

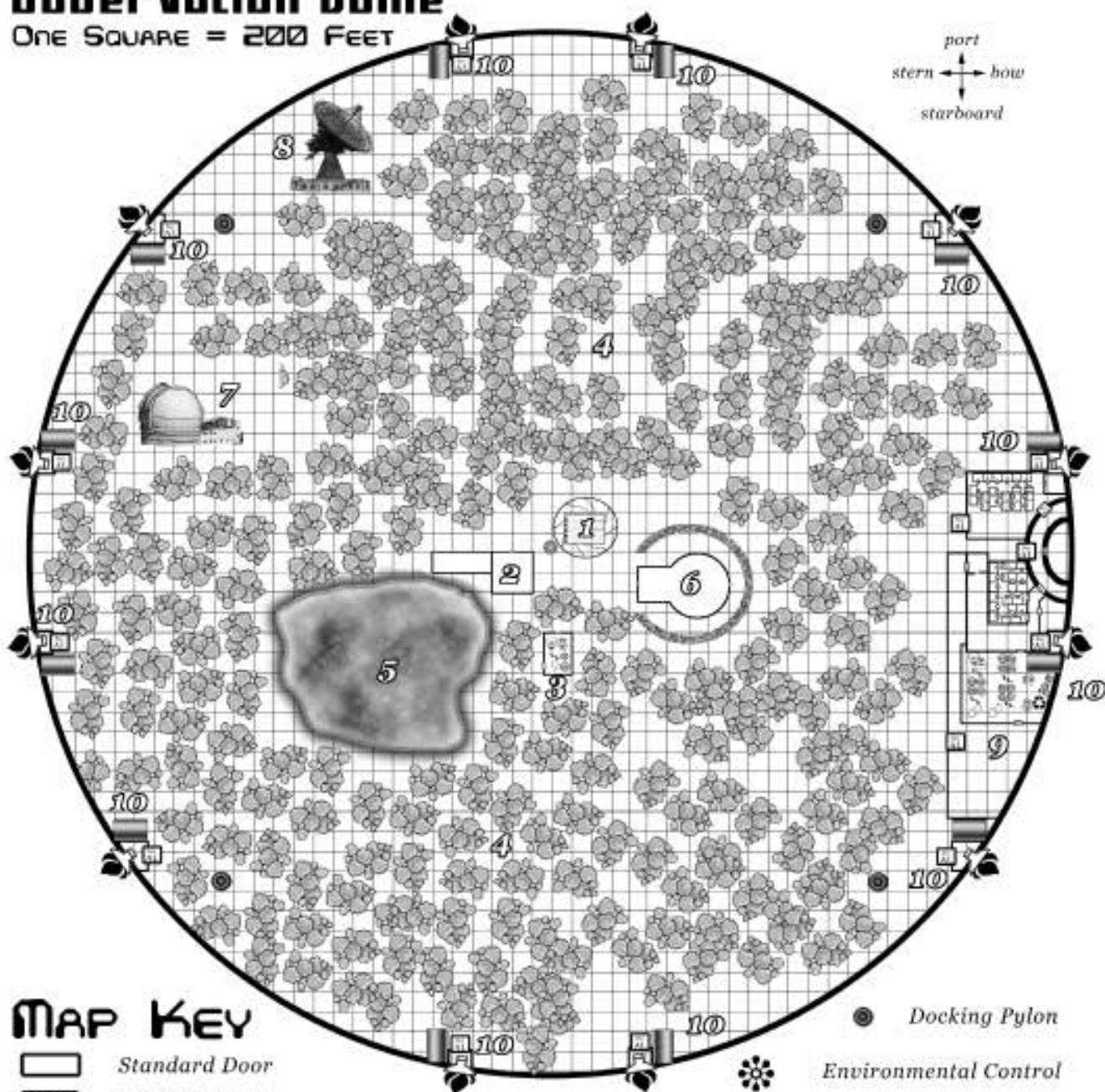
STARSHIP WARDEN

MAPS OF THE WARDEN



Observation Dome

ONE SQUARE = 200 FEET



MAP KEY



Standard Door



Security Door



Security Airlock



Thruster Fuel Cell



Radio Telescope



Observatory



Thruster



Gravity Node



Robot Depot



Docking Pylon



Environmental Control



Recycling Center



Fusion Generator



Water Purification



Circuit Bus



Air Purification

1) Central Elevator
5) McKinley Lake

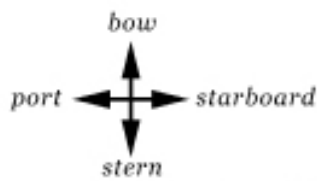
2) Visiting Dignitary Residence
6) Galaxy Hall
4) Bridge

3) Utility Building
7) Martelle Observatory
10) Thruster

4) Forest Walk
8) Radio Telescope

Dome Bridge

One Square = 50 Feet



MAP KEY



Security Airlock



Security Door



Standard Door



Standard Power Substation



Robot Depot



Air Purifying Station



Water Purifying Station



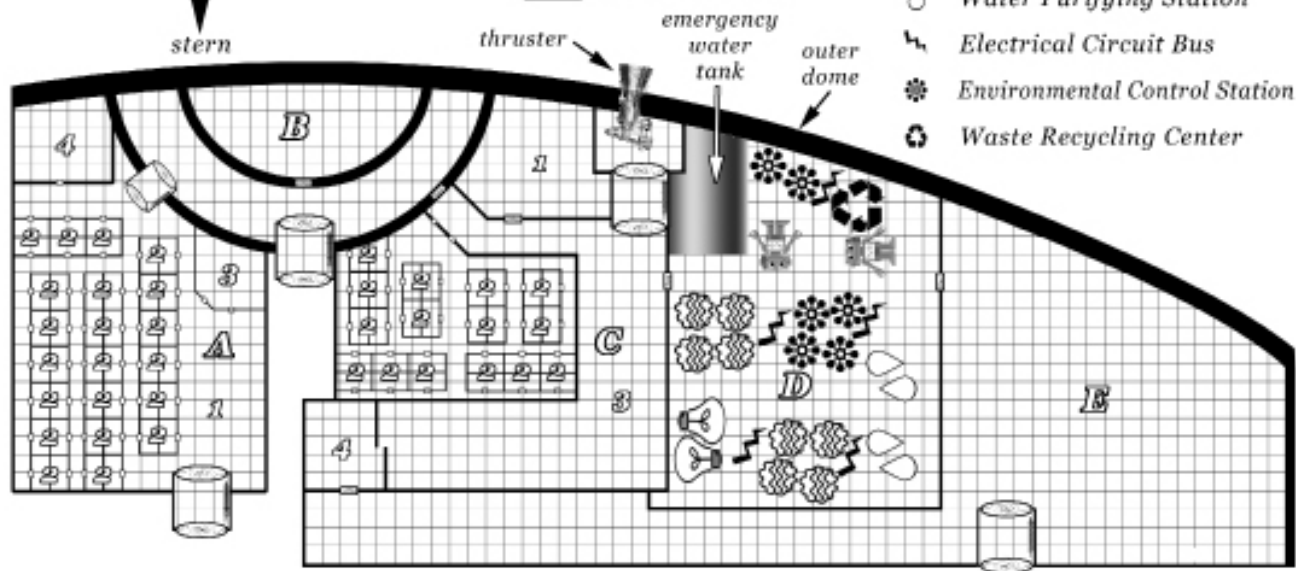
Electrical Circuit Bus



Environmental Control Station



Waste Recycling Center



EMERGENCY: POWER SUBSTATION REACTOR IS OVERHEATING

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Problem Reported: Fusion Reactor Overheating.
Meltdown predicted in **5.99** hours.

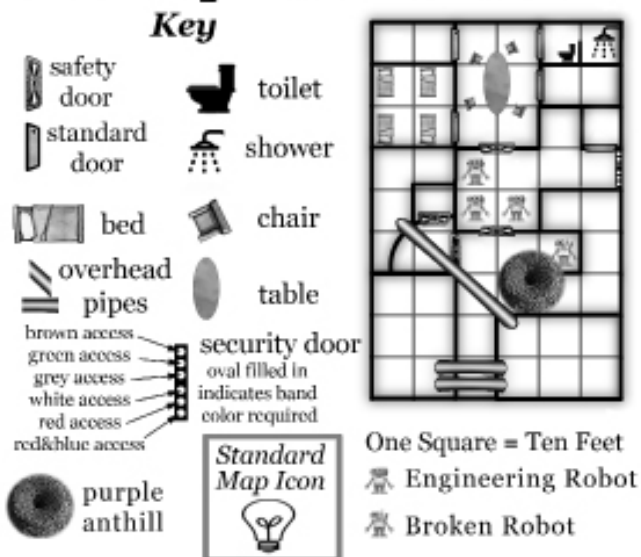
Location: Engineering crawlway tween Deck #5.5, stern substation #1.

Proximate Cause: electronic control circuitry failure. Foreign objects detected in control section. Coolant recirculation pump malfunction.

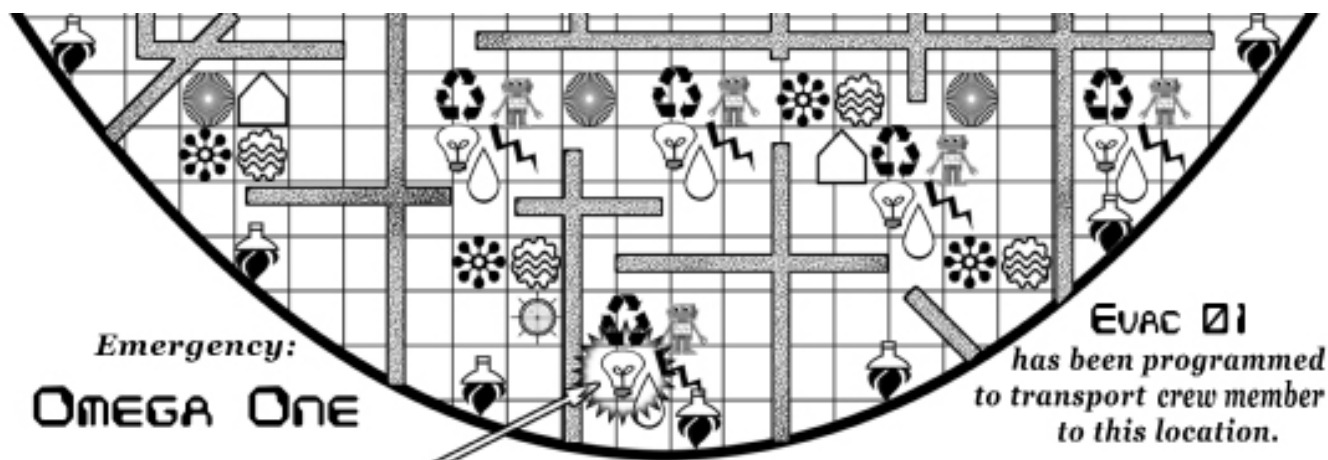
Current Solution: 4 Engineering Robots dispatched to institute repair or replacement of pump and control circuitry. One has summarily ceased function due to attack of unknown origin. Three others await updated orders following this attack. Emergency Evac Unit programmed to transport crewmember to site to provide aid and guidance to Engineering Robots. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

Overheating Power Substation



OMEGA ONE



Crew member Requirements:

- Engineer from the *Warden* as the robots only take orders from those with gray bands.
- Military capable as assailant rendering current workforce inoperable is unidentified.
- Knowledge of electronics is recommended.
- Knowledge of power generation systems is recommended.
- Knowledge of hull repair is recommended.
- Programming knowledge recommended for return.

Equipment Requirements:

- Electronics repair kit
- Communication Headset with A.I. link
- Hydraulic pump (unavailable on this level)
- Welding torch and Duralloy patch panel recommended
- Laser Pistol recommended (unavailable on this level)
- Radiation Suit recommended
- Emergency Evac Unit program guide recommended.

EMERGENCY: OXYGEN DEPLETION IN SECTOR #7 OF DECK 17

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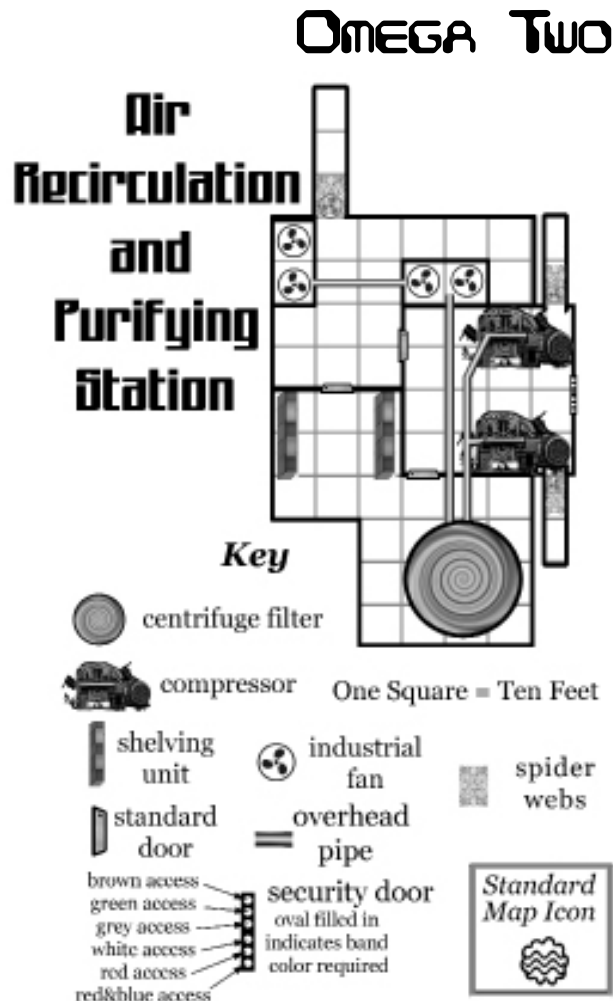
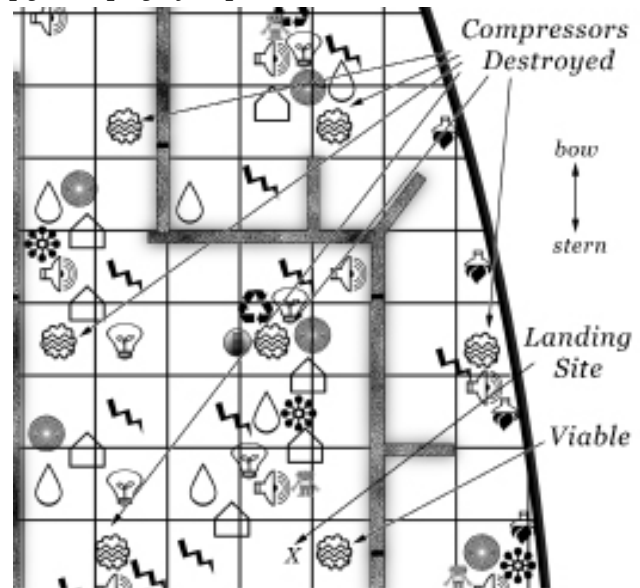
Problem Reported: oxygen depletion due to purifier shutdown. Current atmosphere toxic.

Location: Engineering crawlway tween Deck #16.5, starboard air purification substations #1-7.

Proximate Cause: multiple compressor failure. Foreign objects detected clogging air ventilation system.

Current Solution: 4 Android Workers were sent to each facility to clear ventilation blockage. Material blocking ventilation is viscous and sticky and interferes with Android mobility. Several have summarily ceased function due to immobility. Operations halted pending analysis of material and summary of situation. Emergency Evac Unit programmed to transport crewmember to site. No crewmember yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:



Crewmember Requirements:

- Any Warden crewmember; Engineer a plus.
- Military capable as source of foreign objects is unknown.
- Programming knowledge recommended for return.

Equipment Requirements:

- Self-contained environmental suit
- Communication Headset with A.I. link
- Extra oxygen canisters (4 recommended)
- Gray Engineer's wristband recommended
- Laser Pistol recommended (unavailable on this level) for removal of high tack value (sticky) foreign objects
- Emergency Evac Unit program guide recommended.

EMERGENCY: HULL BREACH ON DECK 8

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Problem Reported: Hull breach and partial loss of pressure on Deck #8. Some atmospheric venting still occurring.

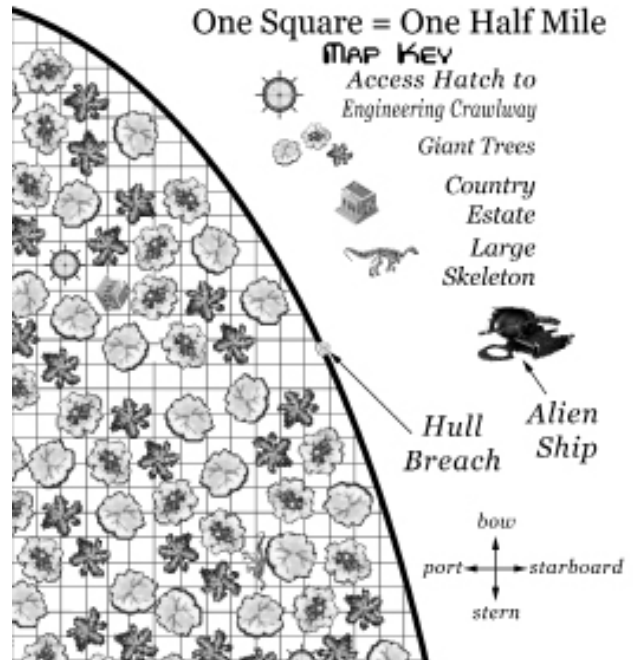
Location: Starboard bow hull aligned with Deck #8.

Proximate Cause: Alien Life form intrusion detected. 8' diameter hole through hull.

Current Solution: 4 Engineering Robots sent to patch hole with duralloy patch plating. Robots are being hampered by an alien attack. Operations currently ineffective due to this interference. Emergency Evac Unit programmed to transport crewmember to site to destroy aliens. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

OMEGA THREE



Crewmember Requirements:

- Engineer from the *Warden* as the robots only take orders from those with gray bands.
- Military trained as assailants rendering current workforce ineffective are hostile. Knowledge of energy weapons imperative. Marksman is preferred.
- Experience with zero gravity and extra-vehicular activity recommended.
- Knowledge of xenobiology is recommended.
- Knowledge of hull repair is recommended.
- Knowledge of physics is recommended.
- Knowledge of robotics is recommended.
- Programming knowledge recommended for return.

Equipment Requirements:

- Self-contained environmental suit
- Magnetic boots
- Environmental suit repair kit recommended
- Extra oxygen canister (recommended)
- Duralloy patch panels (4 recommended)
- Welding torch
- Laser Rifle recommended (unavailable on this level)
- Plasma Rifle or other secondary weapon recommended (unavailable on this level)
- Emergency Evac Unit program guide recommended
- Extra Batteries for energy weapons
- Communication Headset with A.I. link
- Gray Engineer's wristband recommended for giving orders to Engineering Robots.

EMERGENCY: MANUFACTURING FAULT CREATING ROGUE ANDROIDS ON DECK 13

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Problem Reported: fault light indicated on Android Manufacturing Unit #25. Fault indicates that improperly programmed androids, with no compulsion to obey orders, are being created.

Location: Area #10 of Deck #13, Machine #25.

Proximate Cause: corrupted code in circuitry. Engineering and Security Robots sent to investigate and rectify problems do not report in. Rogue Androids suspected.

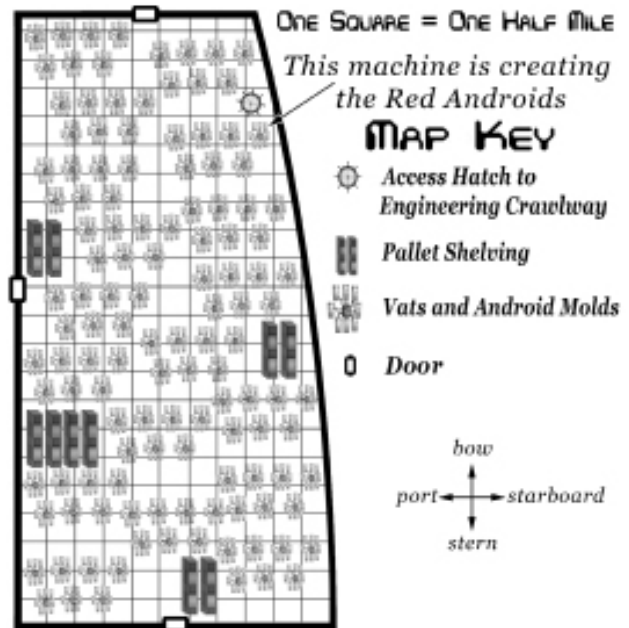
Current Solution: 4 Engineering Robots and 2 Security Robots sent to reprogram this unit have never reported in, while the machine still reports a fault. Robots currently ineffective for unknown reason. Emergency Evac Unit programmed to transport crewmember to investigate cause and destroy machine. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

OMEGA FOUR

Crewmember Requirements:

- Security Officer from the *Warden* as the decision has been made to scrap this device.
- Military trained as situation unknown. Knowledge of energy weapons imperative.
- Experience with machinery recommended.
- Knowledge of explosives is recommended.
- Knowledge of robotics is recommended.
- Programming knowledge recommended for return.



Equipment Requirements:

- Laser Rifle recommended (unavailable on this level)
- Plasma Rifle or other secondary weapon recommended (unavailable on this level)
- Explosive Device recommended (unavailable on this level)
- Emergency Evac Unit program guide recommended
- Extra Batteries for energy weapons
- Communication Headset with A.I. link
- Red Security wristband recommended for giving orders to Security Robots
- Voltage Enhanced Paralysis Rod recommended.

EMERGENCY: NAVIGATION AND SCANNING SYSTEMS OFFLINE

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Problem Reported: navigation and exterior scanning are offline. No response or reports from automated equipment. The *Warden* is flying blind.

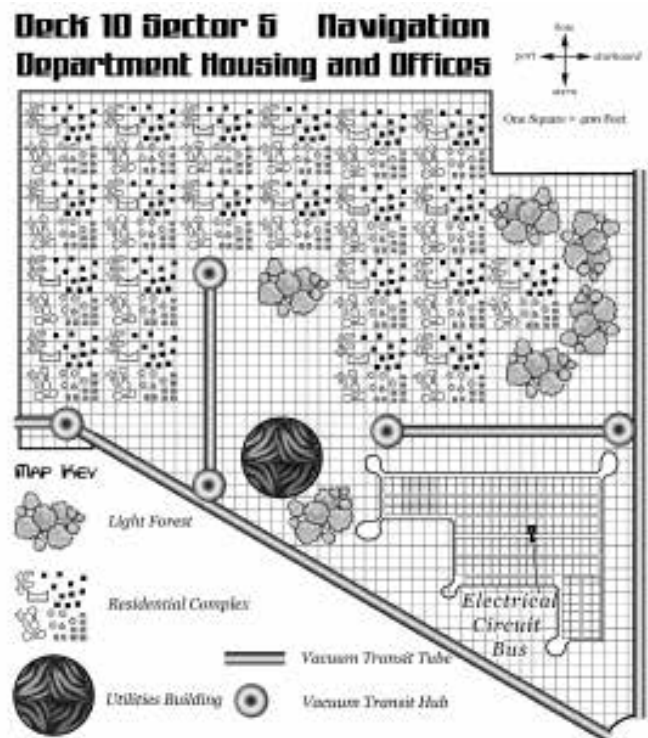
Location: Area #5B of Deck #10.

Proximate Cause: electrical surge exceeding wiring capacity noted before shutdown. Fire reported but since extinguished. Auto-reboot fails to initiate. Engineering Robots unable to enter building in the absence of Command personnel.

Current Solution: None. Command personnel required for access to building interior. No crew member yet located to fill this vacancy.

Lack of viable solution now reclassifies this Emergency as:

OMEGA FIVE



Crewmember Requirements:

- Command Officer from the *Warden* as command wristband required for building access and computer authorizations where needed.
- Knowledge of electronics imperative.
- Knowledge of computers imperative due to the need to reinitialize automated scanning and navigation systems.
- Situation unknown; knowledge of self defense recommended.
- Knowledge of robotics is recommended.
- Programming knowledge recommended.

Equipment Requirements:

- Laser Rifle recommended (unavailable on this level)
- Stun Rifle or other secondary weapon recommended
- External light source with spare batteries recommended.
- Emergency Evac Unit program guide recommended
- Electronics repair kit recommended
- Communication Headset with A.I. link
- Command wristband required for building access and for authorization to reboot computer system.
- Situation unknown; prybar, climbing gear, and sledgehammer recommended (unavailable on this level).

Deck 1

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 34 MILES X 15 MILES

MAP KEY

-  Access Hatch to Engineering Crawlway
-  Damage Control Robots
-  Trees
-  Pressure Sealed Overhead Catwalk
-  Restaurant Seating
-  Door
-  Tactical Console
-  Airlocked Door
-  Computer Equipment
-  Security Door
-  Special Operations Equipment
-  Ramp
-  Military Vehicles
-  Refrigeration Unit
-  Cryostasis Tubes
-  Space Suits
-  Standard Military Weaponry
-  Automated Repair Machinery
-  Showers
-  Avenger Class Shuttle
-  Changing Bench
-  Restaurant Cooktop
-  Control Chair
-  Military Pack
-  Military Heavy Weapons
-  1) Central Elevator
-  5) Cryostasis
-  2) Parkway
-  6) Command and Control
-  3) Strike Force Check-In
-  7) Ship's Military Weapons
-  4) Strike Force Restaurants
-  8) Military Shuttle Bay

Gravity:

0.89- 1.12 G

Power:

EXTERNAL

Background EMF:

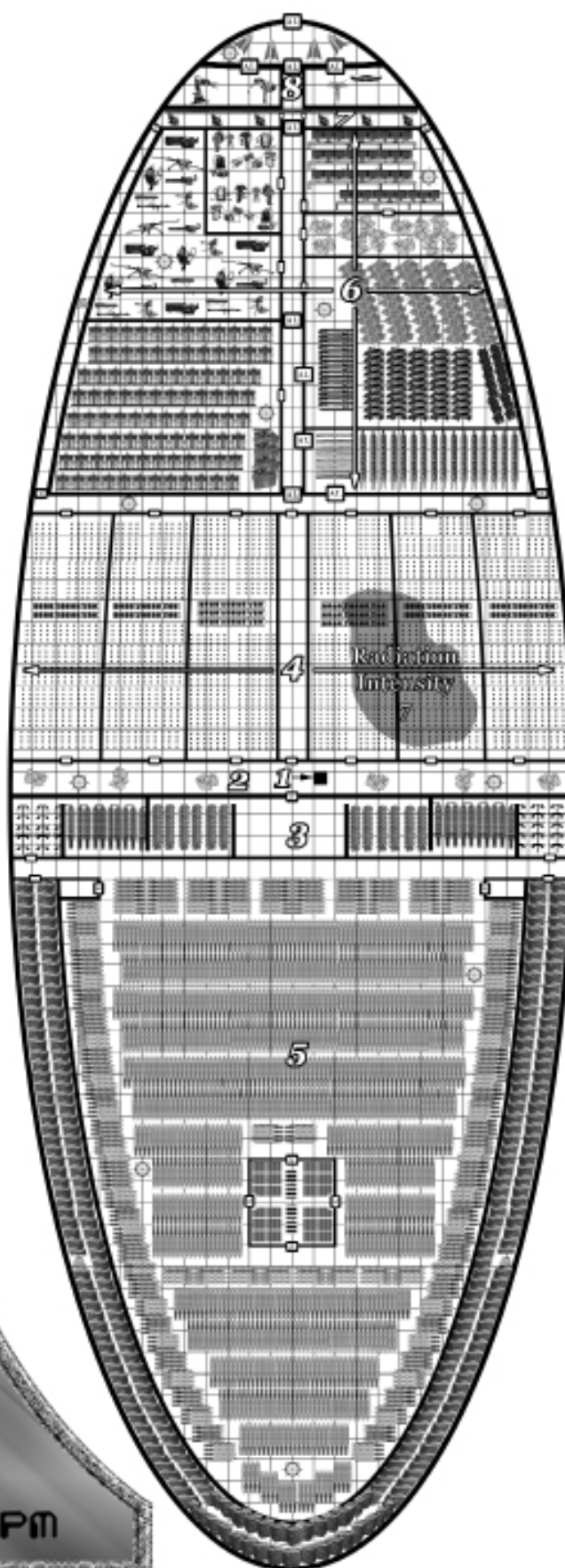
1.90 - 2.35 mG

Ambient Temperature:

66° F / 19° C

Atmospheric Anomalies:

TETRAFLUOROETHANE 0.32 PPM



Key



Artificial Intelligence
Data Processors



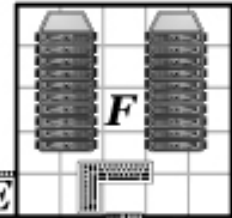
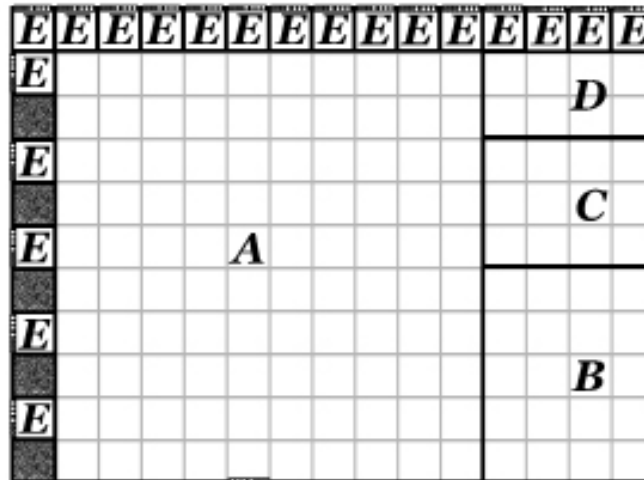
Input and
Programming

brown access
green access
grey access
white access
red access
red&blue access
black access

security door
oval filled in
indicates band
color required

Central Elevator

One Square = Twenty Feet



Strike Force Check-In

One Square = 1000 Feet

MAP KEY



Security Door



Standard Door



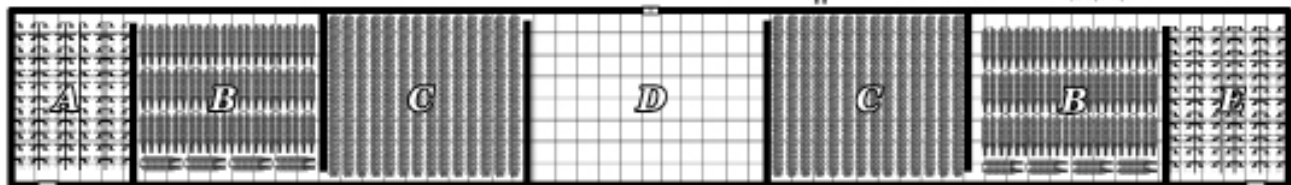
Military Uniforms



Military Pack



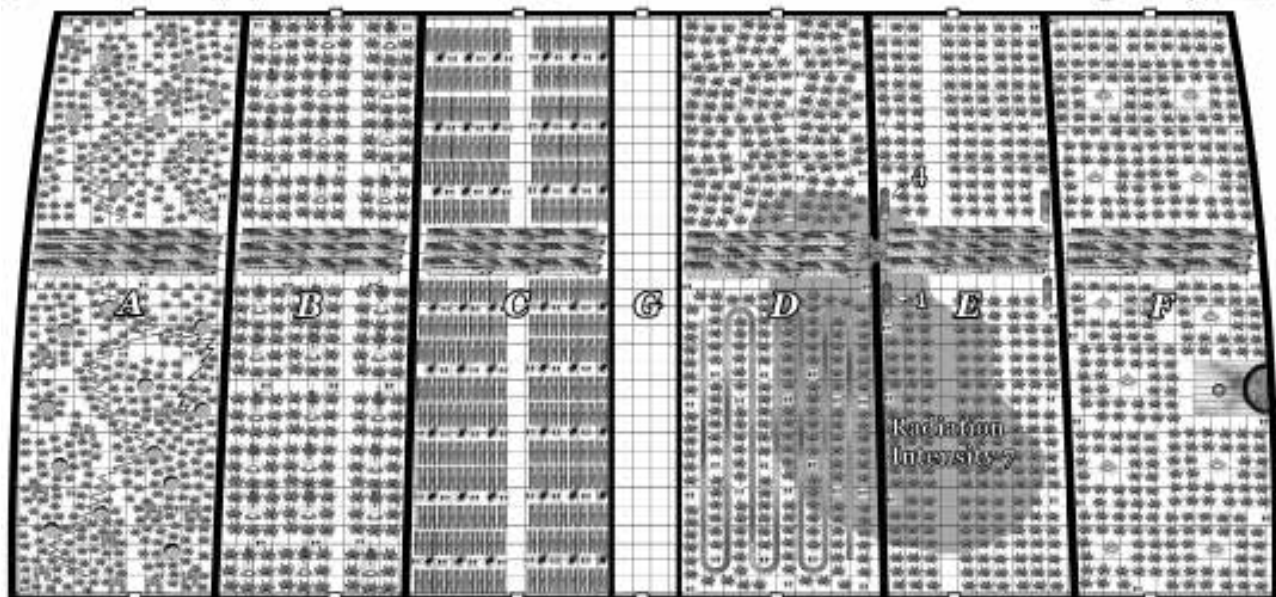
Showers



Strike Force Restaurants

One Square = 1000 Feet

(Furniture and Equipment not shown to scale)



MAP KEY

□ Door

● Fountains

■ Table and Chairs

■ Asian Decorations

■ Streams and Ponds

■ Restrooms

■ Bandstand and Dance Floor

■ Cooking Equipment

■ Live Seafood Tank

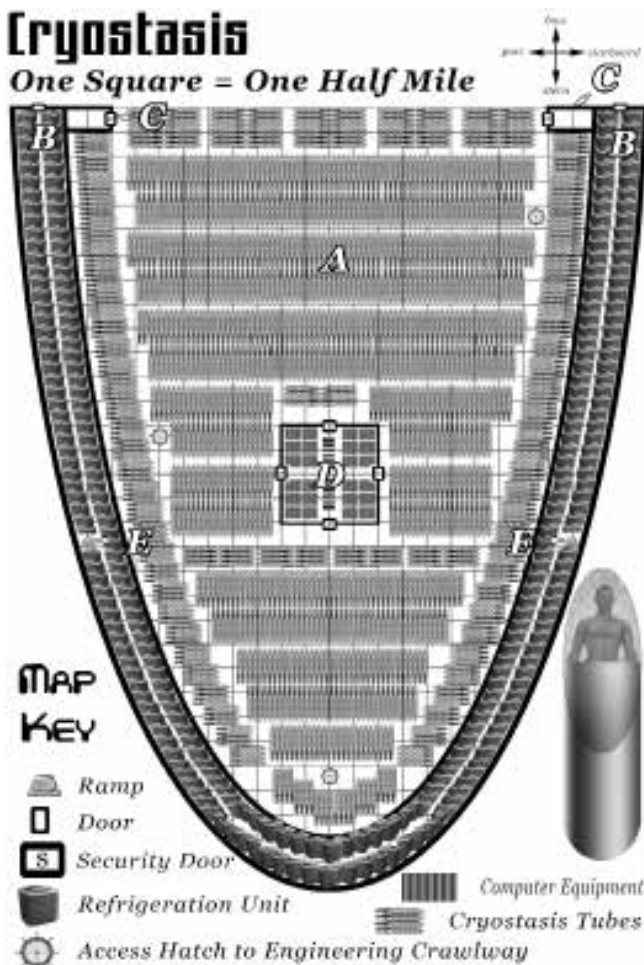
■ Canal

■ Bench Seating

■ Tree

Cryostasis

One Square = One Half Mile



Wolfoid Subtable

Die Roll Result (2d6)	Wolfoid Type
2-4	Aztec
5	Cherokee
6	Egyptian
7	Mongol
8	Ninja
9	Pirate
10	Roman
11-12	Viking

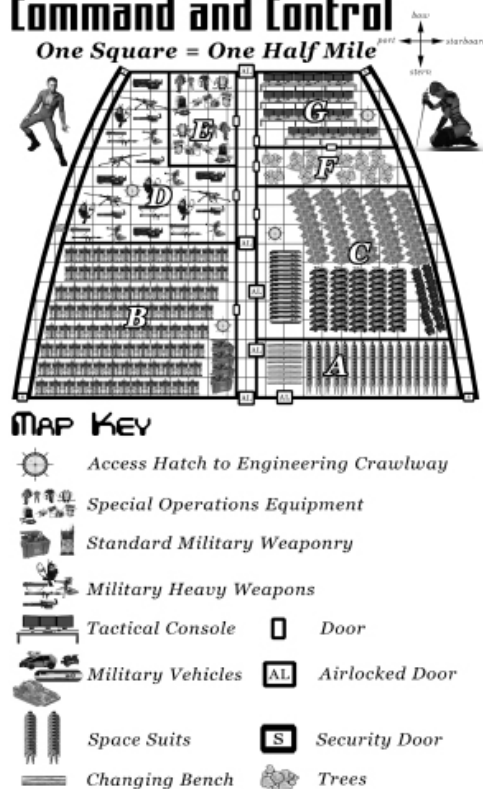
Die Roll Result (3d6)

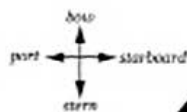
Creature

3-6	Bearoid
6	Chimpoid
7	Cougaroid
8	Gorilloid
9	Hawkoid
10	Humanoid Rabbit
11	Jeget
12	Man Bird Mutant
13	Pygmy Humanoid
14	Shocker Beast
15	Thief Beast
16-18	Wolfoid (see subtable)

Command and Control

One Square = One Half Mile





Engineering Crawlway

Tween Deck #1.5

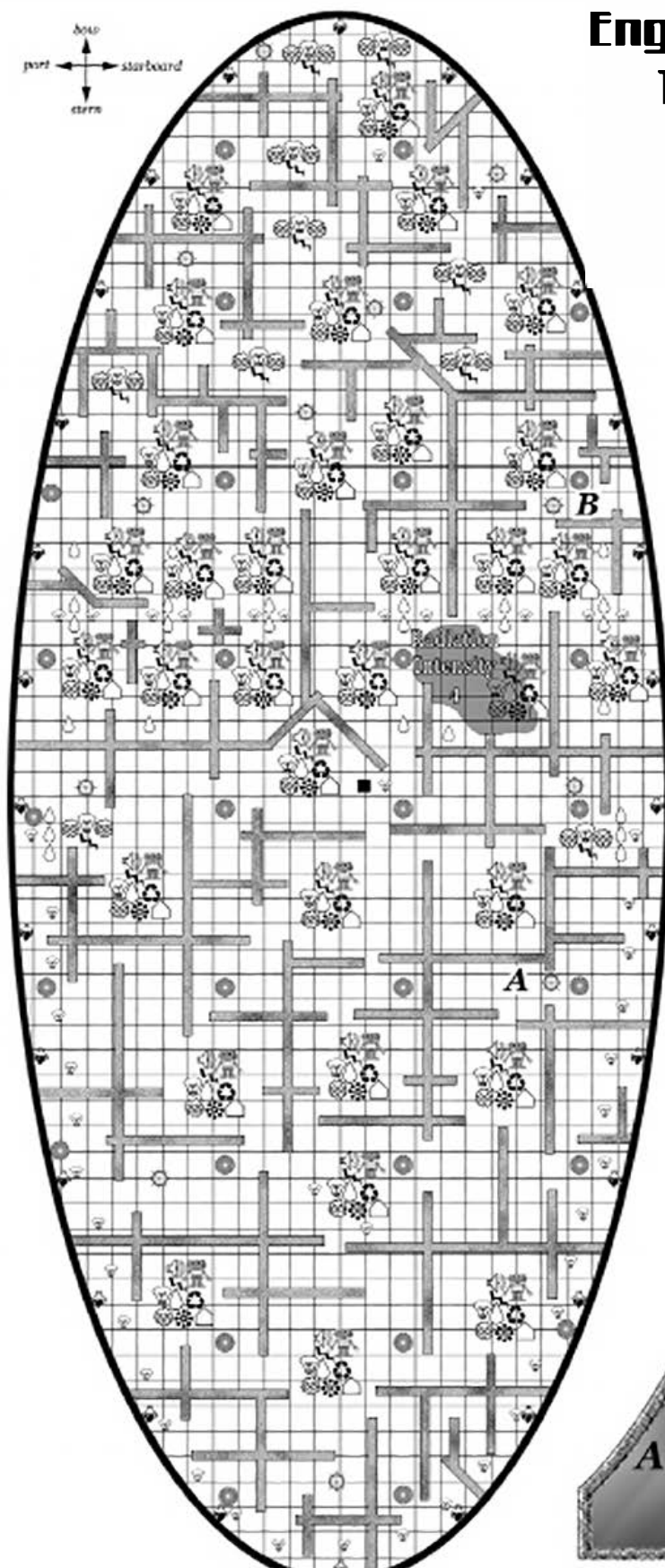
One Square = One Half Mile

Key

- standard power substation
- broadcast power station
- rocket depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity well
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Note: none of the hatches on this level open unless the air pressure is equal on both sides of the hatch.



Gravity:

0.90 - 1.02 G

Power:

INTERNAL FUSION AND
BROADCAST SUBSTATION

Pressure:

100.9 KPA

Power Capacity:

13695 MW

Background EMF

1.06 - 1.52 mG

Ambient Temperature:

63° F / 17° C

Deck 2

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 34 MILES X 15 MILES

MAP KEY

-  Access Hatch to Engineering Crawlway
-  Office Cubicles  Air Lock
-  Help Desk  Standard Door
-  Clothing and Gear Kiosk
-  Clothing and Gear Shelving
-  User Input Terminal
-  Ramps to Other Decks
-  Transit Tube  Theater
-  Transit Hub  Trees
-  Cryotubes
-  Holosuite  Security Door
-  Computer Equipment

- 1) Central Elevator and Parkway
- 2) Deck #2 Security
- 3) Emergency Medical Station
- 4) Cryogenic Stasis Chamber
- 5) Holosuites
- 6) Experimental Engineering Laboratory
- 7) Inclined Ramps to Other Levels

Gravity:

0.95 - 1.03 G

Power:

EXTERNAL

Background EMF:

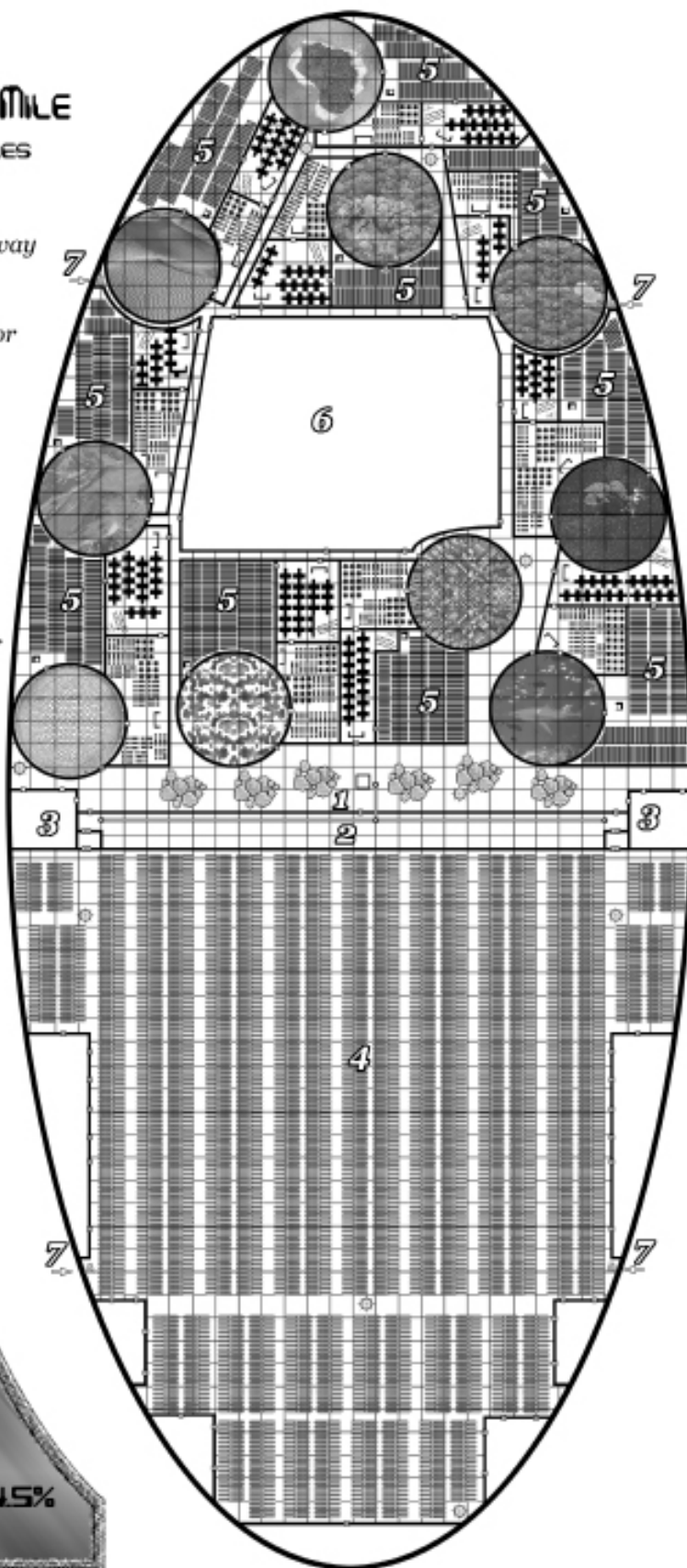
1.87 - 3.49 mG

Ambient Temperature:

66° F / 19° C

Atmospheric Anomalies:

EXTREMELY LOW HUMIDITY: 3 - 4.5%



Key



Artificial Intelligence
Data Processors



Input and
Programming



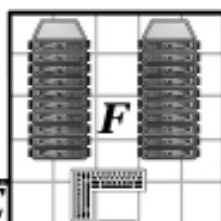
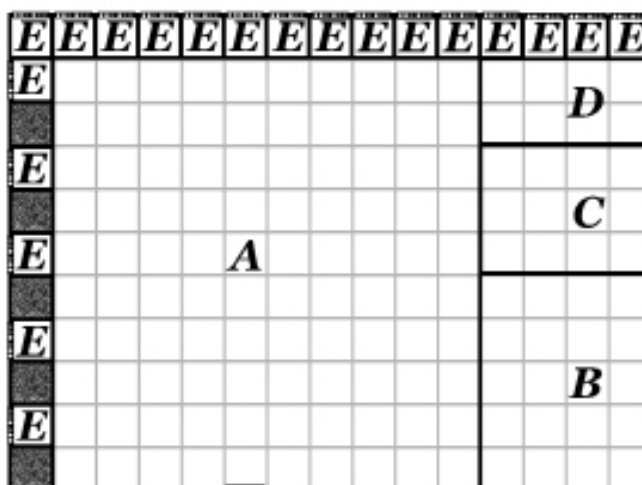
Holographic
Projector

brown access
green access
grey access
white access
red access
red&blue access

security door
oval filled in
indicates band
color required

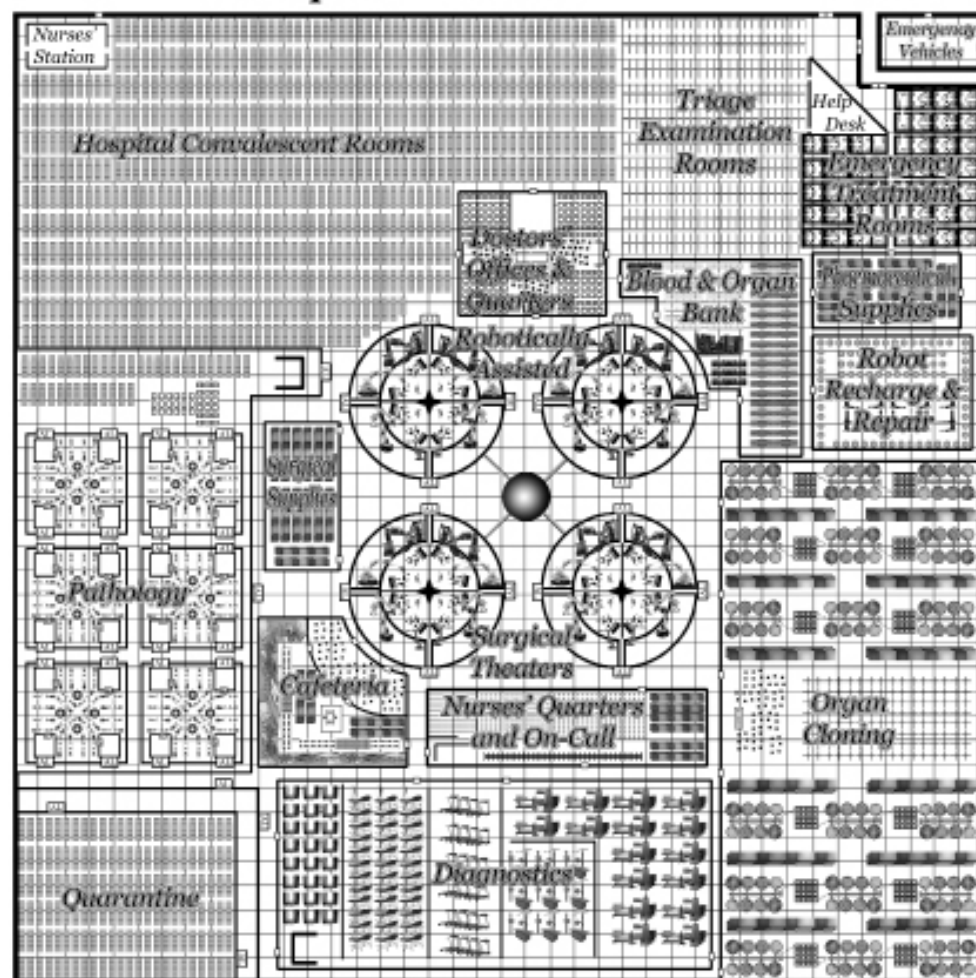
Central Elevator

One Square = Twenty Feet



Emergency Medical Station

One Square = 200 Feet

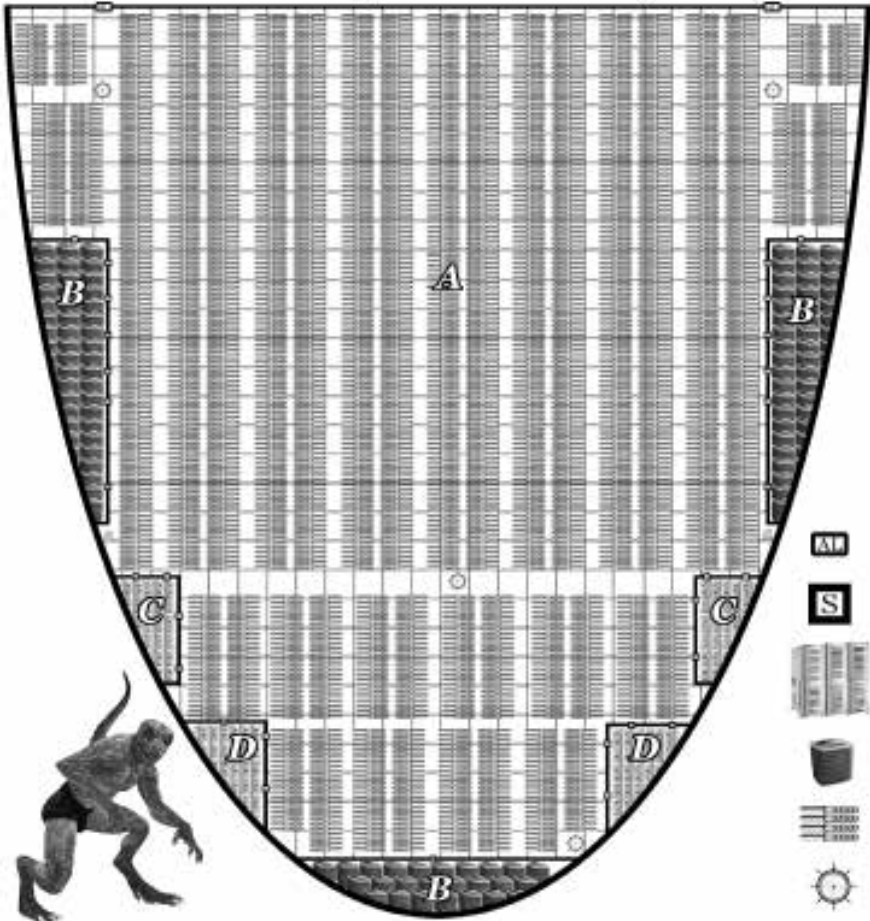


MAP KEY







- Air Lock
- Office Cubicles
- Changing Rooms
- Nutrient Blender
- Cloning Vats
- Convalescent Rooms
- Cooking Station
- Medical Robots (spare)
- Pathology Lab
- Standard Door
- Table & Chairs
- Walk-in Refrigerator
- Laser Body Scanner
- Security Door
- Magnetic Body Scanner
- X-Ray Body Scanner
- Stress Test Equipment
- Refrigeration Unit
- Diagnostic Preparation
- Nurses' Quarters
- Robotically Assisted Surgical Theater

Cryogenic Stasis Chamber

One Square = One Half Mile



MAP KEY

-  Airlock
-  Security Door
-  Computer Servers
-  Refrigeration Unit
-  Cryogenic Stasis Tubes
-  Hatch to Engineering Crawlway

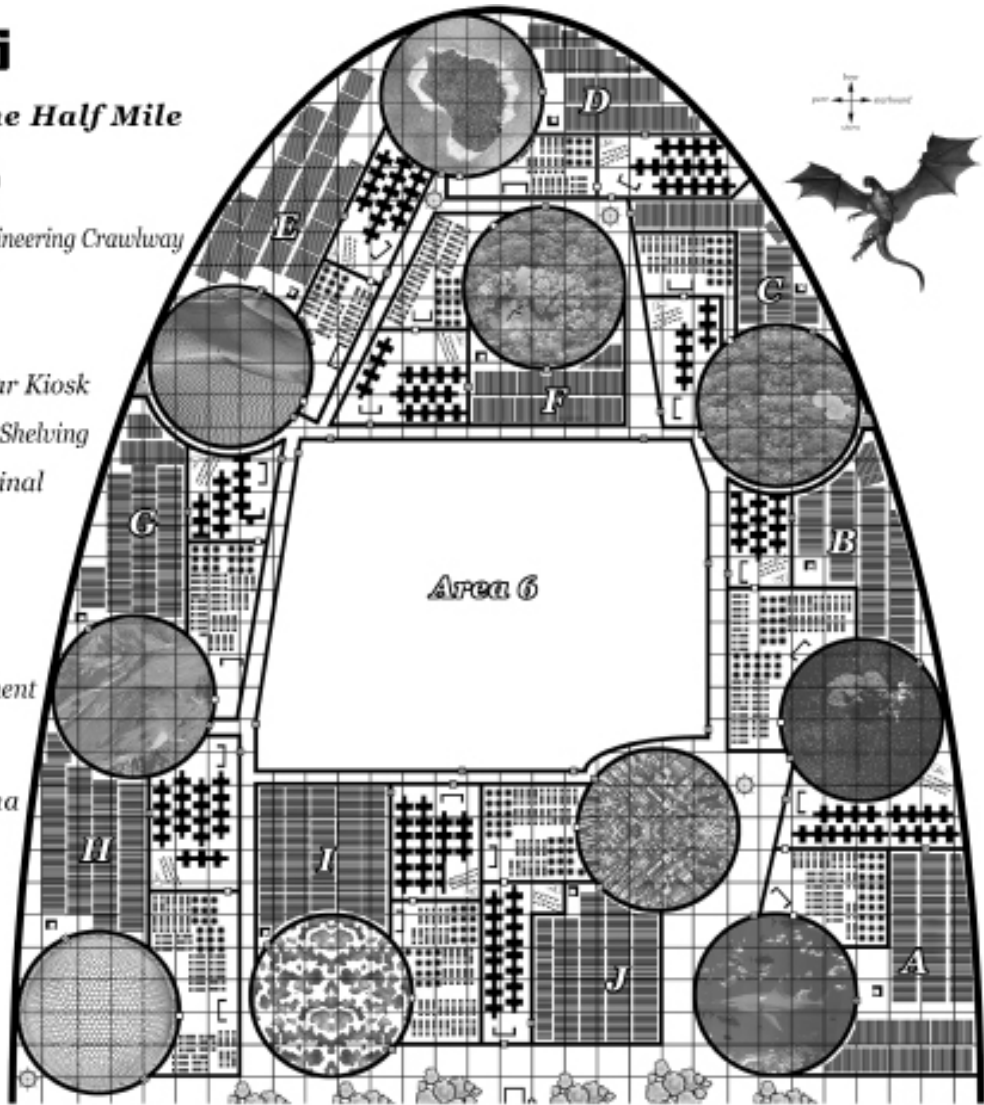
STARSHIP WARDEN

Holosuites

One Square = One Half Mile

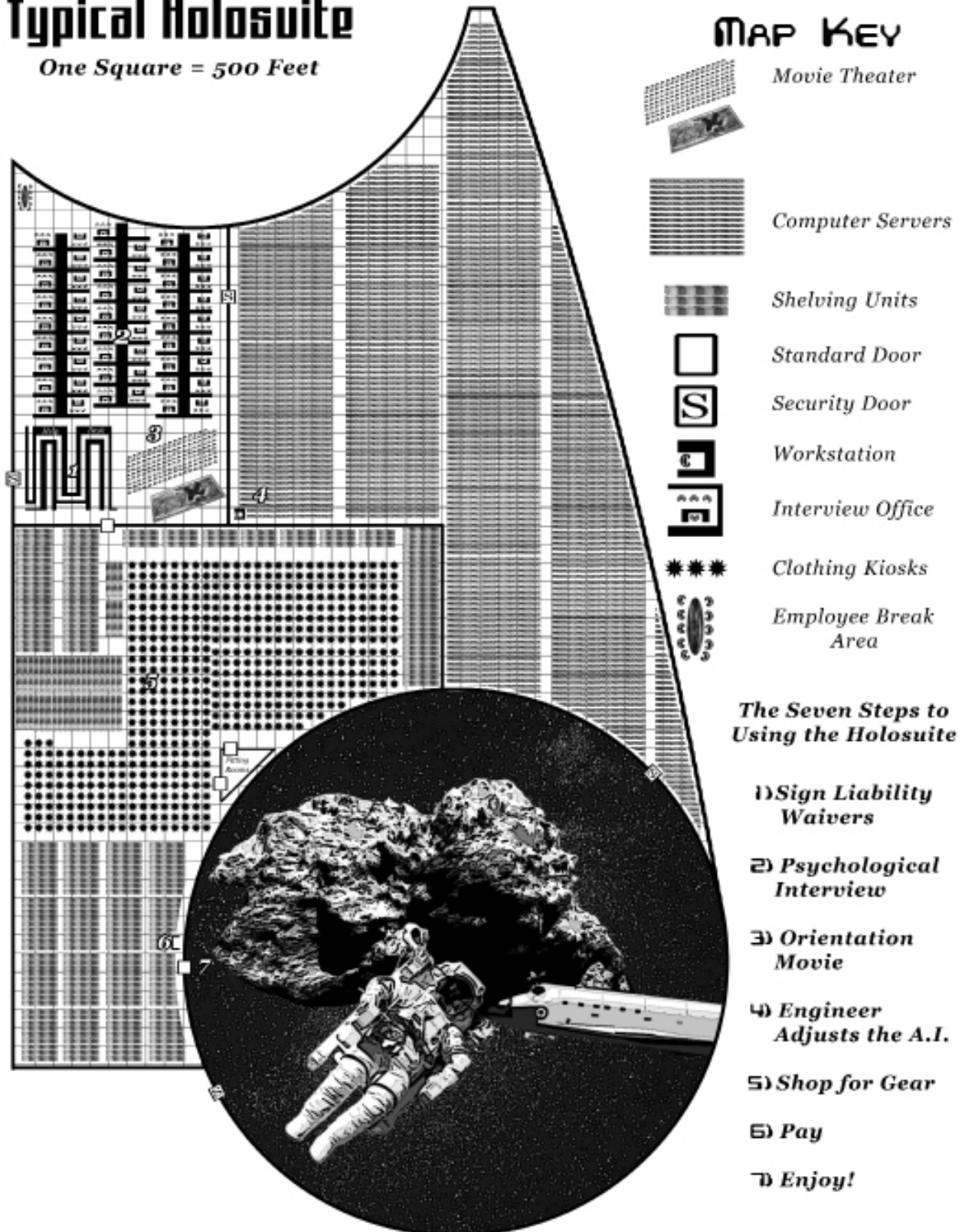
MAP KEY

-  Access Hatch to Engineering Crawlway
-  Office Cubicles
-  Help Desk
-  Clothing and Gear Kiosk
-  Clothing and Gear Shelving
-  User Input Terminal
-  Theater
-  Trees
-  Security Door
-  Computer Equipment
-  Standard Door
-  Hologram Arena



Typical Holosuite

One Square = 500 Feet



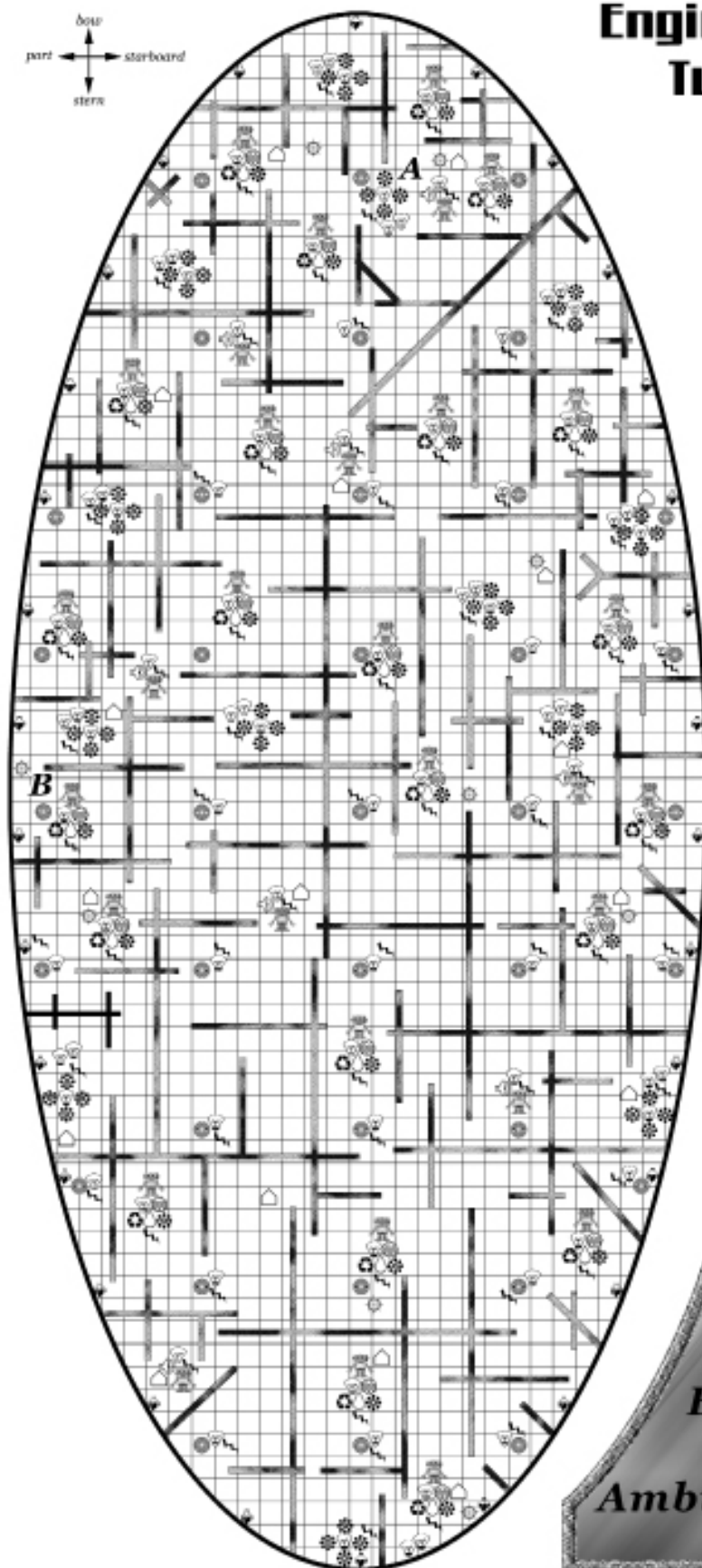
The diagram above shows a typical holosuite, and provides us with a map for the method originally used for gaining access to this magical form of entertainment.



Engineering Crawlway

Tween Deck #2.5

One Square = One Half Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Note: this crawlway has greater power generation capacity than any other crawlway within the Warden.

Gravity:

0.93-0.99 G

Power:

INTERNAL FUSION AND
BROADCAST SUBSTATION

Pressure:

102.9 KPA

Power Capacity:

16187 MW

Background EMF:

0.55 - 0.91 mG

Ambient Temperature:

63° F / 17° C

Deck 3

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 37 MILES X 17 MILES

MAP KEY

- | | | | |
|--|--------------------------------------|--|------------------------|
| | Access Hatch to Engineering Crawlway | | Metal Road |
| | Temples | | Overgrown Temple Ruins |
| | Native Village | | Jungle |
| | Field of Crops | | Game Trails |
| | Barn and Silos | | |
| | Ruined Office Buildings | | |
| | Ruins | | Intact Warehouse |
| | Residential Buildings | | |
| | Duralloy Wall Section | | |
| | Ramps to other decks | | |

- 1) Central Elevator
- 2) Panther Hunting Grounds
- 3) Pygmy Village
- 4) Jeget Village
- 5) Egyptian Wolfoid Settlement
- 6) Agnostic Ceremonial Ruins
- 7) Computer God's Temple
- 8) Ruined Temple
- 9) Sacred Pygmy Ruined Temple
- 10) Reception Hall Ruins
- 11) Winery
- 12) Military Warehouse
- 13) Aztec Wolfoid Settlement
- 14) Inclined Ramps to Deck #2
- 15) Spiral Inclined Ramp to Decks #2 & 4

Gravity:

0.95 - 1.03 G

Power:

EXTERNAL

Background EMF:

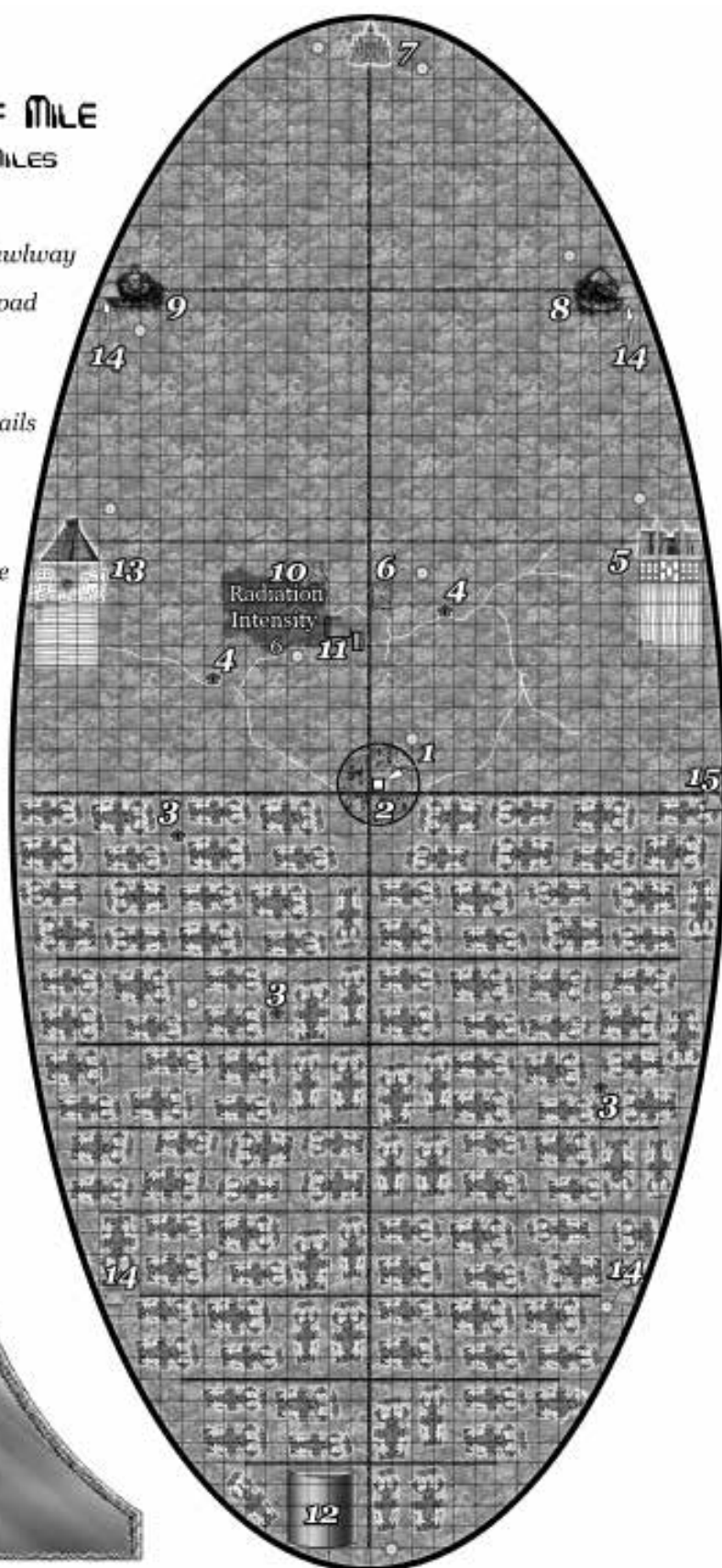
0.96 - 1.34 mG

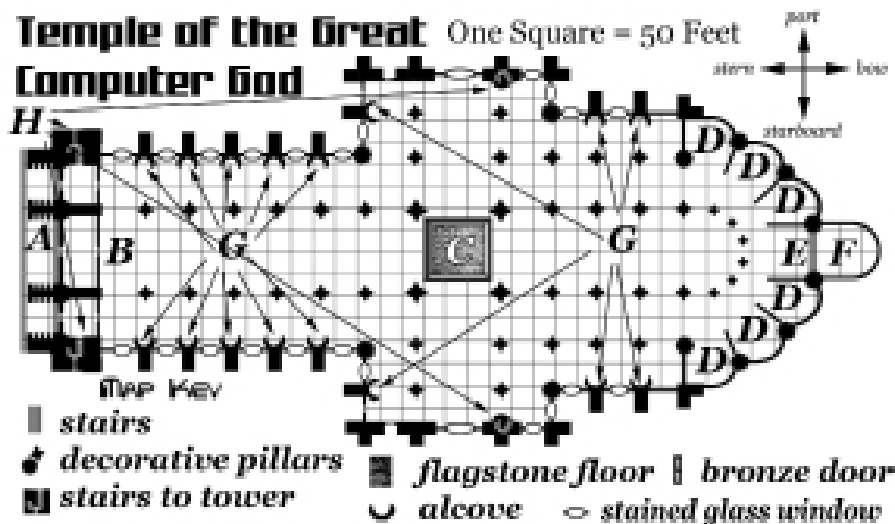
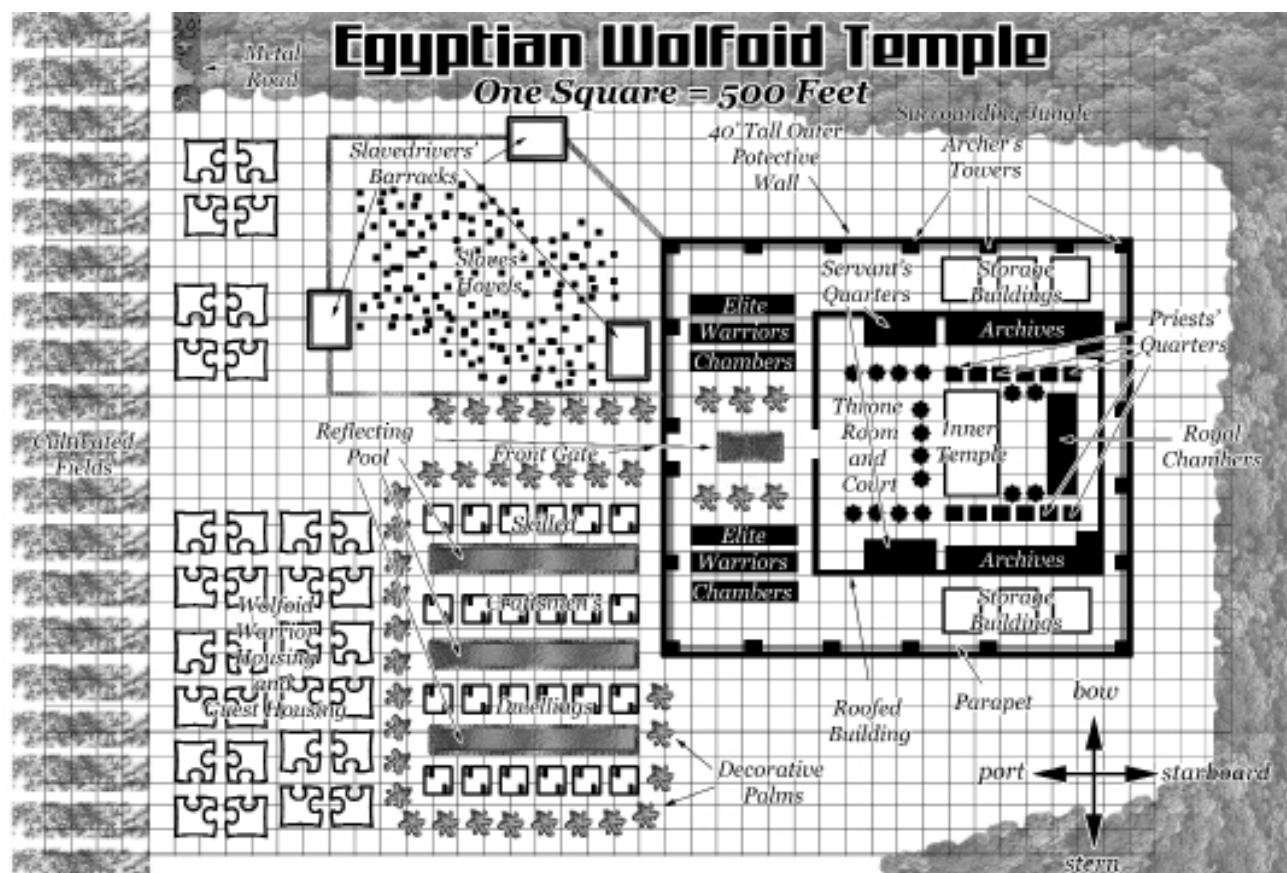
Ambient Temperature:

77° F / 25° C

Atmospheric Anomalies:

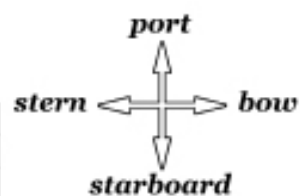
NO.: .0001% (1 PPM)



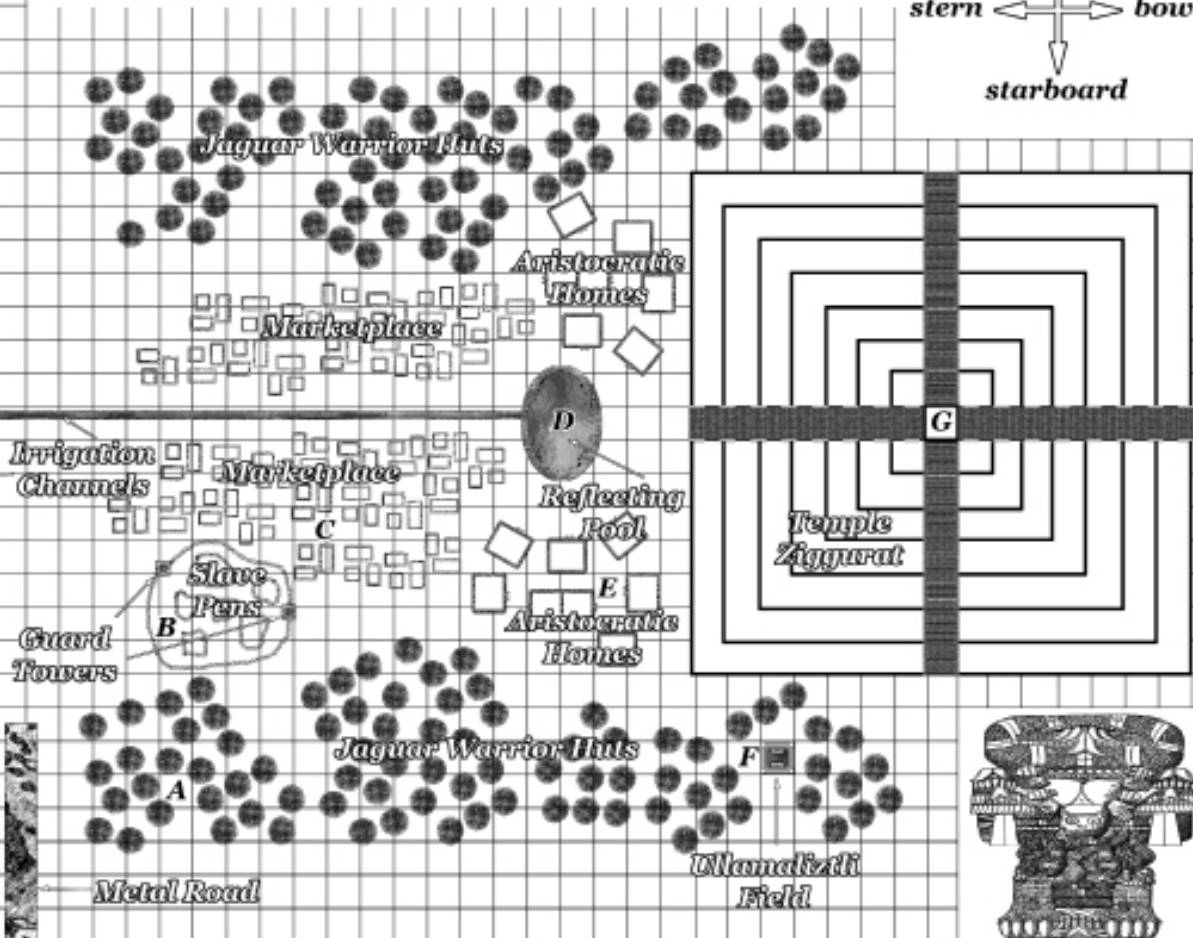


Aztec Wolfoid Temple

One Square = 500 Feet



Cultivated Fields





Engineering Crawlway

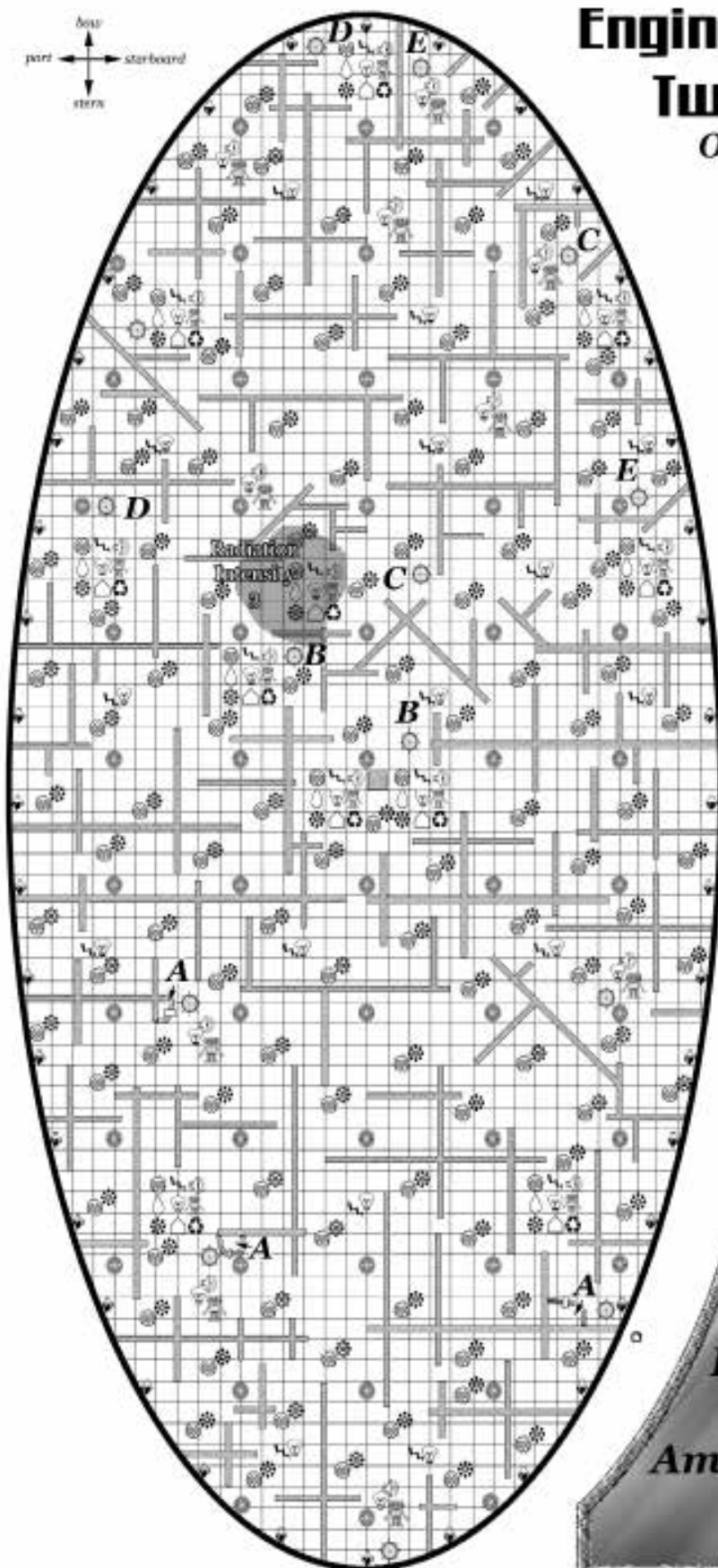
Tween Deck #3.5

One Square = One Half Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- makeshift wall
- entry passage through makeshift wall

All open areas have a hollow 1' diameter support pillar every 20'



Gravity :

0.76 - 0.86 G

Power:

INTERNAL FUSION AND
BROADCAST SUBSTATION

Pressure:

1014 K P A

Power Capacity:

3126.35 MW

Background EMF:

1.26 - 1.98 mG

Ambient Temperature:

71° F / 22° C

Deck 4

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 39 MILES X 18.5 MILES

MAP KEY

Access Hatch to Engineering Crawlway



Lake



Belladonna Field



River



Man-sized Totems



Communications Station



Abandoned Camp



Metal Road



Overgrown Factory/Warehouse



Dense Forest



Hive



Roses



Castor Plant Field



Rough Trail



Glasteel Wall



Broken Pavement Trail



Broken Tarmac Trail



Angel's Trumpet Field



Willow Tree



Ramp

- 1) Field Medicine Training
- 2) Hiking Training
- 3) Impromptu Weapons Training
- 4) Living off the Land
- 5) Wilderness Shelter Training
- 6) Spiral Ramp to levels 3 & 5

Gravity:

1.10 - 1.17 G

Power:

EXTERNAL

Background EMF:

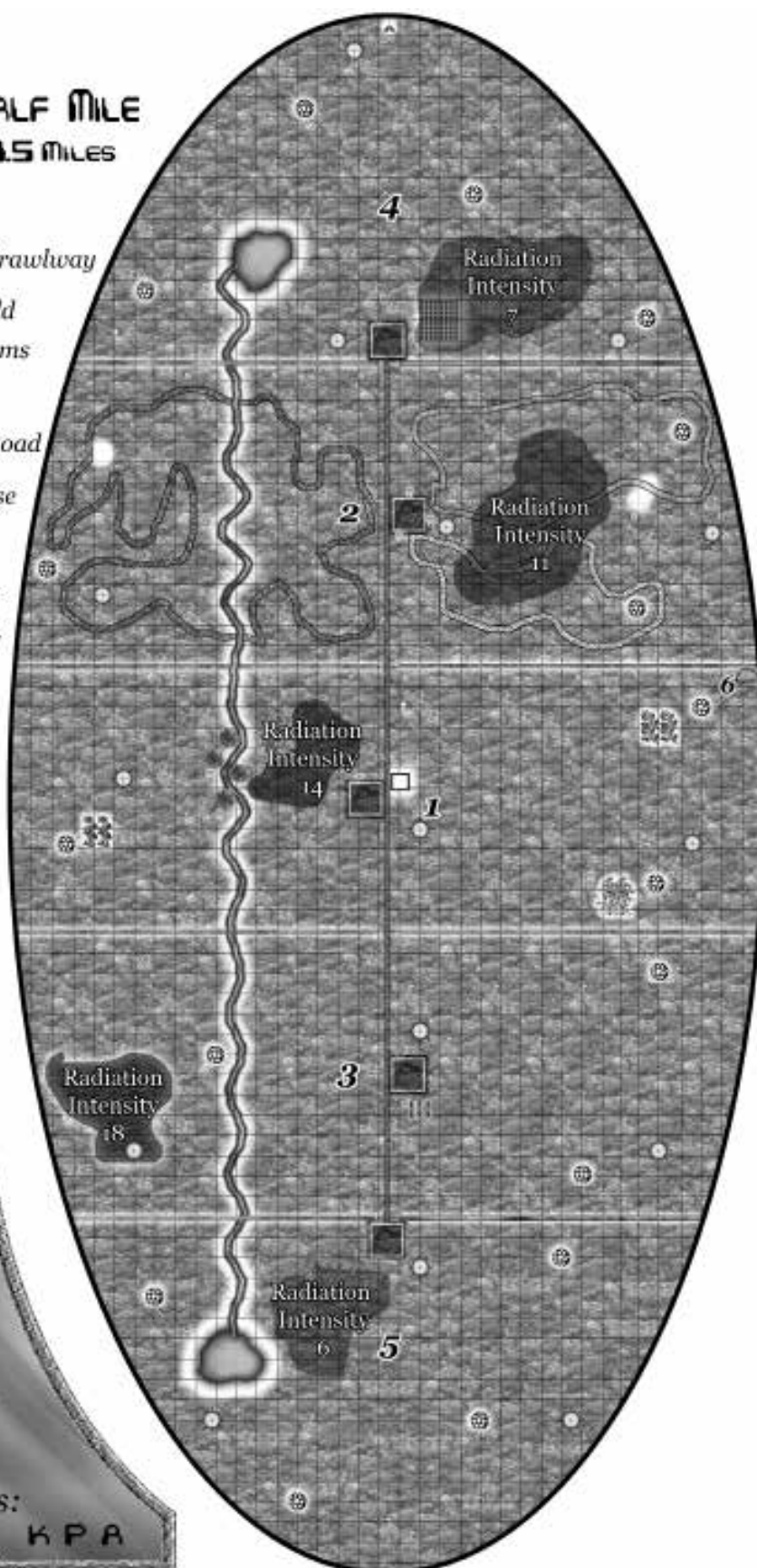
4.41 - 6.23 mG

Ambient Temperature:

40° F / 4° C

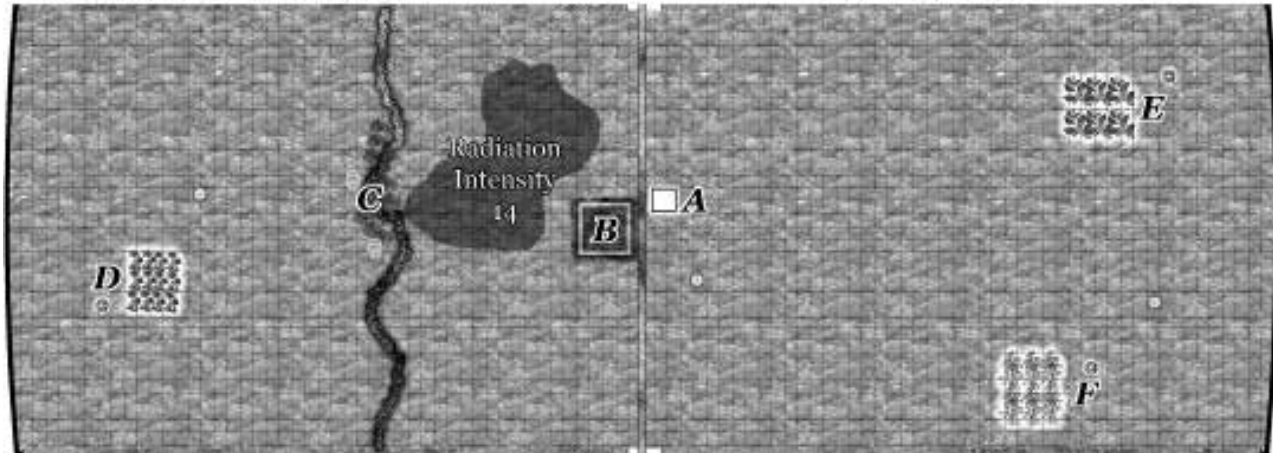
Atmospheric Anomalies:

LOW PRESSURE: 96.8 K P A



Field Medicine

One Square = 1000 Feet



Map Key

- Access Hatch to Engineering Crawlway
- Angel's Trumpet Field
- Overgrown Factory/Warehouse
- Castor Plant Field
- Belladonna Field

- Abandoned Camp
- River
- Central Elevator
- Hive
- Willow Tree
- Dense Forest

- Metal Road
- Glasteel Wall
- Guardian
- Medicine

Key



Artificial Intelligence
Data Processors



Input and
Programming



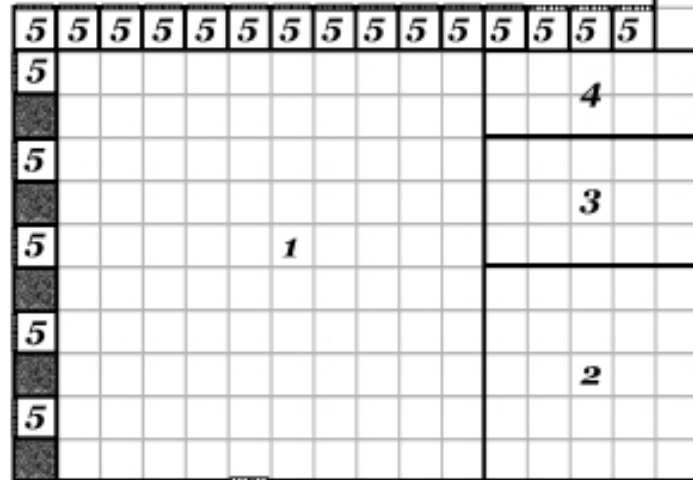
Holographic
Projector

brown access
green access
grey access
white access
red access
red&blue access

security door
oval filled in
indicates band
color required

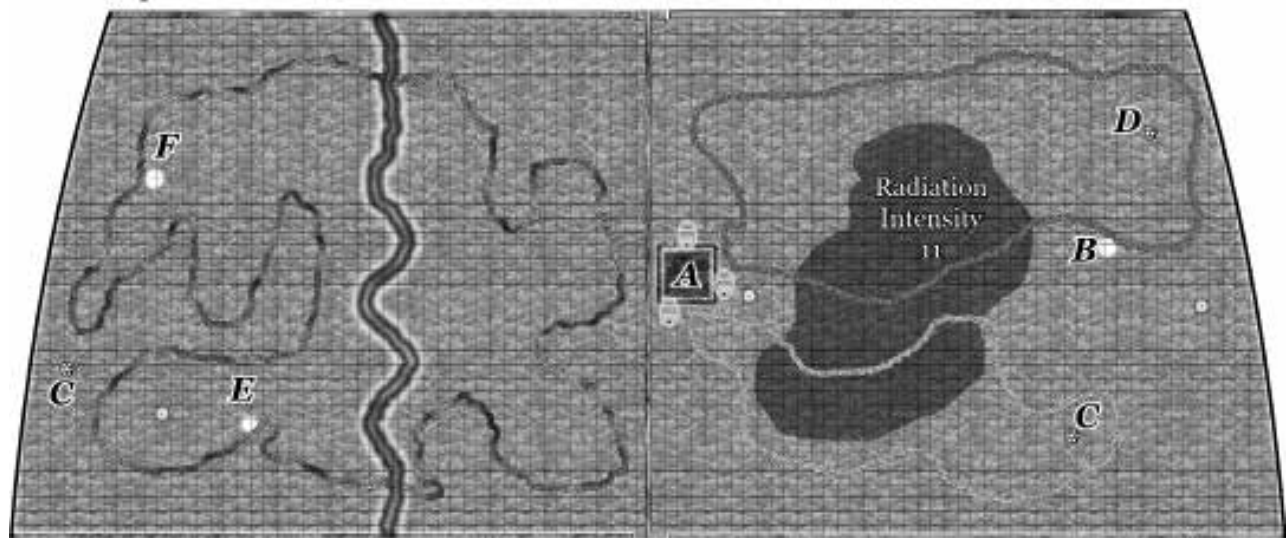
Central Elevator

One Square = Twenty Feet



Hiking and Traveling the Wilderness

One Square = 1000 Feet



Map Key



Access Hatch to Engineering Crawway



Overgrown Factory/Warehouse



Rough Trail



Broken Concrete Trail



Abandoned Camp



River



Hive



Broken Asphalt Trail



Metal Road

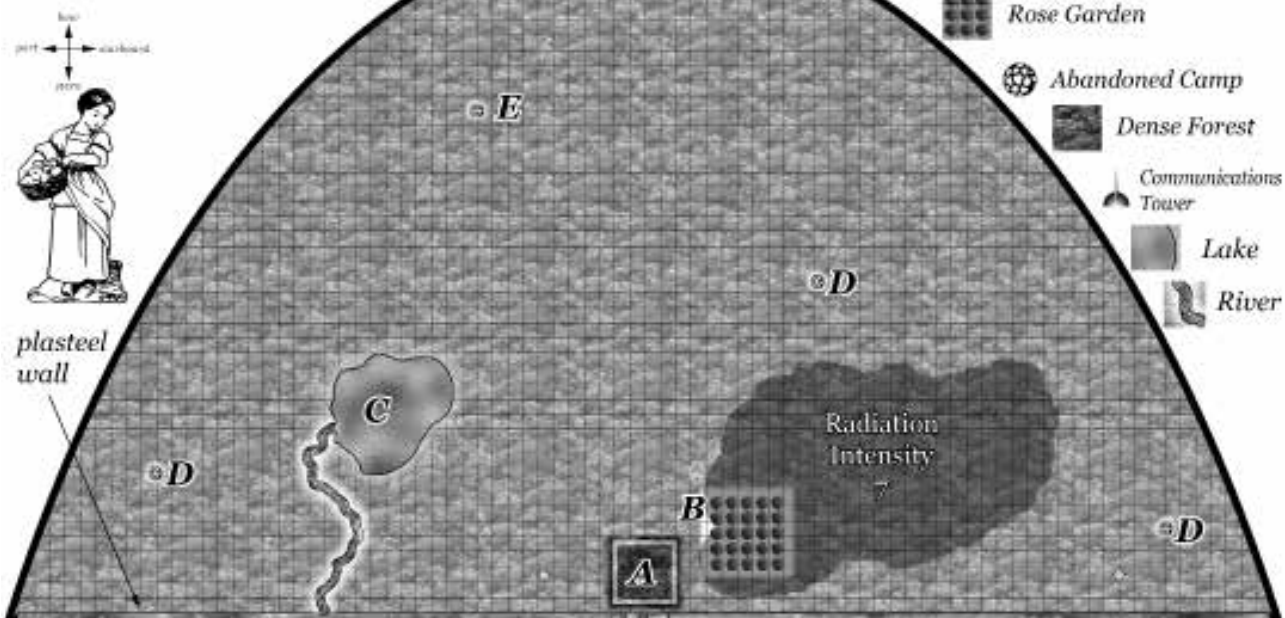
Glaesteel Wall



Dense Forest

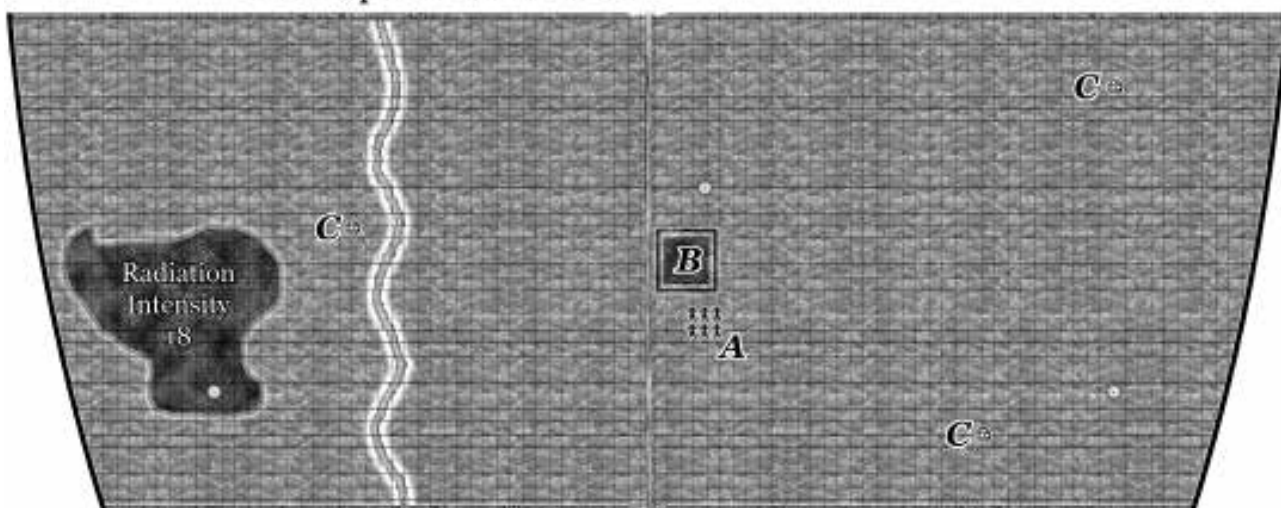
Living Off the Land

One Square = 1000 Feet



Impromptu Weapons Training

One Square = 1000 Feet



MAP KEY

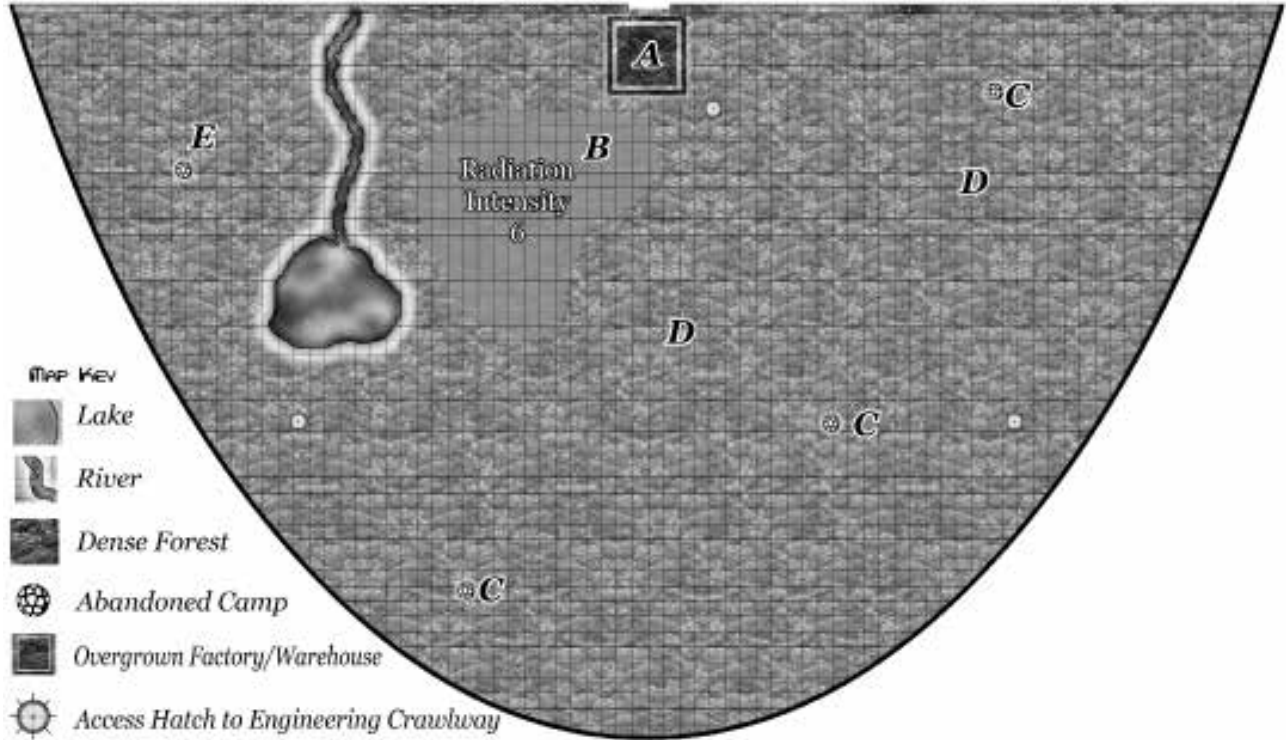
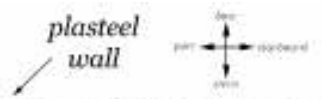
- Access Hatch to Engineering Crawlway
- Overgrown Factory/Warehouse

- Dense Forest
- Abandoned Camp
- River

- Metal Road
- Glasteel Wall

Wilderness Shelter Training

One Square = 1000 Feet



STARSHIP WARDEN

Engineering Crawlway

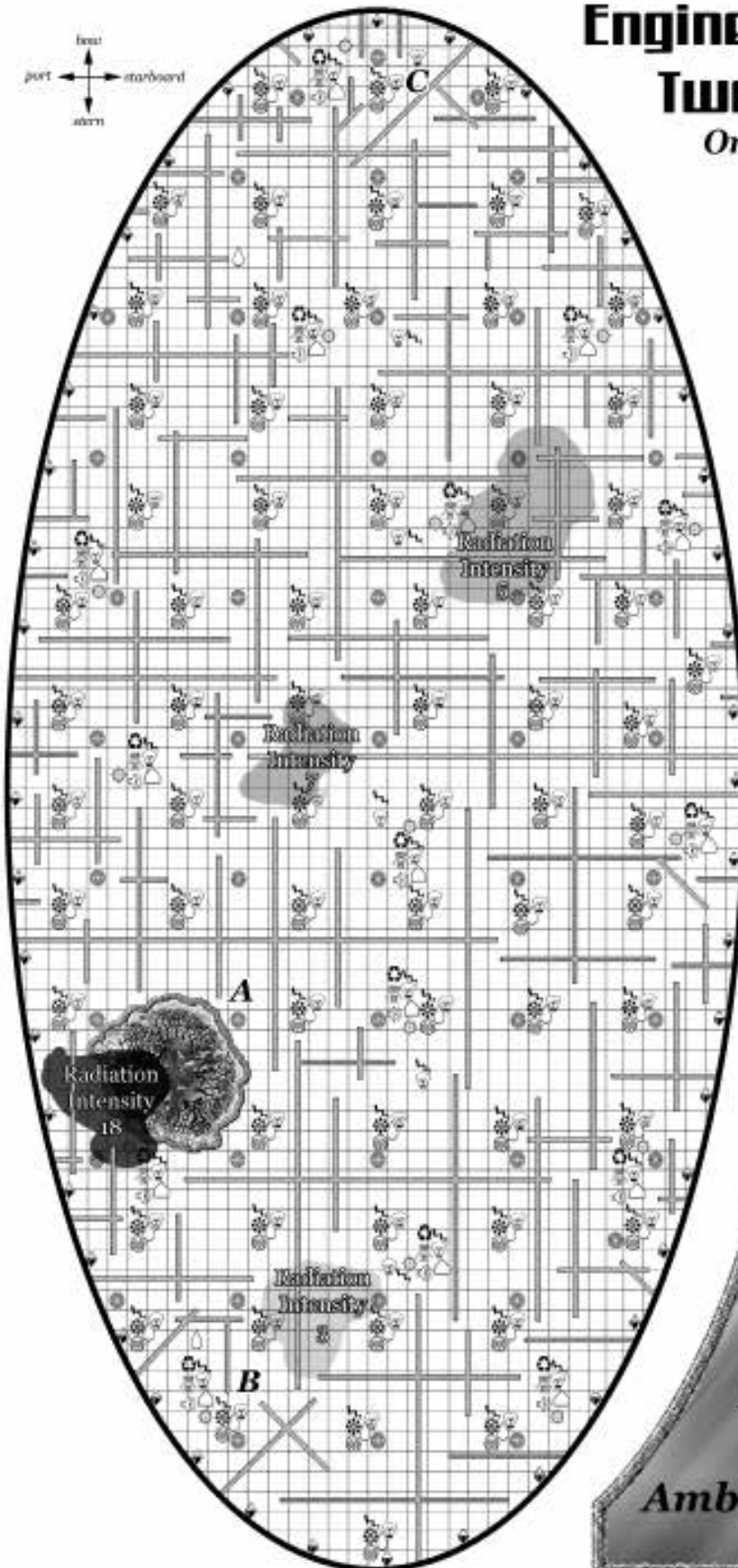
Tween Deck #4.5

One Square = One Half Mile

Key

-  standard power substation
-  broadcast power station
-  robot depot
-  air recirculation and purifying station
-  water purification plant
-  electrical circuit bus
-  storage area
-  thruster station
-  gravity node
-  environmental control station
-  waste recycling center
-  solid bulkhead
-  hatchway to deck above
-  makeshift wall
-  overgrown tree from deck below
-  entry passage through makeshift wall

All open areas have a hollow 1' diameter support pillar every 20'



Gravity:

1.23 - .90 G

Power:

INTERNAL BROADCAST AND
FUSION SUBSTATION

Pressure:

96.8 K P A

Power Capacity:

6253.7 MW

Background EMF:

3.15 - 3.85 mG

Ambient Temperature:

76° F / 24° C

Deck 5

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 41 MILES X 20 MILES

MAP KEY

- | | | | |
|--|--------------------------------------|--|----------------|
| | Access Hatch to Engineering Crawlway | | Building Ruins |
| | Insect Webs | | Thick Jungle |
| | Thorny Hedge | | Swamp |
| | Village | | Lake |
| | Insect Mound | | Grass |
| | Inner Tree Dwelling | | Hive |
| | Vines | | Ramp |
| | Carnivorous Plants | | |
| | Insect Nest | | |
| | Mushrooms | | |

- 1) Purple Ant Colony
- 2) Nature's Net Gifts
- 3) Buzzing Tree
- 4) Dragon Lake
- 5) Hornet Territory
- 6) Paper Houses
- 7) The Hollow Tree
- 8) Death From Below
- 9) The Friendly Vines
- 10) Spheres of Doom
- 11) White Ant Colony
- 12) The Lost Patrol
- 13) The Elder Council
- 14) The Hedge Maze
- 15) Central Elevator
- 16) Spiral Ramp to Deck #4

Gravity:

0.98 - 1.02 G

Power:

EXTERNAL

Background EMF:

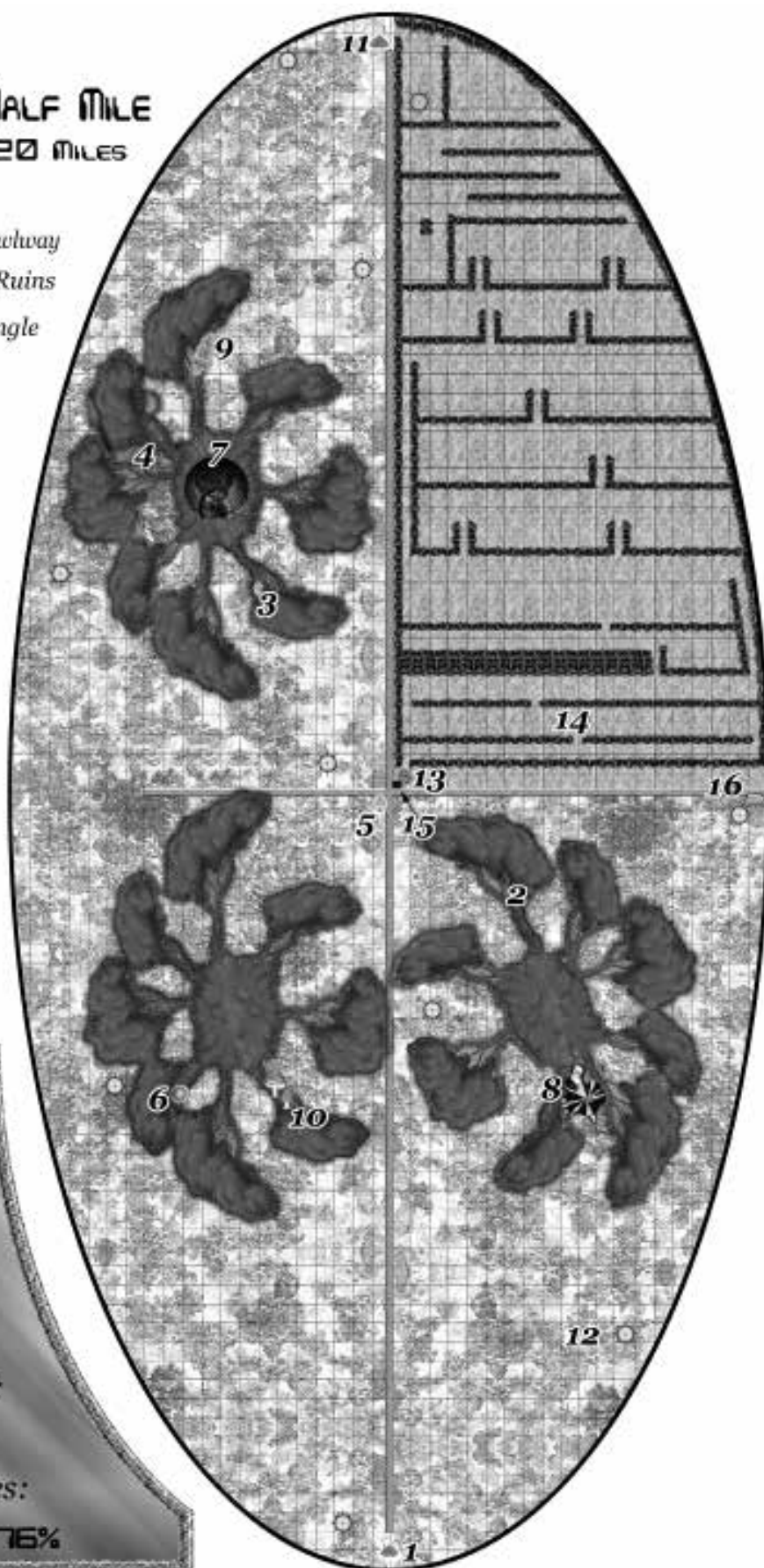
0.97 mG

Ambient Temperature:

76° F / 24° C

Atmospheric Anomalies:








O₂: 23% CO₂: 76%

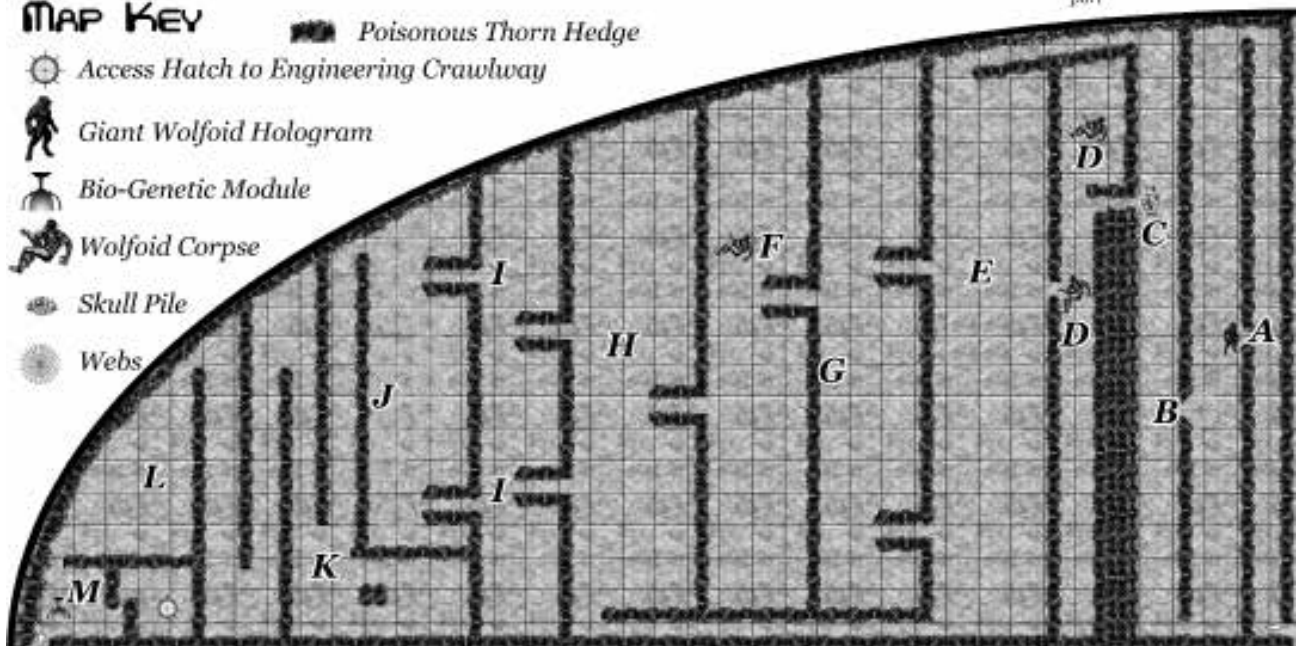


The Test of Wolfhood






ONE SQUARE = ONE HALF MILE

MAP KEY

-  Poisonous Thorn Hedge
-  Access Hatch to Engineering Crawlway
-  Giant Wolfoid Hologram
-  Bio-Genetic Module
-  Wolfoid Corpse
-  Skull Pile
-  Webs

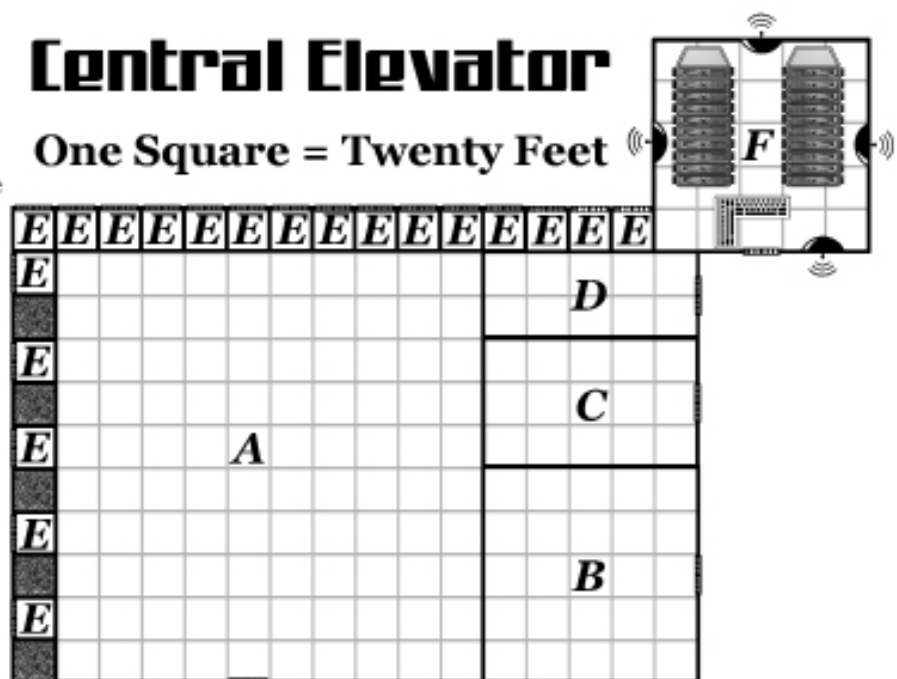


Key

-  Artificial Intelligence Data Processors
-  Input and Programming
-  Holographic Projector
-  security door
-  oval filled in indicates band color required
- brown access
- green access
- grey access
- white access
- red access
- red&blue access

Central Elevator

ONE SQUARE = TWENTY FEET





Engineering Crawlway

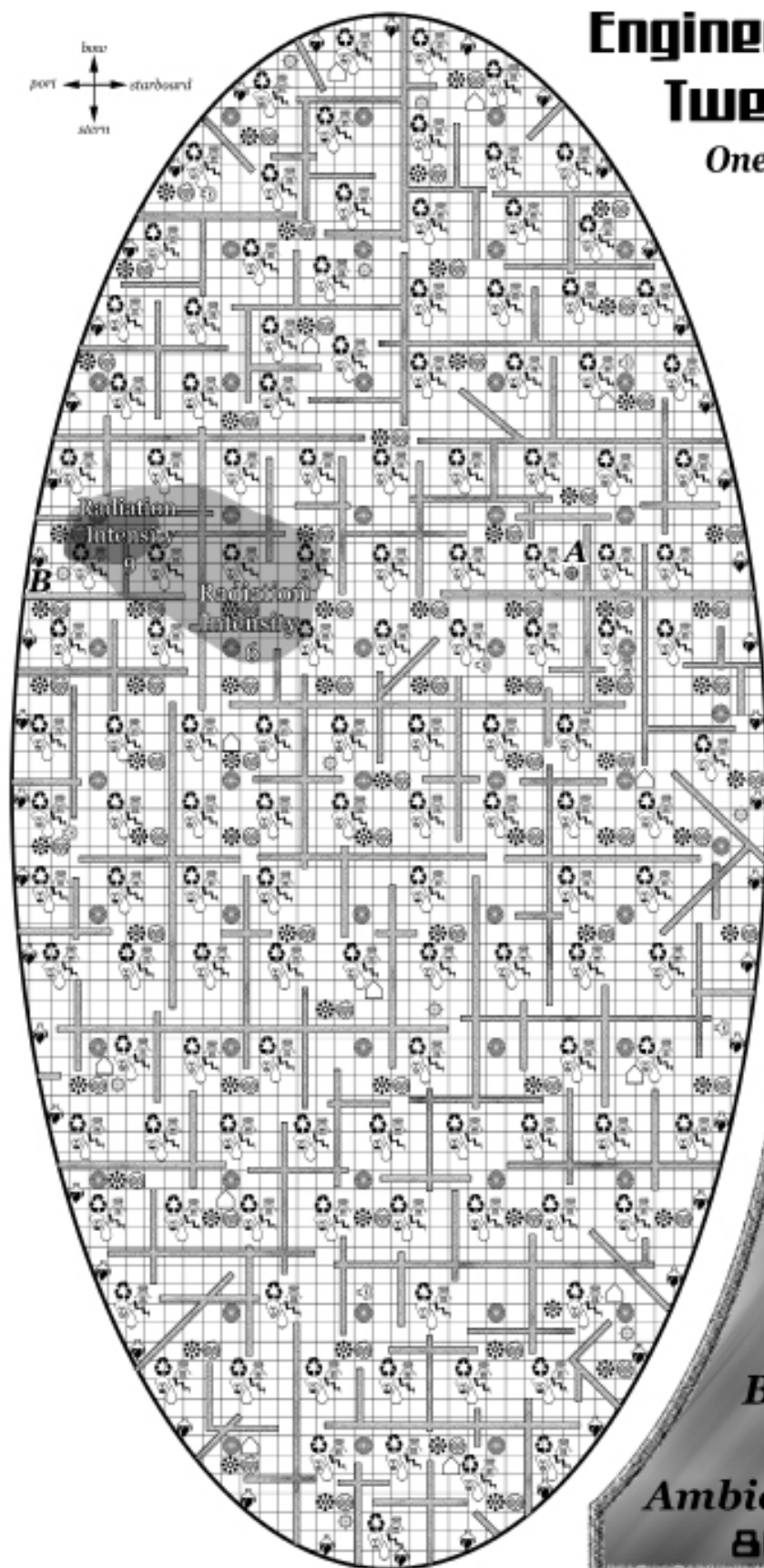
Tween Deck #5.5

One Square = One Half Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- welded shut hatchway

All open areas have a hollow 1' diameter support pillar every 20'



Gravity:

0.87 - 0.82 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

99 - 103 K P A

Power Capacity:

8088.6 MW

Background EMF:

2.85 - 3.45 mG

Ambient Temperature:

80°F / 27°C

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 42 MILES X 20.5 MILES

MAP KEY

- Abandoned Lab Equipment
- Storage Shelves
- Oak Trees
- Automated Assembly Line
- Dead Trees
- Laboratory Buildings
- Villages
- Mine
- House
- Wristband Activated Security Door
- Junkpile
- Large Geodesic Dome
- Heavy Forest
- Tarmac Road
- Gravel Path
- Maple Trees
- Experimental Trees
- Ash Trees
- Sycamore Trees
- Light Woods
- Non-Security Door
- Access Hatch to Engineering Crawlway
- Ramp to Deck #7

- 1) Central Elevator
- 2) Controlled Experimental Environment
- 3) Laboratories
- 4) Forest Conservancy
- 5) Ramp to Deck #7

Gravity:

0.98 - 1.02 G

Power:

EXTERNAL

Background EMF:

4.04 mG

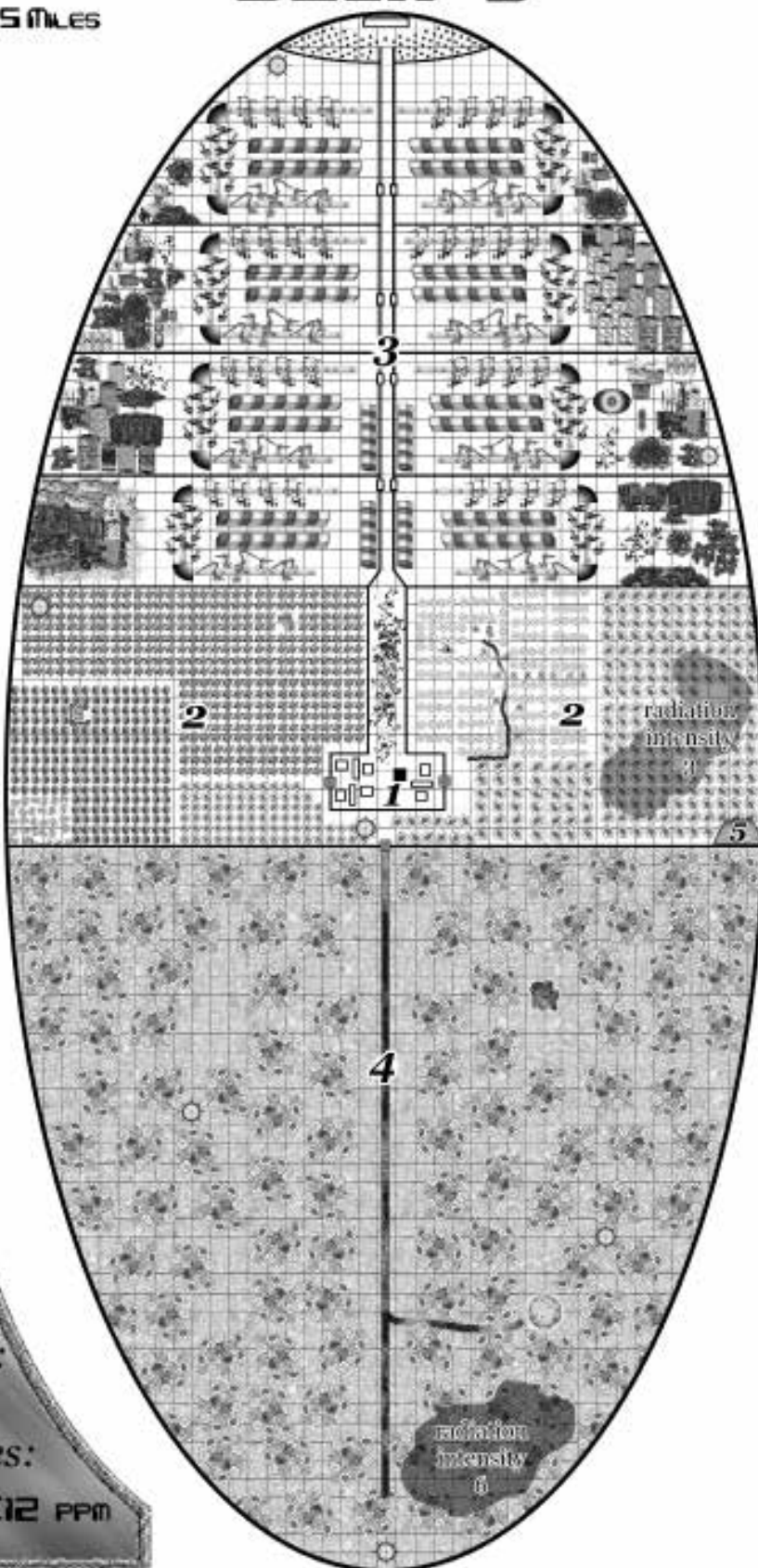
Ambient Temperature:

73° F / 23° C

Atmospheric Anomalies:

O₃: 3 PPM C₁₀H₃₀O₅Si₅: 12 PPM

Deck 6



Horticultural Laboratories

One Square = 200 Feet



Dream
Bushes



Death
Trees



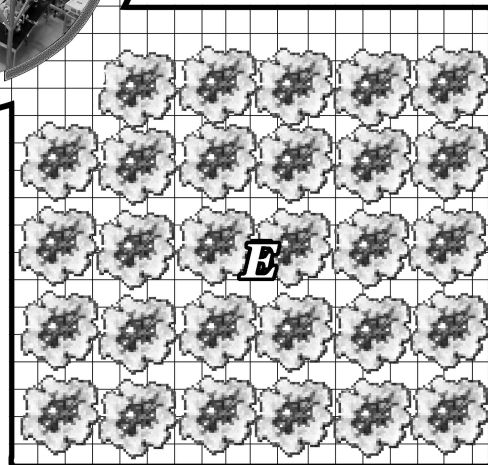
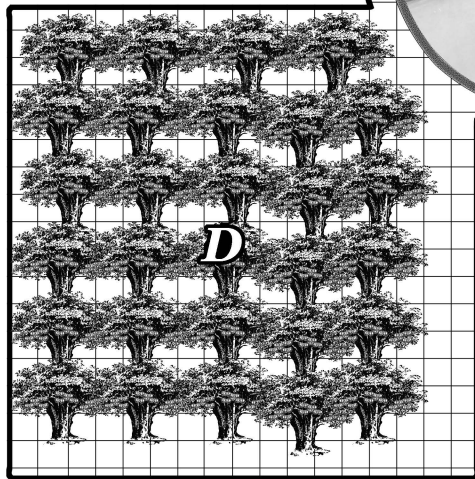
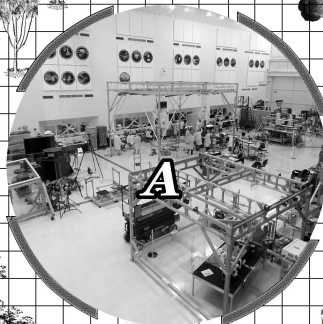
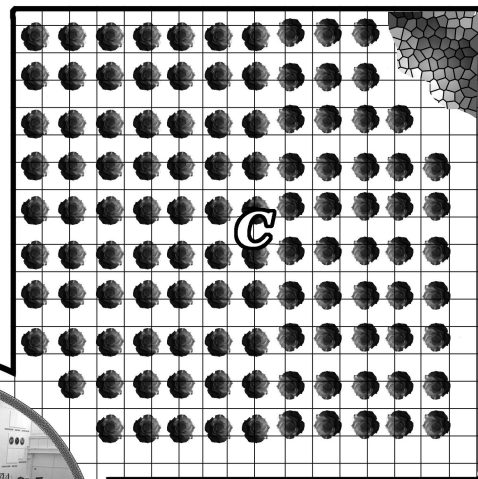
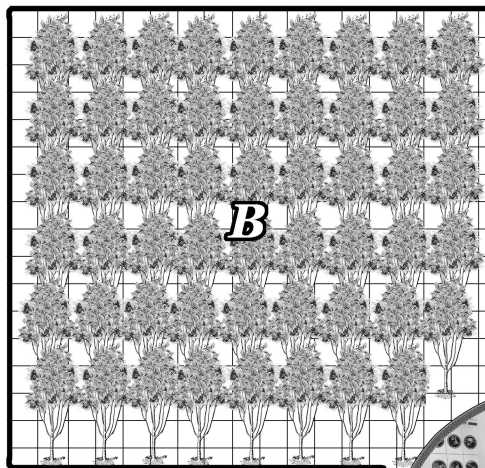
Mutant
Maples



Giant
Flowers



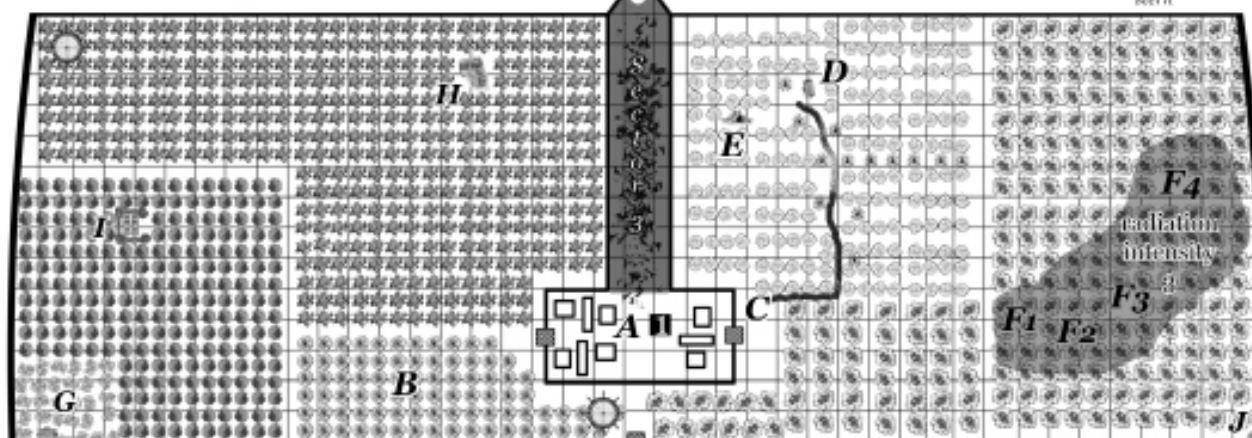
Gene Splicing and
Cloning Laboratory



Controlled Experimental Environment

One Square = One Half Mile

To Sector #3 Laboratories



MAP KEY

- Oak Trees
- Dead Trees
- Laboratory Buildings
- Villages

- Scrap Metal
- Mine
- House
- Wristband Activated Security Door
- Maple Trees
- Experimental Trees

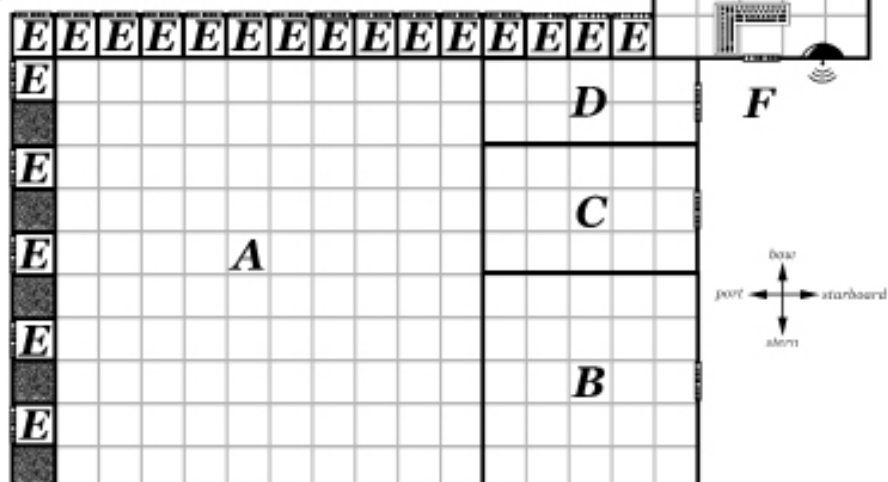
- Light Woods
- Central Elevator (see Area #1)
- Ash Trees
- Sycamore Trees
- Access Hatch to Engineering Crawlway
- Ramp to Deck #7

Key

Central Elevator

One Square = Twenty Feet

- Artificial Intelligence Data Processors
- Input and Programming
- Holographic Projector
- security door
- oval filled in indicates band color required
- brown access
- green access
- grey access
- white access
- red access
- red&blue access











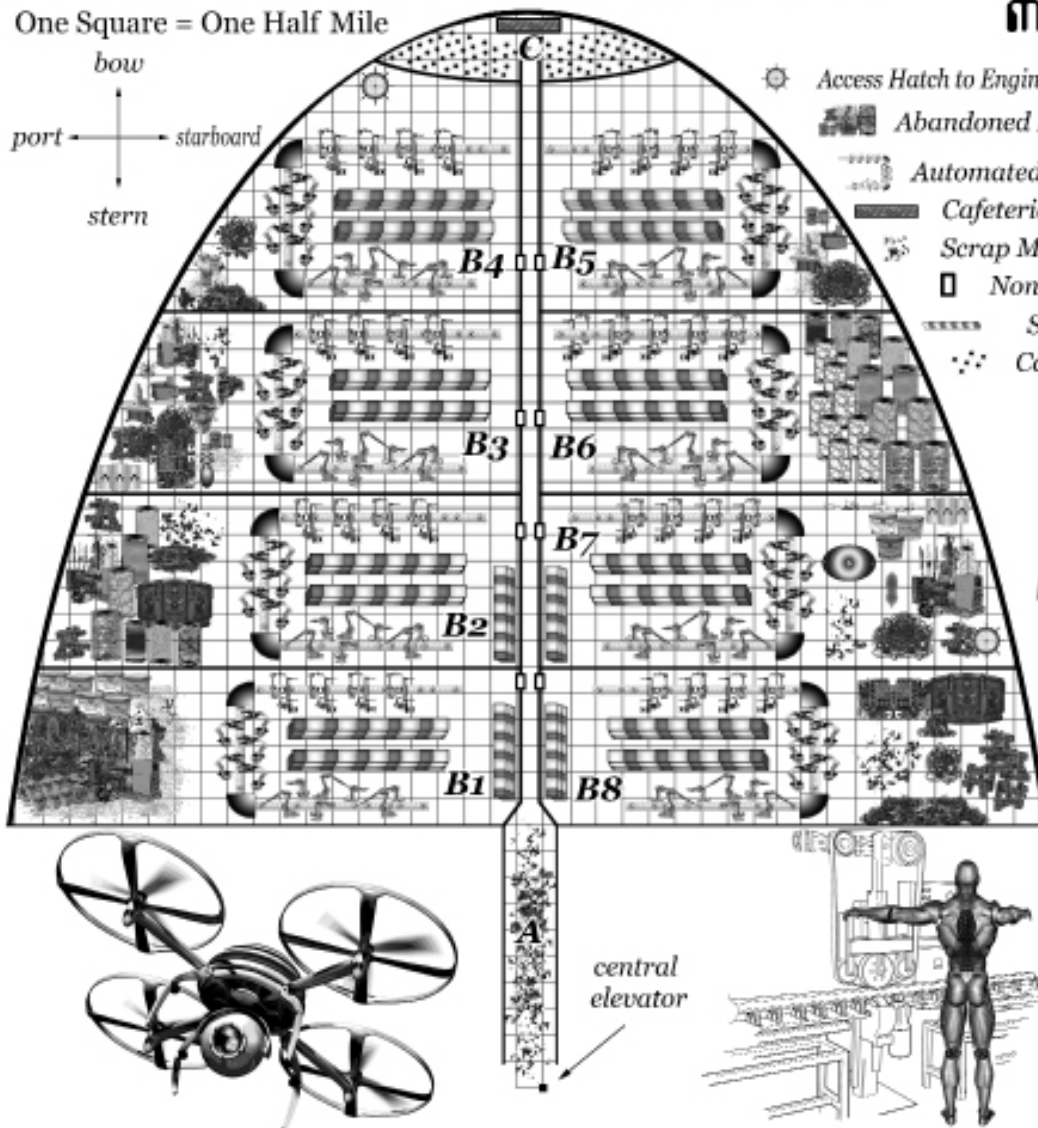
Converted Laboratories

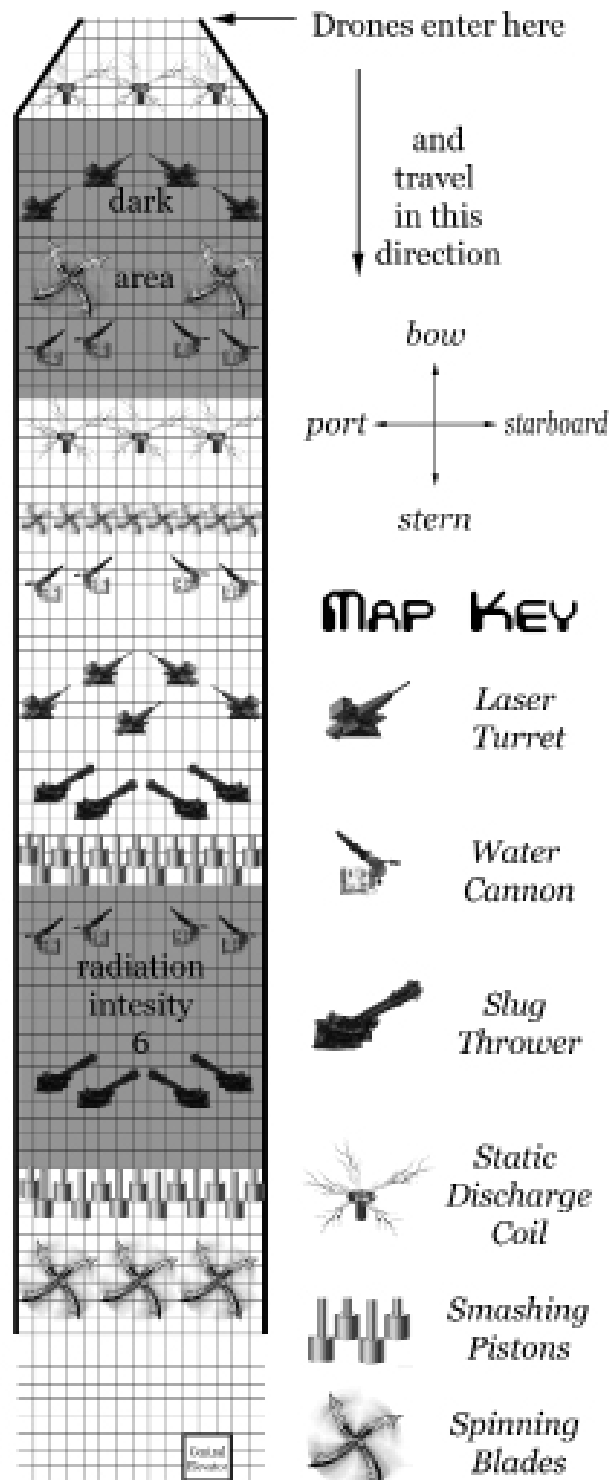
One Square = One Half Mile

bow
port → starboard
↓
stern

MAP KEY

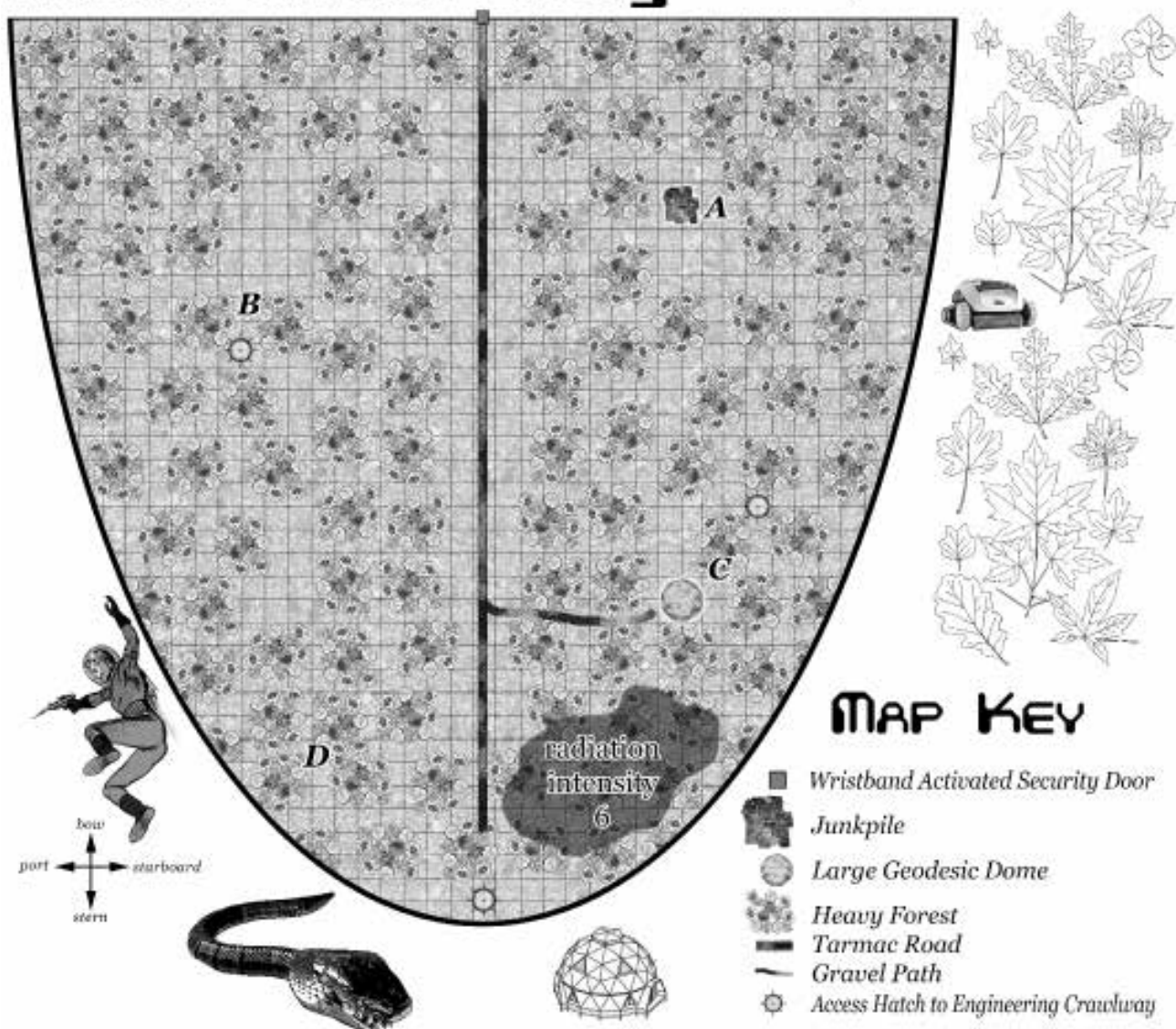
-  Access Hatch to Engineering Crawlway
-  Abandoned Lab Equipment
-  Automated Assembly Line
-  Cafeteria Cooking Area
-  Scrap Metal/Wreckage
-  Non-Security Door
-  Storage Shelves
-  Cafeteria Seating



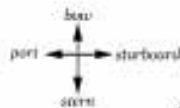


Forest Conservancy

One Square = One Half Mile



STARSHIP WARDEN



Engineering Crawlway

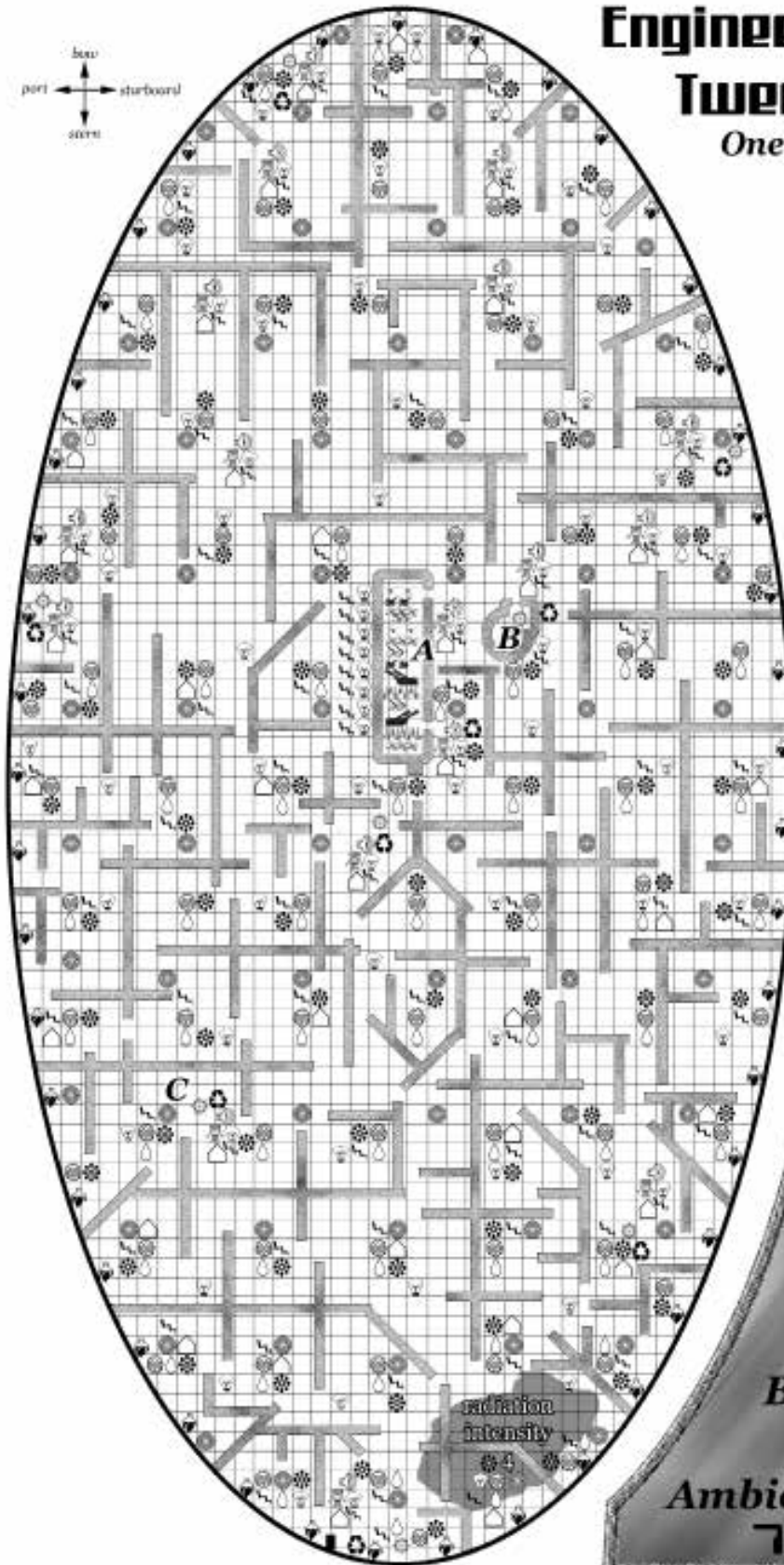
Tween Deck #6.5

One Square = One Half Mile

Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- solid bulkhead
- hatchway to deck above
- automated weaponry carousels

All open areas have a hollow 1' diameter support pillar every 20'



Gravity:

0.93 - 1.00 G

Power:

INTERNAL - Fusion Substation

Pressure:

107 - 112 K P A

Power Capacity:

1987 MW

Background EMF:

1.85 - 2.97 mG

Ambient Temperature:













78°F / 26°C

Deck 7

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 45 MILES X 21.5 MILES

MAP KEY

-  Access Hatch to Engineering Crawlway
-  Dense Jungle
-  Cluster of Igloos
-  Sparse Desert Foliage
-  Burrow Entrances
-  Sand (in dunes)
-  Snow (in drifts)
-  Building Campus
-  Oasis and Ruins
-  Ramp to Other Levels
-  Ice Field
-  Greenhouses

- 1) Central Elevator
- 2) The Robotic Resistance
- 3) Alien Territory
- 4) Rabbit Warrens
- 5) Experimental Jungle
- 6) Experimental Desert
- 7) Inclined Planes to Other Levels
- 8) Greenhouses

Gravity:

1.05 - 1.12 G

Power:

EXTERNAL

Background EMF:

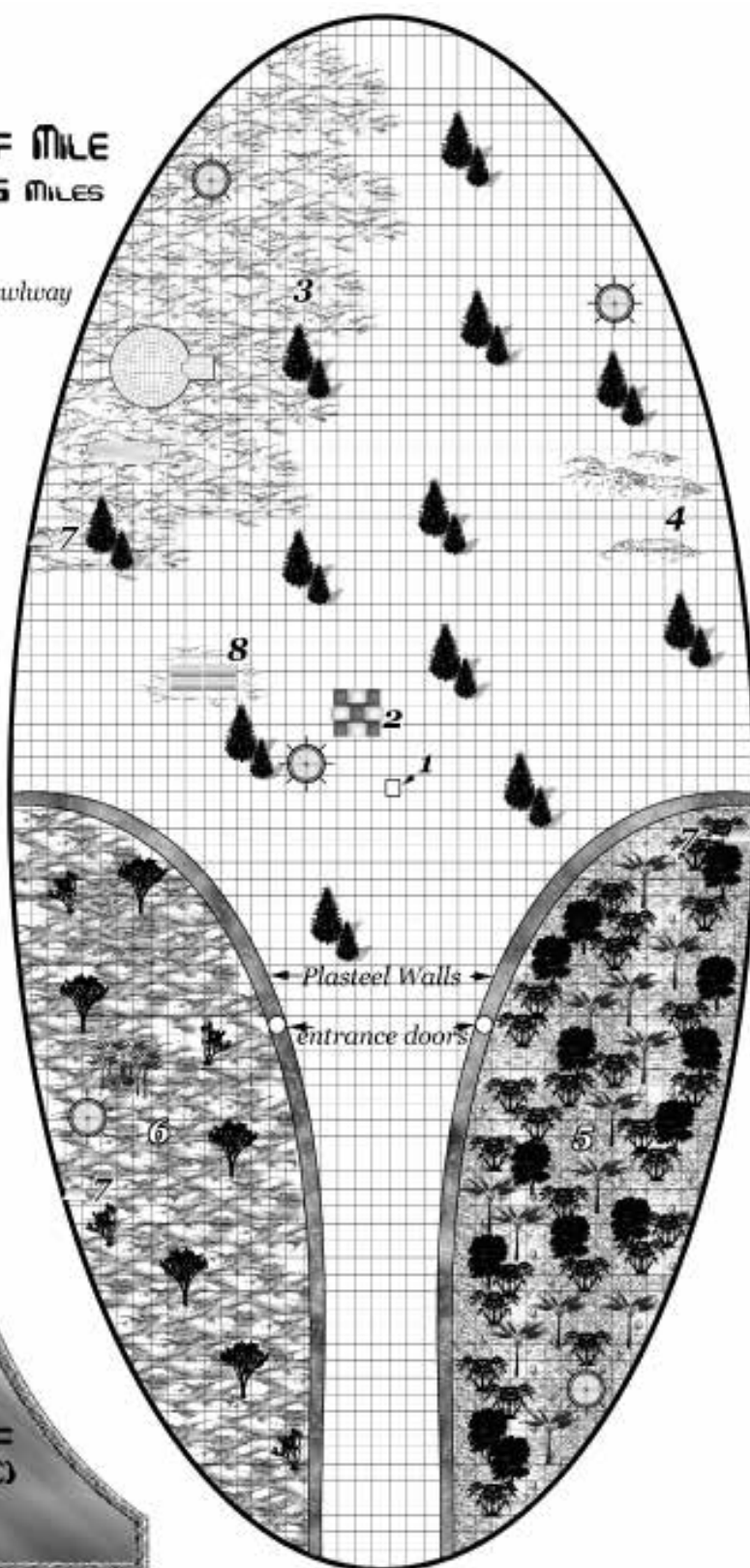
3.5 - 4.75 mG

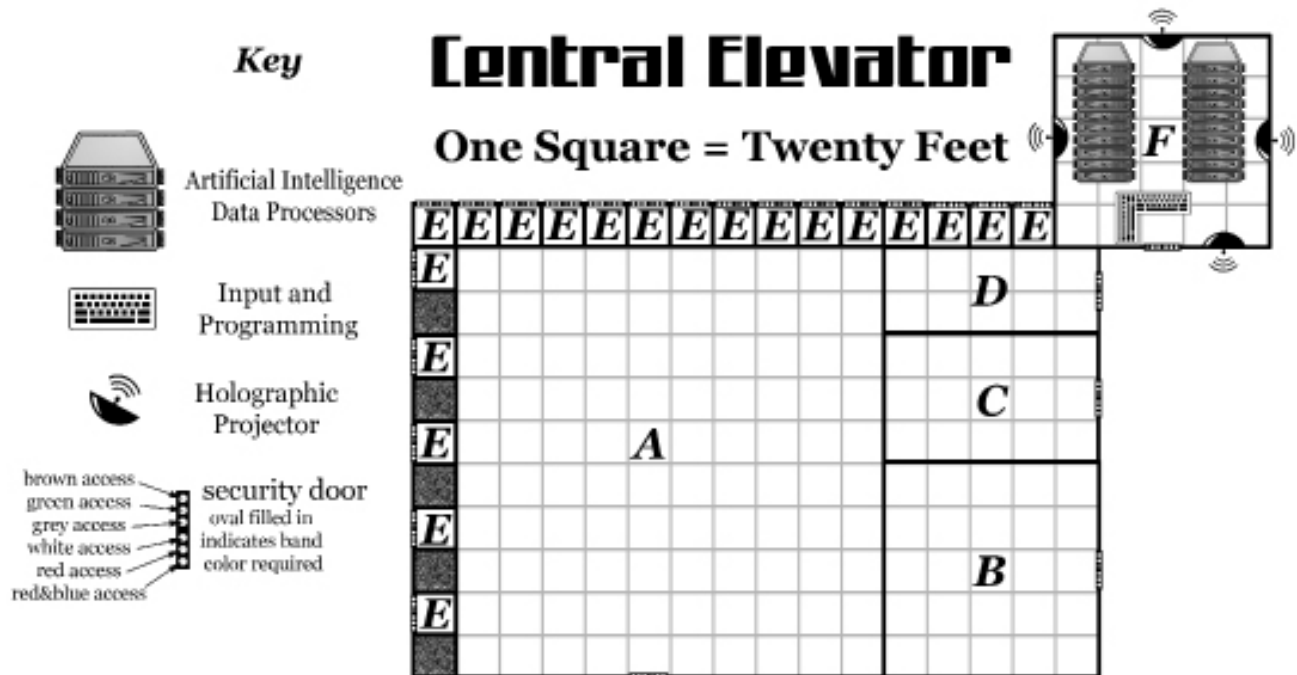
Ambient Temperature:

VARIABLE: -15°F - 95°F
(-26°C - 35°C)

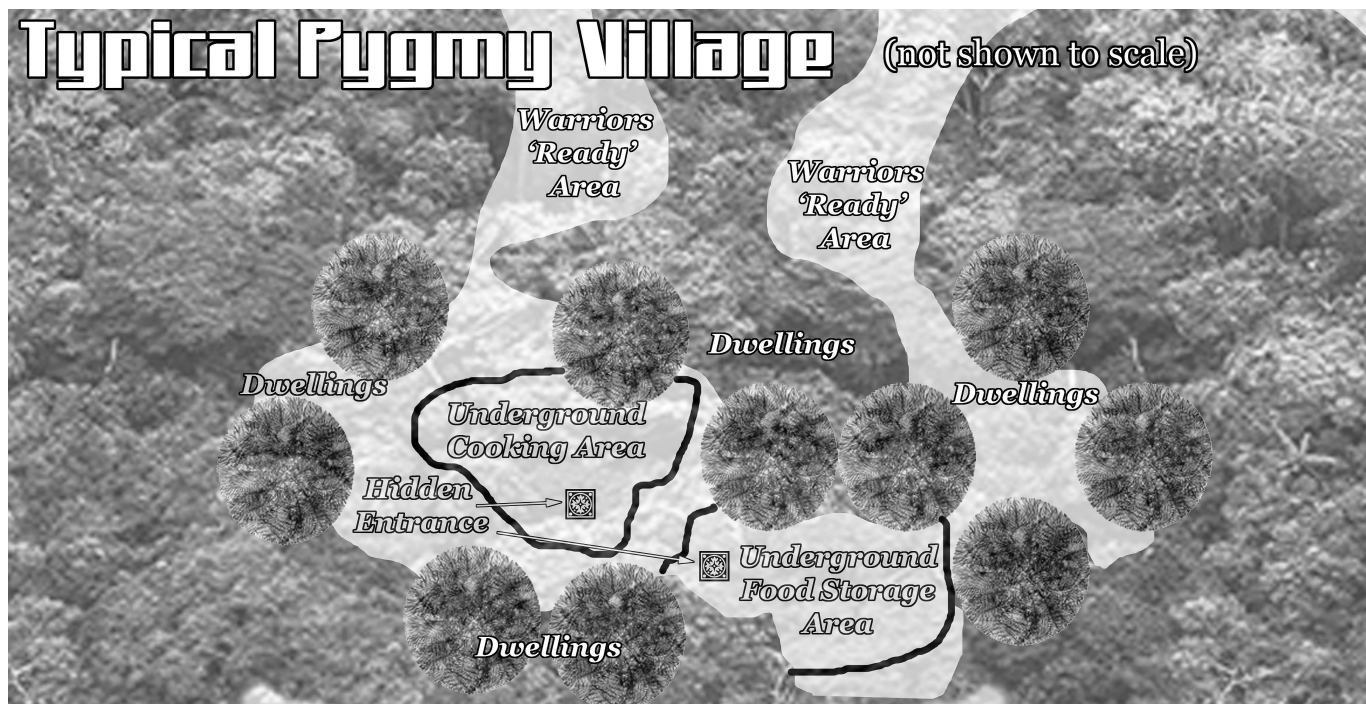
Atmospheric Anomalies:

NONE





Typical Pygmy Village (not shown to scale)










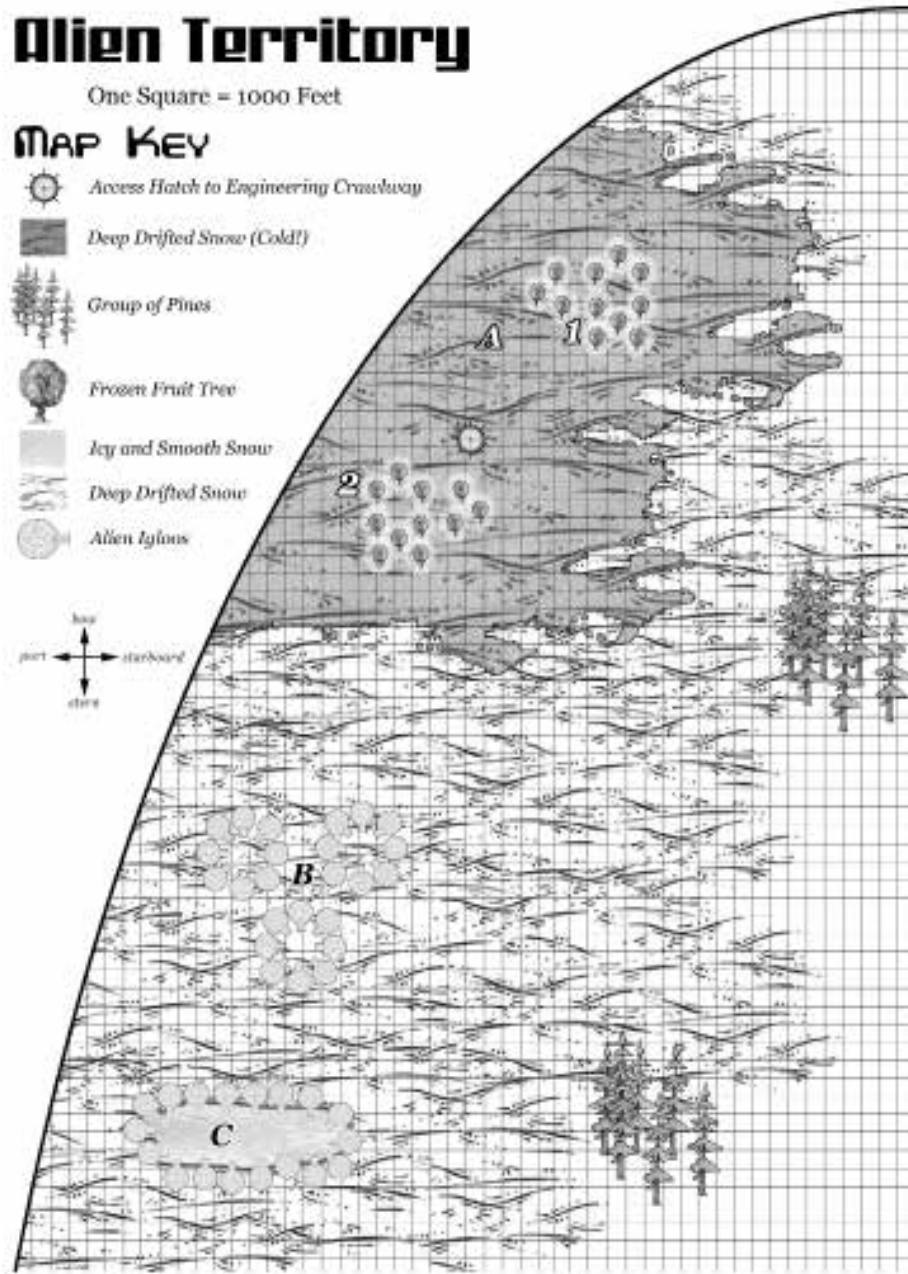
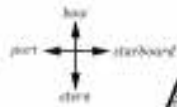
STARSHIP WARDEN

Alien Territory

One Square = 1000 Feet

MAP KEY

-  Access Hatch to Engineering Crawlspace
-  Deep Drifted Snow (Cold!)
-  Group of Pines
-  Frozen Fruit Tree
-  Icy and Smooth Snow
-  Deep Drifted Snow
-  Alien Igloos



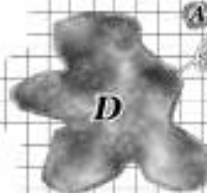
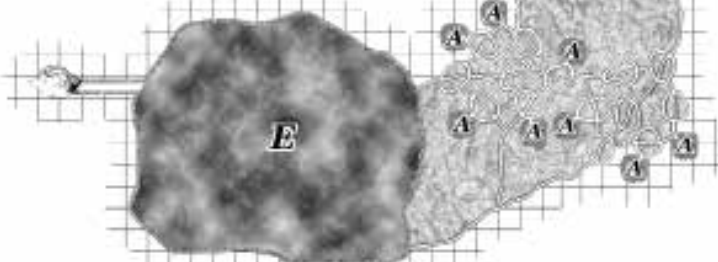
The Rabbit Warrens

One Square = 300 Feet



MAP KEY

- Burrow Entrance
- Residence
- Hard Packed Ice and Snow
- Smoothed Ice Flooring
- 12' Diameter Tunnel
- Reinforced Wall



2.3
miles

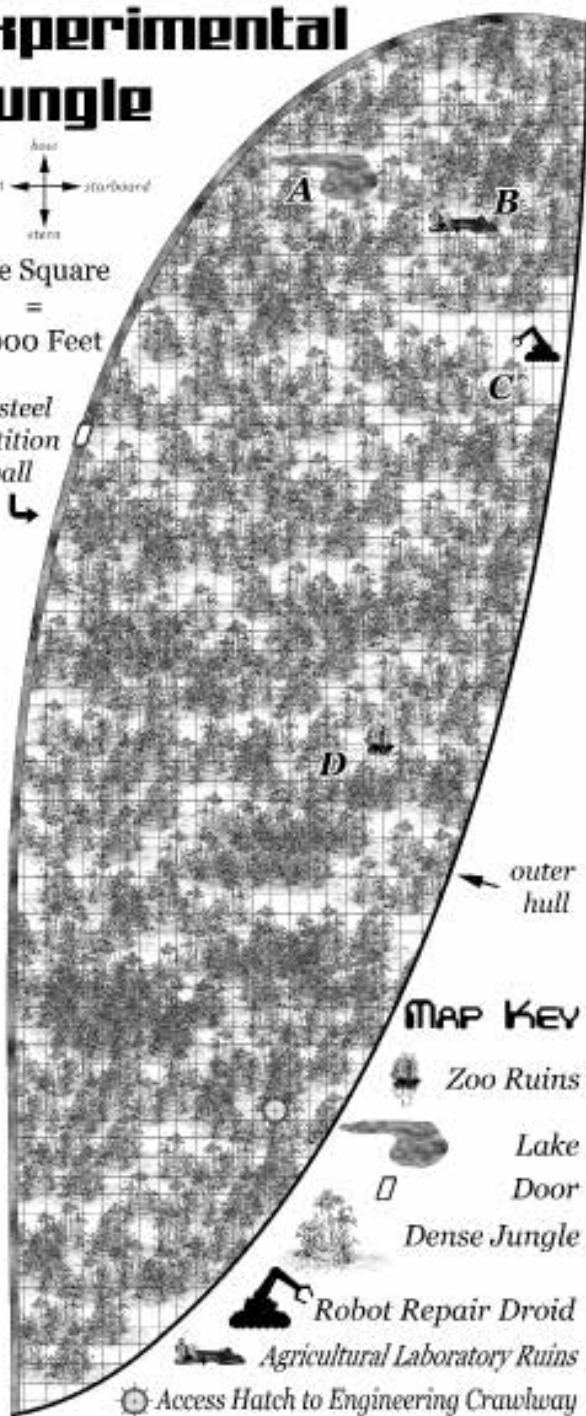
3.8
miles

Experimental Jungle



One Square
= 1000 Feet

glasteel
partition
wall



MAP KEY

Zoo Ruins

Lake

Door

Dense Jungle

Robot Repair Droid

Agricultural Laboratory Ruins

Access Hatch to Engineering Crawlway

Experimental Desert

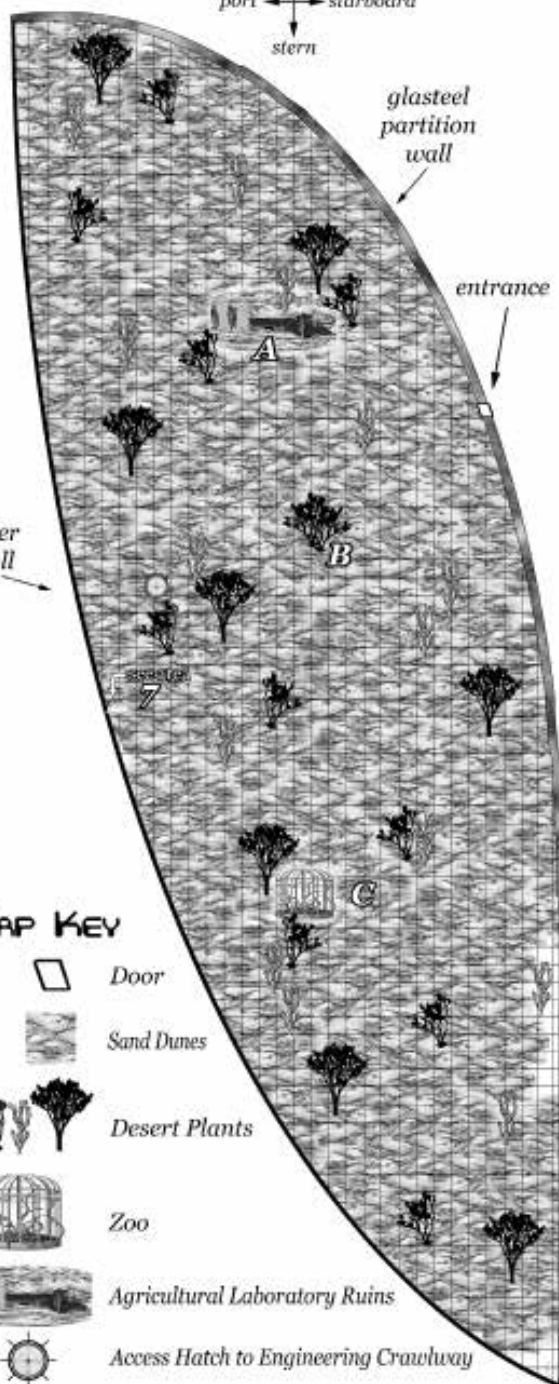
One Square = 1500 Feet



glasteel
partition
wall

entrance

outer
hull



MAP KEY

Door

Sand Dunes

Desert Plants

Zoo

Agricultural Laboratory Ruins







Access Hatch to Engineering Crawlway

Engineering Crawlway

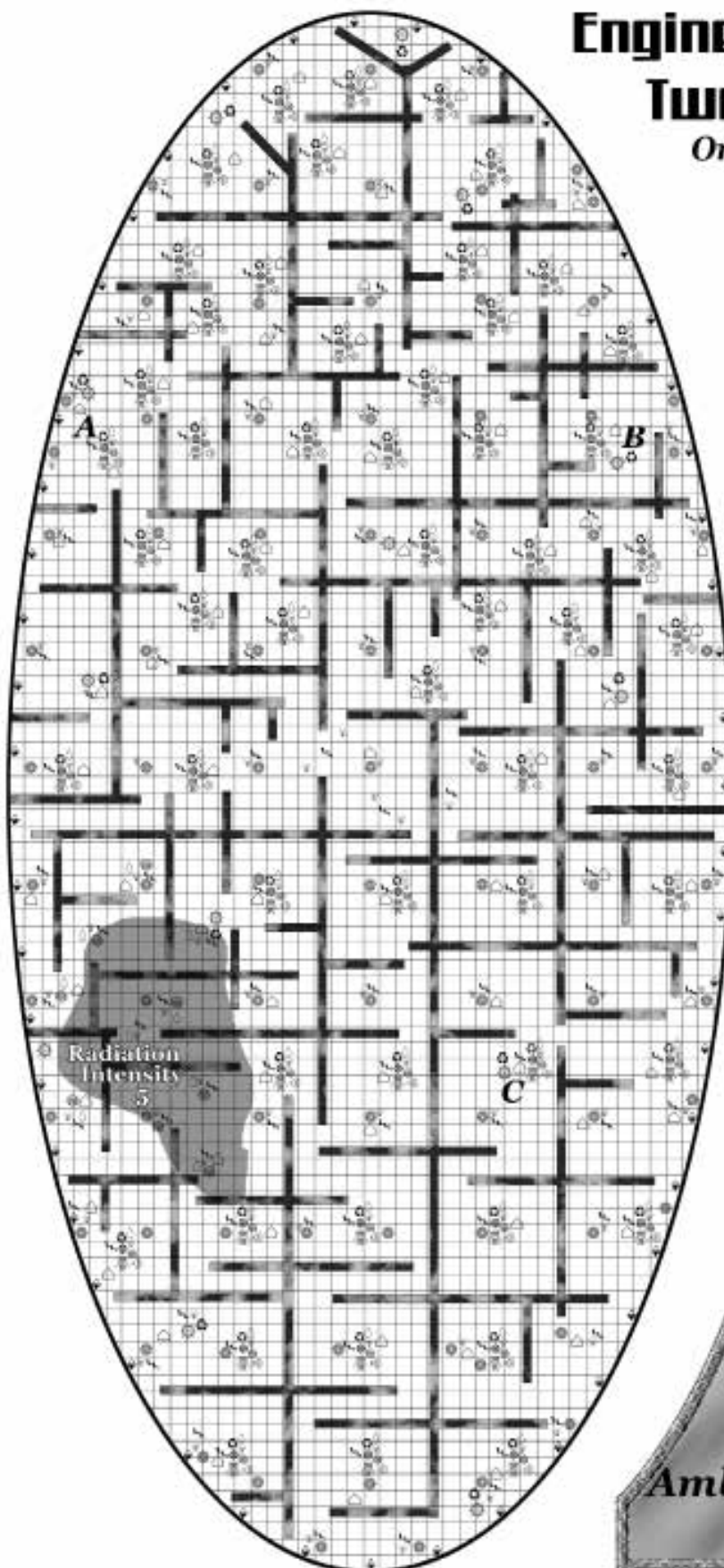
Tween Deck #7.5

One Square = One Half Mile

Key

-  standard power substation
-  broadcast power station
-  robot depot
-  air recirculation and purifying station
-  water purification plant
-  electrical circuit bus
-  storage area
-  thruster station
-  gravity node
-  environmental control station
-  waste recycling center
-  solid bulkhead
-  hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'



Gravity:

0.90 - 0.96 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

101.0 - 103.2 K P A

Power Capacity:

1483 MW

Background EMF:

2.78 - 3.66 mG

Ambient Temperature:

81°F / 27°C

Deck 8

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 47 MILES X 22.5 MILES

MAP KEY



Giant Trees



Lake



Automated Farm Buildings



Planted Fields



Paved Road



Light Forest



Android Farm Complex



Ruined Resort



Access Hatch to
Engineering Crawlway

- 1) Central Elevator
- 2) Horticultural Laboratories
- 3) The Giant Forest
- 4) Android Farms
- 5) Four Lakes Resorts
- 6) Automated Farm
- 7) Inclined Planes to Deck #7

Gravity:

0.80 - 0.85 G

Power:

EXTERNAL

Background EMF:

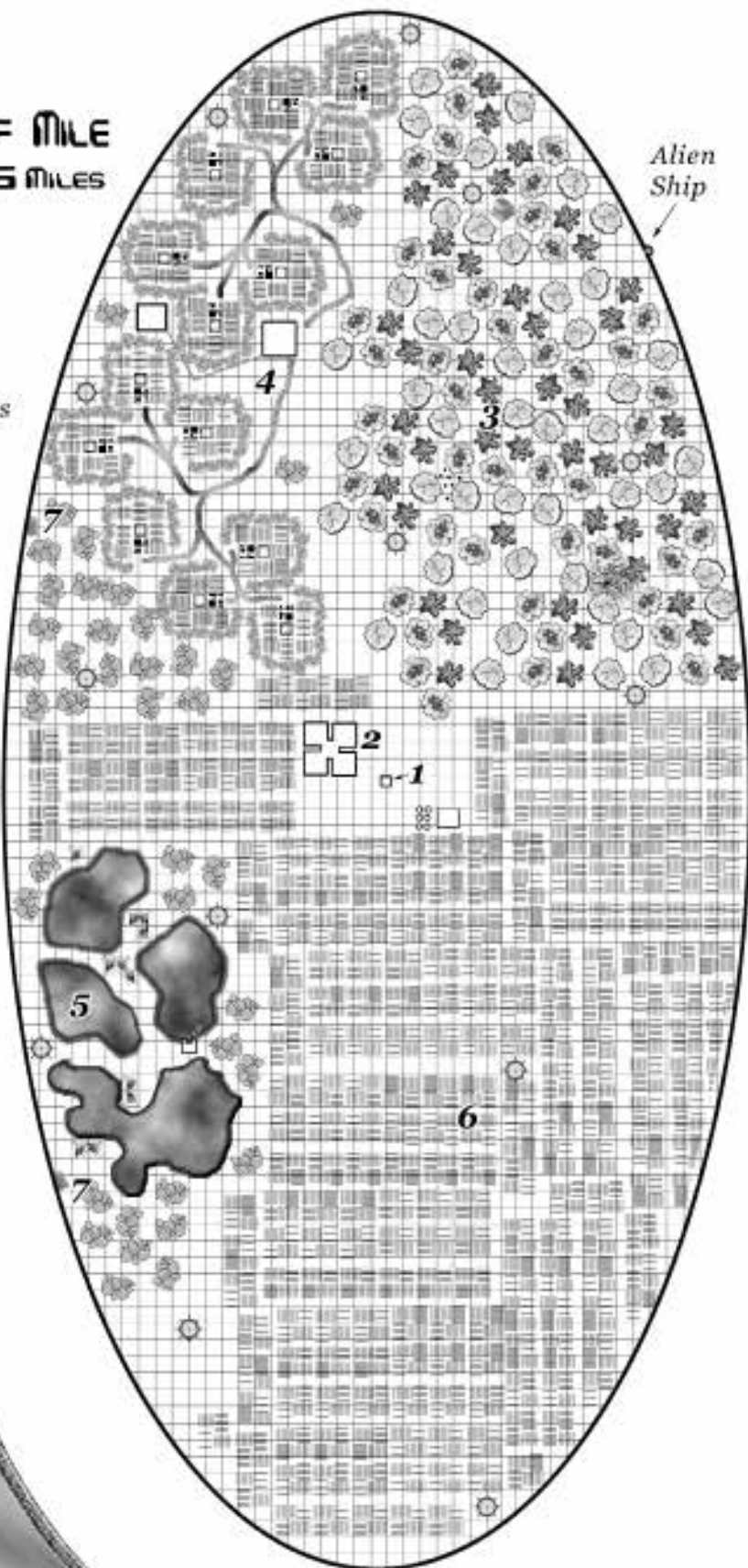
2.15 mG

Ambient Temperature:

72°F / 22.2°C

Atmospheric Anomalies:

O₃: 0.03%



Key



Artificial Intelligence
Data Processors



Input and
Programming



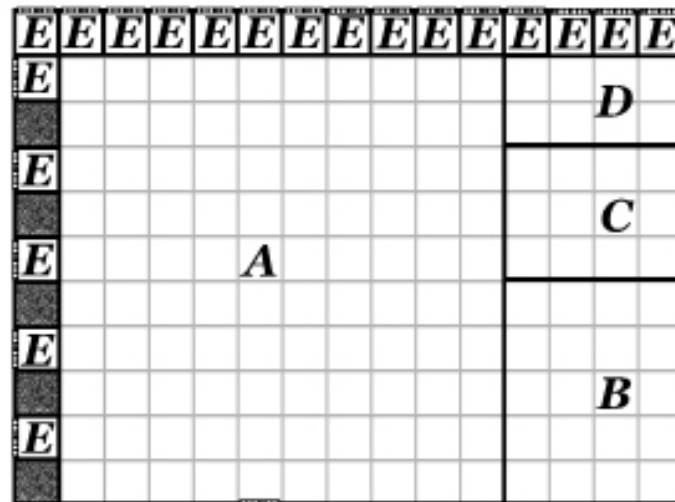
Holographic
Projector

brown access
green access
grey access
white access
red access
red&blue access

security door
oval filled in
indicates band
color required

Central Elevator

One Square = Twenty Feet



The Giant Forest

One Square = One Half Mile

MAP KEY



Access Hatch to
Engineering Crawlway



Giant Trees



Robot Repair



Country
Estate



Large
Holes



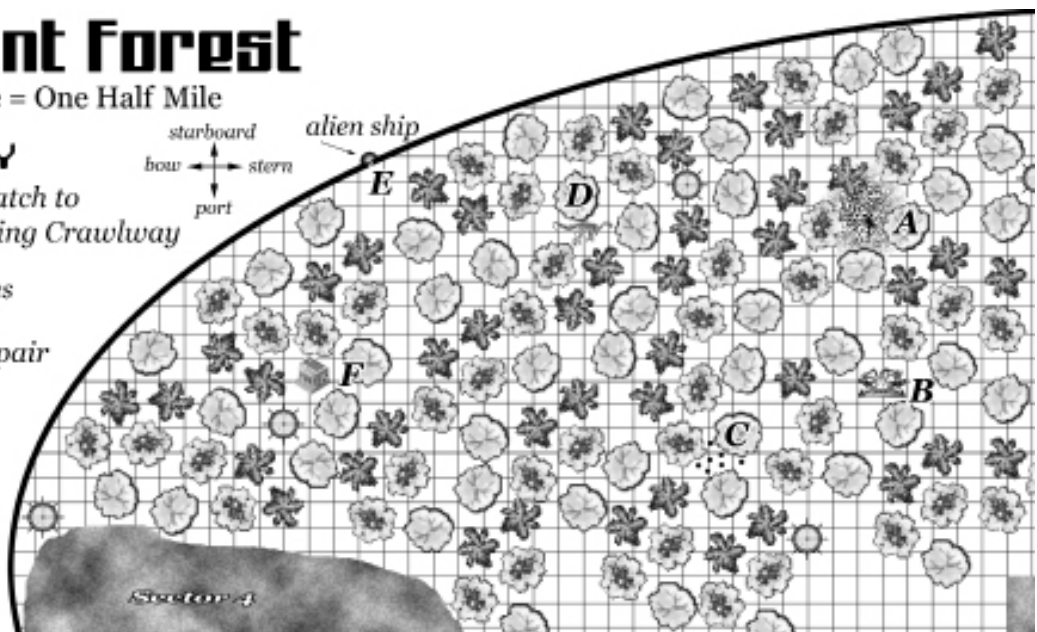
Webs



Large
Skeleton

starboard
bow
port
stern

alien ship



Android Farms

One Square = One Half Mile

MAP KEY



Access Hatch to
Engineering Crawlway

Android Farm Complex

Planted Fields

Paved Road

Light Forest

port

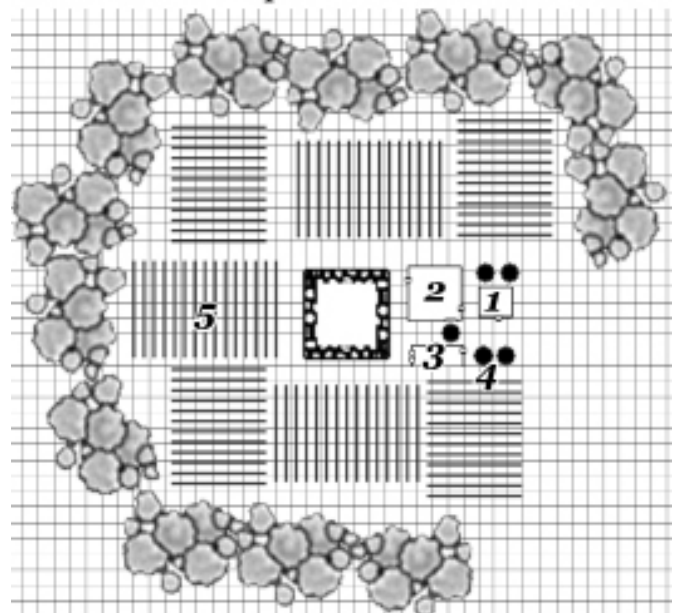
stern ← → bow

starboard



Typical Android Farm

One Square = 200 Feet



MAP KEY



Corral



Silos



Plowed Fields



Light Forest

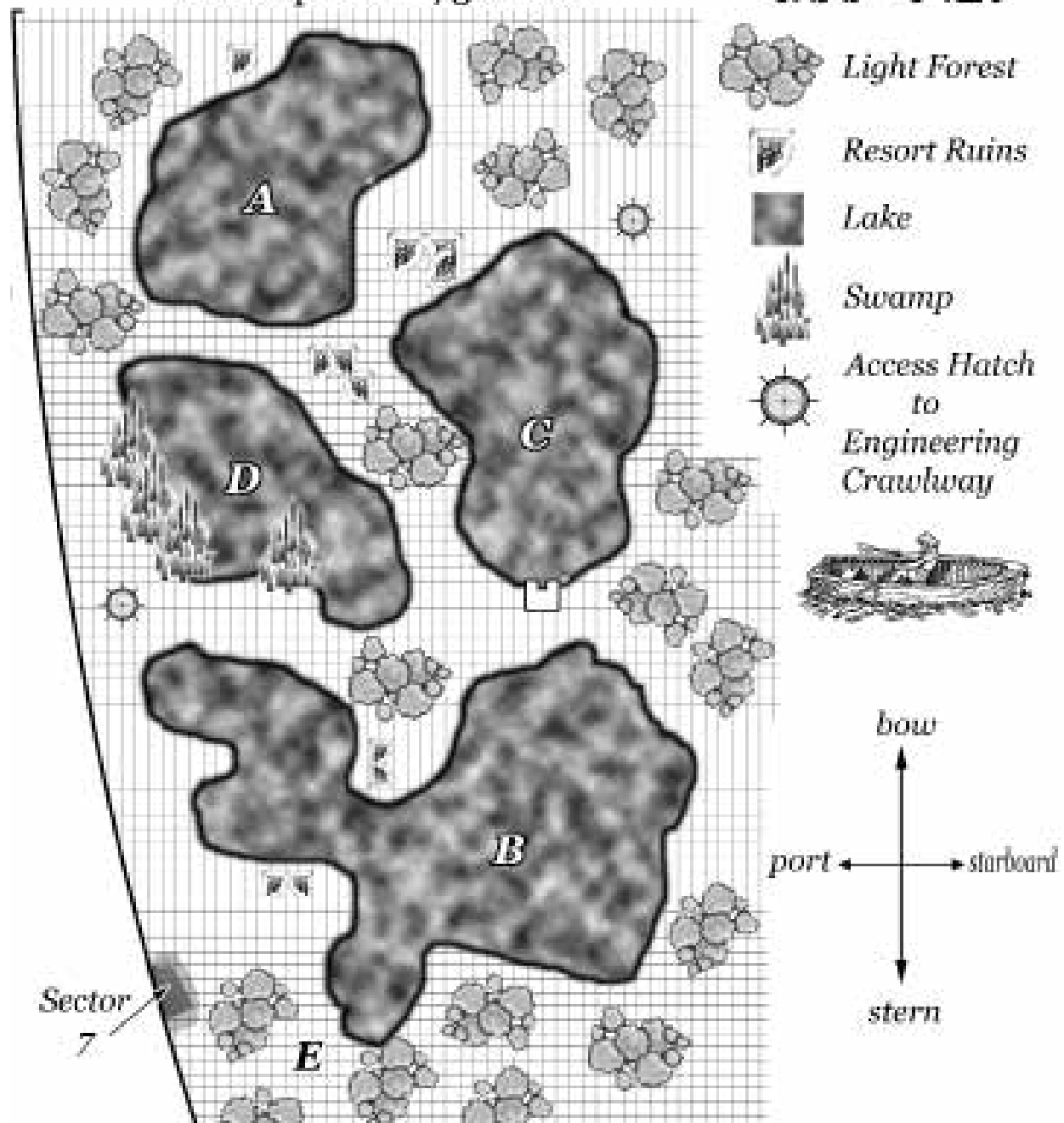


Farm Buildings

Four Lakes Resorts

One Square = 750 Feet

MAP KEY



Engineering Crawlway

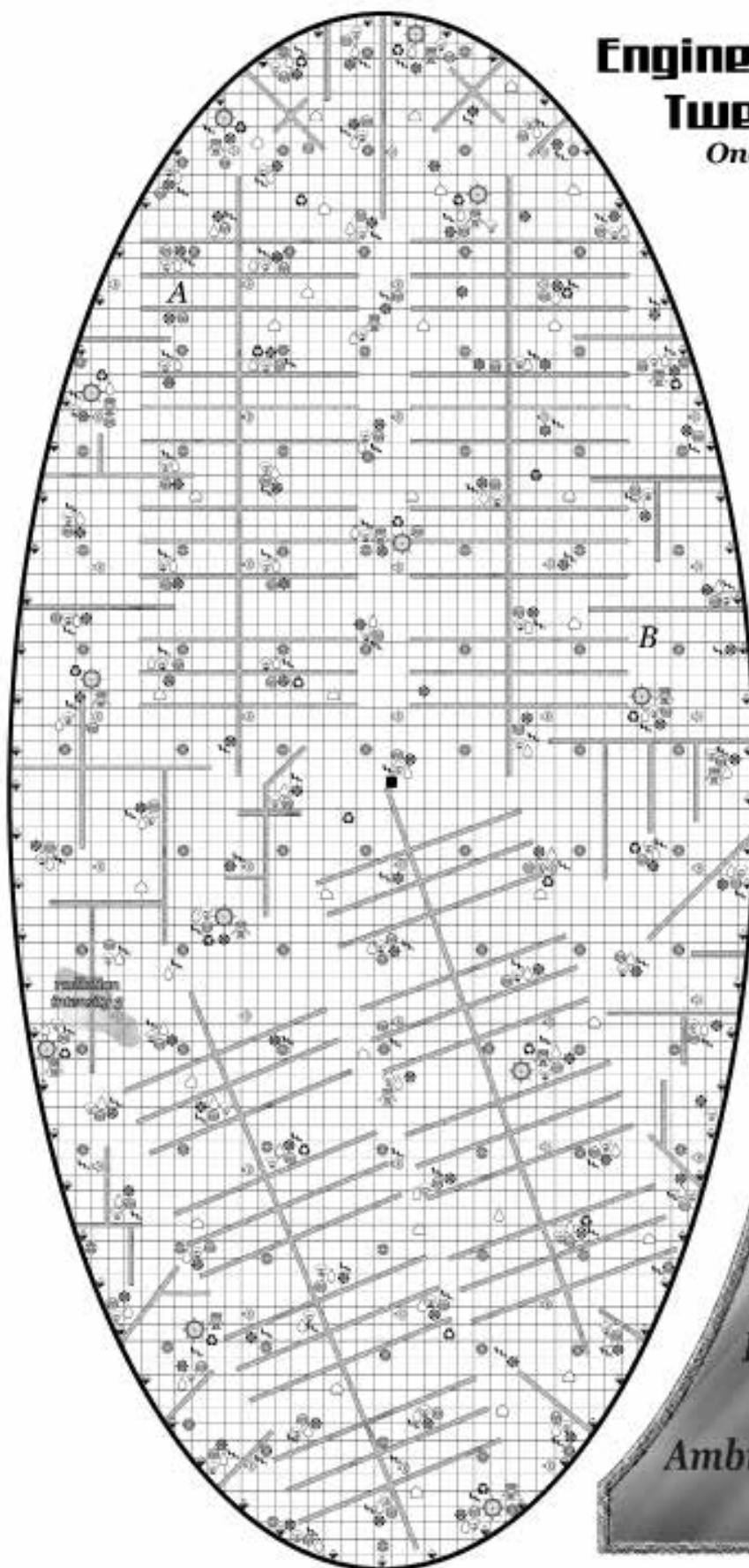
Tween Deck #8.5

One Square = One Half Mile

Key

-  standard power substation
-  broadcast power station
-  robot depot
-  air recirculation and purifying station
-  water purification plant
-  electrical circuit bus
-  storage area
-  thruster station
-  gravity node
-  environmental control station
-  waste recycling center
-  12' wide by 8' tall hallway
-  solid bulkhead
-  hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'



Gravity:

0.95 - 1.12 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

103.2 K P A

Power Capacity:

6029 MW

Background EMF:

2.21 - 2.87 mG

Ambient Temperature:

79 F° / 26°C

Deck 9

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 48 MILES X 23 MILES

MAP KEY

- | | |
|-----------------------------------|-----------------------------|
| Return Airlocks | Cell Block Wing |
| Zero Atmosphere Storage | Residential Complex |
| Vacuum Transit Hub | Barracks |
| Vacuum Transit Tube | Law Offices |
| Fusion Generator | Access Hatch to Engineering |
| Laser Turret | Crawhway |
| Rail Gun | |
| Storage | |
| Electrical Conduit | |
| Condor Class Shuttle | |
| Hawk Class Scout Ship | |
| Office and Workshop Complex | |
| Sparrow Class Shuttle | |
| Shuttle Bay Airlock | |
| Damage Control | |
| Warehouse | |
| Standard Airlock | |
| Fuel Rod Depot | |
| Light Forest | |
| Justice Pod | |
| Retractable Portion of Outer Hull | |
| Wristband Required Security Door | |

- 1) Central Elevator
- 2) Law Offices
- 3) Prison Security
- 4) Prison
- 5) Residential Area
- 6) Civil and Criminal Courts
- 7) Military Munitions
- 8) Military Attache
- 9) Shuttle and Scout Service Area
- 10) Shuttle/Scout Bay
- 11) Weapons Bay

Gravity:

1.03 - 0.15 G

Power:

EXTERNAL

Background EMF:

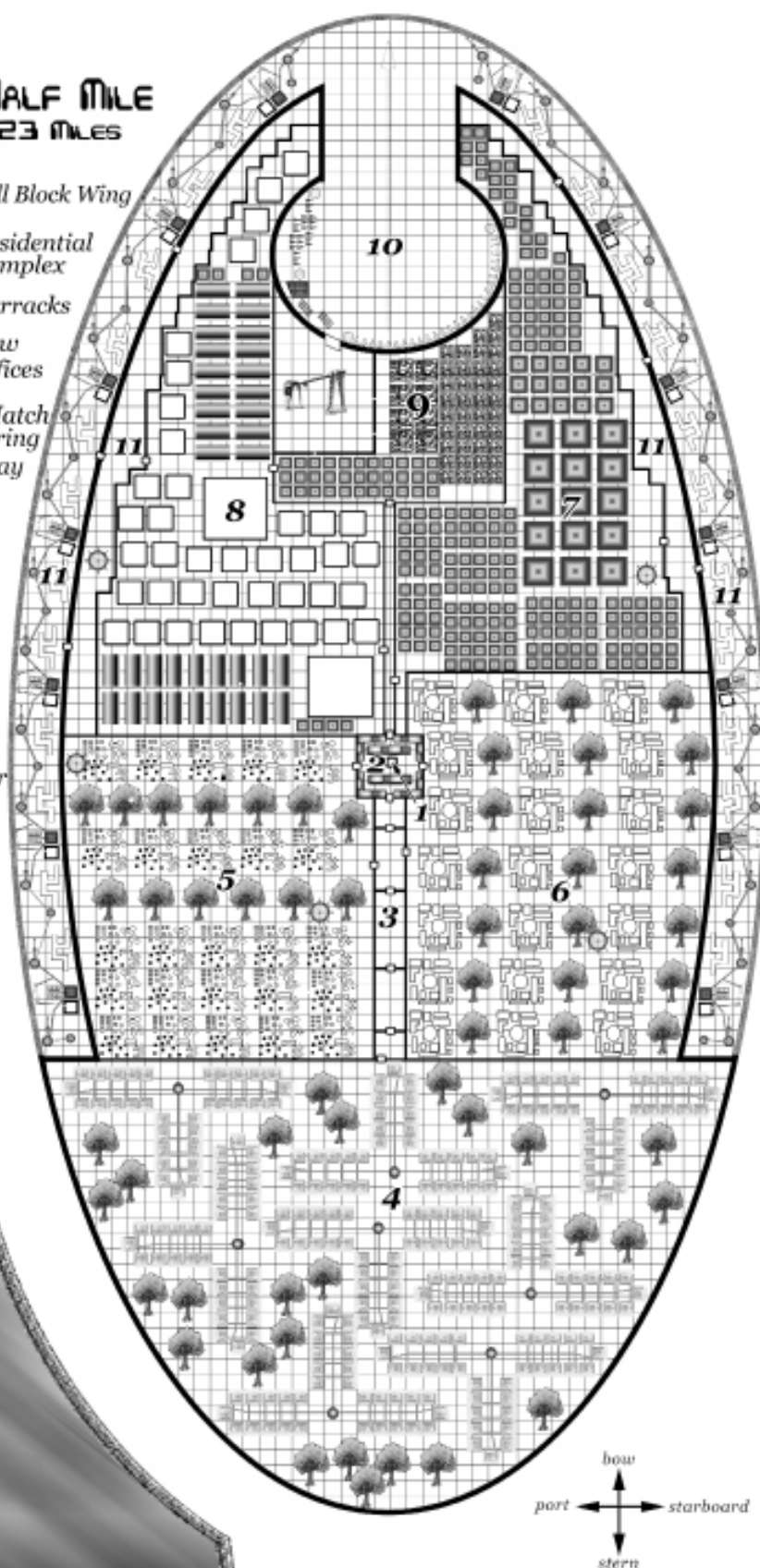
1.023 mG

Ambient Temperature:

71° F / 21.6° C

Atmospheric Anomalies:

CH₄: 0.012 %



Key



Artificial Intelligence
Data Processors



Input and
Programming



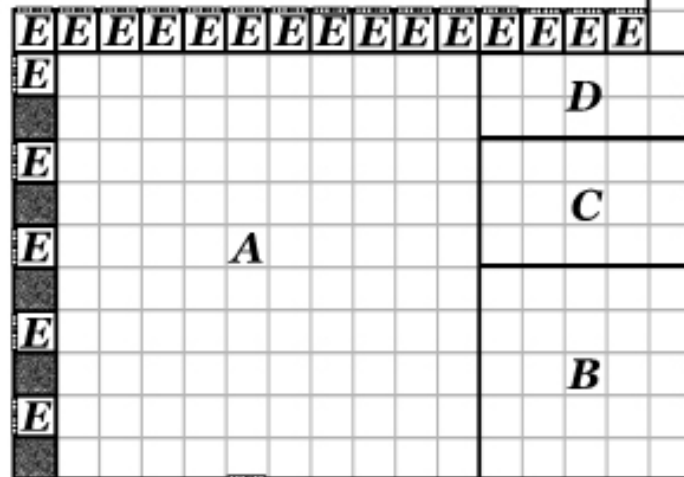
Holographic
Projector

brown access
green access
grey access
white access
red access
red&blue access

security door
oval filled in
indicates band
color required

Central Elevator

One Square = Twenty Feet



Prison Security and Orientation

One Square = 500 Feet

MAP KEY



Interrogation Room



Low Security Building



Vending Machines



Table and Chairs



Hospital Beds

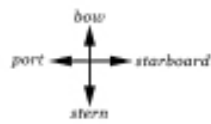


Security Door



Prison

One Square = One Half Mile

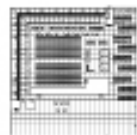


MAP KEY

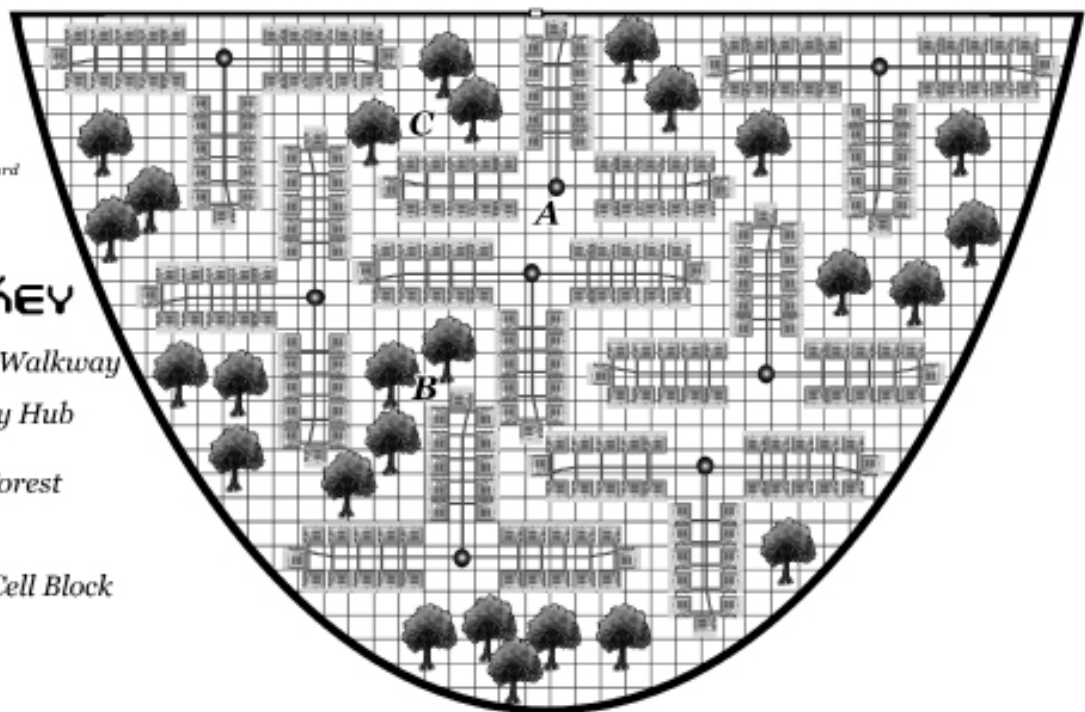
✚ Secure Walkway

● Security Hub

🌳 Light Forest

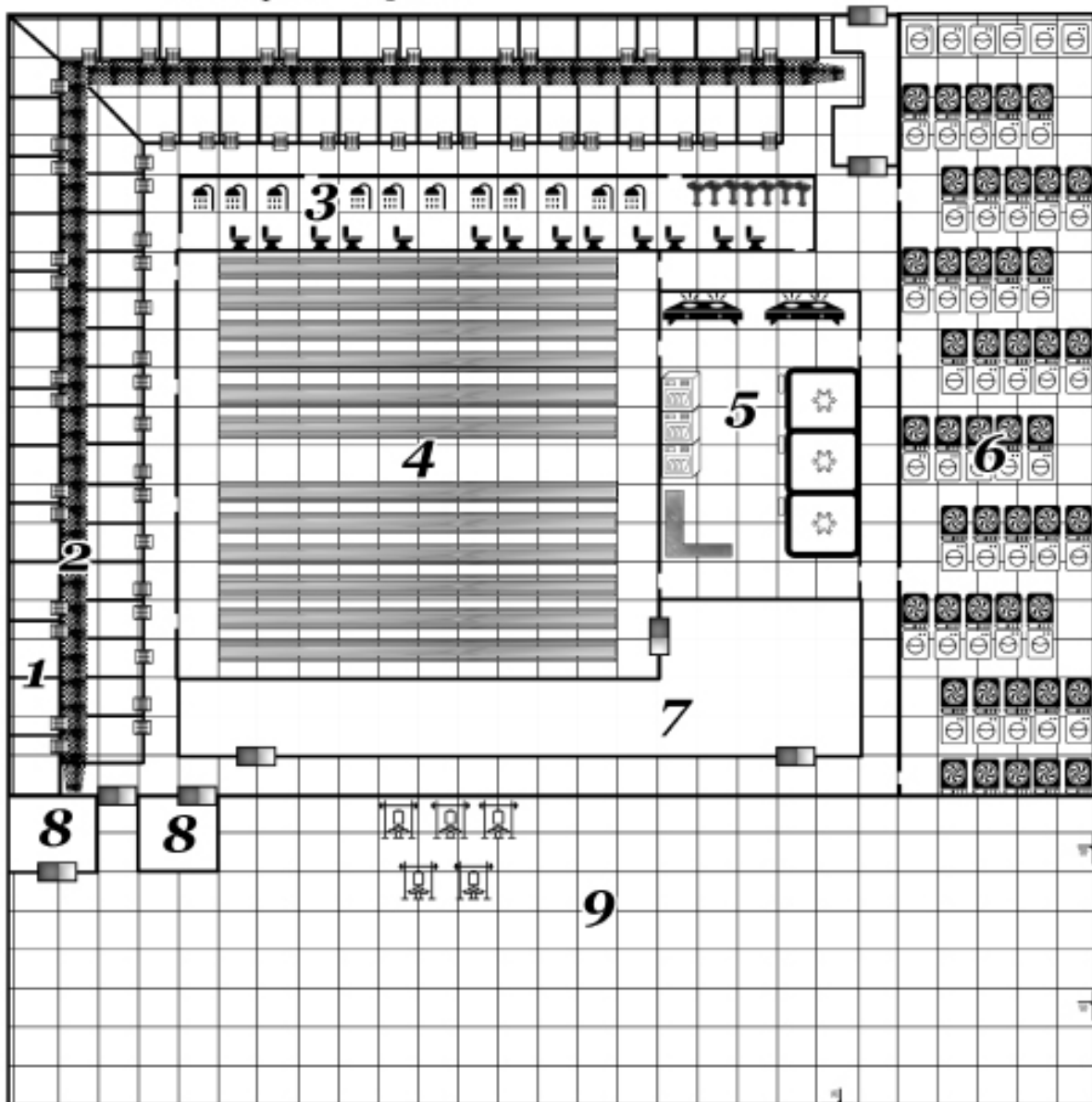


Cell Block



Standard Cell Block

One Square = 25 Feet



MAP KEY



Dishwasher



Cafeteria Seating



Washing Machine



Ovens



Catwalk



Dryer



Toilet



Shower



Basketball Hoop



Sinks



Walk-in Refrigerator



Weightlifter's Bench



Remote Access Door

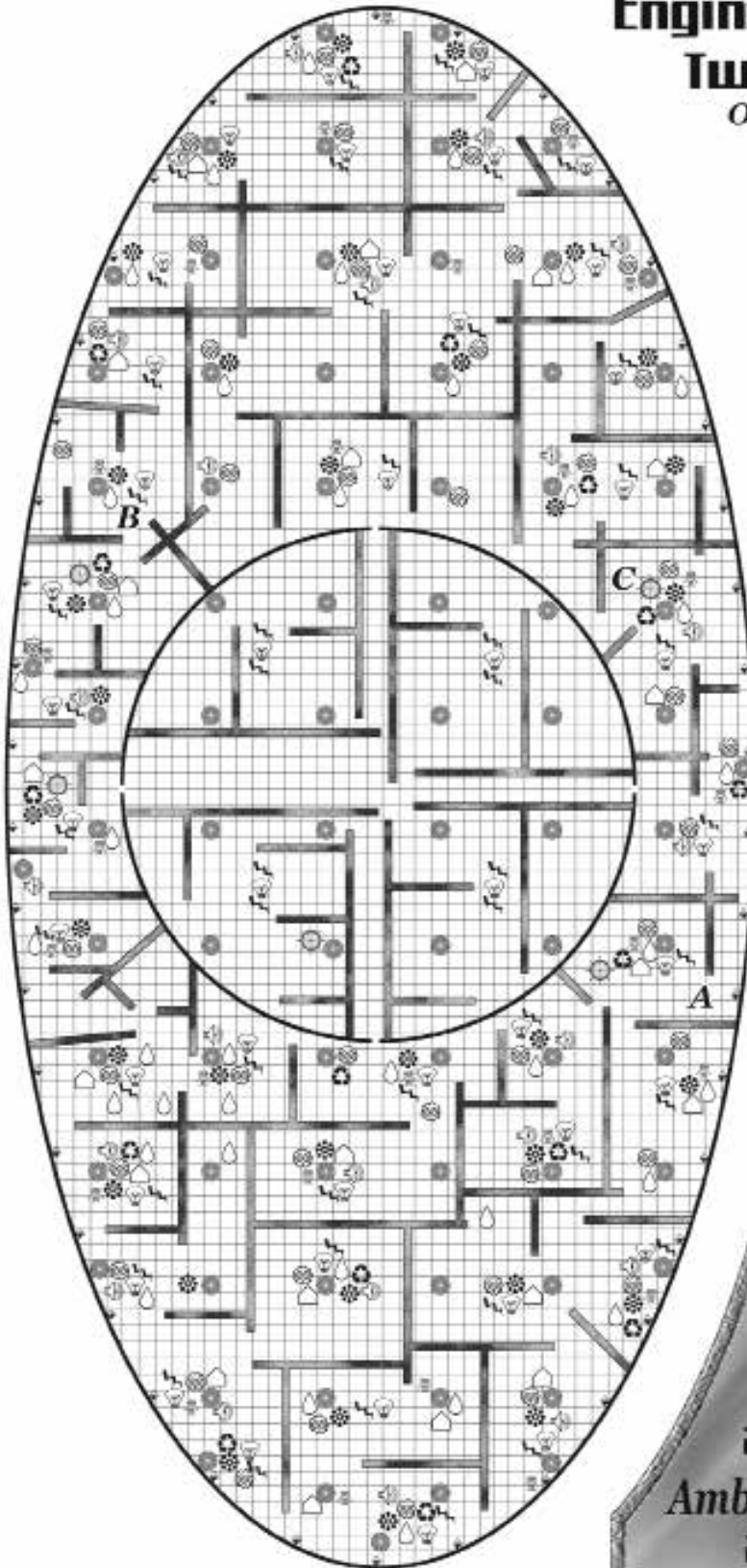


Food Counter



Security Door

Engineering Crawlway Tween Deck #9.5 *One Square = One Half Mile*



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:

0.80 - 0.85 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

103.5 K P A

Power Capacity:

8331 MW

Background EMF:

2.65 - 3.20 mG


Ambient Temperature:


25°C / 77°F


One Square = One Half Mile
Overall Size: 16 Mile Diameter Circle

Deck 10


MAP KEY


 Access Hatch to Engineering Crawlway


 Landscaped Housing Area


 Daycare and School Center

 Shops


 Theaters

 Workshops and Laboratories


 Warehouse

 Security (Red&Blue Wristband) Door

 Housing Area

 Emergency Equipment

 Golf Courses

 Light Forest

1 Central Elevator

2 Security Checkpoint

3 Bridge

4 Housing & Offices for Communications Department

5 Housing & Offices for Navigation Department

6 Housing & Offices for Command Department

7 Housing & Offices for Weapons Department

8 Housing & Offices for Science and Engineering Departments

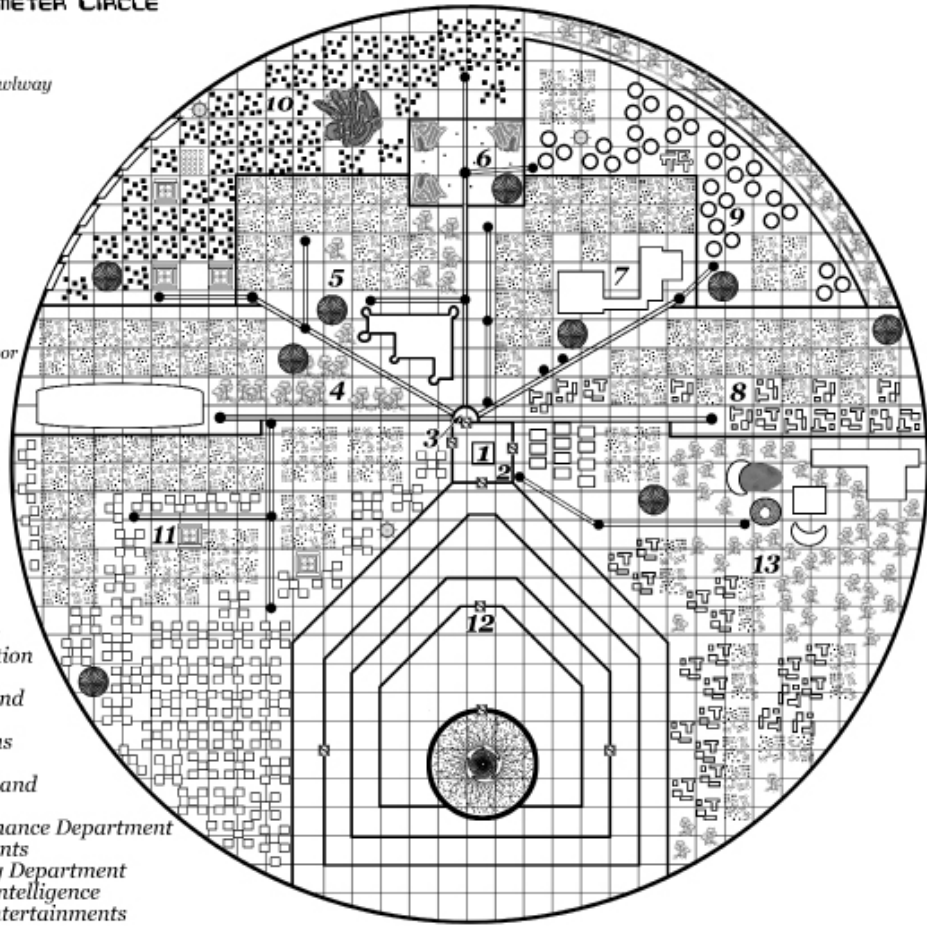
9 Housing & Offices for Maintenance Department

10 Restaurants and Entertainments

11 Housing & Offices for Security Department

12 Warden Ship-wide Artificial Intelligence

13 Special Guest Housing and Entertainments



Gravity:
0.90 - 0.925 G
Power:
INTERNAL - FUSION

Background EMF:
4.3 mG
Ambient Temperature:
70° F / 21° C

Pressure:
100 kPa
Atmospheric Anomalies:
N₂: 72% O₂: 22%



Key



Artificial Intelligence
Data Processors



Input and
Programming



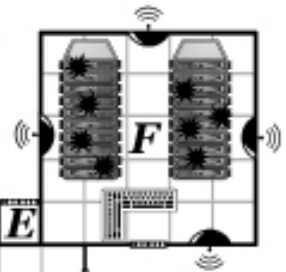
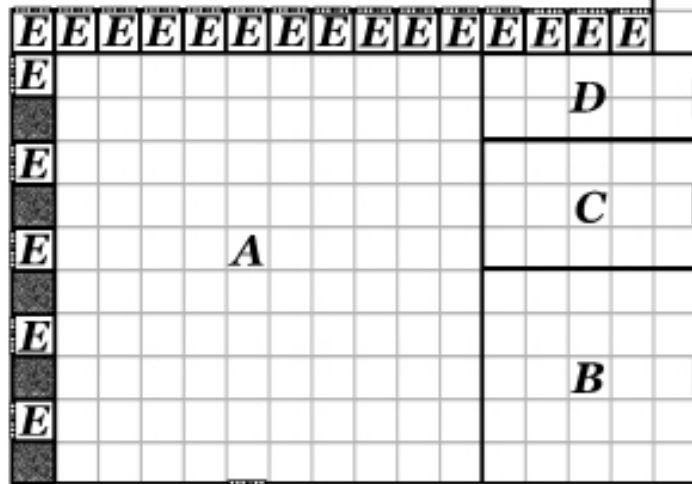
Holographic
Projector

brown access
green access
grey access
white access
red access
red&blue access

security door
oval filled in
indicates band
color required

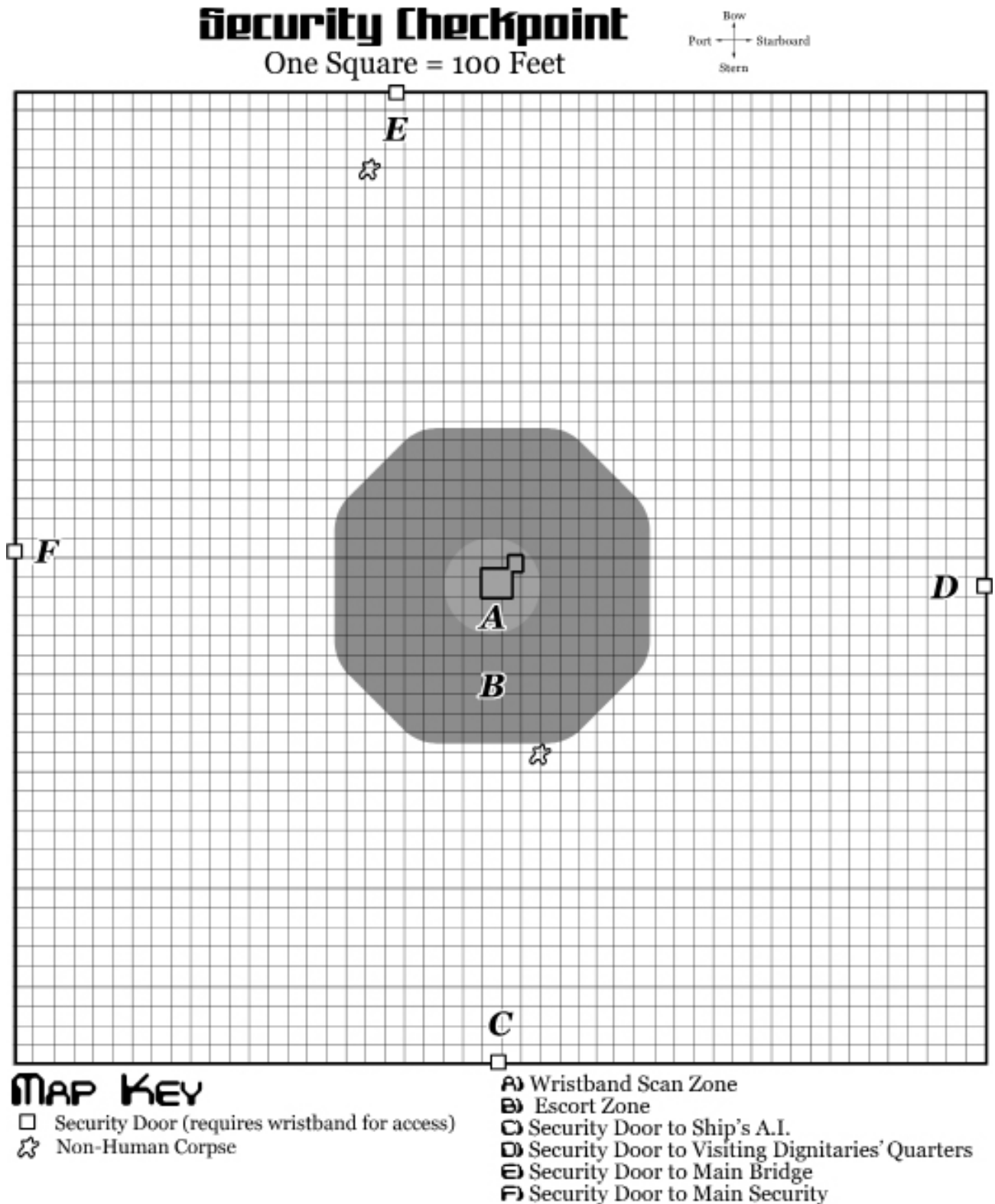
Central Elevator

One Square = Twenty Feet



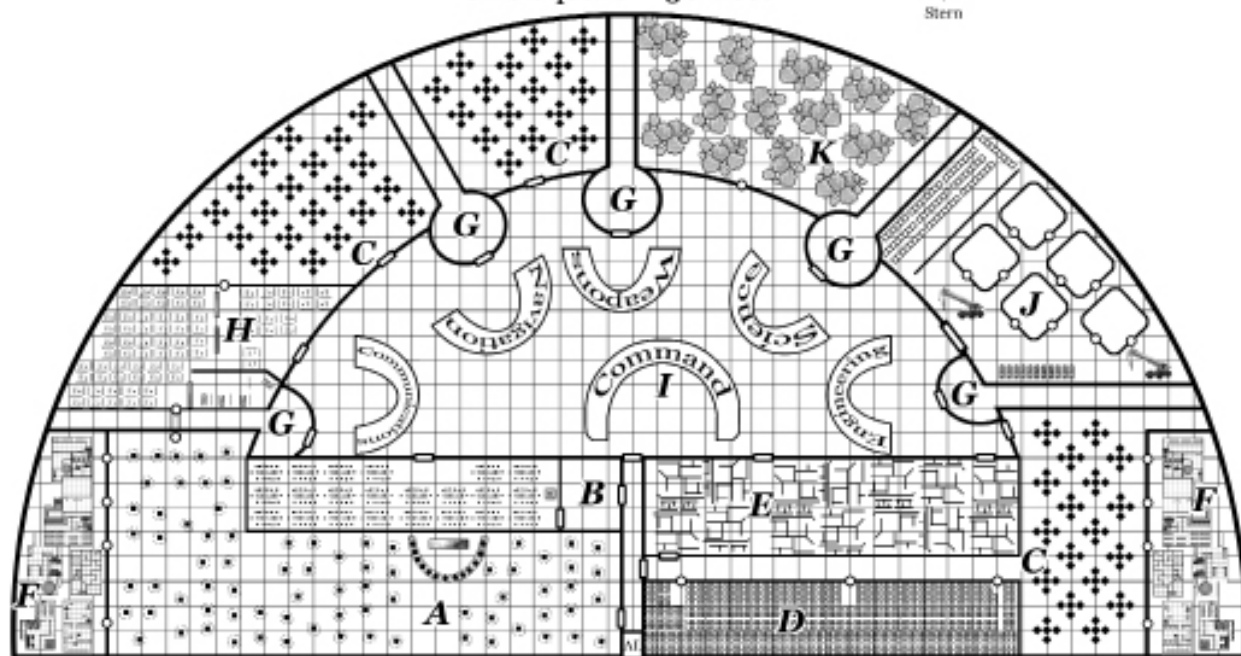
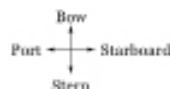
2 – Security Checkpoint

Once explorers manage to exit the elevator, they face a new obstacle: an open space nearly a quarter mile deep that was constructed as a security ‘killing zone’. Any visitors not authorized to be on Deck #10 were here either captured by security, returned to the elevator, or killed.



Bridge

One Square = 50 Feet



MAP KEY

- Air Purification Center
- Electrical Generators
- Temperature and Humidity Controls
- Waste Recycling
- Water Purification
- Robot Repair and Recharge
- Security Air Locked Door

- Non-Security Door
- Conference Table and Chairs
- Food Preparation Area
- Dining Table and Chairs
- Sanitary Facilities
- Emergency Environmental Suits
- Anti-Gravity Sleds
- Security Door
- Tunnel

- Emergency Equipment Lockers
- Mobile Crane
- Sick Bay Bed
- Light Forest

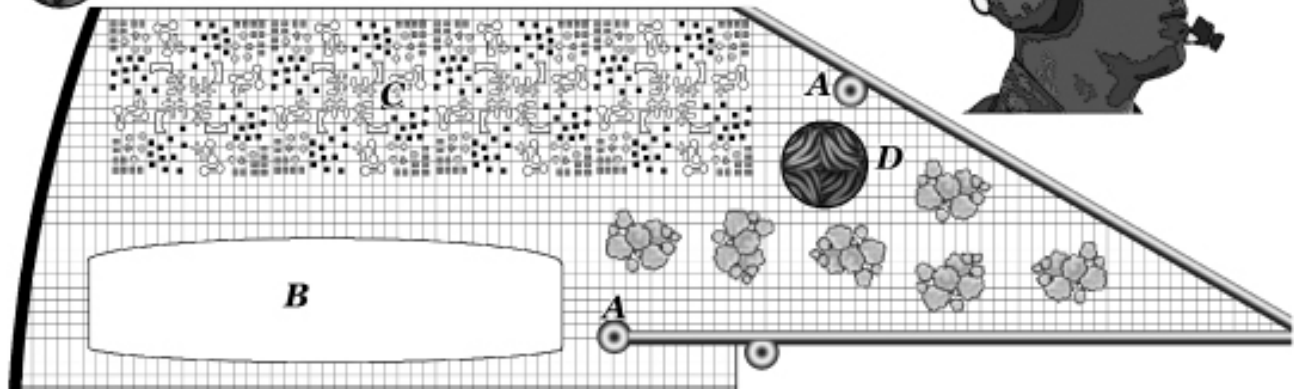
- A** Canteen
- B** Security
- C** Emergency Kiosks
- D** The Head
- E** Conference Rooms
- F** Utilities

- G** Transport Tube Depot
- H** Sick Bay
- I** Bridge
- J** Damage Control
- K** Serenity Room

A diagram showing the four cardinal directions of a ship. A central cross has four arrows pointing outwards. The top arrow is labeled 'bow', the bottom arrow is labeled 'stern', the left arrow is labeled 'port', and the right arrow is labeled 'starboard'.



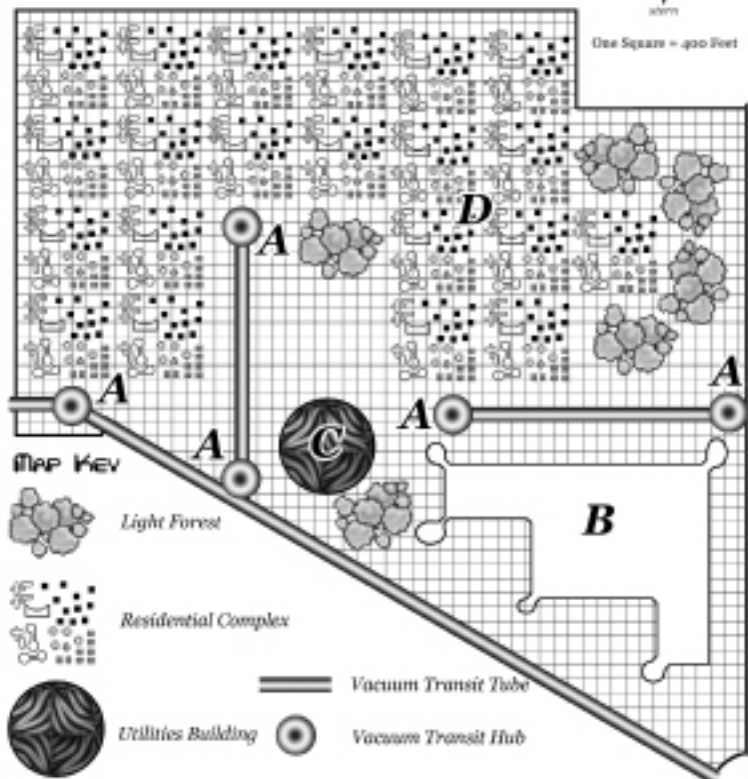
One Square = 400 Feet



One Square = 400 Feet

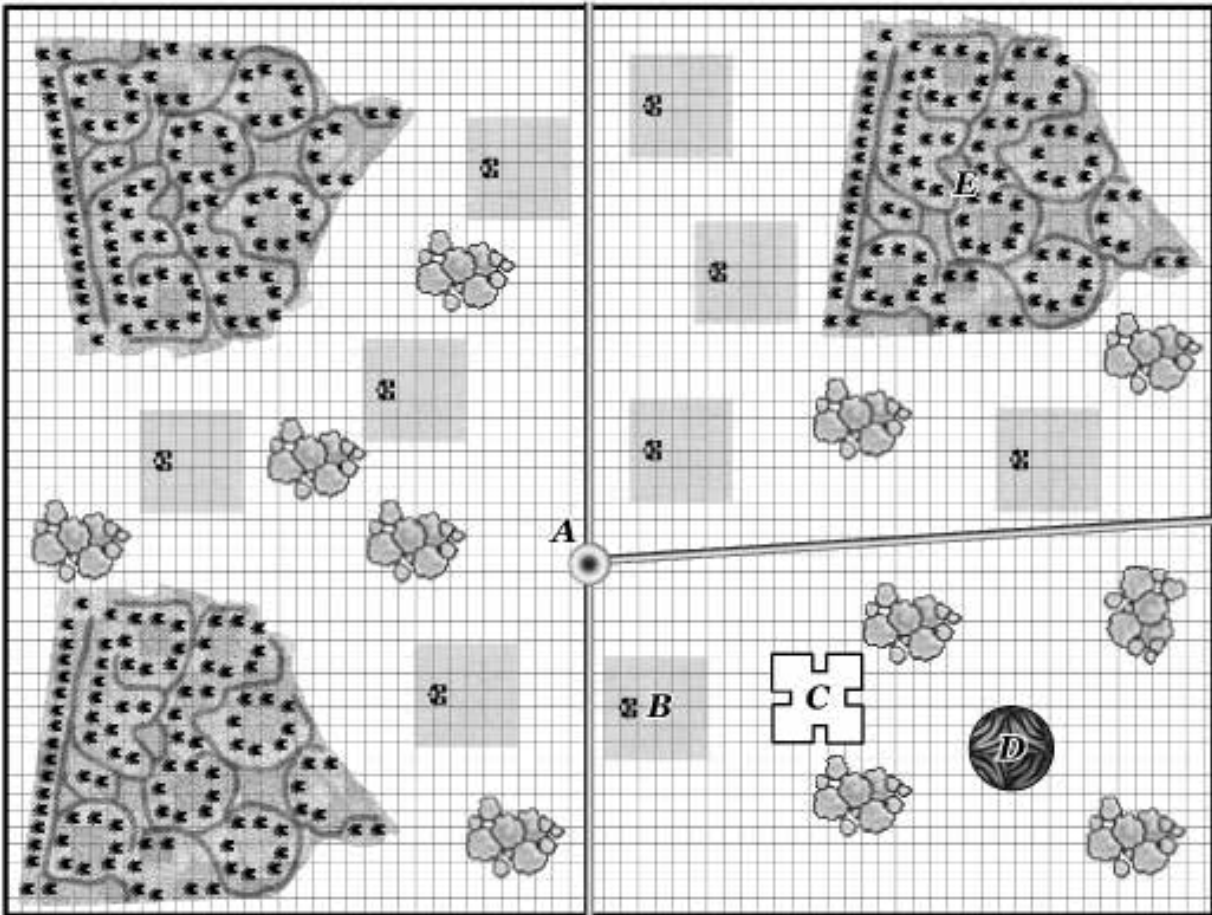
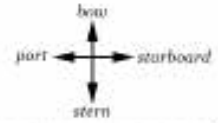


Vacuum Transit Hub



Command Department

One Square = 150 Feet



MAP KEY



Utilities Building



Light Forest



Landscaped Lawn



Small House



Large House



Vacuum Transit Hub

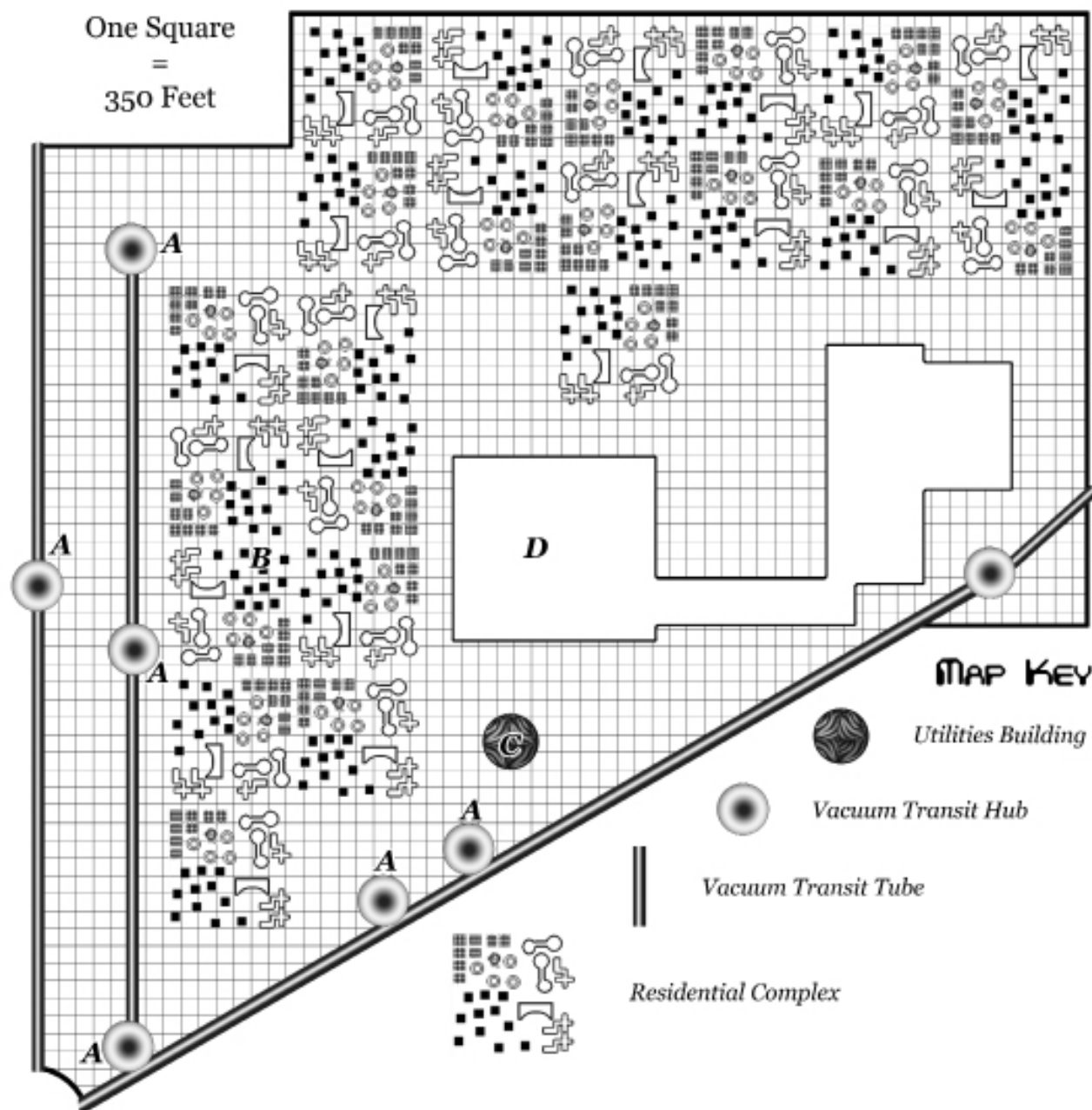


Vacuum Transit Tube

Weapons Department

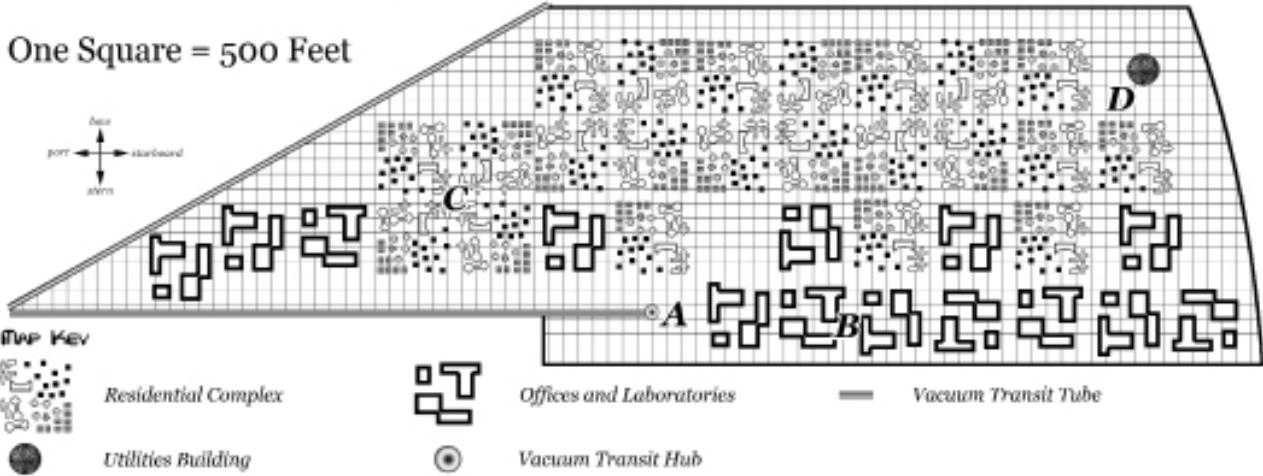


One Square
= 350 Feet



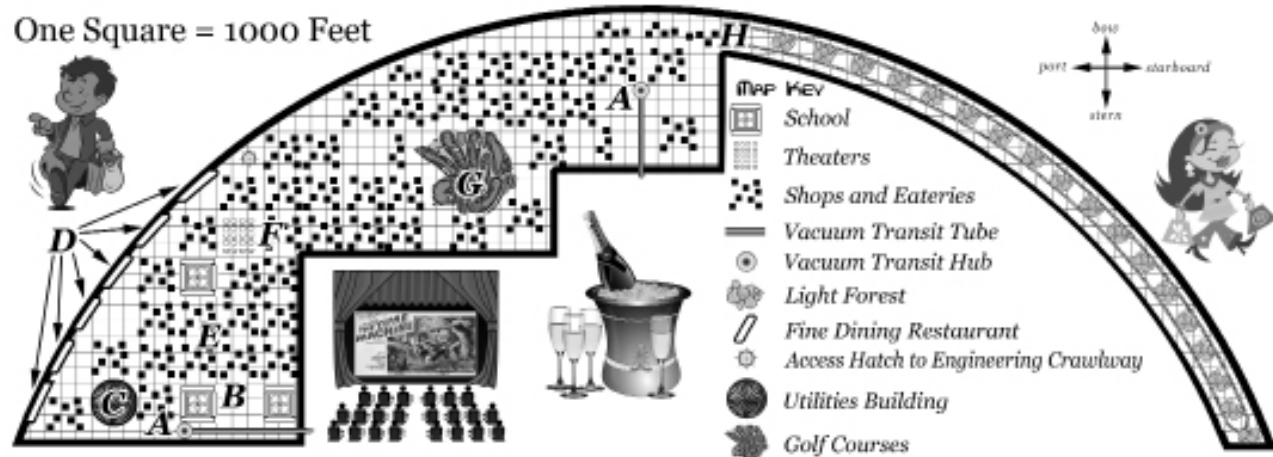
Science and Engineering Department

One Square = 500 Feet



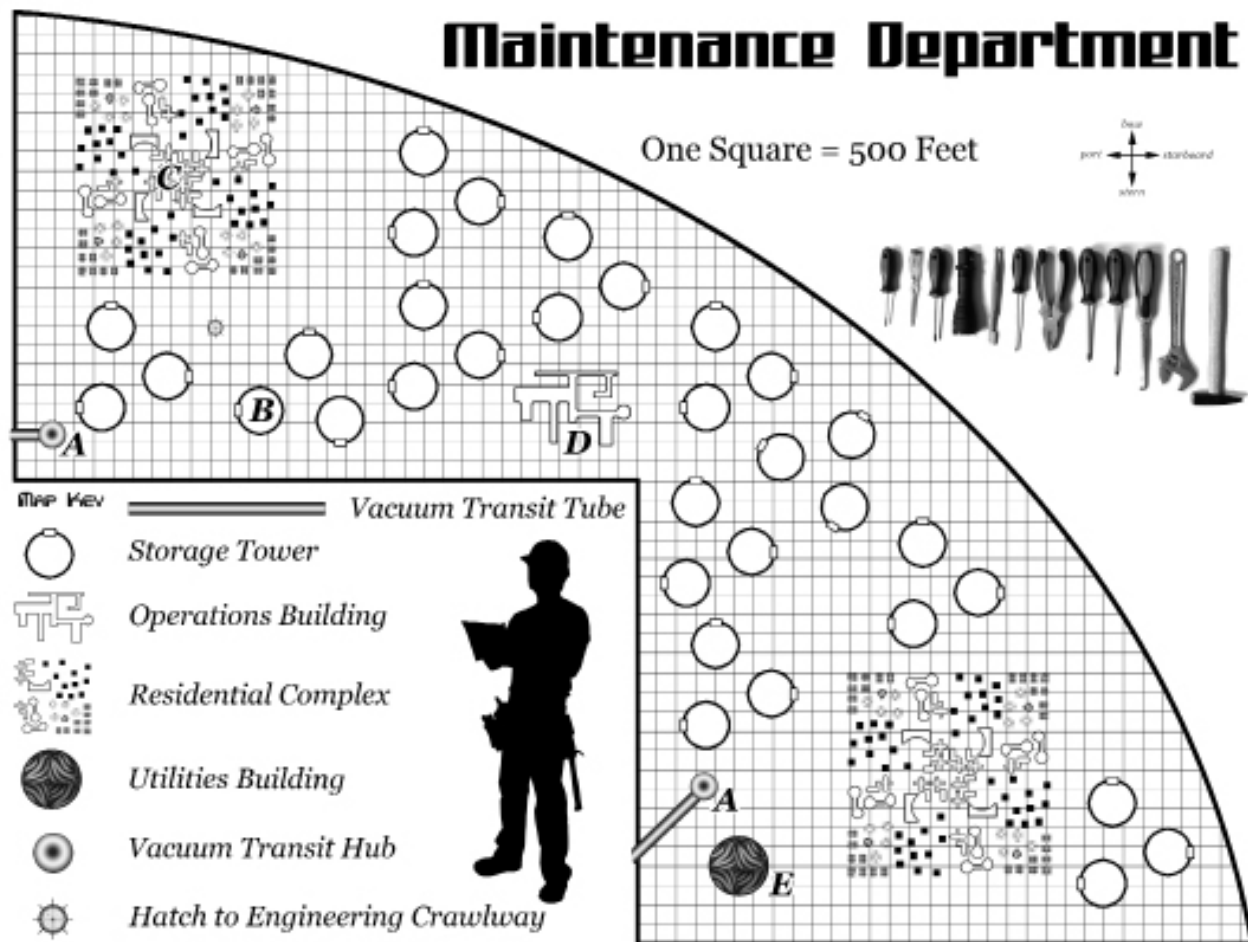
Restaurants and Entertainments

One Square = 1000 Feet



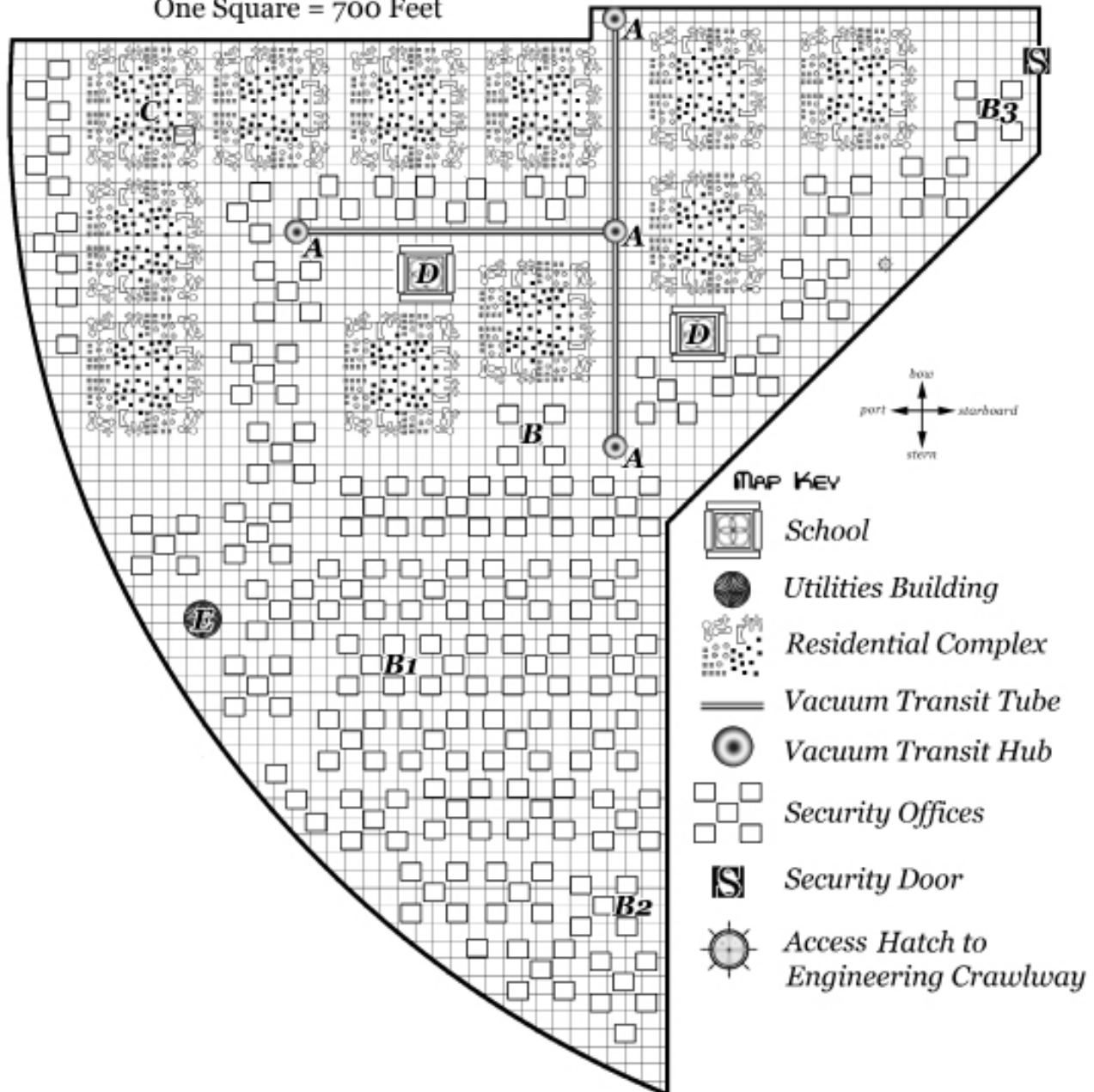
Maintenance Department

One Square = 500 Feet



Security Department



One Square = 700 Feet

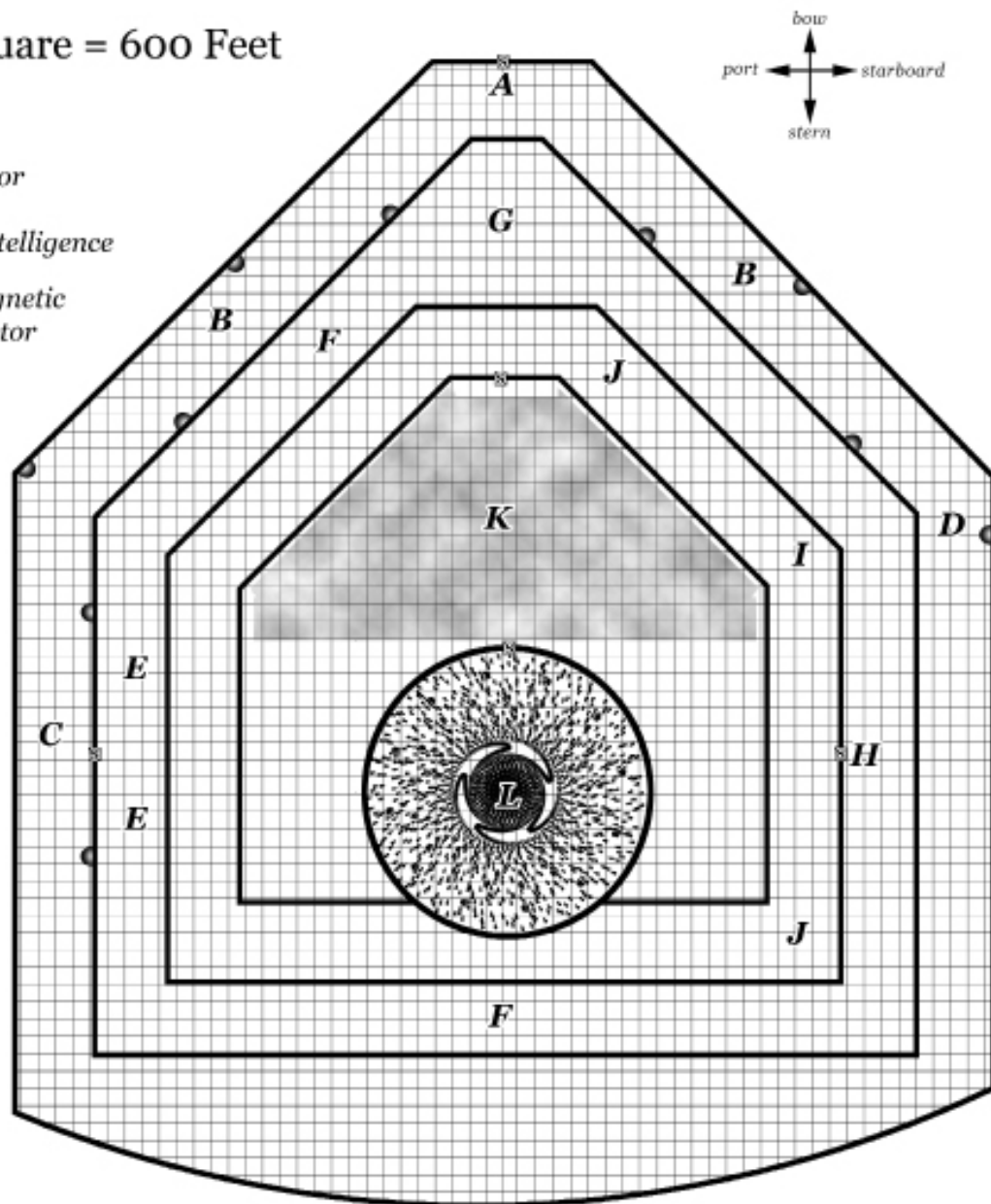


Warden Main Artificial Intelligence

One Square = 600 Feet

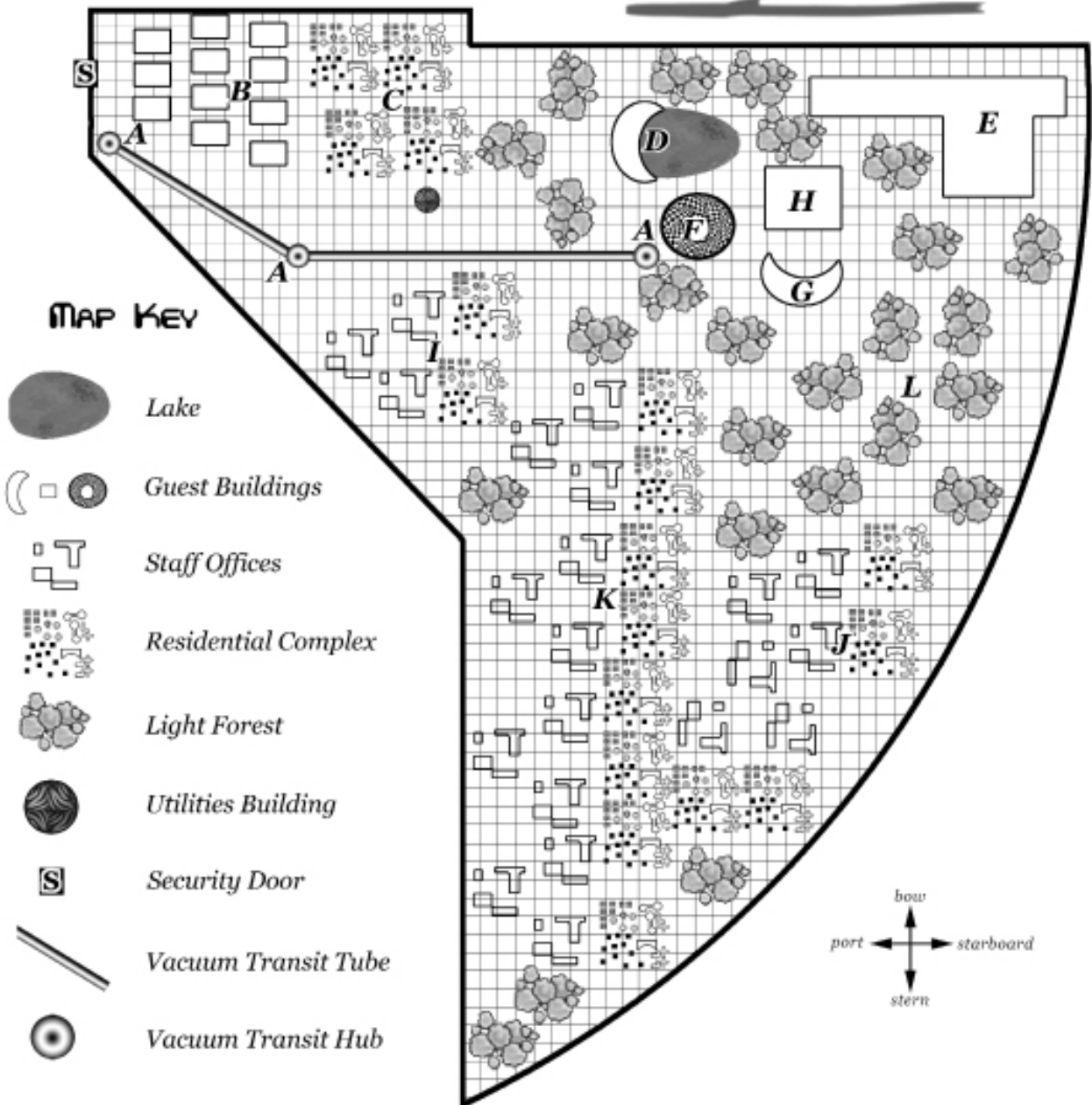
MAP KEY

-  *Security Door*
-  *Artificial Intelligence*
-  *Electro-Magnetic Pulse Projector*
-  *Dense Fog*



Special Guest Housing and Entertainments

One Square = 700 Feet



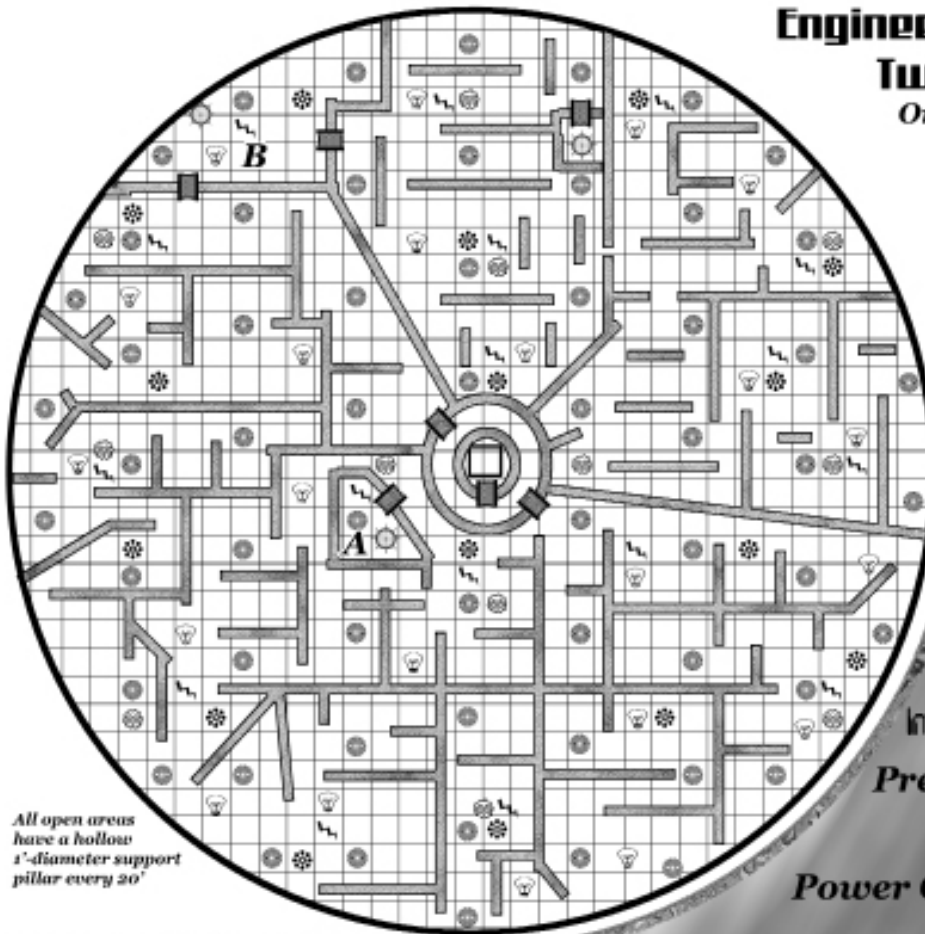
Engineering Crawlway

Tween Deck #10.5

One Square = 1/2 Mile

Key

-  standard power substation
-  air recirculation and purifying station
-  electrical circuit bus
-  gravity node
-  environmental control station
-  solid bulkhead
-  hatchway to deck above
-  airlock



All open areas
have a hollow
1'-diameter support
pillar every 20'

Gravity:

0.21 - 0.30 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

91.2 K P A

Power Capacity:

3987 MW

BackgroundEMF:

4.9 - 5.3 mG

Ambient Temperature:

32° C / 90° F

ONE SQUARE = ONE HALF MILE

OVERALL SIZE: 49 MILES X 24 MILES

MAP KEY

-  Access Hatch to Engineering Crawlway
-  Inclined Ramp to Other Decks
-  Oak Tree
-  Maple Tree
-  Redwood Tree
-  Willow Tree
-  River
-  Fungus
-  Road
-  Mountains

- 1** Laboratories
- 2** Willow Forest
- 3** Maple Forest
- 4** Oak Forest
- 5** Redwood Forest
- 6** Central Elevator
- 7** Ramps to Other Levels

GRAVITY:

0.98 - 1.02 G

POWER:

EXTERNAL

BACKGROUND EMF:

546 mG

AMBIENT TEMPERATURE:

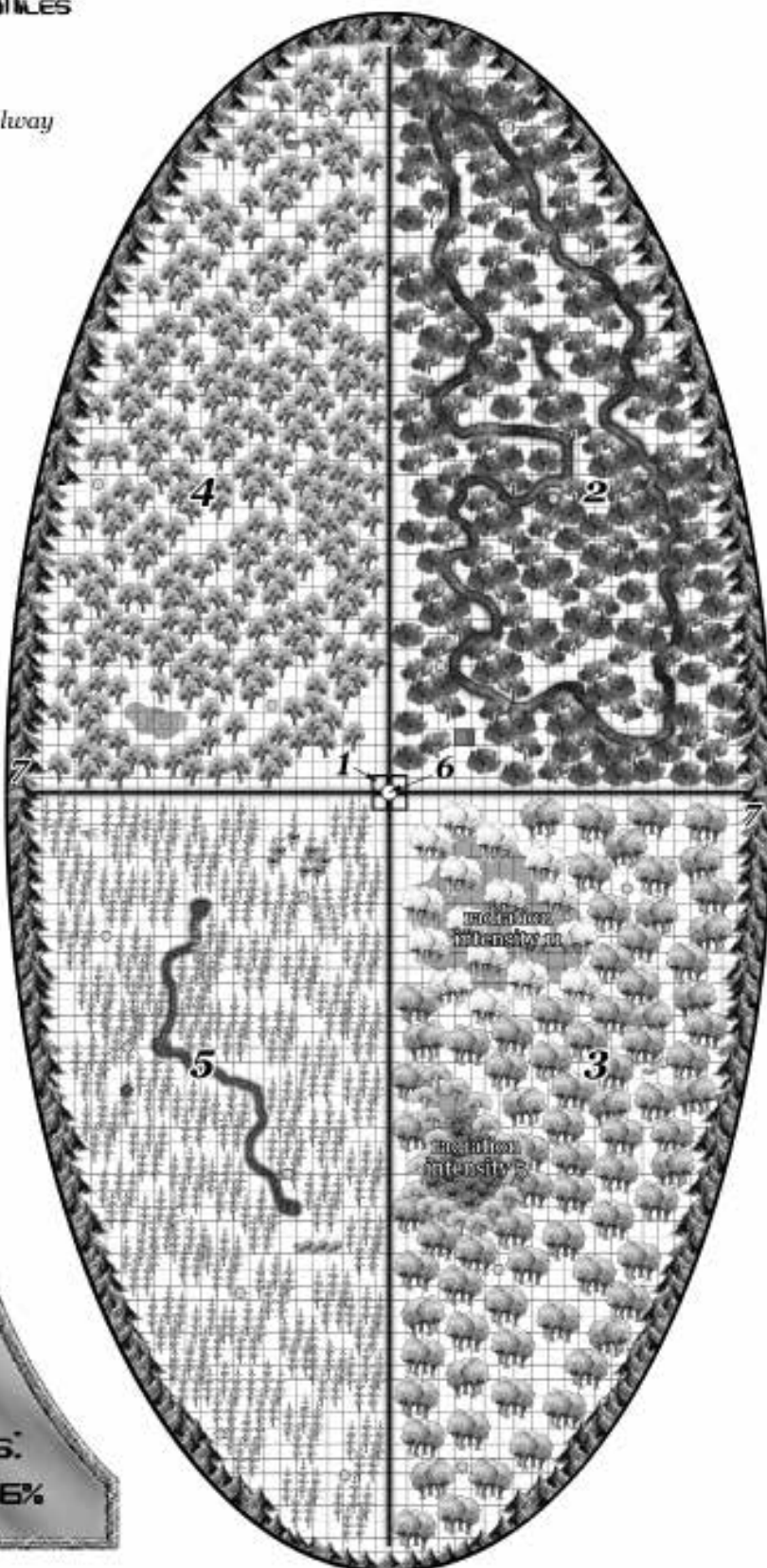
68°F / 20°C

ATMOSPHERIC ANOMALIES:

CO₂ 0.05%

Rn 0.05%

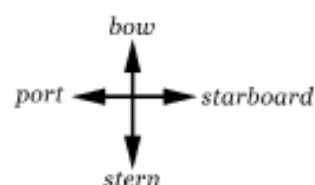
Deck 11



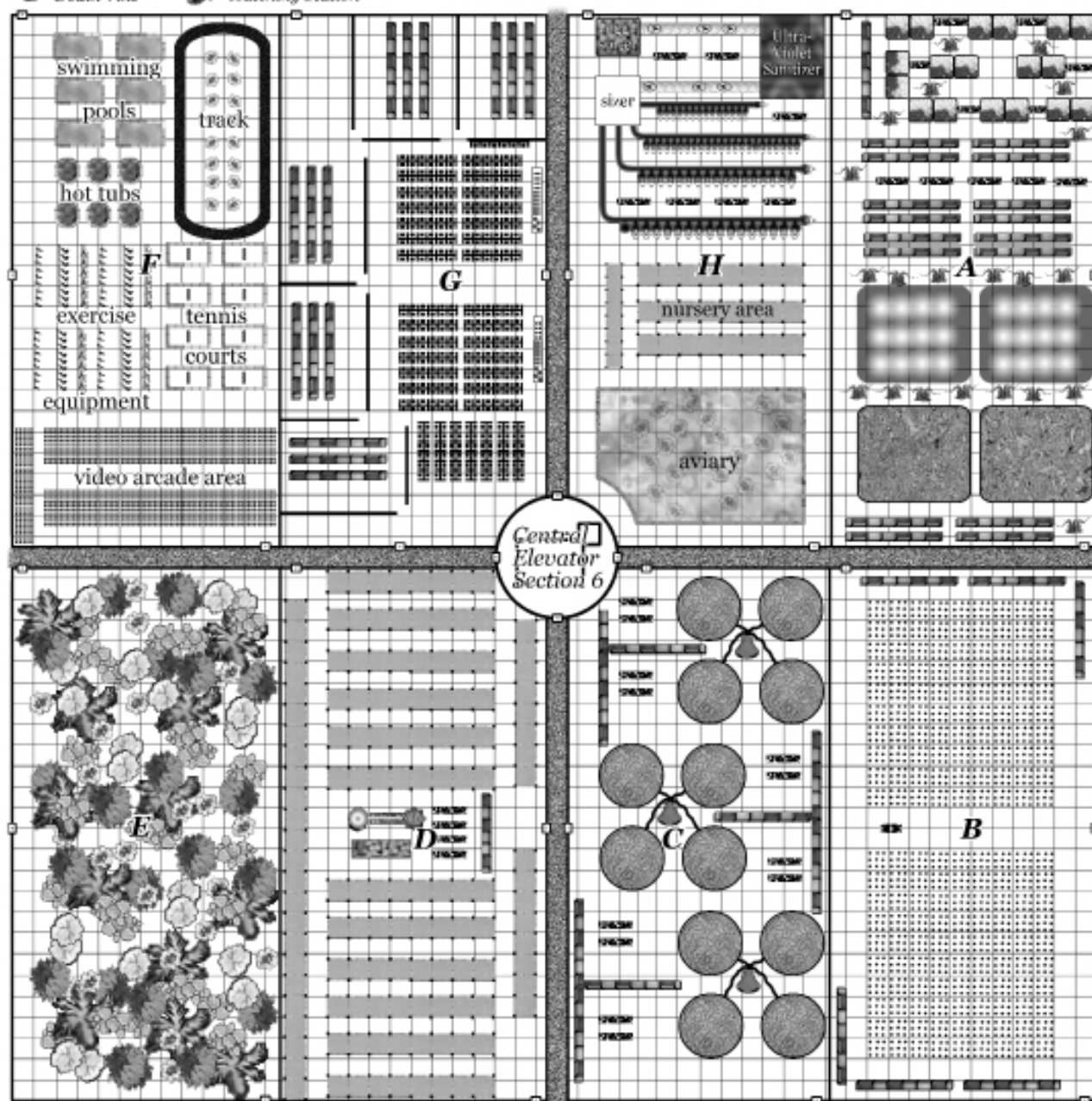
Forest Biome Laboratories

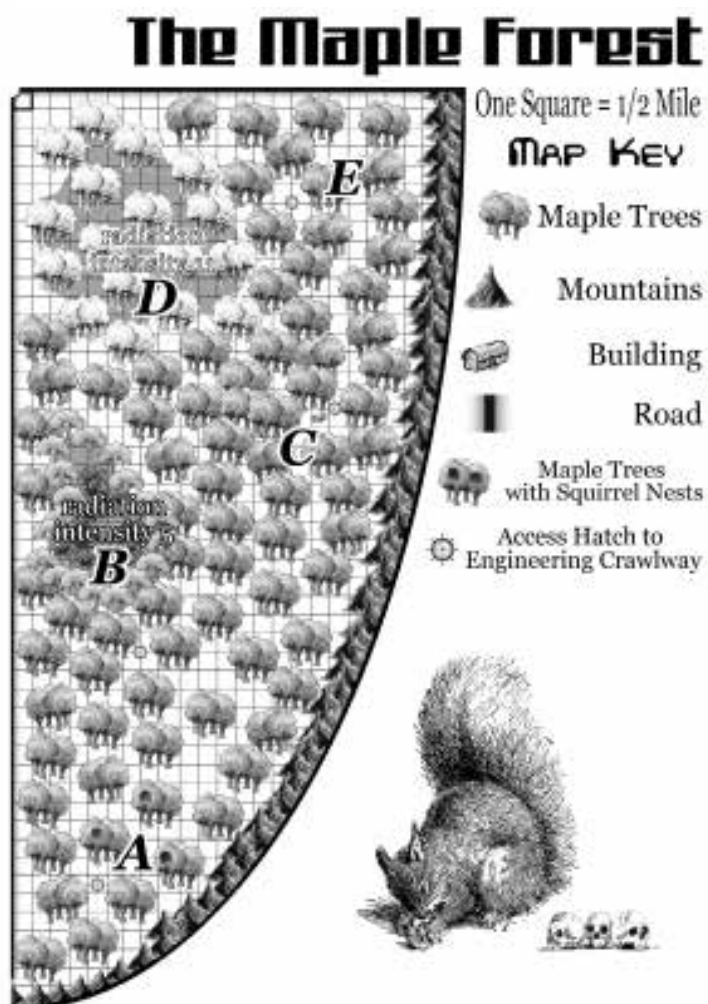
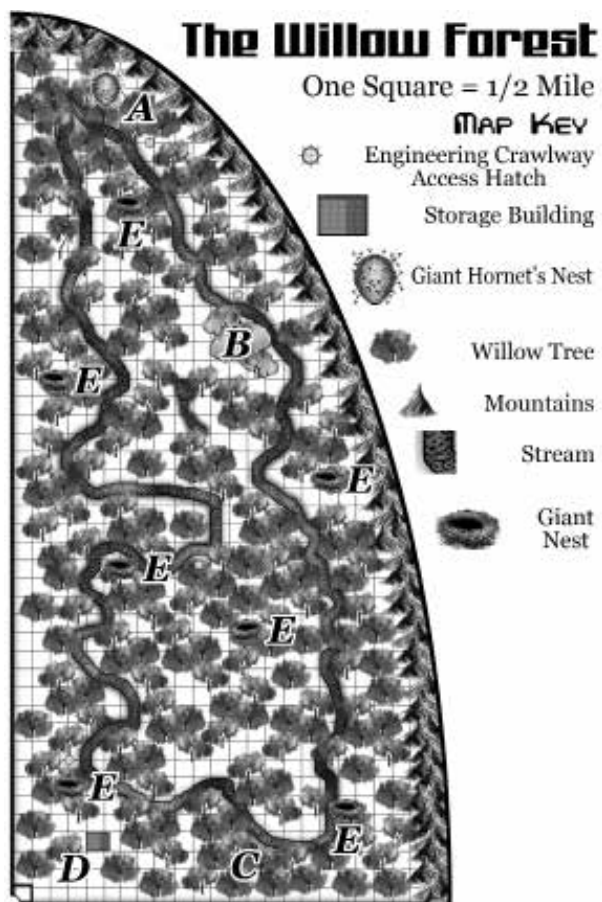
MAP KEY

- | | | | |
|------------------------|-----------------------|----------------------|--------------------------|
| Breeding Vat | Poison Detection Cell | Nutrient Testing Vat | Storage Shelf |
| Cafeteria Cooking Area | Dormant Robots | Nutrient Vat | Stress-Testing Equipment |
| Cafeteria Seating Area | Giant Seed Vat | Outer Security Door | Workbench |
| Conveyor Belt | Grow Light Area | Robotic Mechanic | |
| Death Vine | Hatching Station | | |



One Square = 100 Feet



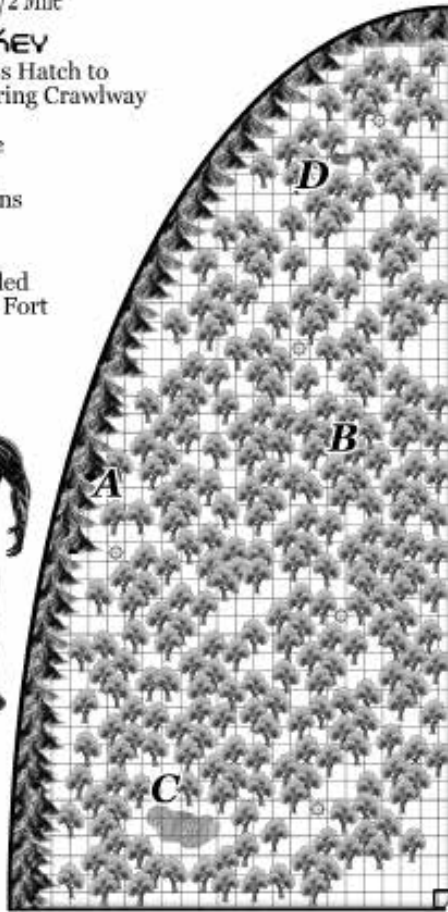


The Oak Forest

One Square = 1/2 Mile

MAP KEY









-  Access Hatch to Engineering Crawlway
-  Oak Tree
-  Mountains
-  Fungus
-  Palisaded Wooden Fort

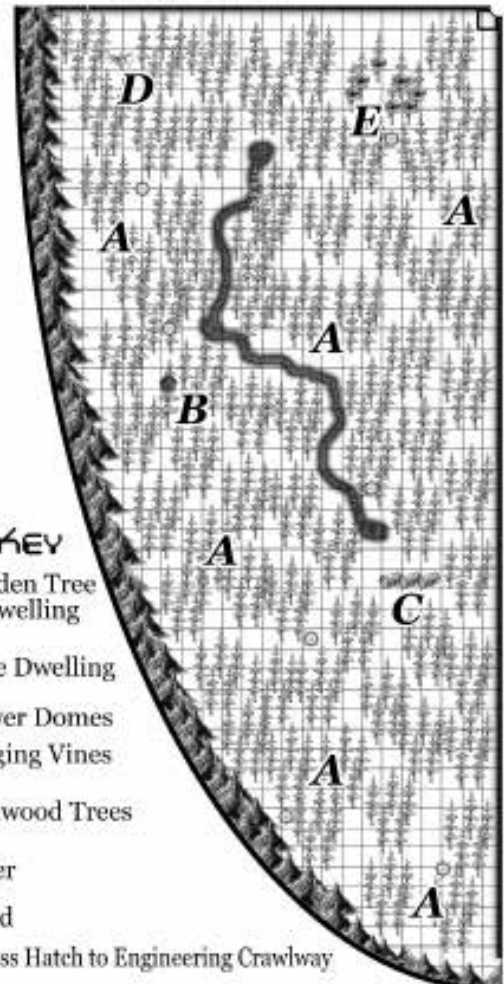


The Redwood Forest

One Square = 1/2 Mile

MAP KEY

-  Golden Tree Dwelling
-  Tree Dwelling
-  Power Domes
-  Singing Vines
-  Redwood Trees
-  River
-  Road
-  Access Hatch to Engineering Crawlway



Key



Artificial Intelligence
Data Processors



Input and
Programming



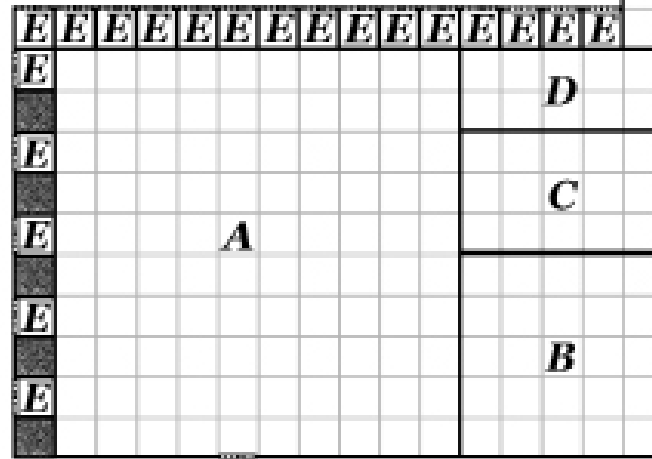
Holographic
Projector

brown access
green access
grey access
white access
red access
red&blue access

security door
oval filled in
indicates hard
color required

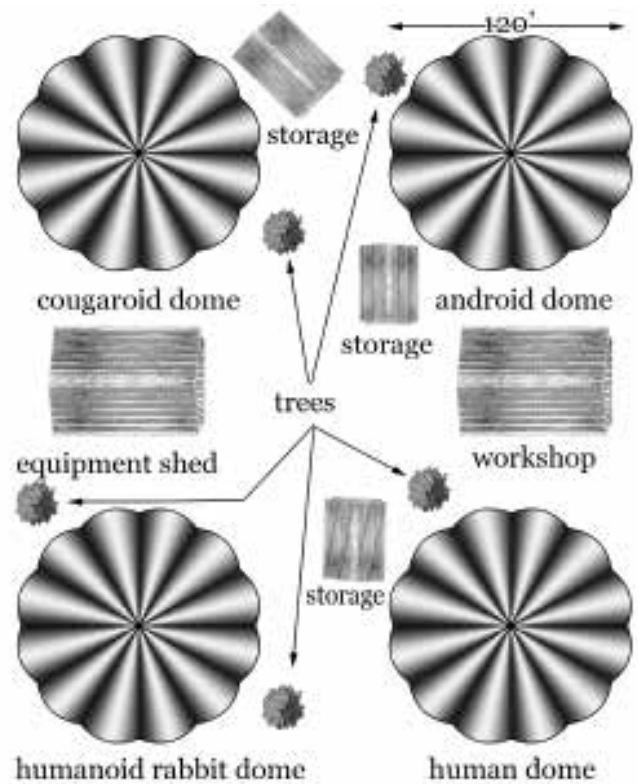
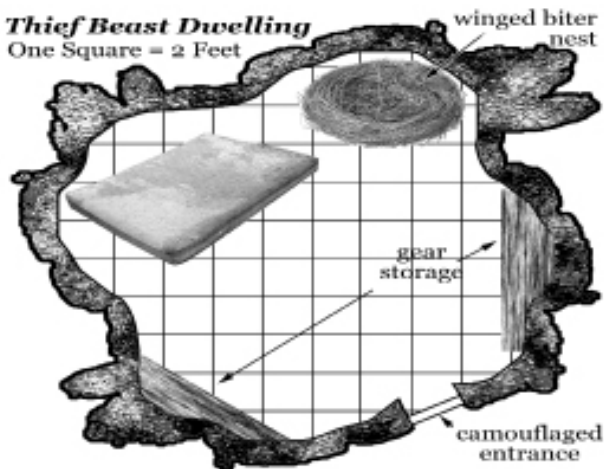
Central Elevator

One Square = Twenty Feet



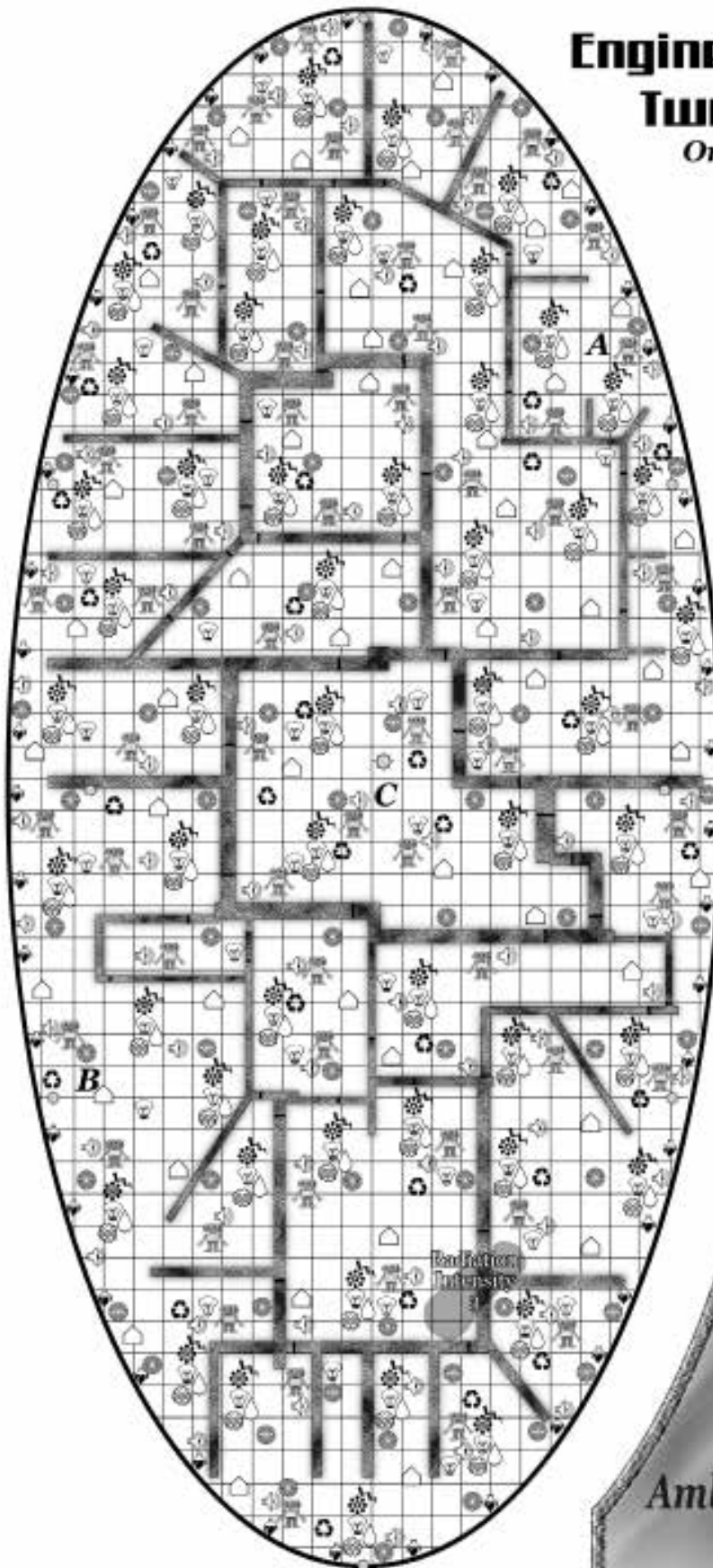
Thief Beast Dwelling

One Square = 2 Feet



STARSHIP WARDEN

Engineering Crawlway Tween Deck #11.5 *One Square = One Mile*



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- hatchway to deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:

0.65 - 0.75 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

98.8 K P A

Power Capacity:

9104 MW

Background EMF:

1.2 - 2.1 mG


Ambient Temperature:

25°C / 77°F


ONE SQUARE = ONE HALF MILE
OVERALL SIZE: 48.5 MILES X 23.5 MILES


Deck 12


MAP KEY

 Access Hatch to Engineering Crawlspace

 Jungle

 Dead Trees (Insect Infestation)

 Watering Hole

 Spider's Web (Large)


 Savannah


 Broken Wall


 Pond or Pool


 Door


 Jungle Biome Laboratories


 Spider Lands

 Chimpanzee Lands

 Insect Lands

 Aviary

 Ramps to Other Levels

 Central Elevator

Gravity:

0.98 - 1.02 G

Power:

**EXTERNAL
Background EMF:**

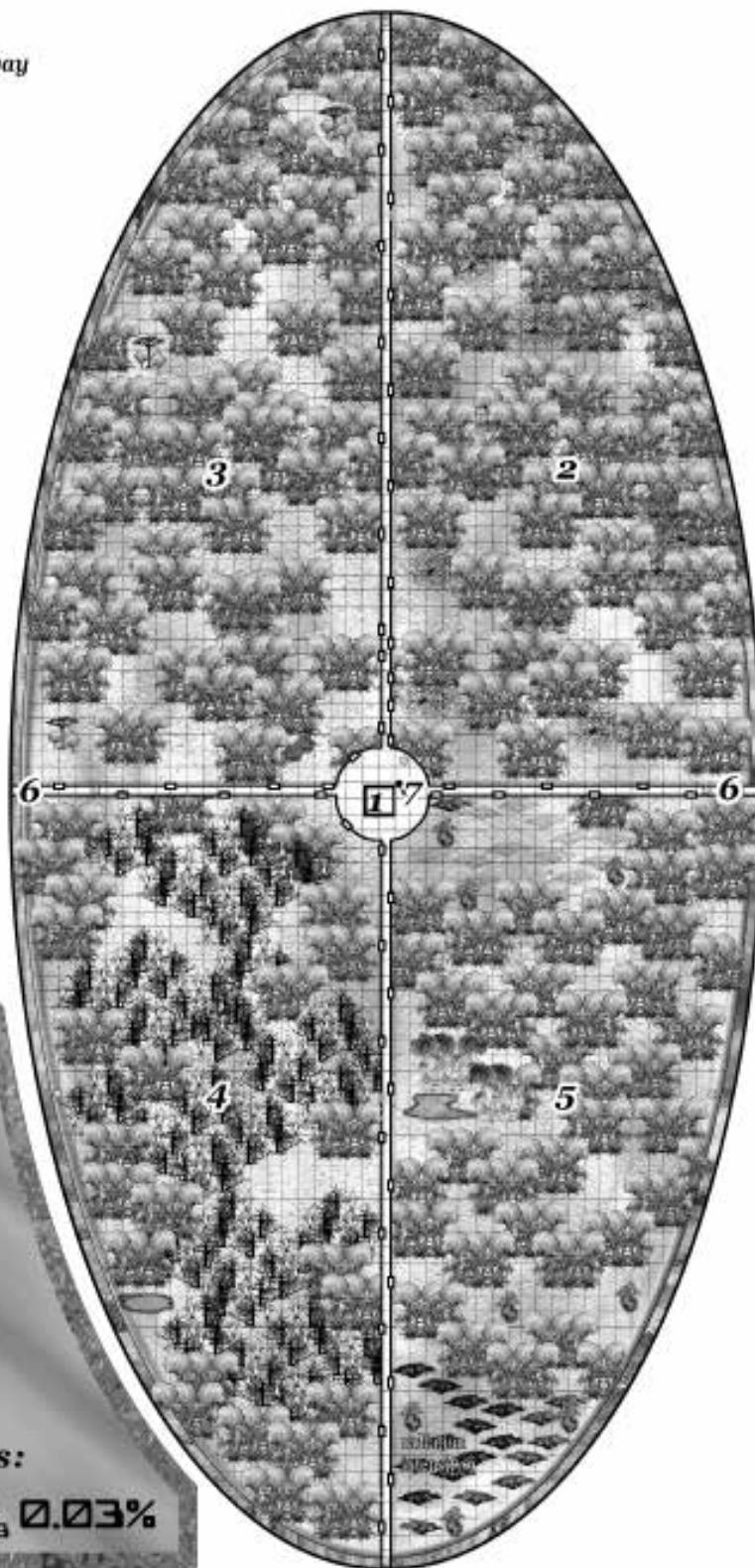
1.91 mG

Ambient Temperature:

82° F / 28° C

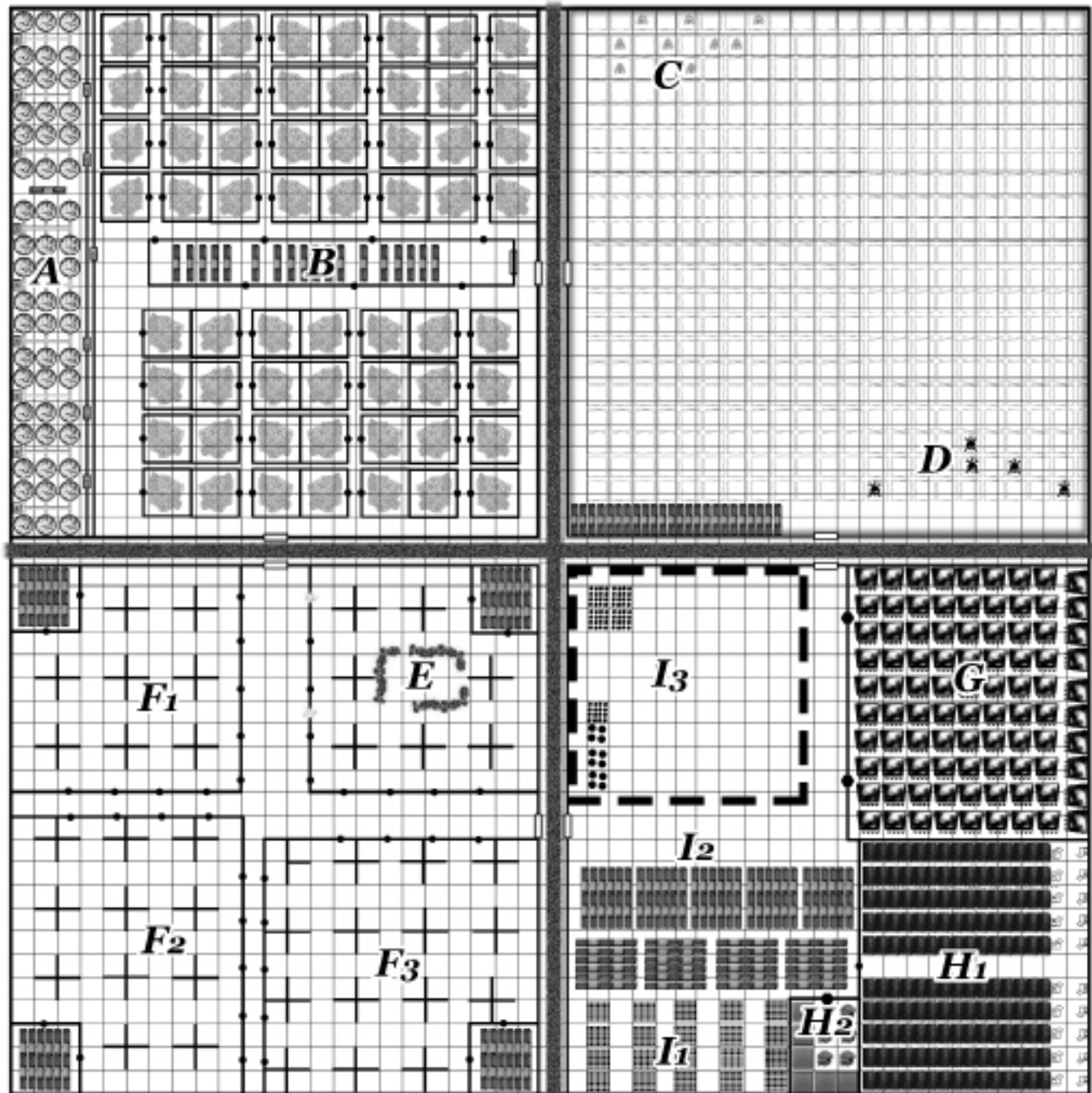
Atmospheric Anomalies:

CH₄ 0.021% NO₃ 0.03%



Jungle Biome Laboratories

One Square = 200 Feet



MAP KEY

Air Conditioner Compressor	Data Input Station	Incubator Climate Control	200' Wide Door	Video Monitoring Station
Air-Locked Door	Observation Cage w/Bones	Incubator	12' Wide Door	Rubble
Empty Observation Cage	Occupied Observation Cage	Insect Nursery	Security Door	Laboratory A.I. Data Processor
Flying Drones	Storage Shelf	Cooling Coil	Deactivated Robots	

A) Insect Egg Incubators

B) Insect Nursery

C) Corpse-Filled Observation Cages

D) Occupied Observation Cages

E) Destroyed Laboratory

F) Mold and Fungus Laboratories

G) Drone Monitoring Stations






H) Laboratory Data Bank and Artificial Intelligence

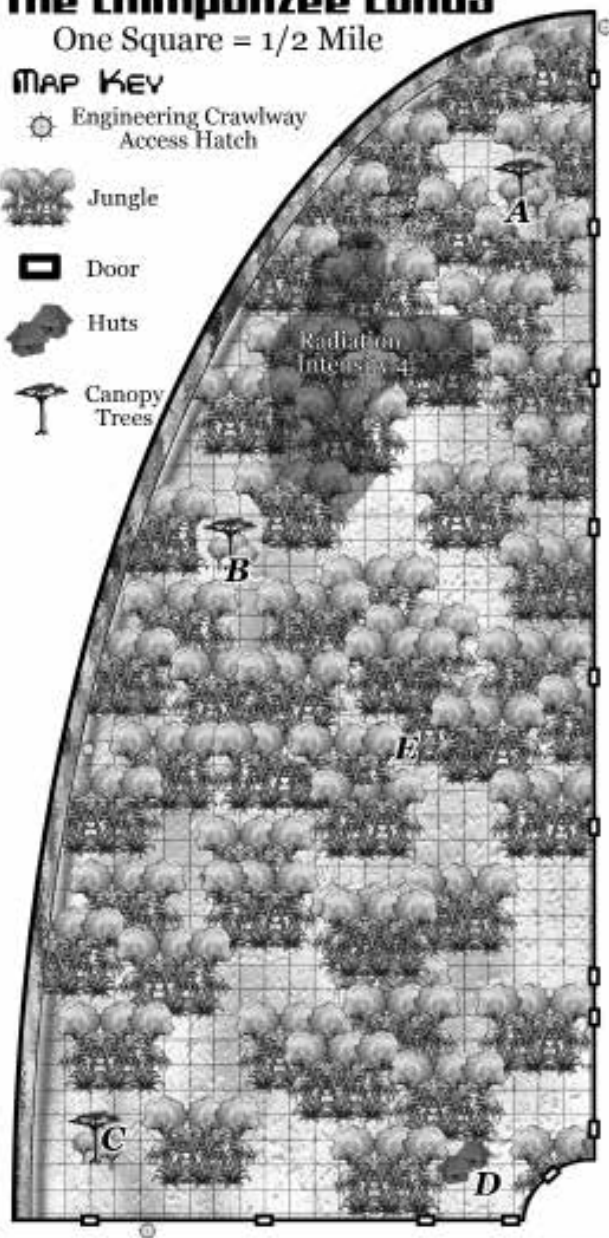
I) Robotic and Harvest Storage

The Chimpanzee Lands

One Square = 1/2 Mile

MAP KEY




-  Engineering Crawlway Access Hatch
-  Jungle
-  Door
-  Huts
-  Canopy Trees

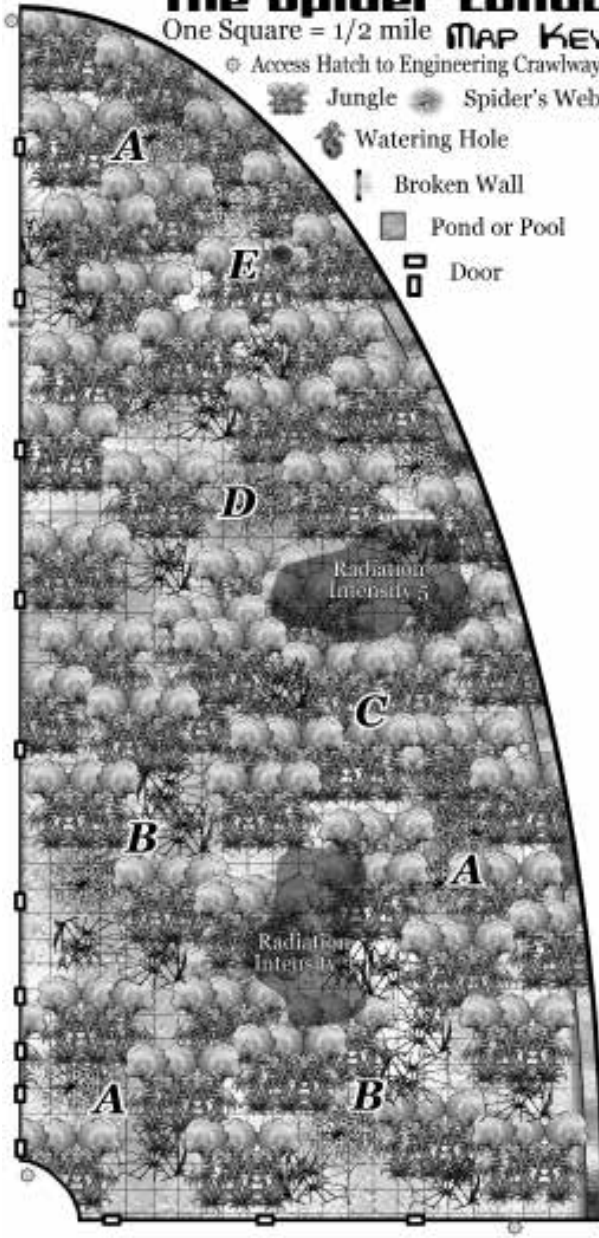


The Spider Lands

One Square = 1/2 mile

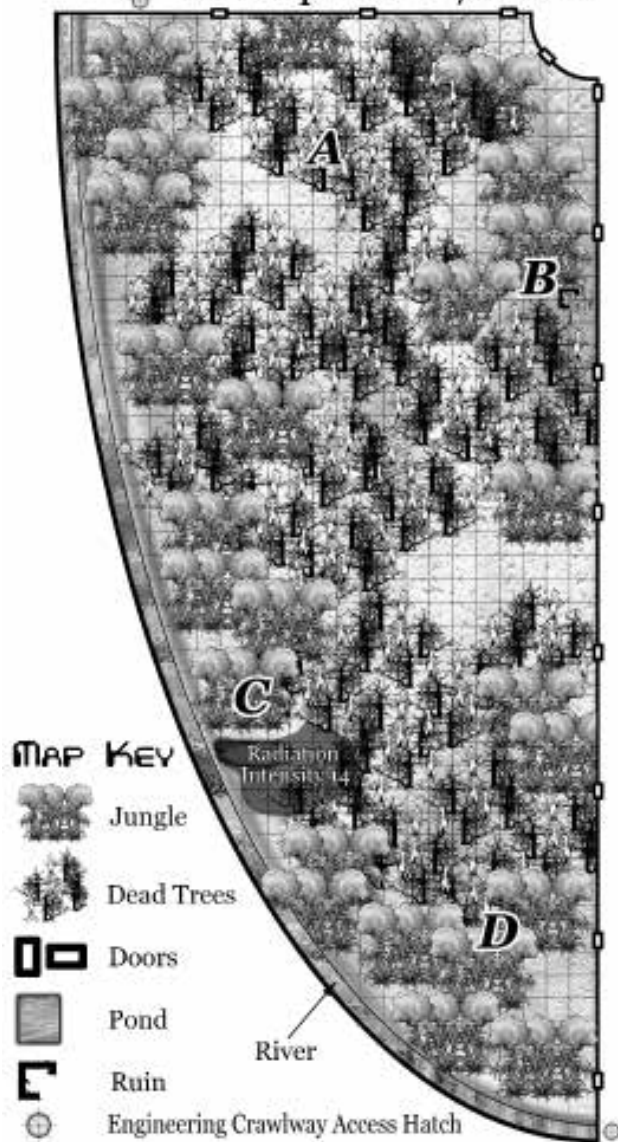
MAP KEY

-  Access Hatch to Engineering Crawlway
-  Jungle
-  Spider's Web
-  Watering Hole
-  Broken Wall
-  Pond or Pool
-  Door



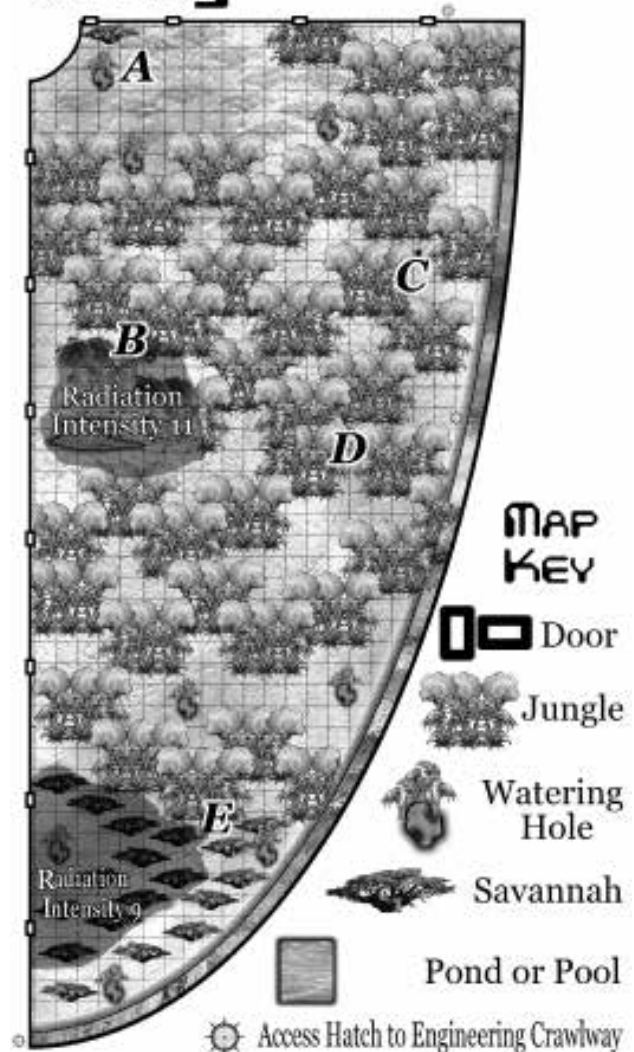
The Insect Lands

One Square = 1/2 Mile



Aviary

One Square = 1/2 Mile



Key



Artificial Intelligence
Data Processors



Input and
Programming



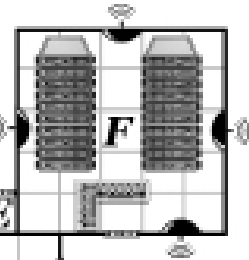
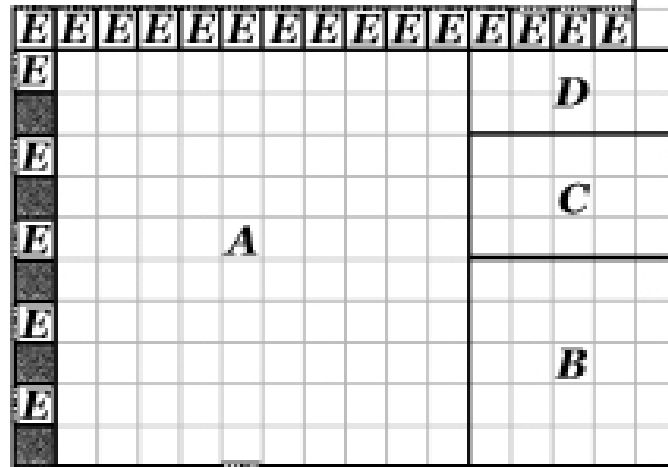
Holographic
Projector

brown access
 green access
 grey access
 white access
 red access
 red&blue access

security door
 oval filled in
 indicates bar
 color required

Central Elevator

One Square = Twenty Feet



STARSHIP WARDEN

Engineering Crawlway Tween Deck #12.5 *One Square = One Mile*

Key

-  standard power substation
-  broadcast power station
-  robot depot
-  air recirculation and purifying station
-  water purification plant
-  electrical circuit bus
-  storage area
-  thruster station
-  gravity node
-  environmental control station
-  waste recycling center
-  access hatch to level above
-  solid bulkhead

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:

0.96 - 1.02 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

103 KPA

Power Capacity:

8975 MW

Background EMF:

0.9 - 1.2 mG



























Ambient Temperature:

18°C/64°F

ONE SQUARE = ONE HALF MILE
OVERALL SIZE: 47.5 MILES LONG X 22.5 MILES WIDE

Deck 13

MAP KEY

-  Access Hatch to Engineering Crawlway
-  Pallet Shelving
-  Dwelling
-  Long Grass
-  Bean Plants
-  Trees
-  Poisonous Plants
-  Central Elevator
-  Large Farm Equipment
-  Conveyor Assembly Line
-  Sword Bushes
-  Vats and Android Molds
-  Live Capture Trap
-  Horticultural Storage
-  Radiated Grassland
-  Experimental Bean Fields
-  Village of Thurten
-  Enemy Preserve
-  Cargo Hold
-  Agricultural Machinery Hold
-  On-Demand factory
-  Horticultural Experimentation Lab
-  Android Creation Factory
-  Colonial Dome Storage
-  Ramp Access
-  Central Elevator

Gravity:

0.92 - 0.96 G

Power:

EXTERNAL

Background EMF:

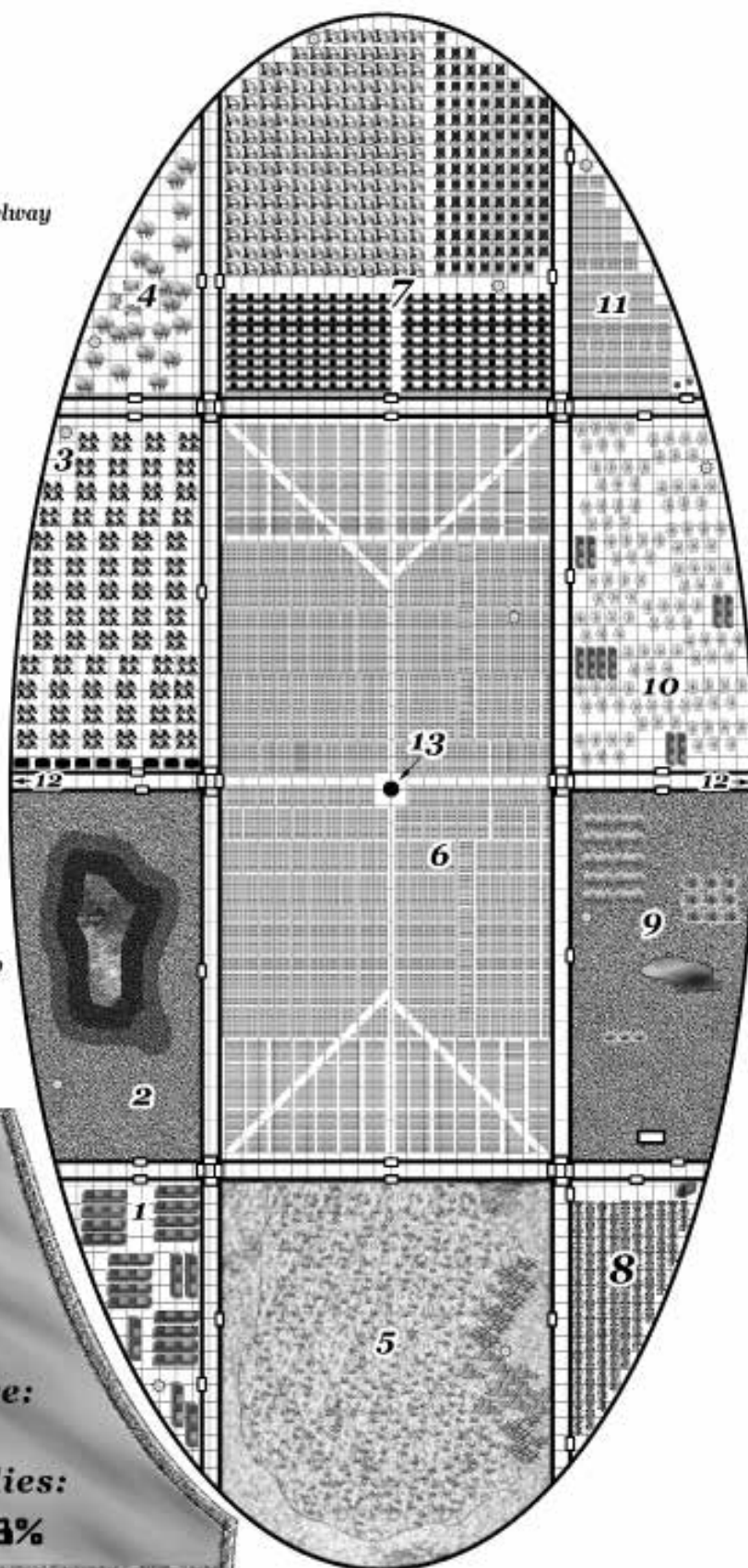
2.71 mG

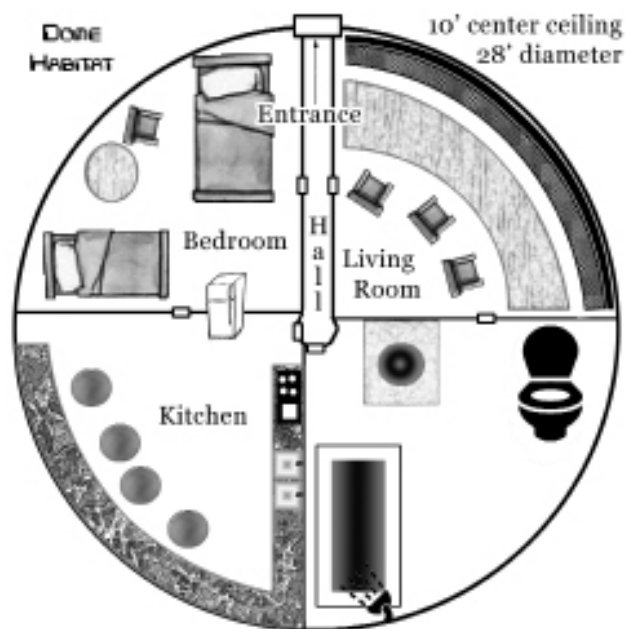
Ambient Temperature:

65°F / 18°C

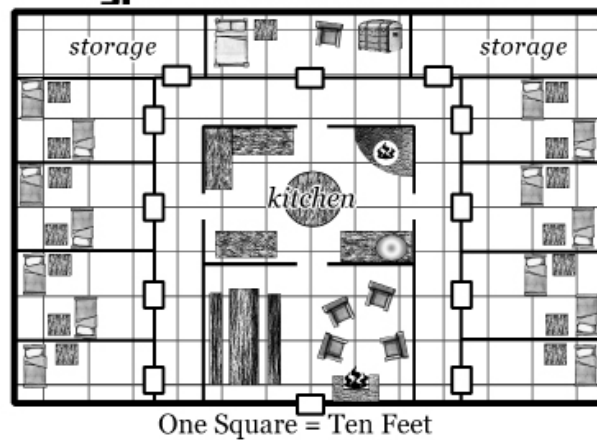
Atmospheric Anomalies:

CO₂ 0.1% O₂ 23%





Typical Thurten Residence



Section 4

Thurten

One Square = 500 Feet

MAP KEY



Trees

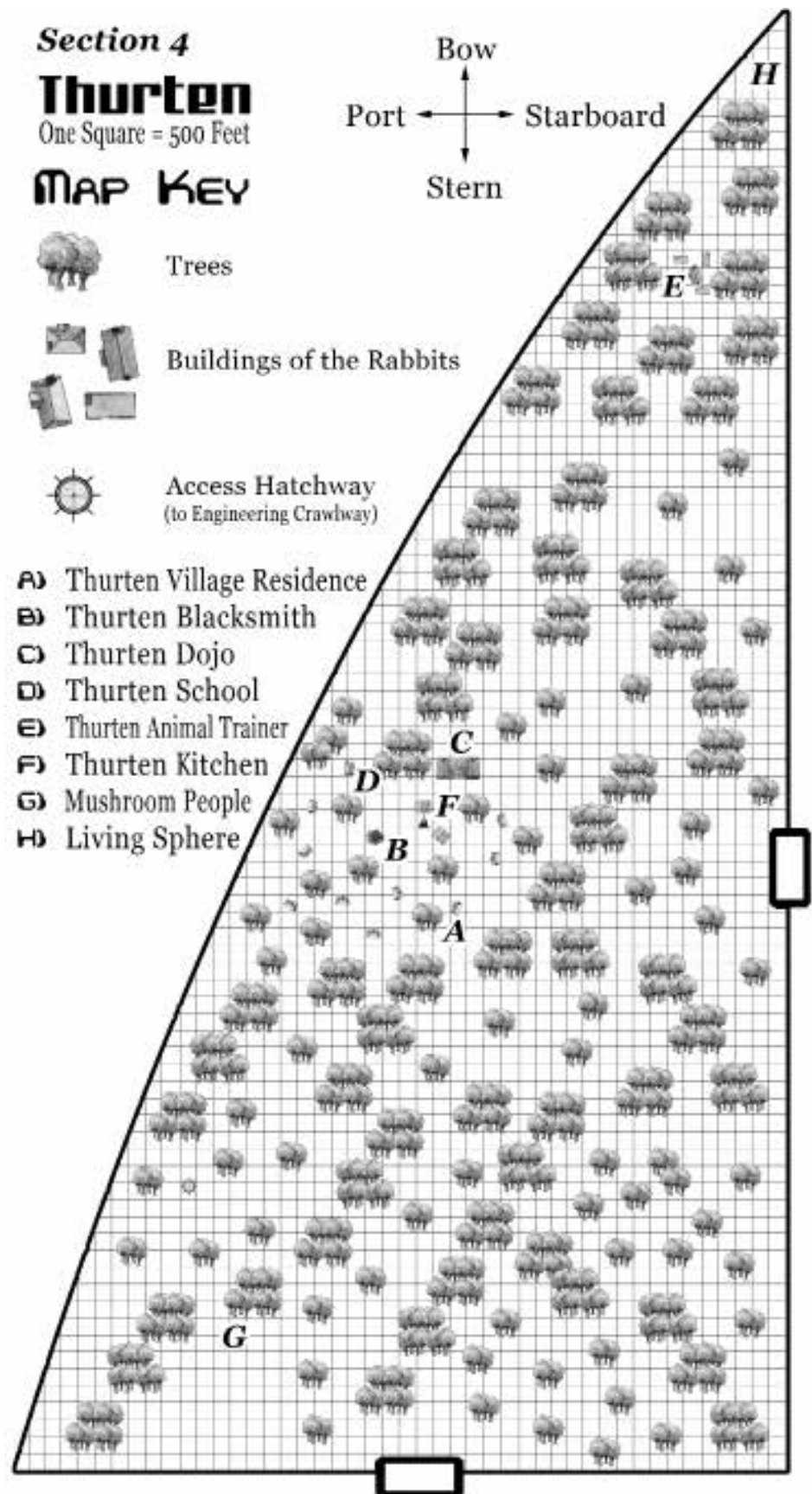
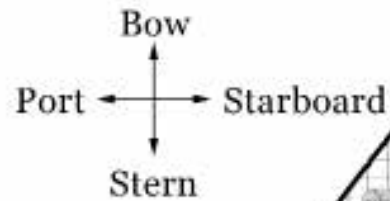


Buildings of the Rabbits



Access Hatchway
(to Engineering Crawway)

- A) Thurten Village Residence
- B) Thurten Blacksmith
- C) Thurten Dojo
- D) Thurten School
- E) Thurten Animal Trainer
- F) Thurten Kitchen
- G) Mushroom People
- H) Living Sphere



STARSHIP WARDEN

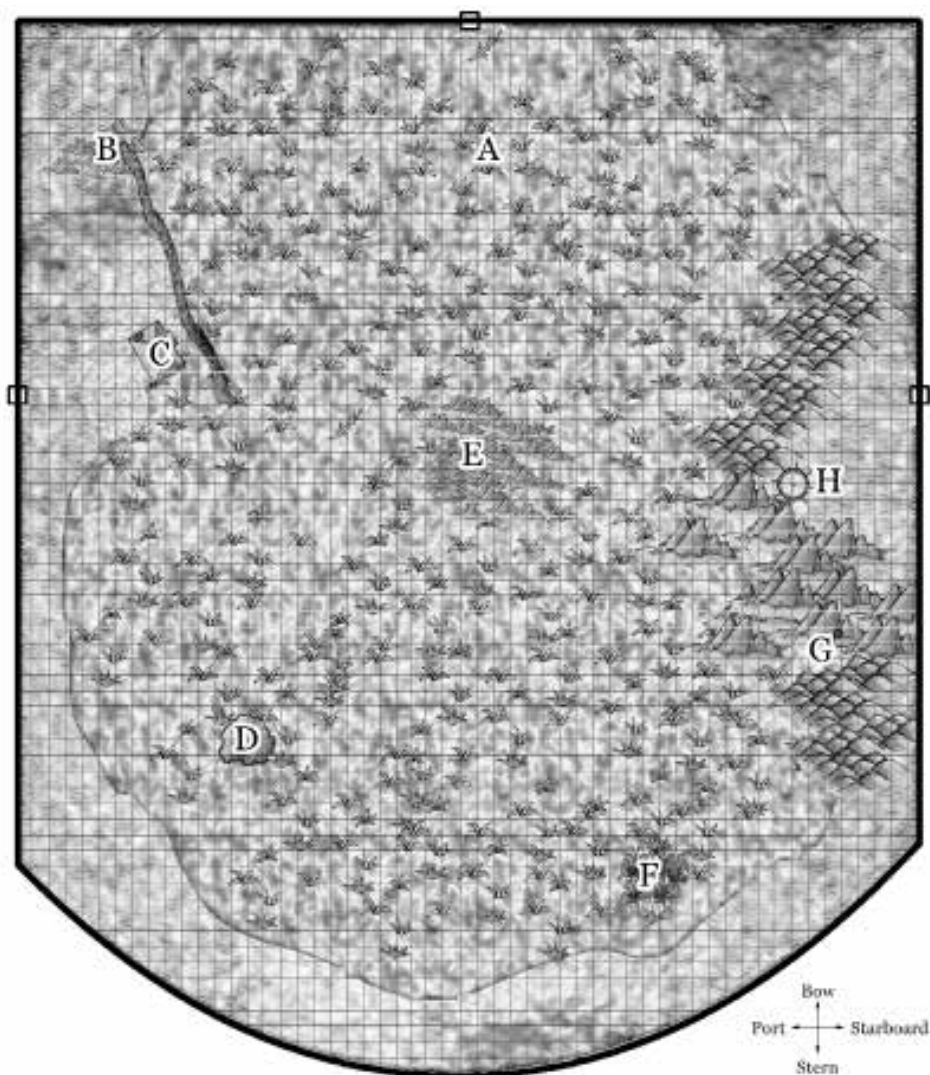
Enemy Preserve

One Square = 1000 Feet

MAP KEY

-  Log Cabin
-  Access Hatch to Engineering Crawlway
-  Thick Brush
-  Dirt Hills
-  Brook
-  Swamp
-  Dry Ground with Weeds
-  Rocky Hills

- A)** Hisser Nests
- B)** Piercer Lair
- C)** Metaled One Cabin
- D)** Shocker Beast Den
- E)** Cougaroid Lair
- F)** Mutant Deer Park
- G)** T-Rex Cave
- H)** Camouflaged Access



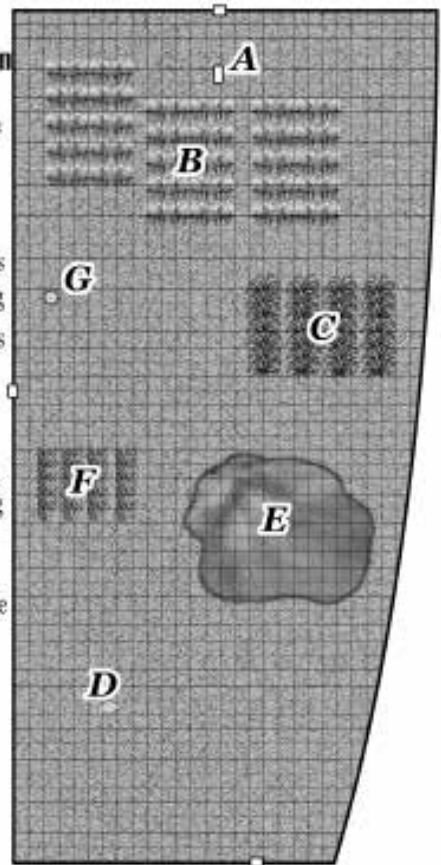
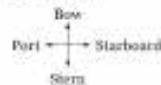
Horticultural Experimentation Lab

One Square = 1000 Feet

MAP KEY

- Trees
- Poison Bushes
- Lab Building
- Sword Bushes
- Water
- Grass
- Hatch to Engineering Crawlway

- A** The Vats
- B** Explosive Grove
- C** Poison Farm
- D** Brain Field
- E** Gone Fishin'
- F** Sword Bushes
- G** Hatch



Key



Artificial Intelligence
Data Processors



Input and
Programming



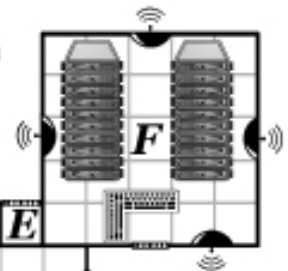
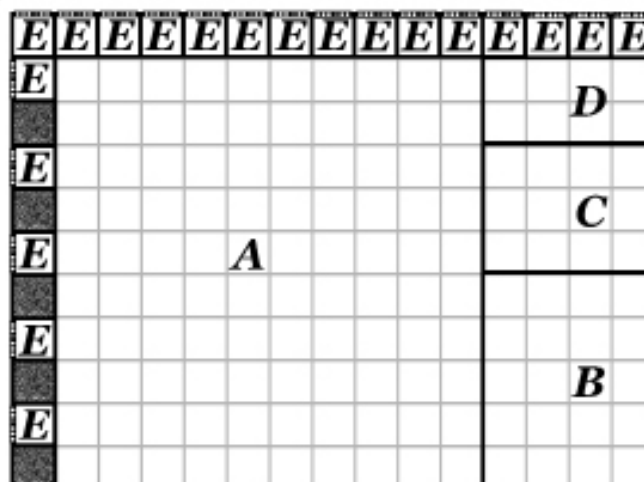
Holographic
Projector

- brown access
- green access
- grey access
- white access
- red access
- red&blue access

security door
oval filled in
indicates band
color required

Central Elevator

One Square = Twenty Feet



Engineering Crawlway

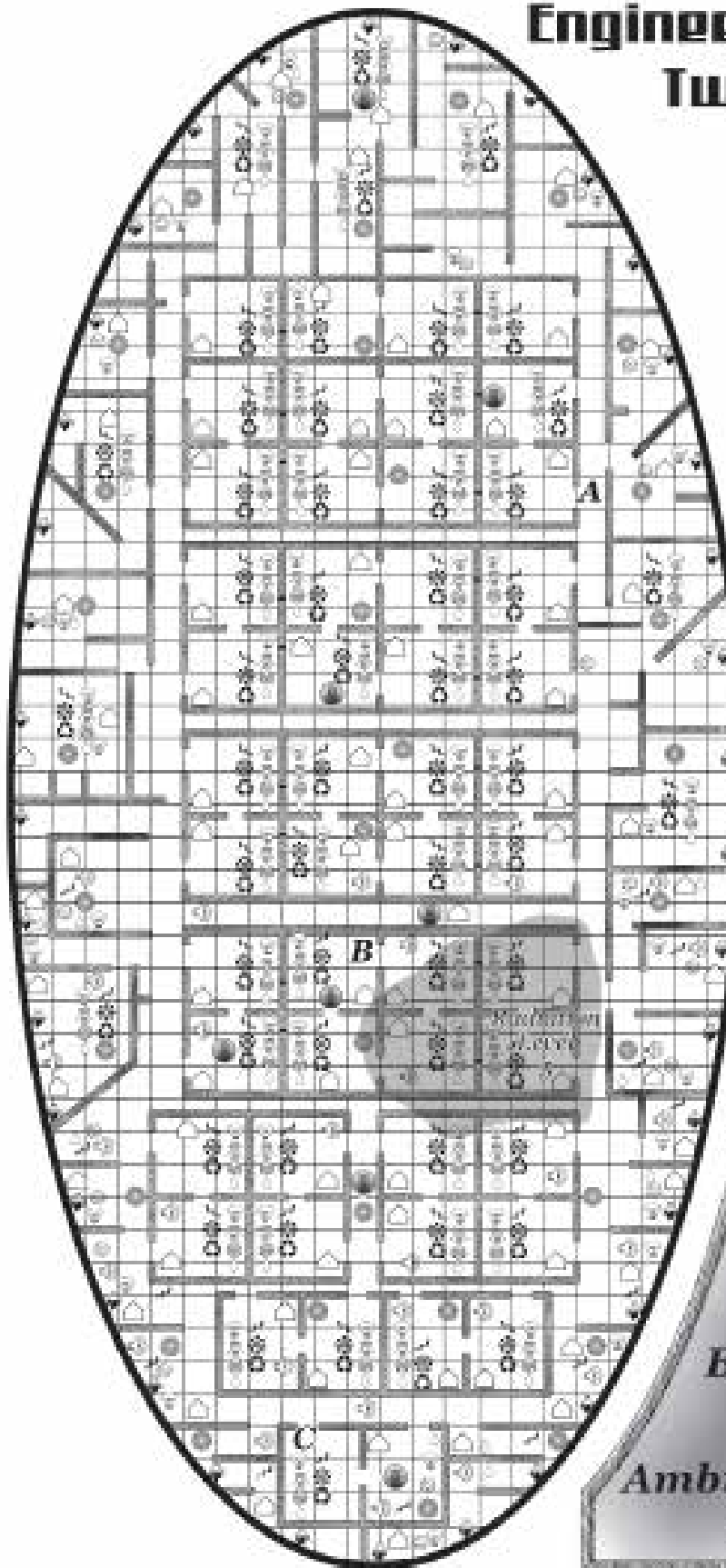
Tween Deck #13.5

One Square = One Mile

Key

-  standard power substation
-  broadband power station
-  robot depot
-  air recirculation and purifying station
-  water purification plant
-  electrical circuit line
-  storage zone
-  thruster station
-  gravity well
-  environmental control station
-  waste recycling center
-  12' wide by 8' tall hallway
-  solid building
-  access point from deck above

All open areas have a hollow 1'-diameter support pillar every 20'



Gravity:

0.52 - 0.65 G

Power:

INTERNAL - Fusion Substation

Pressure:

99 K P A

Power Capacity:

11,348 MW

Background EMF:

5.2 mG

Ambient Temperature:

27°C/80.6°F

ONE SQUARE = ONE MILE
OVERALL SIZE: 47 MILES LONG X 22 MILES WIDE

MAP KEY Deck 14

-  Access Hatch to Engineering Crawlway
-  Mountains
-  Science Lab
-  Long Grass
-  Subdivision Housing
-  City Blocks
-  Tarmac Mountain Road
-  Farmer's Field
-  Farm
-  Snow-capped Mountain

- 16) Inclined Plane/Ramp Access
- 3) Epsilon City
- 4) Gentry Gardens Subdivision
- 5) Craftsman's Guild Subdivision
- 6) Scientific Outpost
- 7) Mountain Lake
- 8) Winter Resort
- 9) Radiated Grasslands
- 10) Farms
- 11) Central Elevator

Gravity:

1.05 - 1.1 G

Power:

EXTERNAL

Background EMF:

3.71 mG

Ambient Temperature:

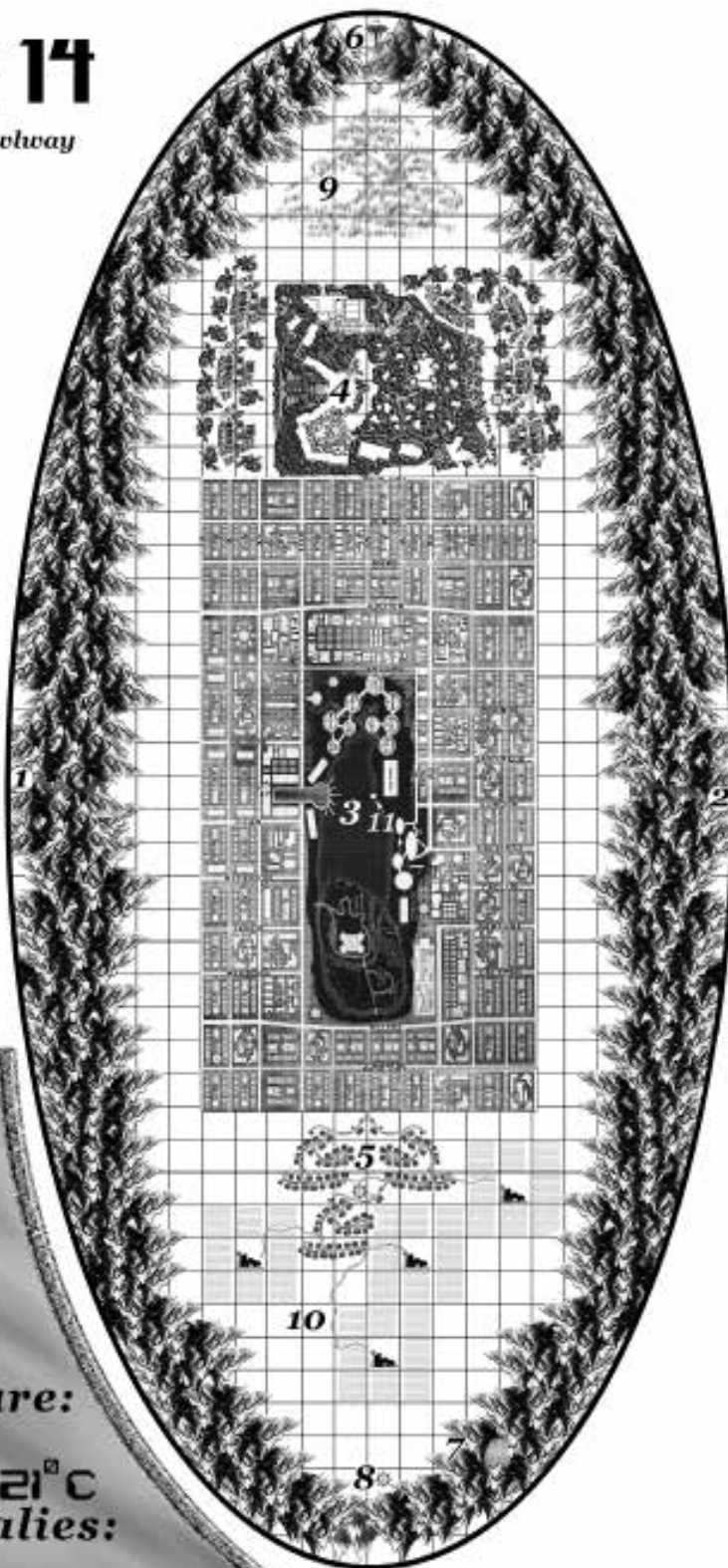
VARIABLE

55° - 70° F / 13° - 21° C

Atmospheric Anomalies:

CO₂: 0.11%






O₂: 20.52%



Epsilon City

(proper)

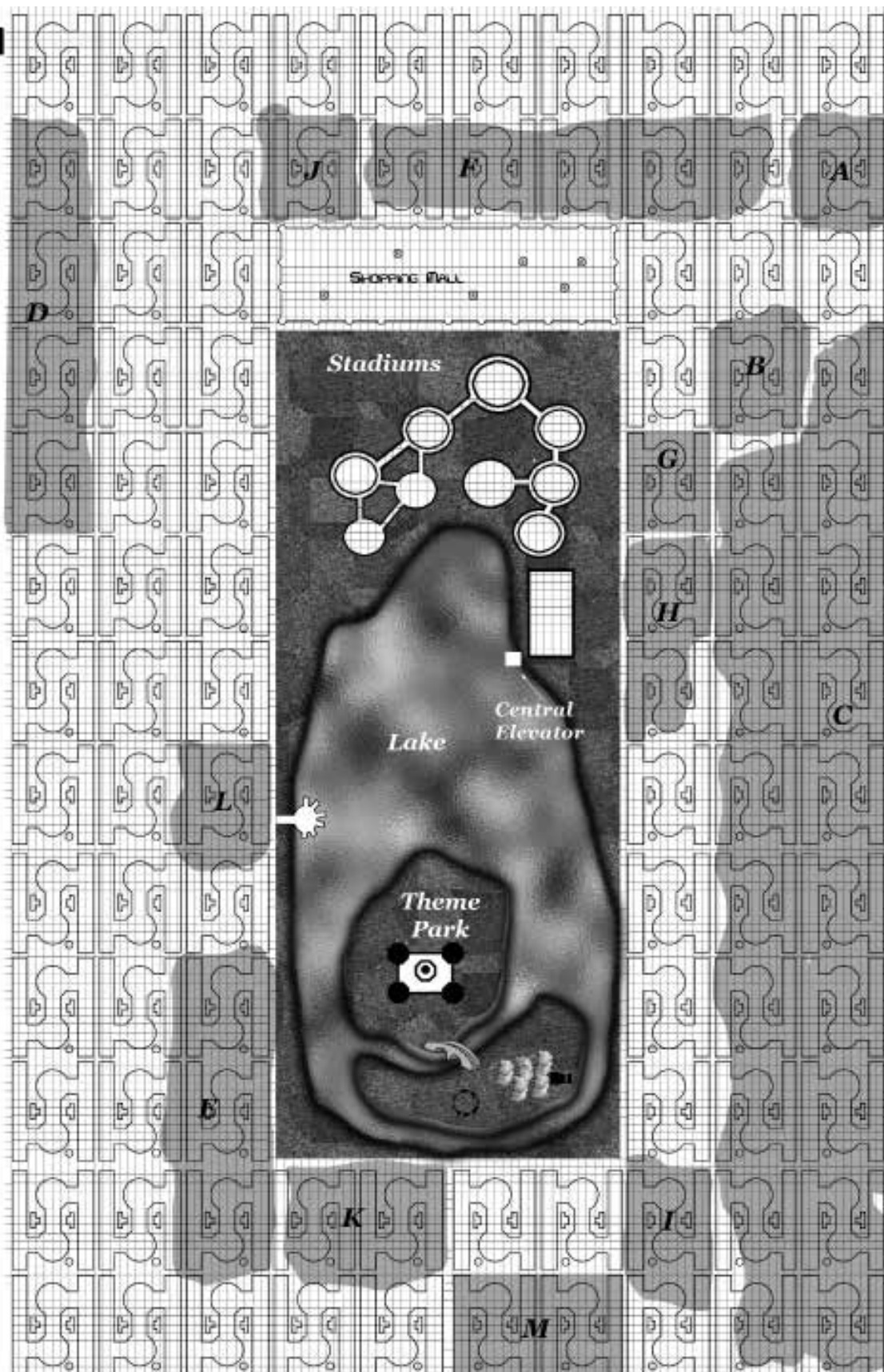
Map Key

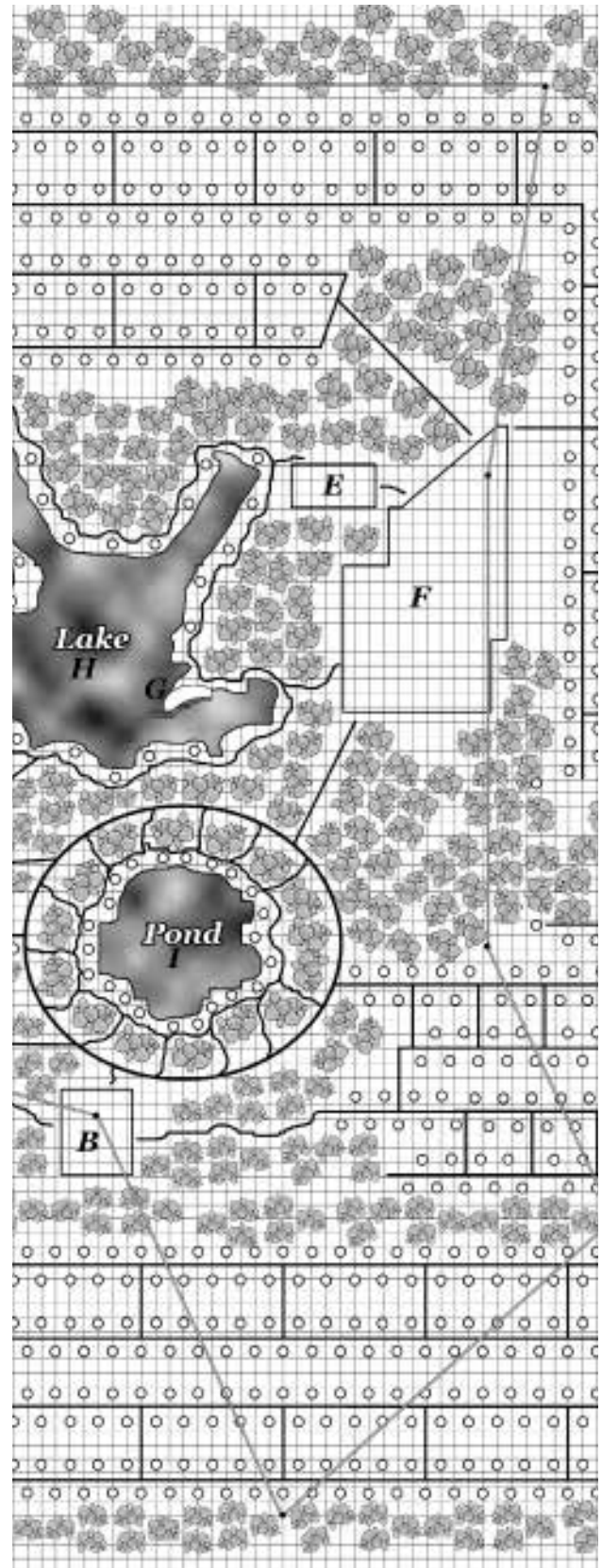
-  Bridge
-  Apartment Building
-  Store
-  Monorail Hub
-  Atrium
- One Square = 528 Feet

Bow



Stern





of this level. Although much was lost when the wave of destruction passed over the *Warden*, many

Craftsman's Guild Subdivision

Map Key One Square = 1/10th Mile

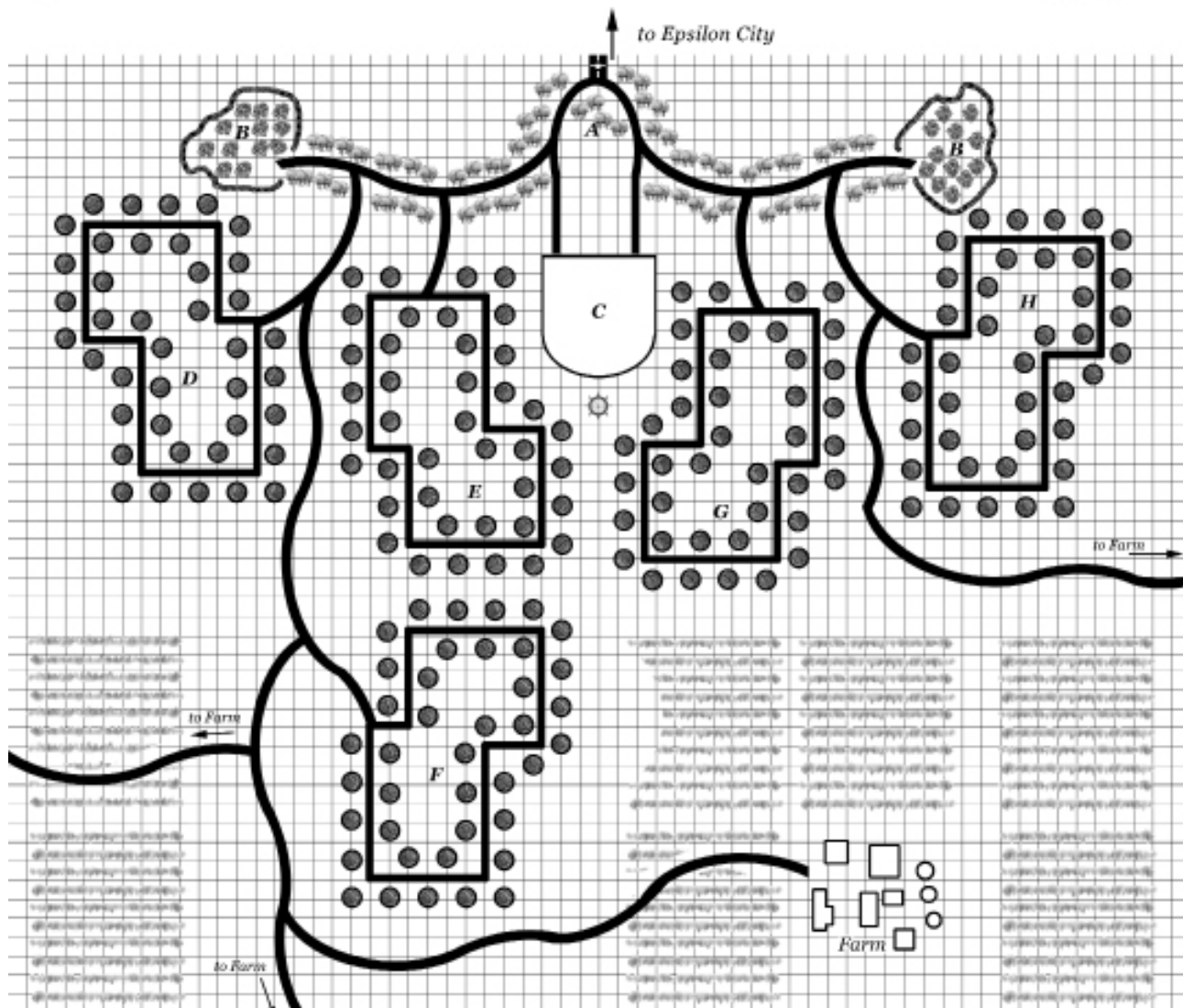
A gated access **B** junkyard(s) **C** supply store **D** plumbers' square
E electricians' square **F** artists' square **G** masons' square **H** carpenters' square

● standard house ⚙ access hatch (to Engineering Crawlway) 🌳 trees
 ↗ tarmac road — privacy fence 🗑 rubbish pile ▨ plowed field

Bow



Stern

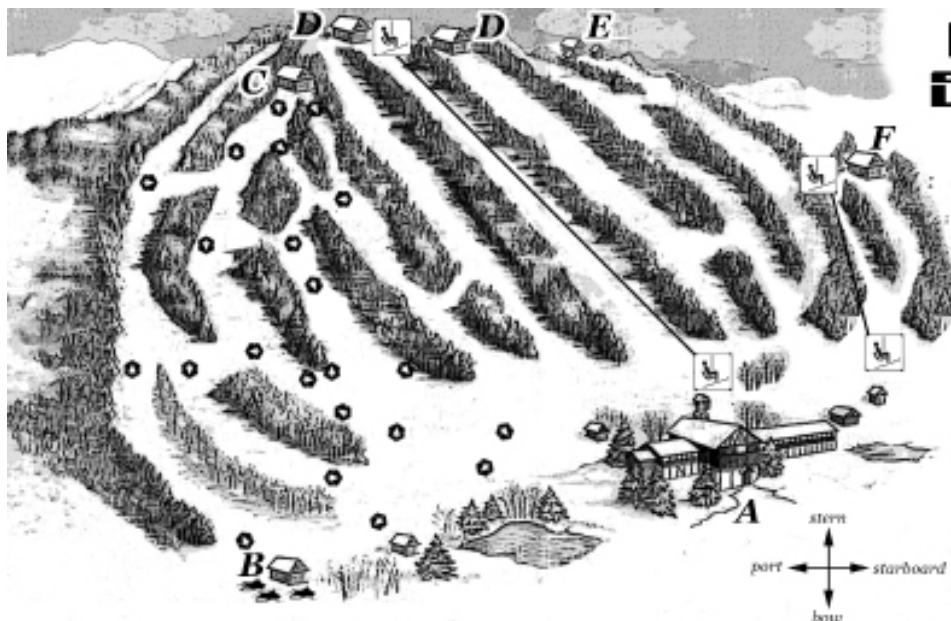
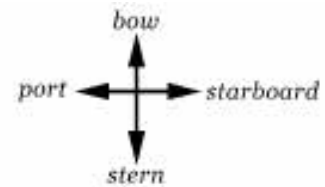


Scientific Outpost

One Square = 250 Feet

MAP KEY

- | | | | |
|--|-------------------------------------|----------|-----------------|
| | Access Hatch to Engineering Crawway | A | Tour Guide |
| | Mountains | B | Science Labs |
| | Long Grass | C | High Savannah |
| | Trees | D | Robots' Roost |
| | Hills | E | Infested Hills |
| | | F | Radiated Forest |



Mountain Ski Resort

Map Not To Scale

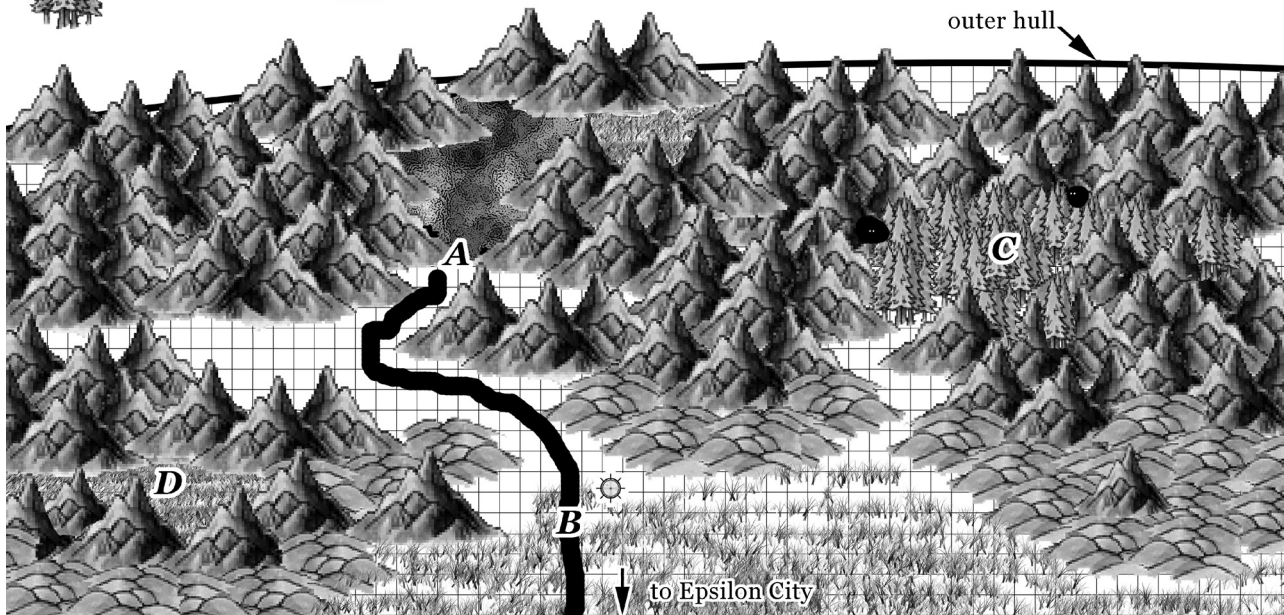
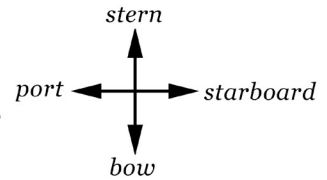
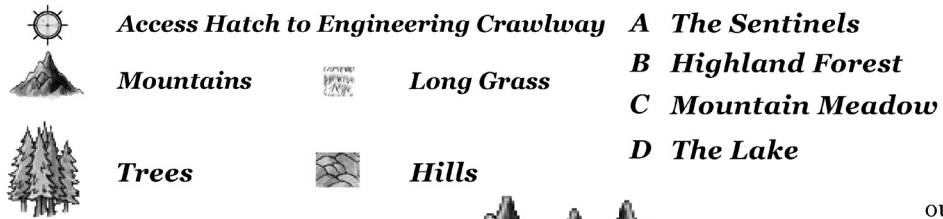
MAP KEY

- | | |
|----------|-------------------------|
| | chair lift |
| | comfort cabin |
| | snowmobile |
| | snowmobile trail marker |
| A | Resort |
| B | Snow Mobile Run |
| C | Piercers' Cabin |
| D | Big Ski Hills |
| E | Yeti Village |
| F | Bunny Hills |

Mountain Lake

One Square = 100 feet

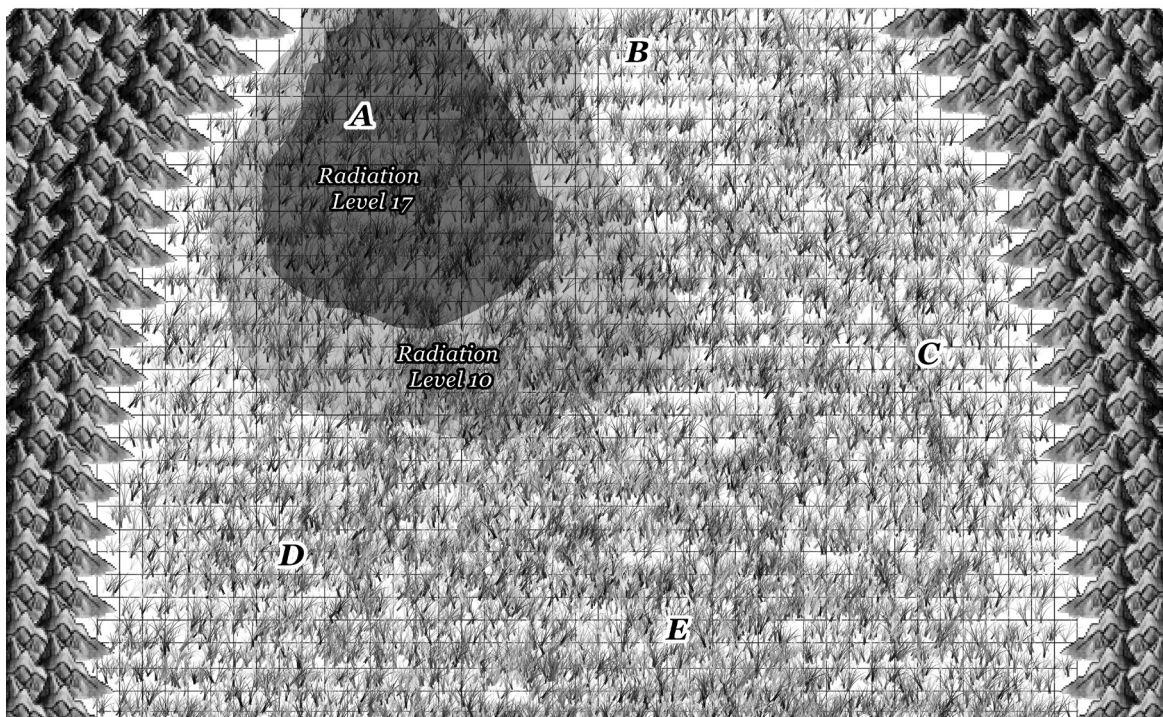
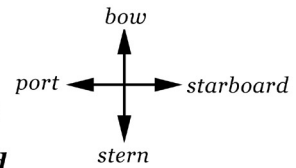
MAP KEY




Radiated Grasslands

one square = 1000 feet


MAP KEY




Key



Artificial Intelligence
Data Processors




Input and
Programming



Holographic
Projector

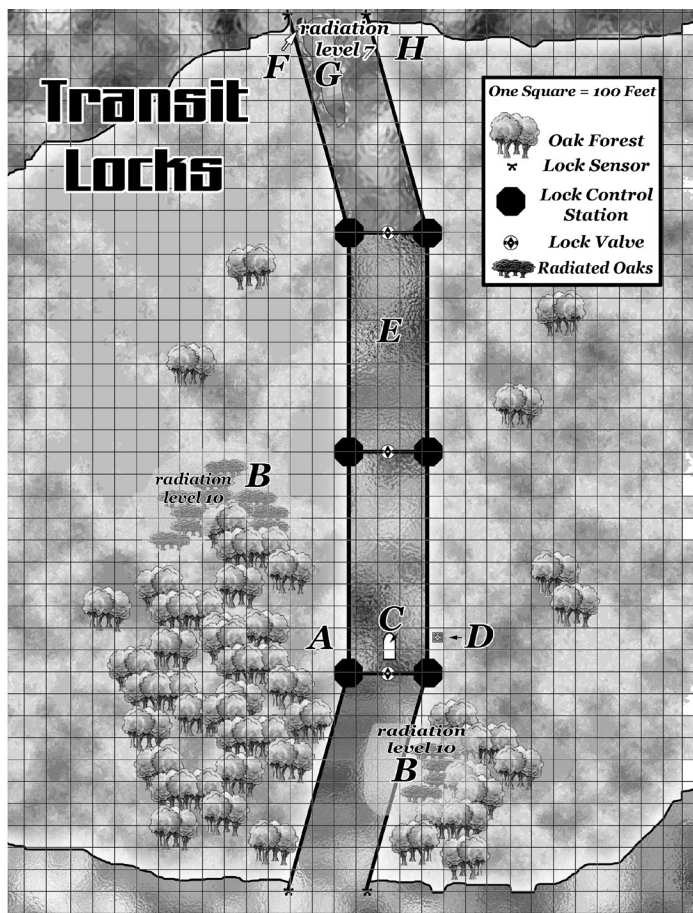
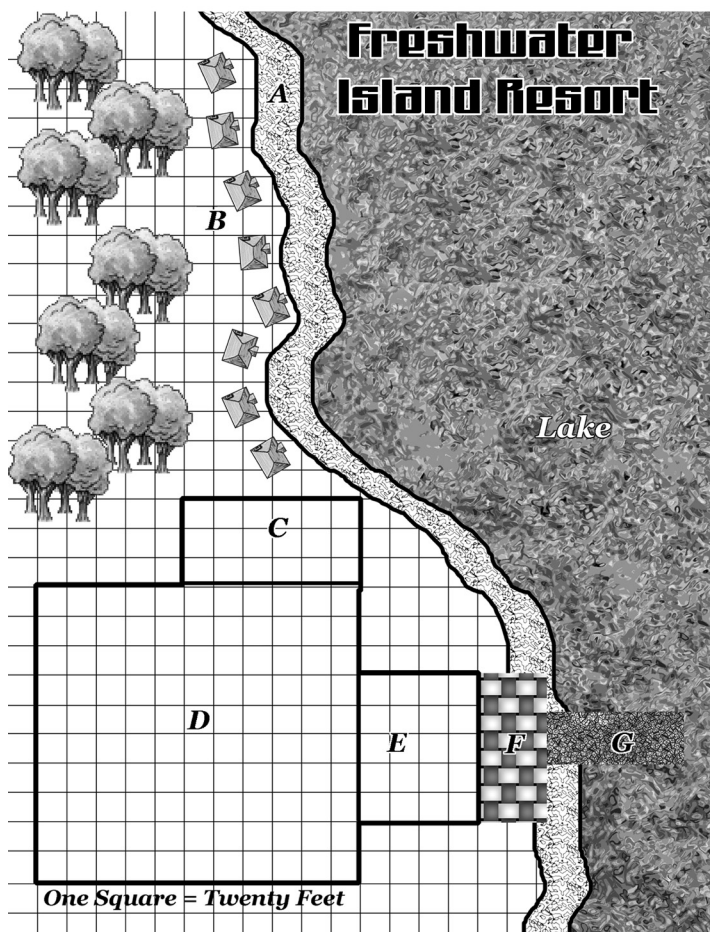
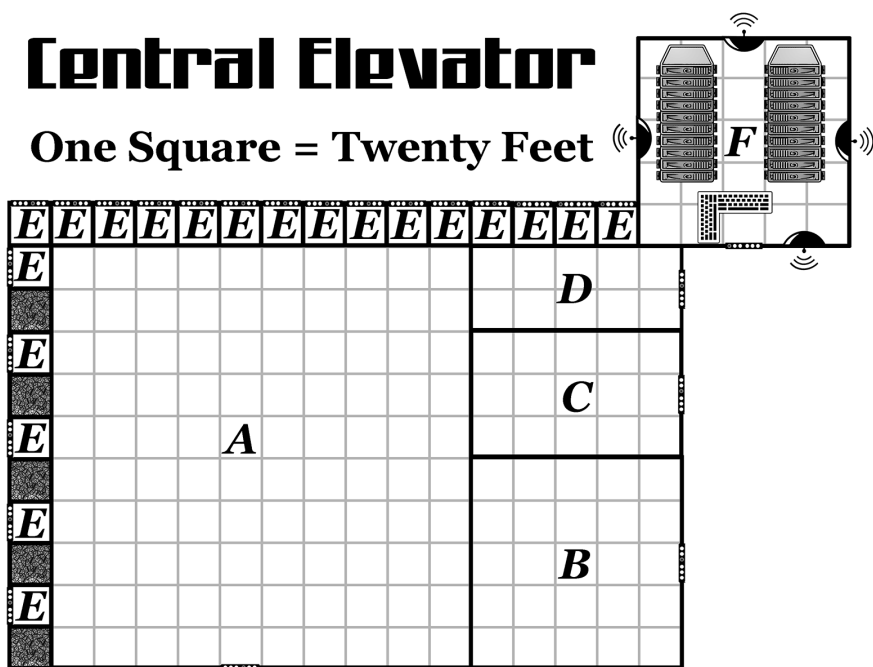
brown access
green access
grey access
white access
red access
red&blue access



security door
oval filled in
indicates band
color required

Central Elevator

One Square = Twenty Feet






Engineering Crawlway

Tween Deck #14.5

One Square = One Mile

Key

-  standard power substation
-  broadcast power station
-  robot depot
-  air recirculation and purifying station
-  water purification plant
-  electrical circuit bus
-  storage area
-  thruster station
-  gravity node
-  environmental control station
-  waste recycling center
-  access hatch to level above
-  solid bulkhead

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:

0.45 - 0.55 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

98.7 K P A

Power Capacity:

2105.3 MW

Background EMF:

2.6 mG

Ambient Temperature:


60° F / 15.5° C

One Square = One Mile
Overall Size: 44 Miles Long x 20.5 Miles Wide

MAP KEY

Deck 15


- 1) Concealed Ramp Access
- 2) Freshwater Island Resort
- 3) Transit Locks
- 4) Mutated Purple Ape Island
- 5) Sunken City
- 6) Bird Sanctuary
- 7) Central Elevator and Deck A.I.
- 8) Concealed Ramp Access
- 9) Jungle of Doom
- 10) Hunting Territory of the Fin

 Access Hatch to Engineering Crawlway

 Heavily Forested Area Temperate Deciduous

 Heavily Forested Area Tropical

 Heavily Forested Area Coniferous

 Open Water

Gravity: 45 G

Power: INTERNAL

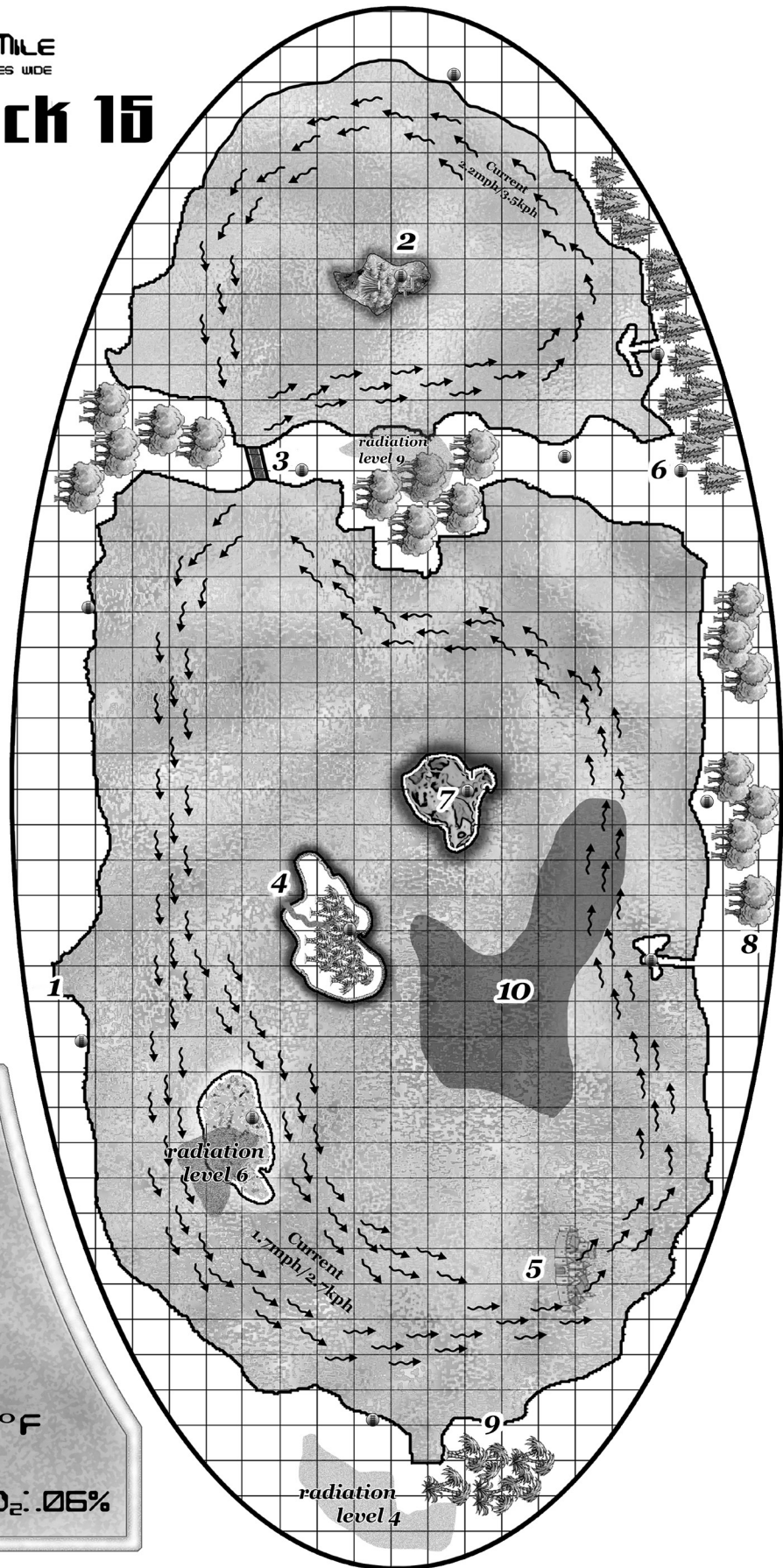
Pressure: 112 kPa

Background EMF: 4.1 mG

Ambient Temperature:
19°C/67°F

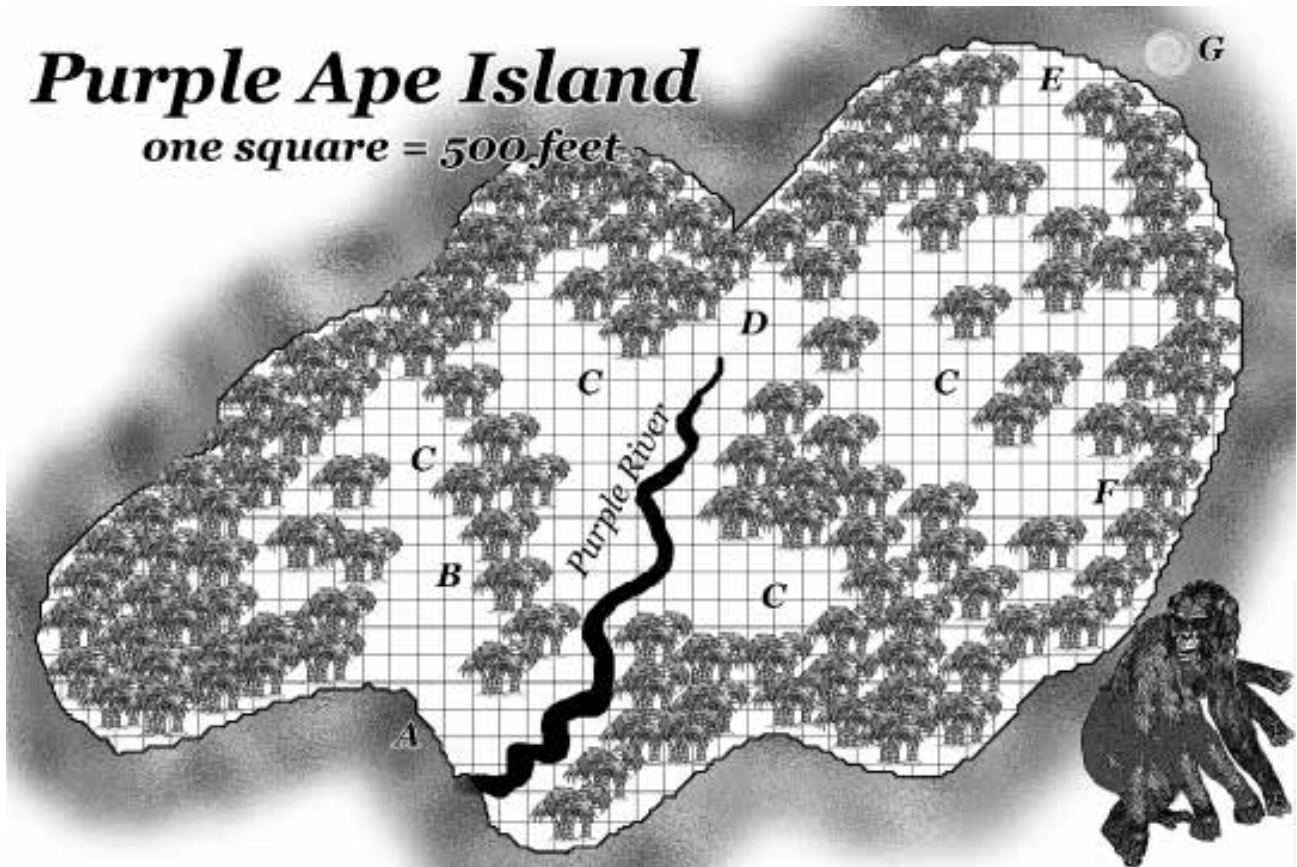
Atmospheric Anomalies:

N₂: 78.5% O₂: 21% CO₂: .06%



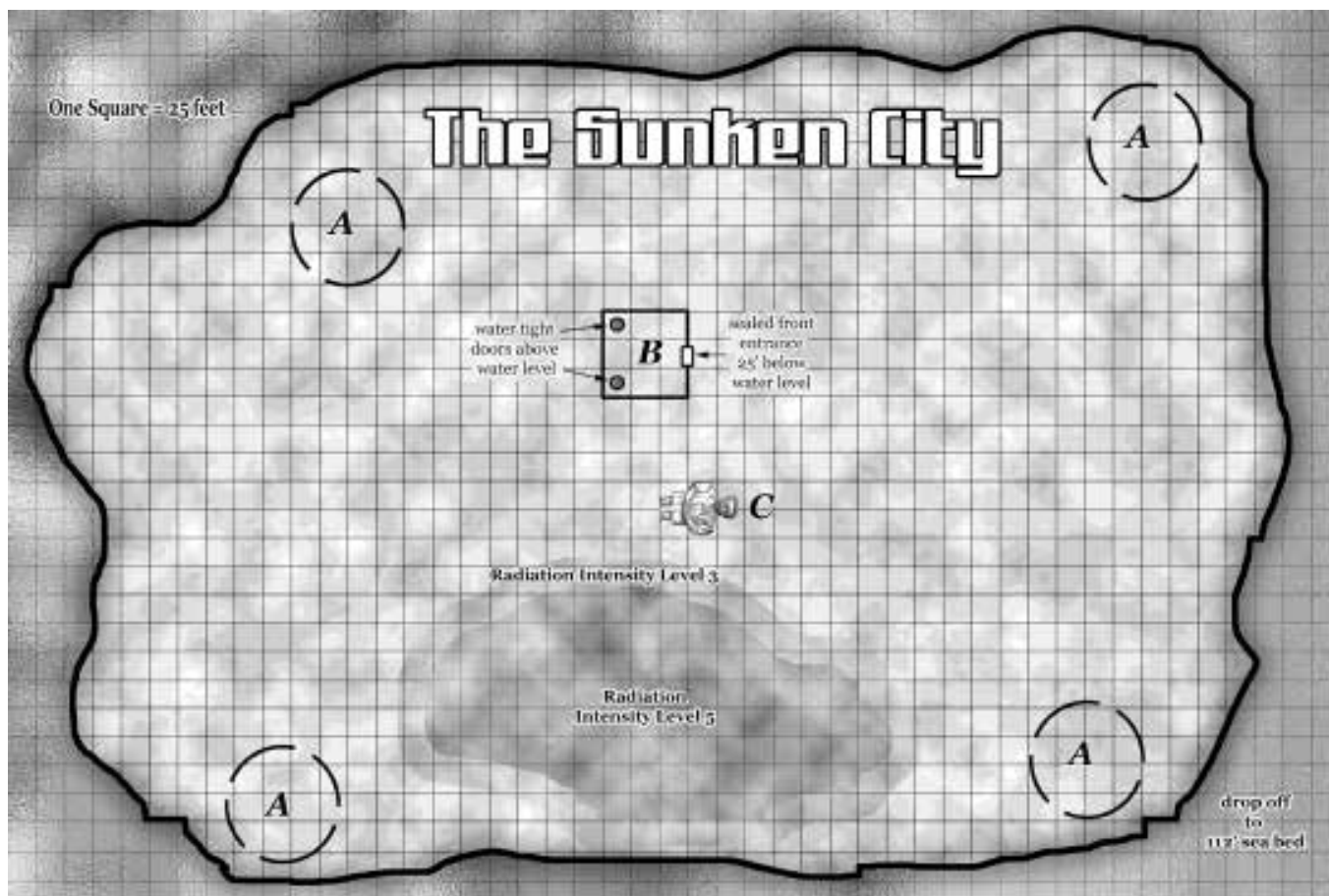
Purple Ape Island

one square = 500 feet

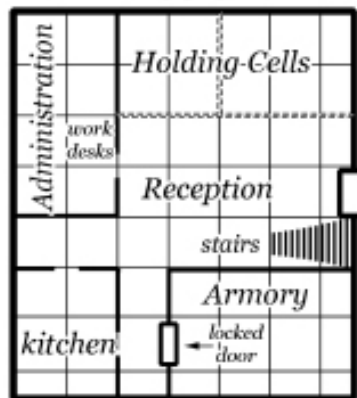


One Square = 25 feet

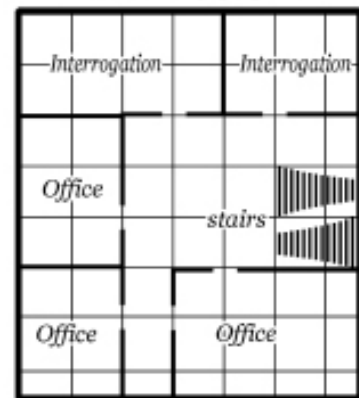
The Sunken City



1st Floor

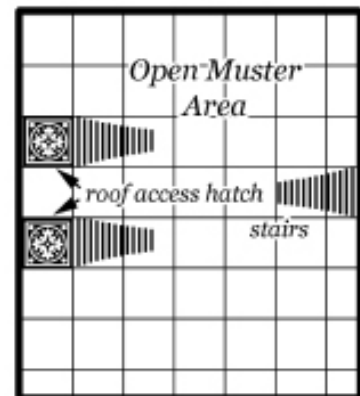


2nd Floor

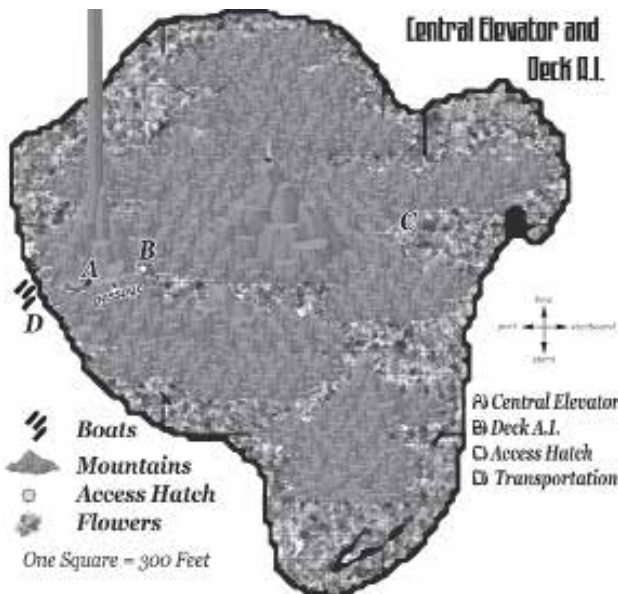


One Square = Ten Feet

The top of this building is clearly marked for the landing of airborne vehicles



Security Station 3rd Floor



Central Elevator

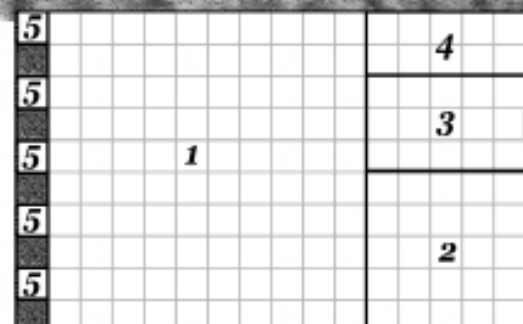
One Square = Twenty Feet

Key

Security Door

Poured Concrete

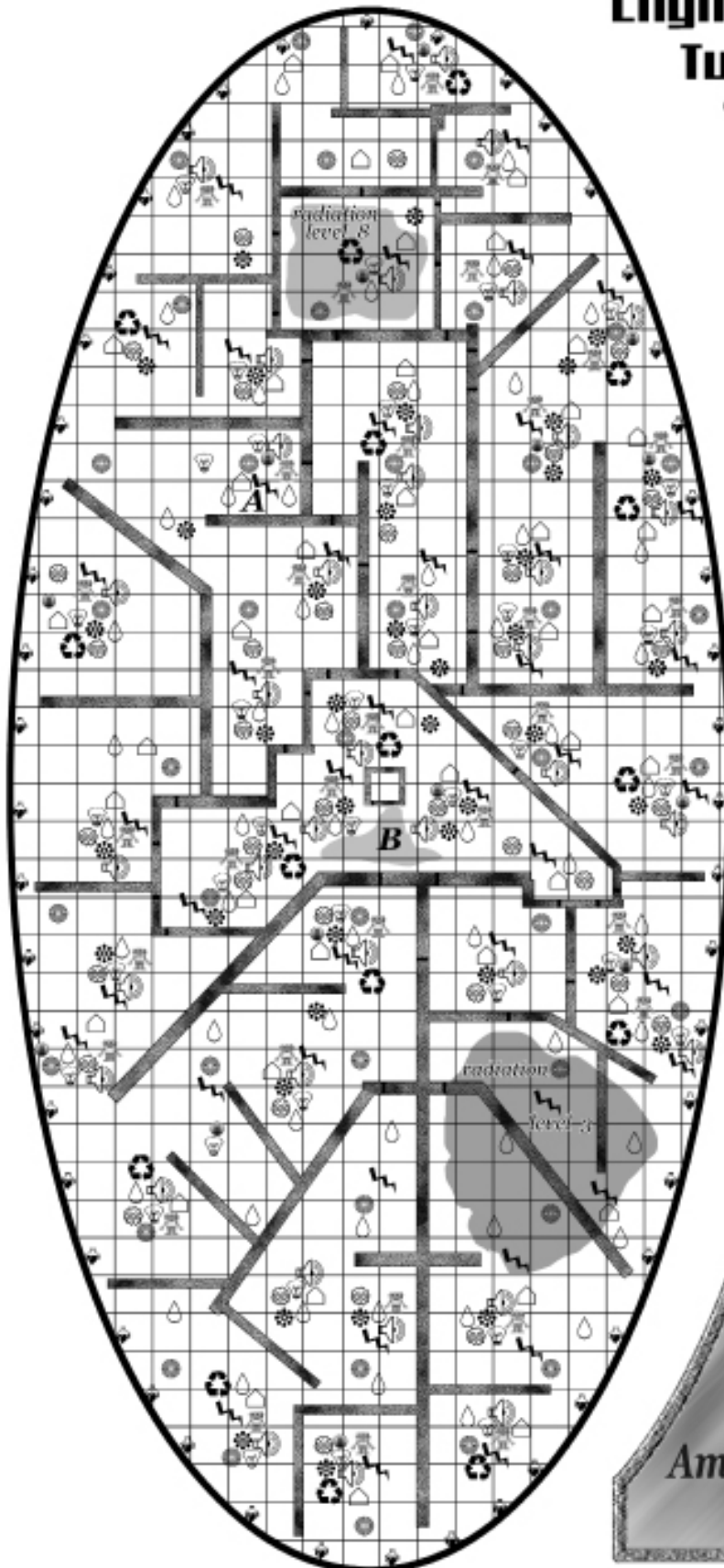
to passage



Engineering Crawlway

Tween Deck #15.5

One Square = One Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- access point from deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:

0.65 - 0.58 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

99.6 K P A

Power Capacity:

4263 MW

Background EMF:

3.8 nG

Ambient Temperature:

18°C/64°F

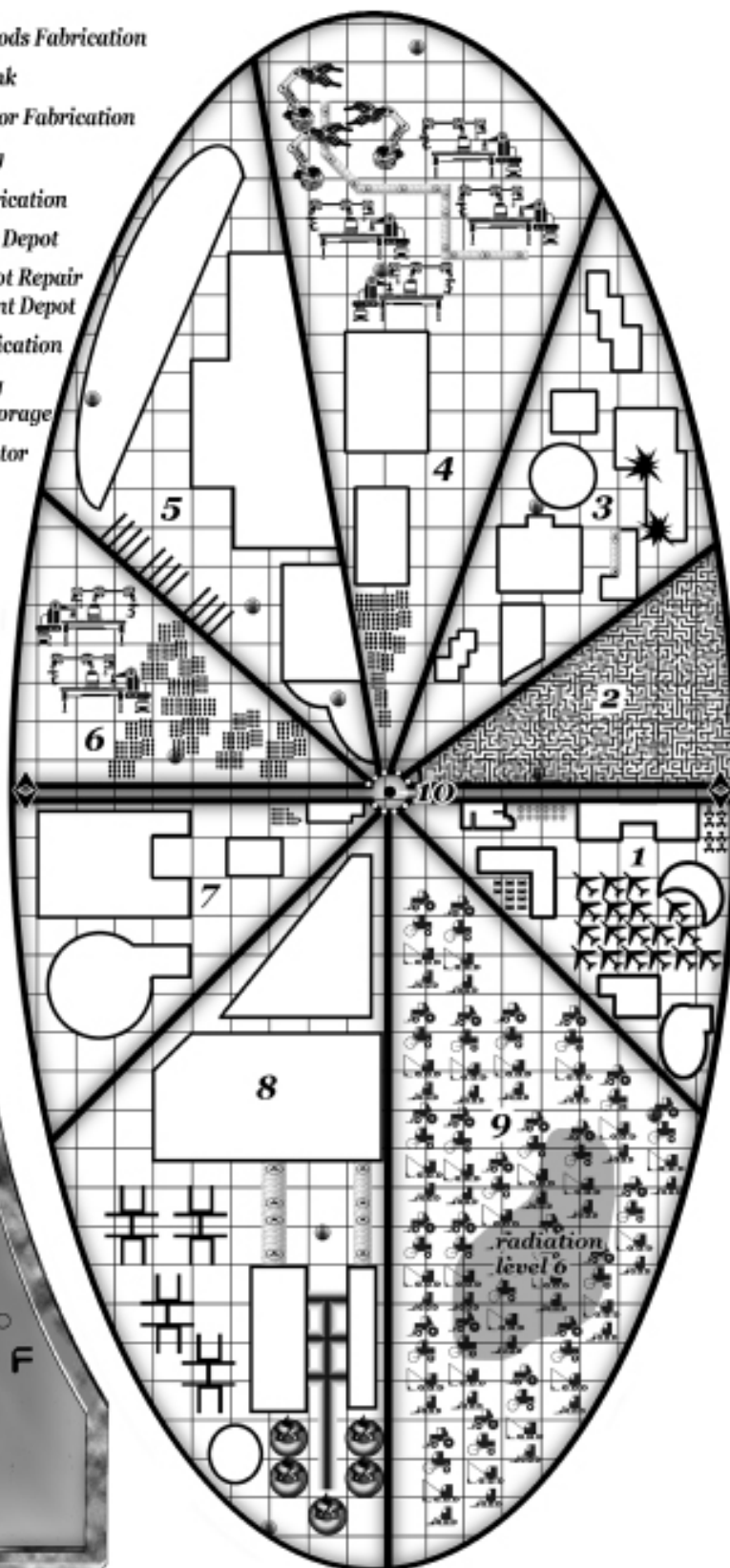
One Square = One Mile

Overall Size: 40 Miles Long x 18.5 Miles Wide

Deck 16

Map Key

-  engineering crawlway access
-  robotic arm
-  automated workstation
-  conveyor belt
-  prefabricated power generation station
-  prefabricated geodesic dome
-  large cargo aircraft
-  anti-gravity sled
-  damaged area
-  inactive robots
-  inclined ramp access
-  1) Planetary Goods Fabrication
-  2) Chemical Bank
-  3) Data Processor Fabrication
-  4) Imagineering
-  5) Android Fabrication
-  6) Robot Repair Depot
-  7) Security Robot Repair & Improvement Depot
-  8) Plasteel Fabrication
-  9) Earth Moving Equipment Storage
-  10) Central Elevator
-  plasteel blast furnace
-  molten plasteel spillway
-  automated door



Gravity: 1.02 - 0.98 G

Power: Fusion with internal

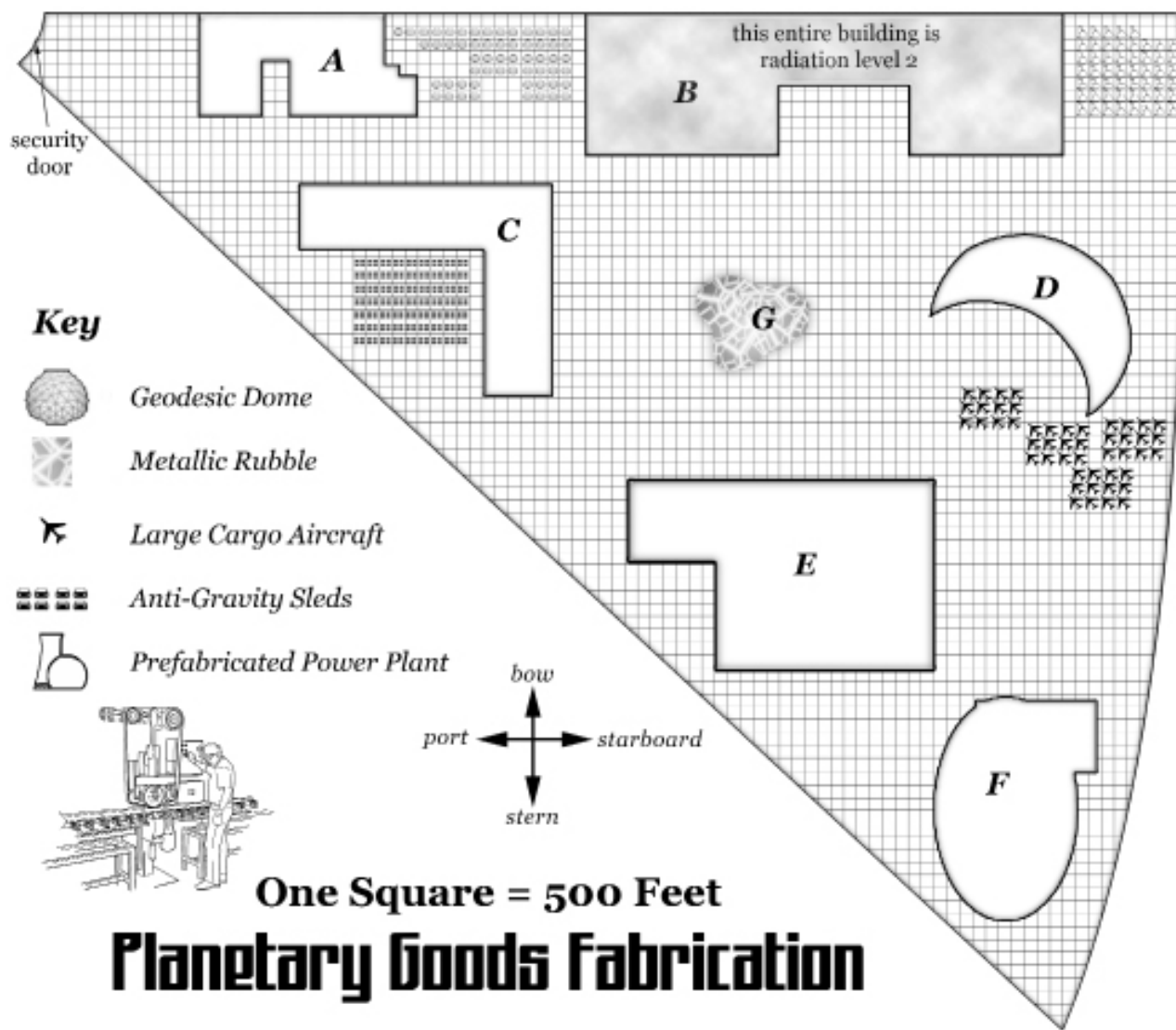
Pressure: 102 kPa

Background EMF: 2.2 mG

Ambient Temperature: 22 C / 72 F

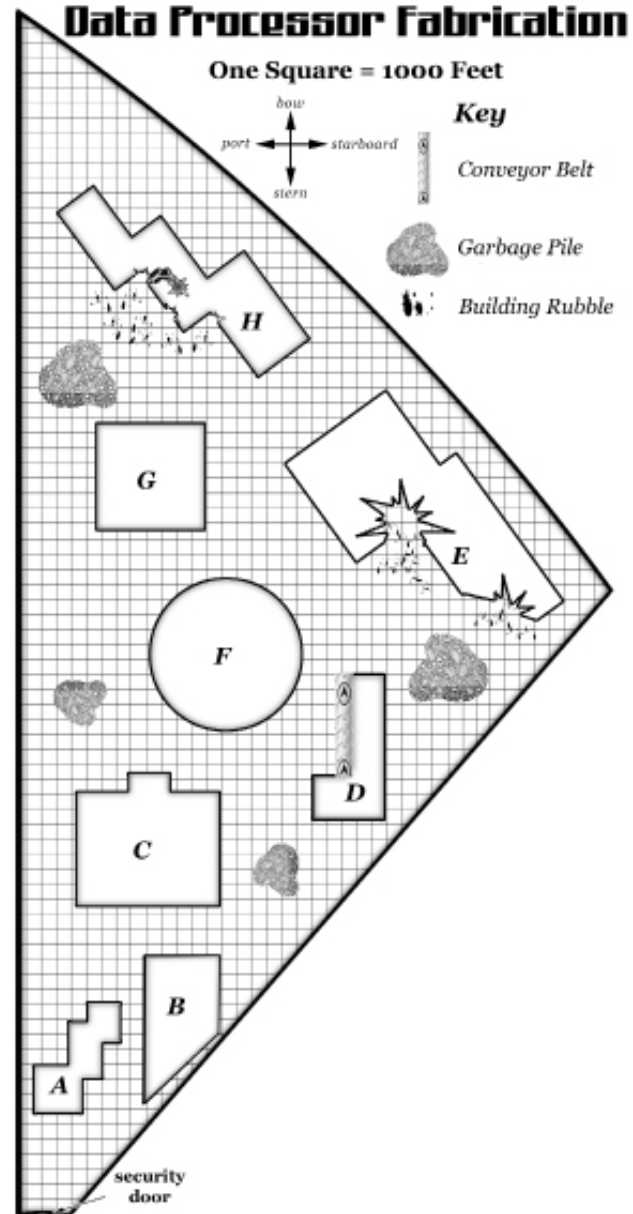
Atmospheric Anomalies:

⁴⁰Ar: 1.3% O₂: 18.7%

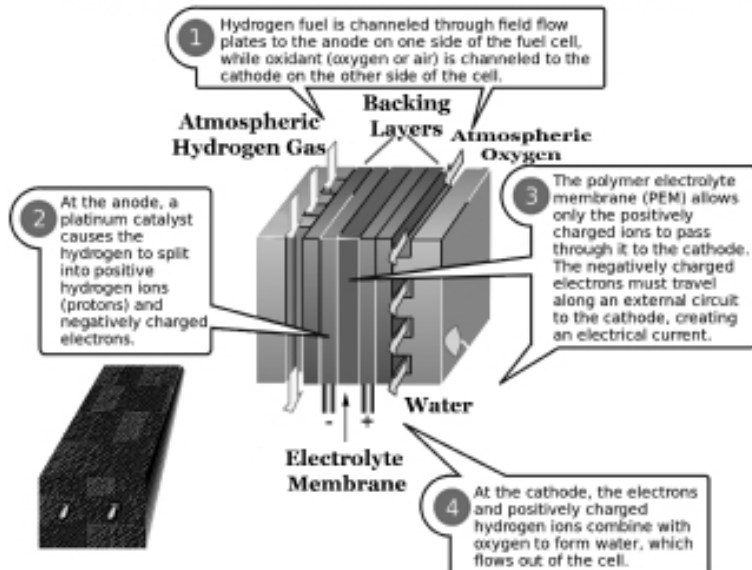


STARSHIP WARDEN

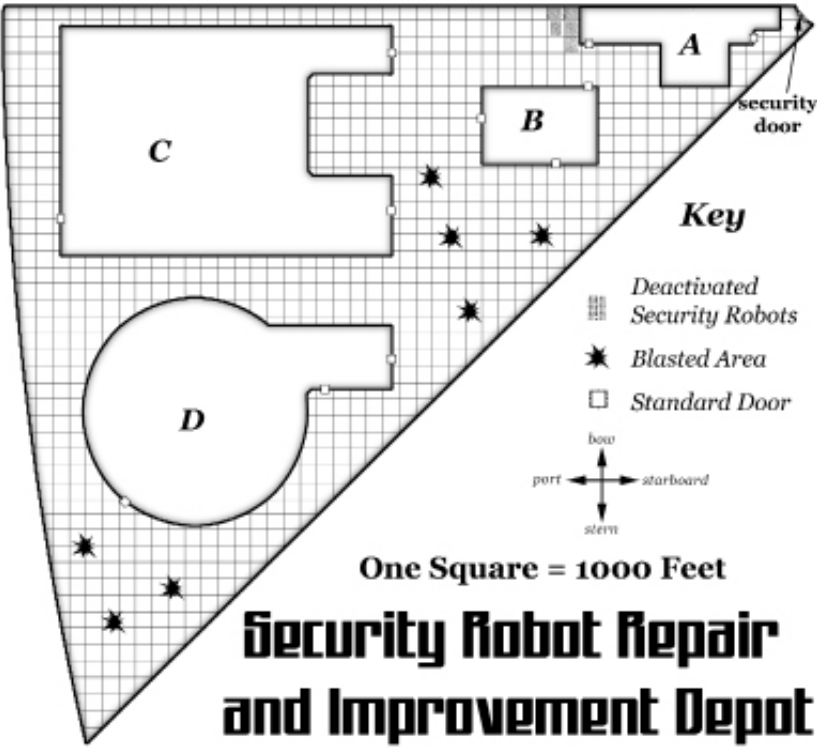
Data Processor Fabrication



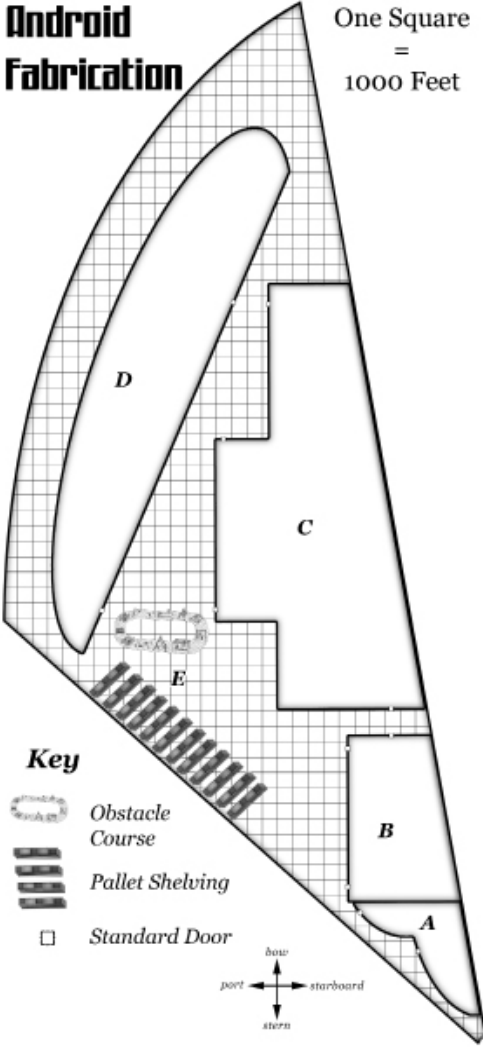
STANDARD HYDROGEN ENERGY CELL



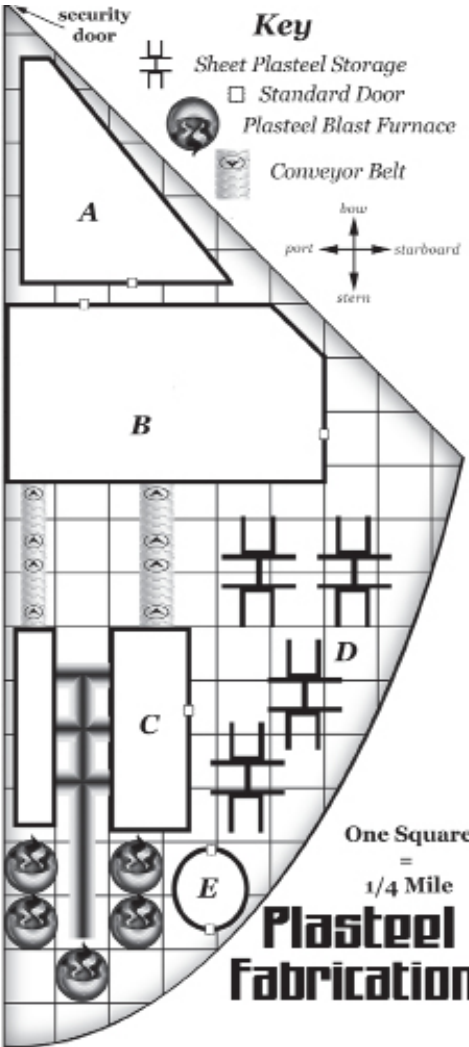
STARSHIP WARDEN



Security Robot Repair and Improvement Depot



Android Fabrication



Plasteel Fabrication

STARSHIP WARDEN

Key



Artificial Intelligence
Data Processors



Input and
Programming



Holographic
Projector

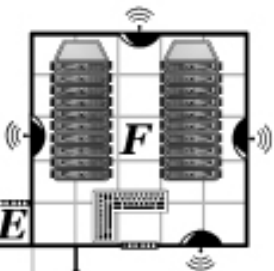
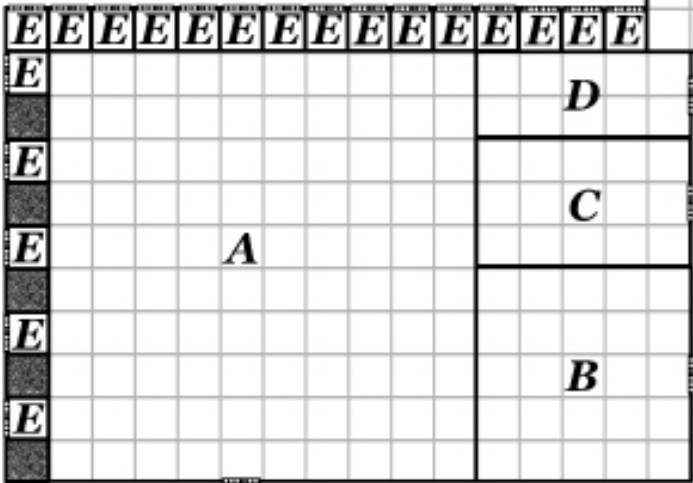
brown access
green access
grey access
white access
red access
red&blue access



security door

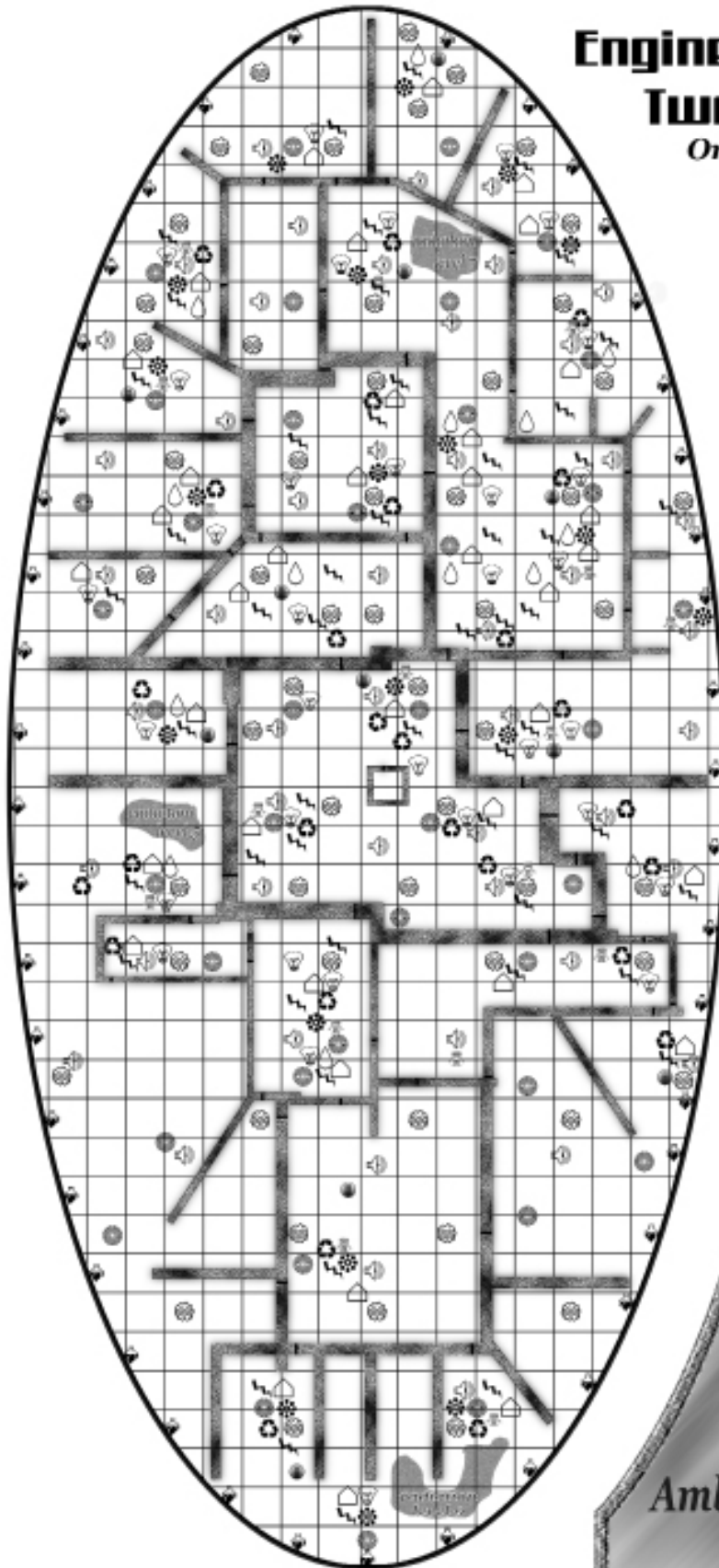
oval filled in
indicates band
color required

Central Elevator
One Square = Twenty Feet



Engineering Crawlway Tween Deck #16.5

One Square = One Mile



Key

- standard power substation
- broadcast power station
- robot depot
- air recirculation and purifying station
- water purification plant
- electrical circuit bus
- storage area
- thruster station
- gravity node
- environmental control station
- waste recycling center
- 12' wide by 8' tall hallway
- solid bulkhead
- access point from deck above

All open areas have a hollow 1'-diameter support pillar every 20'

Gravity:

0.52 - 0.40 G

Power:

INTERNAL - FUSION SUBSTATION

Pressure:

98.3 K P A

Power Capacity:

5135 MW

Background EMF:

4.6 mG

Ambient Temperature:


27°C/80.6°F

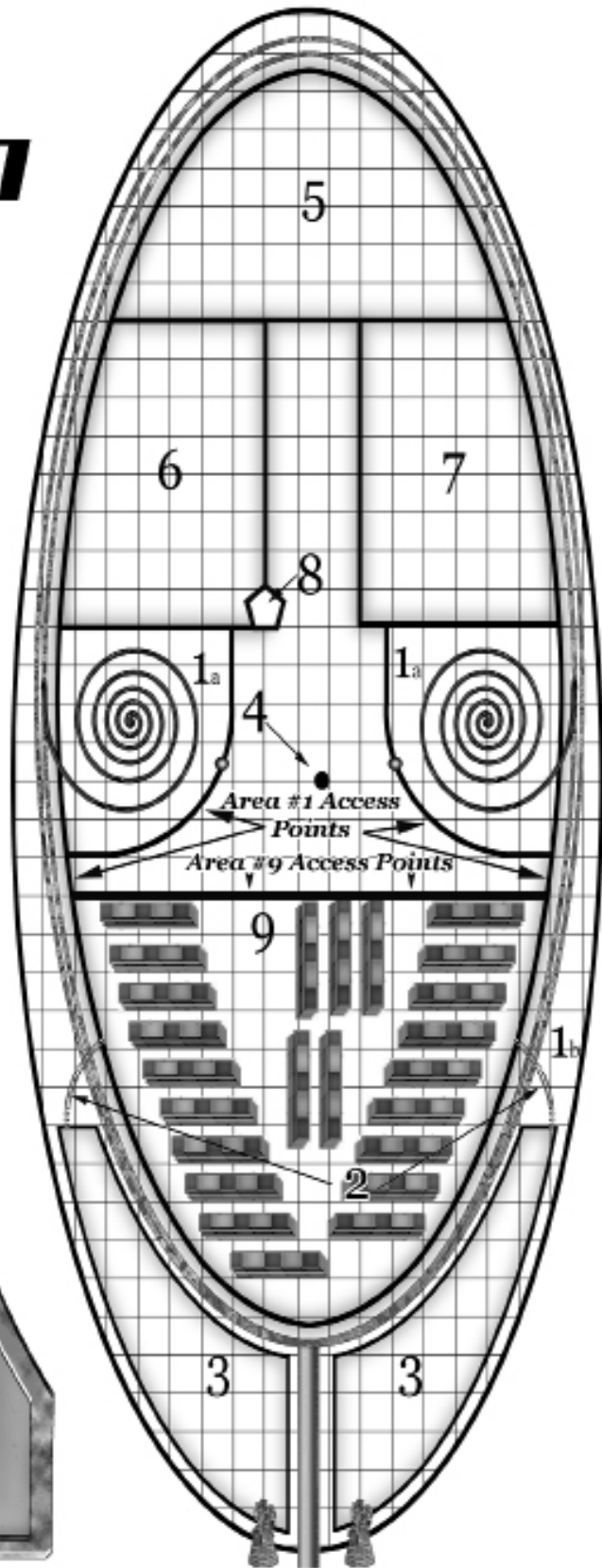
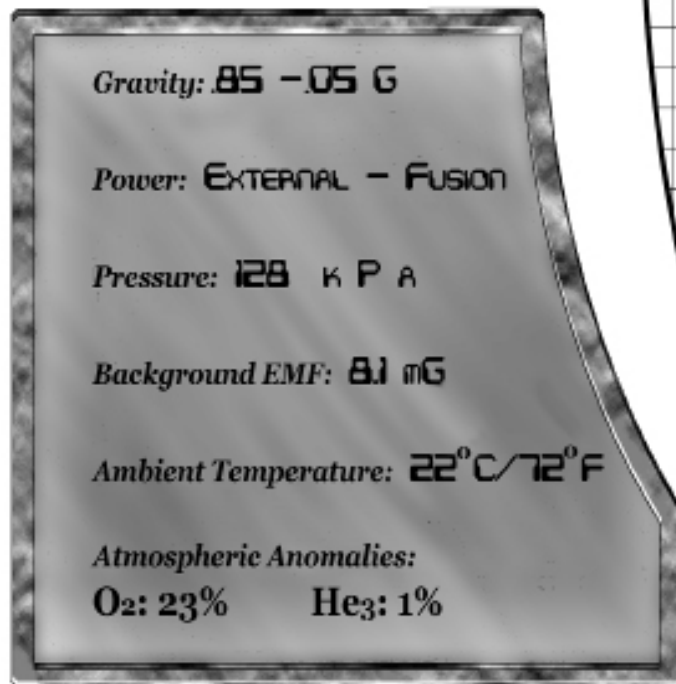
ONE SQUARE = ONE MILE

OVERALL SIZE: 40 MILES LONG X 18.5 MILES WIDE

MAP KEY

Deck 17

- 1) Anti-Matter Star Drive
 - a) Proton Generator Loops
 - b) Proton Accelerator Loops
 - 2) Shielded Walkway to Fusion Generators
 - 3) Fusion Generators and Fusion Drive
 - 4) Central Elevator
 - 5) Forward Storage Area
 - 6) Exploratory Laboratories
 - 7) Crew Quarters
 - 8) Drone and EVA Launch Bay
 - 9) Drive Parts Storage
 - o Robot Entry Tube
-  Pallet Shelving



Central Elevator

The diagram shows a system with two vertical antenna arrays, labeled **E** and **F**, each containing multiple horizontal elements. These arrays are connected to a central processing unit. Wireless signals are shown entering and leaving the system from the top and bottom.




brown access
 green access
 grey access
 white access
 red access
 red&blue access


security door
 oval filled in
 indicates band
 color required

Forward Storage Area


Key **One Square**
 =
750 Feet


 security door


 nuclear waste


 pallet shelving


 crated robots


 emergency vehicle
 (wheeled)


 emergency helicopter

 anti-gravity sled


 mobile medical station


 chemical storage


 container drone

 automated truck

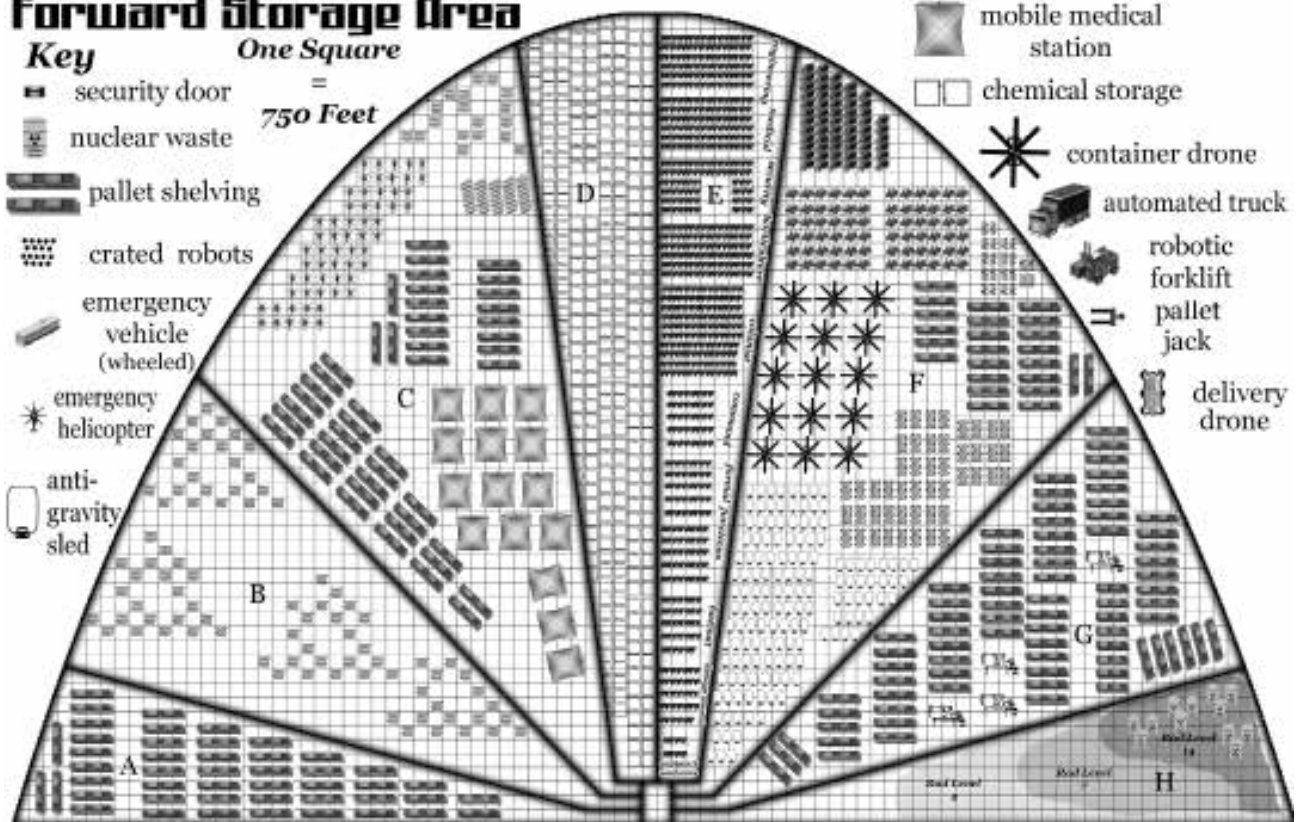
 robotic forklift
 pallet jack

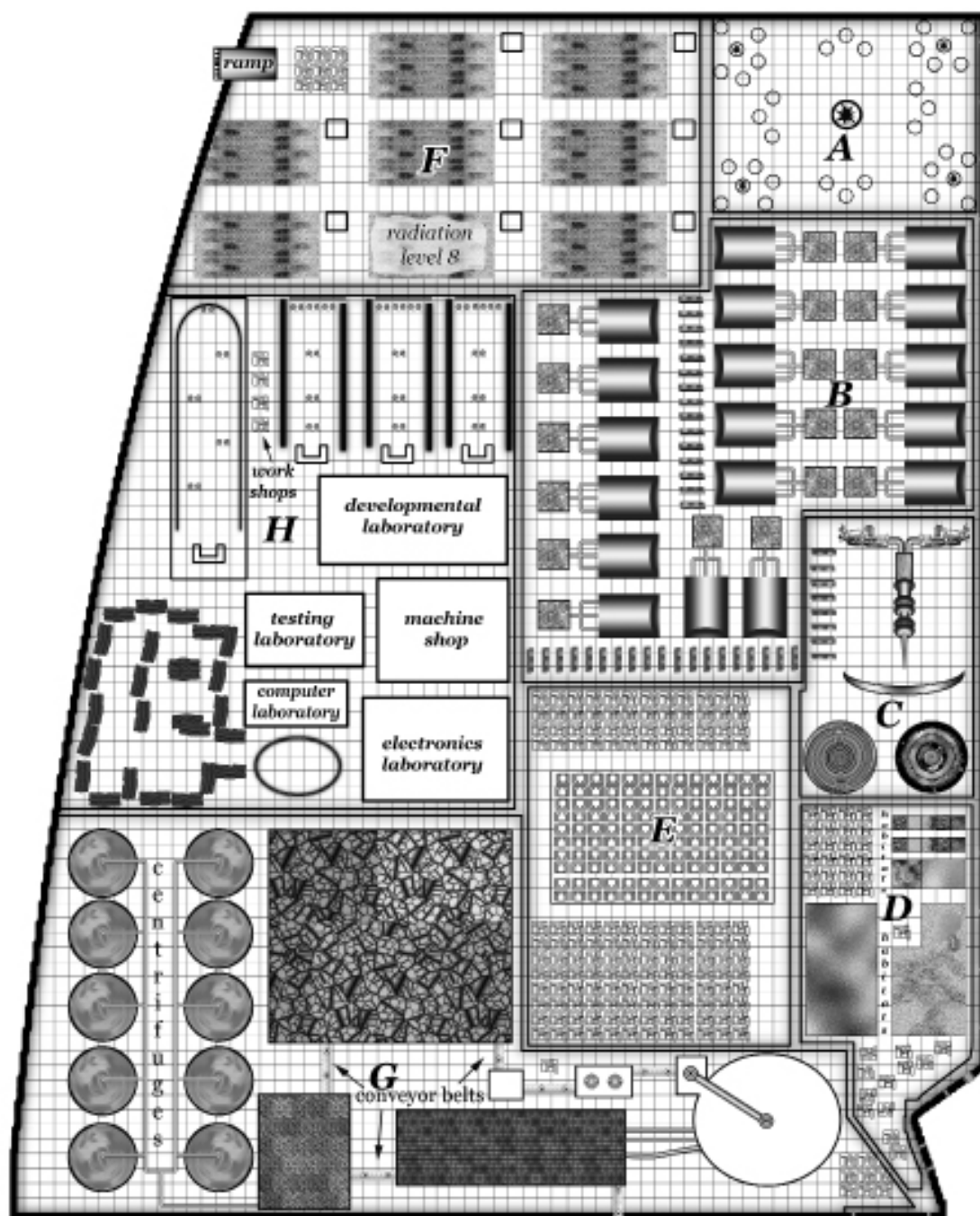
 delivery drone

 robotic workstation

 clothing rack
 (uniforms)

 oversized security door





Exploratory Laboratories

One Square = 500 Feet

Key

- | | | | | | | | |
|--|-----------------------------|--|-----------------------------|--|--|--|-----------------------|
| | blast-shielded laboratories | | reaction testing site | | projector for the
stimulated emission
of radiation
(laser/maser/phaser) | | graviton
generator |
| | HPHT gem press | | thermal kinetic
analyzer | | small
cyclotron | | small
laboratories |
| | storage shelving | | security door (100' x 100') | | | | |

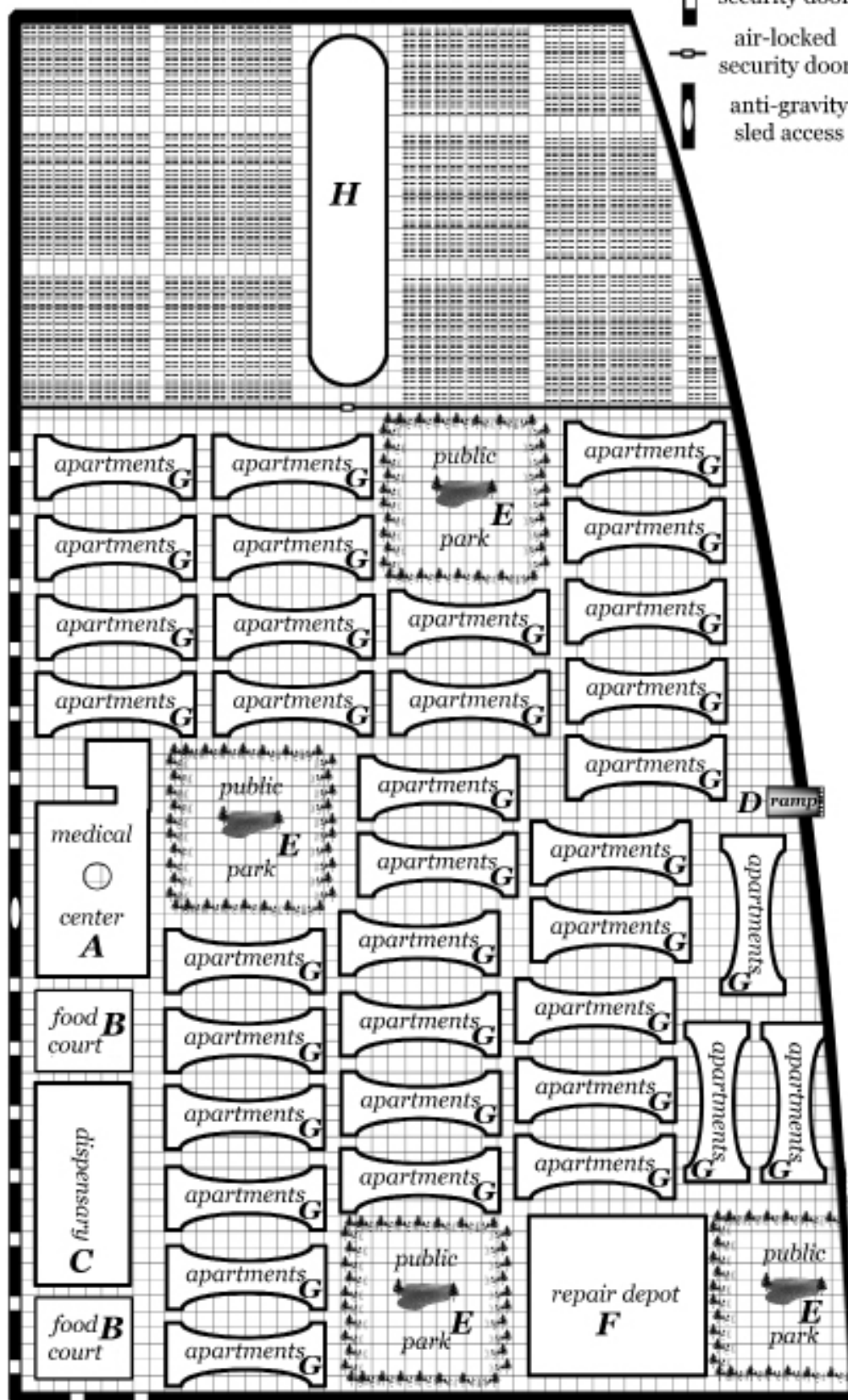


Crew Quarters

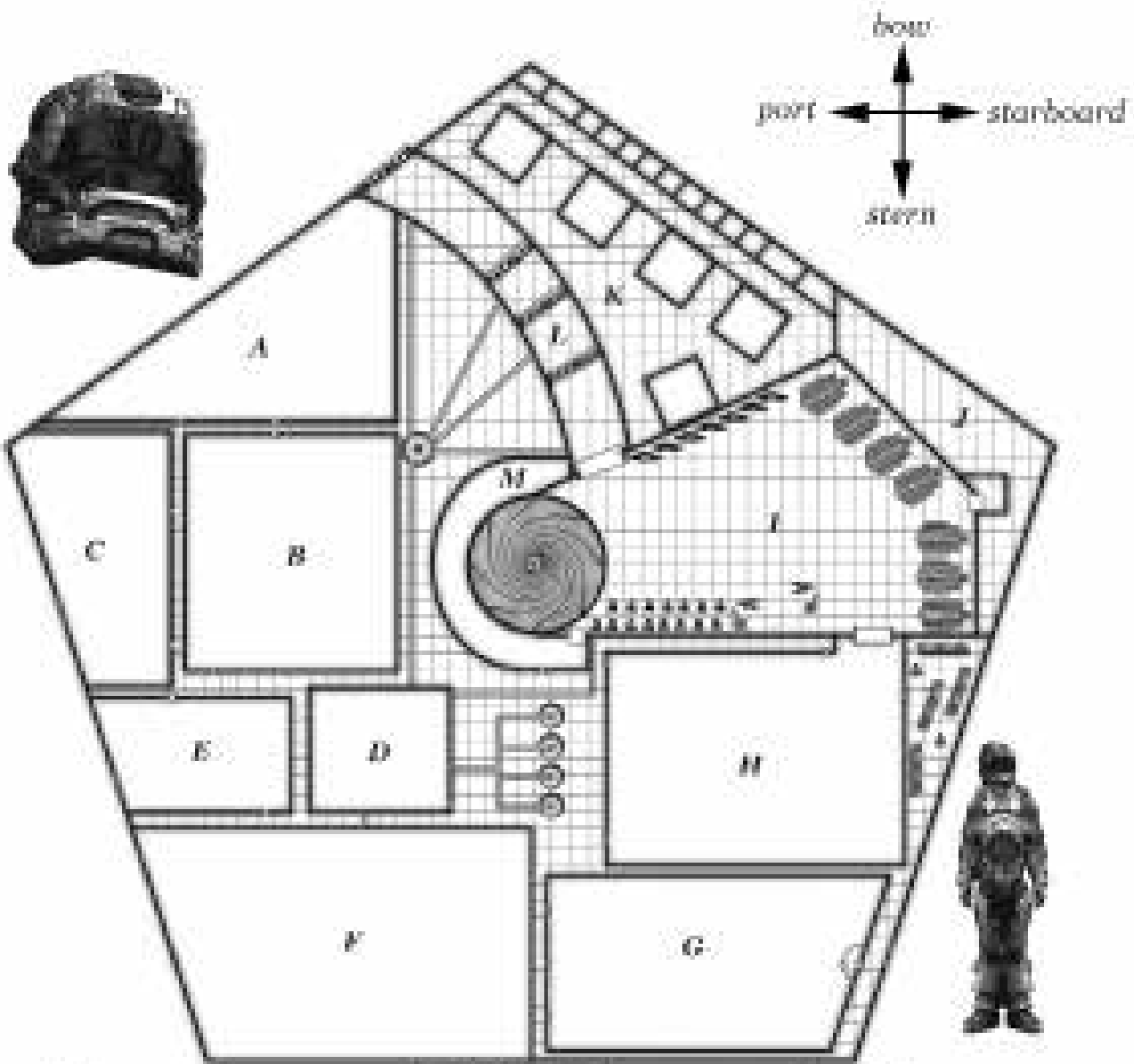
One Square = 500 Feet

Key

-  security door
-  air-locked security door
-  anti-gravity sled access



STARSHIP WARDEN



Drone and EVA Launch Bay

One Square = 100 Feet

Key

- | | | | |
|-------------------------|------------------------|--------------------------|--------------------|
| security door | □ standard door | ▲ short range drone | ☞ robotic arm |
| airlocked security door | ▣ standard airway door | ● exploratory scout ship | ▮ storage shelving |
| □ airlock | ▲ long range drone | | |

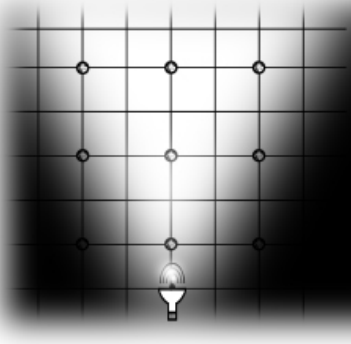
Crawlway Open Areas

Key

- duralloy support pillar

One Square = Ten Feet

* All areas of an engineering subdeck that have no icons are considered open areas.

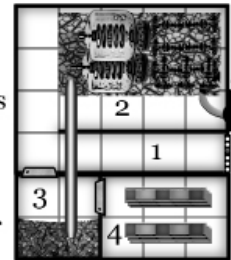


Broadcast Power Station



Key

- broadcast power node
- electronics
- standard door
- overhead pipe
- brown access
- green access
- grey access
- white access
- red access
- red&blue access
- security door
- oval filled in indicates band color required



One Square = Ten Feet

Air Recirculation and Purifying Station

Key



centrifuge filter



compressor

One Square = Ten Feet



shelving unit



industrial fan



standard door

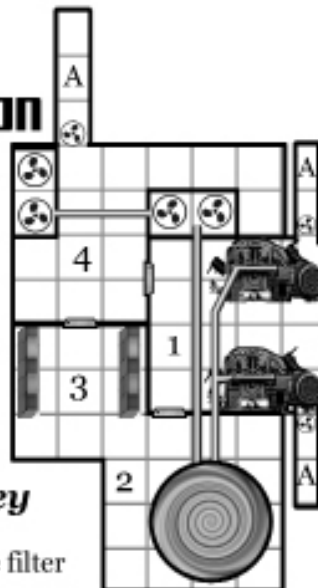


overhead pipe

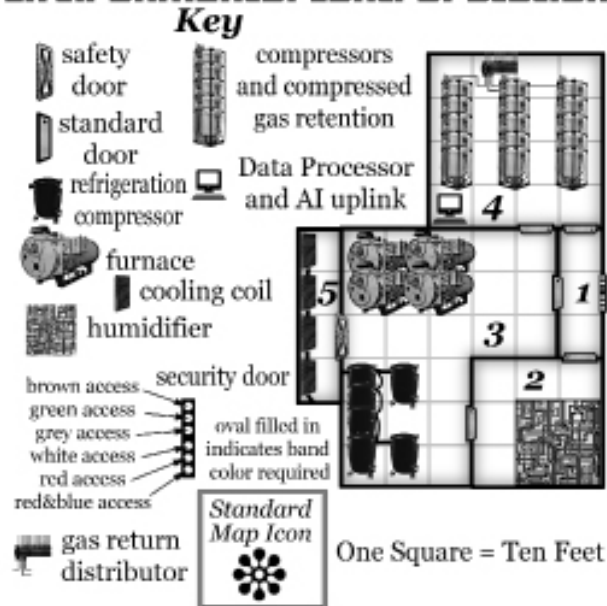
- brown access
- green access
- grey access
- white access
- red access
- red&blue access

security door
oval filled in indicates band color required

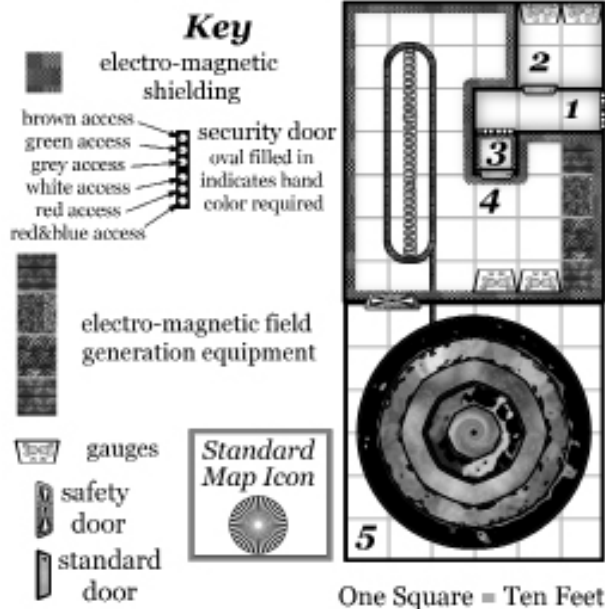
Standard Map Icon



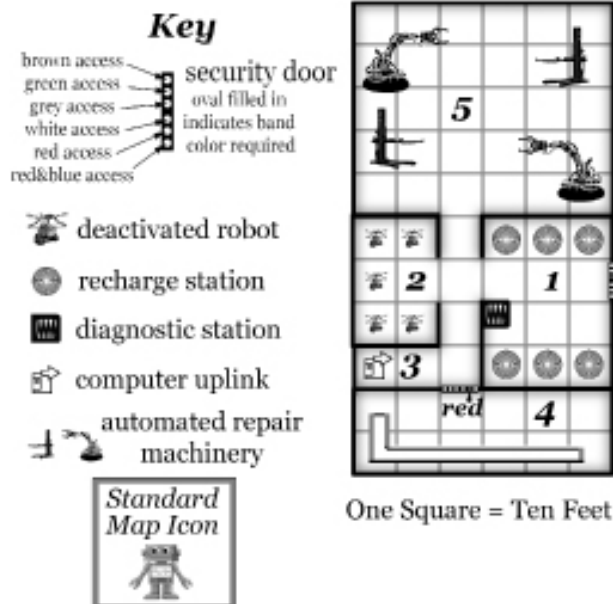
Environmental Control Station



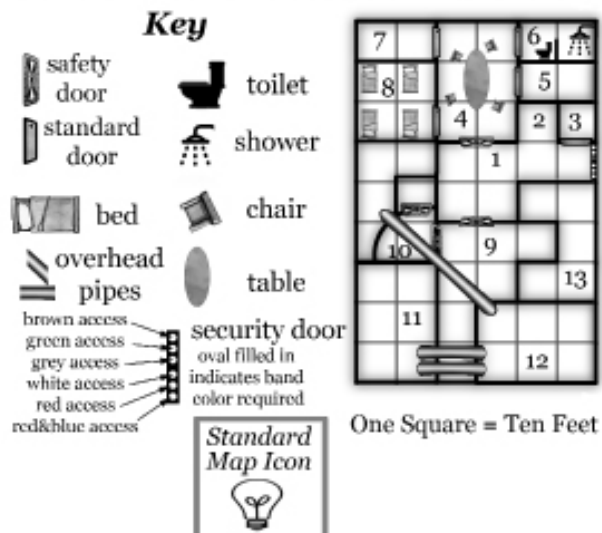
Gravity Node



Robot Depot




Standard Power Substation

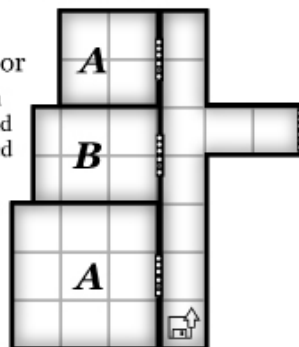


Storage Area

Key




- Key**
- brown access
green access
grey access
white access
red access
red&blue access
- security door
- oval filled in
indicates band
color required

 data uplink
One Square = Ten Feet



Water Purification Plant

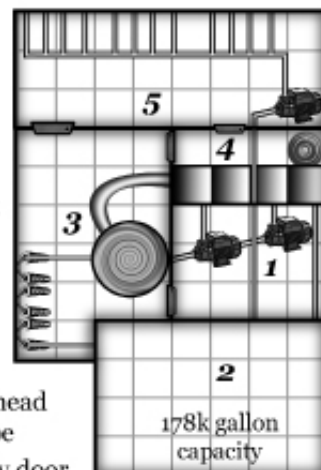
Key

-  step distillation
-  distillation equipment
-  chemical packaging
-  water pump
-  centrifuge filter

standard door = overhead pipe

- brown access
 green access
 grey access
 white access
 red access
 red/blue access
- security door
 oval filled in
 indicates band
 color required

One Square = Ten Feet



Standard
Map Icon



Thruster Station

Key

-  data processing station with uplink
 heat sink  standard door
 space suit  hatch
 air-locked security door

- brown access
 green access
 grey access
 white access
 red access
 red&blue access
- security door**
 oval filled in
 indicates band
 color required

One Square = Ten Feet



Standard
Map Icon





Waste Recycling Center

Key

- conveyor
belt
- shelf

-  standard door
 organic vat
 inorganic vat

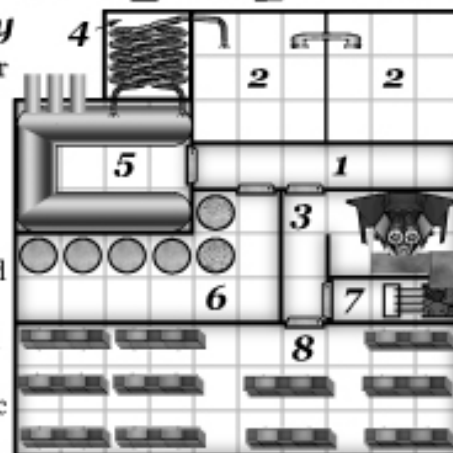
-  shredder
-  chemical separator

- 
- chemical distiller

- brown access
 green access
 grey access
 white access
 red access
 red/blue access
- security door
 oval filled in
 indicates band
 color required

- 
- smelting furnace

One Square = Ten Feet



*Standard
Map Icon*



MAPS OF THE WARDEN

A collection of all the maps in the Starship Warden, including all
DECK MAPS, IN BETWEEN DECK MAPS, THE DOME AND OTHER MAPS OF
RELEVANT ENCOUNTER AREAS.



STARSIEGE



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WWW.TROLLLORD.COM

PRINTED AT CHENAULT & GRAY PRINT
IN THE UNITED STATES OF AMERICA



TLG 75031-E
\$9.99