

DramaScape

SciFi Volume 60

Commercial Spaceship

A Sci-fi map for use with any system.

DS70060

Commercial Spaceship

CONTENTS

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

COPYRIGHT

All referenced battlemaps are © **DramaScape**. **DramaScape™** is a trademark of Simon Powell. All rights reserved. Copyright © 2013-2019 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.

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

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

Contact: info@dramascape.net

Facebook: <https://www.facebook.com/DramaScape>

MeWe:

<https://mewe.com/group/5bcb79f0a40f300c583a1f4a>

Minds:

<https://www.minds.com/groups/profile/900462147077959680/feed>

Map Description.....	3
Using Commercial Spaceship	3
Using Commercial Spaceship with our other products.....	4
Map Layout	6
Map Overview.....	7
Map Pages.....	8

DS70060 – November 2019



Commercial Spaceship

Map Description

The main entrance to the **Commercial Spaceship** is the airlock in the center of the map along the east edge. This could lead to a shuttle or to another part of the ship.

Past the east airlock is the **first airlock junction room** that has a hatch that leads down to an engineering deck or other lower level as determined by the Game Master. There are supplies in the bottom corners of the room as well as a small power generator.

North of the first airlock junction room is an L-shaped airlock hallway that leads to a **cryogenic sleeping room** with eight cryo pods. The power core for the eight pods is in the center of them. Each bed has a control terminal attached that is used to open and close them. A display table near the entrance shows the bio signatures of anyone inside the cryo pods. There is a small bathroom next to the cryo room with a sink, shower, and toilet.

West of the first airlock junction room is a straight airlock hallway that leads to a **mess hall**, kitchen, and lounge room. Along the north wall are six freezers as well as stove and sink on an L-shaped counter in the northeast. The center of the room has a hexagonal table with a couple coffee mugs on top surrounded by six chairs. The southeast lounge area has three sofas and a coffee table with a display used for games.

South of the first airlock junction room is a long L-shaped airlock hallway with a door just before the hallway goes ninety degrees to the west. The door leads to the **med bay** that has two med beds and a medical terminal along the south wall.

The L-shaped hallway ends at a **second airlock junction room**. This room has a second hatch to a lower level. There are five space suits stored here along the south wall. This room is messy with exposed cables and a cluttered triangular desk next to a chair. There are three spare O2 tanks next to the workstation.

A straight hallway leading north from the second airlock junction room goes to the already mentioned mess hall.

A diagonal hallway heading northwest from the second airlock junction room and a hallway leading west from the mess hall lead to the **bridge**. A walkway with railing has two stairs at the top and bottom leading down to the main bridge area. The bridge has six terminals and chairs with a center table flanked by two chairs for all eight crewmen to be on the bridge at once. The center two terminals have flight controls for the pilot and navigator.

A diagonal hallway leading northeast leads to a lone computer terminal and chair. This is a **computer room** with a holographic display that shows up along the northeast wall.

Using Commercial Spaceship

For the adventure hook, **The SOS**, the *Freccia* was sent to pick up ore from an asteroid or planet by the company for whom they work. It was a routine job. They packed as much of the ore as could fit in cargo crates in the ship's storage bay before leaving.

After doing their job, the human crew went to their cryo pods to sleep until they returned home to unload the cargo, leaving the ship in the care of the ship's AI and an android tasked with waking the crew up in case of an emergency.

During flight, a large asteroid struck the ship. Damage to the hull was minimal and the ship's shield held. The android woke up the crew and they were tasked with minor repairs to the hull. There had been an accident in the cargo bay; one of the crates had been smashed open by the impact from the asteroid. The ore nuggets had been crushed into a fine dust. The crew finished up the hull repairs and swept the dust into a new crate. They went into the ship's shower and cleaned up before returning to cryostasis.

They went to sleep but never woke up. Upon freezing, dust particles the crew had inhaled into their lungs seemed to come alive and ate the crew from the inside out. They spread into the cryo core.

The ship's android sent out the SOS signal once it became aware that the ship's crew had been terminated and barricaded itself into the computer room with the ship's AI.

Commercial Spaceship

The silicon-based life forms bonded with the cryo core and fused the cryo pods to it as eight spider-like legs with the corpses of its eight victims still inside. Interfacing with the walls, the small silicone-based life forms started to infect the ship from within its walls.

Eventually they made their way to the android and ship's computer AI in the computer room. They ate the android's living parts and bonded with the ship's AI. The silicon-based life forms can use the ship's AI to speak saying things like, "*Must kill biological man that harvests us.*" or "*End man. End harvest.*" The android is dead but could still be interacted with if hooked into a computer to access the android's still intact data files.

The silicon-based life forms can propagate in the presence of extreme cold or electricity. They have a natural affinity for pure machines creating crystalline lattice structures when they interact with them. Fire and heat are their weaknesses. A hint might be an untouched plasma core while the rest of the ship is covered in a crystalline lattice all along the ship walls. Another hint might be a preference for walls near the hull rather than walls towards the center of the ship.

Using Commercial Spaceship with our other products

The FREE **Junction Room** could be used as the engineering deck below. The Y-shaped end can be where the two hatches have ladders that lead down to the second level from above.

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

The FREE **Hangar Control** could also be used as a below deck engineering area or as a hangar/garage for shuttles or exploration vehicles.

<https://www.drivethrurpg.com/product/146976/Hangar-Control>

The Hatch could also be used as a below deck hangar/garage for shuttles or exploration vehicles. The Hatch also has storage containers for the ore from the mining colony in the adventure hook, **The SOS**.

https://www.drivethrurpg.com/product/114422/Hatch-Room?affiliate_id=12615

SciFi Characters Miniatures can be used for figure flats of the ship's crew **on the tabletop**. For the rescue crew for the adventure hook, **The SOS**, we recommend the **Marines and Aliens Miniatures** figure flats.

SciFi Characters Miniatures

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

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 for the crew instead.

Virtual Tabletop Tokens Vol 2 SciFi

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

Commercial Spaceship

The ***Vanguard Shuttle*** could be used as the shuttle past the airlock exit or with the smaller undercarriage drop pods used as shuttles stored inside the Hangar Control or The Hatch below deck. The Vanguard Shuttle could also be used as the rescue vessel in the adventure hook, **The SOS**.

https://www.drivethrurpg.com/product/105860/Vanguard-Shuttle?affiliate_id=12615

The FREE ***Electrocar*** and ***Exploration Trucks*** can be used as exploration vehicles stored in Hangar Control or The Hatch.

Electrocar

<https://www.drivethrurpg.com/product/133381/Electrocar>

Exploration Trucks

<https://www.drivethrurpg.com/product/126899/Exploration-Trucks>

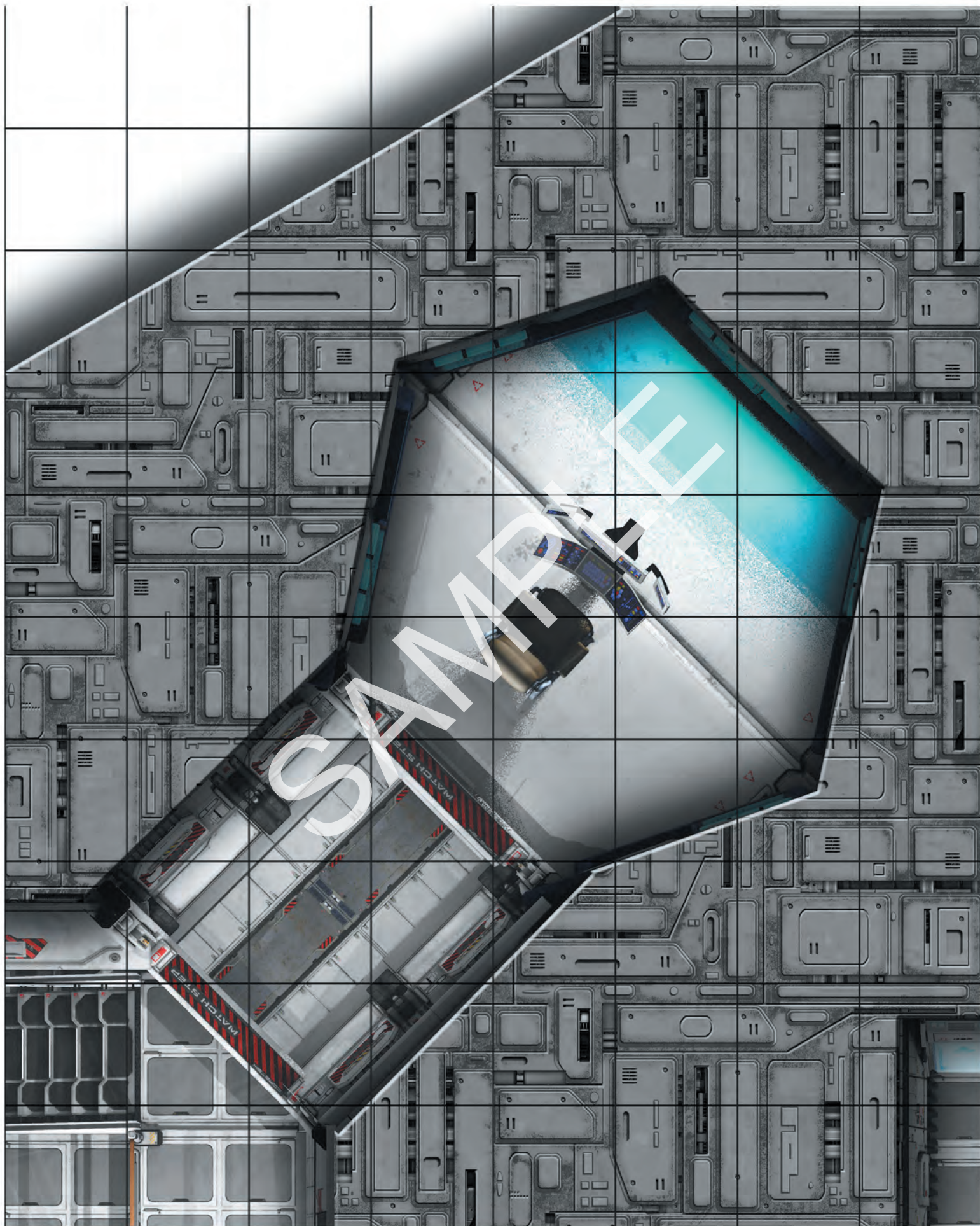
For the adventure hook, **The SOS**, The ***Mining Colony*** could be used as the planet or asteroid where the silicon life form was originally found.

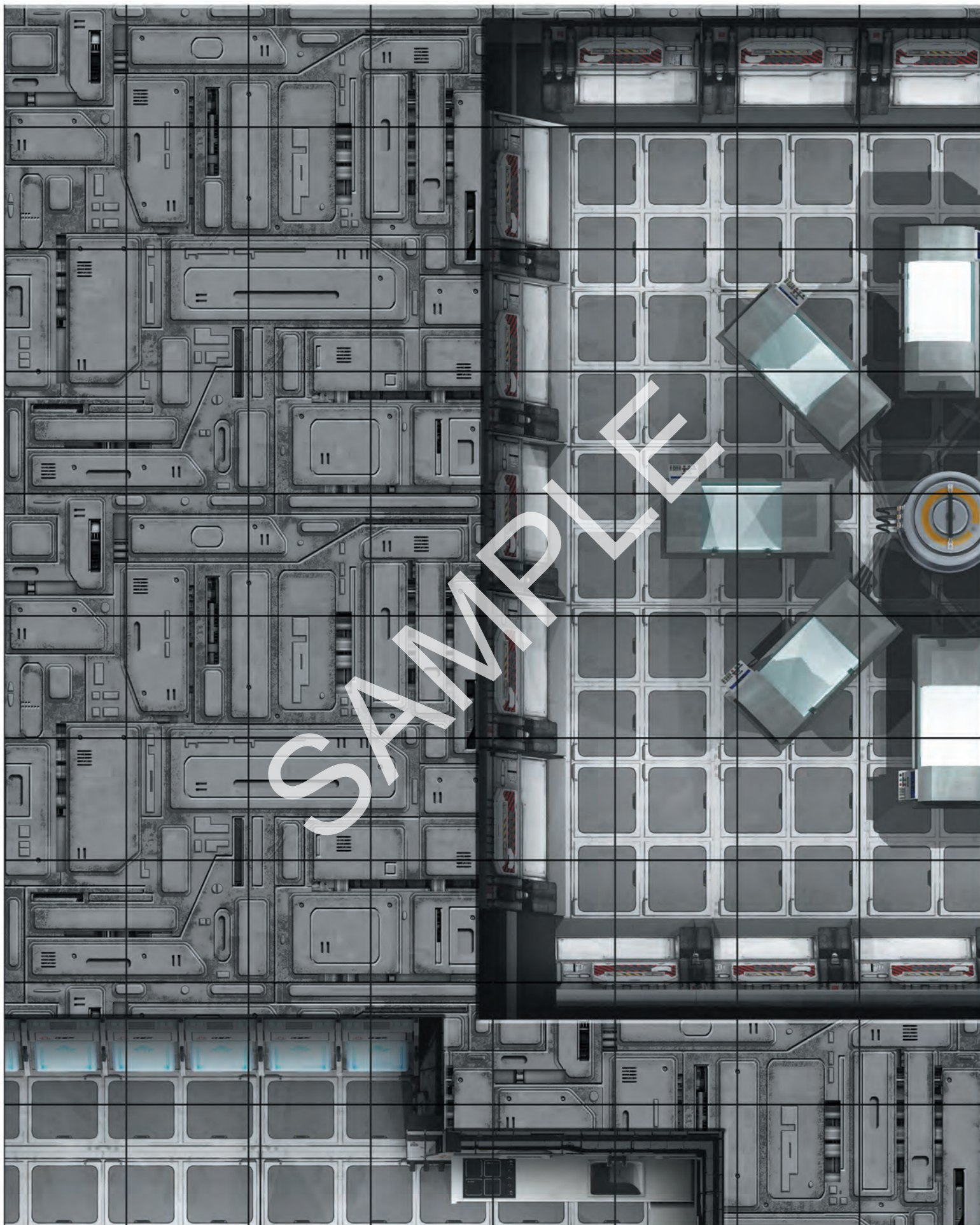
https://www.drivethrurpg.com/product/132197/Mining-Colony?affiliate_id=12615

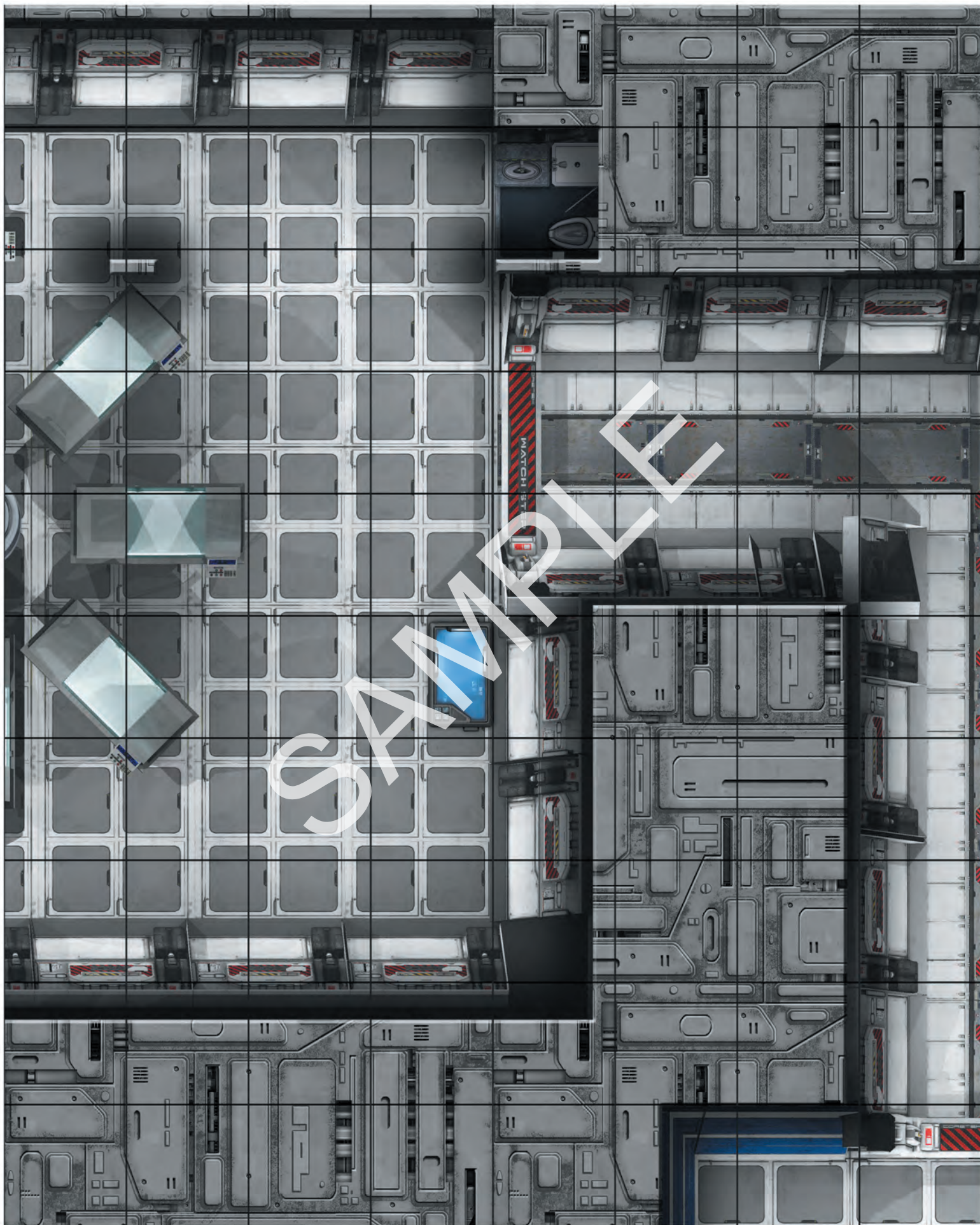
Commercial Spaceship

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.

**"The Freccia remains unresponsive. Power is online but no ship movement and no communication attempts by the crew. Orders are to investigate inside for hostiles while looking for any surviving crew."
—Captain Stanton of the Duero**

Commercial Spaceship includes a single interior map of a corporate spaceship used to explore unknown planets for profit. It includes a cryogenic sleeping room for long voyages and space suits for exploration of hostile environments.

Commercial Spaceship is intended for use in near to far-future science fiction games. It makes an excellent starting ship for a group of player characters that are in heavy debt to a corporation and must work for the corporation to pay back their loans.

Adventure hook for use with this map:

The SOS: The player characters are part of the crew of a rescue vessel looking for a commercial ship sending out a distress signal. After arrival near the spaceship, the ship doesn't show any signs of external damage. It is still powered and functional. Communication attempts; however, are met with static and no response.

The player characters are sent in as marines tasked with breaching the airlock and then protecting a medic brought with them to save any surviving crewmen while investigating what happened to the ship.

What will they find inside the commercial spaceship?