

FUTURE ARMADA

DELUXE STARSHIP DESIGNS



REDUX ALPHA

VARIANT DESIGNS

is

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

OGL
SCI-FI

Future Armada: Redux Alpha

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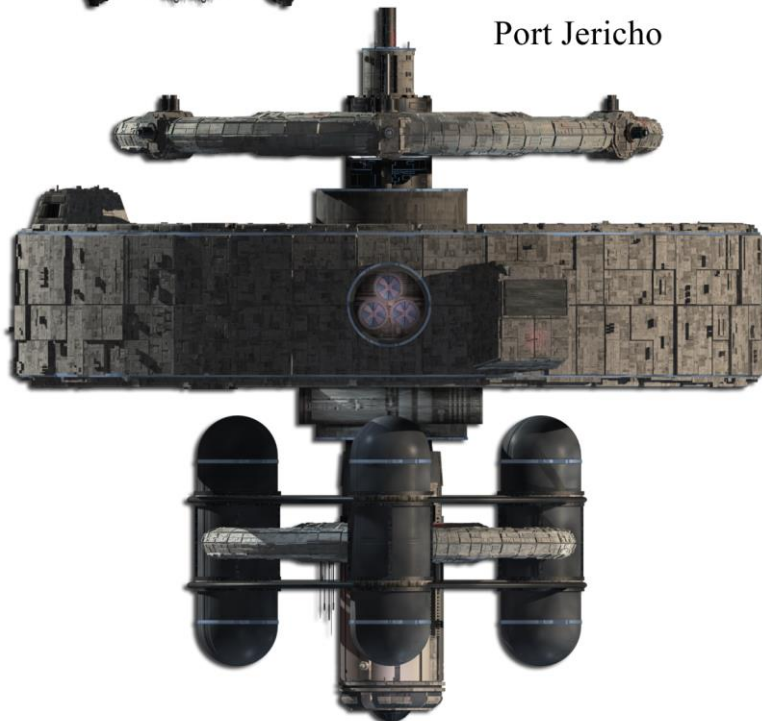
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Jade



Phoenix



Port Jericho

This issue presents three new additions to the Future Armada universe – each an obvious decedent of an existing ship or station. Based on previous designs and built to add depth and realism to your campaign, these additions should seem both familiar and new.

- The first ship presented is *Jade*, a small recon ship for a small crew. Though the hull has been streamlined and reduced in size, this well-worn explorer is still clearly a member of the *Wayfarer* line.
- Next is *Phoenix*. She's a salvaged Kestrel-class vessel, the same as *Gryphon* but with a completely refurbished interior and a patched-together exterior. Like the original Kestrels, she can full fill a variety of roles and is perfect for a crew of 4 to 6.
- The third variant is an outpost built using the Sendai component system first seen on *Argos III*. This station, known as *Port Jericho*, is much smaller than *Argos III* but still has a little bit of everything crammed into its habitation ring. A lawless outpost on the hinterlands of civilized space, the station has about 100 permanent residents and half as many visitors passing through at any given time.

Jade, *Phoenix*, and *Port Jericho* are each presented in their own subdirectory. Each has documents with complete interior descriptions and miniature-scale map pages, as well as additional rendered images. *Jade* and *Phoenix* include large composite images showing the whole ship at 1 inch = 5 feet scale. *Port Jericho* includes a complete composite image but at a reduced scale due to file size limitations. All of these can be found in the Art directories for the given ship or station.

As always, use what you want – and change (or ignore) what you don't want. My hope is that these designs will add a sense of continuity and progress to whatever setting they find themselves in. Existing ships are repurposed, proven designs are reworked to fill a new niche, and every shiny new vessel that comes off the line eventually ends up grungy, beat up, or worn out. That's life in the void.