

# DramaScape

Modern Volume 48

## Wasteland Defense Line

SAMPLE

A Modern map for use with any system.

DS40048



# Wasteland Defense Line

## LINE DEVELOPER

Simon Powell

## WRITING

Steven J. Black

## EDITING

Simon Powell

## LAYOUT

Simon Powell

## INTERIOR AND COVER ARTWORK

Simon Powell

## PRODUCT DIRECTOR

Simon Powell

## ASSISTANT DIRECTOR

Steven J. Black

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If you want to get a discount on our maps as they are released join our Facebook page or Forum.

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.

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

Contact: [info@dramascape.net](mailto:info@dramascape.net)

Facebook: [www.facebook.com/dramascape](http://www.facebook.com/dramascape)

Google +:

<https://plus.google.com/communities/102550450568545190280>

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# Wasteland Defense Line

## Map Description:

The north part of the map is an intact rail line with a concrete walkway to the south (and presumably mirrored to the north with the partially intact buildings on the cover further north). There is an ascending ramp with a prominent crack in the middle that goes up to a center concrete line with a sandbag barricade used to defend the ramp, presumably from men, mutants, and monsters from the wasteland to the south. The sandbag barricade would be an excellent place to put a machine gun or other heavy weapon that is used as a deterrent (which may or may not even have ammo but could be threatening just the same because it could have ammo...). The concrete line has multiple drainage pipes presumably built to drain water from the railway and dump it outside the city. The concrete line also has some railing that is meant to prevent people from falling along the north edge that now serves as a barrier to people getting into the town now.

## Using Wasteland Defense Line with our other products

This map works well with our Modern Ruins and City Ruins maps, which can be used as the buildings behind the defense line on the cover. For more of a military Checkpoint, our Checkpoint X map can be used. Due to the area's design, it might also work well with our Flood Control Channel map as some sort of checkpoint and railway being built into the channel from the west or east.



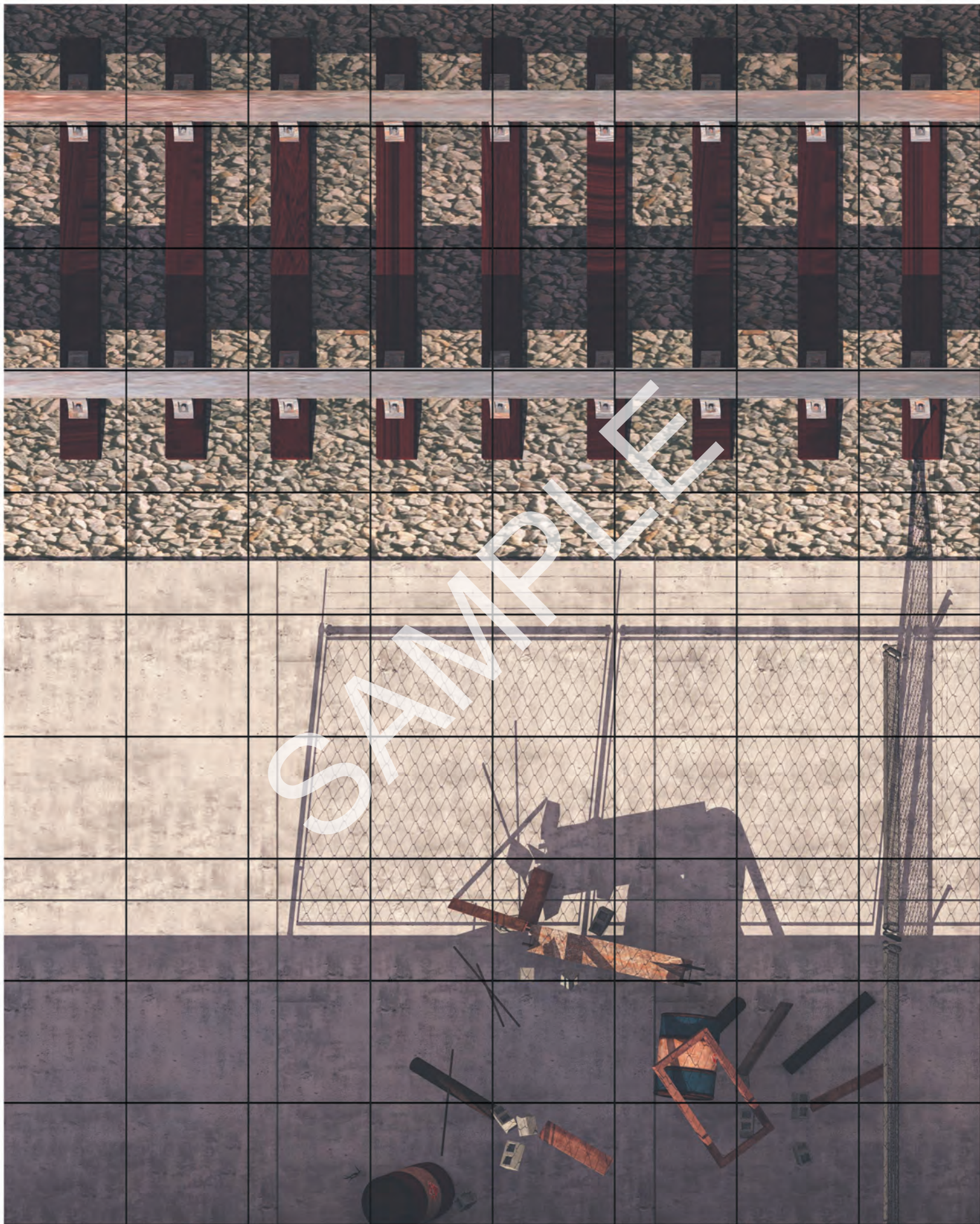


# Wasteland Defense Line

## 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.**

**"This town is off-limits by order of the Guvnor. Move along or I'll plug you full of lead from the MG."—Wasteland Border Guard**

**Wasteland Defense Line is a transitional map between a southern wasteland and a partially intact post-apocalyptic city with a rail line in the north. The middle of the map is a concrete barrier with a sandbag barricade guarding a cracked ramp that descends to the rail line. Wasteland border guards man the checkpoint and prevent men, monsters, and mutants from interfering with the train or entering the city.**

**Wasteland Defense Line is intended for use in modern, horror, and post-apocalyptic games.**

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

**Cross the Line: Chased through the wasteland by bandits, monsters, and mutants, the group approaches a still standing partially-intact city seeking shelter. Unfortunately for them, the wasteland border guards have strict orders to not let anyone inside the city. They have a machine gun inside a sandbag bunker and point it at the group. The group needs to get inside to get food, water, and other supplies. They can try persuasion but the guards are not too friendly. Suddenly, monsters or mutants from the wastes appear and the guard's attention goes to firing at the new threat. During the commotion, the group might be able to look for a way inside such as climbing the wall or crawling through the drainage pipes. However, if the guards notice the attempt after dispatching the monsters, they will try to kill the group too...**

**An alternative might be the group are the border guards instead and have to defend the town and rail line at all costs.**