



ARMADA CODEX™

REFIT



DEMO

ARIHARA MARAUDER



Ryan Wolfe

02:04

0-hr: Arikara - demo document

by Ryan Wolfe of "zero hour" art & technology

0-hr.com

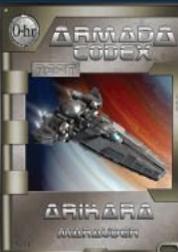
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The purpose of this document is to show you what you can expect should you choose to invest in this issue of the 0 hr Armada Codex. Specifically, this is what is shown:

- **Page 2 (upper left): Main Book.** An overview of the ship, components, and statistics is provided. The stats are generic descriptions and not from any particular game system. Each area of each vessel is enumerated and described. Rendered images are included throughout.
- **Page 2 (bottom right): Map Book.** The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the ship. The pages are designed to be printed out and laid edge to edge. Layers are used so that certain map elements (like the grid, cargo, or the black and white version of the map) may be toggled on and off as desired.
- **Page 2 (back): Uncut Maps.** Complete deckplans are presented in a single giant image, layered so that the grid, black and white version, and so on can be toggled on or off. It includes a light background good for printing, and a dark background good for display on a computer or with a projector.
- **Page 3:** This is a sample page from the map book. The layers are live in this demo document.
- **Page 4:** Displayed here is a sample of some rendered art from the main book.
- **Page 5:** This is a copy of the product overview from the sales web page.

Thank you for taking the time to explore this product line. I hope that this ship can find a place in your fleet!



Kinosh

- Armed
- Armaments
- Speed
- Maneuverability
- Shielding
- Stealth
- Defensive
- Offensive
- Support
- Special
- Other

Introduction

The Arihara is a multi-decked assault carrier designed for high-speed operations and heavy combat. It features advanced shielding and a variety of armaments, making it a formidable presence in the Armada.

Deck Structure:

- Upper Deck: Command, navigation, and primary armaments.
- Middle Deck: Crew quarters, maintenance, and support systems.
- Lower Deck: Cargo holds, engine rooms, and auxiliary systems.



Shielding

The Arihara's shielding system is highly advanced, providing excellent protection against incoming fire. It consists of multiple layers of armor and energy fields, ensuring the ship's integrity during intense battles.



Armaments

The Arihara is equipped with a wide range of weapons, including heavy cannons, missile launchers, and point-defense systems. These armaments are designed to provide both long-range and close-quarters combat capabilities.



ARIKARA

System	Value	Notes
Shielding	95	Highly advanced energy fields
Speed	85	High-speed maneuverability
Armaments	90	Wide variety of weapons
Maneuverability	80	Advanced navigation systems
Stealth	75	Advanced sensor evasion
Defensive	85	Point-defense systems
Offensive	90	Heavy cannons and missile launchers
Support	80	Crew quarters and maintenance
Special	70	Advanced sensor evasion
Other	60	Advanced engine systems



Engine Room

The Arihara's engine room is a complex of advanced machinery, providing the ship with its high-speed capabilities. It features multiple engines and a sophisticated cooling system to ensure optimal performance.

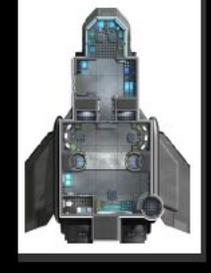
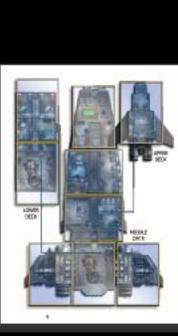
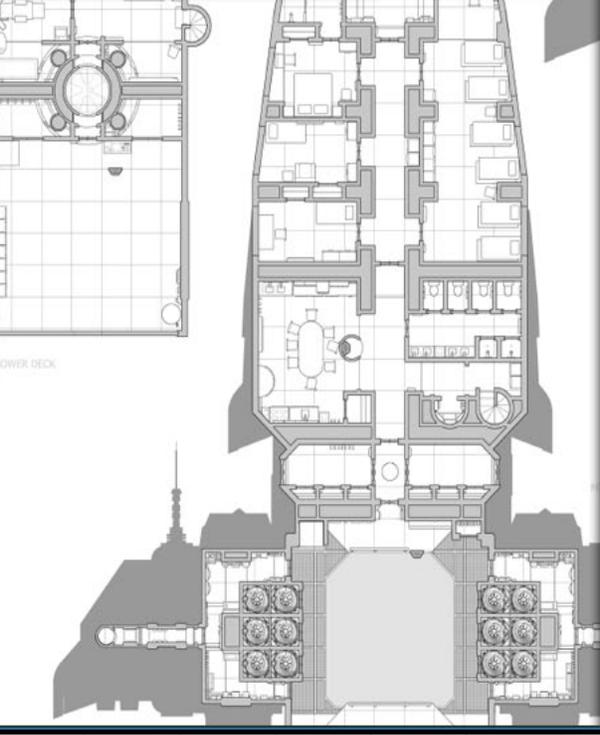
Crew Quarters

The Arihara's crew quarters are designed for maximum efficiency and comfort. They include sleeping quarters, mess halls, and recreational areas to support the crew during long missions.



Map Pages

This section contains detailed maps of the Arihara's interior and exterior, providing a comprehensive overview of the ship's layout and structure. It includes floor plans, cross-sections, and perspective views of various areas.







0-hr Armada Codex

Arikara

The “Arikara” variant is an unregistered modification of the popular Tomahawk-class armed courier (from the Lakota issue of *Future Armada*). This custom build was cobbled together by the Raevyn Marauders - a loose syndicate of raiders, pirates, and scavengers. The plans have been shared amongst the clans and so the sight of an approaching Arikara is cause for alarm among civilian captains and law enforcement alike.

Though it lacks the distinctive wing-mounted engines and stabilizers of the Tomahawk, this design adds both a detachable upper deck and a ventral breaching bore. Dubbed the “Akira” class runabout, the detached upper level can operate as an attack shuttle independent of the main hull while the breaching bore facilitates hostile ship-to-ship takeovers in the void. In addition to these modifications, the Arikara carries a low tech armored truck in the garage on the lower deck. Elsewhere there are barracks for a dozen raiders, cabins for the captain and officers, and holding cells for up to eight unfortunate souls bound for ransom or a life of slavery.

The Arikara package contains three highly detailed, layered PDF files:

- Main Book
 - o 15 page PDF file detailing the ship and interior areas.
 - o Contains 3D rendered scenes as well as orthographic views of the ships.
 - o Includes system independent statistics designed for easy adaption to your game of choice.
 - o Background, art, and text are on different layers for custom display and printing.
- Map Pages
 - o 14 page PDF file containing complete interior maps and instructions for assembly.
 - o Miniature-scale maps for tactical combat with an optional 1 inch = 5 ft grid.
 - o Divided into pages for easy printing in full color or printer-friendly black and white.
 - o Selectable layers include: grid, black & white version, and optional objects.
- Uncut Map Images
 - o A single page PDF files containing a 31x33 inch image of the complete deckplans.
 - o Select either a light or dark background (for printing or projection/display).
 - o Includes layers for grid, black & white version, optional cargo, and background choice.

Sample document and art are available at **0-hr.com**.

The fourth in the “Refit” series of *Armada Codex*, Arikara is derived from the Lakota armed courier first presented in issue #15 of *Future Armada*. This ship is ready to serve as a base of operations for an unscrupulous band of adventurers, or as an adversary for those with a more heroic bent. When it’s time to play, zero hour is ready!