FUTURE ARMADA

VANGUARD STATION

MAPS

VANGUARD STATION 1

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Vanguard Station VII

Vanguard Station consists of eight different levels. These are listed below from top to bottom, along with the number of pages used to portray each level: The maps are laid out in this document is the same order.

Level	Map Pages
Top Deck	5
Main Deck	9
Spine: Alpha Level	1*
Spine: Beta Level	1*
Spine: Gamma Level	1
Spine: Delta Level	1*
Spine: Epsilon Level	1
Engineering	2
Extras	3

*Note that the spine includes 3 copies of the “crew quarters” level as this level is duplicated three times in the station. The extras include the Patrol Skiff, Escape Pod, and a blank map for Epsilon Level. This can be used to produce custom levels in place of the crew quarters or crime lab.

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 there is overlap on the maps to facilitate taping. If the pages are going to be put down exactly edge to edge, then this overlap should be trimmed accordingly.

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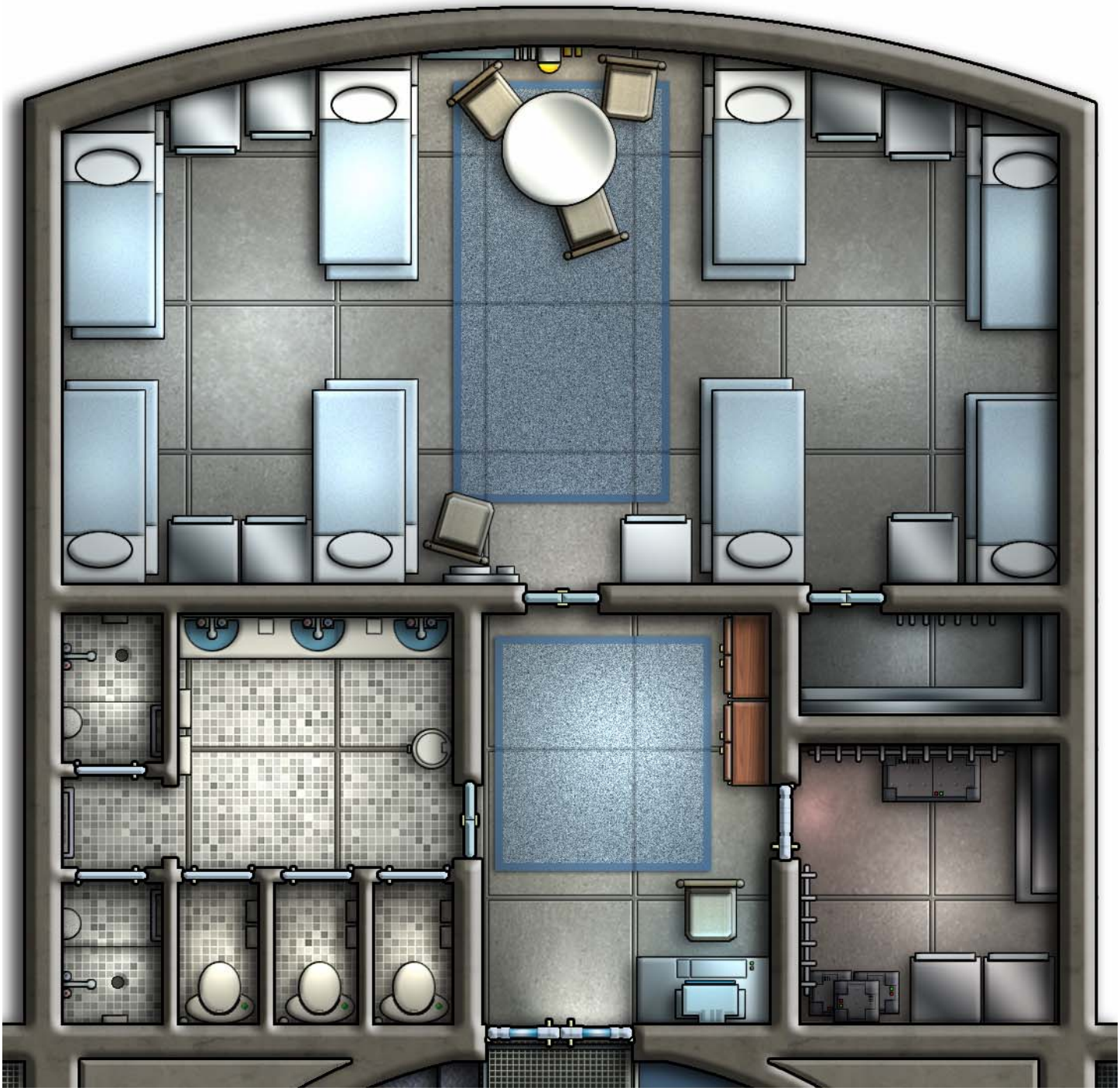
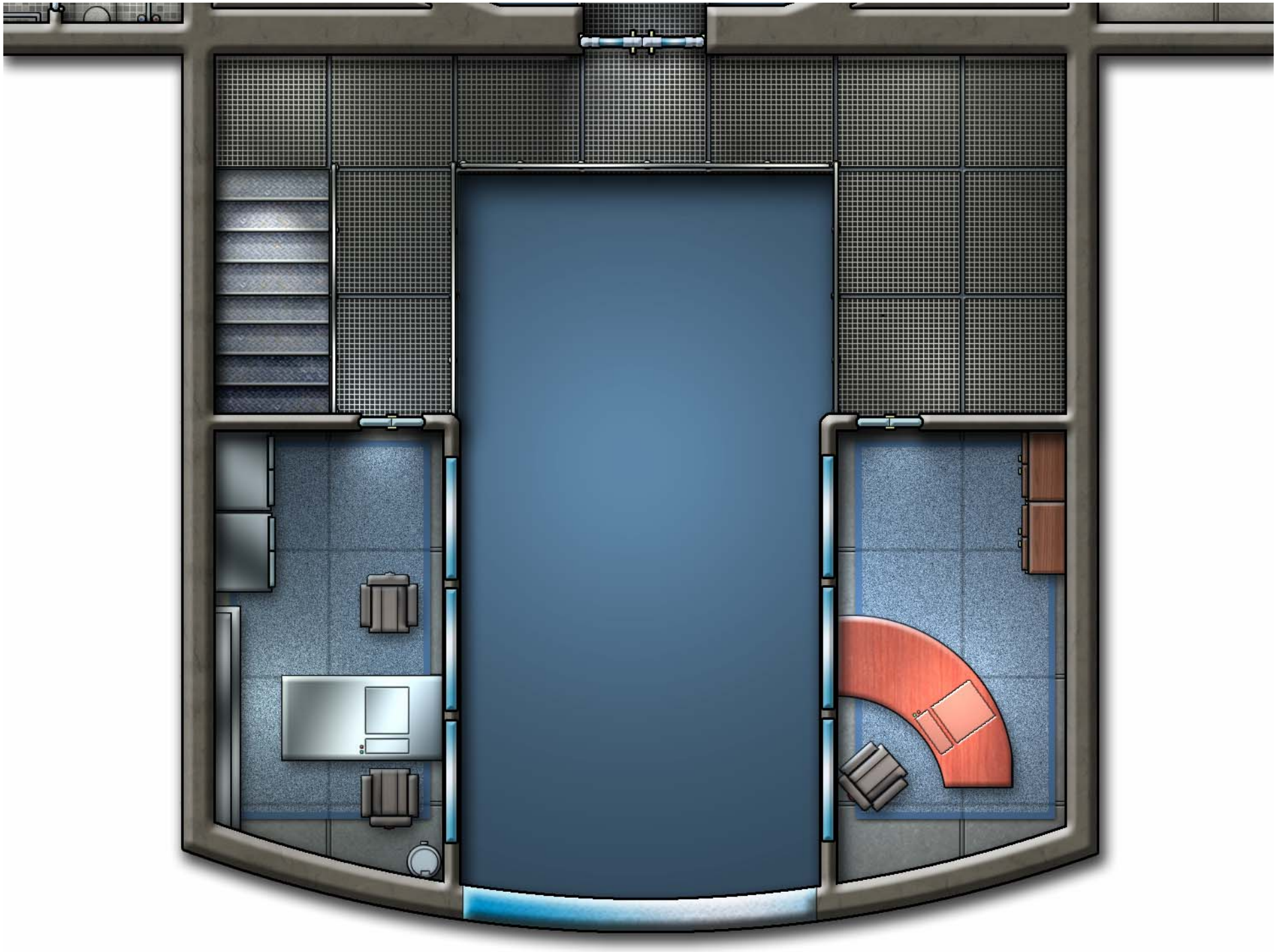
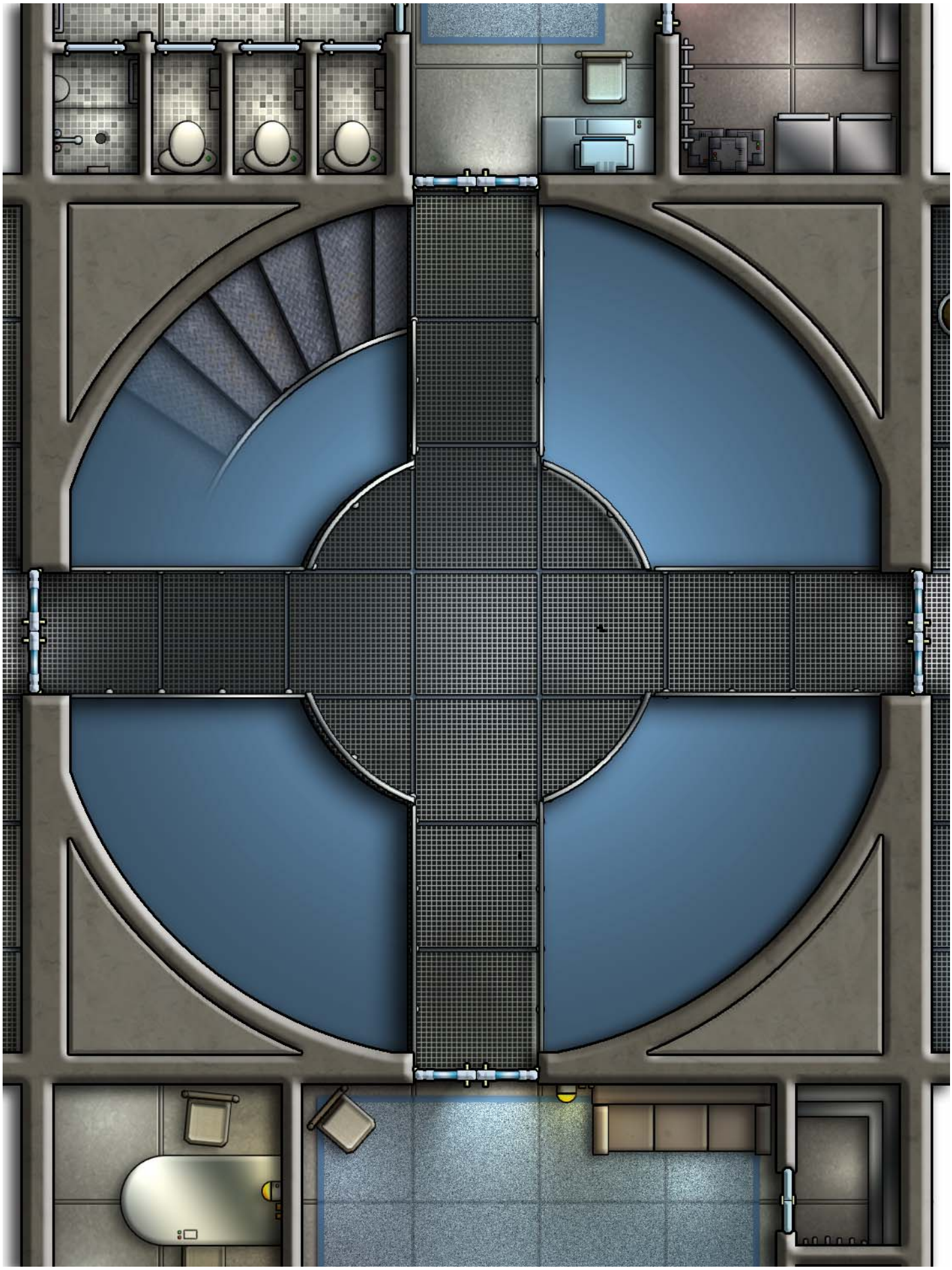
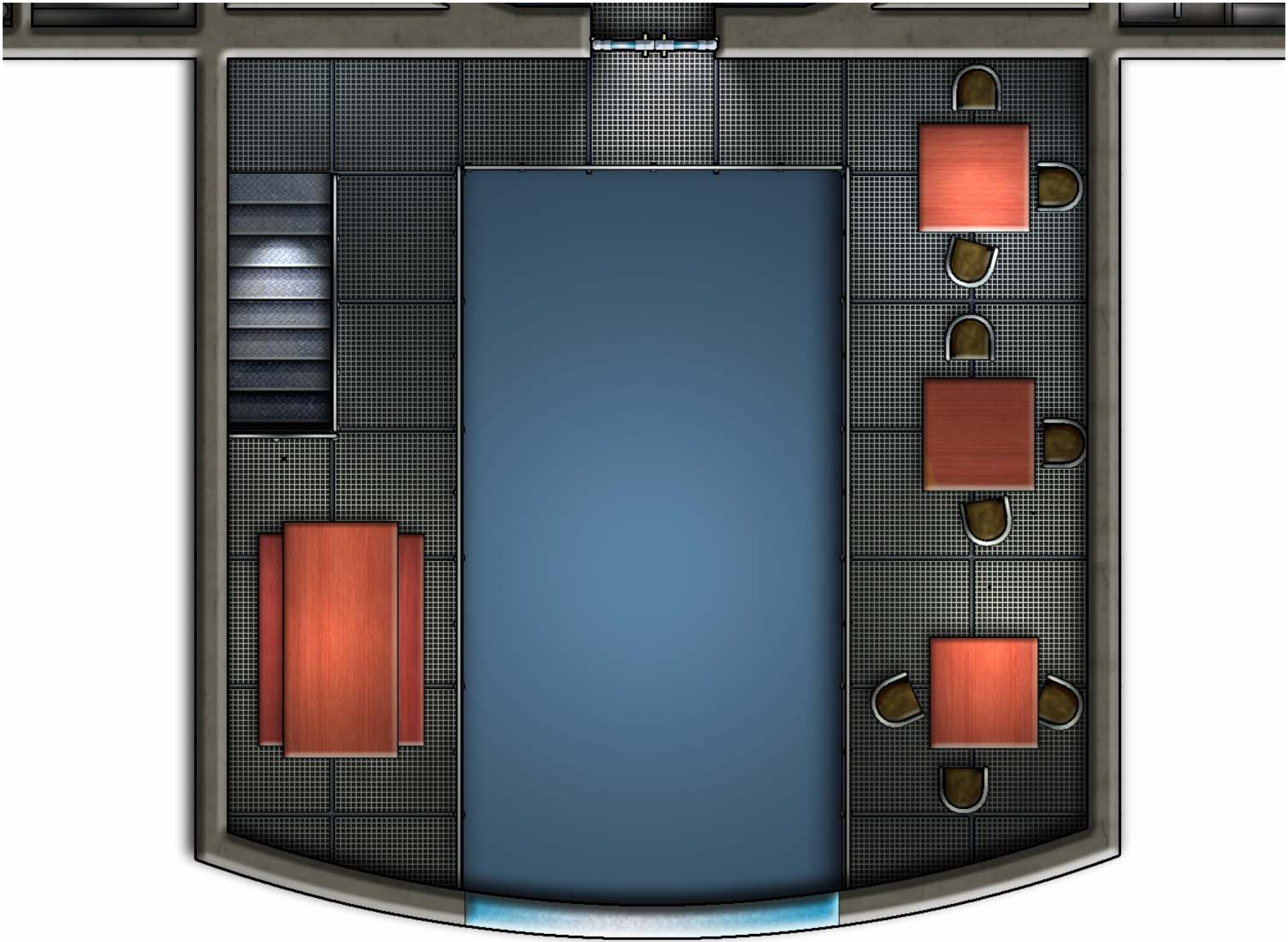
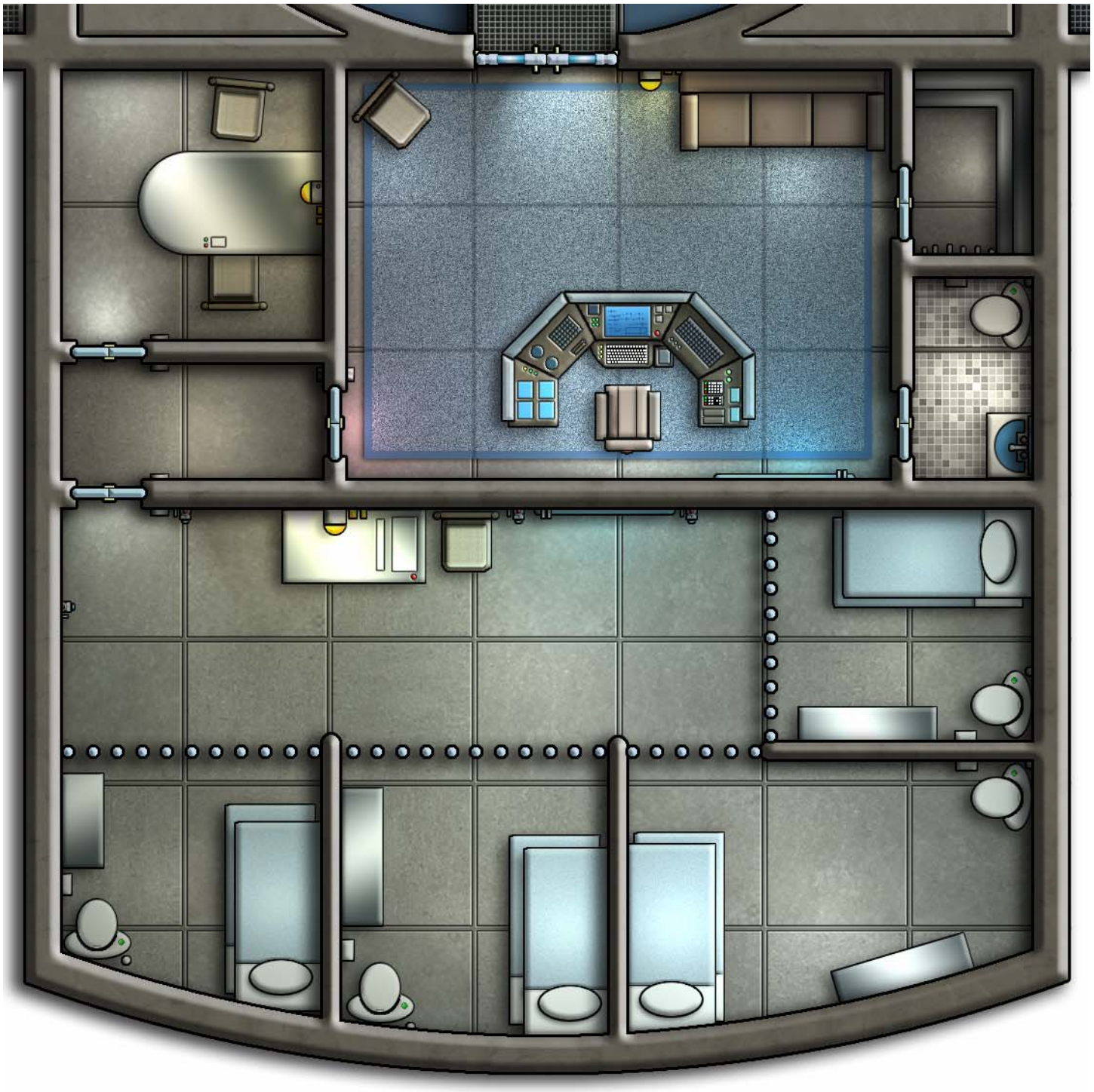
Top Deck



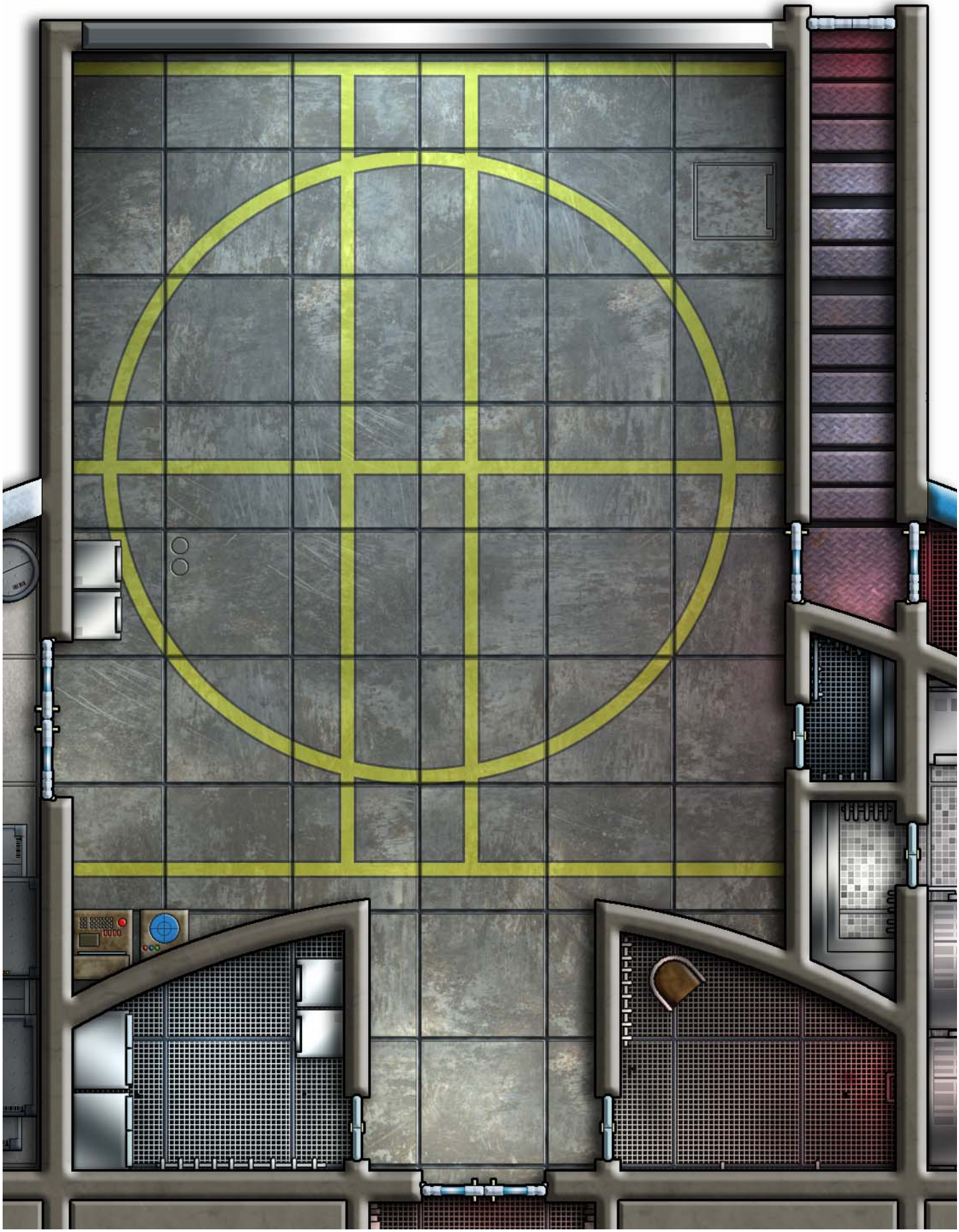


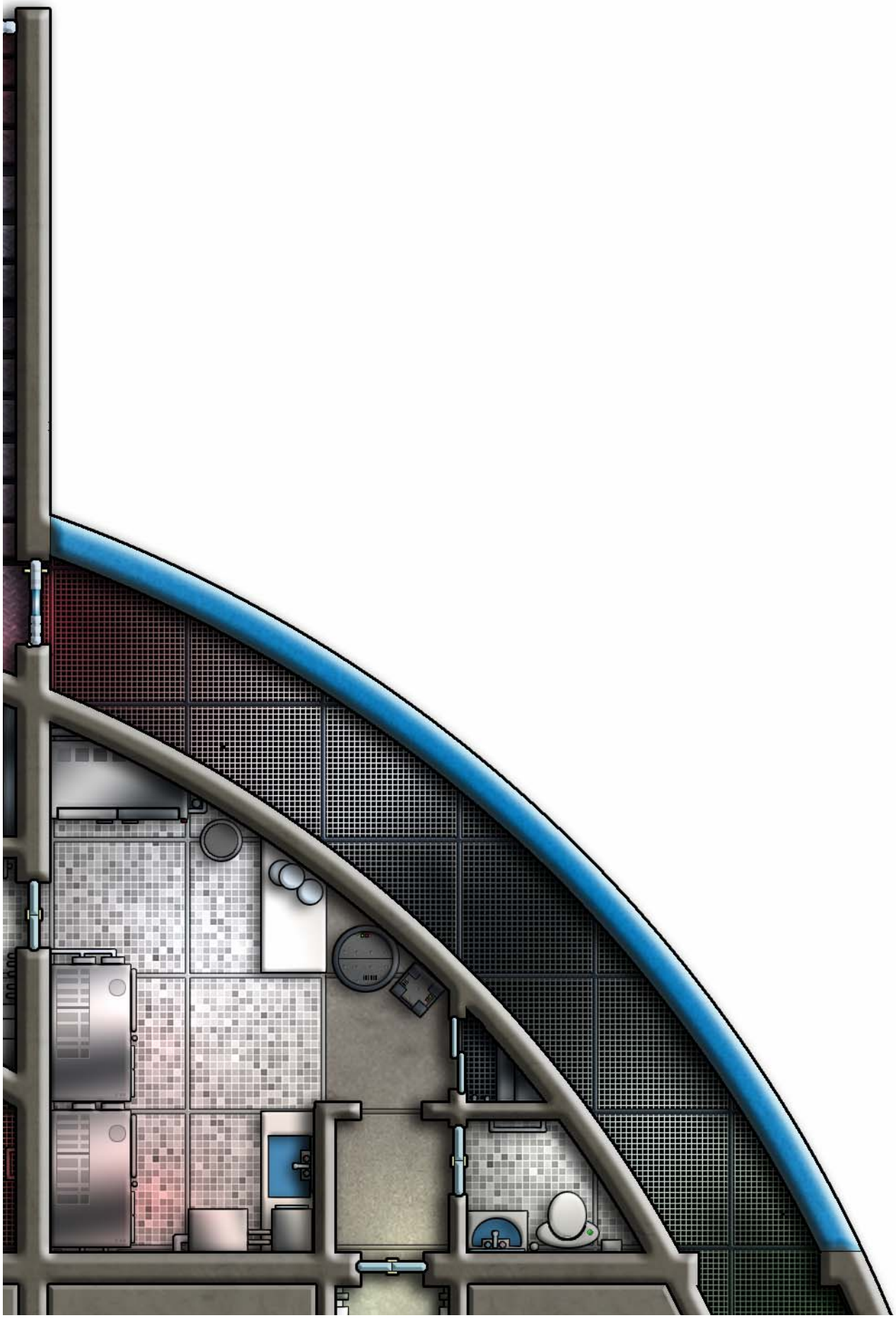


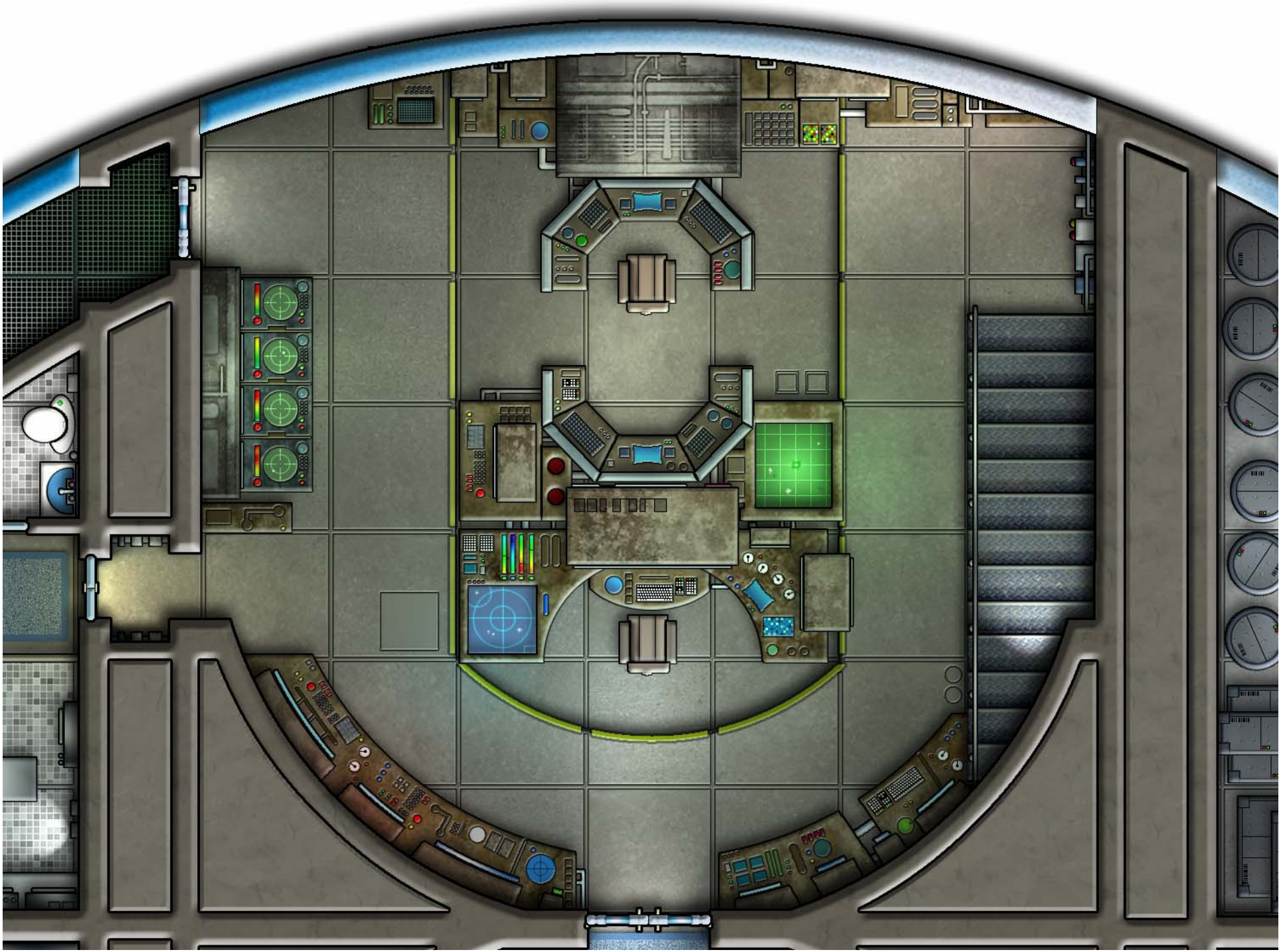


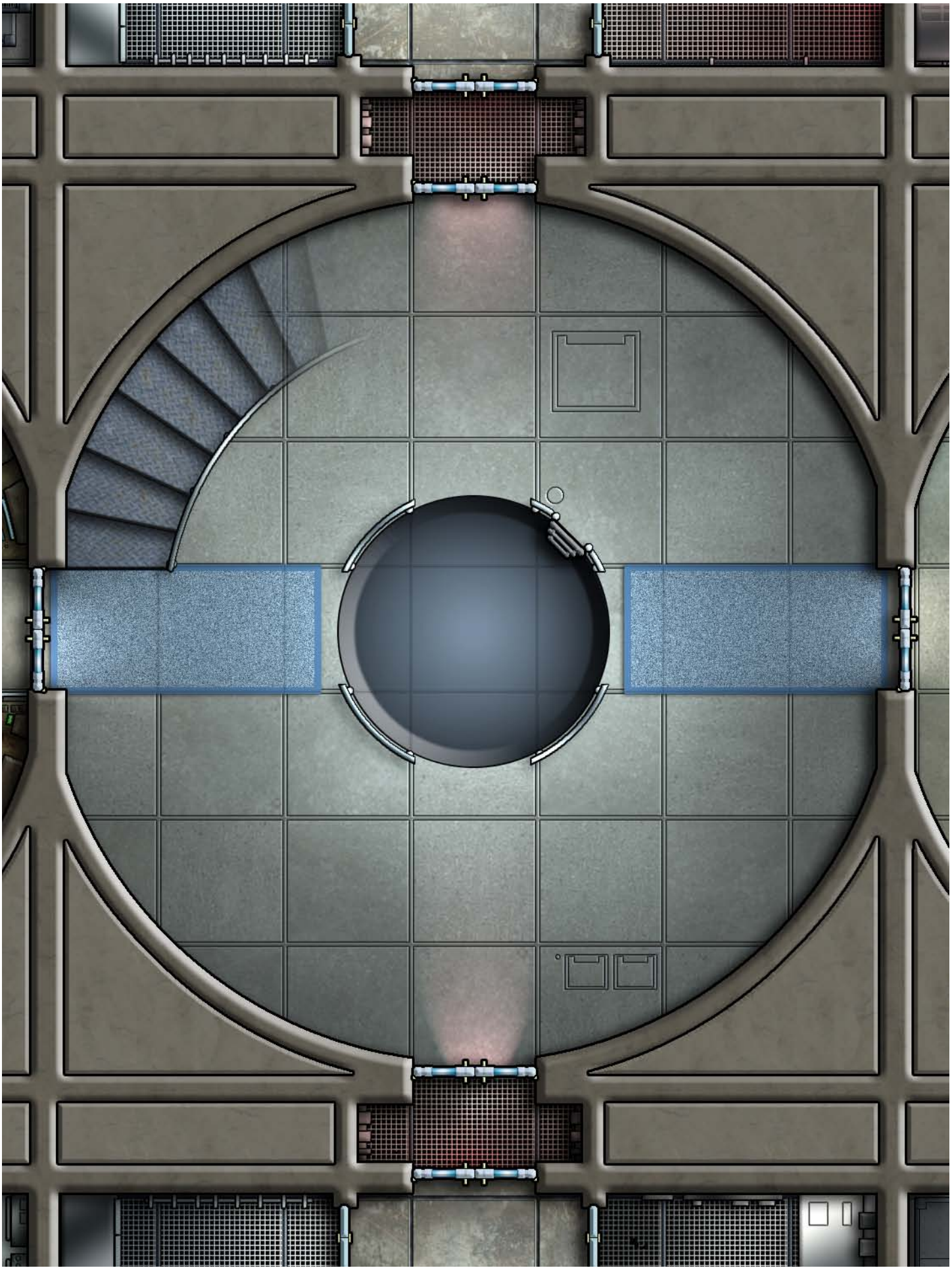


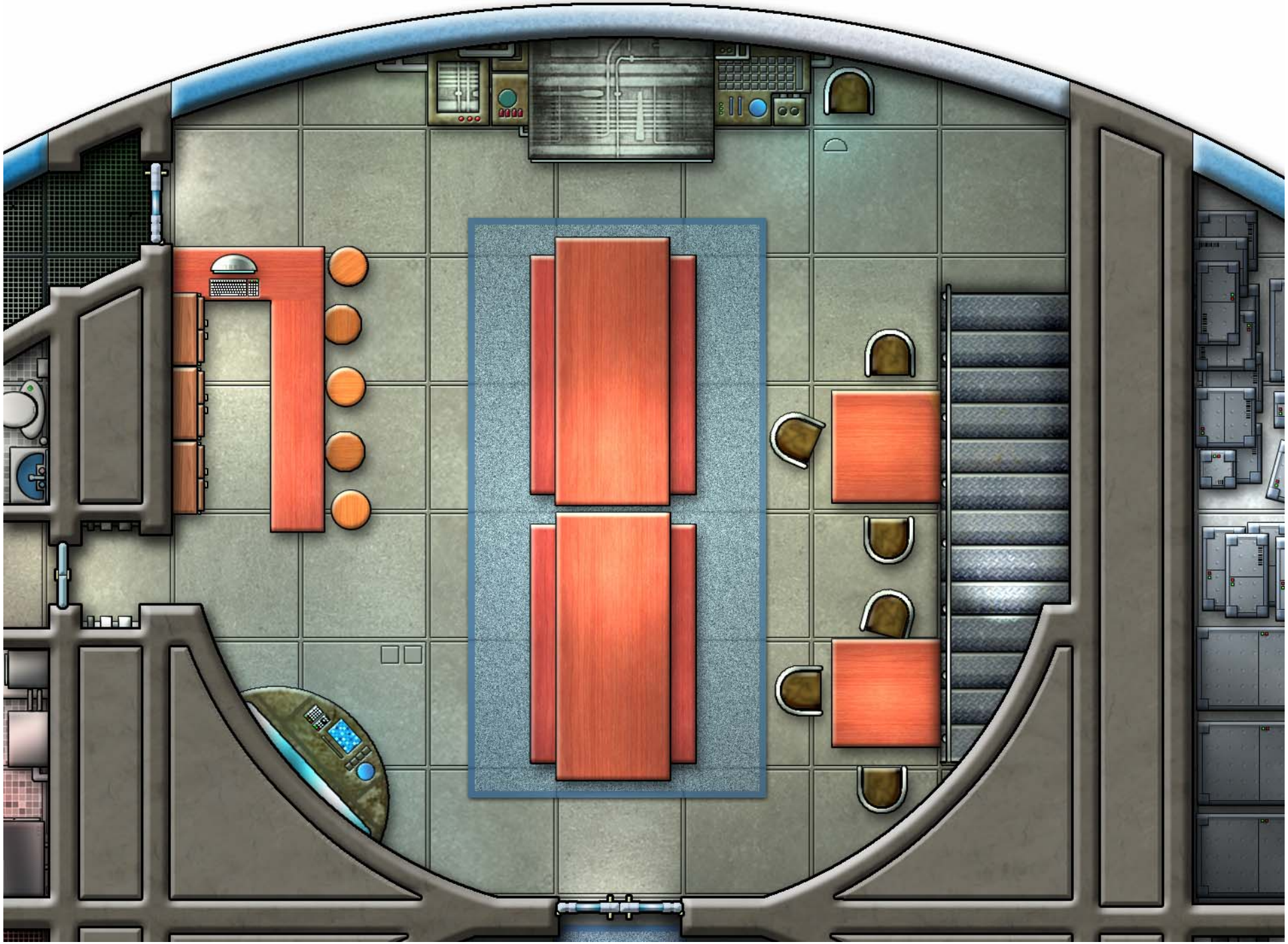
Main Deck

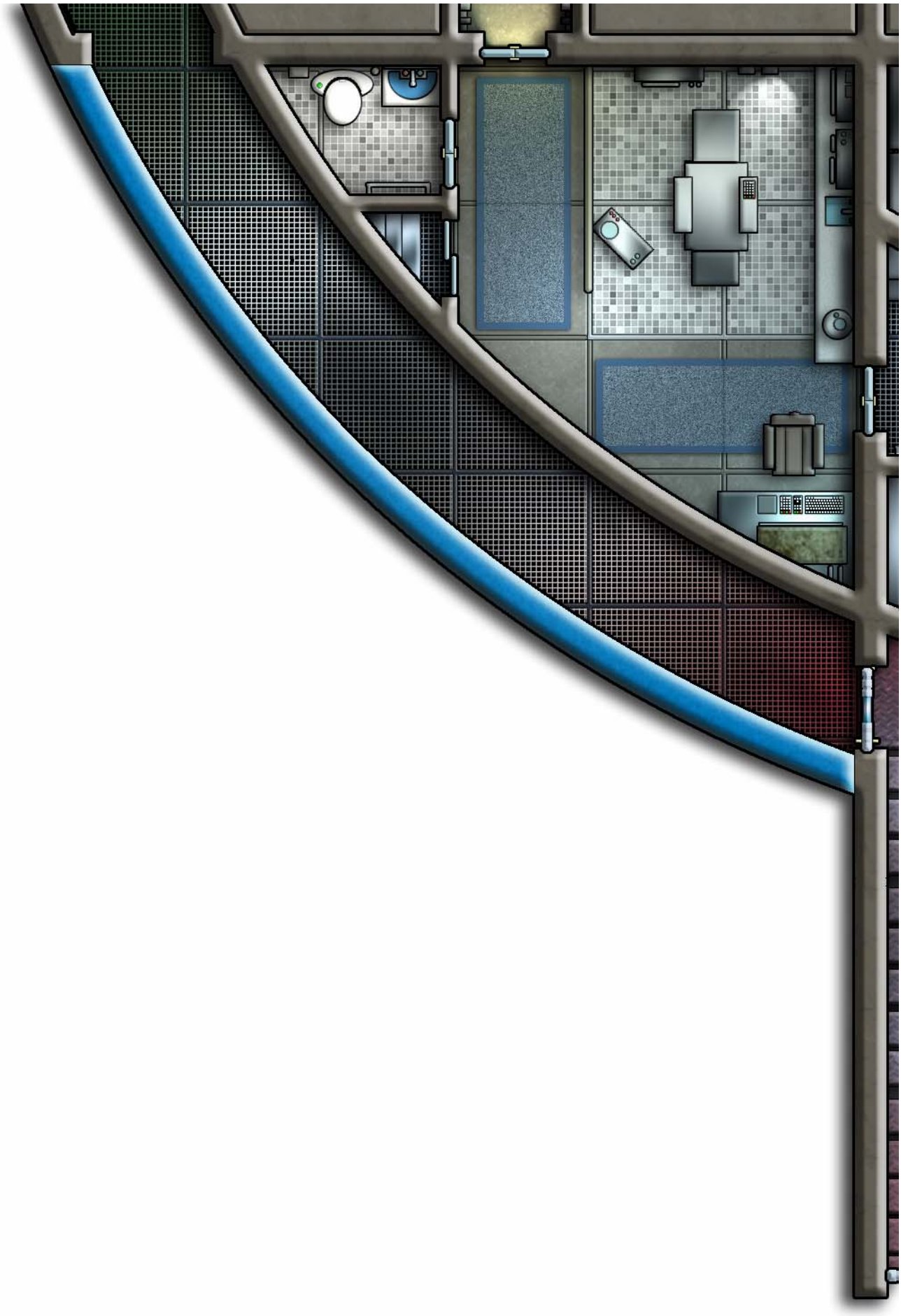


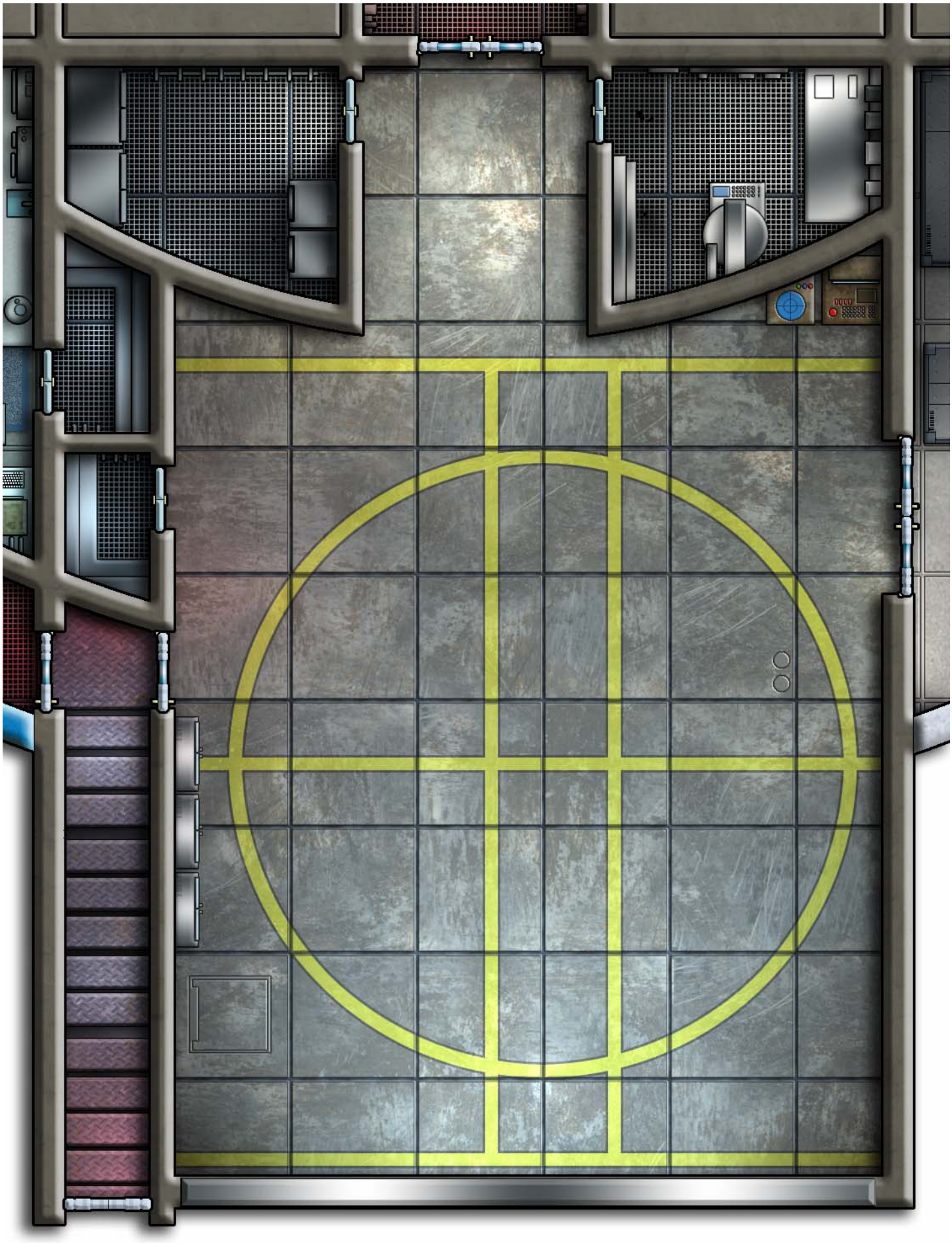


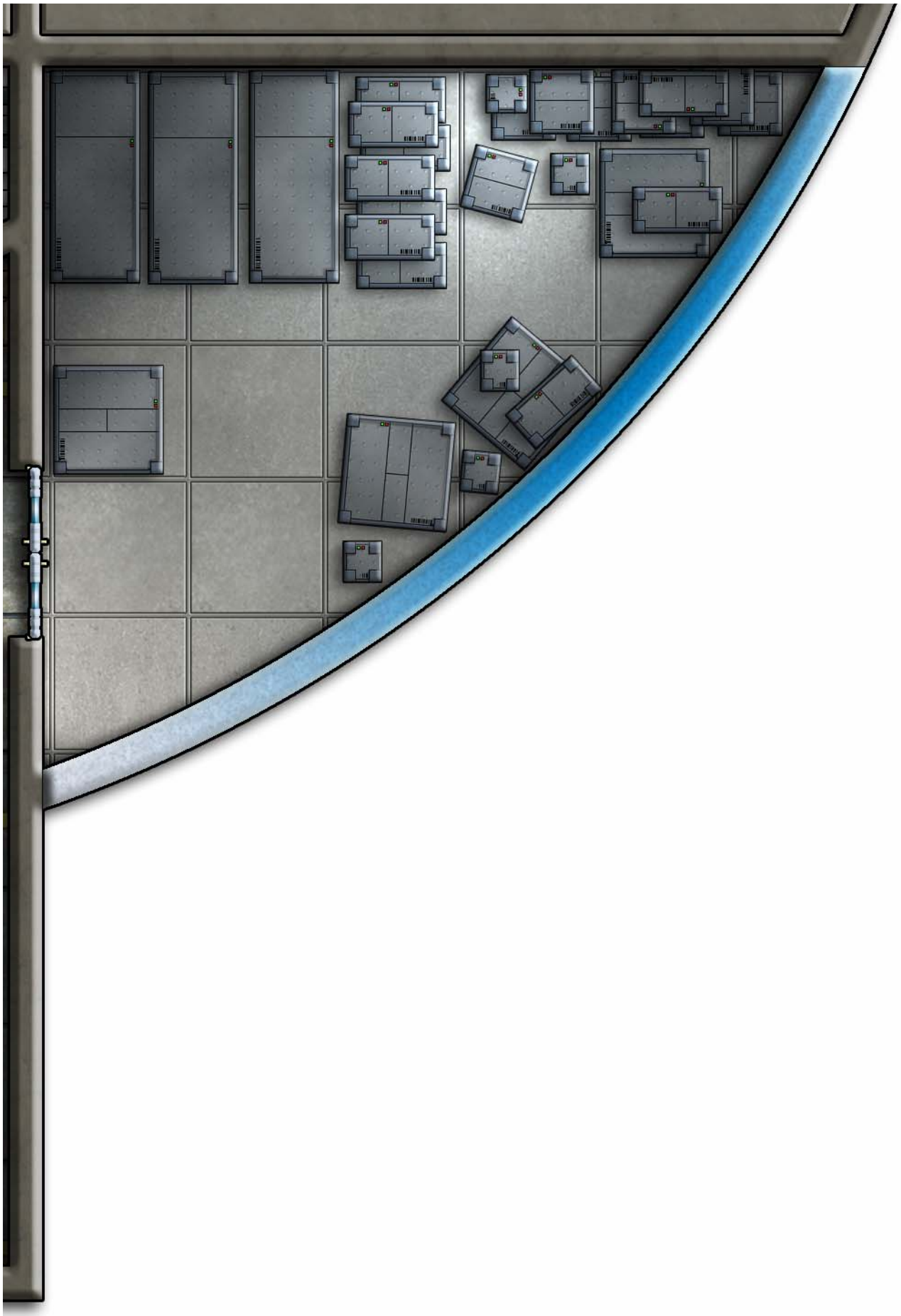












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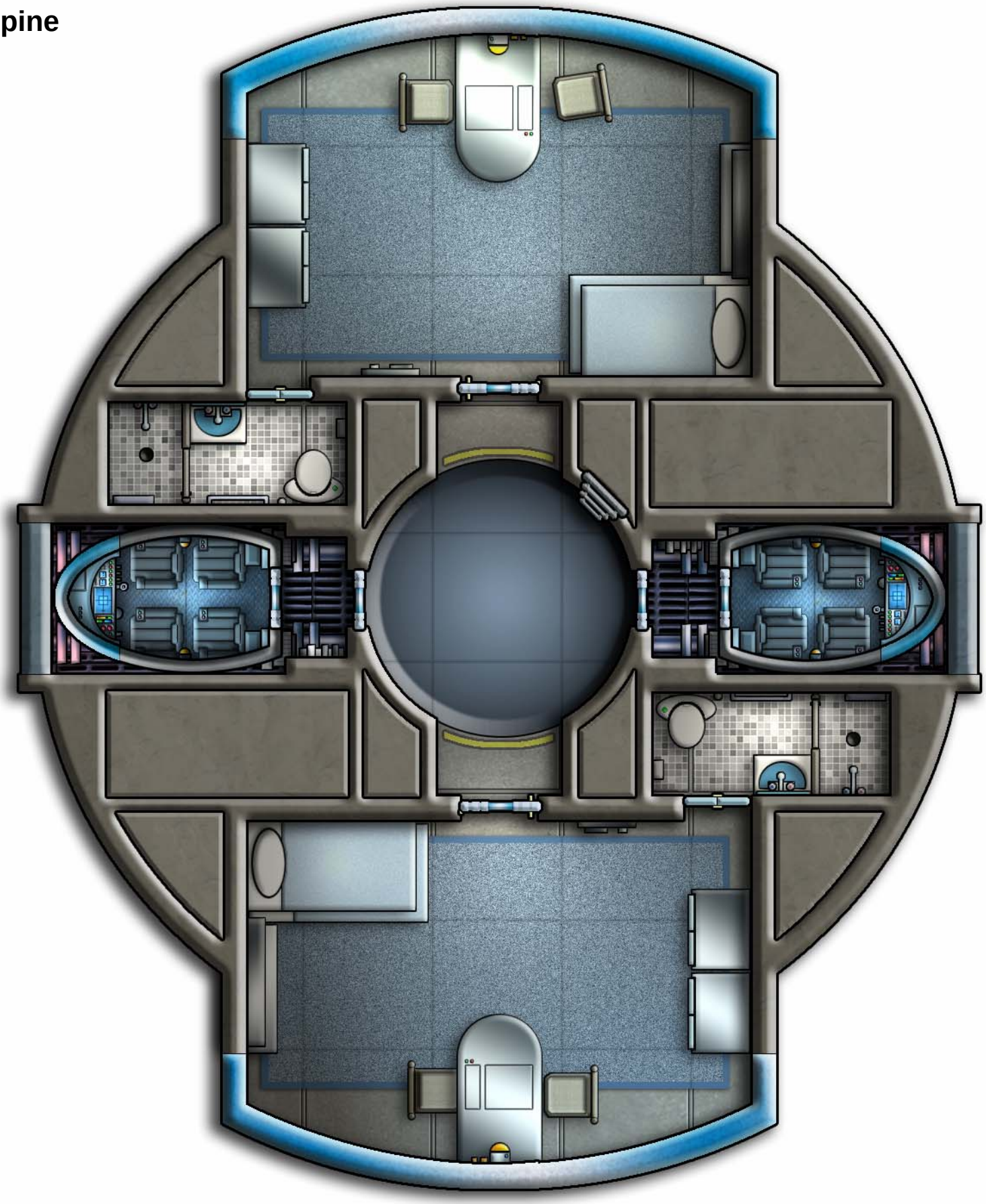
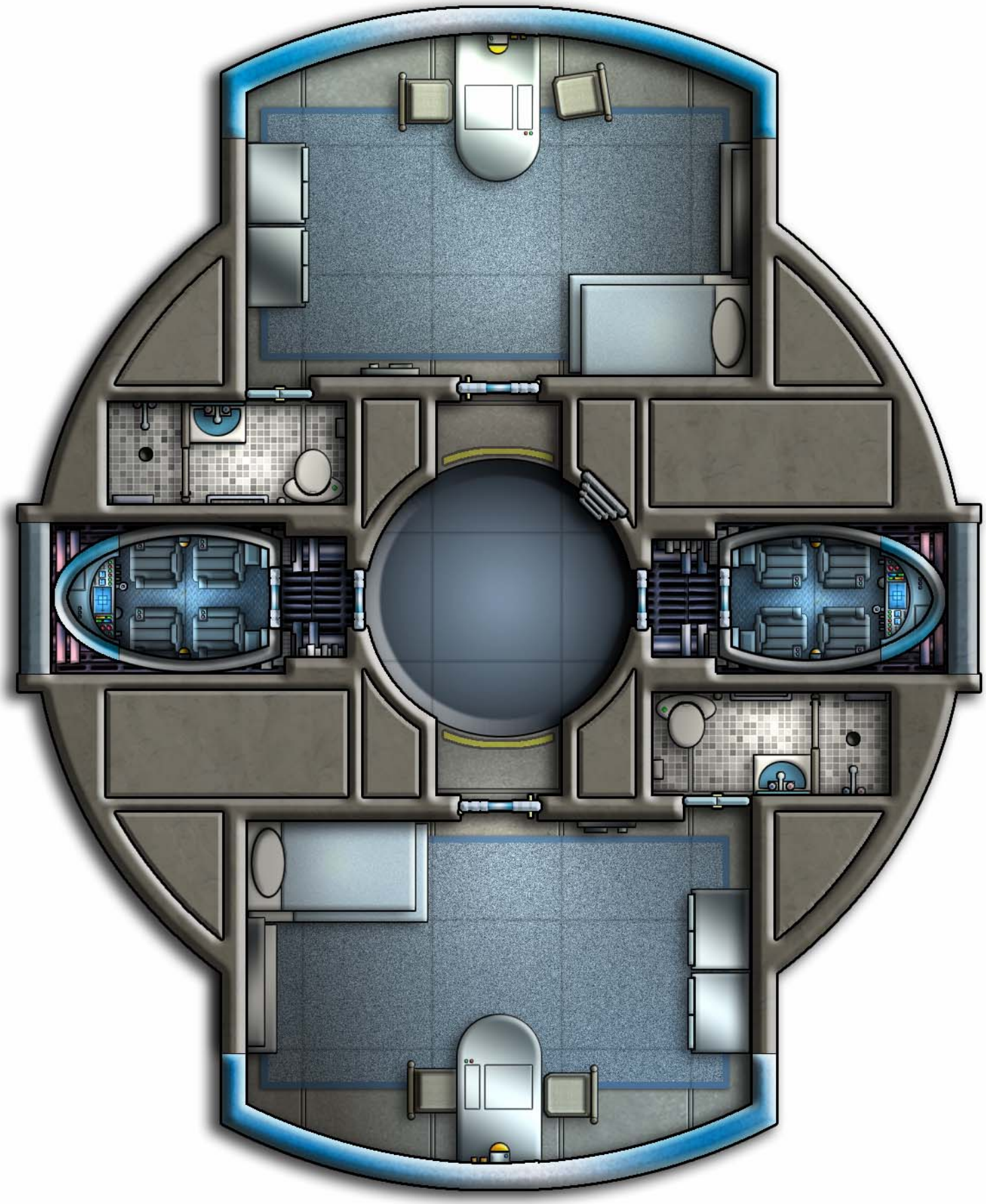
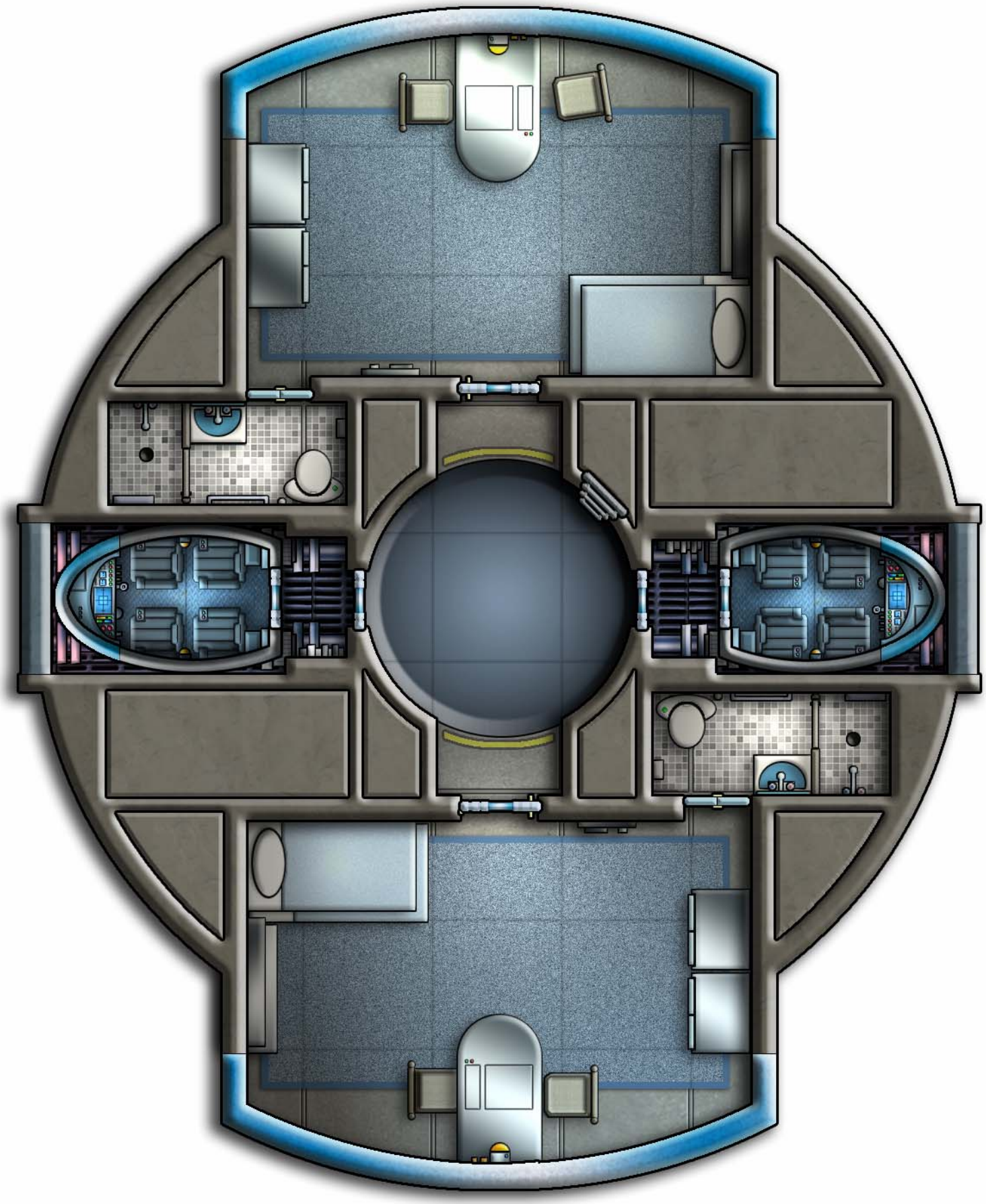
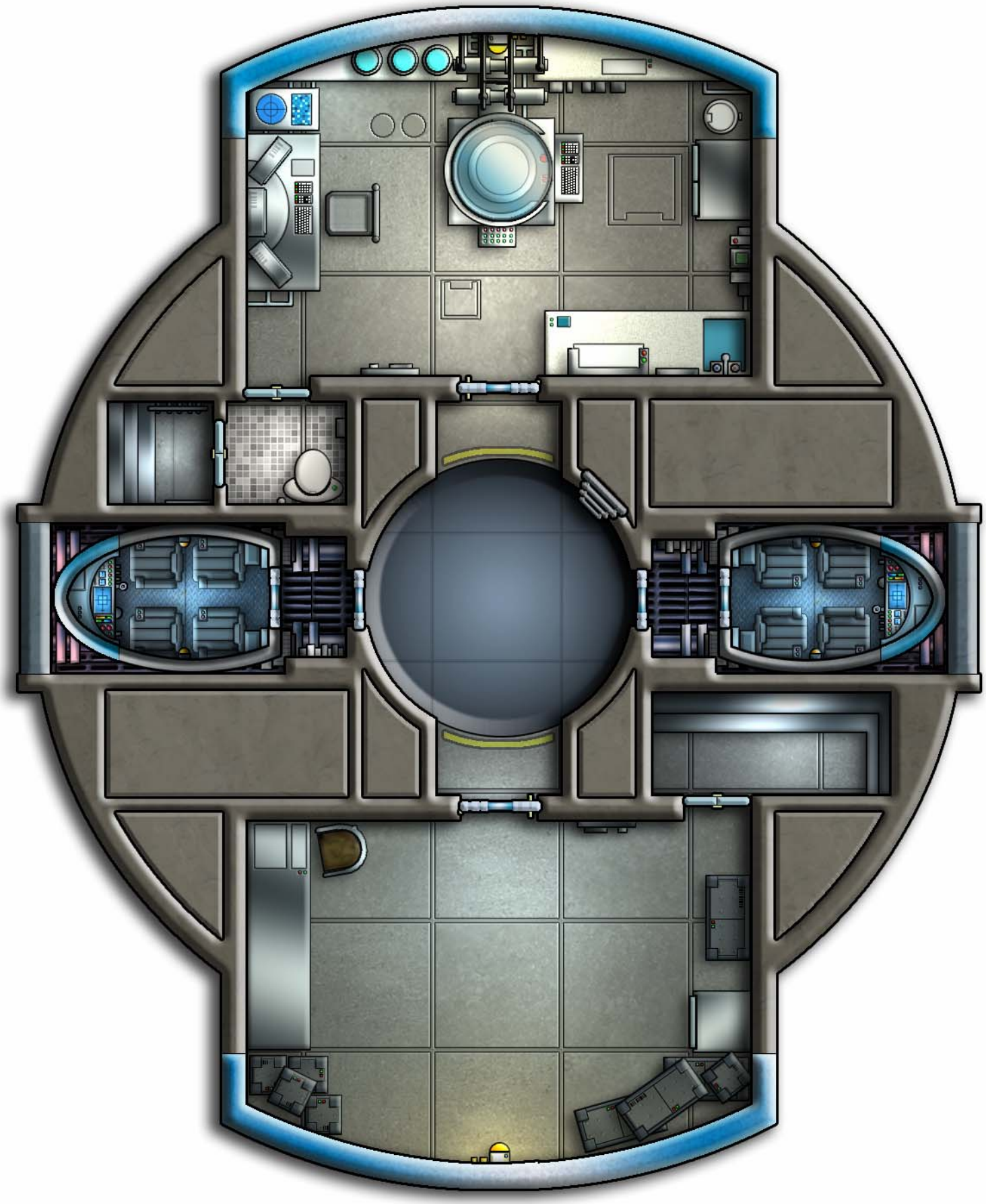
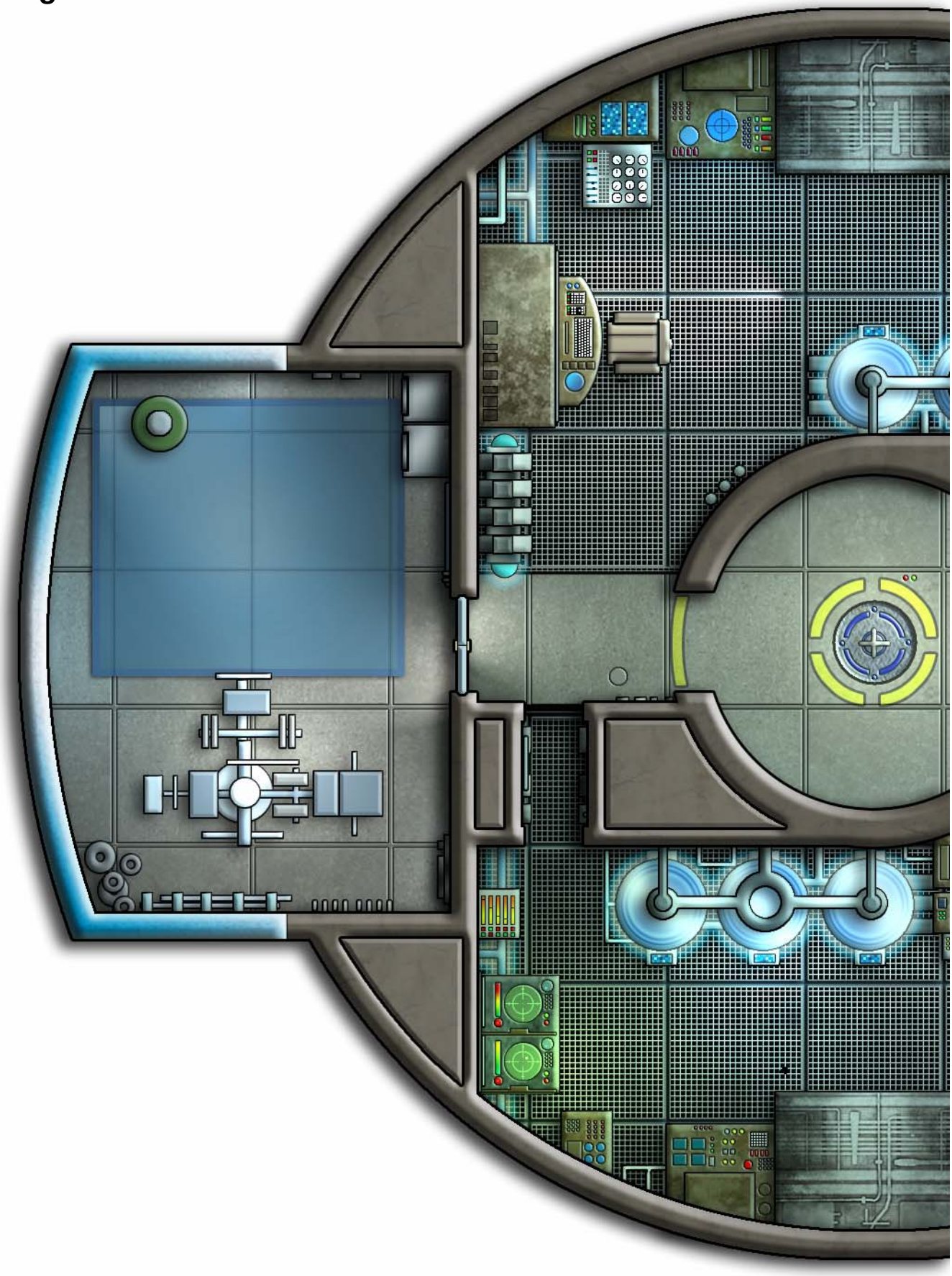


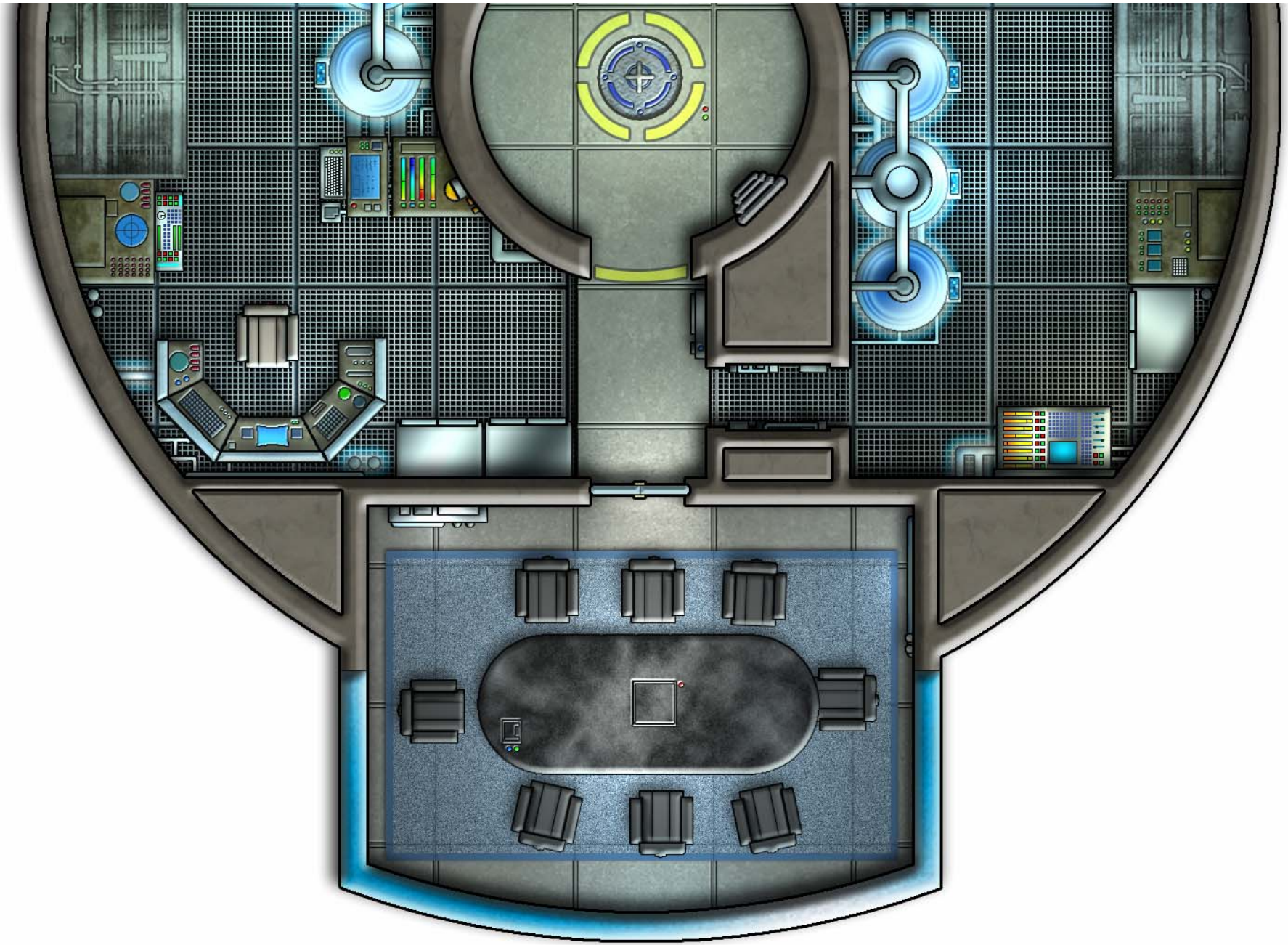






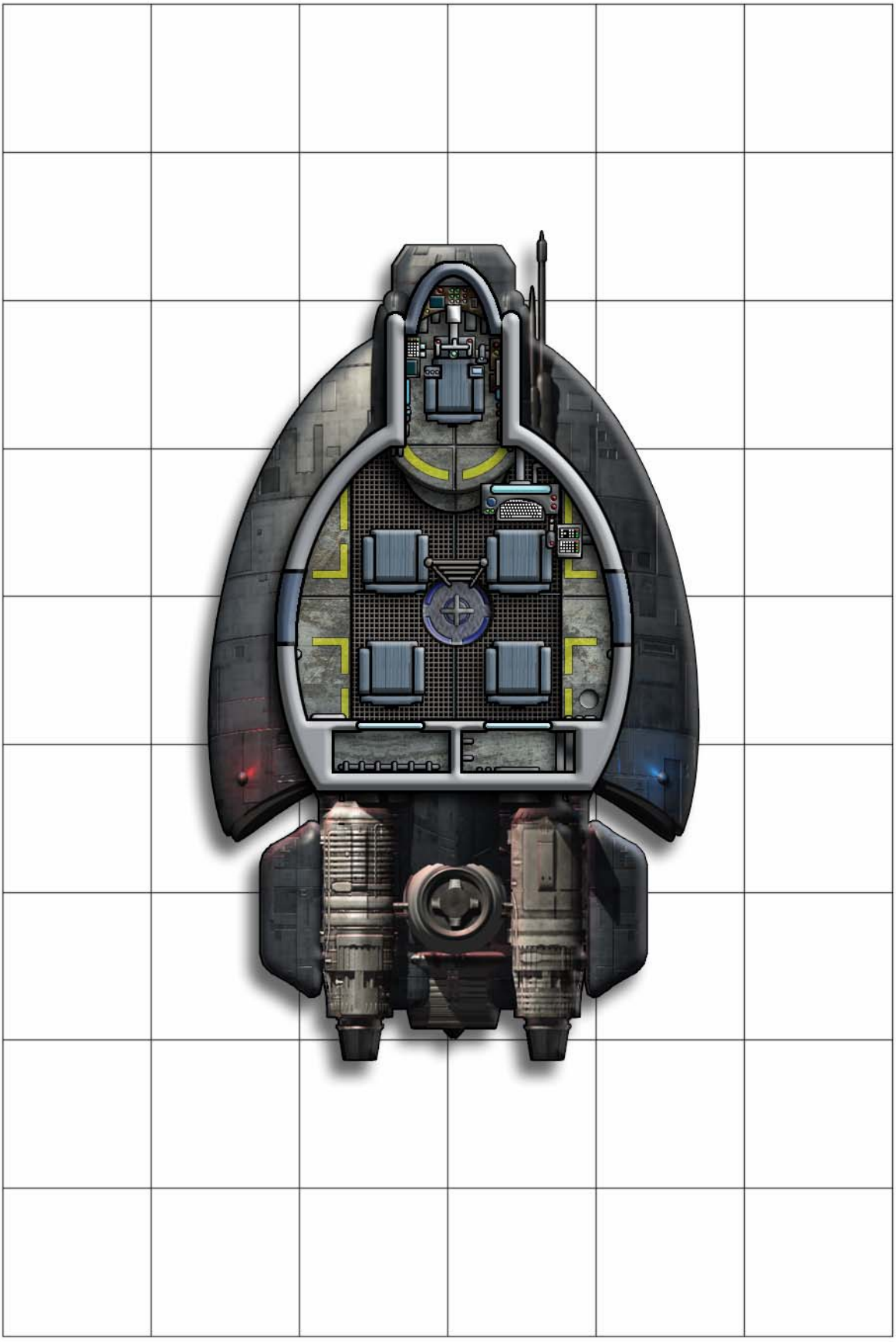
Engineering

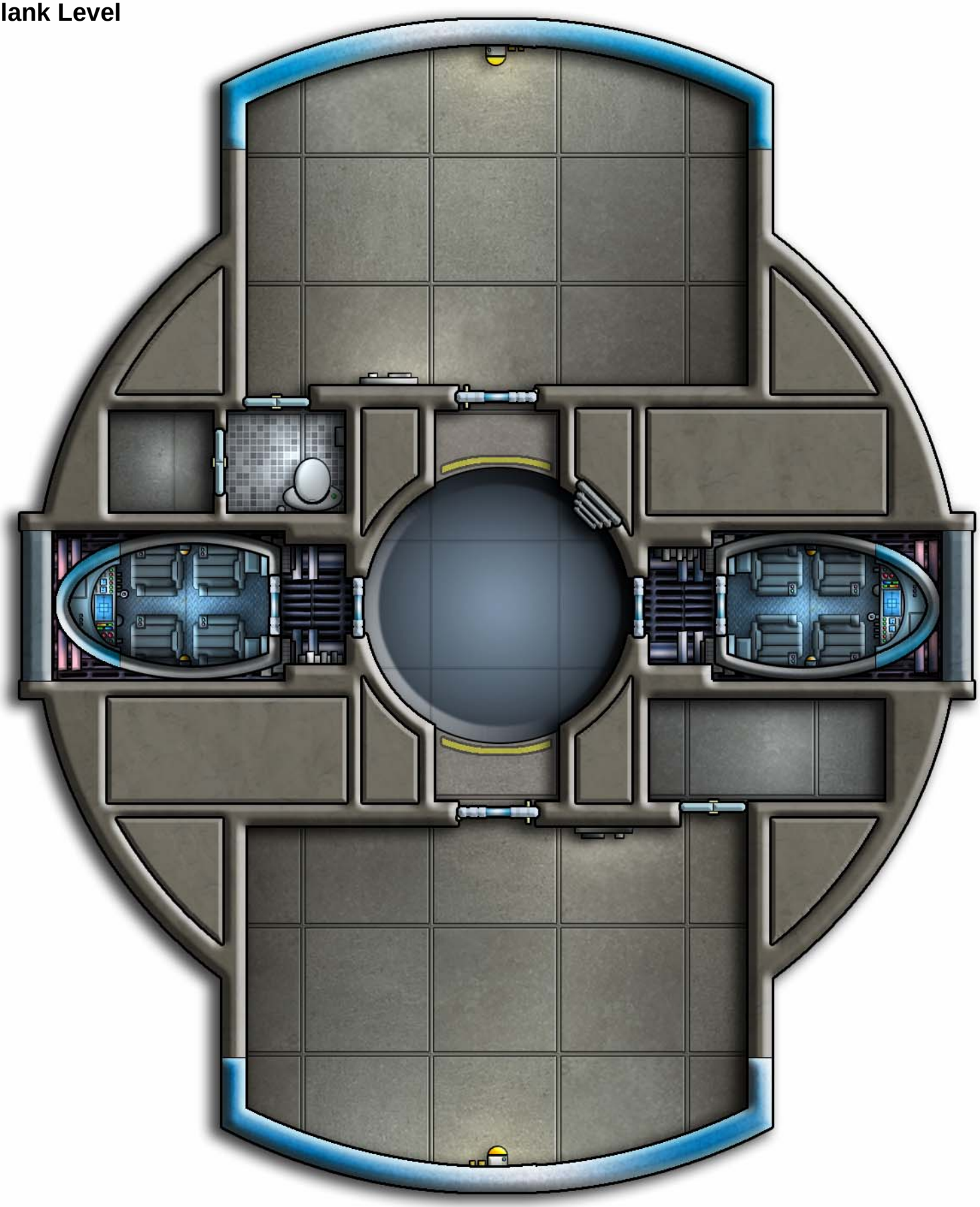




Extras

Patrol Skiff



Escape Pod

Blank Level