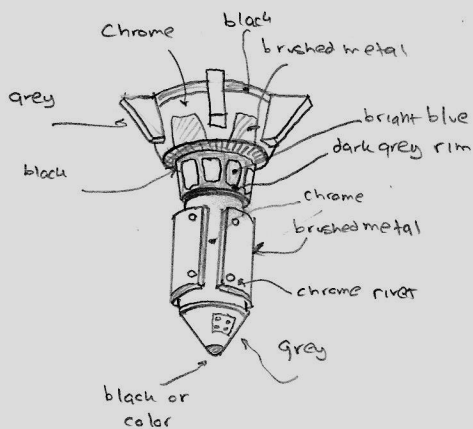
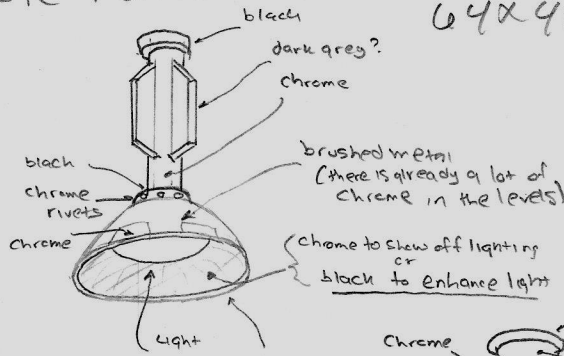


DO INDIVIDUAL ITEMS FOR PLACEMENT

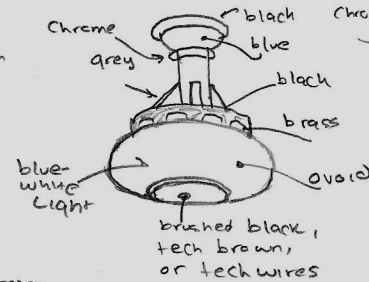
64x45



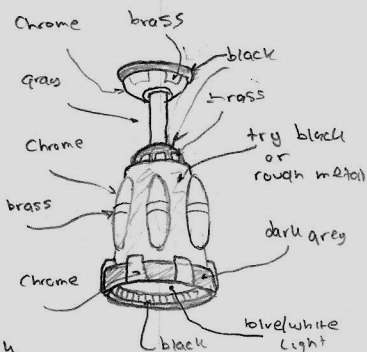
Ceiling thingy



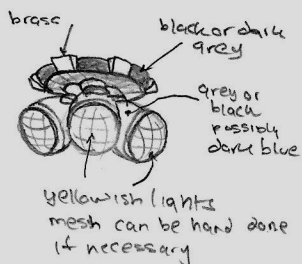
Light 1



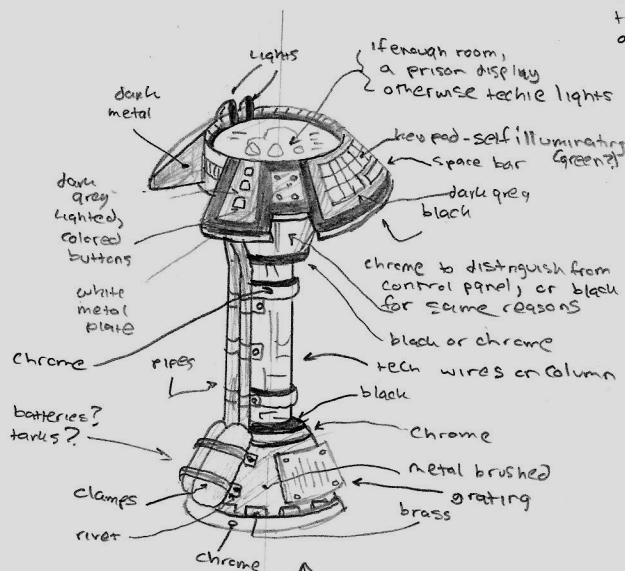
Light 2



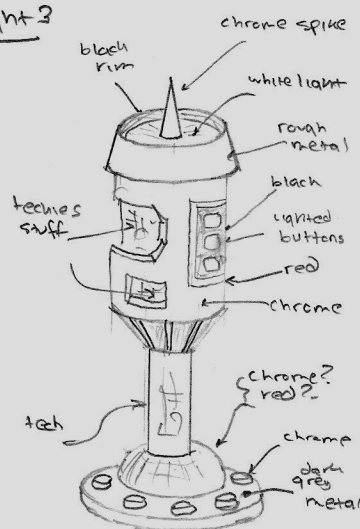
Light 3



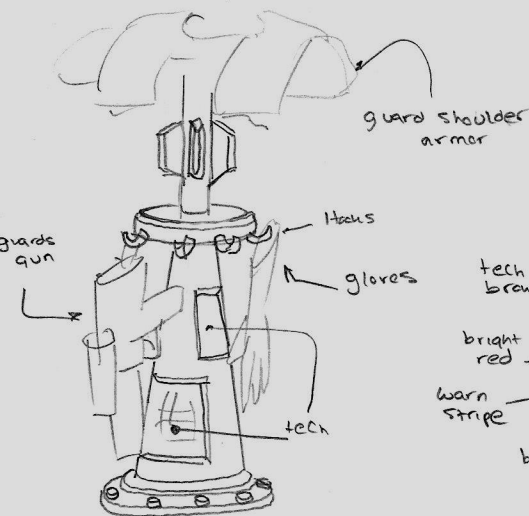
yard lights



CONTROL STAND

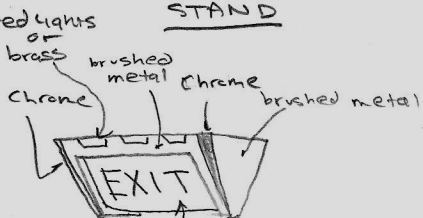


HOLO GENERATOR

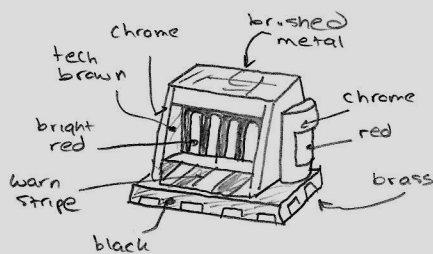


- this will only be used if it doesn't look horribly stupid

GUARD ARMOR STAND

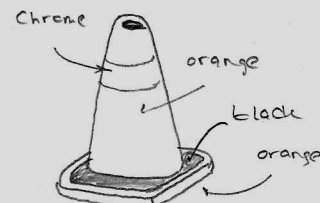


Ceiling sign

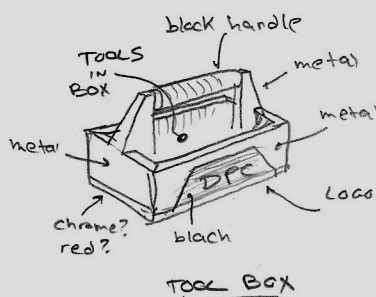


Space heater

- also render from an angle appropriate to the heater for the ceiling



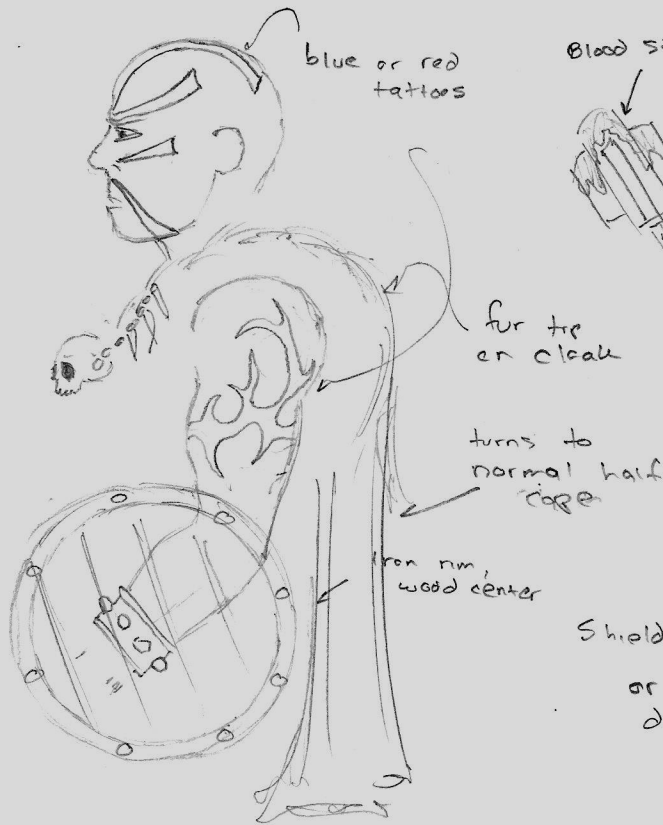
Danger cone



ALSO:

- Guard helmet
- Red security cam
- Red Blue barrel
- METAL BARREL
- render revolving view of prison (8 frames) to be used as transparent holo-gram
- gun turret

PRISON SPACES



blue or red
tattoos

Blood stains

weapon - mace with
iron head, preferably
blood stained

fur tie
or cloak

turns to
normal half
cape

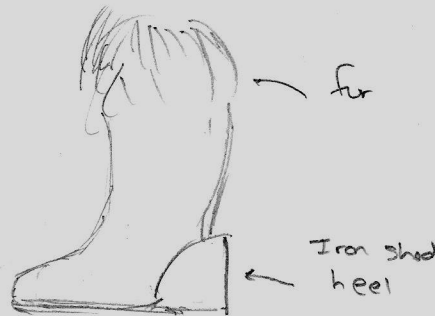
iron rim,
wood center

- throws mace?
like axe throwers
in Heretic?

3 frame: (?)



Shield - either blood stained wood,
or iron skull with blood
dripping from eye sockets



fur

Iron shoe
heel

Ht



- Crouched as much as
possible behind shield,
lower part of face should be
partially hidden. Left shoulder
turned 45° toward front to
provide smaller profile and
put body behind shield
Right leg turned far out to side, left slightly angled from center



BACK
SHORT
CLOAK

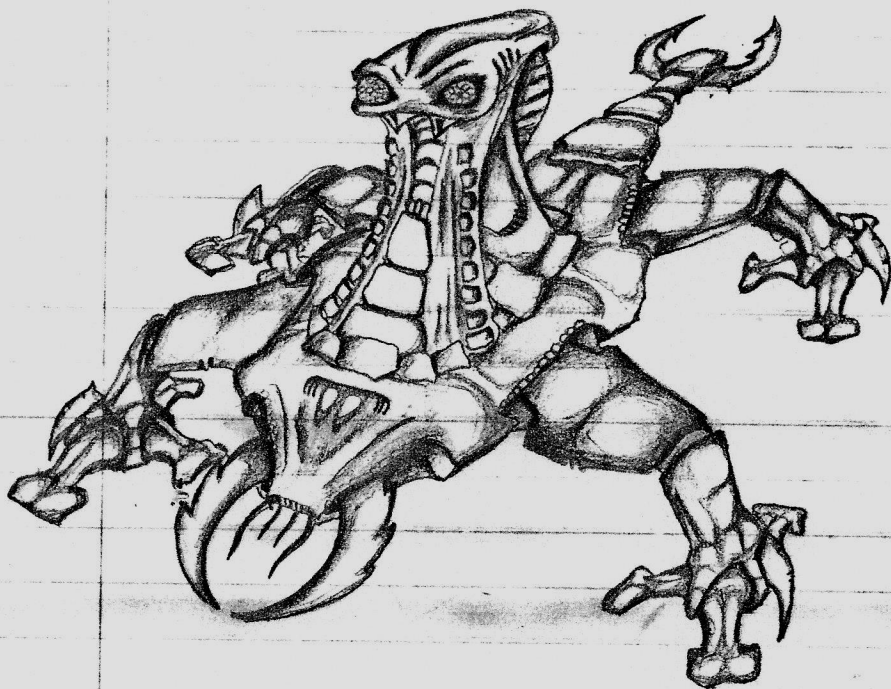


TRULY
OUTRAGEOUS
OUT OF
PROPORTION
SHOULDERS

Should have some sort
of actual gun, perhaps
a pistol that they hide
in the sleeve of the
robe. They go around
chanting, and then
shoot at you

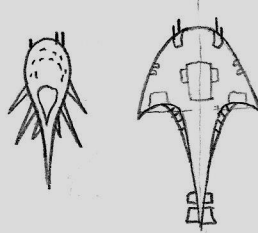
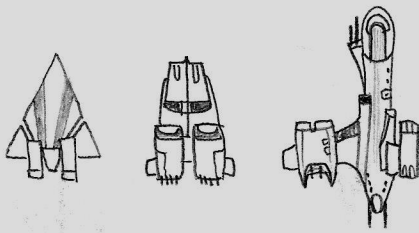
CLOAK SHOULD
FLOW AS IT
MOVES.

possibly thru
pixel
editing



- main defenses are the two nozzles located on the underside of the "chin". Each nozzle connects to a sac on the back of the neck which contains a flammable bio-liquid. The creature can internally control the consistency of the fluid in each sac separately, ranging from a water thin liquid to a napalm-like jelly. These can be sprayed and ignited up to a distance of 25 yards.
- Feed is accomplished through a suction through the aperture between the forward mandibles.
- Foot pads can provide suction for crawling on flat surfaces. A strong vacuum system located in the torso can provide enough lift to haul 5 times the creatures weight up a vertical surface.
- Note that the neural net is located in the main torso, not the "head". thus even if the "head" is severed, the creature can still function.
- Sight is provided by faceted optic nerves in the "head" and two ultrasonic membranes on the forward lower shell. Infrared sight is achieved by 6 sensors located to the sides of the ultrasonic sensors.

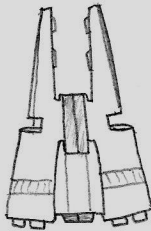
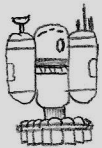
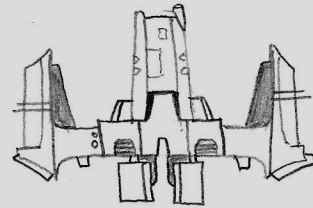
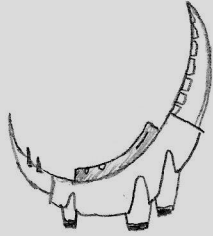
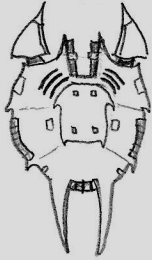
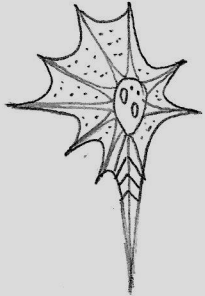
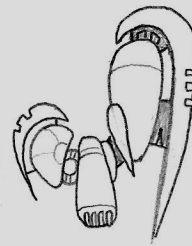
NOTE: ALL SHIPS
FACE UP.
(default)



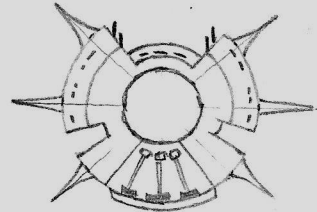
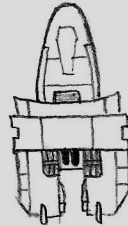
SENGZAC?



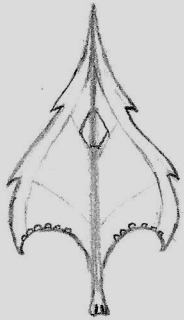
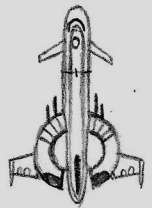
GUILD?



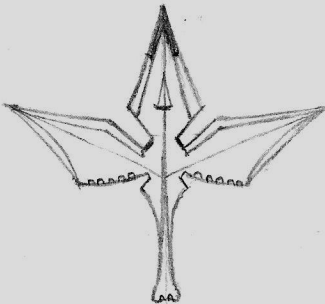
FIGHTER CARRIER



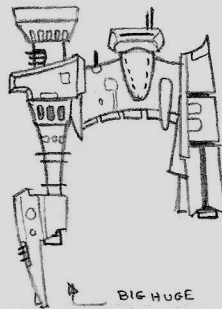
HOLLOW CENTER?



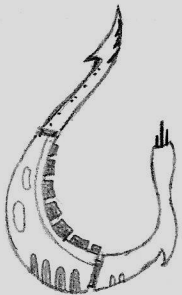
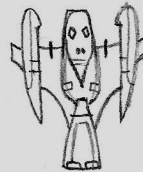
LEAF 1



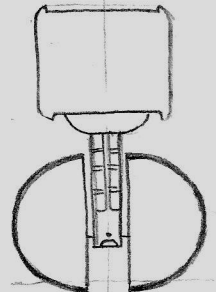
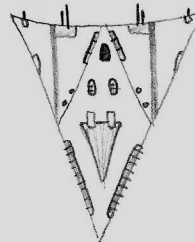
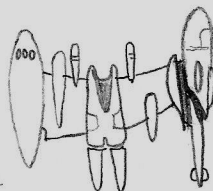
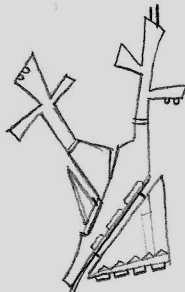
LEAF 2

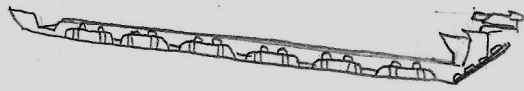


BIG HUGE GUN



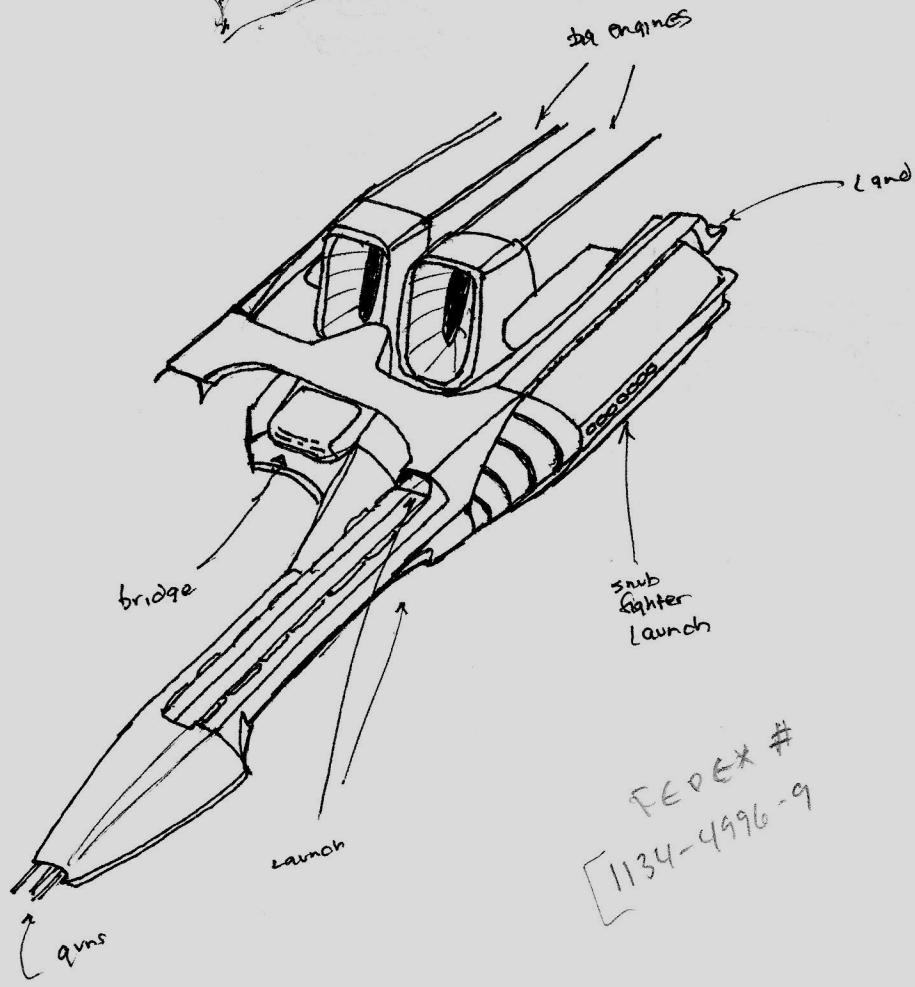
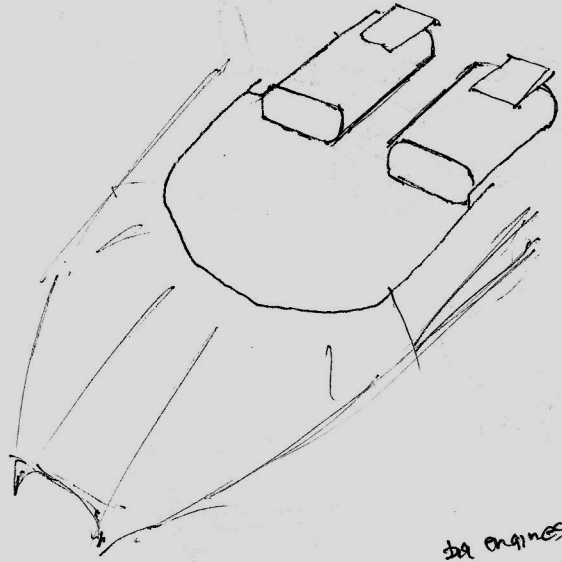
"Hook"





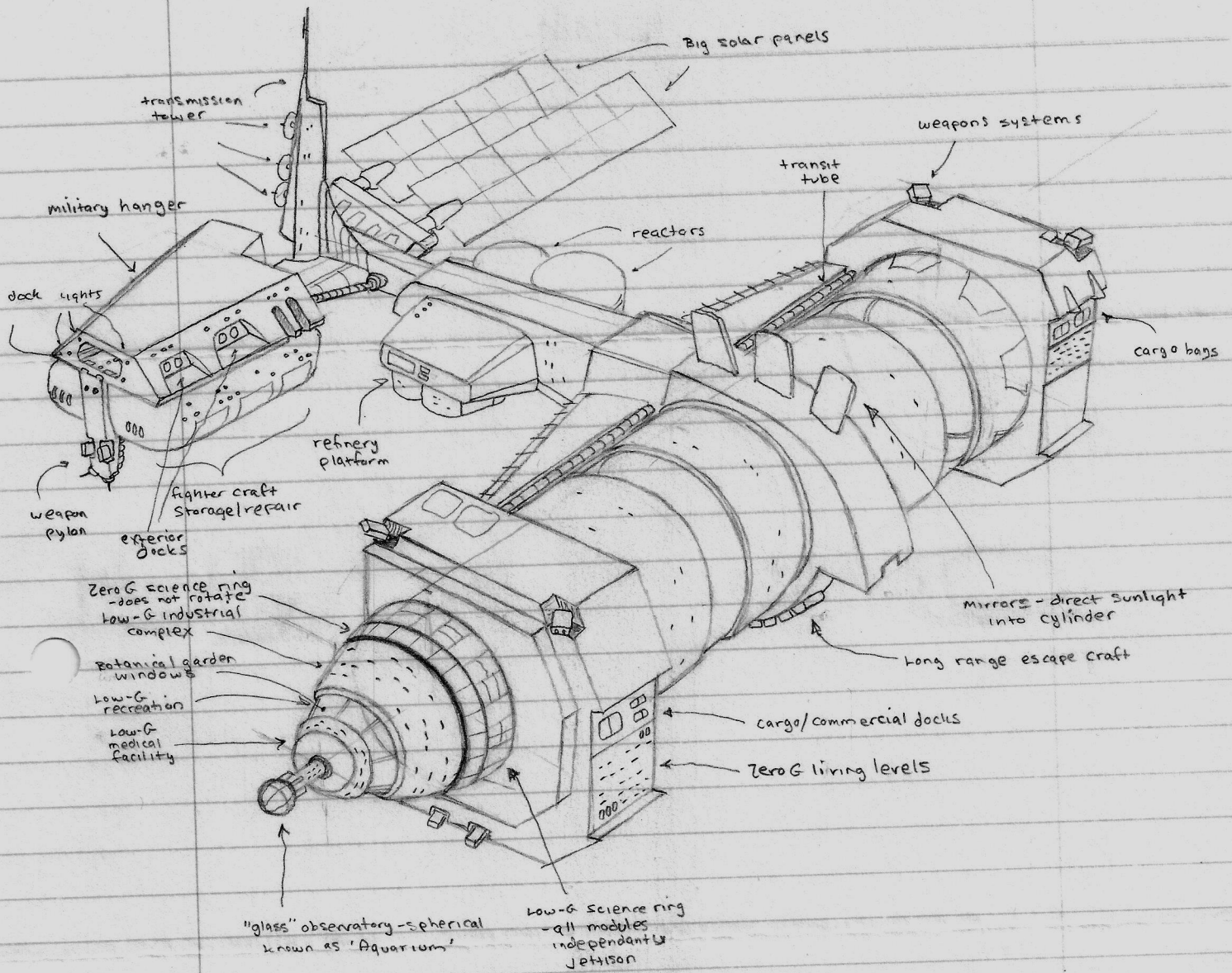
7P.
SPSNET.SKT
BPS.KEY

RED MARBLEX
○
SHRINK TO
○
CLEAR



FEDEX #
[1134-4996-9]

Human Orbital Platform



PROBLEMS - CHAPTER 3

3-4 {0,1,2,3,4,5}

3-5 {1,2,3,...,491} not including 0

3-12 1/3, 1/2, 0, 2/3, 1/2

3-13 (b) 13/114 (c) 78/114

3-18 1, 7/8, 3/4, 1/2

3-22 1/5, 1/5, 3/5

3-26 38/114, 38/114, 99/114, 1

3-32 .2, .9, .1, .1

3-38 $\mu=5.302$ $\sigma^2=.0168$

3-44 $\mu=\$56.625$ $\sigma^2=802.359$

3-60 .669

3-70 .4, .0864, .05184, .784, .216

3-74 .0145, .0286, 5.27

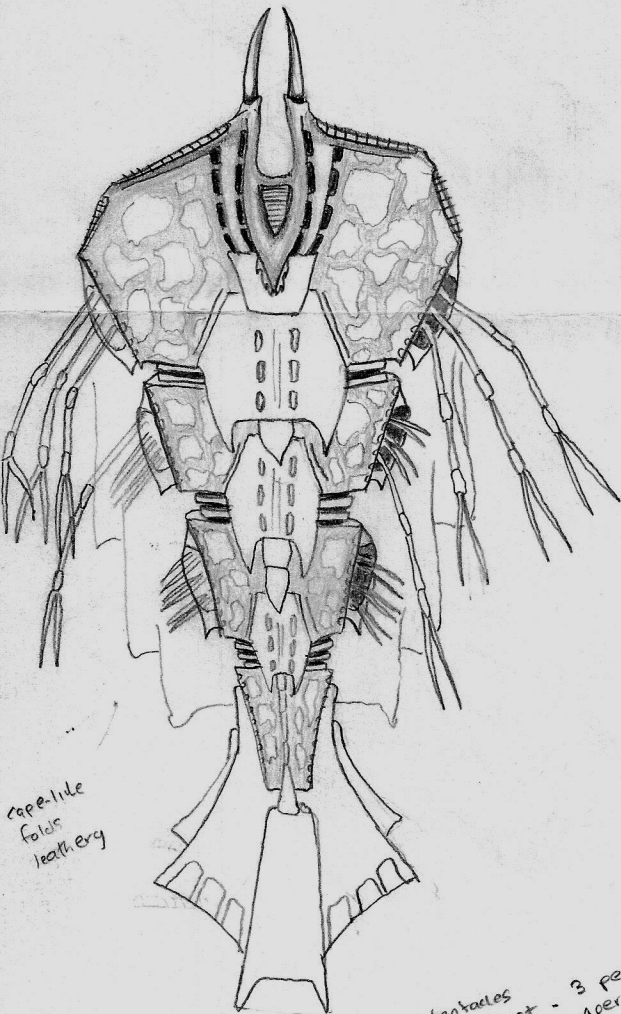
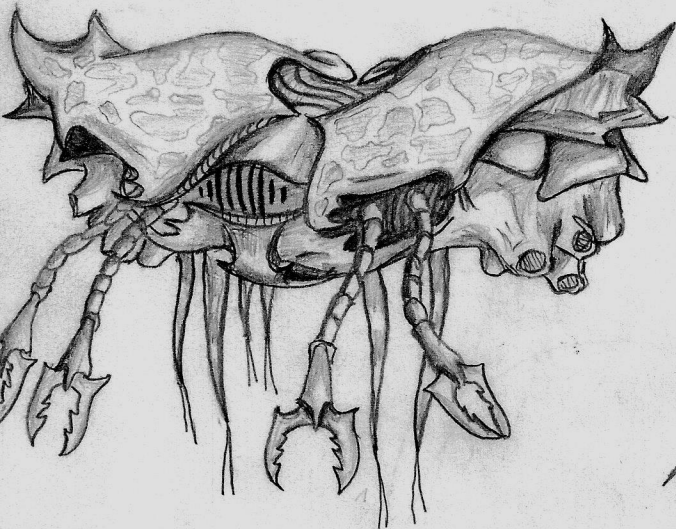
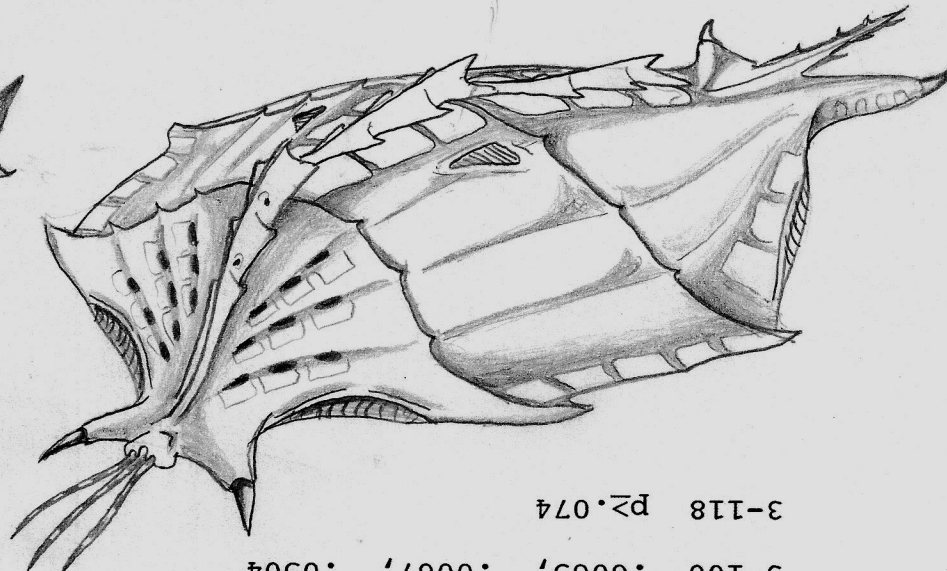
3-78 .936

3-82 .4191, 0, .0012

3-89 .4786, .5214, .3923, 2/3

3-100 .6065, .0067, .0504

3-118 $P \geq .074$



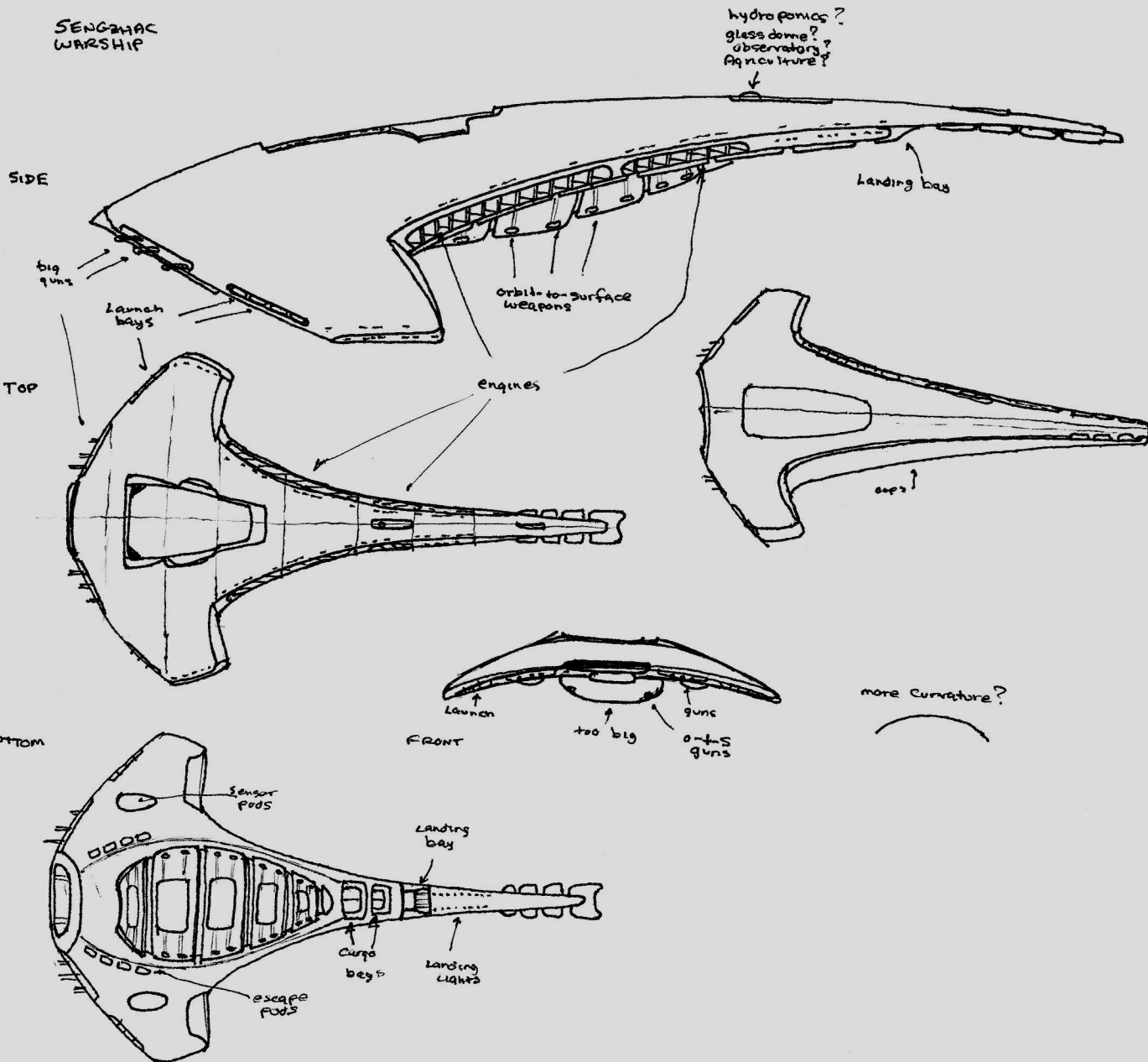
3 per aperture, 18 tentacles retract

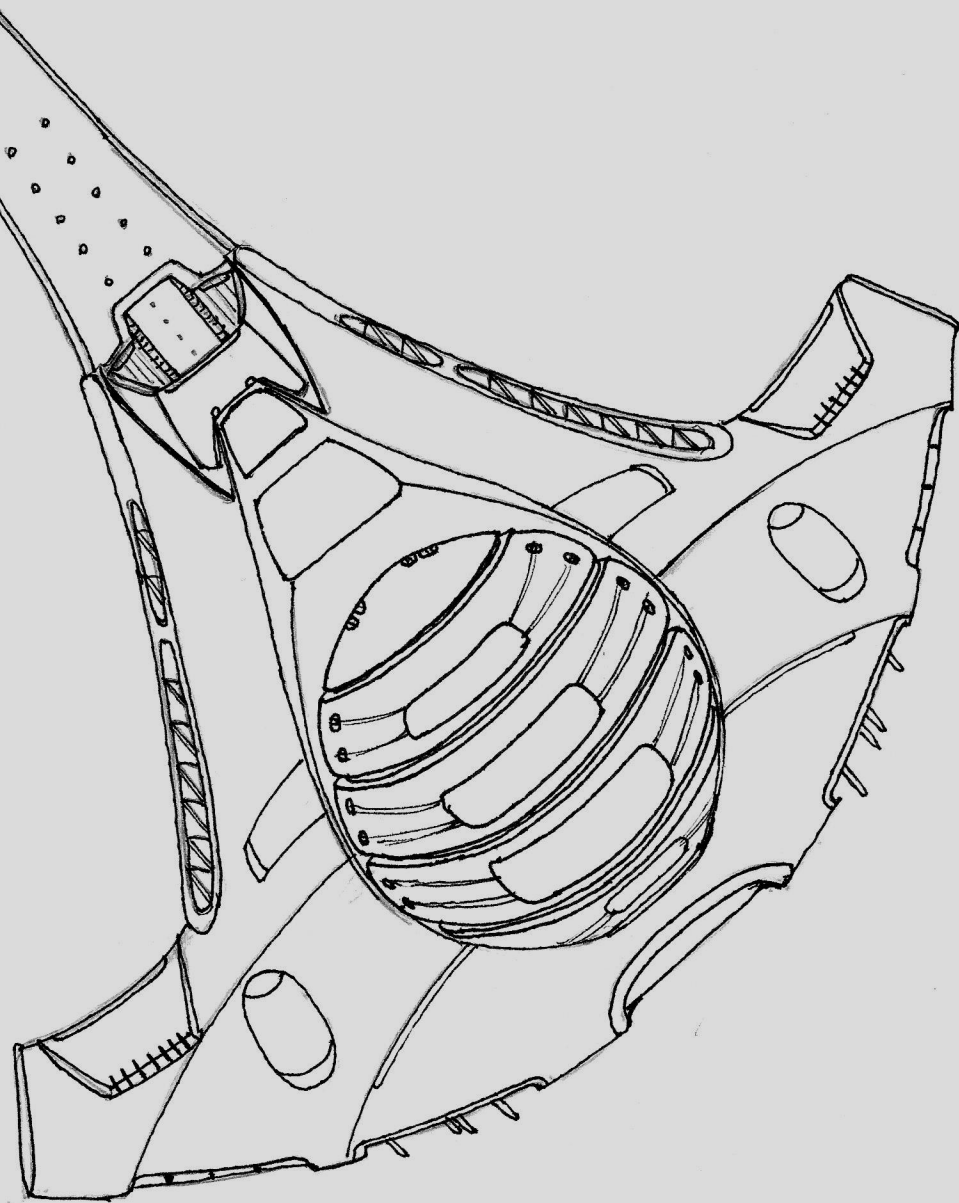
psychic abilities allow it to evolve as a predator

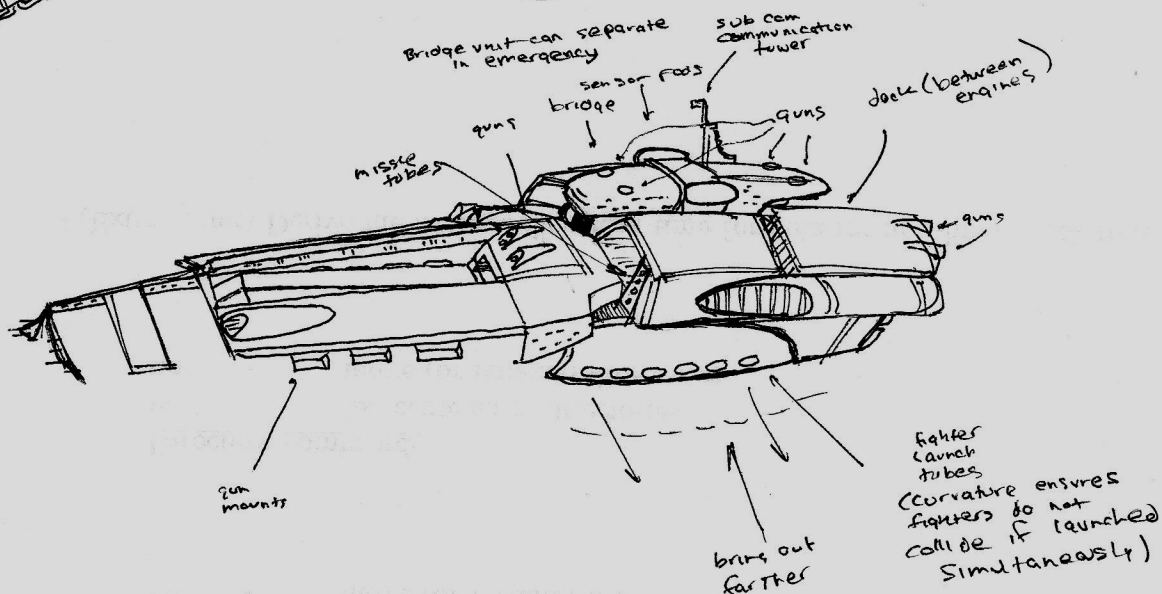
reptile fold leathery

glow?

SENGZHAC WARSHIP

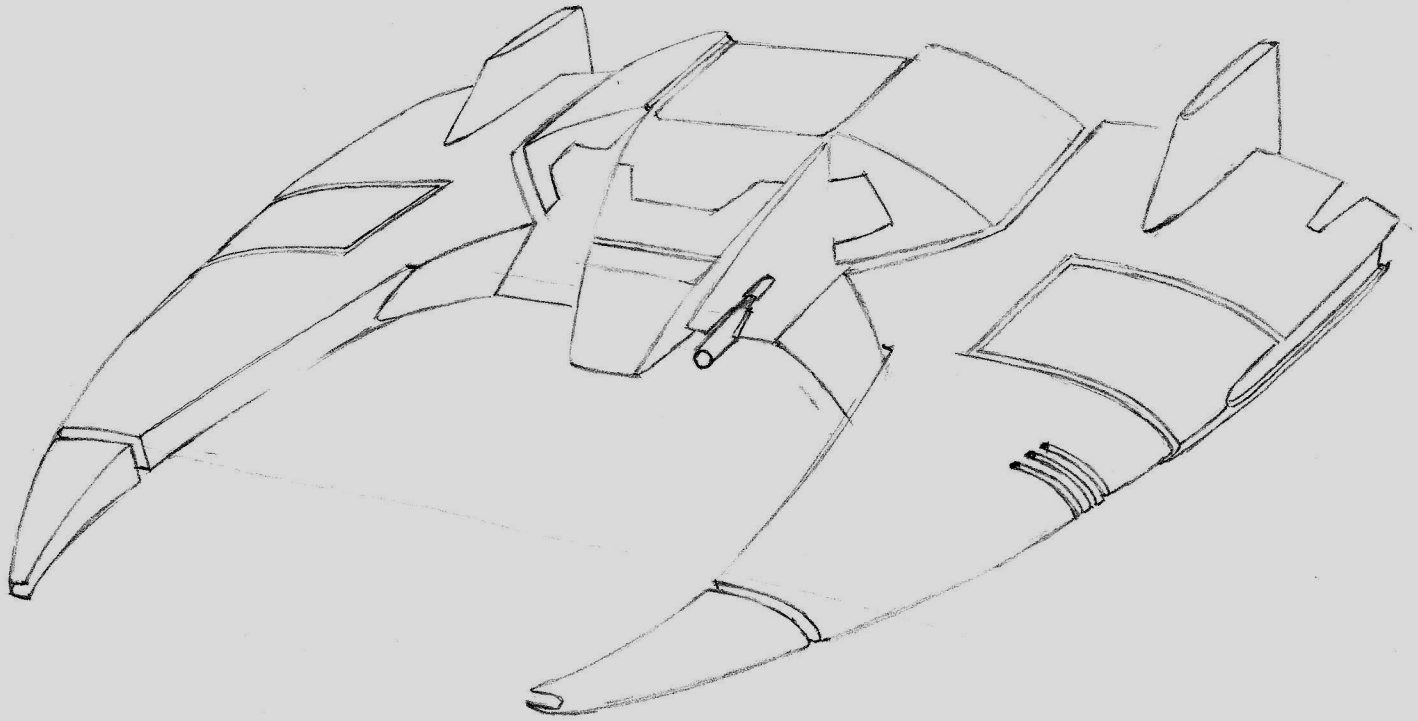




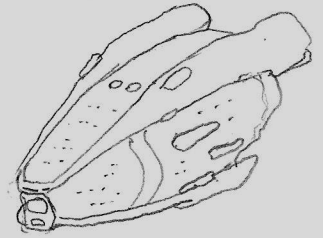
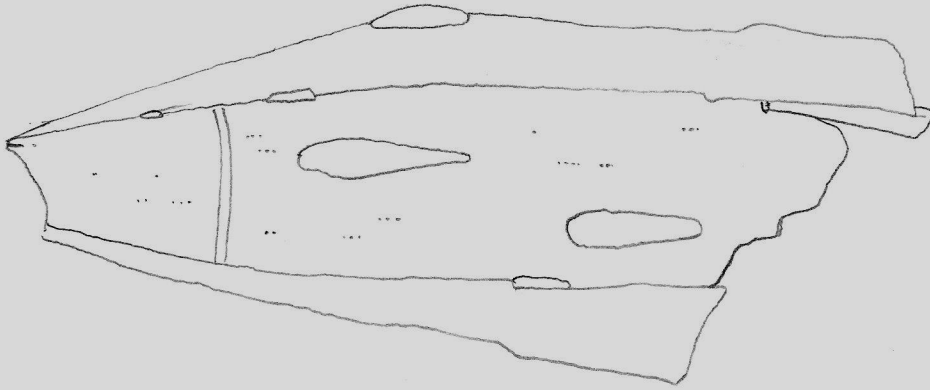


225

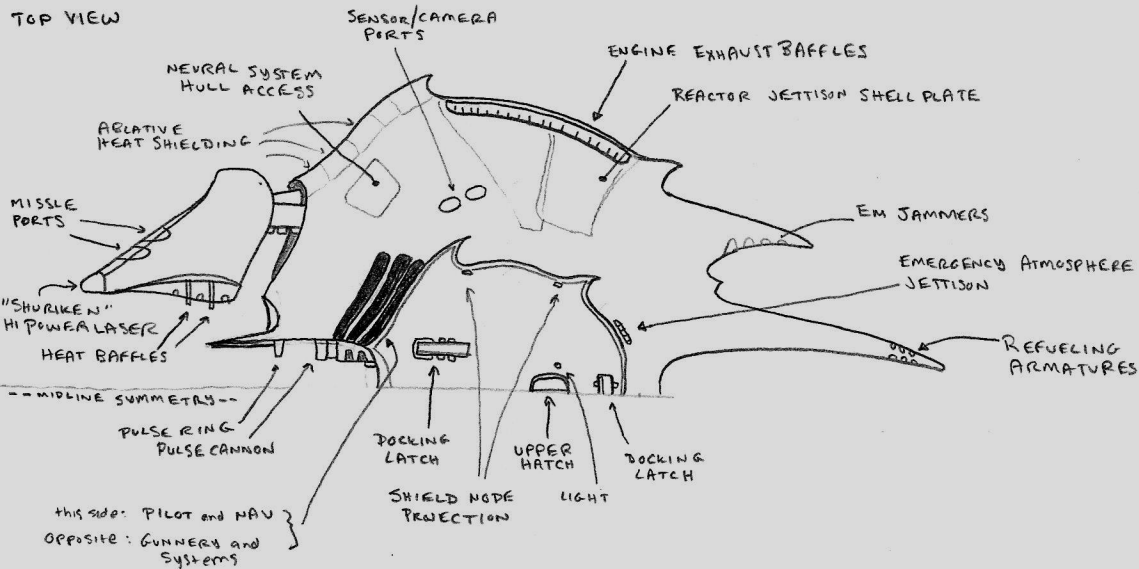
37117



D'PAK or GUILD CITY SHIP

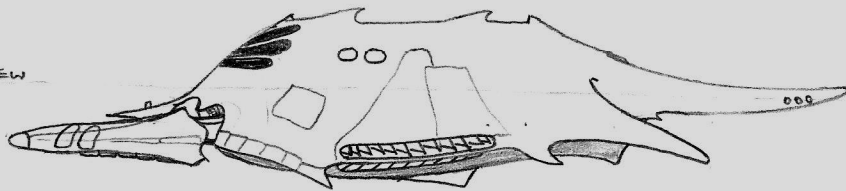


TOP VIEW

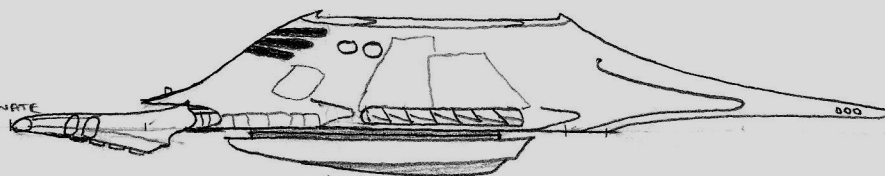


NOTES: THOUGH INTENDED AS A FIGHTER CRAFT WITH A CREW OF 4-6, THIS COULD EASILY BE SCALED UP WITH SMALLER VIEW SLITS TO PASS FOR A CRUISER OR DESTROYER.

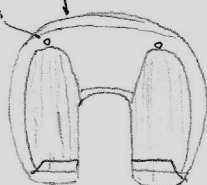
SIDE VIEW



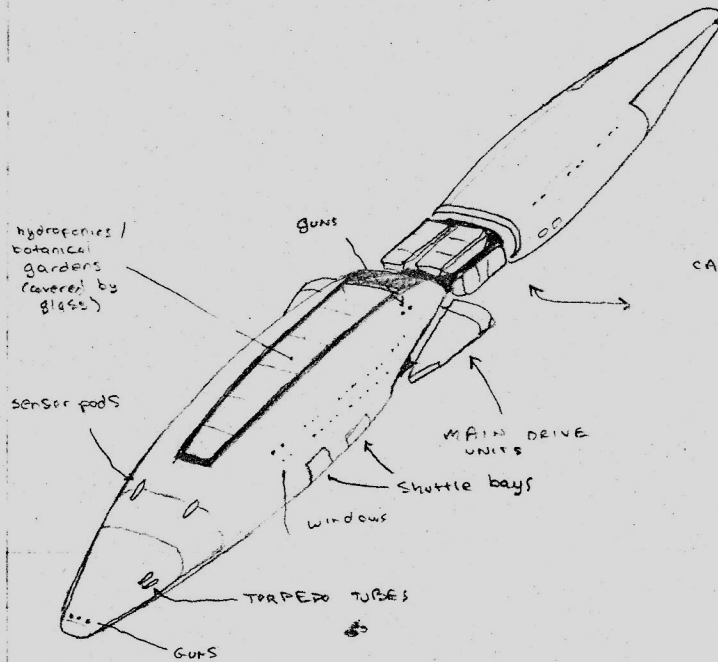
ALTERNATE



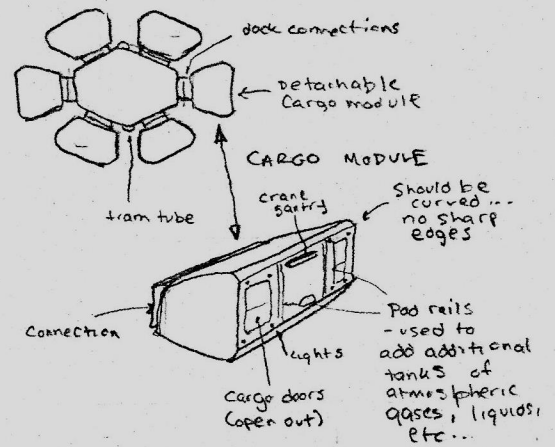
SENSOR, CARGO, BOMB POD
BOTTOM VIEW
LIGHTS



CENTURY class Colony Ship



CARGO / MINERAL STORAGE RING



GUILD TRADESHIP
-or-
CLANSHIP
CITYSHIP
(MINOR)

Astronomy

Potential Gardens

Landing
bays

SENGHAI
CRUISER
REL SIZE

HUMAN
CRUISER
REL SIZE

city

GUN
NODE

RAIL GUN
EXHAUST

RAIL GUN
GENERATORS

RAIL GUN
PROJECTIVE
STORAGE

ORE
REFINERY

locking
latch

Em Jammers
city things

pre
hatch
shield
nodes

mine

pile
cannon

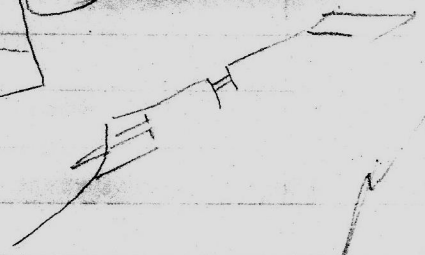
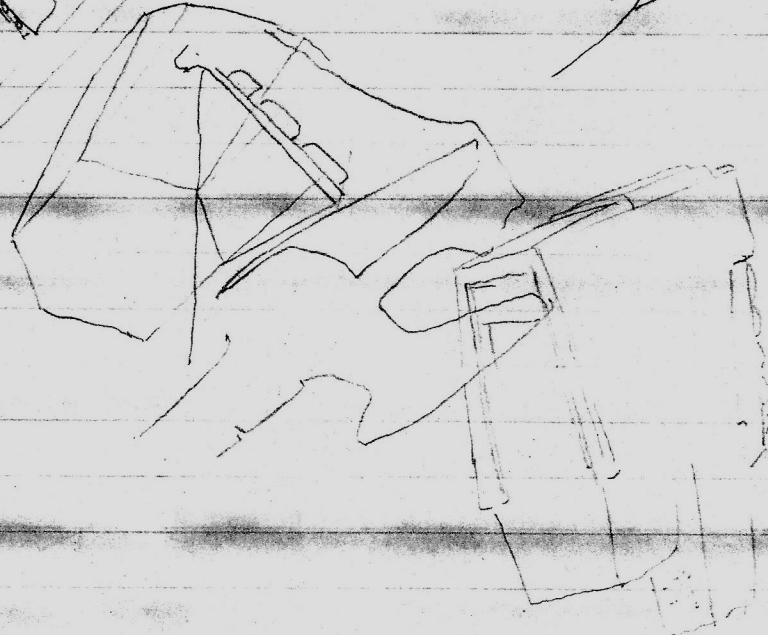
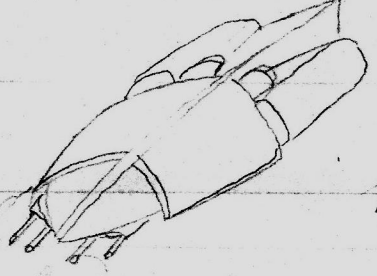
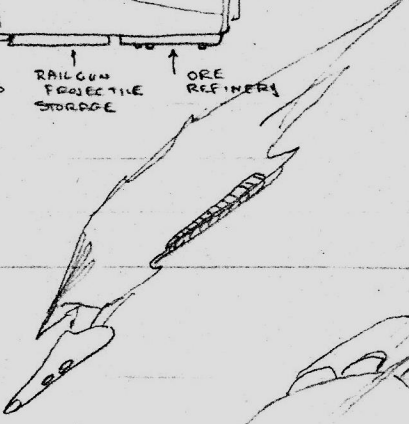
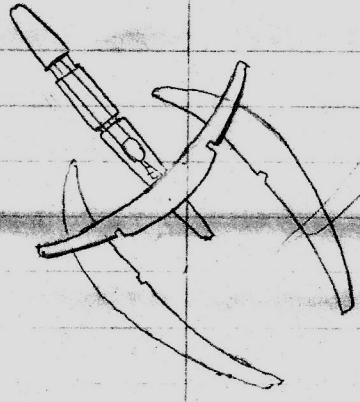
PLANT
MAY

PLANT
FACE

ARMED
EX-TERS

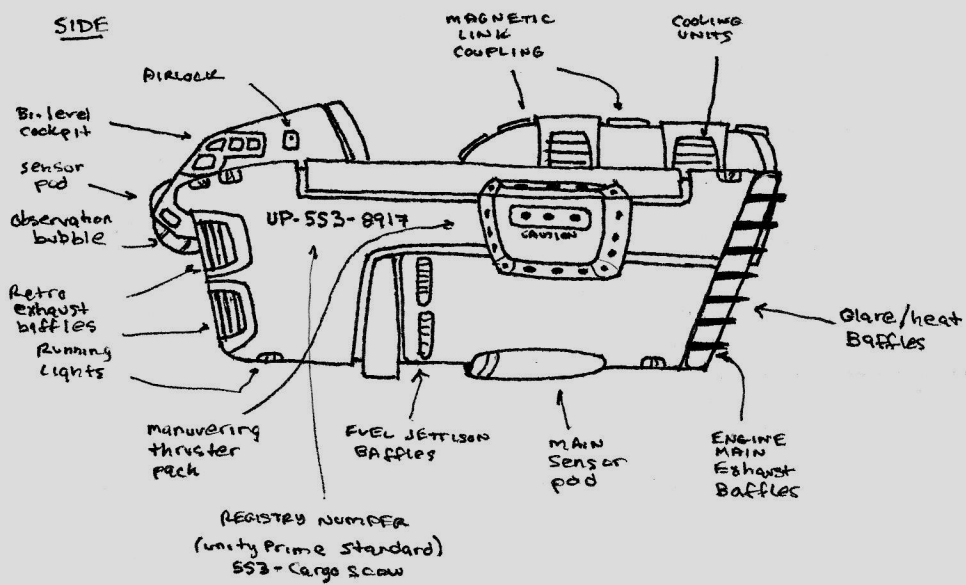
MISSILE
LIVES

WAF
BATTERIES

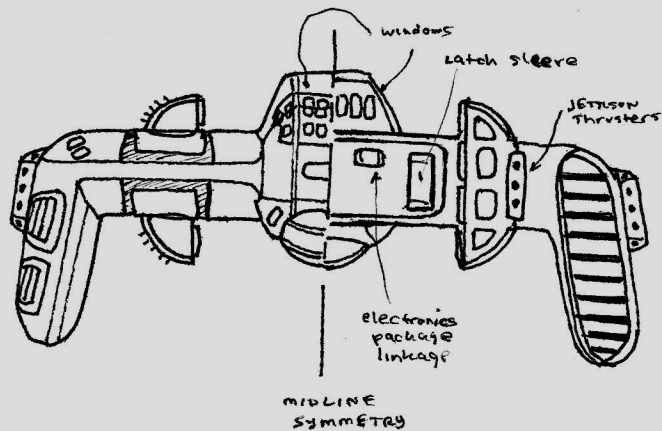
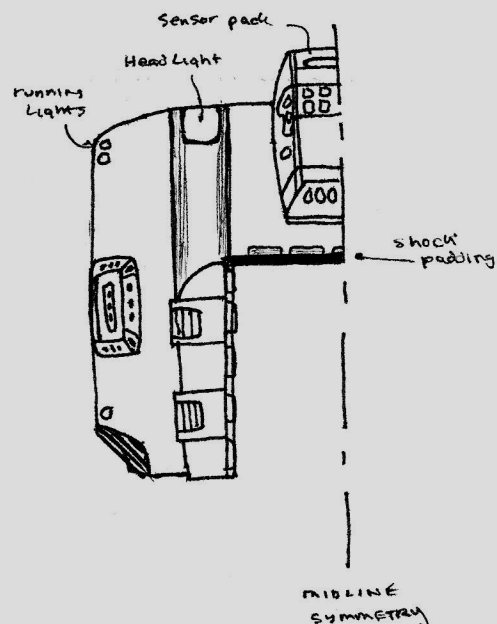


UNITY PRIME CARGO TUG

SIDE

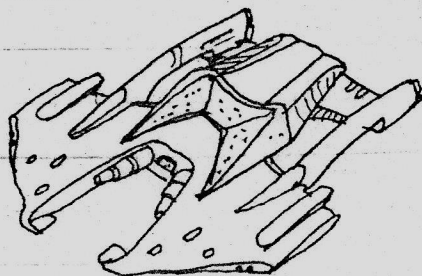


REGISTRY NUMBER
(Unity Prime Standard)
553 - Cargo Scow



FRONT

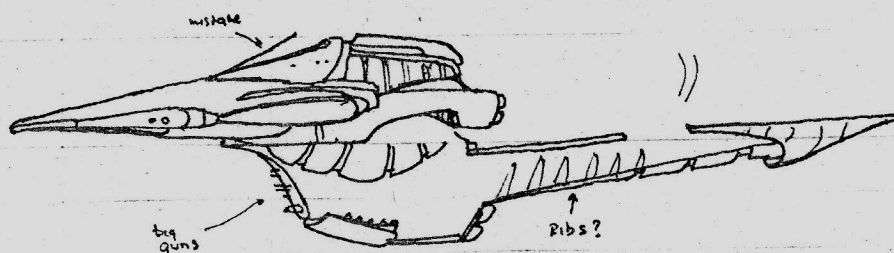
REAR



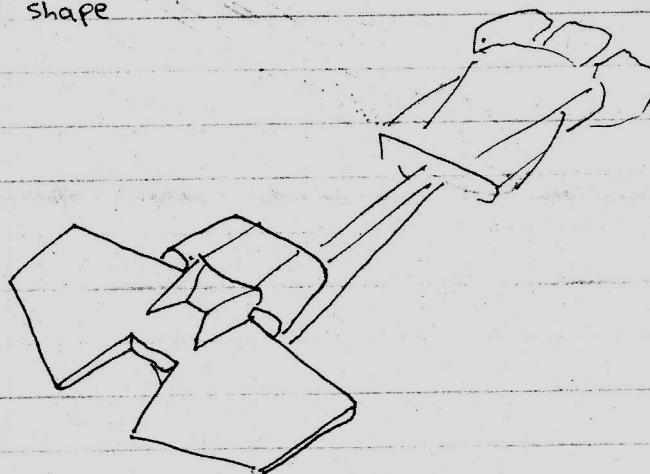
SENGZUAC WARSHIP

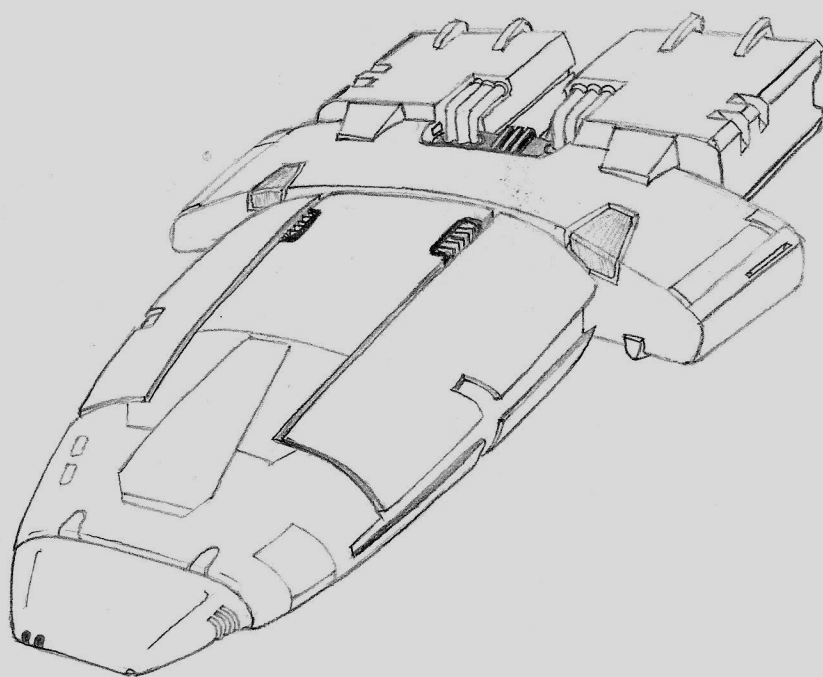


engine block



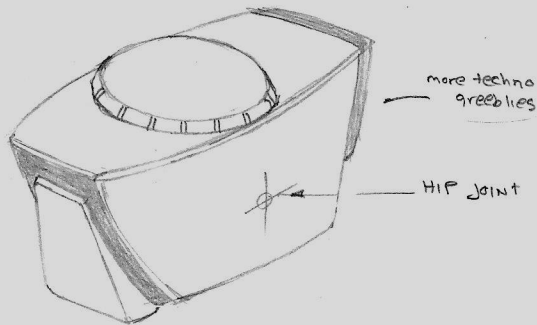
general shape



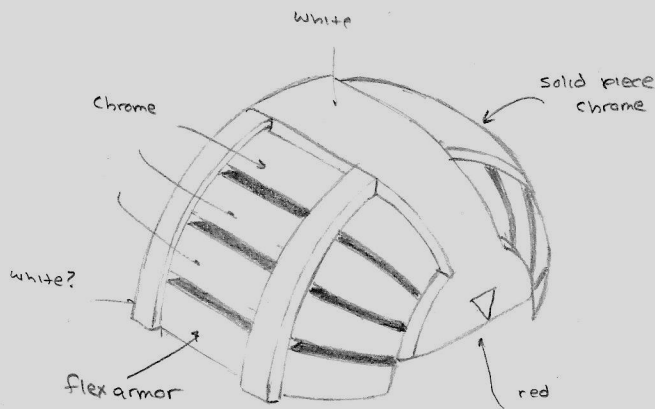
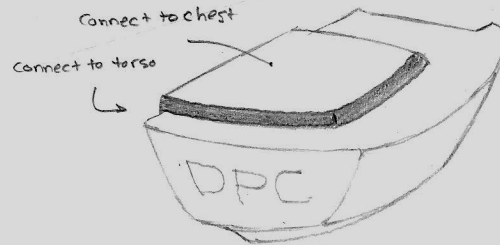


- goes from width of ring at mid to width of upper torso at front

WAIST

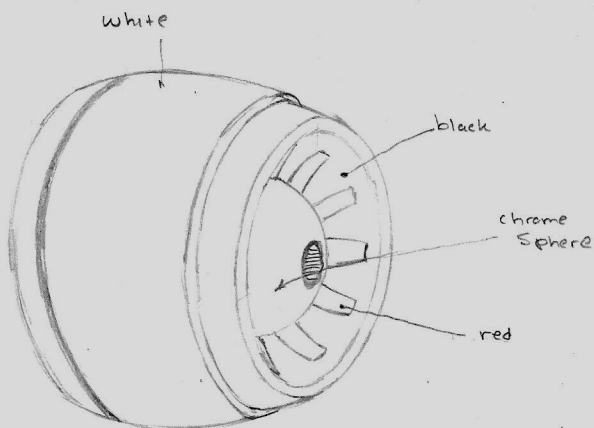
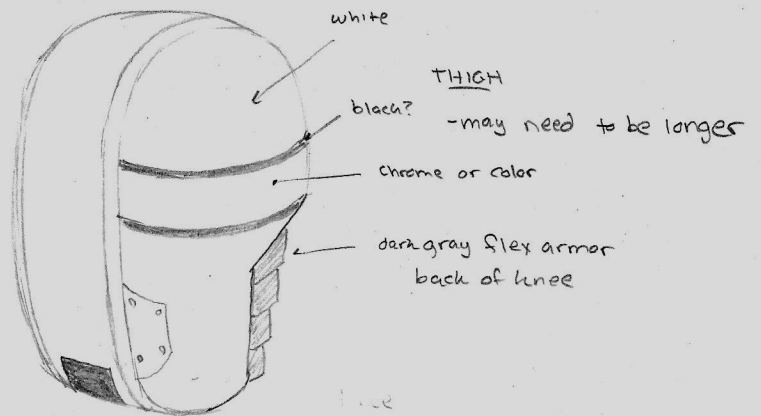


LEFT/RIGHT TORSO



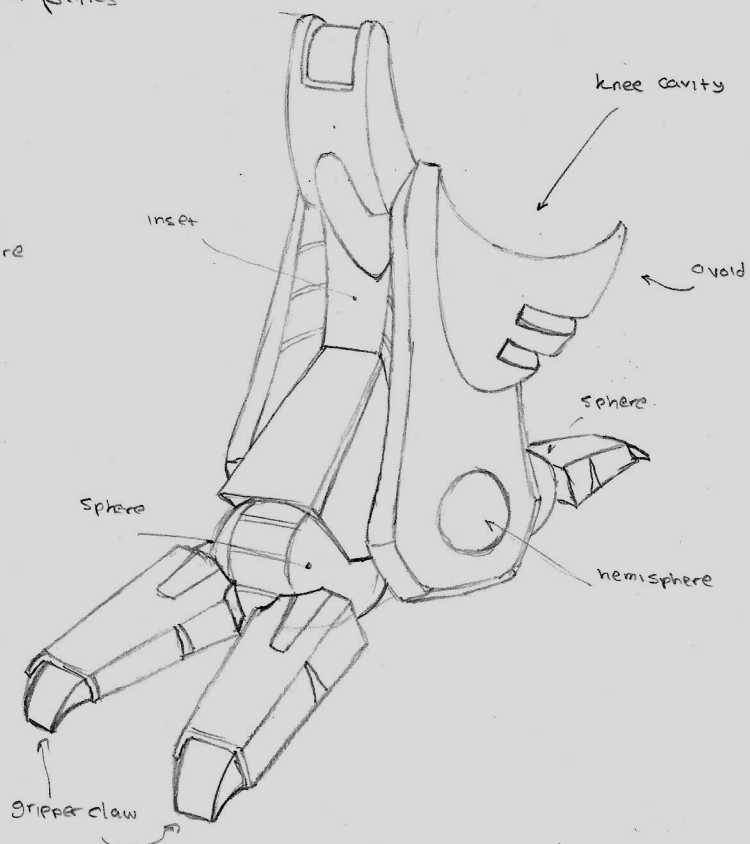
HIP GUARD

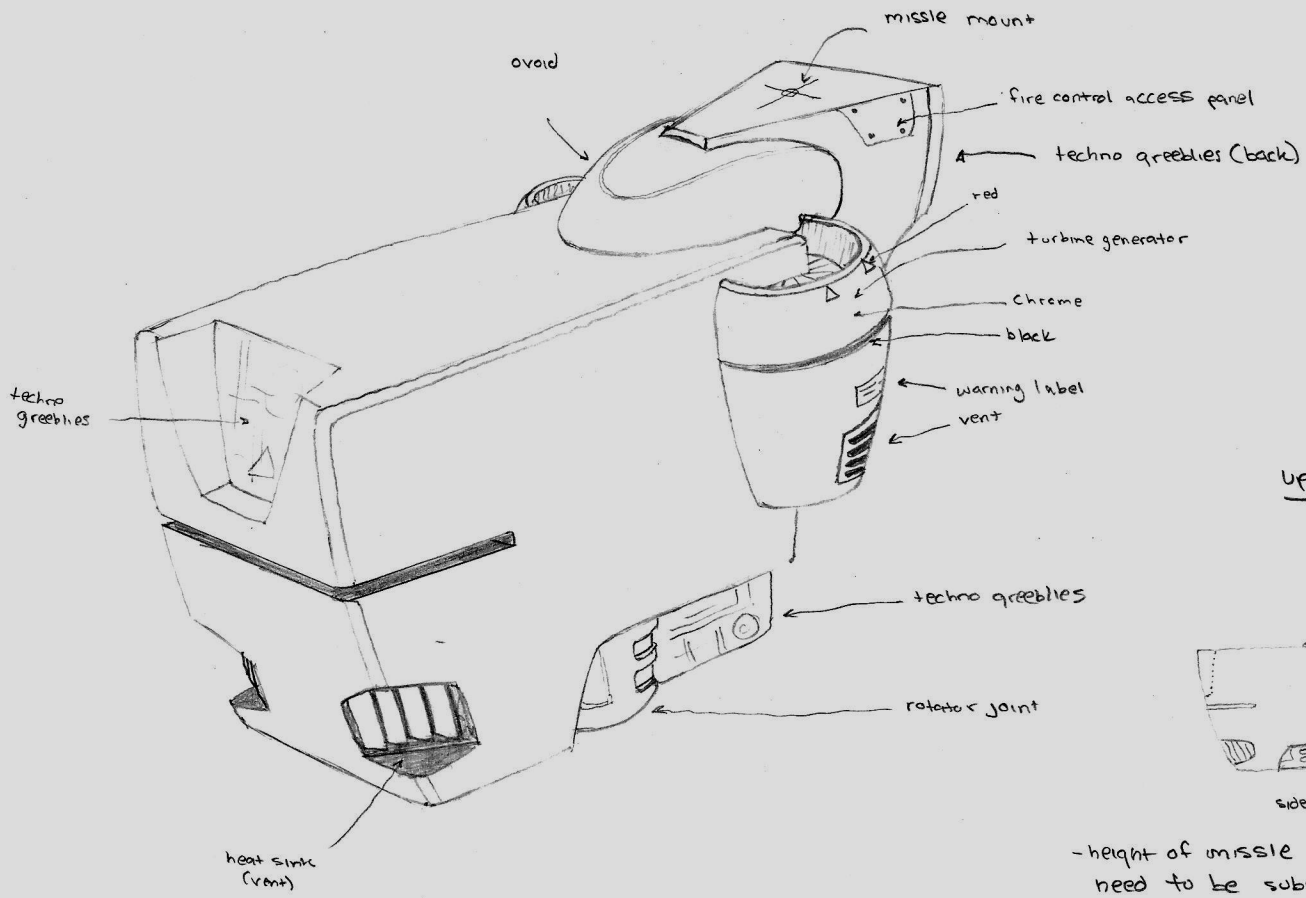
- hip guard does not move with leg stays horizontal. Leg moves up through the flex armor plates



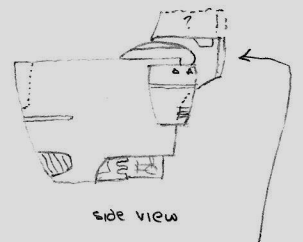
Knee

(looks like a hubcap, sorry)

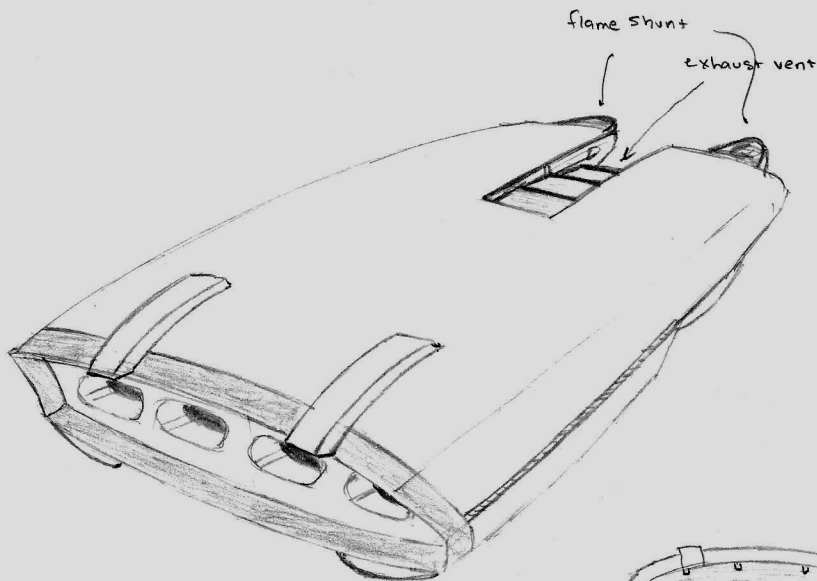




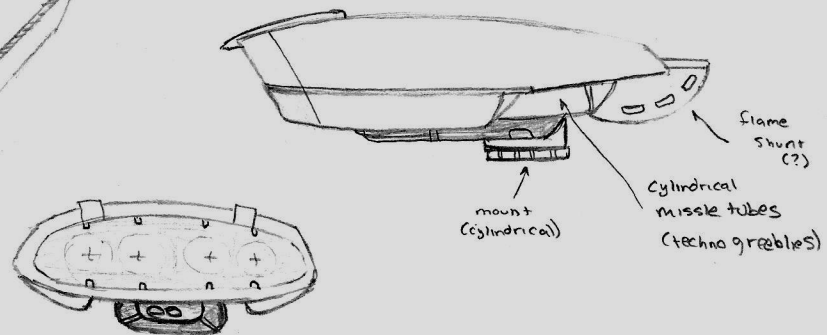
UPPER TORSO



- height of missile mount might need to be substantially higher in order to see rack over the head

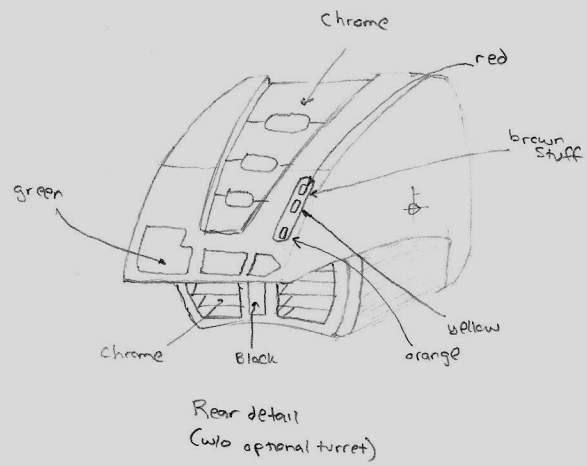
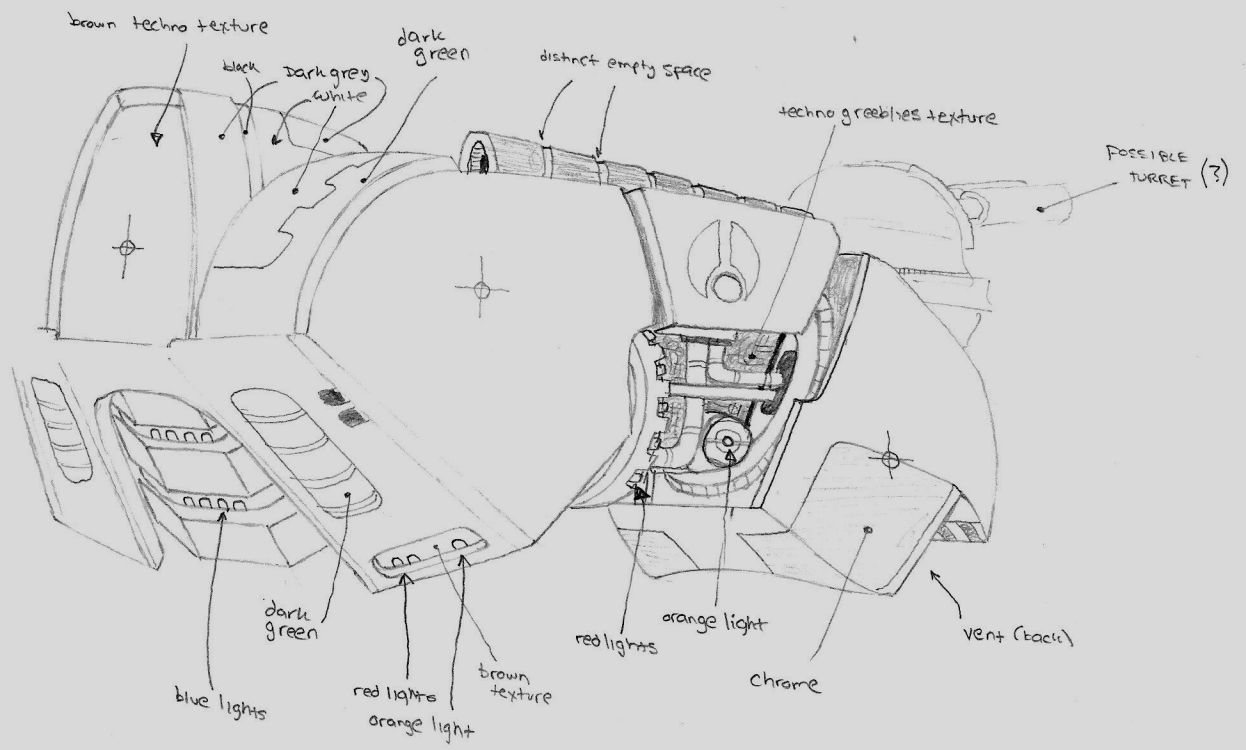


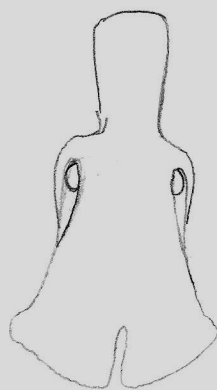
MISSILE RACK



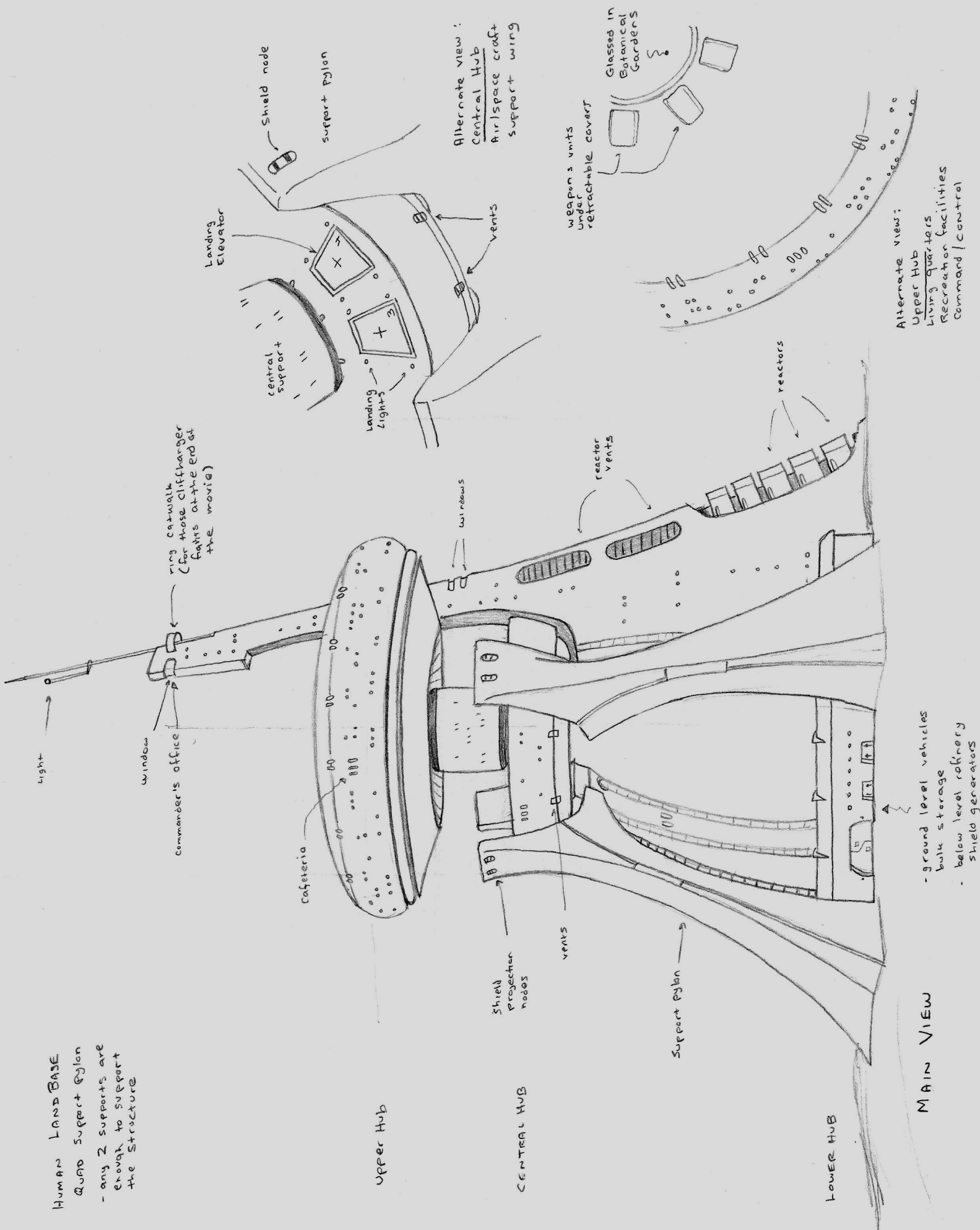
- wider and shorter than pictured



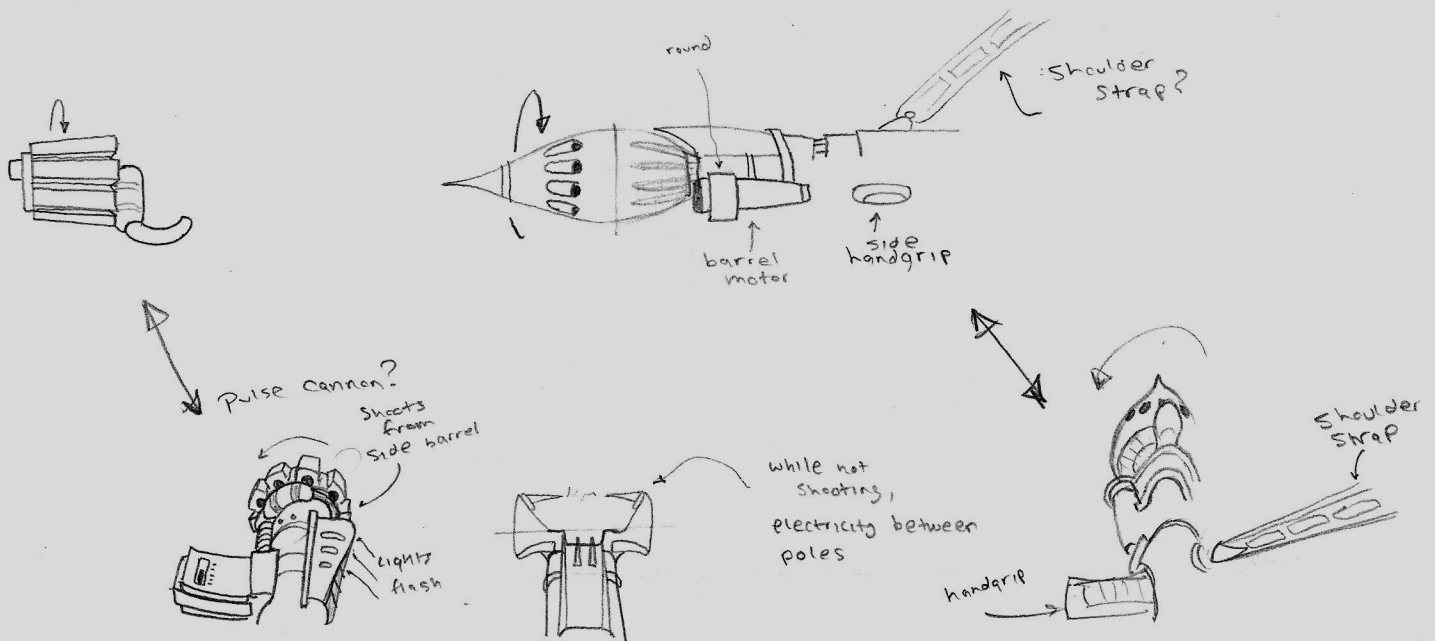




HUMAN LAND BASE
 Q100 Support Pylon
 - any 2 supports are enough to support the structure



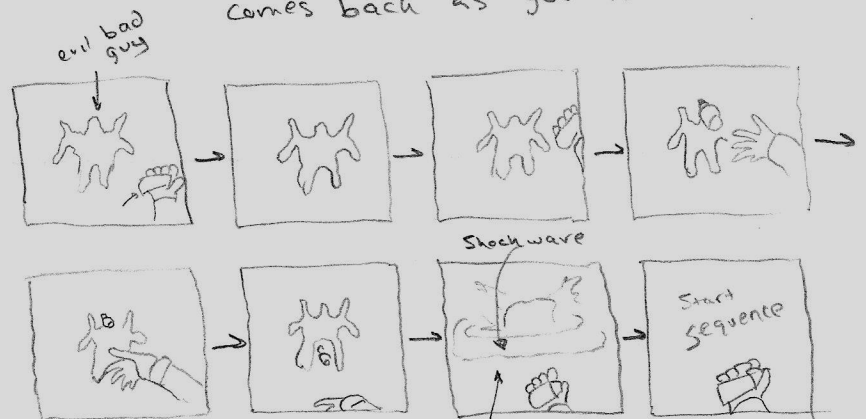
MAIN VIEW



while pulse cannon
idle, spins slowly
when push trigger, it
takes a second or
two to spin up to speed
- during that time, should
it shoot slower and do
less damage?



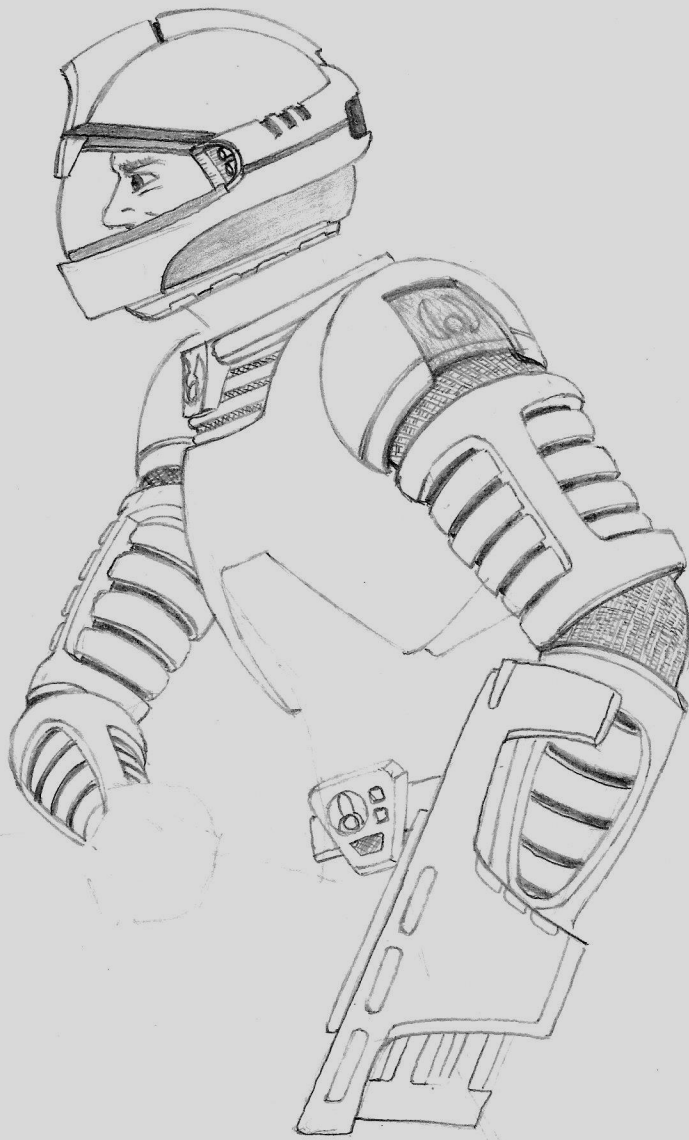
- when you throw it, hand goes
off side of screen, then
comes back as you throw it

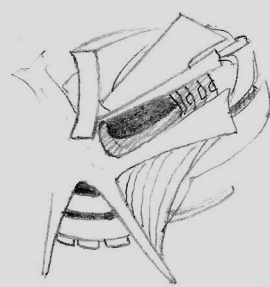
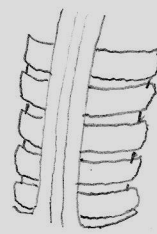
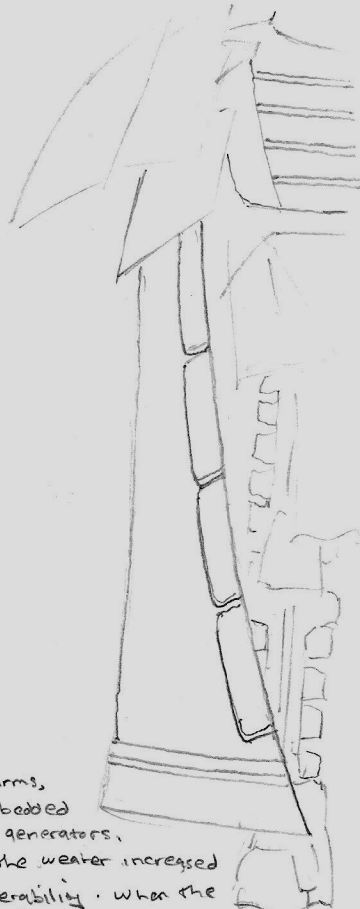
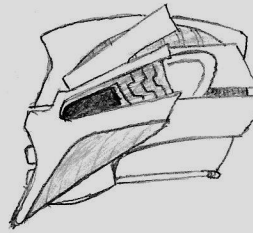


- This would be cool.
I don't know if other
games do it

like when
Sengzhee
base
blows up

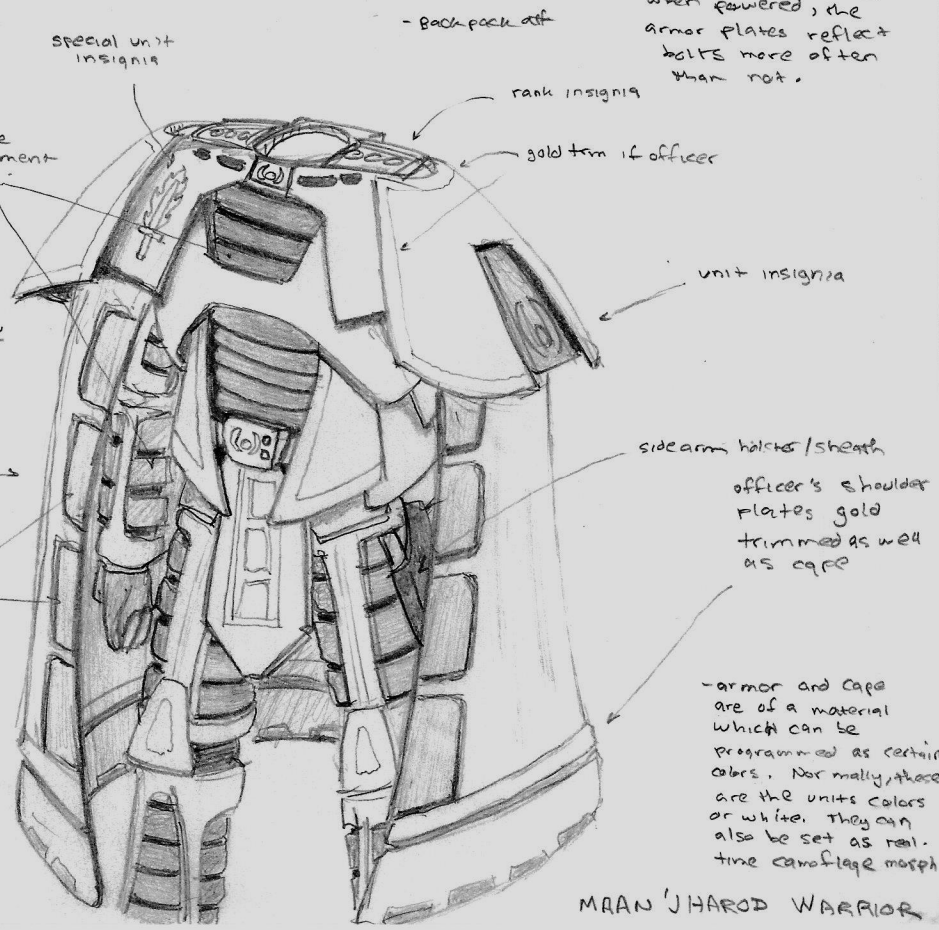
(dark forces has thermal
detonators, but I don't know
if they throw them or not)





- many of the more powerful suits are many generations old, and often passed thru families. Some of the tech has since been lost, and the newer suits are not as good.
- if energy use is a factor, the whole suit does not have to be powered at once. the suit can easily be set to protect the front, or sides, or certain body parts.
- note that while the cape absorbs energy, when powered, the armor plates reflect bolts more often than not.

- the darker bands on the arms, legs, and chest are embedded with nanotech magnetic generators. Collectively, they give the wearer increased strength and maneuverability. When the armor shielding is on fully, these make movement possible, period. With more powerful suit generators, the drive units can also allow gliding and limited levitation, if not true flight.
- average soldier armed with a small sidearm. In addition to the heavy rifle or other weapon, some elite units, such as the Myrdin, or Lightning Blades, might carry a mag sword, or plasma blade in place of gun.
- cape is lined with a flexible mesh which disperses energy beams and uses excess to recharge batteries if possible.
- cape front is covered with ballistic plates as well.
- small explosive charges are embedded in each armor piece. While not enough to harm the wearer, they loosen the holding pins enough so that the plates can be discarded in an emergency.
- each armor plate can be powered to form an internal energy shield. These are usually minimally powered, as the stronger the energy field grows, the more it resists movement. The armor can also be outfitted with stronger generators if needed.
- The average practice is to conserve power and trust that the reputation of the warriors and might of the empire will keep anyone from shooting or causing trouble. This is often the case, so often that most Maan'Jharod are often so shocked to have been shot at that the perpetrator can often run or get in a killing blow with a bigger gun.



MAAN'JHAROD WARRIOR

Head should be very large in respect to body. It might look ridiculous standing still but we will get better detail and will look good in game

gold
(possible bloodstained tip)

breast plate
(w/ insignia?)

Leather straps at angle to enhance/display abs

black border

Leather

black

bolt

Iron

Leather

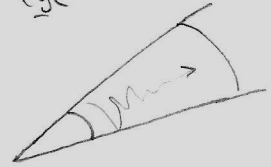
edge of each leaf black for definition

gold or white

Gold

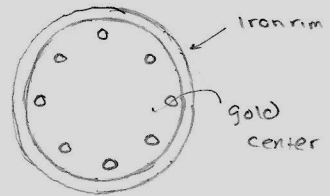
dark grey(?)

eye-



do not use real eye, have bright red (?) at front which fades to black (or white) as it goes back

breastplate

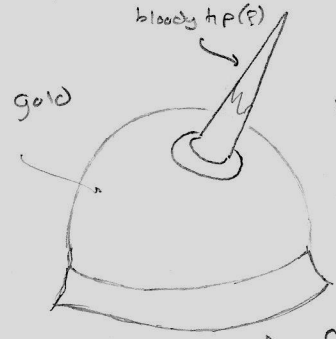


rivets, or insignia of some sort

bloody tip(?)

gold

Shoulder plate



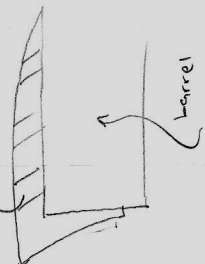
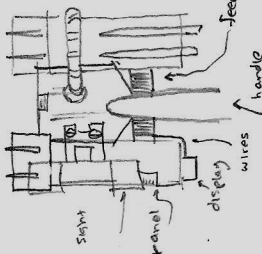
2 flange

Arms should have either:

- brace on upper and lower arm
- elbow guard: gold with spike

Weapon: bow or Big Gun
(I prefer gun)

warning stripes



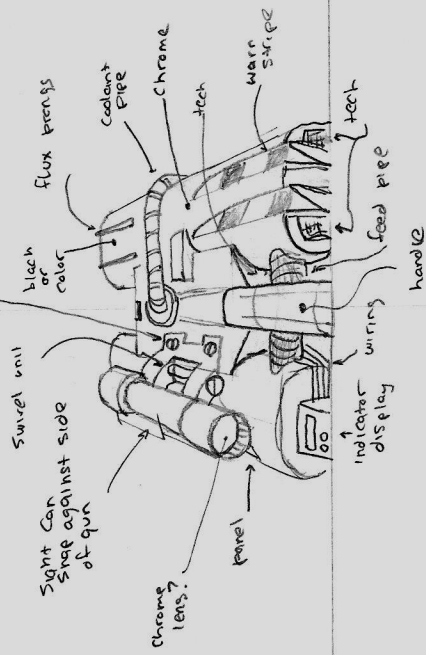
barrel shape
possibly more
oval than
rounded rectangle

RIGHT SIDE

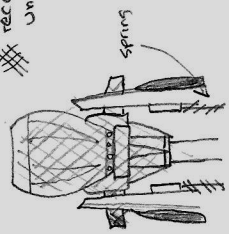
TOP

RED GUN

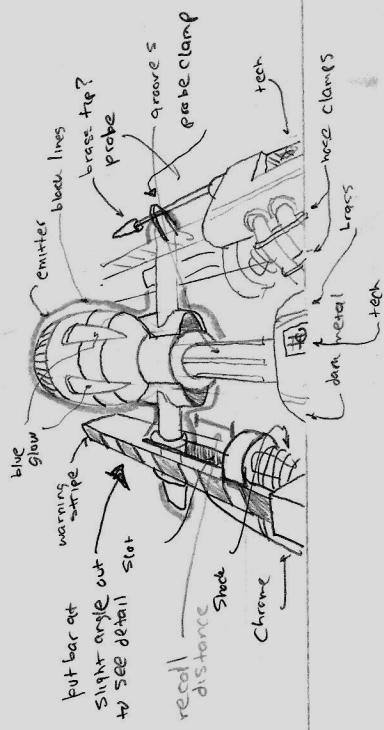
adjust screws

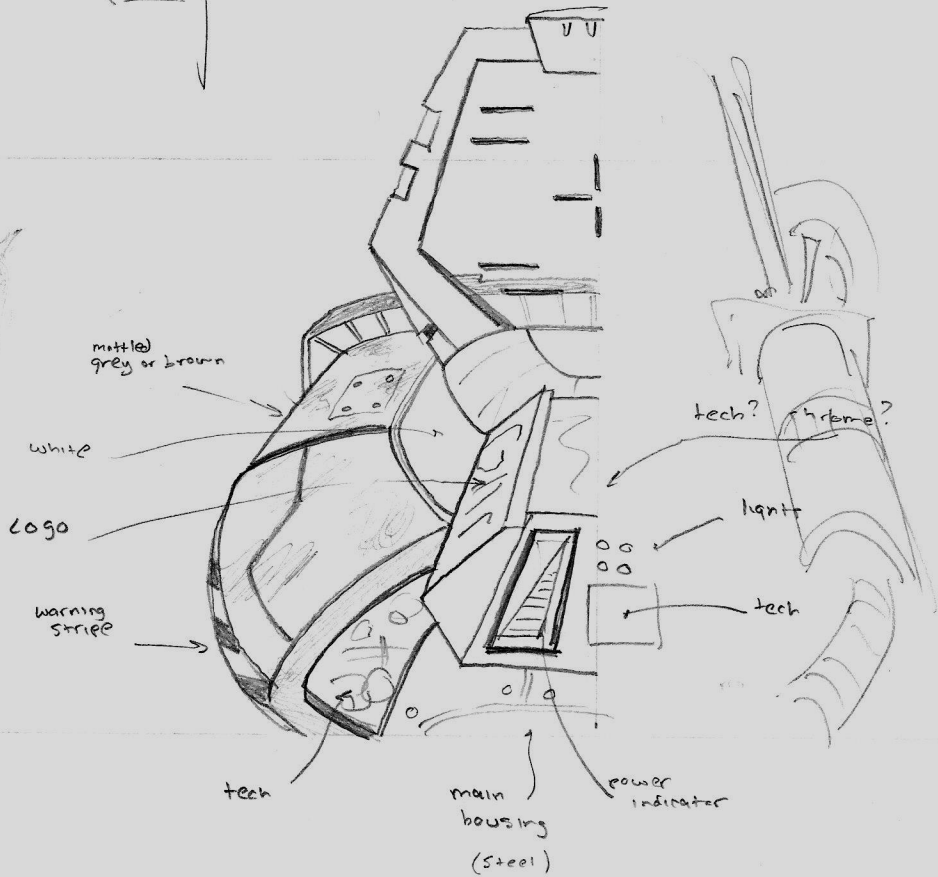
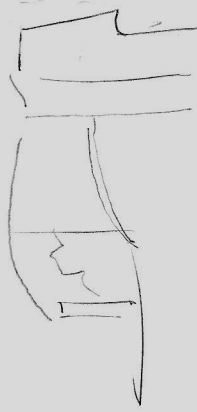


recoil unit

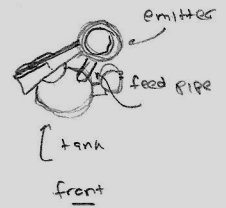
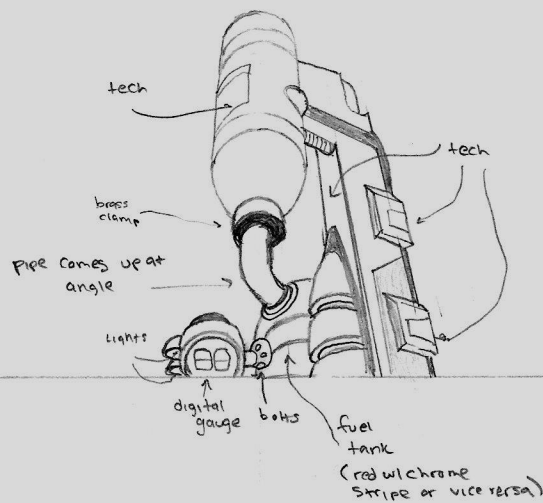


O = recoil



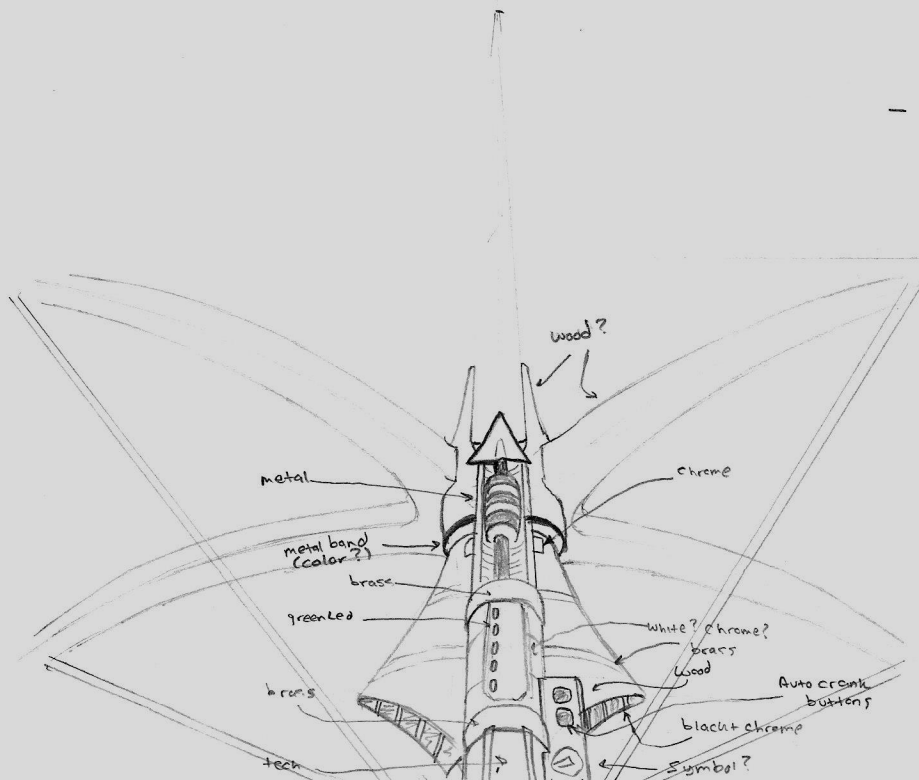


- hanger

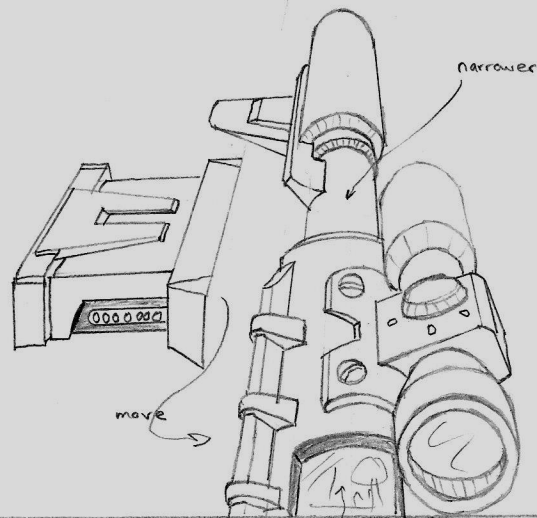


flame thrower

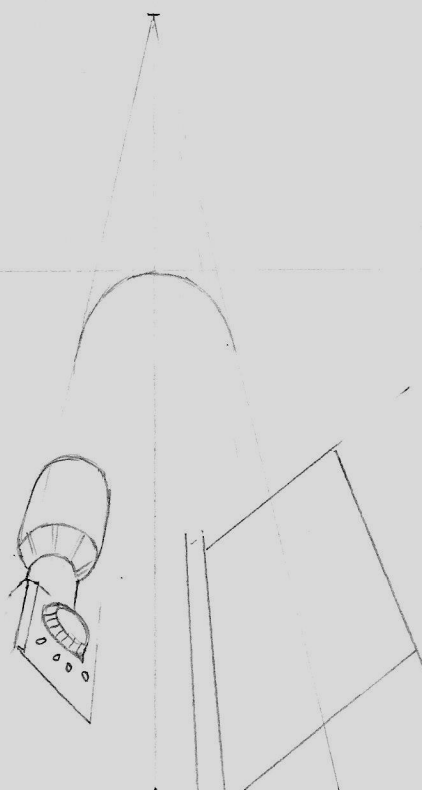
- Strings need to be thicker so that they look better. Perhaps more of a cable than a string

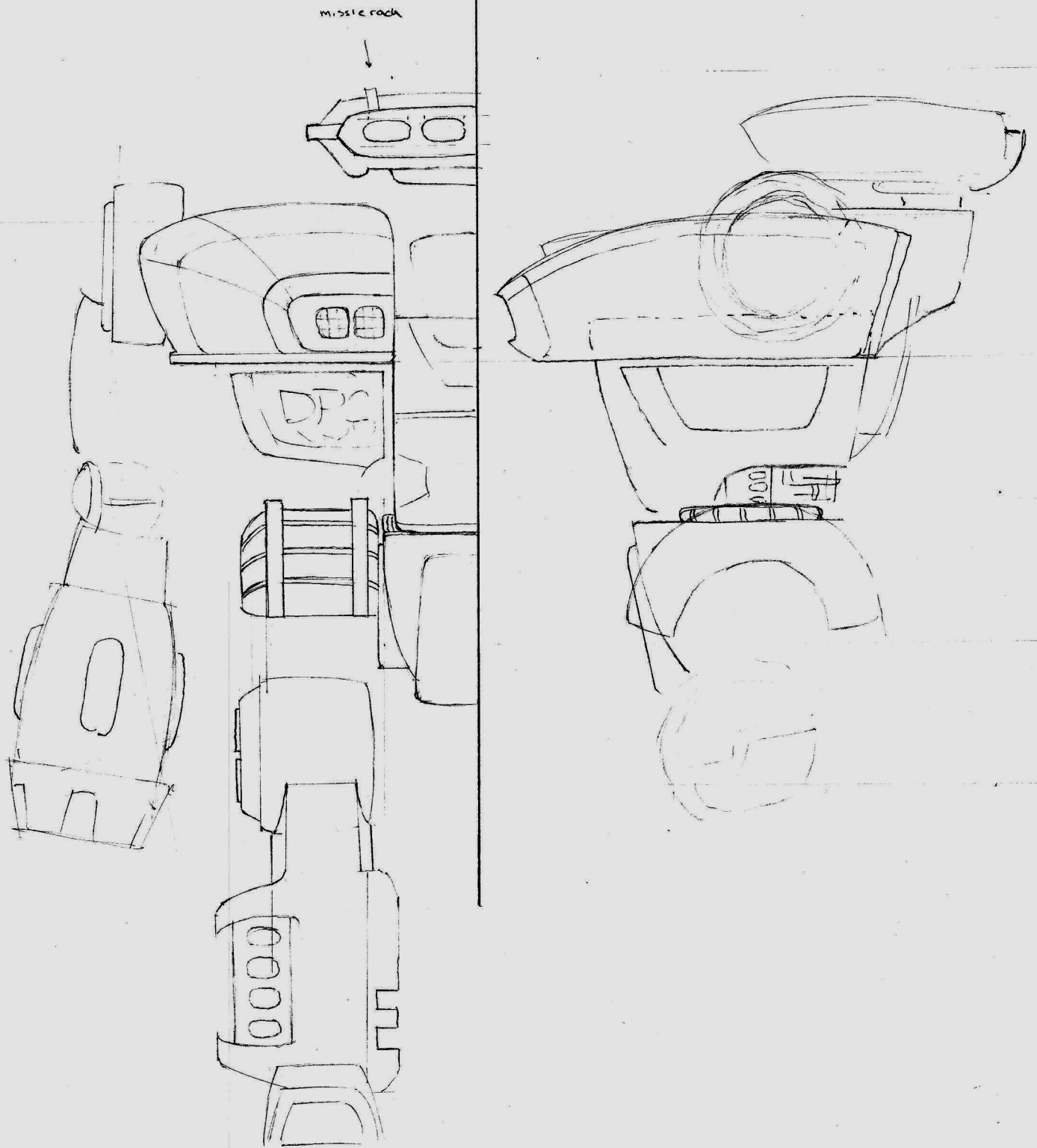


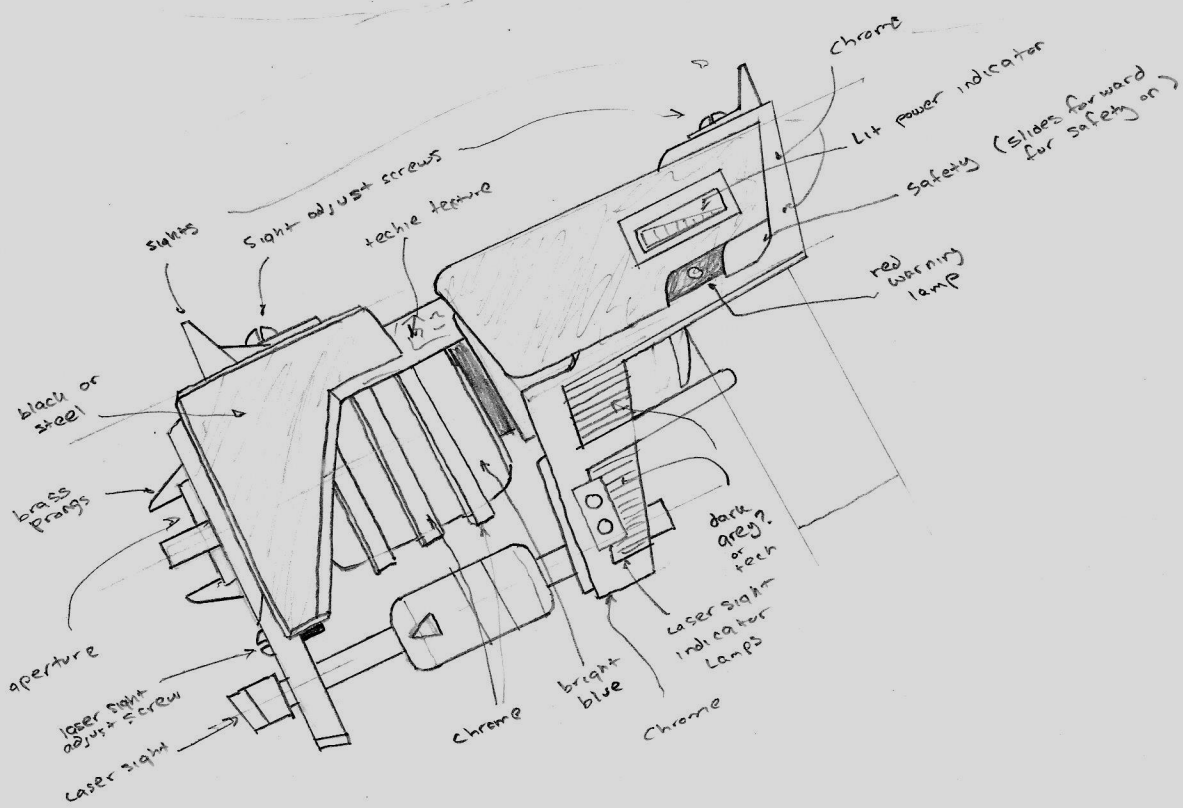
CROSSBOW



CYBORG I







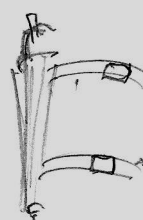


one-piece
Helmet/breastplate
- rests on shoulders



Doodads

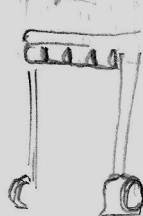
thigh
holster
w/ gun



chrome
buckle



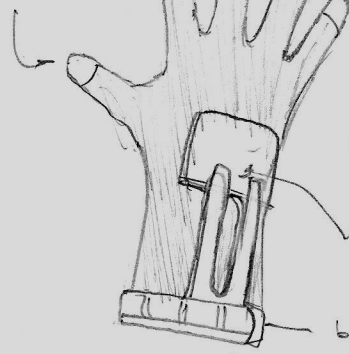
padded
knee pads



chrome/brass

shock ties

glove
top



black
glove

chrome
(shield unit?
energy buckler?)

battery pack

clamp

clamp

battery
pack

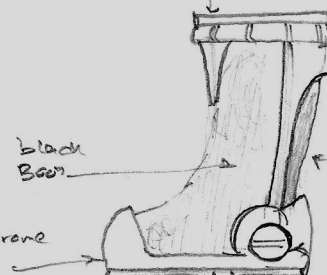
black
Boon

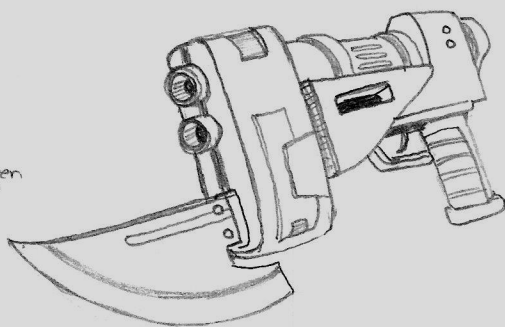
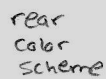
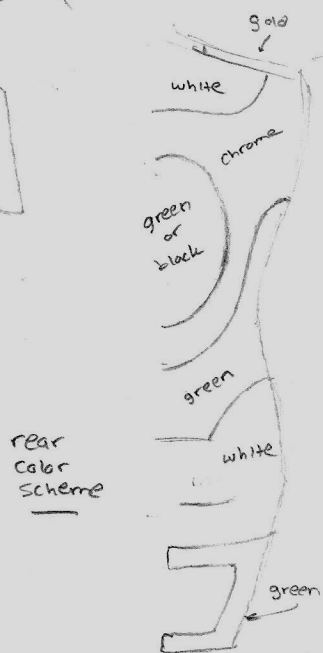
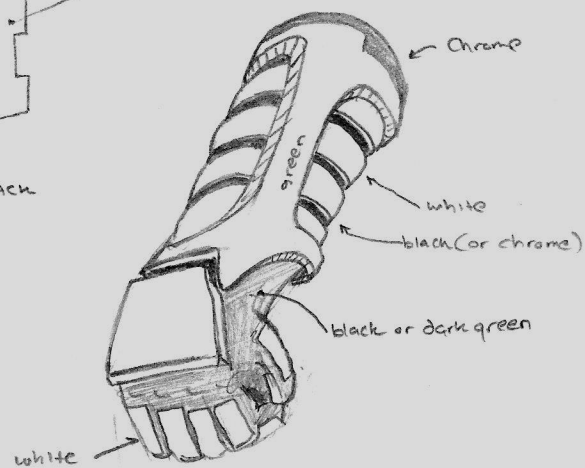
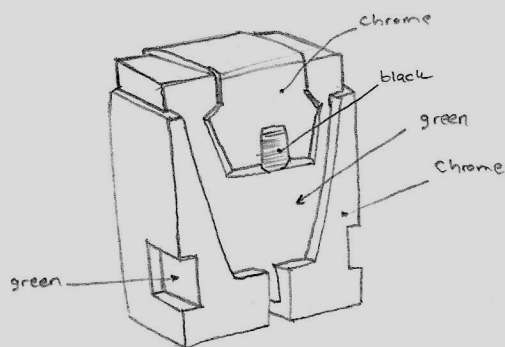
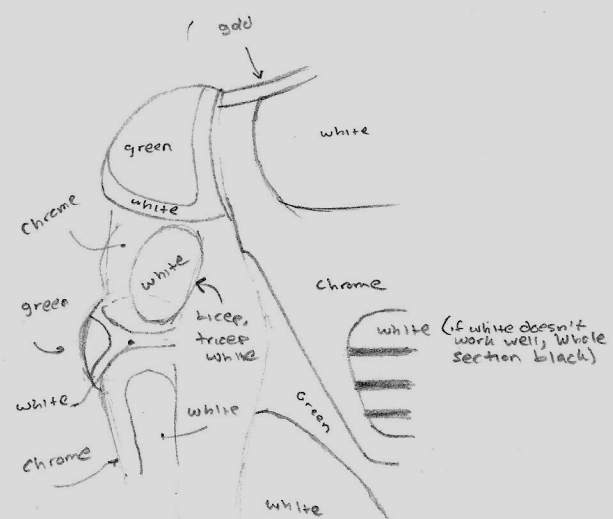
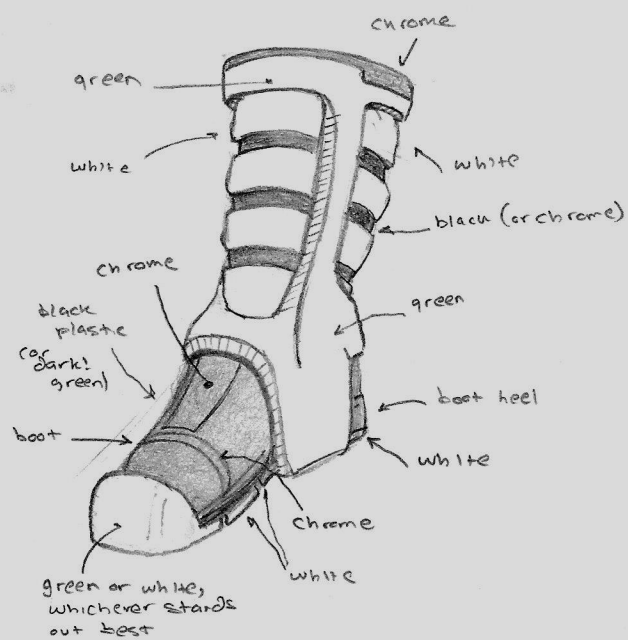
bat

chrome

maguetos

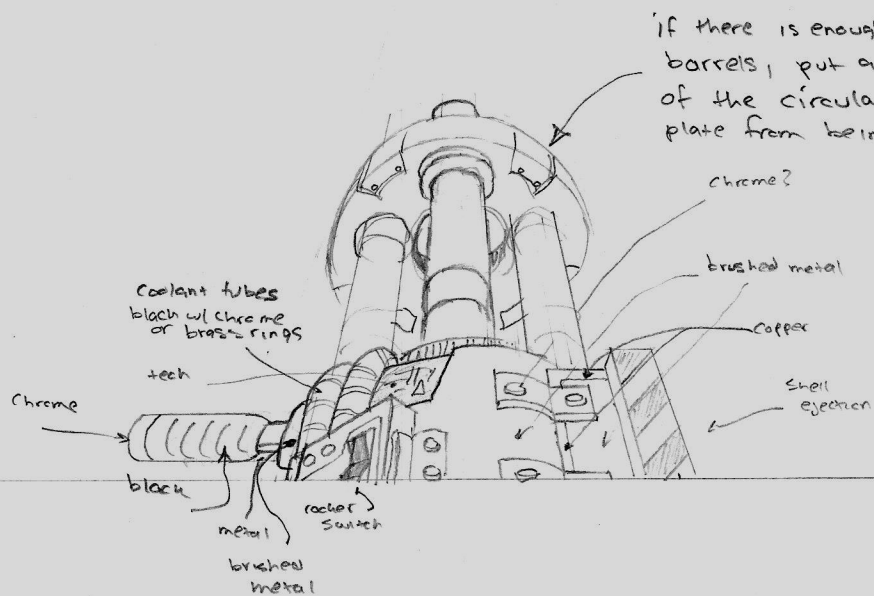
grav generator



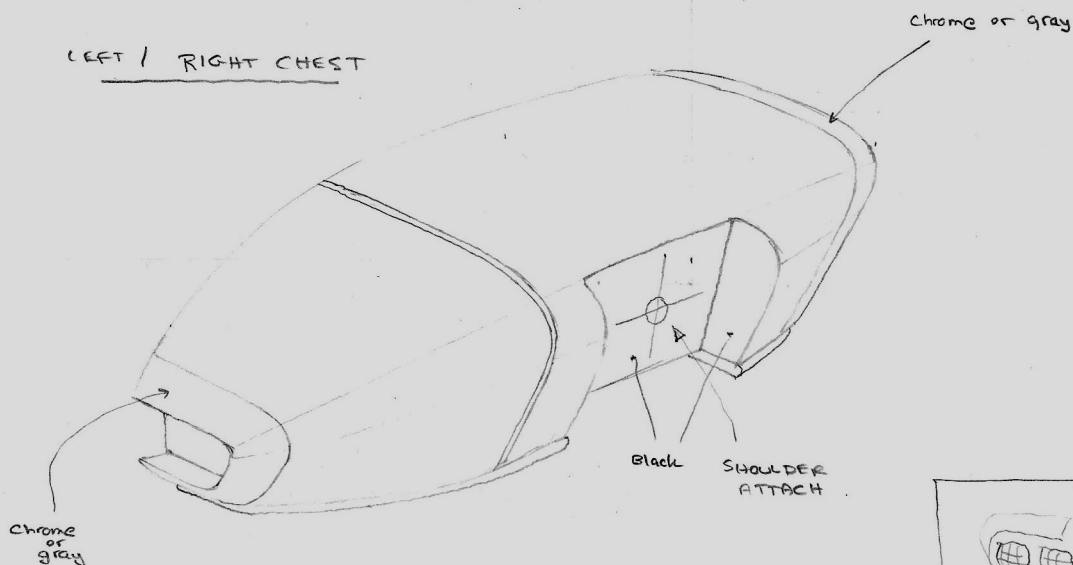


cracked leather?

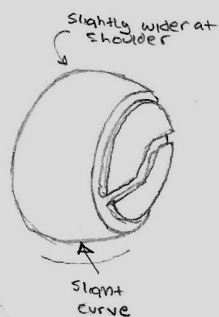
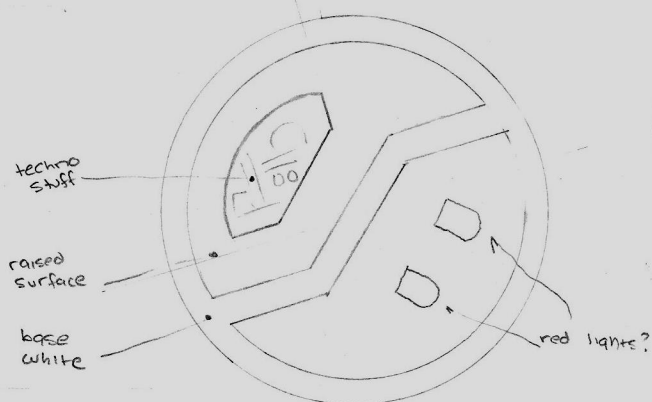
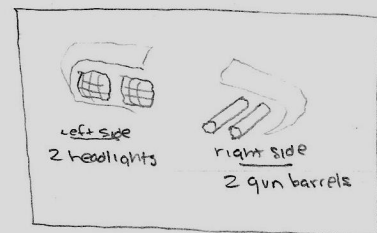
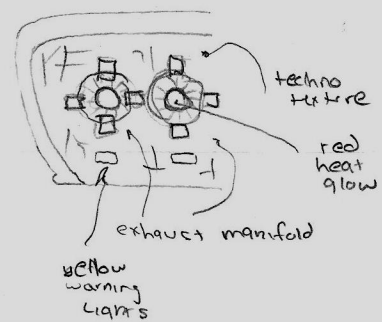
DUAL PLASMA GUN/



LEFT / RIGHT CHEST

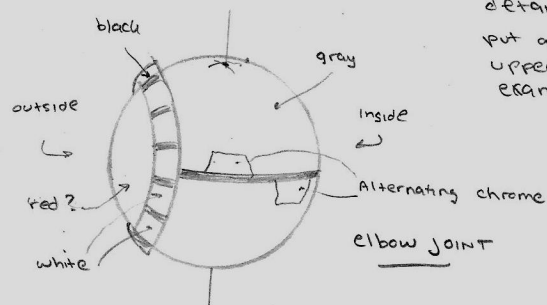
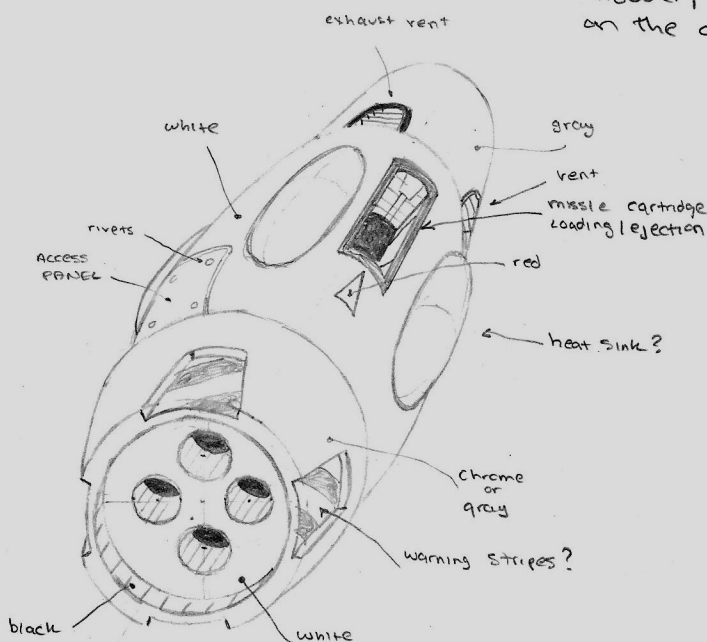
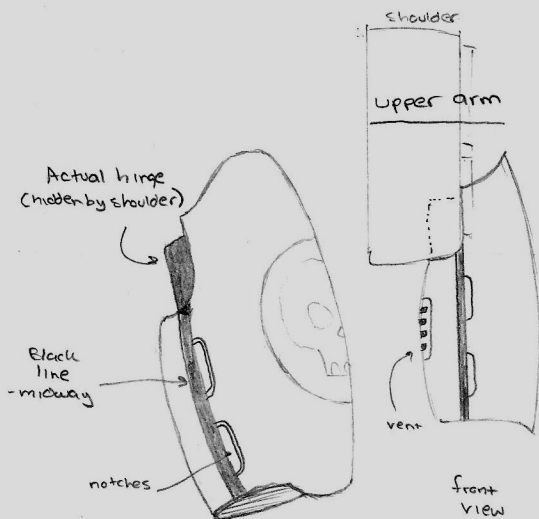


BACK



SHOULDER DETAIL

- Alternately, have a chrome death's head on a matte black raised disk on one shoulder, and the DPC on the other shoulder



- if shoulders have tech detail, instead of decals put a decal on the upper arm; DPC for example

either 4 launch tubes or one big maw.

Lower Arm