

# SLIPSTREAM



## ROCKET MAP TILES





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MAP TILES AND SHIP DESIGN BY  
Jordan Peacock

Cover Art: Daniel Rudnicki

Original Cover Design: Robin Elliott

Producer: Shane Lacy Hensley

Savage Worlds by Shane Lacy Hensley

### ROCKETSHIP MAP TILES

The following pages provide a sample layout of a “generic” retro-styled rocketship, presented in a 1” grid format for miniatures (or “figure flats”), for use with the Slipstream RPG, or in other Savage Worlds settings. Alternate versions of each page are presented with and without 1” gridline guides (as you might prefer to do without the overlay).

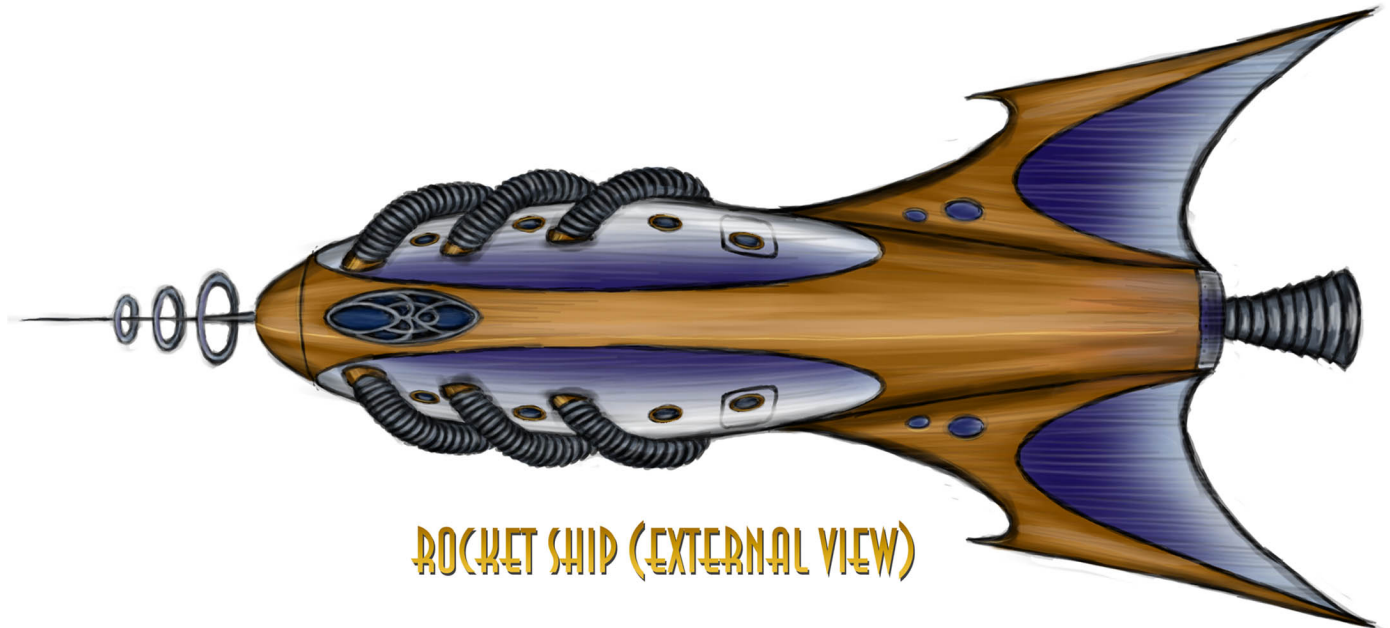
Layouts are presented of the interior on two levels; you’re welcome to print them off, cut them out, and paste them together for use in on-board action. There’s some overlap in each segment of the interior maps so as to make it easier to line them up. The exterior-view map grids are useful for boarding actions and daring battles, precariously balanced on the wings of the hurtling rocketship.

Be sure to check out the Pinnacle web site at <http://www.peginc.com> for the latest accessories (such as the Slipstream Figure Flats) and aids for your games of Slipstream or other Savage Worlds adventures.

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ROCKET SHIP (EXTERNAL VIEW)



CONTROL ROOM

STORAGE

EXIT

LADDER

HATCH

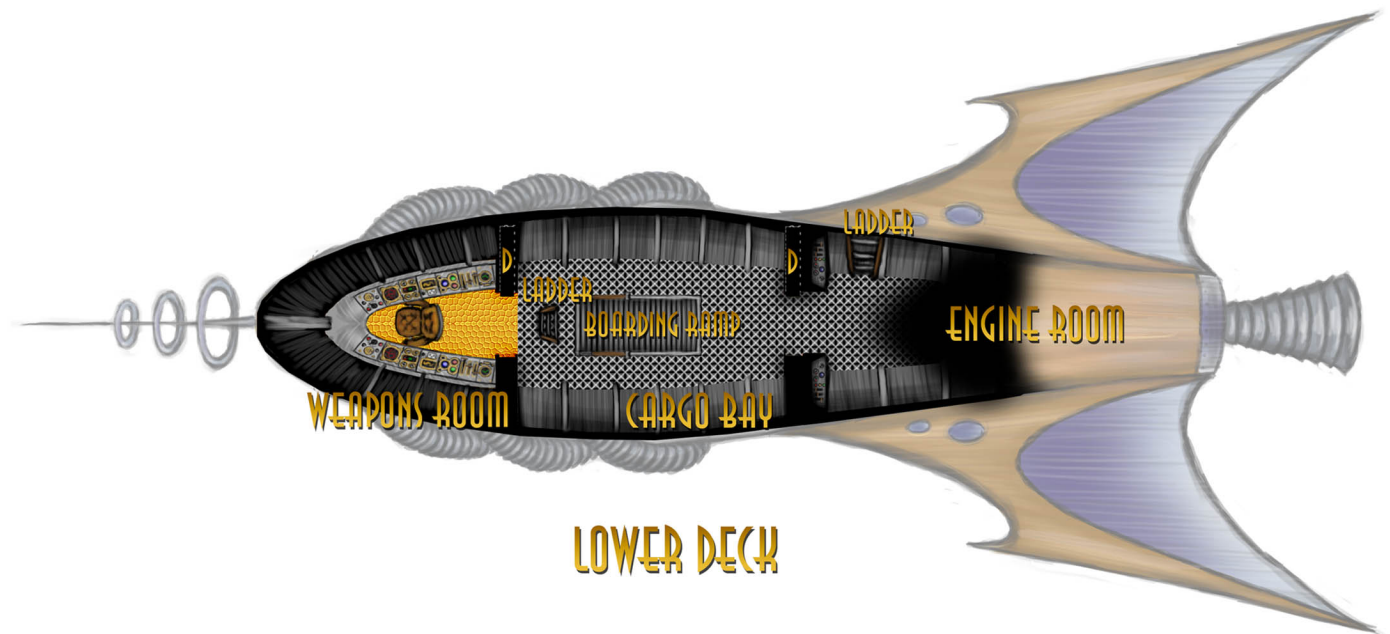
PASSENGER CABIN

ENGINE ROOM

LAVATORY

EXIT

UPPER DECK



WEAPONS ROOM

CARGO BAY

LADDER

BOARDING RAMP

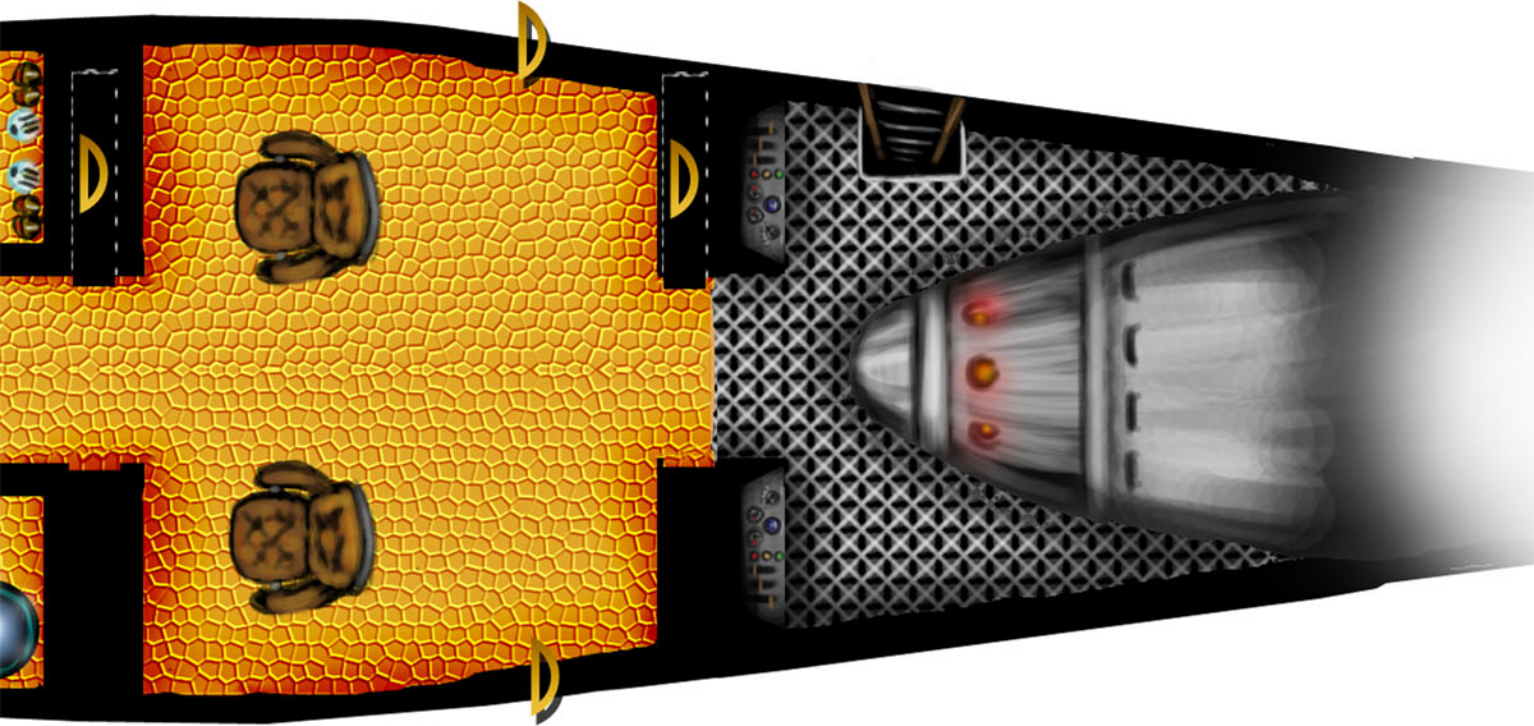
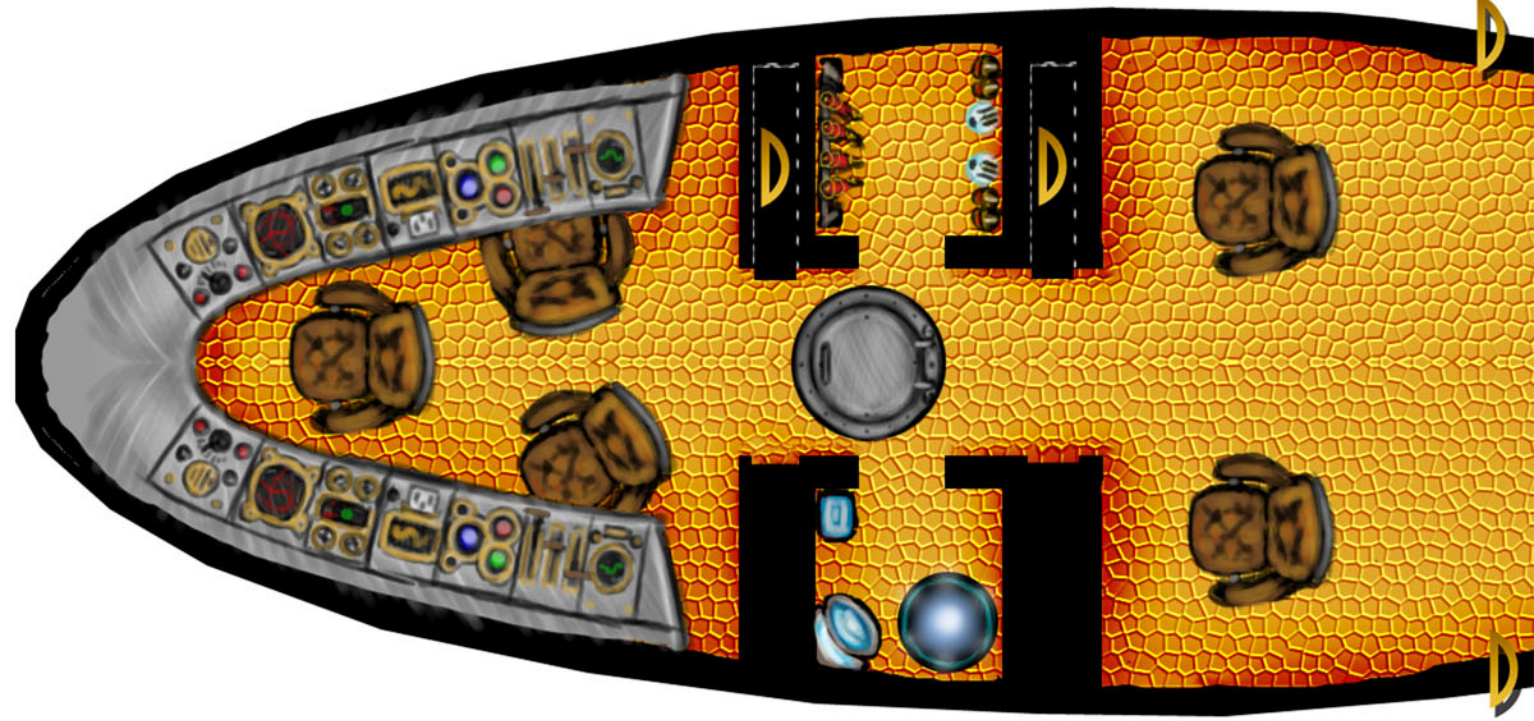
ENGINE ROOM

LADDER

LOWER DECK



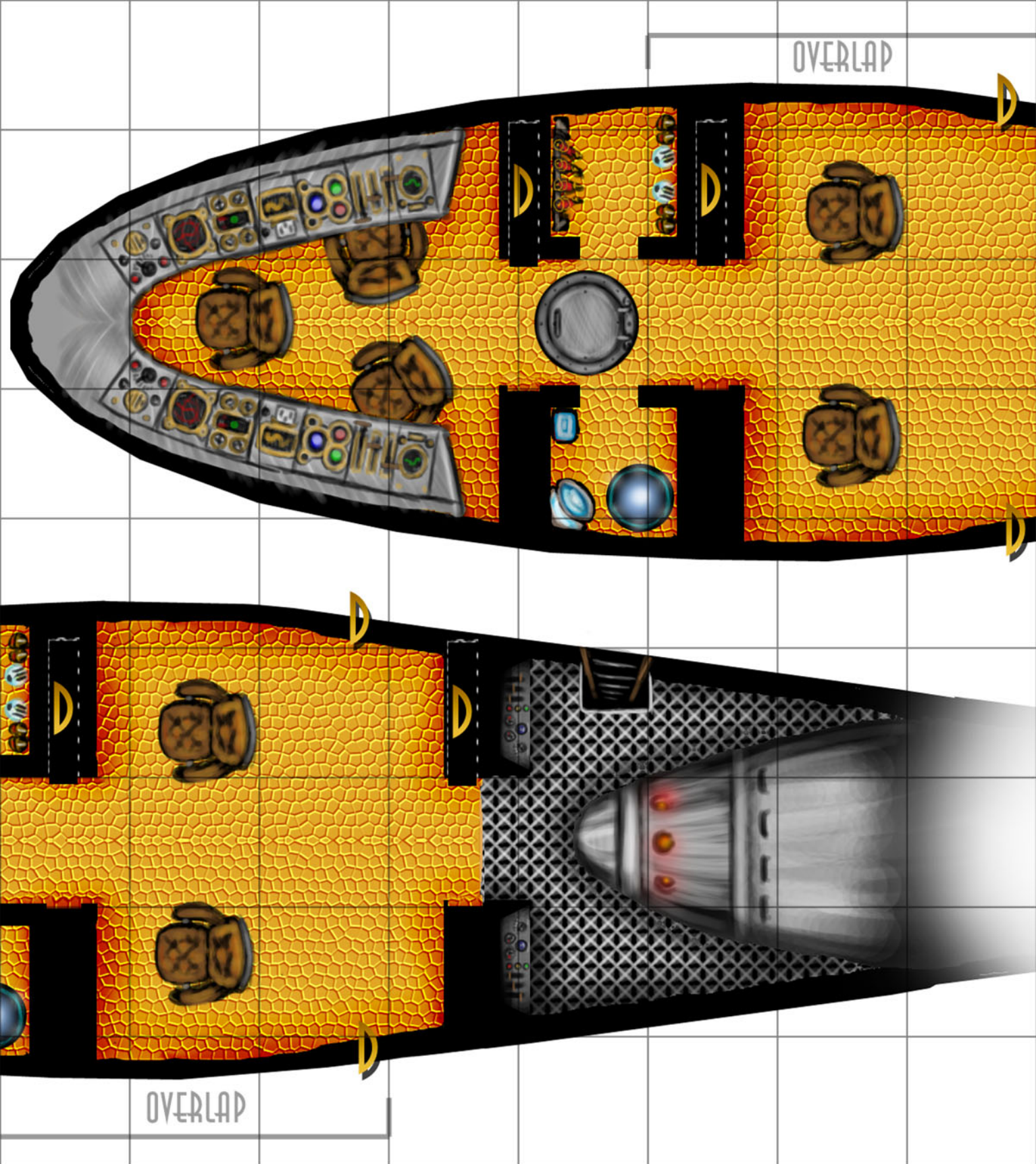
OVERLAP



OVERLAP

# ROCKETSHIP INTERIOR - TOP LEVEL

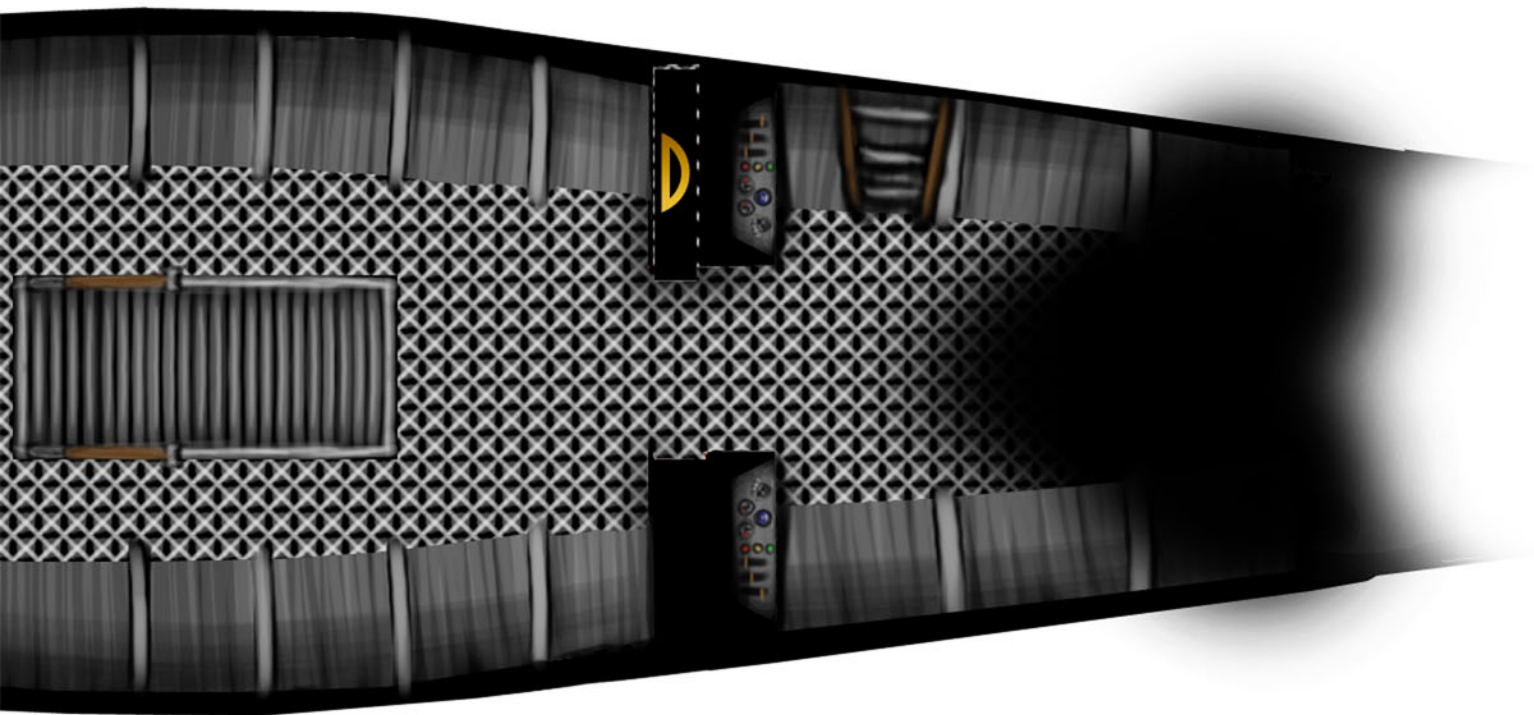
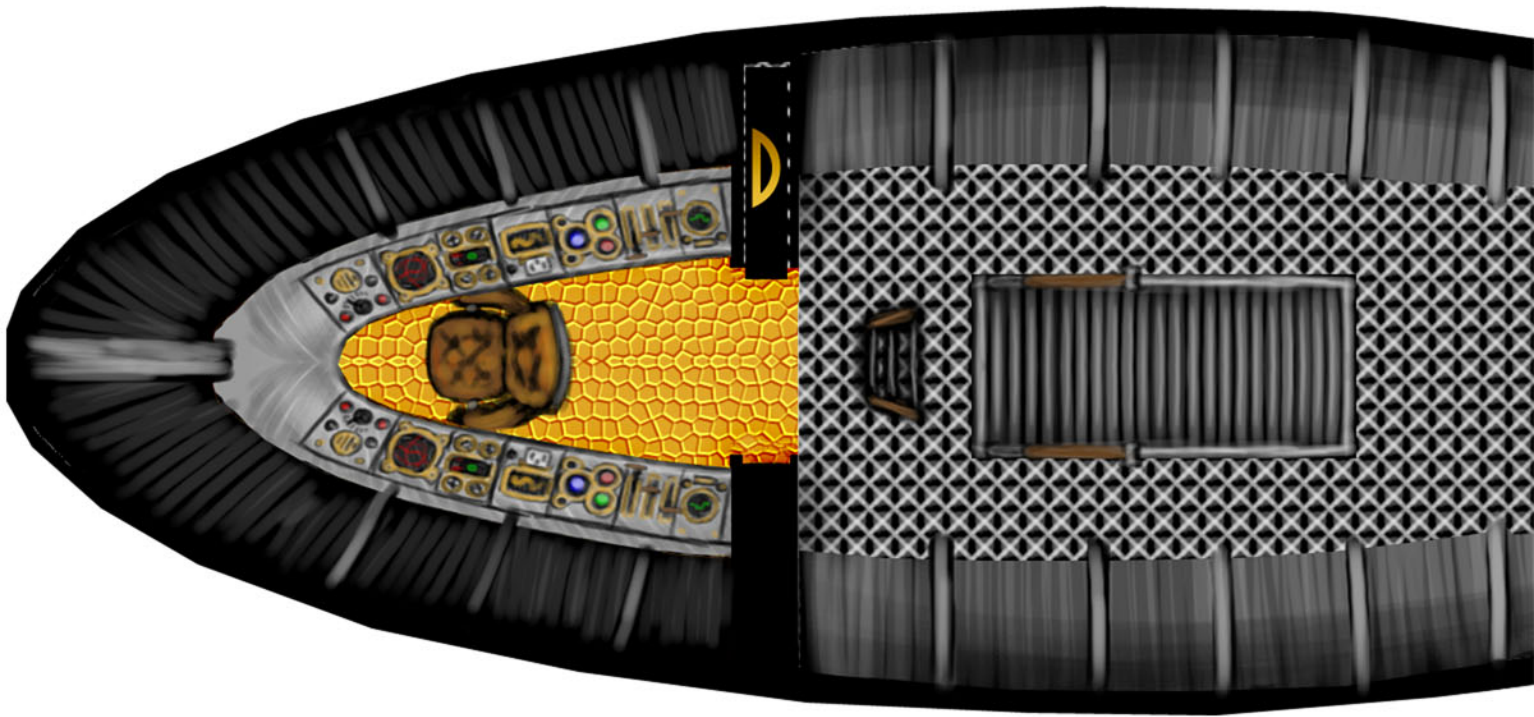




# ROCKETSHIP INTERIOR - TOP LEVEL



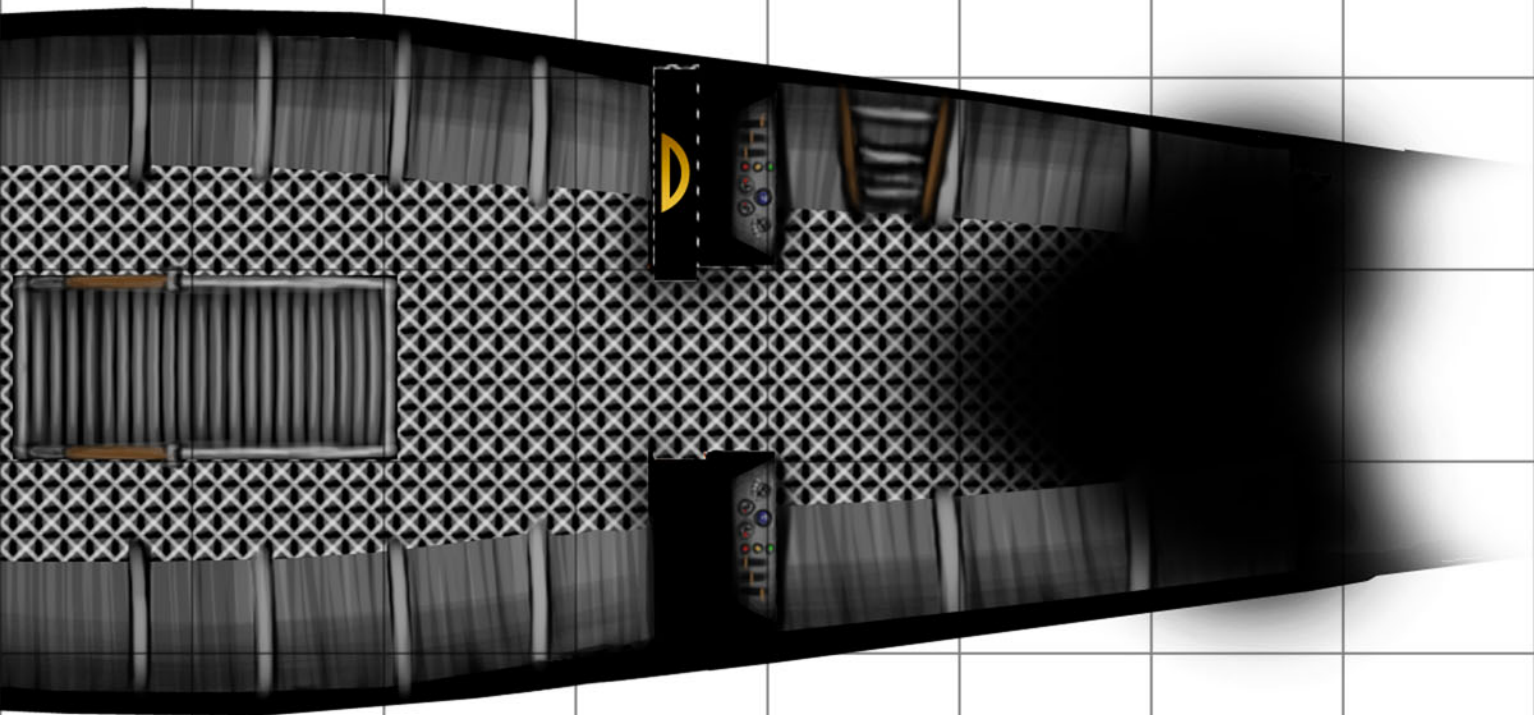
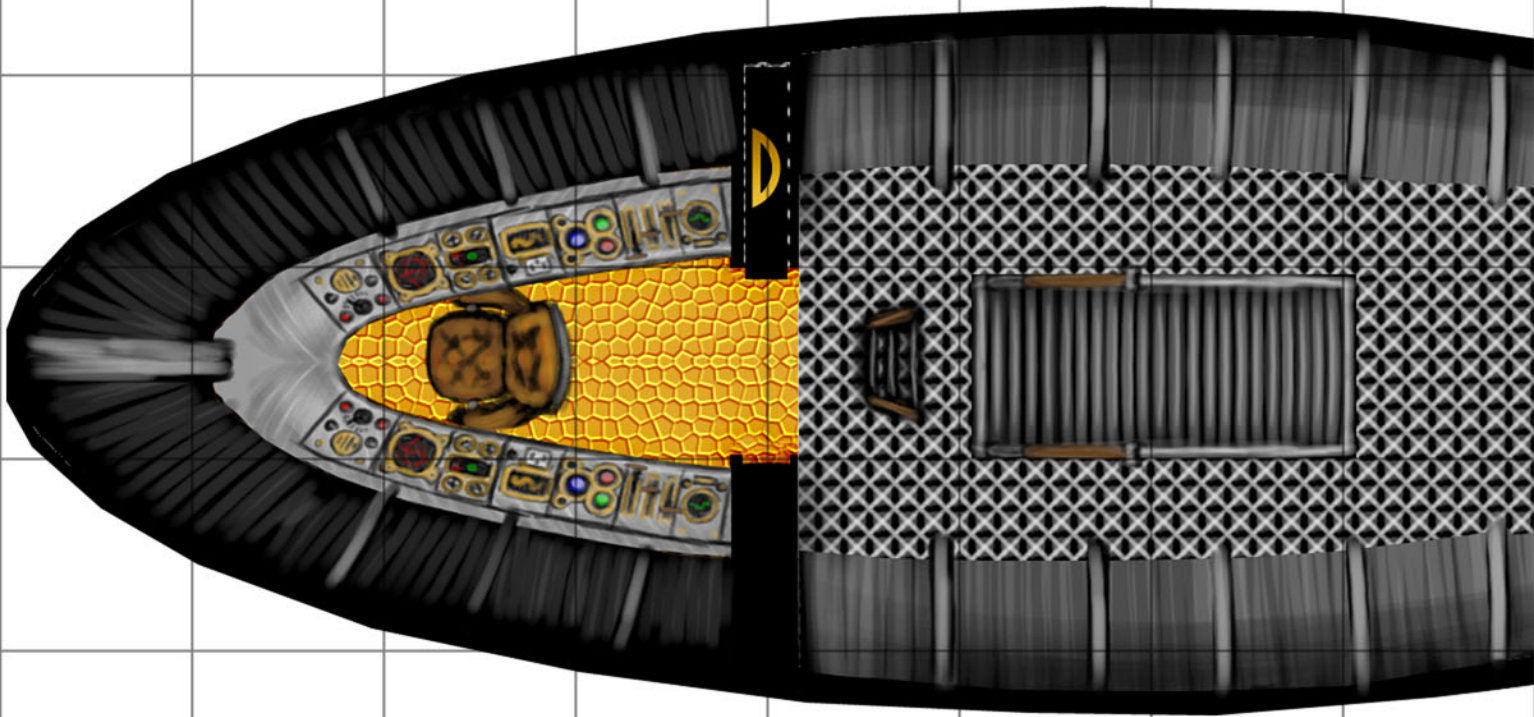
OVERLAP



OVERLAP

## ROCKETSHIP INTERIOR - BOTTOM LEVEL

OVERLAP



OVERLAP

# ROCKETSHIP INTERIOR - BOTTOM LEVEL



