



SWURPG TACTICAL MAPS

The Sable Wake — Tactical Maps

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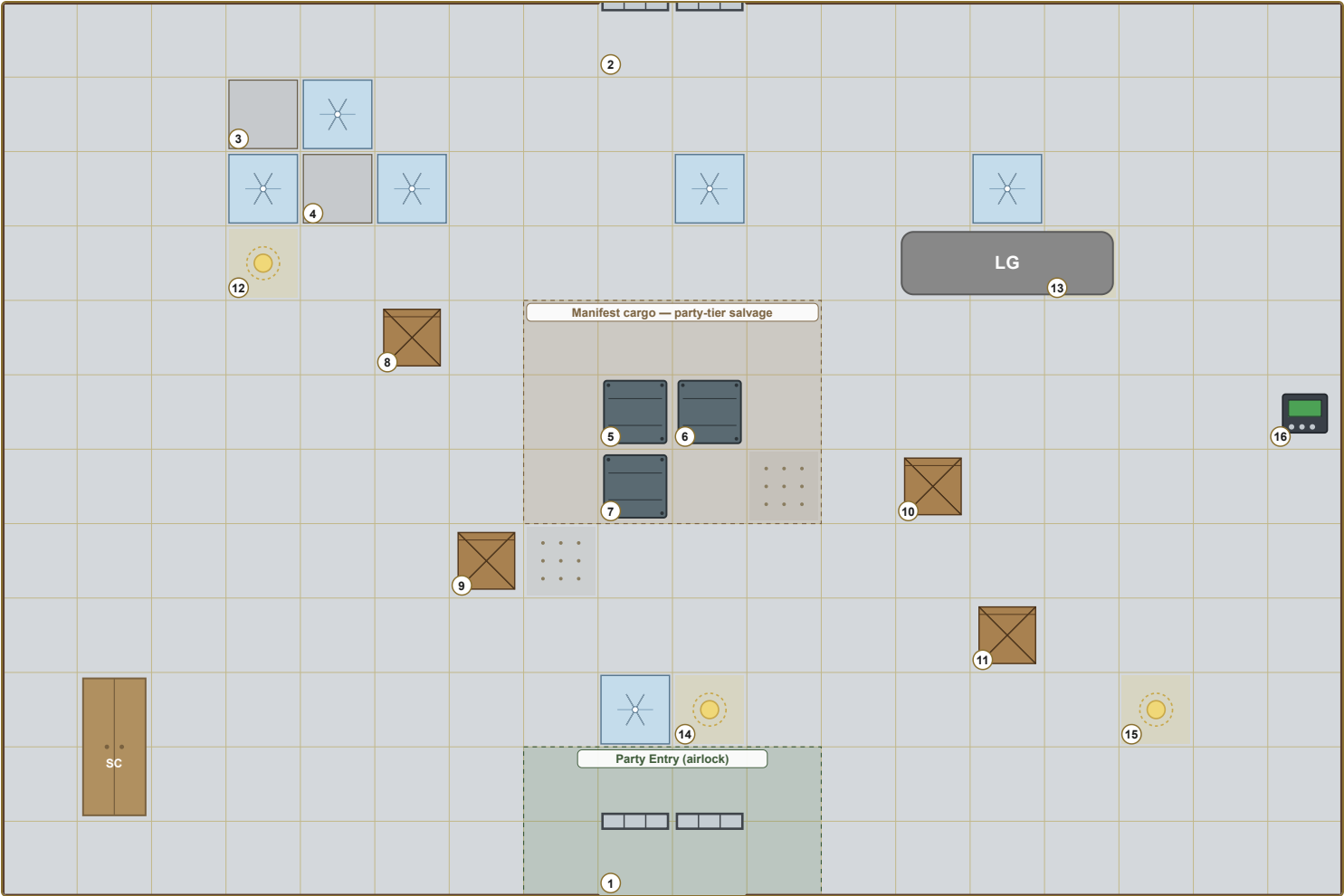
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Scene 1.2 – The Dead Decks

THE DEAD DECKS – CARGO BAY

GRID: 5 FT / SQUARE **N** ↑

CARGO DECK



TERRAIN KEY

- | | | | |
|--|---|--|--|
| | Wall | | Blast door — Airlock (party entry) |
| | Custom feature — Frozen crew body | | Frozen ground (slippery) |
| | Cargo container — Manifest crate (half-strapped)
Three-quarters cover (+5 AC / +5 DEX saves) | | Crate — Cargo crate
Half cover (+2 AC / +2 DEX saves) |
| | Difficult terrain | | Light source — Flickering emergency strip |
| | Control terminal — Deck terminal | | |

MAP KEY

- ① Airlock (party entry)
- ② Corridor aft
- ③ Frozen crew body — *Knife AND blaster wounds — crew-on-crew, not an outside attacker. The first clue that the killer came from inside.*
- ④ Frozen crew body
- ⑤ Manifest crate (half-strapped)
- ⑥ Manifest crate
- ⑦ Manifest crate
- ⑧ Cargo crate
- ⑨ Cargo crate
- ⑩ Cargo crate
- ⑪ Cargo crate
- ⑫ Flickering emergency strip
- ⑬ Flickering emergency strip
- ⑭ Flickering emergency strip
- ⑮ Flickering emergency strip
- ⑯ Deck terminal — *Use Computer DC 13 — pulls the first clean log (Day 3, Talvor) before the record degrades.*

LEGEND

LG Loader gantry rail **SC** Supply cabinet

GIM-only enemy positioning (place the droid on the printed tile when it 'finds them,' NOT at scene-open — let the party investigate the bodies, crates, and terminal first): Corrupted loader droid at roughly [9, 1] (red, TR 3), entering from the north corridor. It advances in a straight line, corners the party against the manifest crates, and alternates its heavy manipulator (reach) with its cutting laser (40 ft). It does not retreat, fear, or negotiate. A Mechanics/Use Computer DC 15 (action) trips its maintenance lockout and shuts it down without a fight — reward the try. Scaling: default 1 loader; 2-3 PCs drop its HP to 32; 5-6 PCs add a lighter sentry droid (TR 1) that flanks from roughly [15, 6]. Loot: droid chassis parts (~250 cr); a shutdown loader strips for a Tier-I plating upgrade (Mechanics DC 14).

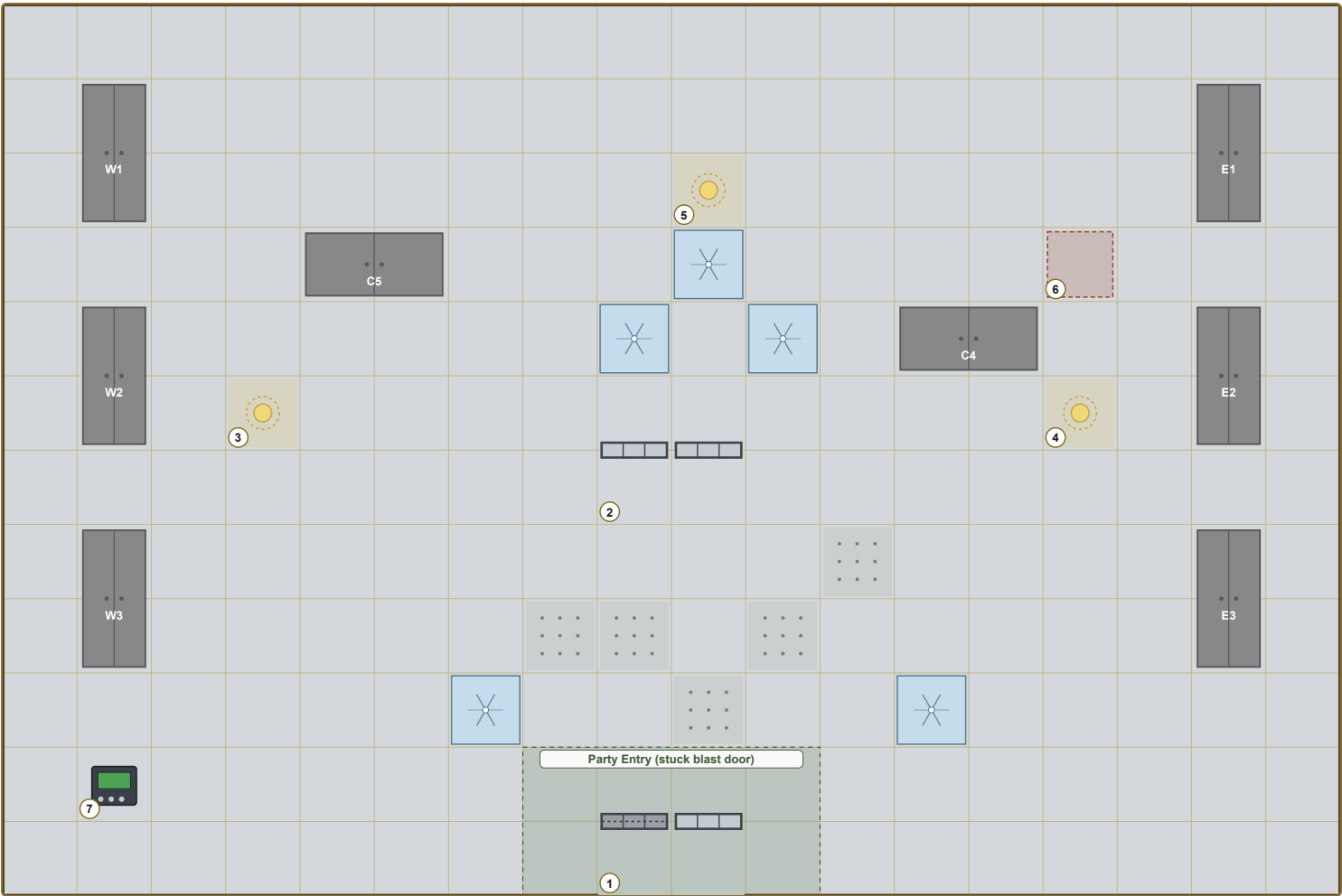
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/sable-wake-1-2-cargo-hold.pdf

Scene 1.3 – The Specimen Hold

THE SPECIMEN HOLD – CONTAINMENT BAY

GRID: 5 FT / SQUARE **N** ↑

SPECIMEN HOLD



TERRAIN KEY

- | | | | |
|--|---|---|---|
|  | Wall |  | Blast door — Blast door (stuck half-open) |
|  | Light source — Flickering emergency strip |  | Frozen ground (slippery) |
|  | Difficult terrain |  | Hazard — Ruptured coolant line |
|  | Control terminal — Containment control | | |

MAP KEY

- ① Blast door (stuck half-open) — *Scored deep along the edge — something was very determined to get OUT.*
- ② Interior blast door — *The party can seal this to split the pack — the tactical out for a party being swarmed.*
- ③ Flickering emergency strip
- ④ Flickering emergency strip
- ⑤ Flickering emergency strip
- ⑥ Ruptured coolant line — *Visible hazard — the party can see it. 1d6 cold to anything ending its turn here.*
- ⑦ Containment control — *Seals the interior blast door and any intact cell — Use Computer DC 13.*

LEGEND

W1 Breached containment cell	W2 Containment cell (dark)	W3 Containment cell (dark)
E1 Breached containment cell	E2 Containment cell (dark)	E3 Containment cell (dark)
C4 Toppled containment cell	C5 Toppled containment cell	

GM-only enemy positioning (place the pack on the printed tile at the reveal, opening from the broken cells at the far/north end): 3 twisted vornskrs at roughly [4, 2], [9, 2], [13, 2] (red, TR 2) + 1 alpha at [9, 1] (red, TR 4, relic-touched). Vornskrs PREFERENTIALLY target the strongest Force presence — flow past the front-line fighter to reach the party's Force-user; the party must screen their Jedi (body-block, difficult terrain, seal the interior blast door to split the pack). They open from the broken cells, use the whip-tail to knock a target prone, swarm it, and fight to the death. Alpha snarl (1/fight) forces a Dread save (WIS DC 12) on every PC. Scaling: 2 PCs -> 2 vornskrs, no alpha; 3 PCs -> 3, no alpha; 4 PCs -> 3 + alpha; 5 PCs -> 4 + alpha; 6 PCs -> 5 + alpha. No Force-user: pack fixates on the top damage-dealer, add 1 vornskr. Loot: venom glands (~40 cr each) + the alpha's intact pelt (~300 cr).

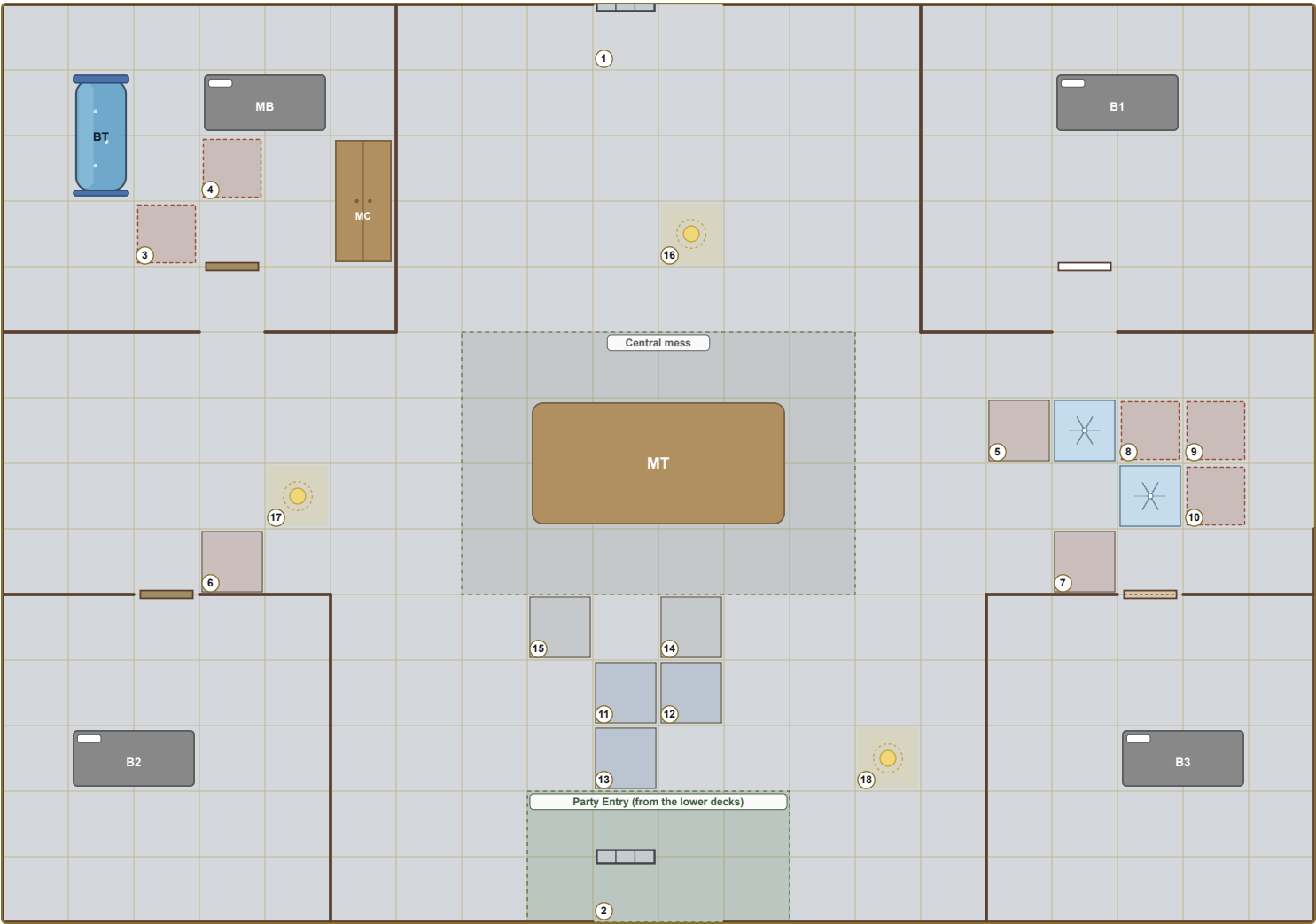
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/sable-wake-1-3-specimen-hold.pdf

Scene 2.1 – The Crew Deck

THE CREW DECK – MESS, CABINS & THE BREACH

GRID: 5 FT / SQUARE **N** ↑

CREW DECK



TERRAIN KEY

- | | | | |
|--|---|---|--|
|  | Wall |  | Blast door — To the engineering bulkhead (Scene 2.3) |
|  | Door |  | Hazard — Scrubber fire |
|  | Custom feature — "DON'T LISTEN" — scratched by hand |  | Frozen ground (slippery) |
|  | Light source — Flickering emergency strip | | |

MAP KEY

- ① To the engineering bulkhead (Scene 2.3)
- ② From the lower decks (party entry)
- ③ Scrubber fire — *Hazard B. Endurance or a CON save DC 13 to work in the smoke without choking; Mechanics DC 14 vents it.*
- ④ Scrubber fire
- ⑤ "DON'T LISTEN" — scratched by hand
- ⑥ "DON'T LISTEN" — scratched by hand
- ⑦ "DON'T LISTEN" — scratched by hand
- ⑧ Hull breach — failing containment field — *Hazard A. Athletics or Acrobatics DC 14 to cross in one field-cycle; on a failure a STR save DC 13 or be dragged toward the black. Mechanics DC 15 stabilises the field and turns the hazard off.*
- ⑨ Hull breach
- ⑩ Hull breach
- ⑪ Failing grav-plating — *Hazard C. Acrobatics DC 13 to move through cleanly; a failure is a disorienting tumble, not damage.*
- ⑫ Failing grav-plating
- ⑬ Failing grav-plating
- ⑭ Drifting crew body — *It opens its eyes when the party gets close — the first Hollowed rises HERE. Do not telegraph.*
- ⑮ Drag-marks in the frost
- ⑯ Flickering emergency strip
- ⑰ Flickering emergency strip
- ⑱ Flickering emergency strip

LEGEND

MT Mess table	BT Bacta tank	MB Medbay bed
MC Medical supply cabinet	B1 Cabin bunk	B2 Cabin bunk
B3 Cabin bunk		

GM-only enemy positioning (place the Hollowed when the drifting body at [10, 9] opens its eyes — near the turning deck, as the party reaches the mess): 3 husks at roughly [10, 9], [8, 7], [12, 8] (red, TR 1; one grips a Blaster Pistol — place that one at range, ~[12, 8]). They shamble, then lunge; the blaster husk fires without aiming. They are relentless near the reliquary (deeper in the ship) and SLOW/STOP if the party retreats toward the airlock — the dead only serve the idol within its reach (a GM lever, not a rule). If the party lingers on the deck more than a few rounds, one MORE rises from a cabin (teach the clock: you can't clear the ship of its dead — reach the source). Scaling: 2-3 PCs -> 2 husks; 4 PCs -> 3 (one with the blaster); 5-6 PCs -> 4 (two with salvaged weapons). Loot: the intact blaster (party-tier), a crew keycard (opens the two marked cabins), and B.T.'s folded note: "...don't take it off the ship." Hazards are environmental, not enemies: Breach (E, Athletics/Acrobatics DC 14; Mechanics DC 15 stabilizes), Medbay scrubber fire (Endurance/CON DC 13; Mechanics DC 14 vents), Turning deck grav (Acrobatics DC 13).

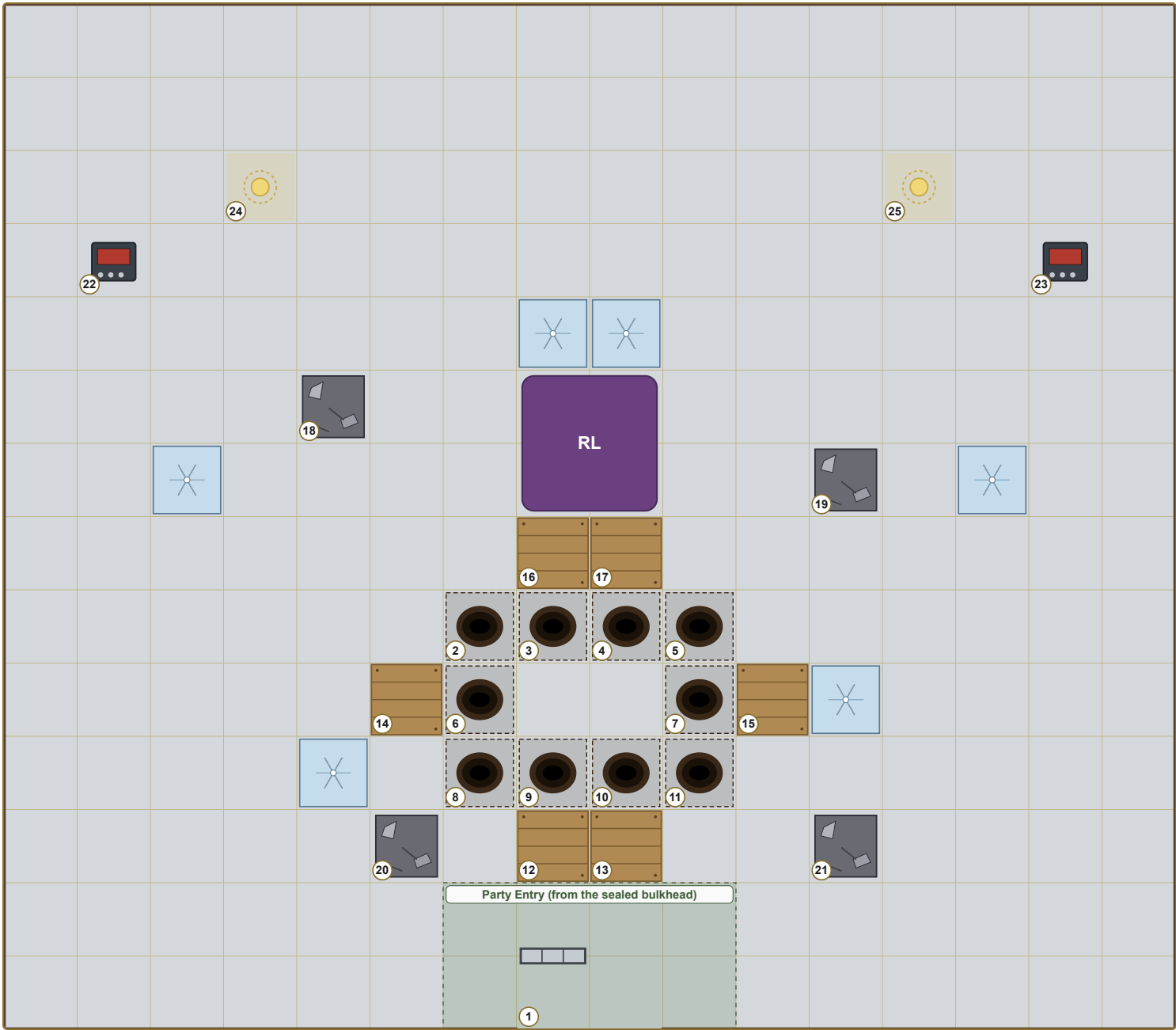
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/sable-wake-2-1-crew-deck.pdf

Scene 3.3 – The Return

THE NEXUS CHAMBER – ENGINEERING CORE

GRID: 5 FT / SQUARE **N** ↑

NEXUS CHAMBER



TERRAIN KEY

- | | | | |
|--|--|--|---|
| | Wall | | Blast door — From the sealed bulkhead (Scene 2.4) |
| | Pit (fall hazard) — Reactor well | | Boardwalk / pier — Catwalk |
| | Scrapyard / junk waste — Welded scrap
Three-quarters cover (+5 AC / +5 DEX saves) | | Control terminal — Engineering control |
| | Light source — Flickering emergency strip | | Frozen ground (slippery) |

MAP KEY

- ① From the sealed bulkhead (Scene 2.4)
- ② Reactor well — *A deadly drop — the reactor still turns below, throwing red half-light up through the grating.*
- ③ Reactor well
- ④ Reactor well
- ⑤ Reactor well
- ⑥ Reactor well
- ⑦ Reactor well
- ⑧ Reactor well
- ⑨ Reactor well
- ⑩ Reactor well
- ⑪ Reactor well
- ⑫ Catwalk
- ⑬ Catwalk
- ⑭ Catwalk
- ⑮ Catwalk
- ⑯ Catwalk (to the plinth)
- ⑰ Catwalk
- ⑱ Welded scrap
- ⑲ Welded scrap
- ⑳ Welded scrap
- ㉑ Welded scrap
- ㉒ Engineering control — *Mechanics DC 16 (one round to rig) fires a reactor-feedback pulse — the non-Force party's big hit on the reliquary.*
- ㉓ Engineering control (dead)
- ㉔ Flickering emergency strip
- ㉕ Flickering emergency strip

LEGEND

RL The idol, on a plinth of welded scrap

GM-only enemy positioning (place at scene-open, as the Keening manifests): the Keening centered on the plinth at roughly [7, 5] (purple; three times a person's height). It CANNOT be killed directly — incorporeal, reforms; resistant to Energy/Kinetic, immune to grapple/shove/prone. The RELIQUARY (the object on the plinth) is the target: AC 15, HP 40 (2 PCs 24 / 3 PCs 32 / 4 PCs 40 / 5 PCs 48 / 6 PCs 56); resistant to Energy + Kinetic (blasters/melee deal half), full damage from Force powers, lightsabers, Ion, and explosives. THE CLOCK: on any round the party deals NO damage to the reliquary, the Keening Wails (every living creature: WIS save vs the Keening's Force DC or Frightened 1 round) and raises Hollowed per the Manifestation scaling table (1-3 husks, TR 1, HP 16) — place them at roughly [5, 9], [10, 9], [7, 11]. The party must screen the damage-dealer, control the rising Hollowed, and break the idol before the chamber fills. Anti-TPK dramatic save (once): if Bex is alive, he jams his welder into the plinth base (Keening loses its next Wail; reliquary drops to half if above it) at the cost of his life; if Bex is dead, the reliquary overreaches to seize the strongest Force-user and is exposed (same effect). Non-Force paths to damage the idol: an Ion charge from the loader droid (1.2), the reactor-feedback pulse (Mechanics DC 16 at the west control), grabbed explosives, or concentrated fire over more rounds.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/sable-wake-3-1-nexus.pdf

