



ARMADA CODEX™

REFIT

DEMO



ZIYAD

PATROL BOAT

0 II

Ryan Wolfe

02:03

0-hr: Ziyad - demo document

by Ryan Wolfe of “zero hour” art & technology

0-hr.com

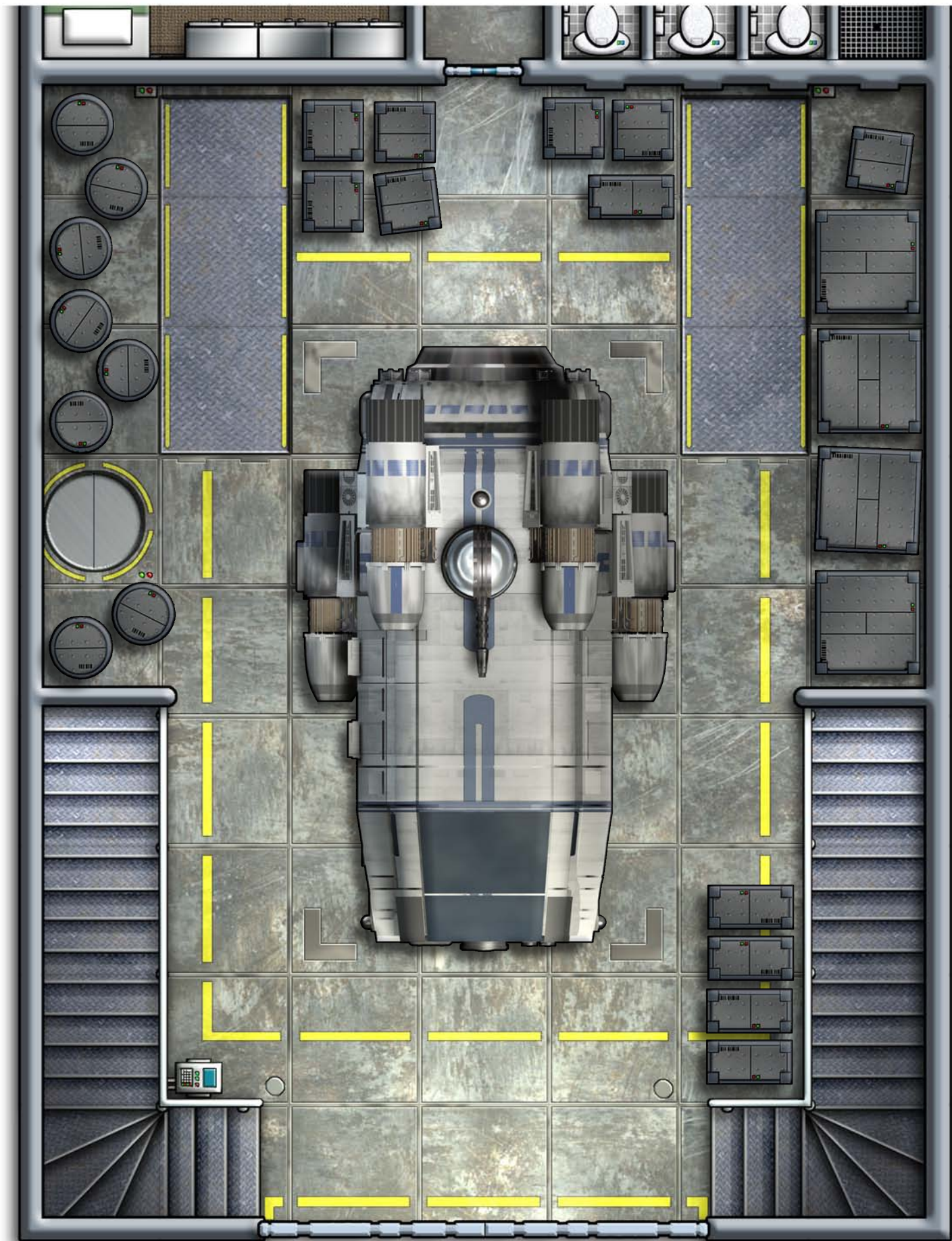
Copyright © 2018 by Ryan Wolfe

This material may not be distributed without permission of the author.

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 (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 (bottom): 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

Ziyad

“Ziyad” is a multi-function military ship derived from the Seraphim-class escort frigate. She is the first of her kind and so the line as a whole is also known as the Ziyad-class. They were jointly designed and deployed after the end of the Nexan War, when old Earth and the TerraNovan Theocracy united against the Umbral Empire. As with many “new” designs dating from that tumultuous period, they adapt and reuse existing technology as much as possible to cut development time and get new ships into space as quickly as possible.

Ziyad was developed to serve as a patrol boat – operating independently or in pairs as an early warning system or law enforcement vessel. She carries a crew of 18 plus a platoon of 13 marines and a pair of boarding shuttles. The ship is well armed and armored. She has sufficient firepower to deter aggressors, enough speed for pursuit, and adequate manpower for boarding actions. Since their launch, ships of this line have proven to be a cost effective and dependable addition to the navies of both the ConFederation and Nexan Colonies.

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

- Main Book
 - o 11 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 18 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 34x39 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 third in the “Refit” series of *Armada Codex*, Ziyad is derived from the Drake explorer first presented in issue #9 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!