

DramaScape

Brief Encounters
Volume 06

City Ruins

Sample

A Modern map for use with any system.

DS20006

CREDITS

Based on a model by Stefan Morrell

Line Developer: Simon Powell

Writing: Steven J. Black

Editing: Vidar Edland

Layout: Simon Powell

Interior and Cover Artwork: Simon Powell

Product Director: Simon Powell

DramaScape™ is a trademark of **Simon Powell**. All Rights Reserved.

Copyright © 2011 **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**.

Internet: <http://www.dramascape.net>

Contact: info@dramascape.net

Dundjinni: <http://www.dundjinni.com>

DS20006 — August 2012



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 Ruin.

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 main street in the middle of the block once led from the west of the map to the military base.

The amount of obstacles on the road makes that a difficult prospect at best in a vehicle now. Downed telephone poles, tires, bricks, garbage, and other obstacles make the sidewalks and roads treacherous.

The building in the northwest corner has a large swathe of the roof missing, and you can see into the ground floor from above.

The building next to it is completely shattered, with layer upon layer of concrete cracking and falling into the middle of the building.

The military base in the northeast has all its building surrounded by a strange green glow of ooze and sludge. Toxic barrels lie on the ground completely empty. Flattened signs say Area 63 on them.

The fence that surrounded the base now has several holes in it, some caused by downed telephone poles.

Hoodlums have added some graffiti to the base as well. An abandoned vehicle lies mired in the sludge.

Most of the buildings to the south are intact, although even the intact buildings feature many cracks and fractures.

The warehouses in the southern central portion of the map have lost most of their roofs and the rest of it could go at any time.

The third warehouse is also missing a complete part of its wall. A huge chunk of the brick wall now lies on the sidewalk next to the building.

The southeastern building's door lies on the sidewalk.







Sample

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.

This product features about one city block of a devastated city. The buildings range from merely cracked to a huge swathe of the roof missing to completely shattered. The streets and sidewalks are filled with debris, tires, garbage, bricks, and even downed telephone poles. The former military base in the northeast glows with a bright green sludge emanating from the buildings. Empty barrels lie scattered around the facility that held what before the city was ruined?

The first question to answer when using this module is what happened to make the city destroyed? A tornado, hurricane, earthquake, typhoon, or other natural disaster? A military action ranging from conventional to biological to chemical or even nuclear weapons to take out the military base? An experiment gone awry at the military base causing massive destruction to the base and surrounding city?

The Game Master should decide an answer to that question, and then it's up to the Player Characters to investigate what destroyed the city. The Player Characters will likely need to investigate the military base to the northeast, and might want to come prepared perhaps with environmental suits to protect against radioactive, biological, or chemical exposure.

Perhaps on the way to the military base, the Player Characters are attacked by the results of the failed experiment, mutants, oozes, zombies, or worse. The mutants may even wish to capture the Player Characters, take them back to the military base, and make them into mutants like themselves.