

# *FIRE TEAM: MARSOC*

*Appendix APR08*



# MASSAWA, ERITREA



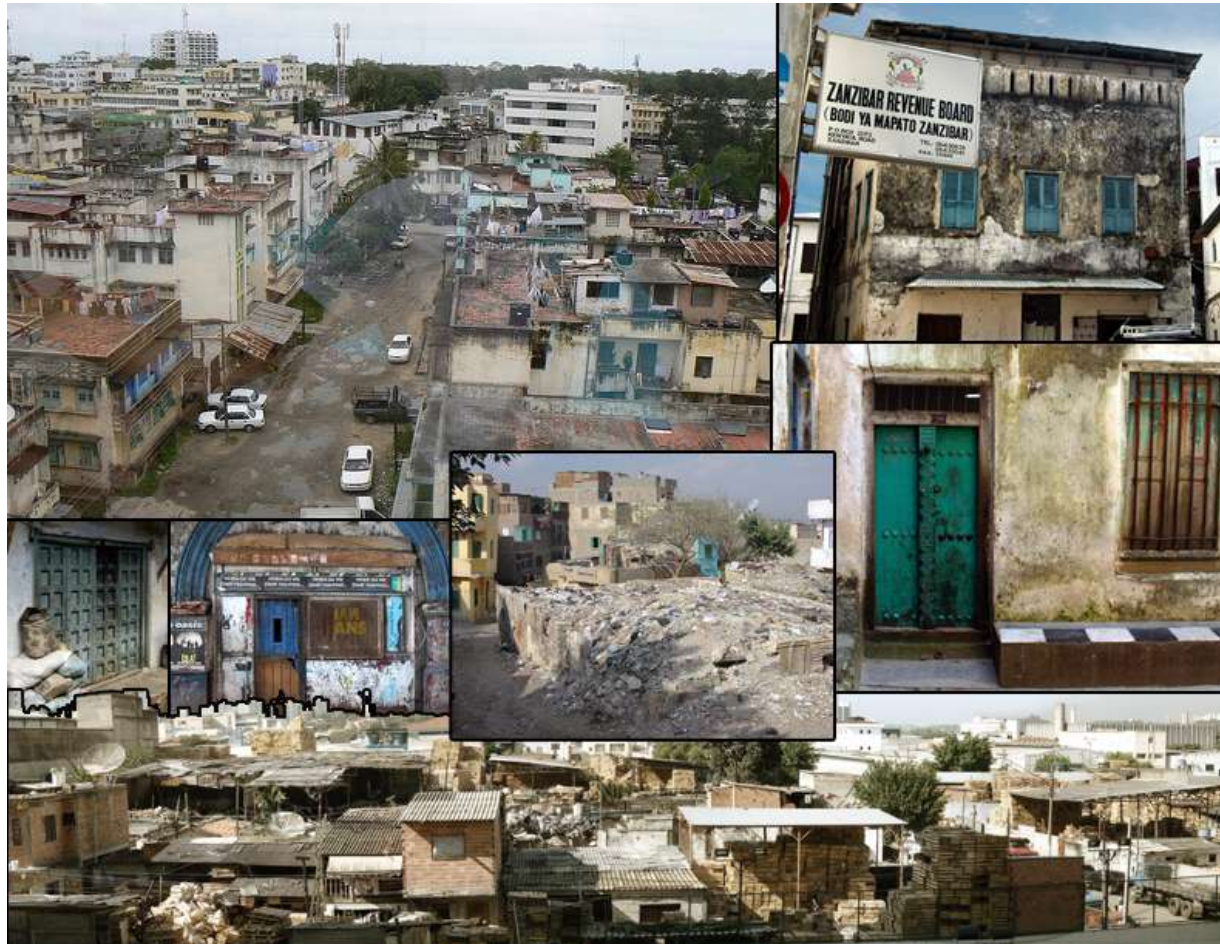
# MISSION LOCATIONS



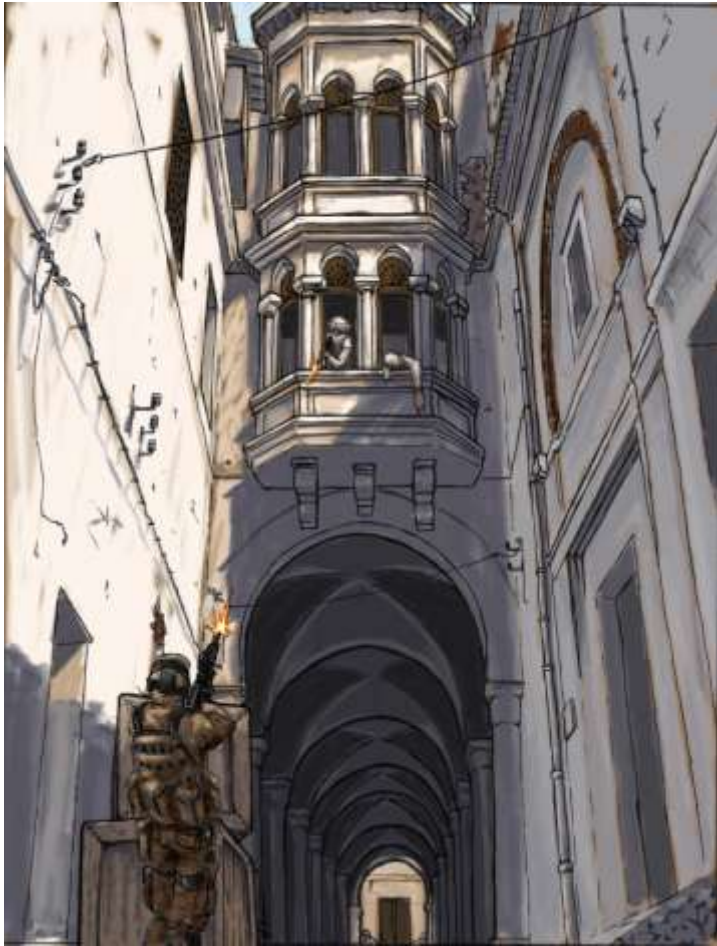
# LOCATION SHOOT



# LOCATION SHOOT



# URBAN COMBAT



# KIKONI HOTEL RAID



# KIKONI HOTEL INTERIOR



# UNME CONVOY



# RED CROSS HOSPITAL



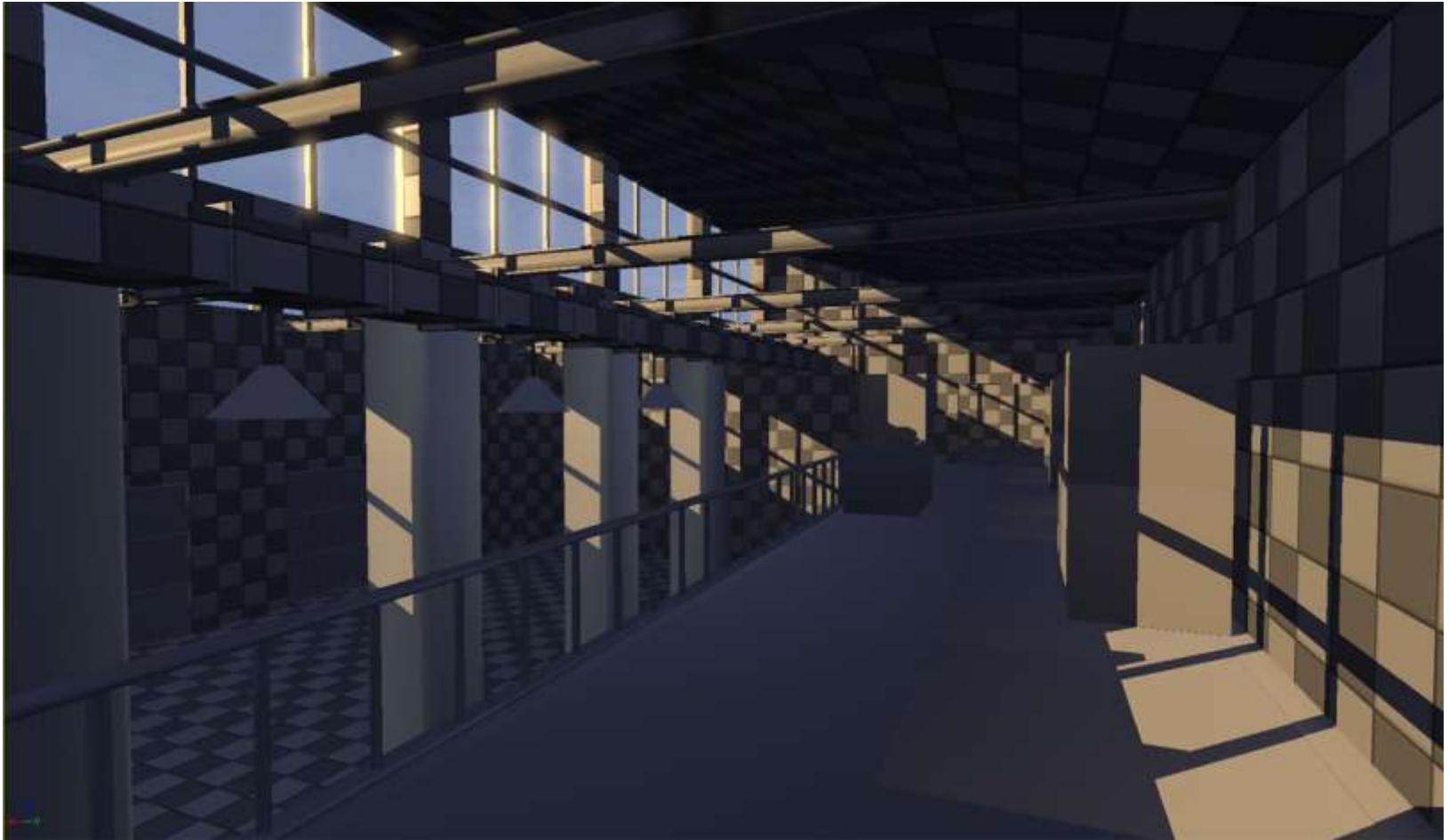
# MASSAWA DOCKS



# WHITEBOXED DOCKS



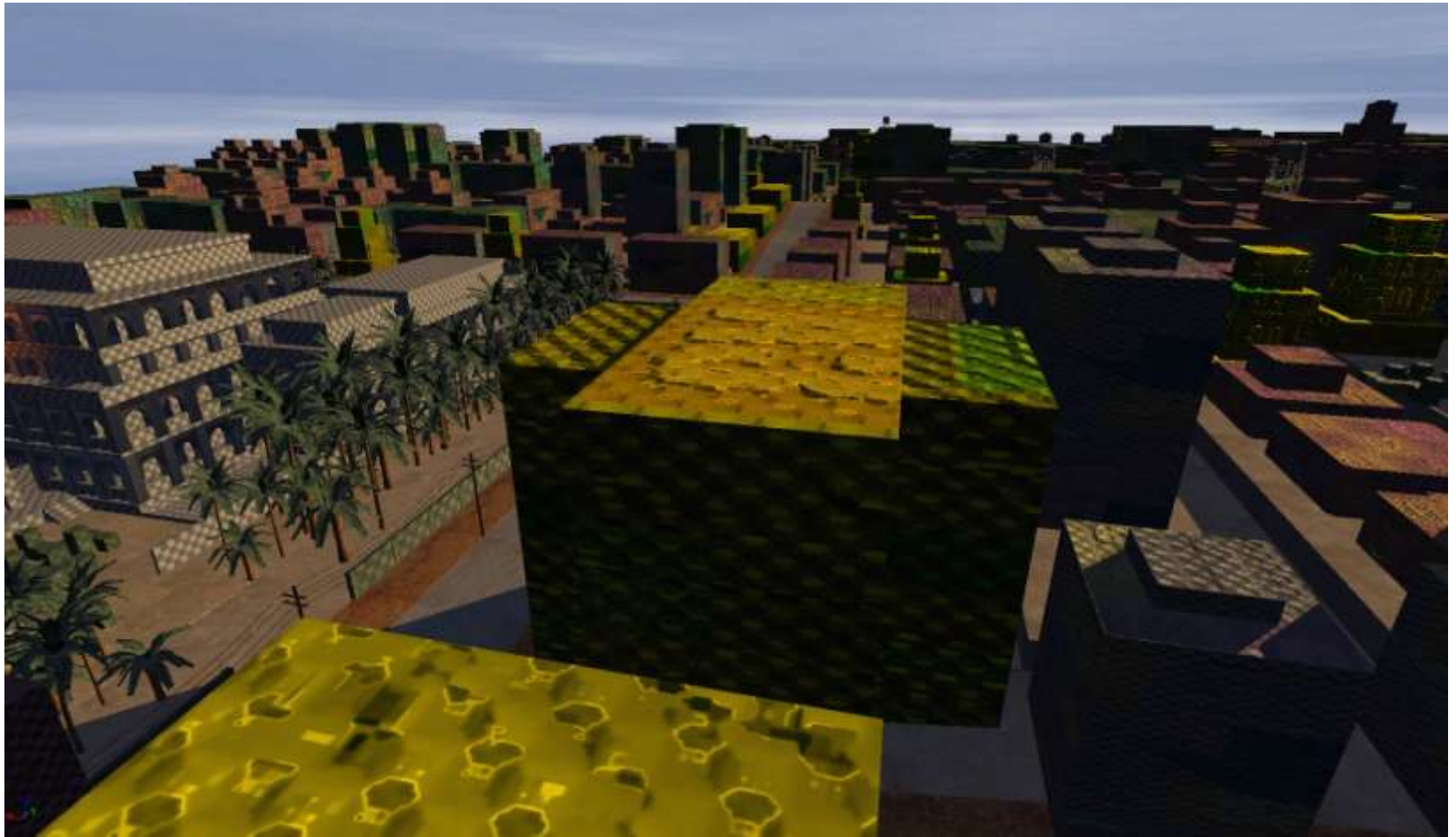
# WHITEBOXED WAREHOUSES



# LEVEL DENSITY TEST



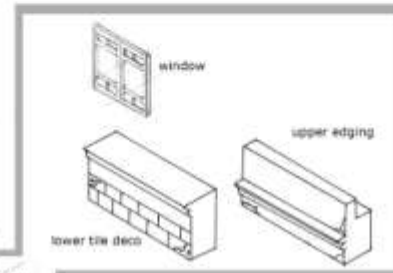
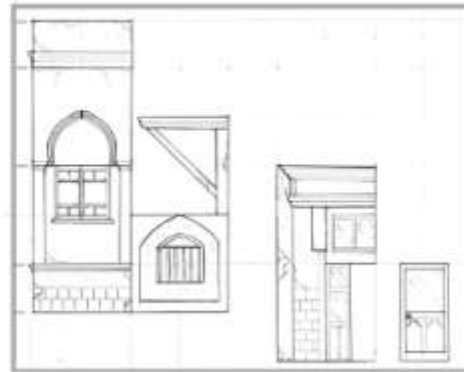
# LEVEL DENSITY TEST



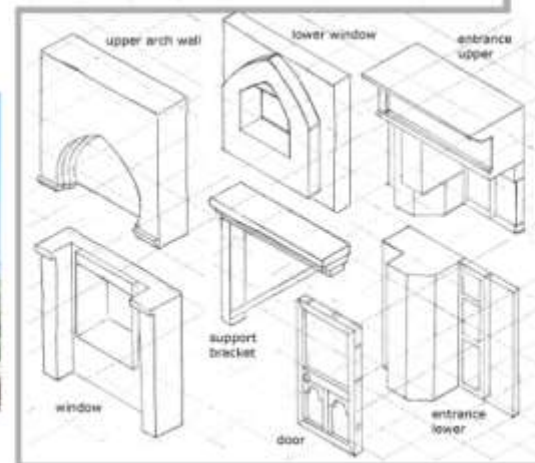
# MODULAR BUILDING DESIGN

## Two Story building w/ overhanging balcony

### Original Reference



### Initial Breakdown



## Two Story building w/ overhanging balcony

### Key concept

Create tiling system based on orig ref photo

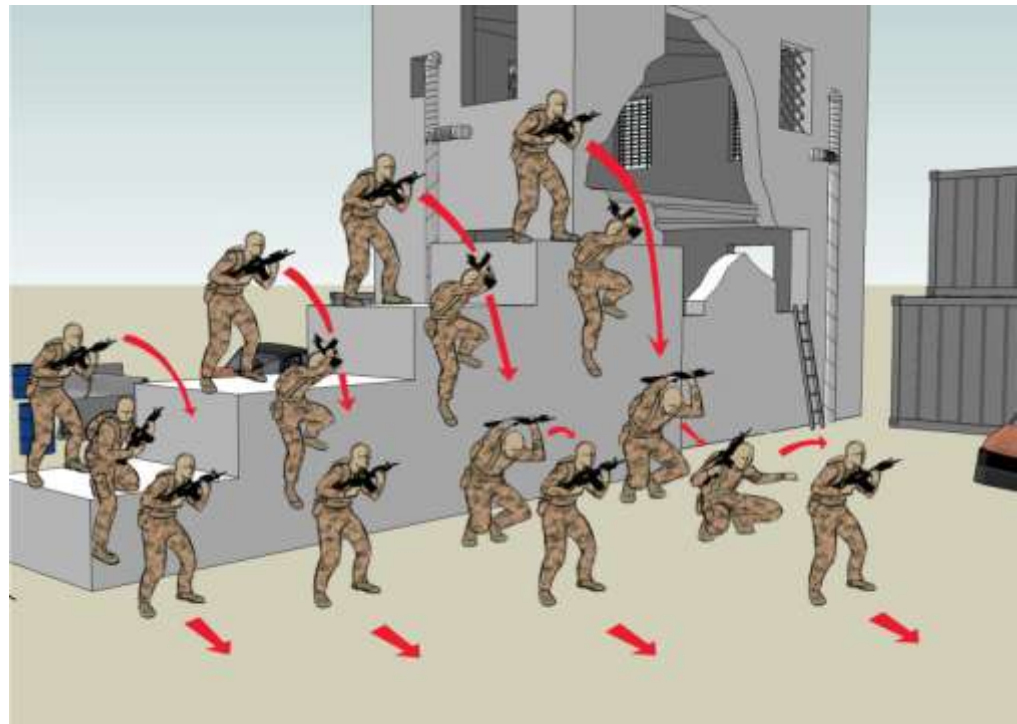
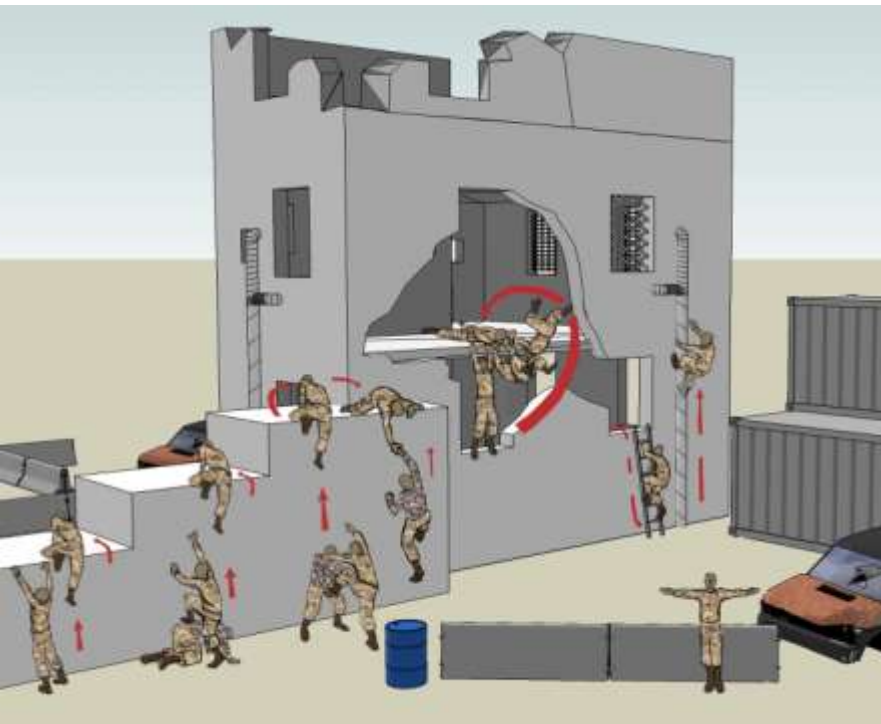
All tiles must be scalable to the power of 2

Provide front and isometric view

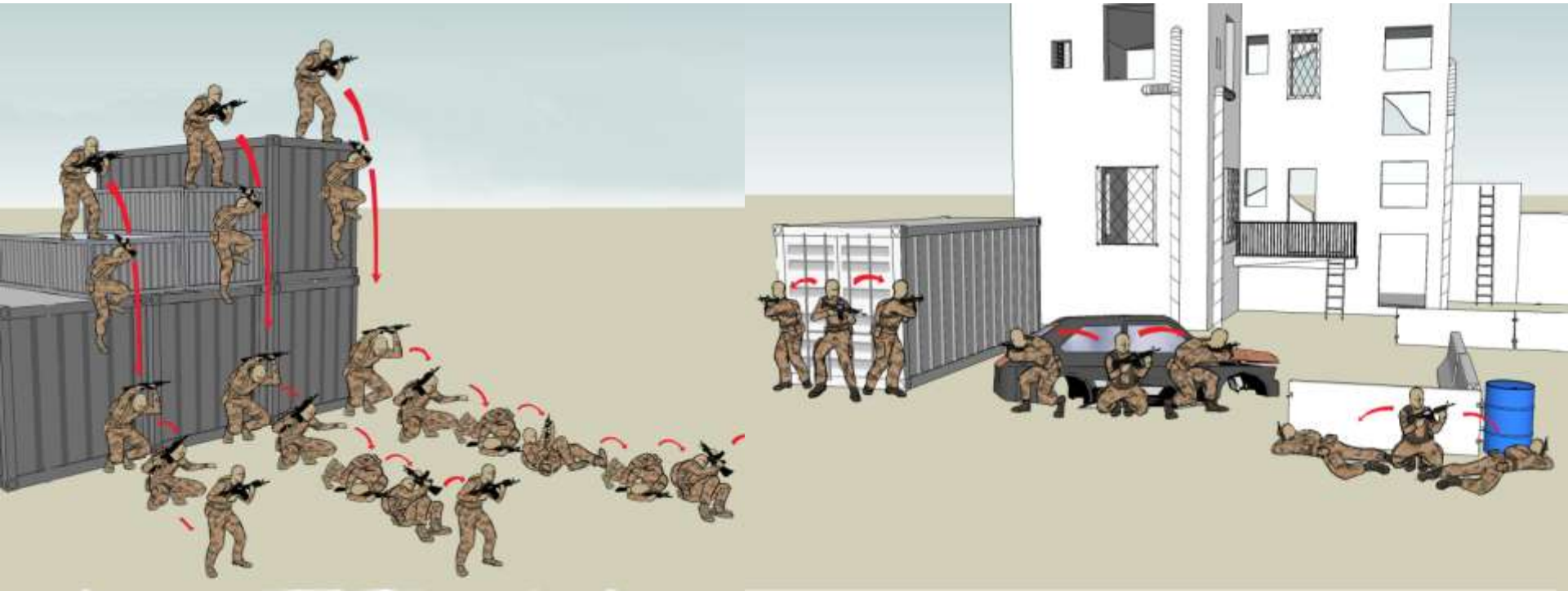
Grids on 1" scale, height variable:

1" = 2', each grid = 6 ft high

# CHARACTER MOVEMENT



# CHARACTER MOVEMENT



# CHARACTER REFERENCE

**MARSOC CHARACTER REFERENCE**



**MARSOC CHARACTER BASICS**



# CHARACTER REFERENCE

## MARSOC BODY ARMOR



## MARSOC PATCHES



# CHARACTER REFERENCE

**ROYAL MARINE CHARACTER REFERENCE**



**ROYAL MARINE HEAVY**



# CHARACTER REFERENCE

**MILITIA WARLORD**



**MILITIA HEAVY 03**



# CHARACTER REFERENCE

**PMC SNIPER**



**PMC LEADER**



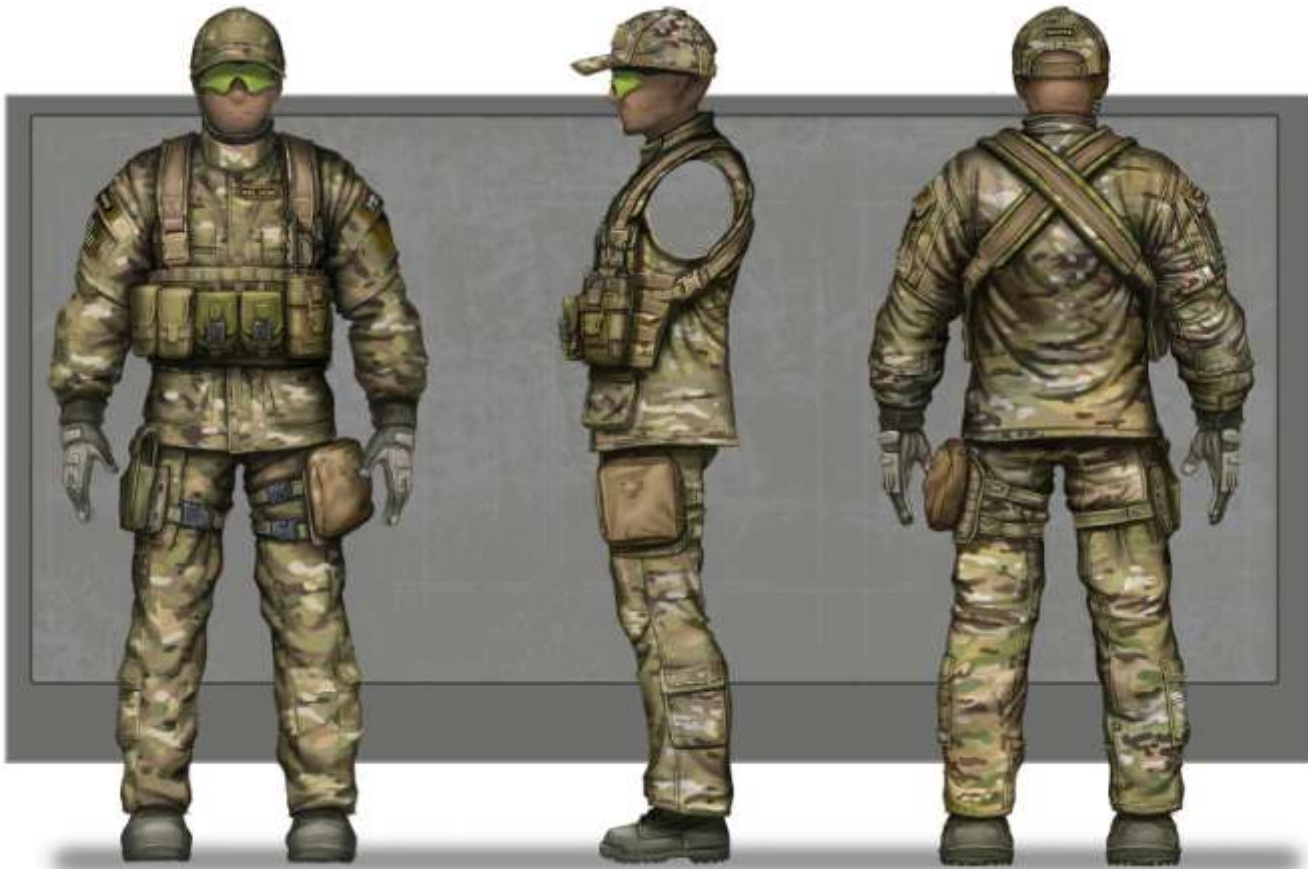
# TEAM LEADER

MARSOC TEAM LEADER



# SCOUT SNIPER

MARSOC SCOUT SNIPER



# COMBAT ENGINEER



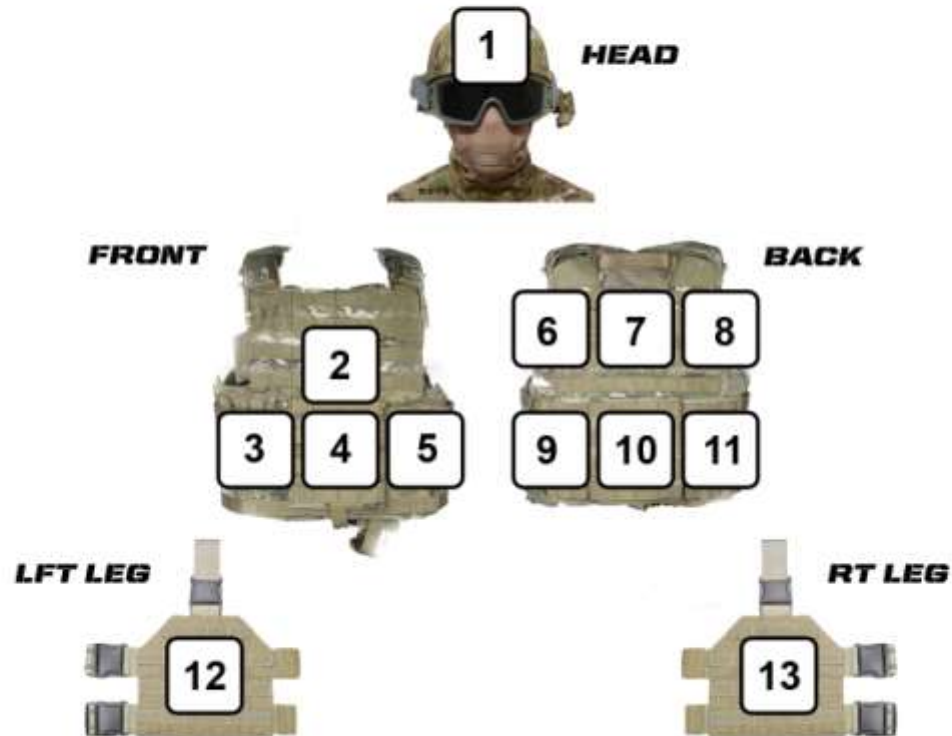
# MEDIC

MARSOX CORPSMAN (MEDIC)



# CHARACTER CUSTOMIZATION

## ***MARSOC CHARACTER SOCKETS***



# SAMPLE CUSTOM HEAD



# INTRO CINEMATIC

1.)



FADE IN FROM BLACK. A PAIR OF HANDS HOLDING A COMMUNION WAFER RAISES UP INTO THE SKY FRAMED BY BLUE SKY. AUDIO: QUIET SYMPHONIC MUSIC SLOWLY BUILDS. (VO: CHAPLAIN RECITES HOLY MASS) CUT TO →



CUT TO → EC - AFTER CANDLE, FLAME BLOWN IN WIND. AUDIO: MUSIC BUILDS. (VO: CHAPLAIN GIVES A BLESSING PASSAGE) MARINES RESPOND WITH DEVOTIONAL. CUT TO →



INTERIOR OF WANDER TRENCH. SKY FRAMES SILHOUETTES OF MARINES PRAYING GATHERED FOR HOLY MASS. CUT TO →



EC - ON HANDS PLOTTED OVER BODY ARMED, MAKES SIGN OF THE CROSS. CUT TO → AUDIO: MUSIC BUILDS. CUT TO →



EC - CHAPLAIN'S PURPLE STOLE DRAPED OVER BRITISH DESERT DPM. AUDIO: MUSIC CONTINUES TO BUILD. (VO: CHAPLAIN RECITES HOLY MASS) MARINES RESPOND WITH DEVOTIONAL. CUT TO →



CUT TO → CHAPLAIN'S HANDS AS THEY CONSECRATE THE CHALICE. AUDIO: MUSIC BUILDS. (VO: CHAPLAIN RECITES CONSECRATION PASSAGE) CUT TO →

# INTRO CINEMATIC

1a)



EC IF SILVER SHOULDER, "HARSAC"  
"G-PO" CAN BE READ.  
AUDIO: MUSIC BEGINS  
(V.O. MARINES BEGINNING DETONATION) CUT TO →

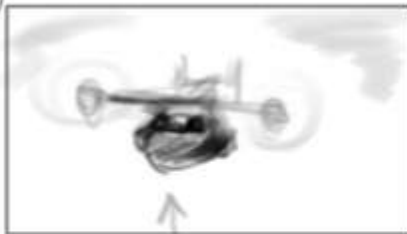


3 ARE SKY AS OPENING



CHAPLAIN'S HANDS TRACED INTO  
SHOT HOLDING CHALICE  
AUDIO: MUSIC BEGINS TO CRESCENDO  
RAPID PERCUSSION SLURRY BUILT IN  
(V.O. CHAPLAIN CONTINUES HOLY MESS) CUT TO -

2)



ELUSKY AS A SINGLE OSPECK RAISES  
UP INTO SHOT  
AUDIO: RHYTHMIC PERCUSSION CHANGED TO  
THE SOUND OF ROTOR BLADES



SHOWN BY 3 MORE OSPECKS  
AUDIO: PERCUSSION MATCHES ROTOR BLADES  
(V.O. CHAPLAIN CONTINUES HOLY MESS)

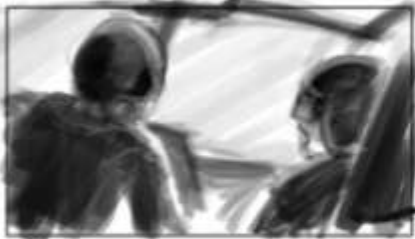
2a)



CUT TO INT. LEAD OSPECK CREDIT CRED CHALK SHOWN  
DEAD PILOTS.  
AUDIO: DEBATING OF ROTOR BLADES

# INTRO CINEMATIC

2a) - cont...



FLIGHT LEADS TOWARD CREW CHIEF.  
 FLIGHT HAS TO YELL TO BE HEARD OVER BOTHERS  
 (VO. OF'S ARE ON, HELI IN SIGHT) AS CREW  
 CHIEF AIDS CAM TRACK WITH C.C.



INT. SHIP/MON. (CREW CHIEF TURNS TO MAIN  
 ORION AREA. SHOWS IF ANYONE VOICES THINGS  
 UP. (VO. 30 SECONDS)



CAM TRACKS INTO MAIN/SHIPWAY - POST 'ROYAL HARBOR'  
 BNS OF DIALOGUE ON BENCHES - (CAM MOVES  
 CREW CHIEF TO →



LTC DROPS IN LEADER, AS CREW CHIEF  
 YELLS AND HOES. CAM CONTINUES TO TRACK  
 FIRST SPEECH OF CREW CHIEF  
 (V. C. RILEY'S HAT, SE)



TO REAR OF SHIP, LIKE MARINE TEAM  
 CAN BE SEEN STANDING



MARINE TEAM - CPT O'NEILL, PVTY BROWN, SGT  
 KNOX, SSGT NELSON & Cpl. VANDERBILT  
 (V. O'NEILL - RELAYING INFO ABOUT SHIP)

# INTRO CINEMATIC

2a Cont. ...



LTC EMERIN INTERRUPTS.  
 "SO THEY KNOW WHERE OMU - LT IS DEAD"



AS O'NEER BEGINS TO RESPOND, THE REAR  
 HATCH BEGINS TO OPEN.



SPILLING LIGHT INTO THE DARKEN CAVE



FROM BACK HATCH, THE CITY OF ANDRAUS IS  
 REVEALED. PLANNED FIGHTING & SPREADING GUNFIRE  
 CAN BE HEARD. 3 TRAILING OSCAR'S BREAK  
 OUT TO COVER THEMSELVES.  
 VO - O'NEER - LOOK LIKE NAJAT.  
 - DARRON - TIME TO "TAKE THE RUCK"  
 - MARSIC - HO - YEAH



THEY & O'NEER RESEMBLE AS (FROM CAVE)  
 THAT OF THE TUNNEL & FINGER IN THE AIR. SHOTS  
 FROM WITHIN (VO - CA. "GOD-BY")



CAM CUTS BACK TO INT. MAIN CARGO BAY  
 AS PARTH & RM STAND & CHECK GEAR

# INTRO CINEMATIC

30)



CAN FOLLOWS MARK TEAM. HAND-HELD ROCKET  
TOWARDS RM'S PARK GLOBE BEHIND BARRIER  
NEAR TRAFFIC CIRCLE



RM & WHOLE TEAM TAKE COVER AS BEST  
TO PROTECT RETROVIRUS EXAMINING UNIT



FOR A RM AS INITIAL BURNING TACTICAL  
BARRIERS TOWARD TRAFFIC CIRCLE



SECOND RM STAYED 7-FEET OVERSHADE  
AS FLAMING TACTICAL EXPLOSION, BARRIERS & TANKS  
FLY EVERYWHERE!



CAN LIFTS RIFLE AS ANOTHER RM FIRES NO  
JAPANESE INTO THE STREETWAY ROYAL OF NEARBY BUILDING

CAN FOLLOWS BARRIERS TO IMPACT  
EVENLY FIRE CEASES.

# INTRO CINEMATIC



SUDDENLY THE SAME RM IS RIPPED  
WITH BUMPY FIRE AS



THE OSREY TURNS UP & BEGINS TO  
TAKE OFF



CAN TRACK OSREY AS THE MINOR BUNKER  
FEELS AT NEAR BY BUILDING



A SINGLE EVERY WIDES AN RM, AND  
THE RIGHT ENGINE ON THE OSREY

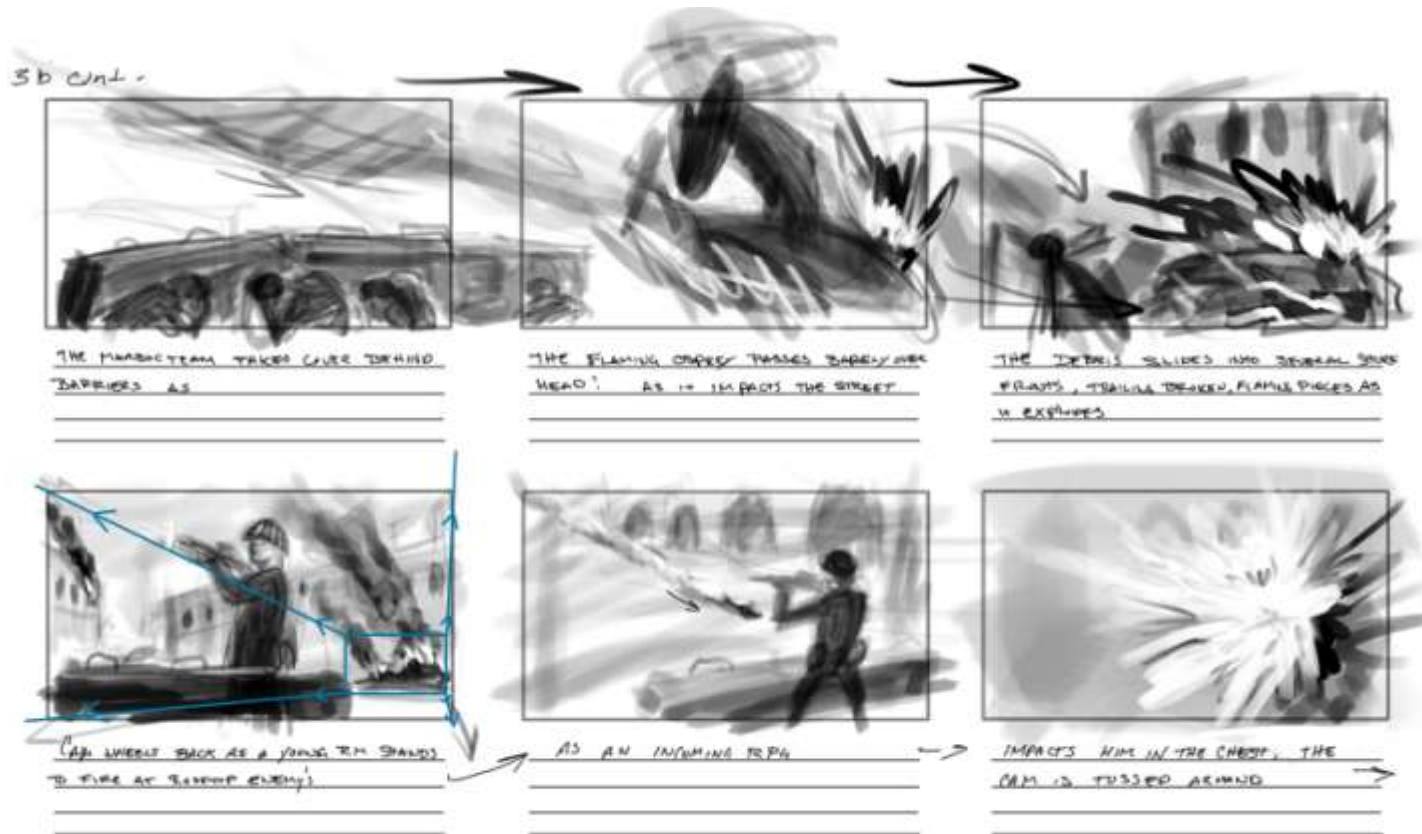


THE OSREY BEGINS TO RECALIBRATE  
SUDDENLY AS IT TURNS BACK TOWARD  
(SMOKE & FIRE HEADING)

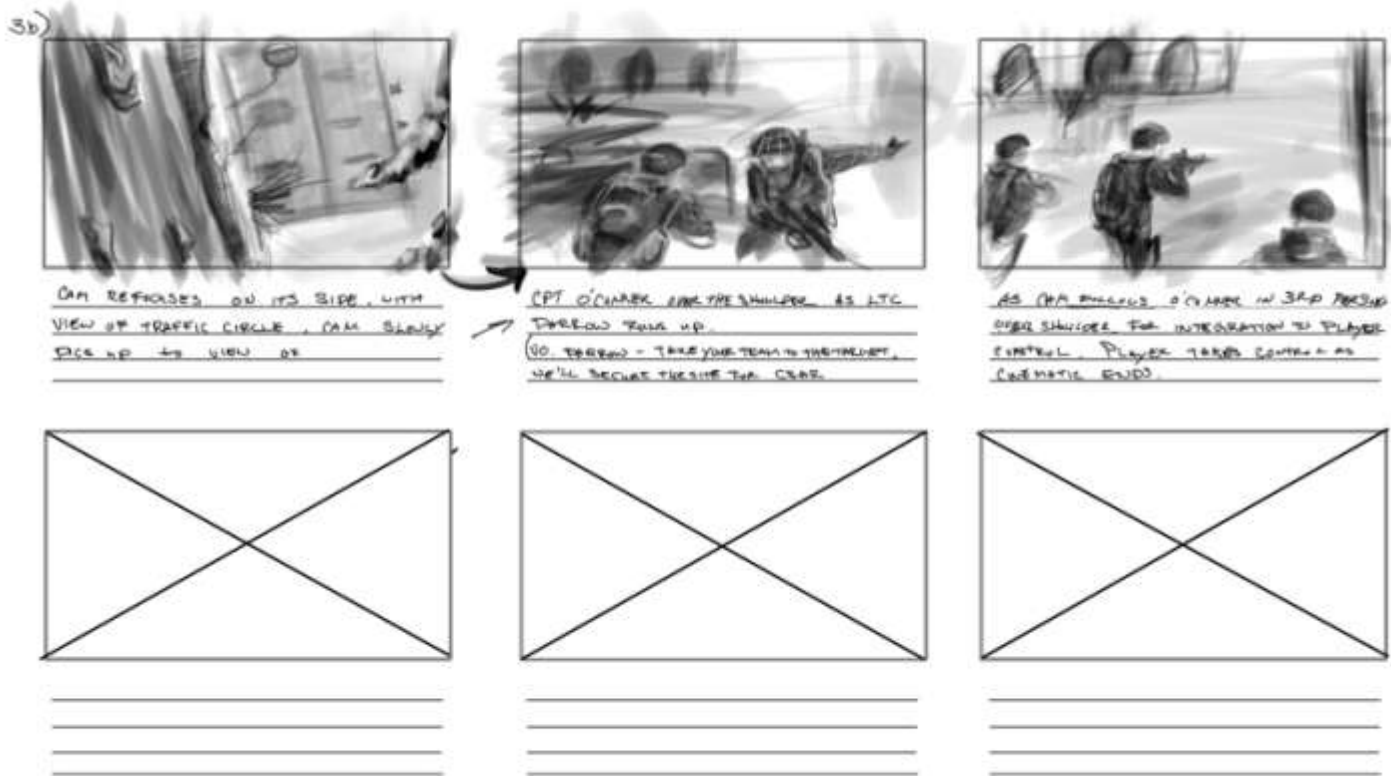


THE BUNKER TEAM'S EMOTION  
(SHOCK  
(10.4 TAKE COVER!!))

# INTRO CINEMATIC



# INTRO CINEMATIC



# MARSOC COMIC TEST



