

STARSIEGE 2845

**Location Design Document
Location_NEMESIS_Final.pdf**

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22 September, 2004

Revised 13 December, 2004

1. PURPOSE

To provide a set of descriptions and design guidelines to the concept artists, modelers and mission designers for the NEMESIS location of the single player campaign. This location spans two chapters and four missions, encompassing nine unique sets. Two of these sets, the Trojan Horse Factory and the Troopship Interior have been moved to their own separate location documents due to their size and importance to the campaign.

2. LOCATION OVERVIEW

NEMESIS is the codename given by Allied Command to a giant Cybrid outpost located deep in the Oort cloud. The facility is a conglomeration of asteroids and planetoids which are connected by massive superstructure girders and arranged in a globular, roughly spherical array. (Or to be more precise a non-regular convex polyhedral array somewhat akin to an Icosidodecahedron.) The entire complex measures more than 20 thousand kilometers in diameter at its widest point but much of that area is composed of empty space between the more than fifty pieces of rock that constitute its actual body. The rocks themselves vary wildly in size and shape, from 2 thousand km across on the largest, central rock, to as little as ten kilometers across. Most of the larger rocks are contained in the interior of the structure, with smaller asteroids interlinked around the exterior to serve as a sort of screen.

The superstructure girders that bind the entire mass together are heavily fortified with naval batteries. Their criss-crossing arrangement, which binds the exterior rocks together, makes direct assault on or naval bombardment of the interior planetoids impossible without first disabling the outer defenses. This outer shell is anchored primarily by four large asteroids at the major axes, each measuring about two to three hundred kilometers across at their widest and offering approximately 1 million kilometers of surface area. It is one of these 'anchors,' code-named rock 937, which the Artemis armada will assault as part of the NEMESIS campaign.

In reality the Oort cloud is a vast region of space, far from any substantive light source and populated by billions of asteroids, planetoids, and rogue comets which form a sort of loose spherical shell around the Solar System. The distances between these rocks is actually vast, and light nonexistent except for the pin-pricks of stars and the planets of Sol. For artistic purposes however I think we could toy with the idea of actually painting a soft-lit, dense cloud of rocks for a skybox, accentuated by the massive girders and nearby rocks of NEMESIS. The girders themselves can play a prominent skybox role especially, in much the same way that the ringworld of Halo dominates certain parts of its maps' skyboxes.

3. MISSION SETS

The Turnabout Intruders (Mission 1-6)

Location: The Human Beachhead Exterior

Allied command has established a working base of operations on one of the outer rocks of the NEMESIS platform. This particular asteroid is roughly elliptical, measuring about six hundred kilometers in length and four hundred in width on its largest two faces. After a healthy dose of naval bombardment and some very heated ground-side engagements the Artemis force has managed to plant a string of hastily constructed outposts from which to prosecute the first wave of their assault on the platform.

This particular 'beachhead' is the base from which the player will sortie for missions 1-6 through 1-8. This location will serve as a physical starting location for mission 1-6 as well as a between-mission 'downtime' area where configurations are altered, briefings received and accessory information delivered to the player in a similar fashion as experienced aboard the Vargas and the Gierling in missions 1-1 through 1-5. This beachhead base will also serve as a template for several similar locations on Epsilon Eridani III in Chapters 2 and 3.

The outpost is an ad-hoc conglomeration of grounded transports and rapidly deployed defenses. The largest buildings are Troopships and HERC transporting Strikeships that have been converted for use as barracks, repair facilities and supply depots. Some of these vehicles have pre-fabricated walls attached to their exterior to expand their size.

The surface of the base is strewn with cabling and wires criss-crossing its surface - connecting the buildings to one another as well as to outlying shacks, giant floodlights, defensive turret emplacements and other scattered detritus. At the center of the encampment is a Troopship (see [Location: Troopship Interior](#)) that has been converted for command and communications use, capped by a giant comm array directed at the inky void above. The base has hastily carved out landing strips for transports and aerospace fighters, and is surrounded by staggered earthwork ramparts reinforced on the inside with giant prefab steel walls held up by angular girders. The ramparts are littered with defensive turrets and book-ended by powerful sensor arrays.

The outpost is brightly lit, with the beams of its giant floodlights stabbing deep into the black night of the surrounding asteroid. Inside the earthen and steel walls it has the feeling of a rough and lonely fortress in the middle of a vast empty plain, embattled and weary. Outside where the pale light casts long shadows on the dark rock there is a hollow feeling of emptiness and quiet, broken occasionally by the sudden appearance of a jagged hill peeking through the shadows or the dull glow of burning sulfur and other chemicals set alight in ravines and craters by the recent bombardment and constant battle.

Overhead the signs of conflict frequently streak the sky. Long lances of bright fire dance across the horizon, explosions light the ghostly landscape and vast segments of the surface are periodically lit in a sudden false-day by the take-off and landing of massive transports at the central muster area guarded by these outposts under

siege. Dominating at least one horizon (part of the skybox) is a giant superstructure girder, stretching impossibly into the void above, lit by the a-grav technology that binds it together. The visuals, soundtrack, and audio queues should all convey the feeling that at any moment the entire outpost could come under siege from a legion of Cybrid foes and be overwhelmed. The human forces are pilgrims in an unholy land as it were, and the player should feel very much as though they are infiltrating behind enemy lines the moment they step outside their barracks.

Location: Troopship Interior

(See Separate Location Document: [Location_TROOPSHIP_Final.pdf](#))

Location: Lander Interior-Barracks

One (or more if you like) of the grounded landers inside the beachhead outpost has been converted for personnel use and houses a rough groundside barracks for pilots on campaign. The lander's cargo bay is rectangular in shape and has entry doors at its midpoints on each face of the long axis. The interior should consist of two floors. The ground floor has four long narrow rooms crammed with double bunks, two on each side of the central hallway which bisects the building, and one community shower on each 'end' which services the two barracks halls to which it is attached. The barracks halls have bunks, lockers, trunks, hanging monitors and staggered wall-mounted computer terminals. A staircase at either end of the central hallway, right next to each of the entryways, leads to the second floor.

The second floor is temporary officer's quarters and is arranged perpendicular to the ground level, with its central hallway running the length of the long axis and housing a dozen or so small individual rooms each with a private head and small personal shower. Dawo's quarters are located in one of these rooms. These quarters are smaller than his rooms on the Vargas or the Gierling, and do not contain any of his personal effects. There is a trunk for his clothing at the foot of his bed, rather than a closet, and a wall-mounted monitor and computer station with no desk or available seating. The lighting is harsh and sterile, there are no windows, and no decorations. This is not a place to call home, just a room in which to catch some uninterrupted sleep between combat sorties.

Location: The Trojan Horse Factory

(See Separate Location Document: [Location_THFactory_Final.pdf](#))

Assault on Rock 937 (Mission 1-7)

(Editorial Note: As designed this mission is probably three separate maps strung together by short in-engine cutscenes, so each location should be treated as its own individual map.)

Location: The Base of the Girder

Where the giant girders holding NEMESIS together meet the surface of the rocks they connect there are defensive battlements constructed to control their passage and defend the structures from ground assault. As the prism-shaped inner core of the girder approaches the ground each of its three faces curves off from the center and

forms a sloping vertical ramp leading down out of the center of the girder to the surface and an attendant base. A "gate" then services each ramp where it meets the ground, controlling traffic on and off of the structure. Depending on the length of the girder in question these gates may be near to one another, or separated by several kilometers, and the place at which the ramps "flower" outward from the center of the girder may be several hundred meters or several kilometers above the surface.

For both sides of the Rock 937 girder the ramps separate relatively close to the surface, and their gates are placed close enough together to be collectively guarded by a single Cybrid outpost. This Cybrid outpost serves primarily as a defense mechanism for the girder and a transport hub. It is constructed in a circular fashion with buildings all radiating out from the center of the complex where the gates controlling access to the girder are. Buildings are placed symmetrically in concentric circles, and are connected by cables and laborform transport tubes.

(Editorial Note: This is actually a design guideline we'd like to initiate for all Cybrid bases if the design team approves: Reactors forming the center of Cybrid bases with buildings in concentric symmetrical rings radiating outward, first ring being command and control, etc...)

The Cybrid outposts protecting the girder bases have the usual collection of buildings, but their most notable features are a ring of giant naval batteries (huge guns of variable type – PBC, Rail, Rockets...) protecting the base of the girder from orbital bombardment and a very generous aerospace fighter contingent serviced by the normal attendant landing fields and hangars. Near the "gates," which would probably be located in the second or third ring of buildings, there are also a number of loading and offloading facilities designed to service various transports going to and from the girders.

Location: The Girder Interior

The girders that bind the rocks of NEMESIS together are mammoth structures spanning the void between each rock. Hundreds of kilometers long at their shortest, and over a hundred meters in diameter, they consist of two concentric layers of reinforced parasteel, each bound together by extensive use of cachetech and rotating in opposite directions. The outer layers themselves are not solid, but are rather a patchwork of steel frame and outer plating riddled with openings generous enough to allow the passage of exofighters through the structure.

Giant coupler discs that house the greatest portion of the a-grav technology that powers the structure anchor every kilometer along the length of the girder. These coupler rings also serve as the anchor points for the massive naval batteries that defend the entire NEMESIS platform. These giant particle beam cannon and rocket-pod arrays are also protected by smaller turret mounts that are designed to fend off assault on the structures by groups of smaller fighters that might otherwise outmaneuver the larger guns.

Finally running through the center of these girders is a triangular prism-shaped core, detached from the rotating outer shells and anchored at each of the stationary couplers. Sixty meters wide on each face it serves as a transport conduit for ferrying ground vehicles between rocks, along with being the durable core of the entire assembly. Constructed from giant shards of diamond harvested by the Cybrids from sources unknown this inner platform shimmers with refracted light and makes for a disconcerting walking surface, and renders the core of the girders impervious to typical weapons fire.

The girder is attached to its attendant rocks by this core, which blossoms open near the surface, and by giant support cables which anchor the nearest coupler to a companion coupler dug into the surface of the rock below.

Location: Rock 937 Girder Complex

This is the Cybrid outpost guarding the other side of the girder above (*Location: Base of the Girder.*) It should have a very similar layout, but should also include some terrain and buildings that make it visually different from the previous location.

The Choices of Captain Dawo Otobe (Mission 1-8)

Location: LZ Talon

The chapter 1 finale mission location is a maze of underground caverns honeycombing the interior of Rock 937. Turret emplacements and destructible gates controlling the passages guard numerous intersecting tunnels. The walls are covered with cabling and wires darting in and out of the barren rock, and sprinkled with Cybrid buildings embedded into the asteroid. Everywhere there are signs of both human and cybrid cache-tech, and this provides the primary light source throughout the mission, though some passages should be intentionally draped in total darkness.

There are two Cybrid 'bases' in this area, both of which must be destroyed by the player in order to facilitate Sunder's infiltration of the interior. These two bases service and defend the primary traffic lane leading to the final objective area. Each contains a number of stationary turrets, HERC and Infantry warform bays and repair areas, small reactors, and a mini-Nexus.

Somewhere along the main route into the heart of the asteroid there is also a secondary path that leads to a Cybrid Redaction Center. The visual style for buildings and vehicles in this area should differ slightly from the Cybrid norm, as this portion of the facility is under the direct control of the Exemplar Sect's <Givers-of-Will> circuit, and is guarded by their elite Platinum Guard units.

The final showdown takes place near the heart of the asteroid where a giant globular reactor, powered by gravitic technology, floats in the midst of a cavernous chamber. Large cables stream out from the reactor core into the surrounding rock, providing the power that keeps the rock in place, the artificial gravity for the vehicles and workers, and which works in tandem with the girders to hold this section of NEMESIS together. This is the objective that Sunder is sent to destroy, and this is the place where Dawo Otobe will be left for dead.

Whatever Happened to Captain Ramirez? (Mission 2-1)

Location: The Trojan Horse Factory

(See Separate Location Document: [Location_THFactory_Final.pdf](#))

4. REQUESTED ASSETS

The Beachhead Exterior

Human Troopship (Building w/Interior)
Human Strikeship (Building)
Human Lander (Building)
Human Lander, Converted (Building w/Interior)
Human Pre-Fab Buildings (2-4 Varieties)
Human Defense Turret
Human Defense Wall
Human Rough Airstrip
Human Floodlight Huge
Human Floodlight Normal
Human Assorted Metal Crates and Boxes
Human Mobile Crane
Human Forklift Style Cargo Loader
Human Airport Style Utility Trucks
Human Assorted Ammunition Pallets
Human Industrial Cable Spool
Human Large Cargo Container (Building-sized)
Human Pallet Jack
Human Empty Pallets (Stacked)
Human Empty Pallets (Single)

Lander-Barracks Interior

Human Double Bunks
Human Single Bunk
Human Storage Locker
Human Storage Trunk
Human Public Shower Stall
Human Public Bathroom Stall
Human Private Shower
Human Wall-Mount Computer Terminals
Human Hanging Monitor

Girder Base Exterior

Cybrid Naval Siege Gun (Surface)
Cybrid Naval PBC (Surface)
Cybrid Naval Missile Platform (Surface)
Cybrid "Girder" Gateway (Building) (Unique Map Object)
Cybrid "Girder" Entry Ramp (Unique Map Object)
Cybrid "Girder" Base (Building) (Unique Map Object)
Cybrid Airstrip (Building)
Cybrid Air Control Tower (Building)
Cybrid Aircraft Hangar (Building)
Cybrid Defensive Wall
Cybrid Defensive Turret
Cybrid Sensor Tower (Building)
Cybrid Ammo Depot (Building)
Cybrid Storage Bunker (Building)
Cybrid HERC Bay (Building)

Cybrid Armory (Building)
Cybrid HUB (Building)
Cybrid Power Plant Large (Building)
Cybrid Building Under Construction (Building)
Cybrid C&C Tower (Building)
Cybrid Comm Tower (Building)
Cybrid Industrial Buildings (Building)
Cybrid Nexus (Building)
Cybrid Redaction Center (Building)
Cybrid Cargo Loader Laborform
Cybrid Building Repair Laborform
Cybrid HERC Repair Laborform
Cybrid Cargo Transport Vehicle
Cybrid Floodlight Huge
Cybrid Floodlight Normal

The Girder

Cybrid Naval Siege Gun (Girder-Mounted) (Unique Map Object)
Cybrid Naval PBC (Girder Mounted) (Unique Map Object)
Cybrid Naval Missile Platform (Girder Mounted) (Unique Map Object)

LZ Talon

Cybrid Tunnel Blast-Door\\Gate (Unique Map Object)
Cybrid Gravitic Reactor Core (Unique Map Object)
Cybrid Ore Collector (Building)
Cybrid Outpost Hive (Building)
Cybrid Ammo Depot (Building)
Cybrid Storage Bunker (Building)
Cybrid HERC Bay (Building)
Cybrid Factory (Building)
Cybrid Industrial Buildings 1-4 (Building)
Cybrid Power Plant Small (Building)
Cybrid Repair Facility (Building)
Cybrid Security Post (Building)
Cybrid Redaction Center (Building)
Cybrid Cargo Transport Vehicle
Cybrid Cache-tech Doodads
Cybrid Defense Turrets
Cybrid Floodlight Huge
Cybrid Floodlight Normal
Cybrid Cargo Loader Laborform
Cybrid Building Repair Laborform
Cybrid HERC Repair Laborform

Cybrid Platinum Guard Outpost Hive (Building)
Cybrid Platinum Guard Ammo Depot (Building)
Cybrid Platinum Guard Storage Bunker (Building)
Cybrid Platinum Guard HERC Bay (Building)
Cybrid Platinum Guard Power Plant Small (Building)
Cybrid Platinum Guard Repair Facility (Building)
Cybrid Platinum Guard Security Post (Building)