

VEILFARERS

FIRST CROSSING COLOR MAPS

Screen and optional color-print companion

1.1 / Rules 12.06

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PLATE A: HARROW DOCK ACQUISITION YARD

MAP PLATE A — HARROW DOCK ACQUISITION YARD

BUY IT. BARGAIN FOR IT. OR TAKE IT.

AT A GLANCE
Type: Civilian Ship Market & Acquisition Yard
Traffic: High - Variable Security
Environment: Open Yard & Partially Covered
Gravity: Standard

KEYED LOCATIONS

- ① Arrival Concourse
- ② Broker Kiosks
- ③ Auction Pen
- ④ Shipbreaker Stalls
- ⑤ Parts Cage
- ⑥ Fuel Point
- ⑦ Repair Bay
- ⑧ Stacked Cargo Lanes
- ⑨ Suspended Gantries
- ⑩ Watch Office
- ⑪ Catwalk Network
- ⑫ Maintenance Tunnel Entrance
- ⑬ Service Airlock
- ⑭ Emergency Bulkhead
- ⑮ Open Berths
- A Light Freighters
- B Shuttles / Tugs
- C Salvage Craft

LEGEND

- Wall / Structure
- Catwalk (Above)
- Gantry Rail (Above)
- Open Gate / Archway
- Blast Door / Airlock
- Ladder / Access Hatch
- Loader / Crane
- Work Lamp
- Heat Vent / Exhaust
- Puddle / Leak
- Crates / Cargo
- Moving Dock Worker

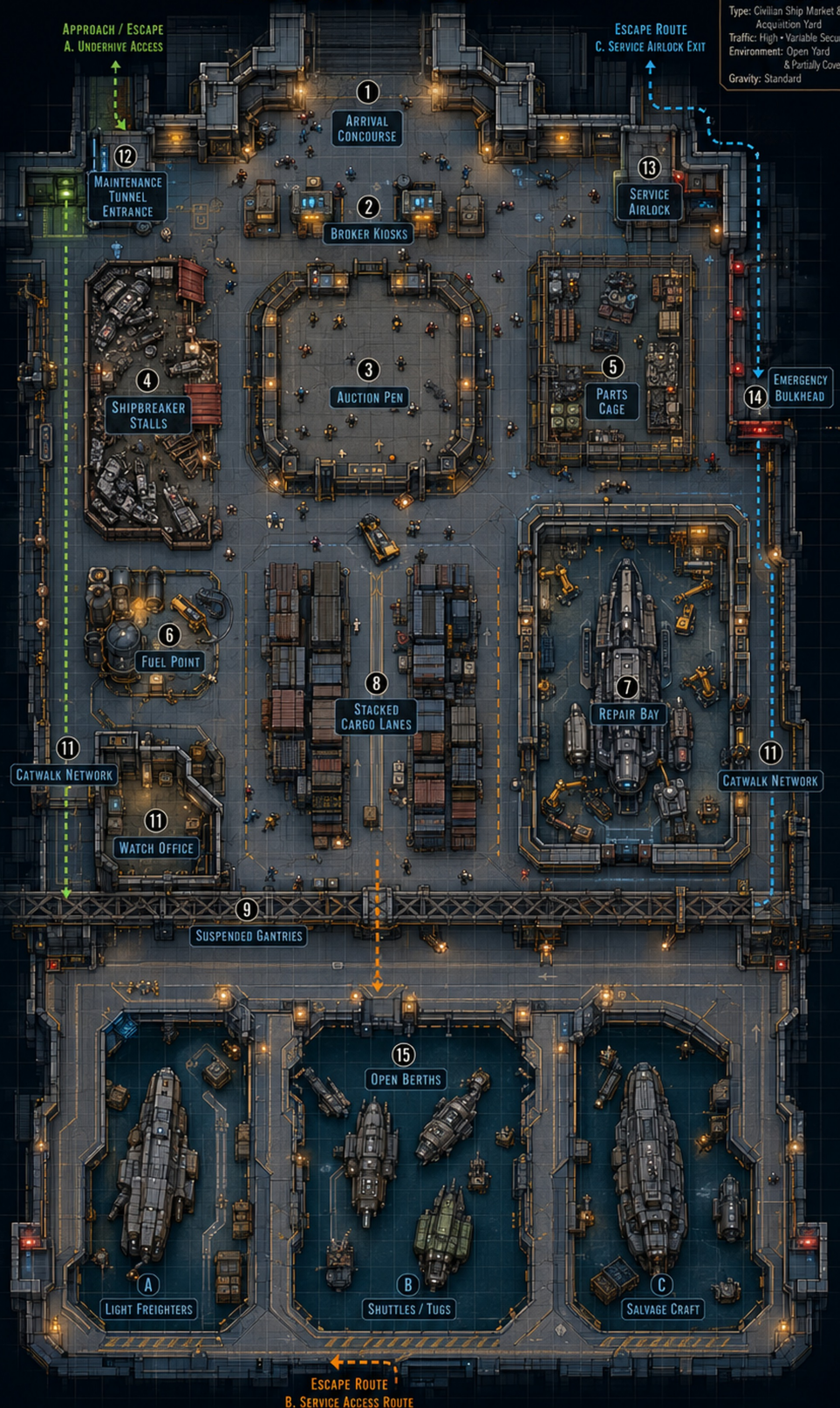
APPROACH & ESCAPE ROUTES

- A. Underhive Access (Maintenance Tunnels)
- B. Service Access Route (Catwalks & Gantries)
- C. Service Airlock Exit (To Perimeter Docks)

SCALE & GRID

One square = 5 meters
Grid is oriented to station axes.

0 5 10 15 20m



CROSSROADS TRADE STATION • EVERYTHING HERE HAS A PRICE

PLATE B: DOCK K-17: THE COLLECTOR HANGAR

DOCK K-17 — THE COLLECTOR HANGAR

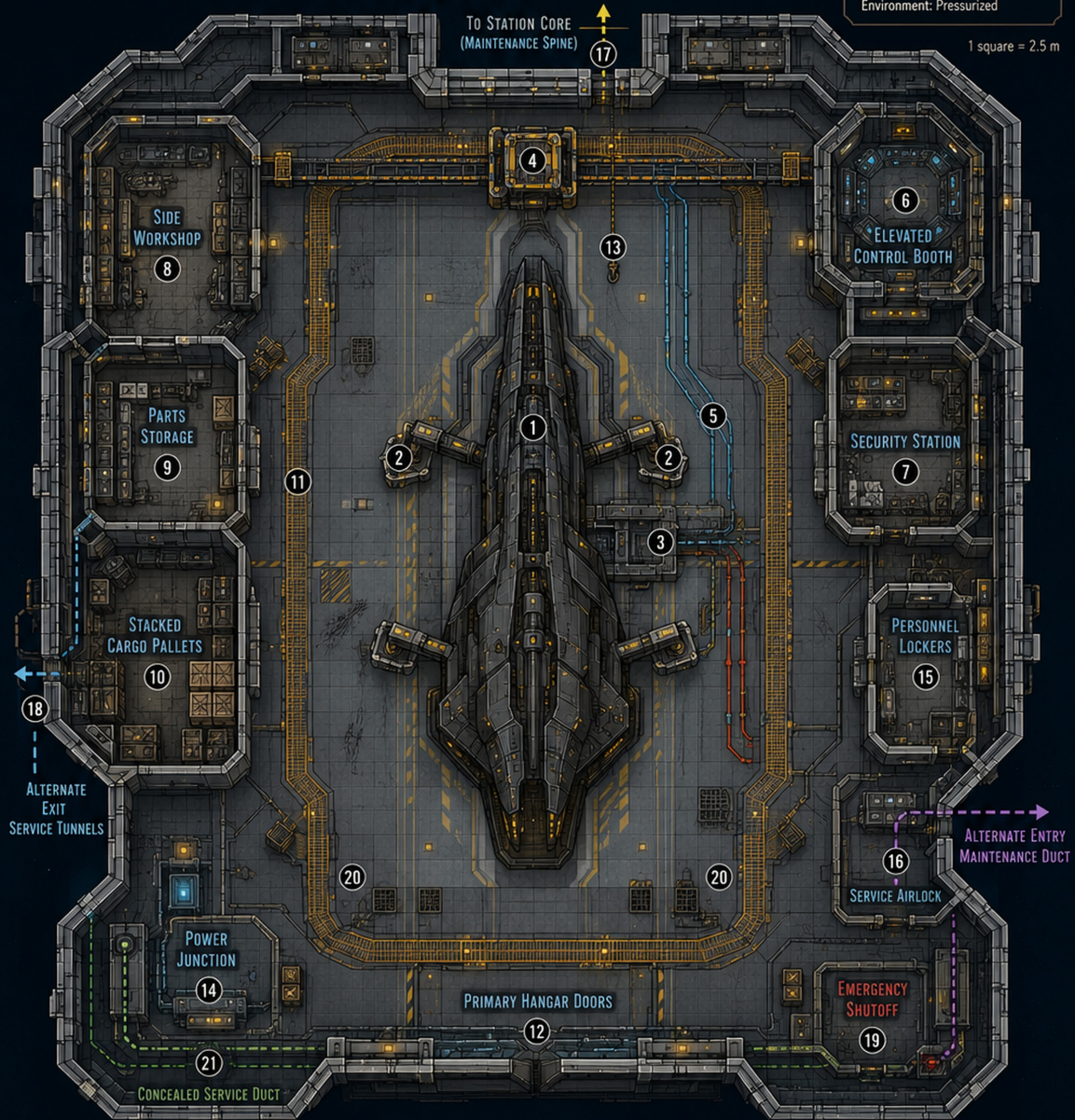
MAP PLATE B • CROSSROADS TRADE STATION • SCENE 2

Silent hearts beat in steel. The Collector waits in the cradle, ringed by systems that keep it fed, cooled, and chained—until someone clever enough sets it free.

AT A GLANCE

Hangar Clearance: 37 m (floor to crane)
Collector Length: 42 m
Collector Beam: 16 m
Deck: 9 • Hangar Bay 3
Security: High • Guarded
Environment: Pressurized

1 square = 2.5 m



LEGEND

- | | |
|-------------------------------|--|
| ① The Collector (Target Ship) | ⑫ Primary Hangar Doors |
| ② Docking Clamps (4) | ⑬ Overhead Winch |
| ③ Cargo Loader | ⑭ Power Junction |
| ④ Crane Track | ⑮ Personnel Lockers |
| ⑤ Fuel & Coolant Lines | ⑯ Service Airlock |
| ⑥ Elevated Control Booth | ⑰ Alternate Entry/Exit (Maintenance Spine) |
| ⑦ Security Station | ⑱ Alternate Exit (Service Tunnels) |
| ⑧ Side Workshop | ⑲ Emergency Shutoff |
| ⑨ Parts Storage | ⑳ Vent Shafts |
| ⑩ Stacked Cargo Pallets | ㉑ Concealed Service Duct |
| ⑪ Catwalk Loop | |

SYMBOL KEY

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HANGAR NOTES

- The Collector sits in a locked cradle, all systems wired for rapid launch.
- Catwalks and gantries provide high-ground access with line-of-sight to the ship.
- Lights can be dimmed from the control booth or by cutting power at the junction.
- Service ducts and tunnels offer stealthy ingress and egress—at risk of vent patrols.
- Emergency shutoff cuts power, clamps, and environmental systems.

CROSSROADS TRADE STATION • EVERYTHING HERE HAS A PRICE

PLATE 1: CHARON'S REFUGE: MASTER STATION OVERVIEW

CHARON'S REFUGE — MASTER STATION OVERVIEW

MAP PLATE I • REFERENCED IN SCENE 3

Accreted over decades, Charon's Refuge is a patchwork of salvaged hulls, retrofit modules, and improvised connections. Nothing here was built together—only bolted together. Follow the corridors. Trust the bulkheads. Not everything is what it looks like.

BUILT OVER TIME

Charon's Refuge is not a unified construction. Modules were added when they were available, connected however they could be made to fit. Expect mismatched corridors, pressure steps, and areas where the schematics don't agree with reality.



IRON HEARTS' BERTH

The Iron Hearts' ship is berthed here.

CONCEALED BERTH

Hidden behind an emergency access hatch. Used by private contractors and those who pay to go unseen.

ENGINEERING

Hot, loud, and never truly offline. This is where things are kept running—or jury-rigged back into working again.



LEGEND

- A. Docking Ring
- B. Commercial District
- C. Residential Quarters
- D. Engineering
- E. Research Access Spine
- F. Hidden Kurogane Labs

- Main Corridors
- - - Secondary Corridors
- - - Maintenance Shafts
- - - Emergency Bulkheads
- - - Restricted / Hidden

- ① Docking Control
- ② Cargo Floor
- ③ Outer Airlock Access
- ④ Iron Hearts' Berth
- ⑤ Concealed Private Berth
- ⑥ Canteen / Trade Level
- ⑦ Market / Workshops
- ⑧ Station Administration
- ⑨ Medical Bay
- ⑩ Crew Quarters
- ⑪ Reactor Access
- ⑫ Auxiliary Power Hub
- ⑬ Research Access Spine
- ⑭ Hidden Kurogane Labs

SYMBOL KEY

- ⬆ Elevator / Lift
- ⬆ Gravity Transition
- ⬆ Airlock
- ⬆ Security Checkpoint

- Maintenance Shaft (Vertical Access)
- Emergency Bulkhead (Sealable)
- One-Way Passage
- Hidden / False Door

STATION AT A GLANCE

Type: Accreted Orbital Station
Orbit: Thetens Secundus
Diameter: ~2.4 km
Decks: 9+ variable gravity
Population: ~3,900 (fluctuating)
Alignment: Independent
Security: Patchwork / Underfunded

COMMERCIAL DISTRICT

Neon, noise, and the smell of fried dust-meat. Deals are made, debts are collected, and information has a price.

Crowded. Loud.
Always watching.



C. RESIDENTIAL QUARTERS

RESIDENTIAL QUARTERS

Cramped, lived-in, and holding together by habit and hope. Families, loners, drifters—this is where most of the station tries to call home.



RESEARCH ACCESS SPINE

A restricted corridor of sealed doors and old labs. Officially for research traffic only. Unofficially, the fastest way to places you aren't supposed to go.



HIDDEN KUROGANE LABS

Concealed deep beneath false walls and abandoned sections. Kurogane's experiments run in the dark. If you find this place, Kurogane already knows.



THE ATMOSPHERE

Life here is held together by duct tape, habits, and hope. Air tastes of metal and recycled dreams.

- Gravity shifts between modules
- Power issues cause intermittent lighting
- Bulkheads may not hold in an emergency
- Trust is the rarest commodity

TENEBRIS SECUNDUS • BEYOND THE VEIL, EVERYTHING HAS A PRICE

PLATE 2: CHARON'S REFUGE: DOCKING RING AND OUTER BERTHS

