

The Tycho Arcology Spaceport, popularly known by residents and visitors alike as "The Pride of Luna," is one of the oldest and busiest settlements on the moon. Careful planning and constant attention to high quality in its construction have made it as much of a masterpiece today as it was in the late 21st Century, when the first buildings and launch bays were created.

The entire complex is covered by a geodesic dome of thick, dark-tinted plastic that is impervious to meteorite strikes; small ones don't damage the surface, and large ones are blown to bits by an automated laser defense system before they can impact. In addition, each launch bay is sealed off from the surrounding area and has its own retractable dome, so that ships can land and take off without exposing the rest of the port to vacuum.

Many of the buildings and roadways of Tycho Spaceport are underground, beneath the surface of the crater of the same name located near Luna's south pole. All of the named and numbered locations have airtight seals across their entryways that would automatically close in an instant if the big dome was somehow breached. Access to the moon's surface is provided through an airlock on the outside wall of the monorail station.

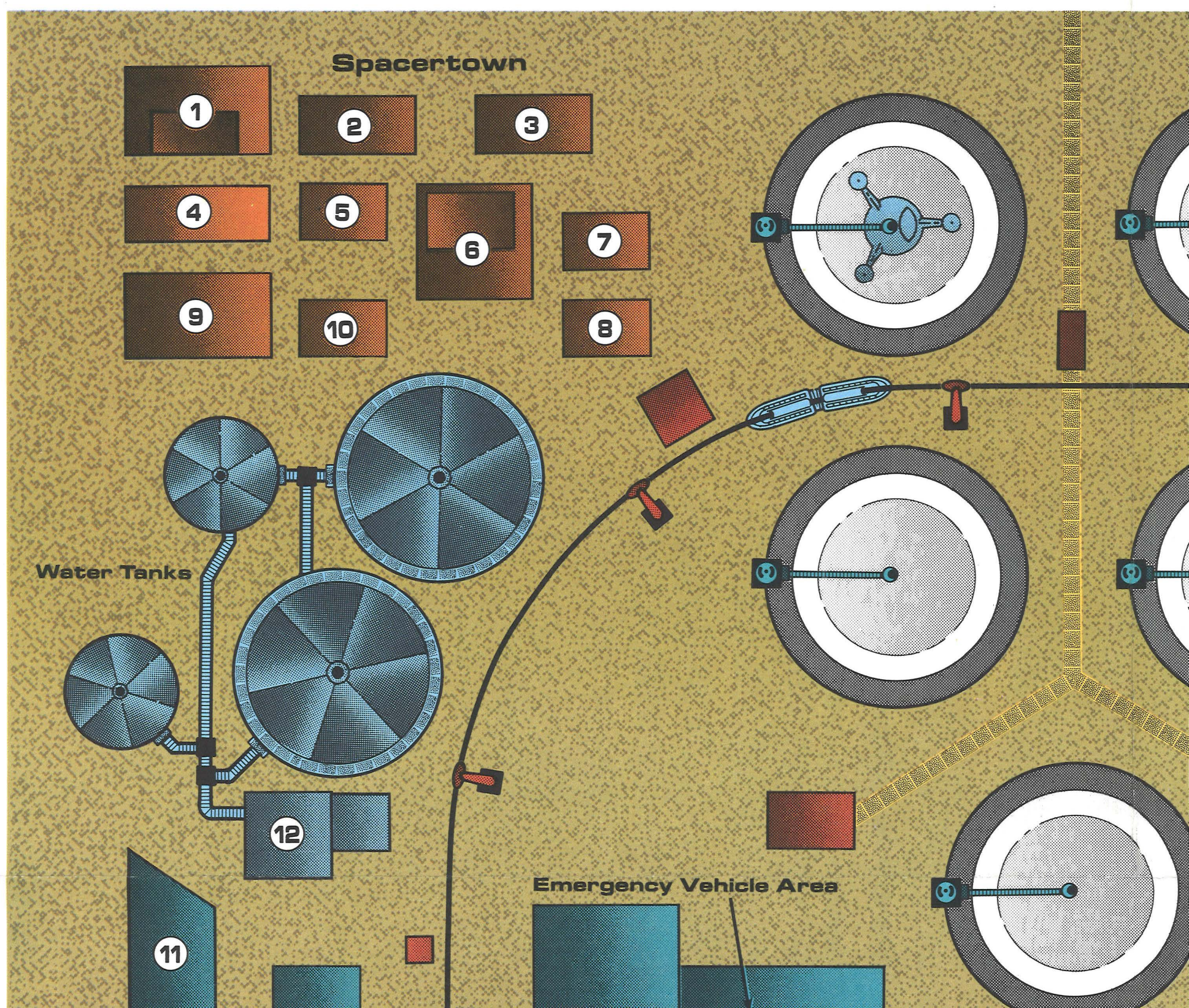
Transportation within the spaceport is via monorail, jet-cars, small ground vehicles, and good old-fashioned feet; because all the buildings were constructed close together, it's possible to walk from one end of the port to the other in a matter of minutes.

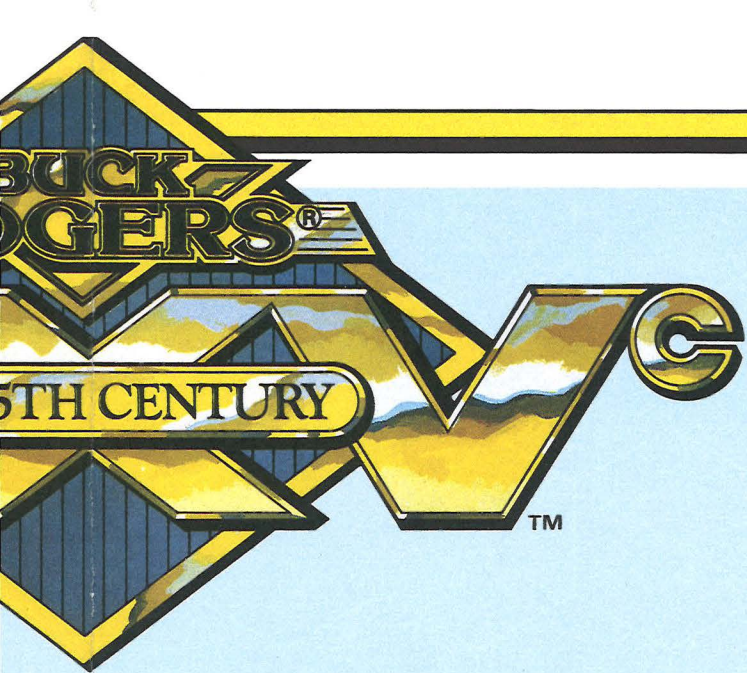
How to Use This Map

This map is not only an overhead view of the spaceport, but it also represents any other typical Class A spaceport in a XXVc™ game campaign might visit. Modifications can be changed, and the collection of buildings (including unidentified ones) can be used for any purpose.

As noted in the text at left, many of the buildings are actually underground; the referee is free to decide which are on the surface and which are not. As a general rule, the larger structures are underground (except for the Administration Building) and the smaller places, such as shops and businesses known as Spacertown, are on the surface.

The referee and players should also be aware that this is "only" the spaceport—the entire Tycho Arcology, beyond the area of this map, covering over 100 square feet and holding close to a million people.





Key to Numbered Locations

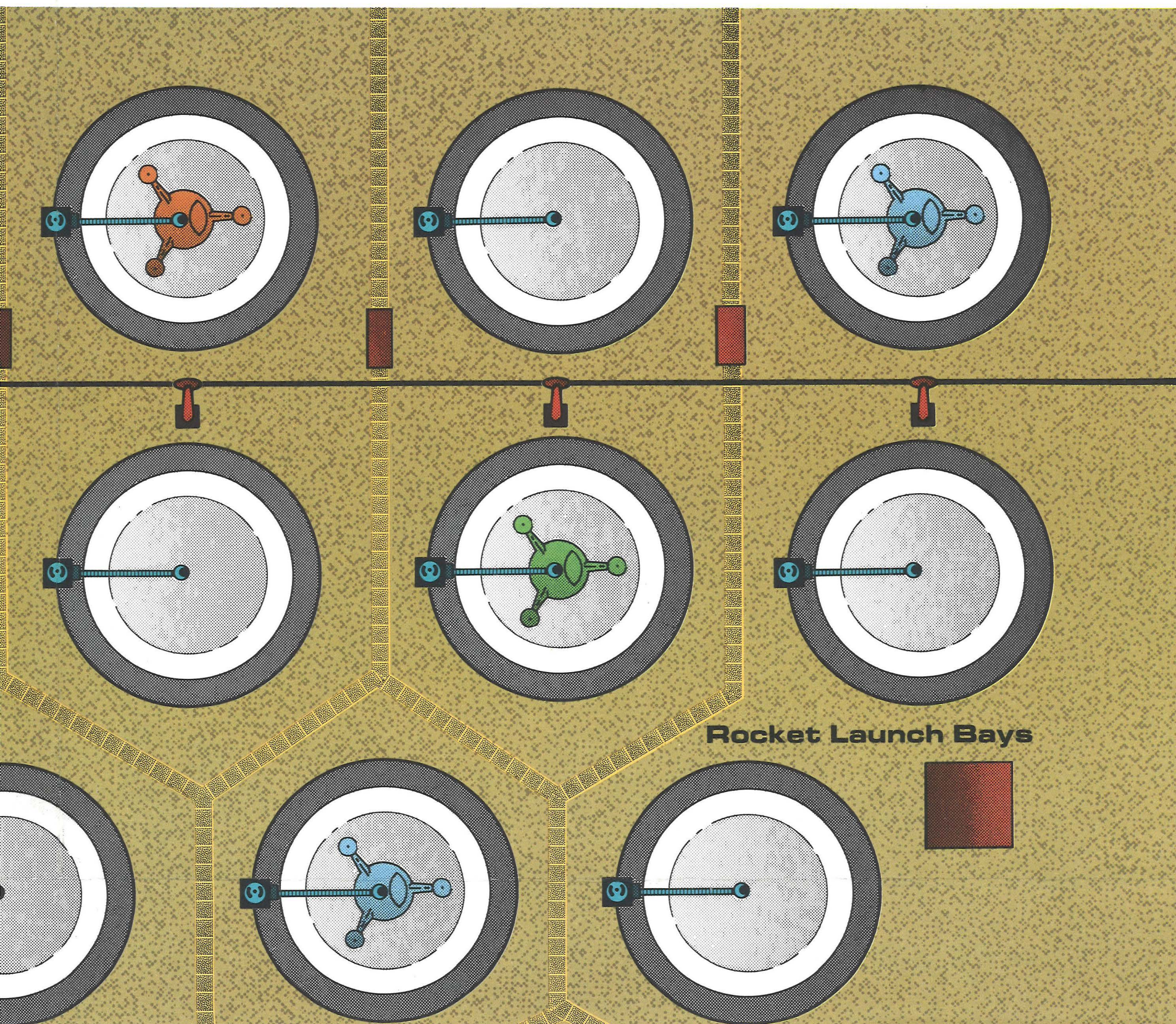
1. Spacer's Rest (hostel and retirement hall)
2. Free Fall Bar & Grill
3. Smuggler Petrov's (used salvage and contraband)
4. The Happy Landing (cheap hotel, somewhat dangerous)
5. Martian Dick's (favorite rocketjock hangout)
6. The Layover (cheap hotel, but clean and safe)
7. Far Horizon (restaurant/tavern)
8. Saylah's (popular "truck stop" diner)
9. The Hanged Man (tavern frequented by pirates)
10. Bertha's Mailbox (message center for spacemen)
11. Luna-Tychoport Library and Information Center
12. Air/water recycling plant pumphouses
13. First Church of Free Luna
14. Moran's (clothing store, specializing in space gear)
15. Designs of Luna (expensive indoor outfits)
16. Firste Luna Bank branch office
17. Elite Technology (personal weapons for sale)
18. Paralux Jetcars (new and used transportation)
19. Metaluna Computers (ship computer hardware and compdexes)
20. Club Tycho (expensive restaurant, members only)
21. Chez Luna (restaurant, not as fancy as its name)
22. The Chartshop (maps and navigational aids)
23. Warhead Inc. (personal & ship weapons of all types, mostly pre-owned)
24. Jacobie's Rocket Chandlery (tools, supplies, equipment, rocket belts, etc.)
25. Transluna Inc. Jetcar Rental
26. Astra Hotel (much less expensive than Hotel Luna)
27. Spaceman's Hiring Hall (employment agency)
28. Higgert Metals & Technology (hardware store; fence for pirate activity)
29. Jon Choy's Used Rockets (offices adjacent to hangars)
30. Coprates Lunar (moderately expensive hotel favored by RAM execs)

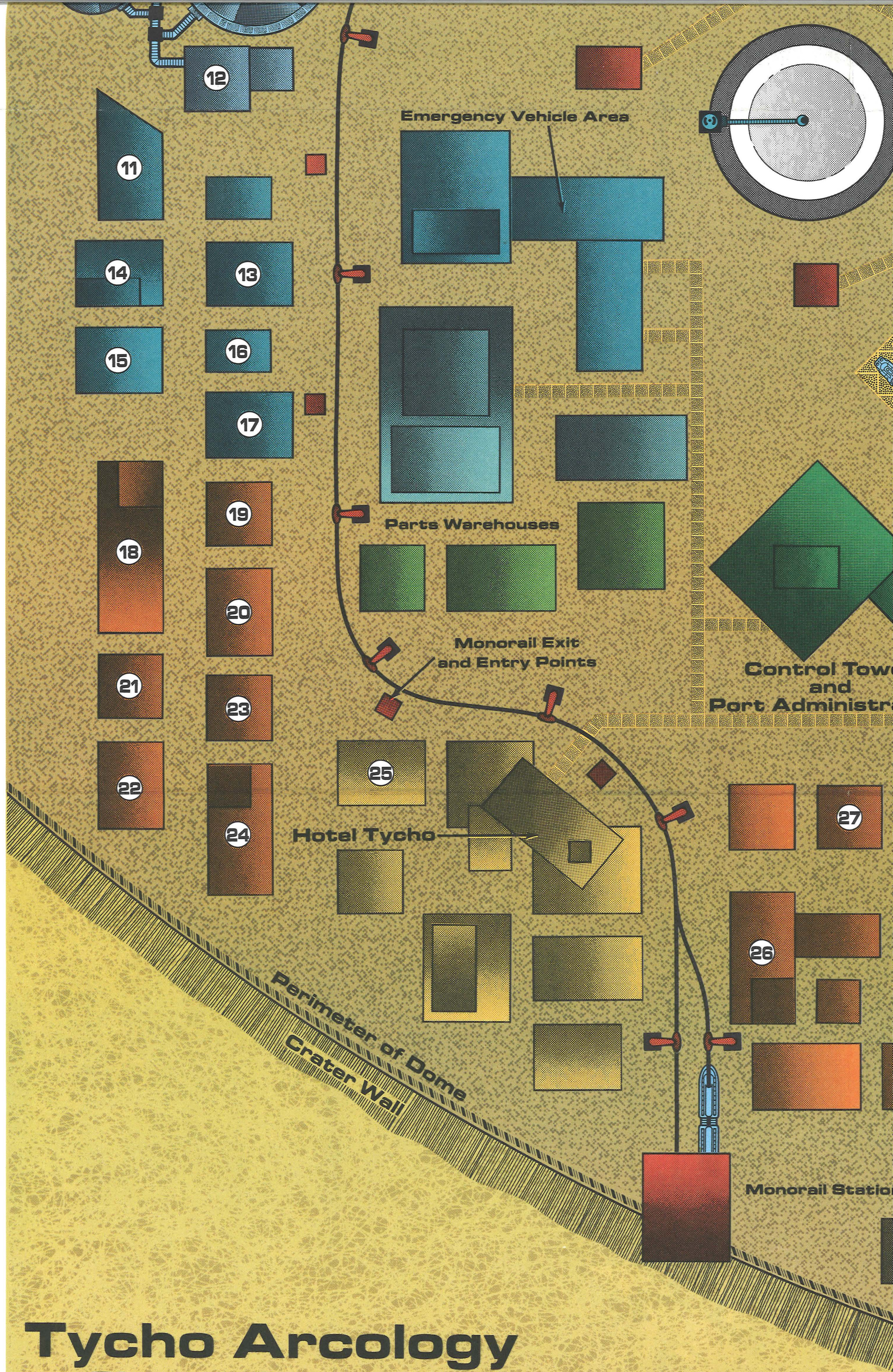
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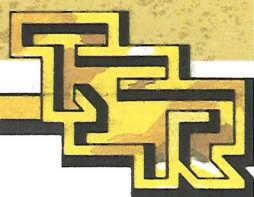
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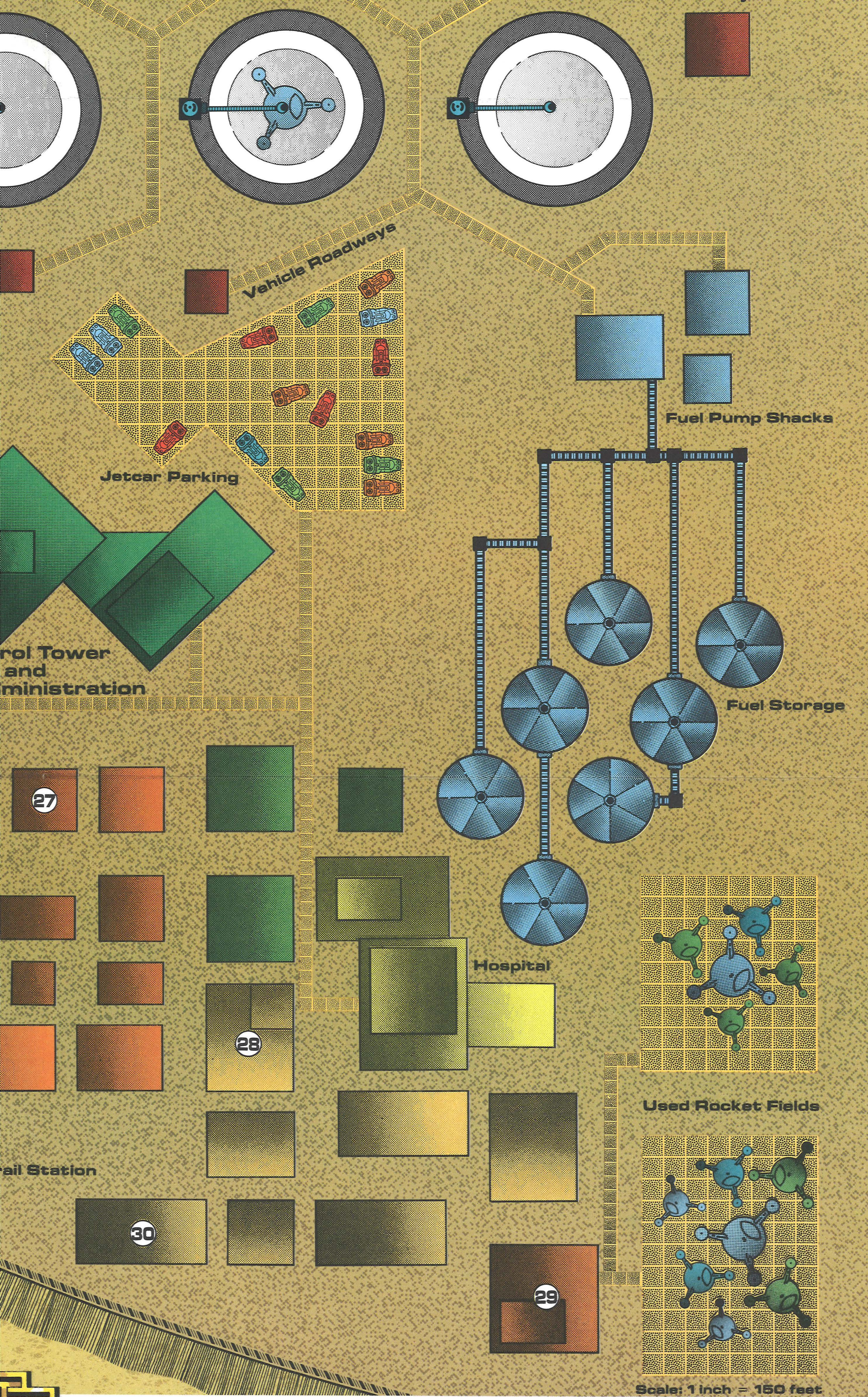




Tycho Arcology

Class A Spaceport





Scale: 1 inch = 150 feet

