

DramaScape

SciFI Volume 25

The Bunker

Sample

A Sci-fi map for use with any system.

DS70025

CREDITS

"The Bunker is sealed. The world outside is not safe for human life. If you break the seal, then you'll kill us all! I will stop you if you try..."

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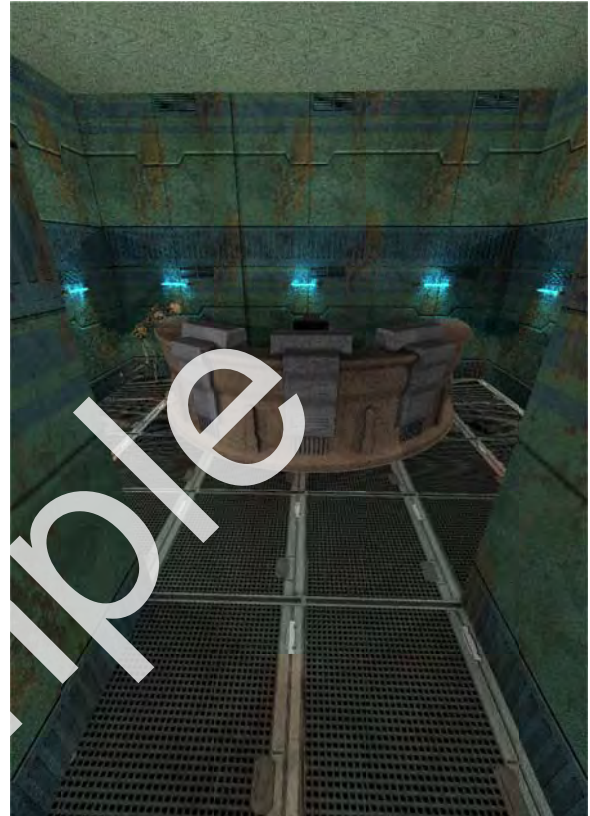


Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need. This map product is a full-color, 3 level, floor plan of a Bunker.

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.

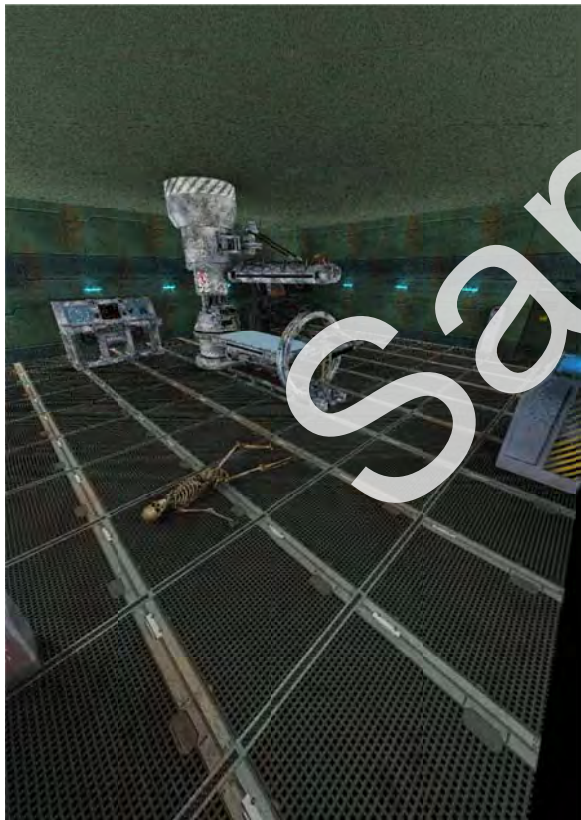
The ground surrounding the bunker is cracked earth and sand that appears devoid of water and life. The bunker has an almost castle-like appearance with four automated turret towers (they could be programmed to target non-human life such as mutants for example) and four gates. The main gate is to the east. In the middle of the bunker is a center structure that holds the lift with a collection of solar panels that powers the facility on the top of it. The courtyard has several crates filled with ammo for the automated turret towers.

The first basement level (1B) is the security area. The lift is the rectangular area to the west. There is a security door to the east of the lift with two doors to the north and south and the main security desk with three computer terminals to the east of this position. The security guard who was here is the folded skeleton that looks as if his body was crushed by the swiveling security chair.



The north and south doors are both corridors that lead to the center security room, with the corpse of one security guard slumped over in the south hallway next to the east wall. He was likely wounded in the leg and made his last stand there. There are card key locks on both sides of these doors. When they killed the security guards, they stole their key cards to enter this area. Near the north door is the corpse of the security guard stationed here.

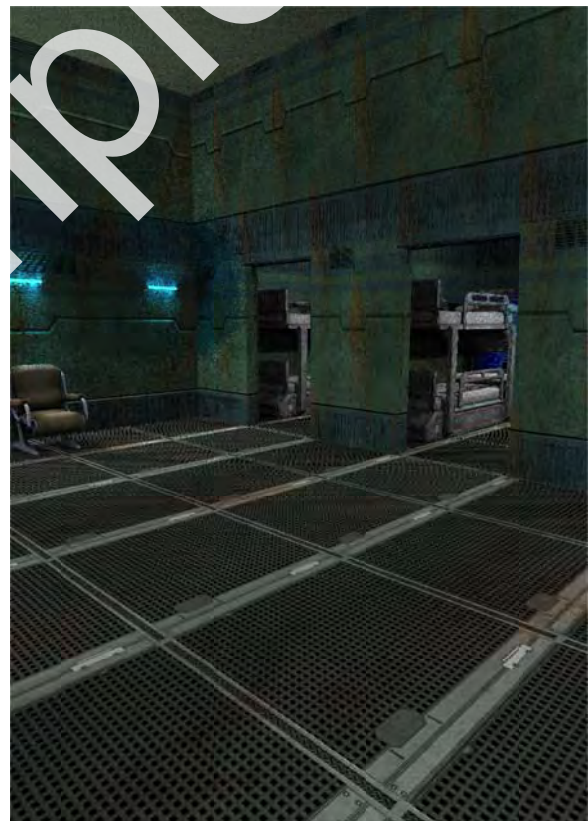
The skeleton's position gives the impression he was shot and holding his gut as he died. This room has an ammo crate for personal firearm ammunition (or electrical cells for far future settings) along the west wall. The center of the chamber has a security bed that has a swiveling top that can seal a person inside the bed for analysis such as X-rays. There are two security stations along the east wall with a red wire connecting the two stations. The lower main security station has three computer terminals and four displays and the upper substation has three computer terminals and displays.



Why is there a lack of blood around the corpses? This can be explained by

having automated cleaning bots in the facility. It could even be a decent jump scare as the group hears the sudden whirl of a cleaning bot.

The second basement level (2B) is the living area. Again, the lift is the rectangular area to the west with a security door to the east. There is a center hallway that allows access to the northern rooms and a southern hallway that allows access to the southern rooms. Both hallways allow access to the two cryo rooms.



The northwest room is card key locked and has six bunk beds and a chair. This is the main living quarters. The north center room is a tactical room. It has a tactical map on a table in the center of

the room, likely used to track the bomb hits and radioactive fallout. The security desk is to the southwest with three computer terminals. There is a couch is to the southeast with enough space for three people to sit on it comfortably.

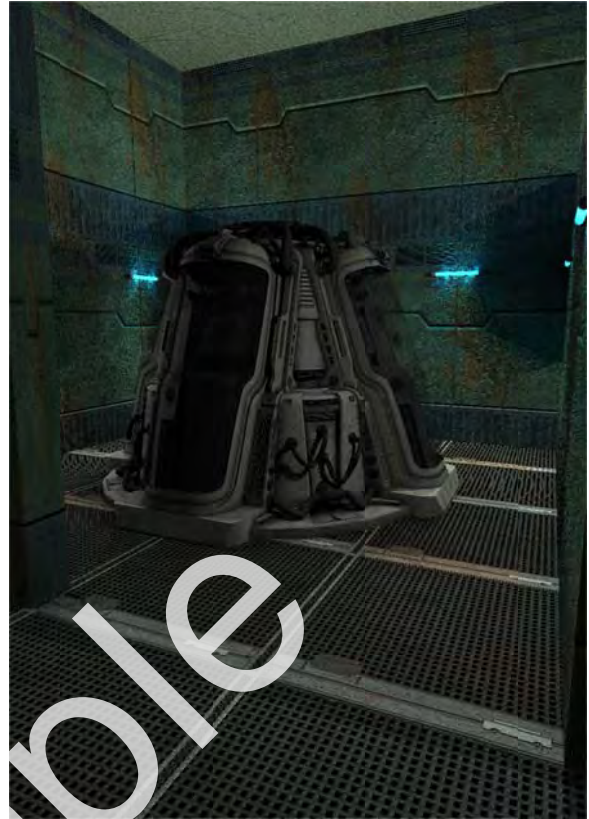


The southwestern room is a meeting or strategy room with six couches and enough space for eighteen people attending the meeting, a chair for the person leading the meeting, and a display TV for the meeting topic or strategy session.

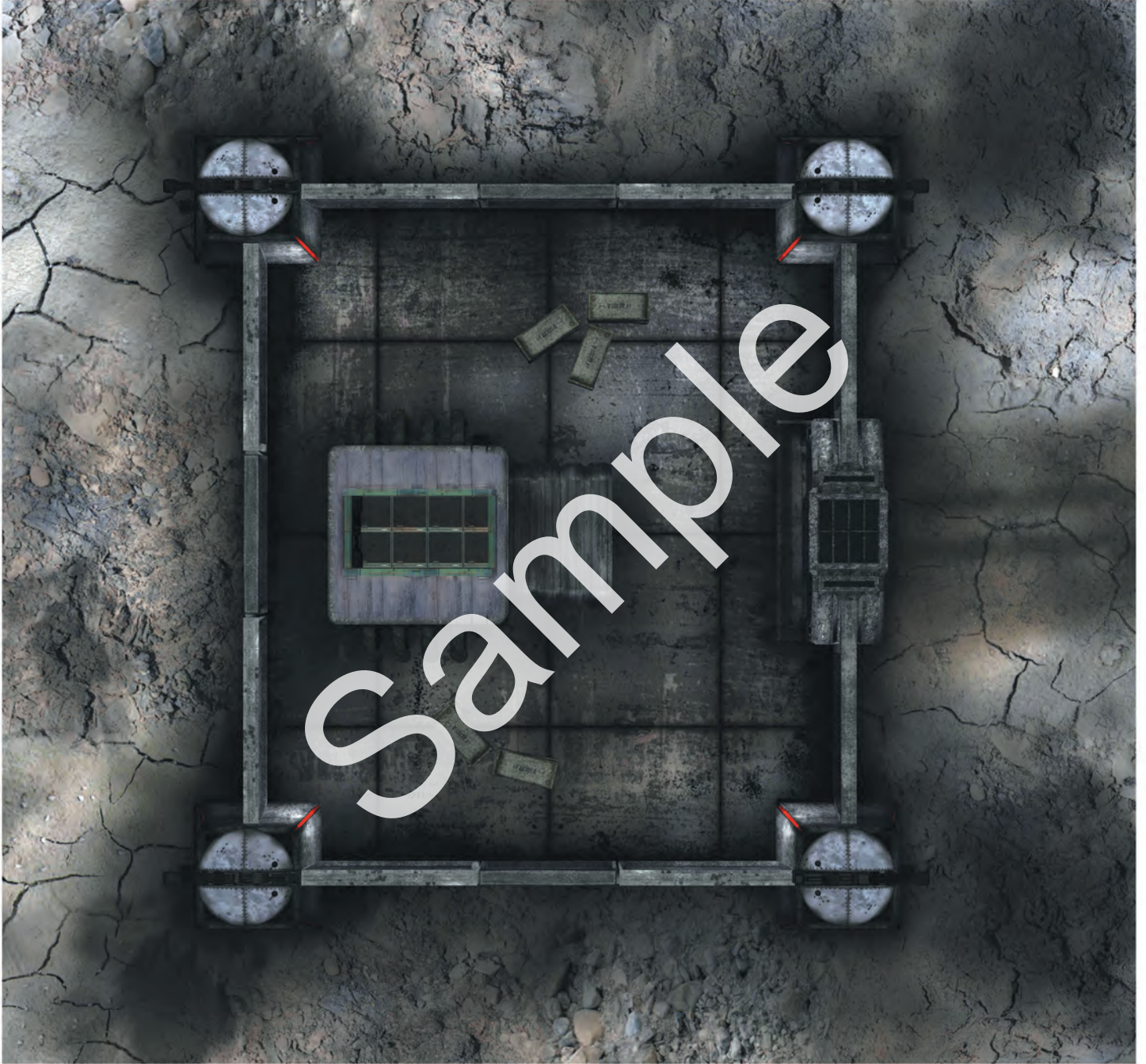
The northeast room is the medical lab with twelve medical filling cabinets, two medical beds, two medical chairs, and four containers filled with medical supplies. There is a single bathroom in the southwest corner with a sink, shower, toilet, and a cabinet.

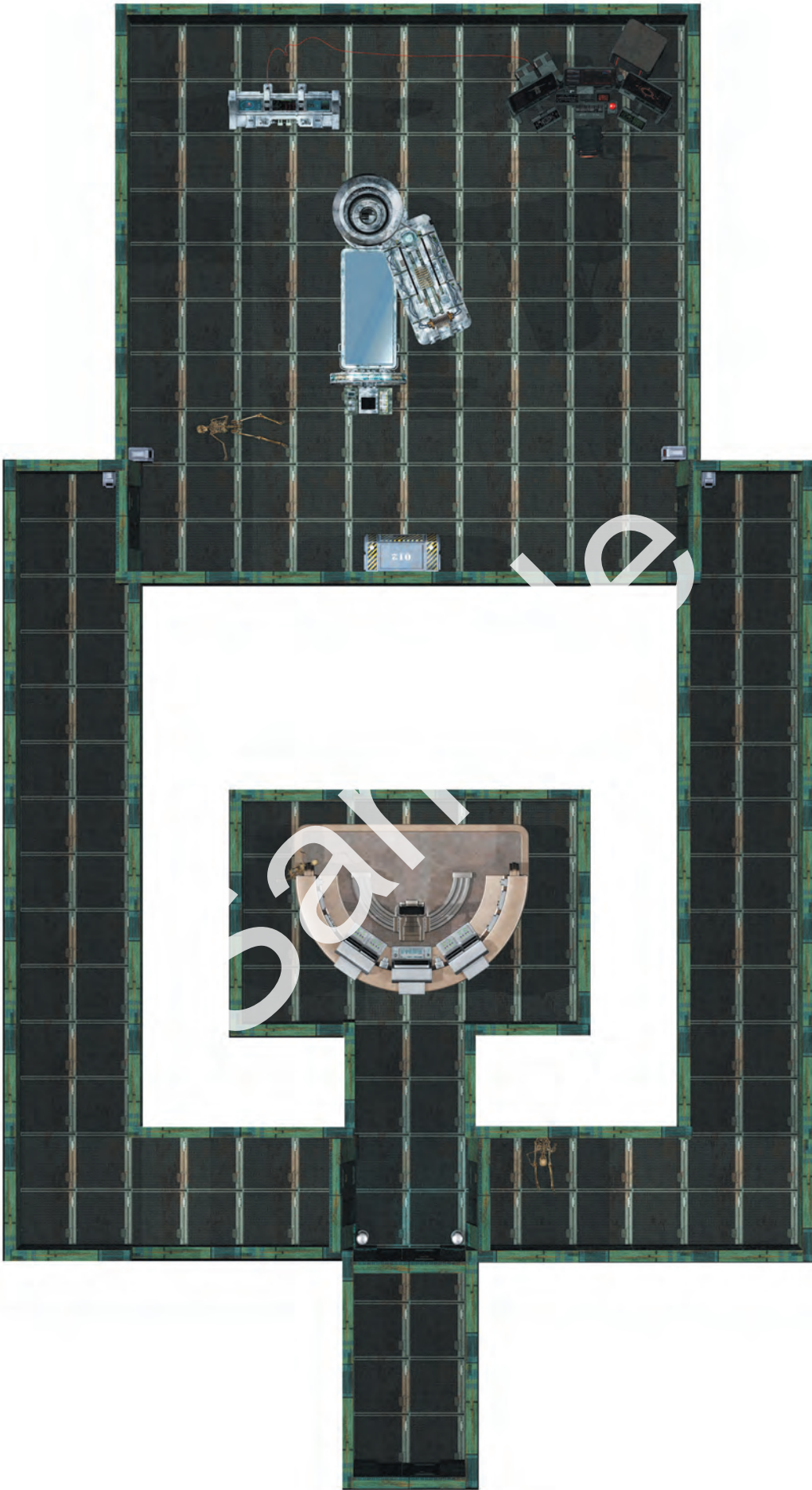


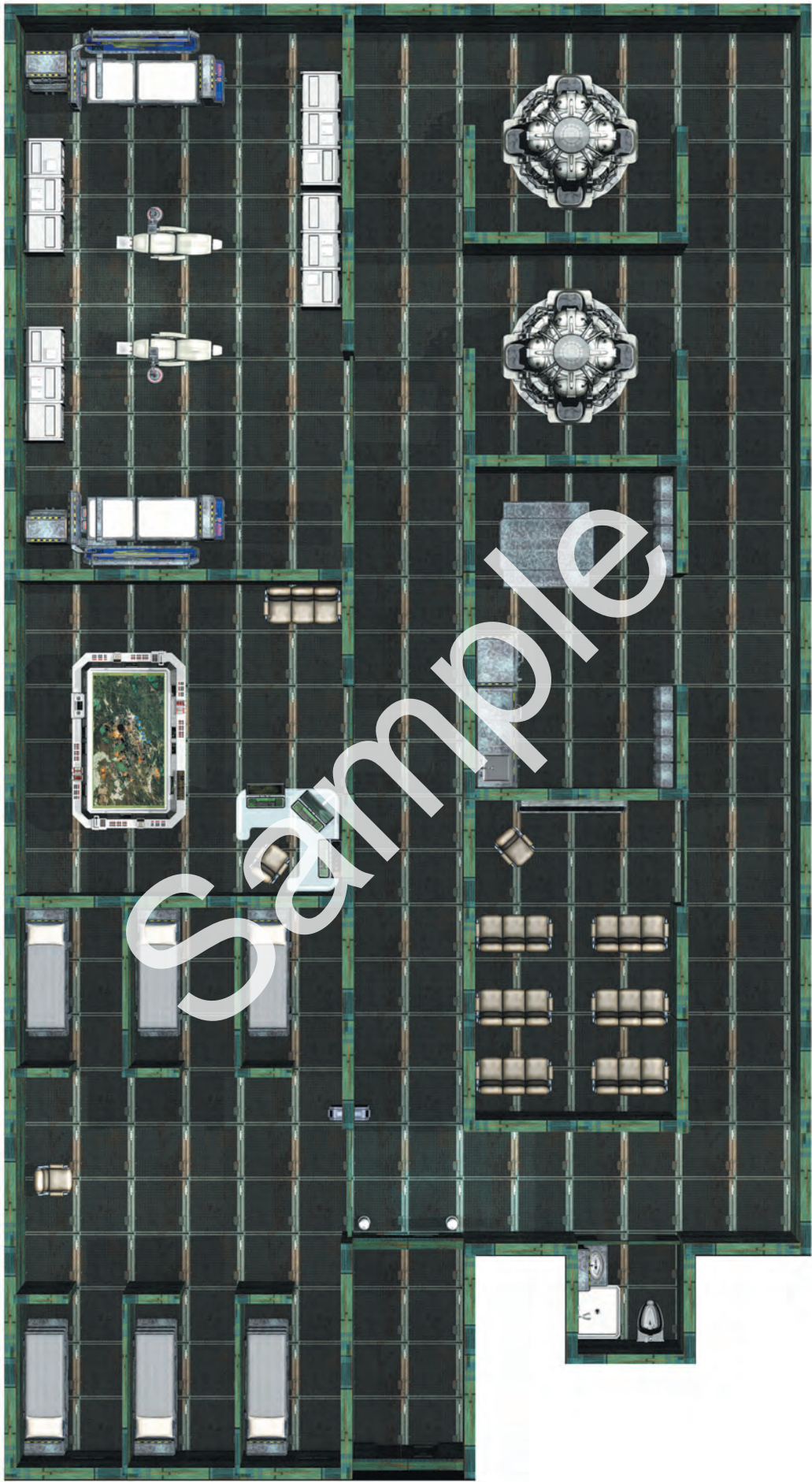
The south center room is the mess hall with six cabinets for food and kitchenware along the south wall, there is a sink, kitchen counter, and stove in the northwest corner, and a mess table with two benches to enjoy meals in the northeast.



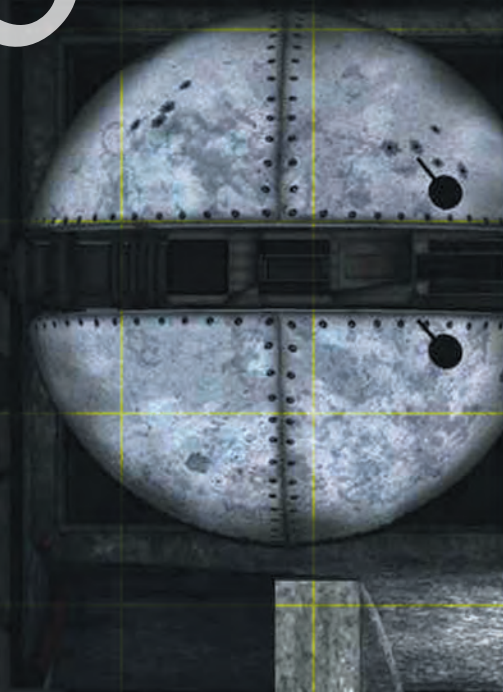
There are two cryo rooms with space for four people in each in the southeast corner.

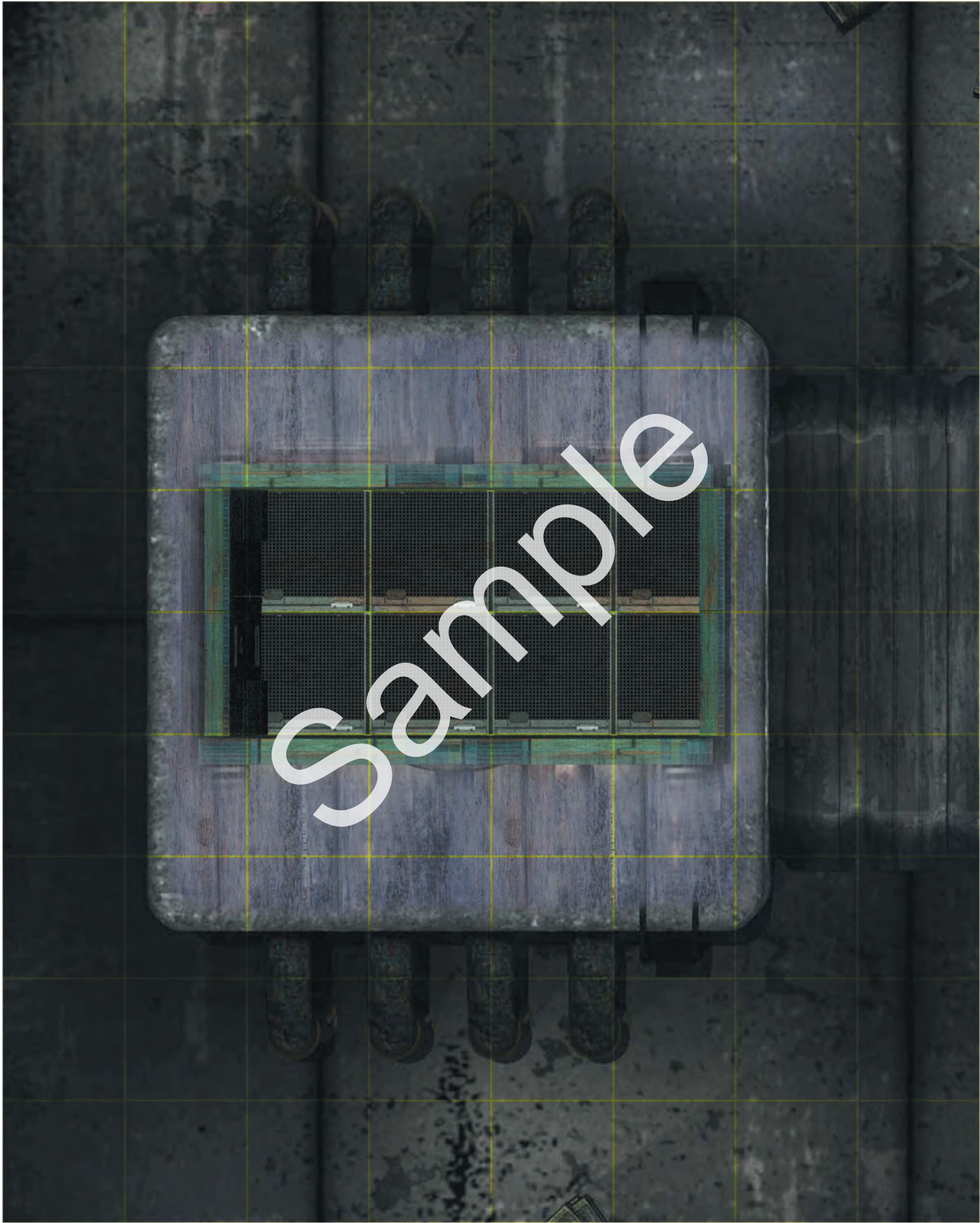


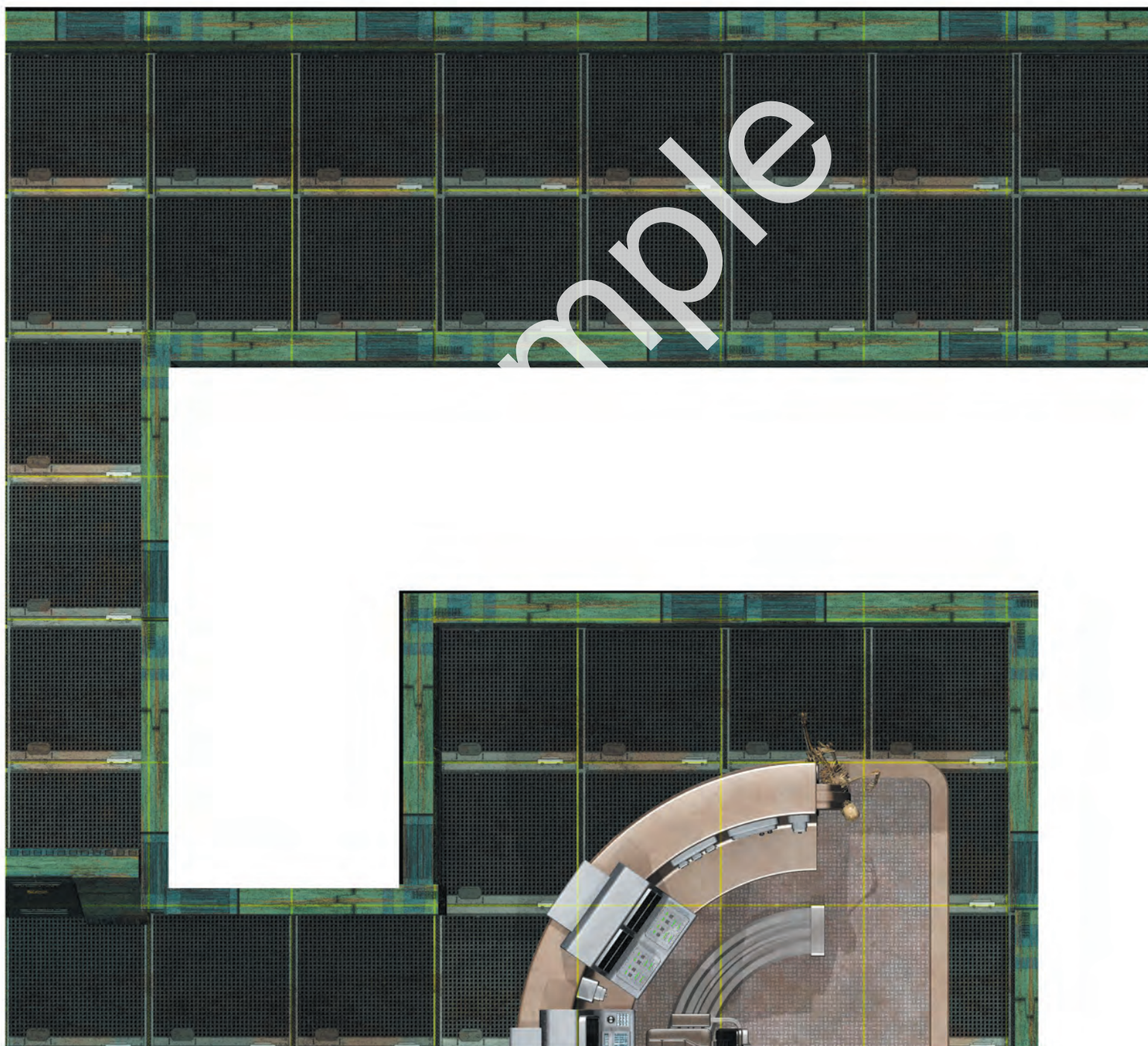




Sample











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"The Bunker is sealed. The world outside is not safe for human life. If you break the seal, then you'll kill us all! I will stop you if you try..."

The Bunker is a three level map of a bunker's exterior with four gates and turrets, the first basement level (1B) security area, and the second basement level (2B) living area all connected by a center lift.

The Bunker is intended for use in post apocalyptic or near or far future science fiction games. It could be used as a cutting edge bunker that was sealed in a modern game as well found later in the future.

The Bunker was sealed to prevent radiation fallout from killing everyone in the facility. However, some of the residents panicked and broke the seal, killing the security guards in 1B (the three skeletons in 1B), turning off the automated security turrets, and used the lift to go to the surface and escape the bunker. Presumably, they tried to survive on the surface, either dying from radiation poisoning or undergoing mutations becoming mutants. The group is trying to survive on the surface of this planet after the radiation on the surface has fallen to safe levels. Mutants live on the surface and are chasing the group. The group finds the bunker with four offline turrets and four open gates. If they can seal the gates, they can keep out the mutants, and if they can turn the turrets on, they can drive them off by loading the turrets with the ammo crates. If they can drive off the mutants, they can try and raid the rest of the facility for supplies left behind such as food or medical supplies. Perhaps the cryo chambers hold some people in suspended animation and can be freed by the group who can explain the history of the bunker if they survive the unfreezing process. For example, perhaps the people in the living area were prisoners and the security guards upstairs were keeping them inside to save them all, but the prisoners were determined to break out no matter what.