

# FUTURE ARMADA

## DELUXE STARSHIP DESIGNS



# JO LYNN TRANSPORT

# S

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

OGL  
SCI-FI

# Demo Document for Future Armada: Jo Lynn

by Ryan Wolfe of "zero hour" art & technology

**0-hr.com**

*Future Armada: Jo Lynn* is copyright © 2005, Ryan Wolfe. All text in this book other than proper names is designated as open game content

## Overview

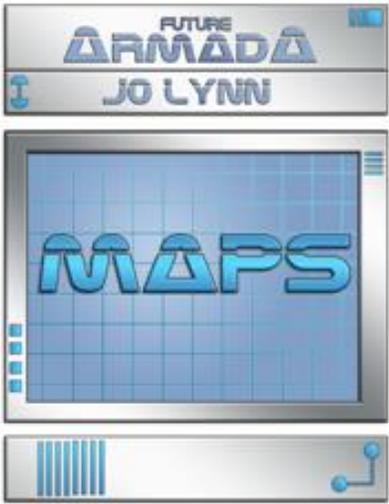
The purpose of this document is to show you what you can expect should you choose to invest in *Future Armada: Jo Lynn*. The images on the following pages are low-resolution "print-preview" screen captures meant to provide a general idea of what is inside each book.

Specifically, this is what you're looking at:

- **Page 3:** Main Book. Brief descriptions are given for each area of the vessel, and a composite map is provided so it is easy to put the pieces together. Statistics and maps are also provided for the original gunboat configuration. 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:** 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 for the gunboat configuration, laid out like they would be when assembled.
- **Page 5:** Printer Friendly Maps. A black-and-white version of the color map book is provided for those people who don't have access to a color printer at work.
- **Page 6:** 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 7:** Bonus Art. Two of the rendered 3D exterior views are shown. The actual pictures are 800x600 jpeg images. Full size composite images of the maps are also included.

Thank you for taking the time to explore this product. I hope that the *Jo Lynn* transport (or gunboat) can become a memorable part of your campaign!





Bridge and Operations Center



Port Side



Central Section



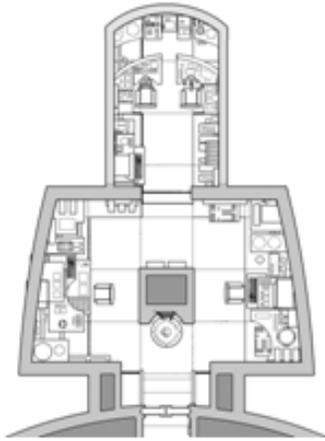
Starboard Side



A# Cargo Bay Balcony



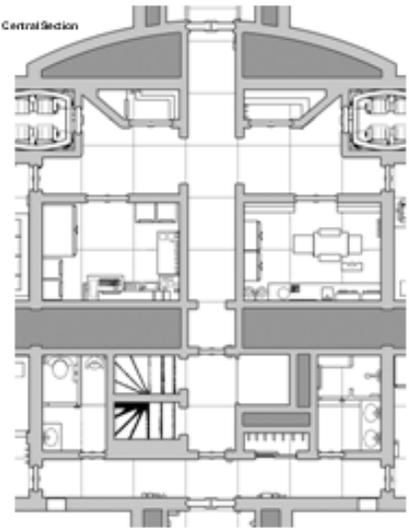
Bridge and Operations Center



Port Side



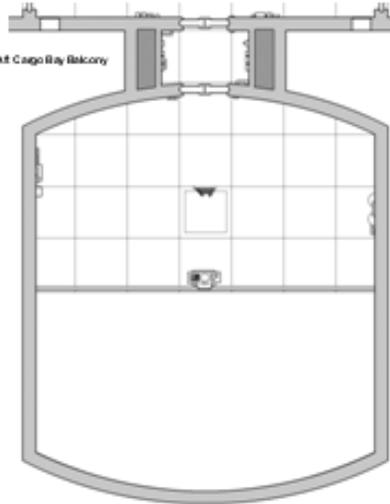
Central Section



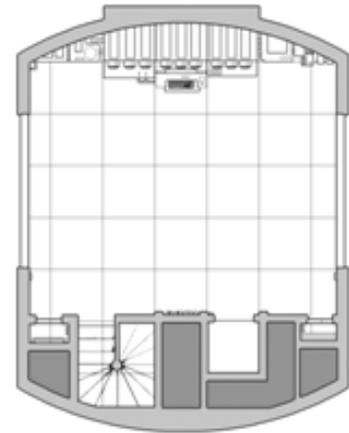
Starboard Side



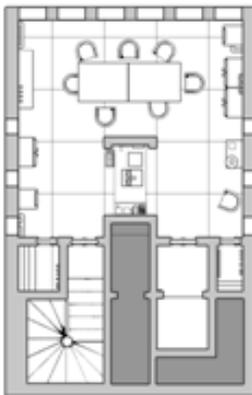
All Cargo Bay Balcony



Auxiliary Cargo Bay ("The Basement")



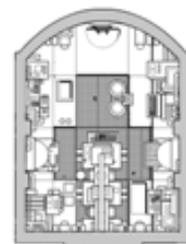
Galley



All Cargo Bay



Engine Room



Galley (sample map)



Bonus Art



# JO LYNN

## Transport

Jo Lynn is an old Clydesdale-class gunboat that has been refitted for civilian service. During the border wars of the last decade these sturdy vessels were a common sight above the battlefield, quickly moving troops, supplies, and firepower to where it was most needed. Though they perform well enough in space, this dependable workhorse was designed for atmospheric agility. The heavy thrusters allow for powerful acceleration while the rotating engine pods greatly increase maneuverability and allow for enhanced VTOL operation.

As a transport, the vessel is at the low end of progress level 6 - a bare-bones but reliable ship. She is 135ft long and operates with a standard crew of four (though there are quarters for up to 6). She may not be much to look at, but Jo Lynn has it where it counts.

Also included are the statistics, maps, and exterior renderings for the Jo Lynn while she was still a ship of war. This gunboat configuration is a solid progress level 7 and carries a standard complement of five (plus up to 35 soldiers in the auxiliary bay). While the Jo Lynn is only lightly armed, she carried a battery of missile launchers and a pair of turreted lasers during the war. She also bore some impressive armor and a whole suite of military-grade sensors and surveillance equipment. Whichever version you choose, this ship will get the job done.

The .zip file contains the following:

- Overview
  - 16 page PDF file detailing the ship, interior locations, and personnel.
  - Open Game License stats provided for the vessel and crew, as well as an alternate "Gunboat" configuration.
- Map Book
  - Full-color 16 page PDF file containing complete interior maps.
  - Includes miniature-scale maps for tactical combat.
  - Broken into pages for easy printing.
  - Additional pages provided for gunboat configuration.
- Printer friendly, black and white version of the map book.
- Miniature-scale composite maps of the ship interior.
  - A 24x30 inch, 150 dpi, color JPEG image of the Jo Lynn.
  - A 24x30 inch, 150 dpi, color JPEG image of Gunboat 1061-968.
- "Bonus Art" directory with half a dozen rendered images of the transport and gunboat.

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

This ship can serve as a ready-made vessel for either players or game masters. While OGL statistics are provided, they can be easily replaced to suit your game system of choice. Take Jo Lynn for a spin and she'll soon become an important part of your crew, and campaign.