



ARMADA CODEX™



WOLVES OF ALBION

Ryan Wolfe

01:02

0 hr: Wolves of Albion - demo document

by Ryan Wolfe of 0 hr: art & technology

0-hr.com

Copyright © 2013 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 (top): Main Book.** An overview of the ship and its components/statistics is provided. Each area of the vessel is enumerated and described. Rendered images are included throughout.
- **Page 2 (bottom): 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, or the black and white version of the map) may be toggled on and off as desired.
- **Page 2 (middle): Uncut Map.** The 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 the rendered art from the 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!

ARMADA CODEX

WOLVES OF ALBION

MISSIONS

Mission Name:
 Location:
 Objective:
 Start Time:
 End Time:
 Difficulty:
 Rewards:
 Enemies:
 Bosses:
 Special Events:
 Notes:

BURNING WOLF

Mission Name:
 Location:
 Objective:
 Start Time:
 End Time:
 Difficulty:
 Rewards:
 Enemies:
 Bosses:
 Special Events:
 Notes:

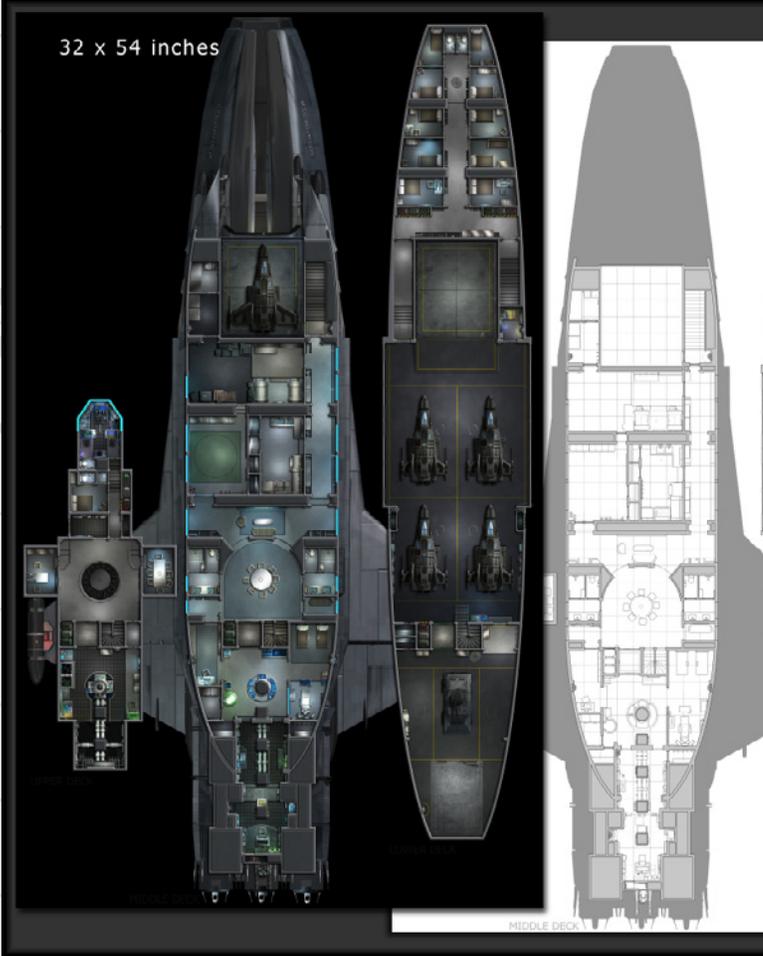
SHADOW WOLF

Mission Name:
 Location:
 Objective:
 Start Time:
 End Time:
 Difficulty:
 Rewards:
 Enemies:
 Bosses:
 Special Events:
 Notes:

ENTER WOLF

Mission Name:
 Location:
 Objective:
 Start Time:
 End Time:
 Difficulty:
 Rewards:
 Enemies:
 Bosses:
 Special Events:
 Notes:

This section contains a grid of mission briefs, each with a title, a list of mission details (name, location, objective, time, difficulty, rewards, enemies, bosses, special events, notes), and a small image of the mission scene.

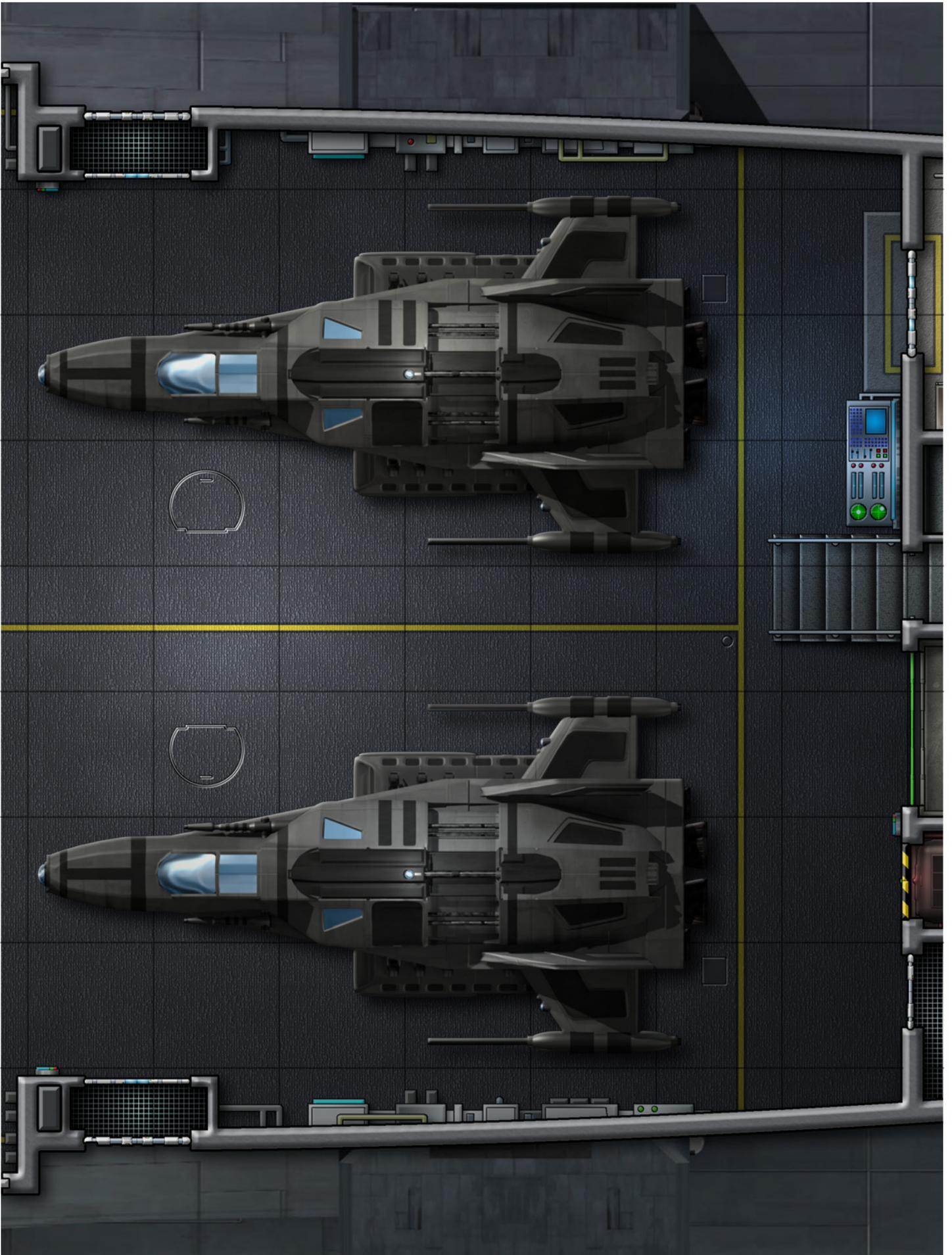


WOLVES OF ALBION

MAP PAGES

This section contains a grid of map pages, each showing a different part of the ship's interior. The pages are arranged in a grid and provide a detailed view of the ship's layout, including rooms, corridors, and equipment.

This section contains a grid of map pages, each showing a different part of the ship's interior. The pages are arranged in a grid and provide a detailed view of the ship's layout, including rooms, corridors, and equipment.





0 hr Armada Codex

WOLVES of ALBION

Constructed by the Sol Autocracy at the renown New Albion Shipyards, this cadre of a dozen war ships was the core of a bold offensive launched against the Theocracy of Terra Nova. Of the twelve vessels, half are full blooded ships of the line – armed with heavy anti-ship cannons as well as a full suite of missiles, rockets, and point defense guns. Four others use a variant hull design built for speed and stealth, while the final two are relegated to support and diplomatic roles. Mourning Wolf serves as the archetype for the war ships. Shadow Wolf is the first of the stealth/recon variants, and Winter Wolf is one of the support ships (though still a capable fighter as it is essentially the base warship design minus the massive anti-ship cannons). All three are fully detailed and illustrated in this chapter of the Codex.

The Wolves of Albion package contains three highly detailed, layered PDF files:

- Main Book
 - 26 page PDF file detailing the ships, interior areas, and carried vehicles.
 - Contains several 3D rendered scenes as well as orthographic views of the ships.
 - Includes system independent statistics designed for easy adaption to your game of choice.
 - Background, art, and text are on different layers for custom display and printing.
- Map Pages
 - 28 page PDF file containing complete interior maps and instructions for assembly.
 - 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, optional objects, and more.
- 2 Uncut Map Images
 - Two single page PDF files containing 32 x 54 inch images of the complete deckplans.
 - Mourning Wolf and Shadow Wolf are provided. Winter Wolf interior is the same as Mourning.
 - Select either a light or dark background (for printing or projection/display).
 - Includes layers for grid, black & white version, optional objects, and background choice.

Sample document and art are available at 0-hr.com.

Mourning Wolf is 274 feet long and has a volume of 5676 register tons. In her standard configuration she carries 20 crew (14 human and 6 synthetic). She and her sisters are light, destroyer class ships. While they can operate independently, the excel when operating as a pack. Whether the players are aboard as command, crew, or unwelcome guests, each of these ships will provide a rich background and detailed setting to help bring your story to life.