

# DramaScape

SciFi Volume 59

## Old Smuggler Spaceship

SAMPLE

A Sci-fi map for use with any system.

DS70059



# Old Smuggler Spaceship

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**DramaScape** map products include square, hex, and no overlay versions.

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DS70059 – October 2019



# Old Smuggler Spaceship

## Map Description

The entrance to the spaceship is an airlock in the bottom southwest corner with two blue lights. Upon leaving the airlock is a hallway that leads to most of the other rooms of the spaceship. The hallway has a long yellow duct and several pink insulated electrical cables that are linked to small generator boxes and lead to many electrical devices in the ship such as the bridge, terminals, etc.

The bridge is through a door on the right directly north of the airlock. The bridge has four stations, with navigator and pilot in the middle two chairs near the east wall, and two other stations in the north and south. The north station has a green archway behind it that leads to a room with three display panels. There isn't a captain's chair. Instead there is a standing area in the center of the bridge surrounded by railing.

To the left of the airlock is a bathroom with a shower, toilet, and a hot air decontamination airlock door controlled by a terminal just outside the bathroom.

To the north of the bathroom is a room with a large generator that has cables that hook into the wall and lead into the room to the right through the doorway.

This room to the left has several more cables that hook into the machines and snake out of the walls into the hallway along with a long yellow duct. There are a couple of pipes in the northeast corner of the room.

To the left of the bathroom is a barracks with two bunk beds.

To the north of the barracks is a mess hall with a table and two benches. There is a cargo bay with two crates inside to the left of the mess hall. The cargo bay isn't easily accessible as befitting a smuggling ship. The terminal along the west wall of the mess hall has to be given the correct password. The thin wall holding the terminal then slides out of the way to allow access.

To the left of the barracks is the ship's engine room with a wheeled table with stacks of repair tools on top in the northwest corner near two terminals along the west wall. The long yellow duct goes through the door to this room and ends in the west wall. It is possibly an air or water duct used for cooling the engine. Alternatively it could be vital for life support to the ship as it recycles CO2 into O2 to keep the crew breathing using power from the ship's engines.

## Using Old Smuggler Spaceship

For the adventure hook, **The Dissident**, the group can decide to fight or flee the planetary government frigate. The frigate captain responds to either action by targeting the smuggler spaceship's engines to disable it and allow a boarding action with the frigate's marines. This action makes an enemy of the planetary government for the group.

The group can decide to hide the dissident on their ship before allowing the planetary government forces to inspect their ship. If the group hides the dissident well or inspectors flub their investigation of the ship, the inspection goes off without a hitch. If not, the inspectors order the marines to capture the dissident and all the crew as co-conspirators again making an enemy of the planetary government.

The group can also decide to just hand the dissident over. This action makes an enemy of the dissident's rebels for the group.

Later on in the campaign, the group may receive an invitation to work as mercenaries for the rebels or the planetary government fighting a civil war for control of the planet depending on their choices here.

# Old Smuggler Spaceship

## Using Old Smuggler Spaceship with our other products

For the adventure hook, **The Dissident**, **SciFi Characters Miniatures** can be used for figure flats of the crew and the dissident and **Marines & Aliens Miniatures** can be used for figure flats for the tabletop for the planetary government troops.

### SciFi Characters Miniatures

[https://www.drivethrurpg.com/product/110278/Sci-Fi-Characters-Miniatures?affiliate\\_id=12615](https://www.drivethrurpg.com/product/110278/Sci-Fi-Characters-Miniatures?affiliate_id=12615)

### Marines & Aliens Miniatures

[https://www.drivethrurpg.com/product/109323/Marines--Aliens-Miniatures?affiliate\\_id=12615](https://www.drivethrurpg.com/product/109323/Marines--Aliens-Miniatures?affiliate_id=12615)

For the virtual tabletop, **Virtual Tabletop Tokens Vol 2 SciFi** contains face tokens and **100 SciFi Character Tokens** contains full body tokens that can be used instead.

### Virtual Tabletop Tokens Vol 2 SciFi

[https://www.drivethrurpg.com/product/129489/Virtual-Tabletop-Tokens-Vol-2-SciFi?affiliate\\_id=12615](https://www.drivethrurpg.com/product/129489/Virtual-Tabletop-Tokens-Vol-2-SciFi?affiliate_id=12615)

### 100 SciFi Character Tokens

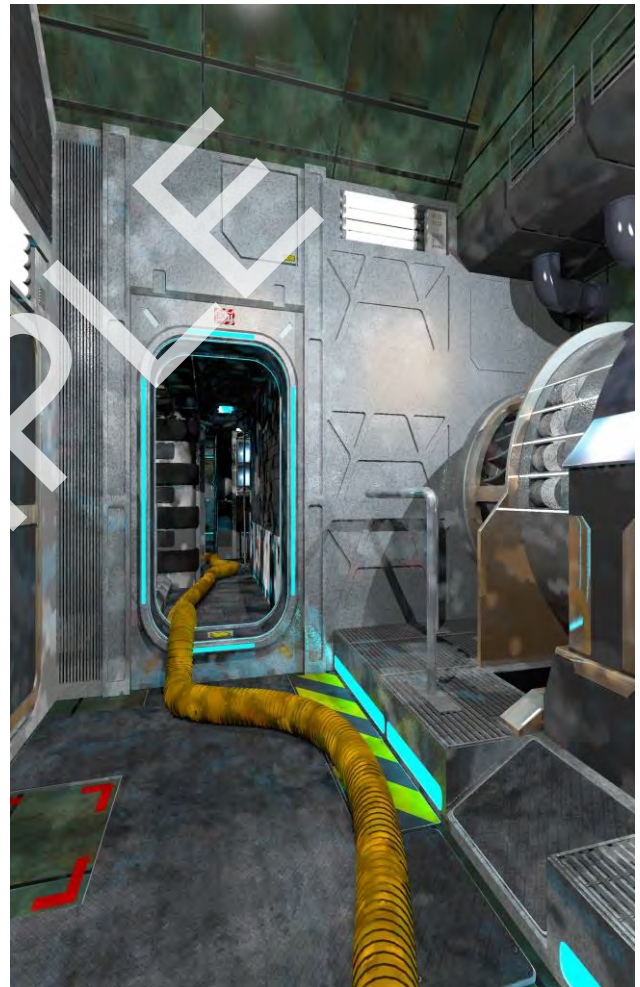
[https://www.drivethrurpg.com/product/240543/100-SciFi-Character-Tokens?affiliate\\_id=12615](https://www.drivethrurpg.com/product/240543/100-SciFi-Character-Tokens?affiliate_id=12615)

For the planetary government frigate, the **Vanguard Shuttle** could be used with the drop pod attachment as the holding area for the troops.

[https://www.drivethrurpg.com/product/105860/Vanguard-Shuttle?affiliate\\_id=12615](https://www.drivethrurpg.com/product/105860/Vanguard-Shuttle?affiliate_id=12615)

The FREE **Junction Room** could be used as another deck on the ship. It would make a useful expansion to the storage area and also has a similar aesthetic with exposed cables, pipes, ducts, and wires.

<https://www.drivethrurpg.com/product/102832/Junction-Room>



# Old Smuggler Spaceship

## 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.**

**“Does this spaceship even fly?”—Passenger**

**“It may be held together by duct tape on the inside and vacuumseal on the hull but my baby still works!”—Ship Engineer**

**“So will it be a fast trip?”—Passenger**

**“Not for what you are paying.”—Smuggler Captain**

**Old Smuggler Spaceship includes a single interior map of a small spaceship with exposed ducts, pipes, and cables. The ship has been jury rigged by the ship engineer to still fly but looks on the verge of collapse.**

**Old Smuggler Spaceship is intended for use in near to far-future science fiction games. It makes an excellent starting ship for a group of new adventurers ready to take on the galaxy while in search of the money to get an upgraded ride soon.**

**Adventure hook for use with this map:**

**The Dissident: The group is playing the crew of a smuggling ship. The captain has agreed to transport a passenger off planet. The initial launch off planet goes smoothly but after leaving the atmosphere they are hailed by a planetary government frigate.**

**“Stop and prepare to be boarded.”**

**From here, the group can decide to question their passenger about the sudden interest of the planetary government. If asked, the passenger explains that they are a dissident who opposes the planetary government. The planetary government has labeled the dissident a fugitive and desires his capture for political reasons.**

**Does the group turn over the dissident to the planetary government or attempt to fight, flee, or fool the planetary government forces to save the dissident?**