

MODERN FLOORPLANS VOLUME 5: ON THE MOVE "AN AVERAGE MODERN AIRSHIP"

By Charles and Krista White

Drawn by: Krista White Conceptualized by: Charles White Cover art concept by: Preston DuBose

Modern Floorplans Volume 5: On the Move ©2011, Fabled Environments. All rights reserved. Fabled Environments and the Fabled Environments logo are trademarks of Fabled Environments.

This material is protected under the copyright laws of the United States of America. Notice to copy shop owners - holders of this document are licensed to print, at any size, up to two copies at a time of the floor plans contained herein for personal use. Any other reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Fabled Environments.

This product is a work of fiction. Any similarity to actual structures is purely coincidental. Although these floor plans have been created with a great deal of quality, they are not intended to be used to create actual structures. Made in the USA.

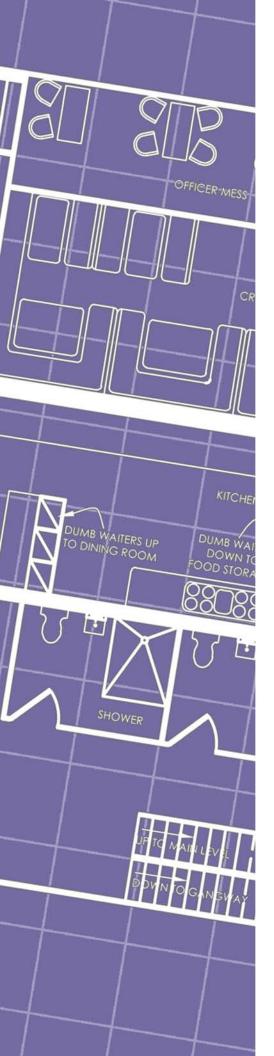


TABLE OF CONTENTS

Author's Notes4
About the Authors
INTRODUCTION
How to Use Our Maps7
How to Use Our Maps7

Luftschiff Majestic - An Average Modern Airship

Control Car	8 1/2" X 11" Overview
	24" x 36" Map9
Main Lobby / Entrance & Crew Level	
	24" x 36" Map11
Lower Passenger / Crew Level	8 1/2" X 11" OVERVIEW12
	24" x 36" Map13
Main Passenger Level	8 1/2" x 11" Overview14
	24" x 36" Map15
Cross Section Sketch	8 1/2" x 11" Overview16
	24" x 36" Map17
Overall View	8 1/2" x 11" Overview18
	36" x 48" Overview19
	Tile Key20
	36" x 48" Complete Map21



AUTHOR'S NOTES

For years, I have enjoyed playing in and running modern and near-future campaigns. The frustrating thing about gaming within these settings is the lack of maps. I began collecting maps of places that I visited for use in my games, such as hospitals, museums and other places. One of my favorites was a map of a museum that I found online. However, none of them completely fit the bill. I went to various gaming websites and stores looking for good maps, but couldn't find any that interested me. I quickly got tired of planning my games around the maps that I had available. I knew that I needed to do something, but didn't know what.

About ten years ago, Krista began drafting in AutoCAD and creating some amazing structures for school projects and then for work. It wasn't until about five years ago that it dawned on me that these structures were exactly what I needed for my games. Although not a gamer herself, Krista used her expertise to create incredible modern structures for me based on the input that I offered. I then figured that if I am in need of maps of modern structures, there must be many other people that need maps as well.

I initially thought that gaming companies would be falling all over themselves to get their hands on these maps. Boy was I wrong. There were several things that I hadn't thought of if the maps were going to be produced and sold in gaming stores.

Most gamers wanted a map that they could throw on a table and use with their miniatures. They didn't want to draw out the maps; and given the detail of the maps it would be difficult for those that wanted to try. In addition, the maps needed to be printed on $24^{\circ}x36^{\circ}$ paper to be at the correct scale and this was very expensive. If we wanted to sell the maps, the cost would be prohibitive.

The maps sat on the shelf for quite some time until Krista and I decided to contact a few game companies to see if they needed someone to create maps of modern structures for their products. There were no takers. About the same time, one of our good friends, Clint Black, was working with a couple of gaming companies on various projects. We sent him some of the maps that Krista had created. He suggested that we talk with an indie gaming company that was heavily utilizing modern settings. That company was 12 to Midnight.

We sent a couple of samples to the folks at 12 to Midnight and they loved them. At the same time, they solved our biggest obstacle. If we released the maps in .PDF format, we didn't have to worry about the constraints of printing. And, the rest is history. It just goes to show that if you have a dream and the support of great friends and family, you can accomplish anything!

- Charles White

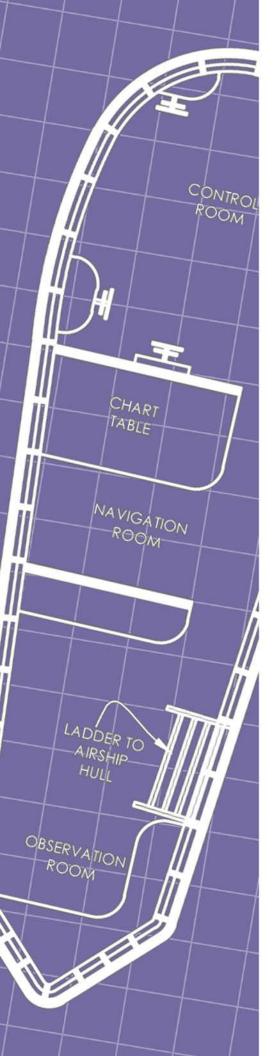


About the Authors

Charles White has been involved with gaming ever since a high school friend brought a copy of the expert set of Dungeons and Dragons to school one day. Twenty years later, Charles still games on a regular basis and runs games on occasion. Definitely not the typical gamer, Charles is a Lutheran Seminary graduate and holds two Masters degrees; one with a focus in American Church History and the other, an advanced Masters, in the area of American Religion and Culture.

Krista White is not your typical creator of gaming supplements. In fact, she has never gamed in her life. However, one fateful day, over ten years ago, she met a bright-eyed handsome gamer and her life has never been the same since. Krista is an experienced architectural drafter who works on many real world projects during her "day job". In addition, she has a degree in interior design and is a painter, sculptor, scrapbooker and all around artiste.

Krista and Charles both call North Carolina home where they live with their 1.5 year old son, Copeland, "daughter", Daisy, a full-blooded Golden Retriever and "son", George, a rambunctious hound mix. They are currently awaiting the arrival of their second "real" child late this fall.



INTRODUCTION

Modern Floorplans Volume 5: On the Move "An Average Modern Airship"

Welcome to Modern Floorplans: On the Move. We hope that you enjoy these floorplans and encourage you to keep an eye out for more releases from Fabled Environments.

World Traveler Digest "Travel Reaches New Heights" 11 April 1922 By John Tucker

On April 11, a joint partnership between the Zeppelin Company and Goodyear Company produced an amazing new airship. Named Luftschiff Majestic, this new rigid airship is truly a hotel in the sky. Like her namesake, the ocean liner RMS Majestic, Luftschiff Majestic carries her passengers across the sea in luxury. Unlike ocean liners, the Luftschiff Majestic offers passengers breathtaking views from an astounding one thousand feet above sea level.

This new airship actually consists of a large rigid frame filled with a safe, lighter than air gas, known as hydrogen, a control gondola and a multi-tiered structure housing passengers and crew alike. Wedged in between the control gondola and the passenger area is a spacious cargo area. Likewise, another large cargo area has been placed between the rear engines and the passenger area.

This newspaper man was privileged to hop aboard the Luftschiff Majestic's shakeout cruise and I have to say it was the bee's knees. We entered from a gangplank on the ground that led to an entry on the bottom level of the craft. Instead of traveling up the double staircase to the higher levels, we first toured the crew quarters. As an old Navy man, I must admit the accommodations were far better than most I've seen while in the service. Quarters were divided up with officers housed in between a set of crew quarters. Officers are given the luxury of single beds while the twelve crew members are housed in bunk beds. Spacious showers and bathrooms are also afforded the crew of this magnificent craft.

The second level didn't disappoint. Officer and crew messes are located on this level as well as the main kitchen for the ship. However, the bulk of this level is designated for passengers with a sealed smoking cabin, bar, lavatory facilities for both sexes as well as showers for passengers. Both the smoking cabin and bar are lavishly appointed with dark leather furniture and rick mahogany trim.

However, where the Luftschiff Majestic really shines is on the third level. The top level of the passenger area houses forty, double occupancy, passenger births, a dining room, reading area and two grand promenades flanking either side of the ship. Here, passengers can take their meals, listen to a jazz pianist or simply relax in the lounge area. Although each cabin is small by hotel standards, they are all richly appointed and sure to satisfy the most demanding tastes. The menu also reflects this attention to detail. We were treated to a lunch of Beef Wellington, potato medallions and steamed asparagus, all paired with a lovely red wine from the Bordeaux region of France.

Given all that I've seen on our short two-hour flight, you can be sure that I will be the first in line to purchase at ticket on this marvelous ocean liner of the sky.

How to Use Our Maps

Thank you for your purchase. This map has been specifically designed to take advantage of features found in Adobe Reader XTM (http://get.adobe.com/reader/). If you are not currently utilizing this version of Adobe Reader, Fabled Environments strongly recommends that you update to the newest version. Some features may not be available with previous versions.

Each map in this Modern Floorplans collection is available for printing in three options:

• An 8.5" x 11" single-page overview map. On these maps, 1 square does NOT necessarily equal 1 inch, however each square does represent 5 feet. This map is useful for the GM who just needs an overview or who plans on drawing out the floorplan on a dry-erase grid.

• An 8.5" x 11", 24" x 36" or 36" x 48" map. These are "standard" miniature-ready maps, in which 1 square equals 1 inch, and each square represents 5 feet. These maps are ideal for throwing on the table and instantly playing, but not many people have large format printers in their homes. The maps can usually be printed at a copy shop relatively inexpensively, and the copyright notice on page 2 includes a note to copy shop owners explicitly allowing you to print our maps for your personal use.

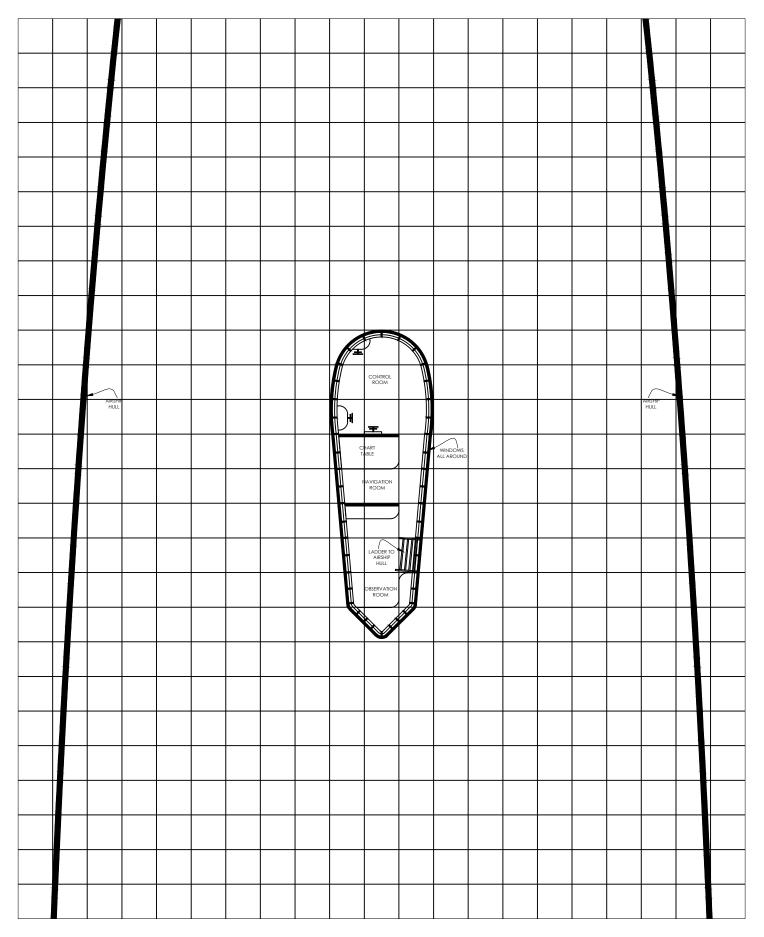
• A series of pages that, when laid out correctly, form a single, complete map. This tiled version requires some invisible tape and scissors to put together. This can be accomplished one of two ways depending on the size of the map. To tile a single wide-format sheet, we suggest using a great feature of Adobe Reader X, known as the tile function. (File>Print. Under the drop down menu titled "Page Scaling" select "Tile Large Pages"). This will allow you to print a series of 8.5" x 11" pages and assemble them. If the maps consists of mutiple wide-format sheets, then multiple 36" x 48" sheets will need to be printed either using the process described above or using a comercial printer. To form the oversized map, a key is provided to show the proper way to construct the map.

Because each floorplan comes in different sizes, the table of contents and PDF Bookmarks are helpful for finding and printing only the floorplans you need. We have tried to be as clear as possible in labeling and navigation, but please let us know if you have ideas for improvement. In putting together this map pack, we tried to keep GM flexibility at the forefront. Using the layers feature of Adobe Reader X[™] (View>Show/Hide>Navigation Panes>Layers) several features found on the map can be turned on or off such as:

- Labels
- Furniture
- Grid
- Walls
- Any/All of the above

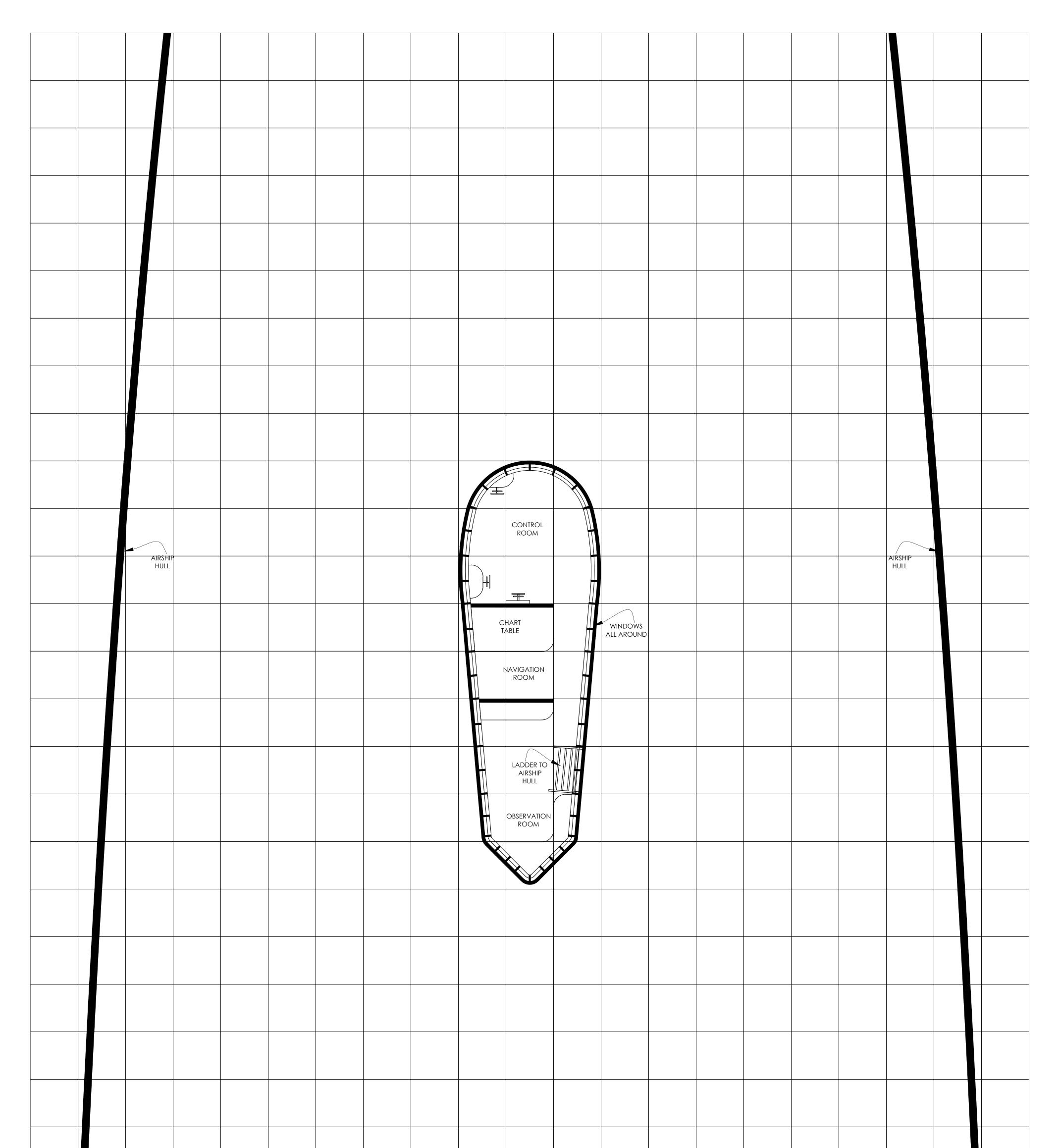
Note: when a layer is turned off, the contents of that layer will not be present when printing. In other words, what you see on the screen is what will be printed.

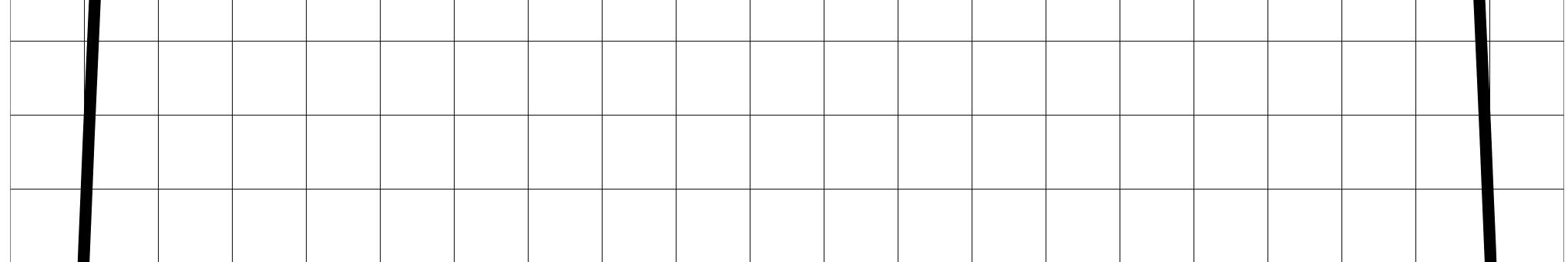
We welcome your feedback regarding future map ideas, constructive criticism or anything else you might like to share with us. We also encourage you to contact us if you have any issues with the product. If you have enjoyed this map set, we have many other maps available that you might also like. You can find information on all our current and future releases at www.fabledenvironments.com, follow us on Facebook or send us an email at charles@fabledenvironments.com.

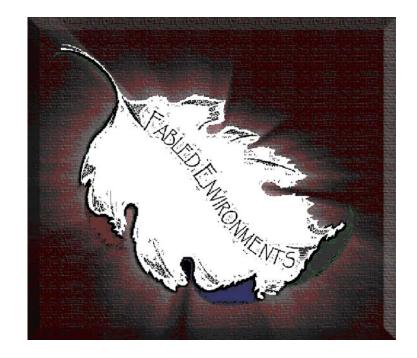




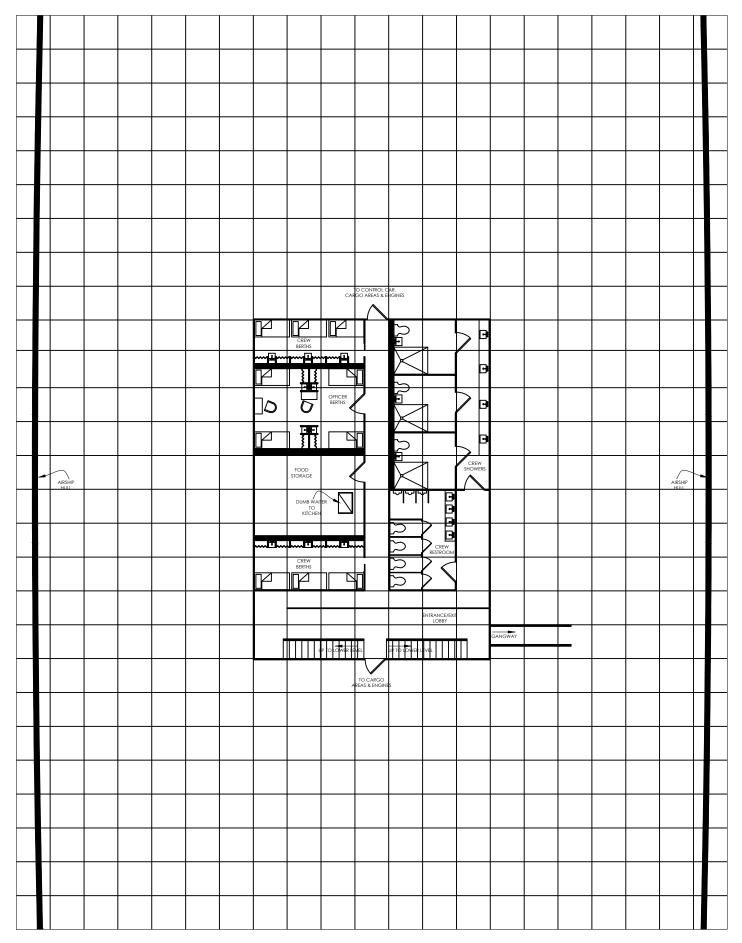
"On The Move" map pack "Luftschiff Majestic" - Control Car *An Average Modern Airship* - Approximately 426 Sq. Ft. © 2011 Fabled Environments all rights reserved







"On The Move" map pack "Luftschiff Majestic" - Control Car *An Average Modern Airship* - Approximately 426 Sq. Ft. © 2011 Fabled Environments all rights reserved



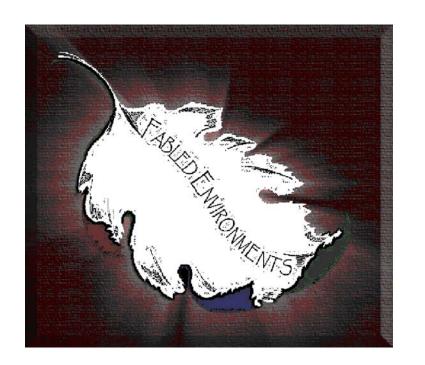


"On The Move" map pack

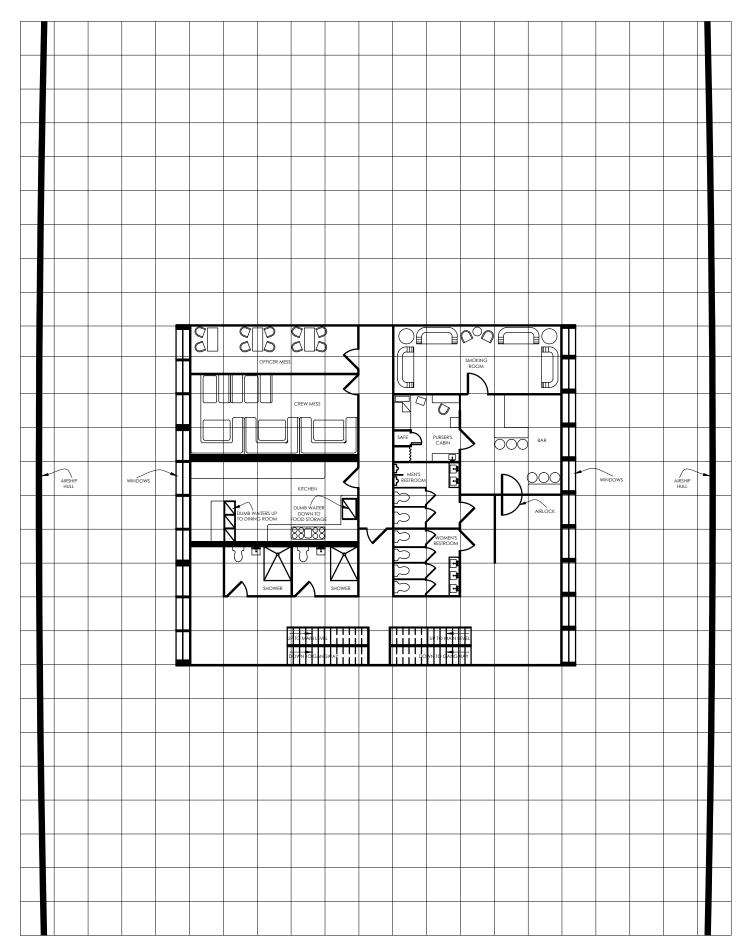
"Luftschiff Majestic" - Main Lobby / Entrance & Crew Level An Average Modern Airship Approximately 1,733 sq. ft. © 2011 Fabled Environments all rights reserved

Image: Second secon
O CONTROL CAR. CARGO AREAS & ENGINES CREW BERTHS
FOOD STORAGE DUMB WATER TO KITCHEN CREW CREW CREW RESTROOM
Image: Constraint of the second se
Image:

"On The Move" map pack "Luftschiff Majestic" - Main Lobby / Entrance & Crew Level



An Average Modern Airship Approximately 1,733 sq. ft. © 2011 Fabled Environments all rights reserved





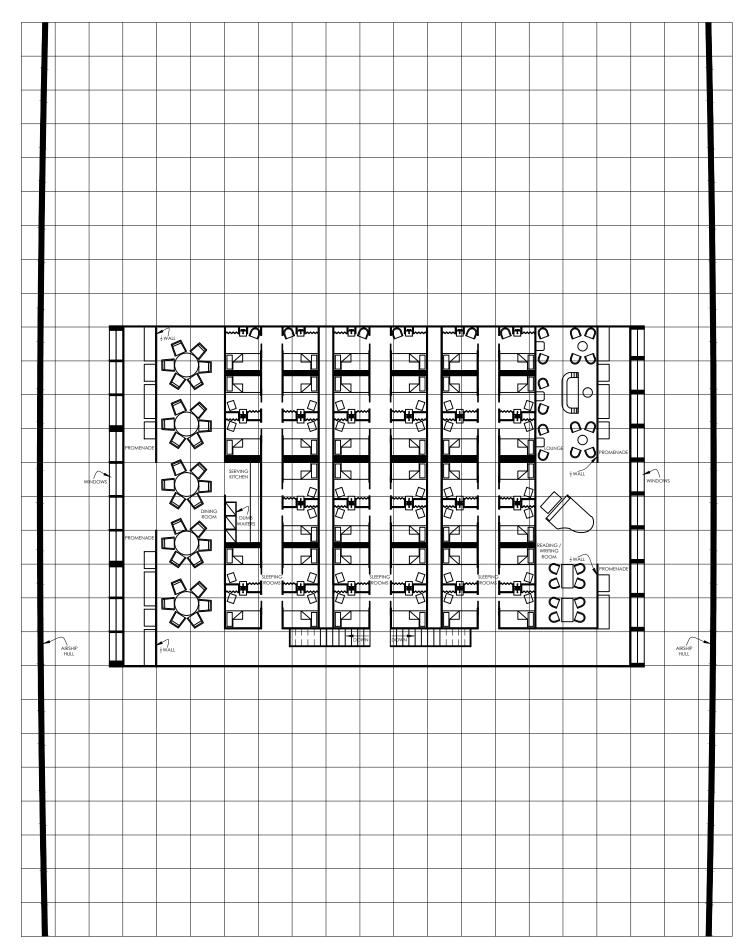
"On The Move" map pack "Luftschiff Majestic" - Lower Passenger / Crew Level *An Average Modern Airship* Approximately 2,733 sq. ft. © 2011 Fabled Environments all rights reserved

AIRSHIP HULL WINDOWS	G ROOM FOOD STORAGE	SAFE PURSER'S RESTROOM RESTROOM	BAR BAR AIRLOCK	



"Luftschiff Majestic" - Lower Passenger / Crew Level An Average Modern Airship Approximately 2,733 sq. ft. © 2011 Fabled Environments all rights reserved

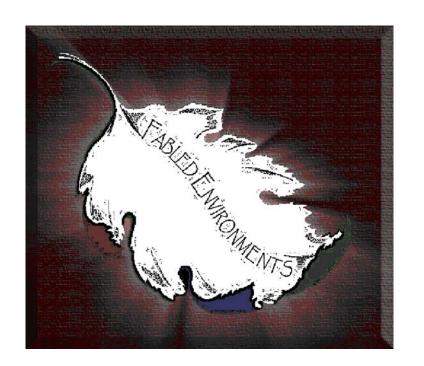
"On The Move" map pack



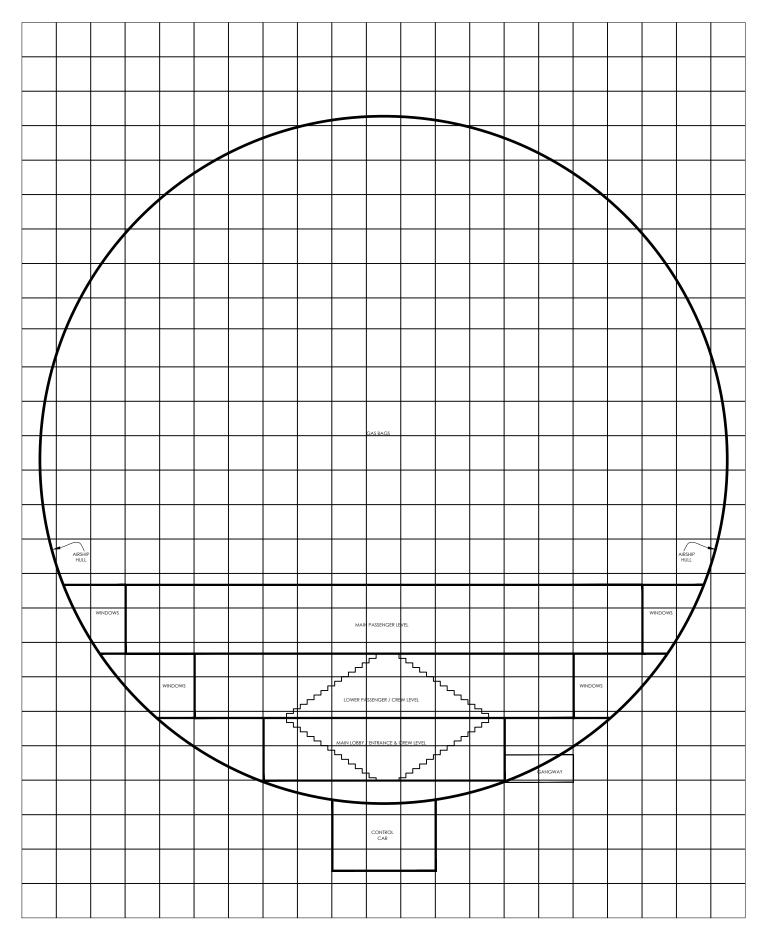


"On The Move" map pack "Luftschiff Majestic" - Main Passenger Level *An Average Modern Airship* Approximately 3,733 sq. ft. © 2011 Fabled Environments all rights reserved

Image: Section of the sec	SERVING KITCHEN DINING ROOM DUMB WAITERS	READING / WRITING ROOM J WALL PROMENADE

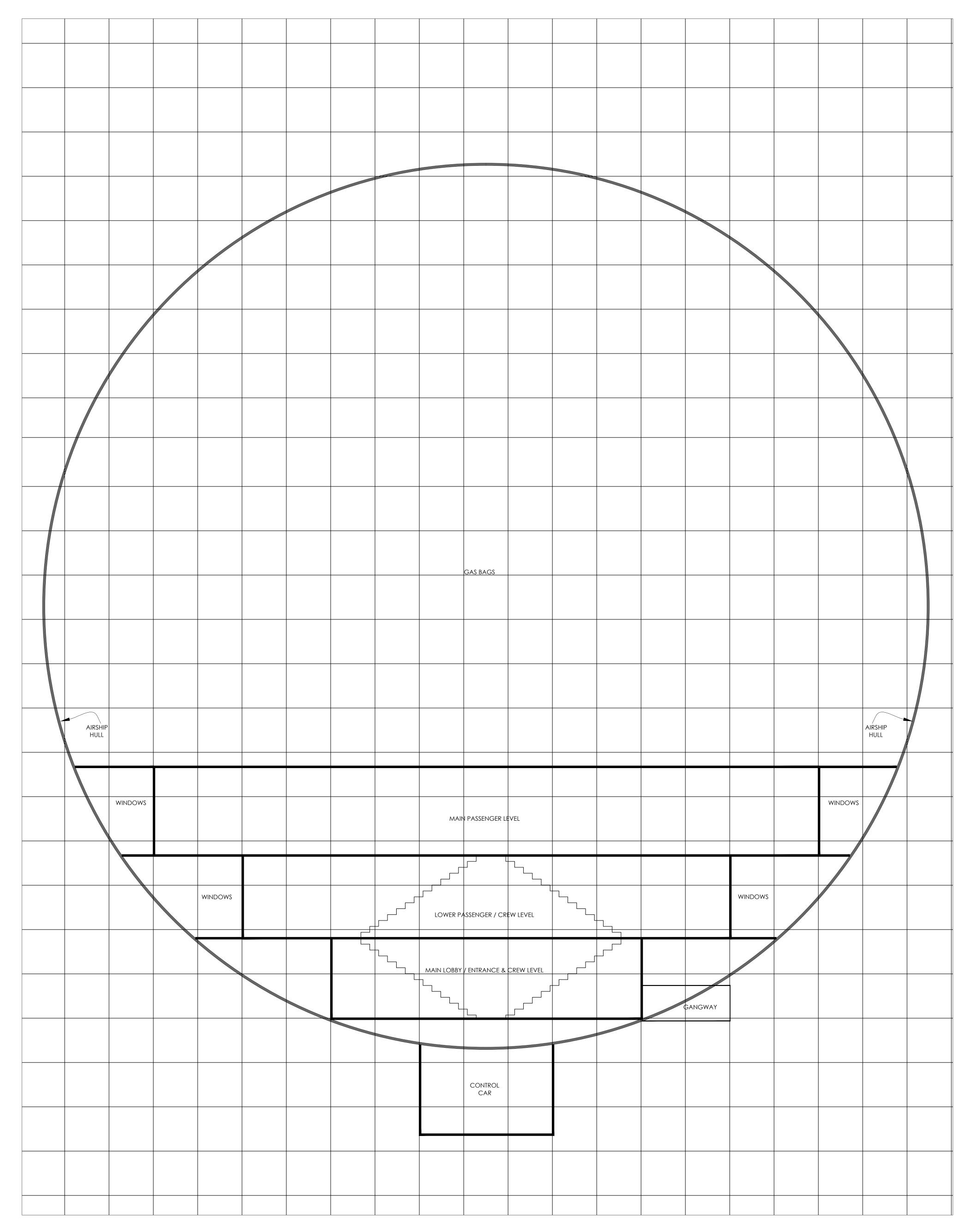


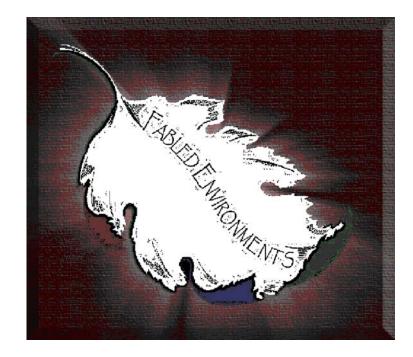
"On The Move" map pack "Luftschiff Majestic" - Main Passenger Level An Average Modern Airship Approximately 3,733 sq. ft. © 2011 Fabled Environments all rights reserved



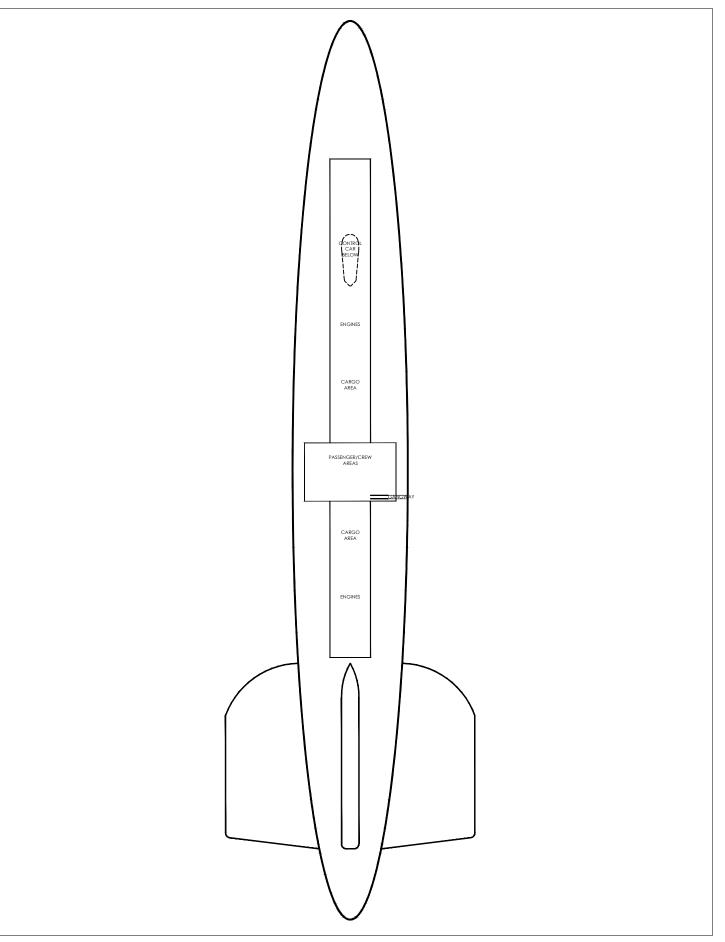


"On The Move" map pack "Luftschiff Majestic" - Cross-Section Sketch *An Average Modern Airship* © 2011 Fabled Environments all rights reserved





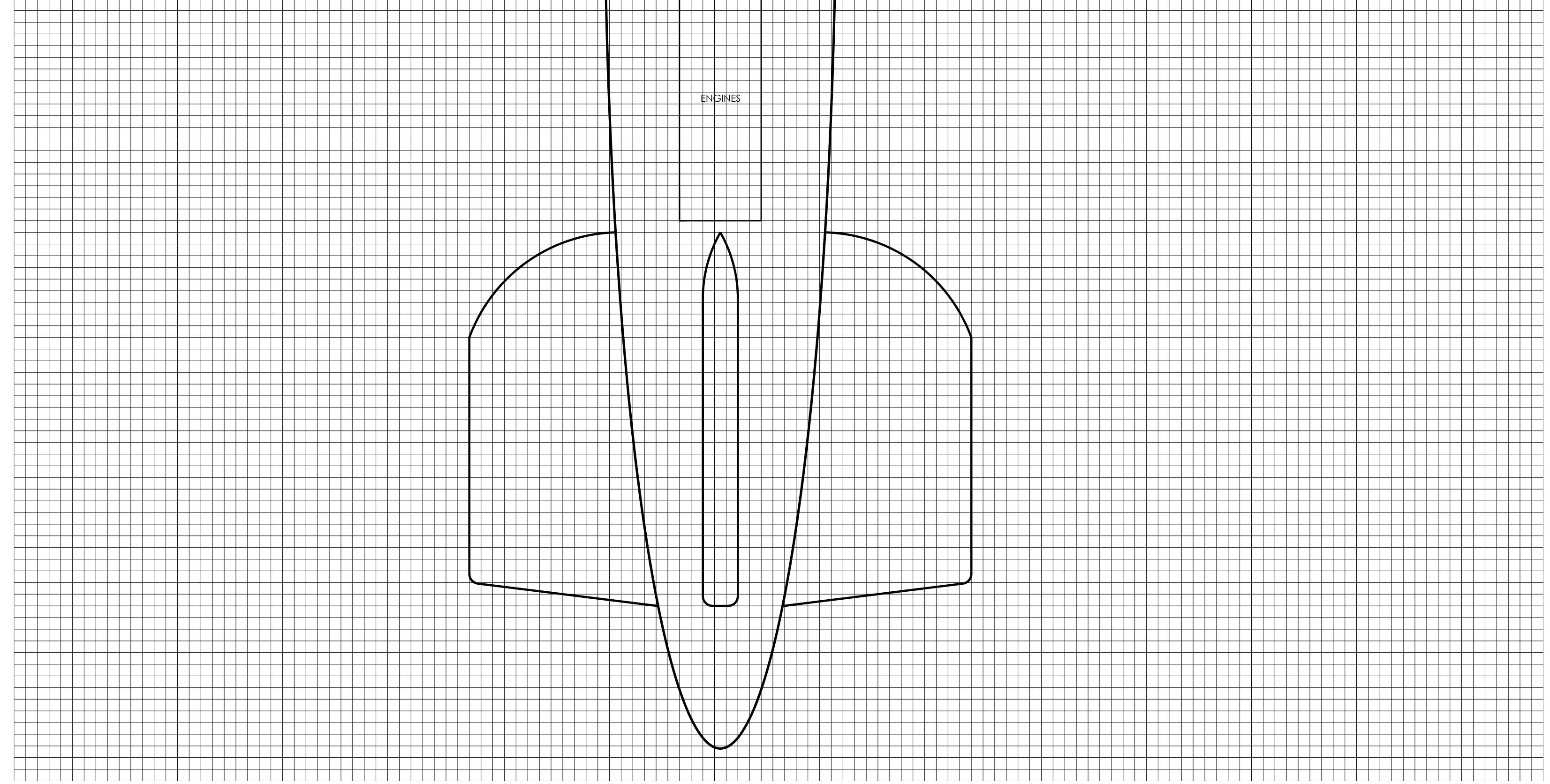
"On The Move" map pack "Luftschiff Majestic" - Cross-Section Sketch *An Average Modern Airship* © 2011 Fabled Environments all rights reserved



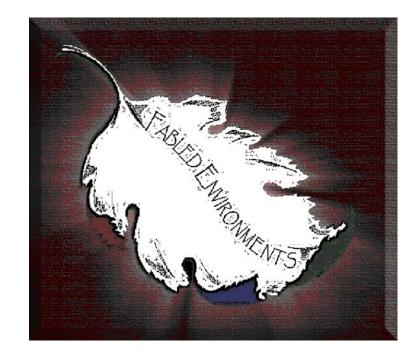


"On The Move" map pack "Luftschiff Majestic" - Overall View *An Average Modern Airship* © 2011 Fabled Environments all rights reserved

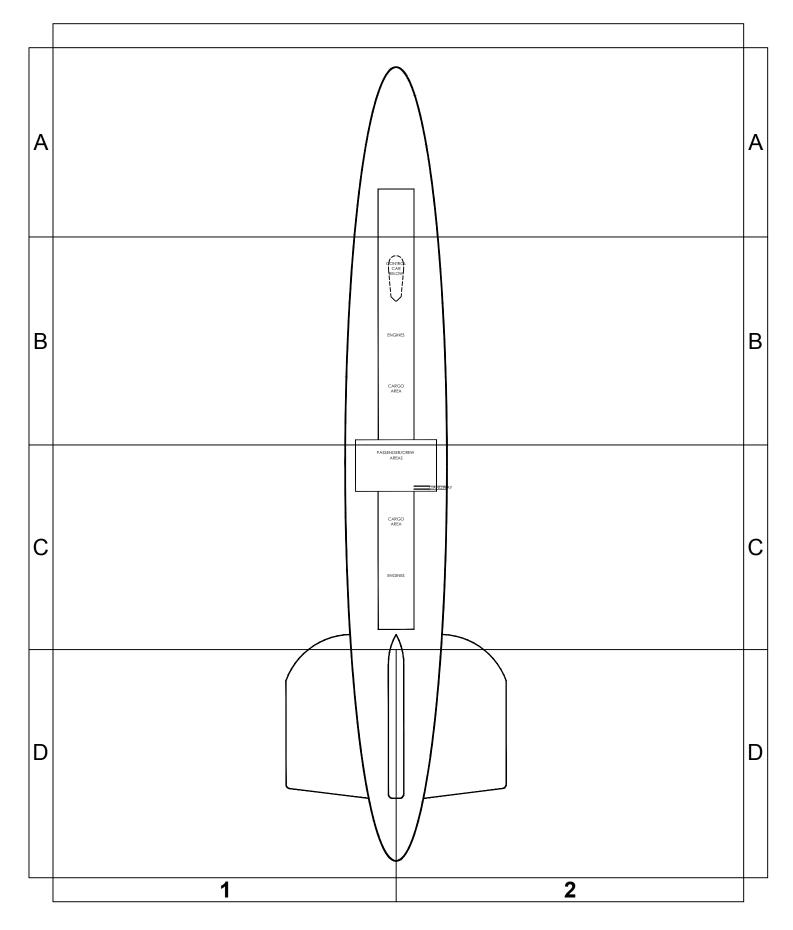
	CARGO AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA AREA </td
	ASENGER/CREW
	CARGO I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I



NOT TO SCALE

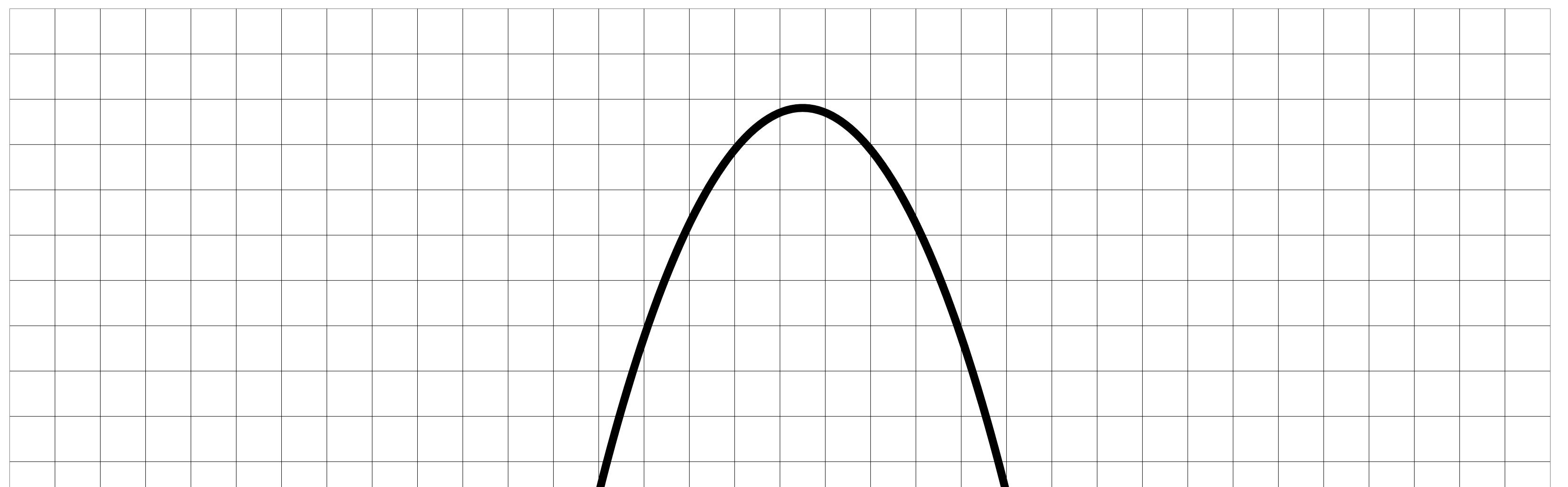


"On The Move" map pack "Luftschiff Majestic" - Overall View *An Average Modern Airship* © 2011 Fabled Environments all rights reserved



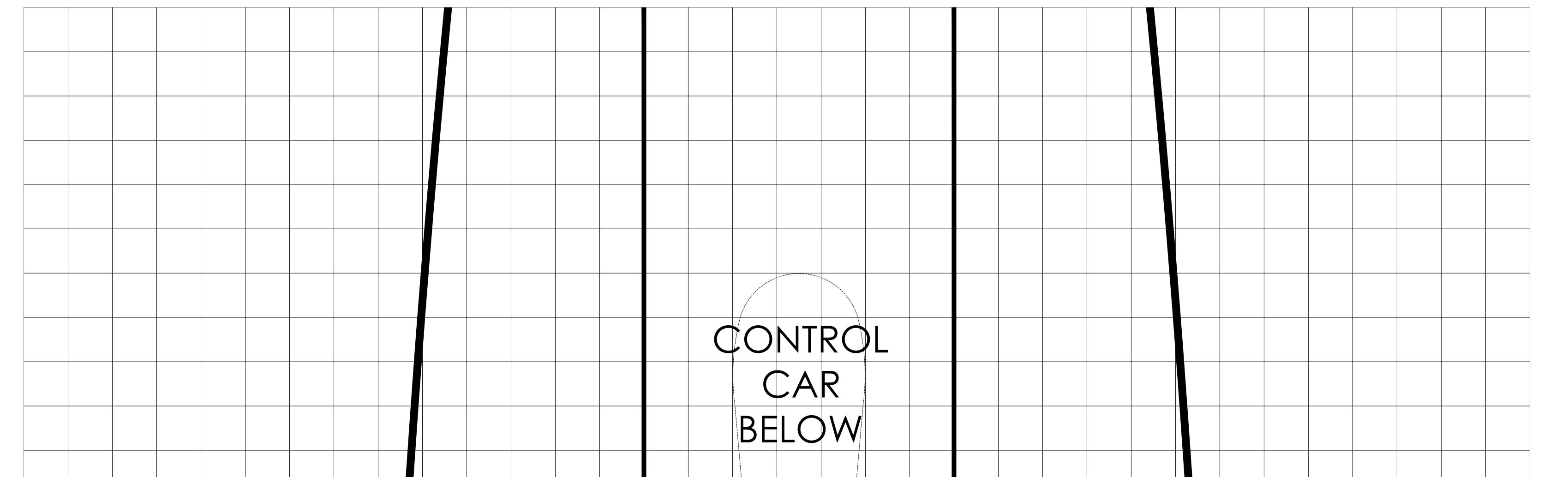


"On the Go" map pack "Luftschiff Majestic" - *An Average Modern Airship* 36" X 48" Tile Key © 2011 Fabled Environments all rights reserved



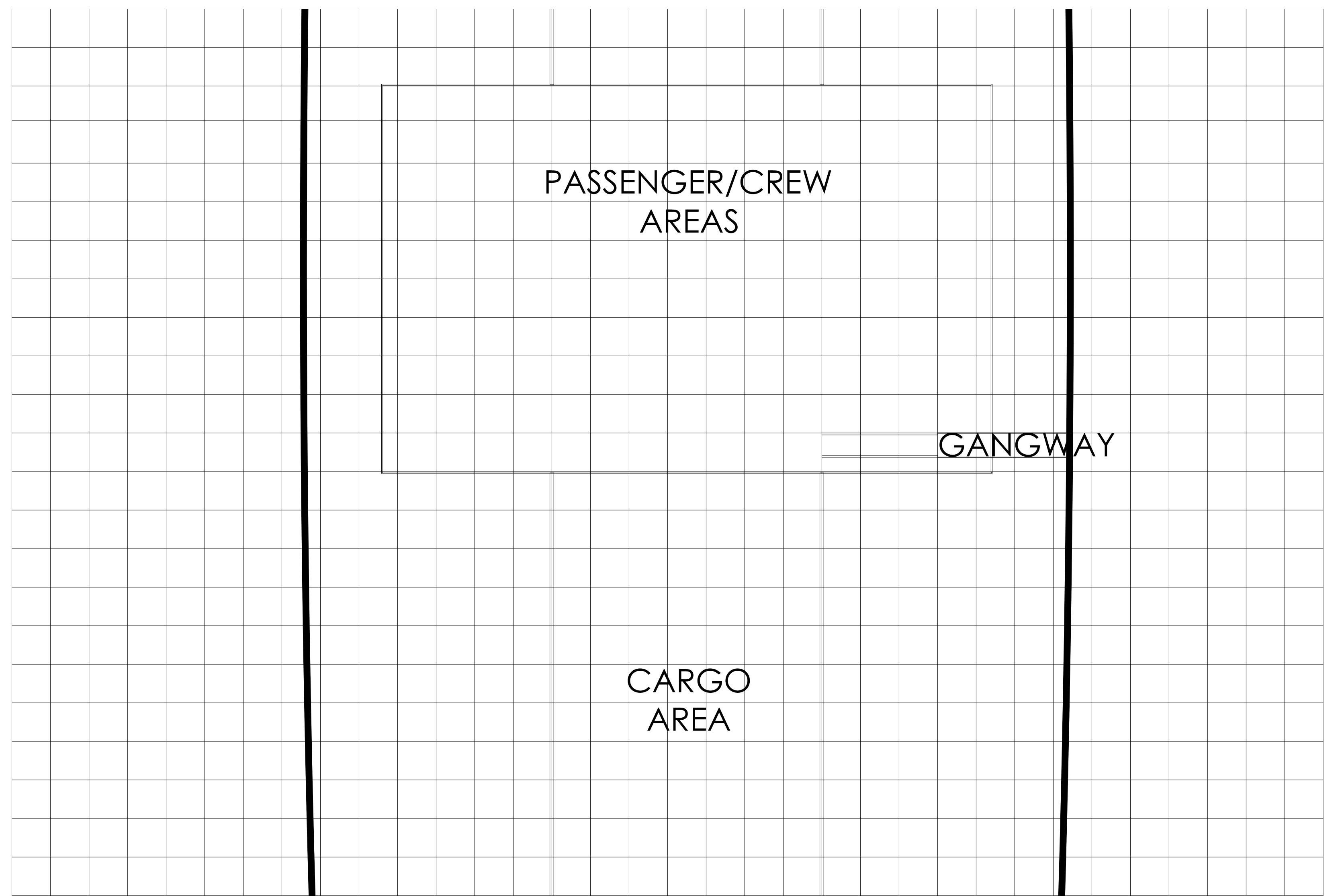
A

		IONTRC CAR			
		BELOW			



Β

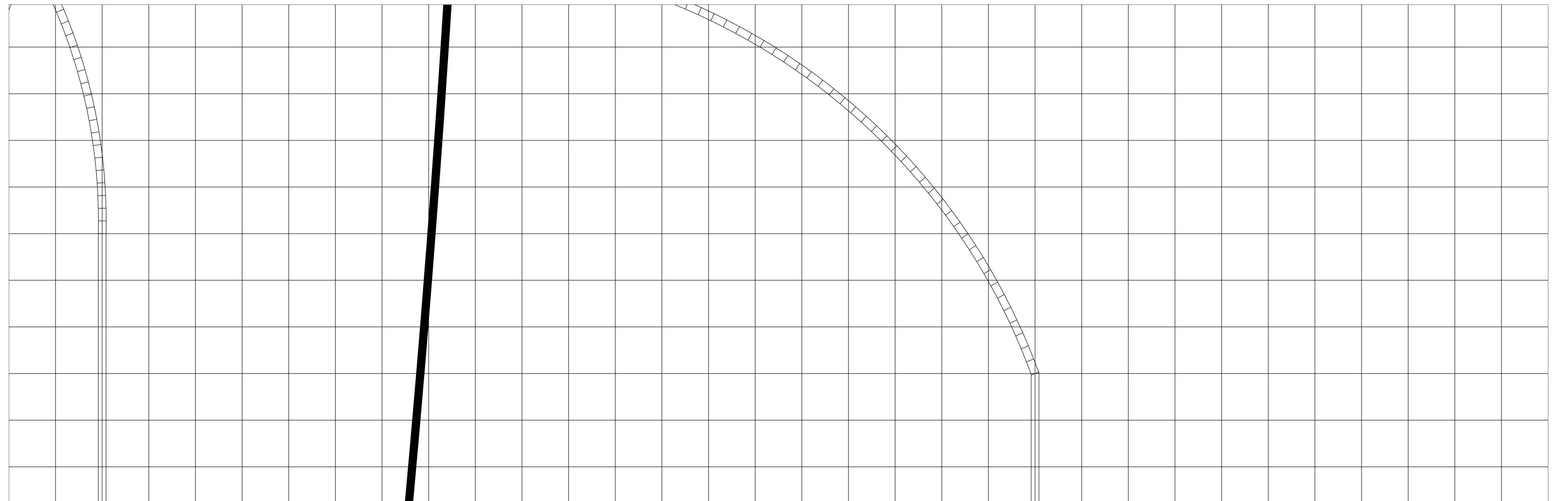
			ENGINE	S			
			CARGC				
			AREA				
			PASSENGER/		Y		



С

	Image: second		
	ENGINES		

D1



D2

