

# DramaScape

SciFI Volume 27

## Steel Fort

Sample

A Sci-fi map for use with any system.

DS70027



# CREDITS

*"We want to steal the brand new VTOL prototype helicopter at the Steel Fort before its first flight test tomorrow. The plan is to knock out their air support and air defenses, and then rappel into The Steel Fort through the roof. From there we will commandeer the VTOL from any marines present, and have our pilot fly us out of there with the prototype craft. You in?"*

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DS70027 — May 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, 62 x 30 inch, floor plan of a SciFi Fort.***

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 Steel Fort is entered by land via the eastern gate or by the air through the roof. The roof could be a retractable dome roof, always open, or partially open (just the middle section above the take-off and landing pads).

There are four 180-degree flak turrets that can move up and down, and turn left to right to cover all the four corners of the Steel Fort. Stairways at each of the four corners lead to the walkways encircling the entire facility, where guards and snipers watch the courtyard and the surrounding countryside.

The northwestern building houses the main armory that stores ammunition for the guards, turrets, vehicles, and helicopters (including shells and missiles). The armory has a security desk keeping track of logistical matters such as helicopter missile load outs and ammunition storage, and the staff here also prevents the removal of ammunition by unauthorized personnel.

There are six vertical take-off and landing (VTOL) pads in the yard, with

the first one sporting a futuristic VTOL helicopter parked on top of it. The northern landing pads have their access stairs on the southwestern corner while the southern landing pads having them in the northeastern corner.

A futuristic armored personnel carrier (APC) hovercraft is parked south of the VTOL.

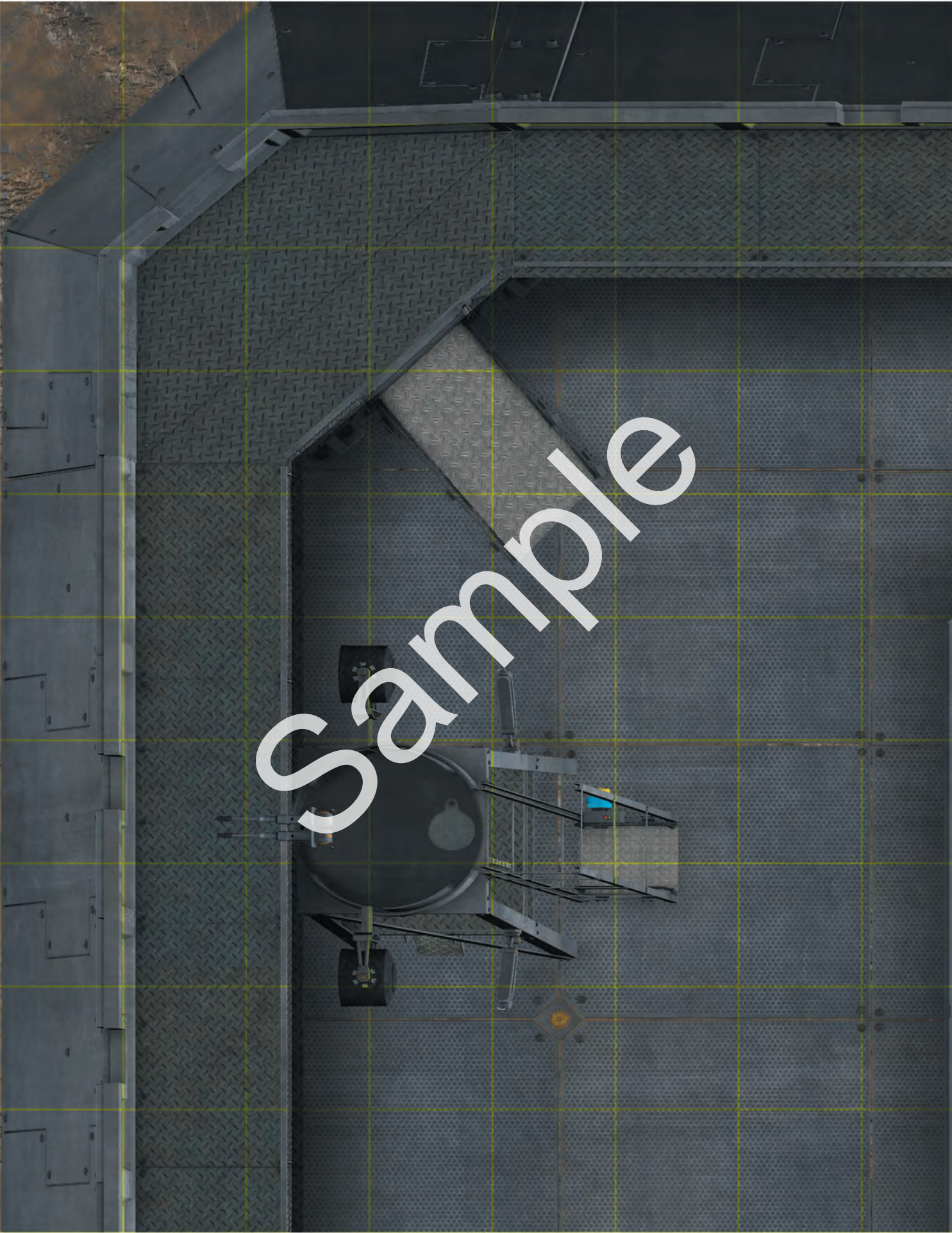
There are two fuel storage areas in the northeast and southeast, each storing three yellow barrels of fuel for the helicopter and APC hovercraft.

The southwestern building is the flight control center that monitors helicopter flight paths to avoid accidents and radar to watch for surprise attacks.

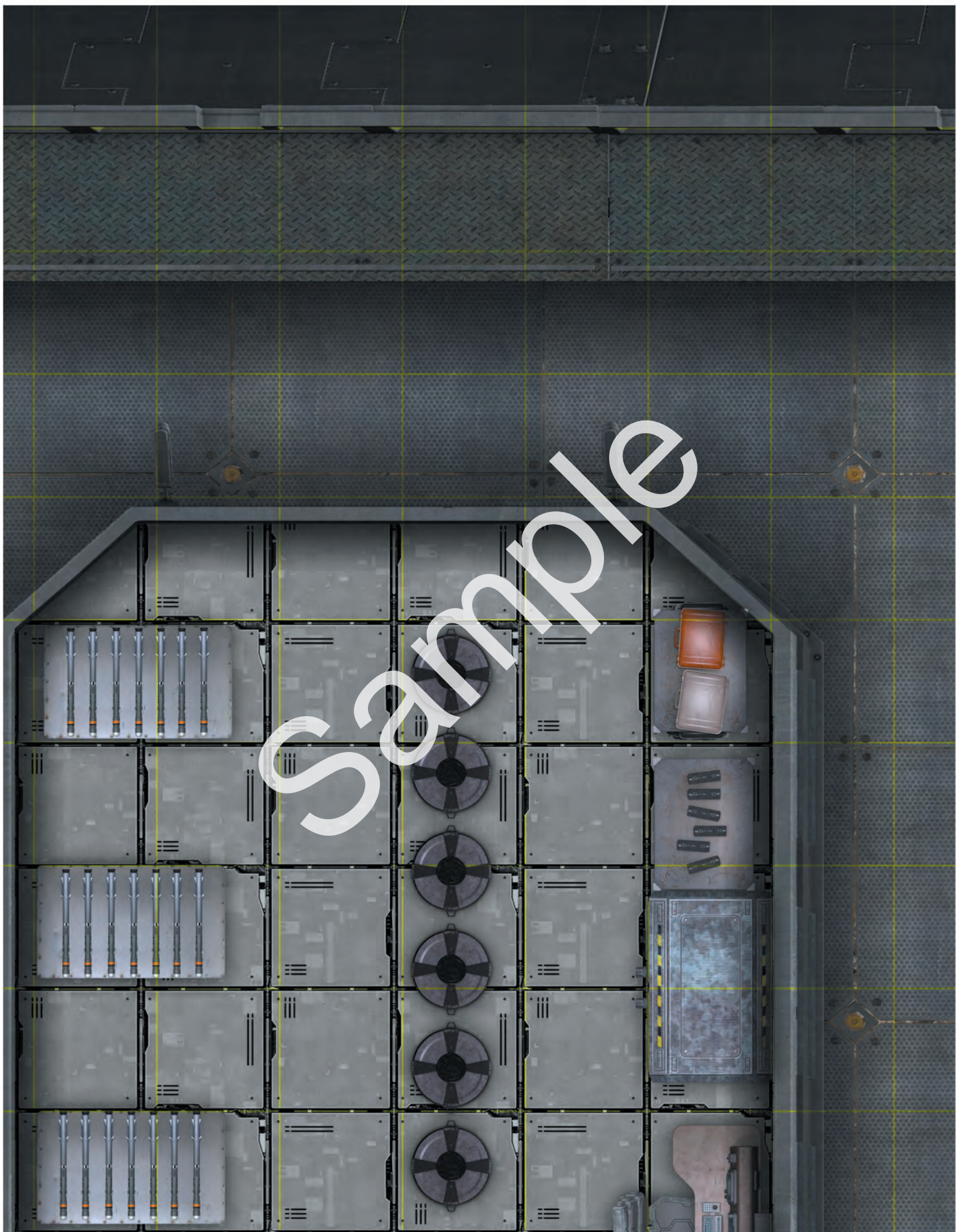
There are stairs near the western wall that lead to a lower level. We suggest using DramaScape's SciFi Marine Quarters or the lowest level of our The Bunker product for this area. These can serve as living quarters for Steel Fort's personnel.



















## **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.**

**"We want to steal the brand new VTOL prototype helicopter at the Steel Fort before its first flight test tomorrow. The plan is to knock out their air support and air defenses, and then rappel into The Steel Fort through the roof. From there we will commandeer the VTOL from any marines present, and have our pilot fly us out of there with the prototype craft. You in?"**

**Steel Fort is a single map of a well-defended helicopter base. Four 180-degree flak cannons in each of the four corners cover both the ground and immediate airspace. There are six vertical take-off and landing pads (VTOL), allowing additional air support, one of which is currently occupied by a futuristic VTOL helicopter. An armored personnel carrier (APC) hovercraft stands ready for use as additional ground support. Stairs leading down into the Steel Fort underground levels. Some suggestions for maps of this lower level are DramaScape's SciFi Marine Quarters or the lowest level of our The Bunker map. The underground living areas would house the Steel Fort's staff and troops.**

**The Steel Fort is intended for use in near and far future science fiction games. It can also be used as a high tech military base in a modern game.**

**The Steel Fort works well as the location of an assault or defense scenario on a Mega-Corp or military complex. A covert black-ops mission involving the player characters sneaking into the Steel Fort and carrying out some undetected sabotage, espionage, or assassination is another option. The Steel Fort also makes an excellent headquarters (HQ) for a mercenary or military player character group in a science fiction game, with the helicopter and APC used to transport them to various engagements.**

### **An adventure hook for use with this product:**

**Grand Theft Heli/APC: The player characters are contacted by a paramilitary group that wants their help in stealing the new VTOL helicopter prototype and/or the prototype APC hovercraft from the Steel Fort. The group offers to aid in the mission by providing air and ground support. They explain that the Steel Fort has four flak guns and at least four operational helicopters that need to be taken out in order to approach the base. In addition, the Steel Fort is guarded by a contingent of marines which must also be dealt with. Once a strike plan has been agreed upon, an aerial and ground skirmish takes place where the player characters either conduct the assault while their employers steal the craft(s), or vice versa.**

**Complications: The targeted prototype craft turns out not to work properly, or it needs to be refueled. The attackers might be forced to try and escape using the other craft present.**

