

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



REDUX BETA VARIANT DESIGNS

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

OGL
SCI-FI

Demo Document for Future Armada: Redux Beta

by Ryan Wolfe of *Ohr: art & technology*
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 Beta*. This product is a set of three ships and a set of colony pods, 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 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 *Teleton*: a freighter or blockade runner to get the cargo where it needs to go, and *Starlance*: with room for a band of adventures, their small craft, and their loot. In addition are a set of customized cargo containers designed to serve as an instant outpost, plus a new TOAD design to haul them into place.
- **Page 4:** 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 *Teleton* and the *Colony Pods*.
- **Page 5** shows the large composite images for *Starlance*. All of the ships include printable map pages and giant digital images at 1 inch = 5ft scale perfect for online gaming.
- **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.

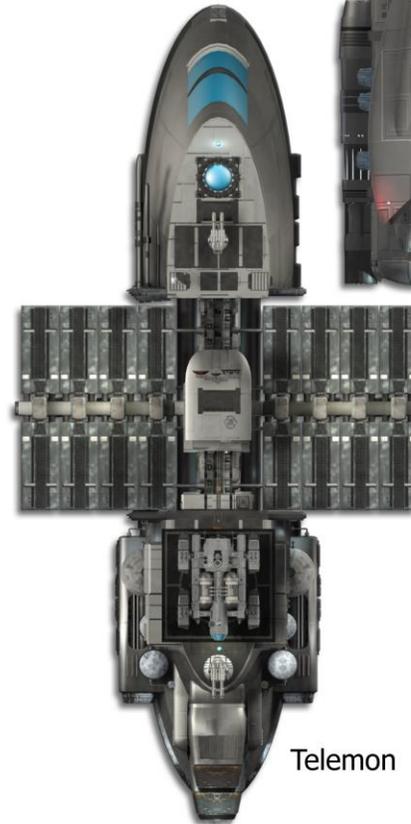
Tri-TOAD



Starlance



Teleton



- **Page 7:** Bonus Art. Shown are a few of the many additional renderings provided. The actual pictures are 800x600 jpeg images.
- **Page 8:** Add copy from the sales web page.

Thank you for taking the time to explore this product line. Let these familiar yet new designs add depth to your universe!

FUTURE ARMADA DELUXE STARSHIP DESIGNS



STARLANCE LIGHT CARRIER

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Future Armada: Overview
 The Starlance Light Carrier is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.

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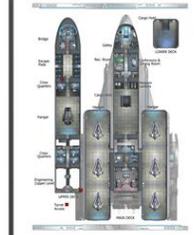
STARLANCE

Category	Value
Length	150m
Width	40m
Height	60m
Mass	12,000t
Max Speed	180kph
Max Acceleration	1.5g
Maneuverability	High
Armament	2x Laser Cannon, 4x Missile Launcher
Sensors	Advanced Radar, Thermal Imaging
Defenses	Point-Defense Lasers, ECM Suite
Special Features	Deployable Landing Platform, Modular Deck



Starlance
 The Starlance Light Carrier is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.

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BRAHMA

Category	Value
Length	100m
Width	30m
Height	40m
Mass	8,000t
Max Speed	150kph
Max Acceleration	1.2g
Maneuverability	Medium
Armament	4x Laser Cannon, 2x Missile Launcher
Sensors	Standard Radar, Thermal Imaging
Defenses	Point-Defense Lasers, ECM Suite
Special Features	Modular Deck, Deployable Landing Platform

SERENOKES Fighter

Category	Value
Length	20m
Width	10m
Height	15m
Mass	1,000t
Max Speed	250kph
Max Acceleration	2.5g
Maneuverability	High
Armament	2x Laser Cannon, 4x Missile Launcher
Sensors	Advanced Radar, Thermal Imaging
Defenses	Point-Defense Lasers, ECM Suite
Special Features	Deployable Landing Platform, Modular Deck



FUTURE ARMADA DELUXE STARSHIP DESIGNS



COLONY PODS AND TRI-TOAD

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Colony Pods
 The Colony Pods are small, modular units designed for rapid deployment and tactical flexibility. They feature advanced sensor suites and a versatile armament, making them a valuable asset in any fleet.



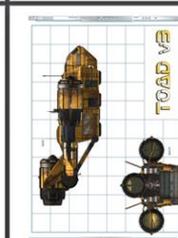
Tri-Toad
 The Tri-Toad is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.



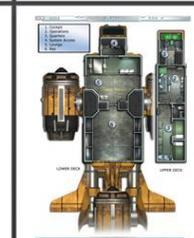
Tri-Toad
 The Tri-Toad is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.

TOAD v3

Category	Value
Length	100m
Width	30m
Height	40m
Mass	8,000t
Max Speed	150kph
Max Acceleration	1.2g
Maneuverability	Medium
Armament	4x Laser Cannon, 2x Missile Launcher
Sensors	Standard Radar, Thermal Imaging
Defenses	Point-Defense Lasers, ECM Suite
Special Features	Modular Deck, Deployable Landing Platform



TOAD v3
 The TOAD v3 is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.



FUTURE ARMADA DELUXE STARSHIP DESIGNS



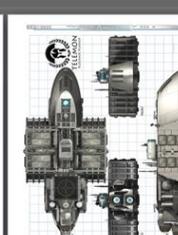
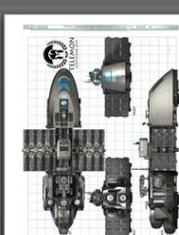
TELEMON BLOCKADE RUNNER

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Telemón
 The Telemón Blockade Runner is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.

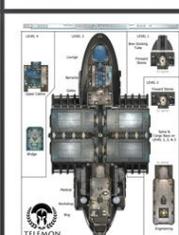
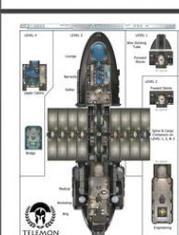
TELEMON

Category	Value
Length	150m
Width	40m
Height	60m
Mass	12,000t
Max Speed	180kph
Max Acceleration	1.5g
Maneuverability	High
Armament	2x Laser Cannon, 4x Missile Launcher
Sensors	Advanced Radar, Thermal Imaging
Defenses	Point-Defense Lasers, ECM Suite
Special Features	Deployable Landing Platform, Modular Deck

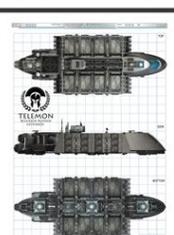


Telemón
 The Telemón Blockade Runner is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.

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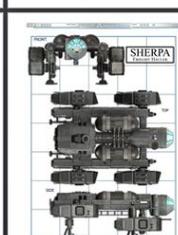


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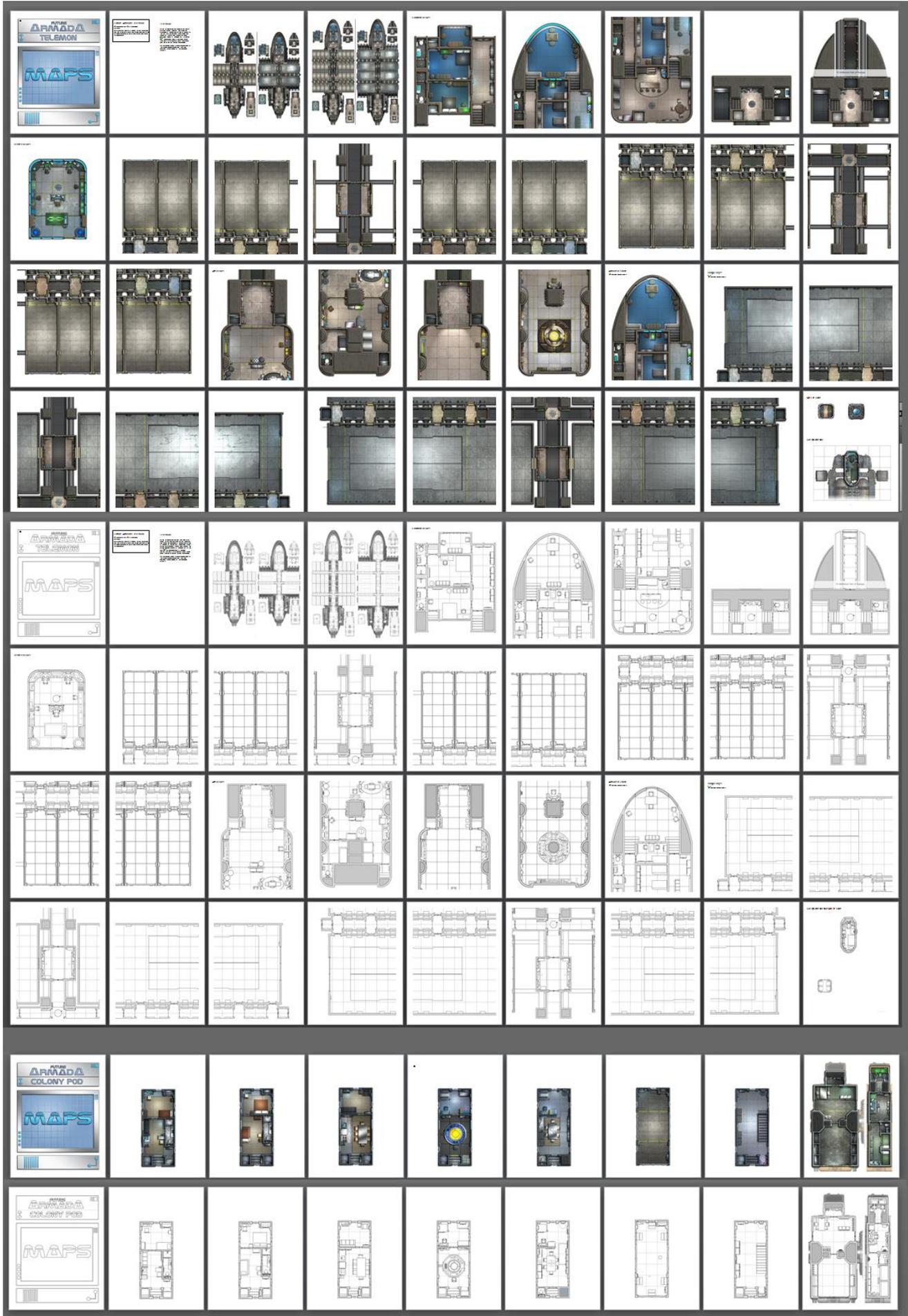
SHERPA

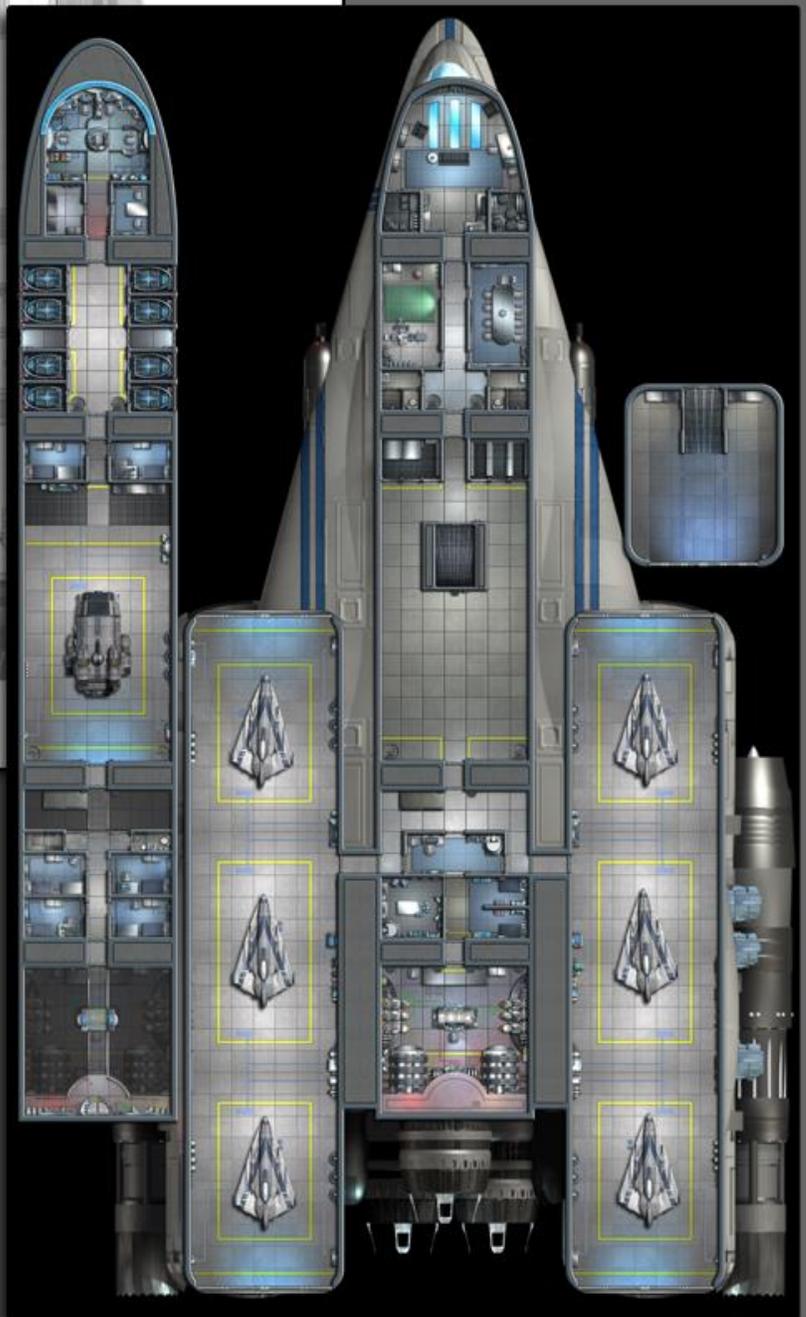
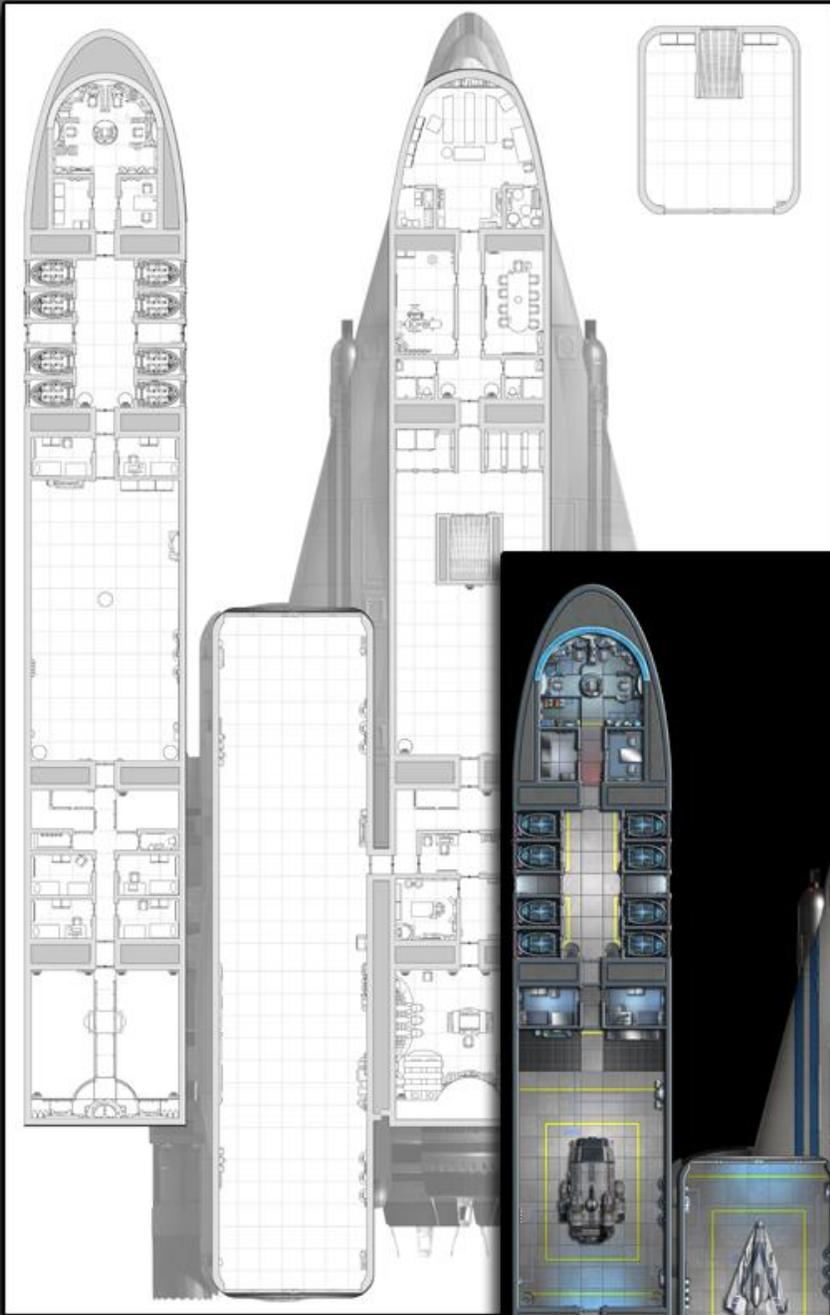
Category	Value
Length	100m
Width	30m
Height	40m
Mass	8,000t
Max Speed	150kph
Max Acceleration	1.2g
Maneuverability	Medium
Armament	4x Laser Cannon, 2x Missile Launcher
Sensors	Standard Radar, Thermal Imaging
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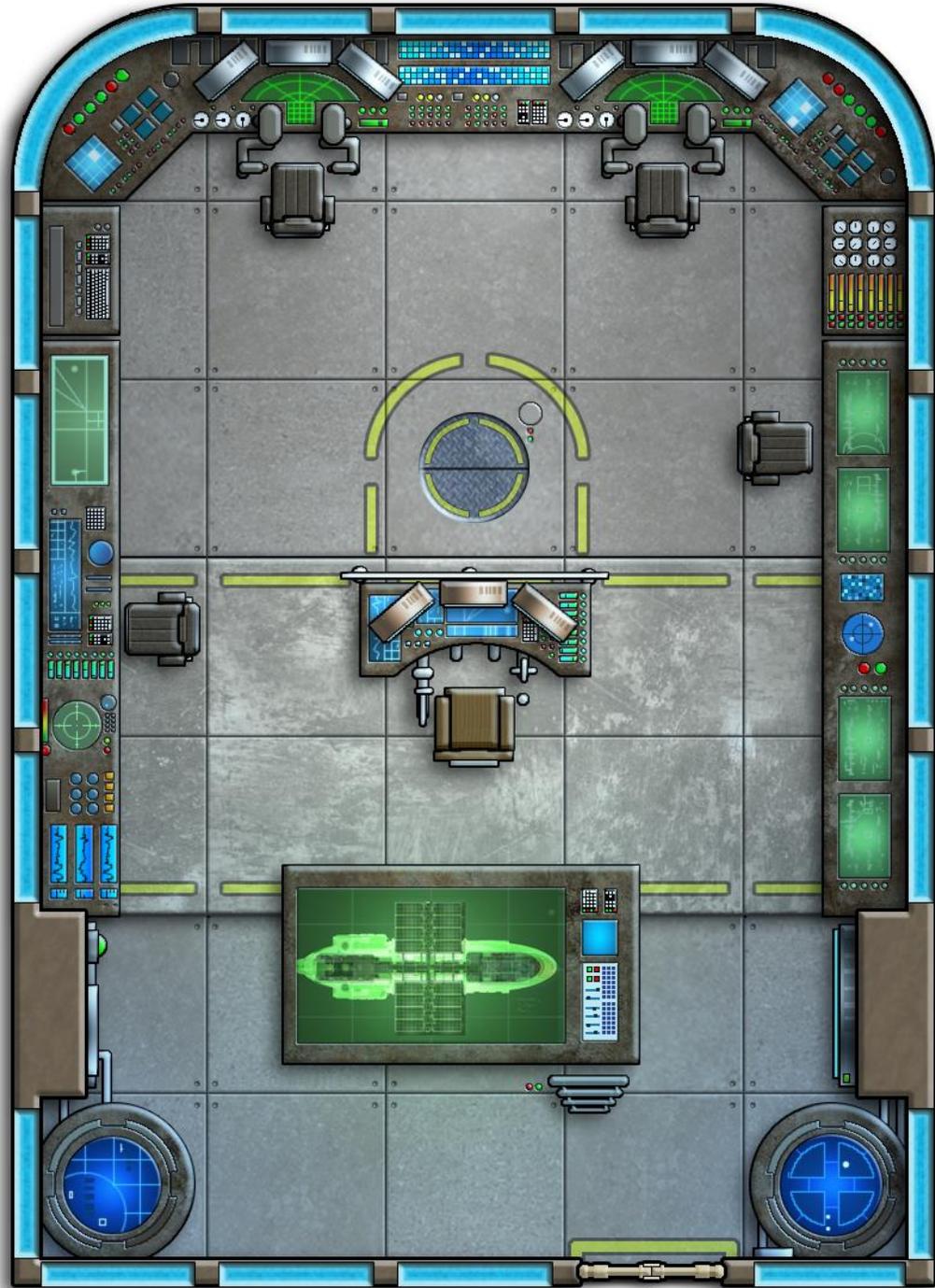


Sherpa
 The Sherpa is a highly maneuverable and agile vessel, designed for rapid deployment and tactical flexibility. It features advanced sensor suites and a versatile armament, making it a valuable asset in any fleet.

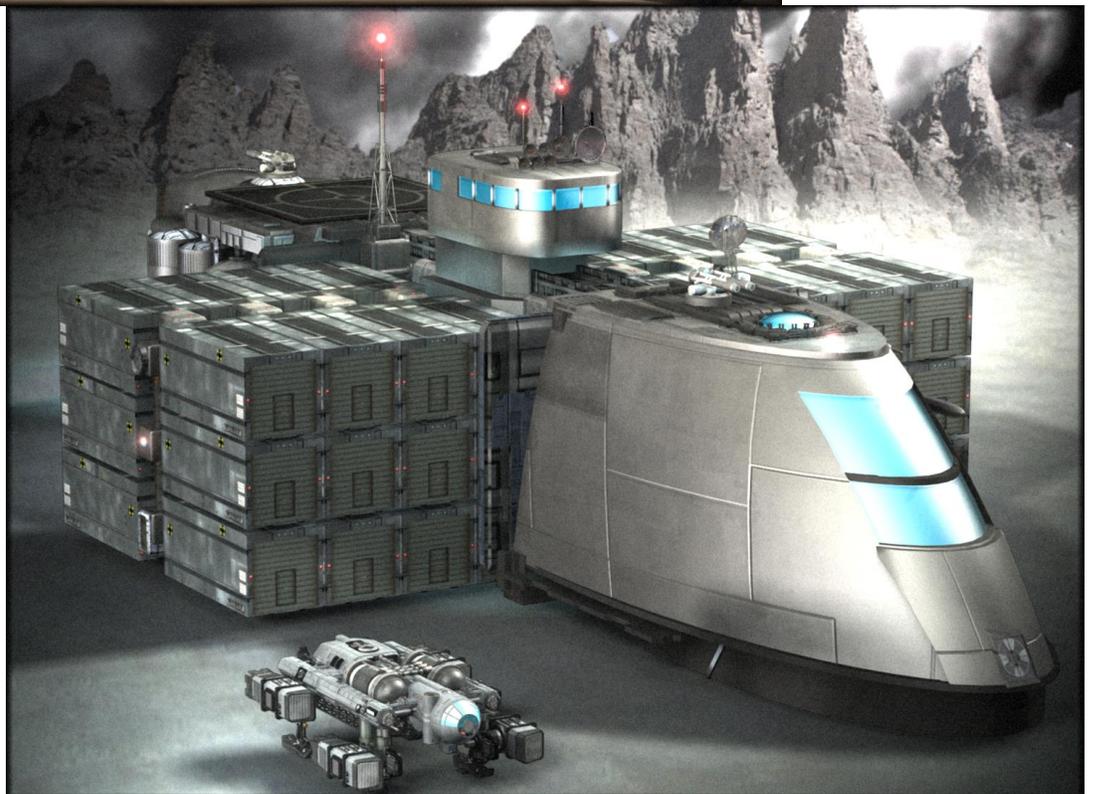








Bonus Art



REDUX BETA

Variant Designs

This issue presents three new additions to the Future Armada universe – each an obvious decedent of an existing ship or piece of equipment. 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 *Telemon* – a variant of the Ajax design, which is itself a reworking of MisFortune. Where Ajax relied on customized cargo containers to fulfill vital roles, Telemon provides dedicated space for crew quarters and other necessities. A version with cargo bays rather than containers is also provided.
- Next is a set of HMT 337 cargo containers customized to serve as prefabricated structures for a fledgling colony. To efficiently move these colony pods into place is the Tri-TOAD – a more powerful version of the boxy VTOL craft.
- Finally, Future Armada ends up where it started with a variant of the CSS Morningstar – the flagship of the series. Starlance is a Fenris-class warship reworked with an mercenary or adventuring group in mind. It has fewer bunks but tons of extra space for fighters, a shuttle, and a lot more cargo.

The goal is to add a sense of continuity to your universe by providing an evolution of some well known vessels. Existing ships are repurposed and proven designs are reworked to fill a new niche.

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

- Overviews
 - 15, 15, and 18 pages for Colony Pods, Telemon, and Starlance 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 73 pages containing complete interior maps and deckplans.
 - 10, 26, and 37 pages for Colony Pods, Telemon, and Starlance 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 (so 146 pages total).
- Art
 - Large, single-image maps of the ships are provided.
 - These are 150 dpi, color JPEG images.
 - The Tri-TOAD is 15x17 inches. Telemon is 34x64 and Starlance is 36x60
 - 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.