0 hr

ARMADA CODEX ™

DEMO

CRUCIBLE

PROCESSING STATION

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01:05

0 hr: Crucible - demo document

by Ryan Wolfe of *0 hr: art & technology*
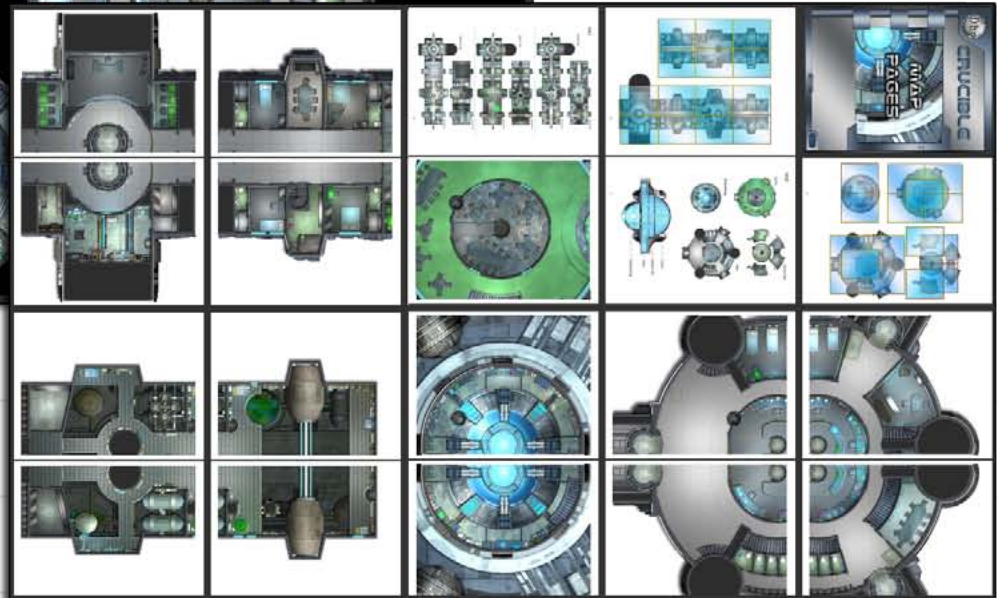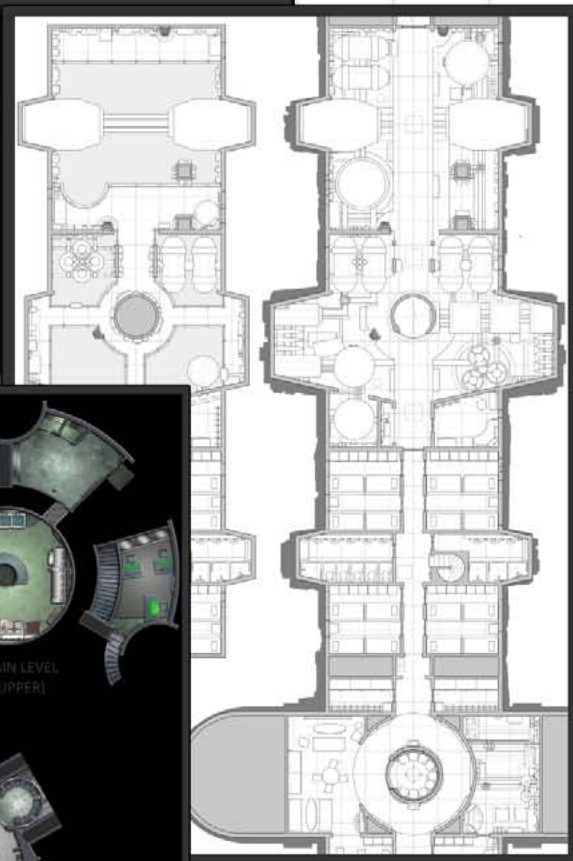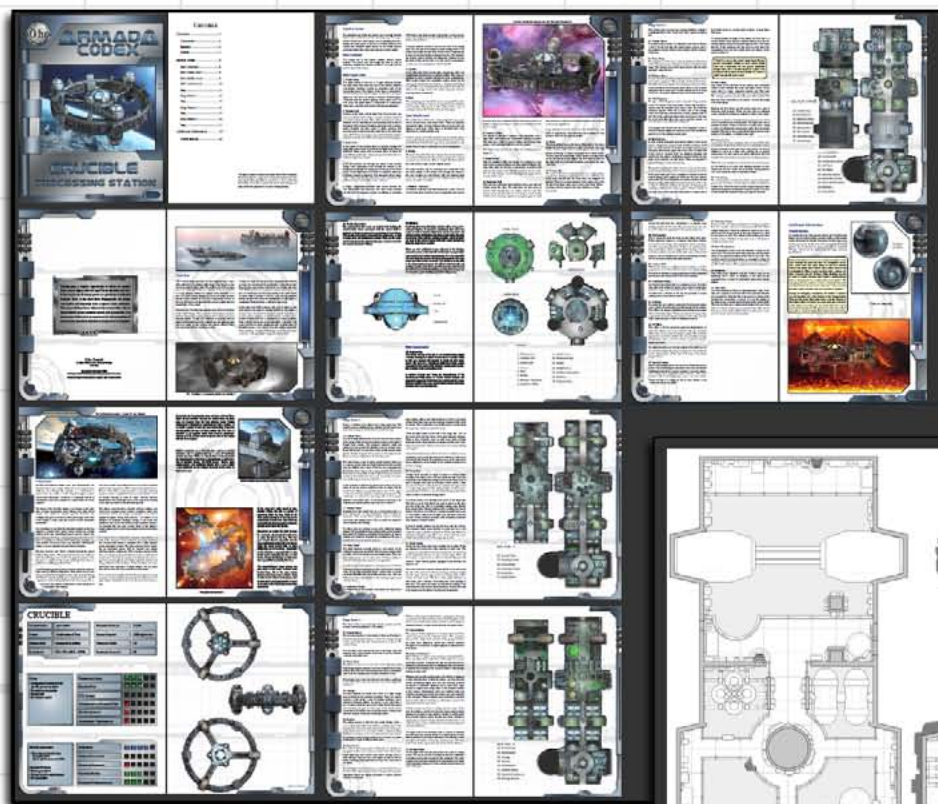
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The purpose of this document is to show you what you can expect should you choose to invest in this issue of the 0 hr Armada Codex. Specifically, this is what is shown:

- **Page 2 (top): Main Book.** An overview of the station and its components/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: Map Book.** The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the station. 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 (cont.): Uncut Maps.** Complete deckplans are presented in a a set of four giant images, 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 the rendered art from the 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 station can find a home in your campaign!

0 hr Armada Codex

Crucible

The Crucible-class is a medium-sized station designed to convert raw materials into finished goods. Some stations are used as industrial ore processing stations or gas mines. Others are employed as military academies or civilian training facilities - transforming recruits into professionals. Still others may process nothing but wealth and power as corporate outposts or crime syndicate headquarters. These stations have room for a hundred personnel and boast a variety of facilities to suit a wide range of duties.

The Crucible package contains several highly detailed, layered PDF files:

- Main Book
    - o 19 page PDF file detailing the ships, interior areas, and exo-frame cargo movers.
    - o Contains several 3D rendered scenes as well as orthographic views of the ships.
    - o Includes system independent statistics designed for easy adaption to your game of choice.
    - o Background, art, and text are on different layers for custom display and printing.

- Map Pages
    - o 64 page PDF file containing complete interior maps and instructions for assembly.
    - o Miniature-scale maps for tactical combat with an optional 1 inch = 5 ft grid.
    - o Divided into pages for easy printing in full color or printer-friendly black and white.
    - o Selectable layers include: grid, black & white version, optional objects, and more.

- Uncut Map Images
    - o Four single page PDF files containing giant images of the complete deckplans.
    - o The Hub image is 29x33 inches; the ring is broken into three sectors of 23x37 inches each.
    - o Select either a light or dark background (for printing or projection/display).
    - o Includes layers for grid, black & white version, optional cargo, and background choice.

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

The Crucible-class is referred to as a station rather than a ship, though a case could be made for either label. The craft has all of the systems and most of the capabilities of a starship of similar size. But it is ring shaped, rotates, and cannot make planetfall. It is also very slow – being designed to move into place and then remain in that location or orbit for a long period of time. In the end, the label more describes the purpose, rather than the capabilities, of the vessel.

As with all issues of the Codex, this product is designed to give you a ready-made setting to plug into your rules of choice - lending depth and detail to your campaign. When it's time to play, zero hour is ready!