

DramaScape

SciFi Volume 39

The Partisan Cargo Version

A Sci-fi map for use with any system.

DS70039

The Partisan

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 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 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

Facebook: www.facebook.com/dramascape

Google +:

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

CONTENTS

Map Description:	3
Using The Partisan	4
Using The Partisan with our other products.....	5
Map Layout	6
Map Overview.....	7
Map Pages.....	8

DS70039 – November 2015



The Partisan

Map Description:

The Partisan is so named because it can split in half. The north and south sides of this version are mixed crew and cargo compartments. To split the ship requires disengaging the safety on both of the two airlocks. The Partisan has been modified with an illegal override that can split the ship with a bridge command override as well.

If you don't want The Partisan to split in half, you can use the two sides of the ships as two levels with the center airlocks as elevators or lifts between the levels instead.

North Part of The Partisan

The vessel is entered from the airlock at the back of the ship in the center of the divide between the two sides of the ship. The vessel can also be entered from an airlock hangar door to the north of the large red vehicle. This red vehicle is an all-terrain vehicle, ATV for short, with a crane that can be used for loading and unloading cargo as a stationary machine or used as a tracked mining vehicle for exploration and exploitation of resources on the surface of planets and moons. Next to the red vehicle are four compartments for environmental suits to explore planets and a repair panel for the all-terrain vehicle.

A double door to the west leads to a large cargo room. There is a blue panel next to the door in this cargo room that controls this pressurized double door. The cargo room has various size and shape cargo boxes and boxes stacked on top of wooden pallets secured by ratchet lashing belts.

To the west is a second pressurized section with a pressurized door to the west that leads to the bridge and a pressurized door to the southwest that leads to the center airlock that is used to reach the south part of the ship. There are three doors to the north and one to the southeast.

The northwest door in this section leads to the captain's quarters. This room has a single bed,

captain's chair and desk, and a chest for the captain's belongings.

The north center door in this section leads to the mess hall with a rectangular table surrounded by two benches with enough space for six diners—although a bit cramped— or more comfortably four diners. There is a counter with a sink and cupboards below in the north center of the room. There is a refrigerator/freezer in the northeast corner.

The northeast door leads to an engineering and navigation room with three computers with stored navigational information to the north and a chair for the chief engineer with two computer display panel desks to the south.

The door in the southeast leads to the crew barracks with three bunk beds, six lockers (or twelve lockers if you divide them horizontally and up to twenty four lockers if you further divide them vertically), and a small cramped bathroom with a toilet, sink, and shower.

The room to the west is the ship's bridge. This section has a captain's chair as well as four different stations for the rest of the bridge crew usually including a navigator who charts the ship's course through Faster-Than-Light travel or FTL for short, pilot who controls the guidance of the ship usually when FTL is disengaged, tactical officer in control of weapons and shields, and communications officer in control of ship sensors and comm links. Each station has its own display panel. The ship's captain can monitor all the panels from his position as well as vital systems such as life support, shield strength, weapon energy, and propulsion data from unmanned side panels in the area. Alternatively, these side panels could be manned by standing room only crew instead.

South Part of The Partisan

The southern section can be entered from the back or center airlock from the north part of the ship.

The Partisan

The room at the back of the ship is a cargo room with three rows of cargo containers and a small truck that is used to transport the cargo containers to the back airlock for transfer off the ship. The truck can fit one of the cargo containers at a time, secured by the rails around the truck bed. More cargo containers can be stacked on top, but will need secured by ratchets, and is usually more time and effort than its worth.

To the west is a pressurized door that leads to a sensor room. In the middle of the room is a display table that is showing topographical information surrounded by four control panels. There are multiple computer storage stations to the north that contain planetary topographical map data. There are eleven computer displays in the south part of the map that can be used to activate planetary sensors and analyze the data. Note that this is a different function from the sensors on the bridge that are used to detect objects in space. The sensors in this section are much more powerful and are used to analyze all aspects of a planet or moon from tectonic plate movement to atmosphere density. The main purpose of this section is to determine if a planet or moon can be explored with the ATV and if the resources on the planet are worth exploiting for the fuel cost for that exploration.

To the west is a second pressurized section with a pressurized door to the west that leads to the recreation room, a pressurized door to the northwest that leads to the center airlock that is used to reach the north part of the ship, and a pressurized door to the southwest that leads to an engineering room. There are two doors to the north in this section that open to two bunk beds with an attached, cramped bathroom with a sink, toilet, and shower. The door in the southeast leads to a medical bay with a bed and a small medical cabinet. The bed has a built in scanner that displays vital signs.

The engineering room in the southwest is not a traditional power room but is instead used for drafting and creating new designs of exploration trucks and ATVs. There are two such drafting tables

in the center and northeast part of the room and a chair for the engineer. Cabinets in the area have various supplies for drafting plans such as writing supplies for initial 2d blueprinting and more advanced projection equipment for holographic 3d drafting. When a new planet or moon has new conditions that must be overcome for exploration, the engineer drafts a new schematic for the ATV or exploration truck and modifies it for field use. The computers to the south in this room have a massive backlog of schematics for this purpose to adapt the ATV and exploration truck to the harsh atmosphere, gravity, heat, cold, acidity, and other conditions of various planets and moons. Besides environmental effects, there are schematics for weapons, armor, shields, sensors, and other adaptations for the ATV and exploration trucks in these computer banks as well. Generally cargo resources are used to build these adaptations and the cargo must be replaced by exploiting the planet or moon for replacement cargo.

The recreation room has two freezer/refrigerators with snacks in the northeast, a fitness display and exercise machine in the northwest, a massive TV display in the west, a pool table to the south, and a center table surrounded by six chairs for eating and sitting down to watch the TV.

Using The Partisan

Another twist for **The Tithe of the Tenth Cargo (Part Two)** is that The Partisan captain has decided to double-cross The Constabulary. After splitting, the dropped off side of The Partisan is empty of all cargo. This may anger the mercenaries in to going after the other side of The Partisan. The Constabulary may revoke their deal and go after The Partisan's other half for prosecution and confinement this time.

The Partisan

Using The Partisan with our other products.

Marines & Aliens and SciFi Characters Miniatures can be used as figure flats on the tabletop. Marines & Aliens provides Human space marines and alien opponents. SciFi Characters Miniatures provides space ship crewmen, diplomats, and robots.

http://www.drivethrurpg.com/product/109323/Marines--Aliens-Miniatures?affiliate_id=12615

http://www.drivethrurpg.com/product/110278/SciFi-Characters-Miniatures?affiliate_id=12615

Modular Rocketship has some SciFi top down figures. It also has a similar design style as The Partisan which can be used to make other modular ships. As part of DramaScape 's Space Ships [Bundle], you can get the bundle and have access to a variety of character scale ships that can be used as pirate and military vessels in the adventure hook, **Tithe of the Tenth Cargo**. In particular, the Vaztstar Shuttle or Valkyrie make for good pirate fighters and the Vanguard Shuttle is a good customizable ship for the group. The cargo pod customization would work well here if the group is playing as mercenaries expecting to get paid in cargo. Alternatively, the group can use the Valkyrie instead as their base vessel if not being used by the pirates.

http://www.drivethrurpg.com/product/109933/Space-Ships-BUNDLE?affiliate_id=12615

For tokens for the virtual tabletop, use our Virtual Tabletop Tokens Volume Two: SciFi which includes many of the figure flats from Marines & Aliens and SciFi Characters Miniatures as top down tokens for the virtual tabletop.

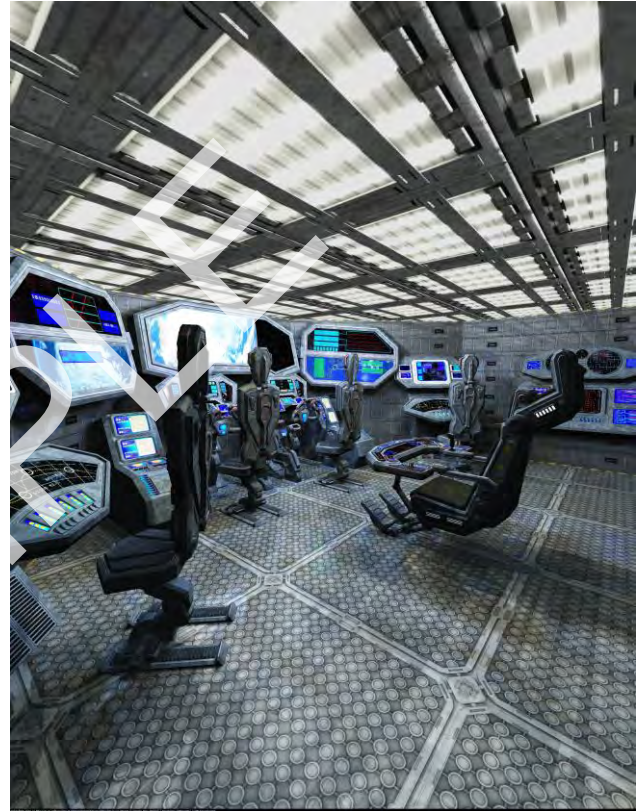
http://www.drivethrurpg.com/product/129489/Virtual-Tabletop-Tokens-Vol-2-SciFi?affiliate_id=12615

Space Ship Paper Miniatures and The Star Map [Bundle] can be useful for larger-scale ship battles and chase combat. The Star Map can also be used as a background for use behind our space ships.

http://www.drivethrurpg.com/product/111784/Space-Ship-Paper-Miniatures-and-The-Star-Map-BUNDLE?affiliate_id=12615

Our free Exploration Trucks can be used for mobile versions of the truck in the south side of the map.

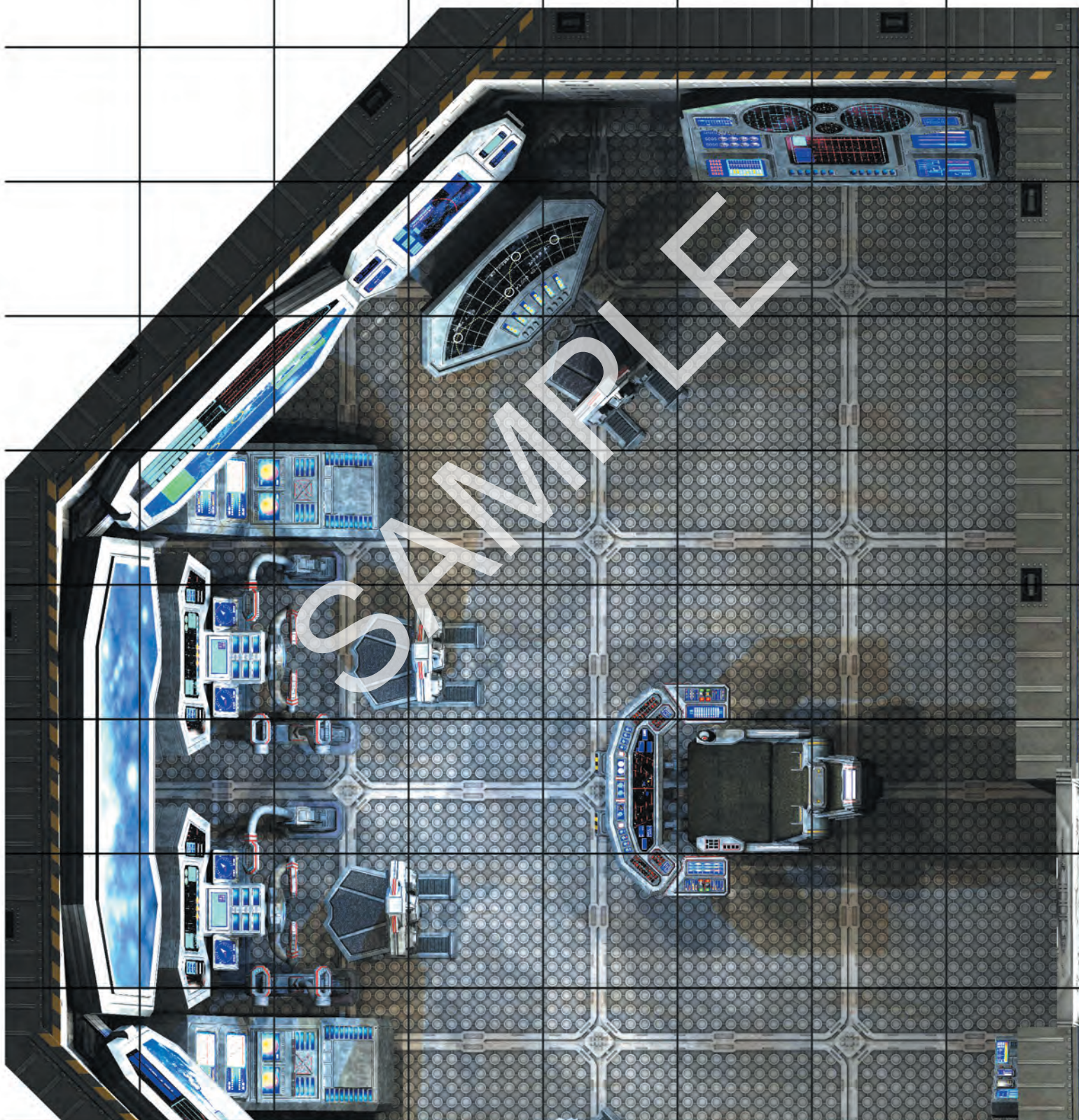
http://www.drivethrurpg.com/product/126899/Exploration-Trucks?affiliate_id=12615



The Partisan

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.

"Time to spring the trap for the pirates. Split the ship!" – Captain of The Partisan.

The Partisan (Cargo Version) is a single floor interior map of a spaceship that can split in half to function as two separate vessels. Both sides of the vessel have crew and cargo compartments.

The Partisan (Cargo Version) is intended for use in near or far-future science fiction settings.

Title of the Tenth Cargo (Part Two): The Constabulary caught The Partisan red-handed trying to send innocent passengers into slavery. Rather than put them into jail, The Constabulary has decided to use them as bait to capture more Red Drudge pirates. During their next drop in a different cargo ship configuration, The Constabulary sends either a Constabulary patrol ship or a mercenary ship to take out the pirates at the next drop. The mercenaries are to be paid with The Partisan's cargo, as they owe The Constabulary their continued freedom. Flying either ship, the group fights the pirates while trying to save both parts of The Partisan.

These pirates however bear a more traditional skull and crossbones symbol and go after both sections of The Partisan. They are clearly not the Red Drudge pirates allied with The Partisan at all.

The Constabulary finds this curious. What pirate group would only want human slaves and not cargo? The Constabulary investigates the matter further...