

CREDITS

"Don't be fooled by their pretty boy and girl looks. Every one of these men and women could be a drug dealing criminal scumbag. If you let your guard down, even for a second, you are dead."

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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 Black and White, 32 x 30 inch, Blueprint of a Yacht.

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.

Universal features: A thin solid line indicates a door and where its hinge is located with the dotted line indicating how they swing open or close. A thick black line indicates a wall and where it narrows indicates a window in that wall. A repeating diagonal dotted line represents an impassable area on the map. A single dotted line represents a half height wall such as on the observation deck.

Observation Deck

The smallest, top deck has two tanning beds, a swimming pool, and five chairs facing out the observation deck. A balcony guardrail protects people from falling out of the open-air area. A circular, spiral staircase connects all five decks, descends from here all the way to the inner deck. The observation deck is outside with no ceiling.

Bridge Deck

The second smallest deck contains the bridge. The outer saloon on the far left has a set of descending stairs that lead to the lounge at the back of the sun deck. The outer saloon has a single chair and end table as well as two chairs surrounding an oval table, allowing for three people to eat outside the saloon/restaurant. Since the inner saloon can get loud when its crowded, the outer saloon tends to be used by loners or people who prefer a guieter spot to eat their meal. The outer saloon has a window open to the aft of the ship.

The inner saloon/restaurant in the center has two oval tables surrounded by four chairs and two chairs surrounding a smaller oval table as the main eating tables. There are two TVs and a single large window in the middle of the north wall. There are five chairs surrounding a large bar with a liquor cabinet behind the bar.

The bathroom is south of the outer saloon but only accessible from the inner saloon/restaurant. The small bathroom has a single toilet and sink.

The bridge on the far right has the captain's chair, desk, and computer, and navigation controls, a bench, and a printer/copier.

Sun Deck

The lounge on the far left has two couches and two chairs surrounding a table. The ascending stairs here lead to the outer saloon on the bridge deck. The door to the south leads to the inner lounge. The lounge is outside with no ceiling.

The inner lounge has two benches, a couch, and two chairs. Otherwise the inner lounge acts as a hallway that links up the passenger cabins, galley, and sun deck.

The two passenger cabins are mirror images of each other. They each have a small twin-sized bed, side table, and two drawers. These two rooms have a shared, center bathroom in the middle with a toiler, shower, sink, and toiletry cabinet.

The galley has a dish rack, sink, stove, large refrigerator, kitchen cabinets, kitchen counter, and a trashcan.

The sun deck itself has three tanning beds and descending stairs leading to the main deck. This area also has the ship anchor. The sun deck is outside with no ceiling.

Main Deck

The ascending stairs lead to the sun deck from the main deck. There is a lifeboat/motorboat strapped to the side of the vessel here. The main deck acts as a hallway allowing access to the laundry and cabins. The descending stairs lead to the Jet Ski storage bay in the lower deck. The main deck is outside with no ceiling.

Beneath these stairs is the laundry room with a washer and dryer, a folding table, and a hangar rod for hanging clothes up.

The two double passenger cabins are mirrors of each other with a queen-sized bed, two side tables, and a dresser. Each of these rooms has an adjacent bathroom with a toiler, shower, sink, and toiletry cabinet.

The owner's cabin is the largest cabin of the yacht with a king-sized bed, two side tables, dresser, desk or bar with two chairs, and an adjacent bathroom with the only bath as well as toilet, toiletry cabinet, and sink.

Lower Deck

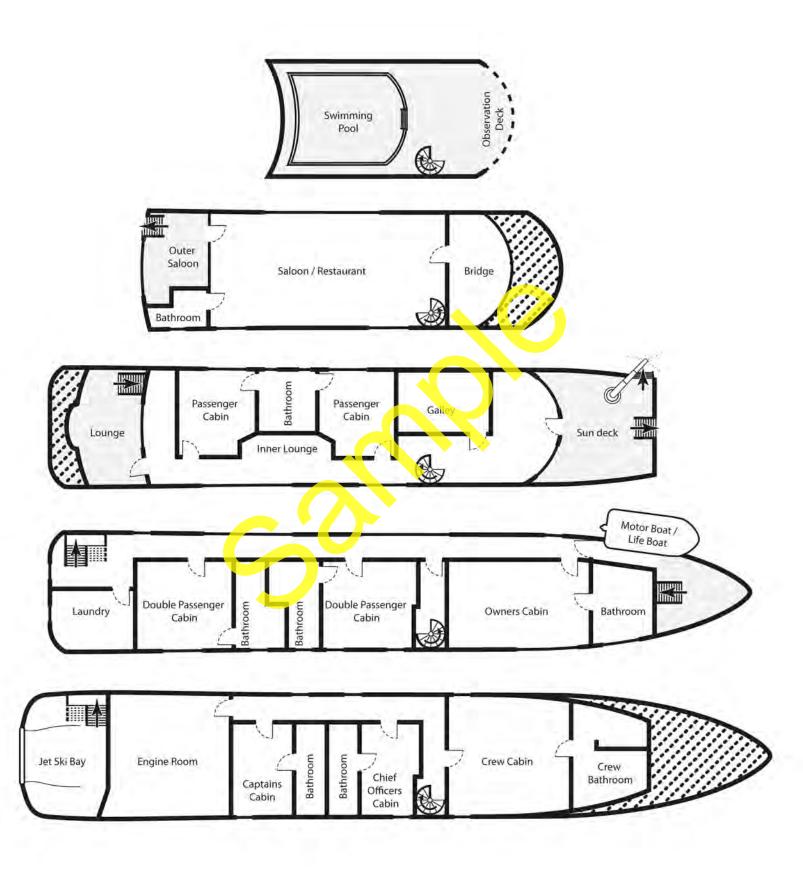
The Jet Ski Storage Bay has two Jet Skis, acting as a naval garage of sorts. The cabinet has tools and outfits for water skiing. The aft bay can be opened to allow the two jet skis out of the yacht. There is a control panel for operating the bay door in the northwest corner of the room.

The engine room has two propellers propelled by marine diesel engine systems, three tool cabinets, and a table.

The captain and chief officer's cabins are mirror images of each other. They each have a small twin-sized bed, side table, and two drawers. Each of these rooms has an adjacent bathroom with a toiler, shower, sink, and toiletry cabinet.

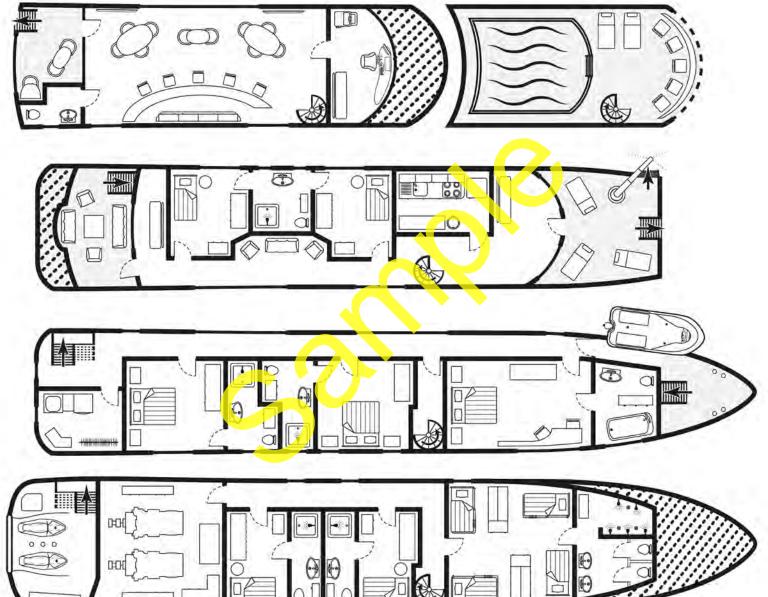
The crew cabin has four bunk beds and two drawers split into sections.

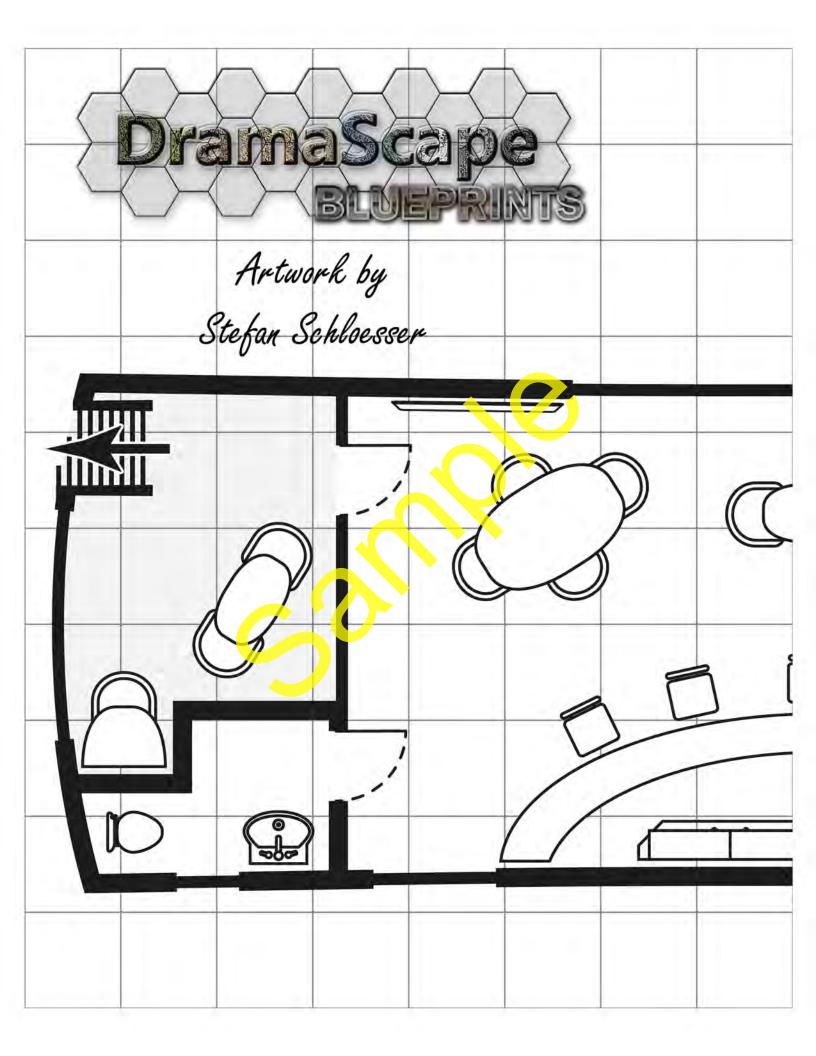
The crew bathroom has a communal shower, toiletry cabinet, two sinks, and two toilet stalls.

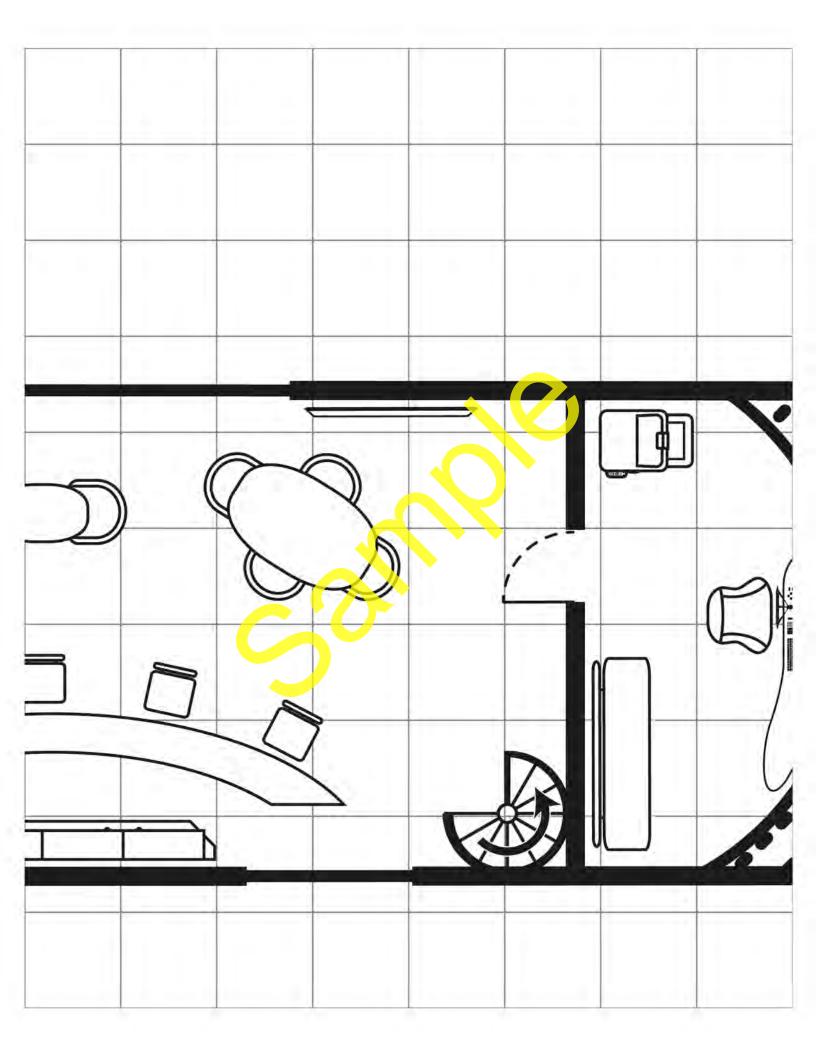


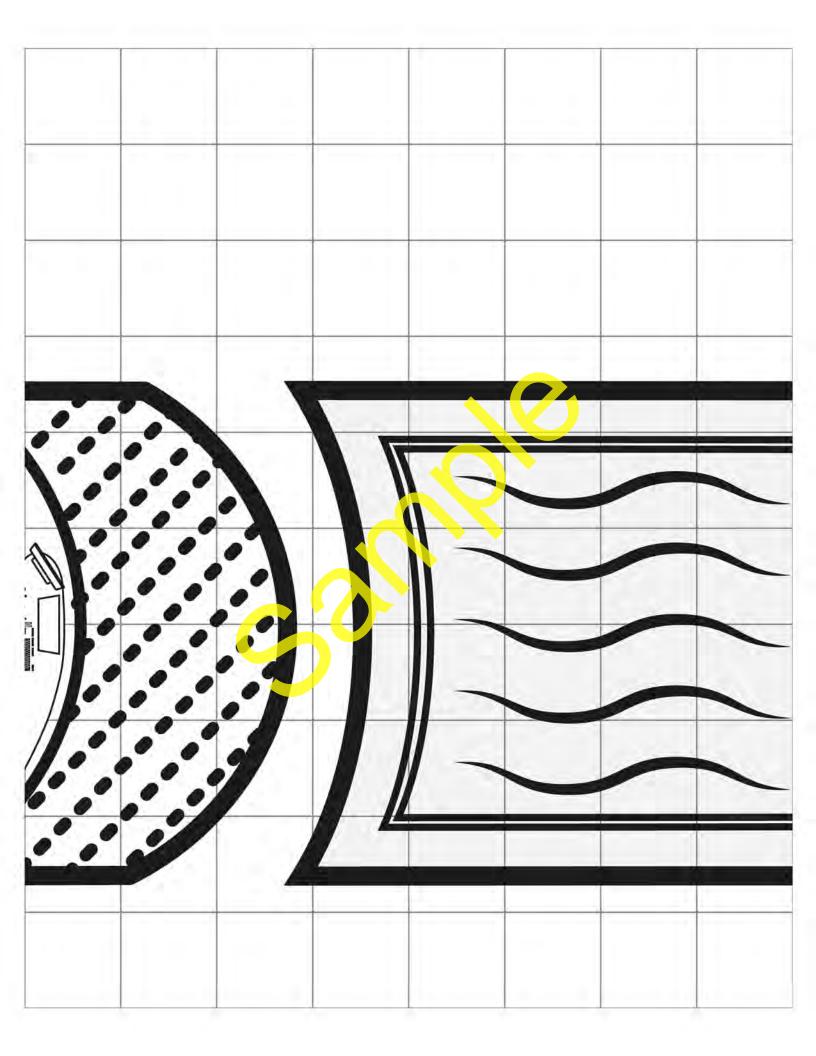


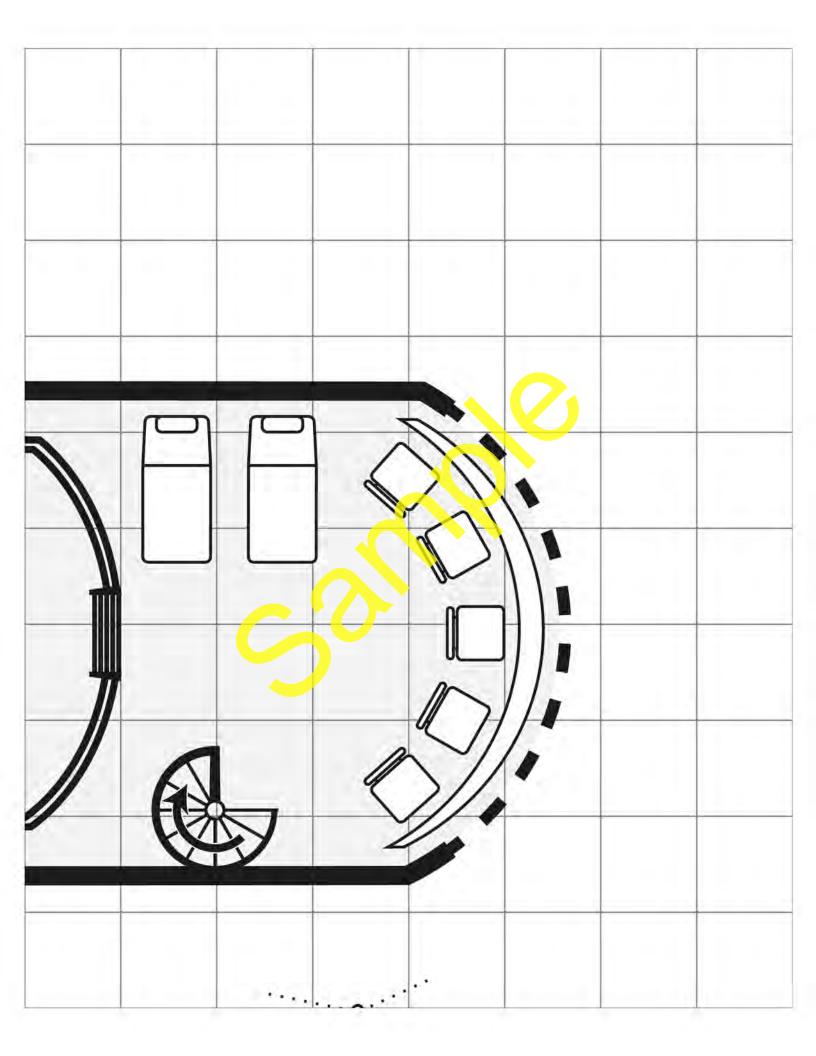
Artwork by Stefan Schloescer

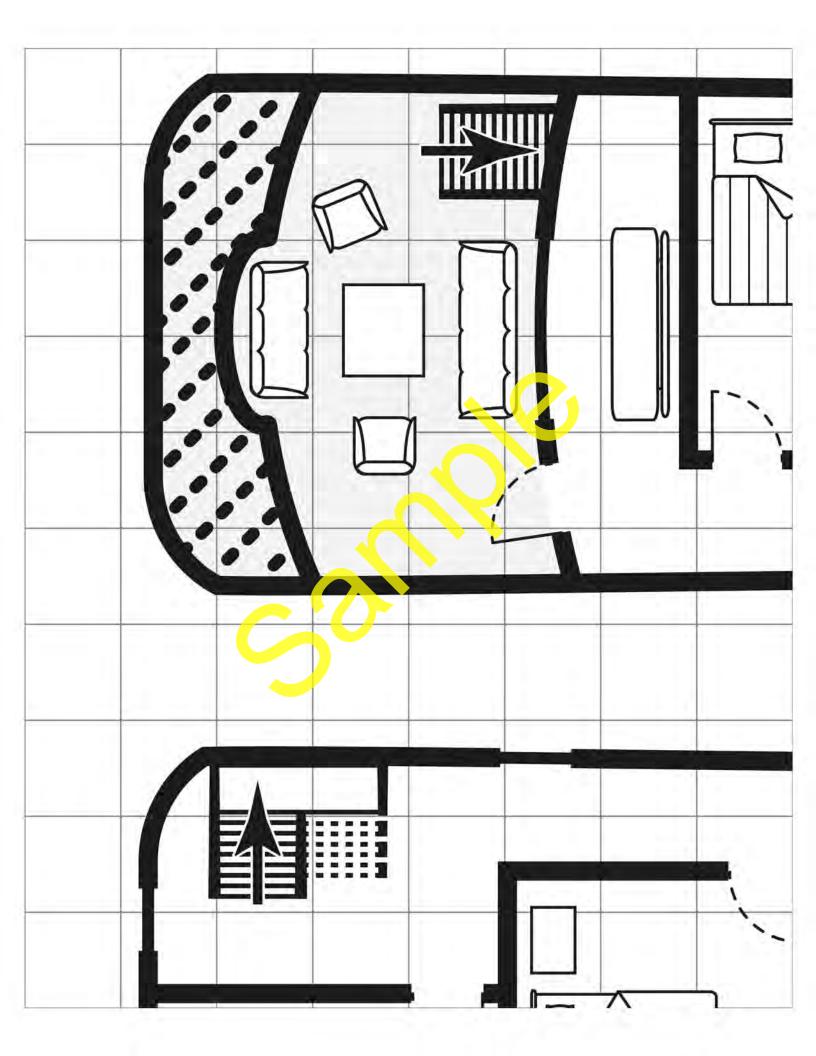


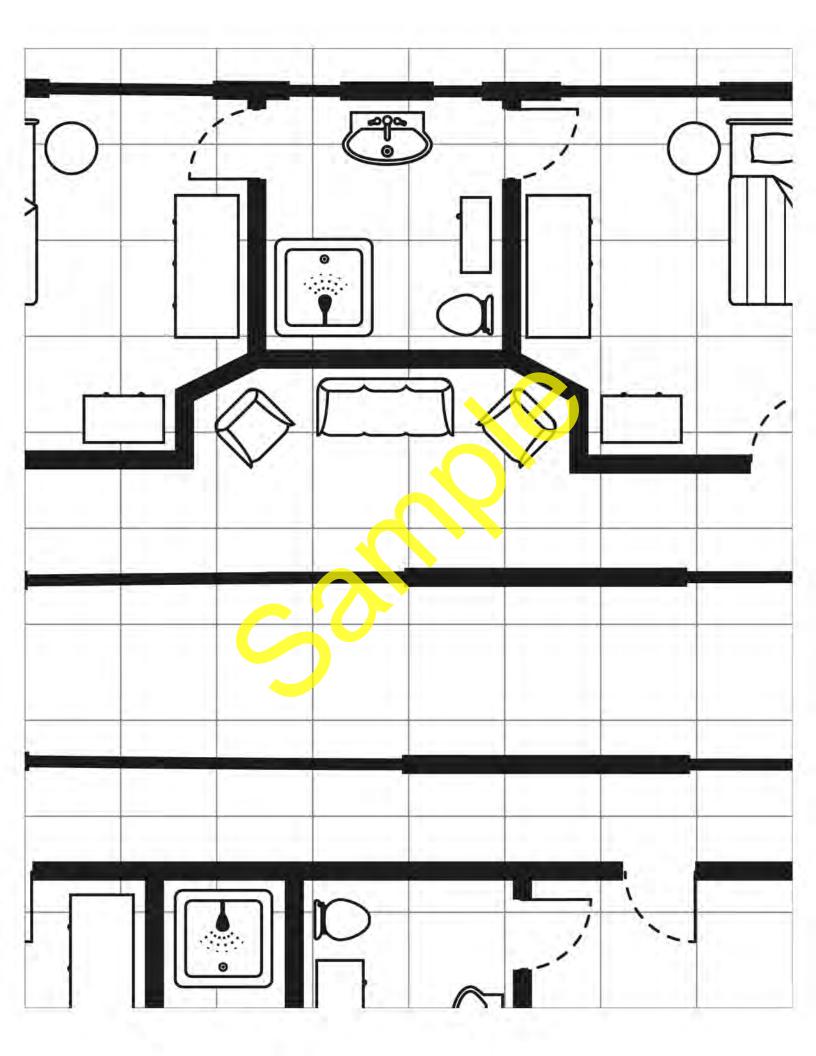












Came Masters need quality maps for their miniatures. DramaScape is committed to bringing Came Masters the maps they need.

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The Yacht is a hand-drawn, black and white, blueprint style map. The product includes the five decks of a large yacht or cruise ship. Each individual area in the yacht is labeled and includes hand-drawn objects signifying all of the fundamental in the area.

The Yacht is intended for use in modern games. It could also easily be used in near future science fiction games.

Adventure book for use with the product

Smuggling with a Smile: A group of drug runnary are using a large yacht or cruise ship as a way to smuggle drugs from Florida to Cuba. Fosing as a party cruise ship, they offer passengers a great time at very competitive prices, using the tickets fees as a way to get additional funds as well as criting as a cover for their drug smuggling activities. As additional security, they even late "passengers" who are actually paid mercenaries disguising themselves as vacafioners.

Detectives have become of the suspicious of the always full capacity cruise ship and ever more frequent trips between Florida and Cuba. They decide to send in their youngest and most comely officers who have the highest chance of passing themselves off as young partygoers to investigate the ship. The Player Characters as young detectives have to make their way on board, and then search the ship for evidence of wrongdoing. Meanwhile, any passenger or servant could actually be a drug smuggler or mercenary in disguise trying to stop them...

