FUTURE ARMADA

DELUXE STARSHIP DESIGNS

GRYPHON

MERCENARY FOR HIRE

i2

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

OGL SCI-FI

Demo Document for
Future Armada: Gryphon
by Ryan Wolfe of "zero hour" art & technology

0-hr.com

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Overview

The purpose of this document is to show you what you can expect should you choose to invest in *Future Armada: Gryphon*. The images on the next couple of pages are low-resolution thumbnails meant to provide a general idea of what is inside each book.

Specifically, this is what you're looking at:

- **Page 3**: Main Book. Brief descriptions are given for each area of the vessel, and composite maps are provided so it is easy to put the pieces together. The Open Game License is utilized to present stat blocks familiar to players of the futuristic version of the world's most popular role playing game. Note that these are the same mechanics as have always been found in Future Armada. Only the license, logo, and legal details have changed.

- **Page 4 (left side)**: Color Maps. The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the ship. The screen shot shows a sampling of the pages, laid out like they would be when assembled.

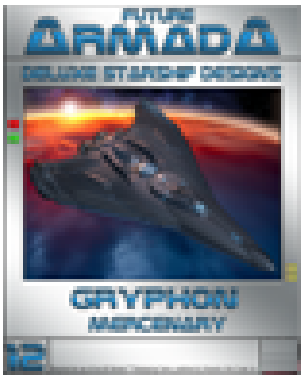
- **Page 4 (right side)**: Printer Friendly Maps. A grayscale version of the color map book is provided. The right side of the image shows the same pages from that book.

- **Page 5**: 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.

- **Page 6**: Bonus Art. Two of the rendered 3D exterior views are show. The actual pictures are 800x600 jpeg images. This product also includes a poster-size jpeg of the entire ship at 1 inch = 5ft scale.

- **Page 7**: Add copy from the sales web page.

Thank you for taking the time to explore this product and letting *Gryphon* help your game take flight!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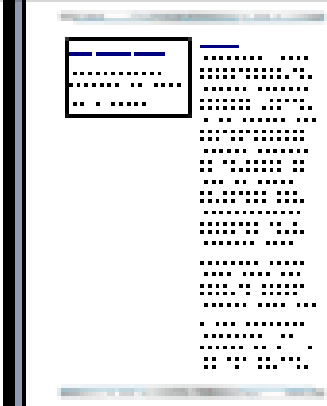

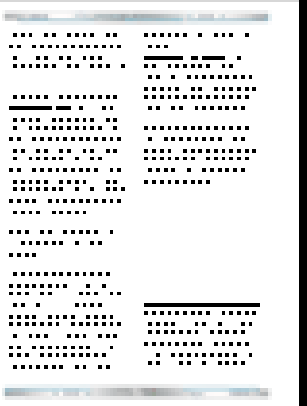

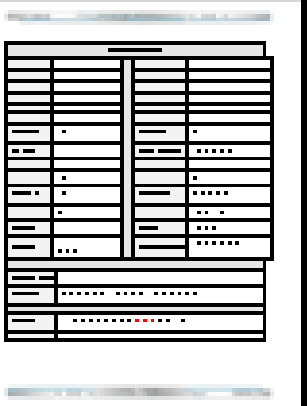

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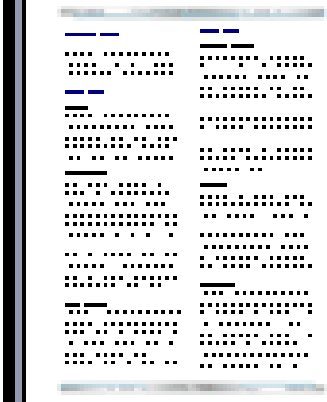

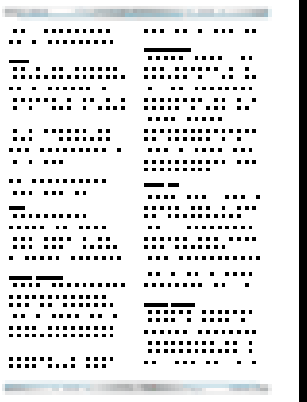

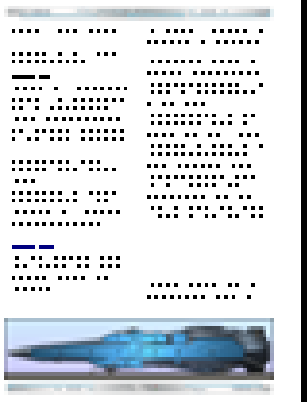

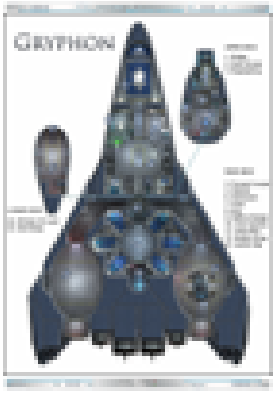
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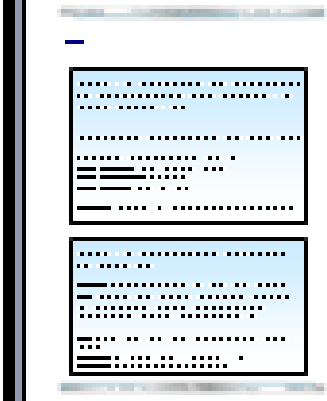

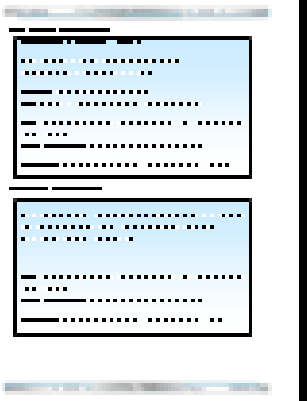

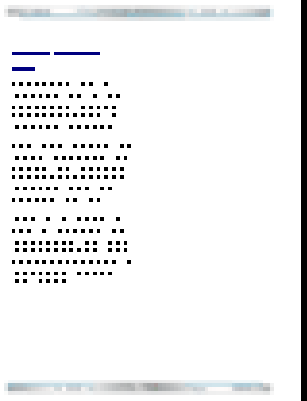

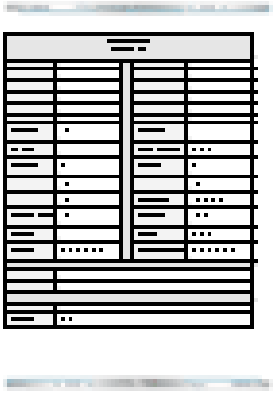

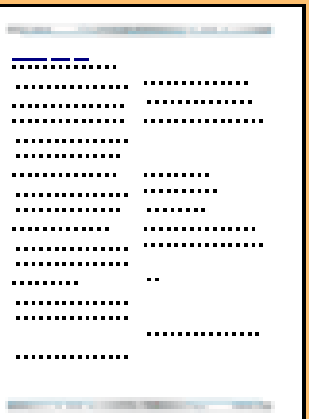

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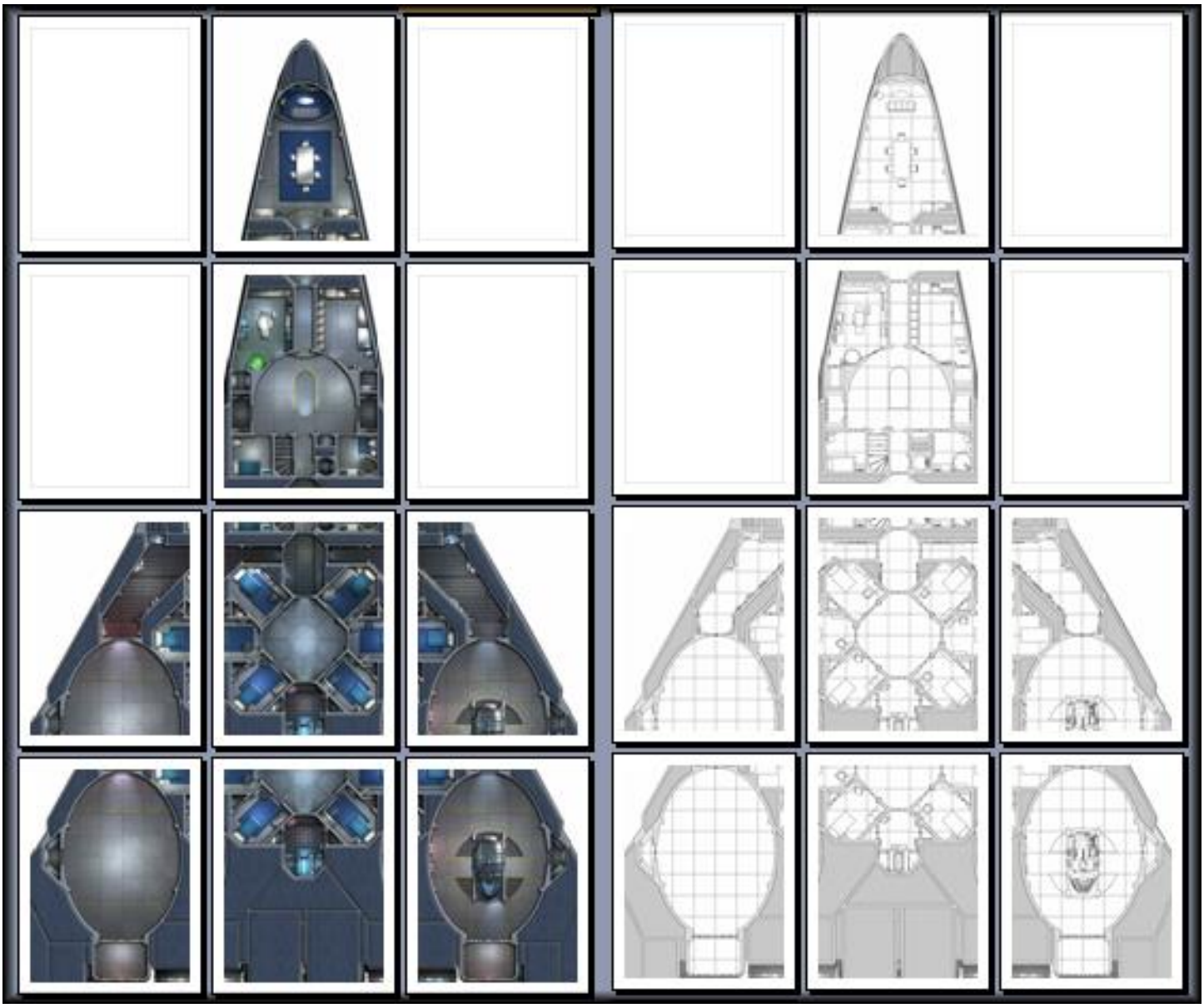

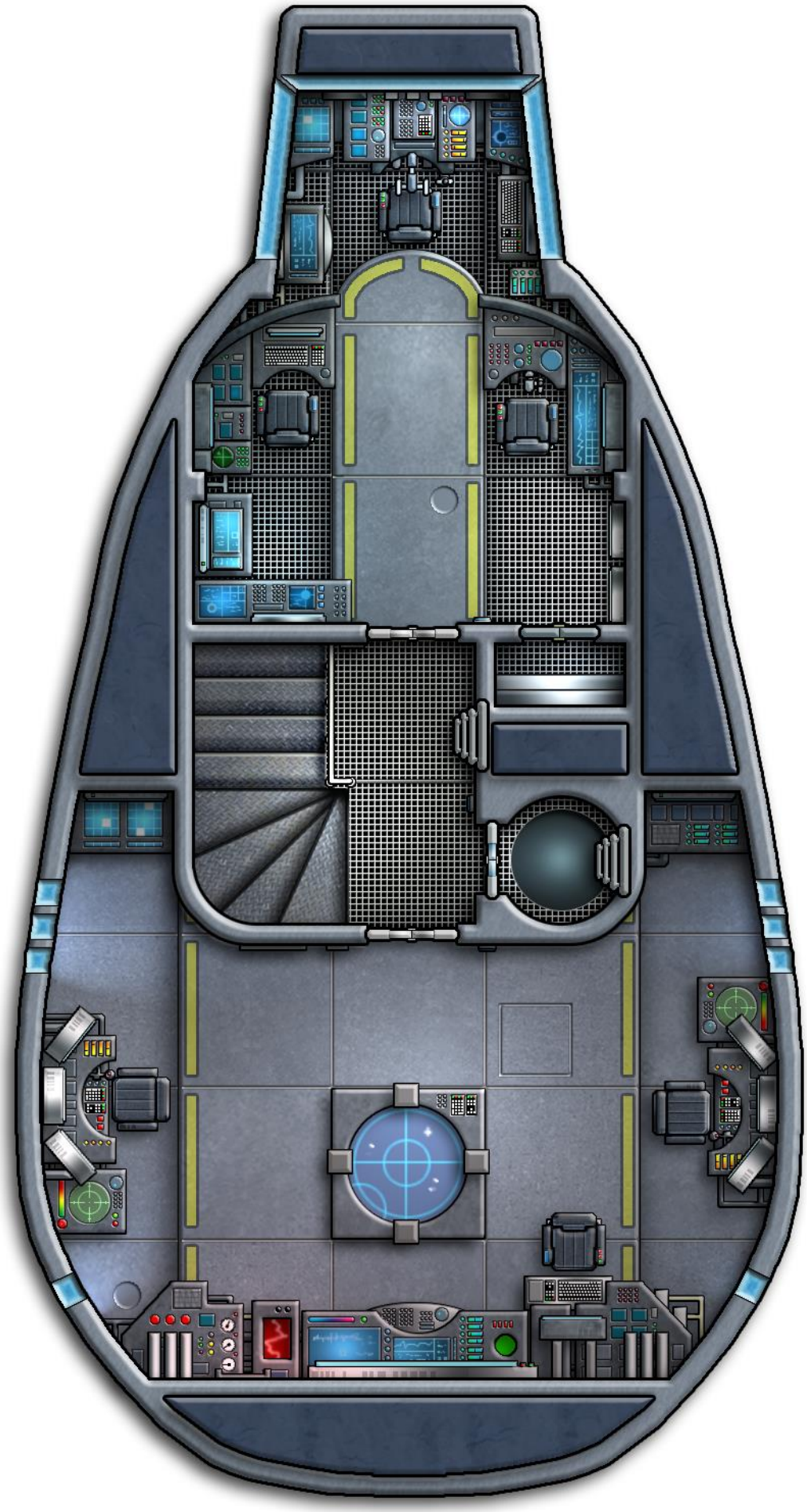

Bonus Art

GRYPHON

Mercenary for Hire

“Gryphon” is a streamlined Kestrel-class escort refit for use in freelance mercenary operations. Meant to serve as a mobile base of operations for a small team of specialists-for-hire, it is able to fill many different roles. It can take the team into dangerous areas, fight its way out, and provide a place to rest and recuperate on the way to the next job. At 175 feet long this progress level seven ship comes in at just under 2,500 register tons.

Gryphon is the perfect ship for a small team of mercenaries or fortune seekers. Though it can be flown by a crew of two (or even one in a pinch), Gryphon has individual cabins for six. There is a holding cell for use in bounty hunting, a hidden cargo area for smuggling, and a brand new ship's boat for going planet-side in style. With a pair of turreted plasma cannons, a missile launcher, and integrated engineering/computer control room - the ship is ready when things get rough. Its sleek lines and dark exterior will leave a lasting impression on friends, foes, and clients alike.

The .zip file contains the following:

- Overview
    - 15 page PDF file detailing the ship, interior areas, and crew.
    - Open Game License stats provided for the vessel and crew, as well as the series-10 "Comet" which serves as the ship's boat.
- Map Book
    - Full-color 14 page PDF file containing complete interior maps.
    - Includes miniature-scale maps for tactical combat.
    - Broken into pages for easy printing.
- Printer friendly, black and white version of the map book.
- Miniature-scale composite map of the ship interior.
    - A poster-sized, 24x36 inch, 150 dpi, color JPEG image.
- "Bonus Art" directory with rendered images of Gryphon and its shuttle.

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

Like all of the Future Armada ships, Gryphon is meant to be useful to game masters and players alike. Story, stats, and maps are all easily separated. Keep what you like, change what want, and take flight!