

FUTURE
ARMADA
WAYFARER

MAPS

AND TUG-UPS

Introduction.....	1
THE WAYFARER.....	2
Command Pod	3
Access Corridor & Crew Quarters	4
Cargo Bay.....	5
Cargo Bay (Alternate).....	6
TUG-4103	7
TUG-4103 (Tactical Map).....	8
Cargo Pod	9

Introduction

This document contains maps for both the Wayfarer scout ship and the TUG-4103 freight hauler.

An “alternate” configuration is provided for the aft end of the Wayfarer. This option adds a couple of crew rooms to the cargo bay and removes the car. This set up may be useful should a larger group of characters wish to use the small vessel. The high ceiling in the cargo area can accommodate a triple bunk in each room – allowing berths for up to six people. In this configuration, assume that the single bunk in the center part of the ship is flipped over and used as a table. In fact, that whole room (formerly Lora’s quarters) becomes a galley/common area.

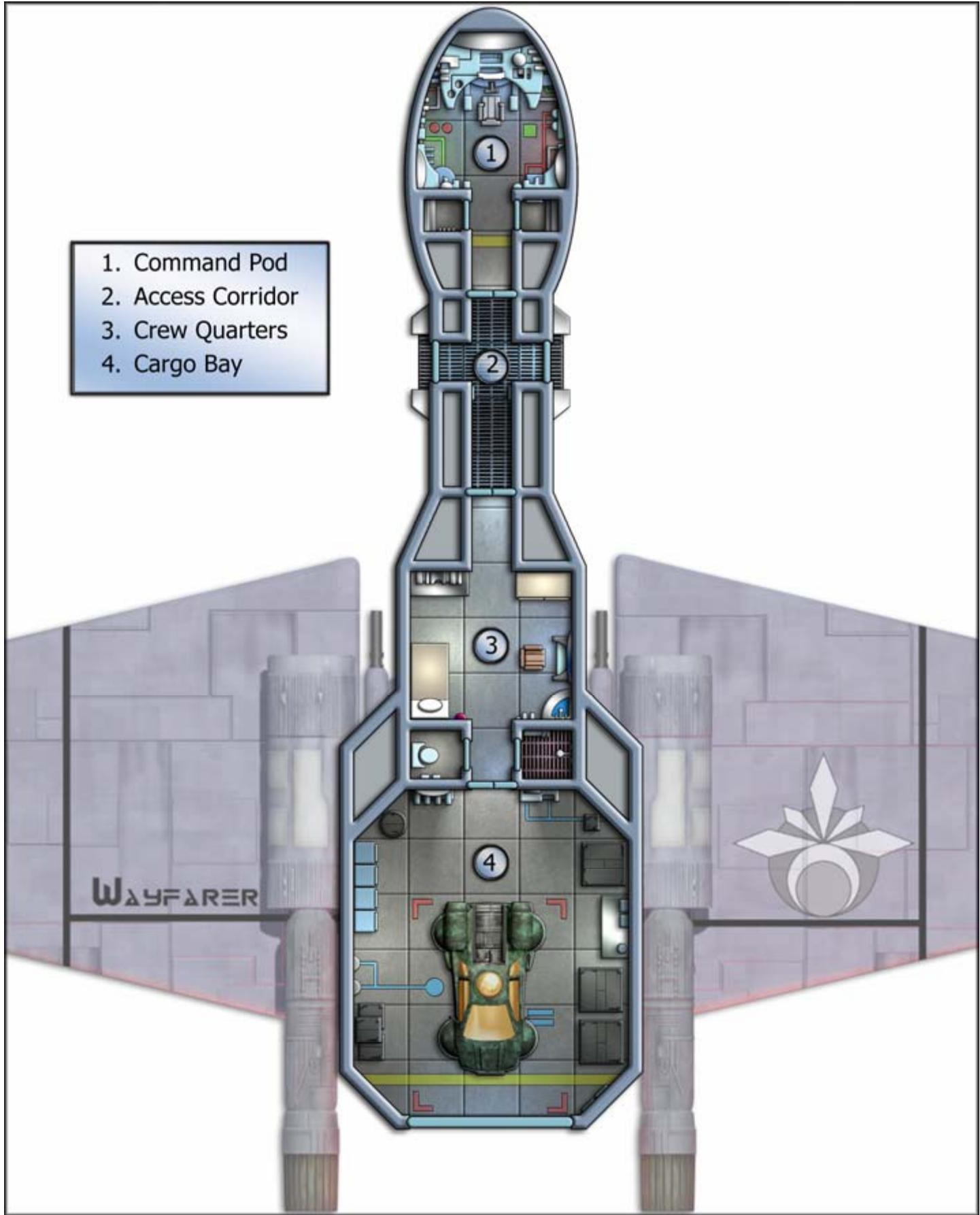
The tactical maps in this document are designed for use with miniatures; the squares represent 5ft (or 2m) spaces and the areas are laid out so that the pages can be cut and then put down edge-to-edge as needed.

Note that the squares shown on the floor are not necessarily meant to be physically present in the environments depicted. It’s just artistic license (trying to make things look a bit more interesting).

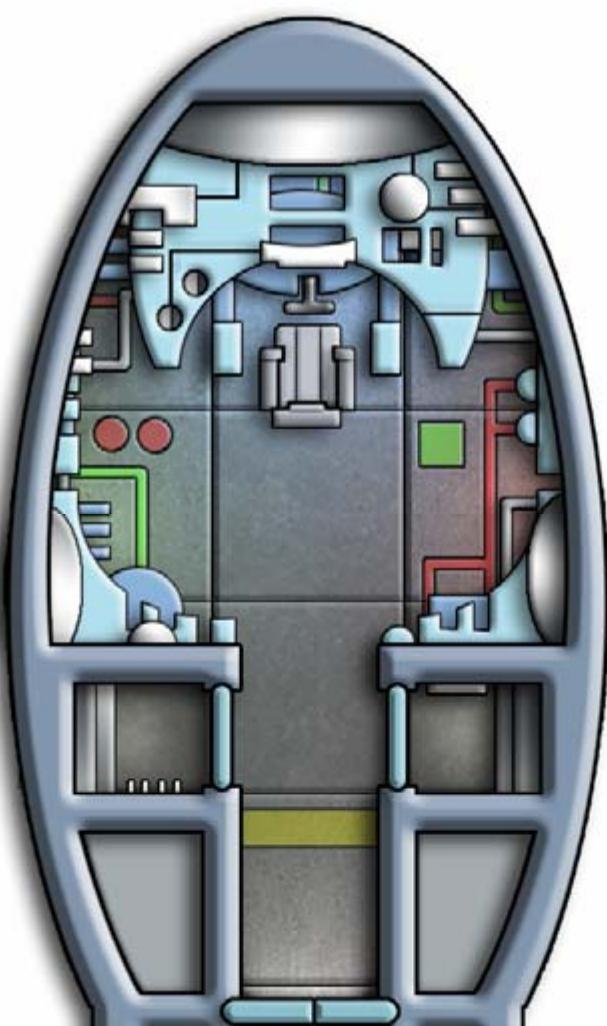
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The WAYFARER

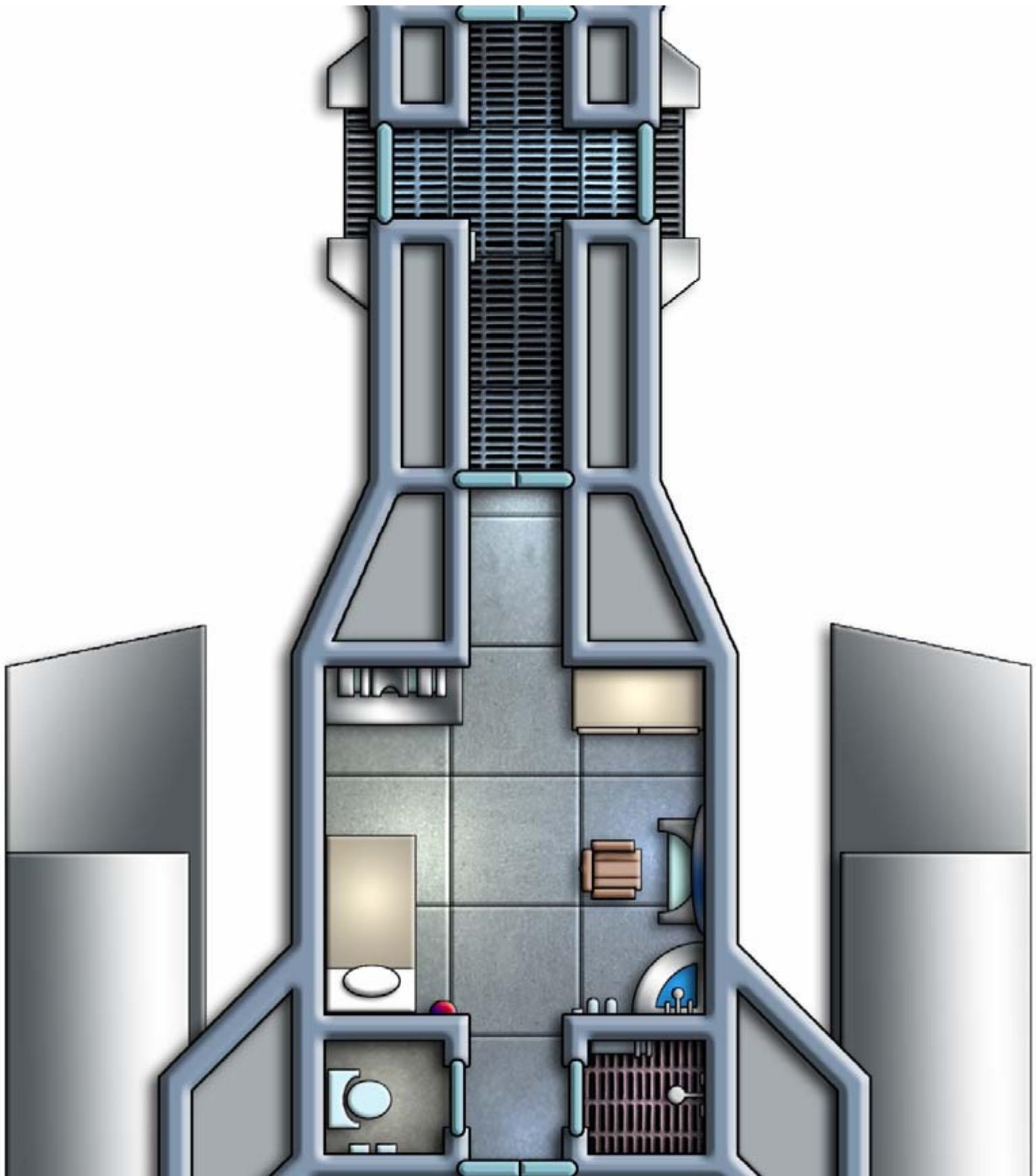
- 1. Command Pod
- 2. Access Corridor
- 3. Crew Quarters
- 4. Cargo Bay



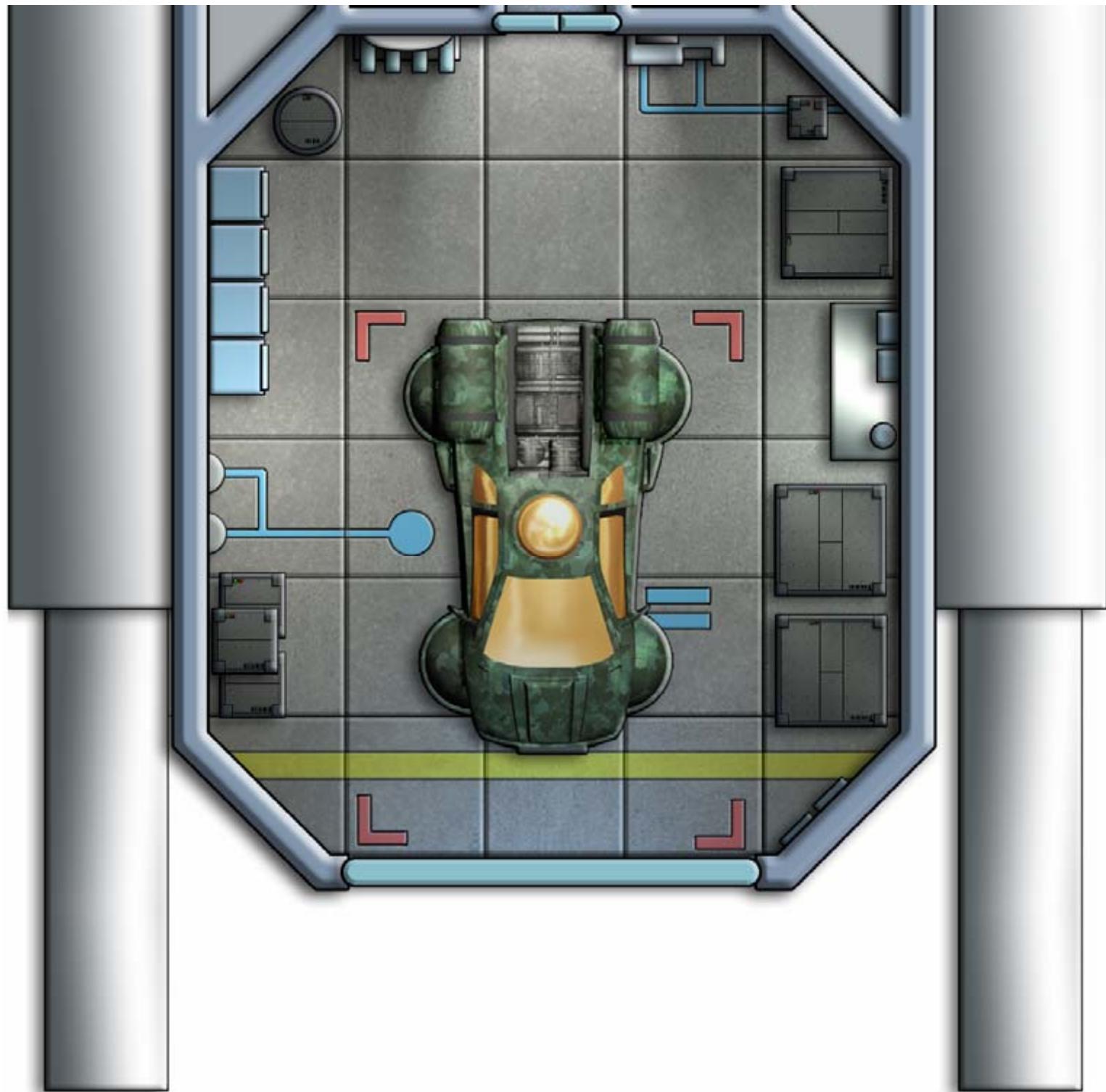
Command Pod



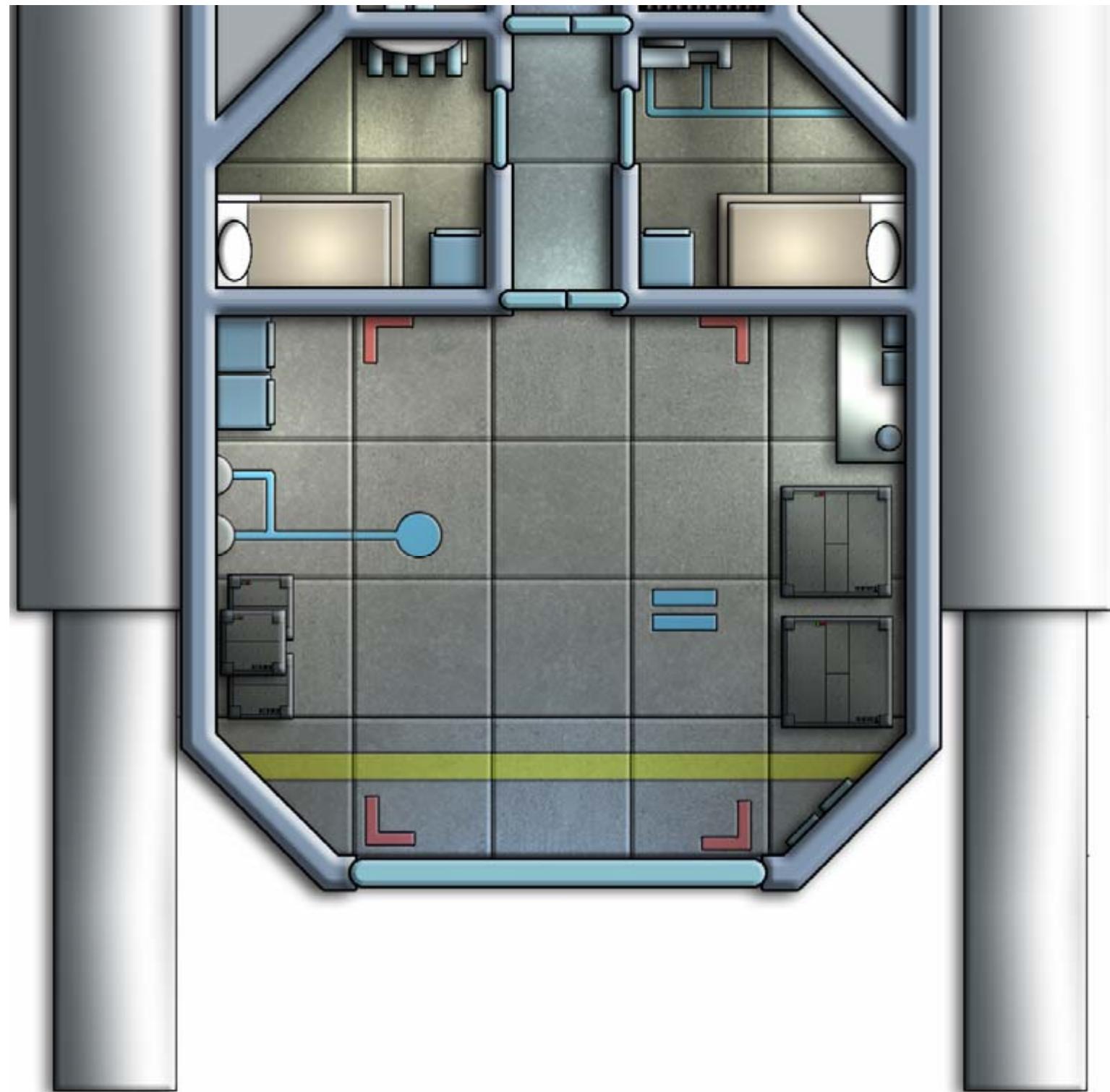
Access Corridor & Crew Quarters



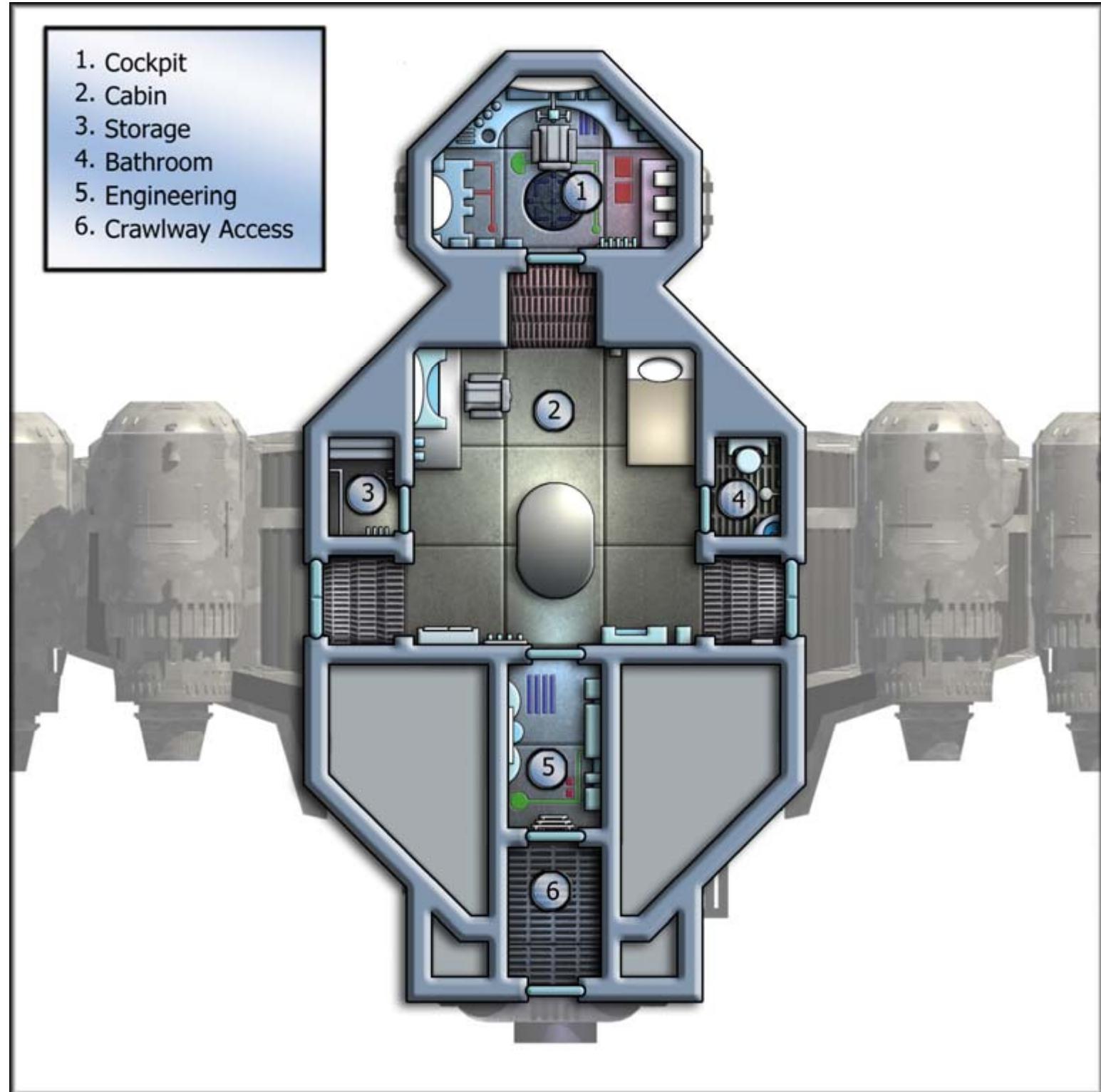
Cargo Bay



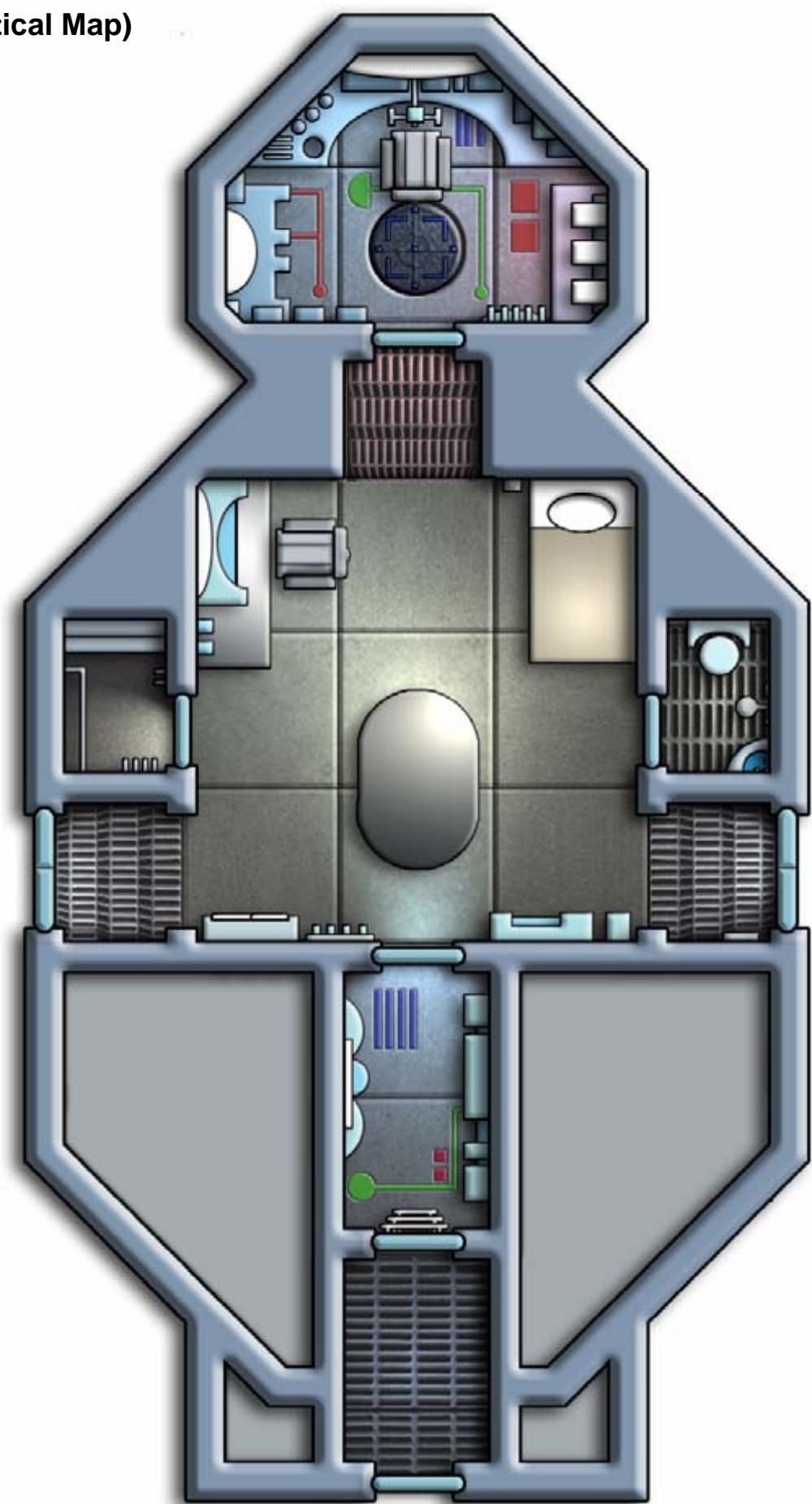
Cargo Bay (Alternate)



TUG-4103



TUG-4103 (Tactical Map)



Cargo Pod

