

STARSIEGE 2845

**Location Design Document
Location_TROOPSHIP.pdf**

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15 December, 2004

1. PURPOSE

To provide a set of descriptions and design guidelines to the concept artists, modelers and mission designers for the troopship location of the single player campaign. This location is present for the entire single player campaign through all three chapters.

Ideally we would like this set (like the *Vargas*) to serve as the “shell” between missions that begin on a planet or asteroid, so that the immersion factor is never interrupted by an impersonal menu screen. In these missions the troopship will form the center of the human base, towering above the smaller ships and pre-fab buildings.

2. LOCATION OVERVIEW

Troopships provide the major orbit-to-ground transport capability for the Artemis Pursuit Armada. Once a beachhead has been secured by troops delivered via strikeship, the Armada’s flagships and other transports disgorge their troopships to deliver ground troops *en masse* to the planet. Some troopships are grounded permanently to form the core of an outpost, while others return to the fleet after unloading their passengers. The grounded troopships are then reconfigured to serve as repair bays, personnel quarters, and HERC bays.

The troopship model is used throughout the single player campaign. When used as a base centerpiece (e.g., during the Nemesis missions) the troopship’s cavernous interior is configured as a work space and base building. This is the configuration reflected in this location doc and asset list, and is the only one which need be modeled. Onboard the *Vargas* and the *Gierling* the troopship’s interior is ostensibly configured for maximum storage capacity. In reality, during these missions the interior is exactly the same as the planetside model, and the player simply never enters the troopship to see that.

When serving in its “shell” role the troopship is where the player performs two of the three major between-mission actions: configuring the character’s vehicle and squad, and receiving mission briefings. The third major action, receiving Scannex updates, will occur in a separate barracks building. (See [Location_NEMESIS.pdf](#) - Location: *Lander Interior-Barracks*) Hence there are only three areas in the troopship that have to be playable: the HERC bay and two briefing rooms (one for Dawo and Orlanda during Chapters One and Three, and one for Sunder during Chapter Two, who outranks the other characters).

The corridors and walls in this location follow the same general feel as the *Vargas*. This ship should feel like a spacegoing submarine: cramped, metallic, tense. Armor is everywhere in evidence; the decksole is a non-slip grating that causes the player’s footsteps to echo even in the confined corridors. Doors are all sturdy hatches complete with a center wheel to effect a manual vacuum seal, and blast doors are always ready to automatically seal off the corridor against a loss of pressure. The corridors are too small for crash seats on their walls, but as always there are grab bars on the walls and ceiling.

3. SETS

Location: HERC Bay

The HERC bay is on the lower deck of the troopship and is a wide, open space where dozens of HERCs can be serviced at once. When configured for transport this space is packed with about two hundred HERCs and tanks on multiple decks, with only narrow aisles for the vehicles to march to their stalls. Now several of those decks and the transport cubes have been removed, leaving a wide open bay that stretches from one wall of the hull to the other.

The HERC bay is some sixty meters high, leaving plenty of space for cranes to work. The walls of this space are lined with full-service repair stalls identical to the ones found aboard the *Vargas*, but techs also swarm over vehicles that are simply parked in the middle of the floor, using cherry-pickers and mobile cranes to get access to the vehicles. Unlike the HERC bay aboard the *Vargas*, where the clutter of repair work is at least mostly confined to the walls of the space, the troopship's HERC bay is always a positive maze of damaged vehicles, weapons awaiting mounting on hardpoints, ammunition pallets, utility trucks, canisters of reaction mass, spare armor, internal components, tool kits, work lights, lunch boxes, and the like. The player should walk past all manner of vehicles: HERCs, tanks, omnifighters, even SCARABs.

Whereas the *Vargas'* HERC bay should have an atmosphere of solemn majesty, the troopship's HERC bay should feel frenzied and always on the edge of desperation. The player's senses should be assaulted in this space. The lighting is harsh and bright, yet the even harsher sparks of arc welders can be seen all over the bay. The sounds of power tools, cranes, straining metal, and overworked techs are constant. Everywhere the player looks he should see vehicles in greater or lesser states of disrepair. We want him to be able to smell the oil.

The space is entered via one of the ramps which extends to the planet's surface. There are small, man-scale escalators provided as well, though if the player wants to walk up one of the big HERC-sized ramps there's nothing to stop him. Once inside the player can see the chief technician's desk against the far wall (it has to be the far wall relative to the entrance ramp so that the player is forced to walk through the bay. However, it can be adjacent to the hatch which leads to the briefing room). Here the player will configure his and his squadmates' vehicles.

Location: Briefing Rooms

The troopship contains two briefing rooms which need to be playable: a more formal briefing room for use in Chapters One and Three, and a conference-style briefing room for use in Chapter Two. These are nearly identical to Dawo's and Sunder's briefing rooms aboard the *Vargas*. There should naturally be some differences in arrangement and layout that tell the player these are different rooms from those aboard the *Vargas* and *Gierling*, but they should be otherwise functionally identical.

4. REQUESTED ASSETS

Troopship Hangar Bay

Human HERC Configuration Station
Human Airport-Style Utility Trucks
Human Mobile Crane
Human Cherry-Picker Lift
Human Forklift Style Cargo Loader
Human Stationary Autoyoke
Human Mobile Autoyoke
Human Hanging Work Light
Human Reaction Mass Canister (Single)
Human Reaction Mass Canister (Group)
Human Reaction Mass Canister Pallet
Human Assorted Ammunition Pallets
Human Industrial Cable Spool
Human Assorted Metal Crates and Boxes
Human Pallet Jack
Human Empty Pallets (Stacked)
Human Empty Pallets (Single)
Human HERC Weapons (Various)
Human HERC Internal Components (Various)
Human Chief-Technician's Desk
Human Personnel Escalator Ramp
Human HERC-Sized Ramp
Human Technicians (NPCs)
Human Chief Technician (NPC)
Human Wall-Mount Computer Terminals
Human Hanging Monitor

Briefing Rooms

Human Utility Chair
Human Luxury Chair
Human Briefing Table
Human Briefing Monitor
Human Hanging Monitor