

DramaScape

Modern Volume 01

Abandoned Station

Sample

A Modern map for use with any system.

DS40001

CREDITS

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Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need. This map product is a full-color, 48 x 30 inch, abandoned railway station.

DramaScape map products are designed to be compatible with both square and hex-based games and this map product includes both types of overlays.

The train station was once a bustling place with plenty of passengers and cargo to transport. Then the automobile came along and made it an outdated form of travel. The train station still held on even in the modern age despite this because it was cheap. They say the last nail in the coffin was a brutal murder at the train station. The locals wouldn't come down to the station anymore; they said it wasn't safe. Corporation saw the way the winds were blowing with the bad PR, cut their losses, and sold it. The place was completely abandoned. With no caretakers left, the place fell into disrepair. Squatters moved in, using the cars for shelter.

The entrance to the abandoned station is at the bottom of the map. It opens to the central station directly in front. Graffiti and a trashcan are near the steps to the front entrance. The front door has been broken down. The center room has two doors. One door leads to a room to the right, the scene of that brutal murder so many years ago, the chalk lines and dried blood still there after so many years. The other door leads to a room to the left with a beat-up old mattress and old newspapers piled in the corner. A door in the back of this room leads to the rear of the center

station. A power line extends from the central station to the rail cars beyond.

To the west of the central station is a rusted, bullet-ridden truck parked on a no parking sign on wilted, weed choked grass that has not seen care in ages. To the east of the central station is debris on top of wilted grass including an old fence that once kept people out of the area and a stop sign.

The back of the central station has two benches that were once used by waiting passengers, one next to a railcar couch that was dragged outside and a drum with a controlled fire used by squatters to keep warm, and the other one next to a dolly once used to help ship cargo. A large water tower is to the west. A large metal ladder leads to the top of the tower.

The first set of rails has the largest railcar on it. Blue light emanates from inside as well as the sounds of a television set and the familiar ping of an arcade machine. Entrances to the rail car are at the front and rear of the car, with many windows allowing those inside to check outside. Inside the rail car are many railcar couches and crates as well as a table being used for playing cards.

The second set of rails has two smaller railcars. The first to the west has a power line leading to it from the larger railcar and some blue light is shed from this railcar. The entrance is in the middle

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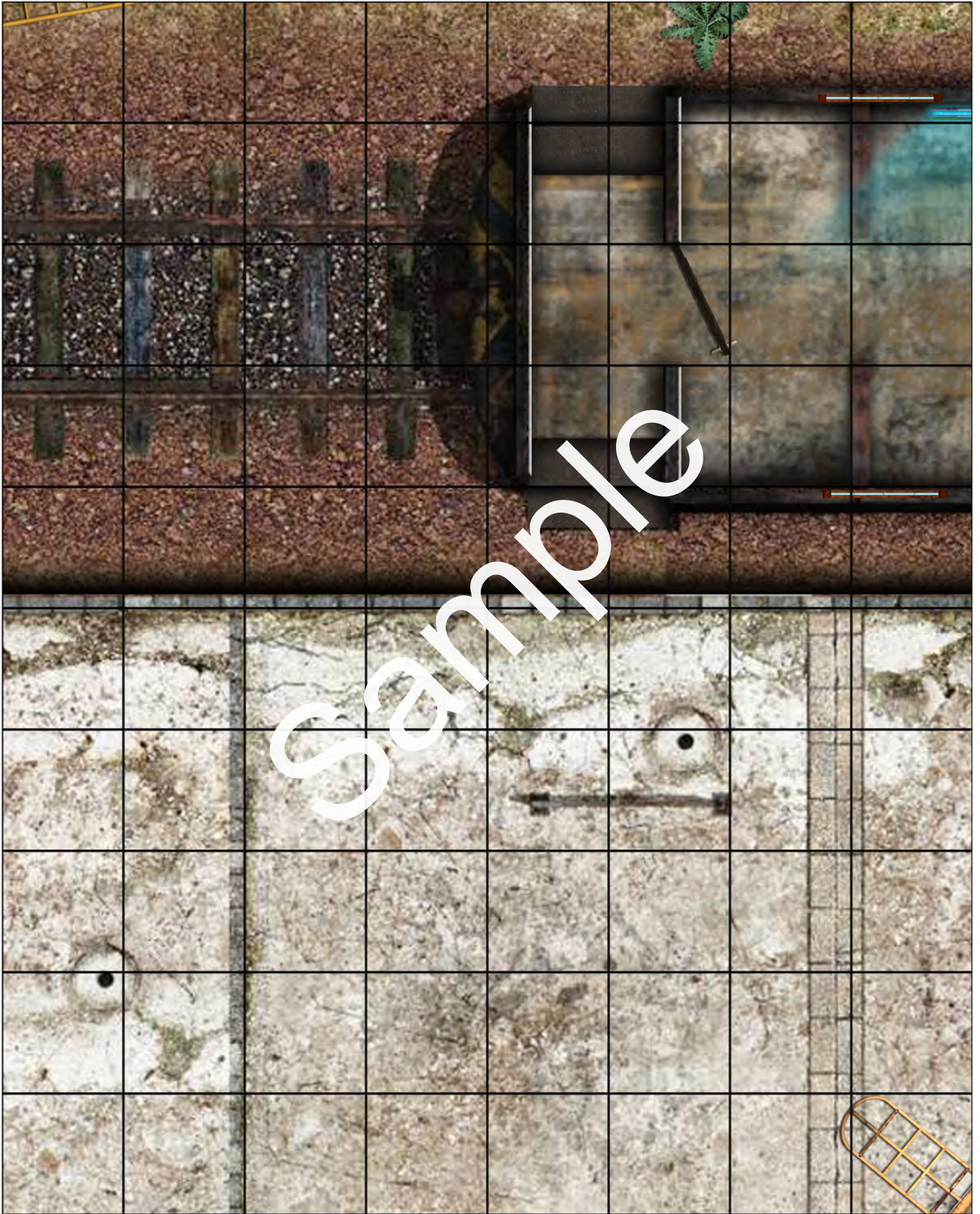
of the car on both sides. Inside the car, two tarpaulins cover something to the left, and to the right is a chair covered in blood, where someone was either beaten severely or tortured. The second one to the east has no power. The entrance is in the center on both sides. Inside this car are several cargo crates.











Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

DramaScape map products are designed to be compatible with both square and hex-based games and VTT products.

This module includes a cut away of the train station and rail cars with roof overlays allowing the Game Master to reveal the inner areas when the Player Characters near them or enter them.

This location is perfect for many different modern adventures.

The Player Characters may be hired to get the old train station back from squatters or gangers living there. In this case, the rooftops and the water tower make excellent places for snipers and lookouts, with the Player Characters using debris and other objects as cover to avoid detection and snipers. The station and rail cars are excellent spots for firefights likely requiring the Player Characters to clear out the buildings one at a time, then use that building as a staging area to take the next one. Perhaps the Player Characters have been hired to investigate what really happened with the murder so many years ago and the quick sale by the owners of the train station. Maybe they need to get to the train station and work quickly to get it powered back up and jury rig a railcar to escape town likely with the local law in pursuit.

