

FUTURE ARMADA

DELUXE STARSHIP DESIGNS

■ DEMO



■

ARGOS III
DEEP SPACE PORT



io

Uses the Open Game License to present familiar stats for ship & crew.

OGL
SCI-FI

Demo Document for Future Armada: Argos III

by Ryan Wolfe of “zero hour” art & technology

0-hr.com

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Overview

The purpose of this document is to provide a preview of *Future Armada: Argos III* – making it clear what exactly is included in the product. The images on the following pages are low-resolution “print-preview” screen captures meant to provide a general idea of what is inside each book.

Specifically, this is what you’re looking at:

- **Page 3:** Main Book. The main book provides OGL statistics for the station and crew. Brief descriptions are given for each area of the station, and small overview maps are provided to help put the pieces together. Statistics are also provided for the fighter craft on board (the same as used by Drake) and the Morgan XL shuttle.
- **Page 4:** Subsector Maps. Because of the size of the station, “subsector” maps are provided in an extra book. These maps show a portion of the station (for example, 1/12th of the main ring) along with a map key for the area and information on what map pages are used to build that area.
- **Page 5:** Color Maps. The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the station. The screen shot shows a sampling of the pages. There are more than 70 such pages in this book and most are reused several times to create the habitable areas of Argos III (the habitation ring alone is 3 pages wide by 72 pages long).
- **Page 6:** Printer Friendly Maps. A black-and-white version of the color map book is also provided.
- **Page 7:** Sample Map. This is a single page from the color map book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end as needed. In the map books, the pages also have ID codes assigned to make organization easier.
- **Page 8:** Black & White Sample Map. The grayscale version of the map on page 8.
- **Page 9:** Bonus Art. Two of the rendered 3D exterior views are shown. The actual jpeg images are about twice that size.

As noted on the sales page, this installment does NOT contain giant jpeg images of the composite maps suitable for an oversized printer. Download size limitations made the inclusion of these extremely large images infeasible for Argos III. Even were they included, it would still require more than 100 feet of 2ft-wide paper (and more ink than it is worth) to print out even the main level of the rings.





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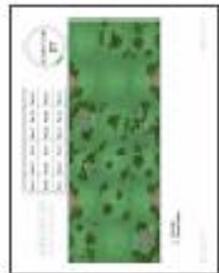
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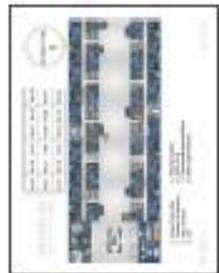
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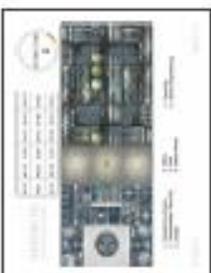
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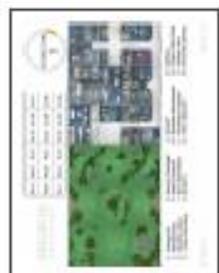
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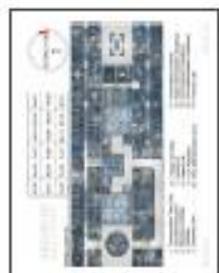
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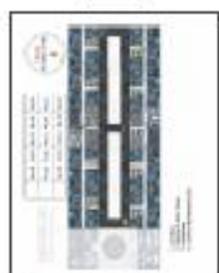
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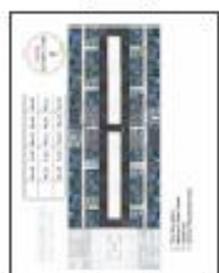
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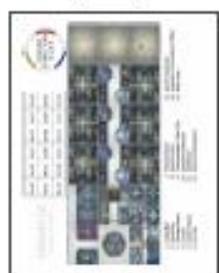
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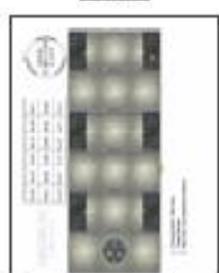
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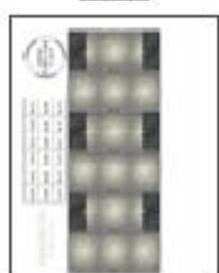
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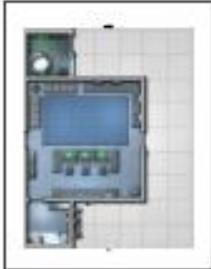
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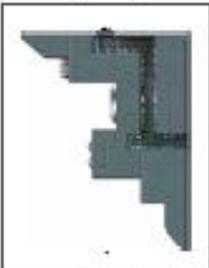
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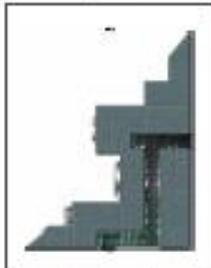
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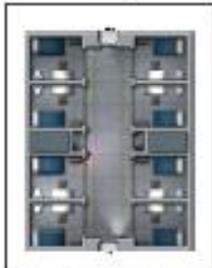
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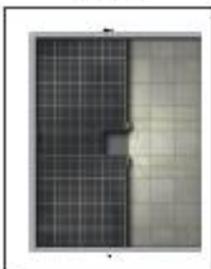
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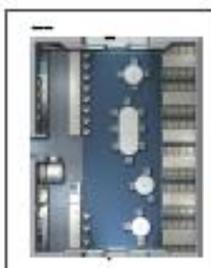
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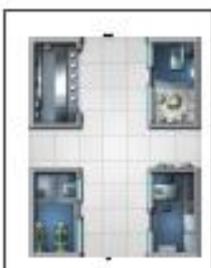
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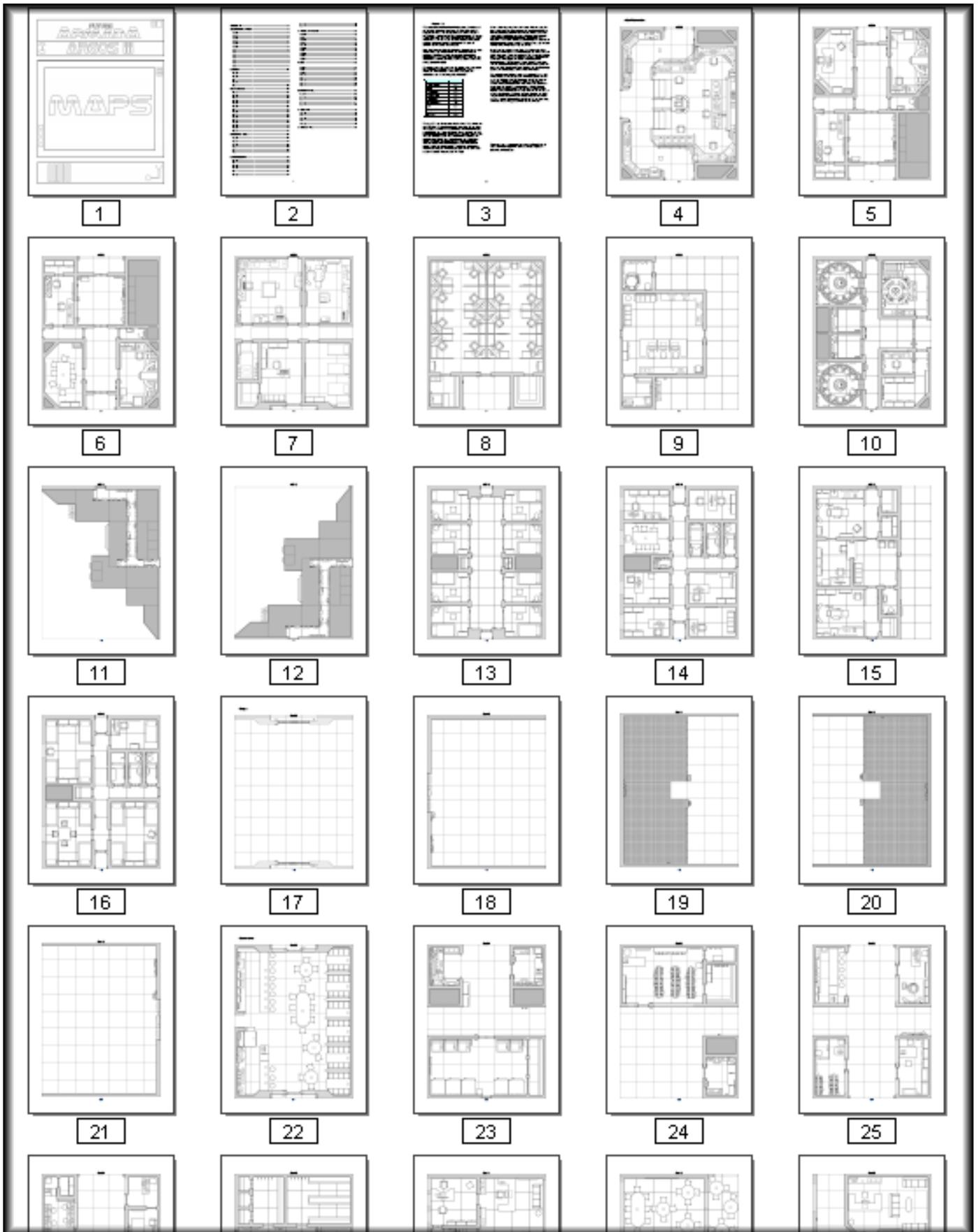


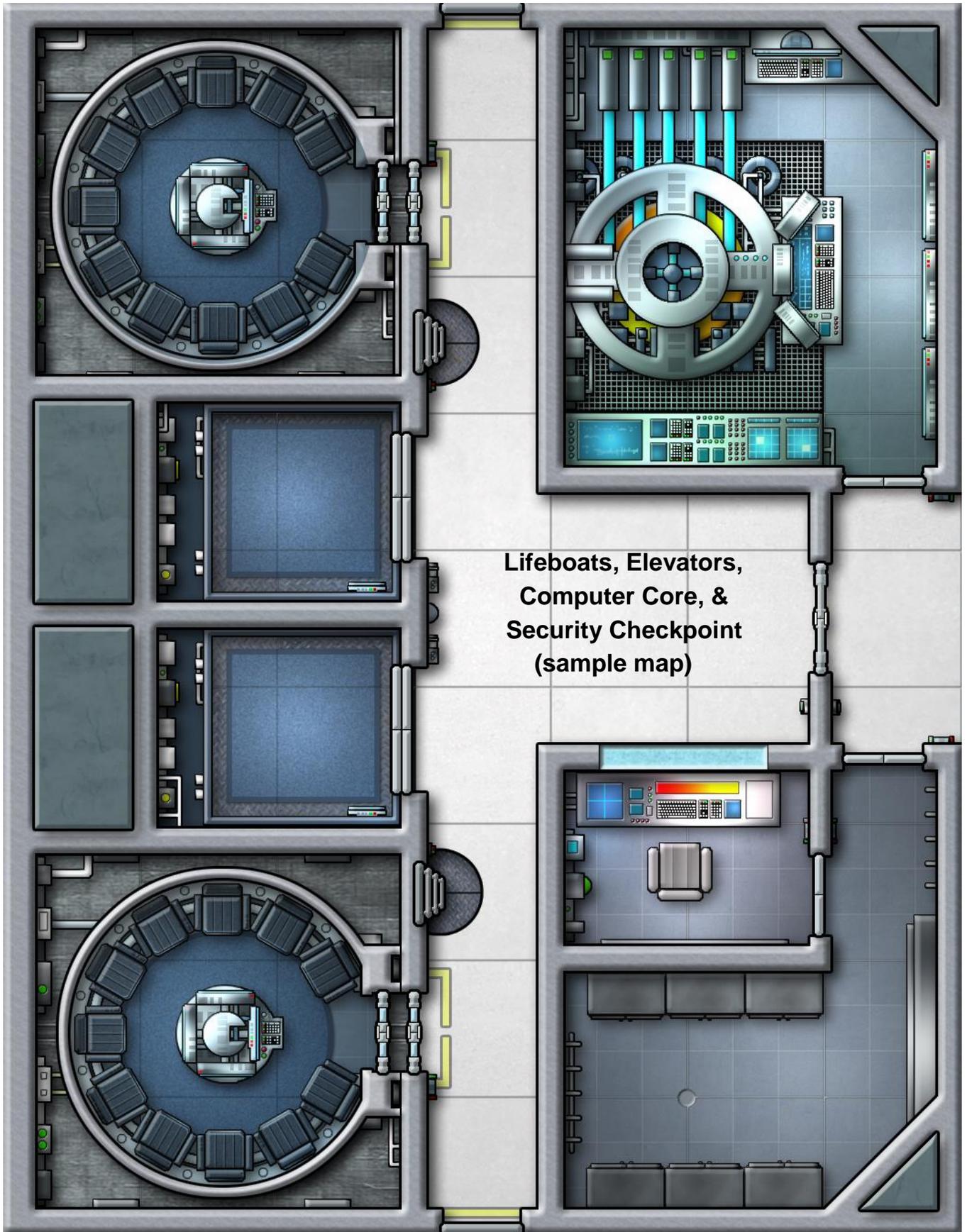
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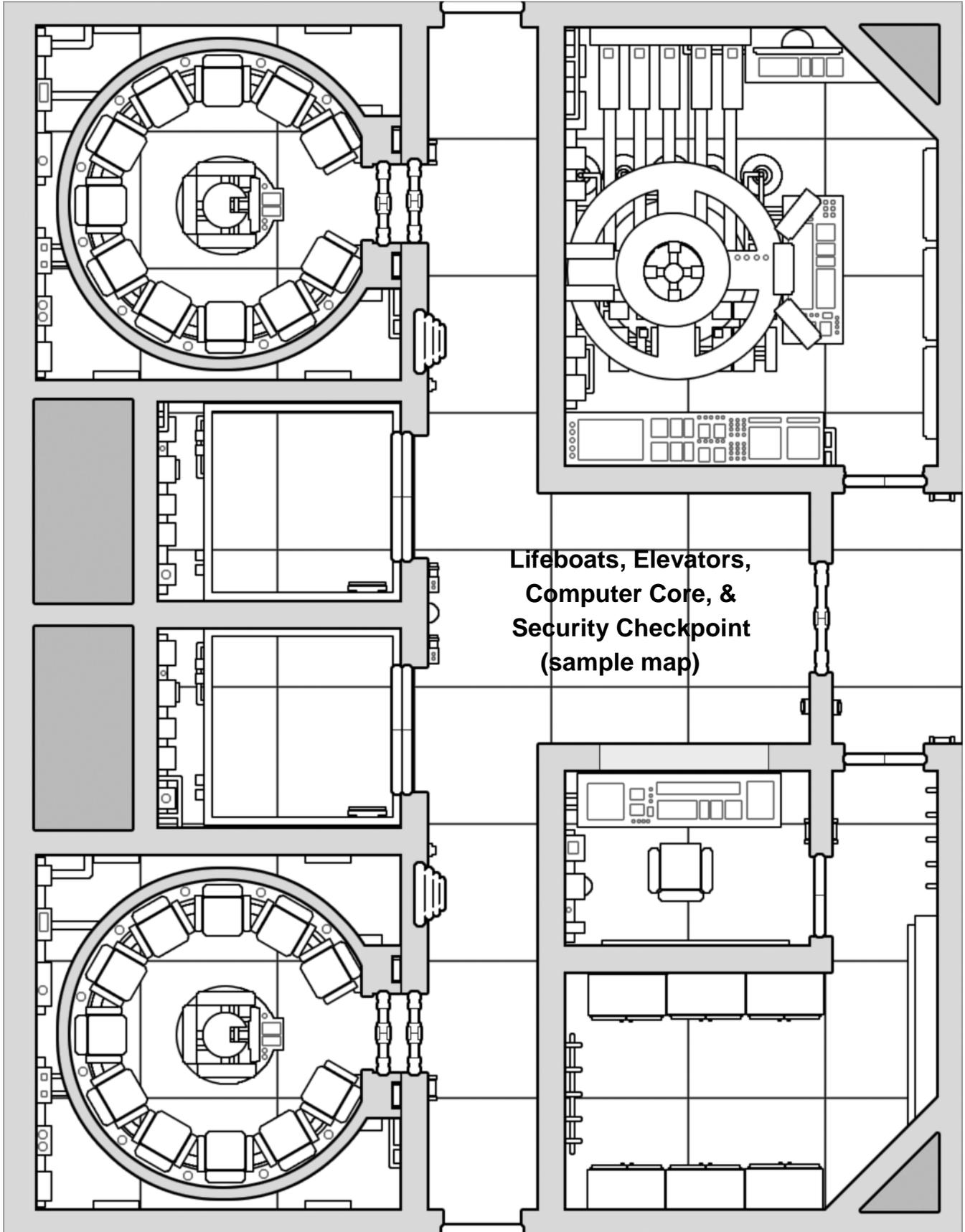
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**Lifeboats, Elevators,
Computer Core, &
Security Checkpoint
(sample map)**



**Lifeboats, Elevators,
Computer Core, &
Security Checkpoint
(sample map)**

Bonus Art



ARGOS III

Deep Space Port

Argos III is also known as "Midway Station" because it lies as the halfway point of the trade route between the Confederation core worlds and the distant Tohoku Colonies. Though the station is owned by a Japanese crime syndicate, a strong military presence keeps things under control. The end result is a mix between a bustling small-town community, a military base, and a lawless port where anything goes. Whatever you want, and then some, can be found here.

In addition to facilities for the military personnel and residents, Argos III has a multitude of services that cater to travelers and tradesmen passing through. In Blue Sector, the Yosoko Hotel and Autumn Moon Casino lie next to shops and street vendors of all sorts. A short ride on the transit system will take visitors to the Infinity Health Spa or the open spaces of the Green Sector park - featuring the latest in synthetic trees & shrubbery. For those seeking something a little less 'mainstream', the Warrens (where the downtrodden and dispossessed have taken up residence in an empty engineering area) can probably provide. And of course there are ample docking and cargo facilities for ships of all sorts.

This PL 7 deep space port is almost 2400 ft from top to bottom, making it the largest structure in any Future Armada supplement. The interior maps are constructed out of reusable pages which an enterprising GM can also employ to architect his or her own facilities. Even though many pages are reused to construct the station interior, this product still has four times as many unique map pages as a standard issue of Armada!

The .zip file contains the following:

- Overview
 - 37 page PDF file detailing the station, interior locations, and key personnel.
 - Open Game License stats provided for the station and sample crew, as well as fighters and shuttle.
- Map Book
 - Full-color **79 page** PDF file.
 - Contains pages to construct interior maps of all habitable areas.
 - Includes miniature-scale maps for tactical combat.
 - Broken into pages for easy printing.
 - Pages follow a set design pattern to allow for efficient reuse.
- Printer friendly, grayscale version of the map book.
- Subsector Map Book
 - Full-color 27 page PDF file.
 - Provides an overview of each neighborhood.
 - Includes location key and page layout diagrams.
- "Bonus Art" directory with rendered images of the station and auxiliary craft.

Starfinder stats, demo documents, and art are available free at **0-hr.com**

Please note that, unlike most issues of Future Armada, this installment does NOT contain giant composite images designed specifically for an oversized printer. The extreme file size required for an installation of this magnitude made the inclusion of such bonus maps impractical.

This space station is designed to serve as a ready-made setting for your ongoing adventures. It can be just a stop along the way, a final destination, or a base of operations. While OGL statistics are provided for wide compatibility, they kept are separate for quick modification or replacement. No matter which side of the law you end up on, you can find a haven in Argos III.

