

Designing NMX Starships

This page is here to promote NMX ships having a uniform look and feel, since multiple designers may be working on ship designs at the same time.

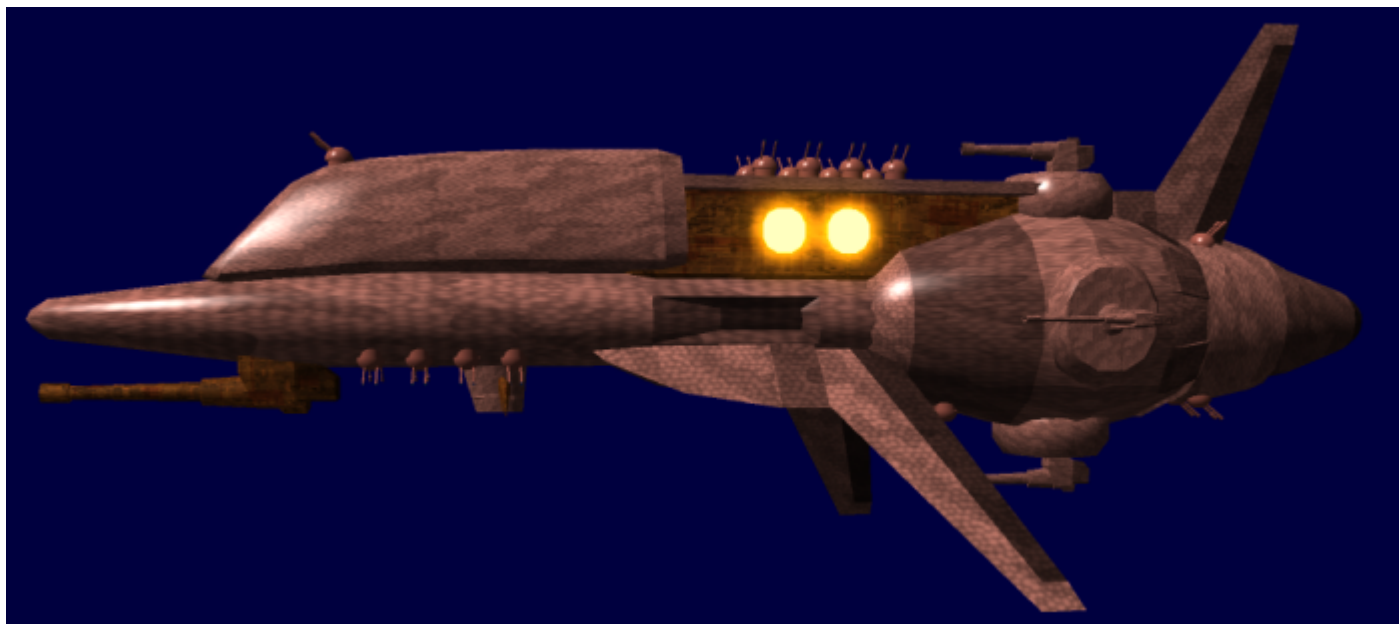


General Features

NMX ships are somewhat cigar-shaped, and tend to have large open bays for launching huge hordes of fighters, power armor, and battlepods.

Colors and Textures

- Main Hull: 89 56 49 with scale texture 65% emphasis 220% density, and camo texture 42% emphasis 220% density
- Alt Hull Color (for detail): 67 36 11 with marble texture 90% emphasis 100% density, and mechanic1 texture 130% emphasis 100% density
- Glowing Orange Detail: 100 70 15 (high emission material)



NMX Fleet Logo



(Font: [Planet Kosmos](#))

NMX Ship/Combat Unit Name Ideas

- Amputator
- Castrator
- Crusher
- Decapitator
- Defiler
- Desecrator
- Despoiler
- Destructor
- Dissector
- Dominator (planned for a strider tank)
- Eviscerator
- Forayer

- Fury
- Hacker
- Impaler
- Mangler
- Mauler (planned for a hovertank)
- Mutilator
- Penetrator
- Pillager
- Quasher
- Ruiner
- Savager
- Slasher
- Snatcher
- Suffocator
- Vexer
- Violator
- Vivisector
- demoralizer

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