

# DramaScape

Above Decks Volume 01

## 18th Century Corvette

A Ship map for use with any system.

DS13001



# CREDITS

*"I've been in Davy Jones' Locker for far too long without company.  
Kill them all and take their ship for the ghost armada!"*

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DS13001 — May 2013



***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 20 inch, floor plan of an 18<sup>th</sup> Century Corvette.***

DramaScape map products are designed to be compatible with both square and hex-based games and this map product includes both types of overlays and also a no overlay version.

The eighteenth century corvette is a smaller and faster version of the typical frigate. Its maximum gun capacity was 20 cannons on the top deck, but this amount of topside weight as well as cannonballs and casks of gunpowder for ammunition in the hold would severely limit the cargo space.

They were often used as messengers between fleets or as escorts for merchant vessels.

This version has three main masts and 6 cannons, allowing for the vessel to carry some cargo.

There are two hatches in the center of the ship that allow you to place cargo in the hold.

This ship has a raised forecastle and sterncastle for close quarters fighting and a lower amidship area in the center where the cannons are located with two stairways on each side leading up to the forecastle and sterncastle. This ship also has a prominent bowspirit in the front of the vessel jutting out.

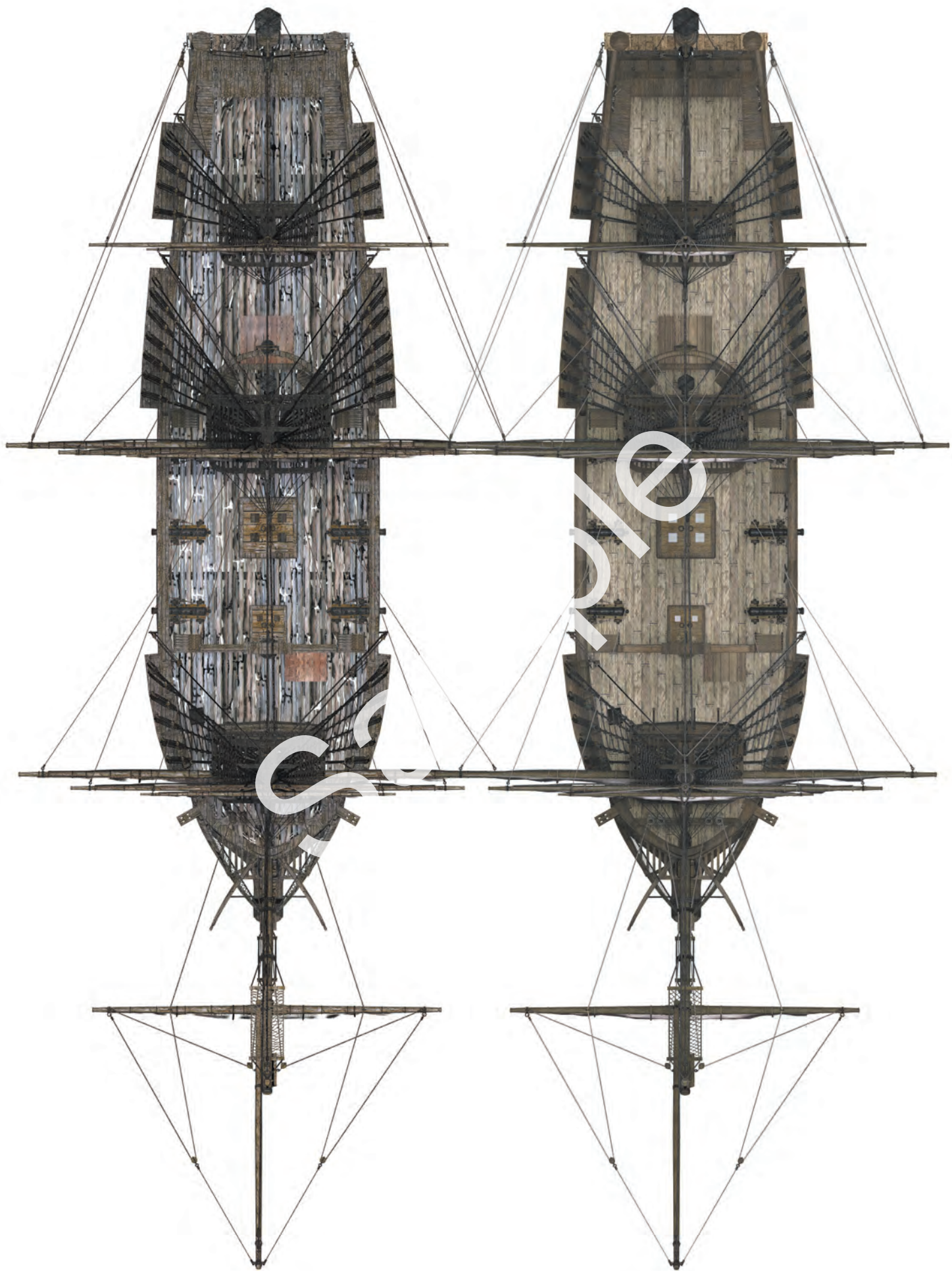
The new corvette looks to have been freshly commissioned with white sails

and no planks out of place. The ghost ship is a rotted corvette with tattered sails, warped planks, and a hull with multiple holes from endless battles.

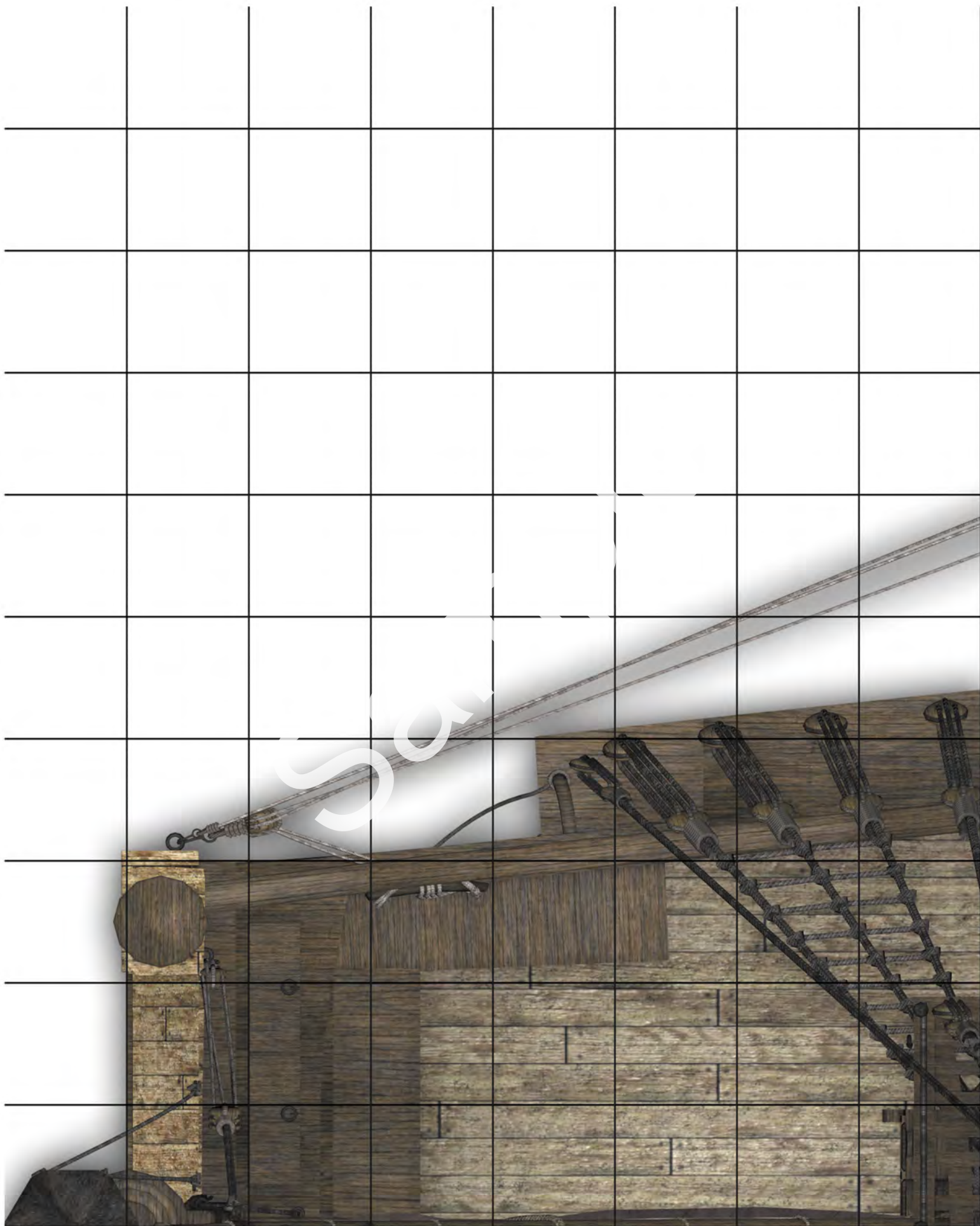
If you need a below deck, our River Barge and Raven Airship products both have below decks already made. The River Barge has a cargo and passenger below deck and the Raven Airship has a cargo and slave hold.

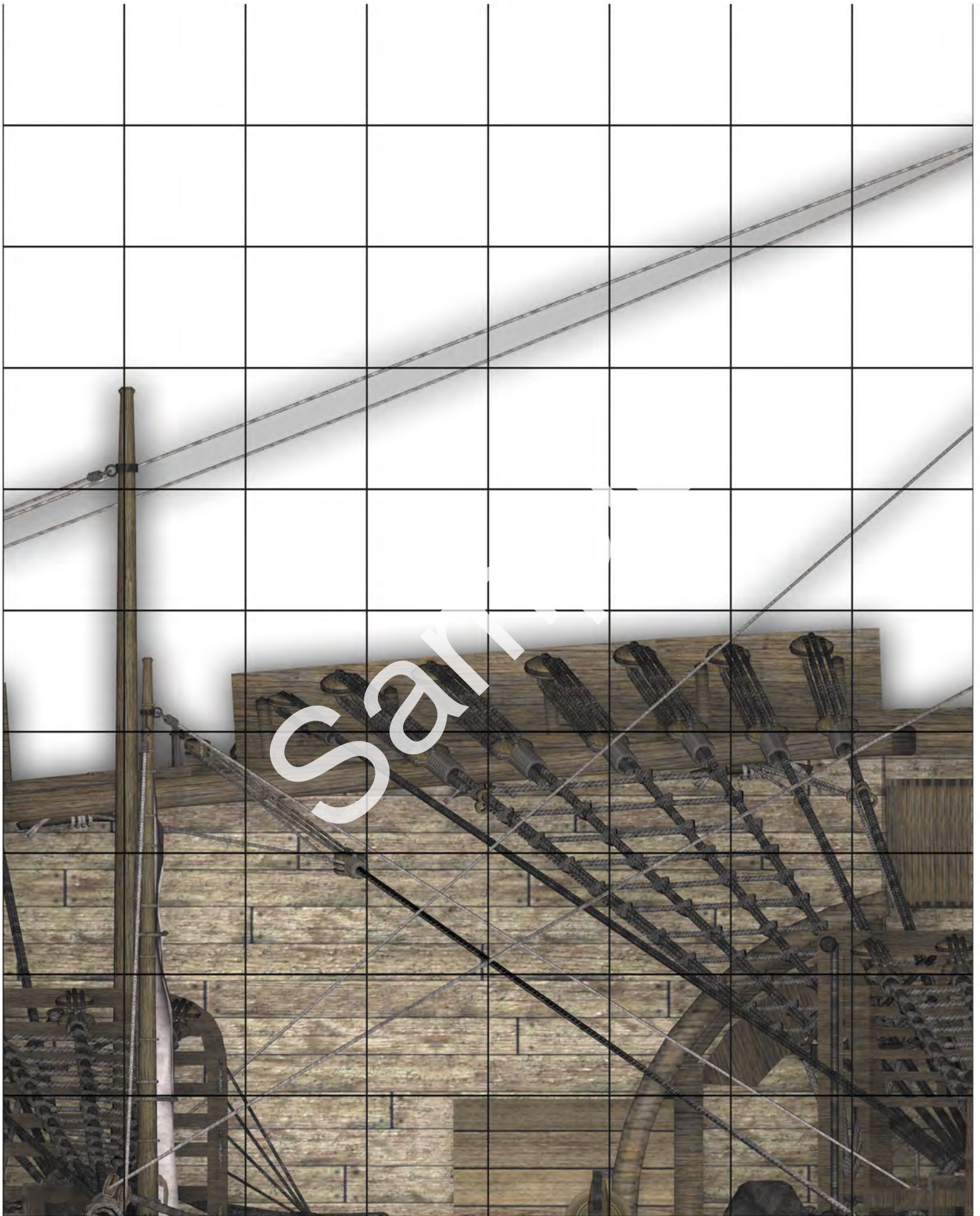
There are also plans to produce Below Deck compilations similar to this Above Deck compilation so you can mix and match upper and lower deck plans.

If you need additional cannons, our Western Keep product has a page with two cannons in the back of the PDF that can be printed multiple times. This same page has bridges that can be cut in half that you can then use as gangplanks as well for boarding between vessels.

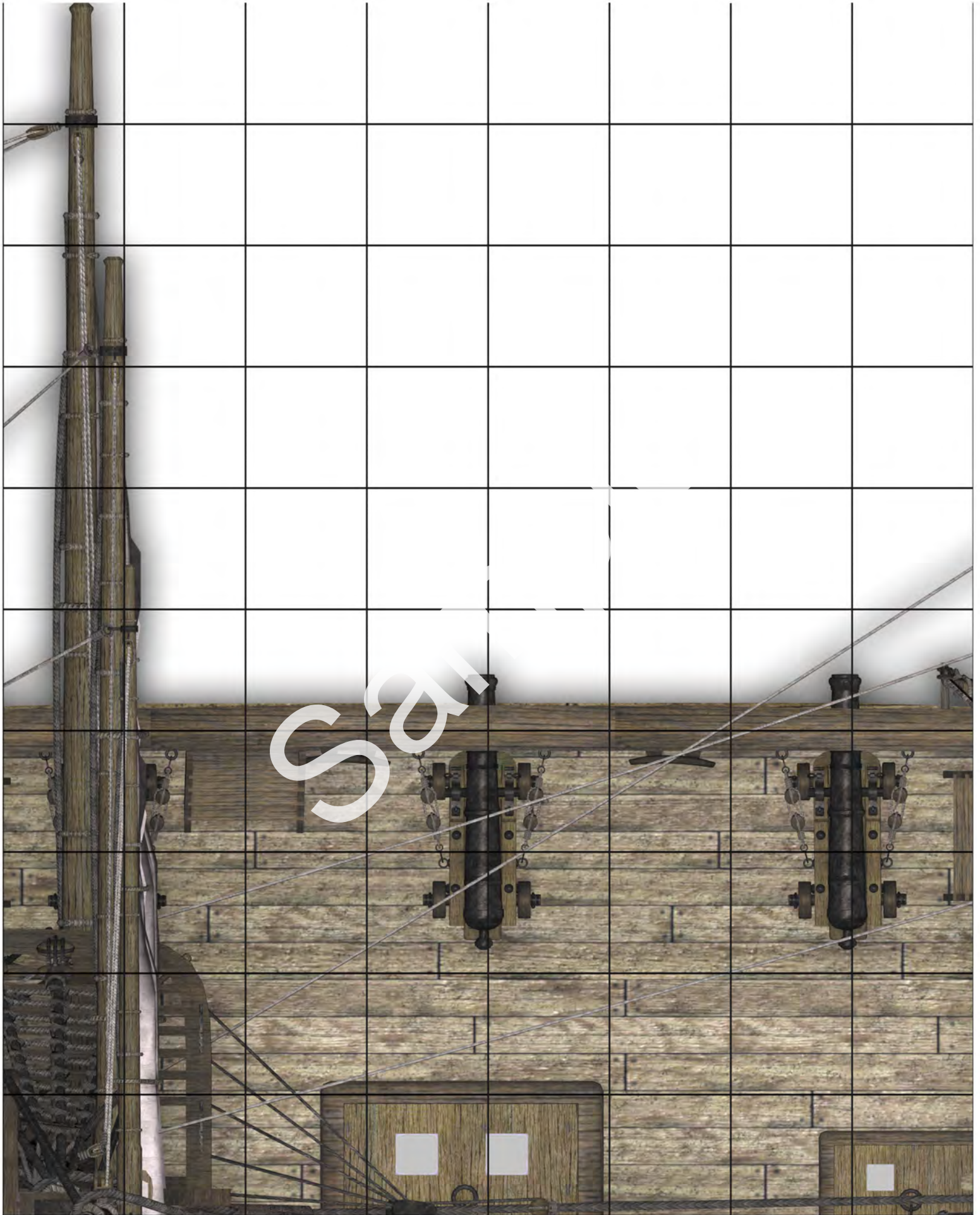




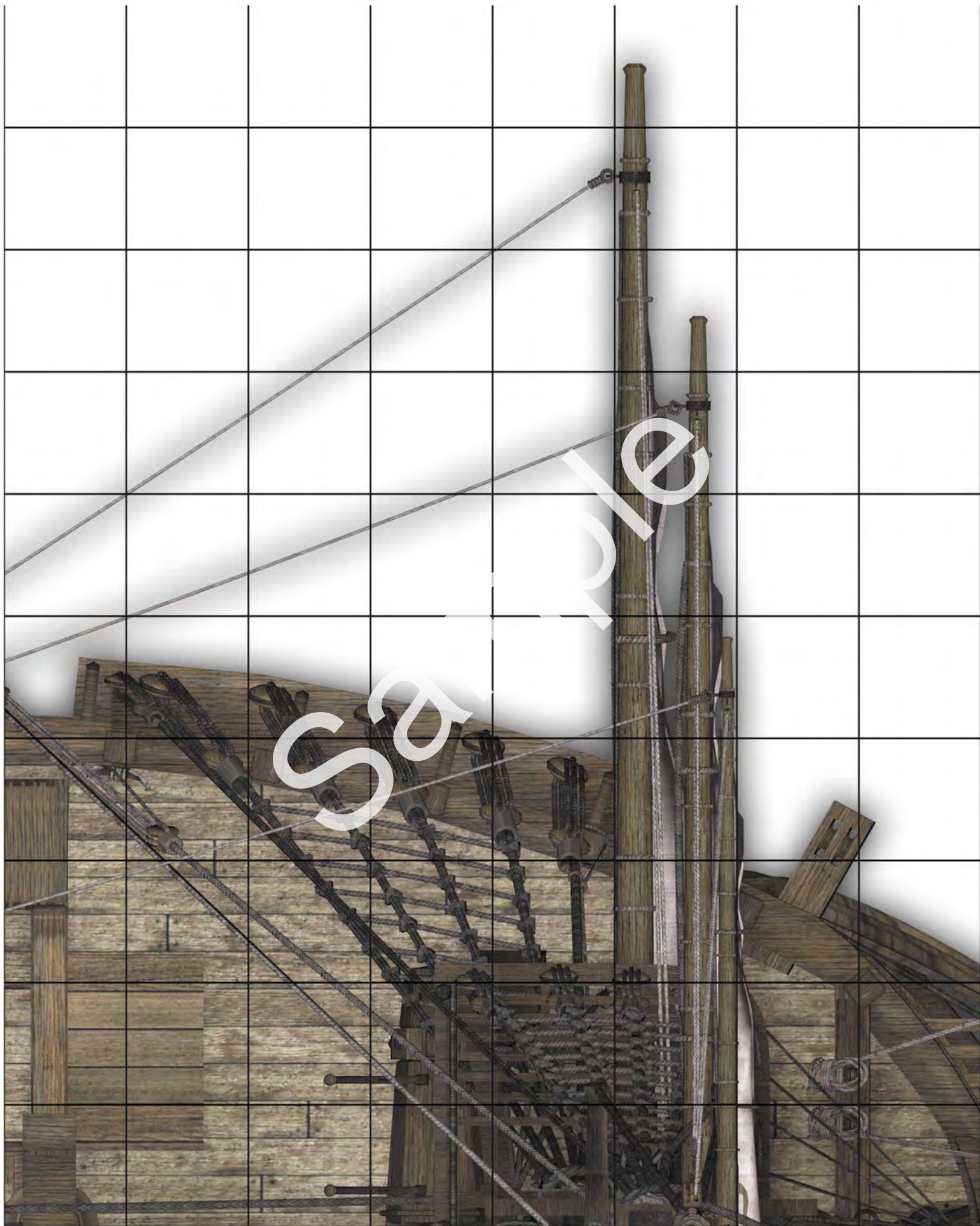




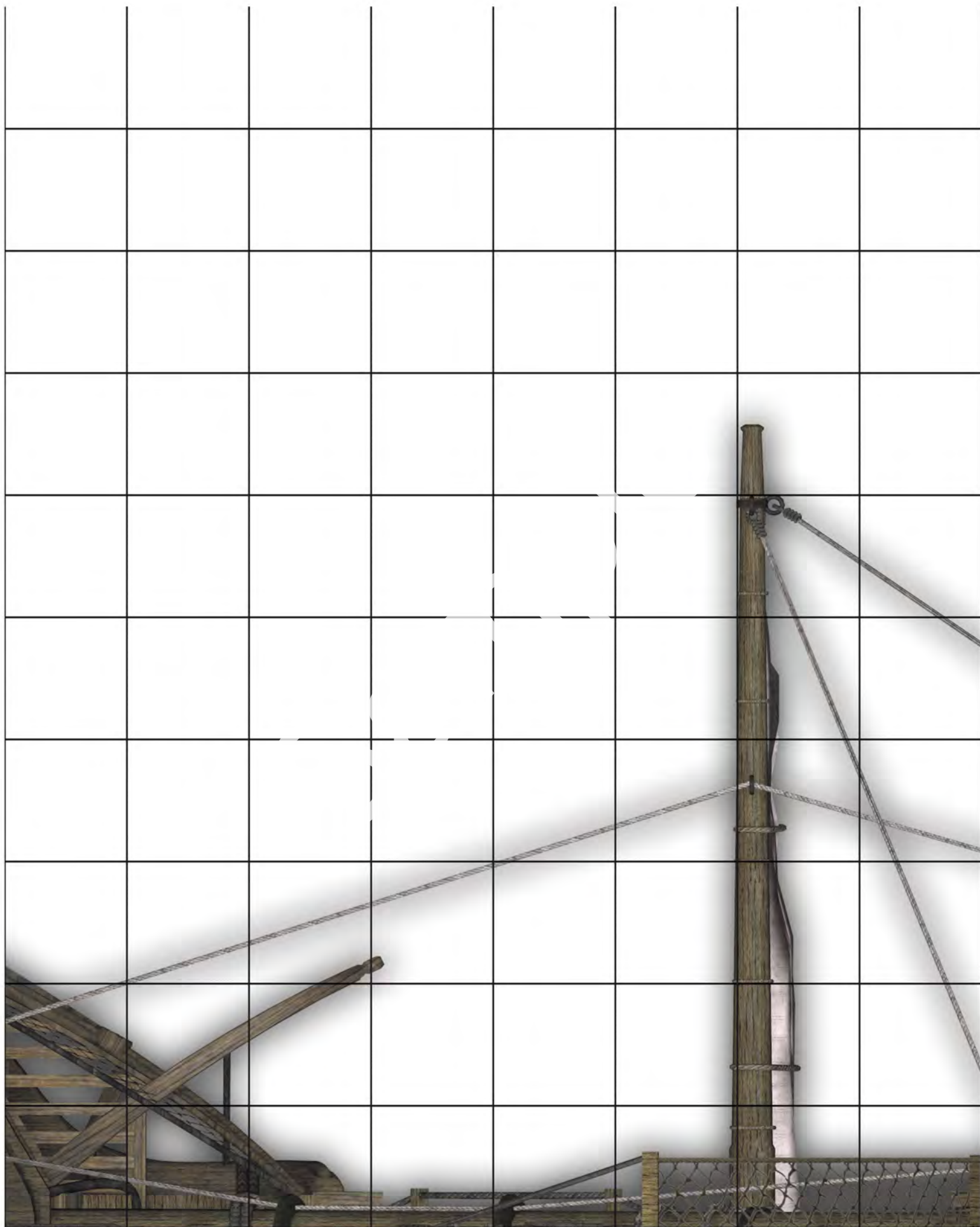














**Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.**

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

**"I've been in Davy Jones' Locker for far too long without company. Kill them all and take their ship for the ghost armada!"**

**This product includes the top deck only of two ships, an eighteenth century corvette and a ghost ship based on that corvette. This product includes image files for your virtual tabletop (VTT). The area around the ship has been left blank for the PDF file to save on ink for printing at home. For the Print on Demand (POD) file, this surrounding area is replaced with water. Visually, the corvette looks like it was just commissioned and sailing out of the port with clean white sails. This is contrasted with the ghost ship that is sailing with tattered brown sails. The blackened deck is rotting with several holes in the hull and the planks appear to be warped by an endless time at sea.**

**This product is intended for use in pirate themed or colonial games. It can also be used in most fantasy settings as well as long as that fantasy setting includes cannons (both ships have six cannons on the top deck). The ghost ship also fits well in Horror themed games.**

**This product is perfect for a fight between the Player Characters controlling the corvette and a sailor crew facing off against a zombified or ghost captain controlling his ghost ship and a skeletal crew.**

**A twist on this is the corvette suddenly appears alongside the group during a brewing storm. The ghostly ship is a derelict mirror of the Player Character's own ship. Its crew is composed of zombies that appear as rotting corpses that bear the same faces as the crew. The ghostly captain has the same face as the captain of the group's vessel. He warns them of a fate worse than death if they do not heed his advice. Turn back from the storm and return from whence you came else you suffer the same fate. If the Player Characters do not turn back, the fierce storm causes their vessel to shake violently from side to side. When the storm ends, the mists part, and they find themselves transported to a ghost ship graveyard. Ghost ships and crews are everywhere. They spring into action when they sense the living approach. The Player Characters need to find a way out or else suffer the same fate as the other denizens...**

