



# ARMADA CODEX™

REFIT

DEMO



## HIKARI GENERAL TRANSPORT

0 II

Ryan Wolfe

02:07

## 0-hr: Hikari - demo document

by Ryan Wolfe of "zero hour" art & technology

0-hr.com

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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



HIKARI  
GENERAL TRANSPORT

- Bridge
- Engine Room
- Armory
- Medical Bay
- Living Quarters
- Galley
- Recreation Area
- Escape Pods
- Communications
- Weapons
- Defenses



**HIKARI**  
The HIKARI is a General Transport ship, designed for long-range travel and the ability to carry a large number of passengers and cargo. It is a versatile vessel, capable of operating in a variety of environments, from the open reaches of space to the dense, hostile atmospheres of planets and moons.



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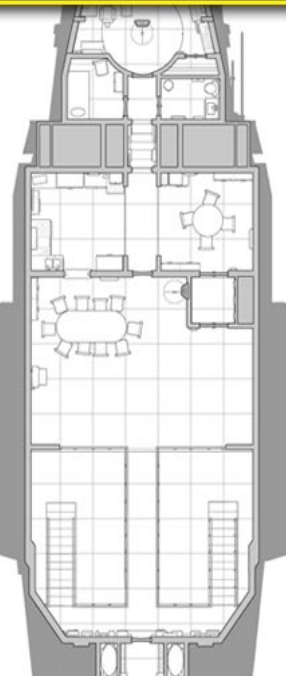


Category	Item	Value
Bridge	Bridge	100
Engine Room	Engine Room	100
Armory	Armory	100
Medical Bay	Medical Bay	100
Living Quarters	Living Quarters	100
Galley	Galley	100
Recreation Area	Recreation Area	100
Escape Pods	Escape Pods	100
Communications	Communications	100
Weapons	Weapons	100
Defenses	Defenses	100

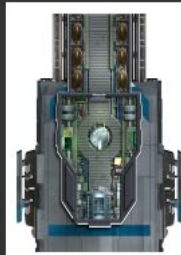


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- MAIN DECK
- 6. Bridge
- 7. Pilot's Cabin
- 8. Kitchen
- 9. Dining Area
- 10. Recreation
- 11. Escape Capsules
- 12. Engineering

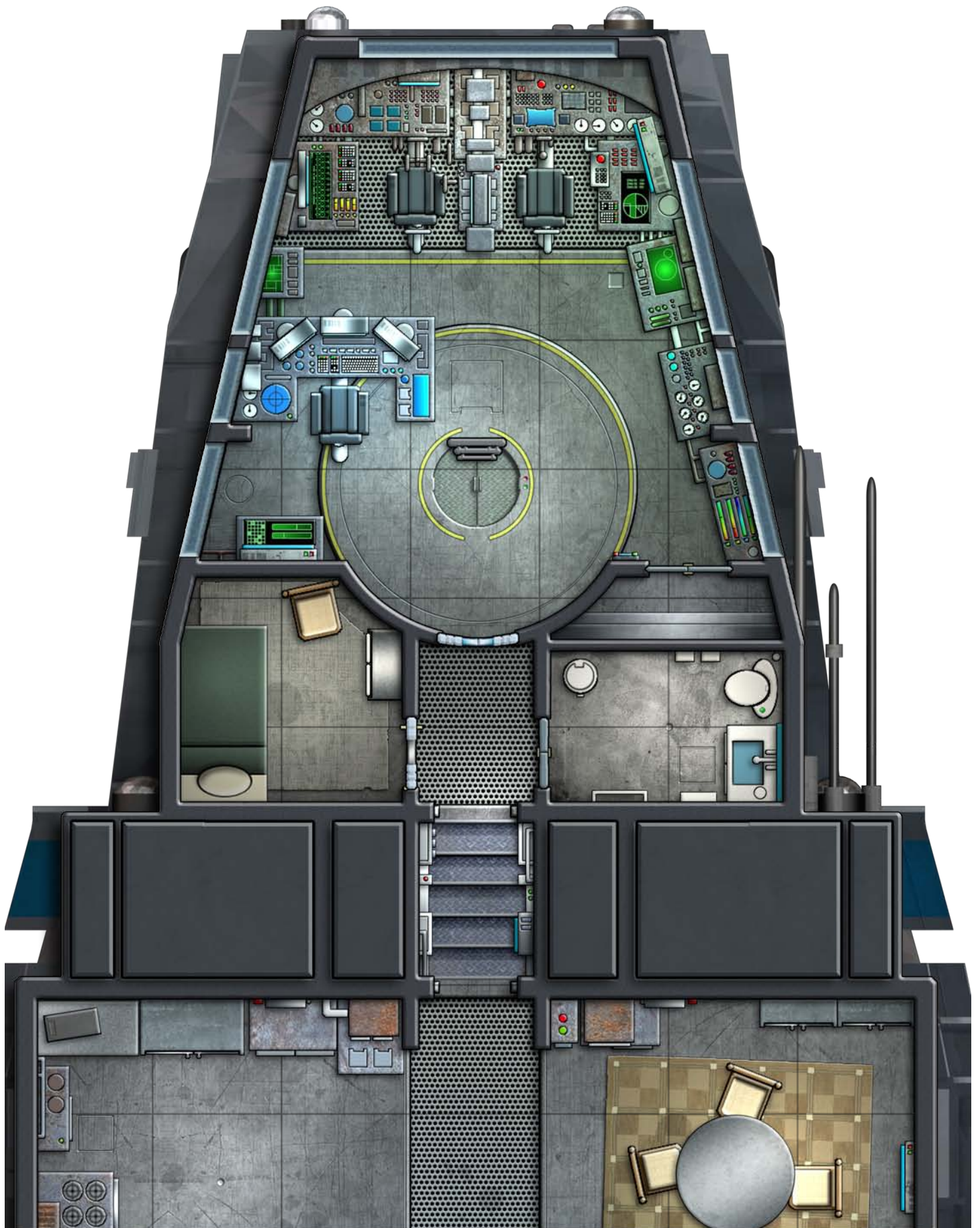


MAIN DECK

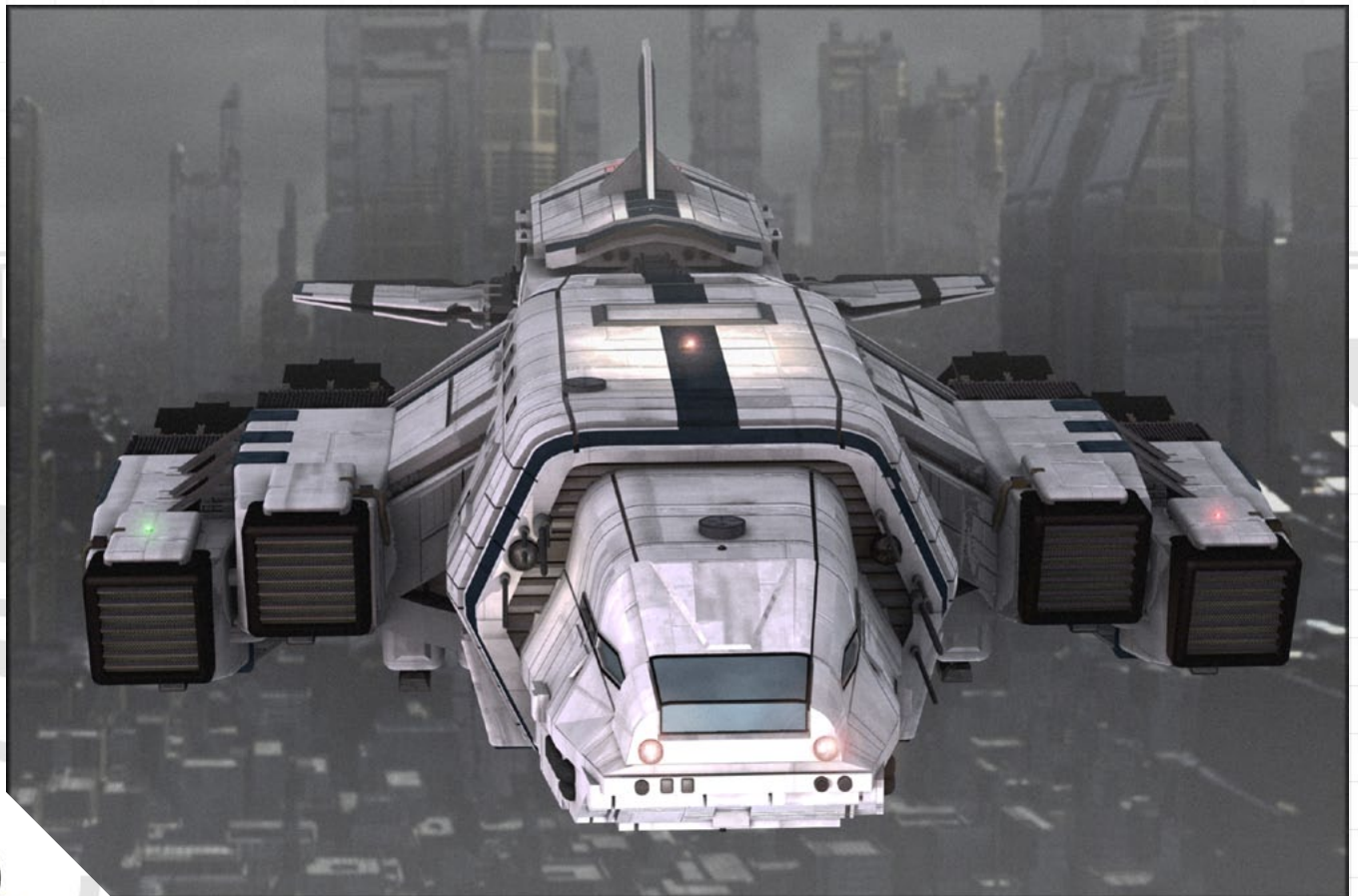
LOWER DECK











## 0-hr Armada Codex

### Hikari

The Hikari class general transport is a rugged and affordable entry-level ship for aspiring captains. Though they are produced and sold by the Sendai Corporation (a front for the notorious House Suyama crime family), the ships are legal and a good value - just be careful if the salesman offers financing at rates that sound too good to be true.

The Hikari line consists of two variants, each named for a breed of Koi. The Hikari Utsuri is the standard configuration. It includes a sizable cargo bay and a couple of cabins for potential passengers. There are bunks for a crew of two to six. The Hikari Muji replaces most of the cargo hold with additional passenger cabins, bringing the total ship's complement to five crew and a rather crowded eighteen passengers. Both versions are sturdily built at rock bottom prices. There is nothing cutting edge or deluxe to be found here - though the craft are easy to upgrade or customize as money and time allow. Map pages are provided to represent either variant.

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

- Main Book
  - 16 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 addition to your game of choice.
  - Background, art, and text are on different layers for custom display and printing.
- Map Pages
  - 15 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 Image
  - A single page PDF files containing a 23x35 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.
  - Also includes a flat, grid-aligned jpeg image of the map on a dark background for VTT use.



Sample document and art are available at [0-hr.com](http://0-hr.com).

The seventh in the “Refit” series of *Armada Codex*, the Hikari class is a scaled-up cousin of the Lamprey class boarding craft first presented as the *Remora* in issue #8 of *Future Armada*. This is a great ship for new group of heroes, offering a solid foundation with room to grow. When it's time to play, zero hour is ready!

