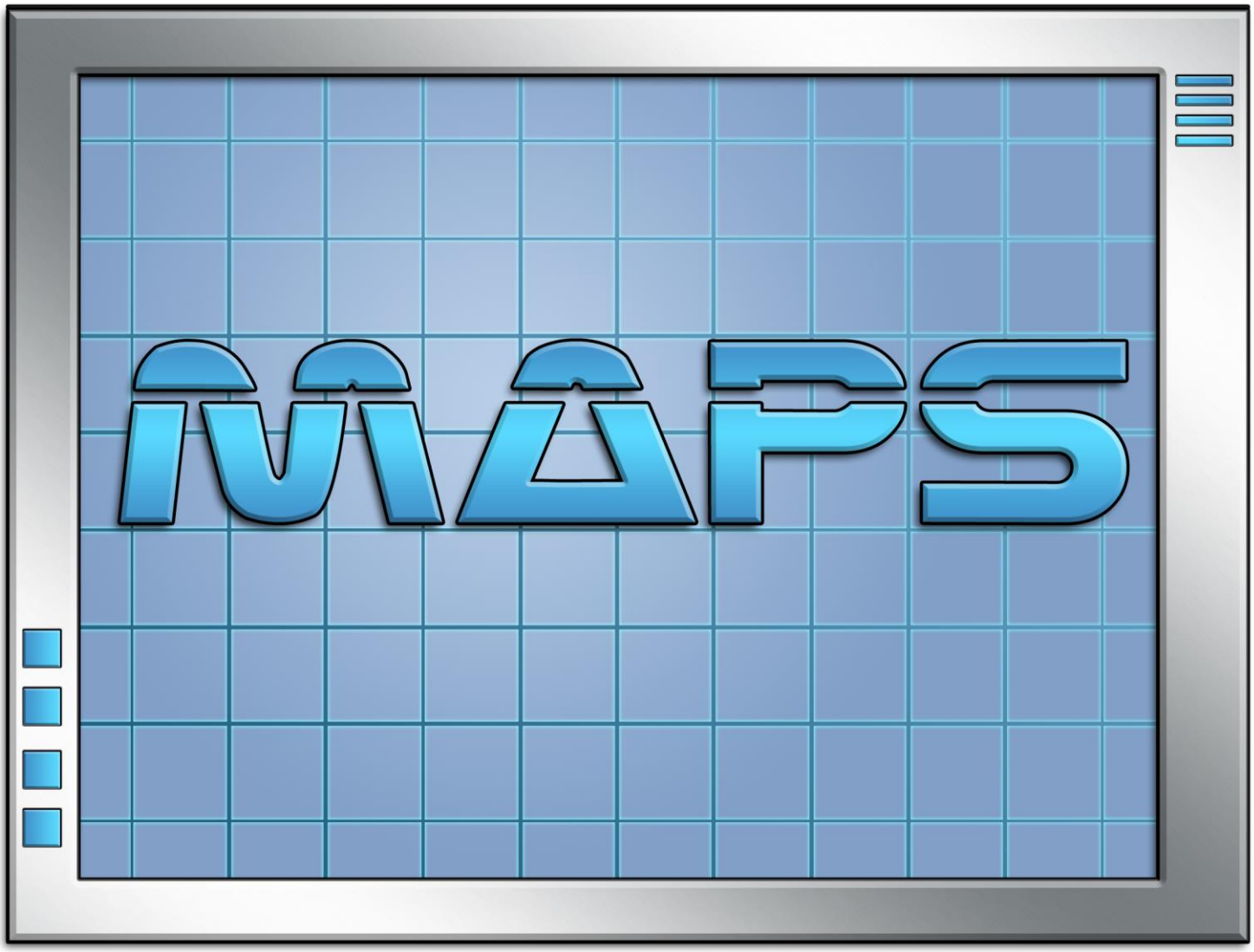
FUTURE ARMADA

PORT JERICHO



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Port Jericho

This document contains the Port Jericho miniature-scale maps. Because this station is mapped out using a tile-set approach, and because it has a LOT of tiles, a system of map IDs was implemented. To lay out a given subsector, look at the subsector map and the 3x6 grid of block IDs at the top. These ID codes tell you which pages need to be printed out for that subsector. The table of contents lists the codes for each page.

Note that, because of file size limitations, there is just one copy of each map page in this booklet. If a subsector calls for multiple copies, then the same page needs to be printed multiple times. This might take a bit of back-and-forth with the subsector map at first, but it just wasn't feasible to include that many redundant images.

The different pages that make up the station map are grouped into categories roughly based on what type of area is displayed. The table below shows the area types and associated code (used for page identification).

Area	ID Code
Administration	Ad
Cargo	Ca
Commercial	Co
Docking Area	Do
Engineering	En
Miscellaneous	Mi
Park	Pa
Residential	Re
Warrens	Wa

The page ID's are formatted as **Aa.##** where "A" is a letter and # is a number. The two-letter code is taken from the area type of the page, as noted on the table above. The number is used to differentiate the pages of that type. These numbers are not necessarily sequential. In this map pack, numbers less than 10 are used for map areas in the center row of the sectors and numbers greater than 10 are used for map areas along the edges. In addition, numbers over 20 are used for balcony areas (a subset of Miscellaneous) or the set of "Edge Hall" pieces (a subset of Commercial). Again, these designations are just used to group similar pages together. You don't need to learn the codes in order to use the maps.

Since a given page may be used in many different areas, the given code does not necessarily reflect what the buildings on the map are being used for. For example, in one area a map coded "Ad" for Administration may represent station security offices (which is administration) but in another area may represent a law firm (a commercial endeavor). The letter codes just represent the most common use of the given page and are mainly there to help keep things organized.

Note that these codes do not reflect where the page will be used (as it will likely be used in several places). The subsector maps in the main document uses these IDs to make it easier to lay out a given area. Looking at these ID maps, it is clear how often some of the pages are reused - especially in the residential areas. When placing a page, rotate it to match up with the subsector map image. In places, the shading may not look quite right, but it wasn't worth doubling the number of map pages (and complexity) to address that minor detail.

The tactical maps in this document are designed for use with miniatures; the squares represent 5ft (or 2m) spaces and the areas are laid out so that the pages can be cut and then put down edge-to-edge as needed. Pages are 7x9, with no overlap or shadows beyond this area. This is because these pages are reusable tiles – different areas will be adjacent depending on how they are used. The pages should be cut right up to the walls, though one may wish to leave the top part (with the tile ID) intact. This strip of white will rarely get in the way, since the adjacent tile can usually be placed to cover it up, and it might help keep things organized. As an alternative, a thumbnail of each page and its ID code is provided.

The majority of these pages were originally created for the *Argos III* issue of Future Armada. One custom page (Do.03) was created, and half a dozen are from *Invictus*. These six pages are at the end of the document, but are functionally the same all the others.

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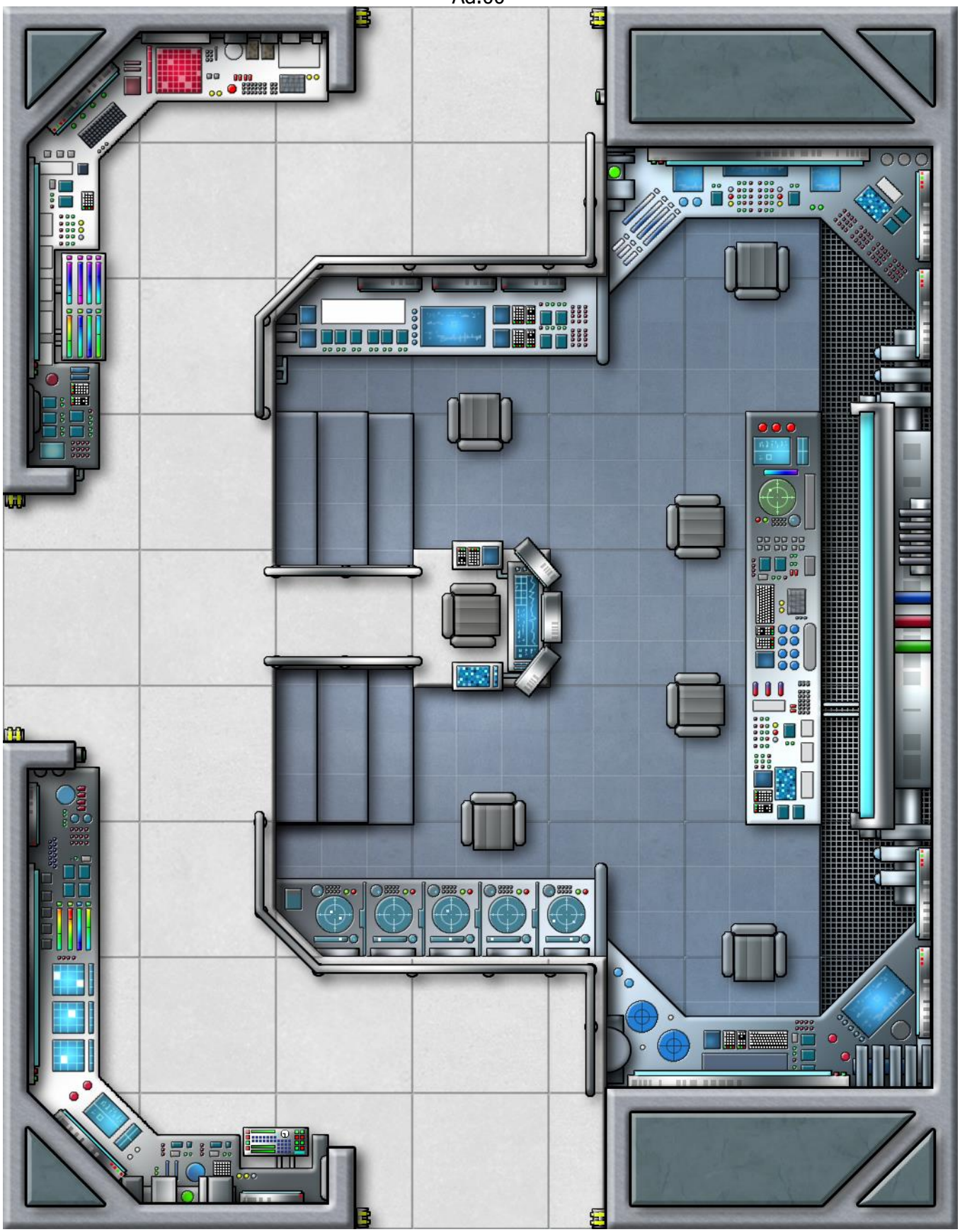
Administration

Ad.00



Ad.01



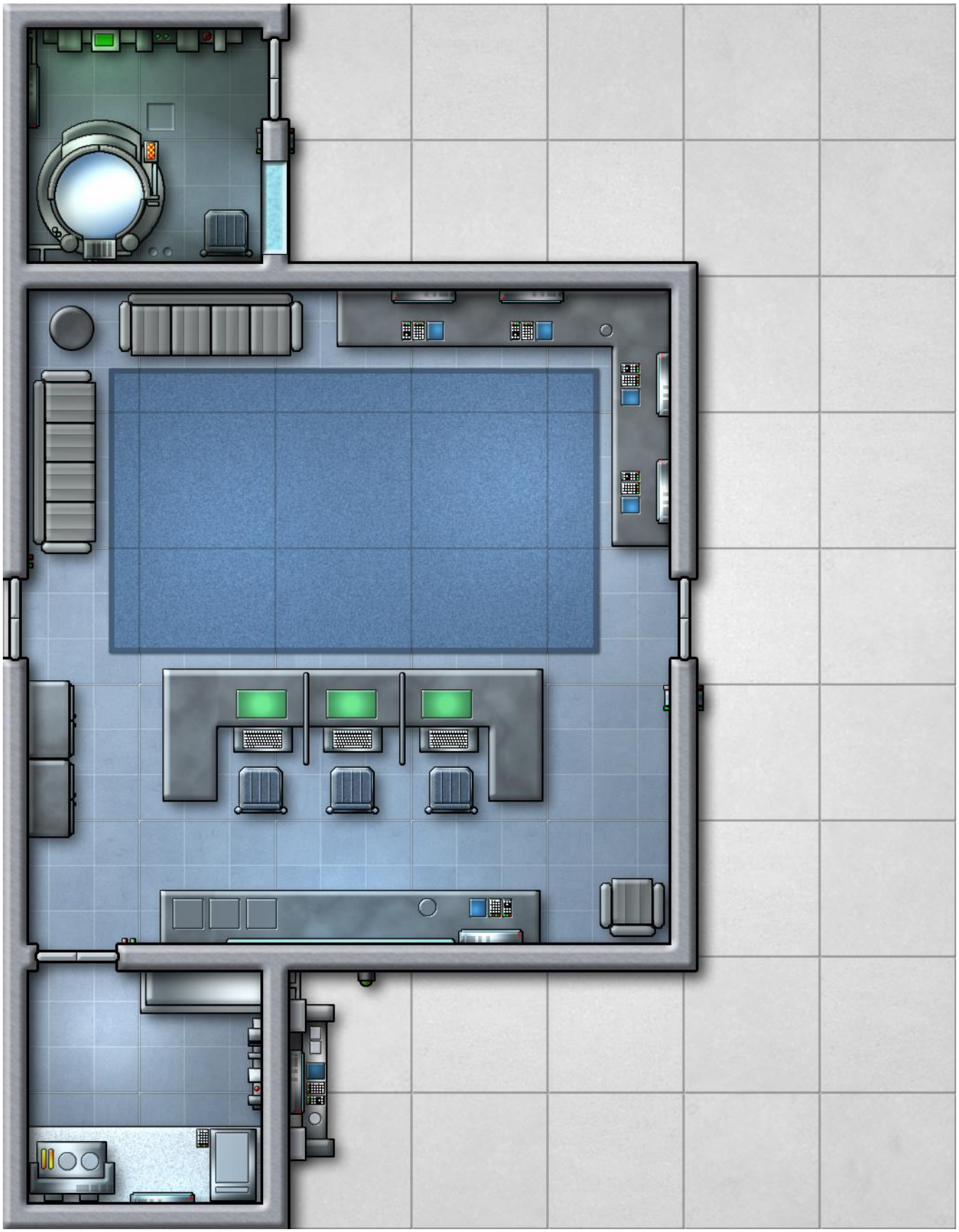
Ad.02



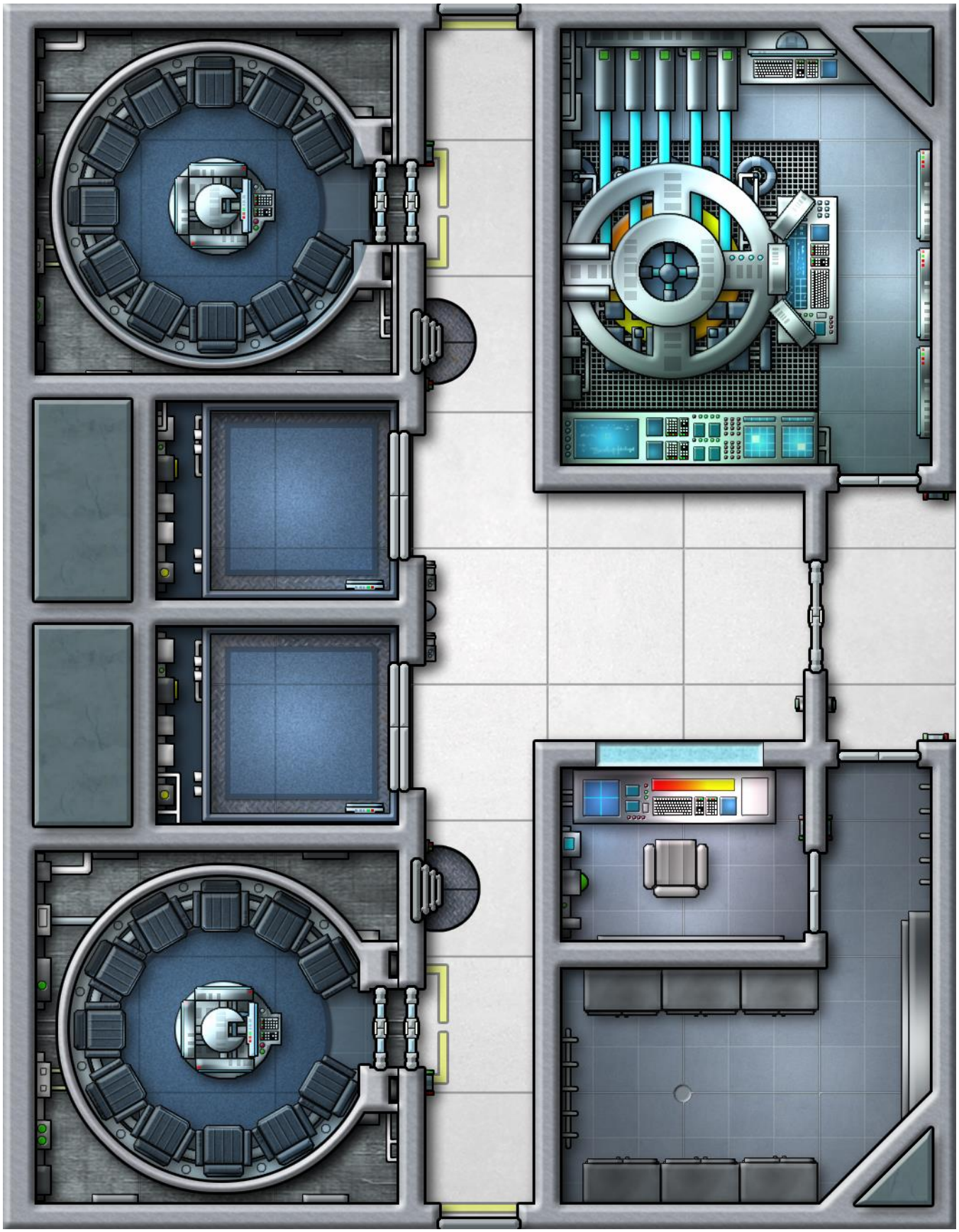
Ad.03



Ad.06



Ad.10



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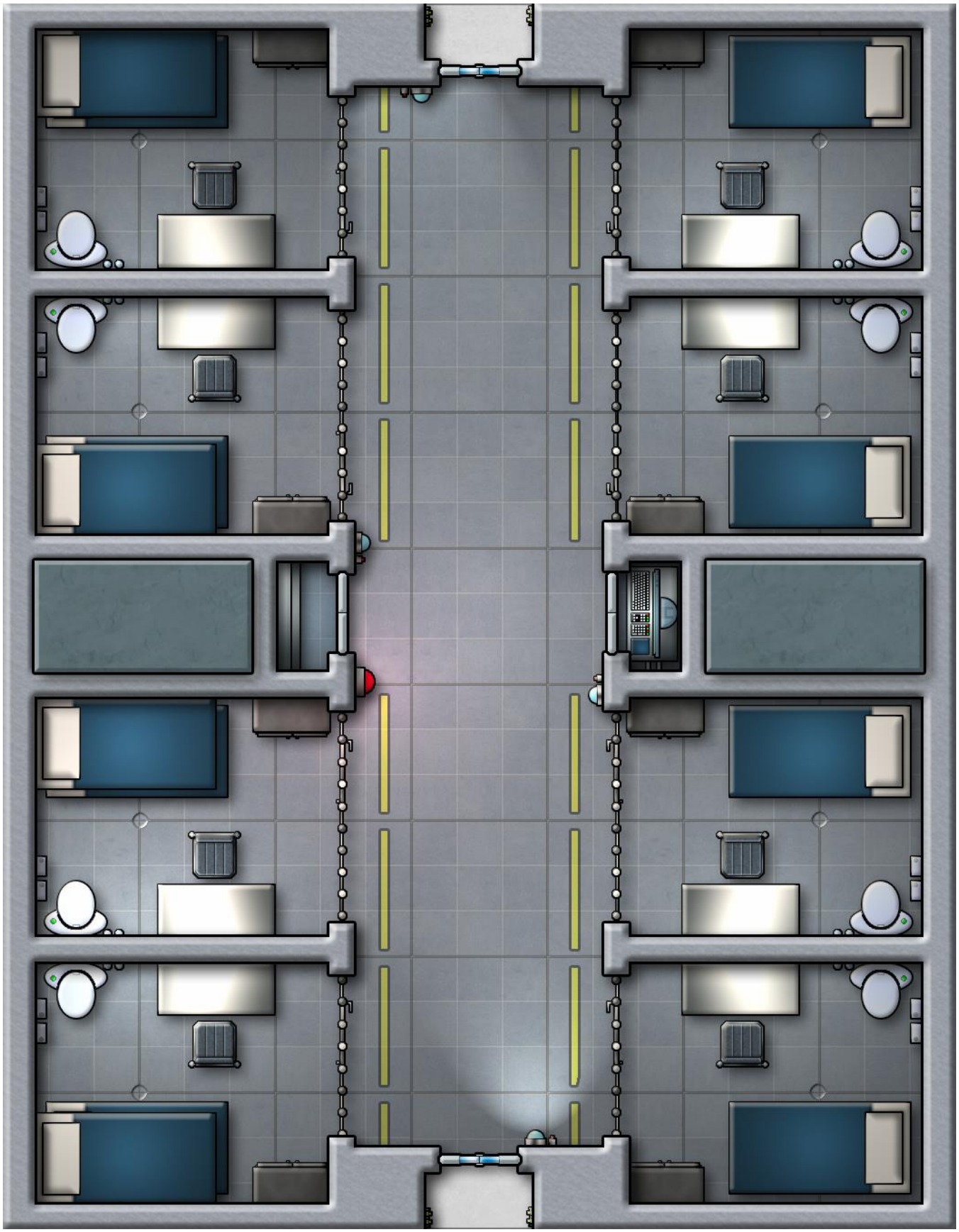

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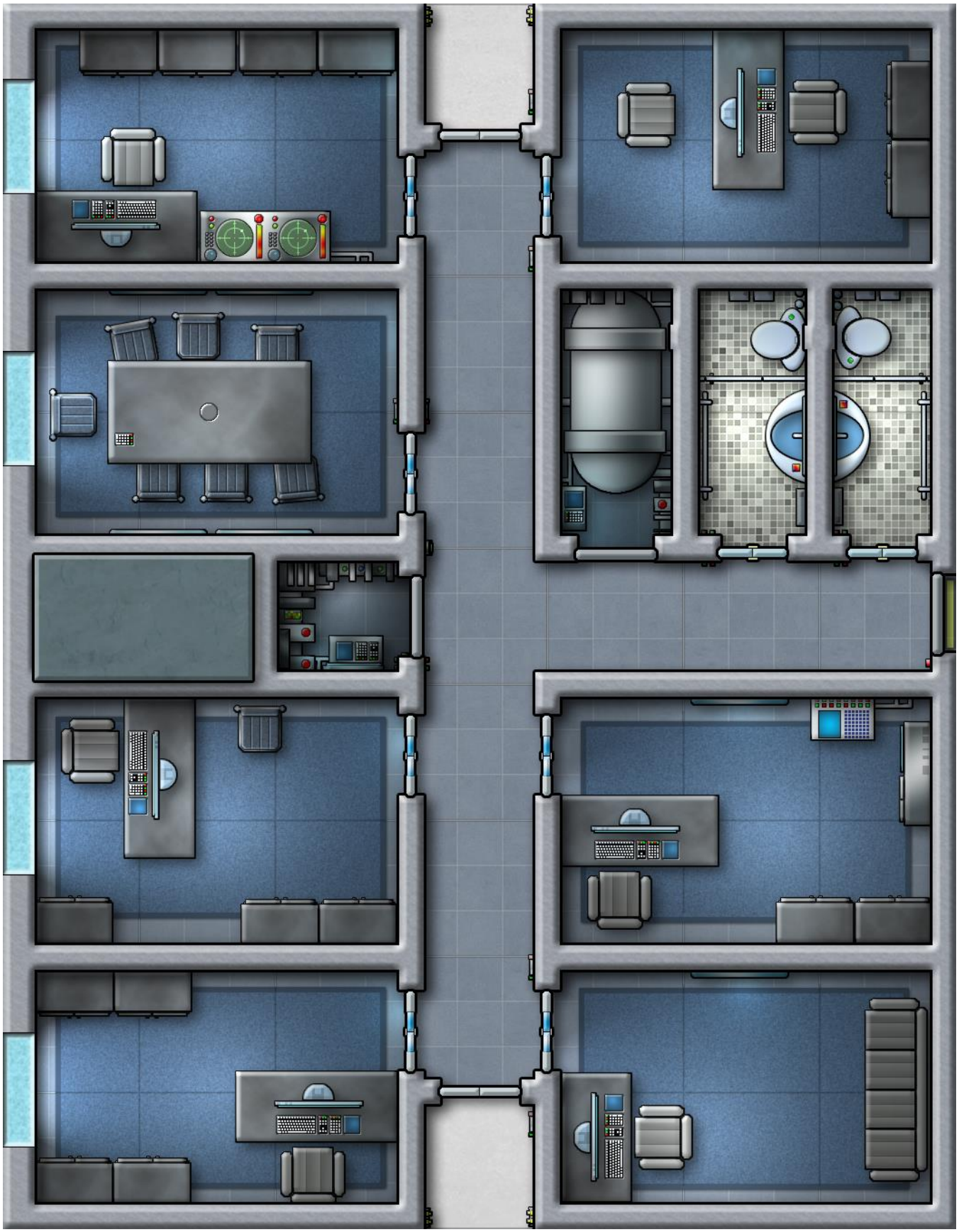

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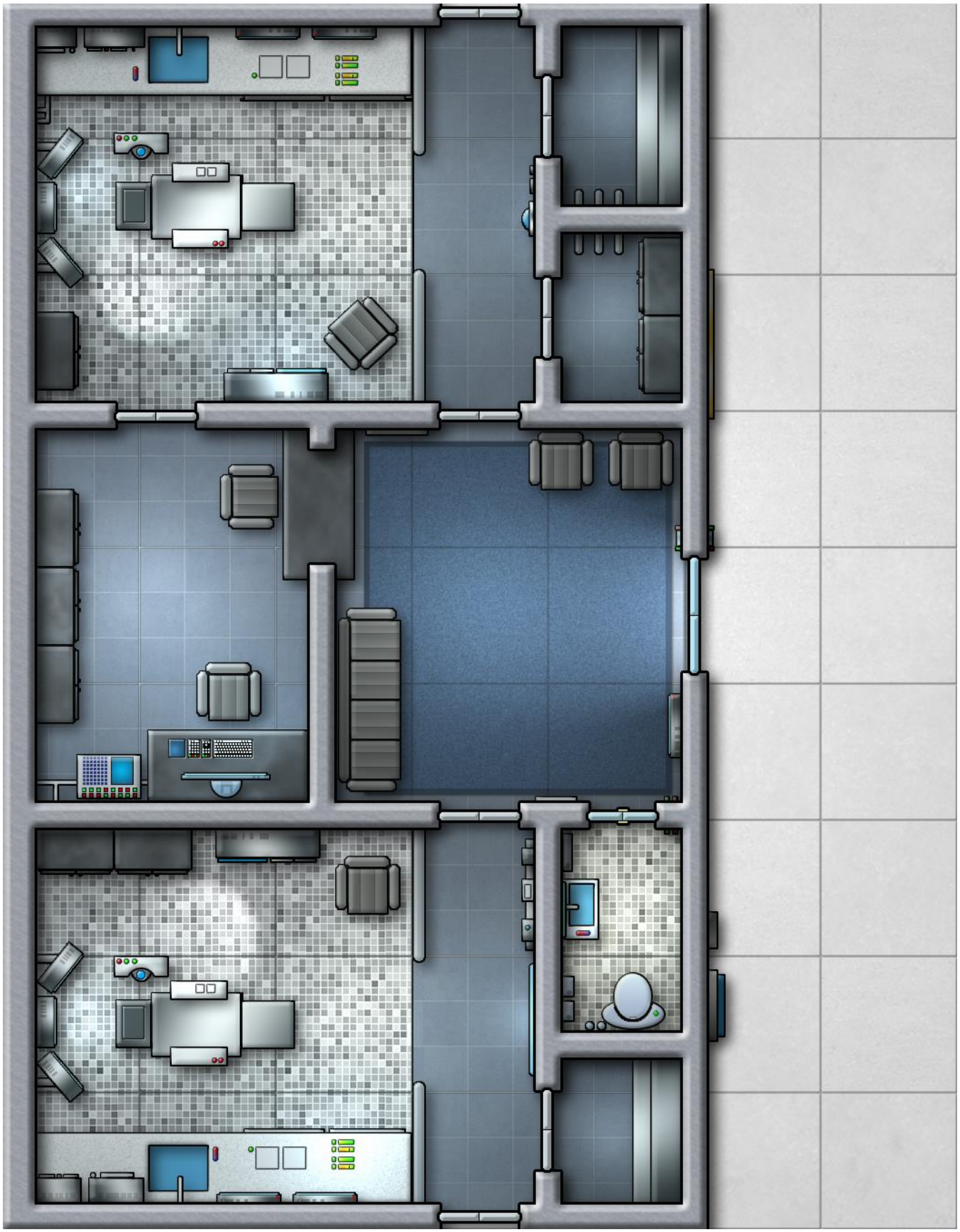
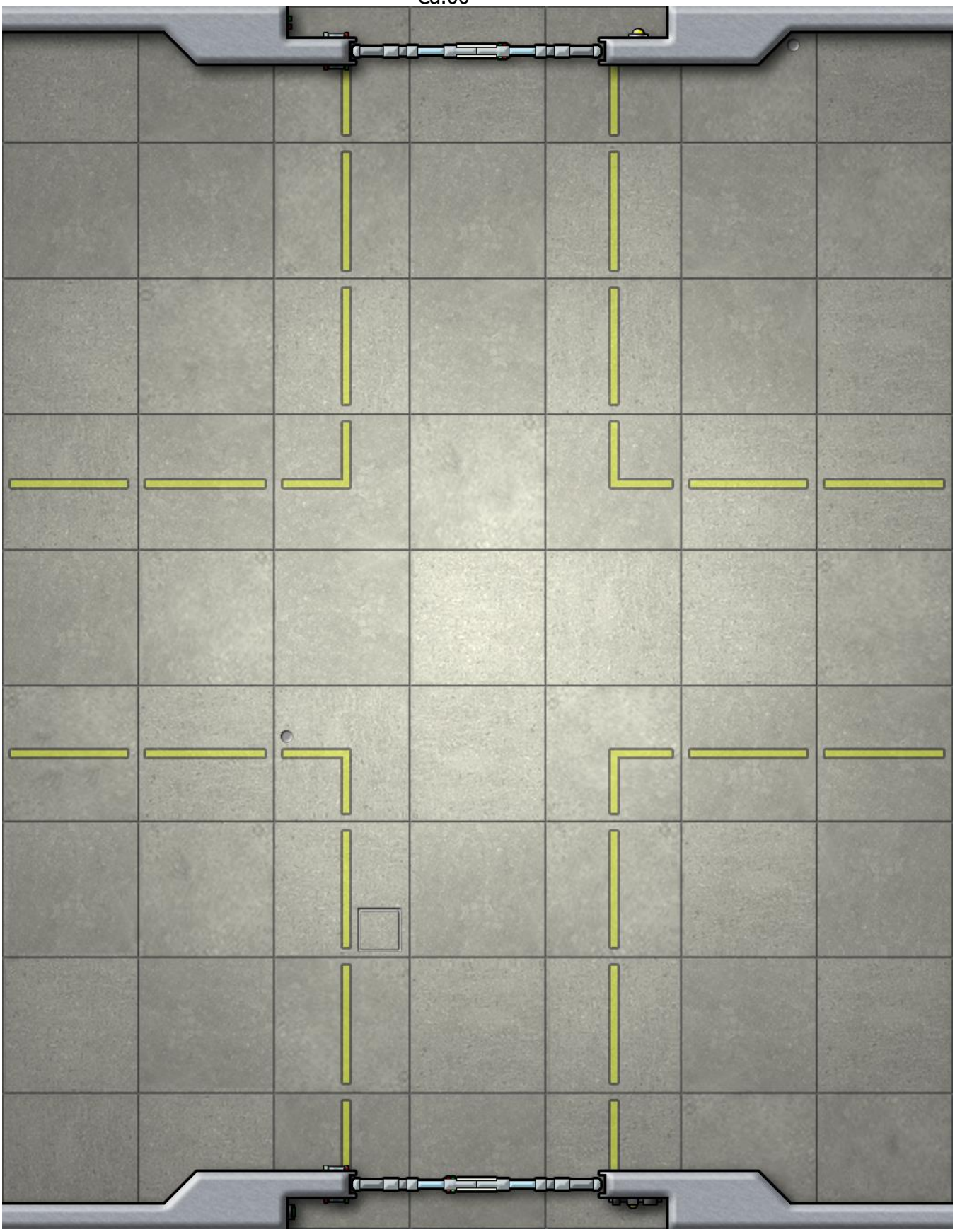


Ad.16



Cargo

Ca.00



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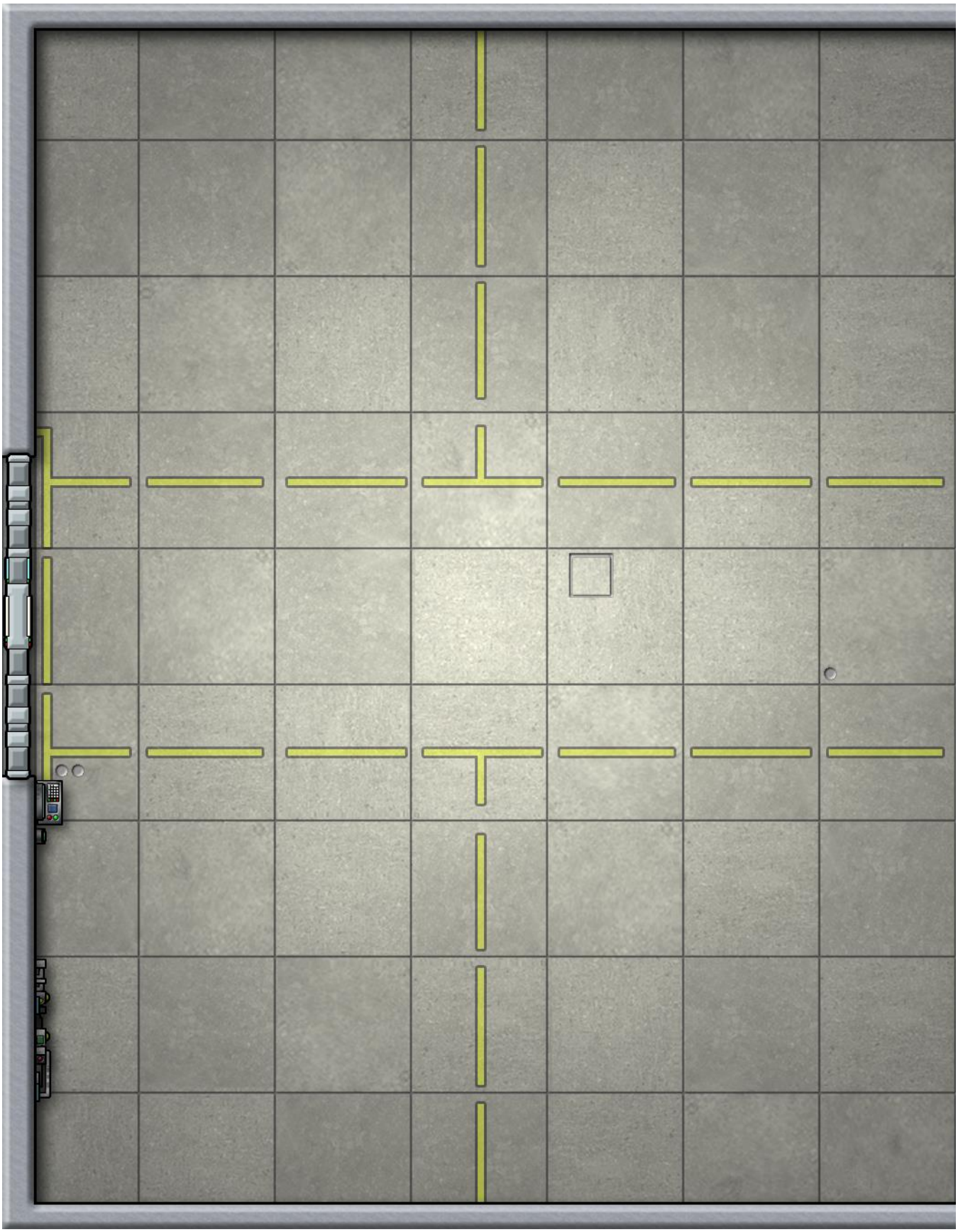

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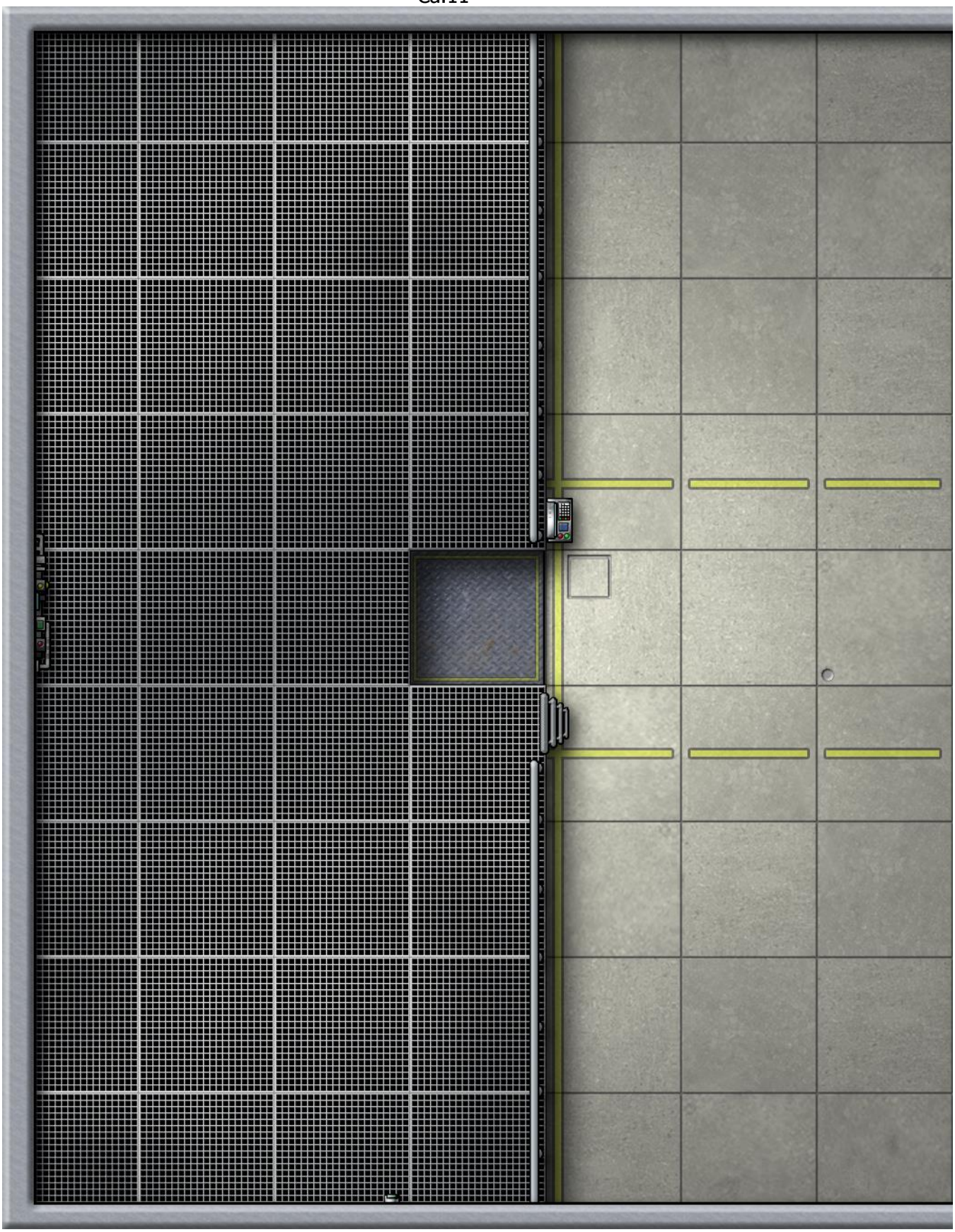

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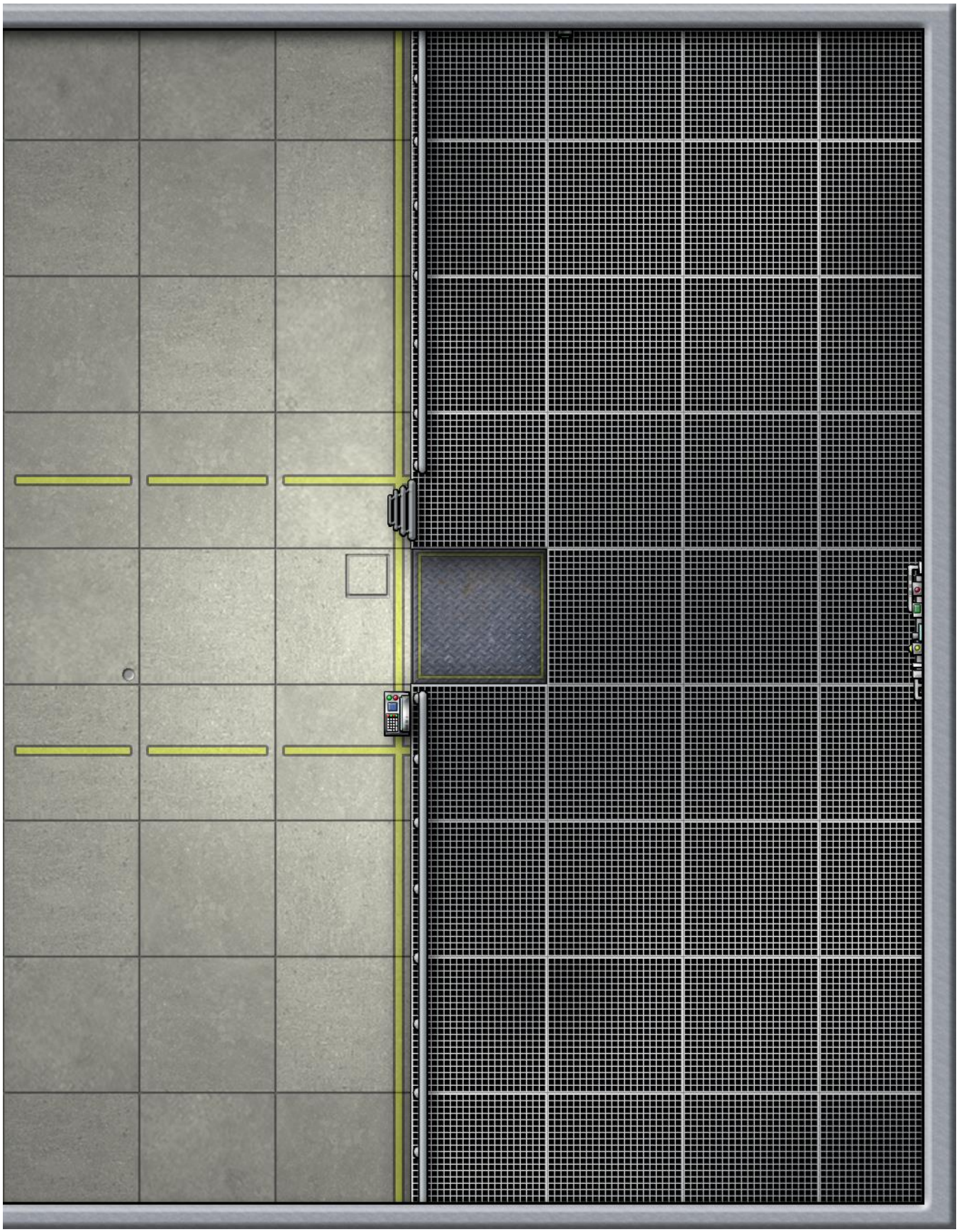

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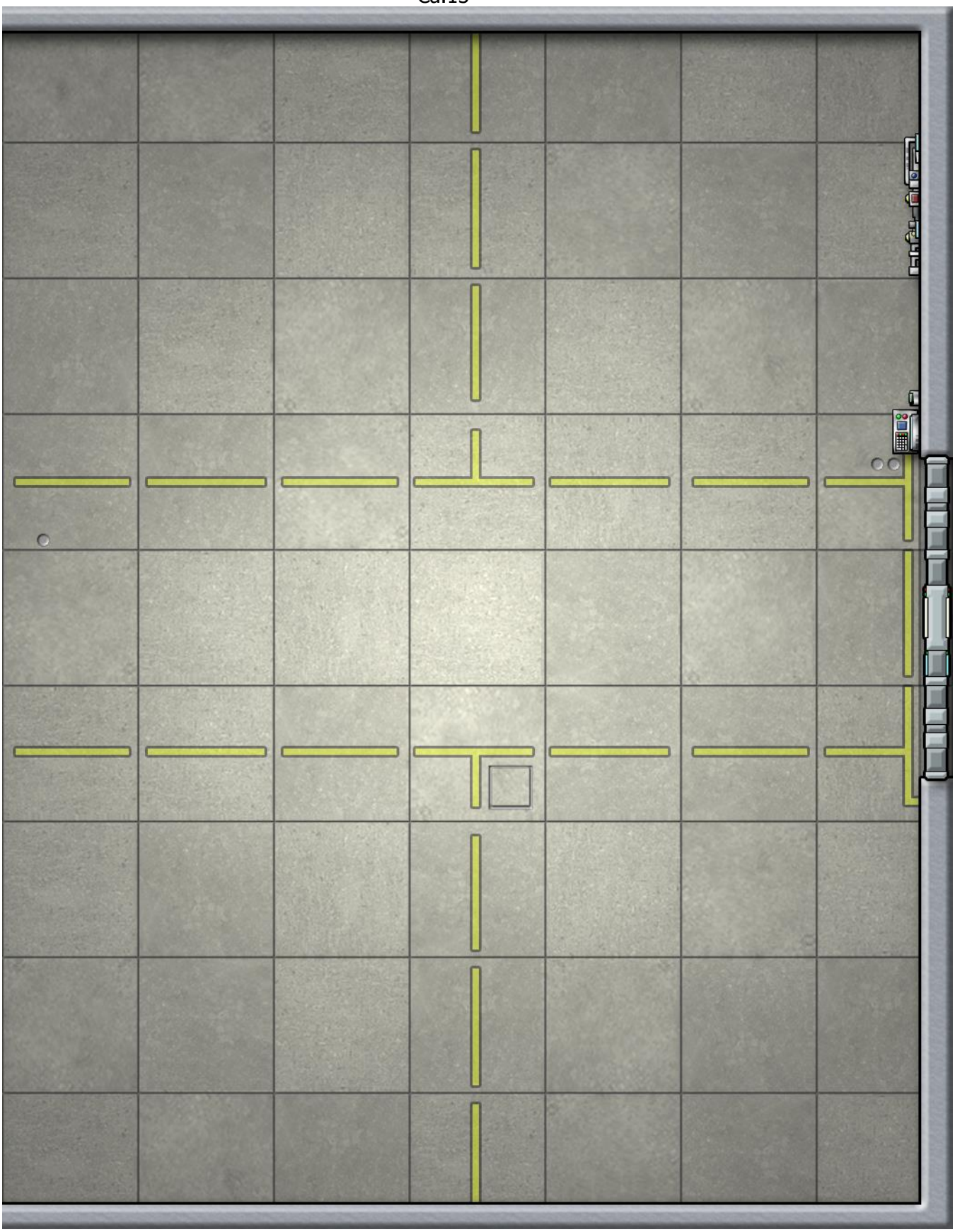
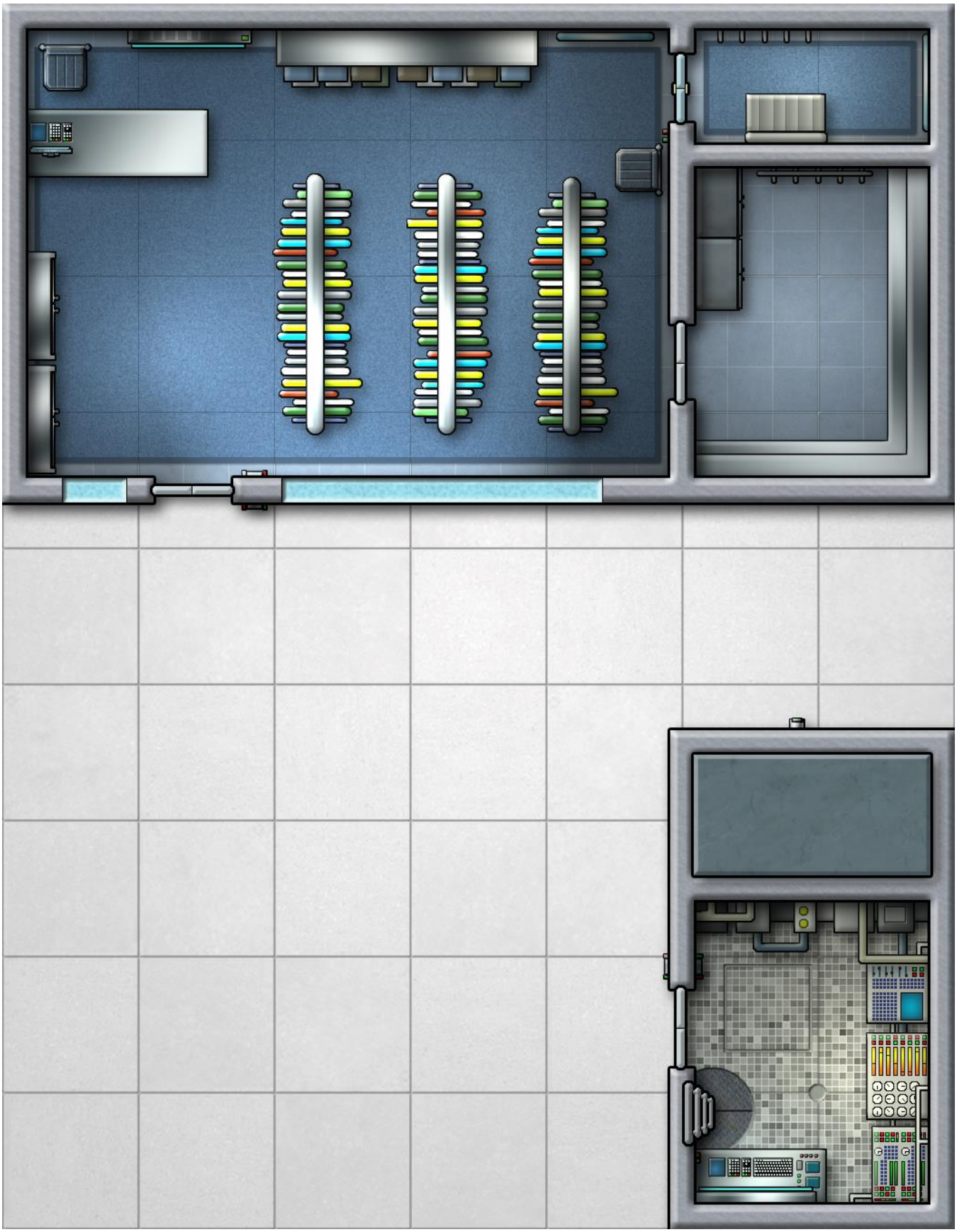


Commerce

Co.00







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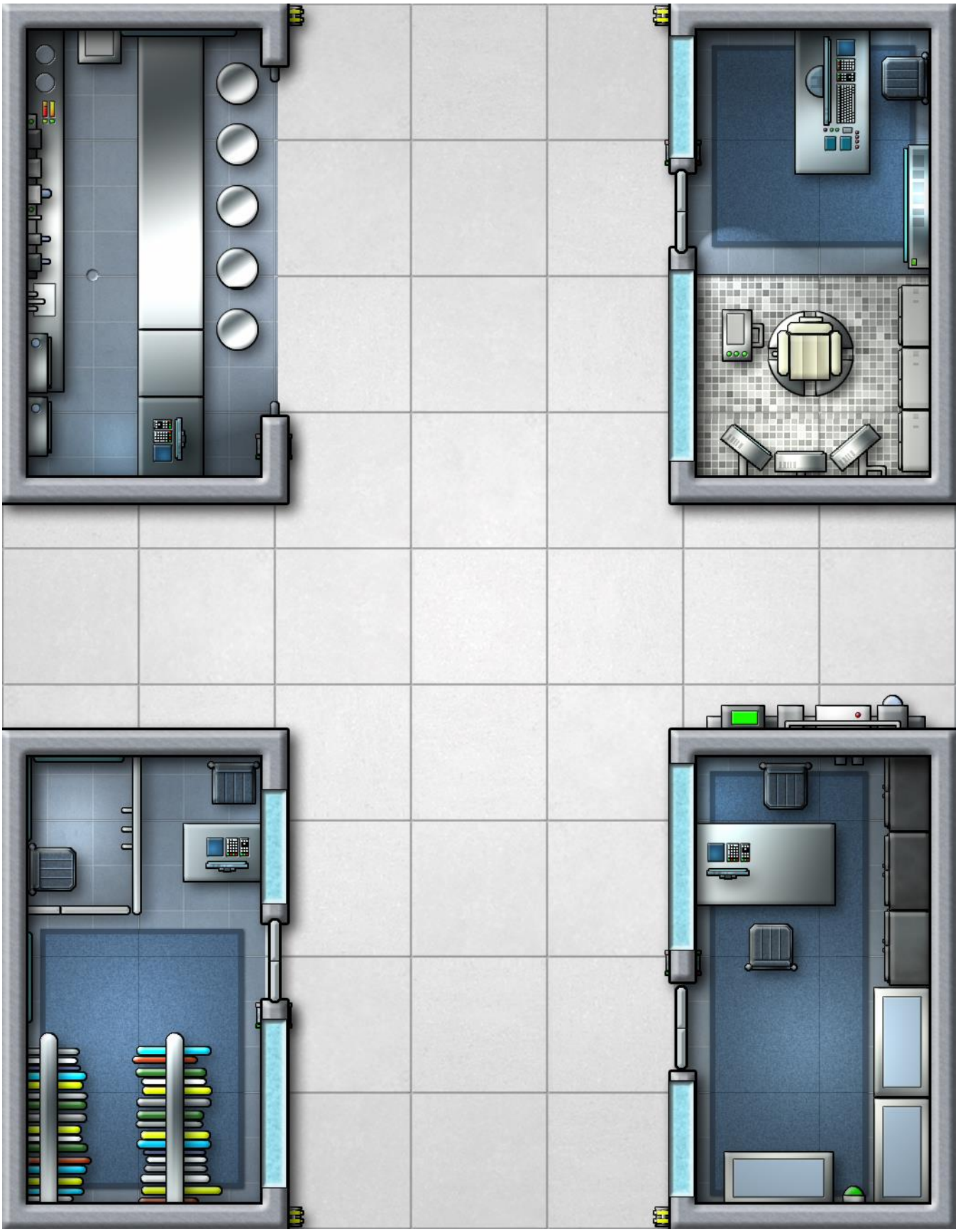

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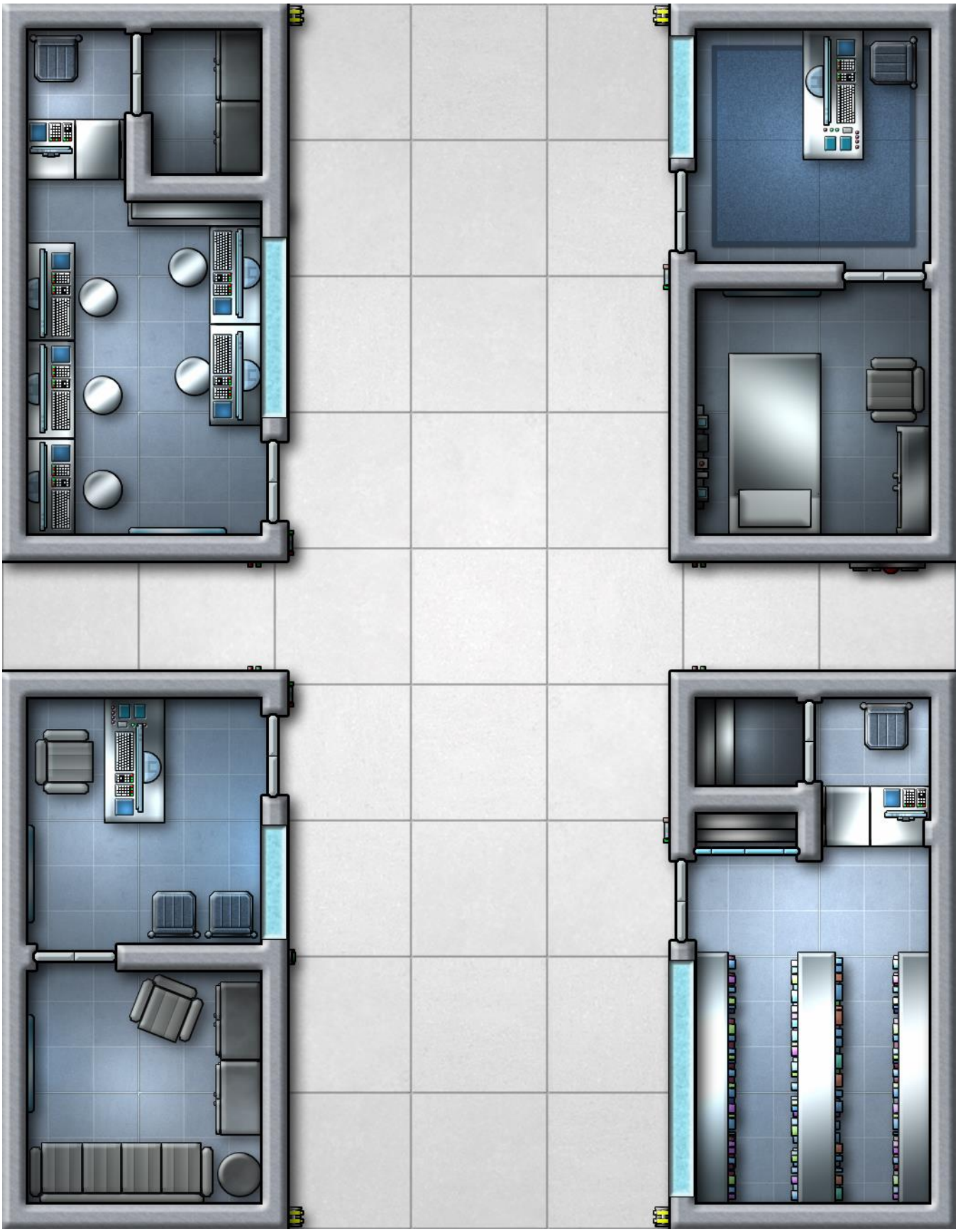

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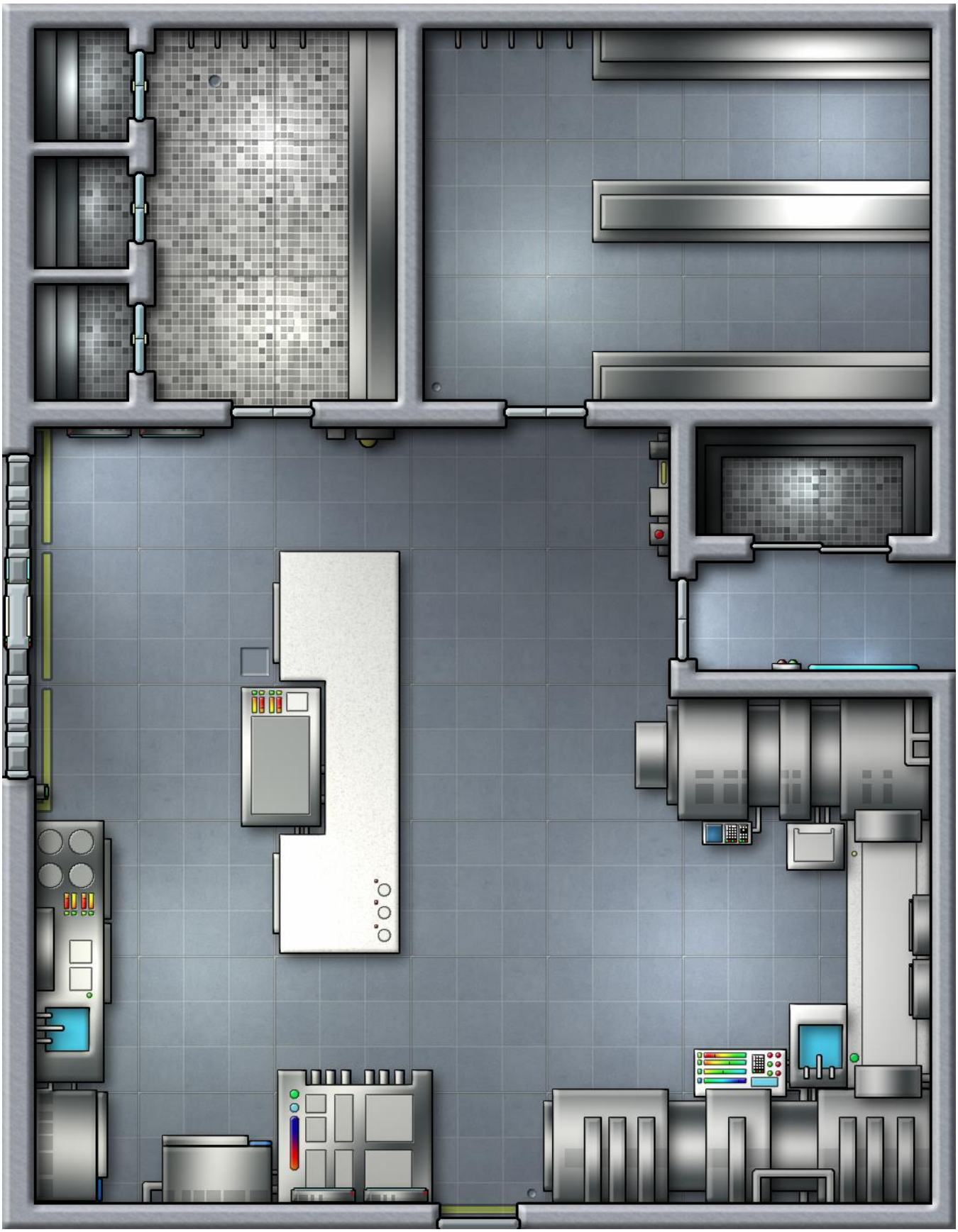


Co.11



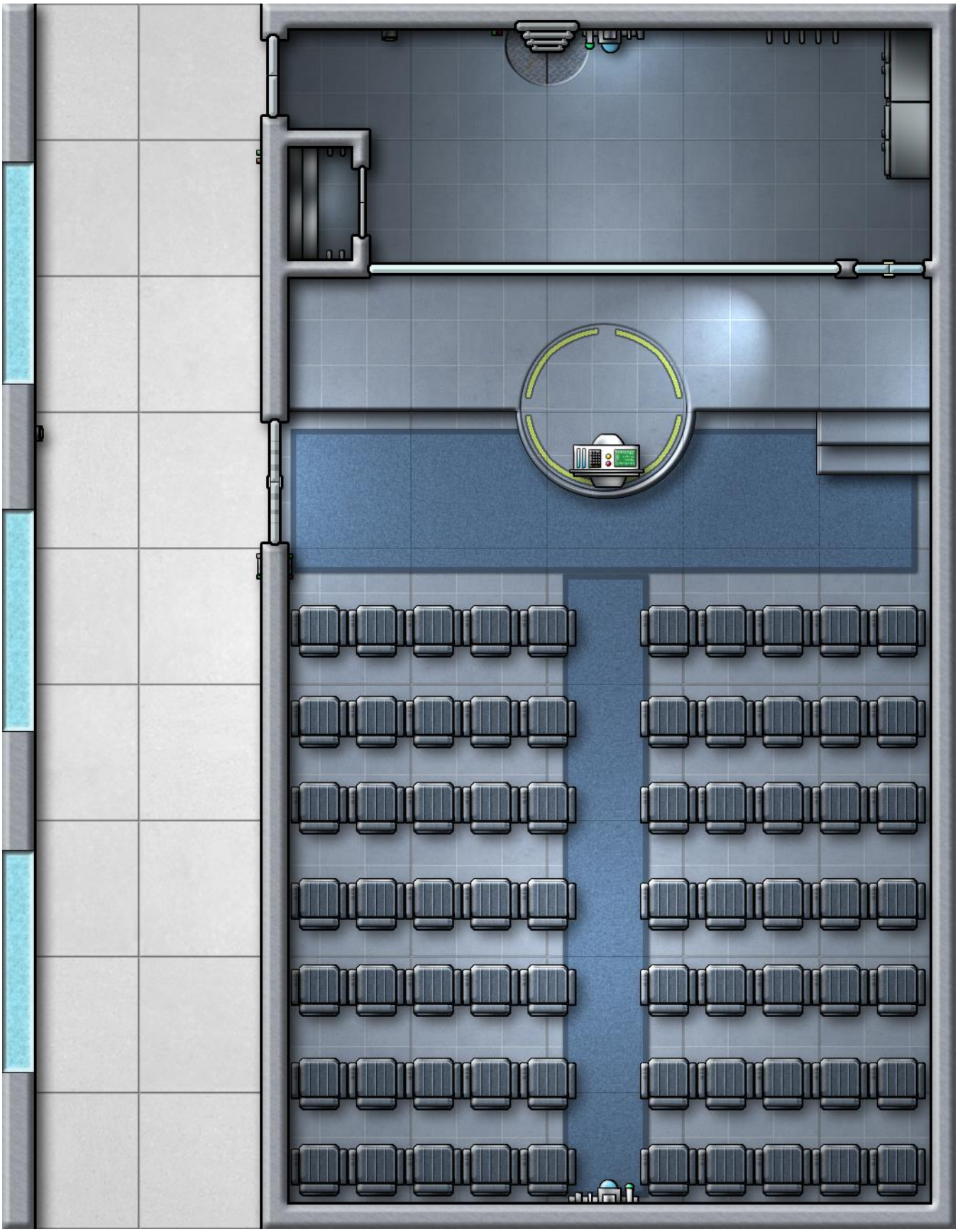
Co.12



Co.20



Co.21



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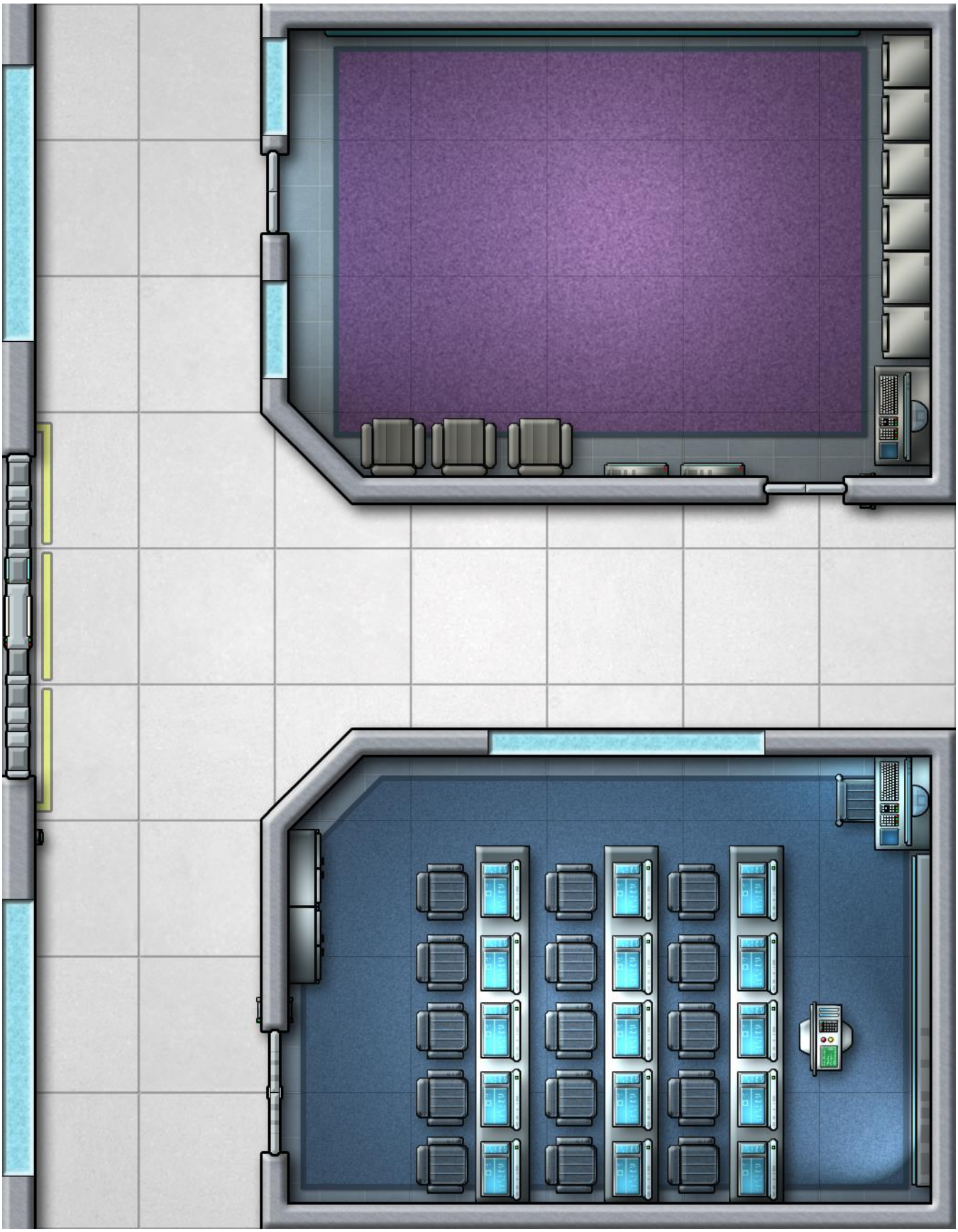

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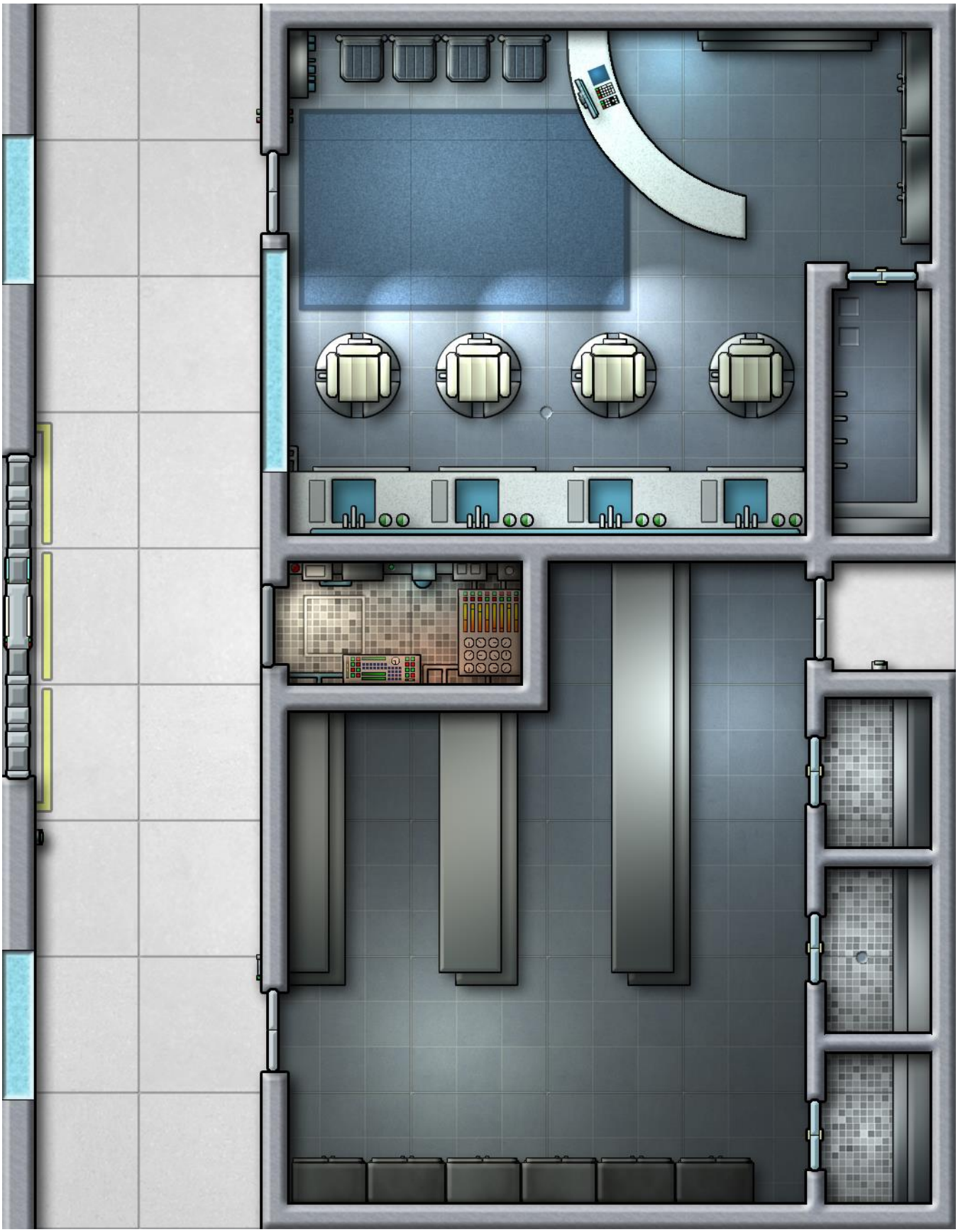

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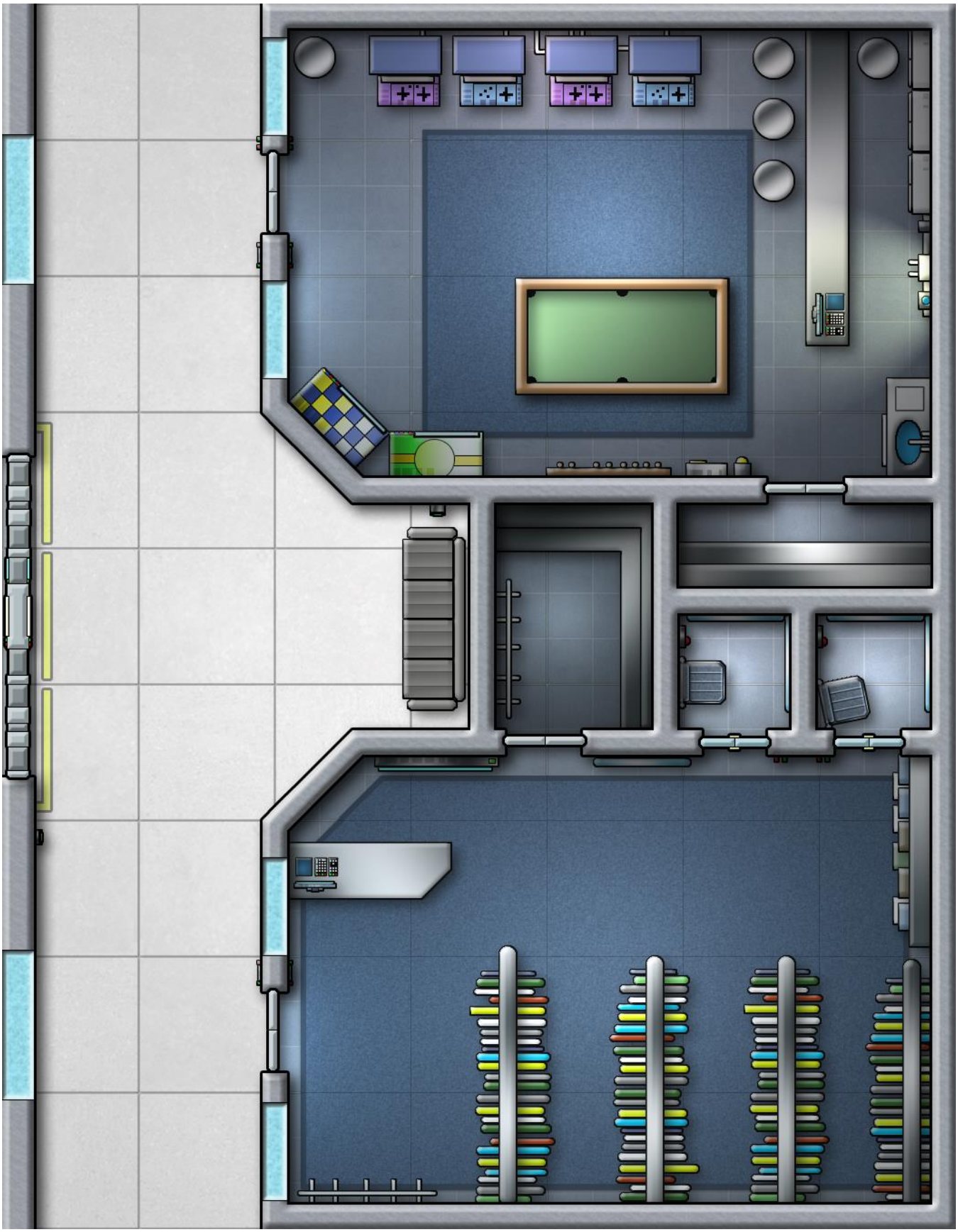

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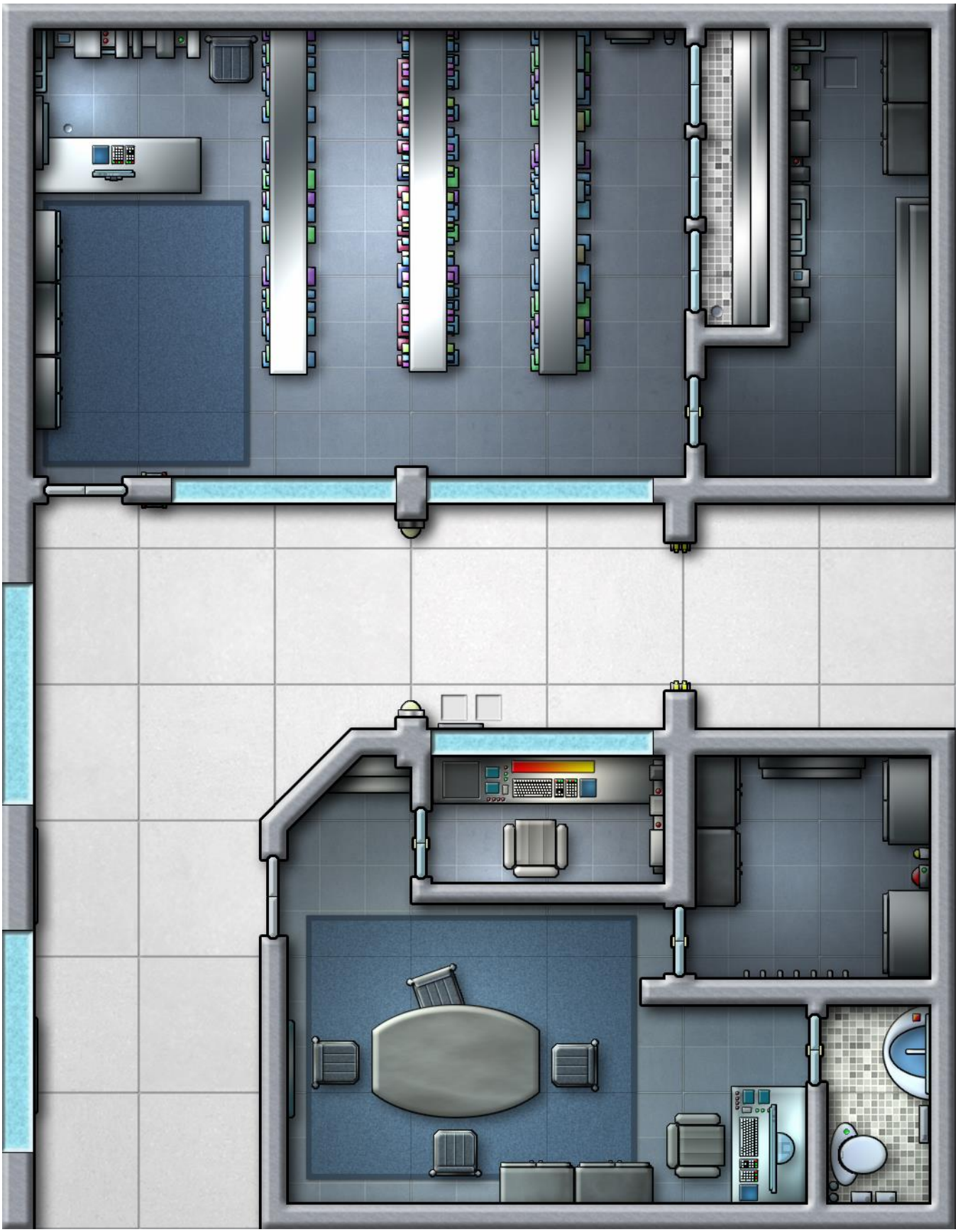

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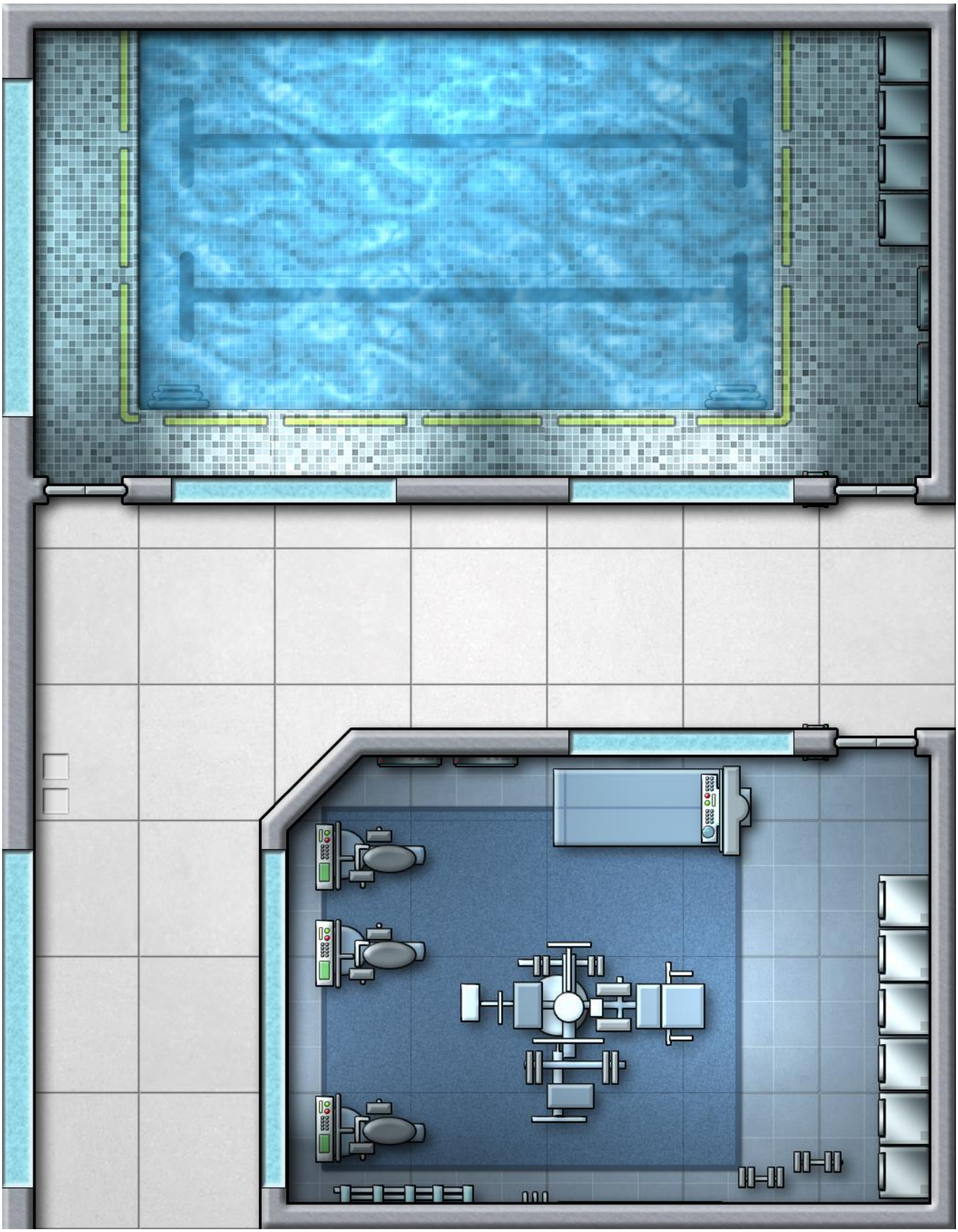
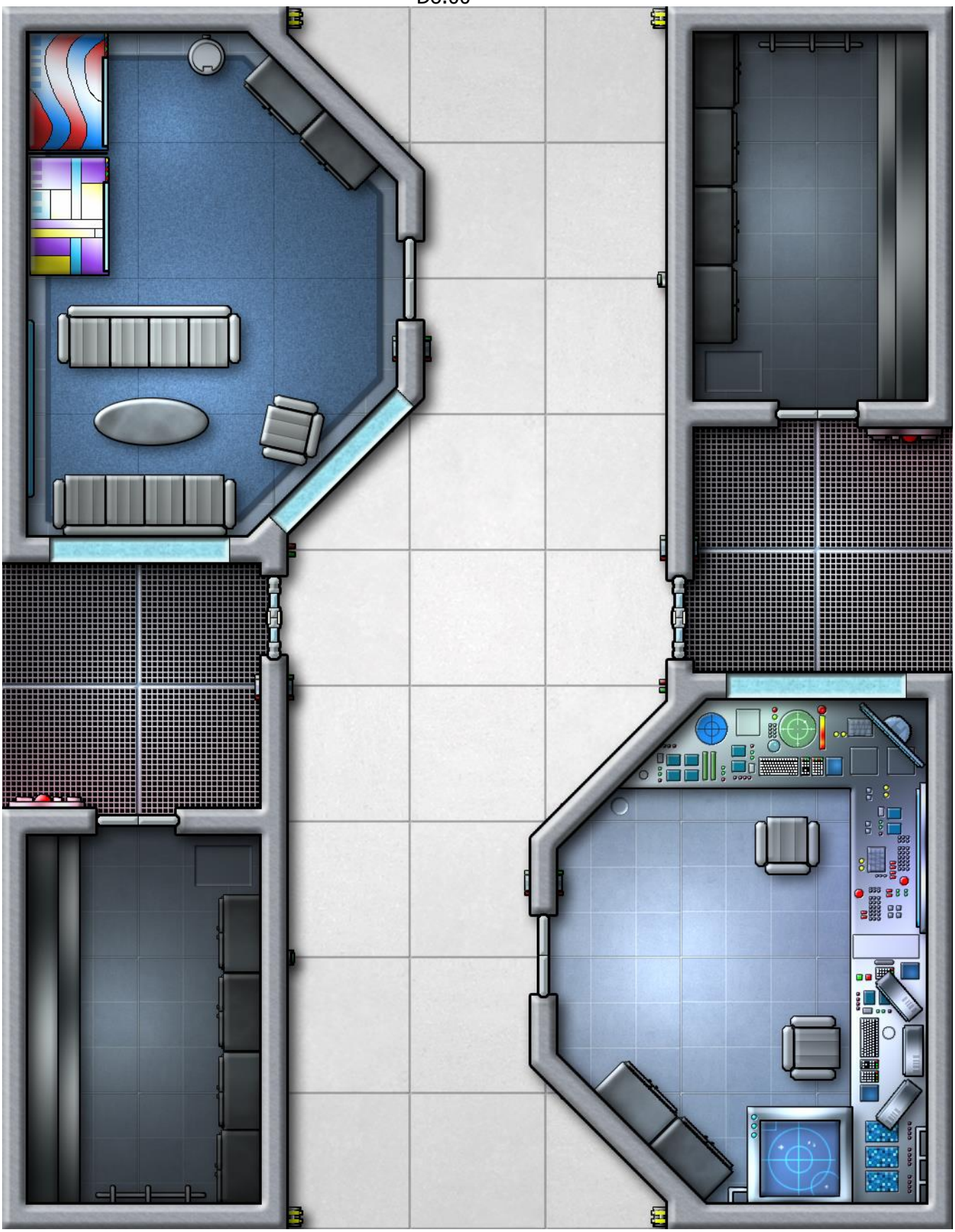


Docking Area

Do.00



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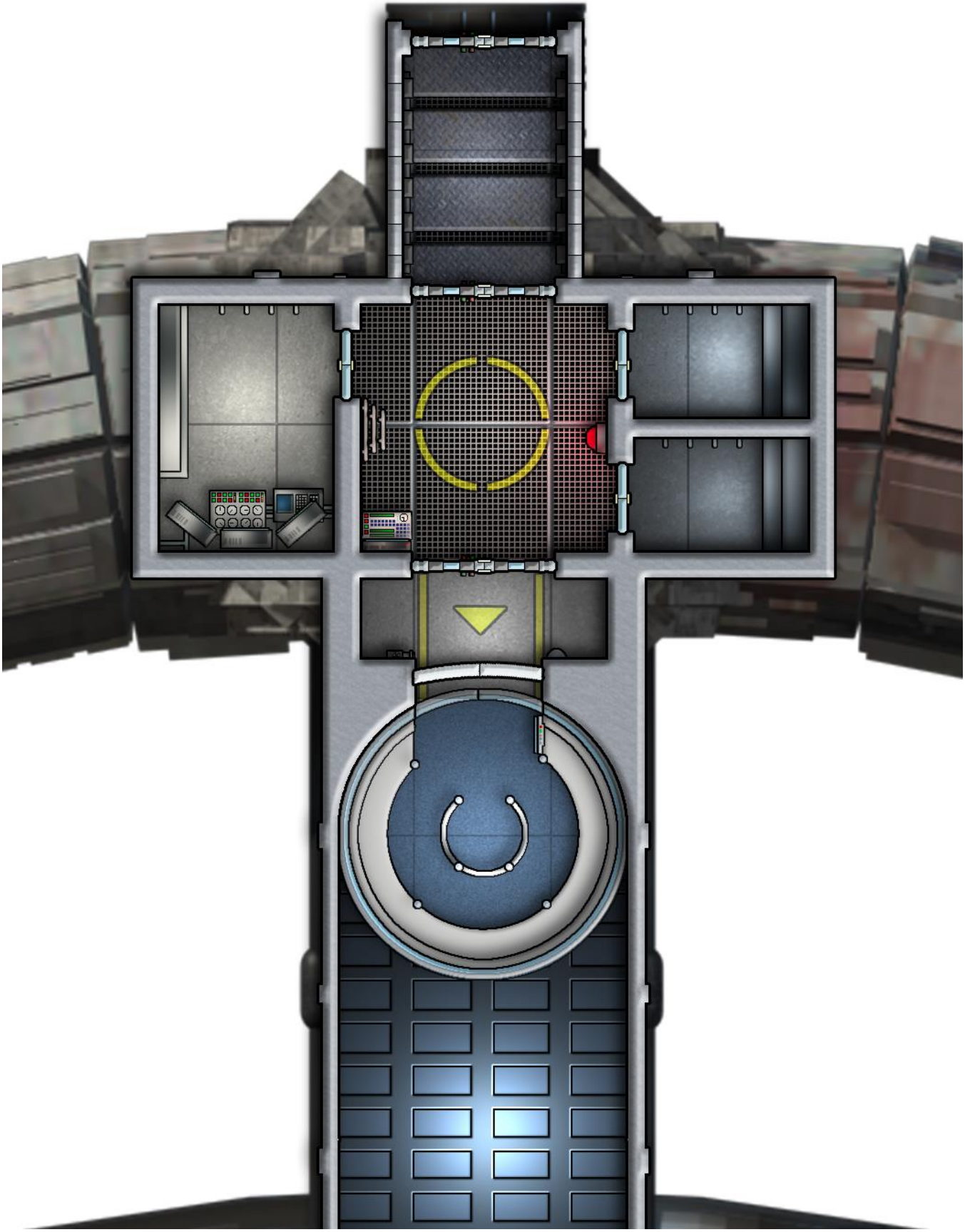

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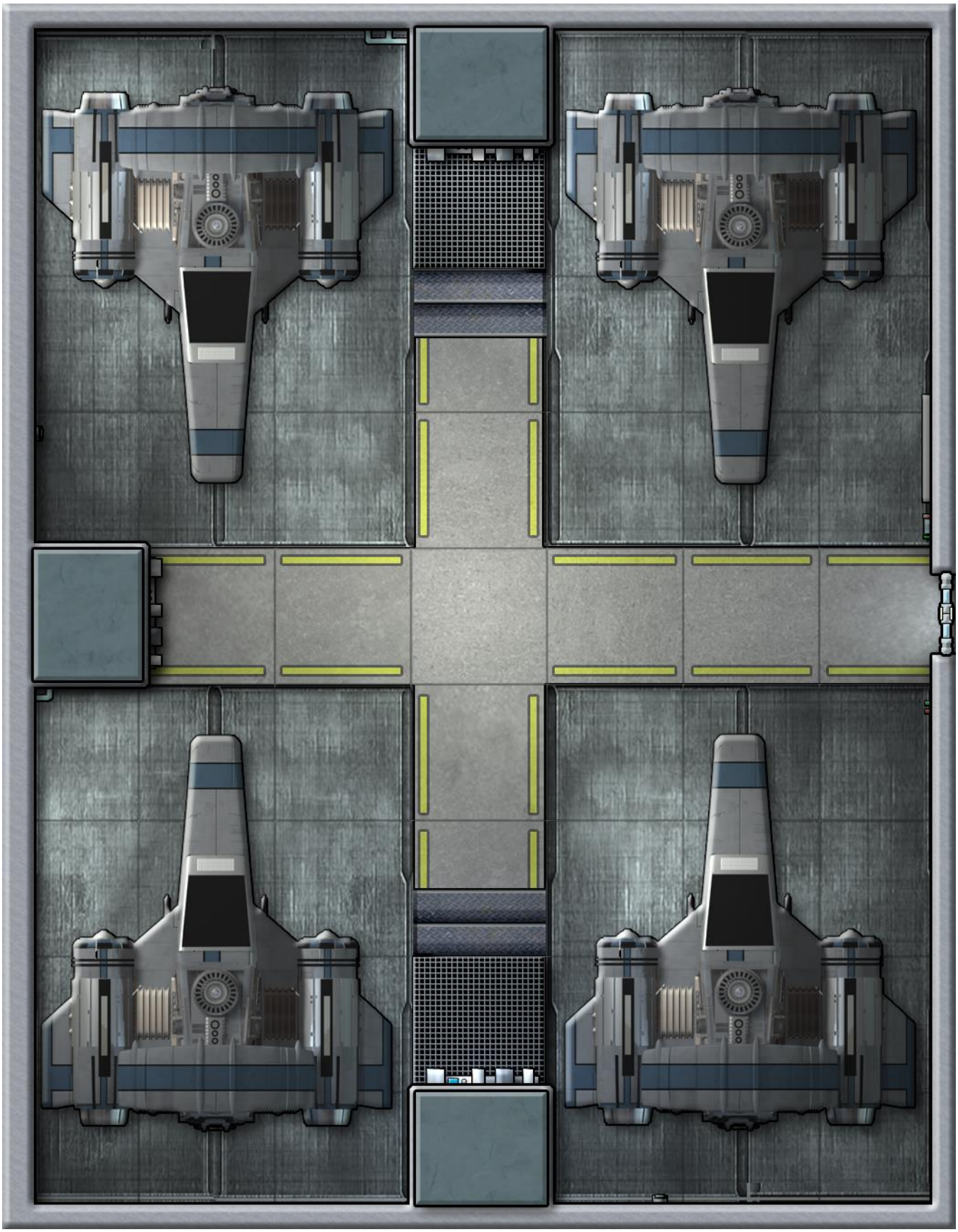

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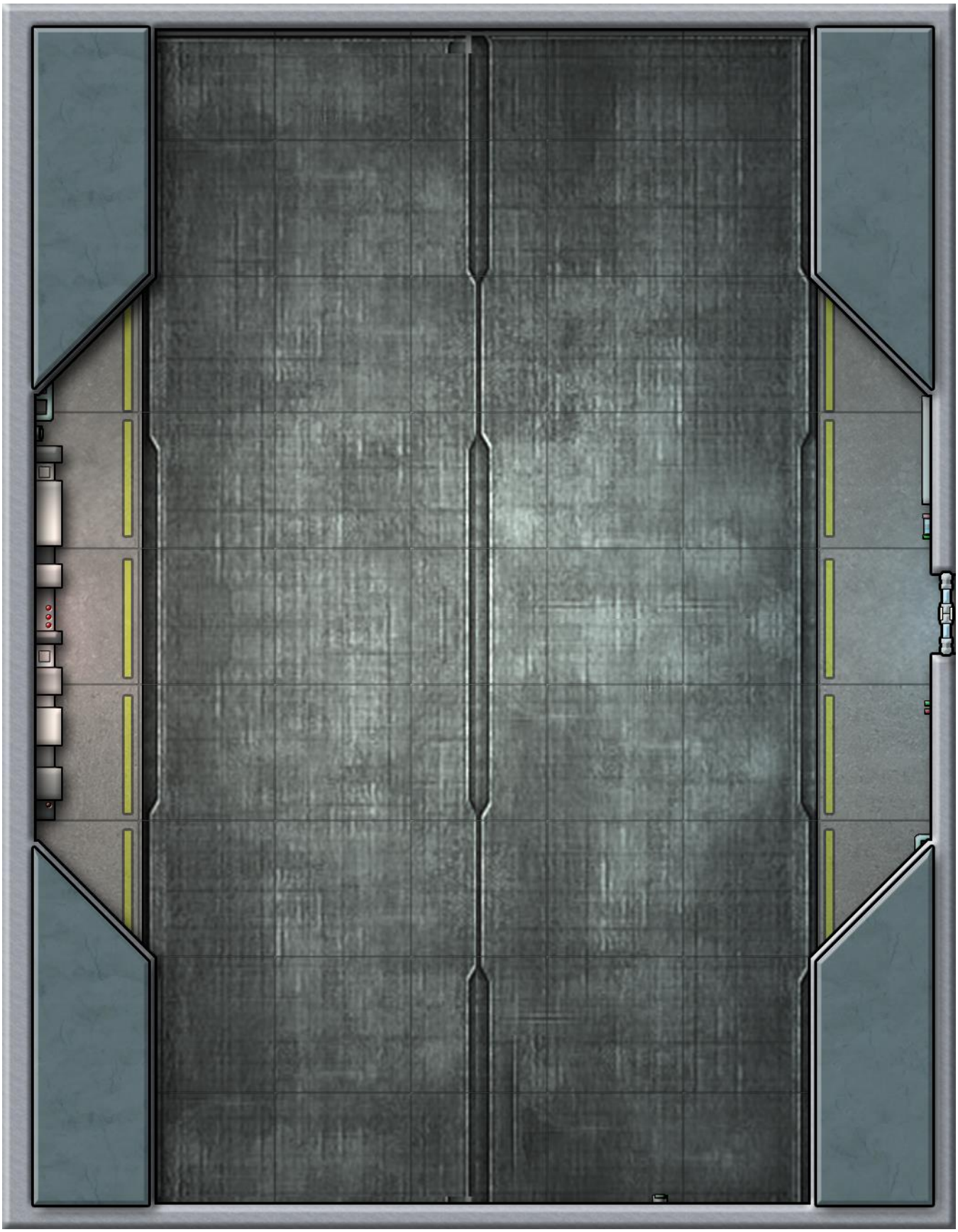
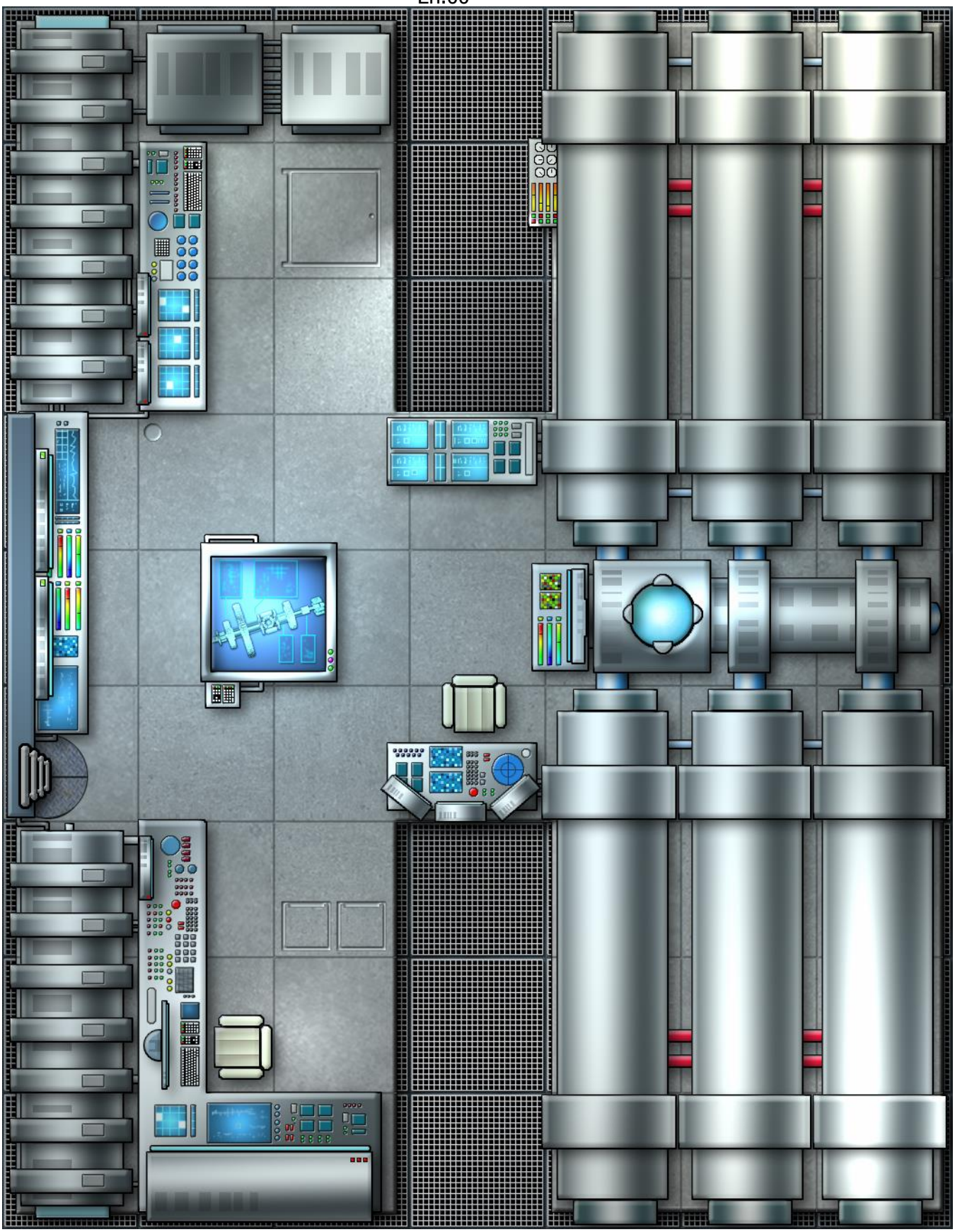
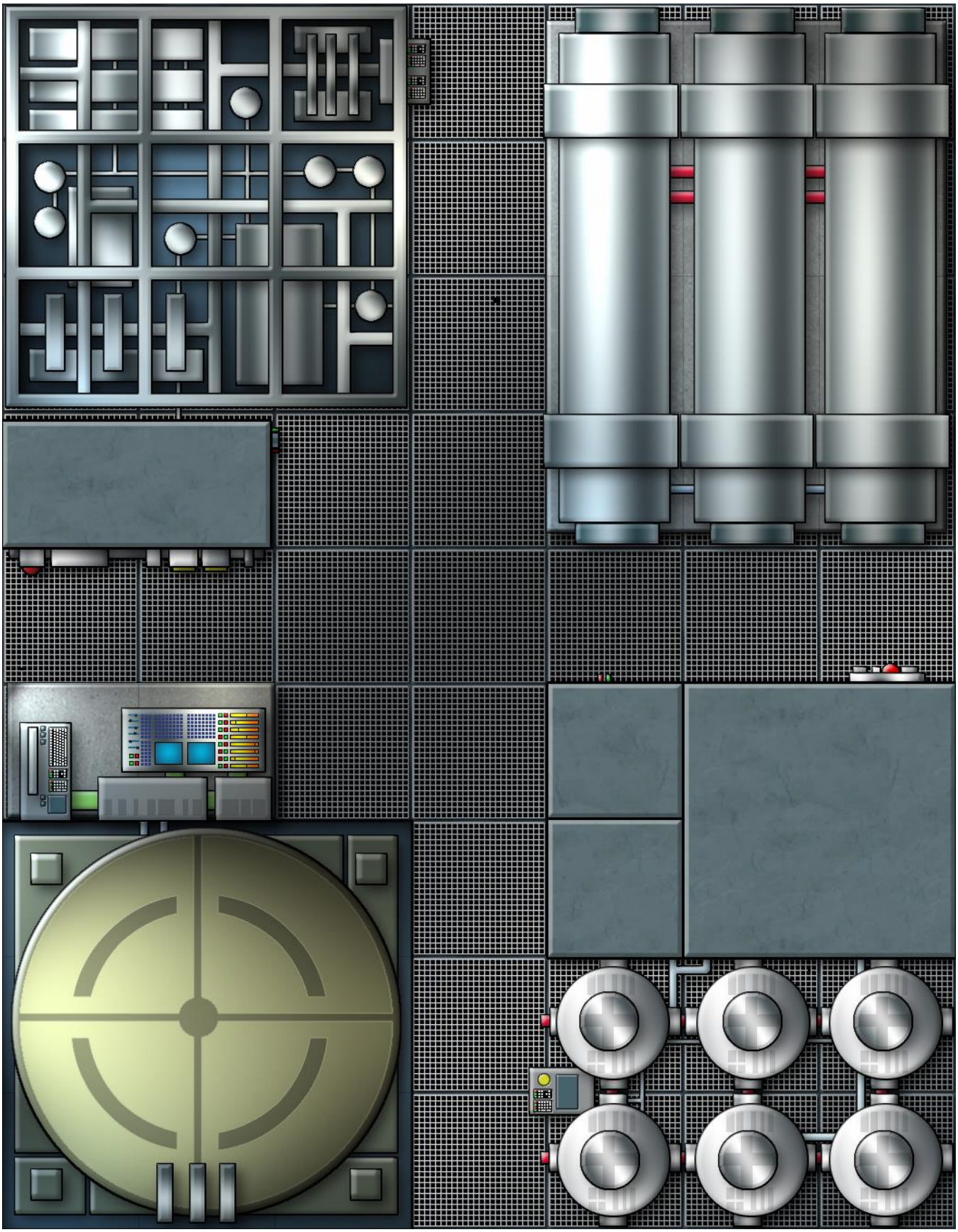
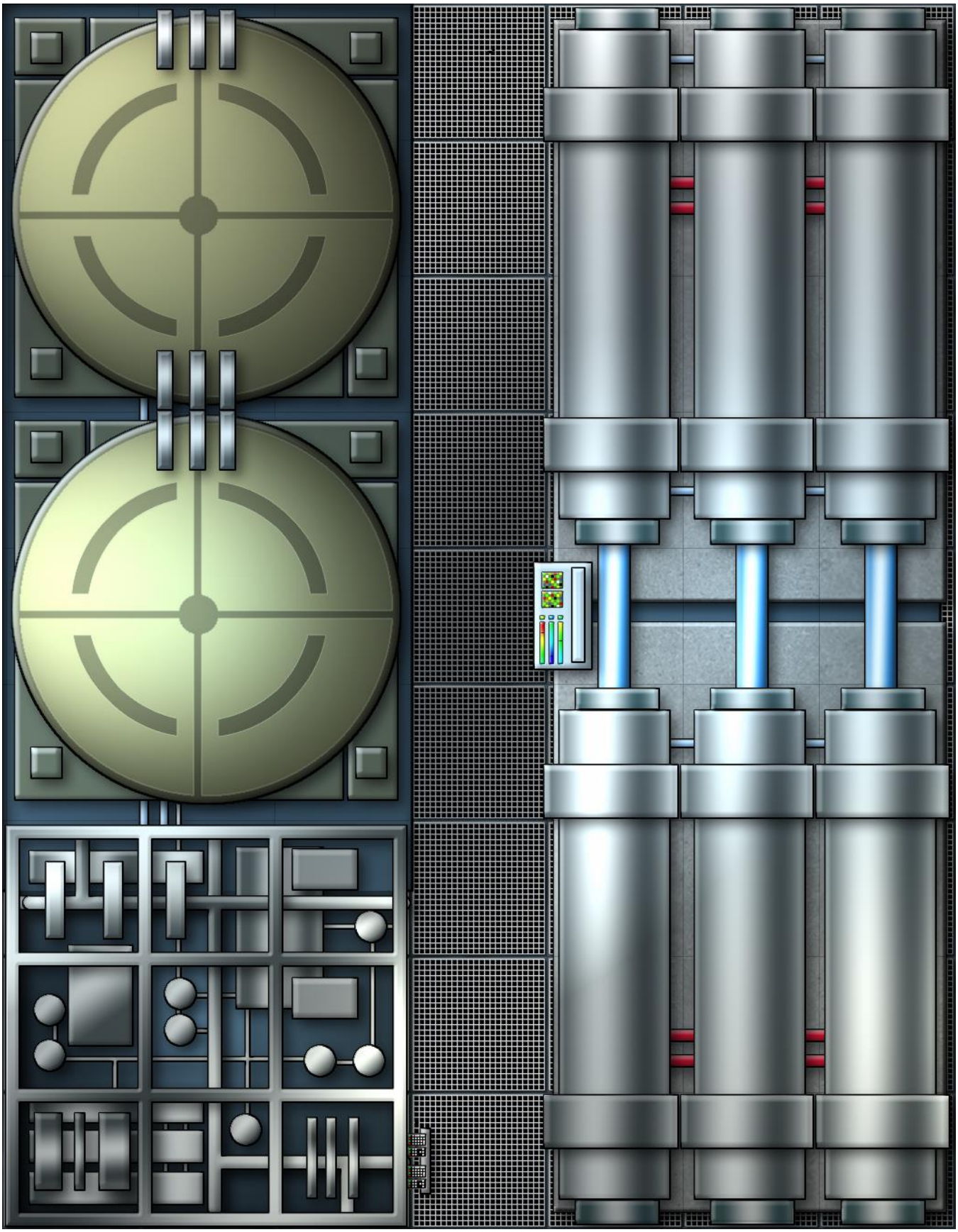


Engineering

En.00







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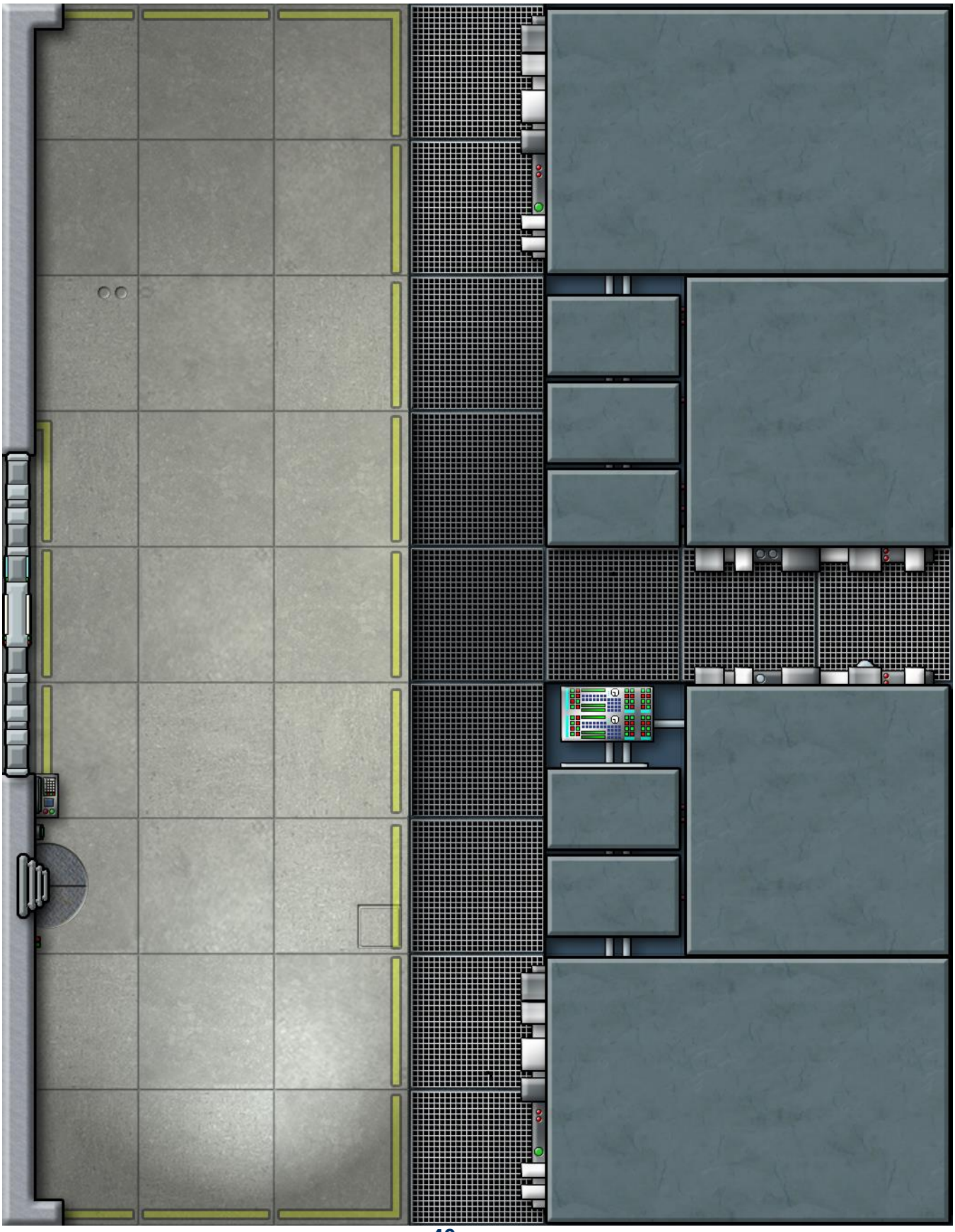

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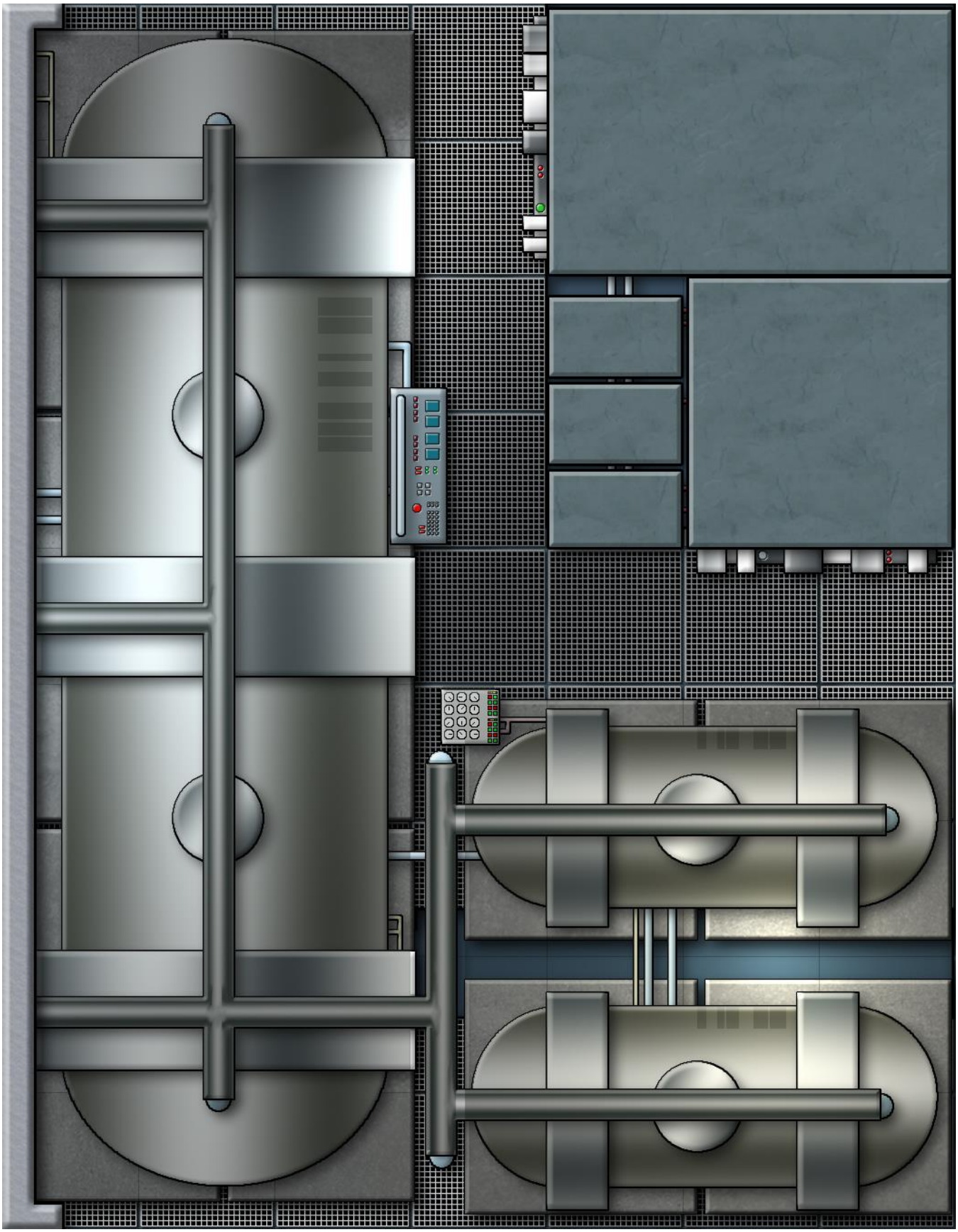

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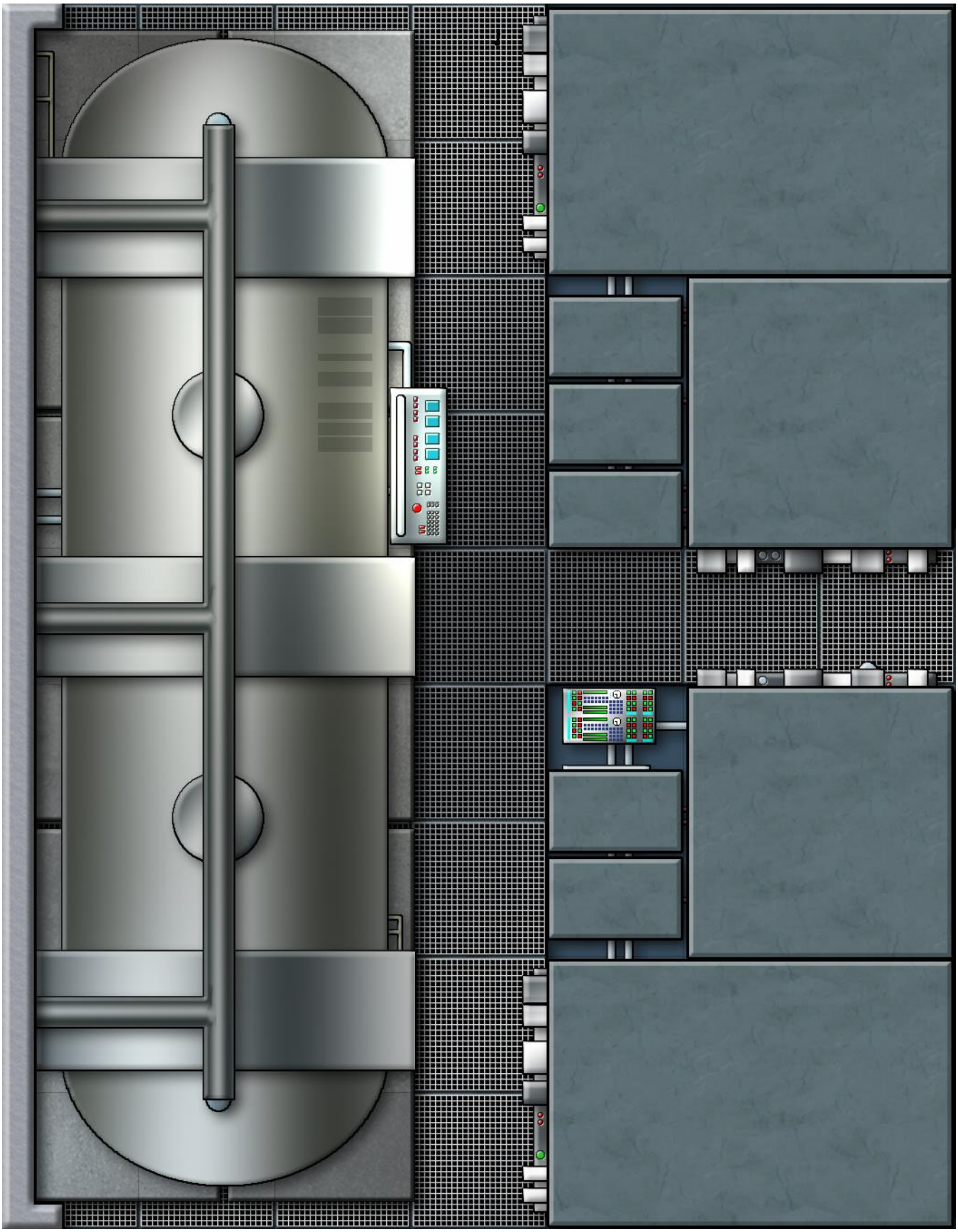

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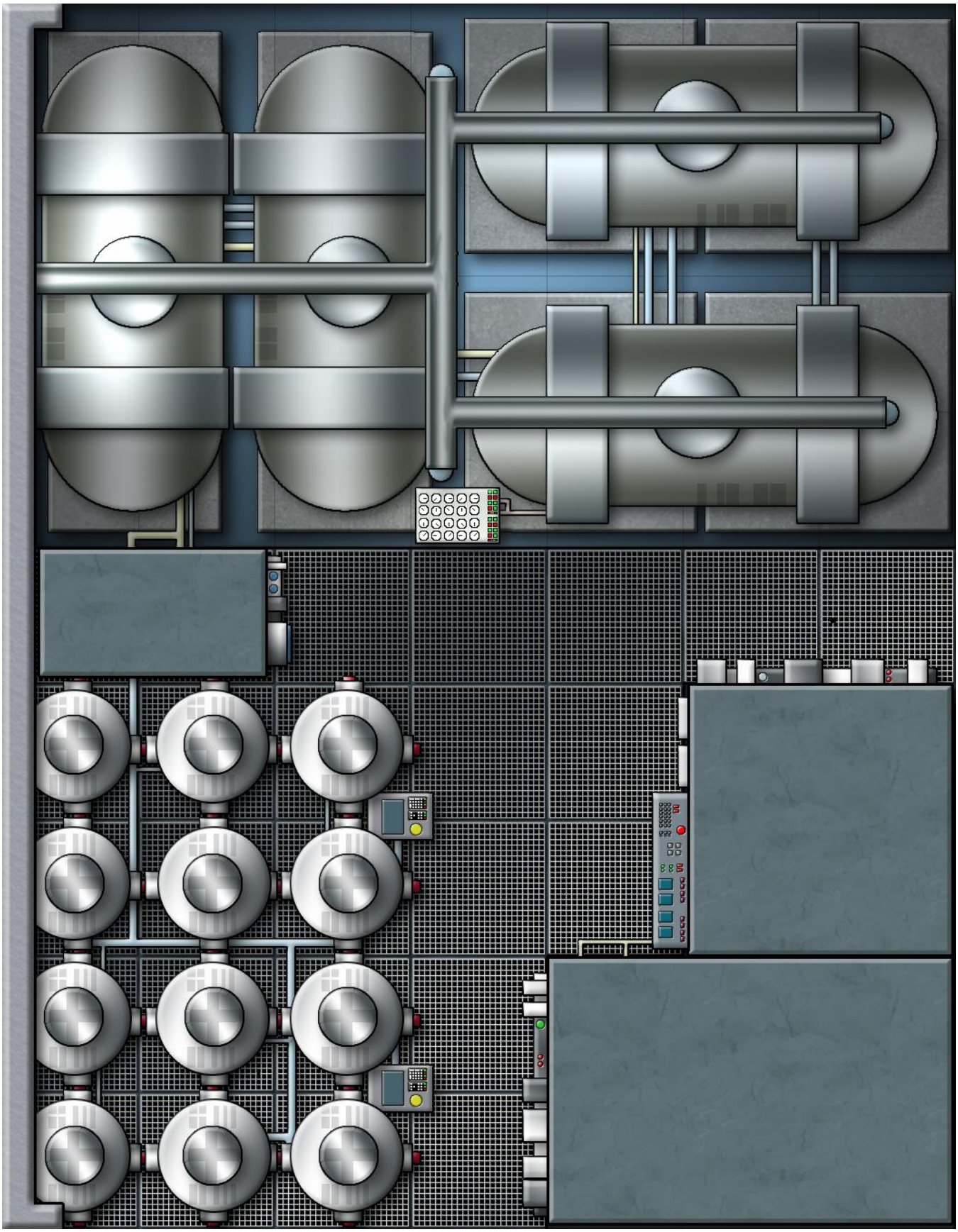
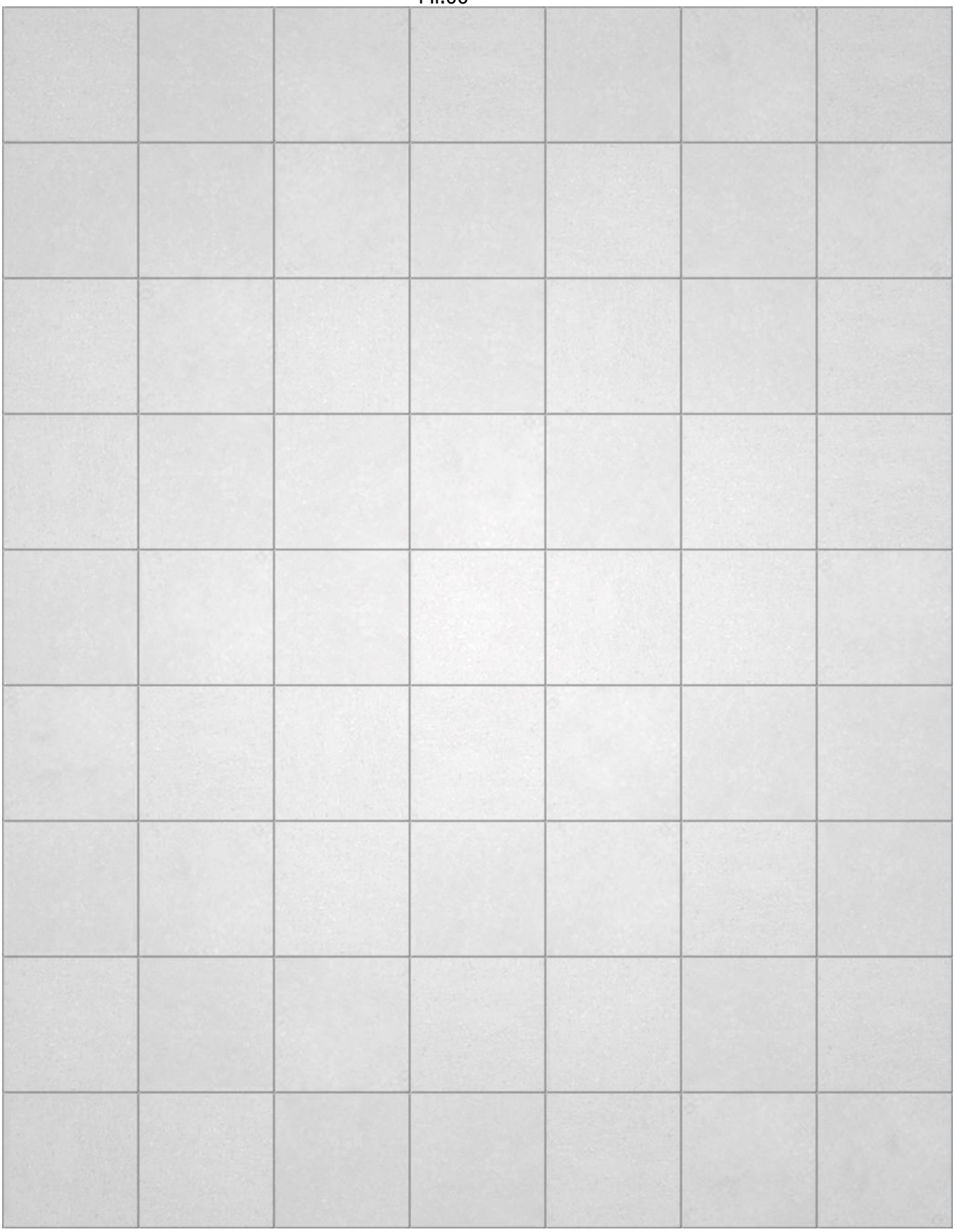


Miscellaneous

Mi.00



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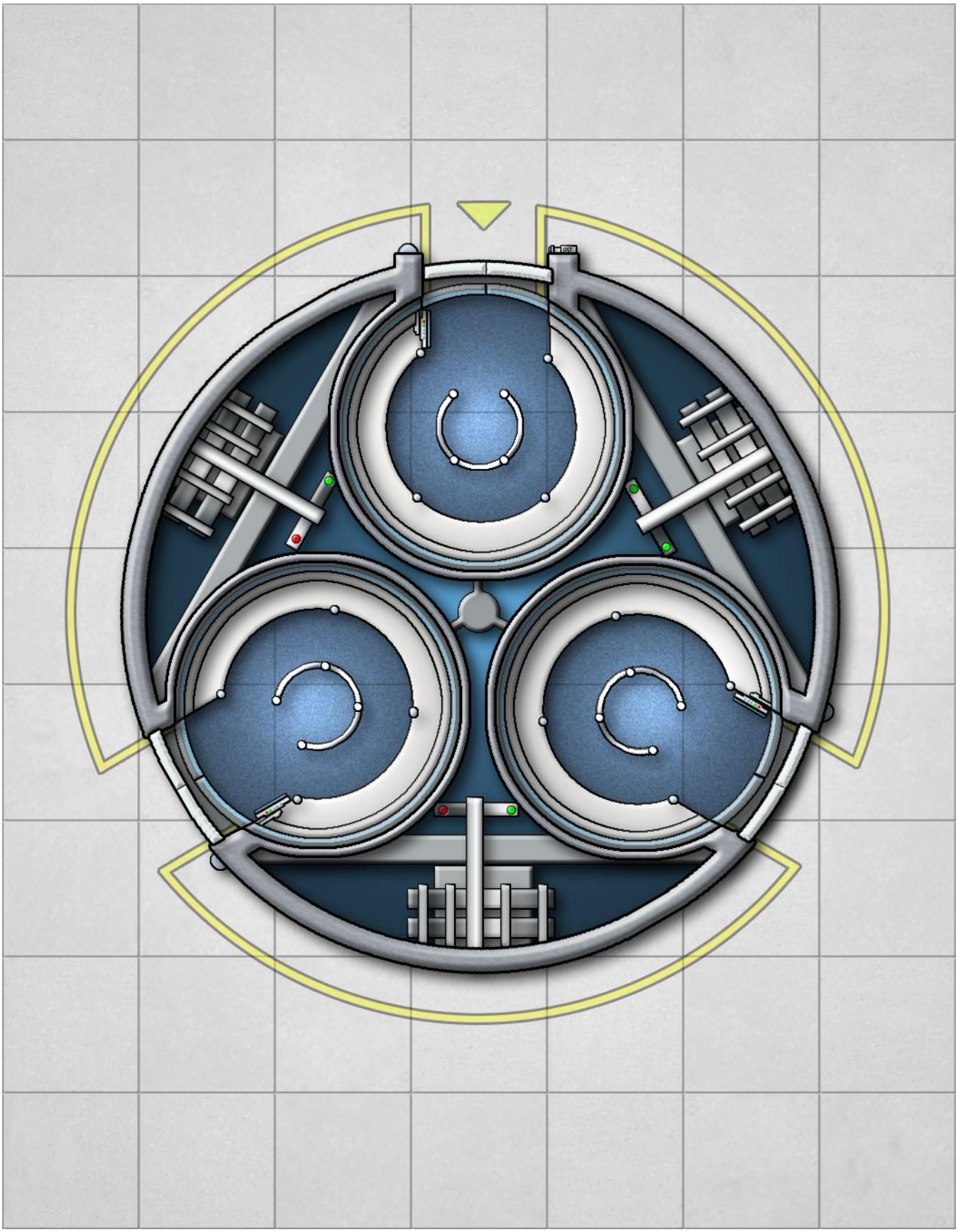

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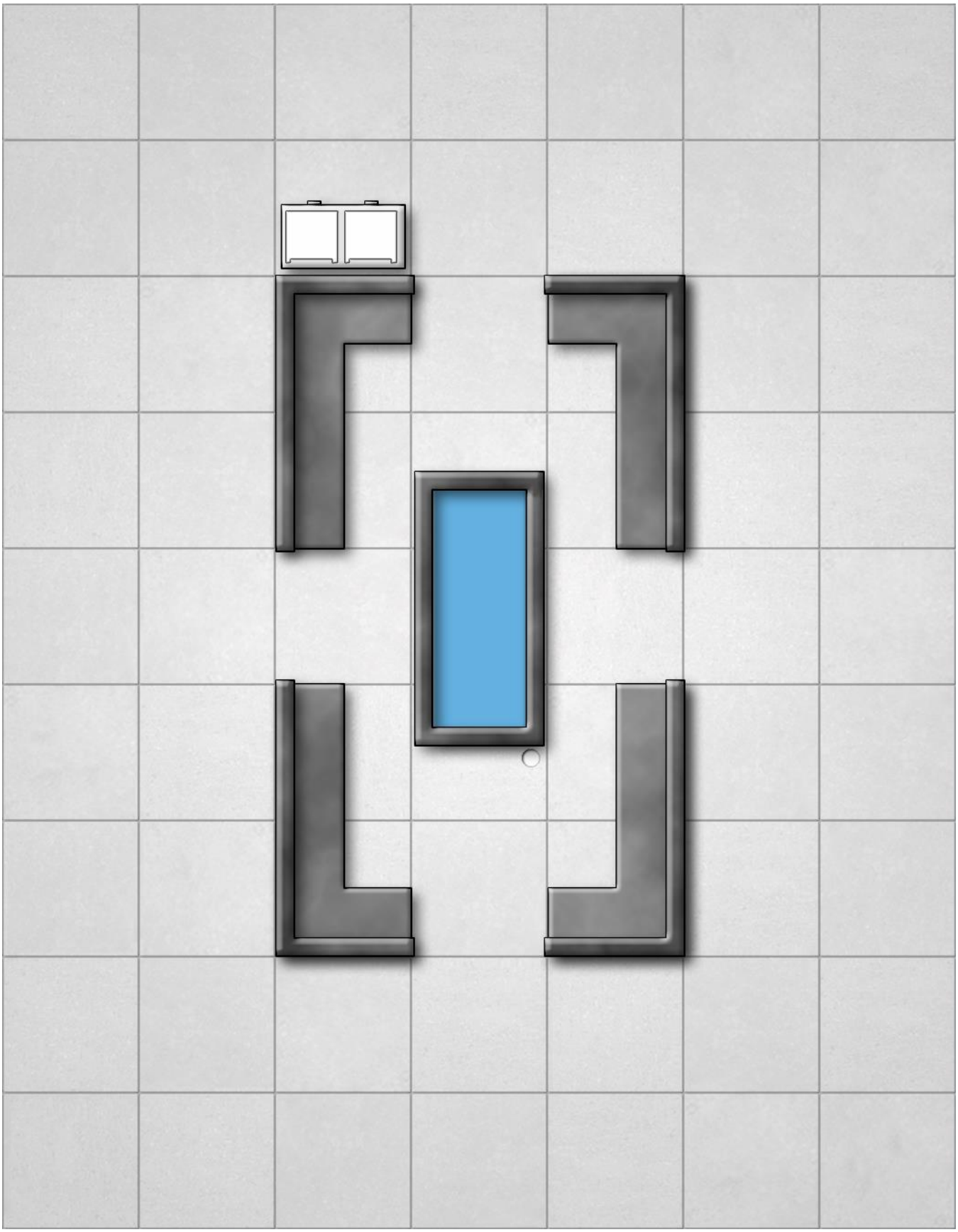

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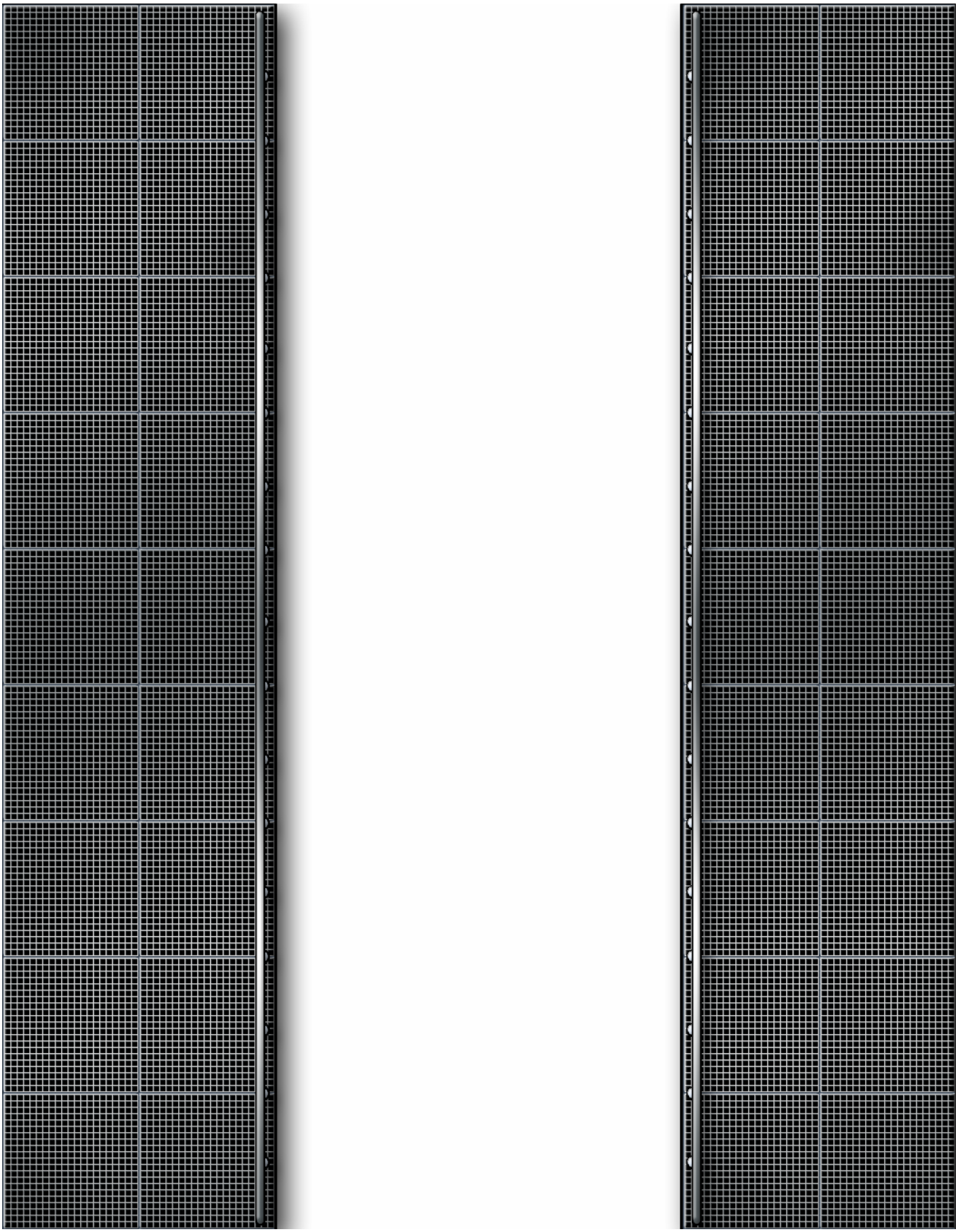

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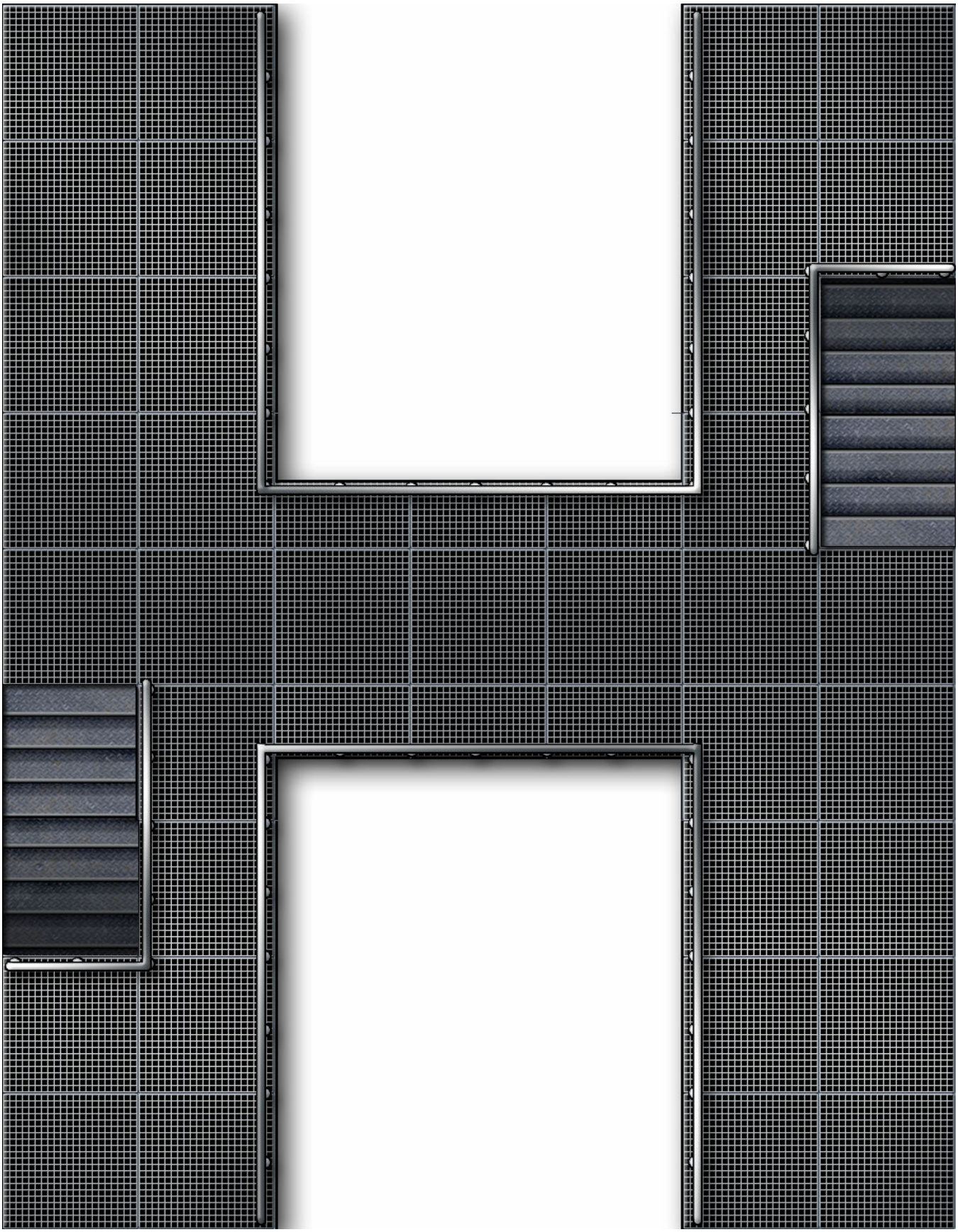

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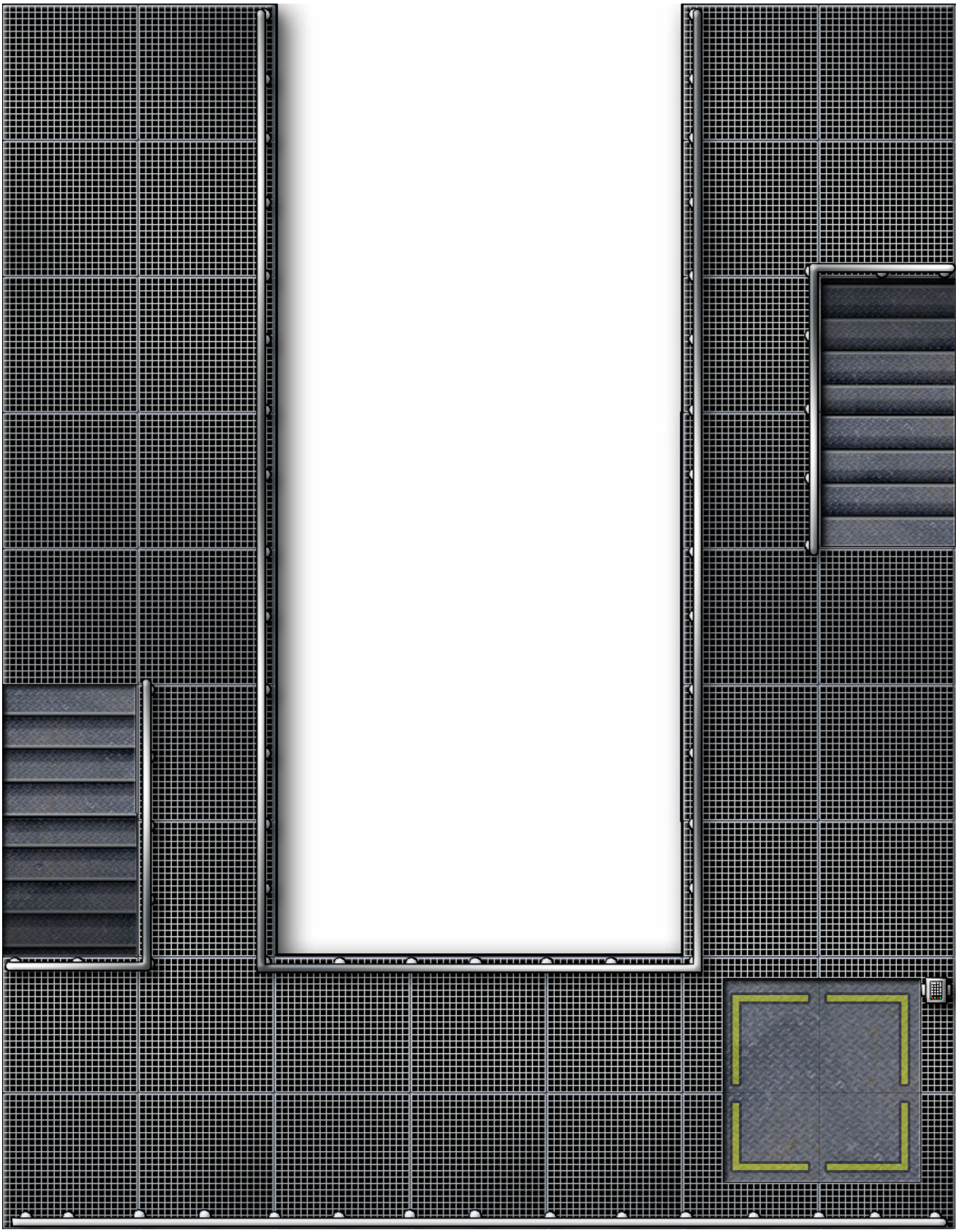

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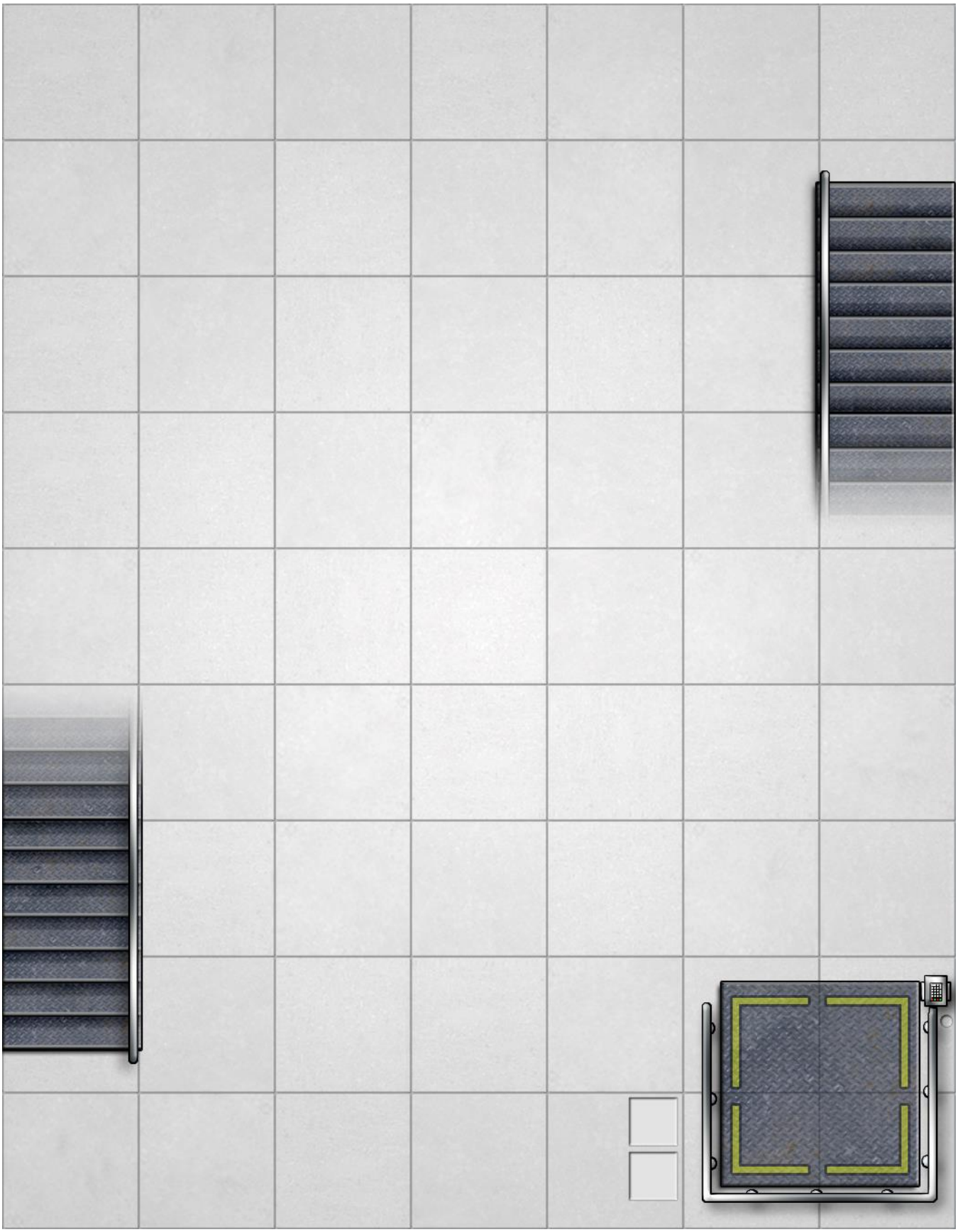

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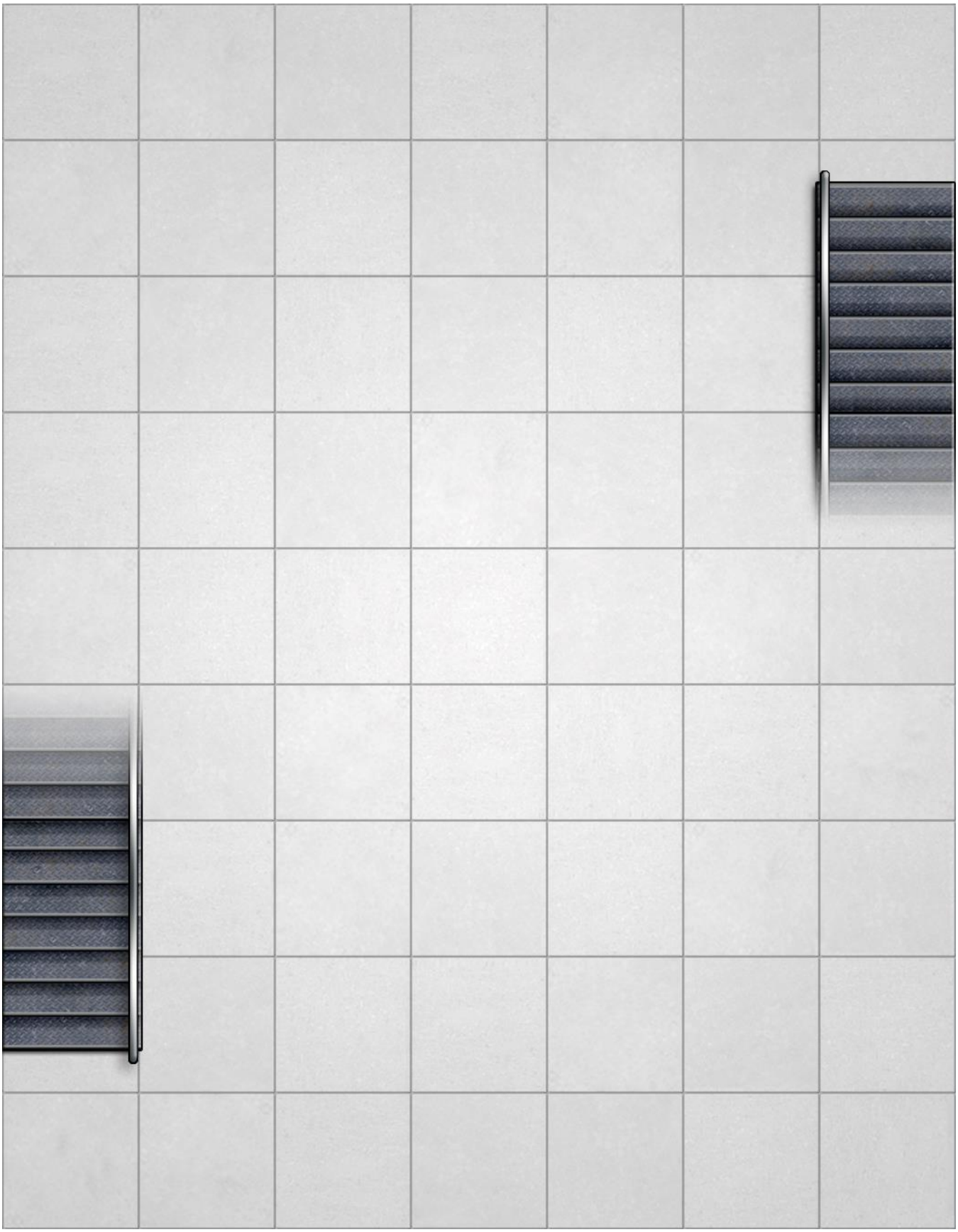
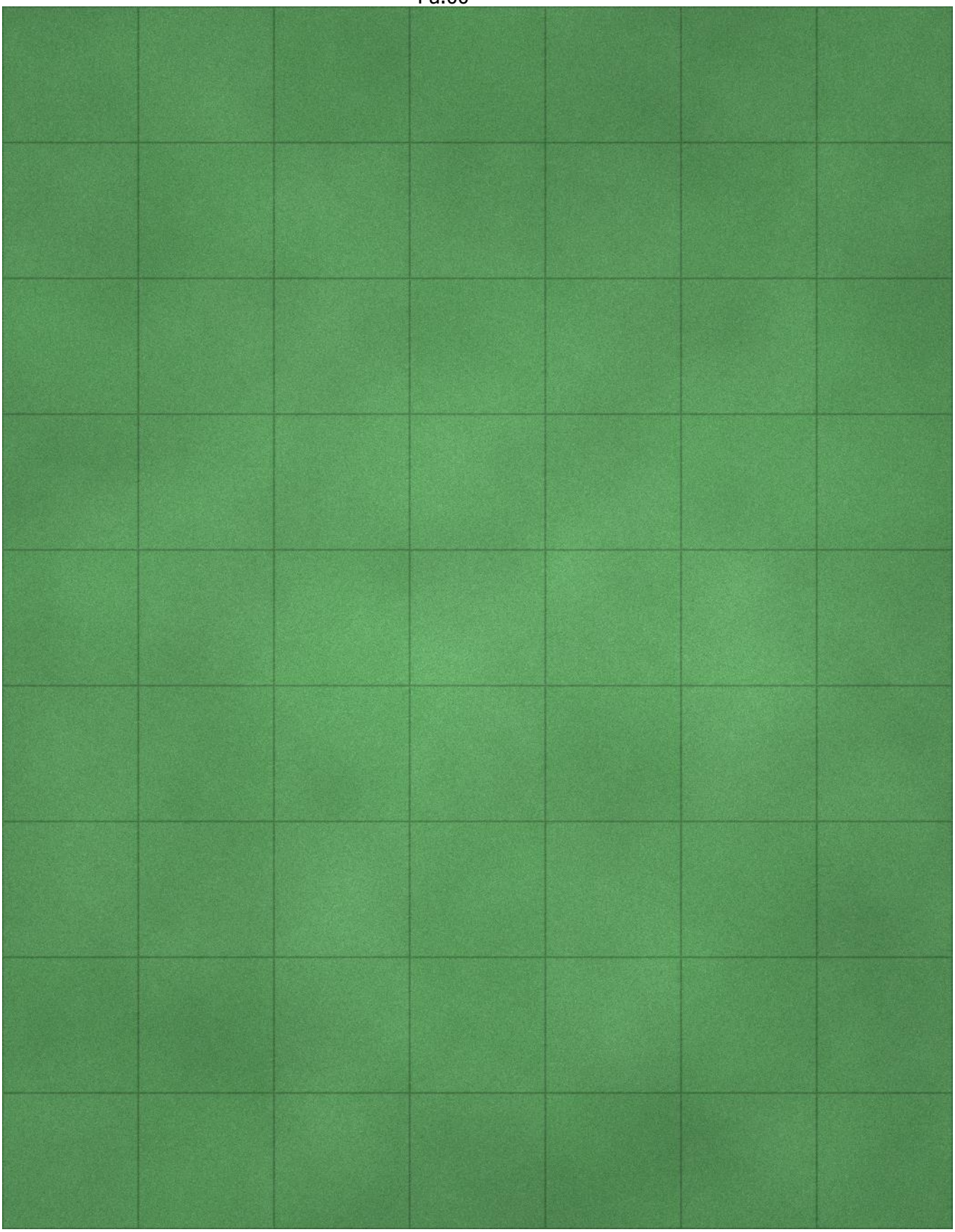
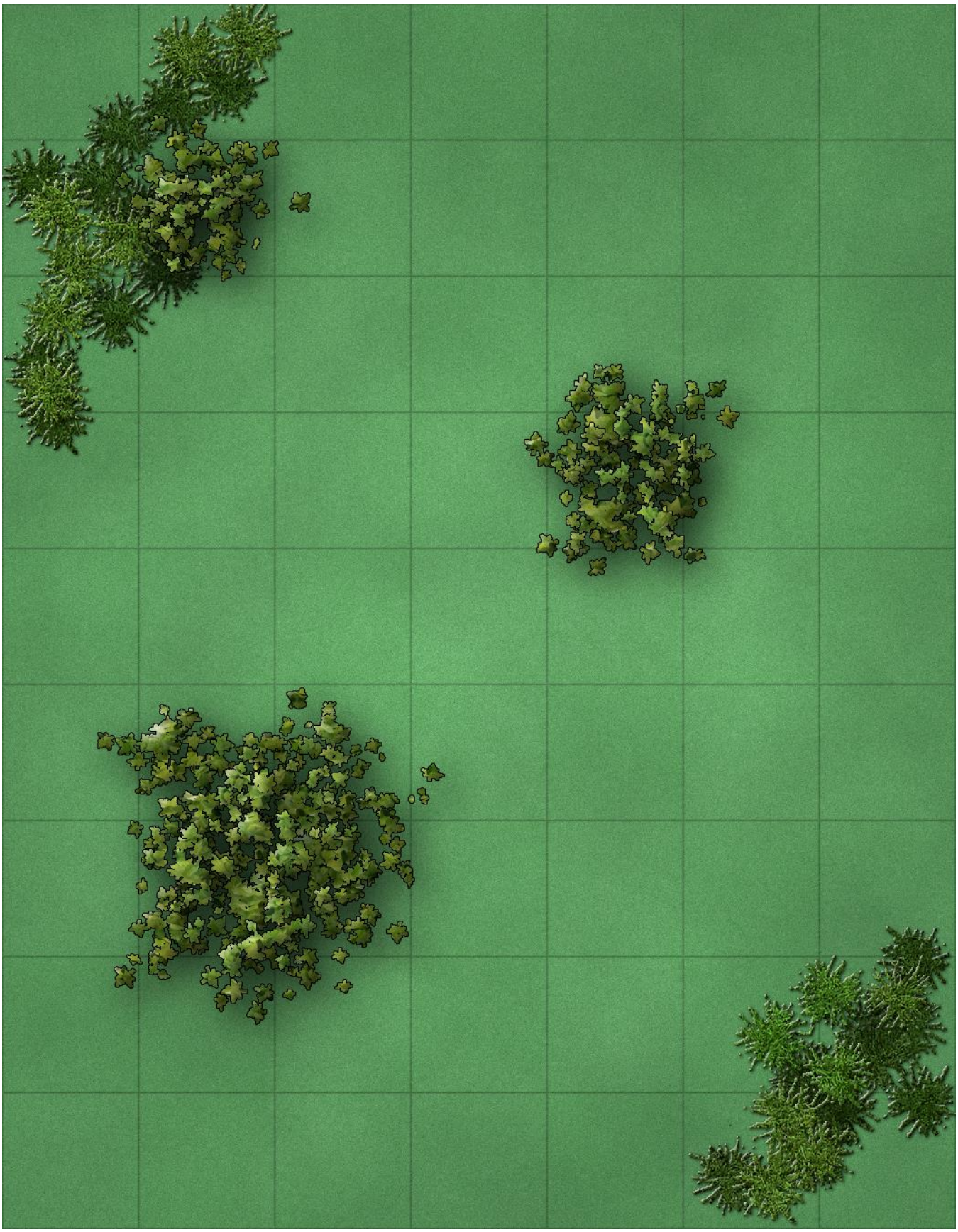


Park

Pa.00



Pa.01



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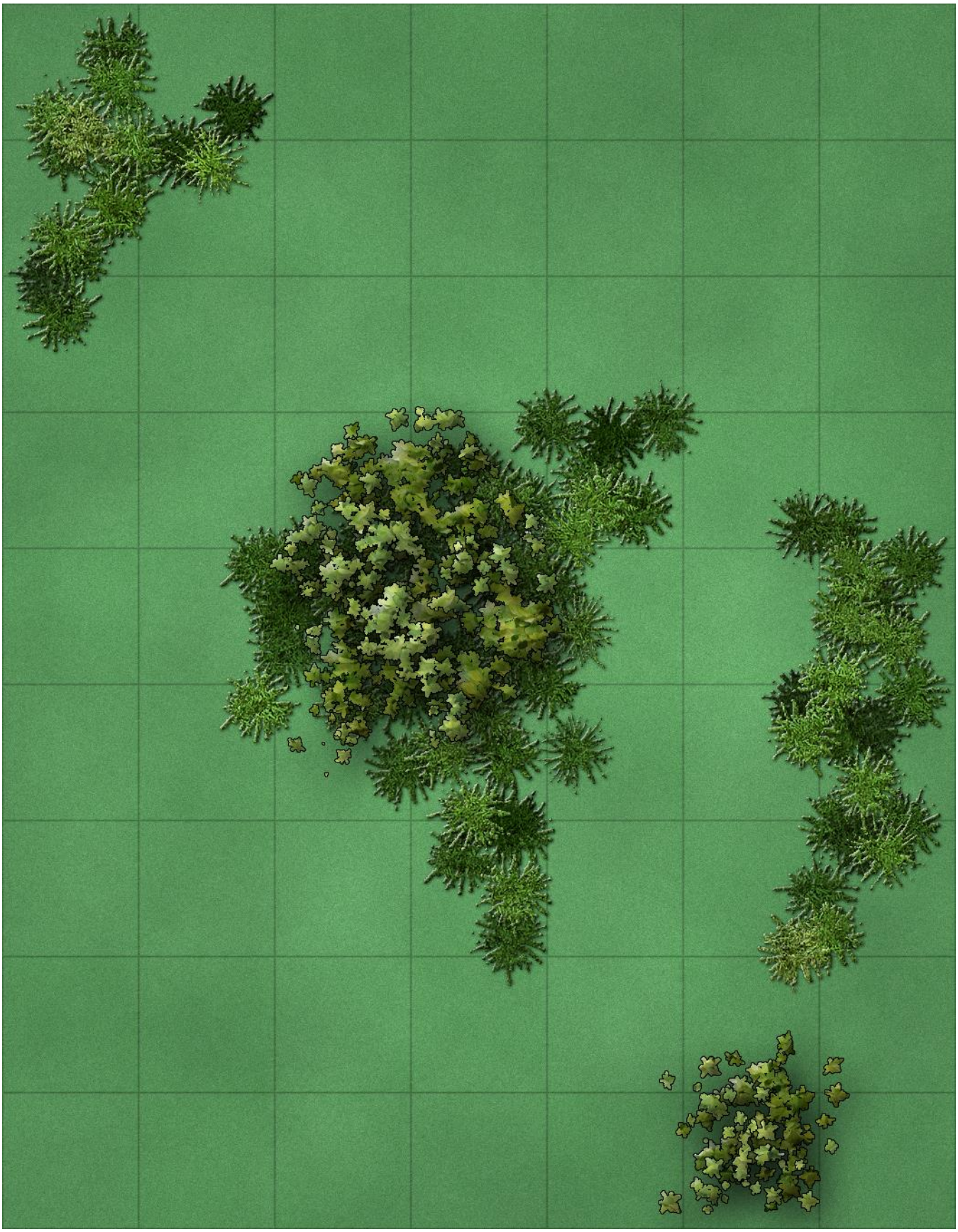
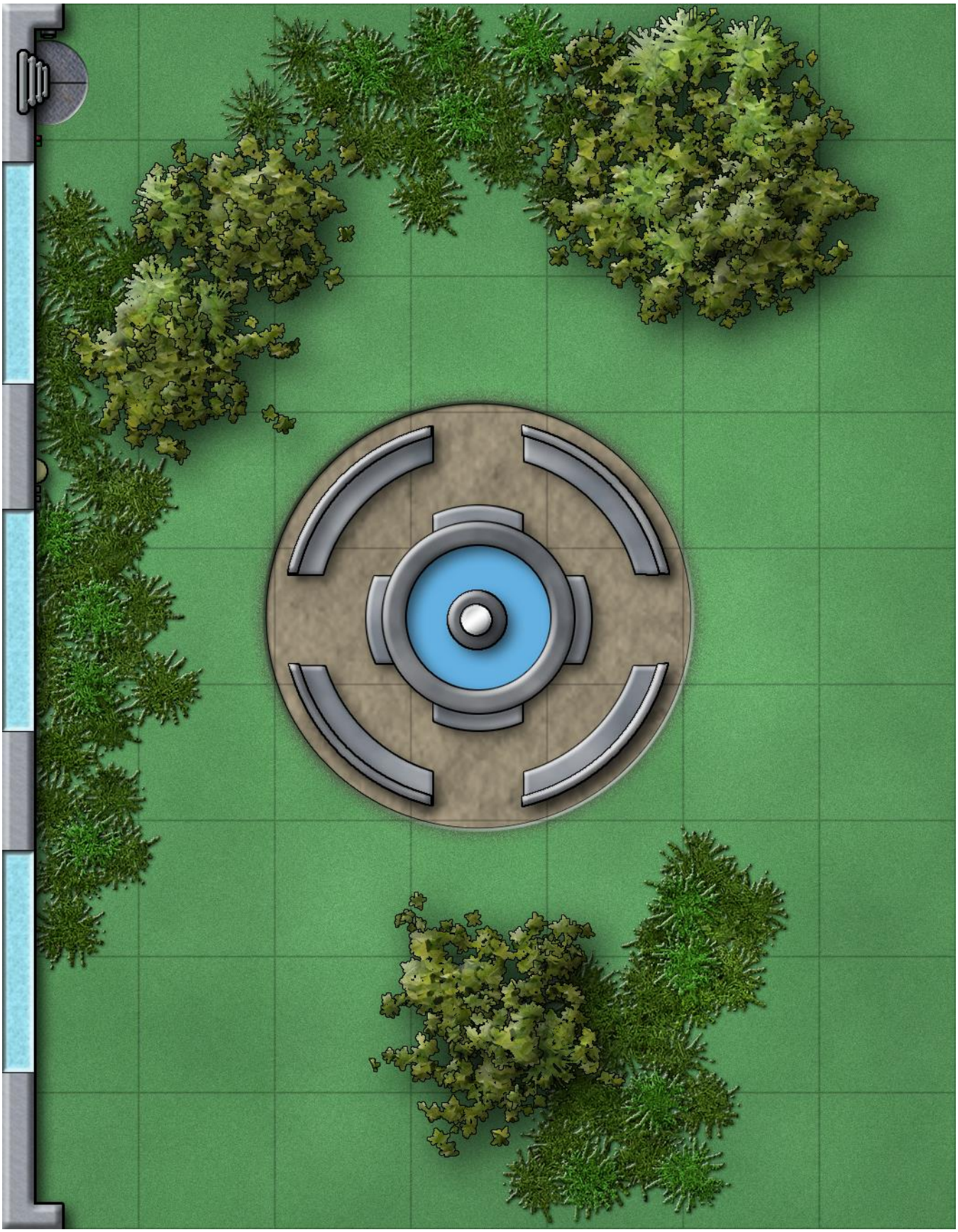






Pa.13

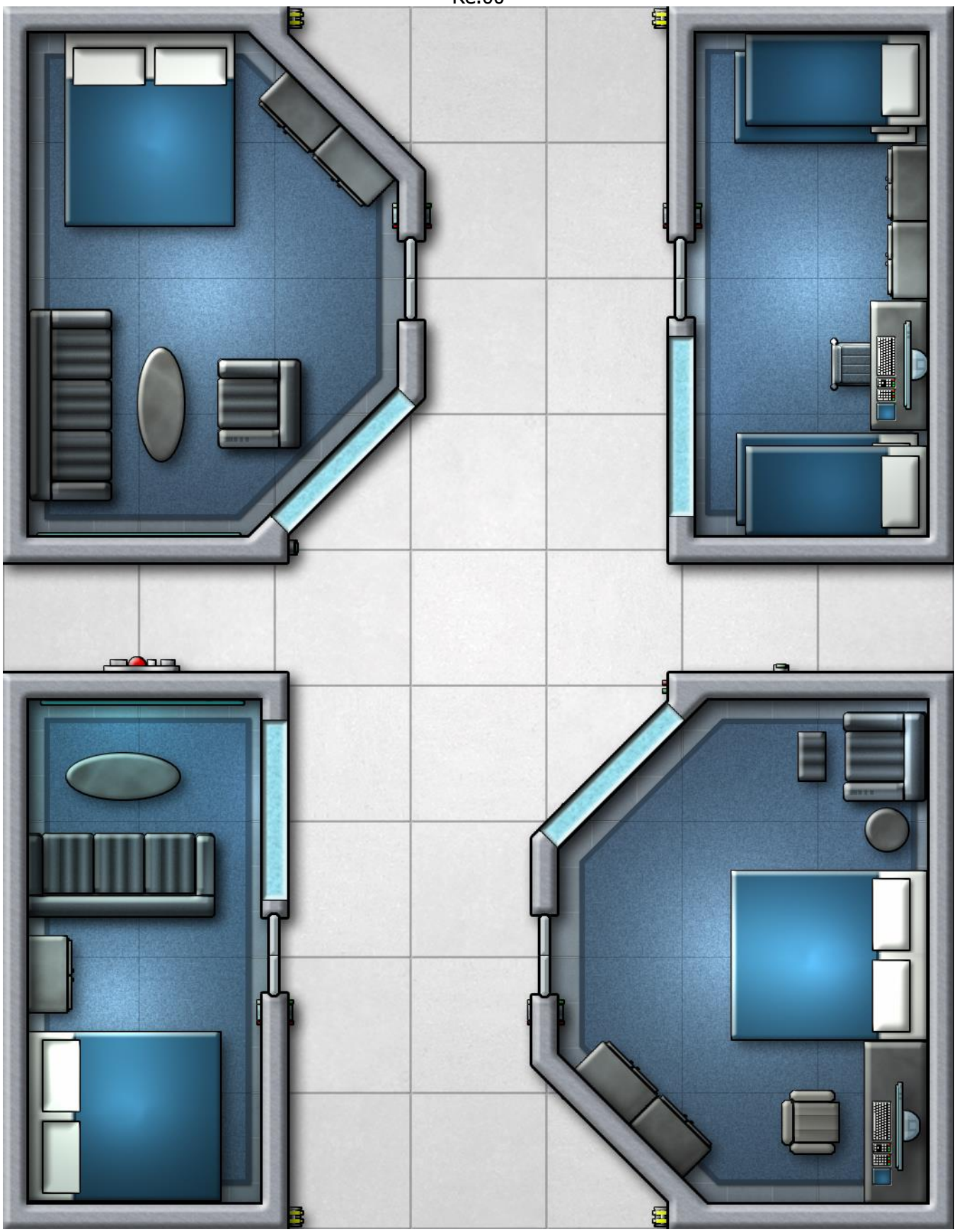


Pa.14



Residential

Re.00



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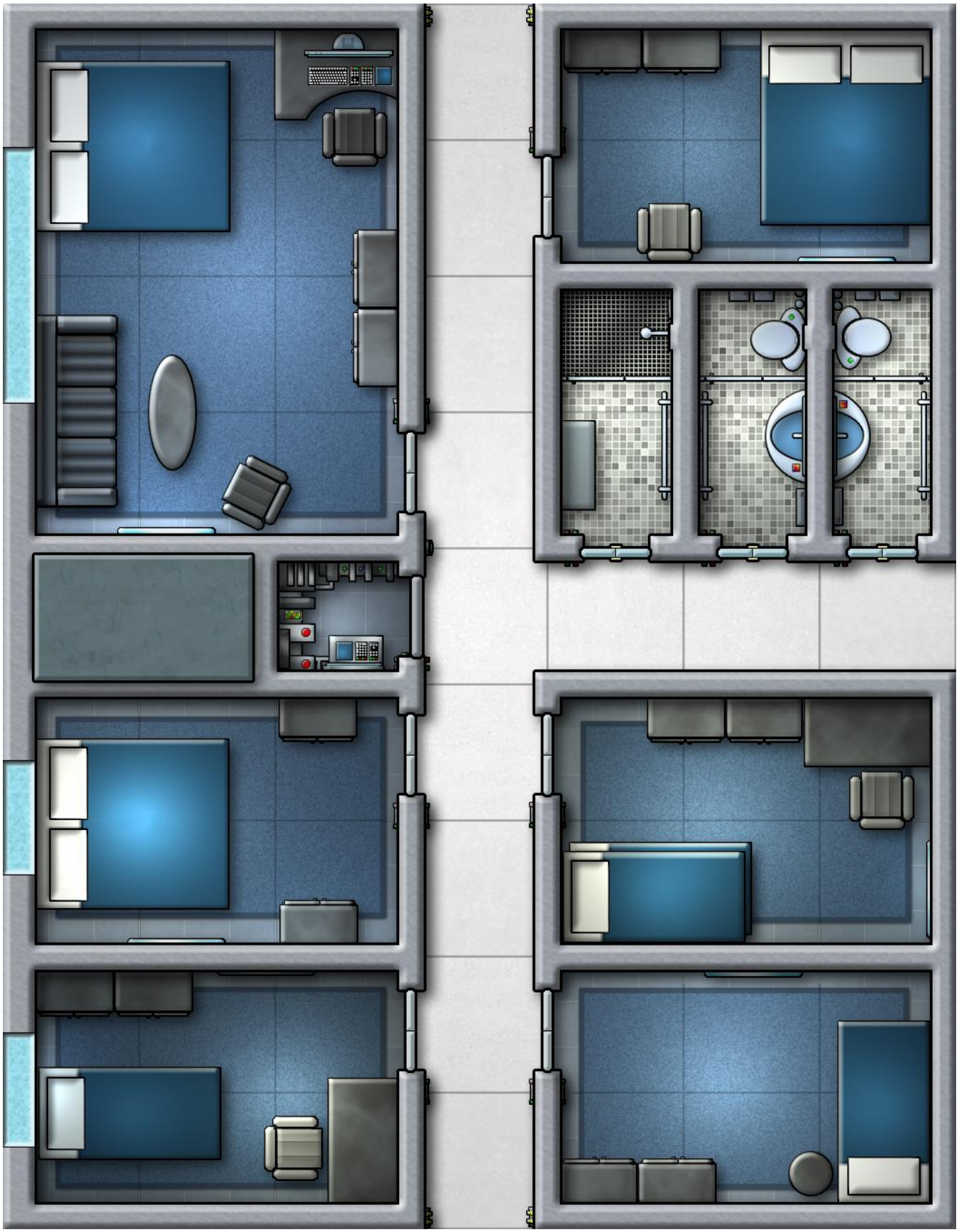


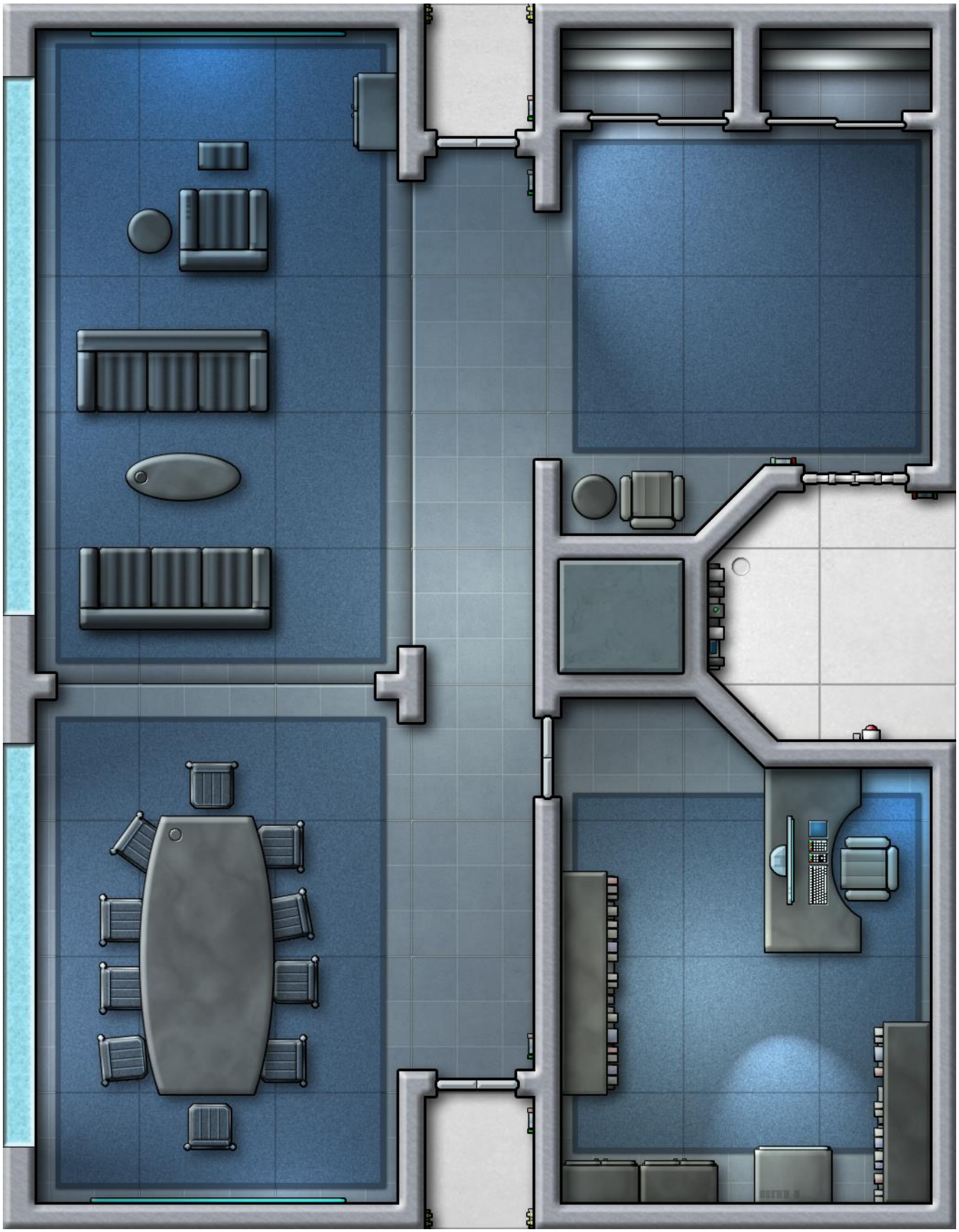
Re.11



Re.12

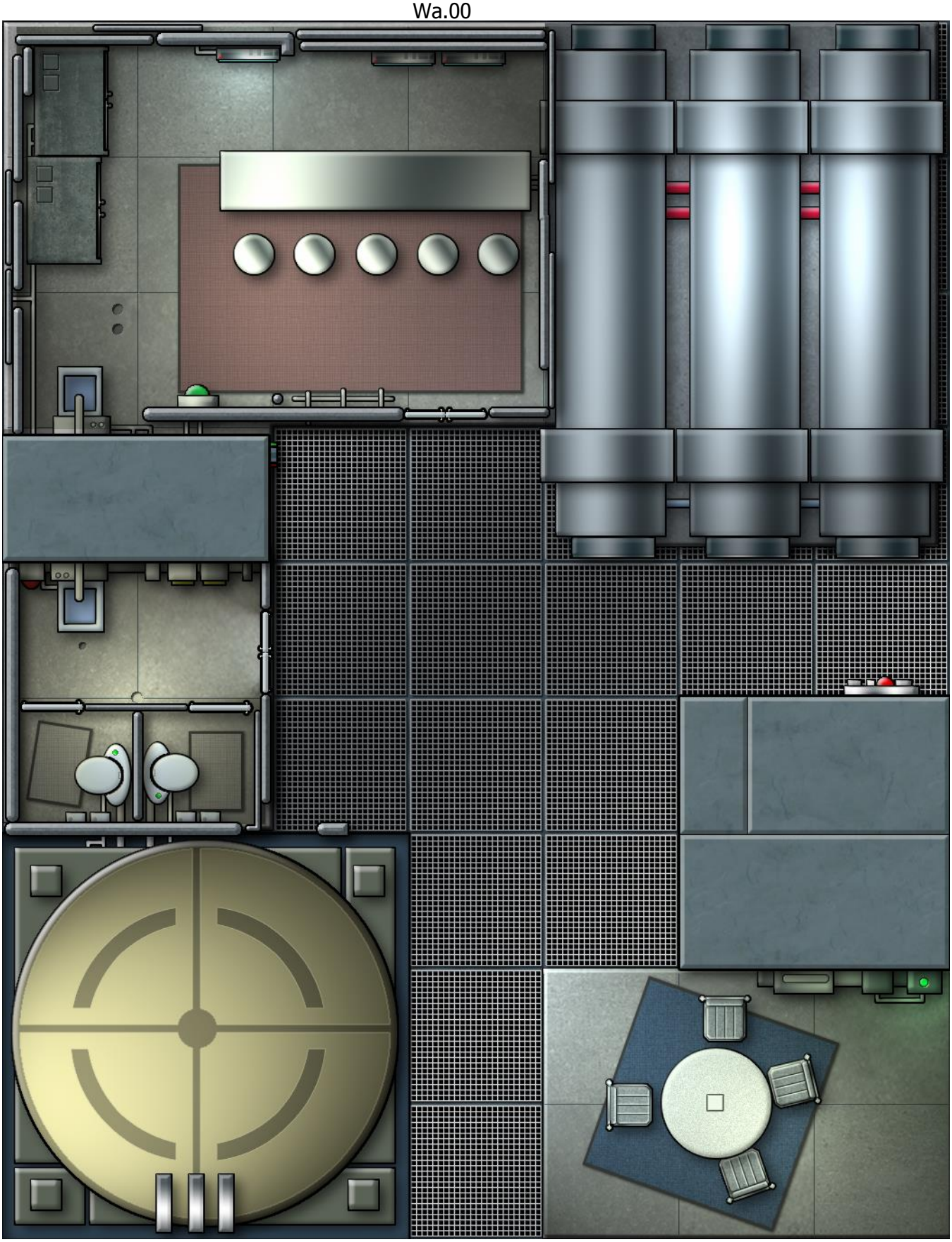


Re.13



Warrens

Wa.00



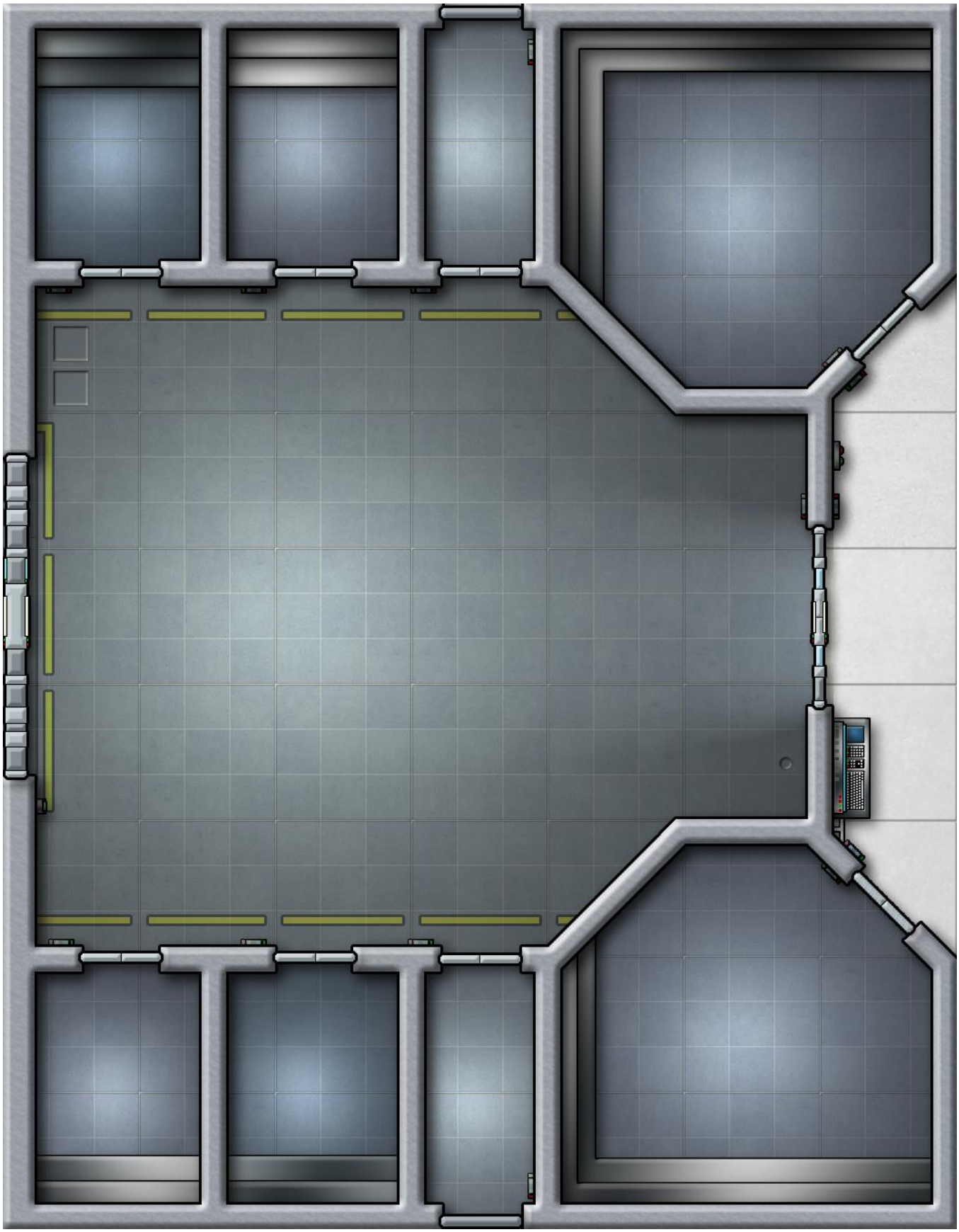
Wa.12



Ad.08

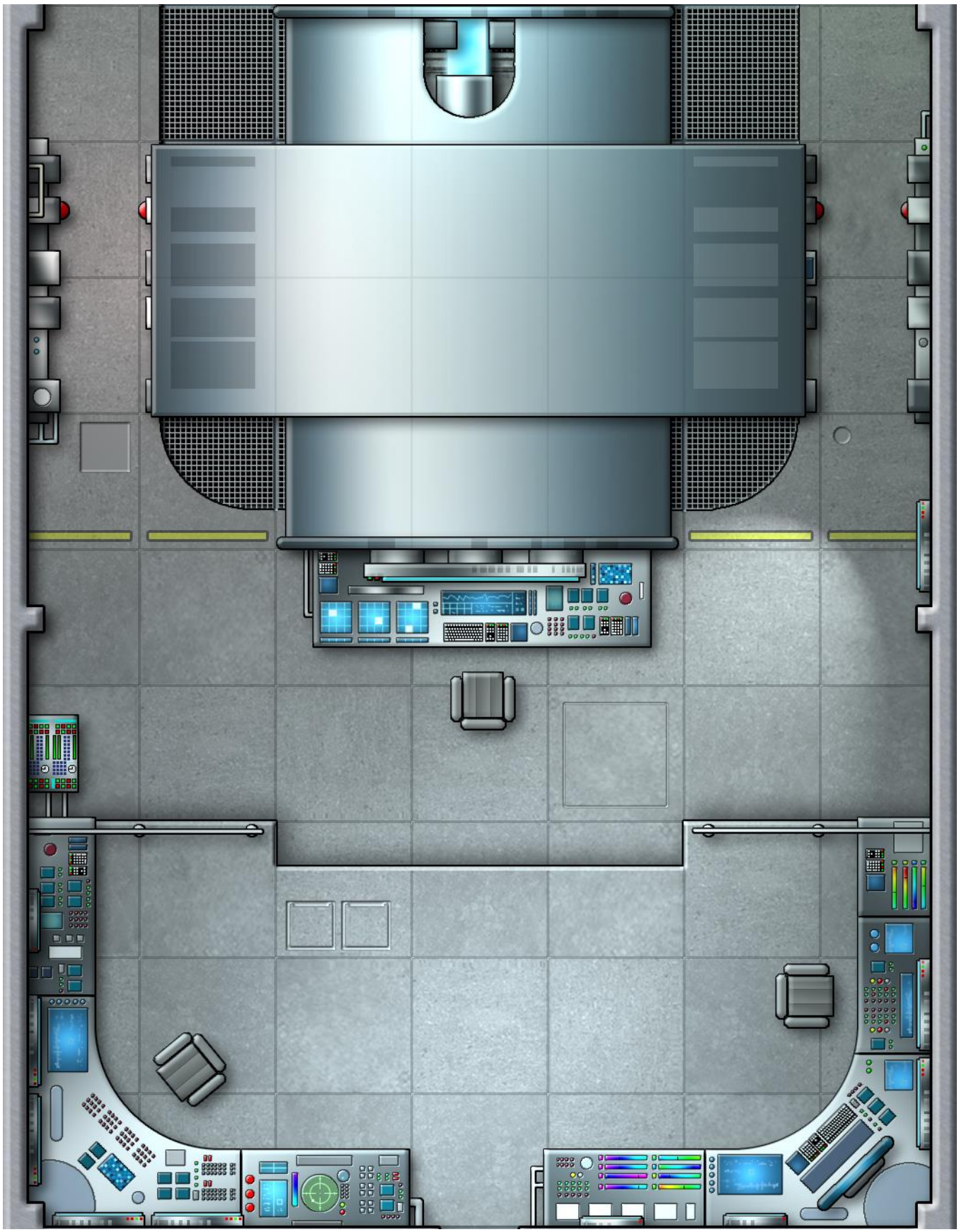


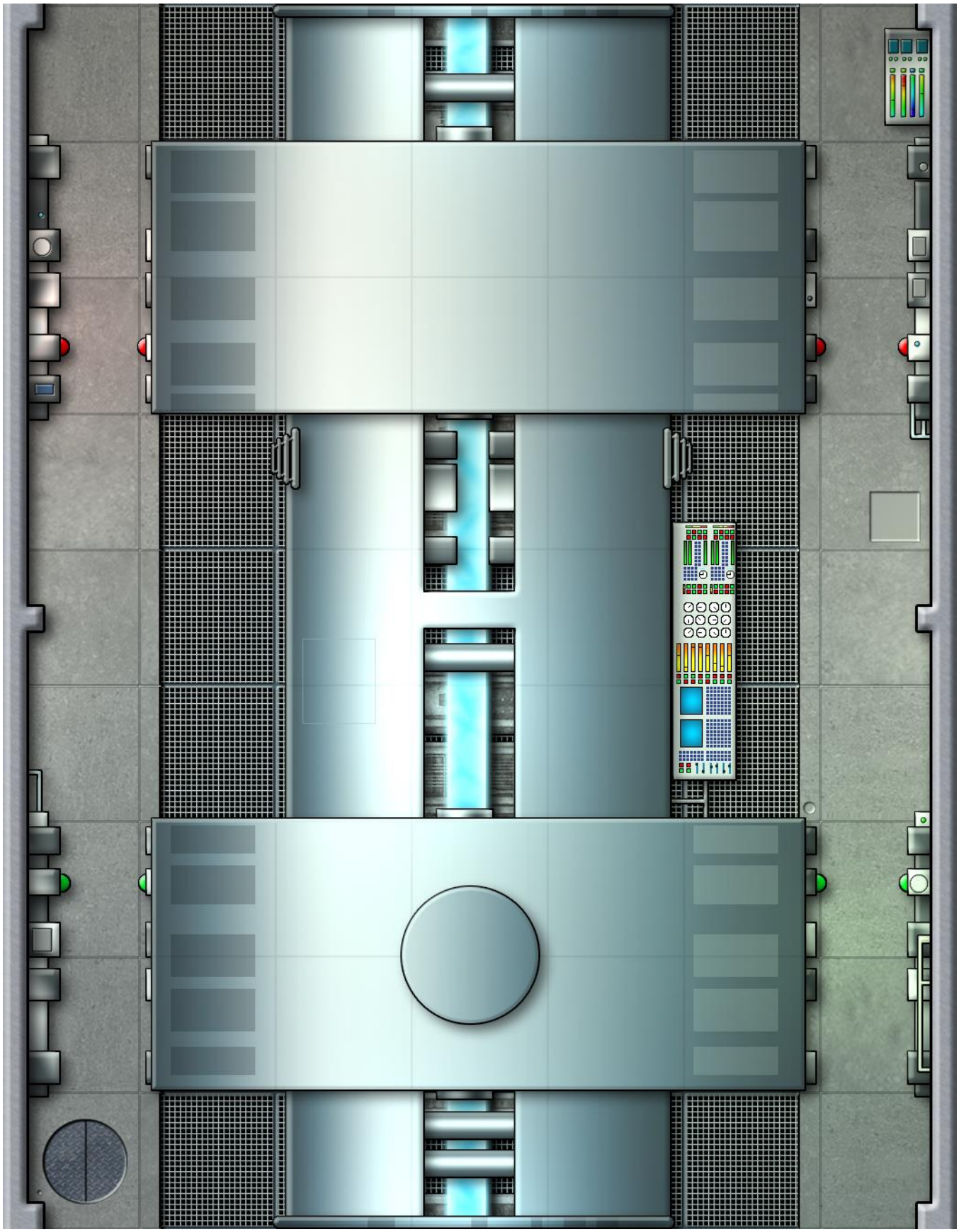
Ad.17





En.31





En.33

