**Umbilical:**Why they called it that I don’t fucking know cause that’s kind of weird. Apparently the JC is the ARIOL’s baby but anyway. This is the part of the ship that connects the JC to the ARIOL. There is a sterilizing room on both sides of the JC and ARIOL. The sterilizing room on the ARIOL splits into two rooms; Males and Females. There are quarantine lockers for possible outbreaks and contagions that may get on GEAR found on planets.

**Cockpit:**The Cockpit is at the front of the JC but when docked to the ARIOL controls both of them which is awesome! There’s a single seat for the pilot with some room behind him for 5 people to stand and watch. There are computers behind to the right and left; left is for someone else to handle weapons and right for navigation when needed so the pilot can focus on flying cause it is hard as shit to do all those things at once while under attack or trying to concentrate. There is a ramp that leads into the survey room.

**Survey Room:**The Survey Room is used to handle short range communications while on the planet and to map out the surrounding area. It can create a map of the area with a radius of 100 miles which is already more than anyone needs but hey, why not? It can also find whatever is in that surrounding area from buildings to people, even some hideouts. It also monitors life of all crew members on the JC on the planet and locations. There’s a door leading into “The Core” and a Ramp that goes to Communications.

**The Core:**This is very much the heart of operations but if you cut it out all that happens is Cyphe and Jace get pissed off for hurting their ship. In the middle is a table that displays planets in a 3D display but when you zoom in, it looks a shitload better than Google Earth. There are monitors on the left and right that take up the walls monitoring the ship… In fact, I think it’s a straight rip-off of the Normandy from Mass Effect. Can you blame them though, that ship was fucking bad-ass! The only weird thing is only Cyphe’s crew is on the JC, so, WHO THE FUCK IS WATCHING THOSE MONITORS?! The Core is also surrounded by the strongest material known so don’t try fucking with it cause it won’t work. There are two doors on opposite sides at the very end with a door in the middle of them. The door in the middle leads to the Umbilical. The doors on the sides are hallways that go down and circle around to the Crew Rooms Level and farther down into the Cargo Level’s; left goes to the Recovery room and the right to the Training Room. There are four doors, two on the left and right in the middle of The Core. Left front goes to Hydroponics, right goes to the Data Room.

**Data Room:**This room has a Valerint and Adiuvo Mit library in it to look up any information needed on a mission. It’s connected to Hursa’s setup on the ARIOL which has all the criminal organization’s info on it so that can also be relayed to the JC.

**Hydroponics:**This room is where they can grow whatever plants the need on the JC while on a long trip. It’s also where they put whatever plants they’ve recovered or bought on a planet. Hopefully it’s just medicine but Souds pretty questionable, he’s probably got something else growing in there too if you know what I mean… and I’m talking about drugs.

**Observatory:**   
Observe is the root word here, so if I have to explain this you’re beyond my help.

**Crew Rooms:**This hallway has rooms on each side for each one of its current members because the JC can take some long cruises. It’s nice really, floating in space, stars shining through the windows whispering quietly about wanting to be explored… sorry about that, dozed off a little bit. Each room is personalized to the owner with more equipment and stuff they put inside. All of them have electronic combination locks inside and outside of the door. At the end of the hallway is the Communication’s Room. There’s a door at the other end next to the ramps that goes to the cafeteria. There’s two elevators that lower down into the Lounge.

**Cafeteria:**If I need to explain what this is, you shouldn’t be allowed to play this game. There’s food and places to eat it and relax. Behind it is a door leading to the storage room and freezer.

**Communication’s Room:**The Comm.’s room is very simple. There’s a circular table in the middle of the room used to display whatever info is needed from pictures to planets to dossiers. There’s a giant screen in the back for the same reason but better for above view of maps and conference calls. This room is capable of long range communication with the ARIOL. There is a connected bench that circles the room with Squisshies’ brand pads glowing white until someone sits in it, then it changes color which is fucking awesome cause it looks like you’re sitting on a comfy ass rainbow. It’s also where Hursa’s setup on the ARIOL relays missions and mission info. There are path ways on the back left and right that circles around to the Locker Room.

**Locker Room:**The Locker Room has two doors on opposite sides from the Comm.’s room. Inside are lockers for everyone with extra equipment they can choose to swap out from what they keep in their locker in their room. It has plenty of guns and other Valerint and smuggler/criminal weapons that would make any weaponeer cum in their pants. There are two doors on each end. The back goes to a room with a larger ramp to let out everyone at once and on the other side of that is a door to the Lounge. The other door goes to the front lowering platform of the ship.

**Lounge:**The Lounge is basically a mini club. There’s a bar, entertainment center with TV, cable and video games. There’s even a little dance floor in the middle and a Jacuzzi to the right of it. The walls are a reality technology to simulate whatever environment and weather you want, summer, fall, winter, it can do it. There’s two elevators that go to the Crew Rooms.

**Cargo Bay:**The Cargo Bay is very large and spacious for whatever load they need to carry. A platform opens downward from the middle from two sides to let out big loads or the whole group at once. There’s a hallway leading to the back with a door to the Vehicle Room. On the right of the hall is the Training Room and the left is the Recovery Room. Outlined around the ramps is also an obstacle course for training in Parkour. You can rearrange it however you’d like it.

**Training Room:**The Training Room has all the weights, pull-up bars, mats and sparring gear needed for any trip to keep that fighting edge. You can even control the Oxygen and Gravity of the room.

**Recovery Room:**The room you need to go to for doing that parkour move you’ve been practicing but keep fucking up and hurting yourself with. It’s the Med-Bay that Jayna works in. There’s all sorts of drugs and supplies to get you either higher than a mutha fucka or kill you. There’s also a special room that ca be filled with oxygen, act as a steam room, lessen gravity or dispears whatever healing chemical or vaccine needed to curve whatever disease someone’s contracted. There are also 5 PON’s along the wall but even more on the ARIOL.

**Vehicle Bay:**Ground and aerial vehicles are bought and stored here. There’s one on the ARIOL that holds everyone the team has. The one on the JC holds a couple key ones it always has and then you can choose what else you want to go on the mission with you. It’s freakin huge too. Big enough to hold a Metal Gear or Gundam which would be amazing!

**Engine Room:**It… holds the engine… what more do you need to know… It has computers to monitor them… Stop reading this, there really isn’t anymore.

THIS CONCLUDES OUR TOUR, THANK YOU FOR FLYING AIR-SAPCE JC, WE HOPE YOU DON’T GET ATTACKED.