



# ARMADA CODEX™

## DEMO



# YOSHIDA STEALTH SHIP

Ryan Wolfe

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# 0-hr: Yoshida - demo document

by Ryan Wolfe of "zero hour" art & technology

0-hr.com

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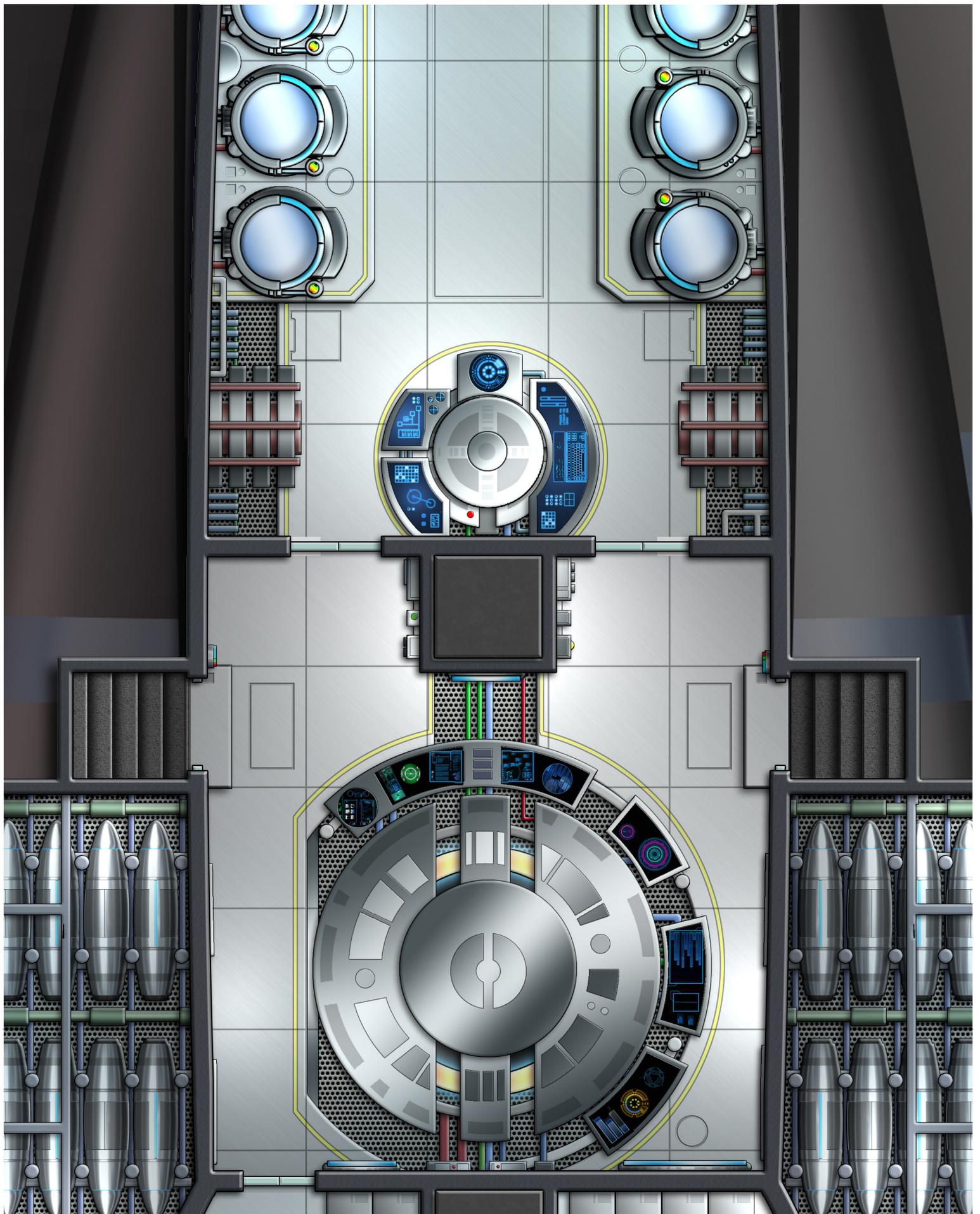
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The purpose of this document is to show you what you can expect should you choose to invest in this issue of the 0-hr Armada Codex. Specifically, this is what is shown:

- **Page 2: Main Book.** A detailed description of both the stealth and transport variants are 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: Map Pages.** This document 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. Large, uncut deckplans are also provided for VTT use.
- **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 these ships can find a place in your fleet!







## 0-hr Armada Codex

# YOSHIDA - Stealth Ship

The Yoshida Stealth variant was built as a long-range stealth and reconnaissance vessel - designed to operate deep behind enemy lines. It is equipped like a bomber or missile boat but can carry spy drones and other specialty ordnance in addition to warheads and biologicals. She carries a crew of six as well as a stealth-enabled shuttle and can serve as an excellent vessel for a party of adventurers or mercenaries.

The Yoshida Transport variant is basically a passenger jet for interstellar travel, with an interior filled with rows of seats plus service areas for the flight attendants and a hold for luggage.

The Yoshida package contains four highly detailed, layered PDF files and a pair of big jpeg images:

- Main Book
  - 23 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 assembly guide.
  - 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, balconies, and optional objects.
- Uncut Map Images
  - Two single page PDF files containing 41x36 inch images of the Yoshida Stealth and Transport maps so you can see the whole ship 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, flat JPEG images of the uncut maps are also provided.

Starfinder stats, sample documents, and art are available at [0-hr.com](http://0-hr.com).

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.