A Sci-fi map for use with any system.
Hammerhead Shuttle

Map Description

Cargo enters through the left airlock on the left wall of the map. Through this door is the cargo room.

Passengers enter through the right airlock on the right wall of the map. This door goes to the passenger entrance room, a door to the engine room in the southwest corner of the map, and a door to the navigation computer room in the southeast corner of the map, and a door to the northern hallway.

The northern hallway has two airlock doors to the west and east that lead to two passenger seating rooms with chairs for nineteen passengers and a viewing screen for movies during the shuttle’s flight. Each of these rooms has four windows with a view of the surroundings (usually space). The airlock door to the north leads to a cockpit with three seats, a captain’s chair, and a communication and navigator officers’ stations.

The cockpit is heavily armored with walls on the left and right with a hammerhead shark shape, which gives the shuttle its name.

This shuttle doesn’t have any bedding so is not intended for use on trips longer than sixteen hours.

The Hammerhead Shuttle is a passenger shuttle and does not have any weapons. The only offensive maneuver it can perform is a ramming action due to its heavily armored front.

Using the Hammerhead Shuttle

For the adventure hook, Do Not Disturb, the S4AIE group can be a distraction as an alternative. A terrorist group leaked the information about the robot to them. They plan to steal the female robot AI from the cargo bay while the Space Marshals are distracted. The malfunctioning robot AI can then be sent back to its original base. It can then be reactivated and loosed upon those expecting it to return with normal functionality.

The female AI robot has a blonde wig in a ponytail, eerie red iris eyes, a pug nose, long pointed ears, and thin red lips. Her skin is a metallic white-gray with green camouflaged fatigues covering most of her body. Her primary weapons are a two-handed battle-axe with monatomic edges and a mini-gun. Any normal human soldier would need at least two hands to hold either weapon, but she holds them with one hand easily. These weapons are capable of putting holes in the shuttle except the heavily armored north walls.

Her special weapon system is a sensory scrambler. Affected enemy soldiers cannot distinguish friend from foe due to intense sensory overload. The normal senses are overlaid with an illusion of people the person has an overwhelming hatred of that goad and taunt the target into a rage. With her friend or foe subroutines malfunctioning, this weapon was unleashed on her allied squad mates, causing a private to stab their sergeant with a knife.

If the S4AIE members manage to free and activate her, she uses her sensory scrambler to make illusions. People see their worst enemies in the other passengers and begin to fight amongst each other.

After unleashing her special weapon, she spins up her mini-gun for ranged combat while wielding her battle-axe in melee. The mini-gun is particularly dangerous in the passenger seating rooms as a shattered window from a missed shot could result in many people being sucked out into the vacuum of space.
Hammerhead Shuttle

Using the Hammerhead Shuttle with our other products

For the tabletop, the SciFi Characters Miniatures has figure flats that can be used for the crew of the Hammerhead Shuttle and the robot. SciFi Characters Miniatures 02 has some interesting figure flats that can be used for the passengers or for player characters.

SciFi Characters Miniatures


SciFi Characters Miniatures02


For the virtual tabletop (VTT), most of these above figure flats can be found as tokens in the 100 SciFi Character Tokens pack.


If you enjoy this product, you may also enjoy DramaScape’s other shuttle products such as the Basilisk Lander, Vanguard Shuttle, and Vaztstar Shuttle.

Basilisk Lander


Vanguard Shuttle


Vaztstar Shuttle

Map Overview
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.

“Artificially intelligent robots should have rights. You can’t just stuff them in a crate and ship them like cargo. They are sophonts! They deserve to be seated as passengers!”
—S4AIE Member

Hammerhead Shuttle is a single level interior map of a space shuttle. The shuttle consists of a three person cockpit, two passenger seating rooms, ship cargo room, engine room, unisex single person bathroom, passenger entrance room, and navigation computer room with an interconnecting center hallway in two sections.

Hammerhead Shuttle is intended for use in near to far future science fiction games.

Adventure hook for use with this map:

Do Not Disturb: The group has been hired to fill the role of Space Marshals, guarding the cargo and passengers of the Hammerhead Shuttle. This is a cover story for their actual mission, as they were hired to protect a special passenger, a female military AI robot that has been malfunctioning. Its friend or foe subroutines have become corrupted. The resulting corruption caused it to unleash a special weapon and resulted in the wounding of an allied human soldier. For the safety of everyone on board, the machine has been deactivated and placed in a containment crate. They are to escort the dormant robot to Planet Eliza where the group is to deliver the container to famed roboticist Professor Calvin Brand who will attempt to repair the robot’s fragmented AI core.

Halfway on the journey to Eliza, some of the passengers stand up and declare they are here on behalf of S4AIE—Sophonts for AI Equality—a group of robot sympathizers. They demand that the robot AI be removed from cargo storage, returned to consciousness, given a passenger seat, and be treated with the dignity of a thinking being. It is up to the Space Marshals to dissuade them out of this notion as giving into this demand could put the passengers and even the Hammerhead Shuttle itself in danger from the military robot’s weapons...