0-hr

ARMADA CODEX™

REFIT

DEMO

ARIHARA

MARAUDER

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02:04

0-hr: Arikara - demo document

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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 (upper left): Main Book.** An overview of the ship, components, and statistics is provided. The stats are generic descriptions and not from any particular game system. Each area of each vessel is enumerated and described. Rendered images are included throughout.

- **Page 2 (bottom right): 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, cargo, or the black and white version of the map) may be toggled on and off as desired.

- **Page 2 (back): Uncut Maps.** 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 some rendered art from the main 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
ARIKARA
ARIKARA
MIDDLE DECK
ARIKARA
MAP PAGES
LOWER DECK

0-hr Armada Codex

Arikara

The “Arikara” variant is an unregistered modification of the popular Tomahawk-class armed courier (from the Lakota issue of *Future Armada*). This custom build was cobbled together by the Raevyn Marauders - a loose syndicate of raiders, pirates, and scavengers. The plans have been shared amongst the clans and so the sight of an approaching Arikara is cause for alarm among civilian captains and law enforcement alike.

Though it lacks the distinctive wing-mounted engines and stabilizers of the Tomahawk, this design adds both a detachable upper deck and a ventral breaching bore. Dubbed the “Akira” class runabout, the detached upper level can operate as an attack shuttle independent of the main hull while the breaching bore facilitates hostile ship-to-ship takeovers in the void. In addition to these modifications, the Arikara carries a low tech armored truck in the garage on the lower deck. Elsewhere there are barracks for a dozen raiders, cabins for the captain and officers, and holding cells for up to eight unfortunate souls bound for ransom or a life of slavery.

The Arikara package contains three highly detailed, layered PDF files:

- Main Book
  - 15 page PDF file detailing the ship and interior areas.
  - Contains 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
  - 14 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, and optional objects.

- Uncut Map Images
  - A single page PDF files containing a 31x33 inch image of the complete deckplans.
  - Select either a light or dark background (for printing or projection/display).
  - Includes layers for grid, black & white version, optional cargo, and background choice.

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

The fourth in the “Refit” series of *Armada Codex*, Arikara is derived from the Lakota armed courier first presented in issue #15 of *Future Armada*. This ship is ready to serve as a base of operations for an unscrupulous band of adventurers, or as an adversary for those with a more heroic bent. When it’s time to play, zero hour is ready!