



ARMADA CODEX™

REFIT

DEMO



Ω
ZED
SLAVER

○ II

Ryan Wolfe

02:05

0-hr: Omega Zed - demo document

by Ryan Wolfe of "zero hour" art & technology

0-hr.com

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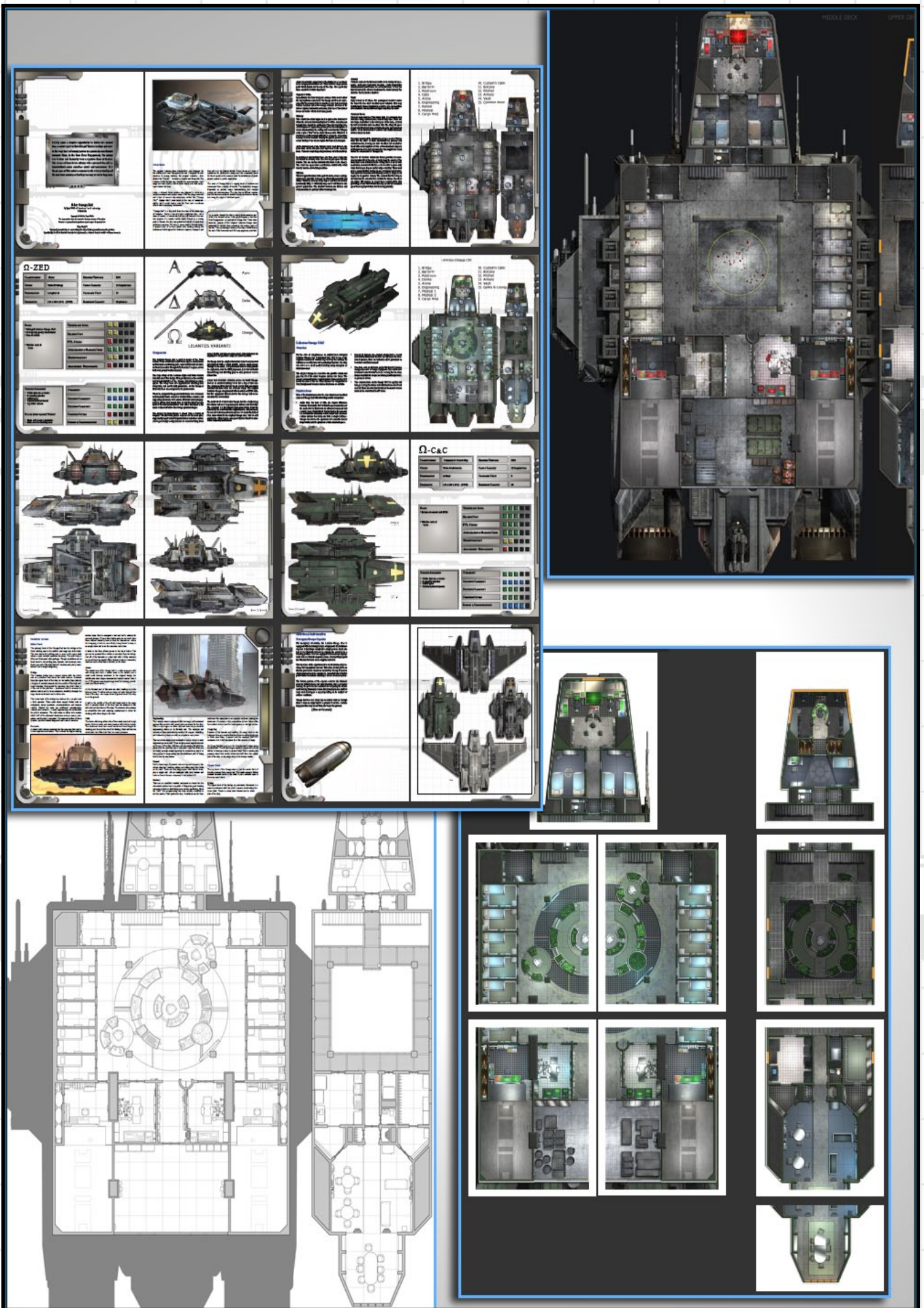
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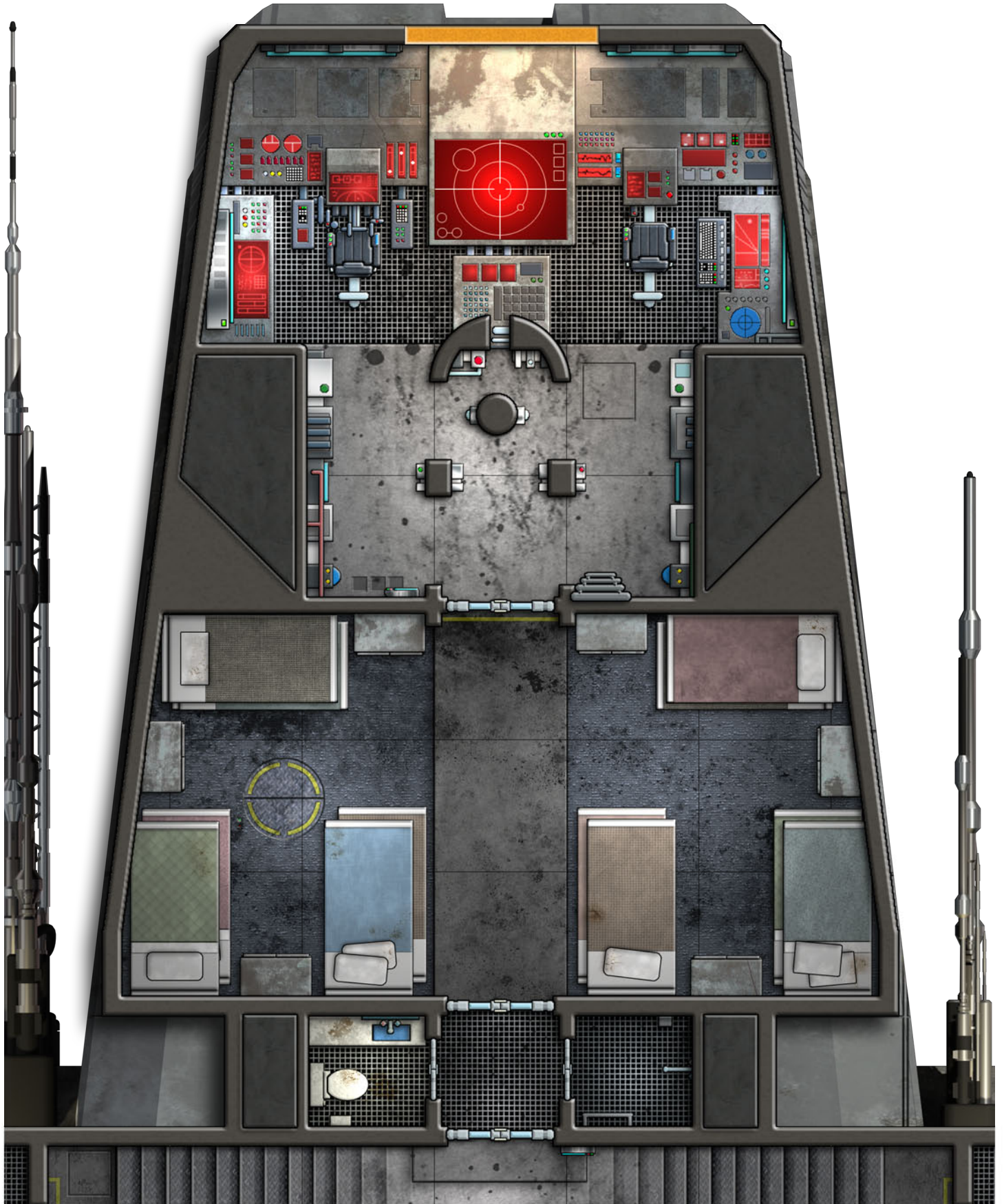
The purpose of this document is to show you what you can expect should you choose to invest in this issue of the 0 hr Armada Codex. Specifically, this is what is shown:



- **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!







0-hr Armada Codex

Omega-Zed

“Omega-Zed” is a salvaged and rebuilt Lelantos-Omega class ship; originally designed for the ConFederation military but now used by slavers to hunt and transport anyone unlucky enough to cross their path. The original Omega is a variant of the Lelantos-Alpha first seen in the “Talon” issue of *Future Armada*. The Omega is a wingless version designed as a mobile command & control center. It has some specialized facilities and multi-purpose dormitory rooms that also allow it to function as a medical unit, troop transport, or detention center as needed. Full-sized maps for the clean, pre-salvaged Lelantos-Omega C&C ship are included.

Omega-Zed is the result of gutting and rebuilding one of these command and control ships to serve as a slave transport. It carries a crew of 13 or more and has cells for 20 or more hapless souls, plus a sizable arena, kennels, and interrogation chamber. The entire craft is filthy and poorly maintained - home to outlaws and miscreants of the worst sort. The Omega-Zed map could also be used as the ship of common raiders or a post-apocalyptic troop transport. But unless you have one of *those* sort of groups, it's probably best employed as an enemy lair (either to infiltrate or escape from) rather than a base of operations.

The Omega-Zed package contains four highly detailed, layered PDF files:

- Main Book
 - o 18 page PDF file detailing the ship and interior areas, plus an overview of the C&C version.
 - o Contains 3D rendered scenes as well as orthographic views of the ships.
 - o Includes system independent statistics designed for easy adaptation to your game of choice.
 - o Background, art, and text are on different layers for custom display and printing.
- Map Pages
 - o 25 page PDF file containing complete interior maps and instructions for assembly.
 - o There are 9 pages of maps for Omega-Zed and 9 more for the Omega-C&C version.
 - 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, and optional objects.
- Uncut Map Images
 - o Two single page PDF files containing a 27x32 inch image of the complete deckplans.
 - 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 fifth in the “Refit” series of *Armada Codex*, Omega-Zed is derived from the bounty hunter *Talon* first presented in issue #16 of *Future Armada*. Thank you for taking the time to consider this product - I hope that it can be of service to you and your campaign.



Lelantos-Omega
command & control ship