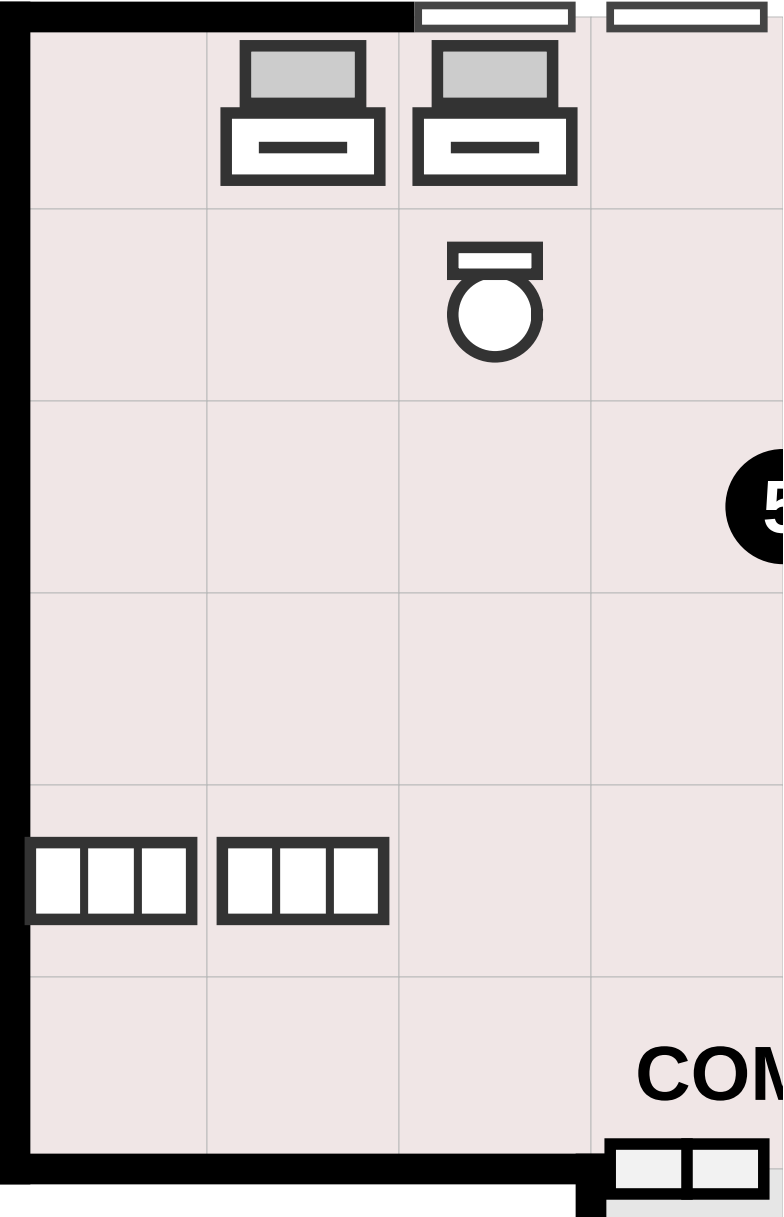
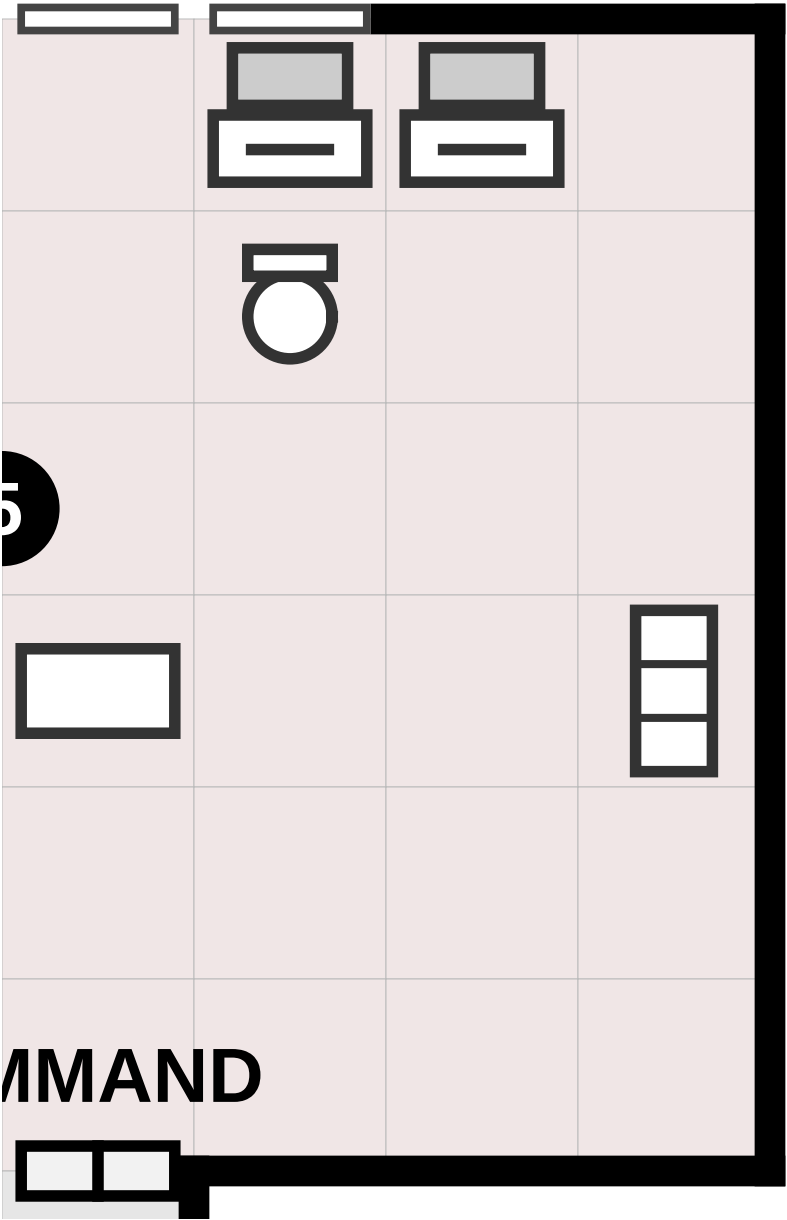
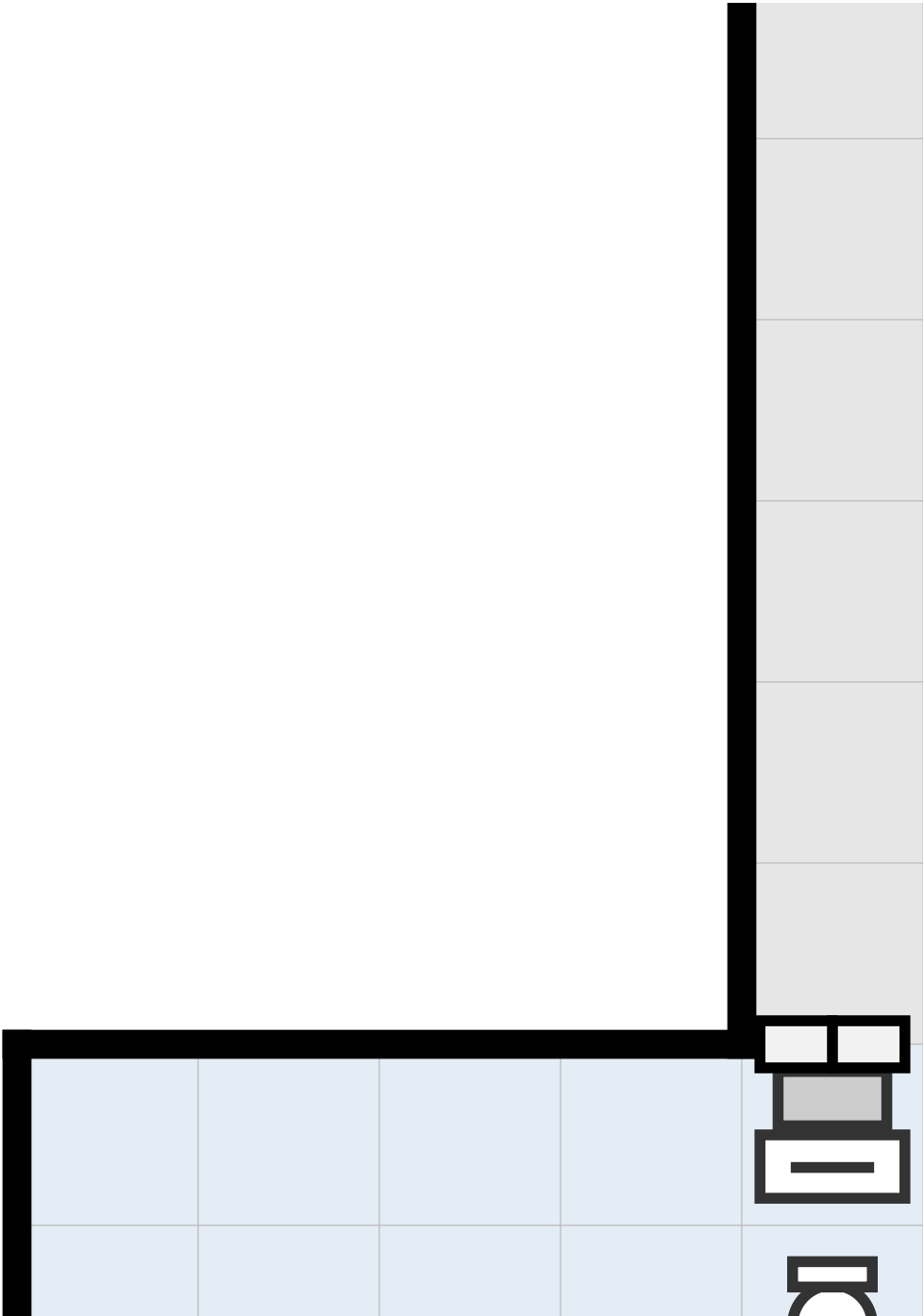


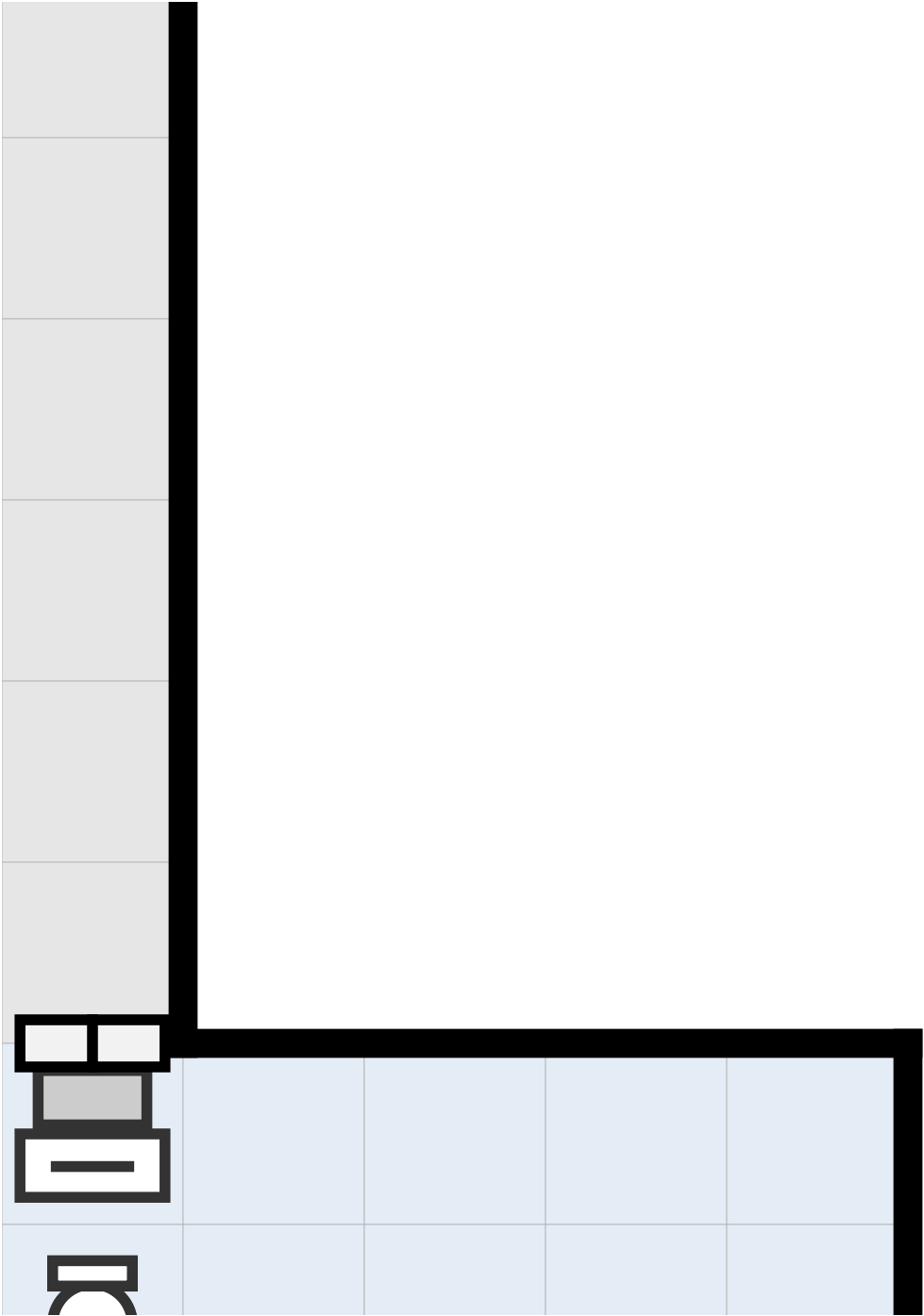


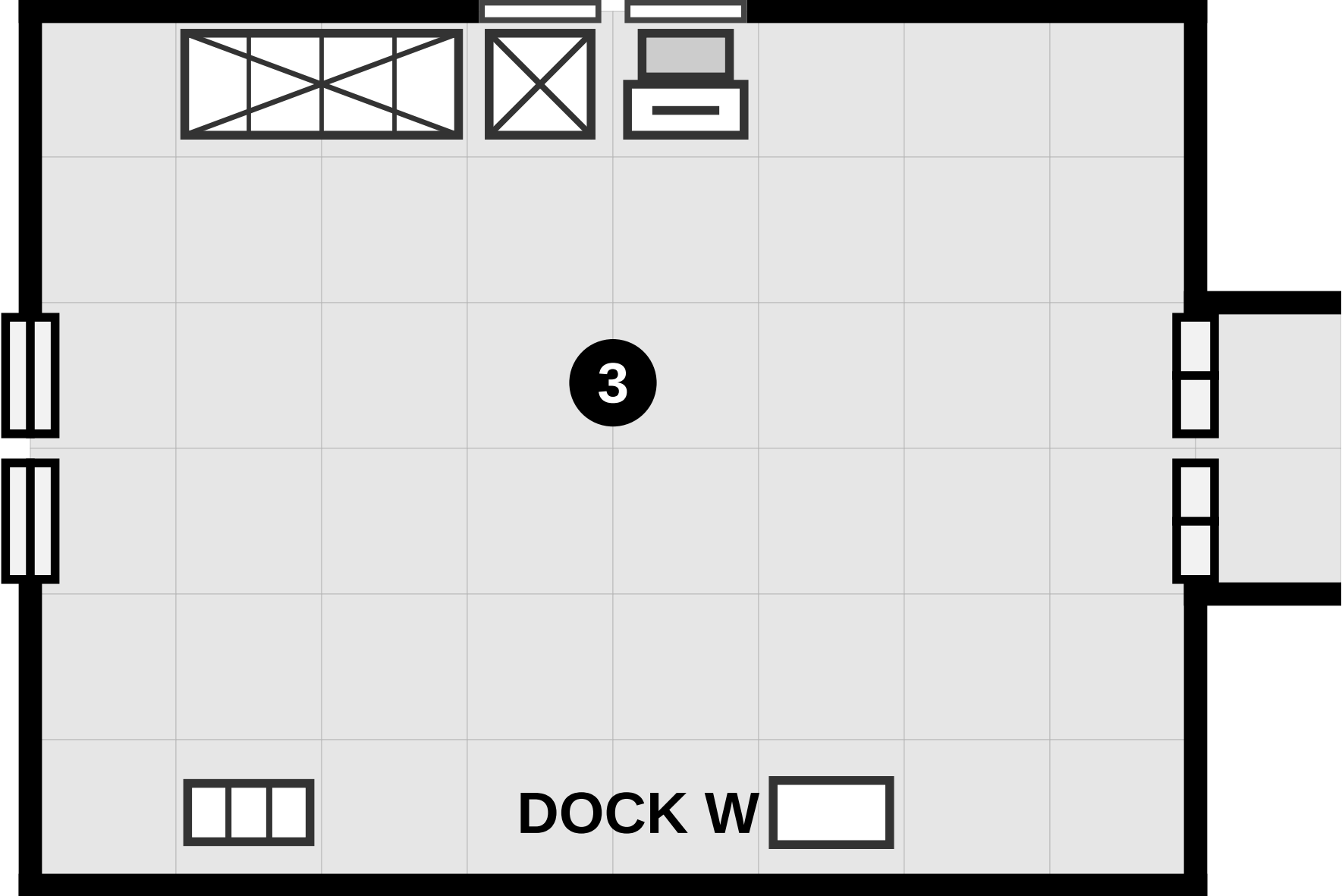


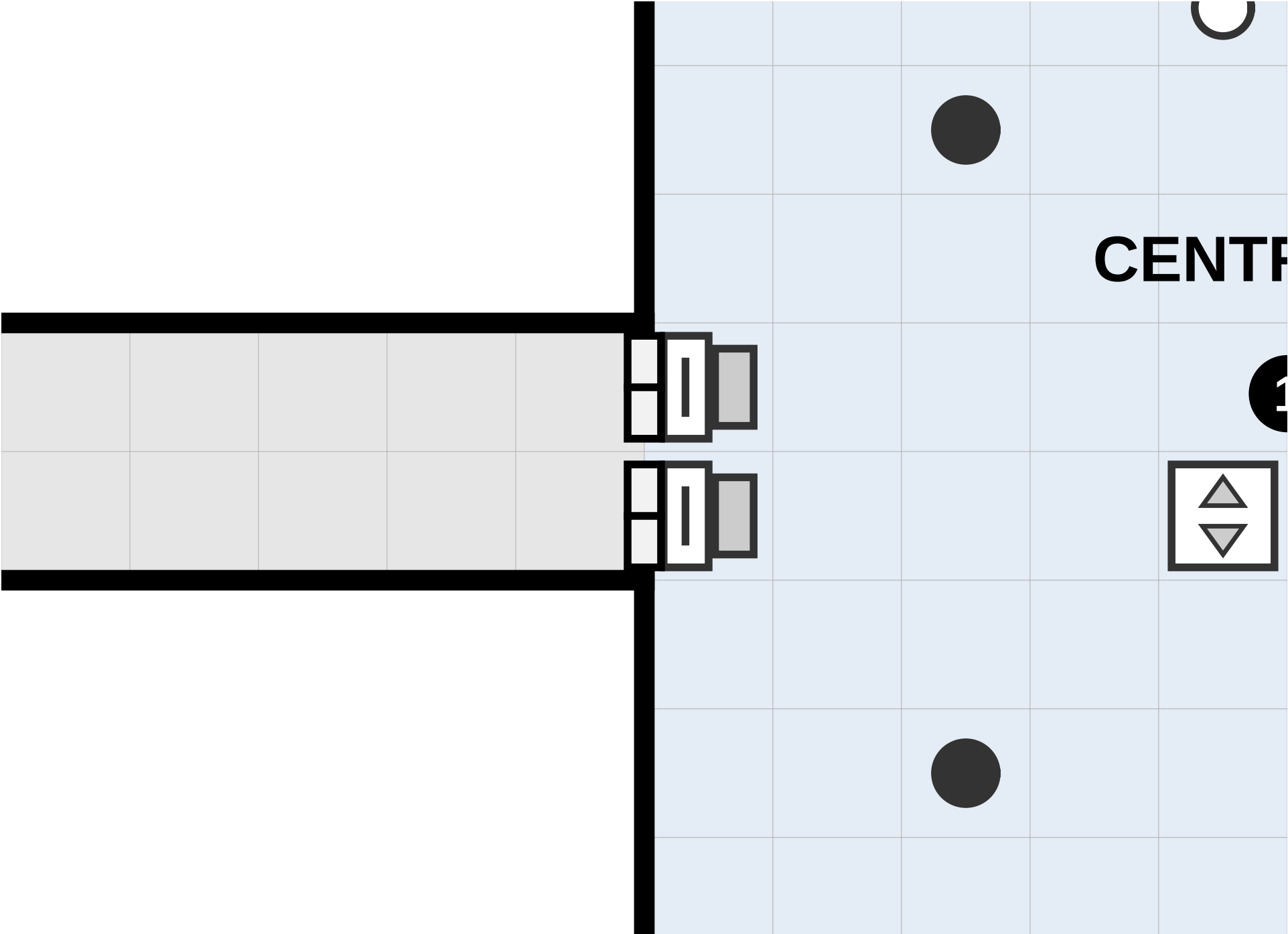


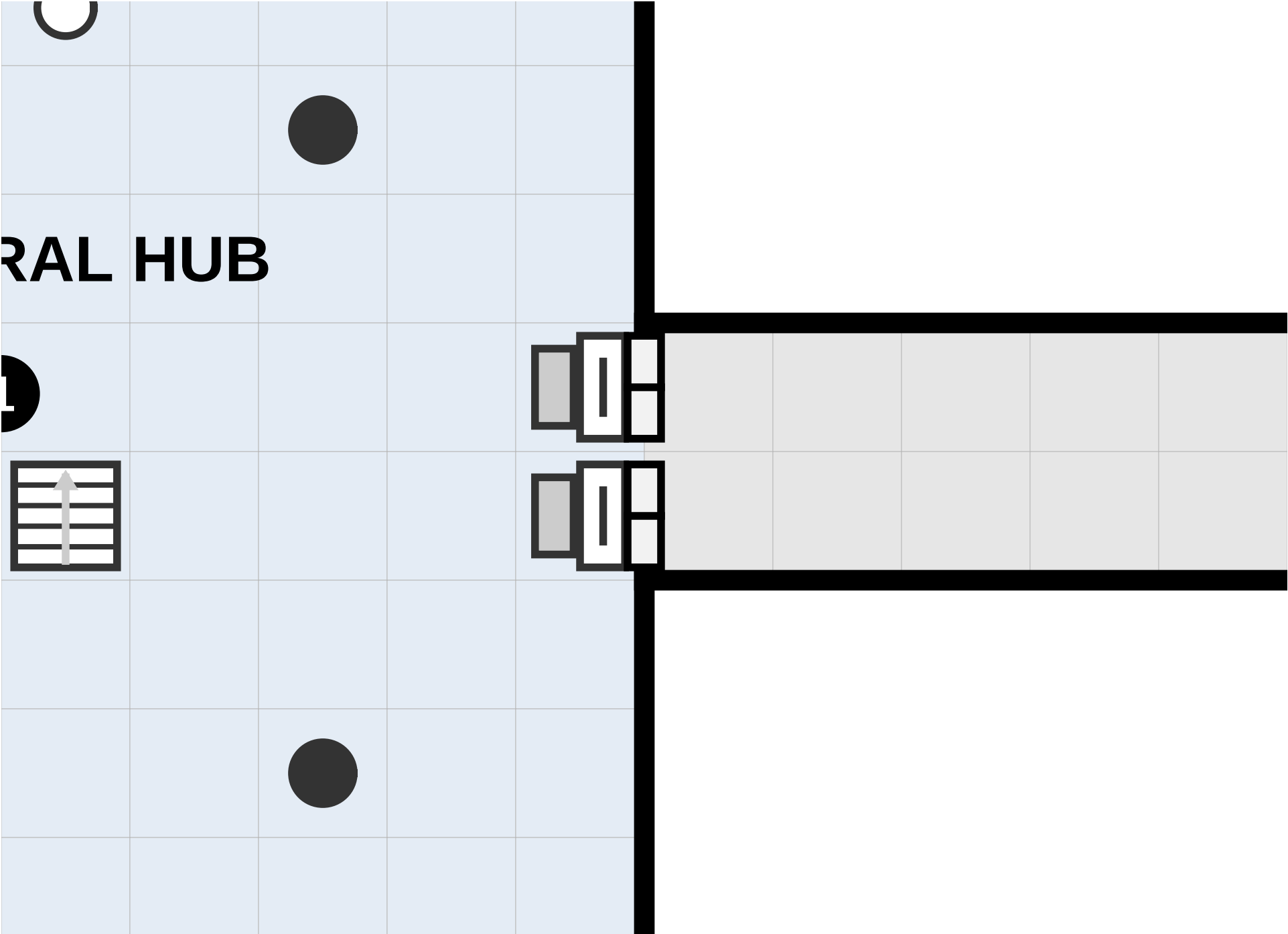
Threshold Station — Hub deck

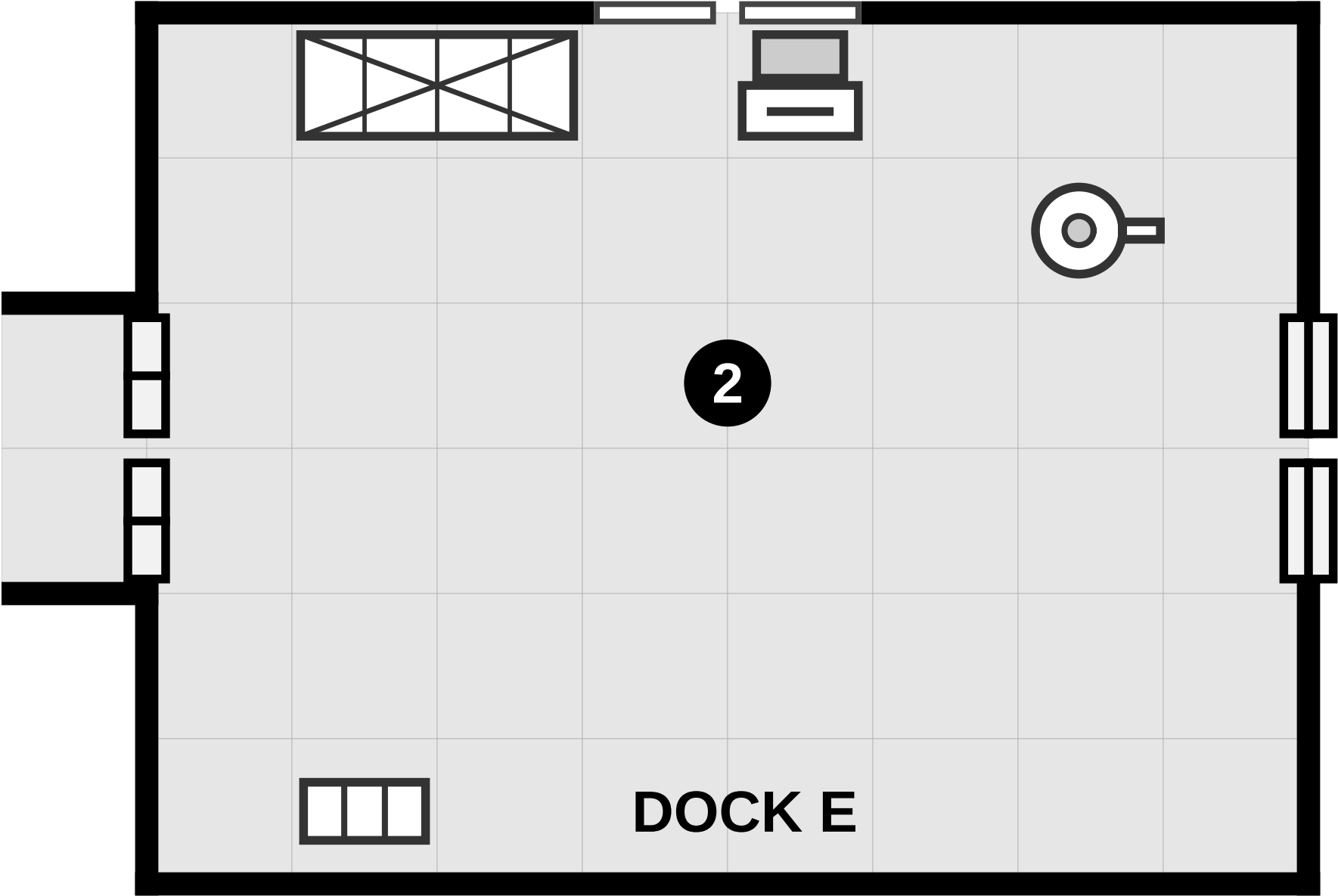
1 square = 5 ft · sheet 7/24 (col 3, row 2)





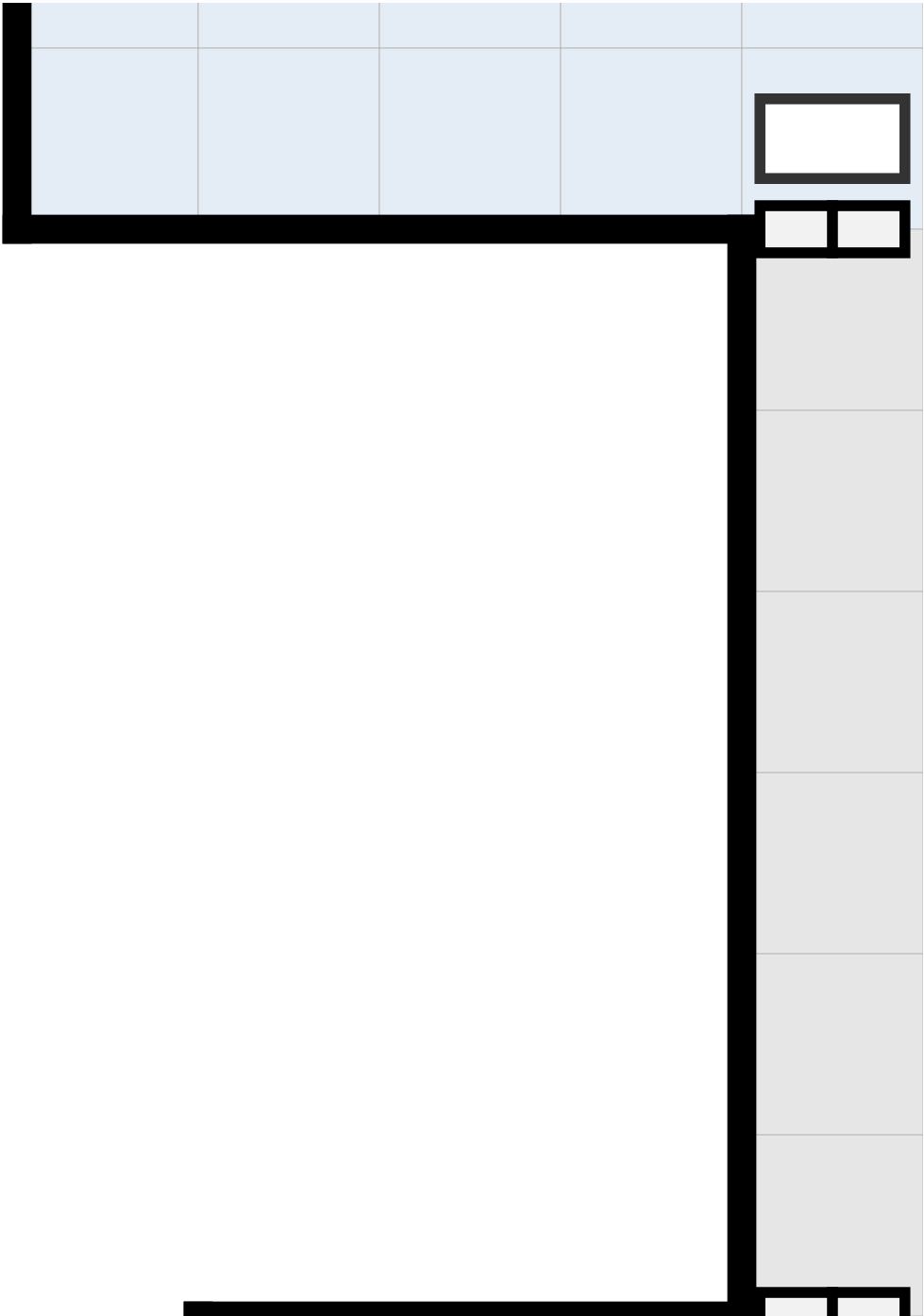






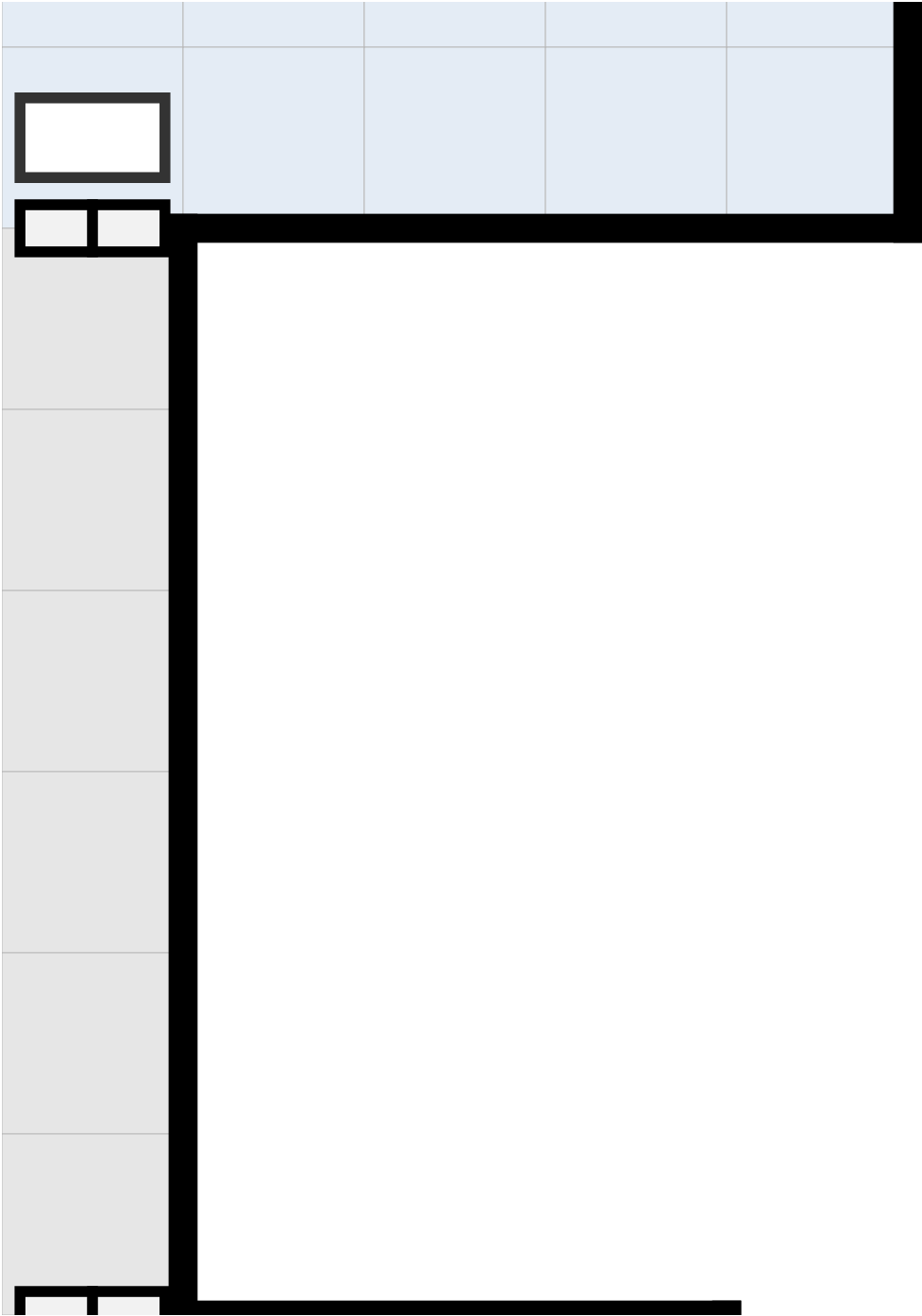
Threshold Station — Hub deck

1 square = 5 ft · sheet 14/24 (col 2, row 4)



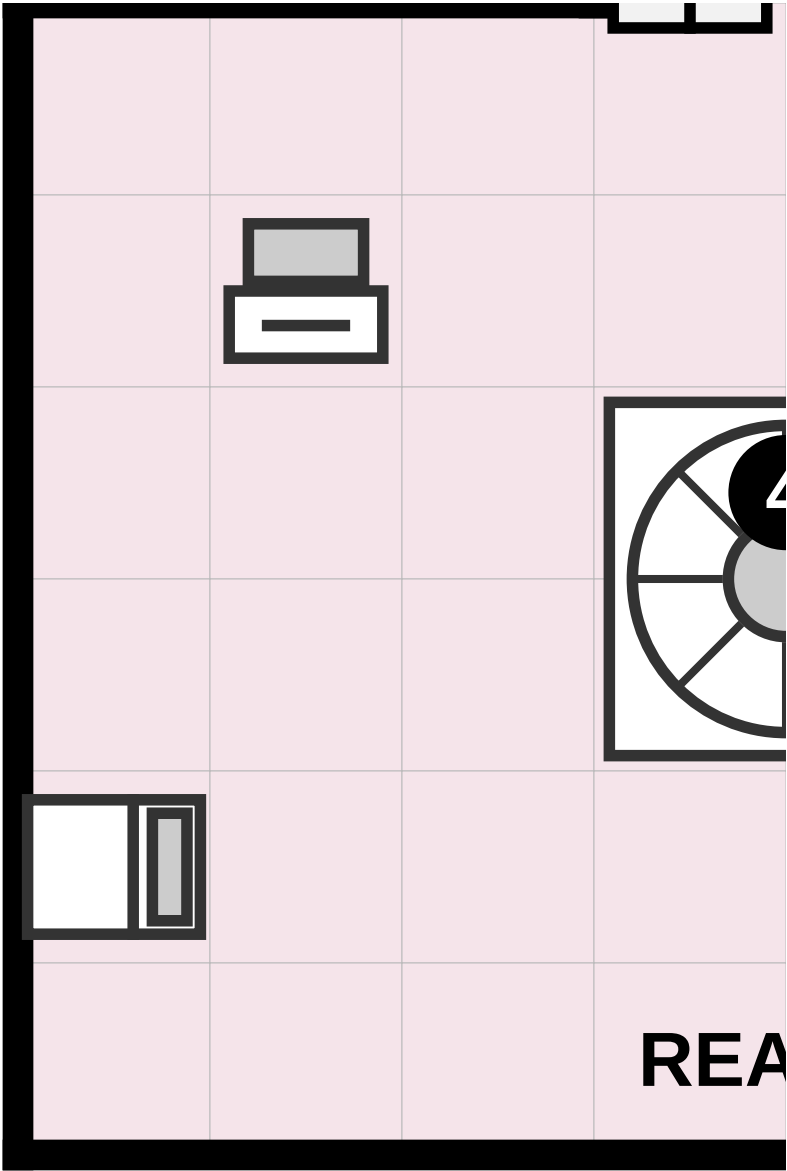
Threshold Station — Hub deck

1 square = 5 ft · sheet 15/24 (col 3, row 4)



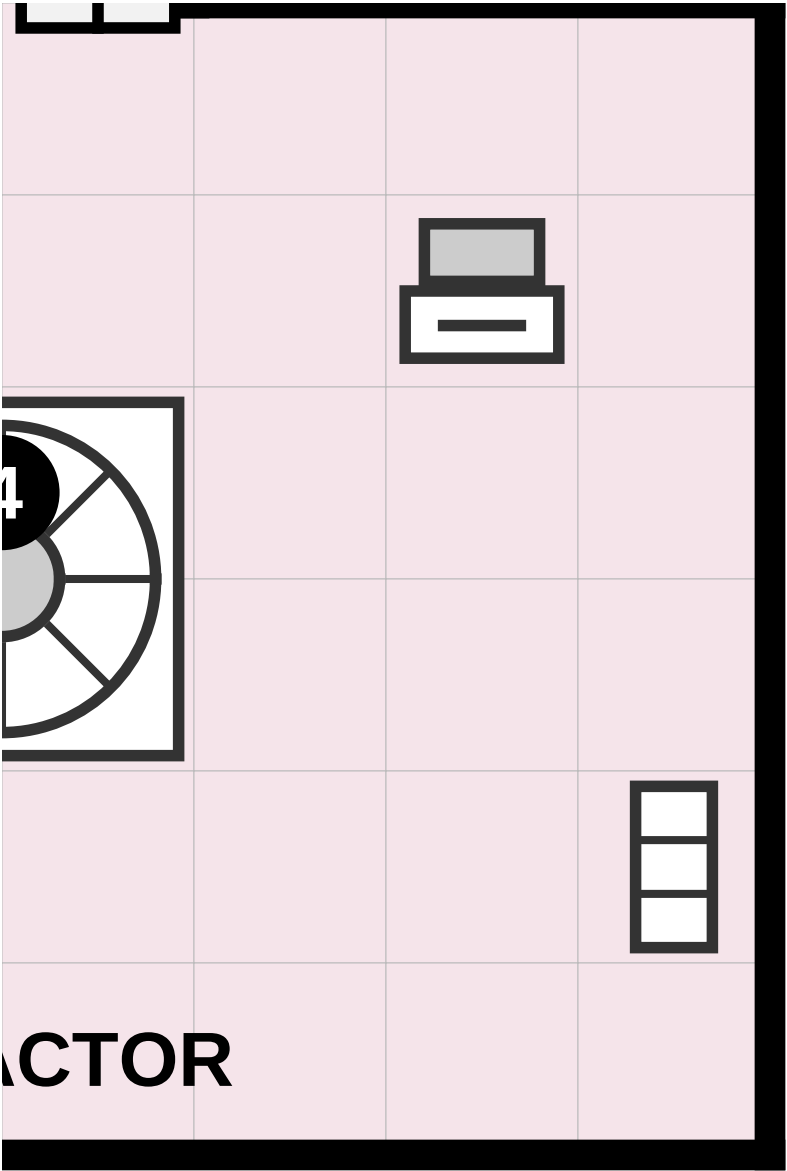
Threshold Station — Hub deck

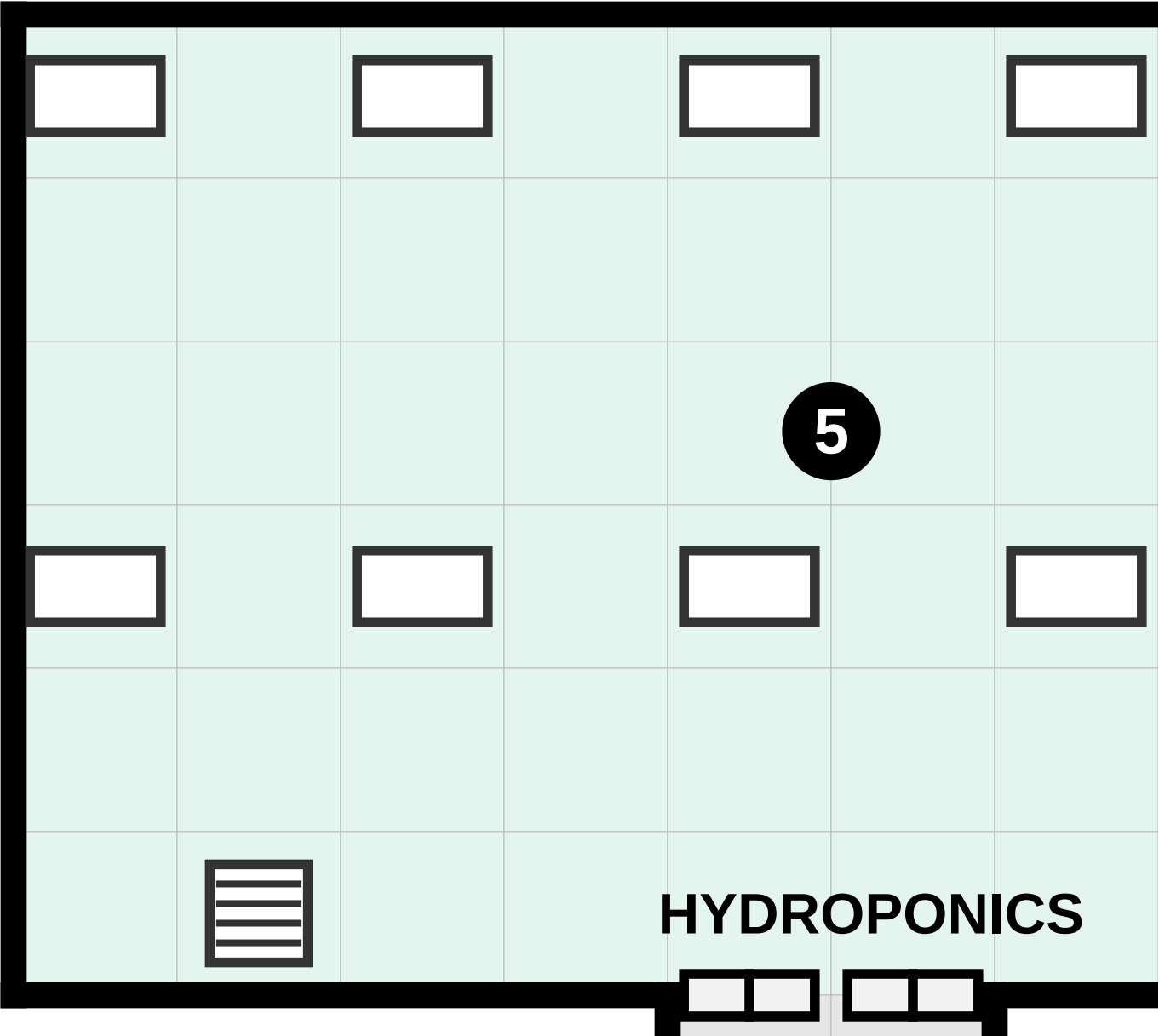
1 square = 5 ft · sheet 18/24 (col 2, row 5)

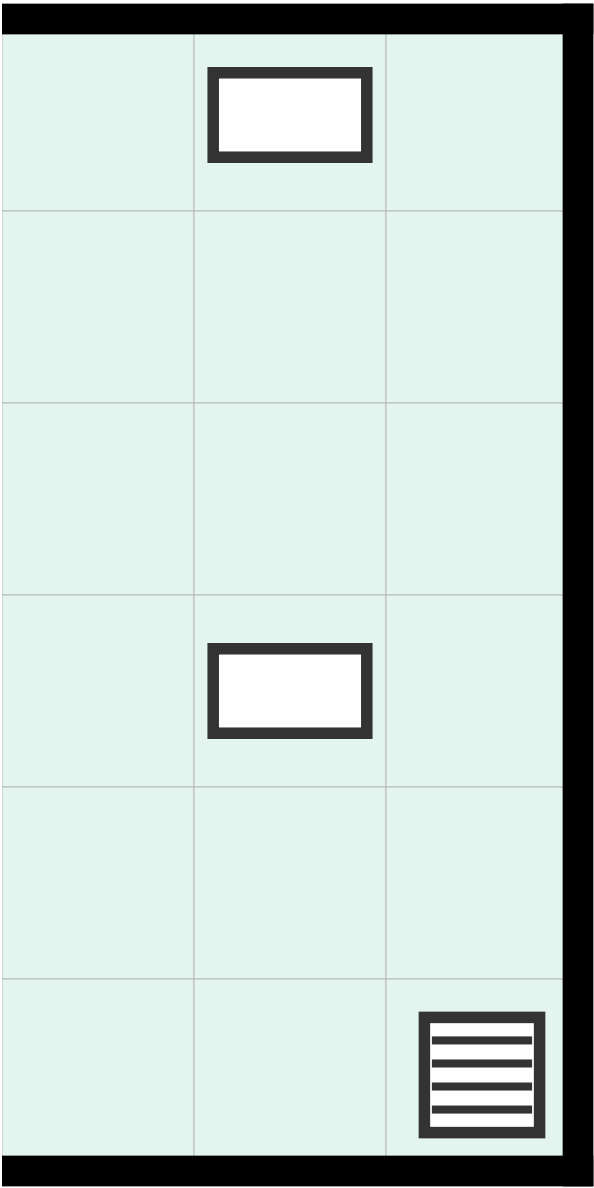


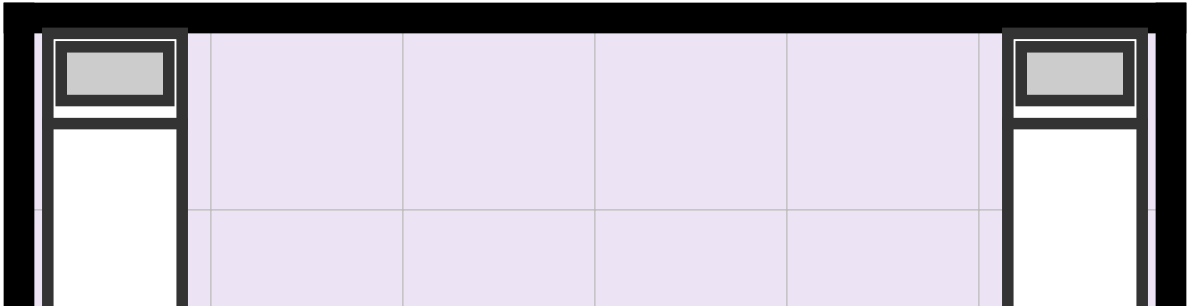
Threshold Station — Hub deck

1 square = 5 ft · sheet 19/24 (col 3, row 5)



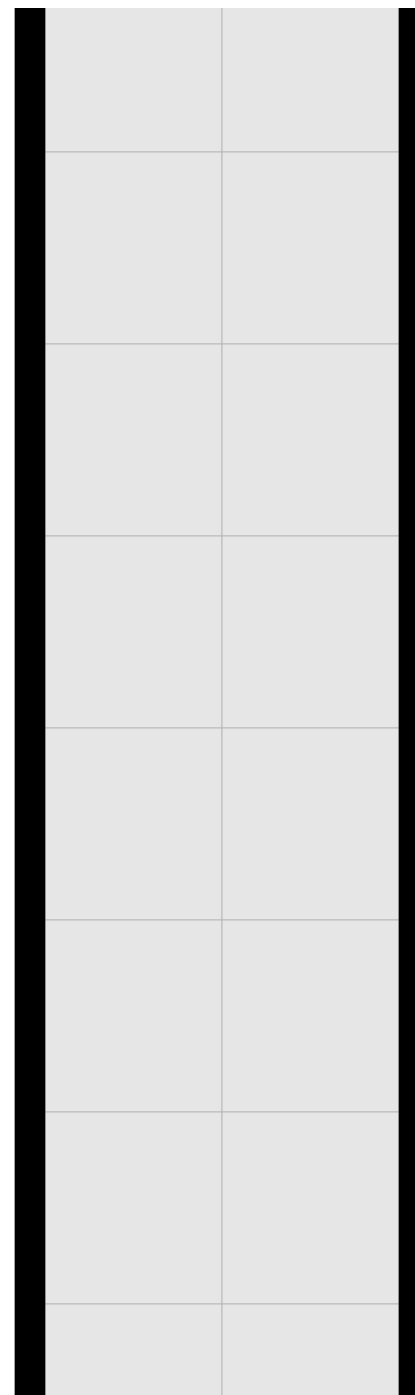


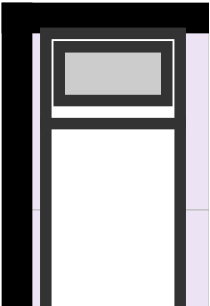




Threshold Station — Ring deck

1 square = 5 ft · sheet 6/24 (col 2, row 2)

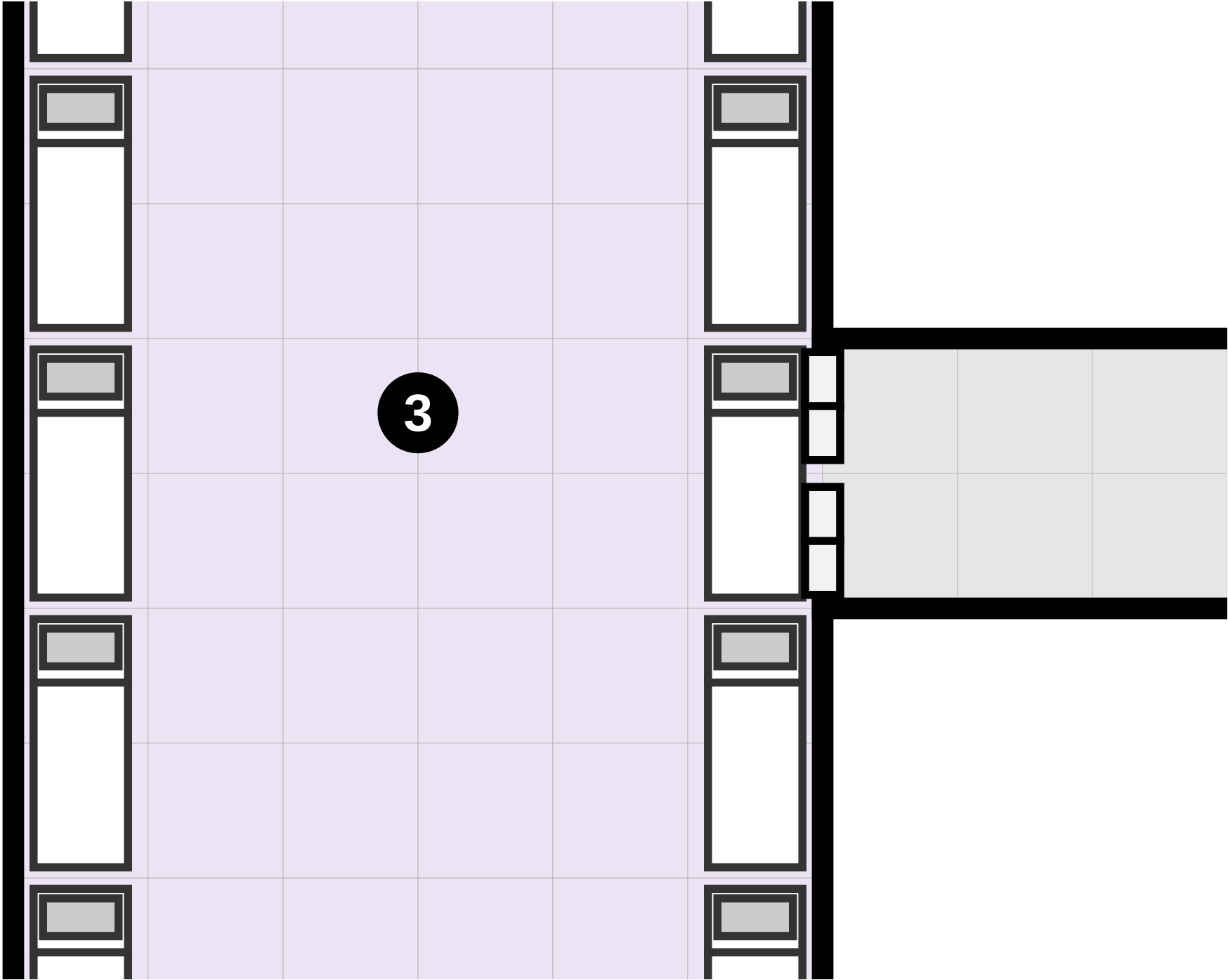


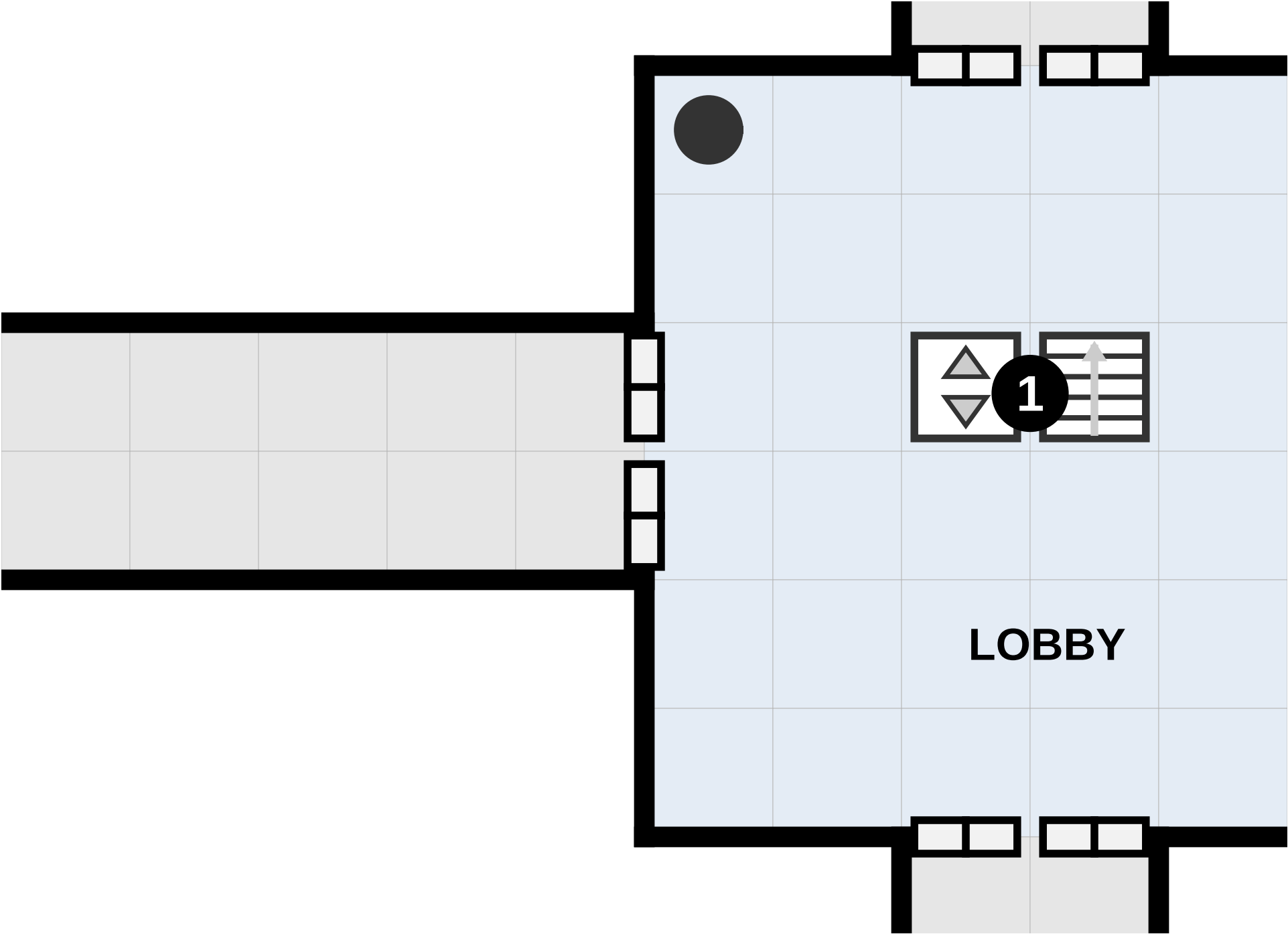


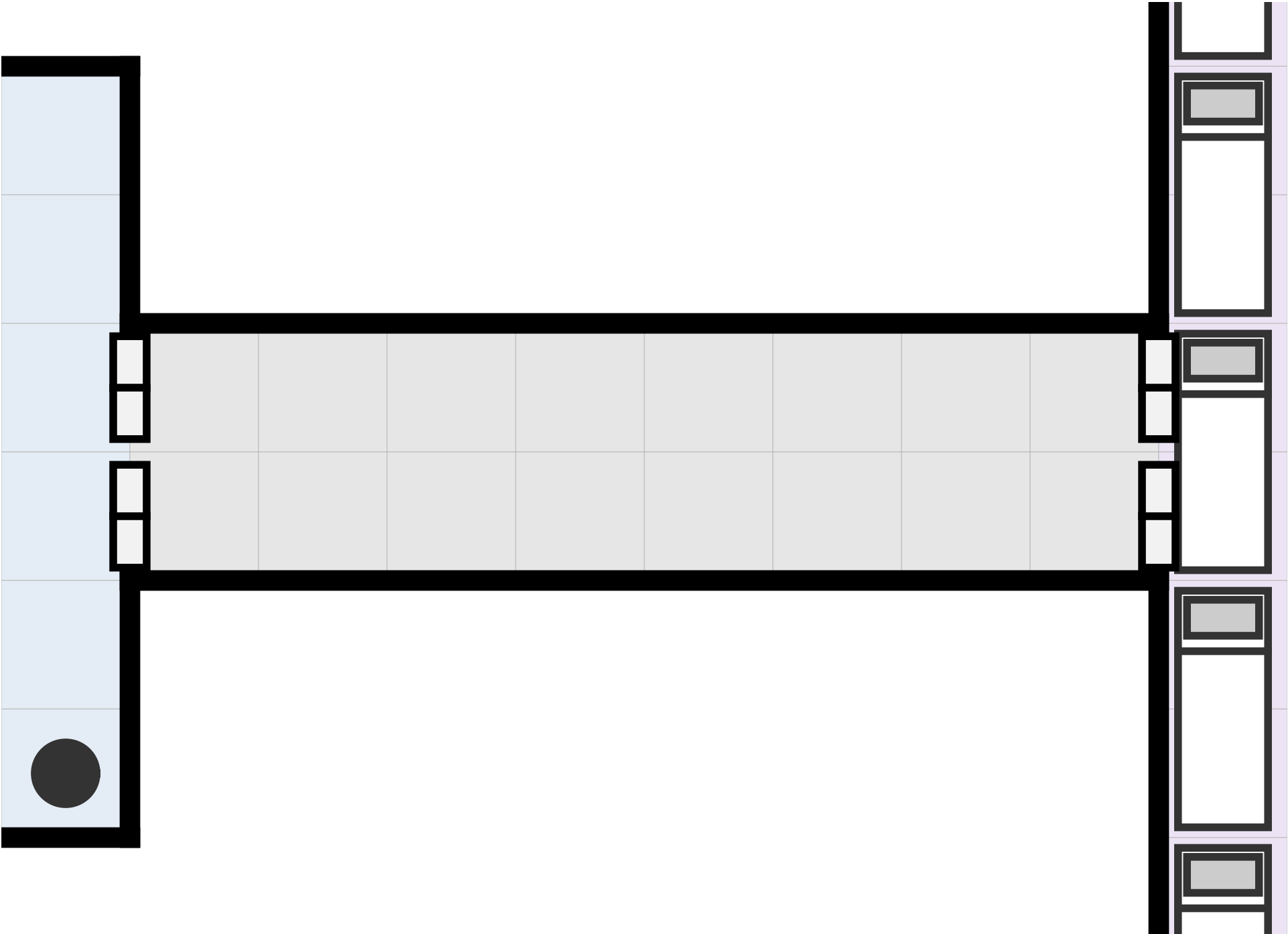
Threshold Station — Ring deck

1 square = 5 ft · sheet 8/24 (col 4, row 2)



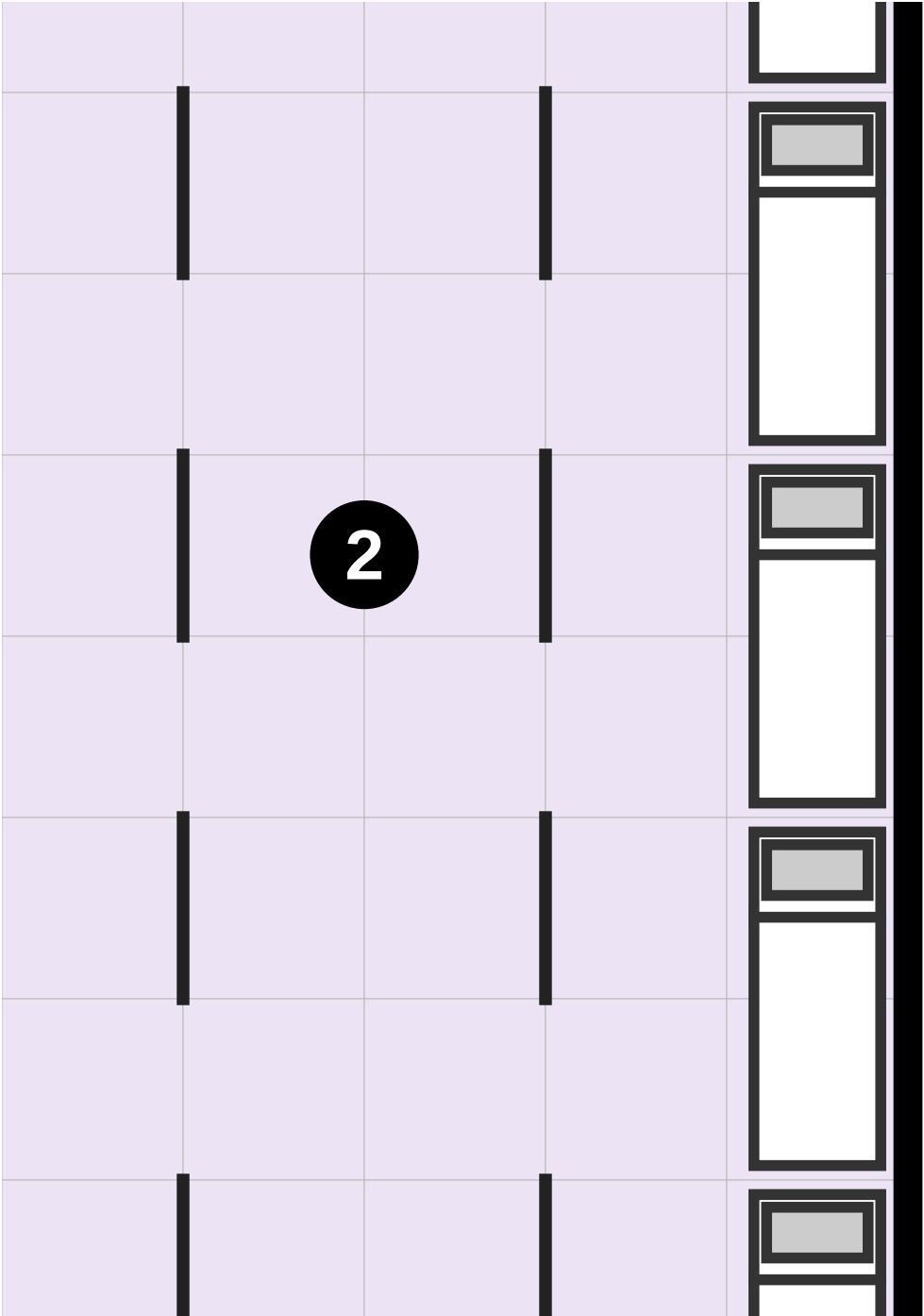




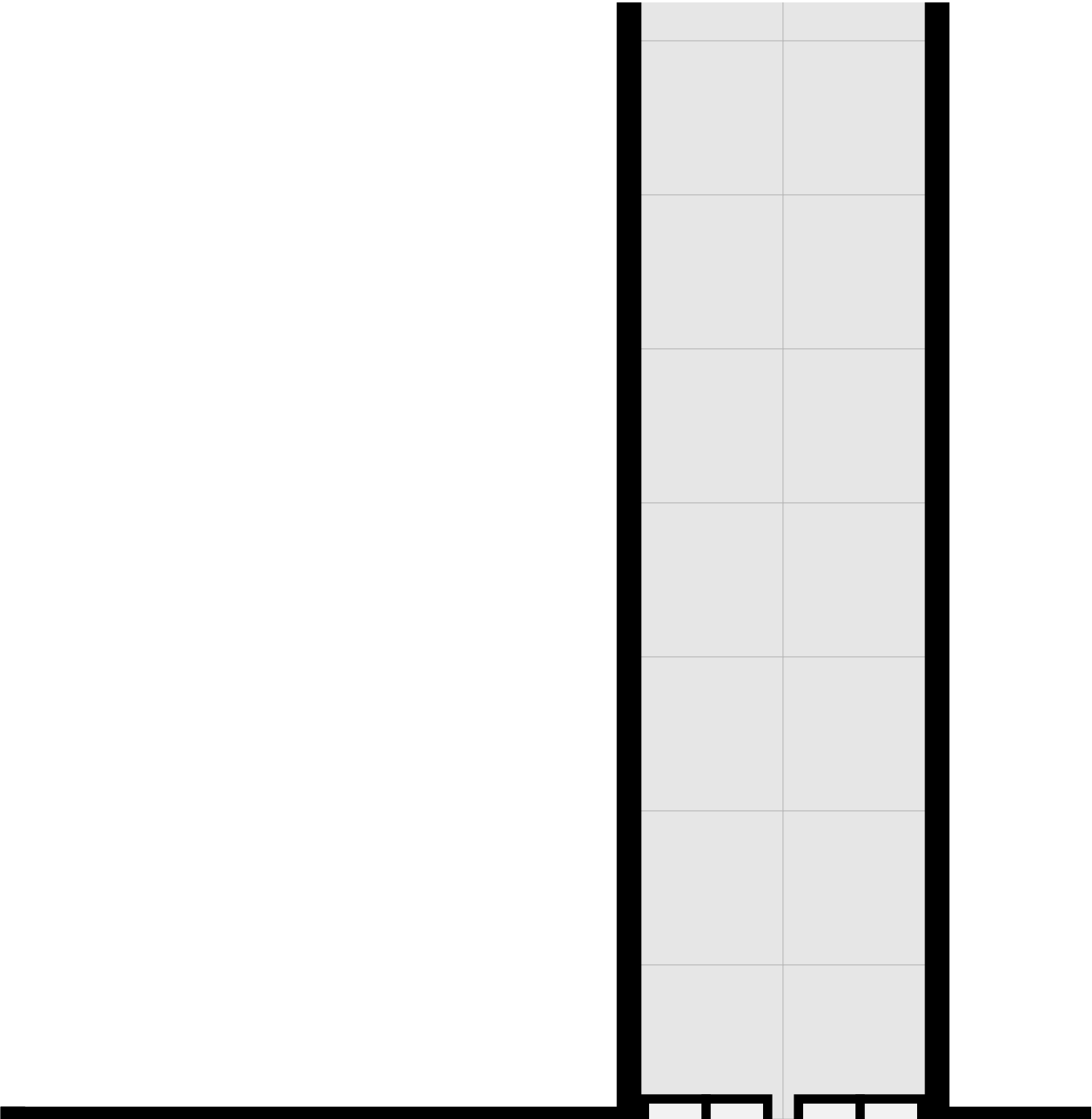


Threshold Station — Ring deck

1 square = 5 ft · sheet 12/24 (col 4, row 3)

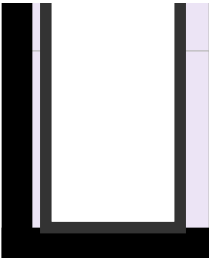




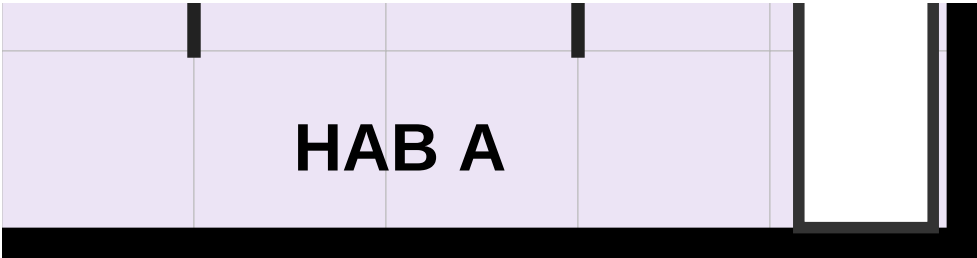


Threshold Station — Ring deck

1 square = 5 ft · sheet 15/24 (col 3, row 4)



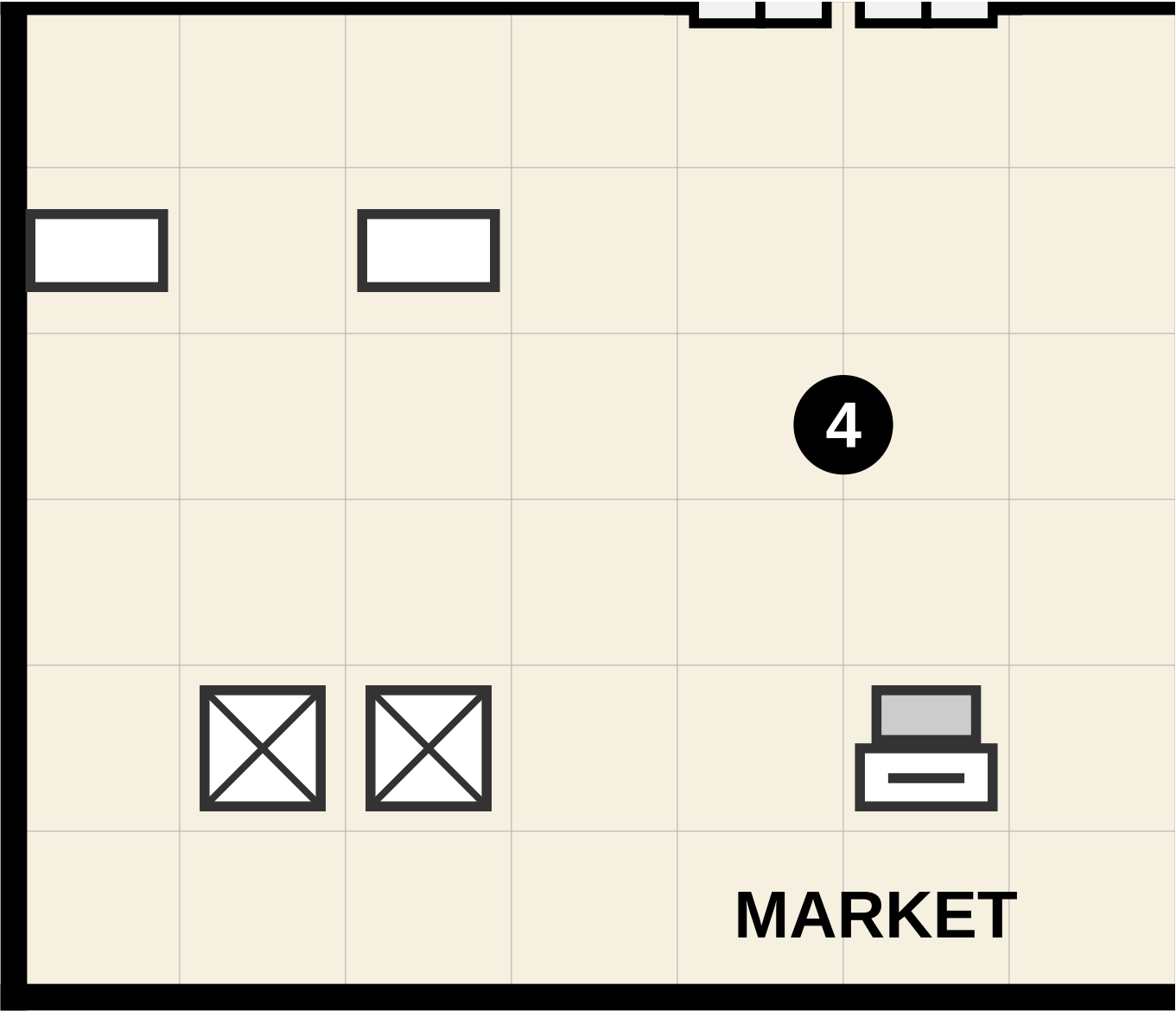
Threshold Station — Ring deck



1 square = 5 ft · sheet 16/24 (col 4, row 4)

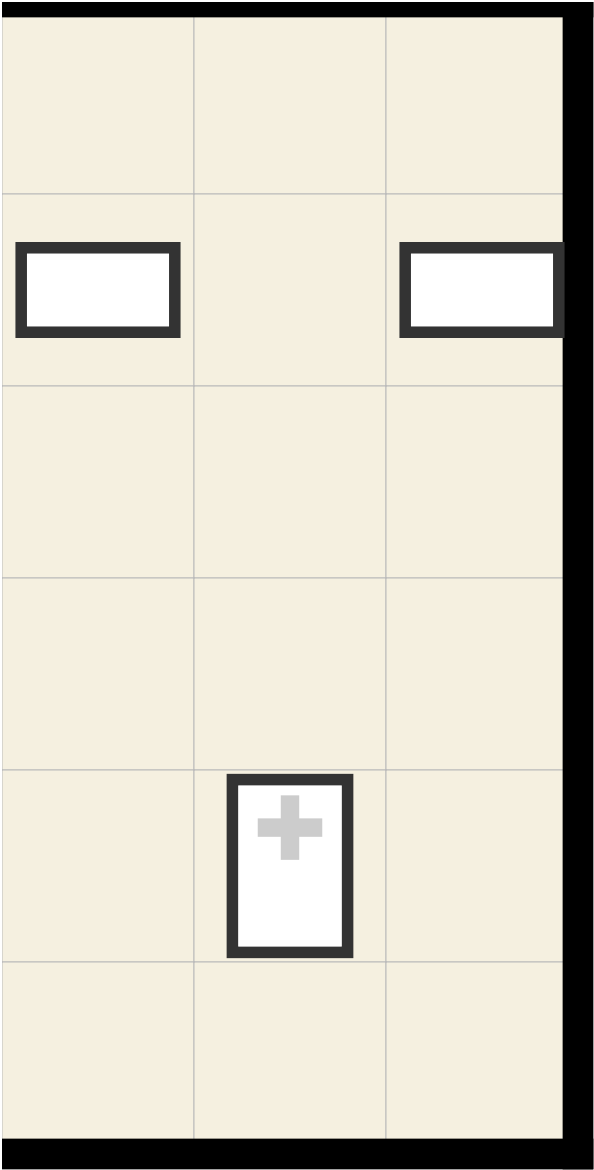
Threshold Station — Ring deck

1 square = 5 ft · sheet 17/24 (col 1, row 5)



Threshold Station — Ring deck

1 square = 5 ft · sheet 19/24 (col 3, row 5)



Threshold Station — Ring deck

1 square = 5 ft · sheet 22/24 (col 2, row 6)

Threshold Station — Ring deck

1 square = 5 ft · sheet 24/24 (col 4, row 6)

Threshold Station — room key

Hub deck

1. **Central hub**
Traffic control, customs desk, the only working coffee machine on the station.
2. **Docking arm east**
Two berths. Berth 2 holds a ship that should not be here.
3. **Docking arm west**
One berth, one wreck being cut for scrap.
4. **Reactor**
Station power. Two techs live here.
5. **Command**
Station master, comms array, the armoury behind a keypad.

Ring deck

1. **Lift lobby**
Lift and stairs up to the hub.
2. **Habitat block A**
Twelve cabins. Thin walls.
3. **Habitat block B**
Cheaper. Louder.
4. **Market**
Stalls, a bar, a med-clinic that asks no questions.
5. **Hydroponics**
Green, humid, and the only place that smells alive.