

## The Ready Room



### Aspects

- *Underground HQ of the New Sentinels*
- *Built by, and for, the Enforcers*
- *S.E.N.T.R.Y (The team computer system)*
- *Sentinel Jump-Jet*
- *Emma covers all the angles*
- *Drinks and bar-fare on order from upstairs*

Located under the bar of the same name in New Troy's historic Bacchus Town neighborhood, **The Ready Room** serves as the HQ and clubhouse of the New Sentinels team.

Made by the combined efforts (and funds) of **Moleculon**, **Microman** and **The Marksman**, this facility was state-of-the-art at the time it was built. In it's heyday, it filled the role as the staging area, safe-house and meeting place for the **Enforcers** when active in the New Troy area.

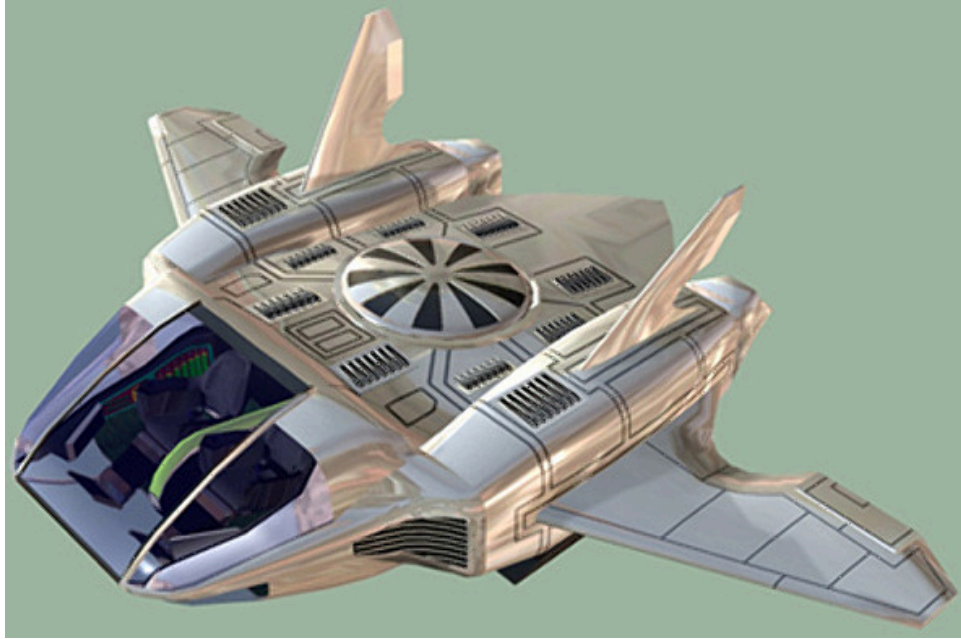
Under the management of **Emma Hunter-Hull**, she has been transformed into the main staging area of her fifth-generation supers team.

Features include:

- A full gym
- Multiple satellite linked plasma TV's
- Digital jukebox, featuring hits from the 80's and 90's
- Networked super-computer, dubbed S.E.N.T.R.Y

- Hangar bay for the Sentinel's Jump-Jet

## New Sentinels Jump Jet



**Aspects:** *Terrestrial VTOL vehicle; Almost as fast as a fighter-jet; Theoretically capable of submarine and space-travel; Advanced sensors and quantum-entangled com-link*

The Jump-Jet is a marvel of late Twentieth-Century engineering. Powered by an internal fusion-drive, she is theoretically capable of travel anywhere the pilot might like to go.

As the original designers of this craft are no longer available to call upon, Emma has had to call upon the help of meta-archivist **Taryn Reid** for assistance with keeping up with the maintenance of the craft over the years.

\*\*\*