

## Demo Document for Future Armada: Cygnus

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: Cygnus*. The images on the next couple of pages are low-resolution thumbnails meant to provide a general idea of what is inside each book.

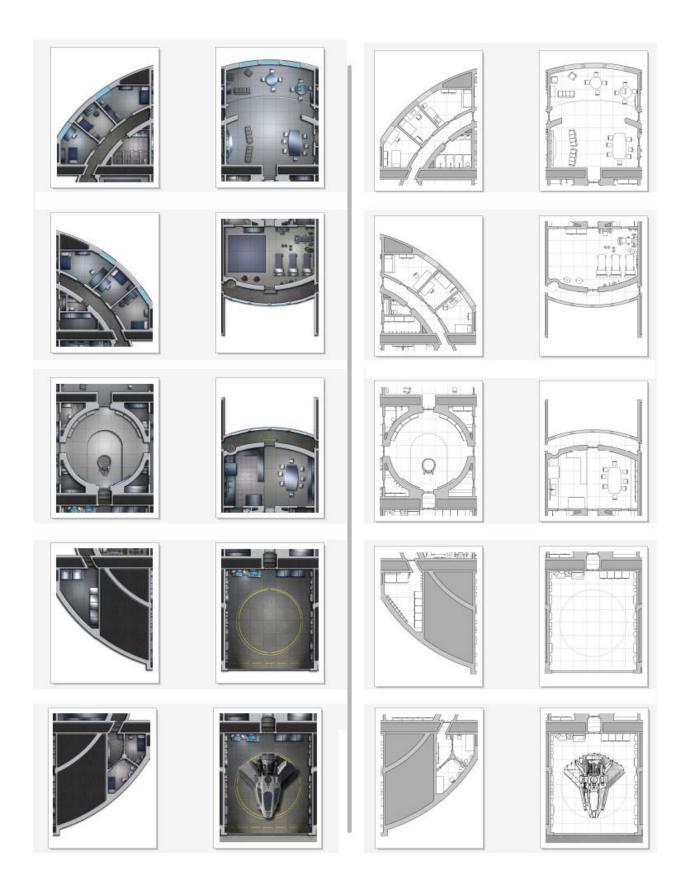
Specifically, this is what you're looking at:

- 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.
- A gunship variant using the same hull (sans nacelles) and a handful of new map pages is provided, as is a blank lounge (for customization) and versions of the shuttle bay with and without the shuttle present.
- Page 4 (left side): Color Maps. 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.
- **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. This page shown is the bioscience lab and balcony overlooking the cargo port cargo bay.
- 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 image of each 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 line. Let Cygnus expand the boundaries of your game!

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## Bonus Art





# **FUTURE ARMADA**

Deluxe Starship Designs

### CYGNUS

Science Vessel

In the post war era there is a drive to explore new systems and expand the ConFederation while at the same time keeping watch for new or recurring dangers. Towards this end, the scout service commissioned a number of vessels to be outfit for long range exploration and reconnaissance. Cygnus is one of the first such vessels. Based on the standard disc shaped hull of the Orbis line, this model adds a pair of large nacelles to accommodate advanced sensor systems and long range FTL drives. The main hull section boasts the addition of a bio sciences lab and upgrades to the medical and engineering areas to allow them to serve as specialized laboratories as well. There are cabins and bunks on board for up to sixteen crew and passengers.

The Orbis-class is a common hull design by Aves Engineering that has been modified and scaled to serve as everything from gunships to passenger liners. Cygnus, presented here, is a variant (Orbis-6) produced for the ConFederation Scout Service as a long range science vessel. A gunship variant, Aquila (with additional bunks for a dedicated marine presence), is also provided as are two versions of the Novemere-class shuttle typically carried by each ship.

The .zip file contains the following:

- Overview
  - 19 page PDF file detailing the ship, interior areas, and crew.
  - Open Game License stats provided for the vessel and crew.
- Map Book
  - Full-color 43 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 maps of the ship interior.
  - Four poster-sized, 24x36 inch, 150 dpi, color JPEG images.
  - One pair for the science vessel and one pair for the gunship.
- Art directory with rendered images of both versions of the ship and shuttle.

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

Like all of the Future Armada ships, these ships 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.