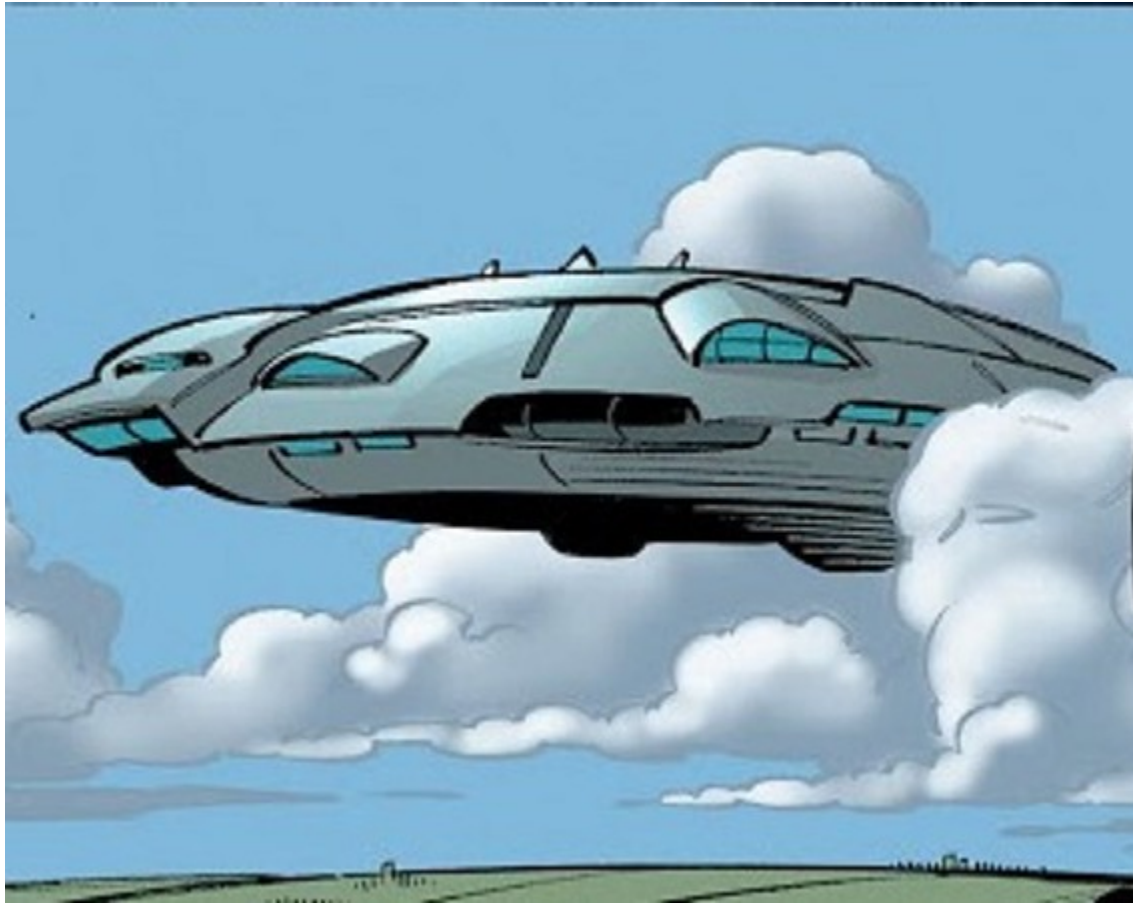


The Argo



Headquarters of [the Powerhouse](#), the Argo is a floating citadel that normally hovers above the Atlantic Ocean just outside of the territorial waters of the United States. It was constructed from parts scavenged from the **Gureppe** space ark, designed by [Darkwing](#) and with the construction supervised by [Paragon](#) and [El Dorado](#). The entire project took five days, though the station has gone through several major redesigns over the past two decades, and Victor Furtado has commented that he regards it as a work in progress.

The anti-gravity generators of the station normally keep it steady at an altitude of 4900 meters (16,076 feet) above sea level, and it moves along a computer-determined course at a speed of roughly 1.5 knots (1.72 mph). The monitor (a rotating duty assignment, usually lasting a week) can alter the heading of the station, and in an emergency bring online a set of reactionless thrusters that allow speeds of up to 14 knots (16 mph) for intervals of no more than six hours. This normally causes a fair amount of panic among air traffic controllers in any region that the Argo approaches.

The Argo has no weapons systems. This was a deliberate choice by the founding members of the team (with only [Basilea](#) voting against the measure) intended to prevent the possibility of

such "defense systems" being used by a hostile agency who seized control of them, or of the station as a whole. There was also some hope expressed that not having weapons on the station would serve as a symbolic gesture of the peaceful intentions of the group. That has not happened, and most defense analysts who have studied the Argo believe that it *does* have weapons that the Powerhouse has not admitted to possessing.

Except during the regular monthly meetings of the team, or during an emergency, it is rare for there to be more than one member of the Powerhouse (the aforementioned monitor) on board the station. While quarters are available for all of them, none of them currently reside there permanently. **Jennifer Chase** lived there full-time between 2001 and 2004, when she began to reside in the House of Riddles and earned the name Blakestone, and **Minuteman** kept his residence there for a few months in 2007, prior to moving into his first apartment in Ithaca. The hangar is most frequently occupied by a private jet donated by the Furtado family, as well as the space fighter employed by **Logan Stormstrider**.

While the station can be entered from its physical location (provided one has the access code or can defeat the security systems) it is more commonly reached through teleportation stations that the Powerhouse has set up in the general vicinity of the home bases of the members. These stations have security identical to that protecting the station, and any attempted access will raise an alert within the Argo. So far, only one unauthorized individual -- **Vixen** -- has ever succeeded in gaining access to the Argo through conventional means, and the security codes she used have since been changed. Of course, the circumstances under which Blakestone joined the team demonstrate that the station is vulnerable to teleportative intrusion, and this has happened a few times since then. As yet, no solution to this problem has been discovered.

Update 2023: At least not until early this year, when **Exelion** gifted the Powerhouse with a technological means of preventing such intrusion as a farewell gesture prior to his departure from Earth. The device is of uncertain origin and capabilities, and it has yet to be tested.

The Argo (3rd Edition)

Size Huge; **Toughness** 12; **Features** Communications, Computer, Concealed 3 (cloud camouflage, +20 DC), Hangar, Infirmary, Isolated, Laboratory, Library, Living Space, Movable, Power (Extended-Only Teleport 10 [1000 miles], Limited to movement to and from specific sites), Power System, Security System 3 (DC 30) - 23 points

The Argo -- PL 13 (4th Edition)

Size 7 **Toughness** 12 **Features** Communications, Computer, Concealed 3, Effect (Teleport 8, Extended Only, Limited to specific sites), Effect 3 (Counter Teleport 13, Aura, Selective), Hangar, Infirmary, Isolated, Laboratory, Library, Living Space, Movable, Power System, Security System 3 - 24 points