

DARING TALES OF THE SPACE LANES

MAP TILES



JORDAN PEACOCK

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The following pages contain an assortment of map tiles and markers for the *Daring Tales of the Space Lanes* series of adventures, specifically focusing upon the first two adventures, *Waylaid in Wayland* and *Gunboat Diplomacy*.

Assembly:

Just print out the pages on copy paper, coverstock, or cardstock, then cut out each segment. The two-sided (“side view”) spaceship chase markers can either be assembled in an “inverted T” arrangement (as shown in the diagram), or else folded into a “tent” or “A-frame” arrangement (with the tabs folded underneath, to form a prism on its side).



For flat markers (such as the alternate “top-down” views of spaceships, and various terrain features), it helps if you print the marker onto cardstock, and then glue it down onto a cardboard backing. That way, it’s easier to pick up the marker from the table, and it also gives it a bit more weight so it won’t be knocked around as easily (as tends to happen with paper).

Crates

A few “cargo crates” have been included, which are meant to be cut out and folded into simple boxes, gluing the tabs on the inside. Alternately, if you’d prefer to represent the crates as flat markers, you can just cut out each square side and glue it separately to some cardboard backing. Each side becomes another crate marker.

Templates:

In the original adventure, there are several events that call for using burst templates to represent assorted effects (the acid clouds, the piles of debris in the junkyard, the factory platforms). Alternate pieces have been provided here that have the same dimensions as the burst templates, but are more appropriately textured to represent the details depicted in the adventures.

The Bar:

The “bar” map tile is meant to be printed off multiple times, and cut apart to assemble the floor plan as described in the adventure. At the bottom of the page can be found four markers intended to represent tables (each one taking up a 2”x2” square); those should be cut out separately, and can be positioned on the regular map tile. Sections of the floor can be cut out and glued or taped together to make the 12”x12” floor area described in the adventure, or you’re certainly welcome to use the textures to represent rooms of other dimensions.



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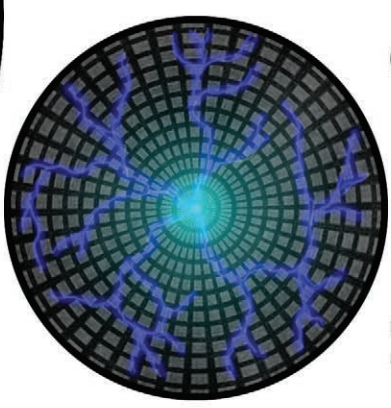
Asteroid Markers



The Junkyard



Crusher **Magnetic Grapple**



Console

Large Junk Pile

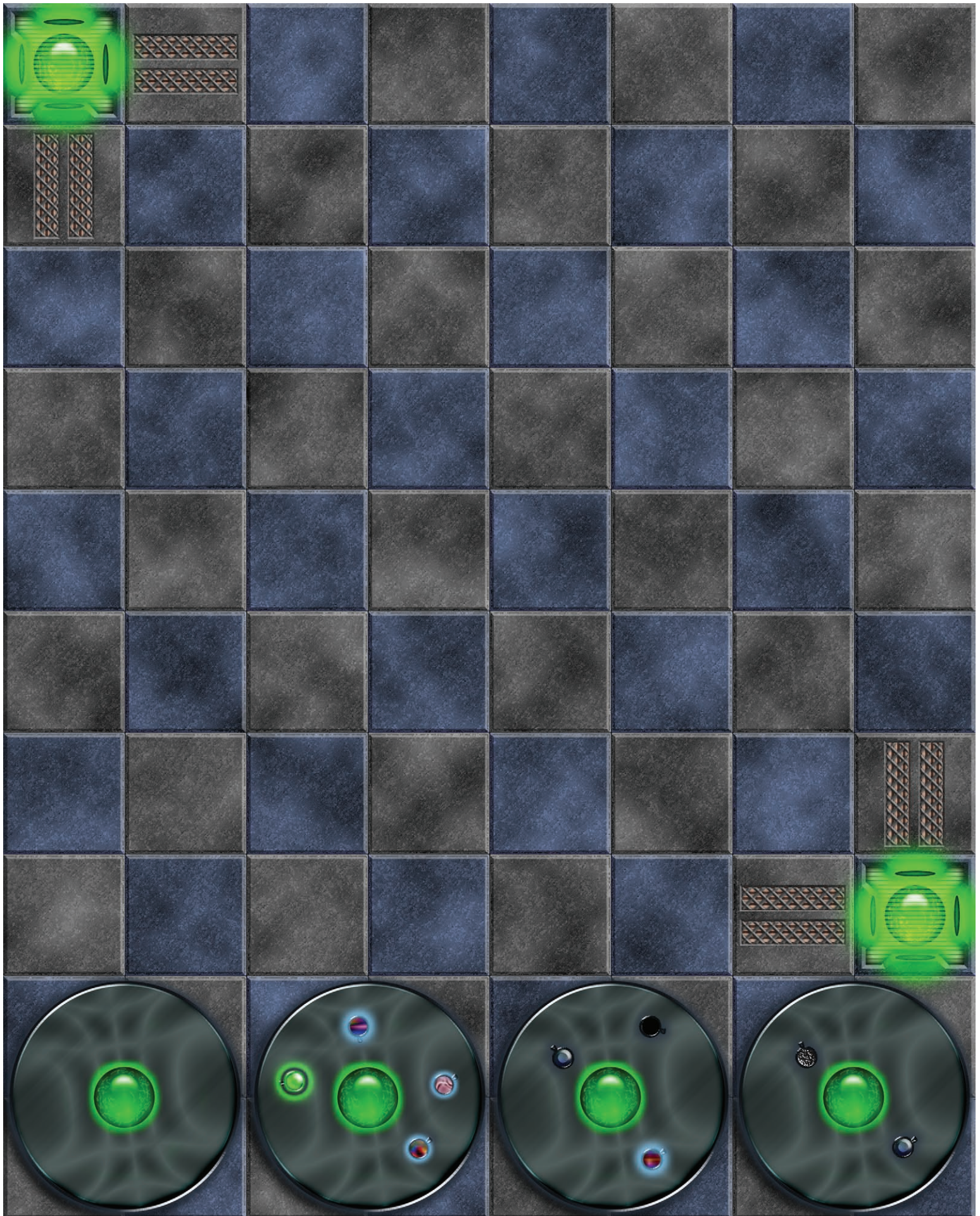


Demolition Buggy

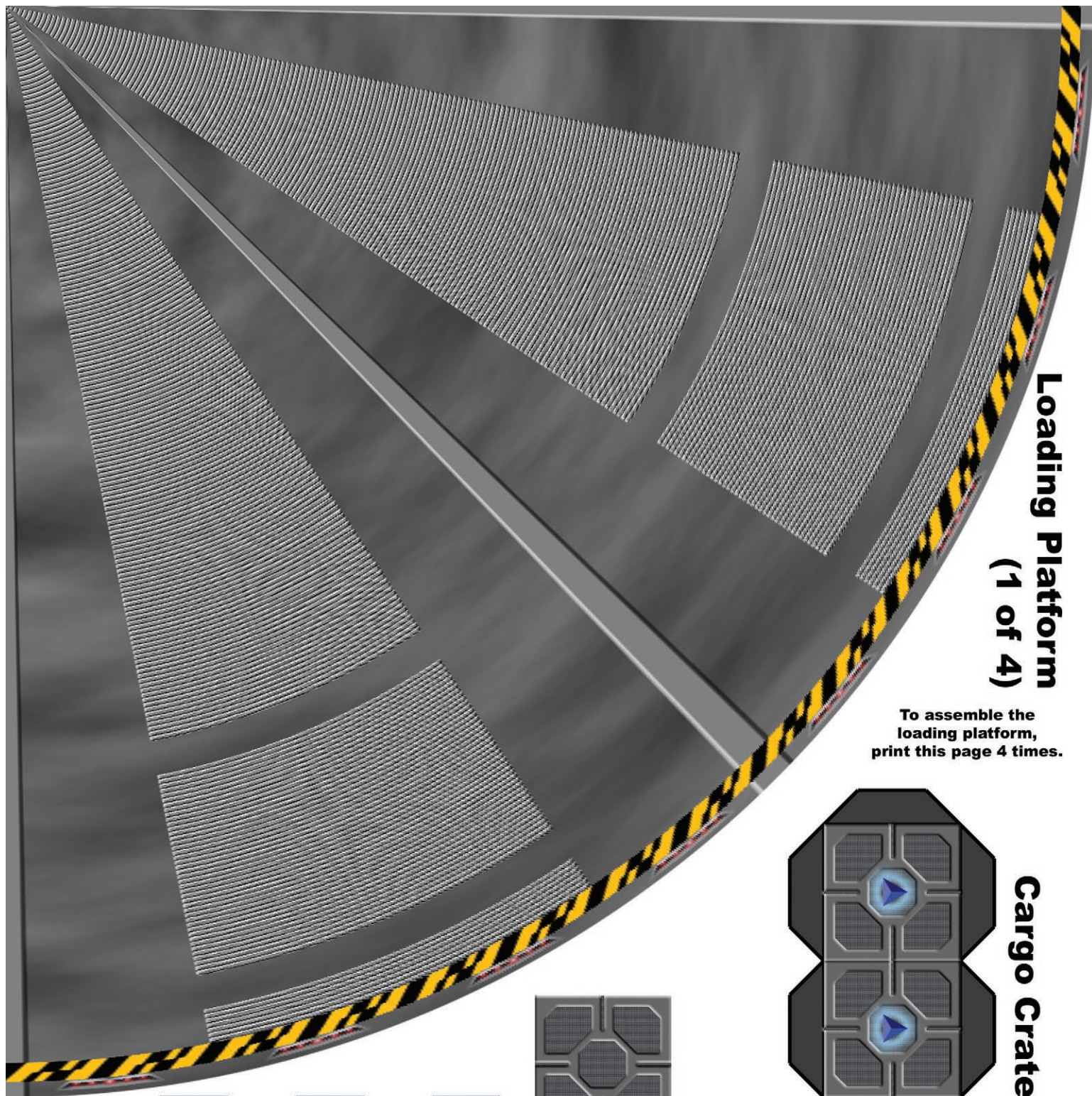


Medium Junk Pile

Jazz's Cantina (Floor + Tables)



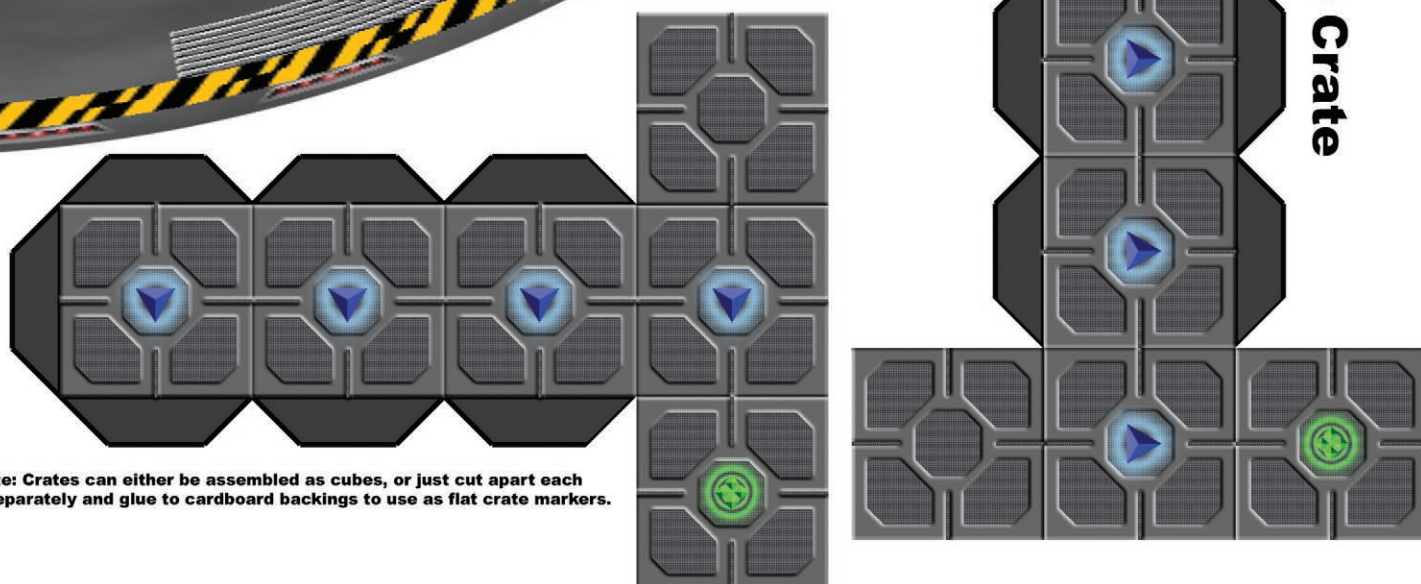
(cut out table squares and arrange randomly on floor section)



Loading Platform (1 of 4)

To assemble the
loading platform,
print this page 4 times.

Cargo Crate



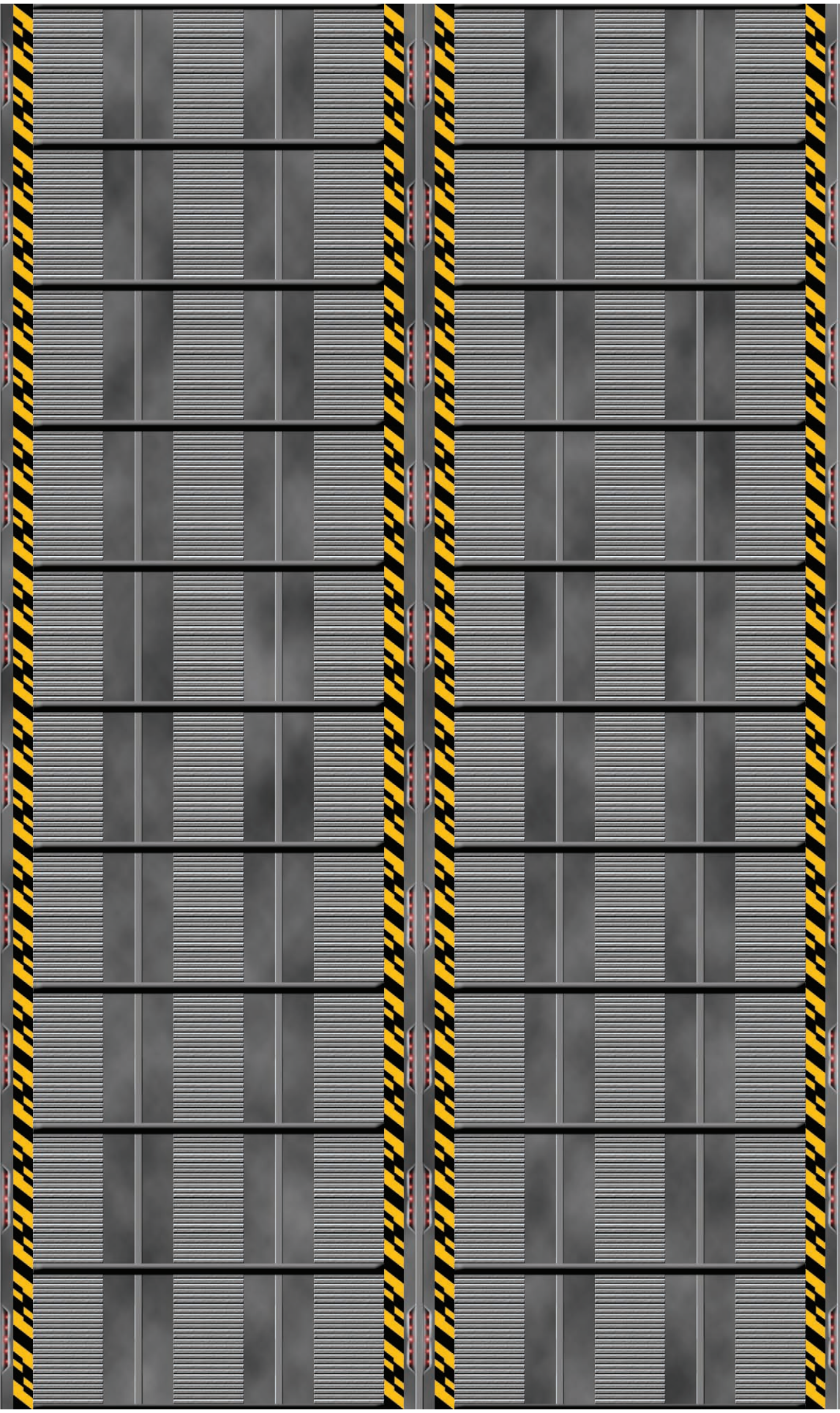
Note: Crates can either be assembled as cubes, or just cut apart each face separately and glue to cardboard backings to use as flat crate markers.



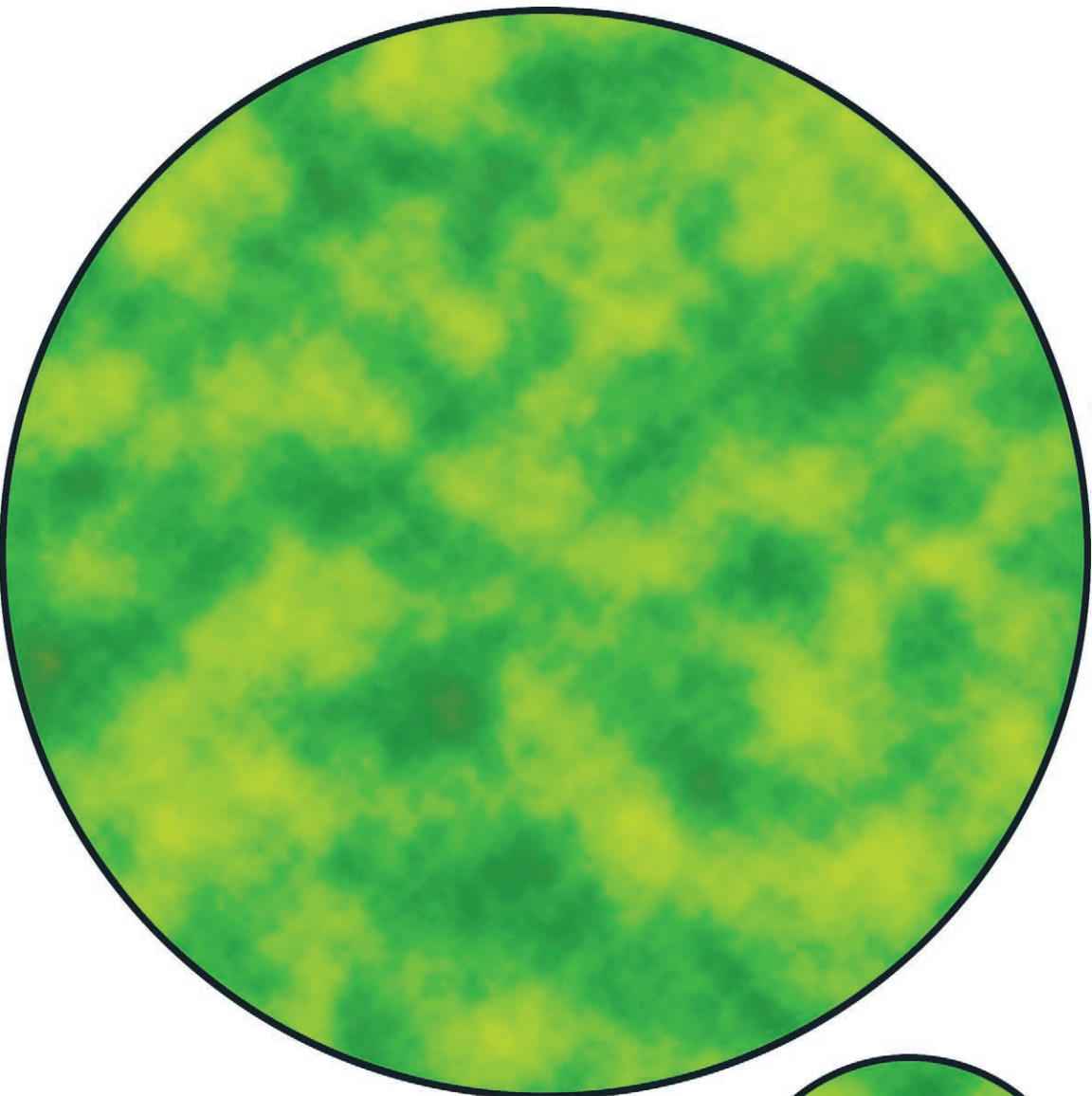
Small Crate



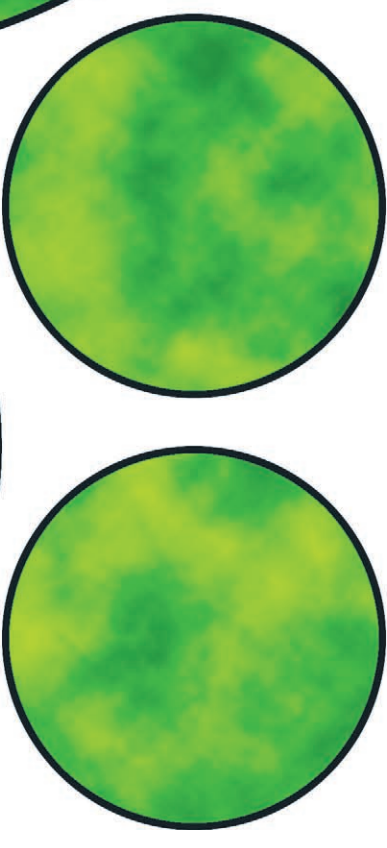
**Loading Platform Elevated Roads
(3" wide x 10" long sections)**



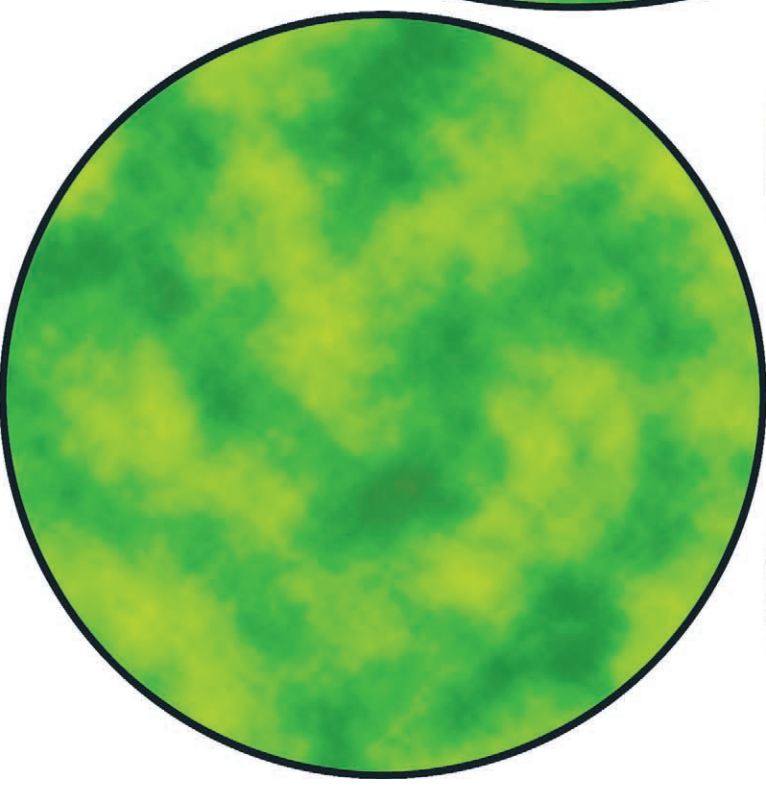
Acid Cloud Template



Small Burst Templates

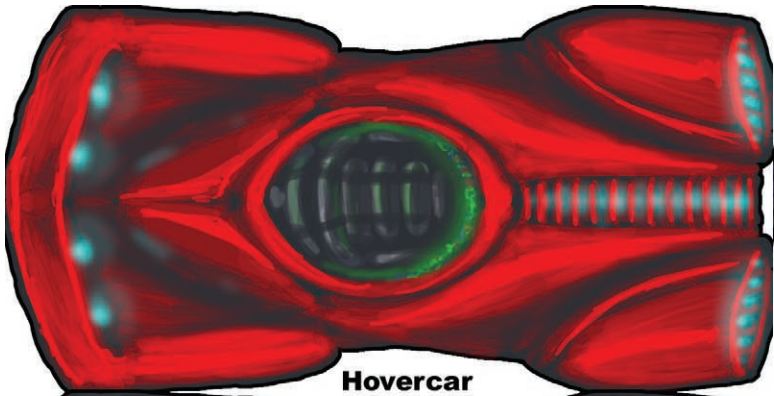


Large Burst Template

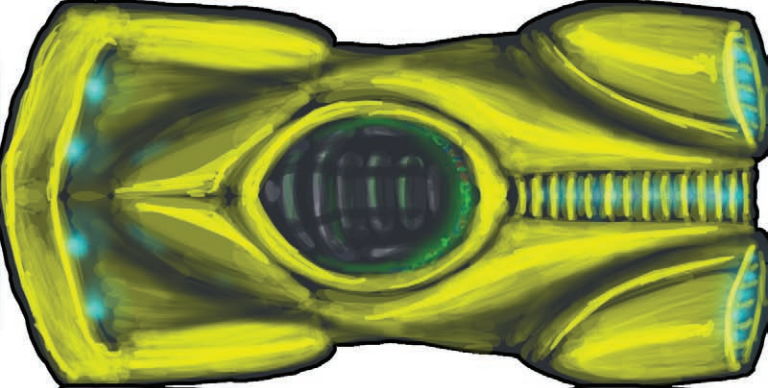
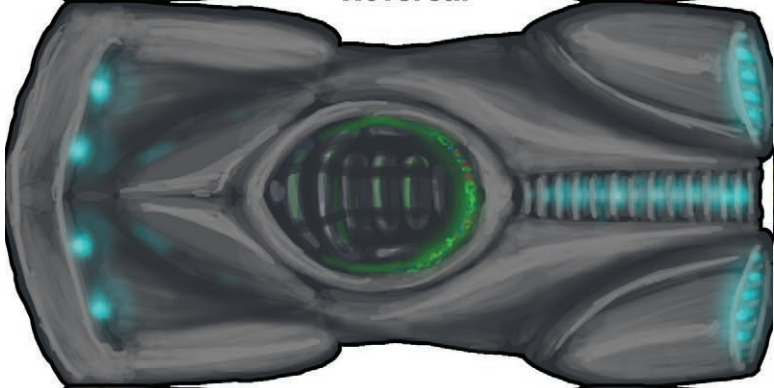
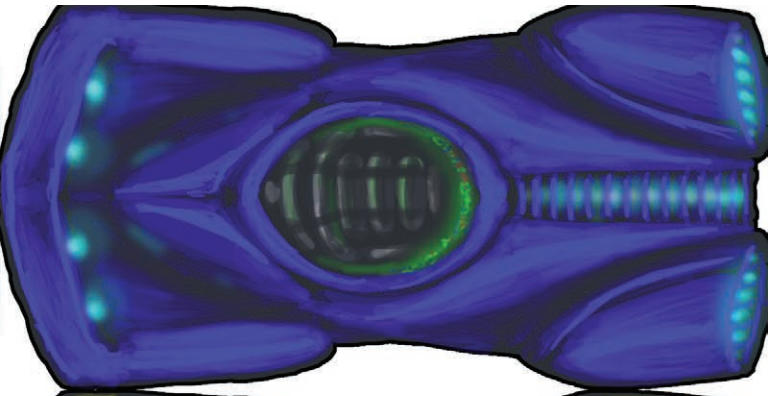


Medium Burst Template

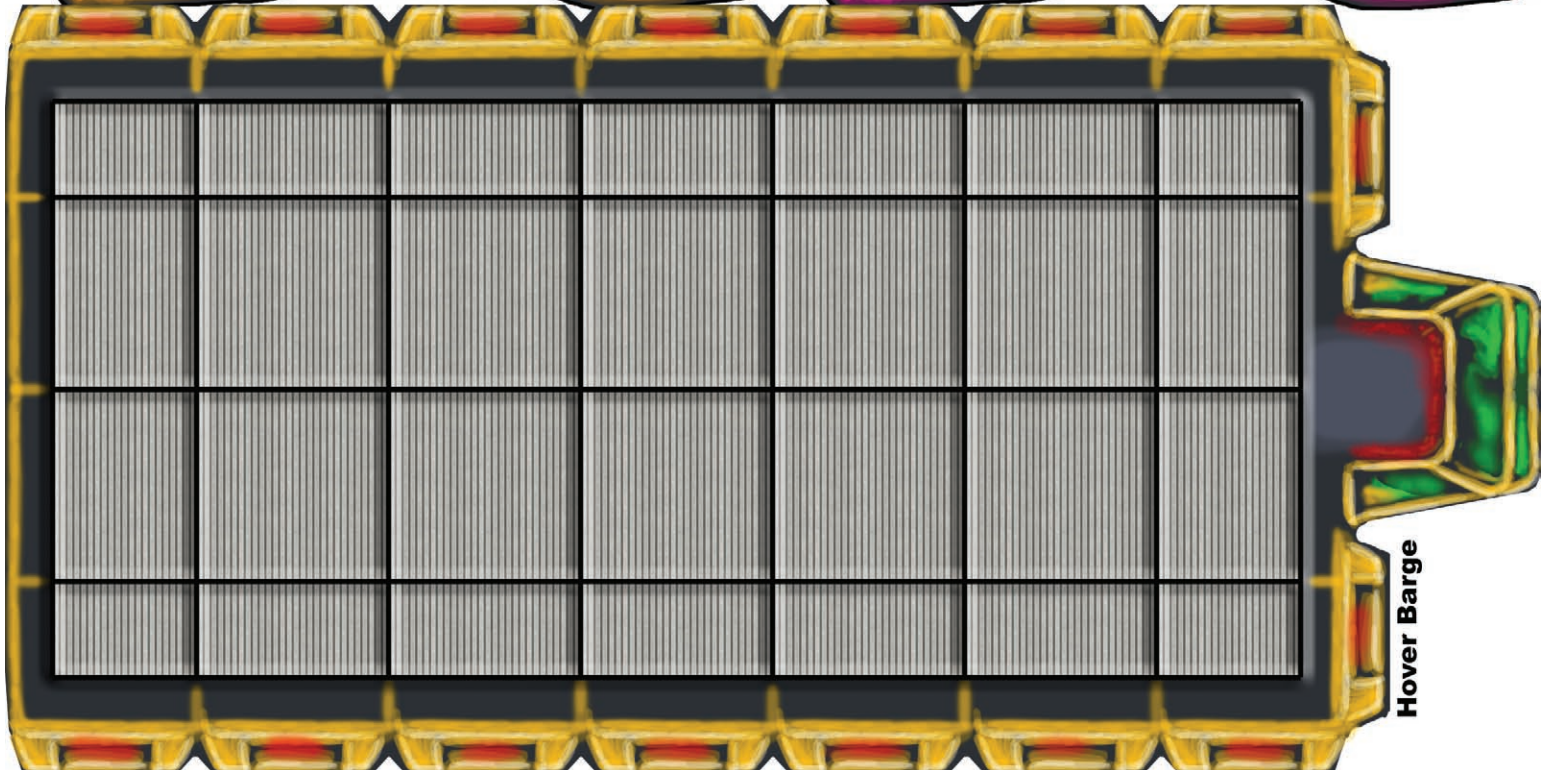
Vehicle Templates



Hovercar



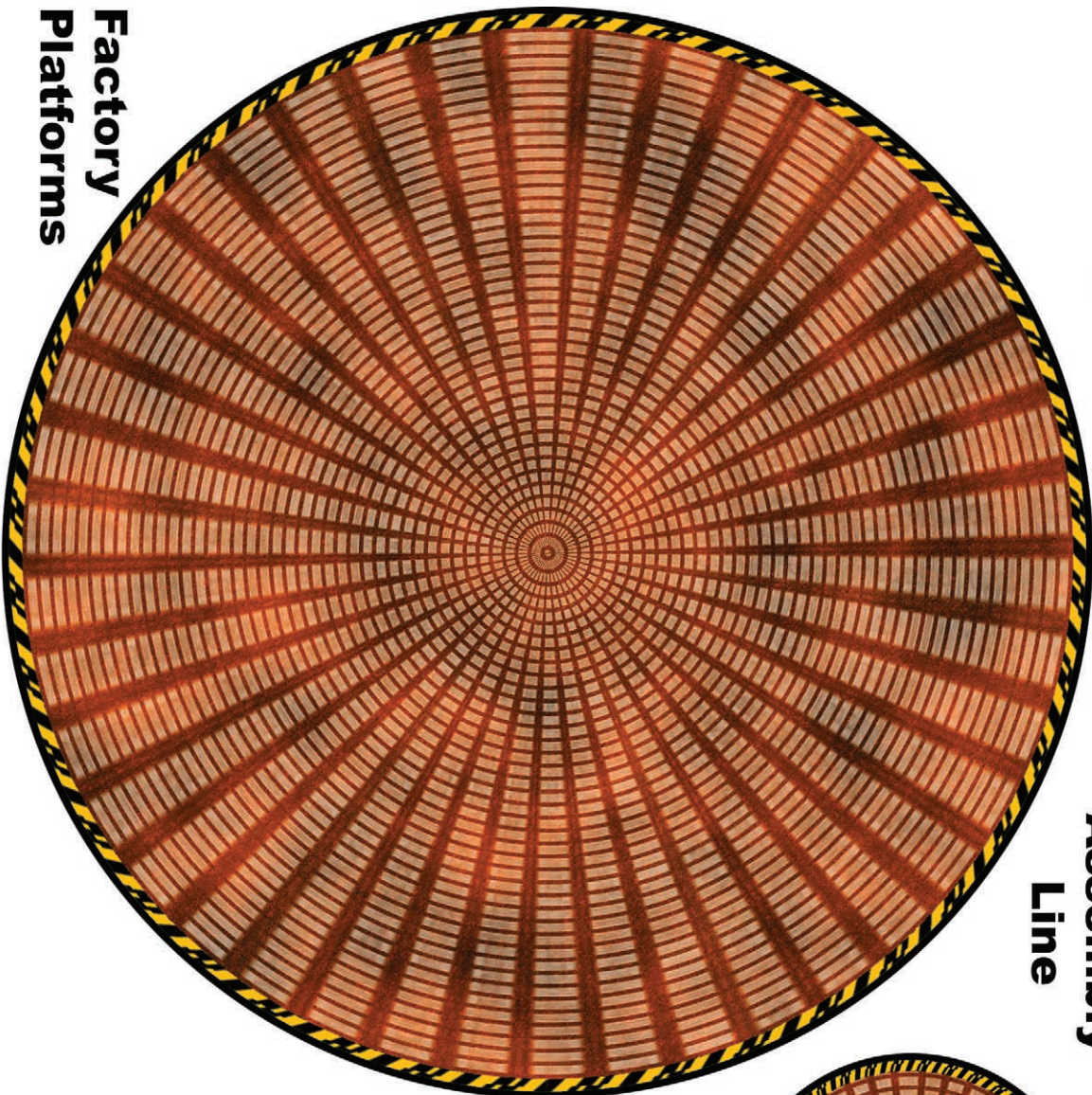
Hovertaxi



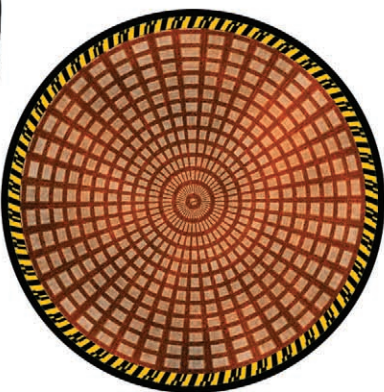
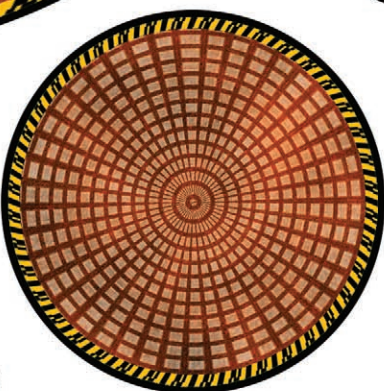
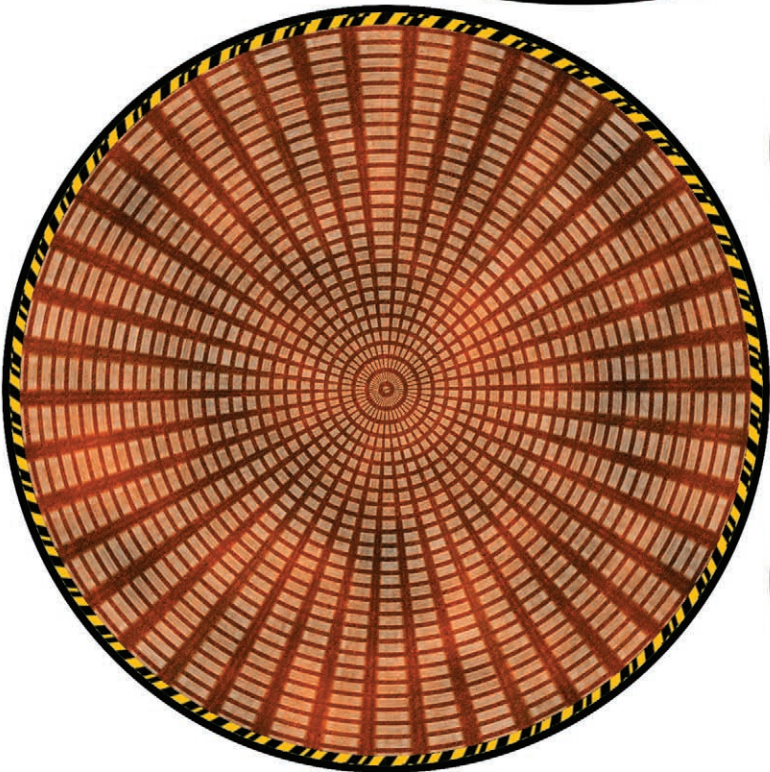
Hover Barge

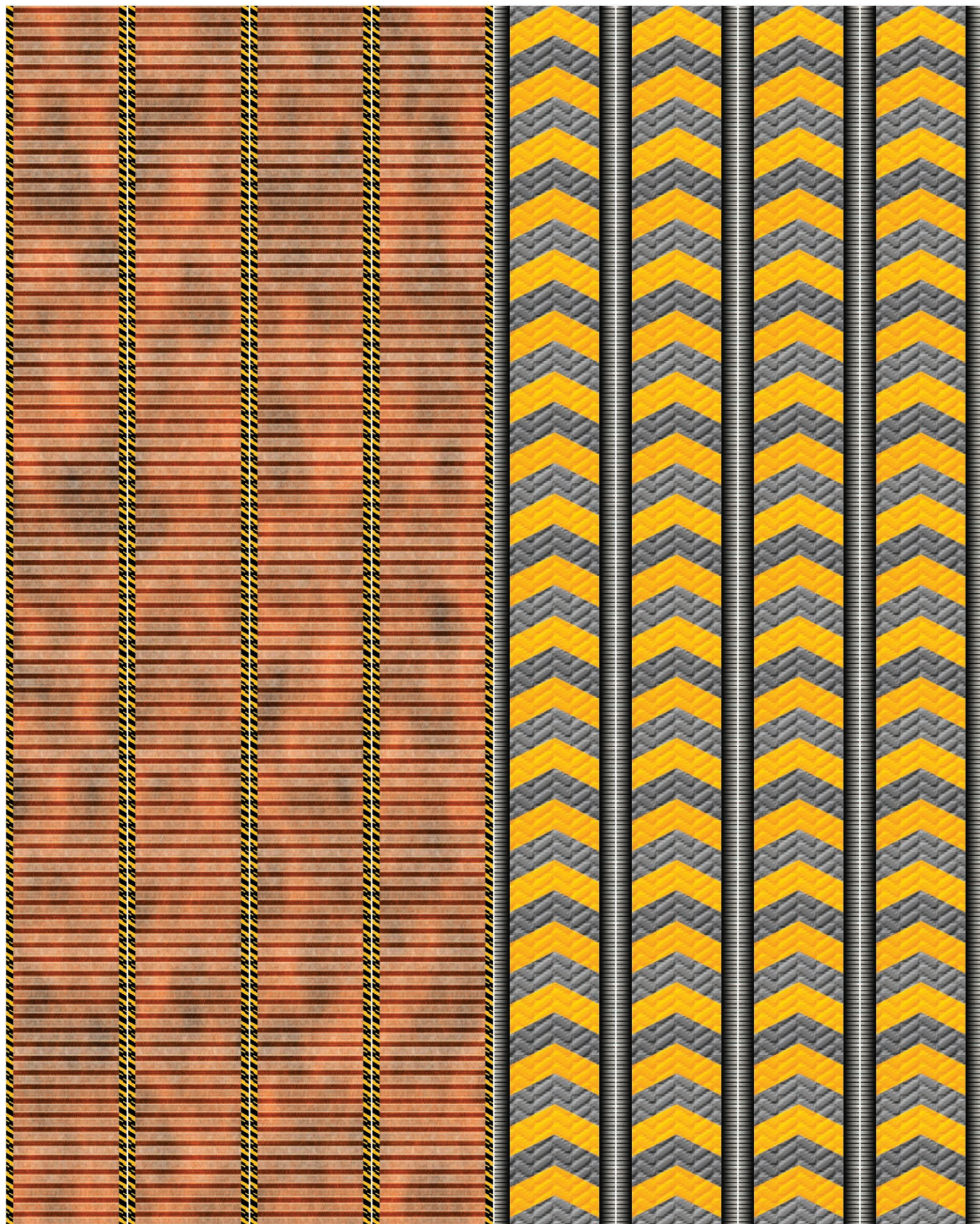


**Hovercar
Assembly
Line**

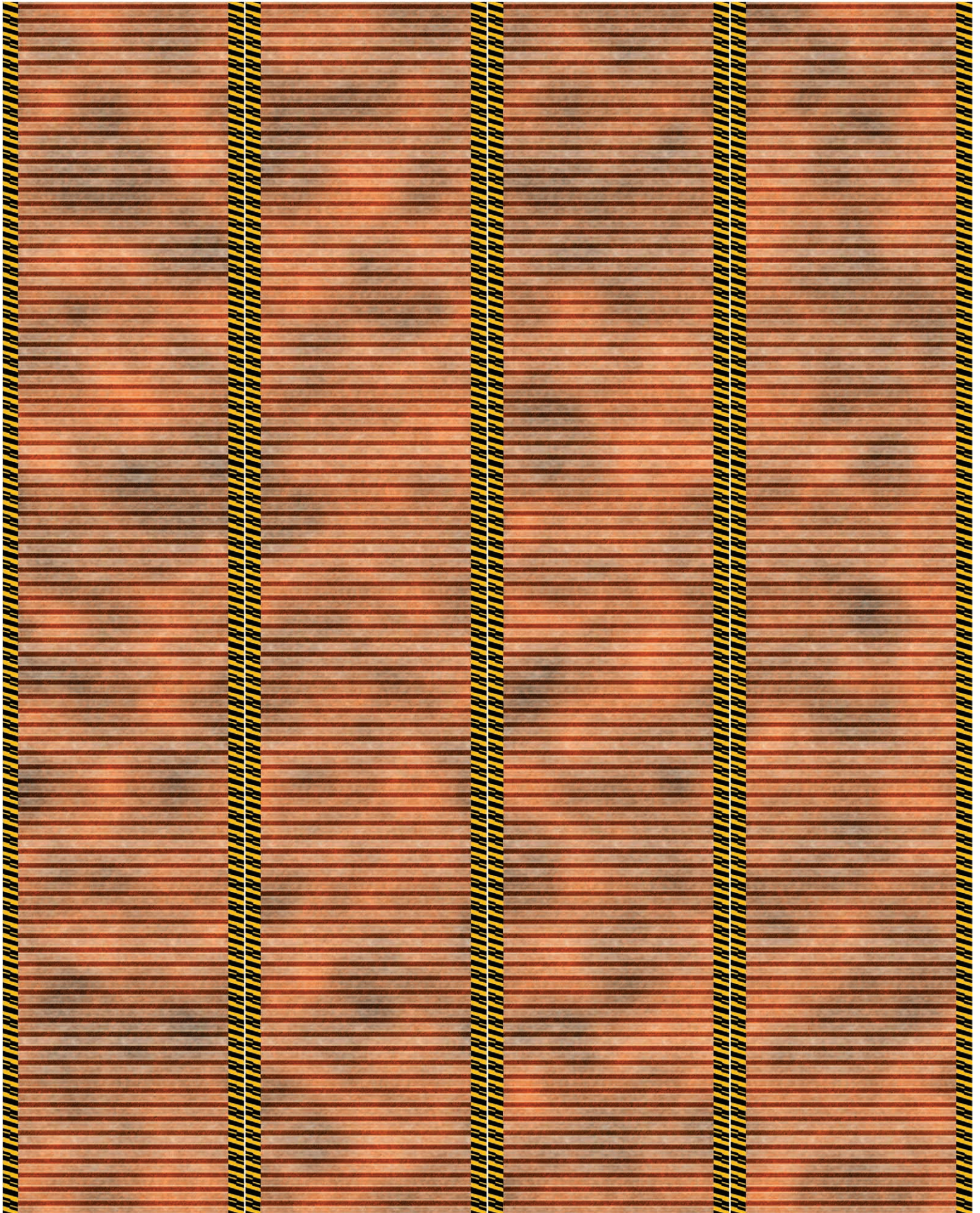


**Factory
Platforms**

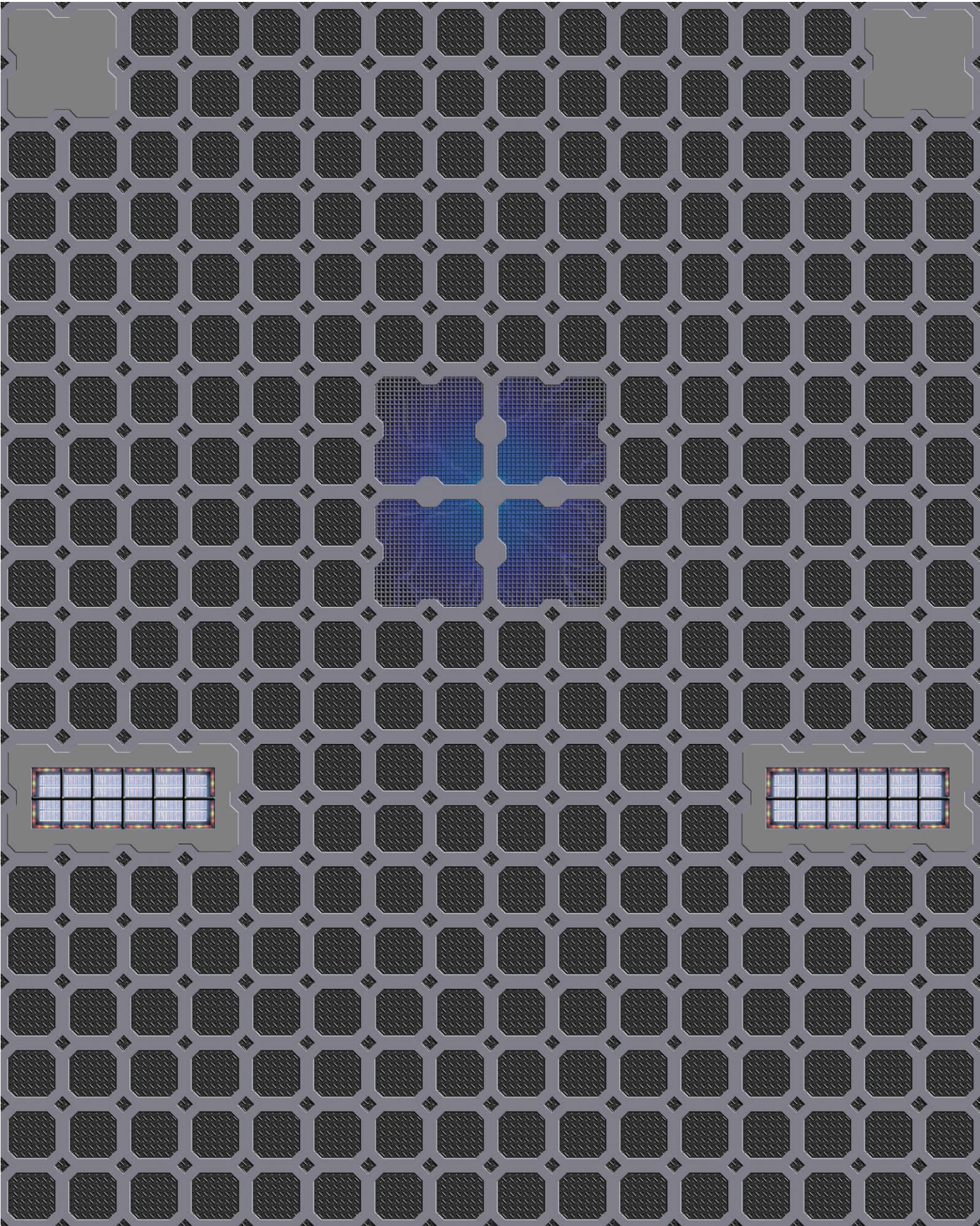




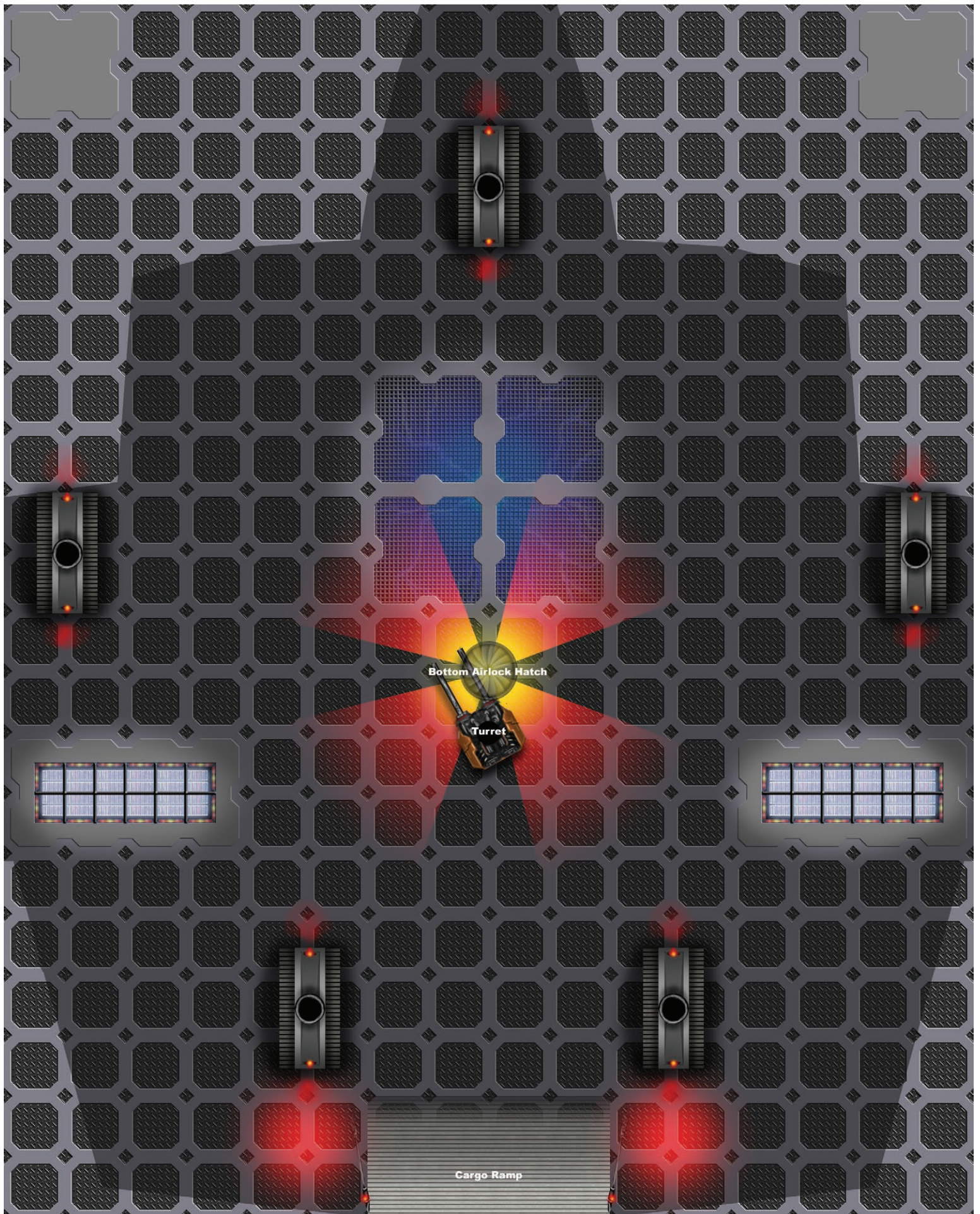
Factory Walkways (2" wide)



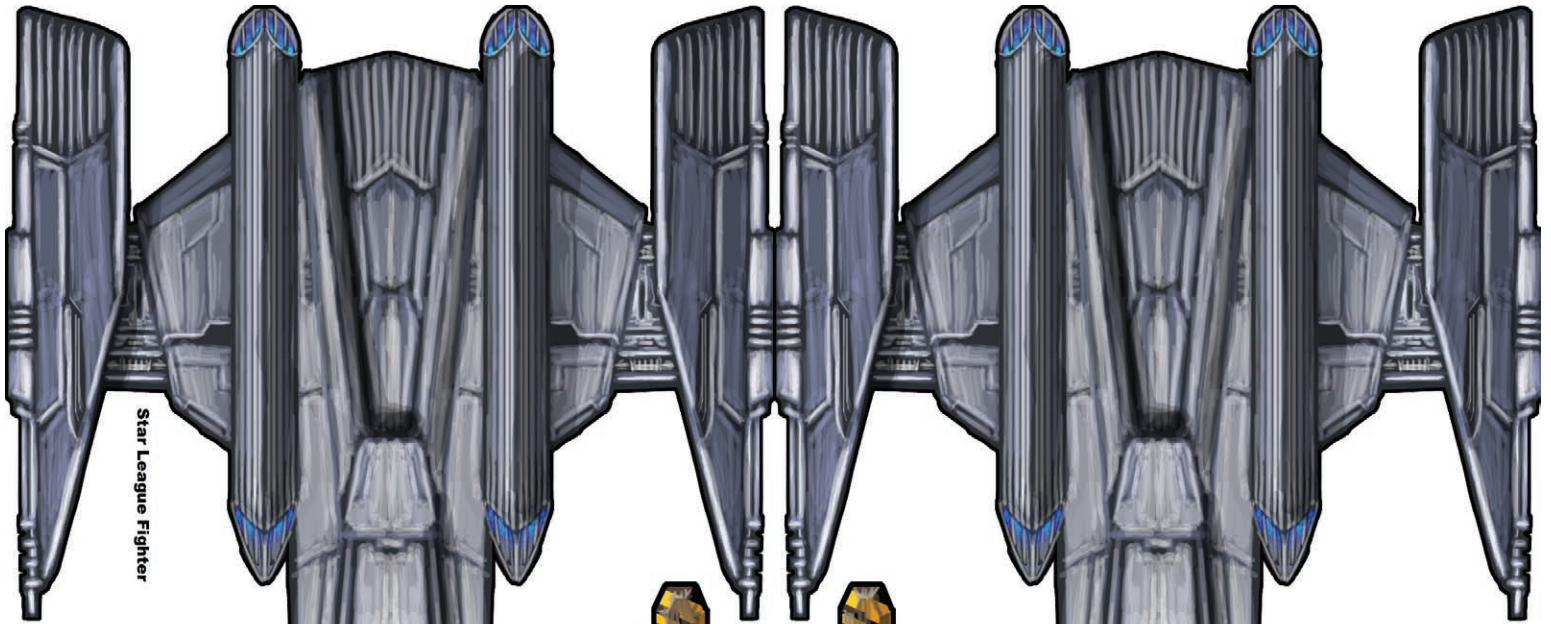
Hangar Bay Floor



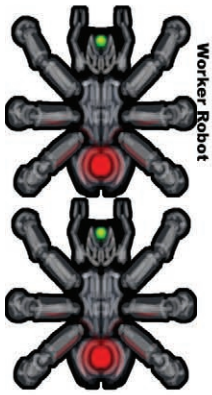
Hangar Bay Blazing Star Silhouette



Hangar Bay Obstacles



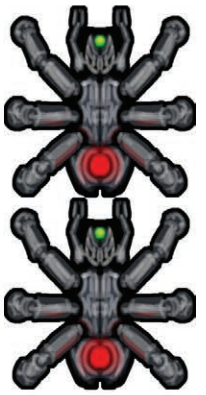
Star League Fighter



Worker Robot



Forklift Robot



Hangar Bay Elevator



Large Cargo Crate



Control Consoles

