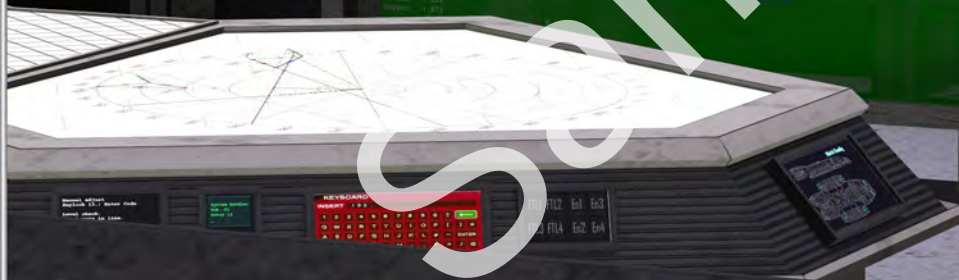


DramaScape

Brief Encounters
Volume 04

Control Room



A Sci-fi map for use with any system.

DS20004

CREDITS

*For me science fiction is a way of thinking, a way of logic that bypasses a lot of nonsense.
It allows people to look directly at important subjects.*

- Gene Roddenberry

Line Developer: Simon Powell

Writing: Steven J. Black

Editing: Vidar Edland, Mark Stout

Layout: Simon Powell

Interior and Cover Artwork: Simon Powell

Product Director: Simon Powell

DramaScape™ is a trademark of **Simon Powell**. All Rights Reserved.

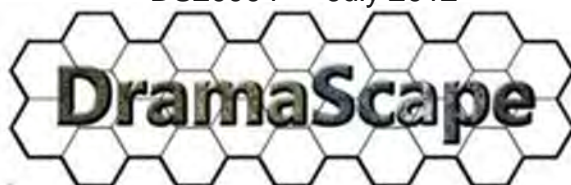
Copyright © 2011 **Simon Powell**. No part of this publication may be reproduced in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the written permission of the publishers. Permission to copy is granted for the Map Pages for **personal use only**.

Internet: <http://www.dramascape.net>

Contact: info@dramascape.net

Dundjinni: <http://www.dundjinni.com>

DS20004 — July 2012



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, 30 x 30 inch, Control Room.

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

A reinforced steel door in the west is the only way in to the control room. The outer, higher ring is made up of many command stations with control panels and chairs.

At the top are a water cooler and a couch for a place to relax and take a break. Stairs lead down from the outer ring to the inner, lower ring on the top, left, and right sides.

At the middle of the inner ring is a command table displaying relative positions of celestial bodies, star ships, missile positions, terrestrial, aerial, naval, or spatial forces, whatever the control room is being used to control and monitor.

A large monitor is used to display incoming transmissions to the south and may also be used to send out communications back in sci-fi settings with advanced tech.

This map makes an excellent central map for a modern or sci-fi campaign.

The Player Characters could all be officers of a naval ship, star ship, military base, or space station and be in control

of various military or ship positions ranging from medic/medical officer, engineer/science officer, communications officer, MP/security chief, navigation officer, or even to captain with assigned command stations.

This is of course the first place any boarding party's attempt to commandeer the vessel or base.

Or the Player Characters are attempting to take over or sabotage an enemy vessel and must knock out or kill the enemy commanders to do so.

Either way it makes an excellent setting for a classic bridge or command and control center fight







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.

The control room is an excellent map for the central command center of operations of a multitude of modern and sci-fi settings.

A Game Master can use it as the bridge of a starship or naval vessel or command and control of a military base or space station, a secret underground presidential bunker, a bunkered missile command center made for a potential nuclear war, or a planetary command station.

Possible adventures using this module are similarly multifaceted.

The Player Characters are in a Presidential Bunker. An assassination attempt was made earlier and the President may be wounded, and it's up to them as secret service agent bodyguards to keep him alive against assassins contracted by a rogue state or terrorists to kill the President. This bunker represents the last line of defense against these hostiles to protect the President. These assassins breach the facility, and it's up to the Player Characters to root them out, or make a final stand in the control room to save the President against these rogue agents.

Is there a traitor in the facility aiding these terrorists?

The Player Characters are in a bunker to protect against nuclear attacks.

This facility is a missile command base for a state's military or even a whole planet. Hackers have placed a computer virus in the missile command's network. If the virus isn't eliminated in time, missiles will be fired on unsuspecting targets with catastrophic results. And who is the traitorous saboteur who uploaded the virus, or was it remotely controlled? Who wants two states or even two planetary governments at each others throats for a global or interplanetary war? Can the Player Character's prevent the launch in time to prevent this disaster?

This map makes an excellent central map for a modern or sci-fi campaign.

The Player Characters could all be officers of a naval ship, starship, military base, or space station and be in control of various military or ship positions ranging from medic/medical officer, engineer/science officer, communications officer, MP/security chief, navigation officer, or even to captain with assigned command stations. This is of course the first place any boarding party's attempt to commandeer the vessel or base.

Or the Player Characters are attempting to take over or sabotage an enemy vessel and must knock out or kill the enemy commanders to do so.

Either way it makes an excellent setting for a classic bridge or command and control center fight.

