

# FUTURE ARMADA

DELUXE STARSHIP DESIGNS



VENTURE  
FREE TRADER

2

Uses the Open Game License to present familiar stats for ship & crew.

OGL  
SCI-FI

# Demo Document for Future Armada: Venture

by Ryan Wolfe of “zero hour” art & technology

**0-hr.com**

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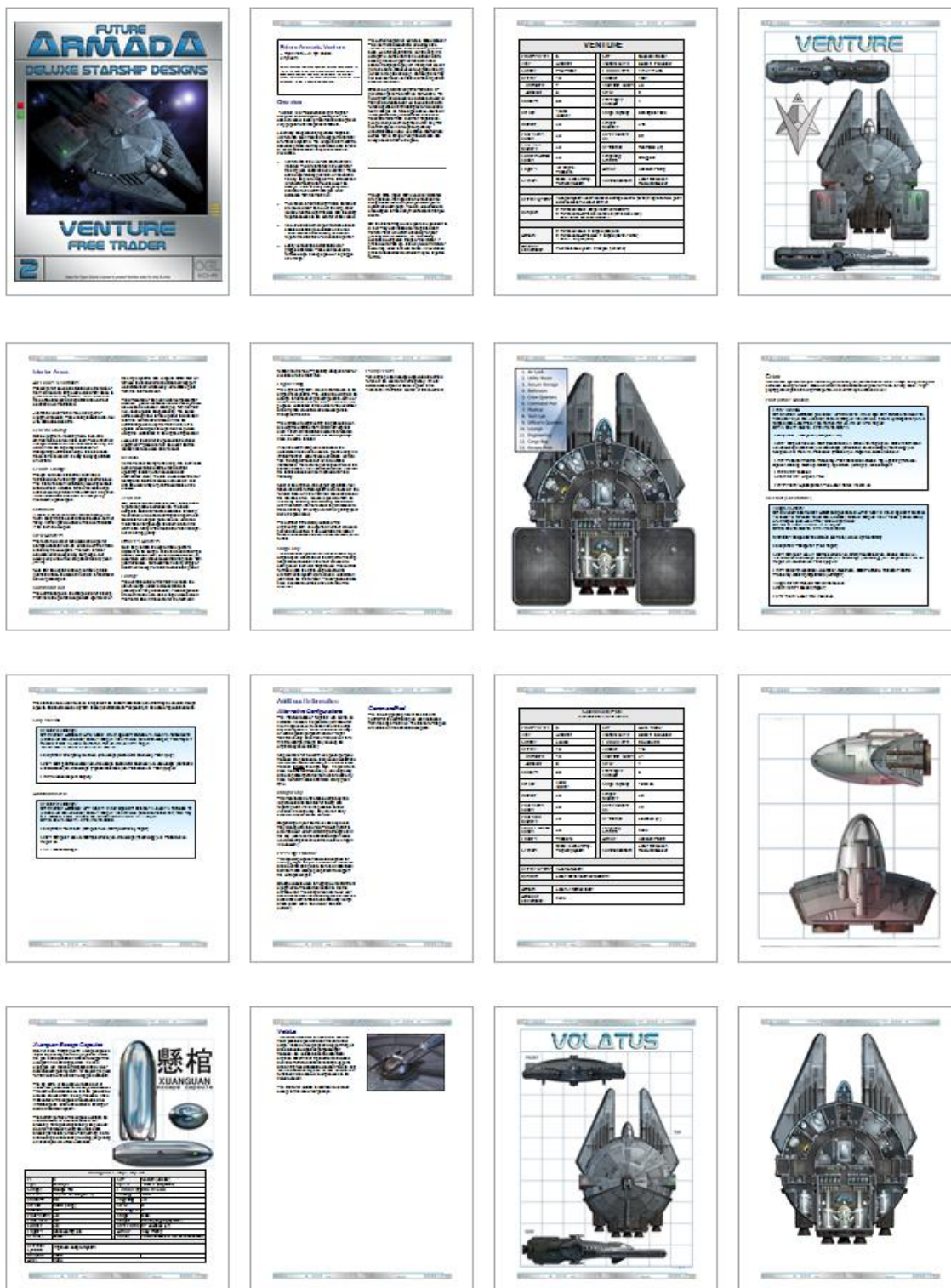
## Overview

The purpose of this document is to show you what you can expect should you choose to invest in *Future Armada: Venture*. The images on the following pages are low-resolution “print-preview” screen captures meant to provide a general idea of what is inside each book.

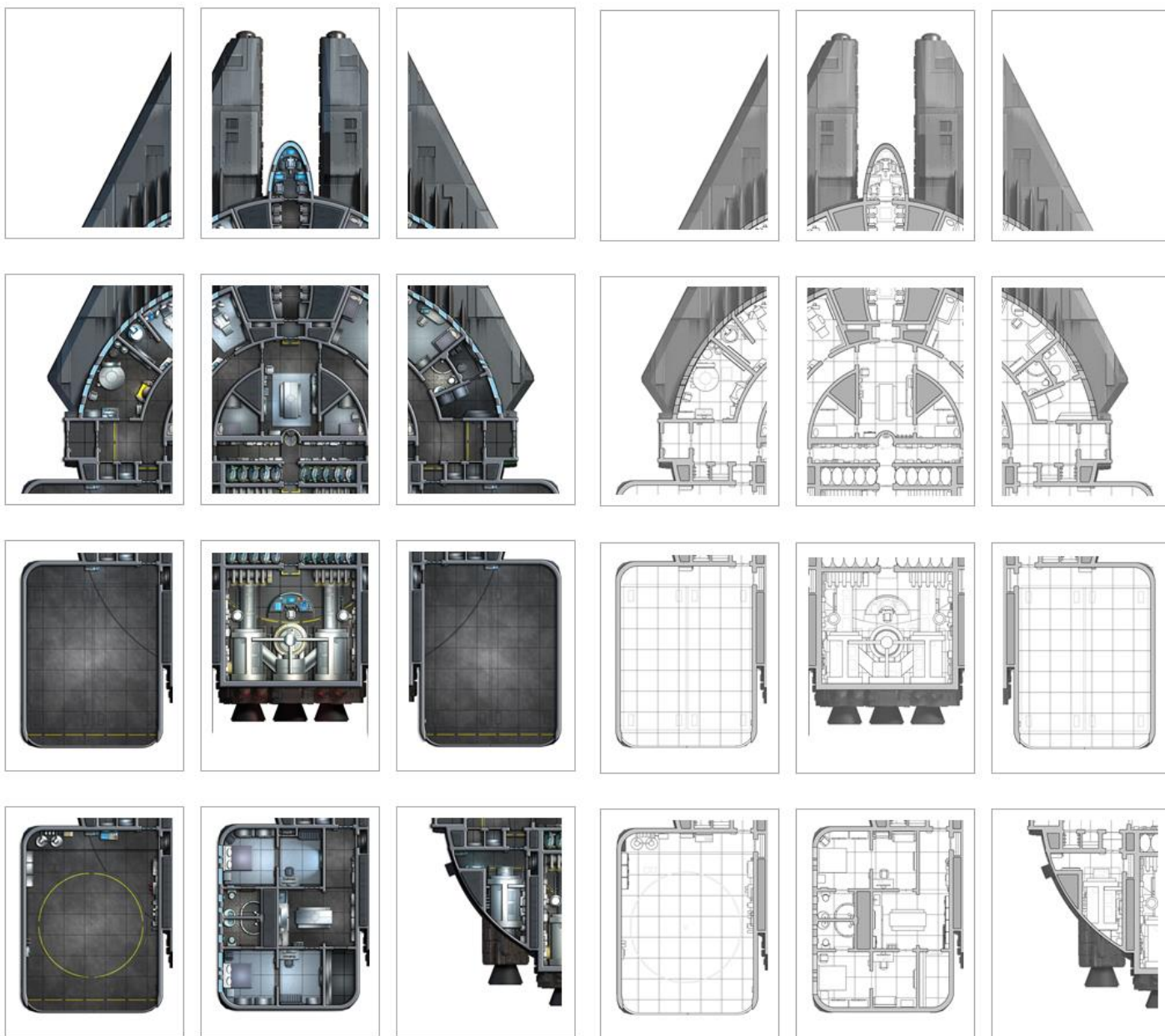
Specifically, this is what you’re looking at:

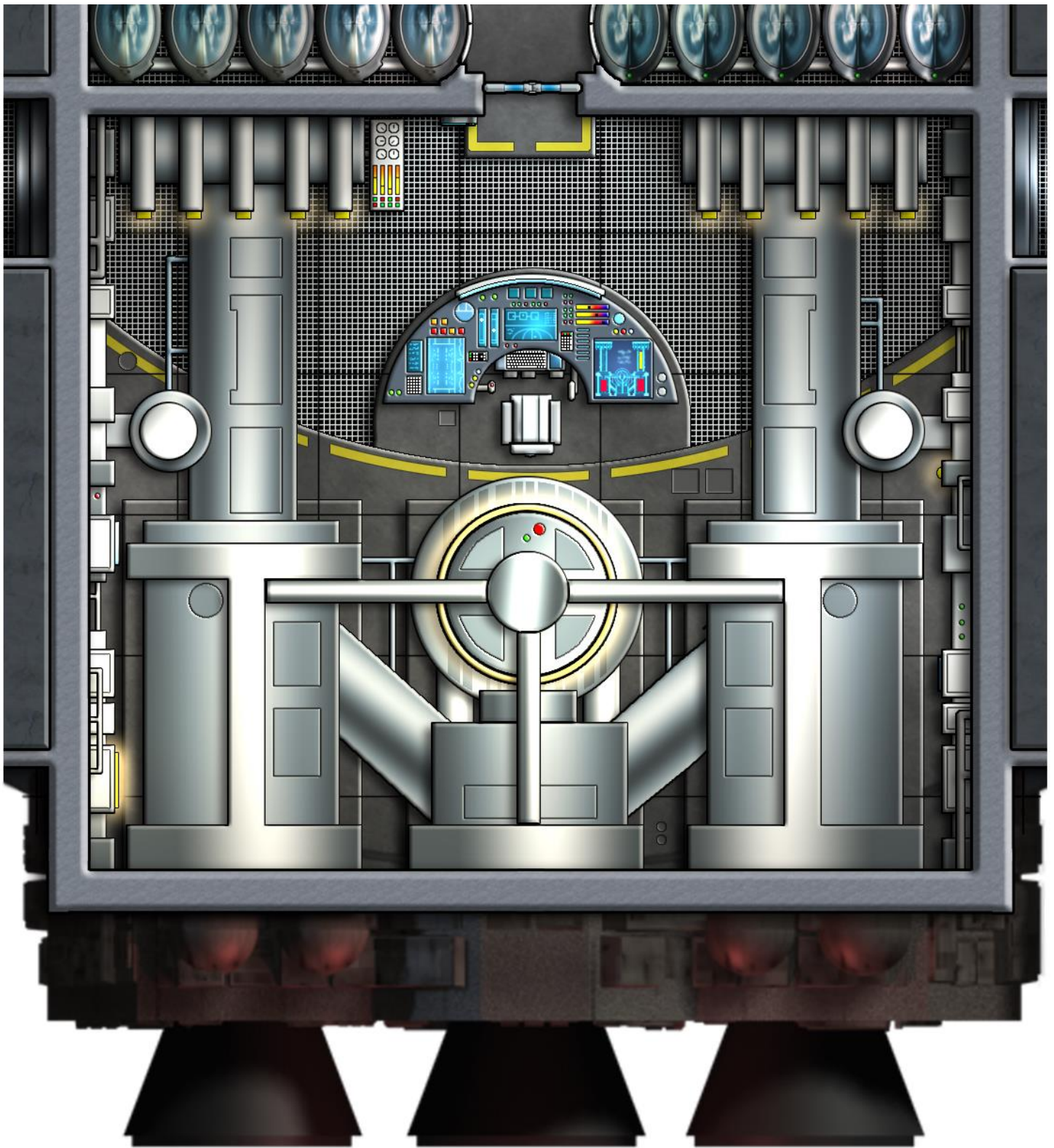
- **Page 3:** Main Book. This provides an overview of the Free Trader “VENTURE” and OGL statistics for the ship, its crew, and the command pod (which can operate as an independent launch). Brief descriptions are given for each area of the ship, and a composite map is provided so it is easy to put the pieces together.
- **Page 4:** Color Maps. The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the ship. A sample of these pages is shown. A black-and-white version of the map book is provided as well.
- **Page 5:** Sample Map. This is a single page from the color map book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end as needed.
- **Page 6:** Bonus Art. Two of the rendered 3D exterior views are shown (Venture and Volatus). The actual pictures are 800x600 jpeg images. This product also includes a poster-size jpeg image of each ship at 1 inch = 5ft scale.
- **Page 7:** Add copy from the sales web page.

Thank you for taking the time to explore this product. I hope that the *Venture* can be of service to you in your gaming endeavors!

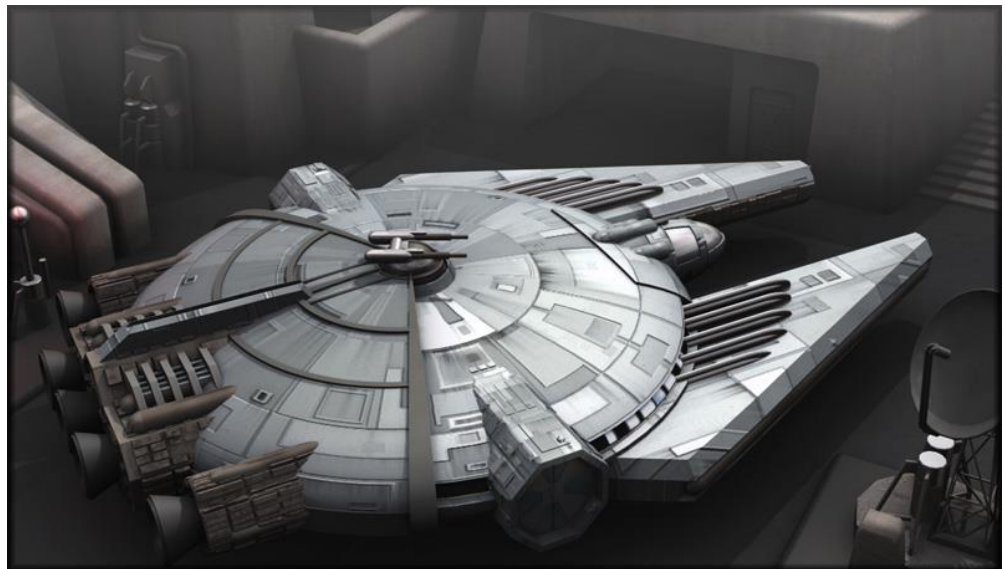












# VENTURE

## Free Trader

Venture is a Privateer-class light freighter designed to haul cargo or passengers. This class of vessel is easily modified and has proven very popular with independent traders (and smugglers) throughout known space. Like many independently-operated freighters, Venture has been modified to support a handful of offensive systems. The weapons are meant to dissuade pirates, but they can also serve to fend off over-zealous customs agents should the need arise.

This progress-level six vessel is 140 ft. long and can be operated by a crew of two, though quarters are provided for six. The command section can detach from the main hull to serve as a launch or escape pod, and the cargo modules can be replaced by hangar bays or even passenger compartments. Versatility is the name of the game with the Venture. For those who value speed over storage space, the Volatus-class variant is provided. This has no side modules and adds a couple of additional engines instead.

The .zip file contains the following:

- Overview
  - 18 page PDF file detailing the ship, interior locations, and personnel.
  - Open Game License stats provided for the vessel, crew, and command pod (which can detach from the main hull).
- Map Book
  - Full-color 20 page PDF file containing complete interior maps.
  - Includes alternate configurations (cargo bays, flight decks, & passenger modules).
  - Also includes miniature-scale maps for tactical combat.
  - Broken into pages for easy printing.
- Printer friendly, black and white version of the map book.
- Composite map of the ship interior.
  - A 23x28 inch, 150 dpi, color JPEG image for Venture.
  - A 20x29 inch, 150 dpi, color JPEG image the Volatus variant.
- "Bonus Art" directory with additional views of the ships and launch.
- *Starfinder* stats, demo documents, and art are available free at **0-hr.com**

Like Morningstar, this second installment of *Future Armada* is meant to serve as a ready-made vessel for use by either players or game masters. It is also intended to be easily adapted to other progress levels and game systems. Capitalize on this opportunity and the Venture should prove to be a profitable addition to any campaign!