DramaScape

SciFI Volume 02

Street Level

A Sci-fi map for use with any system.

CREDITS

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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, 48 x 30 inch, SciFi Street Level Floor plan.

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 non-overlay version.

The street level module includes a futuristic science fiction street on a city block.

In the northwest is a large multistory building with several awnings. Partially covered by the awnings is the entrance to the subway station.

In the center, a road bisects the two city blocks ending in a T-intersection that connects with the main road. Two camera towers watch traffic on the streets and use large screens to display information.

To the northeast is a large spiral-shaped apartment building. The main road has two different lanes heading westbound and eastbound with a tram line in the middle of the road.

To the south is a small T-intersection bisecting the city blocks to the south as well as a traffic signal.

This module can be used in various ways. The first thing to decide is whether the streets still use cars on the ground or perhaps are using flying cars.

For ground cars, the traffic from the north flows one way south able to only make right turns to merge with westbound traffic on the main road and traffic from the south flows only north and able to only make right turns and merge with eastbound traffic.
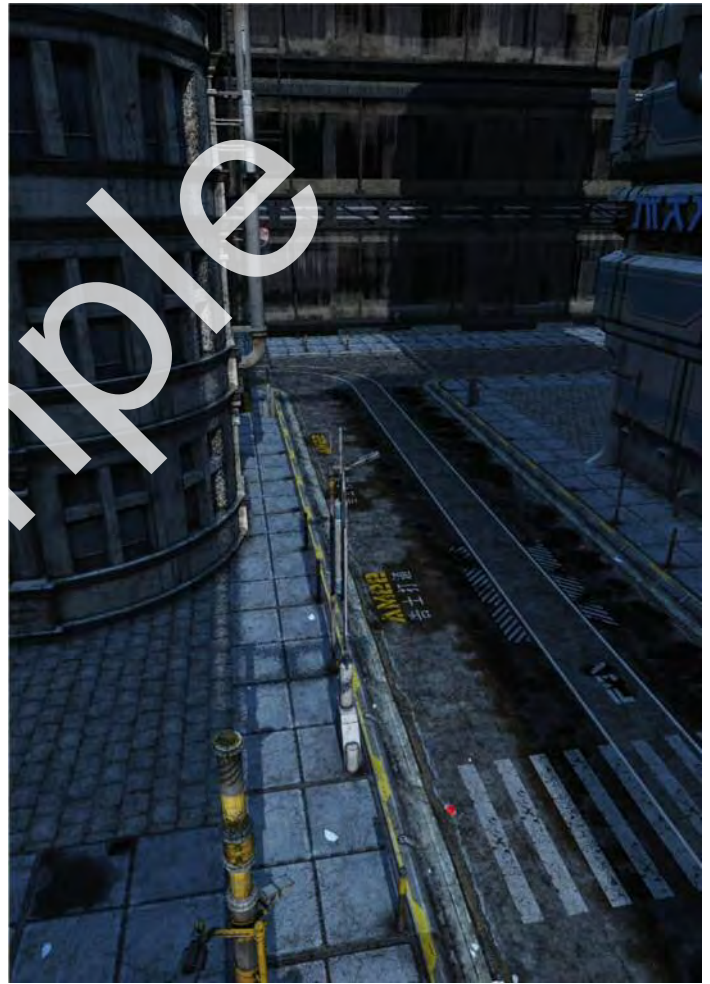
With flying cars, traffic changes considerably by adding height to the equation. This makes chase scenes rather interesting, since now traffic signs are likely not red, yellow, green, but instead could have up arrows, green, down arrows to signal a change in height of a story, continue forward at normal elevation, or go down a height of a story.

The Player Characters could be involved in a bizarre chase with flying cars as traffic patterns change and cars may be flying at them in their current lane if they don't pay attention to the elevation shift signals whether they are chasing someone or being chased.

The chase could even involve the subway station with the flying car entering the subway trying to escape the Player Characters or the Player Characters diving into the subway to avoid pursuit, adding the additional dangers of a massive station, subway tunnels, supersonic subway cars, and people to an already hectic chase.

The chase can also be centered on the tram line, with the Player Characters trying to intercept the tram or prevent others from intercepting the tram, adding another element to the chase scene.

This works well for either ground cars or flying cars as well.

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