0-hr

ARMADA CODEX

ALIENS

DEMO

V'LAR

COMMON CRAFT

0-hr: V'lar 1 - demo document

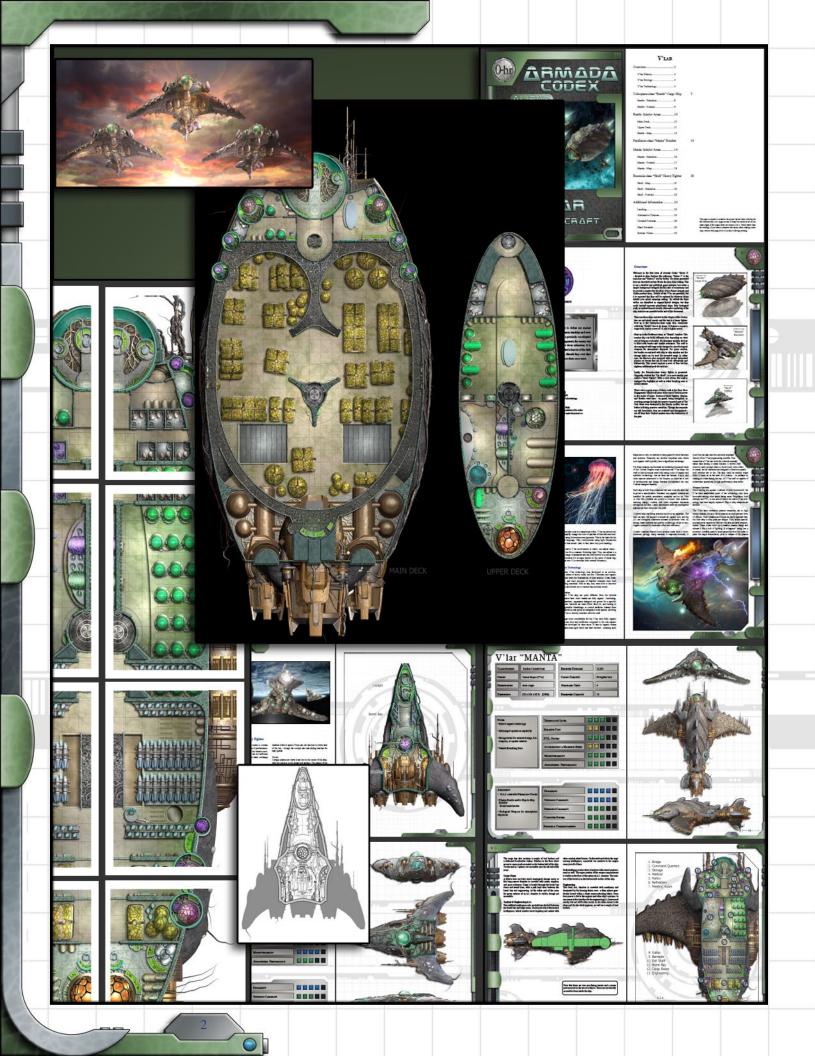by Ryan Wolfe of *"zero hour" art & technology*
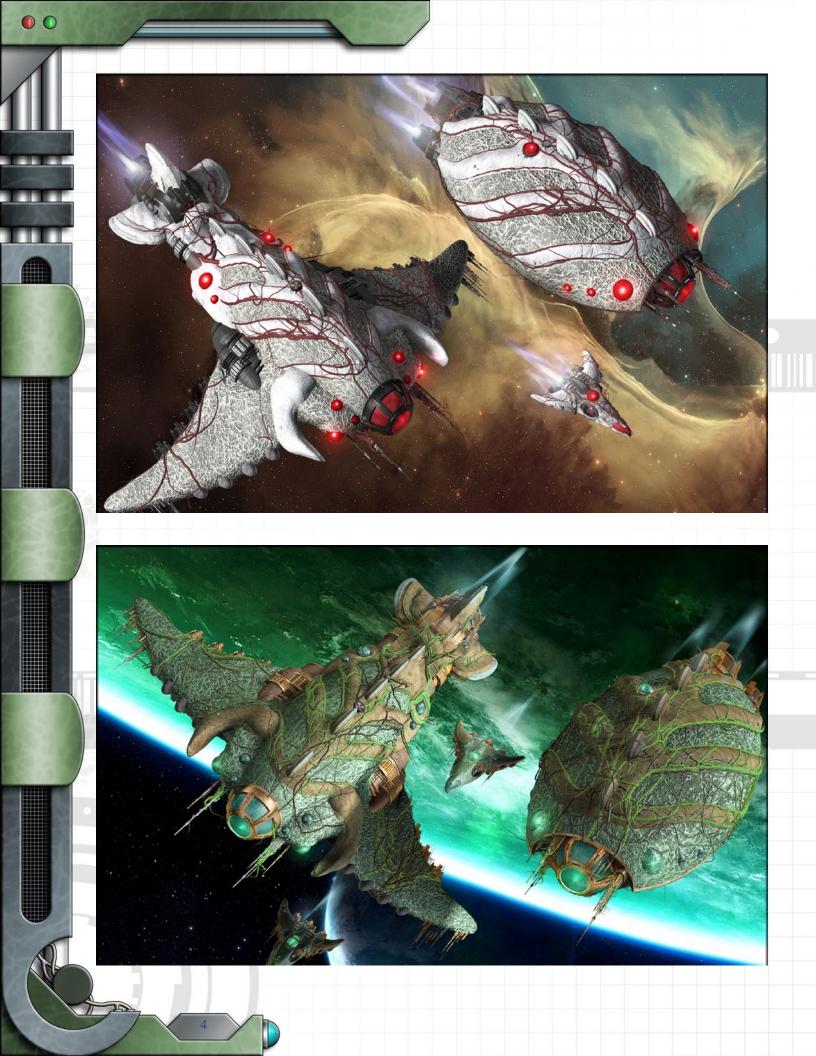
0-hr.com

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:
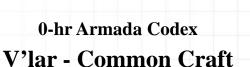
- **Page 2 (right): Main Book.** An detailed description of the alien jellyfish-like V'lar and their organic hybrid ships is provided. The ship stats are generic and not from any particular game system. Each area of each vessel is enumerated and described. Rendered images are included throughout.

- **Page 2 (left): Map Book.** The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of each 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 (middle): Uncut Maps.** Complete deckplans are presented in single giant images, 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 showing the potential for an undead or plant theme.

- **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 these ships can find a place in your fleet!

MAIN DECK

UPPER DECK

V'lar "MANTA"

0-hr Armada Codex
V'lar - Common Craft

The V'lar are a race of jellyfish-like aliens who typically travel about attached to a humanoid host whom they puppet via filaments insinuated into the host's nervous system. Their ships are a hybrid design utilizing common technological elements (such as engines and weapons) built into an organically grown hull.

It is expected that the V'lar will be replaced by whatever alien races inhabit your particular game setting, and that the ships will be used for fully biological, plant, or even undead craft in addition to hybrid designs. The PDF documents include renderings and orthographic views to support these alternate themes.

Three common V'lar craft are included in this product. First up is the Coleoptera-class cargo ship, commonly called the "Beetle" due to its shape. It features a massive cargo hold, carries a crew of 14, and is lightly armed. Next is the Pestilence-class, or "Manta", bomber. This combat ship carries a huge amount of ordnance - either bombs and bioweapons for planetary assault, or ship to ship missiles for space combat. The Manta is also equipped with several automated plasma arc turrets and a breaching bore for boarding actions. It requires a crew of four and has eighteen additional pods for soldiers. Lastly, the Bucrania-class heavy fighter is presented. Originally dubbed the "Ox Skull", it is now usually just called a "Skull Fighter". With a crew of two, this craft is equipped for dogfights as well as either bombing runs or missile attacks.

The V'lar Common Ships package contains five highly detailed, layered PDF files:
• Main Book
  • 33 page PDF file detailing the ships and interior areas.
  • Contains 3D rendered scenes as well as orthographic views of the ships in various themes.
  • Includes system independent statistics designed for easy adaptation to your game of choice.
  • Background, art, and text are on different layers for custom display and printing.

• Map Pages
  • 29 page PDF file containing complete interior maps and instructions for assembly.
  • Miniature-scale maps for tactical combat with an optional 1 inch = 5 ft grid.
  • Divided into pages for easy printing in full color or printer-friendly black and white.
  • Selectable layers include: grid, black & white version, and optional objects.

• Uncut Map Images
  • Three single page PDF files containing huge images (32x44, 53x53 and 7x9 inches) of the Beetle, Manta, and Skull maps so you can see the whole thing at once at 1 inch = 5 ft scale.
  • Select either a light or dark background (for printing or projection/display).
  • Includes layers for grid, black & white version, optional cargo, and background choice.

• Giant JPEG images of the uncut maps are also provided.

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

This is the first issue in the "Aliens" series of Armada Codex. 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!

Note: A PDF reader capable of displaying layers is required in order to fully use these documents. The Adobe Reader is a good, free, option.