

## STARLAW STATION COMPLEX

471st precinct, New Los Angeles

Outer Reach, Dramune system

### OVERALL PLAN:

The complex is surrounded by a wall, 3m high, and charged with a electric stun field (stunned for d% turns). This wall is impervious to all light arms, and will hold back heavier weapons for a short time. The wall is completely monitored by sensors that alert the main computer to any contact with the wall. At intervals on the wall, there are sonic stunners that are control-led by the main computer defense system. The armored gate opens by a coded signal from approaching LASL vehicles. This gate has a remote intercom system connected to the main building.

#### 1. OFFICERS HOUSING

New L.A. is a rough place; EVERYBODY hates StarLaw. This is probably because most of the inhabitants either have been busted by them, or need to be. To avoid molestation by angry citizens, the StarLaw officers are housed inside the complex's boundaries.

#### 2. MAIN SUPPLIES STORAGE

This building houses enough supplies for 2 months, resupplied weekly by aircar.

#### 3. MAIN BUILDING

1-5 GROUND FLOOR (garage, entry screening, climate control, main generators.)

##### 1. GARAGE

Parking is provided for 5 explorer sized vehicles. Like the main gates, the garage door won't open except by signal from a LASL vehicle. There is a smaller door to the side of the main door, which can be opened by a StarLaw ID, or from inside the building.

##### 2. ENTRY SCREENING

Anyone entering the station must pass through this room. They are then examined by holocamera, and their vital signs are recorded. This information goes into the main computer database and looks for a match with a known criminal. If a criminal is detected without the presence of an LASL officer, a sonic stunner fires from a concealed mount, and continues until the criminal is subdued. Also, an alarm goes off upstairs, summoning the officers. Legitimate visitors sign in on the computer, and are recorded into memory. If anything checks out, the elevator is activated and is ready for use.

### 3. GENERATORS

A small fusion reactor provides power for the entire complex. The air conditioning systems are also housed here.

### 4. ELEVATORS

The armored doors only open by a StarLaw ID card .

### 5. ELEVATOR EQUIPMENT

This is simply the equipment that raises and lowers the elevator.

2nd FLOOR (forensics, computers, communications, admin. offices, detention, booking)

#### 1. DETENTION ROOM

There are 11 holding areas in this room. Each cell has a force field projector (similar to a inertial screen) installed in the open side. The whole area can be monitored by remote cameras.

#### 2. INTERVIEW ROOM

This is where information is learned from witnesses, informants, or suspects. Full sound, and 3-D holocamera recording is available upon request. There is a supply of Telol in disposable spray hypos in a wall cabinet.

#### 3. BOOKING ROOM

A class 3 robot accepts evidence of all kinds, packages it in appropriate containers, stores it, and records its arrival and exit.

#### 4. OFFICES

These six offices are where the StarLaw officers do their "paperwork", which is all on computer, and take calls when not on a case. They are furnished with a desk, computer terminal, a vid-phone, assorted chairs, and other sundries.

#### 5. FORENSICS

This lab can tell various kinds of information about evidence through ballistics tests in firing range upstairs, fingerprint analysis, body fluid analysis and other varied processes. Due to the specialized equipment used and the knowledge required, it takes atleast a level 4 medical skill to successfully use this equipment. All data is stored in the main computer.

#### 6. COMMUNICATIONS

All activities are coordinated through this office. In addition to multiband radios, there is a powerful sub-space radio. All dispatch can, and usually is, handled by computer. There is a tie-in to the vid-phone system in the radios.

#### 7. MAIN COMPUTER

This is the computer used for all computing needs. It has the mfollowing programs:

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Communications	level 2
Information Storage	Level 3
Law Enforcement	Level 2
Life Support	Level 1
Maintenance	Level 1
Bureaucracy	Level 2
Installation Security	Level 3

#### 8. LATRINE

This facility is specially designed to be able to facilitate all common races and genders.

## 9. REFRESHMENT TABLE

the donuts and coffee, among other substances, are kept stocked by robots.

3rd FLOOR (Firing range, armory, Emergency supplies, etc.)

### 1. FIRING RANGE

This 26 meter long chamber has a ballistic baffle at one end that completely blocks ballistic weapons and a albedo screen behind that that stops all energy weapons. A wide range of targets are available, including "hogan's alley" style exercises. Practice sonic stunners that fire weak lasers (powerful enough only to scorch paper) are stored under the counter, along with non-explo-sive rounds for gyrojet weapons.

### 2. ARMORY ENTRY

This room screens people wishing entry by requiring a StarLaw ID card, a voice print analysis, and a retinal scan to enter the armory. The computer will give three tries at access, before opening fire with a sonic stunner, and sounding an alarm.

### 3. ARMORY

This room's walls are solid, reinforced plasteel. It contains the following:

- 5 spare sonic stunners
- 5 laser pistols
- 5 laser rifles
- 2 grenade rifles
- 1 hand-held rocket launcher with 15 rockets
- 1 heavy laser with tripod mount
- 60 powerclips (20 seu)
- 10 powerpacks (100 seu)
- 2 heavy powerpacks (500 seu), (for heavy laser)
- 25 doze grenade shells

25 tangler grenade shells  
10 fragmentation grenade shells  
10 incendiary shells  
10 smoke grenade shells

7 albedo screens  
7 inertia screens

These supplies can be supplimented in a number of hours by aircar from the StarLaw central base in Port Dillenger, the main city on Outer Reach.