DramaScape
360

Modern Volume 04

City Slums

A Modern map for use with any system.

DS40004

CREDITS

City Slums

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DS40004 — March 2013

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, City Slums, 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 no overlay version.

This module includes a large single map of a city slum. This product includes a 360 panoramic view from the middle of the road.

This product is intended for use in modern games. The run down city slum also fits well into a gritty Horror or post-apocalyptic game.

The city slums are on the wrong side of town and not a place you want to end up. The east side of the road has a blockade made from a collapsed building.

Traffic cones once surrounded this, but have been pulled from around it and scattered throughout the slums. Once a lost vehicle stops in front on the blockade they usually find backing up to be impossible as thugs roll up in their own vehicles and surround the car.

People on foot can get lost and end up in a back alley filled with trash where they are usually mugged. Innocent citizens getting carjacked or mugged might bring superheroes to clean out the thugs.

Concerned political or economic leaders in the city might pay mercenaries and bounty hunters to disperse the street gang through intermediaries, if only to clear the area long enough to get a construction crew in to clean out the debris finally.

This also could be a place where the group runs into this neighbourhood and the street gang from a botched Streetwise roll while looking for information or navigating through the city.
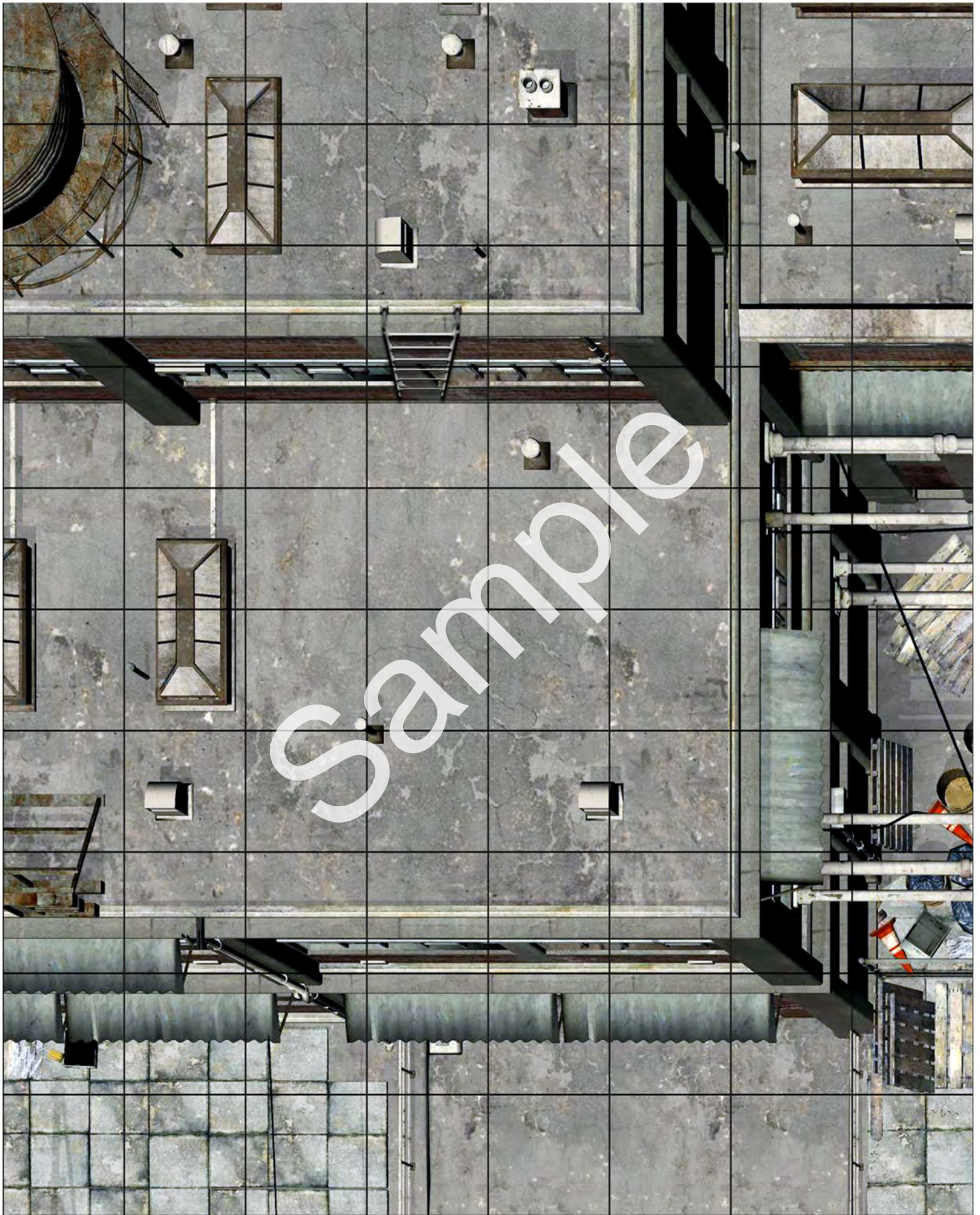
360° View

Click on the picture and hold down your left mouse button,
you can then rotate the image.
(The Panavision image may differ slightly to the map.)

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