<center>Waterfront-1</center>

Navy pier. - (destination)

Inbound cars =
>any kind of rollingstock for the military (including loads of missiles, mini-subs, etc.)
>boxcars of ship parts
>flatcars of ship parts

Outbound cars =
>*N/A*

Scene elements =
>pier completely covered by non-perishable warehouse building
>spur that enters through front end of building

A wide pier meets the rear of the layout at the same angle as a turnout. A warehouse would cover the entire pier (San Francisco style) with a spur track entering the building at its front end. Only the building front and the entrance which the spur enters would be modeled, with the rest of pier being only a backdrop painting (in effect, the track is entering a tunnel through the backdrop). Once track enters building through an open sliding door, it curves unseen behind the backdrop and leads to a hidden "fiddle track". A small unseen yard is assumed to be inside the building, so trains entering the warehouse can leave with different cars, or with cars in different orders. Warehouse is for storing non-perishable military material, either for later transfer to a ship, or just for secure rail car parking purposes. Entrance must be large enough to allow the passing of those fantasy military cars such as missile launchers, mini-sub transports, reconnaissance helicopter launchers, radar cars, etc..