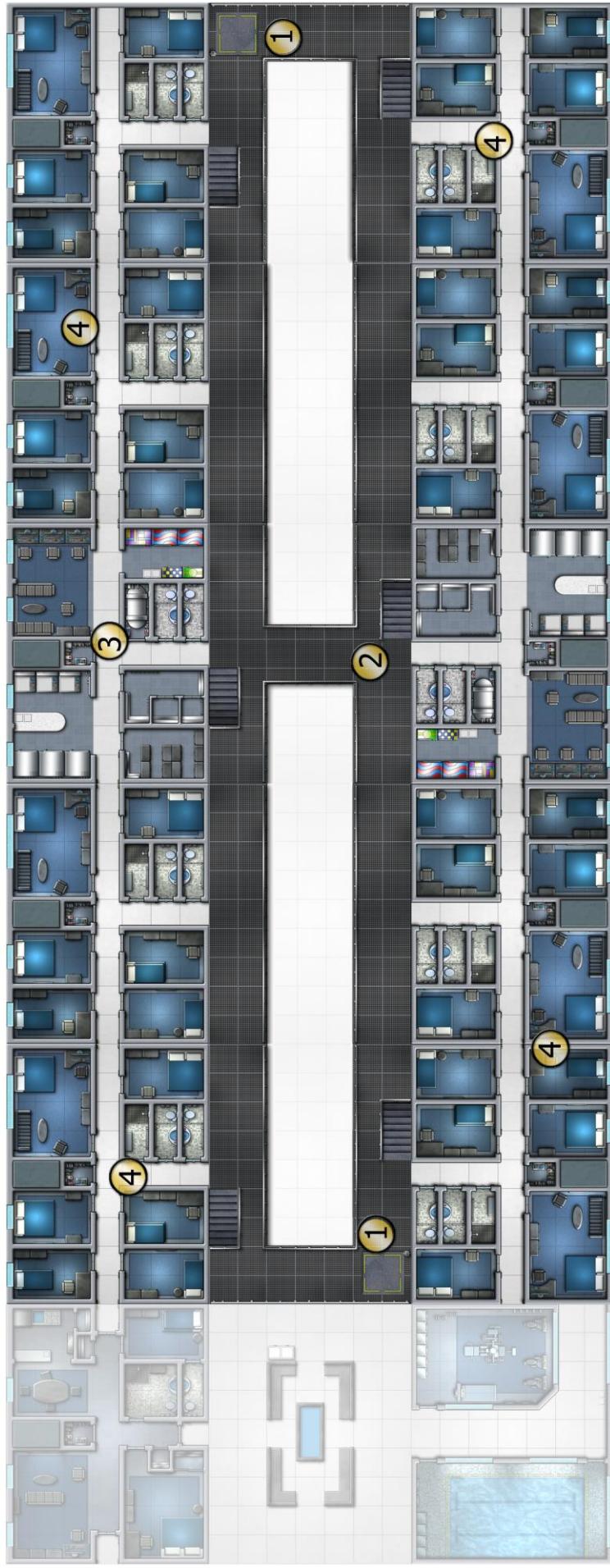
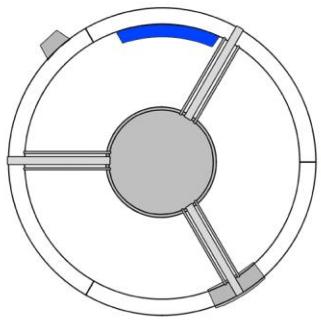
SECTOR GREEN 2 →

## Habitation Ring – Auxiliary Levels

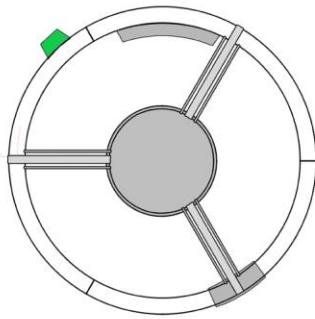
The next set of pages contains areas above and below the main level of the main habitation ring.

# OVER SECTOR BLUE 1

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



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



B4	Co.11
C4	Ad.10

Level 3



1. Shuttle Bay
2. Computer Core

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

6. Governor's Office
7. Security

COMSTOCK TOWER

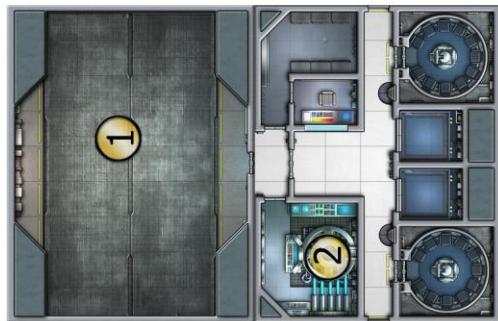
B4	Co.11
C4	Ad.10

Level 2



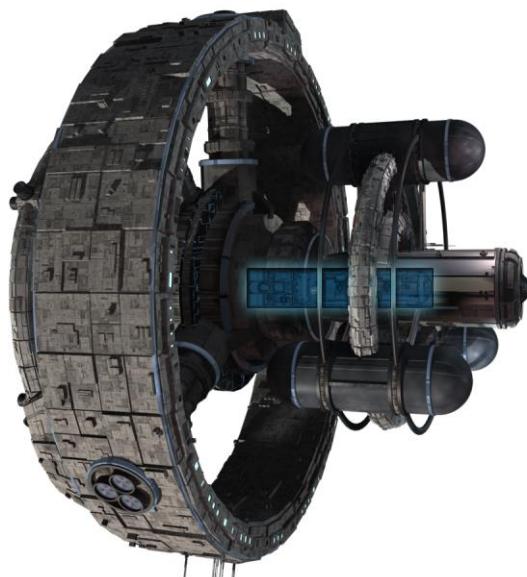
B4	Do.13
C4	Ad.10

Level 1



## Engine Area & Docking Rings

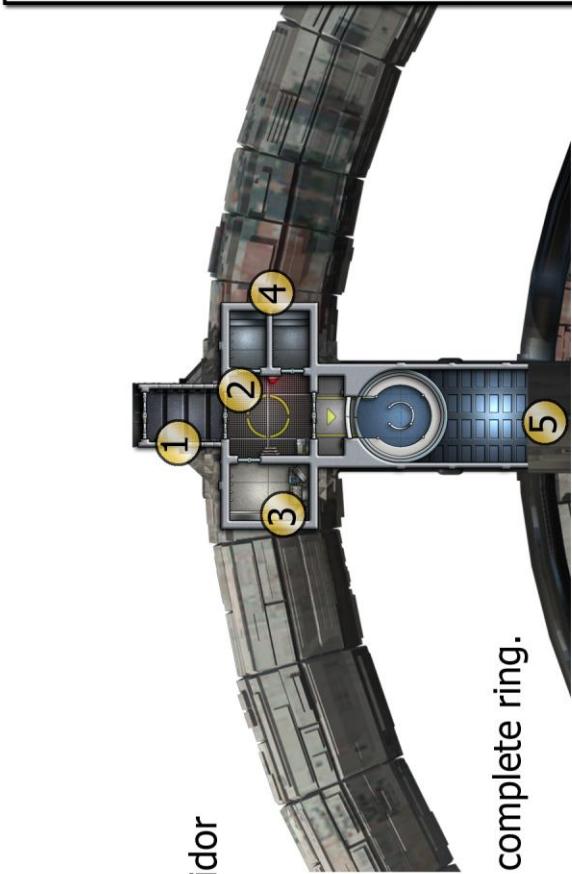
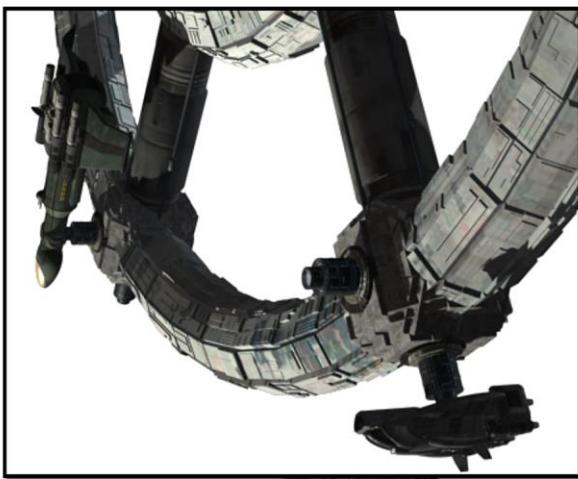
The next page contains maps for the engine/reactor room and docking ring areas.



## ENGINE ROOM

Mi.06	En.31	En.32	En.33
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1. Transit 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.