FUTURE ARMADA

DELUXE STARSHIP DESIGNS

PORT JERICHO

OUTPOST

i9c

Uses the Open Game License to present familiar stats for ship & crew.
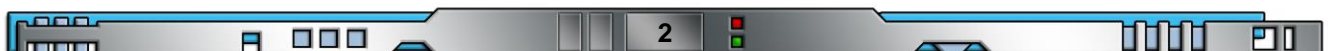
OGL SCI-FI

Future Armada: Port Jericho

by Ryan Wolfe of 0 hr: art & technology
0-hr.com

Overview

Port Jericho is a lawless outpost on the edge of the Rimward Frontier. Orbiting a gas giant in the lifeless Ross 154 star system, it is the final refueling station before the frontier. The station was constructed by the now-defunct Jovian Gas Mining Collective and sold to private interests when the company was dissolved. While a couple of harvesting ships still ferry hydrogen and helium 3 from the gas giant to the station's processing tanks, Jericho makes more money from gambling and black market trade than it does from fuel sales.

The ConFederation maintains a small military presence here and the ranking officer serves as governor of the station. This is a posting used to get rid of troublemakers, repeat offenders, and underachievers, which has lead over time to rampant corruption and a lackadaisical approach to security. The civilian sections of the small station are controlled by an association of business owners who elect a "mayor" to act as liaison to the military governor. They are allowed to run things pretty much as they wish so long as the governor gets his share of the profits.

General Layout

The habitable area of the station is a single ring which spins to simulate gravity of roughly half a G. Other areas of the station have no artificial gravity at all. Any area designed for human use is well signed with visual cues to keep occupants oriented with regards to location and spin. While the rotational speed (about 2 revolutions per minute) is low enough to prevent most adaptation problems, the Coriolis effects can take some getting used too.

Because rotation is used to simulate gravity, the "floor" of the mapped areas is the outer wall of the ring and windows look either up or down the length of the station (if up and down are considered to be oriented like the diagram). The curvature of the floor is apparent and can be disconcerting. One always seems to be at the lowest point of a corridor that curves up both before and behind. Luckily, this low point seems to move with you so (aside from Coriolis effects making you want to lean slightly against the spin) there is no extra effort required to walk up the apparent slope.

Docking Ring

Habitation Ring

Storage Tanks

Reactor & Engine
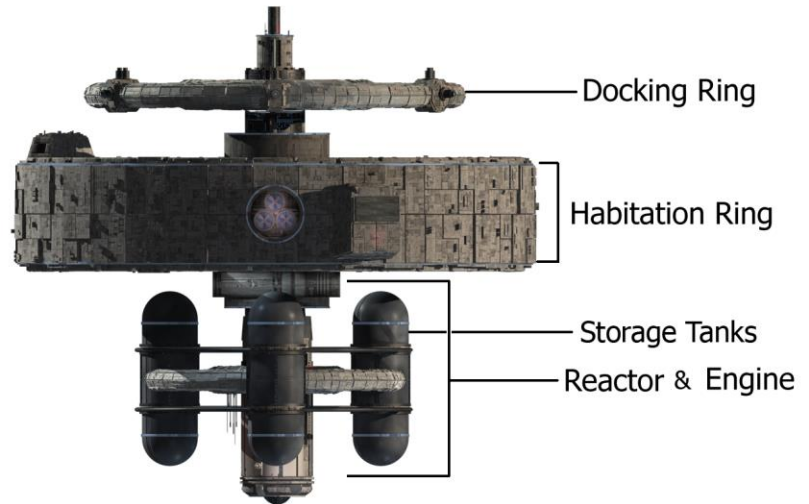
There is a docking tube at the top of the station – allowing a single ship to couple directly with the station. Below this is a docking ring designed to accommodate up to a dozen shuttles or small craft. This is the way most people enter and leave the station. Just below the habitation ring is the power core and fuel storage area. At the very bottom of the station is the main engine, used to adjust position or to relocate Port Jericho as required.

Those in Charge

The ConFederation governor is Colonel Wilhelm K. Thomson, who has held the post for nearly a decade. Though originally sent here as a punishment for disreputable behavior he now rather enjoys being lord of this little domain. He is also slowly growing rich from the various bribes and kickbacks he receives from station business. Arrogant, corrupt, and ruthless, he is feared rather than respected. The same can be said for the soldiers under his command. For most residents and visitors the best strategy is to stay out of the way and try not to draw their attention. Governor Thomson is in his mid-fifties. He is bald and wears a perpetual scowl. His left eye is a mechanical-looking cybernetic replacement.

The current mayor is Justine McConner. She is half way through her second two-year term. The large, no-nonsense woman makes sure things run smoothly so that Governor Thomson and his "goons" have no excuse to get involved. She and her diminutive husband own the only hotel on the station.

Miscellaneous Station Information

Port Jericho is very small for an independent station. The interior feels more like a large mall than a town. The station has about 50 residents and 50 military personnel. It is clear that the great majority of people are here for work or 'just passing through'. There are few children or elderly citizens. The people that live here permanently are here to keep the station running or to make money from the travelers and traders using the port. It's not the kind of place to put down roots or make long-term plans.

Of course all habitable parts of the station are strictly climate controlled. There is very little variance in temperature or humidity. The station keeps to Earth-standard time, dimming the lights during evening and nighttime hours. Businesses are also encouraged to follow these schedules. Engineering areas are dimly lit regardless of the time of day. Areas without atmosphere or gravity are generally dark except for the light put out by machines and their diagnostic displays.

The Surrounding Space

Ross 154 is a red dwarf star with little of interest orbiting it. There are a couple of small rocky worlds and the Ross 154C gas giant, itself with a handful of unremarkable moons. The system is on the edge of ConFederation space and a long way from anywhere. People who come here are either going to or from the hinterlands of the Rimward Frontier, or they are looking for a remote location to conduct illicit business. It is not uncommon for mercenaries and pirates to use this as a port of call. Governor Thomson has working relationships with all of them.

Sendai Component System

Port Jericho was constructed using a prefabricated set of components, also called "blocks". These are 35 ft by 45 ft areas roughly one and a half stories high (one block is a single 7x9 inch map page). They are sandwiched into a superstructure grid to form the habitable ring of the station. On Port Jericho the ring is 3 blocks thick and 36 blocks long (circumference). This is divided into three sections: green, blue, and red sectors and each sector is broken into two subsector (so the whole ring is the subsectors: Green 1, Green 2, Blue 1, Blue 2, Red 1, and Red 2).

The blocks within a subsector are identified by row and column as shown below:

A1	A2	A3	A4	A5	A6
B1	B2	B3	B4	B5	B6
C1	C2	C3	C4	C5	C6

Block Addresses in a Subsector

This is a top-down view of the subsector. For the habitation ring more subsectors would be to the right and left of this one, and windows would be along the outer edge of the A and C rows. The codes shown are used in addressing specific blocks in the given ring (and to help when organizing printed map pages). The area descriptions for each subsector reference these block numbers heavily.

As an aside, the technology for constructing these blocks and the supporting superstructure has become known as the "Sendai Component System" because that company now owns the patents on the technology, though they were originally developed by ConFed government labs.

Bulkheads & Pressure Doors

As the components are meant to be used in a vacuum, many come with emergency bulkheads. These are built into the walls at the edge of the block and close automatically (with appropriate warning sirens, flashing lights, and ominous countdown) in the event of serious depressurization.

On the character-scale maps, the bulkheads look like the adjacent image. The doors are thick steel, painted in black & yellow warning stripes, and are partially visible even when fully retracted into the walls.

Emergency Bulkhead

There are also large pressure doors built into the side walls of some blocks. These were mainly used for construction but are still sometimes employed to deliver cargo or other equipment too large for the T^2 system.

Exterior Pressure Door

Unless there is a ship docked to the exterior of the ring, these doors open directly to the void. Because of this security is extremely high for these doors in the habitation ring. In addition to the codes entered at the door, remote clearance is required from the bridge as well. Even so, there is a one minute warning siren and emergency bulkheads will seal if the sensor system detects vacuum on the other side of the pressure door.

Transportation Tube System ("T^2")

The Sendai Component System utilizes a unique mass-transit system to provide transportation between sectors and sections of the station. A system of tubes connects the various stops and people travel in through these tubes in transit spheres. The tubes are like elevator shafts except that they run in circuits and intersect each other through automated switching mechanisms such that any destination can be reached from a given stop. The transit spheres (described below) are akin to spherical elevators in that they carry groups of people along these routes.

The **T**ransportation **T**ube system is also known as the **T^2** (pronounced "T-square").
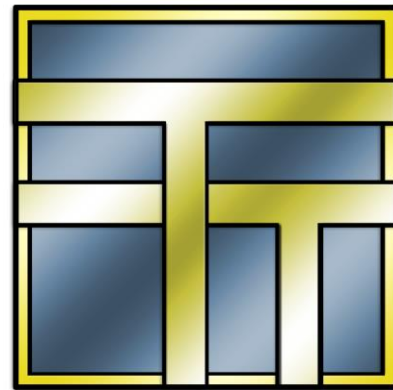
Transportation Tube Logo

A transit sphere has a stable inner sphere which serves as the cabin. It has a floor, seats, and destination controls like any advanced people mover. This inner sphere remains properly oriented with the current gravity (or acceleration) because the floor and equipment beneath is more massive than the air-filled passenger area. Encompassing the cabin like a metal shell is a thin outer sphere which can roll and reorient itself freely as the sphere moves along a tube.

Magnetic force is used to propel a transit sphere along a given tube. It is also used to remove friction between the cabin and outer shell - the cabin actually hovers in the middle of the skin though there is less than a quarter inch of airspace between the two surfaces and about half an inch between the shell and the tube wall. The outer surface of the cabin and the entirety of the skin are made of a special alloy that responds to the artificial magnetism used to

power the system while shielding people inside from unwanted magnetic effects. This alloy is as strong and opaque as normal steel.

When the transit sphere reaches its destination, both the inner sphere and outer skin align so that the door areas in both match up with the doorway at the current stop. The Transportation Tubes do not have gravity generators installed so it is common to experience zero G in the middle part of the trip. Various signs warn about loose items and possible disorientation.

The spokes leading from the center of Port Jericho out to the habitation ring each contain three bundled T^2 tubes – one running spheres to the ring, one bringing them back, and a back-up tube used for maintenance, sphere storage, and shunting spheres during high traffic times. A transit sphere is 11 ft in diameter and the bundled set of three is contained in a cylinder 25ft across.

TRANSPORTATION TUBE
axis cross section

11 ft

25 ft
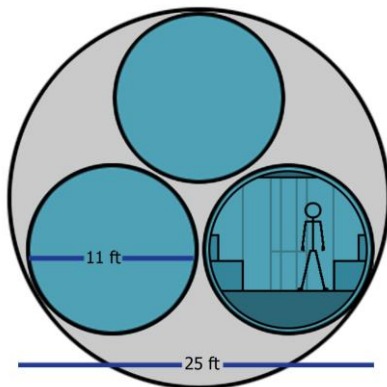
PORT JERICHO

Progress Level	PL 7 (+PL 8 engine)	**Size**	Colossal (-8 size)
Type	Superheavy	**Tactical Speed**	100 ft (1/5 th sq.)
Subtype	Space Station	**Height**	370 ft tall 650 ft diameter
Defense	5 (always flat footed)	**Tonnage**	127,689
		Targeting Bonus	+5
		Crew	50 (trained +4)
Hardness	40	**Passenger Capacity**	50 residents + 40 visitors
Hit Dice	350d20 (7,000 hp)	**Cargo** (register tons)	2,935
Initiative	+2	**Grapple Modifier**	+16
Pilot's Class Bonus	+3	**Base Purchase DC**	62
Pilot's Dex Modifier	+2	**Restriction**	Restricted (+2)
Gunner's Attack Bonus	NA	**Grappling Systems**	Grapplers, Tractor beam emitter
Engines	Station keeping thrusters & Gravitic redirector	**Armor**	Neutronite
Sensors	Class IV sensor array	**Communications**	Radio transceiver Drivesat comm. array
Expert crew			
Defense Systems	Improved damage control (6d10), particle field, radiation shielding, magnetic field		
Weapons	none		
Attacks	none		
Attack of Opportunity	none		

Space station "house rules": Tactical speed is 100 ft, they count as two weight categories higher for equipment with size restrictions, and are always 'flat footed'.
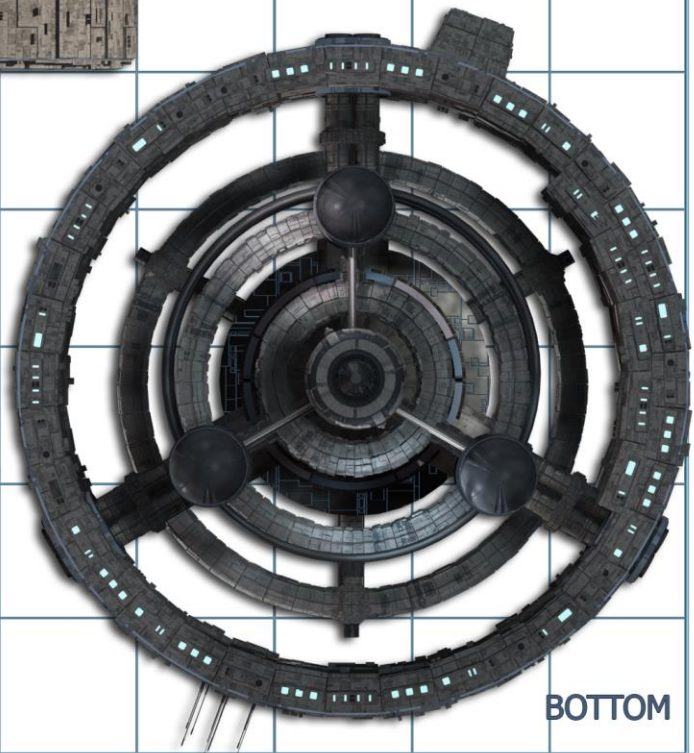
PORT JERICHO
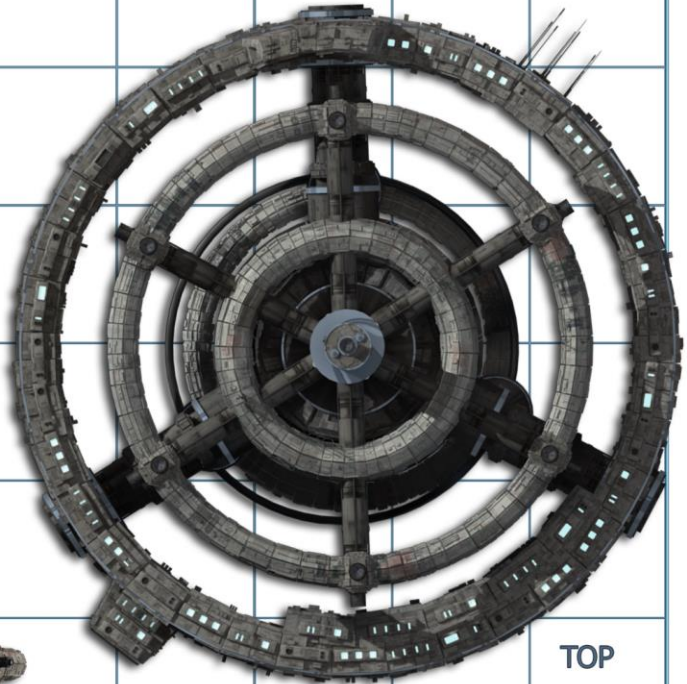
TOP
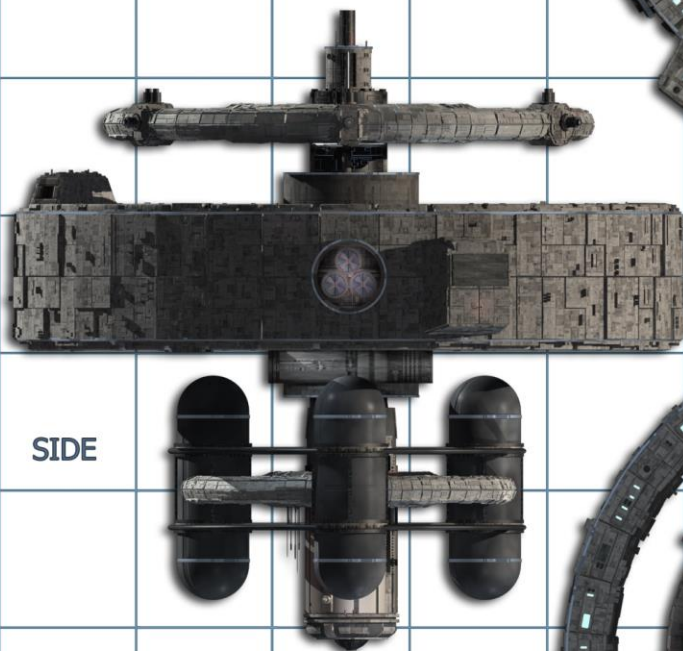
SIDE

BOTTOM

100 ft.

Interior: Habitation Ring

This ring contains all of the people and most of the interesting places on the station. The ring is logically divided into three sectors – each identified by a certain color (see the diagram to the right). While the interior of the station generally follows a grungy blue/white/grey color scheme, there is (at least in public halls) a wide decorative stripe at waist level that matches the sector color. Each sector has its own Transportation Tube stop – also color coded. Each sector is broken into two subsectors, mainly for the sake of addressing specific locations.

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Addresses

Addresses for specific building in the ring are given in the format

subsector.block.building

The block codes, as explained earlier, range from A1 to C6. The building code determines a specific building in the given block. Start with the building in the upper left and proceed clockwise, labeling the buildings A, B, C, etc. for as many individual locations as are needed (many blocks contain only a single 'building'). In the case of residential blocks, each residence is given its own address even though it is really just a room within a single building.

When possible addresses are also color coded according to the sector. An example address is:

Green1.C4.B

This is the "1-Stop Omni Shop" in green sector. It is building B in block C4 (that's the bottom row, near the middle) of subsector Green 1. Most buildings have their address displayed near the door, so it is not difficult for citizens to find their way around once they know the system. The ubiquitous computer system is also fully capable of giving directions to any location desired.

Note that the "1" column on a map is often called the "left" side of the subsector while the 6 column is the "right" side. This is just because of the way the maps are traditionally laid out. Moving to the right would take you to the next subsector clockwise around the ring.
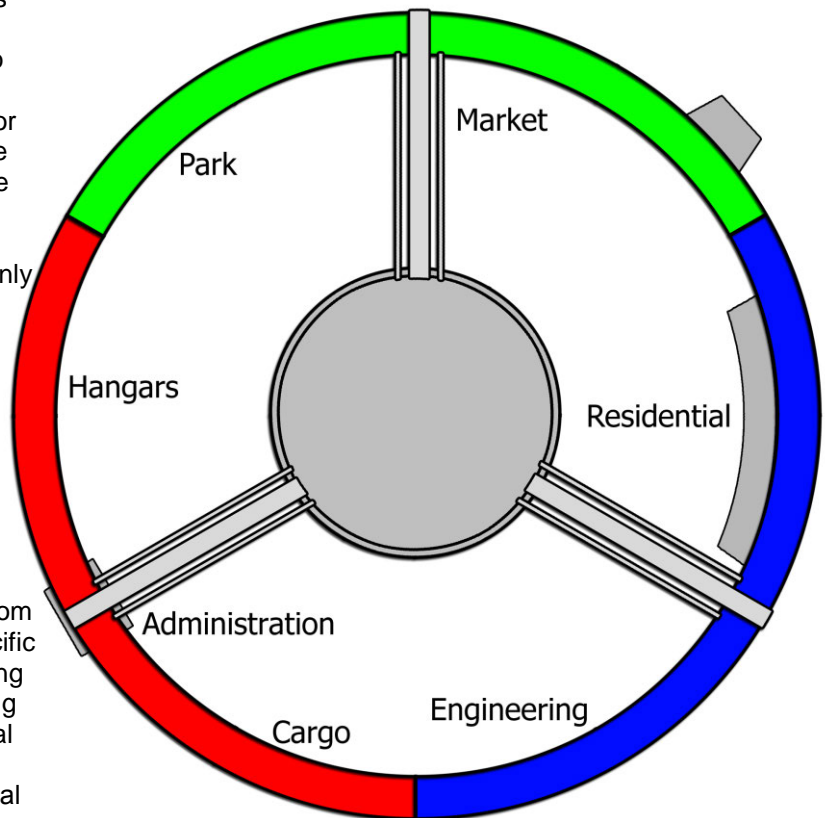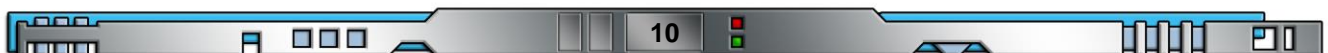
Note

This material is adapted from the "Argos III" issue of *Future Armada*. Much of the text is used unchanged and so many of the location names and descriptions are identical. If both of these stations appear in your campaign, you may want to improvise new business names and change the verbal descriptions somewhat.
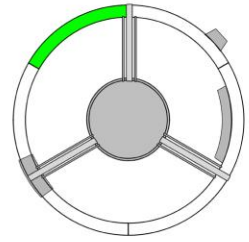
This page is left blank so that the subsector maps on the following page(s) will display across from each other when this PDF file is opened and displayed with a 2-page spread. If the document is printed out 2-sided, you should first remove this page to preserve that formatting. Having the pages display across from each other allows for the entire sector to be easily viewed.

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. Kwality 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

Green Sector

Green sector is known as the market district and is filled with various shops and businesses, plus the only park on the station.

Subsector One

This subsector is divided evenly between parkland and developed blocks. The park lies on the left side, up against the cargo bay and hangars of Red 2. It's artificial trees and grass, simulated sunlight, and nature soundtrack make a decent attempt at recreating a little piece of outdoors. But the ceiling overhead, even painted blue, makes it clear that this is not real.

The *Parkside Bistro* occupies block A4, providing a view of the park. This is mainly a sandwich shop and also sells pre-packaged picnics. *Marathon Sportz* (B4) provides an assortment of athletic apparel and sports equipment. At the corner of the hallway in block C4 is a security checkpoint (rarely manned) and a *1-Stop Omni Shop* – part of the franchise that bought exclusive rights to run convenience stores on the station.
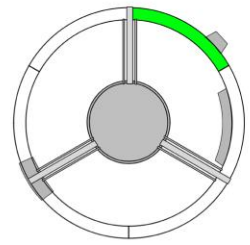
The rest of the developed half of the subsector was originally dedicated to the youth of the station but has since been repurposed. Block C6, formerly a daycare center, is used for martial arts bouts of varying lethality. While there is room for a dozen or so spectators, most of the people who bet on these fights watch via video link. Across the hall is an online betting parlor where gamblers can log in and wager on myriad of games and sports. Ray Macintyre owns the businesses in this area and has his personal office in block A6 next to his pornography shop.

Between (in B6) are a quartet of small shops: *Radwear* (cheap T-shirts), a *Phoenix Phast Food* express counter, the *Enhanced Learning Center*

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

(using VR & neural stimulation to implant or erase memories) and a more conventional computer shop called *Software Joe's* - specializing in pirated goods.

In the center of the developed district (column 5) is the *Kwality Kafeteria* – nutritious food at bargain prices. On the outer hallway (C6) is *Hiro's Bar & Game Room* and *Hamelin's* designer clothes. Both are affordable but run down.

Subsector Two

The green-line Transportation Tube enters the subsector in block B1 – depositing visitors in the midst of the market district. Often busy 24 hours a day, this is also the area thickest with visitors and those who prey upon them. In addition to the listed shops, there are many temporary stalls set up in the open spaces and even tarps spread on the floor for transient vendors selling just about anything imaginable.

While most of this noisy subsector is filled with an assortment of permanent shops and businesses, next to the T^2 stop is the station detention center (blocks A1 and A2). This is a shabby, graffiti covered structure housing a handful of surly security personnel and forlorn prisoners.

Across the hall (in block C1)is the back of the *Port Jericho Dental Clinic*. It is clean and efficient, providing its services at a reasonable price. Like the G2 ("Green 2") Auditorium and adult theater next door, it is entered from the hallway running along the outside of the subsector –offering views down the length of the station to the gas giant below.

Just around the corner from the auditorium is a digital library and public records archive. Across the hallway is the *Golden Ki Rin Sushi Bar* – providing cheap food (and illicit substances) of dubious quality.

Moving up through B2 one passes the *Securitywear* clothing store (specializing in fashionable Kevlar and ablative coats) and then one finds the *In-Person Game Café* – providing a place for face-to-face board and table-top games. The clientele is generally a mix of gamblers and casual gamers, though often special events and tournaments are held to attract a specific demographic.

Across the hall, but still in block A3, is *Sinclair's* digital catalogue showroom. Here shoppers can browse a huge selection of virtual goods – everything from weapons to appliances to sporting goods and foodstuffs. 3D screens and holographic displays are provided to facilitate browsing, but actual merchandise is stored in the room next door or in the cargo bay. Delivery is free to anywhere in the habitation ring and takes less than an hour.

After passing the game café and Sinclair's, one must proceed down a stretch of edge hallway (with a lovely exterior view and ever-changing crowd of street vendors) to reach the nexus of shops at the other end of the subsector. Along this stretch (block A4) is a secured storage room and the *Nu-U* barber shop. Like most of the businesses here, *Nu-U* is franchise quality and provides medium level service and pricing.

At the A5 corner is another *1-Stop Omni Shop*, the ubiquitous convenience store in this part of space. The security checkpoint opposite is actually owned by Sinclair. The rotund little man uses it as an office and lounge for a few of his personal security goons and merchandise runners.

The intersection that is block B5 holds a quartet of businesses that cater to mercenaries and soldiers of fortune. *Omar's Arms* is across from *Omar's Armor*. Both are, unsurprisingly, owned by the same person (Omar Grey) and provide medium and high quality guns, armor, and accessories. The other two shops are an unnamed tattoo parlor and the *Quick Shot* sake bar. Between the two is the main entrance to the Comstock Corporation facility (detailed below).

At the end of a short cul-de-sac in block C5 are two larger businesses. The first is just a *Gadget Shack* – providing an assortment of electronic, computer, and surveillance gear. The other is the main office for the Comstock Corporation and its

CEO Mr. Sykes. This is the business that owns the station and also operates the cybernetics lab next door. While Mr. Sykes is the apparent head of the company, the real man in charge is Governor Thomson. His offices and residence are in the nearby Comstock Tower.

At the far right end of the subsector (B6) is the lobby for *Knox Storage Solutions*. They have a cargo bay behind the offices with a few high security vaults adjacent. For a fee, they will store whatever the customer wants and retrieve it when desired. Past the Knox office is a tiny shop called *Re-Juve Whole Body Treatments*. Inside is a single rejuvenation chamber – rentable by the hour. Beyond that is Blue Sector.

C6 is an office block with offices for rent to various professionals. The current tenants are *Jonathan Cavalier* (a private investigator), *T'zara* (an alien specialist in Xenotech and translations), and the *Law Firm of Goldstein & Ruelle*. The final occupant is *New Ronin* contracting. This is a branch office for a well-known mercenary company which operates throughout the border areas. The local commander is the attractive but cold Felicia Lee. There are usually half a dozen or so company soldiers on the station and it is not uncommon for one of the mercenary ships to visit for one reason or another. The final office space is currently vacant.

Comstock Corporation

The "Comstock Corporation" was the original group of investors who bought Jericho Station from Jovian and turned it into a collection of individual businesses. Technically Comstock owns the station, but the individual proprietors have long term rent-to-own leases that, in effect, give them permanent rights to occupy their businesses and homes. Comstock owns the power and life support systems and so could force people out if needed, but so long as rent (and protection money) is paid on time it is in everyone's best interest to keep the lights on. Comstock also owns the pair of old gas haulers responsible for moving hydrogen from the nearby gas giant to the station's processing and storage tanks.

On paper, the Corporation is run by an ancient, wheelchair-bound patriarch by the name of Claudius Sykes. In reality, Governor Thomson

took control years ago and Sykes is just a figurehead.

The "Comstock Tower" is a three level structure that hangs off the bottom of the subsector. The top of the building is level with the other blocks in the subsector and the lower levels are below this with a private shuttle bay at the very bottom. All four of these levels are in blocks B4 and C4, stacked atop one another.

The top floor – which is level 4 even though it is at "ground level" with respect to the rest of the subsector - is a medical facility and lab specializing in cybernetic replacements and biological enhancements. Comstock Cybernetics is a real business and it brings in quite a bit of money as it is unfettered by legal and moral restrictions. They are willing to build and install anything the customer wants and are not beyond the occasional experimentation on unwitting volunteers.

While the cybernetics facility is unique and occupies block B4, the layout in block C4 repeats on each level of this structure. This area contains a computer core running through several floors. It processes and stores all of the Corporation data and also serves as a backup system for station operations (the main station core is next to the bridge). There is a small security room and storage area nearby. There are also a pair of elevators and pair of life boats built into the outer wall. These lifeboats launch directly out the top or bottom of the tower and are not for public use.

Level 3 holds the Governor's office, reception, and conference room. Level 2 is the personal residence of Governor Thomson and his current mistress. A pair of servants/guards also reside here. Level 1 is a private shuttle bay for the governor's use.

Note that the side doors in block B4 on levels 2 and 3 do not open into space as the map might suggest. These are actually small lifts to facilitate movement between floors. Assume that the outer wall is unbroken.

B4 Do.13
C4 Ad.10

B4 Co.11
C4 Ad.10

B4 Ad.14
C4 Ad.10
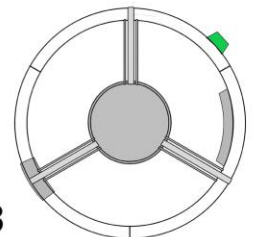
Level 1
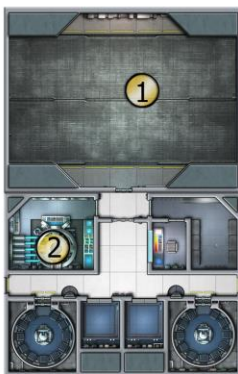
1. Shuttle Bay
2. Computer Core

Level 2

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

Level 3

6. Governor's Office
7. Security

COMSTOCK TOWER

SECTOR
BLUE 1

	A1	A2	A3	A4	A5	A6
	Re.11	Re.10	Re.10	Re.10	Re.10	Re.11
	B1 Mi.05	**B2** Mi.23	**B3** Mi.00	**B4** Mi.24	**B5** Ad.06	**B6** Mi.23
	C1 Co.26	**C2** Co.23	**C3** Co.24	**C4** Co.21	**C5** Co.20	**C6** Re.12
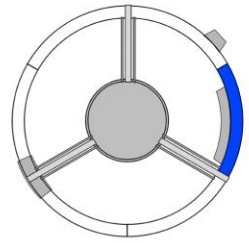
1. Delta Hotel Lobby
2. Fountain & Benches
3. Pool & Fitness Room
4. Lift
5. Orchid Blossom Salon

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

Blue Sector

Subsector One

Much of this subsector is taken up by the Delta Hotel. The hotel is seedy and poorly run, but is the only such facility on the station.

The Delta lobby is block B5. The guest rooms run the entire length of Row A on the main floor. There are stairs along Row B which lead up to a balcony. From here two more rows of rooms (running the entire length of Row A and Row C) can be accessed. These upper level rooms are the homes of the station's fifty or so civilian residents.

The central area, Row B beneath the balconies, is typically full of street vendors, showmen, and prostitutes hawking their wares.

A long hall runs the length of row C right along the exterior bulkhead and many windows provide an excellent view of the slowly rotating starscape and planet beyond. Starting at the left side, C1 holds the hotel pool and fitness room. Walking to the right, one would pass the *Orchid Blossom Salon*, a food storage room in block C2, and then the *Delta Saloon* (featuring karaoke and gambling machines) and *Sirius Dry Cleaning* in block C3. After this is the *Vogue* film & stage theater and then the corner where the corridor turns back towards the lobby. On one side of the corner is the *Aces & Eights Card House.* Across from it, but still in block C5, is the local franchise of the *PanGalactic Travel Agency* (also a front for large scale smuggling).

Block C6 is a public lounge and laundry facility.
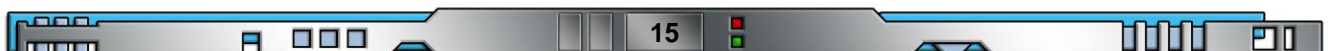
A1	A2	A3	A4	A5	A6
Co.20	Co.26	En.11	En.10	En.12	En.13
B1	B2	B3	B4	B5	B6
Mi.01	Co.01	En.01	En.01	En.00	En.01
C1	C2	C3	C4	C5	C6
Co.12	Ad.15	Wa.12	En.12	En.12	En.11
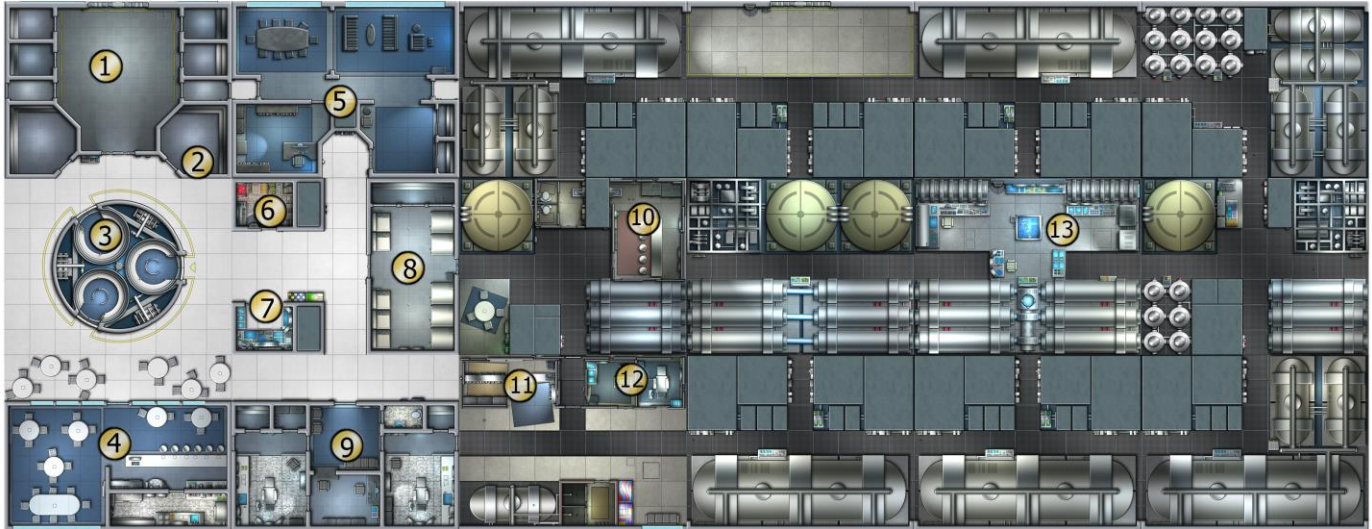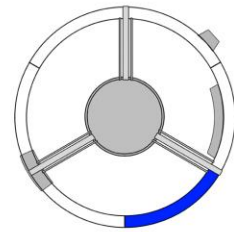
1. Private Bay
2. Secure Storage
3. Transportation Tube Stop
4. Lady Luck Casino
5. Council Chambers

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

Subsector Two

The blue line T^2 stop deposits visitors at the end of the market district. To one side of the transit stop (C1) is the *Lady Luck Casino*. It features a dozen gaming tables that can be configured for any number of dice, card, and other games of chance. The facility also has a full bar and food menu. The *Infinity Clinic* is next door, so those caught cheating don't have far to stagger for medical attention.

On the other side of the hall is the Jericho Council chambers, where business owners and investors meet to discuss important matters. There is a small shuttle bay next door. This typically houses the "mayor's shuttle" (an old Morgan-class) but is also used for spacing convicted criminals. The vaults around the perimeter of the bay are heavily secured and serve as the unofficial "Bank of Jericho". A guard is stationed in here 24 hours a day.

Adjacent to the stop is a public communications node – capable of fulfilling just about any data retrieval or transmissions needs. Also in B2 are a small maintenance room and a large public laundry mat. A door at the back of the mat is the legitimate entrance to the engineering area beyond. It is sometimes locked but knocking for a few minutes will usually bring someone from the *Black Dog* to open it. There is also a less-legitimate entrance in the nearby clinic.

The *Infinity Clinic* handles everything from massage and acupuncture to outpatient cosmetic surgery. It also serves as a front for *Icarus Implants*, a black market operation in the adjacent engineering area (C3). That area is also home to *Dirty Dan's*, which sells an assortment of illegal virtual reality programs. Nearby, in block B3, is the *Black Dog Tavern*. These businesses are seedy and dangerous even by Jericho standards.
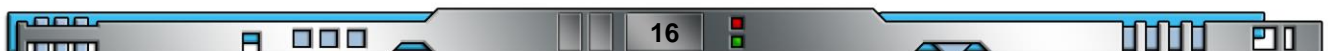
OVER SECTOR BLUE 1

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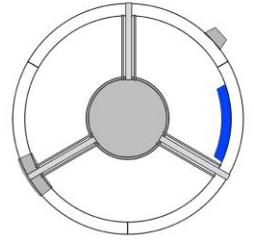
1. Lift
2. Balcony & Stairs Down
3. Utility Area
4. Common Residential Blocks

The remainder of the subsector (columns 3-6 on the previous page) is a standard engineering area. Everything other than main power and propulsion can be directly accessed here. In the center of the machinery is an engineering control center manned by a trio of technicians at all hours.

Pictured above are the residential rooms above subsector Blue 1. The balcony looks down on the corridor (Row B) in front of the Delta Hotel.

Red Sector

This sector is home to the station's military presence and visitors are discouraged. Aside from the cargo bays, civilian shuttle bays, and guest rooms right outside of them, these facilities are for military personnel only.

Cargo Bays

A trio of large cargo bays take up the left half of subsector one. The central bay has exterior doors which open directly into space. The cargo bays without exterior access have sturdy metal balconies installed 8 ft above the floor. These shelves allow for additional storage and can be accessed via ladder or the small (5x5) lift in the center of the shelf. Ceiling height in these bays is 15 ft.

Yellow lines on the floor help partition the floor space between different customers. The marks also indicate which areas need to be kept clear so that freight can be moved efficiently about. The double pressure doors between bays are both for safety and security.

Cargo is generally stored in small (5x5x5) containers which can be moved using the Transit Spheres. There are a half dozen cargo spheres in the system for just that purpose. These spheres have had the internal railings and seats removed to make freight hauling easier.

Hangar Bays

All of the hangar bays are the same size, 35x45 with a 20 ft ceiling, but some are designed for 4 small ships and others for a single larger vessel. The ones designed for the Sparrowhawk fighters have 4 sets of bay doors in the floor – one in each quadrant of the room. These exits are 15x20 feet on a side. The rest of the hangars have a single large set of bay doors in the floor which are 25 feet wide and 43 feet long. These are used by civilian craft as an alternative to the dozen connection points in the docking ring.

The bays that have been outfitted to support Sparrowhawk-class fighters have support booms that swing out from the walls and plug into the coupling on the dorsal side of the fighter. These booms hold uplink, power, and fuel cables. They also support the craft after the bay doors in the floor open, allowing for a synchronized drop. Other ships use maneuvering thrusters for the same purpose.

Ships exit the small hangar bays through the large doors in the floor. These open directly into the void (the whole bay is an airlock) and the ring's rotation causes the ship to drop out into space.

While exiting the bay is easy, it can take some skill to match rotation and bring a ship *into* one of these hangars. For those without the talent, or software, to do this safely the immobile docking ring is a better option. In either case, only shuttle-sized craft can dock with or enter Jericho Station except for those ships given clearance to monopolize the single tube at the very top of the station.

The squadron assigned to protect Jericho Station consists of 16 fighters. These fill all four of the quad hangars, leaving six single-craft hangars for civilian use (though they are also used to store a pair of Brahma-class troop shuttles if space is available).
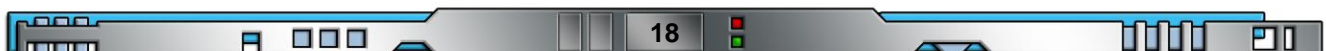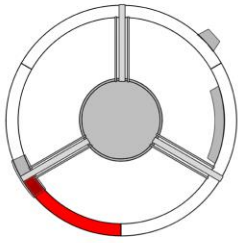
SECTOR
RED 1

A1	A2	A3	A4	A5	A6
Ca.11	Ca.10	Ca.12	Do.12	Do.12	Co.20
B1	**B2**	**B3**	**B4**	**B5**	**B6**
Ca.00	Ca.00	Ca.00	Re.00	Re.00	Ad.06
C1	**C2**	**C3**	**C4**	**C5**	**C6**
Ca.11	Ca.10	Ca.12	Do.12	Do.12	Ad.16

Z6
Ad.02
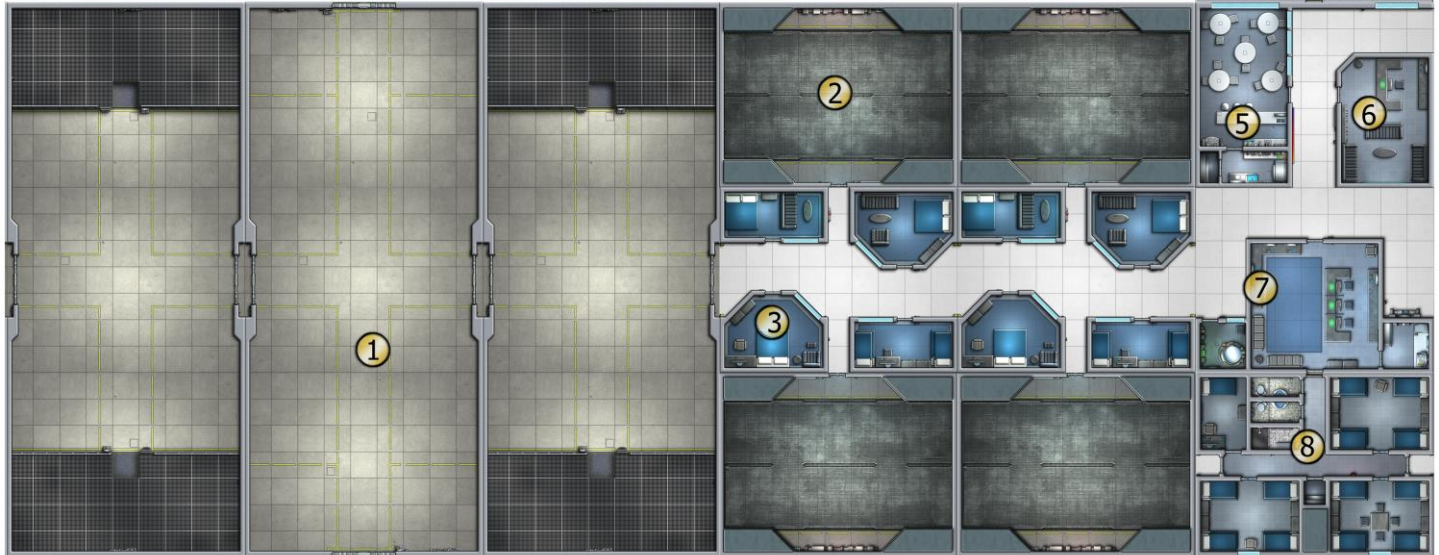
1. Cargo Bay
2. Civillian Bay
3. Guest Rooms
4. Conference Room & Communications
5. Mess Hall
6. Reception
7. Administration
8. Barracks

Subsector One

The cargo bays in columns 1, 2, and 3 have already been discussed. Columns 4 and 5 are civilian hangar bays. The hall between has guest rooms for visiting government personnel or for the civilians leasing the adjacent hangar bays. The rightmost column of the subsector is the beginning of the military administrative and personnel area.

The bridge of the station is built out beyond Row A and, for lack of a better term, is designated "Row Z" in the schematics. It consists of three blocks (that is, 3 map pages) stretched between subsectors Red 1 and Red 2. The block in subsector Red 1 contains a conference room, communications center, and air lock. The security chief's station is also in this block Z6 area.

Block A6 is the mess hall for the troops and across from it is an administrative reception area. Those few visitors who do come to this area are expected to check in here and then be escorted to their destination.

B6 holds the administration annex where most of the bureaucratic work gets done. An emergency rejuvenation chamber is accessible in the hall outside. Block C6 is one side of the barracks – home to two dozen soldiers and their commanding officer.

SECTOR
RED 2

Z1	Z2				
Ad.00	Ad.01				

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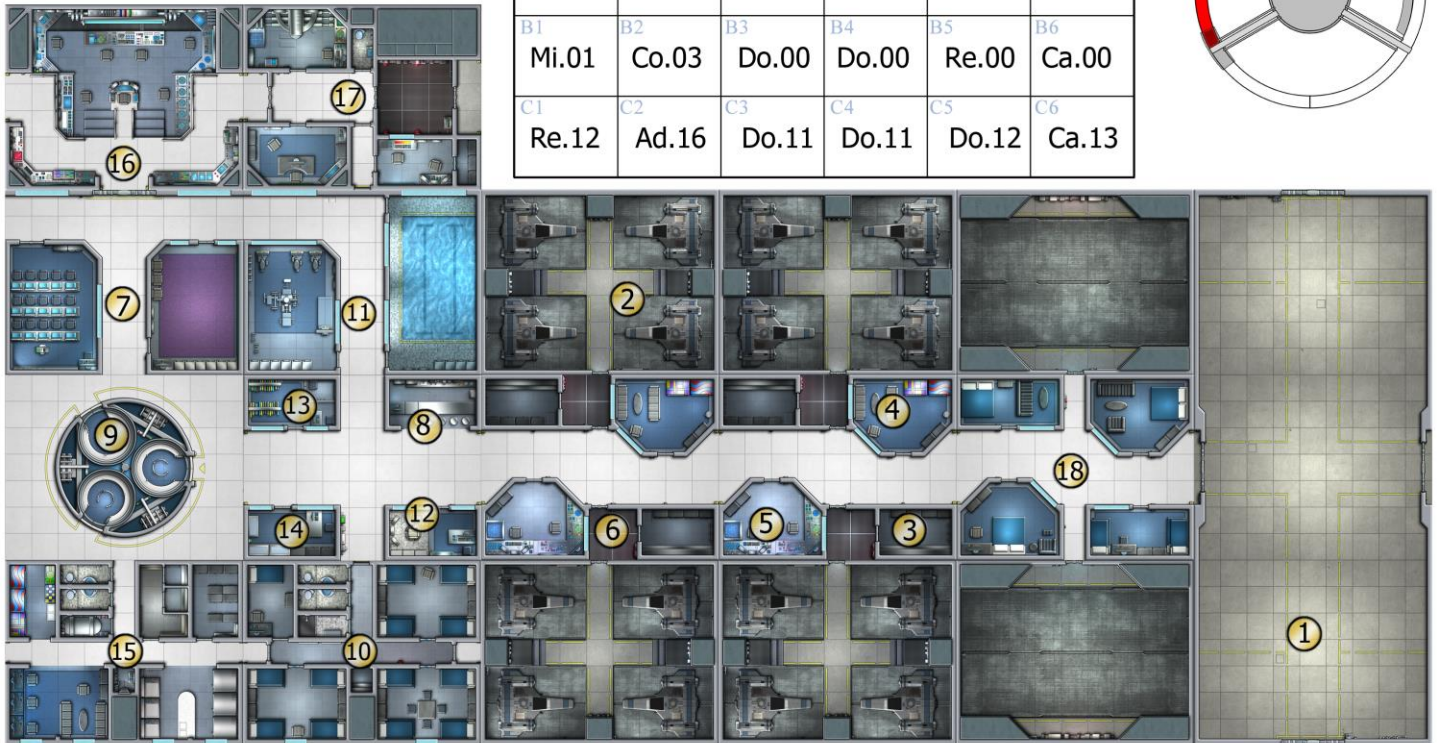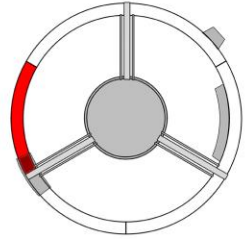
1. Cargo Bay
2. Quad Bay
3. Storage Room
4. Lounge
5. Control Room
6. Air Lock
7. Training Room & Exercise Area
8. Snack Bar
9. Transportation Tube Stop
10. Squadron Barracks
11. Rec Room and Pool
12. Physician
13. Uniforms
14. Duty Officer
15. Utility Area
16. Bridge
17. Offices & Scanners
18. Civillian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

Subsector Two

The Red Transportation Tube Stop is in block B1. There are usually a couple of soldiers on duty here to welcome legitimate visitors and turn away tourists. Since common citizens can use the docking bays (with clearance), the area is not officially restricted. Still, those without real business here are discouraged from wandering.

The station bridge superstructure is at the top of this subsector. The bridge itself is block Z1. Just off of the bridge is the captain's office, primary scanners, and a small security room with armory. On either side of the superstructure is a seldom-employed airlock. These are just artefacts of the Sendai component system and so see little use.

Block A1 has a computerized training room also used for mission debriefings. Across the hall is an exercise studio for martial arts, tai-chi, and general calisthenics. C1 is a utility area much like the ones found in the residential subsectors. It contains vending machines, laundry, and free computer terminals. There are also a couple of secure storage rooms that serve as an armory and small arms locker. On either side of this area are barracks for the pilots, personnel, and soldiers.

Column 2 has a fitness room and pool in Row A. Block B2 has a quartet of small facilities. There is a uniform processing station, physician, duty

office, and commissary/snack bar. The hallway beyond leads to the hangars and, eventually, more cargo space.

Columns 3 and 4 are quad bays, each housing a wing of fighters. Each pair of bays shares a small lounge (used as a ready room when on alert) and a backup bay-control room. These small auxiliary control rooms are usually unmanned and locked as stations on the bridge handle flight control issues.

Column 5 is a pair of civilian bays and guest quarters like those in subsector one.

Column 6 is a cargo bay used for squadron supplies, ship parts, and service craft small enough to fit through the exterior doors. It is also occasionally used for ad-hoc team sports. The doors on the far side of the cargo bay open into Jericho Park.
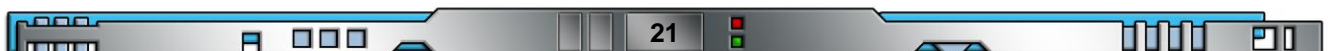
DOCKING RING (Do.03)

1. Extendable Corridor
2. Air Lock
3. Maintenance
4. Storage
5. Transit Tube
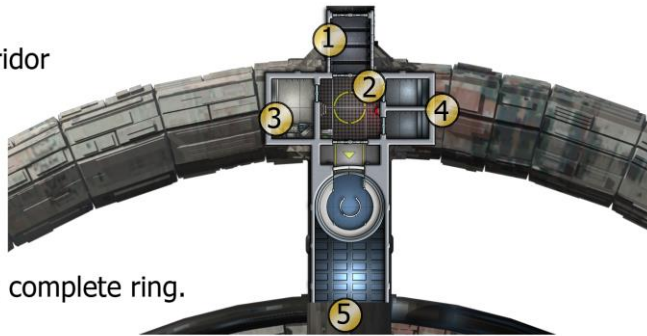
Repeats six times to form complete ring.
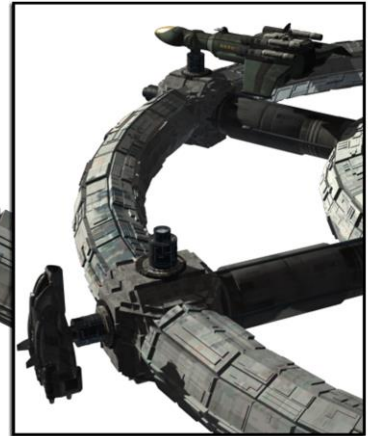
Docking Ring

At the top of the station is a non-rotating ring set with a dozen docking points for shuttles or similar small craft. The docking points have pressure hatches and extendable tubes which can match up with a ship's hatch – allowing visitors to cross from ship to station without vacuum suits. These docking points are in pairs as there are six transit tube stops in the ring. One hatch faces towards the top of the station and the other is at 90 degrees to this one – facing outwards from the centerline of the station.

Between the extendable corridors and the Transportation Tube access point is an airlock. This chamber also has built-in security scanners and a computer terminal. To one side are a pair of storage closets with some EVA and basic repair gear. On the other side is a restricted-access maintenance room. The transit stop connects into the T^2 system, allowing visitors convenient access to any stop on the station.

Any equipment too large to fit through the air lock doors will need to enter the station through the cargo bays or directly though the exterior bulkhead pressure doors near the final destination. Note that the docking ring does not rotate and is at zero-G internally. There are ample handholds, as well as magplates and stickpads, to help facilitate movement. There is breathable air, at a comfortable temperature, throughout the area.

The unmapped sections of the docking ring is inaccessible equipment and structural support.

There is a thirteenth docking point on the station. It is at the very "top" and extends straight up from the center of the station. This longer tube can be used to connect to a single large ship parked directly over Jericho Station. Aside from the longer connecting tube and the fact that it is singular, this docking point is just like the other dozen in the docking ring.

ENGINE ROOM

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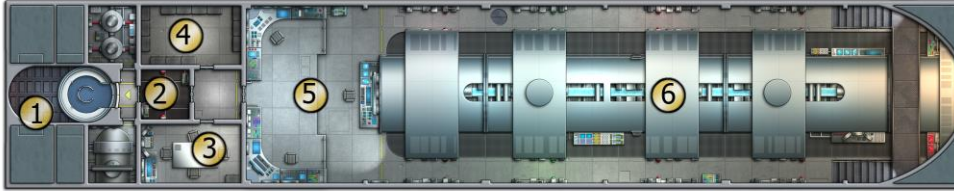
1. Tranist Tube Stop
2. Air Lock
3. Meeting Room
4. Storage
5. Control Center
6. Gravitic Core

Engine Room

Port Jericho has numerous small station-keeping thrusters located at strategic points along its hull. These keep it in the same relative place over time, and are also used to counteract any drift or rotation caused by the turning ring.

The station's main engine is a Gravitic Redirector – located at the very bottom of the station (if the docking ring is considered the 'top'). This type of advanced propulsion is necessary in order to accelerate the station without placing undue strain on the fragile superstructure. The pod generates a microscopic singularity in front of the station, which Port Jericho then "falls" towards.

The engine superstructure is not load-bearing and there is none of the usual strain that normal thrusters or even an induction engine would cause. Should the station need to move a considerable distance the engine area would actually become the front of the station-turned-starship since the singularity effect causes the station to fall forward (as opposed to standard thrusters which push a vessel from the rear).

The engine also serves as the station's primary power source as it has a fusion reactor at its core. The control room for the reactor and engine is located along the lower spine of the station, oriented straight down – though it is at zero G. It is accessible only via the Transportation Tube system. There is a single stop, which is restricted to authorized personnel. The stop leads through an airlock / decontamination chamber past conference and storage rooms, and then into the large area housing the engine/reactor core itself. This area is not in the habitation ring and, as mentioned, is at zero G throughout. It does, however, maintain standard temperatures and atmosphere.

Non-Player Character Stats

Typical Merchant

Charismatic Ordinary 2/Smart Ordinary 1

CR 3; human; HD 2d6 plus 1d6; HP 11; Mas 10; Init -1; Spd 30 ft; Defense 10, touch 10, flatfooted 11 (-1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed); AL none; SV Fort +2, Ref +1, Will +1; AP 1; Rep +4;
Str 9, Dex 8, Con 10, Int 12, Wis 10, Cha 12.

Occupation: Entrepreneur (Diplomacy, Knowledge [Business])

Skills: Bluff +8, Computer Use +4, Diplomacy +10, Disguise +3, Gather Information +3, Knowledge (Business) +8, Knowledge (Civics) +7, Knowledge (Current Events) +7, Knowledge (Popular Culture) +7, Knowledge (Technology) +2, Profession (Shopkeeper) +7, Sense Motive +2

Feats: Deceptive, Simple Weapons Proficiency, Trustworthy, Windfall

Possessions: Wealth +12

Station Security or Pilot

Fast Ordinary 2 / Dedicated Ordinary 2

CR 4; human; HD 2d8+4 plus 2d6+4; HP 24; Mas 14; Init +2; Spd 30 ft; Defense 21, touch 18, flatfooted 19 (+2 Dex, +6 class, +3 equipment); BAB +2; Grap +3;
Atk +3 melee (1d6+1, Baton), or +4 ranged (2d10, 9mm Pistol); AL ConFed;
SV Fort +4, Ref +4, Will +1; AP 2; Rep +1;
Str 13, Dex 14, Con 14, Int 9, Wis 9, Cha 10.

Occupation: Law Enforcement (Gather Information, Intimidate)

Skills: Drive +6*, Gather Information +4, Intimidate +4, Investigate +3, Knowledge (Streetwise) +3, Profession (Cop) +3, Sense Motive +3

Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency

Pilot Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Starship Gunnery, Starship Operation (Ultralight), Simple Weapons Proficiency

Possessions: Light Combat Armor, Baton, Beretta 92F 9mm Pistol, Handcuffs, Comm Link; Wealth +3

*Pilots have Pilot +6 instead of Drive +6
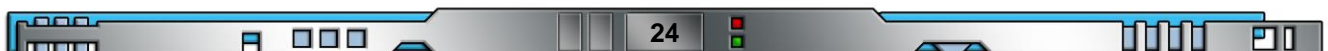
Additional Information

Station Evacuation

There are only a handful of real lifeboats on the station and these are located behind and below the Comstock lab. For the general population, the Transportation Tube System provides the only means of evacuation.

Each transit sphere can serve as a temporary shelter in the void. Beneath the seats and floor are atmosphere scrubbers, ration bars, and water tanks, as well as a distress beacon and simple toilet (which vents outside with no loss of atmosphere). When in good working order, a sphere can keep 10 people alive for 50 hours. These facilities can also be used if a sphere becomes stuck inside a malfunctioning tube or stranded due to a station-wide power failure. The emergency kit also contains a lantern, communication unit, and small blowtorch (to create a doorway in the event that the inner cabin and outer skin are not properly aligned).

During an emergency evacuation, the loaded T2 spheres are just launched out of the bottom of the Transportation Tube and into space. Each sphere has a one-shot thruster in the bottom which can bring it to a near stop once well clear of the station (overrides can be entered from the control panel inside the sphere). The spheres are otherwise without propulsion – meant to simply float in place and await rescue
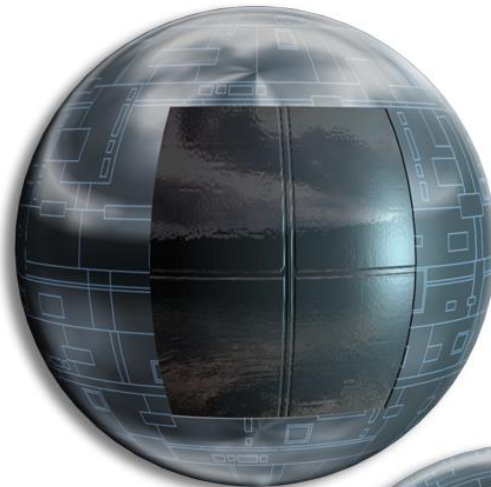
TRANSIT SPHERES

Discus-class Lifeboats

These are the "real lifeboats" mentioned above. Each 13ft diameter disc has seating for eleven people. The power, supplies, and air scrubbers are sufficient to keep 11 people alive for 7 days. In addition to the usual distress beacon and radio transceiver, the craft also has an onboard autopilot that can handle travel to a nearby sanctuary or a single planetary landing. The boat can be given directions, but cannot be manually piloted. There is a built-in toilet facility but little in the way of privacy. Basic camping & survival supplies are stored beneath the floor, including a disassembled hunting rifle.

These lifeboats can be found by the lifts going down to Comstock Tower.

DISCUS-CLASS LIFEBOAT

DISCUS-class Life Boat			
PL	7	Size	Large (-1 size)
Type	Ultralight	Speed	2,000 ft. (4 squares)
Subtype	Life Boat	L x W x H (ft)	12 x 13 x 6
Defense	9 (Flat 9, Autopilot 9)	Tonnage	4.6
Hardness	30	Targeting	+0
Hit Dice	6d20 (120 hp)	Crew	0 (piloting impossible)
Initiative	+0	Passengers	11
Pilot's Class	+0	Cargo	500 lbs
Pilot's Dex	+0	Grapple	+4 (no grappling system)
Gunner	+0	Base Pur DC	35 Licensed (+1)
Engines	Maneuvering jets	Armor	Cerametal
Sensors	Class II	Comm	Radio transceiver with distress beacon
Defensive Systems	Improved autopilot system, radiation shielding		
Weapons	none		
AoO	none		

Sparrowhawk-class Fighters

This new breed of fighter craft was custom designed for areas where space is a premium (like aboard carriers and space stations). Little more than a cockpit with powerful engines and guns attached, the Sparrowhawk is fast and agile, if not particularly durable or easy to maintain.

The Sparrowhawk is also designed for bottom opening hangars and so has a coupling mechanism (the round device behind the cockpit) that attaches to a ceiling-mounted boom. When the fighter docks this boom connects to the coupler, allowing the craft to hang suspended while the bay doors are open.

The Sparrowhawk also has standard landing gear and this is employed in the hangar as well – lessening the strain on the suspension boom when the bay doors are closed and gravity or spin is a factor. Though the primary engines are fixed rear-facing, each fighter has a small, internal gravitic generator. This allows for hovering and precise maneuvering in atmosphere.

Other Small Craft

The station carries a handful of other small craft for non-combat duties. These include a couple Morgan-class shuttles and various small repair ships and bots. The military has a pair of Brahma class shuttles at their disposal as well. These may be stored in one of the "civilian" hangars, may be out on duty, or even parked in the void outside the station if the landing bays are needed for other purposes.

SPARROWHAWK

Progress Level	7	**Size**	Huge (-2 Size)	
Type	Ultralight	**Tactical Speed**	4,000 ft. (8 squares)	
Subtype	Fighter	**L x W x H**	15 x 13 x 5	
Defense	17	**Tonnage**	1.7	
Flat-footed	13	**Targeting Bonus**	+3	
Autopilot	11	**Crew**	1 Expert (+8)	
Hardness	30	**Passenger Capacity**	0	
Hit Dice	6d20 (120 hp)	**Cargo Capacity**	30 lbs.	
Initiative	+4	**Grapple Modifier**	+8	
Pilot's Class Bonus	+5	**Base Purchase DC**	44	
Pilot's Dex Modifier	+4	**Restriction**	Military (+3)	
Gunner's Attack Bonus	+4	**Grappling Systems**	none	
Engines	Particle impulse engine and thrusters	**Armor**	Cerametal	
Sensors	Class V sensors, Improved targeting system	**Communications**	Radio transceiver	

Expert crew	
Defense Systems	Improved autopilot system, particle field
Weapons	Laser (range increment 3,000 ft) Plasma Missiles (2 missiles)
Attacks	Laser +5 ranged (6d8) or Plasma Missile +5 ranges (18d8 / 19-20)
Attack of Opportunity	none

SPARROWHAWK

5 ft