ARMADA CODEX ™

REFIT

DEMO

JINDA WOLF

CORVETTE

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02:06

0-hr: Jinda Wolf - demo document

by Ryan Wolfe of *"zero hour" art & technology*

0-hr.com

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!
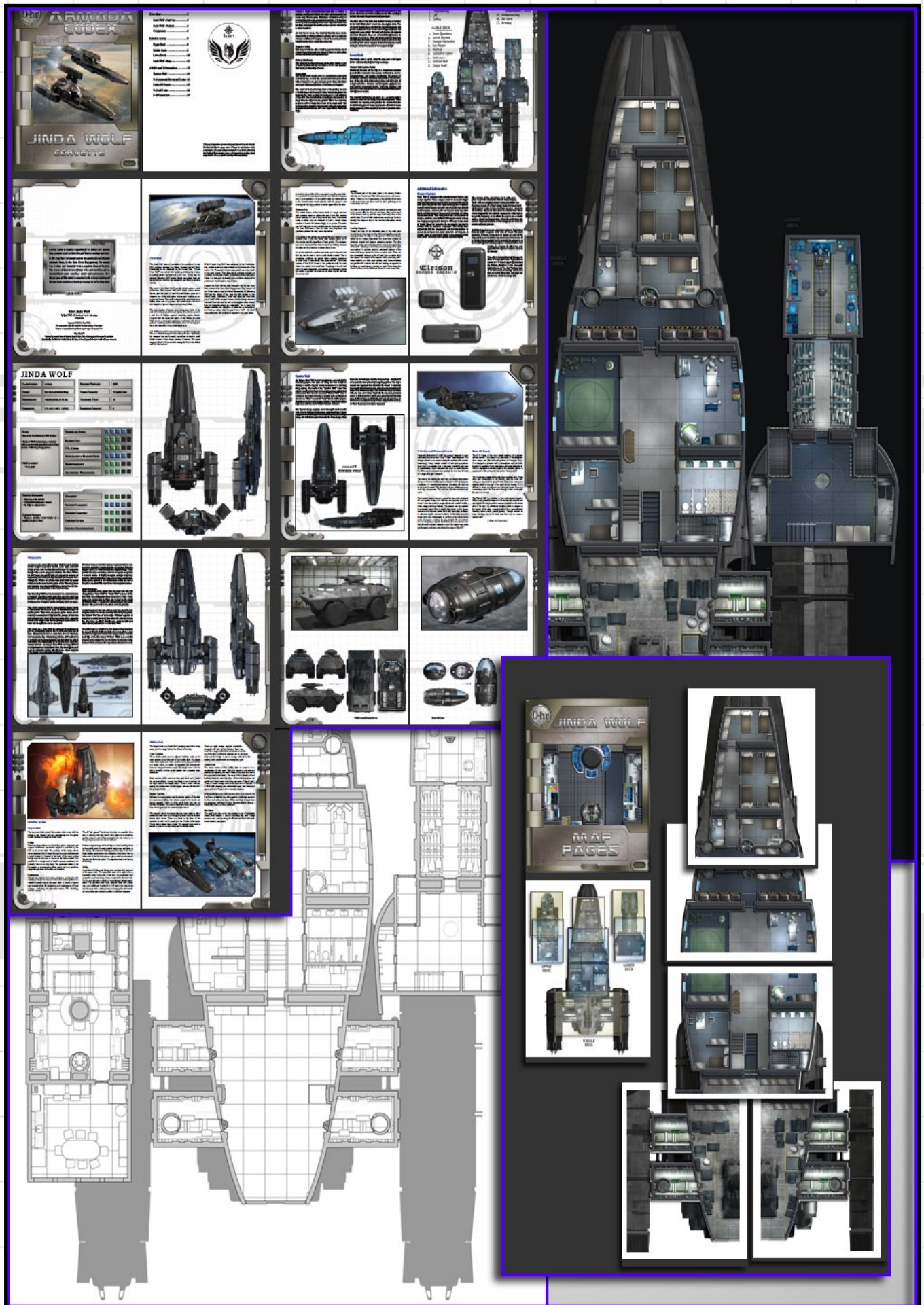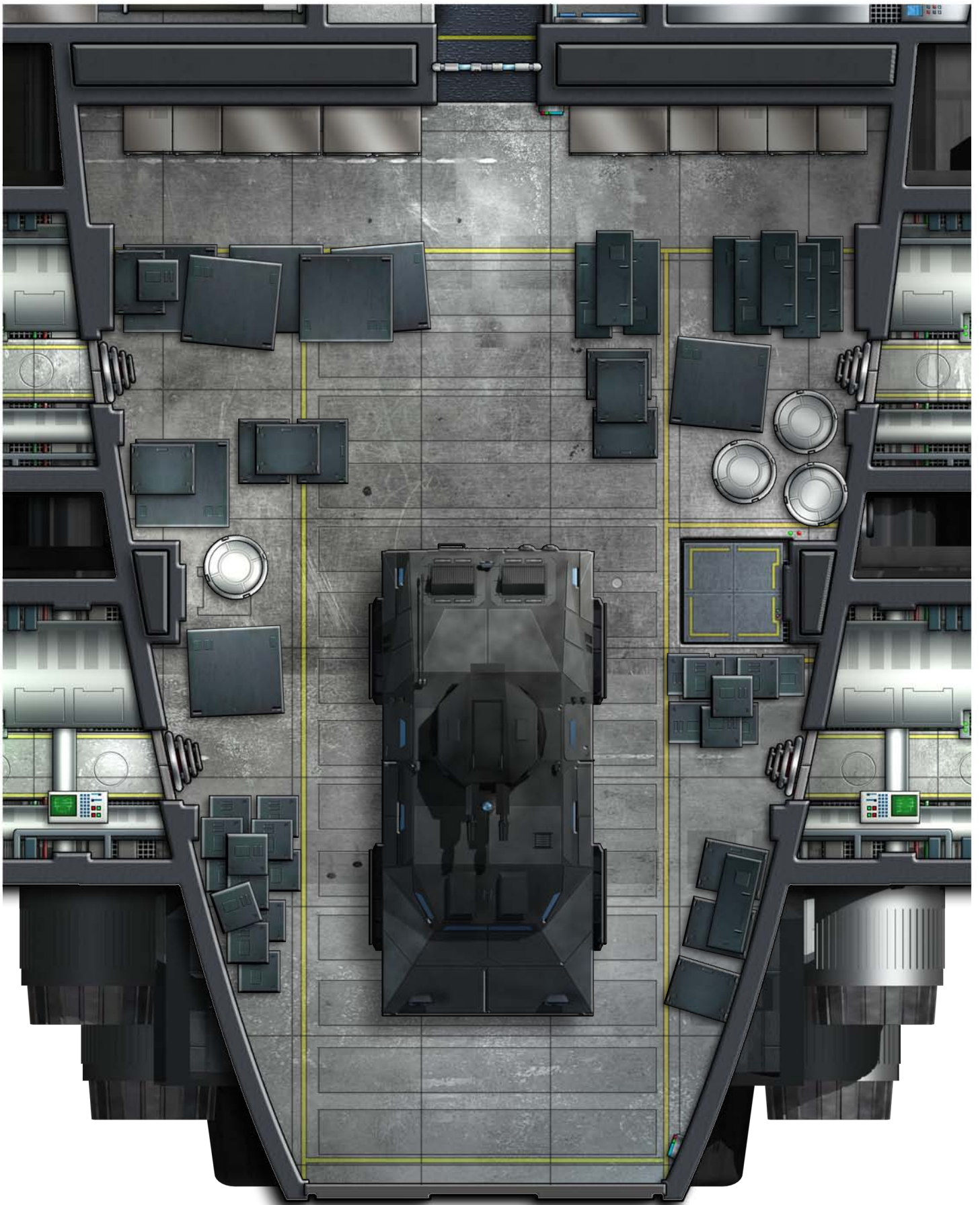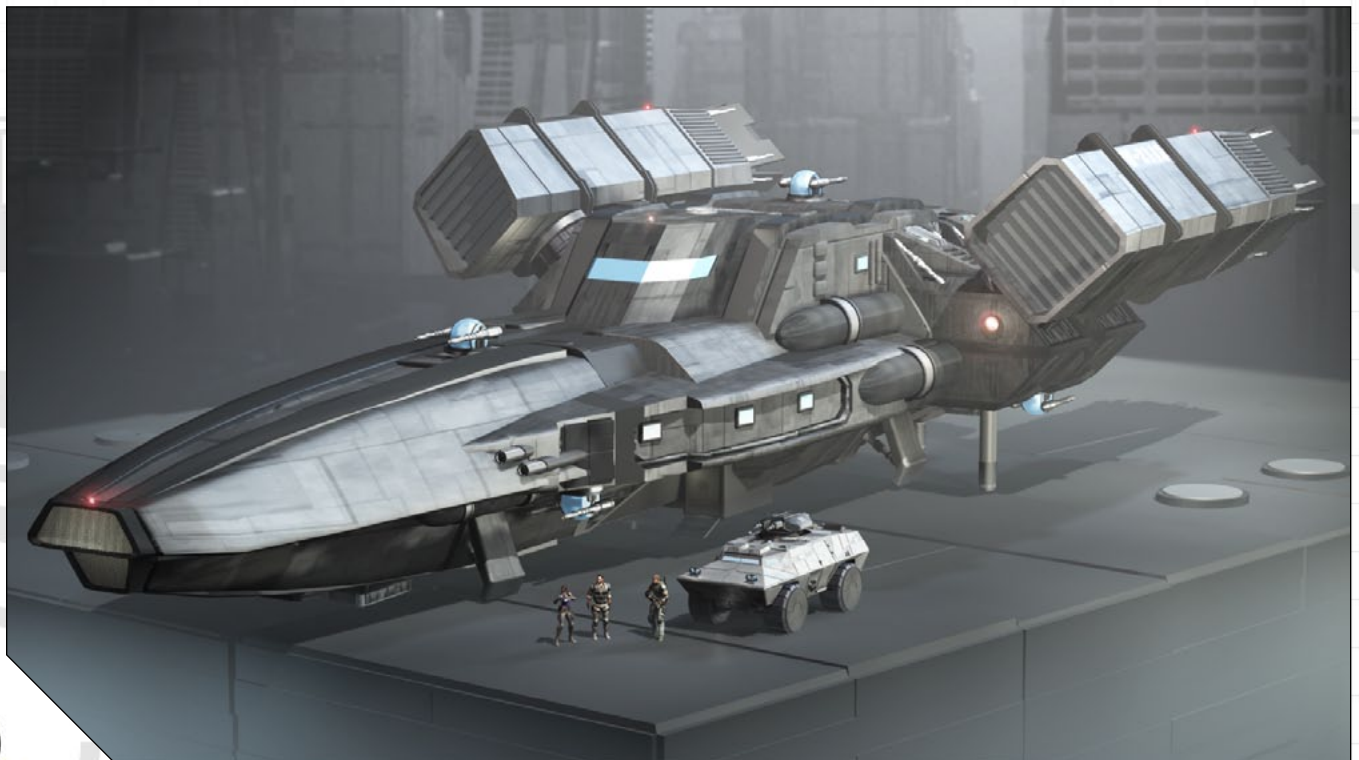
Jinda Wolf
corvette

The latest addition to the "Wolves of Albion" line is the Jinda Wolf class of corvettes - small, sleek war ships designed for patrol and escort duties. The Jinda Wolves are well armed and armored for ships of their size. In addition to half a dozen turrets, each has two pairs of heavier fixed-forward guns plus a weapons bay full of either anti-ship missiles or air-to-ground bombs. Each carries up to fourteen crew and an armored personnel carrier in the hold.

Though built with the military in mind, a Jinda Wolf could instead serve as a high-end and heavily armed civilian vessel, mercenary, or pirate ship. Eight of the fourteen bunks are in a single barracks room which could instead be used for guests or prisoners - leaving the remaining six beds (divided between 3 cabins) for actual crew. An optional shuttle and a stealth variant are also presented.

The Jinda Wolf package contains three highly detailed, layered PDF files:

- Main Book
    - 18 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
    - 17 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 25x37 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, and optional cargo & APC.
    - 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**.

The sixth entry in the "Refit" series of *Armada Codex*, the Jinda Wolf is based on designs first presented in issue #2 of the *0-hr Armada Codex*: "Wolves of Albion". Shown on the left are two of the ships from that chapter of the Codex.

MOURNING WOLF

SHADOW WOLF

JINDA WOLF