



ARMADA CODEX™

REFIT



DEMO

TALARRION EXPLORER



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02:01

0-hr: Talarion - demo document

by Ryan Wolfe of "zero hour" art & technology

0-hr.com

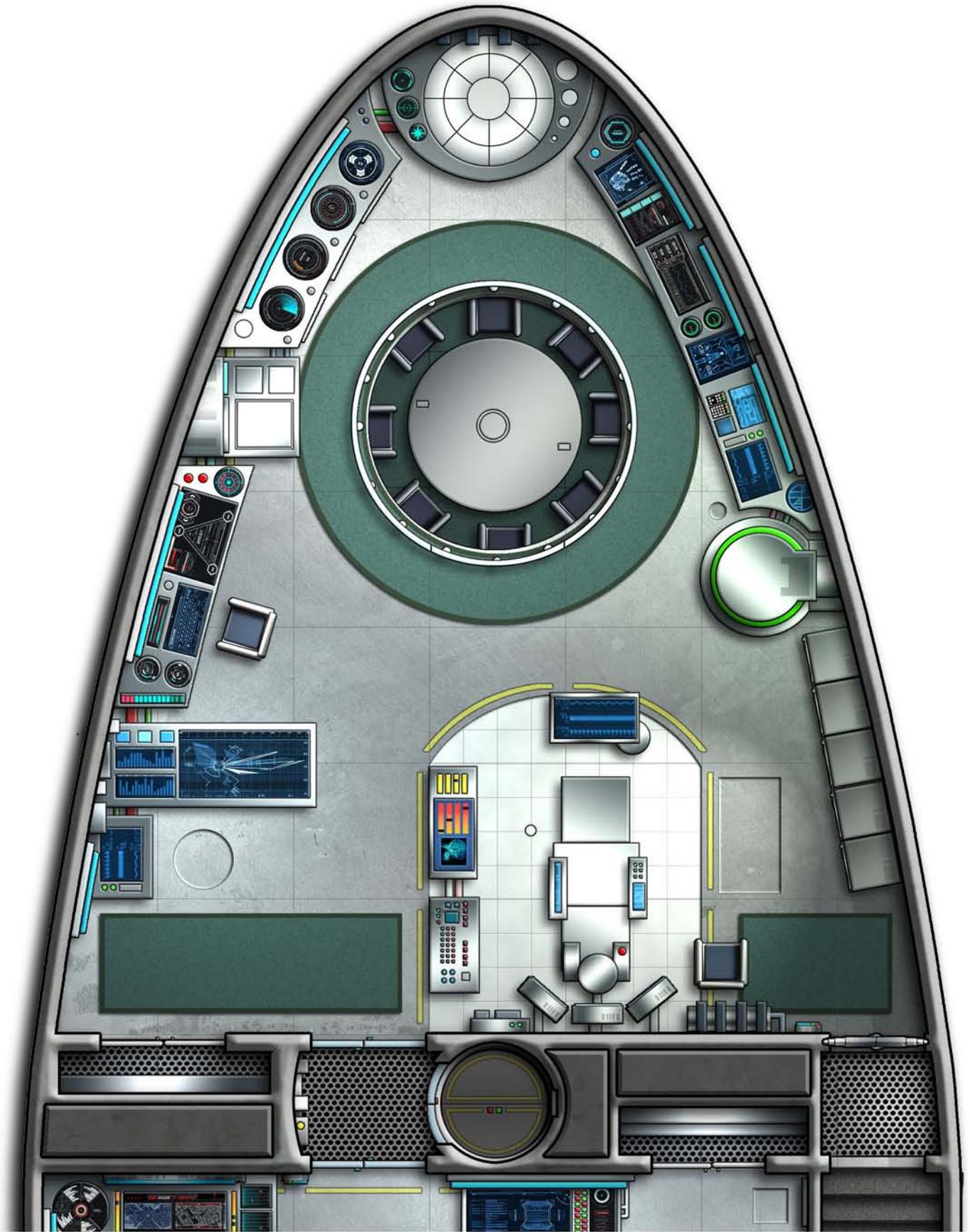
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The purpose of this document is to show you what you can expect should you choose to invest in this issue of the 0 hr Armada Codex. Specifically, this is what is shown:

- **Page 2 (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 (top): 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 (right): 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!





0-hr Armada Codex

Talarion

Years ago, Project Quicksilver developed the Mercury prototype as part of a Human/Cyntek joint venture to blend the best technologies of both nations. The result was an elegant ship with impressive abilities, but one within which most human crew were not comfortable. Recently the engineers of the New Albion Shipyards were given the task of “humanizing” the design. Capitalizing on the lessons learned with the prototype, they rebuilt the craft using purely Terran technologies and redesigned the interior along the lines of more standard ConFederation ships.

The endeavor to rework the Mercury prototype was dubbed “Project Hermes” and the result is the Talarion-class of starships (named for the winged sandals worn by the god). With a focus on technology and ample science facilities, this class of ship is well suited for research and exploration duties. She is decently armed and very well shielded, but combat is not the goal. With her advanced computer system, the Talarion-class is typically operated by a crew of four, though there are bunks for up to eight spread over half a dozen cabins.

The Talarion package contains four highly detailed, layered PDF files:

- Main Book
 - o 10 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 15 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 23x31 inch image of the complete deckplans.
 - o elect 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 first in the “Refit” series of *Armada Codex*, Talarion is a redesign of the Mercury prototype first presented in issue #8 of *Future Armada*. As with all issues of the Codex, this product is designed to give you a ready-made ship to drop into your setting and rules of choice - lending depth and detail to your campaign. When it’s time to play, zero hour is ready!