

# FUTURE ARMADA

## DELUXE STARSHIP DESIGNS



## REDUX BETA VARIANT DESIGNS

20

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

OGL  
SCI-FI

## Demo Document for Future Armada: Redux Beta

by Ryan Wolfe of *Ohr: art & technology*  
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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: Redux Beta*. This product is a set of three ships and a set of colony pods, each presented individually. The images on the next couple of pages are low-resolution thumbnails meant to provide a general idea of what is inside the collection.

Specifically, this is what you're looking at:

- **Page 3:** Main Books. For each of the three subjects an overview is presented, interior areas are detailed, and complete deckplans are provided. The Open Game License is utilized to present familiar stat blocks for the vessels and crew.
- The ships detailed are *Telemon*: a freighter or blockade runner to get the cargo where it needs to go, and *Starlance*: with room for a band of adventures, their small craft, and their loot. In addition are a set of customized cargo containers designed to serve as an instant outpost, plus a new TOAD design to haul them into place.
- **Page 4:** Map Books. Each map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the ship or station. The pages are designed to be printed out and laid edge to edge. A printer friendly, grayscale version of each map page is also provided. Page 4 shows the map pages for *Telemon* and the *Colony Pods*.
- **Page 5** shows the large composite images for *Starlance*. All of the ships include printable map pages and giant digital images at 1 inch = 5ft scale perfect for online gaming.
- **Page 6:** Sample Map. This is a single page from a color map book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end as needed.

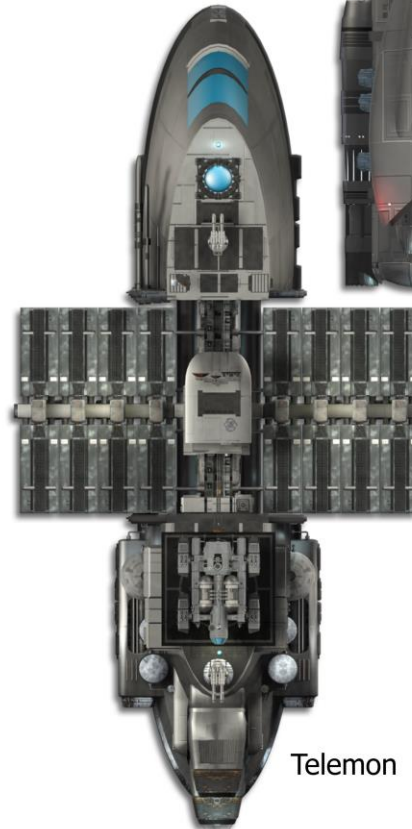
Tri-TOAD



Starlance



Telemon




- **Page 7:** Bonus Art. Shown are a few of the many additional renderings provided. The actual pictures are 800x600 jpeg images.
- **Page 8:** Add copy from the sales web page.

Thank you for taking the time to explore this product line. Let these familiar yet new designs add depth to your universe!



**FUTURE**  
**ARMADA**  
**DELUXE STARSHIP DESIGNS**



**STAR LANCE**  
**LIGHT CARRIER**

**20c**

Look for Star Lance Carrier in planned battles after the 40th issue



**OGL**  
**SDS**

[illegible][illegible][illegible][illegible][illegible][illegible]

The Brahma train is a grey and black locomotive. The top view shows a rectangular body with a central circular feature and various mechanical details. The side view shows a long, rectangular profile with the text 'SI 02' on the side. The name 'BRAHMA' is displayed in a box between the two views.

<div style="text-align: center;"> <b>BRABMA</b>  <i>Brasão de Armas do Brasil</i> </div>			
Imagem (tamanho)	1	2	3 (tamanho)
armas		armas	11 x 16 cm
bandeira		bandeira	22 x 28 cm
bandeira		bandeira	30 x 40 cm
bandeira		bandeira	40 x 50 cm
bandeira		bandeira	50 x 60 cm
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bandeira		bandeira	80 x 90 cm
bandeira		bandeira	90 x 100 cm
bandeira		bandeira	100 x 110 cm
bandeira		bandeira	110 x 120 cm
bandeira		bandeira	120 x 130 cm
bandeira		bandeira	130 x 140 cm
bandeira		bandeira	140 x 150 cm
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bandeira		bandeira	320 x 330 cm
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bandeira		bandeira	340 x 350 cm
bandeira		bandeira	350 x 360 cm
bandeira		bandeira	360 x 370 cm
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bandeira		bandeira	380 x 390 cm
bandeira		bandeira	390 x 400 cm
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bandeira		bandeira	480 x 490 cm
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bandeira		bandeira	530 x 540 cm
bandeira		bandeira	540 x 550 cm
bandeira		bandeira	550 x 560 cm
bandeira		bandeira	560 x

[illegible]

**Faktorik Modelle: Colony Race**  
 Informationen für den Wettbewerb  
 2014/2015

Die Teilnehmer sind in 4 Teams eingeteilt, die jeweils 2 bis 3 Personen umfassen können. Die Teams werden durch die Lehrer benannt und die Teammitglieder werden durch die Schüler bestimmt. Die Teams werden in 4 Gruppen eingeteilt, die jeweils 1 bis 2 Teams umfassen können. Die Teams werden in 4 Gruppen eingeteilt, die jeweils 1 bis 2 Teams umfassen können.

**Overview:**

The project will be a competition between four teams of students. The teams will be named by the teachers and the team members will be determined by the students. The teams will be divided into four groups, each of which will contain one or two teams. The teams will be divided into four groups, each of which will contain one or two teams.

## Colony Pests

Colony pests are insects that live in colonies and are considered pests because they damage crops, buildings, or other structures. They are often found in large numbers and can be difficult to control. Some common colony pests include termites, ants, and bees.

Termites are a major pest because they eat wood and can cause significant damage to buildings. They are often found in the foundations and walls of houses. Ants are also a common pest, especially in kitchens and dining areas. They can contaminate food and damage furniture. Bees are generally considered beneficial, but some species can become pests if they build nests in or near human habitations.

There are several ways to control colony pests. One method is to use pesticides, which can be applied directly to the infested area or to the food source. Another method is to use traps, which can attract and capture the pests. A third method is to use physical barriers, such as screens or mesh, to prevent the pests from entering the area. In some cases, it may be necessary to remove the infested material or to relocate the colony.

Prevention is the best way to control colony pests. This can be done by keeping food and other attractants clean and sealed, by sealing cracks and crevices in buildings, and by using screens on windows and doors. Regular inspections can also help to detect infestations early, before they become a major problem.

For more information on colony pests, contact your local pest control company or extension office. They can provide advice on the best control methods for your specific situation.



### Double-Edged Gun

This open-plan kitchen and living room is a double-edged sword. While the open layout is a great feature, the lack of a solid wall between the two spaces can be a drawback. To address this, the designers used a large, dark, L-shaped sectional sofa to define the living area and a low-profile coffee table to keep the space open and airy. A large abstract painting on the wall adds a touch of artistry and visual interest.



### Artful & Living Room

This living room is a perfect example of how to create a sophisticated and artistic space. The large, dark, L-shaped sectional sofa is the centerpiece, providing a comfortable and stylish seating area. The low-profile coffee table and large abstract painting on the wall complete the look, creating a cohesive and modern aesthetic.

[illegible]



**Design**

around the architecture. In the case of the new building, the design was a key factor in the selection of the material. The building's design was a key factor in the selection of the material. The building's design was a key factor in the selection of the material.



**Contract**

The project involved the installation of a large number of panels. The project involved the installation of a large number of panels. The project involved the installation of a large number of panels.



**Installation**

The installation was a complex task. The installation was a complex task. The installation was a complex task.



**Material**

The material was a key factor in the selection of the material. The material was a key factor in the selection of the material. The material was a key factor in the selection of the material.



**Performance**

The performance was a key factor in the selection of the material. The performance was a key factor in the selection of the material. The performance was a key factor in the selection of the material.



**Cost**

The cost was a key factor in the selection of the material. The cost was a key factor in the selection of the material. The cost was a key factor in the selection of the material.



### Samurai Landscape

Available in paperback for \$14.95, this novel by Michael Chabon is a fast-paced, action-packed story of a young man who is recruited by a secret organization to help them take down a powerful, corrupt politician. The story is set in a gritty, urban environment and is filled with suspense and intrigue.



### Shutout 2-Disc

Available in DVD for \$19.98, this movie is a comedy about a young man who is recruited by a secret organization to help them take down a powerful, corrupt politician. The story is set in a gritty, urban environment and is filled with suspense and intrigue.



### Standby Man

Available in paperback for \$14.95, this novel by Michael Chabon is a fast-paced, action-packed story of a young man who is recruited by a secret organization to help them take down a powerful, corrupt politician. The story is set in a gritty, urban environment and is filled with suspense and intrigue.



### Twelve Minutes After Disaster

Available in paperback for \$14.95, this novel by Michael Chabon is a fast-paced, action-packed story of a young man who is recruited by a secret organization to help them take down a powerful, corrupt politician. The story is set in a gritty, urban environment and is filled with suspense and intrigue.



### The Secret Garden

Available in paperback for \$14.95, this novel by Michael Chabon is a fast-paced, action-packed story of a young man who is recruited by a secret organization to help them take down a powerful, corrupt politician. The story is set in a gritty, urban environment and is filled with suspense and intrigue.



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**FUTURE**  
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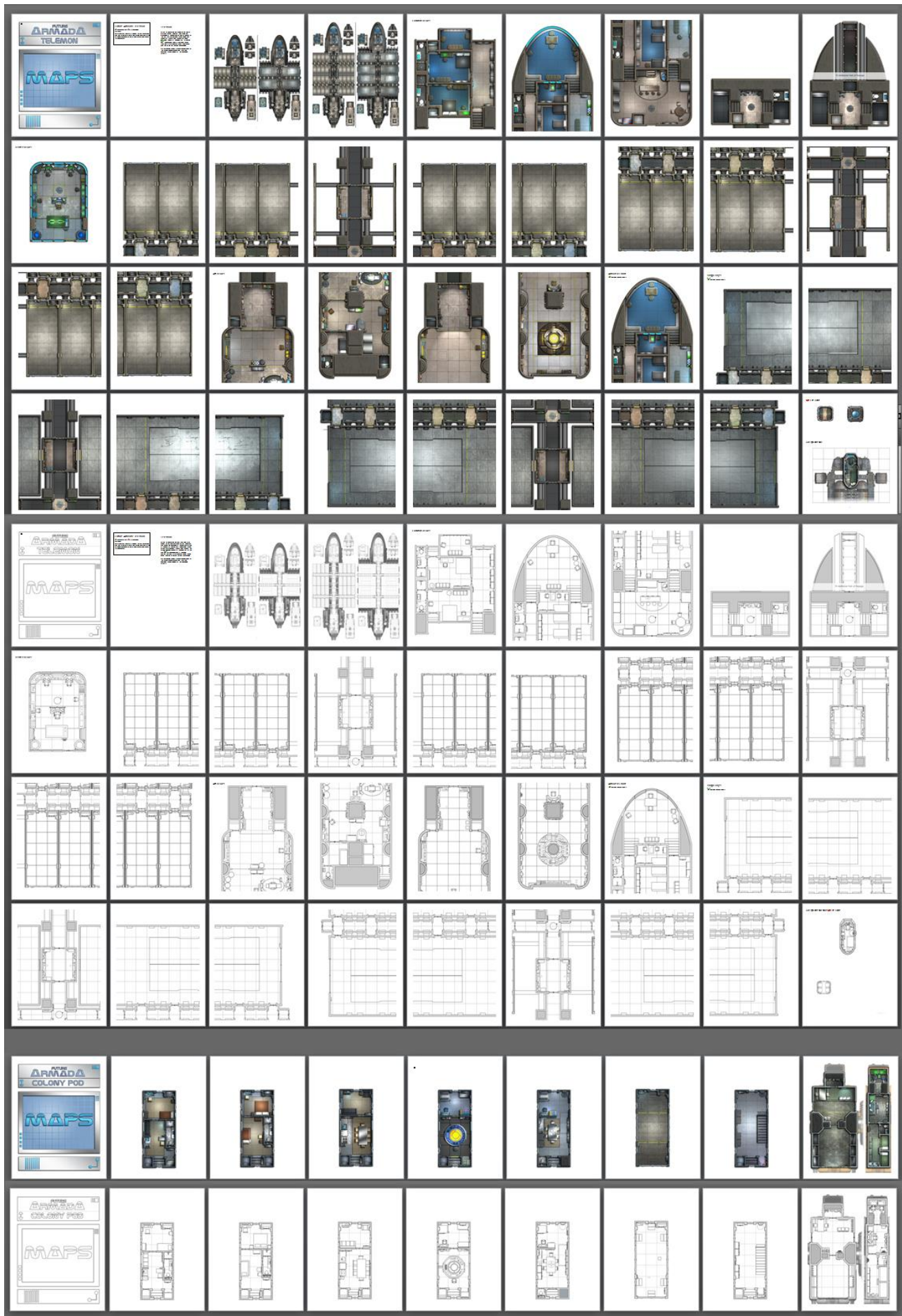


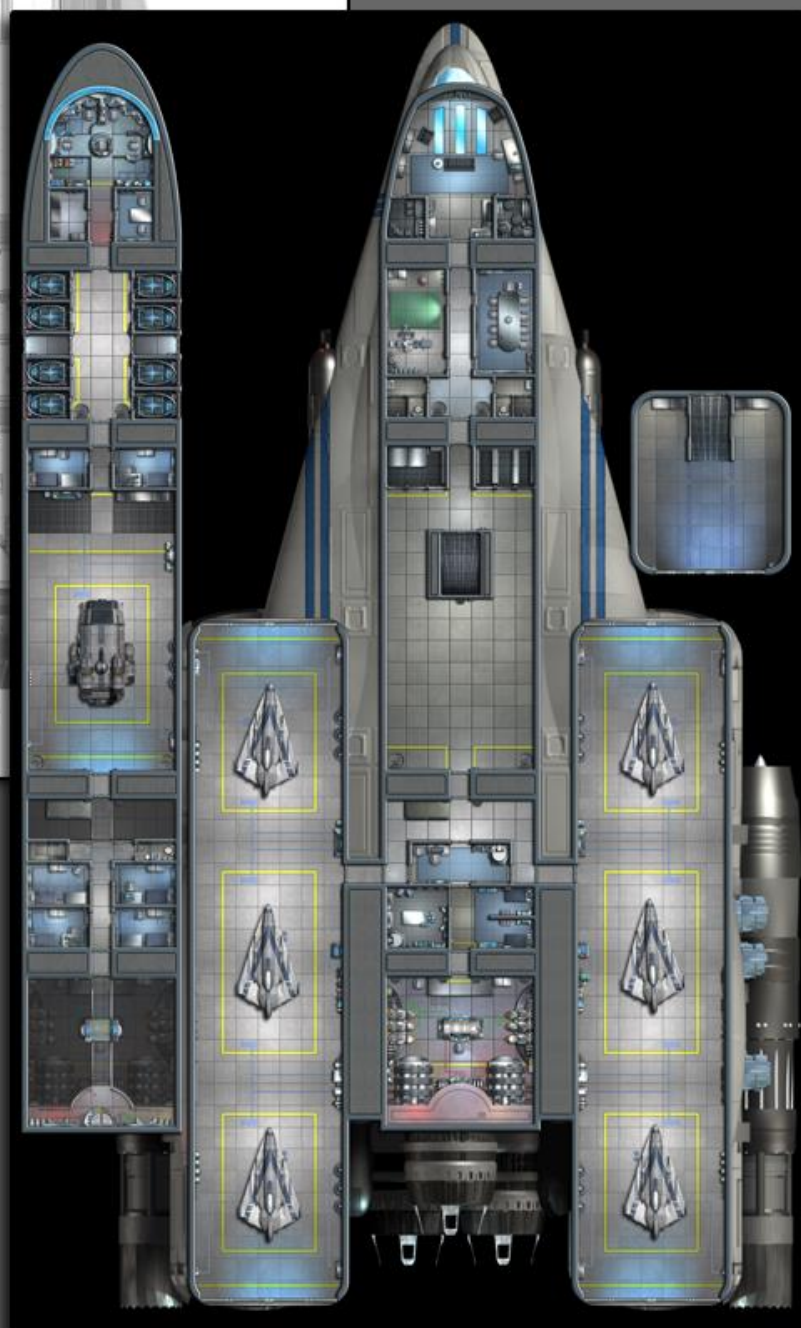
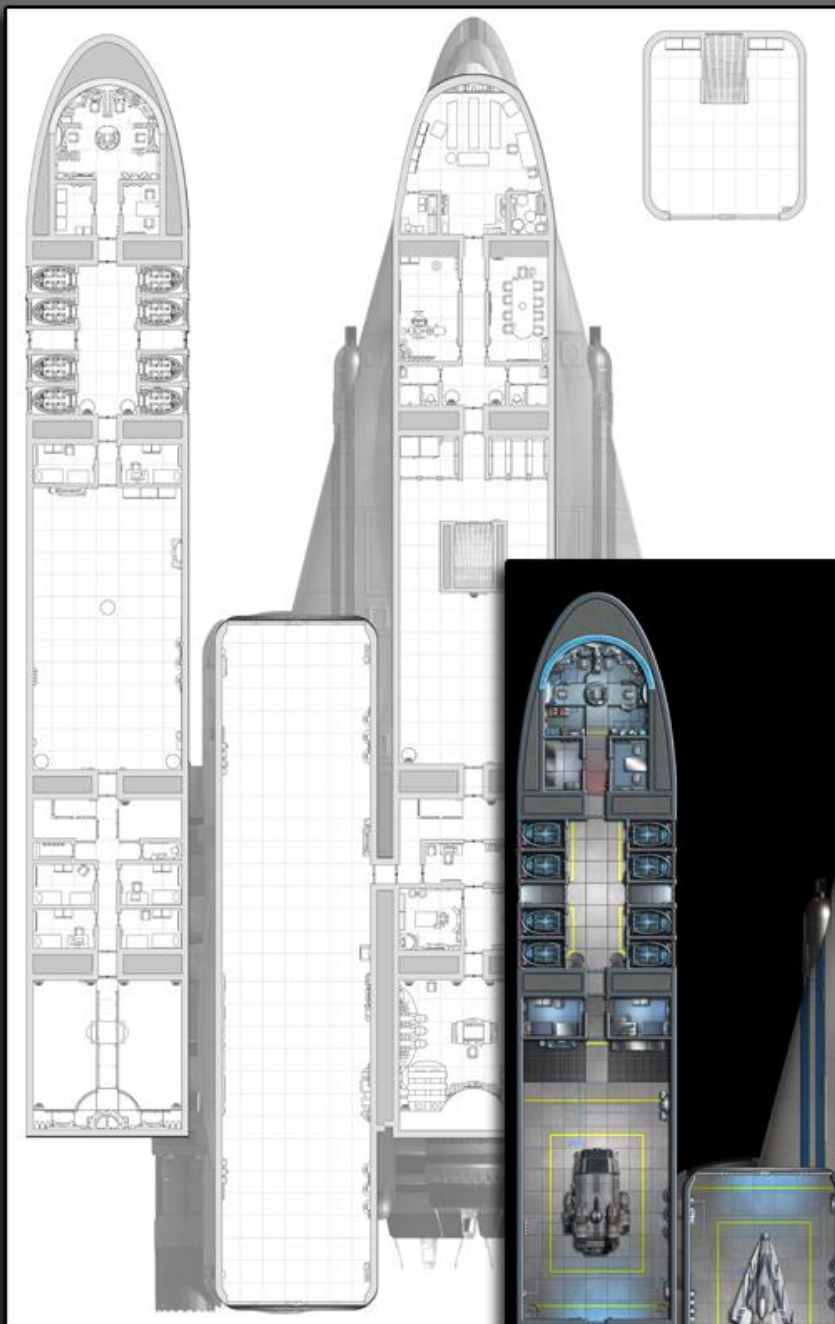
**TELEMOON**  
BLOCKADE RUNNER

**Future Antidote: Talk man to man**  
 By 2000, the U.S. military will have a new way to communicate with its troops. The Army is developing a portable, handheld device that will allow soldiers to talk to each other in a secure, encrypted manner. The device will be called the "Future Antidote" and will be used to replace the current "Man to Man" communication system. The Future Antidote will be a small, lightweight device that can be carried in a soldier's pocket. It will have a small screen and a keypad. The soldier will be able to press a button to start a conversation and then speak into the device. The device will then transmit the signal to a base station, which will relay it to the other soldier. The Future Antidote will be able to handle voice, data, and video. It will also be able to handle encrypted communications. The Future Antidote will be a major improvement over the current Man to Man system. It will be more secure, more reliable, and more portable. It will also be able to handle more types of communications. The Future Antidote will be a key part of the Army's future communications system.

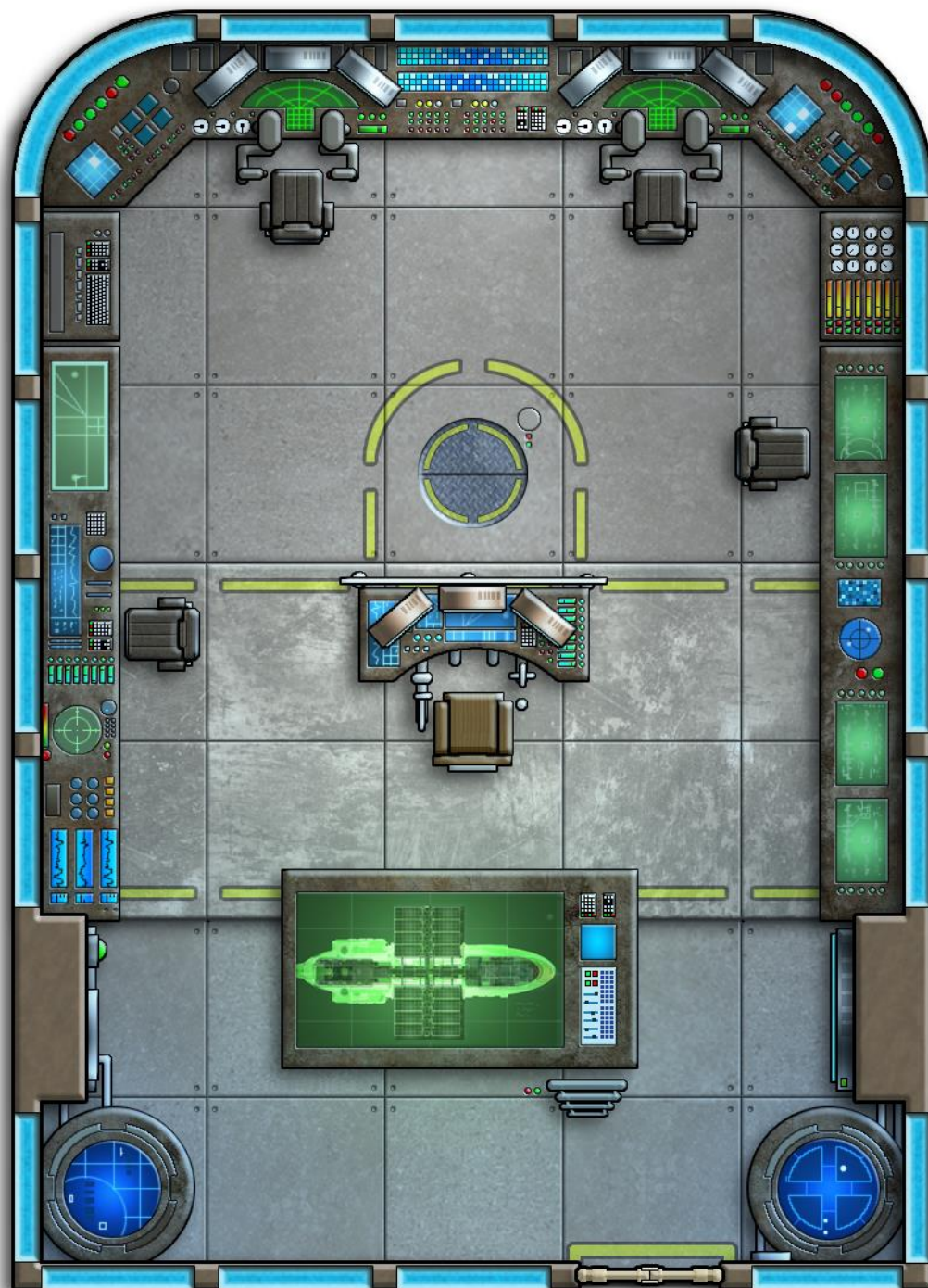
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Bonus Art



# REDUX BETA

## *Variant Designs*

This issue presents three new additions to the Future Armada universe – each an obvious decedent of an existing ship or piece of equipment. Based on previous designs and built to add depth and realism to your campaign, these additions should seem both familiar and new.

- The first ship presented is *Telemon* – a variant of the Ajax design, which is itself a reworking of MisFortune. Where Ajax relied on customized cargo containers to fulfill vital roles, Telemon provides dedicated space for crew quarters and other necessities. A version with cargo bays rather than containers is also provided.
- Next is a set of HMT 337 cargo containers customized to serve as prefabricated structures for a fledgling colony. To efficiently move these colony pods into place is the Tri-TOAD – a more powerful version of the boxy VTOL craft.
- Finally, Future Armada ends up where it started with a variant of the CSS Morningstar – the flagship of the series. Starlance is a Fenris-class warship reworked with an mercenary or adventuring group in mind. It has fewer bunks but tons of extra space for fighters, a shuttle, and a lot more cargo.

The goal is to add a sense of continuity to your universe by providing an evolution of some well known vessels. Existing ships are repurposed and proven designs are reworked to fill a new niche.

Each ship is presented independently with its own document, maps, and art within the "Redux Beta" directory. The .zip file contains the following:

- Overviews
  - 15, 15, and 18 pages for Colony Pods, Telemon, and Starlance respectively.
  - Each is a PDF file detailing the ship or station, interior areas, and crew.
  - Open Game License stats are provided for reference.
- Map Books
  - A total of 73 pages containing complete interior maps and deckplans.
  - 10, 26, and 37 pages for Colony Pods, Telemon, and Starlance respectively.
  - Miniature-scale (1 inch = 5 feet) maps for tactical combat.
  - One inch grid built cleanly into the art.
  - Broken into pages for easy printing.
- Printer friendly, black and white versions of the map books (so 146 pages total).
- Art
  - Large, single-image maps of the ships are provided.
    - These are 150 dpi, color JPEG images.
    - The Tri-TOAD is 15x17 inches. Telemon is 34x64 and Starlance is 36x60
  - Additional rendered images of the ships and station are also included.

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

Like all of the Future Armada ships and stations, these are 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, it's up to you.