

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



REDUX ALPHA

VARIANT DESIGNS

i9

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

OGL
SCI-FI

Demo Document for Future Armada: Redux Alpha

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O-hr.com

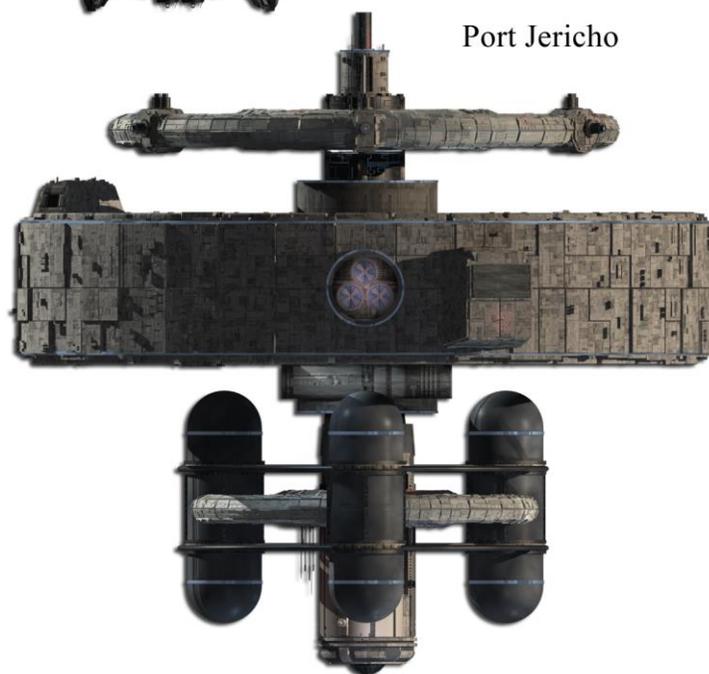
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Overview

The purpose of this document is to show you what you can expect should you choose to invest in *Future Armada: Redux Alpha*. This product is a set of two ships and a space station, 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.

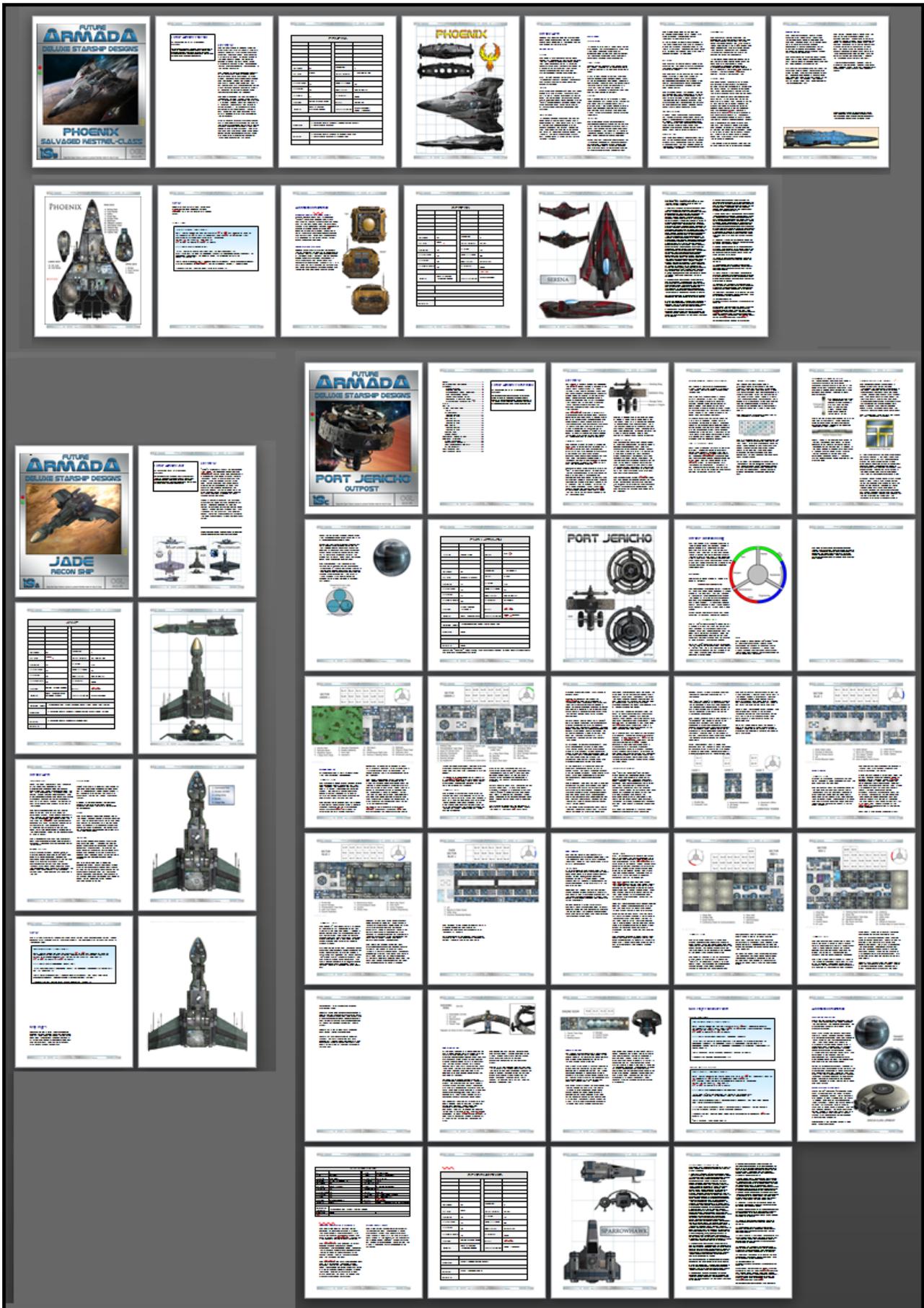
Specifically, this is what you're looking at:

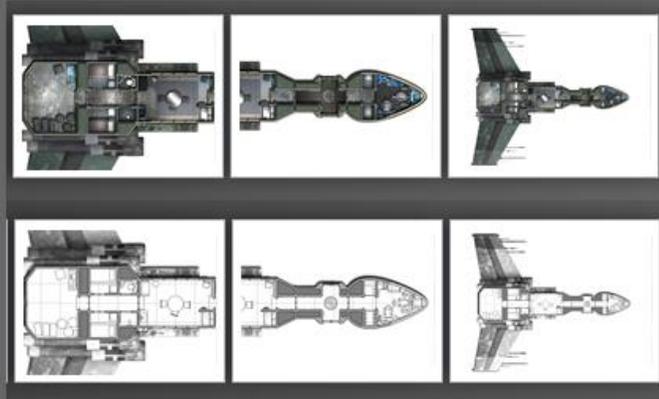
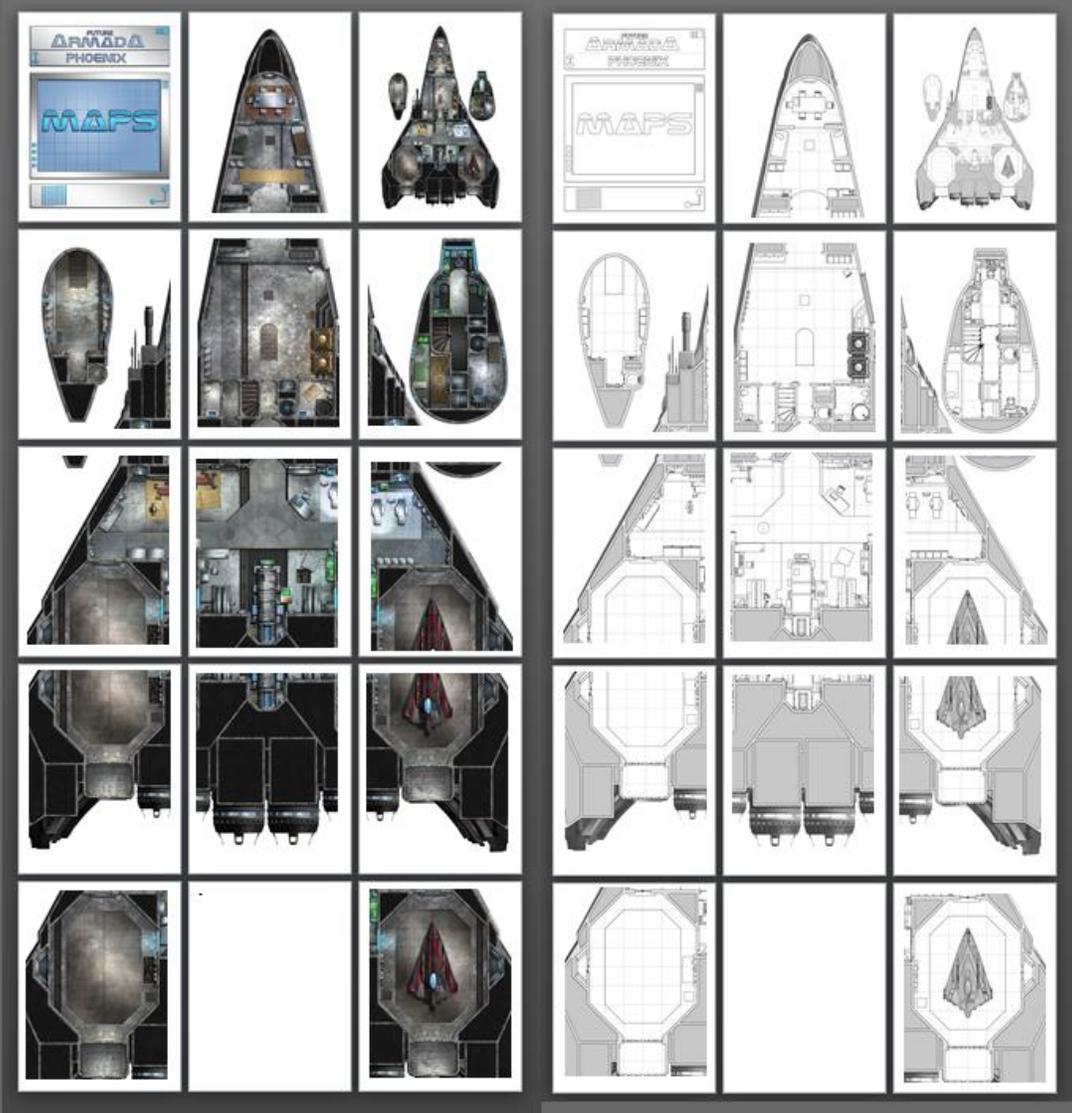
- **Page 3:** Main Books. For each of the three subjects an overview and sample history is presented, interior areas are detailed, and complete deckplans are provided. The Open Game License is utilized to present familiar stat blocks for the vessels and crew.
- The ships detailed are *Jade*: a small, fast recon vessel, and *Phoenix*: a refurbished medium-sized ship perfect for a crew of 4 to 6 adventurers. The station is *Port Jericho*: a lawless outpost on the hinterlands of civilized space.
- **Page 4 & 5:** 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 *Phoenix* and *Jade*. Page 5 shows just some of the pages for *Port Jericho* (originally from *Argos III* and *Invictus*).
- **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.
- **Page 7:** Bonus Art. Shown are a few of the many additional renderings provided. The actual pictures are 800x600 jpeg images. This product also includes large, composite jpeg maps for both ships at 1 inch = 5ft scale. A composite of the station is also provided, though at a reduced scale do to its size.
- **Page 8:** Add copy from the sales web page.



- **Page 7:** Bonus Art. Shown are a few of the many additional renderings provided. The actual pictures are 800x600 jpeg images. This product also includes large, composite jpeg maps for both ships at 1 inch = 5ft scale. A composite of the station is also provided, though at a reduced scale do to its size.
- **Page 8:** Add copy from the sales web page.

Thank you for taking the time to explore this product line. I hope that *Jade*, *Phoenix*, and *Port Jericho* can help bring to your campaign to life!

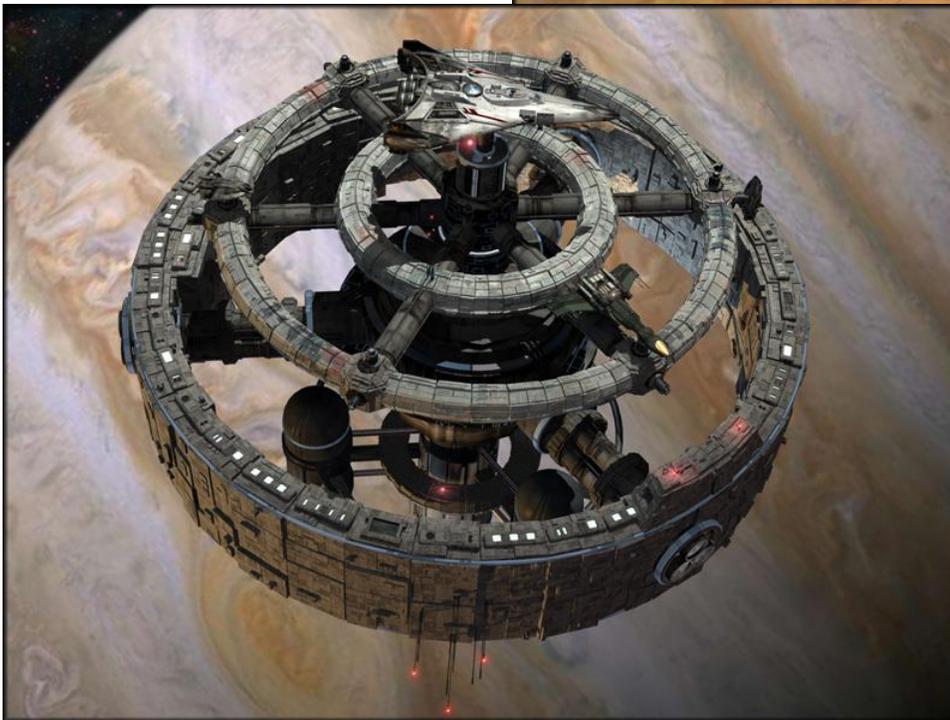








Bonus Art



REDUX ALPHA

Variant Designs

This issue presents three new additions to the Future Armada universe – each an obvious decedent of an existing ship or station. 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 *Jade*, a small recon ship for a small crew. Though the hull has been streamlined and reduced in size, this well-worn explorer is still clearly a member of the Wayfarer line.
- Next is *Phoenix*. She's a salvaged Kestrel-class vessel, the same as Gryphon but with a completely refurbished interior and a patched-together exterior. Like the original Kestrels, she can fulfill a variety of roles and is perfect for a crew of 4 to 6.
- The third variant is an outpost built using the Sendai component system first seen on Argos III. This station, known as *Port Jericho*, is much smaller than Argos III but still has a little bit of everything crammed into its habitation ring. A lawless outpost on the hinterlands of civilized space, the station has about 100 permanent residents and half as many visitors passing through at any given time.

My hope is that these designs will add a sense of continuity and progress to whatever setting they find themselves in. Existing ships are repurposed, proven designs are reworked to fill a new niche, and every shiny new vessel that comes off the line eventually ends up grungy, beat up, or worn out. That's life in the void.

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

- Overviews
 - 8, 13, and 29 pages for Jade, Phoenix, and Port Jericho 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 96 pages containing complete interior maps and deckplans.
 - 3, 13, and 80 pages for Jade, Phoenix, and Port Jericho 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.
- Art
 - Large, single-image maps of both ships are provided (the complete image for the station map is at reduced scale due to file size limitations).
 - These are 150 dpi, color JPEG images.
 - Jade is 17x19 inches. Phoenix is 24x36. Both are full scale.
 - Port Jericho is 41x43 and is at roughly 36% scale.
 - 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.