



ARMADA CODEX

ALIENS



CYNTER COMMON CRAFT



Ryan Wolfe

03:02

0-hr: Cyntek 1 - demo document

by Ryan Wolfe of "zero hour" art & technology

0-hr.com

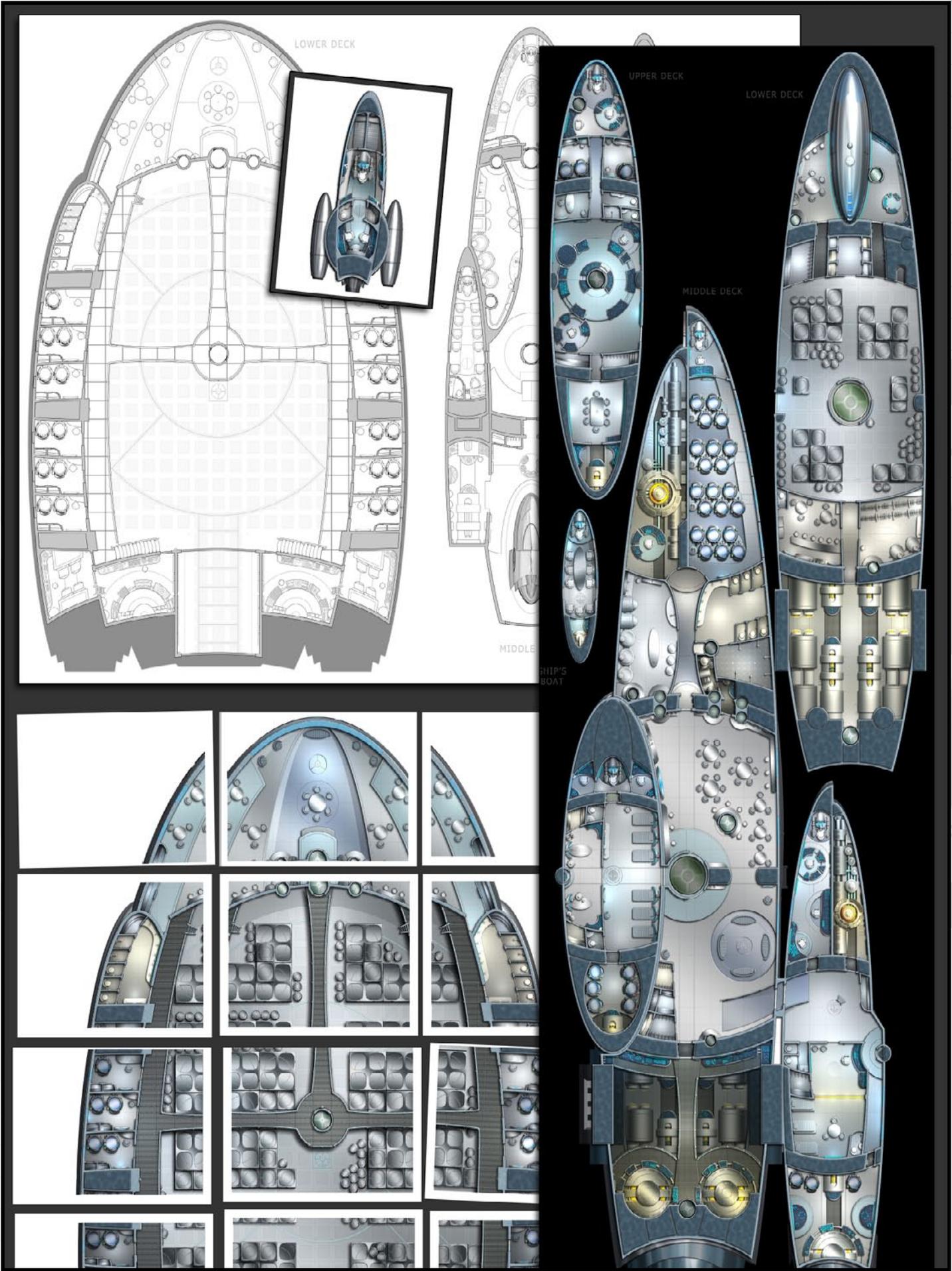
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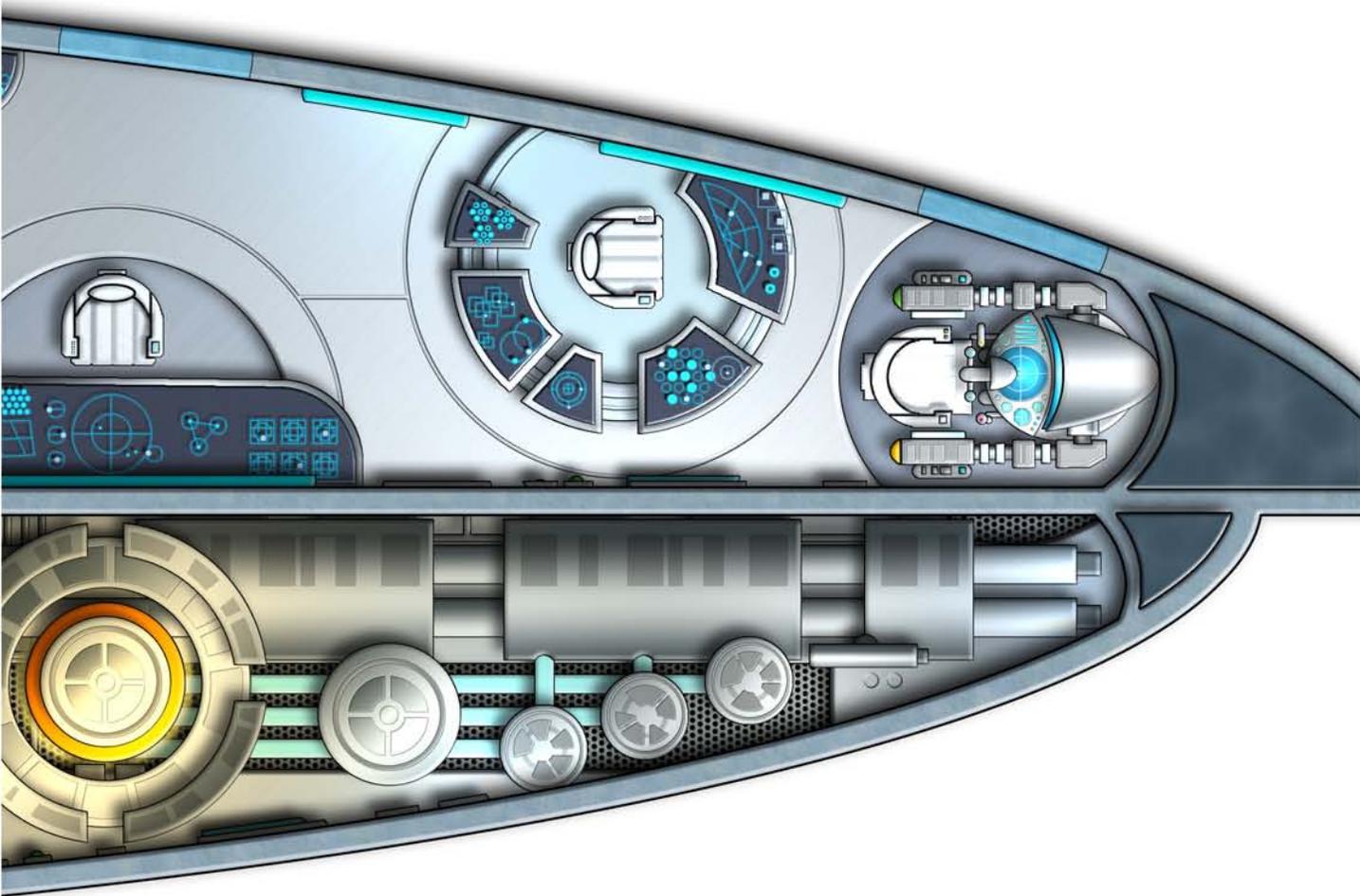
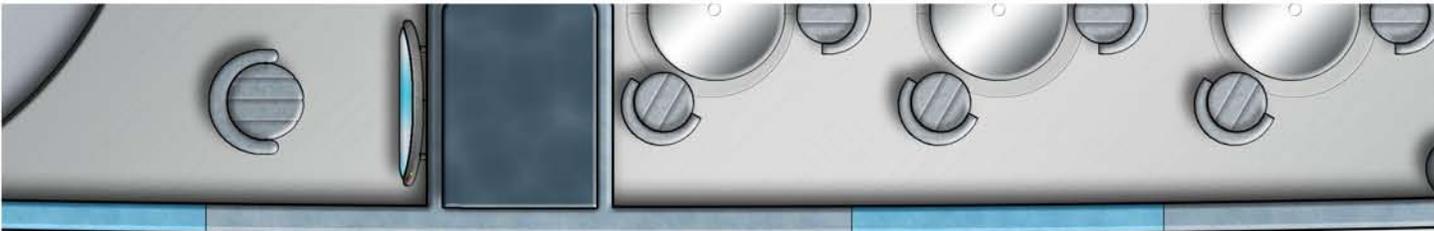
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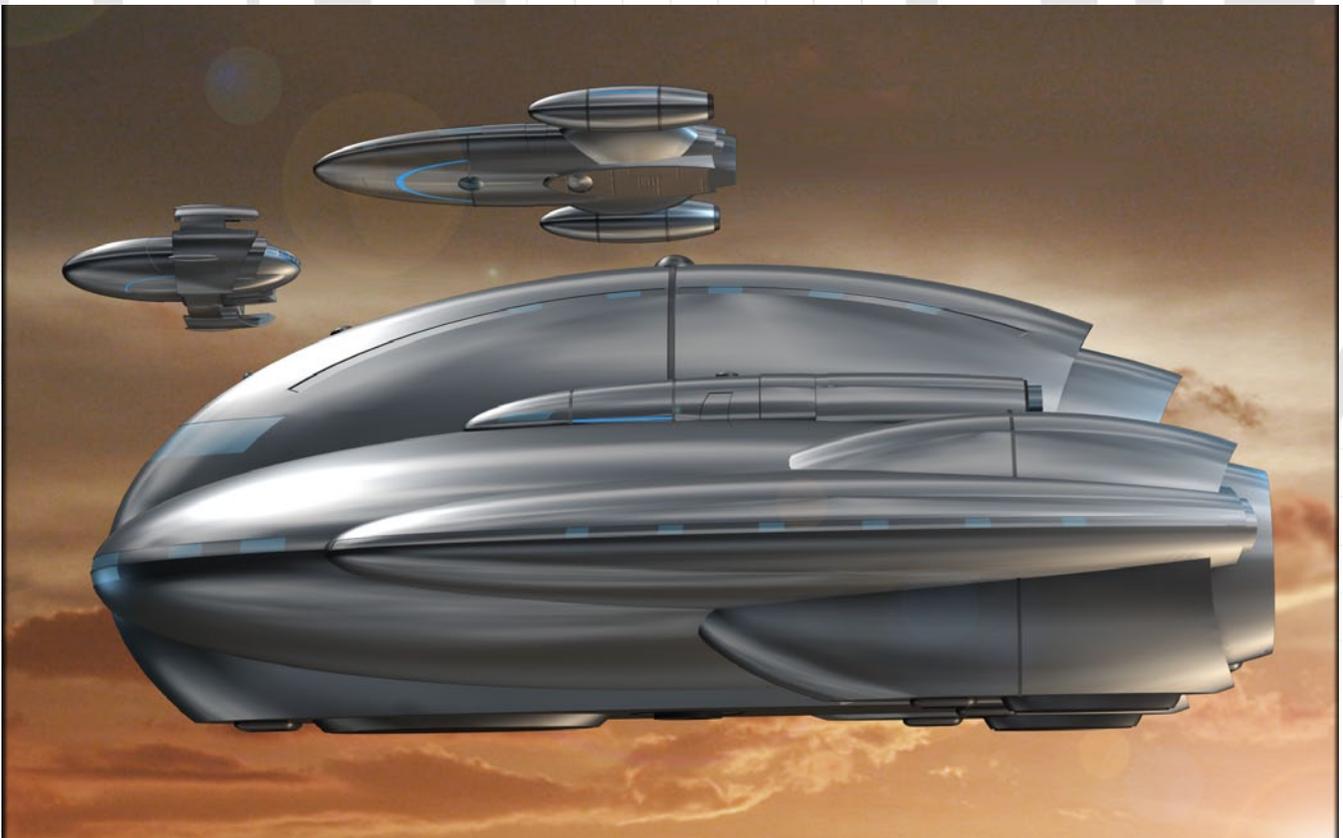
The purpose of this document is to show you what you can expect should you choose to invest in this issue of the 0 hr Armada Codex. Specifically, this is what is shown:

- **Page 2: Main Book.** An detailed description of the cybernetic Cyntek and their high tech ships is 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 3: Maps** The map books provide 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.
- **Page 3 cont.: Uncut Maps.** Complete deckplans are presented in single giant images, 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. Flat jpeg versions are also included.
- **Page 4:** This is a sample page from the map book. The layers are live in this demo document.
- **Page 5:** Displayed here is a sample of some rendered art from the main book.
- **Page 6:** 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

CYNTEK - Common Craft

The Cyntek are a post human culture that has evolved into a mostly synthetic state. They have developed advanced technology, especially in the realms of cybernetics, computing, and energy-based physics. While still humanoid and generally human sized, there is a huge amount of variety in the Cyntek: from human seeming, to fully robotic, to disembodied consciousness existing only in the digital realm. Though their history and culture is laid out in this document, it is expected that the Cyntek and their ships will be replaced by whatever races inhabit your particular game setting.

Three common Cyntek craft are included in this product. The first is the Axion-class freighter - designed to haul a lot of cargo, a few passengers, and little else. It does, however, sport a pair of sleek personnel or passenger transports and a small skiff. Next is the versatile Inheritance-class cruiser. This modular ships has detachable sections that can operate independently to fulfil a variety of missions. Sections include a Command Ship, Assault Platform, Ship's Boat, and Medical/Recon Pod. The final Cyntek ship is a three man vessel: the Quantum-class scout ship.

The Cyntek Common Ships package contains six highly detailed, layered PDF files and a pair of giant jpeg images:

- Main Book
 - 40 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
 - A pair of PDF files (each 33 pages) 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
 - Three single page PDF files containing huge images (45x36, 24x72 and 6x11 inches) of the Axion, Inheritance, and Quantum 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.

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

This is the second issue in the "Aliens" series of Armada Codex. 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.