

DramaScape

SciFi Volume 53

SciFi Garage

A Sci-fi map for use with any system.

DS70053

CAUTION
ELECTRIC DISCHARGE

STAND

SciFi Garage

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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 include square, hex, and no overlay versions.

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SciFi Garage

Map Description

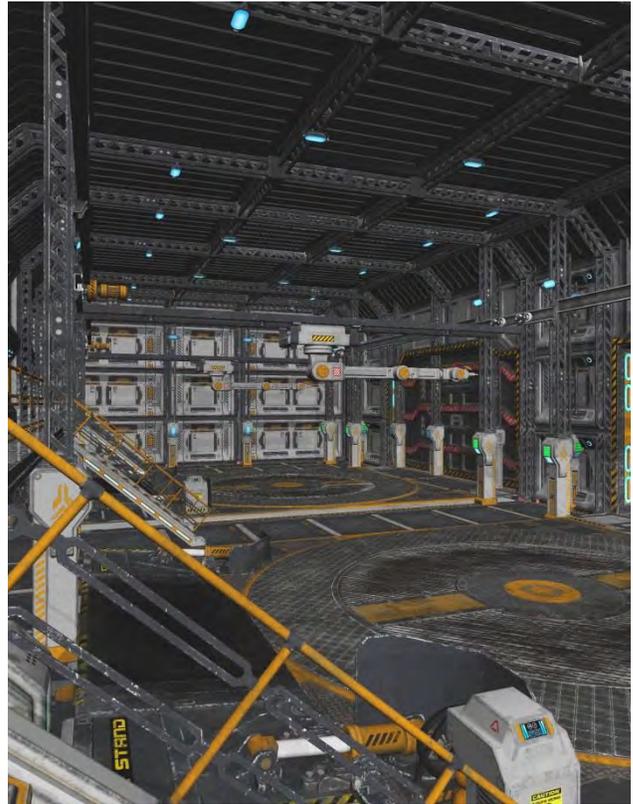
The **SciFi Garage** is entered from a stairway in the east center of the map. The map is bisected by a walkway with eight stairways that descend to the eight vehicle bays (four to the north and four to the south). At the end of the walkway is a computer terminal. This computer terminal could be used to open the garage doors or used as an ICBM control for launching the missiles with the ICBM add-ons (or both).

Using SciFi Garage

For the adventure hook, **One Minute to Midnight**, diplomacy is particularly difficult. The warning messages sent by the AI if revealed by the characters are considered to be Russian or Chinese espionage agents trying to stop the attack. Convincing the Air Force Global Strike commander otherwise may be well-nigh impossible.

Sabotage is also a challenge such as trying to reprogram the ICBM missiles to explode during the apex of their flight in space, disarming bombers of their nuke payloads before flight, etc. without being caught.

Violence to try and stop the commander from using the launch code is the toughest path of all. Trained soldiers outnumber the characters and bar the way to the commander and launch terminal. If the characters can disable or destroy the launch terminal before the commander can input the codes and launch the missiles, perhaps they can stop World War III.



SciFi Garage

Using SciFi Garage with our other products

Hangar 1A can be used in conjunction with the **SciFi Garage**. For example, the garage could be used for land vehicles or hovercraft with the hangar used for flying, VTOL, or spaceflight capable craft.

https://www.drivethrurpg.com/product/202585/Hanger-1A?affiliate_id=12615

Steel Fort has a hover APC and a helicopter that could be used as vehicles on this map if used as a garage or hangar. Steel Fort may also be useful as a level on top with the SciFi Garage below. For example, the bays are lifts that bring them up to the Steel Fort launch pads for helicopters and the garage doors open up along the sides of the fort to release the APCs. The pads could also retract for missile silo launches as another idea. The pads could also be lifts that bring the control center and armory down to the garage for more protection in the case of an aerial bombardment of the steel fort.

https://www.drivethrurpg.com/product/120569/Steel-Fort?affiliate_id=12615

The free **Hangar Control** can be used with this map as a control center. It could also be used as a missile control center controlling the ICBMs.

www.drivethrurpg.com/product/146976/Hangar-Control?affiliate_id=12615

The free **Figure Flat Doors** set can be used to add 2.5d doors to the map on the tabletop

https://www.drivethrurpg.com/product/134948/Figure-Flat-Doors?affiliate_id=12615

The free **Crates and Containers** set can be used to add 2.5d crates and cargo containers to the map on the tabletop for a loading/storage dock.

https://drivethrurpg.com/product/129247/Crates-and-Containers?affiliate_id=12615

The free **Electrocars** and **Exploration Trucks** can be used as vehicles on the VTT for a loading/storage dock from the PNG files. The Electrocars and Exploration Trucks will require a little more work for the tabletop as you'll need to cut out the white space/terrain for them to work well on this map. Note that you can also print the Exploration Trucks from the PNG files to remove the terrain rather than from the PDF.

Electrocars

https://www.drivethrurpg.com/product/133381/Electrocar?affiliate_id=12615

Exploration Trucks

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

For the tabletop, **SciFi Characters Miniatures** can be used to make figure flats that can be used for pilots and robots that could be used as repair drones.

https://www.drivethrurpg.com/product/110278/Sci-Fi-Characters-Miniatures?affiliate_id=12615

For the virtual tabletop (VTT) **Virtual Tabletop Tokens Vol 2 SciFi** can be used for virtual SciFi character top down tokens.

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

For the virtual tabletop (VTT) **100 SciFi Character Tokens** can be used for virtual SciFi character full figure character tokens (full body).

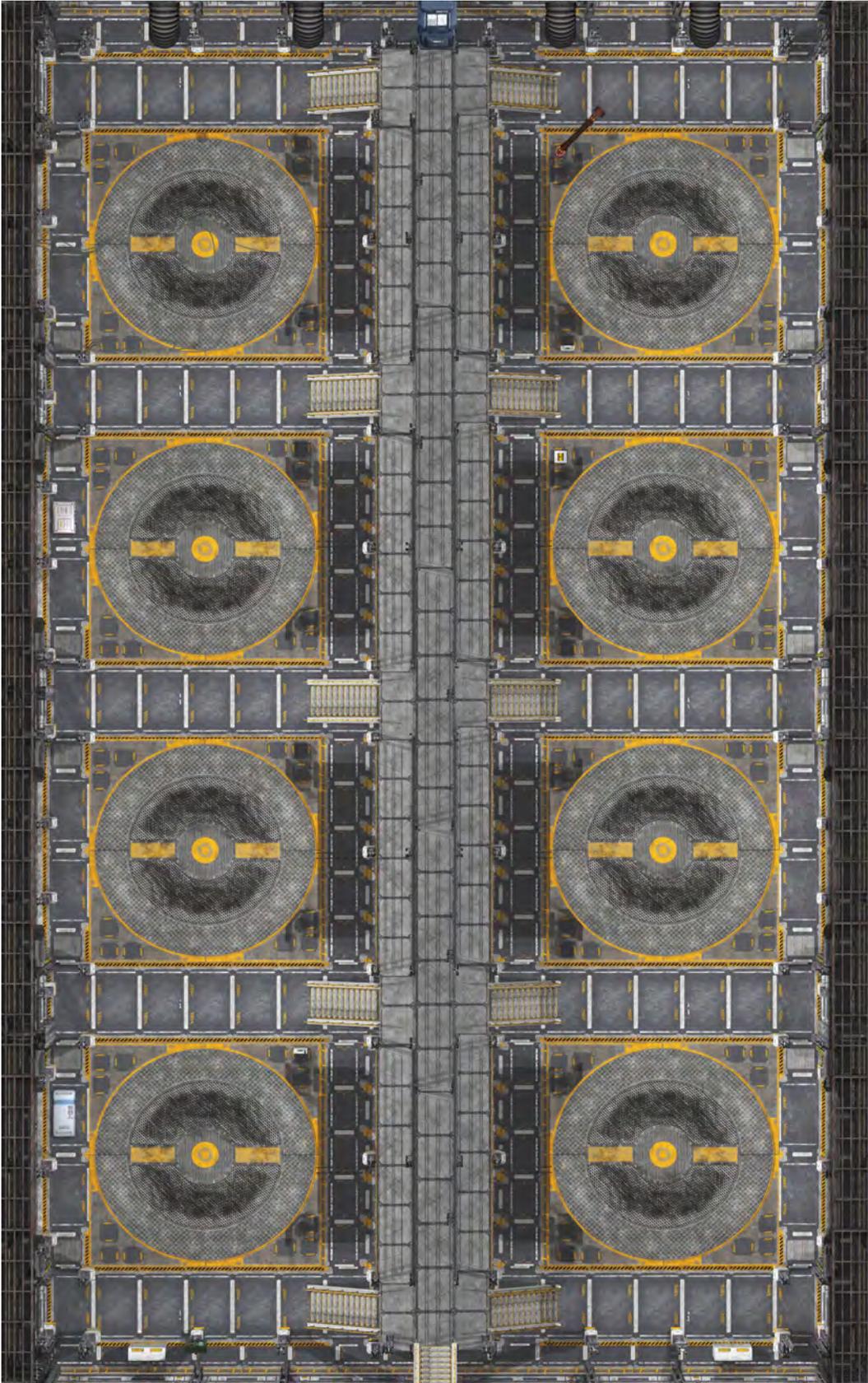
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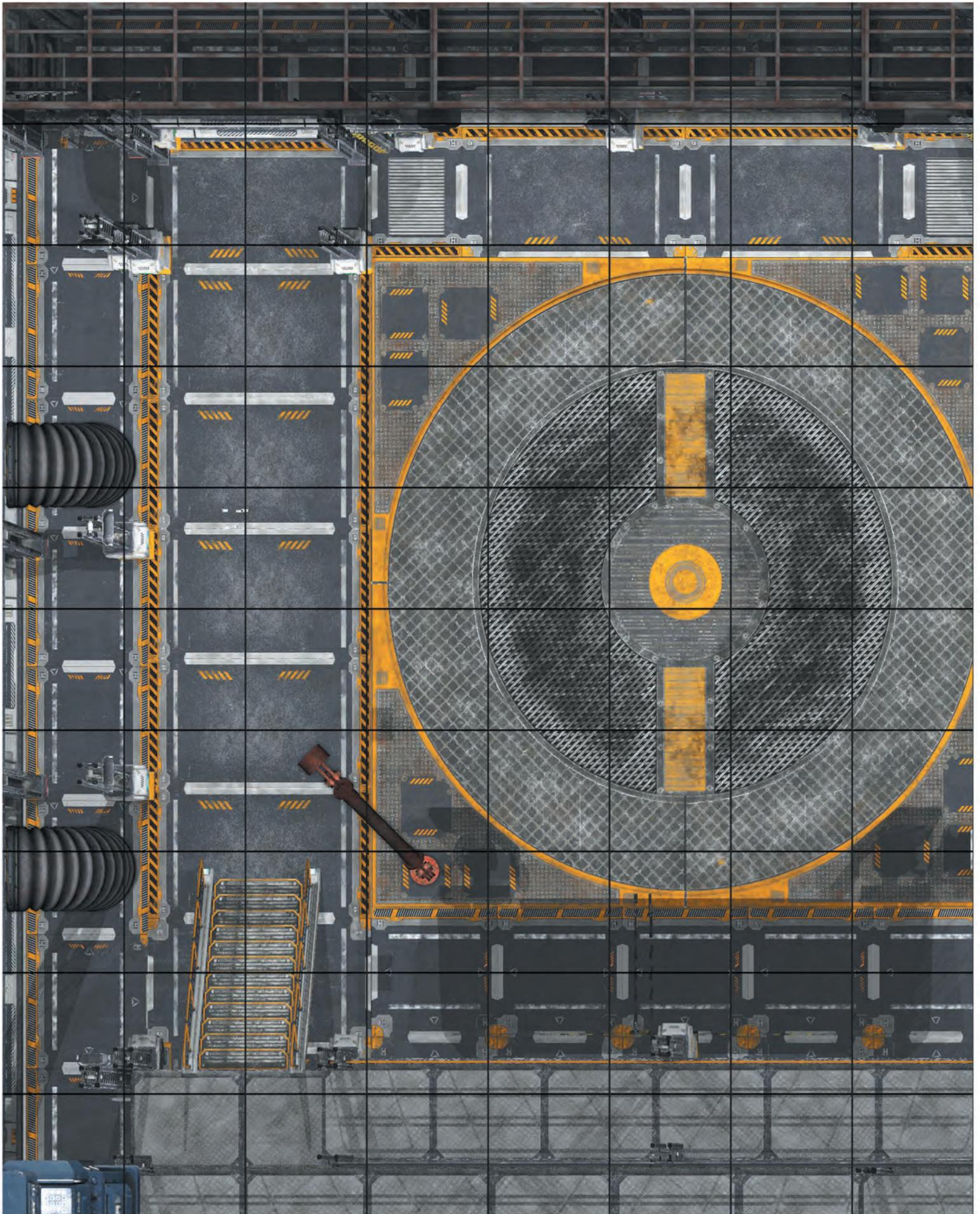
The **Abandoned Factory Loading Bay** could be used as an exterior of loading area map with the SciFi Garage used as a warehouse interior.

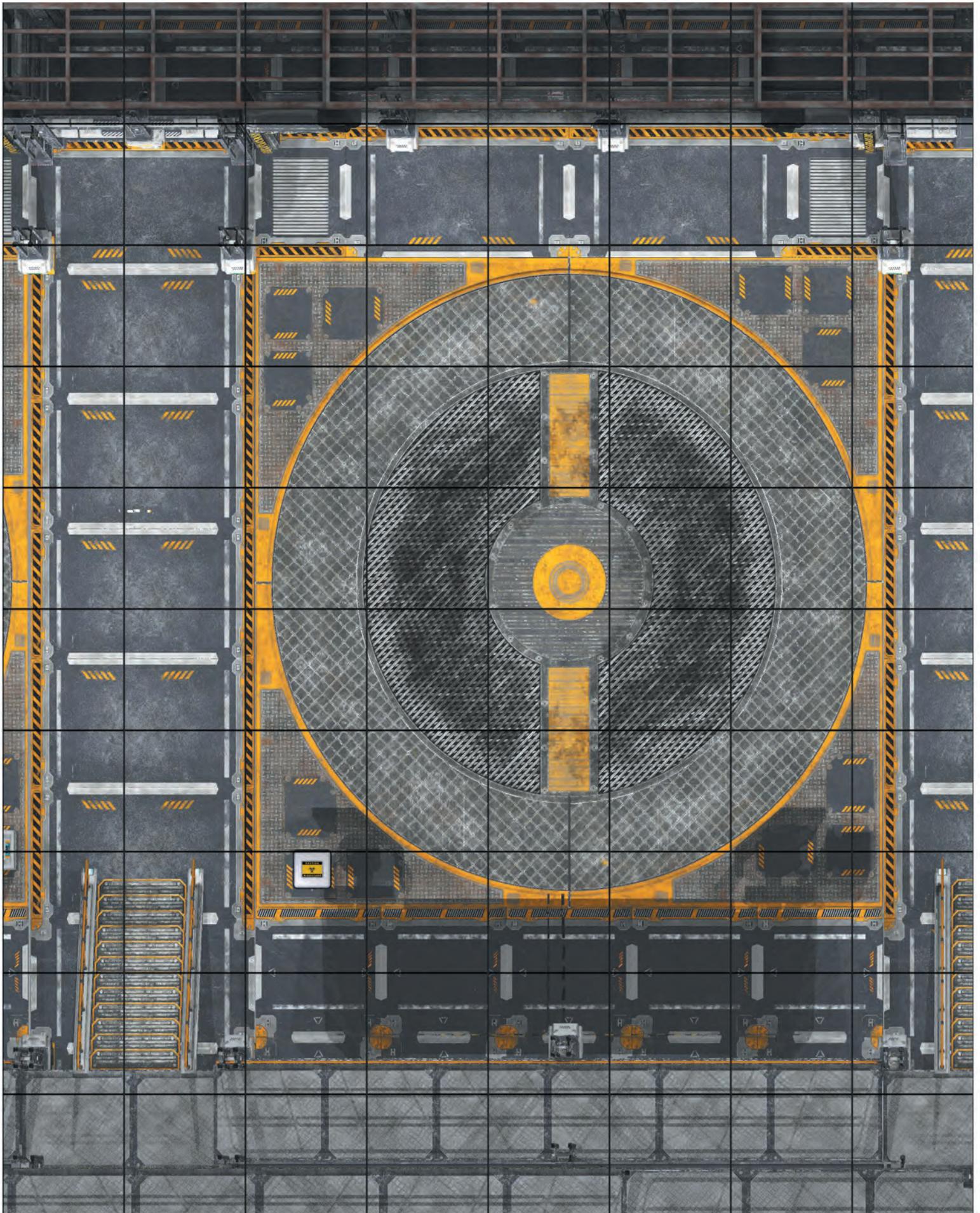
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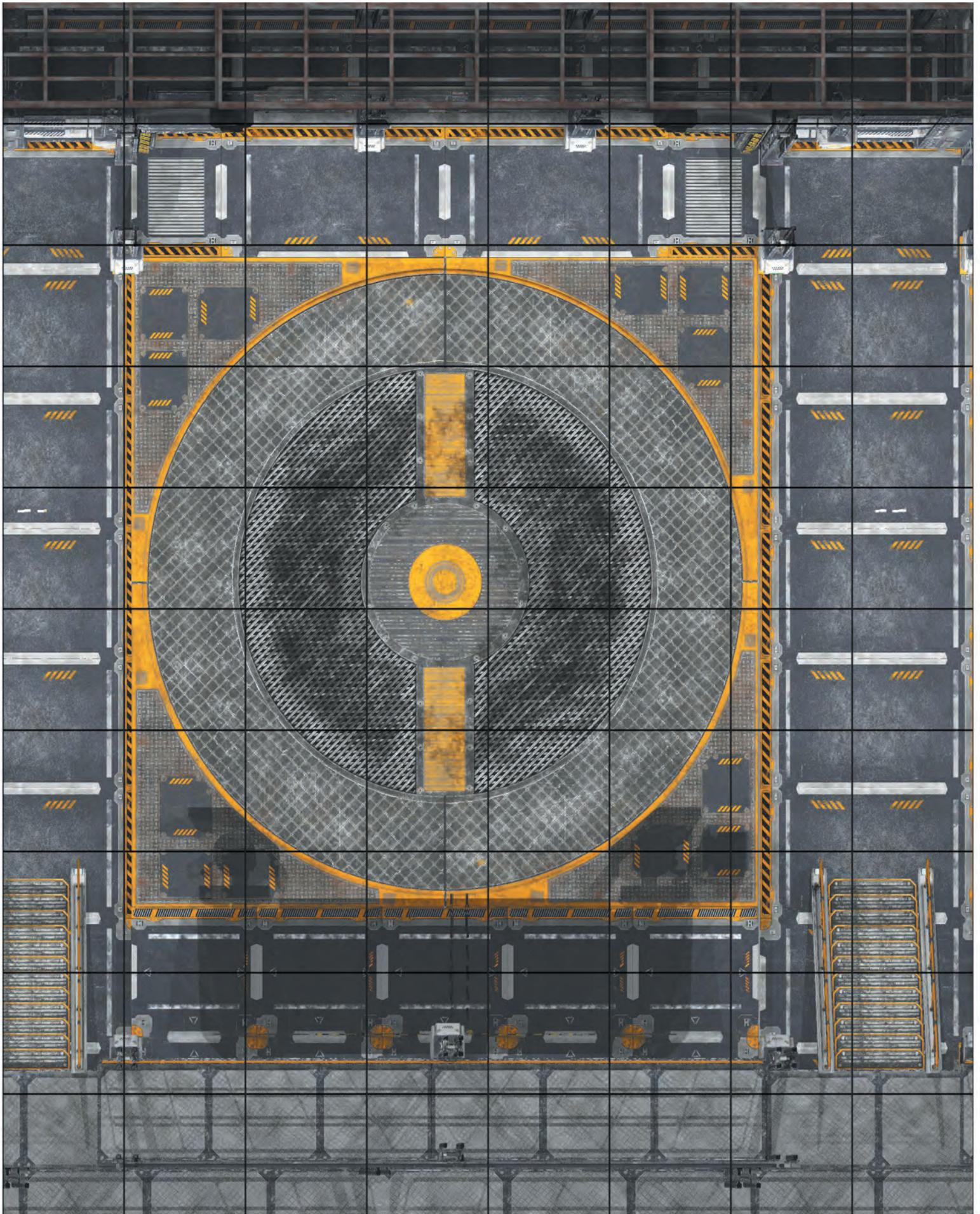
SciFi Garage

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 order has been given. Scramble those long-range bombers and interceptors. Open the missile silos and prepare for launch. May God help us all.”—Air Force Global Strike Commander

SciFi Garage is a single level interior map of a garage with eight vehicle bays. It also has overlays for ICBMS to change the bays into launching pads.

SciFi Garage is intended for use in high-tech modern or near to far-future science fiction games.

This map is designed for use as a garage or a hangar for up to eight vehicles. With the added ICBM overlays, this map can also be used as a missile bay with up to eight missiles or a combination of missile launching pads with hangar bays for bombers with nukes and fighters to defend the silo and bombers. The map could also be used as a loading/storage bay as a futuristic warehouse.

Adventure hook for use with this map:

One Minute to Midnight: A rogue United States AI has hacked in and sent false launch codes to an Air Force Global Strike Command with targets in China and Russia. With an almost perverse sense of humor, the rogue AI also sends a message that the launch code is false to five or more different people (the players and NPCs) working at the same base at the same exact time. It is up to these chosen people to do something to stop the end of the world through diplomacy, sabotage, or even violence. If they fail, humanity is doomed to World War III.

