

# DramaScape

360

SciFI Volume 13

## Vaztstar Shuttle

A Sci-fi map for use with any system.

DS70013



# CREDITS

*"Wheeeee! I love asteroid field courses!"*

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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, 24 x 20 inch, floor plan of a Transport Shuttle.***

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.

This product also includes a 360° interactive image of the interior.

The Vaztstar's bridge is entered by folding stairs in the middle at the top and bottom of the map.

They fold downward to the ground and are sealed during flight in the upright position.

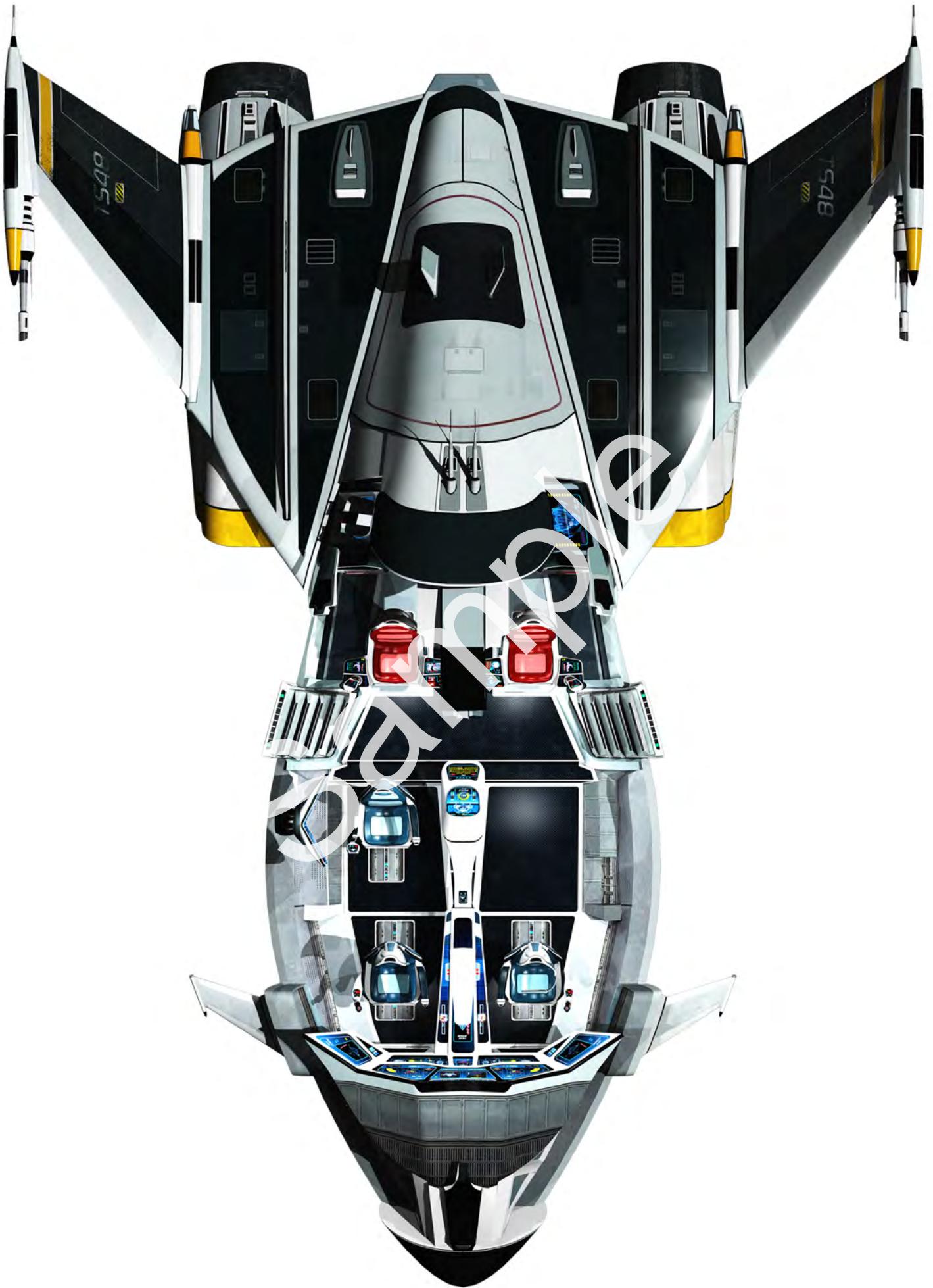
The bridge has space for five crewmen in three blue chairs and two red chairs. The three chairs upfront are near the blue navigation displays that take up most of the front of the bridge.

The red chairs in the back have some smaller display panels directly hooked into the chairs.

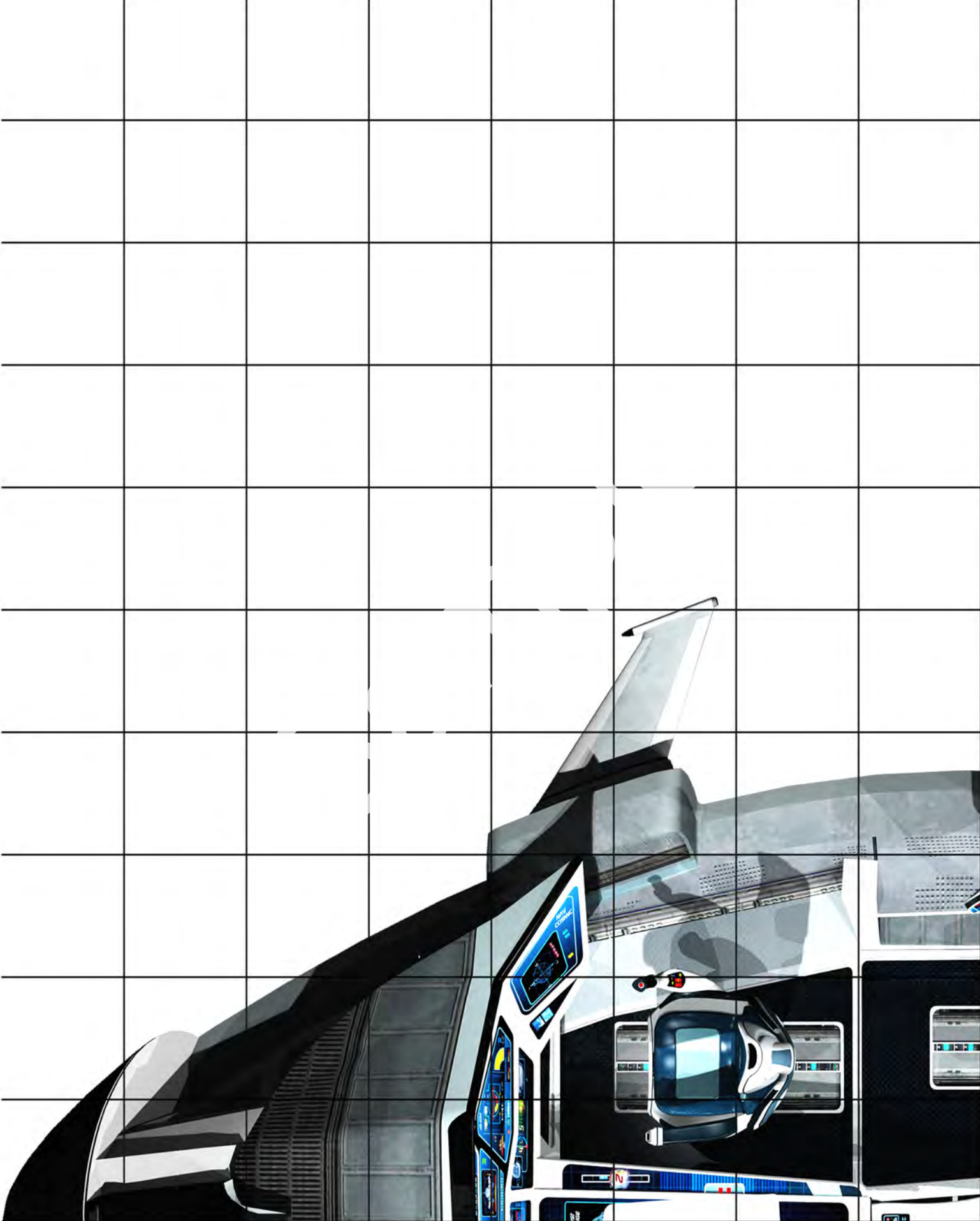
The blue chairs could be for regular crew and the red chairs for passengers or observers.

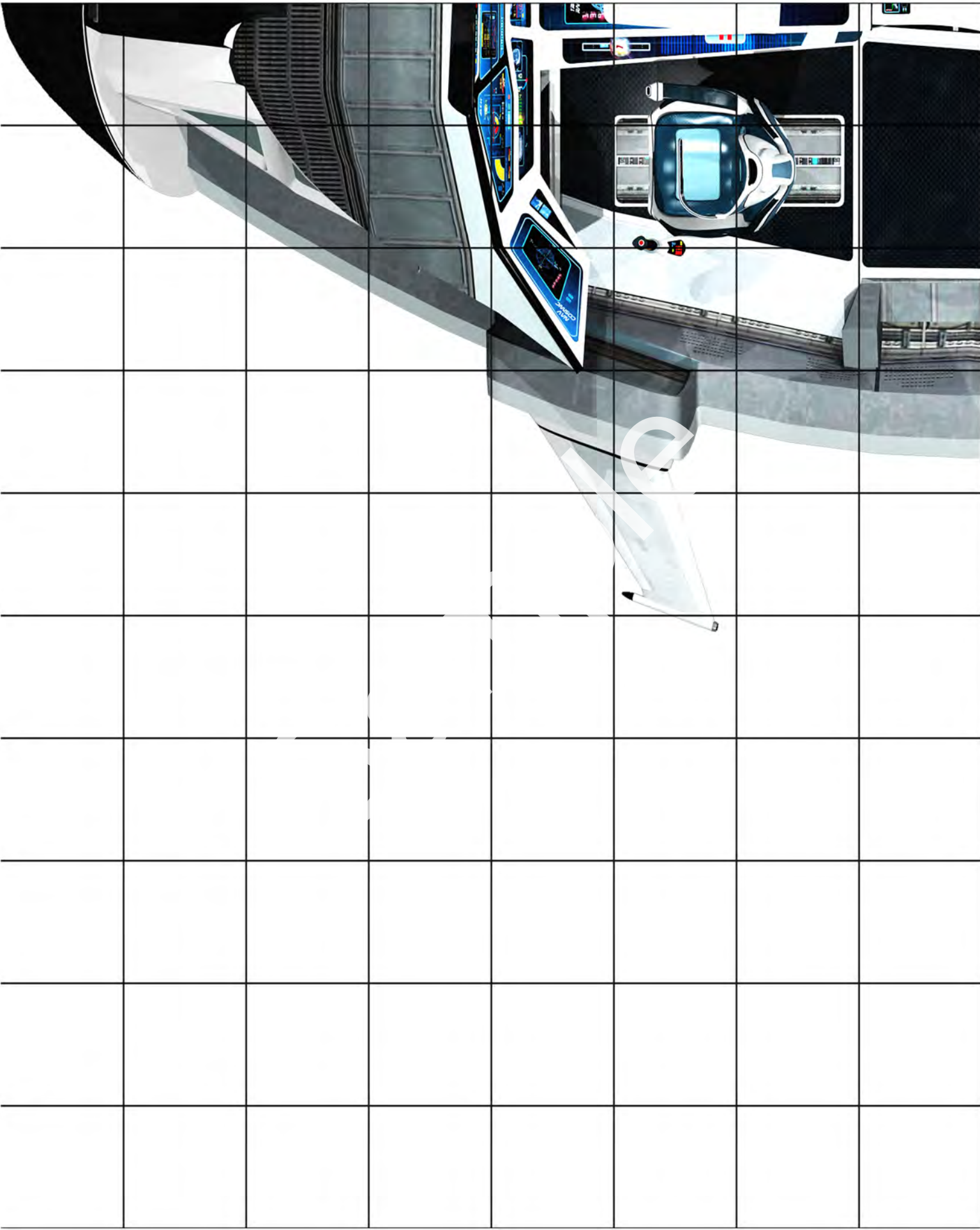
A door in the back of the bridge leads to the ship's engine area in case emergency repairs are needed.













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

**“Wheeeee! I love asteroid field courses!”**

**The Vaztstar is a single room map of the bridge of a small shuttle with the hull of the ship on the outside. The Vaztstar includes a single 360 of this room.**

**The Vaztstar is intended for use in near or far future science games. The Vaztstar doesn't have living quarters, only the bridge, so its main purpose is high velocity travel within a space system.**

**The Vaztstar is meant for in-system quick travel. One idea for using the ship is that a wealthy entrepreneur who loves using it to race and joyride owns the Vaztstar. He hires the Player Characters to help him win an in-system race with the course going through the most dangerous asteroid belt in the sector.**

**The Player Characters need to dodge asteroids, other shuttles, traps or weapons that may be deployed by cheating shuttles, and any other hazards to help him win the race. They may even need to foil a daring boarding raid by an enemy shuttle. If they achieve victory, they get a bonus from the thrill seeking businessman.**

