

NDC To Do



General Plan

- Complete Occupation articles so that each Occupation is an interesting choice and has enough information to be a viable option for a new player's character
- Finish organizing the NDC's technology sidebar and subpages
- IC guides for the various occupations, either as part of the Occupation's page or as additional pages. Things like, 'How to Pilot Fighters/Frames/etc', 'How to be an Infantryman', 'How to be a Corpsman', etc
- More details on the types of training and what goes into them. What and how do people learn during Initialization? In Basic?
- Flesh out our System pages to include Nobles, points of interest, rumors, etc
- Get art for the various new looks - Operators, Knights, Officers, etc

Articles

Current Priorities

For a full list of articles that need to be made, check [New Dusk Conclave WIP & Wanted](#).

New Art

NDC Capital Inspiration Board

- [BW-P2 "Wraith"](#) ☐
- [BW-MWS2 "Harbinger"](#)
- [BW-6AS "Sickle"](#) ☐
- [BW-KAS "Hailstorm"](#)
- [BWE Rotary Chain Gun](#) (I think this art is fine if you work on the colors for different pieces and stuff.)
- [BW-SS2 Scythe Cruiser](#)
- [BW-MSF "Sparrow" Modular Fighter](#) (this art is actually pretty good. If you want to just slap some new colors on it and drop the background, I think it's serviceable.)
- [Hydra Variable Tank](#) ☐
- [BW-XM1 "Possessor"](#) ☐
- [Desert Rider](#) (this looks like a one-off thing that may not be used anymore? going to skip it for now - Whisper)
- [Raven Sport](#)
- [BW-MRGT "Hound"](#) (can you find some art references for me, Jack? the ones on the page help but it'd be good to have some other stuff to go off of)
- [BW-RTTS "Bolt"](#) (can we deprecate this in favor of the Hellcat? I understand that they have some different uses, but from an RP angle I'm not sure if we need multiple gunship/troop carriers. It'd be like having a bunch of different Pelicans in Halo. - Whisper)
- [BW-VTOLT "Hammer"](#)
- [BW-PCA-1A "Predator" Combat Armor](#)
- [Geist Advanced Interfacing Implant](#)
- [BW-PC-1A Plasma Core](#)

Planned Line-up

Here's what I think the NDC's overall available tech could/should look like. Keep it simple and concise. Avoid overly-specialized stuff as part of our main 'offerings' to players. "Want a gun? How big do you want it? Here you go." kinda deal.

Item/Category	Tier	Name	Notes
Gun, One-handed	?	Wraith, Judge	
Gun, Two-handed	?	Storm Rifle, ?? (I feel like an update to the Harbinger might work here? It'd be cool if you didn't have to swap parts out to change modes, I dunno)	
Light Armor	?	Revenant Mk II, etc	
Heavy Armor	?	EASE	
Light Tank	?	Hydra	
Heavy Tank	?	Centaur	

Light Transport	?	Hellcat	
Heavy Transport	?	Hammer	
Light Fighter/Mech	?	Crown (NDC variant?)	
Medium Fighter/Mech	?	Sparrowhawk	
Medium Mech (Ground)	?	Possessor	
Heavy Fighter/Mech	?		
Light Starship	?	???	Alex's ship?
Medium Starship	?	Spectre-class Gunship	
Heavy Starship	?	Erebus-class Missile Cruiser (and a Scythe update? That one feels like a challenge to me)	
Medium Capital Ship	?	Albion-class	
Heavy Capital Ship	?	Dirge-class	

OOC Notes

[Jack Pine](#) created this article on 2020/04/08 15:47.

□ This article is a work-in-progress. Is it not currently approved.

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